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Sega Zone

19 Bolsover Steet, London W1P 7HJ, Tel 071 631 1433, Fax 071 323 9343 **Editor** Amaya Lopez; **Art Editor** Alex Patrick; **Deputy Editor** Vivienne Nagy; **Designer** Rebecca Gillard; **Staff Writer** Martin Pond; **Contributors** Mohamed Ahmed, Mike Carter, Tim Glynne-Jones, Jane Goldman, Rik Haynes, Michael Horsham, Duncan McDonald, David McCandless, Patrick McCarthy, Daniel Pemberton; **Advertisement Manager** Sara Parker; **Sales Executive** Marcella Smith; **Ad Production Manager** Liz Whittaker; **Advertisement Director** Alistair Ramsey; **Publisher** Jane Parbury; **Publishing Director** Teresa Maughan; **Group Art Director** James Egerton; **Group Production Manager** Jim Bulley; **Newstrade Circulation Manager** Sean Farmer; **Subscriptions Manager** Norman Diamond; **Managing Diector** Colin Crawford; **Chairman** Felix Dennis; **Published by Dennis Publishing Ltd., Repro** Ebony; Heathlands Industrial Estate, Heathlands Road, Liskeard, Cornwall (Tel 0579 46880); **Printer** Garnett-Dickinson, Eastwood Works, Fitzwilliam Road, Rotherham S65 1JU (Tel 0709 364721) **Distribution** SM Distribution Ltd.

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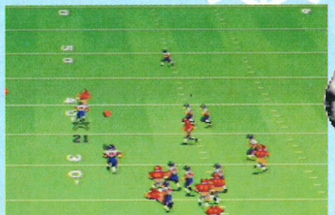

The *Sega Zone* news and previews pages, the worst disaster to hit news reporting since Dave Sullivan bought his parish newsletter and decided to 'jazz it up with some dolly birds'. This month our exclusive pictures of Mario romping naked by a swimming pool with Yoshi have been withheld by the *Sega Zone* lawyers. But fear not, there's plenty more unsubstantiated rumours and blatant porkies where those came from.

PC the action?

Ever had problems persuading your parents to buy a Mega Drive 'cos they'd rather splash the cash on a PC? Now you can do all these things and more on the one machine – the Amstrad Mega-PC. If your dad's doing his accounts but pops out for a cuppa, you can nip in for a quick burst of *Sonic 2* and his sums will be exactly where he left them on his return. Smart or smaaart? Something not quite so smart is the price: it costs one penny off a hefty thousand pounds. Ouch!

Calling all aspiring reviewers!

What an incredible doss it is to work for a games magazine! It's not like being a rock star, or working in a sweet factory or anything, but there's free games, fat salaries, long lunchbreaks – you'd love it! We've all started to feel so guilty about our non-stop-party type careers, especially with other people having to pluck chickens and all, that we want you all to help us write the mag. There's three ways to get a slice of the action:

1. Firstly, we're looking for new freelancers. It seems only yesterday when we bought the street urchin Danny Pemberton from a passing gypsy; now look at him – a literary legend and Britain's richest grubby-faced teenager! Just send your details along with a sample review. Remember though, it helps if you live close to London, so the boys don't have far to go when they have to collect any late copy.
2. We also need broad-minded people to help our reviewers with a second opinion on a game. You only have to write a 100 or so words and you also get a rather smart prize. Just send in your name, address and phone number, along with a current photo, a list of your top three games, and which games machines you own. You needn't even be a chirpy cockney Londoner for this one 'cos we'll mail you the game.
3. Thirdly, if you can't string two words together you can still contribute! We're starting a readers' top ten section to go with our sales charts. Just phone our hotline number and state your name, address, favourite game and console. And every month we'll pick one of the names and send you a free cart. So what are you waiting for? Get dialling on (0839) 121142. Remember telephone calls cost 36p per minute at normal times and 48p per minute at peak times. And send in your works of literary genius to:

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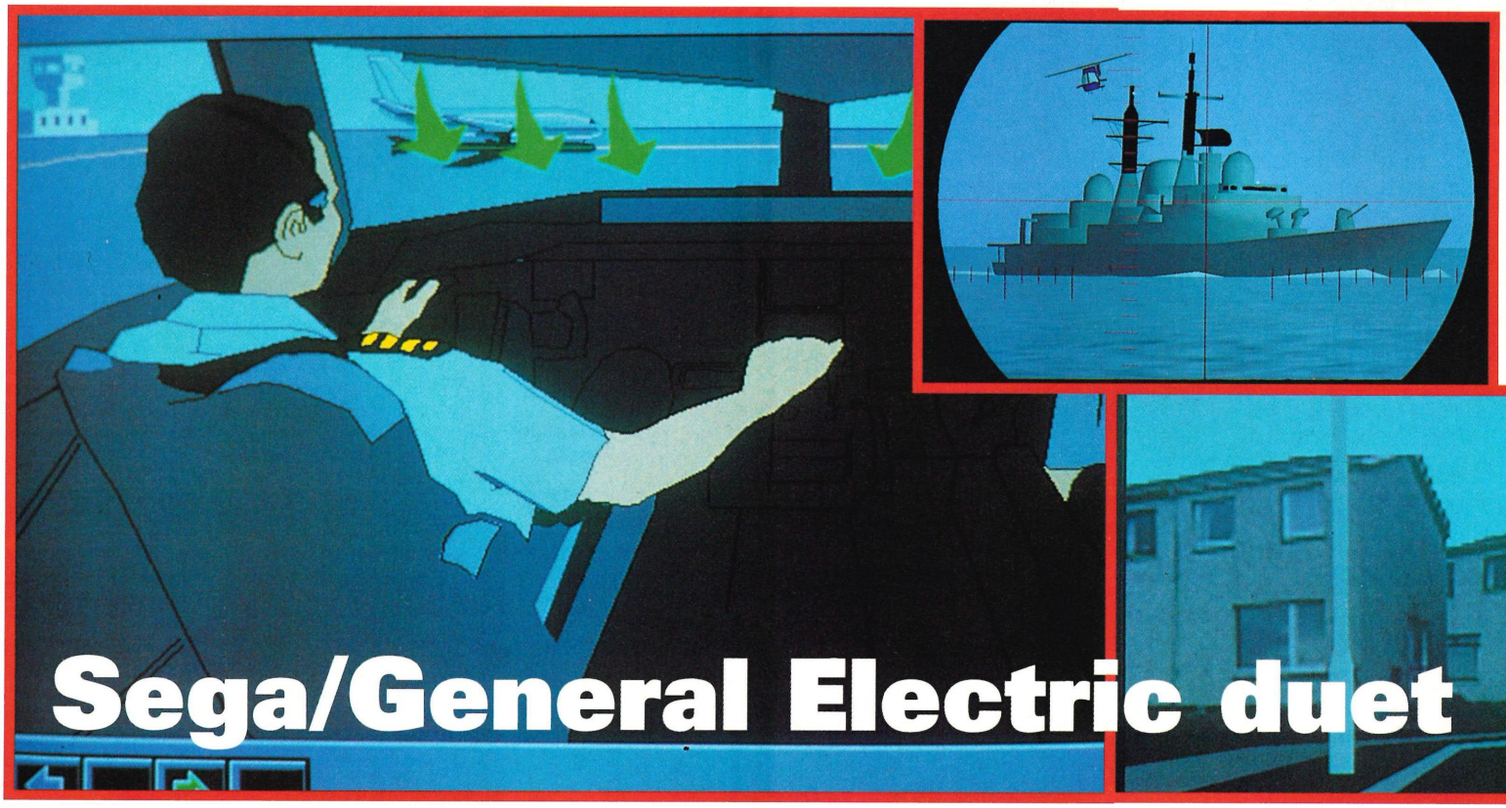
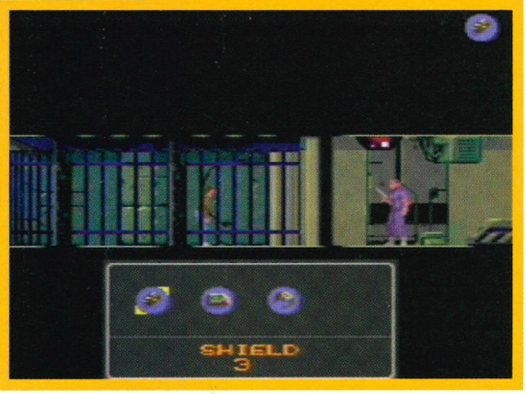


Sega/General Electric duet

Flashback

Lifelike, fluid, beautifully animated and colourful. No, it's not one of those Japanese simulated fishtanks but the latest cinematique-style game from US Gold, *Flashback*. In the style of *Another World*, but even better, it features cartoon-like animation sequences, intimate close-ups at crucial moments while the plot unfolds through a series of wosnames. (*Flashbacks perhaps? Ed.*) Out in April 1993 on Mega Drive, followed by Mega-CD at a later date.



Another duet that Sega is quick to play down is the collaboration deal struck with General Electric, a company with its fingers in more pies than Mr Kipling. The thing is, Sega has long been keen to buy into the burgeoning business of virtual reality (you know *The Lawnmower Man*, and all that malarkey). GE, on the other hand, has extensive experience in the allied technologies of military simulation and image generation.

The first fruit of this union will be a Sega-designed image generator board, based on some of GE's spooky 'photo-texturing' software. Due out in mid-1993, this product will form the basis for a series of smart VR entertainment systems. And if all goes well there's the possibility of Sega games incorporating some of GE's huge library of virtual environments. Anyway, to give you a taster of just how sophisticated GE has made its simulations check out these screenshots from the Marconi simulators pictured here. Knocks *Marble Madness* into a cocked hat,, doesn't it?

Sonic Gets Down

Have you heard it? The new Sonic The Hedgehog dance hit, *Super Sonic*? Here at *Sega Zone* it's had us whirling around the office. It was released on 24 November to coincide with Sonic 2sday and Sega is confidently predicting that, Cliff willing, it'll be the Crimbo No.1. (*Not 'arf, pop pickers. Ed.*) The popular music combo, HWA (Hedgehogs With Attitude) is the brainchild of Jeremy Healey, club DJ and formerly of Hayzee Fantayzee. According to our sources it all started as a lovely, sensitive ballad (you know the stuff: boy meets Hedgehog, boy loses Hedgehog, boy accidently squishes Hedgehog under the wheels of his truck), but it then evolved into all that dancey 'Yo switch on' business.

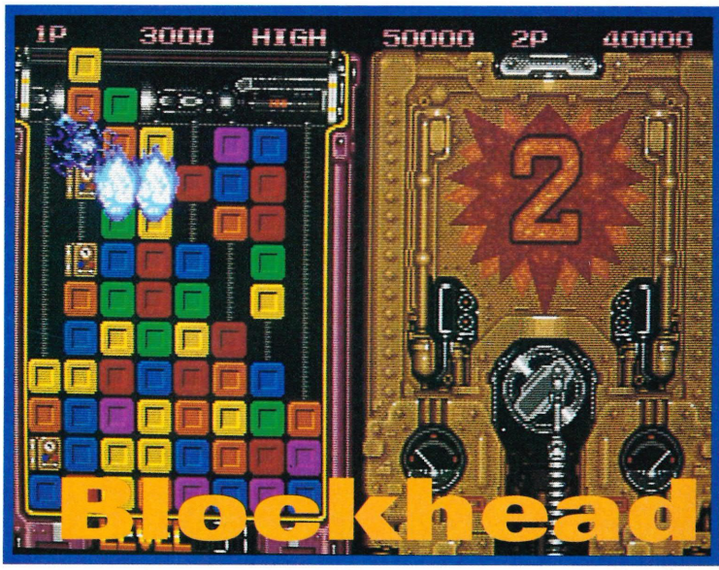
So will Sonic become a rock 'n' roll legend, and end up choking on his own vomit, face down in his pool? Or will he return to being a home-loving games star? Sonic's management are quick to scotch rumours of a future duet with the Pet Shop Boys, singing the Eurythmics classic Thorn In My (Back) Side, but we're not convinced. Write in and tell us who you think Sonic should duet with and what they should sing. Best answer gets a copy of the single. (*Second best gets two copies, ha ha. Ed.*)

Jap in a box

There's only one place to find the wackiest gadgets and video games in the world. That's why MASAKI OJI and RIK HAYNES went wild in the islands of Hawaii, oops, Japan...

Thirsty something

Would you like to teach the world to sing in perfect harmony, make the choice of a new generation and drink in the sun? Alternatively, would you like to sample the Sega Sonic soft drink from Sega and Asahi? *Sega Zone* is the proud owner of a bloomin' great big box of the stuff. Yup, we have a stonking 24 cans to give away. (*So what does a fizzy hedgehog taste like? Ed.*) Imagine, if you will, a cross between one of those new isotonic sports drinks and cold lentil soup. (*Perhaps we ought to give it away. Ed.*) Okay, what's the name of Sonic's new pal? Write your answer on the back of a postcard and send it to: Tails Is The Name Compo, *Sega Zone*, 19 Bolsover Street, London W1P 7HJ. Don't forget to include your name, full address and a single sentence explaining what you like best about this magazine. The first 24 entries out of the postbag with an extraordinarily funny line and the correct answer to our untaxing question, will each win a can of pop. Employees of Dennis Publishing will have to remain thirsty. Ha! The Ed's decision will be final. (*Got a problem with that? Ed.*)



Blockhead

Tekipaki from Toaplan? Sounds like a furniture shop in the Far East, but it's actually a simple *Tetris*-style game. Various coloured blocks fall from the top of the screen. You have to make a straight line of more than five blocks of the same colour. This line can be horizontal, vertical or diagonal. When you've made it, the blocks in that line will disappear. Sound familiar?

There are special blocks, too. One of them erases all the blocks currently in view and another stays in the air to prevent blocks from falling further. You can change the level of difficulty by selecting the block size, speed or number of colours. *Tekipaki* is out now for the Mega Drive.

Mega-mania

In a spree of busy press launches, Sega has made not one but six important product announcements concerning the Mega Drive and Mega-CD.

* Firstly, there's going to be a new console next year – the Mega Drive 2. Before you get too excited, there will only be slight cosmetic differences between it and Sega's current model.

* The next is Megadora Mouse (working title). This accessory, a fancy addition to the normal controller, can also be used like a trackball if you turn it upside down, making games like *Populous 2* and *Ultima Underworld* much easier to handle.

* Sega's response to the rival Mario Paint from Nintendo will be released in March 1993, although the price has still to be decided.

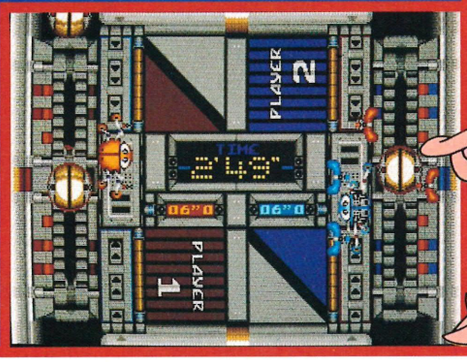
* Next, there's the Fighting Pad 6B (working title) which has six fire buttons instead of three. (*Now there's a surprise. Ed.*) If, or should that be when, Capcom finally converts the most excellent *Streetfighter 2* over to the Mega Drive or Mega-CD, these extra buttons will come in very handy indeed. A release date and price haven't been announced but the first Fighting Pad 6B compatible game will be *Real Fighters* from Sega.

* The company is also working on a multiplayer accessory for the Mega Drive, enabling up to four players to simultaneously compete against each other.

* Last, but by no means least, we have a Karaoke amplifier for the Mega-CD. Due for release on 18 December, this crazy bit of gadgetry costs ¥19,800 (around £107) and is there to help you sing along to the likes of *She Loves You*, *You're The One That I Want* and *My Way*. It comes with a microphone and connecting cable. (*Phew! Is that everything? Ed.*)

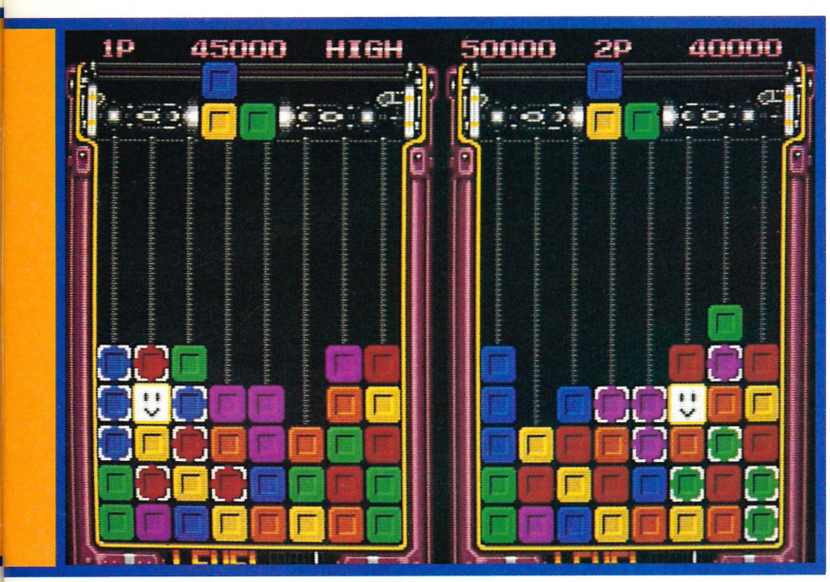
It's got balls!

You may need hands to hold someone you care for, but what would Max Bygraves say about the rocket hands in this strange video game for the Mega Drive? Namco's latest coin-op conversion takes place in the 77th century and the idea is to grab as many balls as possible. Win six rounds and you move onto the secret stages. It's called *Bomb Jacks* and nobody at Namco knows when it's going to be released. (*We did try, honestly. Ed.*)



Heroes in a halfshell

With a stupendous amount of sales on other formats, Konami has wisely chosen to release *Teenage Mutant Ninja Turtles* as its first Mega Drive game. Of course, you have the choice of controlling Leonardo, Michelangelo, Donatello or Raphael. The real fun comes from trying the two-player mode where you have to help one another. It's actually a five-stage arcade game set in New York. Stage four is particularly gruelling, as the baddies from the first three levels come back to try their might and luck against yours. TMNT will be out on 22 December for ¥6,800 (roughly £36). *Tiny Toon Adventures* and *Sunset Rider* will follow shortly afterwards. There's no news of any Game Gear, Mega-CD or Master System conversions yet.



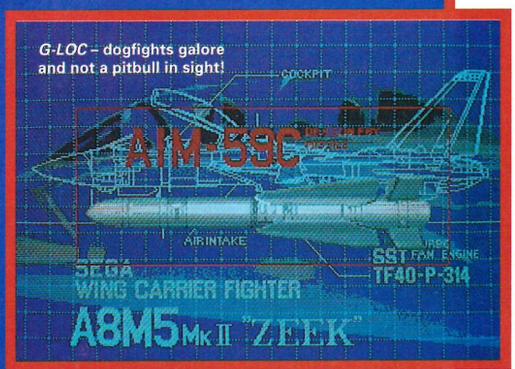
The Megadora Mouse: turns your world upside down

Fighting Pad 6B: doubles your firepower

Reach for the skies

When it comes to mindless shoot 'em-ups, they simply don't get any more thrilling than Sega's *Loss Of Consciousness By G-Force*, more commonly known as *G-LOC*. It's just brainless aerial dogfighting and a brief snatch of strafing followed by, wait for it, more brainless aerial dogfighting. If you're a fan of fast jet fighters, you'll love it.

Unfortunately, the designers at Sega may have made a fatal mistake with this one. While *Afterburner 3* is available for the Mega-CD, *G-LOC* comes on a Mega Drive cartridge instead. This means the graphics come nowhere near arcade standard. On the plus side, the aircraft movement is smooth and it plays like the original. Initially set for take-off in December, *G-LOC* has been delayed until February 1993 for the programmers to tweak the game system, although it still needs a lot of work if you ask us!



G-LOC – dogfights galore and not a pitbull in sight!

Entertainment USA

Settling into a comfy chair and stuffing his face with popcorn, RIK HAYNES takes a sneak peek at the movies and TV shows coming to your screen and Sega machine...

Ariel: The Little Mermaid ✪ Sega ✪ Mega Drive, Game Gear ✪ Cute animated feature from Disney. ✪ Out now.

American Gladiators ✪ Gametek ✪ Mega Drive ✪ As this cart centres around the original version of this crazy TV show, there's no sign of the lovely Ulrika. ✪ Out now.

Batman Returns ✪ Sega ✪ Mega Drive, Game Gear, Master System, Mega-CD ✪ The wholesome caped crusader of Gotham City. An American brat was recently expelled because he was showing signs of 'devil worship' by wearing a *Batman Returns* T-shirt to school. ✪ Out now.

Captain America and the Avengers ✪ Data East ✪ Mega Drive ✪ "When Captain America throws his mighty shield, all those who choose to oppose his will must yield" goes the chirpy old theme song. Yeees. ✪ Out now.

Hook ✪ Sony Imagesoft ✪ Mega Drive, Mega-CD ✪ Although both titles are essentially the same, *Hook* on the Mega-CD incorporates digitised scenes from the motion picture starring Robin Williams and Dustin Hoffman. Sony Imagesoft is also releasing the Mega-CD versions of *Sewer Shark*, *Chuck Rock* and *Make-Your-Own-Music*, featuring Kris Kross and C&C Music Factory. ✪ Out now.

Sherlock Holmes: Consulting Detective ✪ Sega ✪ Mega-CD • Costume drama with the Victorian sleuth and his sidekick Doctor Watson. Bundled with Sega's CD system in the USA.

Star Trek: The Next Generation ✪ Sega ✪ Mega Drive, Game Gear, Mega-CD ✪ Out in early 1993.

Talespin ✪ Sega ✪ Mega Drive, Game Gear ✪ Who can resist the charms of Baloo the Bear? ✪ MD version out now, Game Gear to follow later.

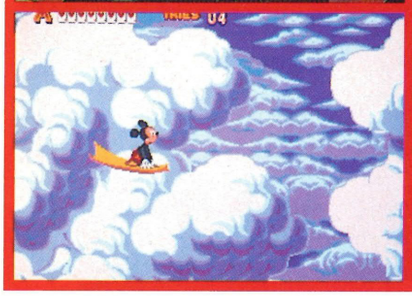
Toxic Crusader ✪ Sega ✪ Mega Drive ✪ Lots of mutant mayhem from the hit TV cartoon series. ✪ Out now.

Toys ✪ Absolute Entertainment ✪ Mega Drive ✪ Based on the new movie starring Robin Williams. ✪ Out now.

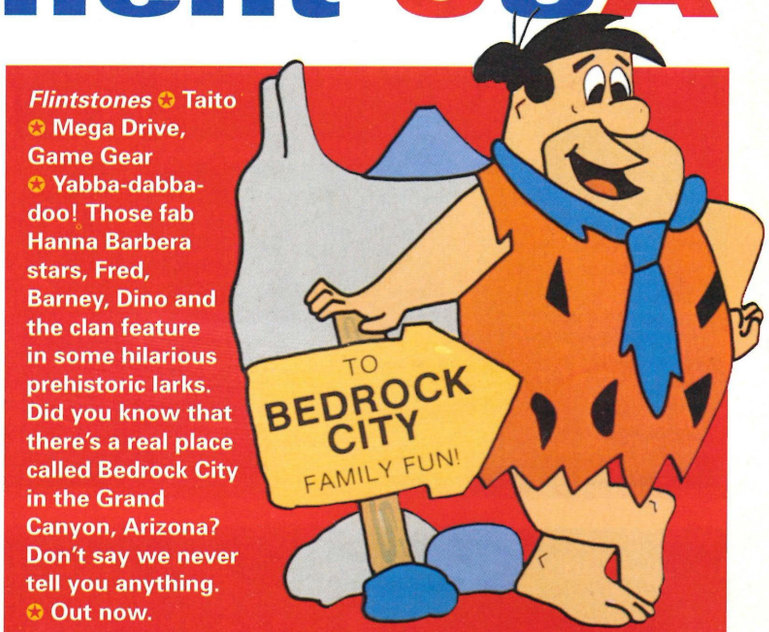
Wheel Of Fortune ✪ Gametek ✪ Mega Drive, Game Gear ✪ Participate in the popular TV quiz show. ✪ Out now.

X-Men ✪ Sega ✪ Mega Drive ✪ There's going to be a lot more from our agile friend and the rest of the gang when James Cameron's movie comes out in 1994. ✪ Out now.

Young Indiana Jones ✪ JVC • Mega Drive, Mega-CD ✪ Taken from the successful American TV show. ✪ Out now.

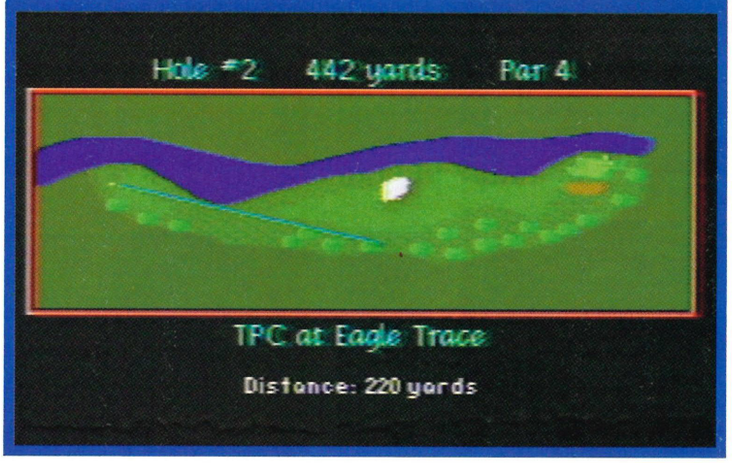


World Of Illusion With Mickey And Donald ✪ **Sega ✪ Mega Drive, Game Gear, Master System ✪ Hurrah! The boys are back in a new adventure. (*Together for the first time, eh? Please excuse me, I've got a tear in the corner of my eye! Ed.*) ✪ Out now.**



Flintstones ✪ **Taito ✪ Mega Drive, Game Gear ✪ Yabba-dabba-doo! Those fab Hanna Barbera stars, Fred, Barney, Dino and the clan feature in some hilarious prehistoric larks. Did you know that there's a real place called Bedrock City in the Grand Canyon, Arizona? Don't say we never tell you anything. ✪ Out now.**

PGA Tour Golf 2 ✪ **Electronic Arts ✪ Mega Drive ✪ The long-awaited sequel to EA's fab golf sim will feature seven unique courses including three brand new PGA Tour courses. Now you can pitch and putt to your heart's delight in five tournaments against 60 Tour pros, including Tarby and Brucie. But perhaps the best new feature of all is the "skins" option. Nothing to do with hounding chinchillas, this allows you to bet unashamedly on any course of your choice. ✪ Out late January ✪ £44.99 (including battery pack).**



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erogenous zone

Send all your ramblings to: Erogenous Zone, *Sega Zone*, Dennis Publishing, 19 Bolsover S

Yes this month's featured erogenous zone is the uvula, the wibbly wobbly dongler-thing in the back of our throats. Doesn't it just drive you wild when a close friend rubs that baby roughly with a brillo pad?

Letters have been popping through the *Sega Zone* mail box faster than our mums can steam them open. Plop, plop, plop they go as, as they hit the mat. Here's some of the less offensive ones...

Dear Sega Zone

Could you put this picture in your magazine.
Andrew Leese, aged 12, Cornwall.
PS. Please send me a cheat book for the Game Gear.

What a lovely drawing this is Andrew. We treasure anything sent in by our readers, but as soon as we saw this one we decided we just had to put it in a really expensive frame and hang it in the foyer. That was the plan anyway. As it turned out Duncan used it for a coaster for a week or too (so as to keep any coffee stains off his desk) and someone used it to take a light off the hob. Sorry.
Anyway buy your own cheat book, we're not running a charity. ***Ed.***

Dear SZ

I've just bought your new mag, and I think it's really good, apart from the reviews are a bit cluttered, so it's a bit difficult to take in everything you've said about the game! Great cover mount though, I've been tossing my pink flying thing all afternoon. Anyway down to the real reasons I wrote. Please can you tell me when *Speedball 2* will be released on the Mega Drive? And could you arrange it for me to meet that sexy reviewer Jane Goldman, she's well nice? My dad says he'll take me down to the International Computer Show at Wembley in Feb, will she be there? Anyway got to go, if you're at the show, I'll have a pink carnation in my lapel!
Pete Wakleam, West Midlands.

Oh I wish you hadn't criticised our art department, Pete. Faced with your rejection of their work, they've gone and entered into a bizarre suicide pact – I just hope you can sleep at nights Pete. For your information they both came with impeccable credentials from the Mary Keller School of Art and Designer, so just bog off!

Anyway moving onto a lighter note (and ignoring your boasts about your pink flying thing) Speedball 2 *was released on the Mega Drive in October, published by Virgin. Do please try and keep up, Wakleam.*

As for Jane and the show, she said to say sorry but she can't make it. Patrick's going though, and he's been very keen to make some new friends ever since his girlfriend left him to follow Wayne Sleep on tour. Anyway the lovelorn freelancer will be looking out for the carnation and he says to help you find him he'll be wearing a jock strap, shin pads and a hockey mask. You kids have fun, you hear? ***Ed.***

Dear Sega Zone

I am writing to you about Stuart Beckingsale's anti-vegetarian 'letter' in your first issue. I am a vegetarian and so are some of my best friends and we have decided to stop encouraging the barbaric slaughter of animals for food.

Stuart Beckingsale, stop to think next time you tuck into a steak or hamburger. Think about all the happy cows and pigs and sheep, all living nicely, not hurting anyone, all together in a lovely green field. Then along comes someone and kills them all. Just imagine the farmer trying to explain to his helpless cows. "Sorry no more Anchor Butter commercials for you, Britain needs more burgers!"
Do you think God made animals just so you didn't have to eat vegetables? I bet you like to pull the legs off spiders, kick puppies and drown kittens too.
Bartholomew Ward, no fixed abode.

Gosh Bart, I believe these are real tears on this letter, aren't they? It's all very strange, this emotive debate about vegetarian-ism which has somewhat bizarrely taken root in MY letters page. I mean why us? Why not What Meat By-Product, *the abbatoir trade paper cum TV listings mag, or* Offal! *that society magazine with celebs lounging around at home with their favourite sweetbreads? Well I don't want to alienate any readers by being seen to be taking sides, but I should point out that, judging by this letter, you've got to be a bit of a big girl's blouse to want to give up meat. I mean have you got any testes, Bart, or what?* ***Ed.***

O-ZONE

Hey ho, put some flowers in your hair, prance about barefoot through the forests and be at one with mother nature – yes it's time once again for our monthly recycling spot. Last issue's effort, sent in by the Keating sisters of Bishop's Stortford, was a car freshener cum face wipe formerly belonging to their grandad. There was some very aggressive bidding for this desireable item but it eventually went to Grandad Keating himself who said he was going to use it as a pair of pants. Well done Mr Keating, the world takes a step back from eco-disaster!
This month we're offering some own-brand cosmetics sent in by Chris Holmes, Romford's very own Anita Roddick.

Dear O-zone

I was in the Body Shop the other day and I was stunned by how dear everything was. Then I thought why not start my own Body Shop, with a range of toiletries and cosmetics made from secretions from my own body! I enclose a sample of my Earwax Lip Balm for you to try. The Elderflower and Phlegm Eye-Gel is even better but I'm having problems keeping up with demand.
Chris Holmes, Romford.

If you want to make a bid for Chris' home-made Lip Balm, remember it would probably make a great Crimbo prezzie for a granny, then write to:
O-zone, *Sega Zone*, 19 Bolsover St, London W1P 7HJ.

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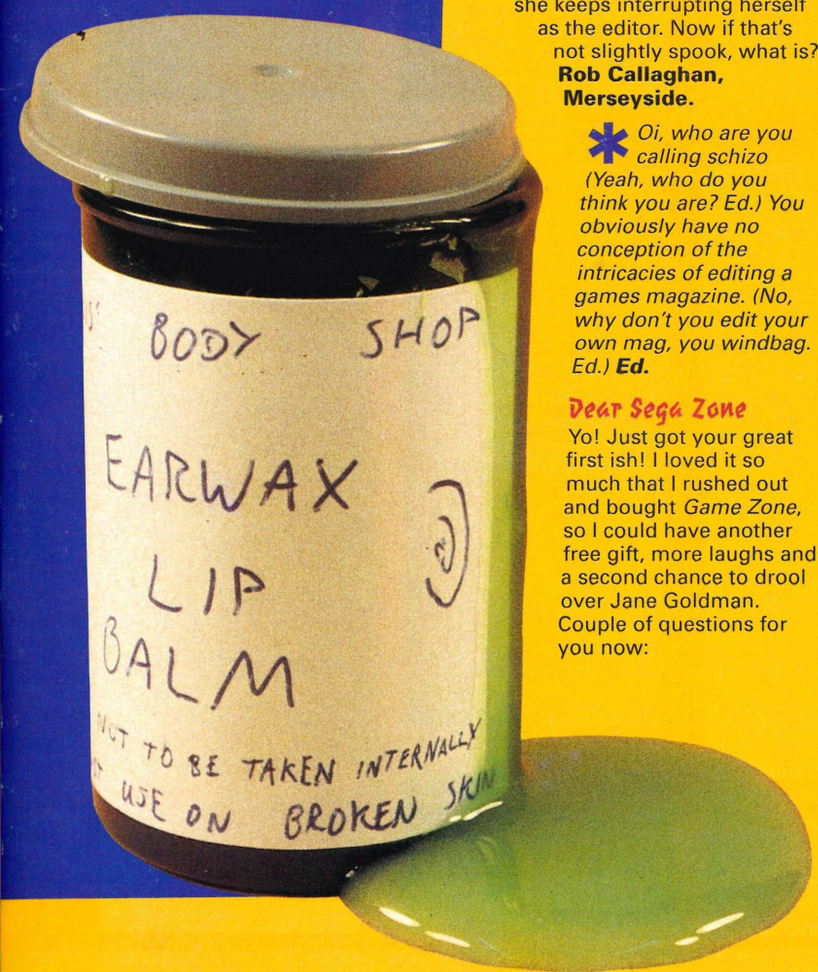
Dear Sega Zone

Il was looking through the first issue of your fab mag and noticed your great review of *Sonic 2* on the Mega Drive. Do you think you could send me back a review of the game on the Master System? Please could you mail it to Conor Wenders, 83 Botanic Rd, Glasnevin, Dublin 9, Ireland.
Conor Wenders, Ireland.

You'll be lucky. You reckon someone here want's to sit down and sweat blood over a game and then go through the spiritual torment of writing a review, just for the benefit of Conor Wenders from Glasnevin. Fat chance! Anyway it was reviewed on the Master System in the last issue (page 20, dopey) perhaps you'd like someone to deliver it by hand and then turn the pages for you while you read? Git. ***Ed.***



Dear Sega Zone

I have bought the first issue of *Sega Zone*, and read it from cover to cover, and have laughed so much that I lost all bladder control and my mother is now considering whether to buy me Pampers or terry nappies.

But enough of that, I must now comment on your Editor Amaya Lopez. Is she schizophrenic or what? In her *Trivial Pursuit* review she keeps interrupting herself as the editor. Now if that's not slightly spook, what is?
Rob Callaghan, Merseyside.

Oi, who are you calling schizo (Yeah, who do you think you are? Ed.) You obviously have no conception of the intricacies of editing a games magazine. (No, why don't you edit your own mag, you windbag. Ed.) ***Ed.***

Dear Sega Zone

Yo! Just got your great first ish! I loved it so much that I rushed out and bought *Game Zone*, so I could have another free gift, more laughs and a second chance to drool over Jane Goldman. Couple of questions for you now:

1. Will *Wonderdog* ever come out for the Mega Drive?
2. Has Jane ever posed for Playboy (and if so when, so I can get a back issue)?
3. Will *Robocod, Streets Of Rage 2* or *Wonderdog* ever come out for the Game Gear?
4. I don't think you include enough piccies of Jane. Are you going to print anymore?
5. Will you ever print a T-shirt transfer (like MM Sega)?
6. Is Jane married?
Nev Martin, Preston.

I don't know, you lot are completely taken in by a dab of make-up and some clever camera angles. If you only knew what a drooling, hunch-backed dwarf our Janey was, you'd soon stop bothering. Anyway here are those answers:
1. *There are no plans as yet, but you never know with Sega.*
2. *No not* Playboy *as such, though she did once appear, wearing nothing but a boiler suit, mittens, balaclava and wellies, in the centrefold of the British Antarctic Survey Newsletter.*
3. *Don't know.*
4. *Well sort of, is the answer to this one. Daniel Pemberton has been working on a brass rubbing of young Ms Goldman to run as a part work in the next six issues. Now's the time to get that subscription, flesh-fans!*
5. *No but our marketing people are working on some iron-on holographic tranfers for your underpants. From certain angles it can look like a picture of staff writer, Martin Pond, but then you move it around a bit and it turns into a skidmark!*
6. *Course she is, dopey! You mean you've never heard of Big Jake Goldman, London's premier axe-wielding nutter? Well he's heard of you, Nev boy, and he says he'll be dropping in any day now, along with his friend Mr Choppy.* ***Ed.***

Dear Sir or Madam

As a paperboy I was quite amazed to find a cover mounted frisbee on your first issue of *Sega Zone (It was a boomerang. Ed.).* I know you have to put these gifts on the mag to sell it but it makes them hard to deliver. Leaving it on the doorstep was out of the question in case it got stolen, and you can't knock on the door because at 7am most people are in bed. I had to take them all back to the newsagents so that they could be picked up. It was the newsagent that spurred me to write this letter. I'd appreciate it if you could research your freebies more thoroughly in the future.
Shaun Childs, Essex.

This is exactly the sort of slack, workshy attitude that's bought this once great country to its knees. Who is this shadowy Mr Big who's made you write, and why doesn't he do his own dirty work? We want to talk to the organ grinder not the monkey. Oh by the way, next month's covermount is an elephant's foot umbrella stand – hope it doesn't give you too much gyp. ***Ed.***

IMPORT

When it comes to passing judgement on the latest Sega carts, you can't go wrong with the Joypad Jury – a hand-picked group of professionals, dedicated to trying the top titles and finding the crap ones guilty. As the festive season approaches, this month the team decide to promote goodwill to all men by performing a good deed for their local primary school. Help was needed to fill the 'nature table' so, without further ado, the Jury went to work.

Amaya Lopez

Asked for her contribution to the nature table, Amaya produced a shoebox tied neatly with string.

Opening it, she revealed a great mass of acorns and pine cones.

"Well, these are just the sort of thing I was hoping for," said teacher somewhat surprised.

"Yes, I thought so," said Amaya smugly.

"But hang on, these are all plastic. They're cake decorations," the teacher observed.

"Well, surely you didn't expect me, to go down to the nasty forest and get all covered in mud, did you?" asked the Ed. "Oh dear, I'm not very good at this nature table malarkey. I wonder how the others got on."

***George Foreman Boxing*: The Ed cuts an imposing figure in gumshield and gloves.**

Vivienne Nagy

Vivienne was extremely proud of her offering for the nature table.

"It's a birds nest belonging to the lesser spotted grebe," she explained, feeling right in her element in the classroom.

"The grebe must be quite an enterprising creature then, remarked the teacher sceptically. "This nest has been built using matchsticks, pipecleaners and sticky-backed plastic."

"Ah," sneered Vivienne, "that's because, rather than displace some of our tree-top chums, I chose to construct this exact replica using inexpensive and readily available household objects."

***Pitfighter:* Viv now likes to walk around the office dressed as the executioner.**

Martin Pond

"And what did you manage to find for us, Martin?" asked teacher.

"Well, I've brought you something really special," said Martin. "A large quantity of frogs' spawn, so the young 'uns could watch the little baby tadpoles emerge and turn into frogs."

"Excellent!" said the teacher happily. "At last a valid contribution to the nature table."

"It's right here," said Martin, pulling out a jam jar and emptying its contents onto the table. "Oh dear," said Martin, examining the gooey heap of reduced sugar morello cherry jam on the teacher's table top. "I thought those jam sandwiches tasted rather funny."

***Powermonger:* After playing this, Martin's asked for a hoarde of Mongolian horsemen for Crimbo.**

Patrick McCarthy

Patrick came to school carrying a small, flat portfolio-type briefcase.

"Didn't you manage to find us anything, Patrick?" asked teacher.

"Yes, Miss," answered Patrick. "I've brought in my collection of road kills." Sure enough, on opening his file, on each A4 page was a perfectly flat woodland creature.

"Er, and where did you find these?" enquired the teacher, examining a wafer-thin fieldmouse.

"Well, I hired a juggernaut for the weekend and drove it through the Wiltshire countryside. Then I retraced my steps, collecting all the things I'd run over."

***Road Rash 2:* Since playing this game, Patrick's taken the stabilisers off his Norton Bully Boy.**

David 'Macca' McCandless

Macca turned up to school carrying a small, bloodstained sack. "Er... what have you brought for us?" asked teacher.

"Yeah well, I got you a collection of our friends from the forest," replied the violent ex-offender.

"Um, thank you David. Let me see, there's a fox, a badger, two squirrels and a pheasant," teacher remarked.

"They all seem to have come to a tragically early demise – and that's how I found them," explained Macca unconvincingly.

In view of their grisly condition, the animals were taken to the biology class where they were found to contain a total of 36 air gun pellets.

***Jennifer Capriati Tennis:* Macca has developed a soft spot for young Jennifer – but we're not telling you where it is.**

the highest accolade

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

score zone

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

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

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

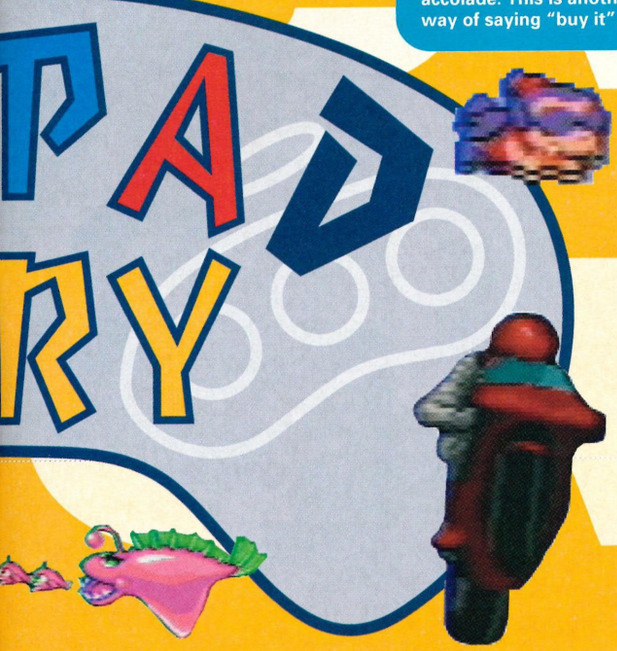
Overall: The overall score isn't necessarily an average of the other four, but it's generally pretty near. However, this overall score is out of 100 rather than ten. This is simply because we want to confuse you.

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

the lowest accolade

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

ZONE GROAN



END ZONE

Graphics

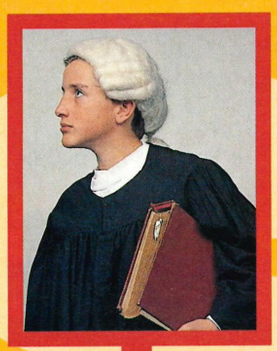
Sound

Addictiveness

Playability

OVERALL 83

Out: Now **Price:** £39.99
Publisher: Electronic Arts



Daniel Pembers Pemberton

Pembers came bearing a large and impressively heavy cardboard box.

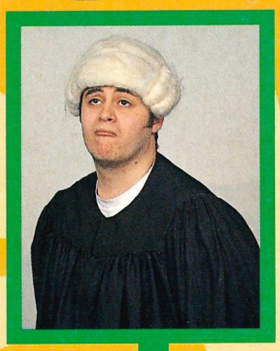
"Well, that certainly looks exciting," said the teacher. "What is it?"

"It's a Tazmanian Devil," quoth Pembers.

"How on earth did you come by that?" asked teacher incredulously.

"Well, I phoned London Zoo every day for two weeks and asked if they had any spare specimens. It transpired their Tazmanian Devil had popped its clogs and when I offered them some tickets for an Andrew Lloyd Weber matinée, 20 Esso tokens and some of my phone card collection swopsies, I soon came up trumps."

Shadow Of The Beast 2: Our very own Beastman has finally managed to get off the title screen.



Rik Haynes

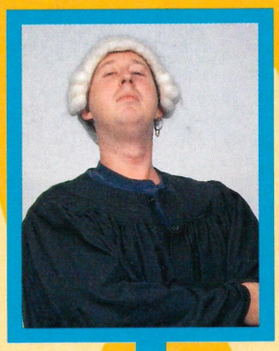
"I've brought not only a fascinating, but also a highly rare specimen for the table," boasted Rik, quickly producing a heavy carrier bag.

"What on earth is it?" asked teacher curiously.

"Well my Uncle just happens to be the ringmaster at Bobby Barf's Circus and he kindly agreed to let me have a rather sizeable sack of elephant droppings," Rik explained, opening the plastic recepticle.

"Is that the best you could do?" asked the teacher, grabbing the bag and tossing it outside. "That's crap."

Landstalker: Apparently Santa Claus has written to Rik asking *him* for a copy of the excellent Jap cart



Duncan MacDonald

Duncan also turned up to school with a sizeable cardboard box.

"And what did you manage to find for our nature table?" asked the now despairing teacher.

"I've brought in my pet python," the dippy one said enthusiastically. "It's a fully-grown Indian python, measuring eight feet in length and capable of swallowing a small child whole."

He opened the box and displayed its contents proudly.

"It's empty," the teacher observed, looking suddenly exceptionally nervous.

Sensible Soccer: Continuing to gamble on the outcome of this game, Dunc now owes Paul Lakin his car and first born son.

Michael Horsham

Michael had wanted to provide the nature table with some examples of natural crops that provide a staple part of many of our foodstuffs. Sadly, his best intentions went awry.

"I wanted to bring some barley, wheat and oats," explained Michael, "but since I couldn't borrow my Uncle's Triumph Dolomite for the weekend, I couldn't get into the countryside.

"But never mind," Michael added. "I've got you the next best thing. I popped down to Spar and picked up a packet of barley sugar, a box of Weetabix and a box of Scots Porridge Oats."

Oh dear.

Sip 'n Go Naked: The Renaissance man let his façade slip when he admitted to playing this popular festive game for consenting adults.

Nick Griffiths

No one had managed a decent contribution, so it was all up to Nick.

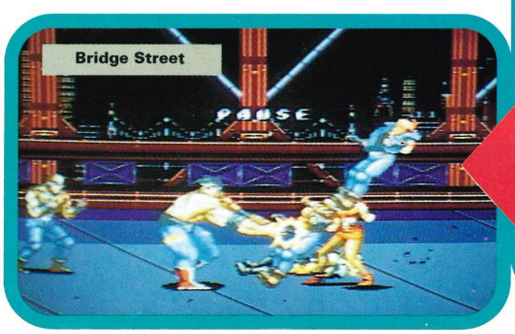
"Right lads, over here," called a familiar voice. In walked 28 council workers, each carrying a sackful of brambles and branches, berries and catkins. "Hurrah!" cried the rest of the team.

"You've certainly saved the day," said the teacher, "but how on earth did you come across all this?"

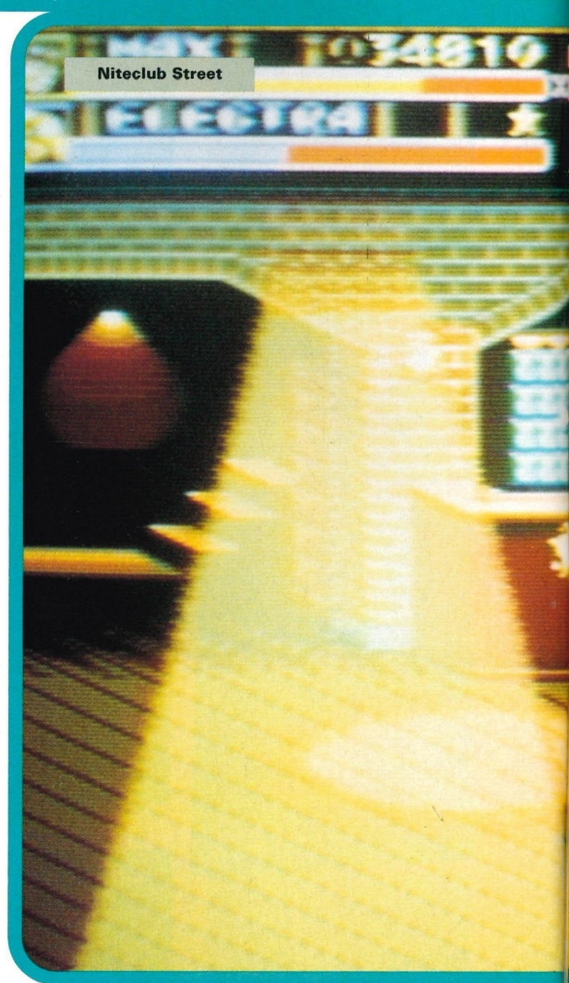
"Oh it was nothing really," Nick declared. "Luckily I was successful in my application as park keeper. It was then just a simple case of declaring the school nature table the compost site for the municipal council."

Predator 2 Since playing this game, Nick's convinced a killer alien is tracking him. There ought to be a warning on these things.

"This office is full of human garbage and I'm here to clean it up," snarled MARTIN POND, our very own Mrs Mop With Attitude as he donned his Marigolds. He's not been the same since he played Sega's new heavyweight cart for the Mega Drive, STREETS OF RAGE 2.



STREETS OF RAGE II



Blimey, this is a big game. A big game for big men, I reckon. It's basically a stroll-along beat 'em up, with the option of two players or head to head. At 16 Mega bits it's the biggest cartridge yet for the Mega Drive, so in the memory stakes it makes the original *Streets Of Rage* cart look like absent minded Ethel of *Eastenders.* In the sequel there's more villains, more aggro, and a full eight levels of inner city decay, each with a number of totally different subsections.

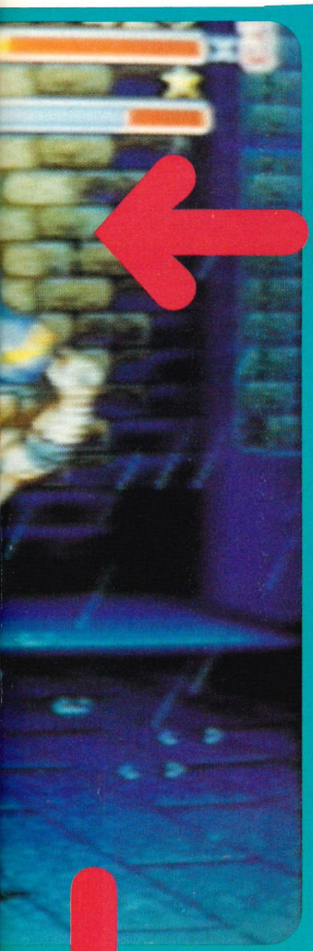
The original *SOR* starred Axel, Blaze and Adam, three idealistic young kids who got psyched up watching endless episodes of *Crimewatch UK* and *The Bill* and decided to cleanse the streets of all human garbage. This brought them into conflict with Mr X, a syndicate big nob who's into gambling, prostitution and trading in orphans' kidneys. And I'll bet he leaves the office with as many Biros as he can cram in his lunchbox, too.

Similarly, *SOR2* also has a wafer-thin plot that reads like a reject *A-Team* script, but just for you, background fans, here's a summary:

Once again Axel and Blaze are out to bring Mr X back into the fold of decent society. This time, however, it's not just a Community Action Trust award at stake, but the life of Adam. Yes, the silly moo's only gone and got himself kidnapped, and is being used to lure his chums into a trap. So what do you reckon happens next? Do Blaze and Axel:

1. Wait until Mr X has cut off and mailed them enough of Adam's body parts to start building him from scratch?
2. Decide they were never that keen on Adam anyway and move to Milton Keynes?
3. Go crazy ape-stool bonkers and duff up anyone who so much as looks at them funny.

(What was the first one again? Ed.)



An A-Z of the *Streets Of Rage*

So just how dangerous are the Streets? Are we just talking about a few loose paving stones and a lot of dog mess here, or what? Well, they're well lairy to be honest, with grubby street scum lurking in every corner – so many in fact that even Blanka from *Streetfighter II* carries a rape alarm. The residents' association is made up of grenade-throwing ninjas, sumo wrestlers, kickboxers, chicks with electrified bull whips, assorted nutters with knives, clubs and jet packs and this irritating tubby bloke who keeps bellyflopping on top of you. Altogether they provide the kind of community spirit that makes the Bronx seem like Erinsborough. Depressing, isn't it? Why no-one comes up with a beat 'em up set in some leafy, rural idyll, I don't know. You could base it around that lovely John Alderton prog off the telly, *Forever Green*, and fill it with cheerful yokels and sensitive *Guardian* readers – I'm sure it would be very popular. *(Hippy. Ed.)*

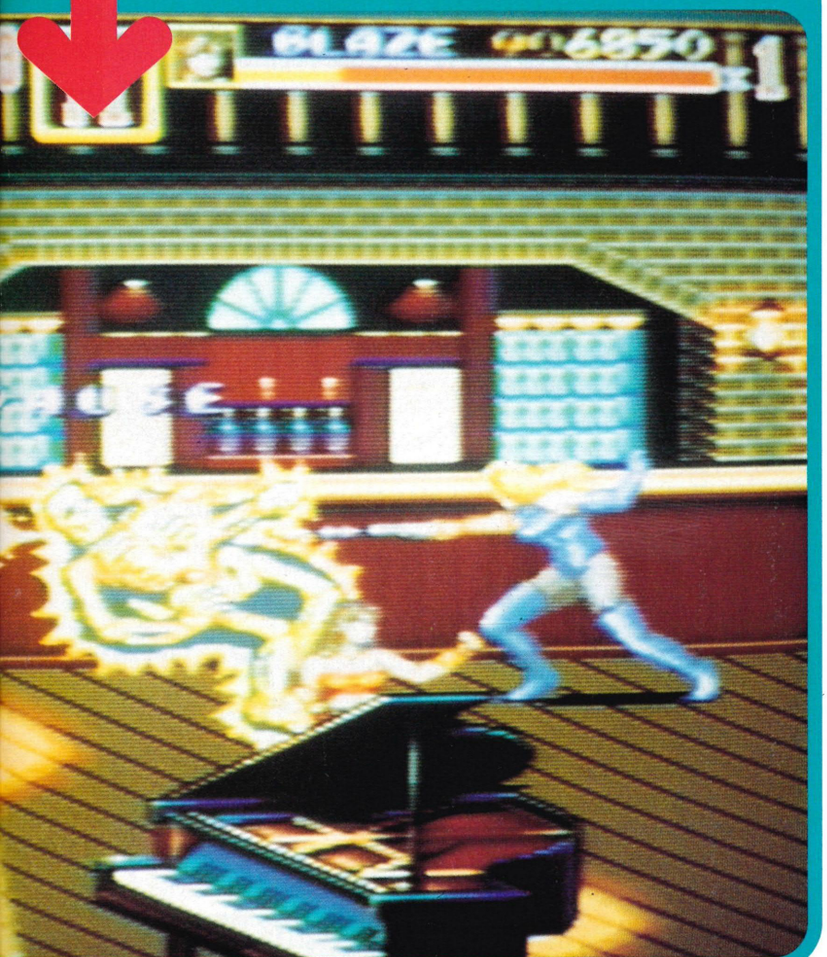
Suit yourself. Here are just some of the streets on your *SOR* itinerary:

Niteclub Street Very big bouncers, boys wearing white-flecked suits and sadder still watered-down Babycham.

Back Alley Street Rainy, badly lit and chock-a-block full of the great unwashed.

Bridge Street Suicidal motorbike messengers asserting their right of way. (A bit like Oxford Street, actually.)

Sesame Street Beat seven shades out of the man in the yellow bird outfit.



The line-up

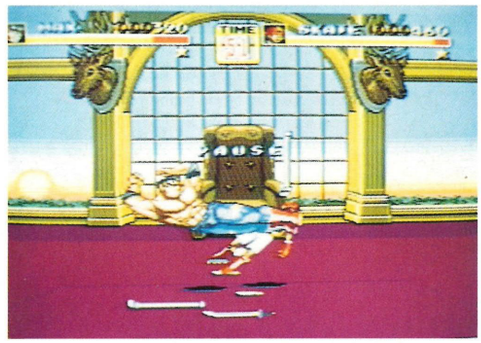
Axel and Blaze are joined by two new chums, each with different strengths. You have to make the heartbreaking decision over which one to plump for.

Blaze: High-kicking female star from the original. She's spent the interim working for the Folies Bergères Fast Response Squad, but is now back to doing what she does best; duffing up the underprivileged in the inner cities.

Axel: As near as you can get to John Major without donning a grey suit. Axel is a bit of a dumb blond really, with his no-thrills, bog-standard technique. Though I must say his trick where he turns into a human fireball would put Ron Dixon to shame.

Max: A mound of sinewy muscle with a tiny little head perched on top, Max has all the charm and sophistication of Mr T on a Monday morning. If his claustrophobia triggers a panic attack, he spins around like Wonder Woman.

Skate Hunter: Is supposed to be Adam's little bro' and very street cred he is too. Very nippy in his Jacko rollerskates, with a sort of breakdance affair special move. Despite all this he's actually quite weedy; one of his attacks is to leap on an opponents' shoulders, slap them about the head screaming "I hate you" and burst into tears.



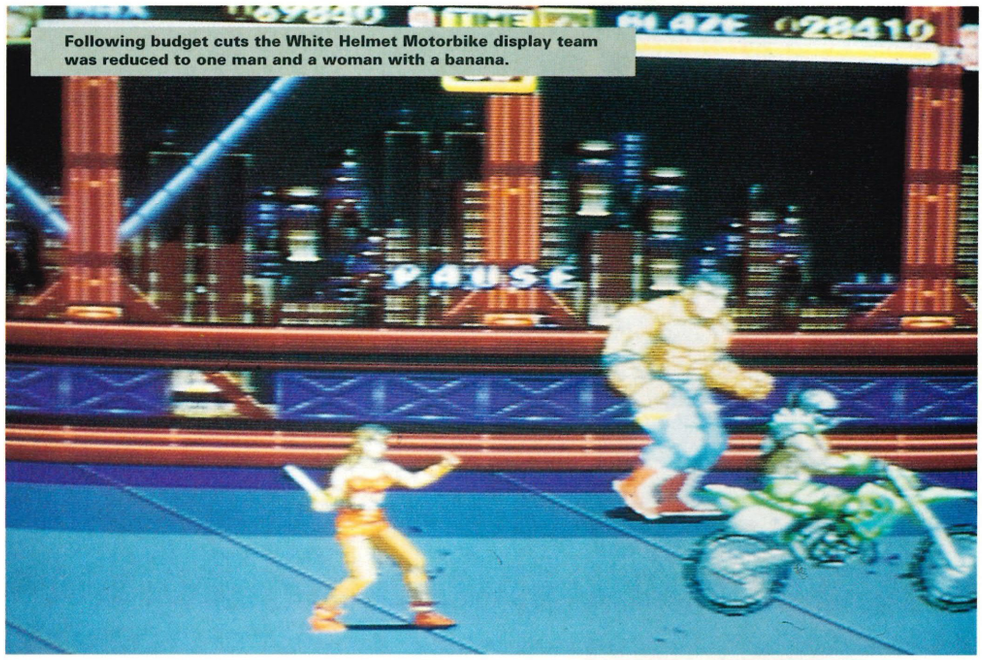
head to head

The head to head feature is excellent; you can pick any of the four characters and if you both want the same one, your Mega Drive dresses them in different-coloured trousers to avoid confusion. There are weapons lying around, and the only distractions are the occasional grenade-throwing baddie and conveyor belts. Comparisons with *Streetfighter II* on the SNES are going to be inevitable (especially with a Mega Drive version turning into a very real possibility), but they're not really fair. After all, head to head is but one small element of the multi-faceted, all things to all men, *SOR2*. Here's a table comparing the three big titles this Crimbo:

streetfighter II on the snes vs *streets of rage II* on the md vs *kerplunk*

	Street Fighter II	Steets of Rage II	Kerplunk
Number of characters:	8	4	NA
Moves per character:	30	over 20	NA
Cart size:	16Megabit	16Megabit	NA
Price:	£65	£45	£8
Head to head action:	Do bears crap in the woods?	Yes indeedy	NA
Weapons:	bare knuckles	ditto plus swords, clubs & knives	Pointy cocktail sticks
Movement Into Screen:	What 3D?	Up, down, left, right, it's all here	NA
Lots of sticks and balls:	None to speak of really	Not very much here for ball and stick lovers	Yes

The latest dance craze; a fusion of hardcore techno and Bavarian folk dancing.


Following budget cuts the White Helmet Motorbike display team was reduced to one man and a woman with a banana.

Each character has many unique moves, plus two special attacks that puff you out each time you use them. There's all sorts of throws, jump attacks and backwards moves for any bandits at six o'clock. If you play with a friend, you can choreograph this Fred-and-Ginger-style move where you jump off each other – as you can imagine – steam into a ruck-wielding Max and you're laughing. What's more there are knives, swords, iron bars and some of the heavier root vegetables, which can all be picked up, used, or hurled at a distant foe.

However, to accomplish all this you have to perform a frightening array of keypress permutations: Not only does it depend on which button you press, but also the speed you press it, the position of the D-pad, the nearness of the enemy, and whether there's an 'r' in the month.

Japanese *Streets Of Rage 2* (Bare Knuckle 2)

I've never been keen on beat 'em ups (it's probably the Dalai Lama in me), but even I worked myself up into a psychotic blood lust playing this one. Pop it in your Mega Drive, settle down with some raw meat and some chewing tobacco and you're in macho heaven. As well as all the unfriendly local types, there are loads of extra hazards; manholes to fall down, conveyor belts to hassle you, men throwing grenades – it's just like Lewisham High Street on a Saturday lunchtime. And for that oh-so-important personal touch, whenever you get near an opponent their name and power bar appears on the screen – so you never have to hit anyone you haven't been introduced to. The two-player aspect is fab; you can 'inadvertently' hit each other in the normal game and the head-to-head bit is a dead good laugh. If you like beat 'em ups (and what right-thinking red-blooded person doesn't?), then *Streets Of Rage 2* is an absolute must. E

June, June, me back. I've done me back in.

Well 'ard beat 'em up with a subtext that forms a savage indictment of inner city decay.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 92

Out: Jan **Price:** £44.99
Publisher: Sega

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Terminato

Whenever PATRICK McCARTHY sees the TERMINATOR 2 arcade game he gets all teary-eyed and pathetic. He looks so funny when he cries that we just had to give him the Mega Drive conversion.

Red sky at night, Termie's delight.

Anyone who's ever been anywhere near an arcade in the last year doesn't really need to have very much explained to them about Termie 2 Has Fun In The Arcades. (In case you missed it, it was the one in the middle with the massive machine-gunning noises, screams and explosions coming from it.) Come to think of it, even someone who's been on the planet Blarg for the last ten years could probably pick it up pretty quickly. Let's be frank, it's not the most intricate of concepts, and can be summarised in six words: Blast The Crap Out Of Everything. You could tack a few extra bits on the end if you really wanted to – stuff like Except For Those Nice Men On Your Side Of The Wall; or Mind Those Baby Seals, Too, By The Way – but you get the general idea: it's a shoot-'em up of a style very similar to a famous game that I have promised not to mention, but which starts with "O", has "peration" in it somewhere, and ends in "Wolf".

I don't know what they're on about though, saying this game made me cry. It did not make me cry. (Yes it did, you big nonce. Ed.) Well maybe just the once, but I had been peeling onions... Oh alright – look, it's not my fault if it reminds me of my childhood. My mother used to breed Dalmatians, you see. When the puppies were born, she would check them all for the correct markings and if they were

Motorway madness in the 21st Century.

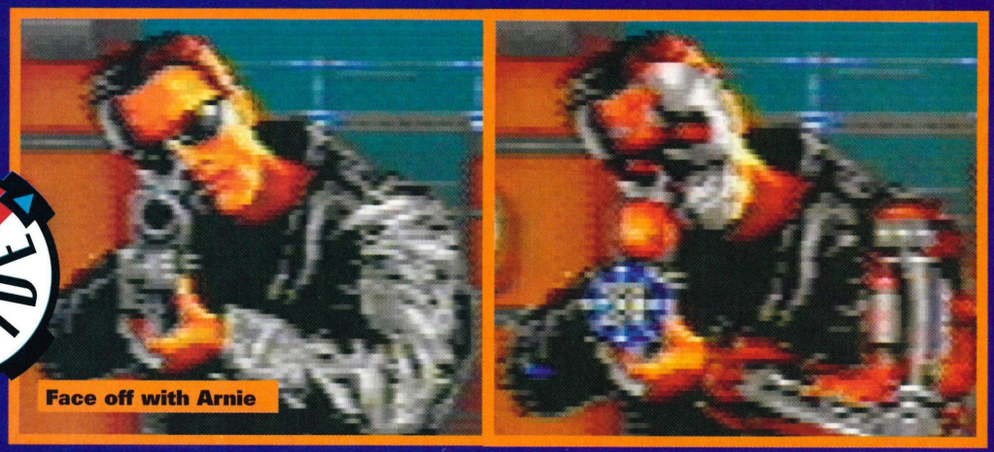
Power-ups

Rather than give you an endless supply of bullets and missiles and allow you to blast the crap out of the baddies to your heart's content, the makers have got all tricky and given you power-ups. They can come in many forms, and are hidden in crates and lights and other stuff and reveal their true identities when you've shot them.

Among the interesting things you can get are:

* **rapid-fire rechargers:** which recharge your ability to keep firing rapidly
* **rapid-fire coolants:** which stop you getting underarm sweat stains whilst firing rapidly
* **plasma pulse energisers:** which, combined with vodka and a dash of tomato juice, go a long way towards making your blood whizz round your body that much quicker
* **guided missiles:** which are blind missiles who have a little dog in a harness to help them find their target
* **T2 badges:** which you can pin to your chest in a proud manner and which act as a shield (they're very big badges)

r 2


Face off with Arnie

the arcade game

inadequate in any way (like if they had spots the wrong size, or two heads each or something) they were obviously no good to her and she would give them to us to play with until it was time to take them out into the garden and shoot them. After we did this, she would cook us up a big plate of liver and bacon for tea (at least, that's what she said it was).

Everyone in the family had their own machine guns, even we children, and we'd play games like "Throw the puppies in the air and shoot them" and "Tie the puppies to the washing line and shoot them". When I saw all those elements pop up on my local Mega Drive (admittedly with grenades, missiles and skeletoids replacing the Dalmatian puppies) it reminded me of those happy, innocent times in that sunlit garden and I wept. (This is unbearable. Ed.)

Sorry. Fight back those tears. (That's not what I meant. Ed.) Back to the game, then. It's not, of course, as good as the arcade version visually – the Mega Drive isn't designed for that kind of workload – but it makes a darned good effort. Soundwise it's pretty fab: noisy, explosive stuff and not at all the kind of thing a parent will enjoy hearing at seven in the morning on Christmas Day. The gameplay reflects that of the arcade quite accurately, too. After the warming-up bit at the start it's just on the manageable side of mayhem, with the difficulty level pitched just about right.

There are five levels and up to five continues for you to play with and the game captures the arcade version so accurately that the third level is as much of a bast to complete as it was in the original. It's not too high in the intellectual stakes, but it's not pretending to be. It's just a hugely enjoyable conversion of a great arcade blast. E

Guns-U-Like

Terminator 2 is the first major title to be developed specially with Sega's new light gun, the Menacer, in mind. So you now have a huge variety of things to hold in your hand whilst blowing the heads off of futuristic mobile lamp stands (apart from that, you dirty-minded louts):

the joypad and arcade powerstick

The good old Sega joypad isn't ideal for this game (there are some who would say it isn't ideal for any game). There seems to be a slight inertia effect on the movement of the sight cursor around the screen; there's a teensy delay that takes a little while to get used to. Don't get me wrong, it's very slight – not a "drunken-machine-gunner-standing-on-a-see-saw" effect, or anything. And when I tried the game out with the arcade power-stick, the effect almost disappeared when whizzing about the screen.

the menacer

Being a thorough and dedicated investigative journalist who doesn't want to let the kids down, I felt obliged to try the game out with the Menacer. Unfortunately ours was nicked by some thieving toe-rag. I tried to duplicate the effect by sellotaping some polystyrene coffee cups onto an old Master System lightgun, but it didn't work. Anyway it's obviously going to be easier than with a joypad. I just feel sorry for rich people: there's no option for two Menacers to play at once.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 89

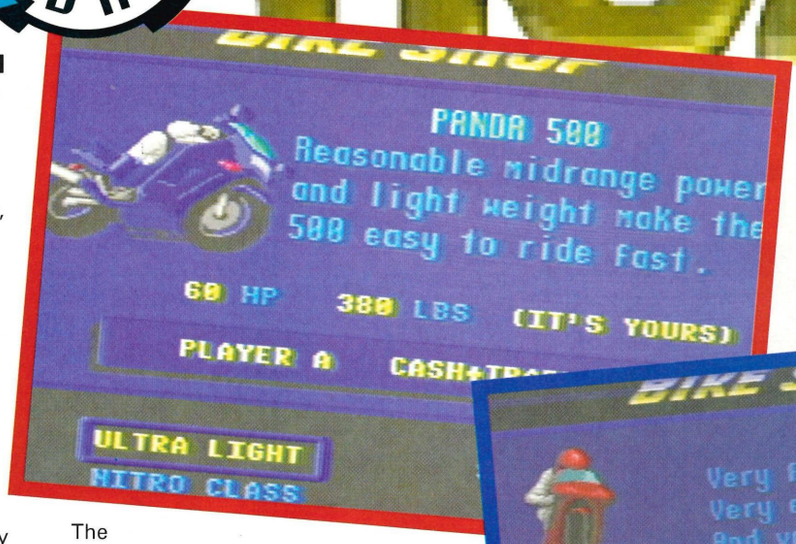
Out: Now **Price:** £39.99
Publisher: Acclaim

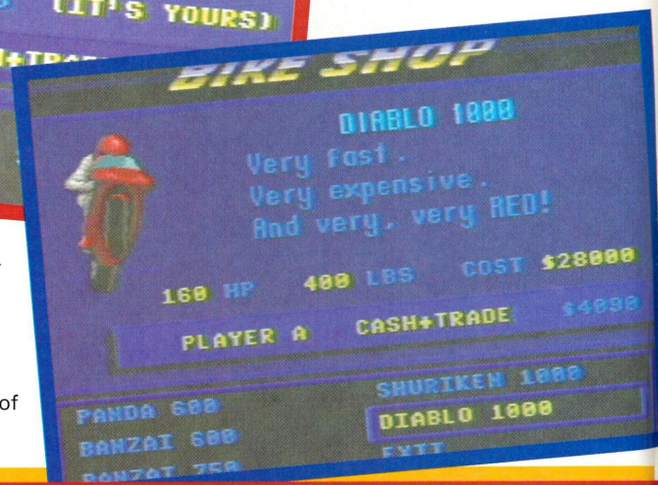
A complete and utter blast.

Gold top Terminator – with the higher cream content

ROAD

Take one educationally subnormal human with psychotic tendencies (PATRICK McCARTHY, for example); add one powerful motorbike, a large wooden club and a pinch of adrenalin and stand well back.





For those of you who don't know anything about *Road Rash* (and there's always one, so everyone else can just be patient for a minute), you're supposed to be a newcomer to an illegal and hazardous road-racing circuit. Apart from the usual dangers associated with tearing down country roads at excessive speeds, there's the additional minor detail of the 14 other racers being more than happy to beat you about the head, batter your expensive bike and push you in front of heavy goods vehicles in order to finish ahead of you.

There are also a great many road-based hazards, including wildlife, stupid car-drivers and law enforcement officers who don't exactly have a 'community policing' approach to their work. Assuming you survive to the end of the race, there are financial rewards commensurate with your finishing position, which you can save and then blow on bigger, better and faster bikes. Finish in the top four on all five courses and you get promoted to a higher level of competition, over tougher courses and with much harder opponents.

The most important feature that has been added to this sequel is a decent two-player option. Some would argue that it should have come with one in the first place, but then some people are never happy. There are other differences: it's more difficult, for a start. Level One courses on this are almost the equivalent of Level Two on the original. There are more

courses for forces

As a hardcore Road-Rasher, you'll be called upon to race in five different locations around the USA.

Maple Run, Vermont

The easiest course, featuring long straights and gentle turns, it's renowned for its beautiful scenery, which you are about to sully by littering it with bike oil, wrecked, rusting machines and dismembered bodies.

Hoodoo's Revenge, Arizona

This desert stretch is cluttered with the corpses of people who missed the 'Last Chance Gas Station'. The sand all over the place gets in your ears, underwear and mouth, so watch out for deafness, crotch-chafing and bleeding gums.

Smokin' Mountain, Tennessee

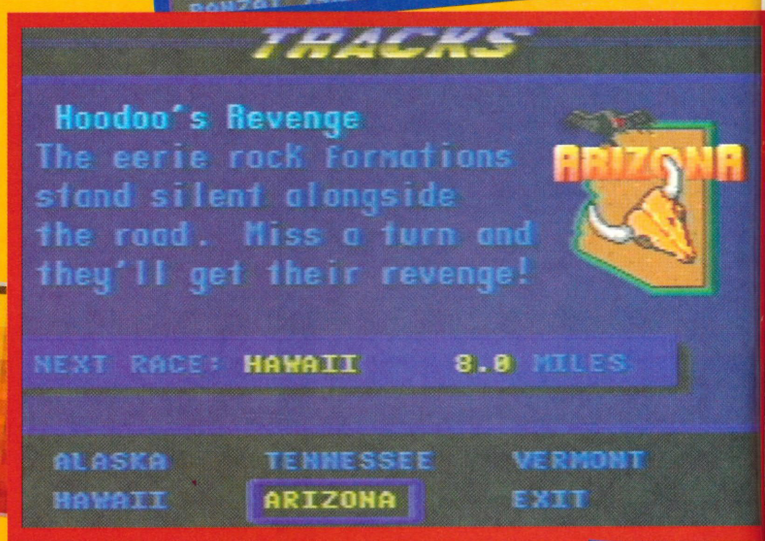
So named because cows and deer hang about in the road sharing cigarettes, chatting and mooing coarse insults at you as you whizz by. Car drivers are a particular problem, all being closely-related to the banjo player from *Deliverance*.

Gold Rush, Alaska

Donning your thermal underwear, you hit the blind turns and steep slopes of eskimo land, where you should watch out for hulking mule deer, hulking caribou and hulking miners called Derek, who ask for lifts to the nearest cocktail bar.

Molokai Express, Hawaii

Hawaii is the most decorative course in the game and features brutal hairpin turns, steep climbs and hula girls dancing in the middle of the road. Watch out for people jumping the road at head height on surfboards.



RASH II

peace in our time! (well, not peace exactly)

Road Rash 2 **at last has a two-player option, hopefully quieting the thin, reedy voices of discontent that were raised when the original appeared. It's obviously been quite difficult to achieve and the Mega Drive seems to be struggling to cope with it, but at least it's there.**

I'm not sure exactly why, but the steering in two-player mode is harsher than in single-player and, until you're used to it, you veer all over the place as if the bike isn't the only thing that's well-fuelled. Once you've adjusted your technique, however, it's quite manageable and has all the fun and violence you'd expect. The info showing your speed and position and so on isn't in the most convenient position visually, and there either isn't enough memory or enough space on screen for rear-view mirrors. It's also a little disappointing that there aren't any engine noises either, but the fact that the game manages to rise above this stuff anyway says a lot for it. There are two types of two-player game.

split screen

The chance to race properly against a friend – beating them up, running them off the road into trees, pushing them under tractors and smacking them in the gob, while still taking on the computer opponents for financial gain.

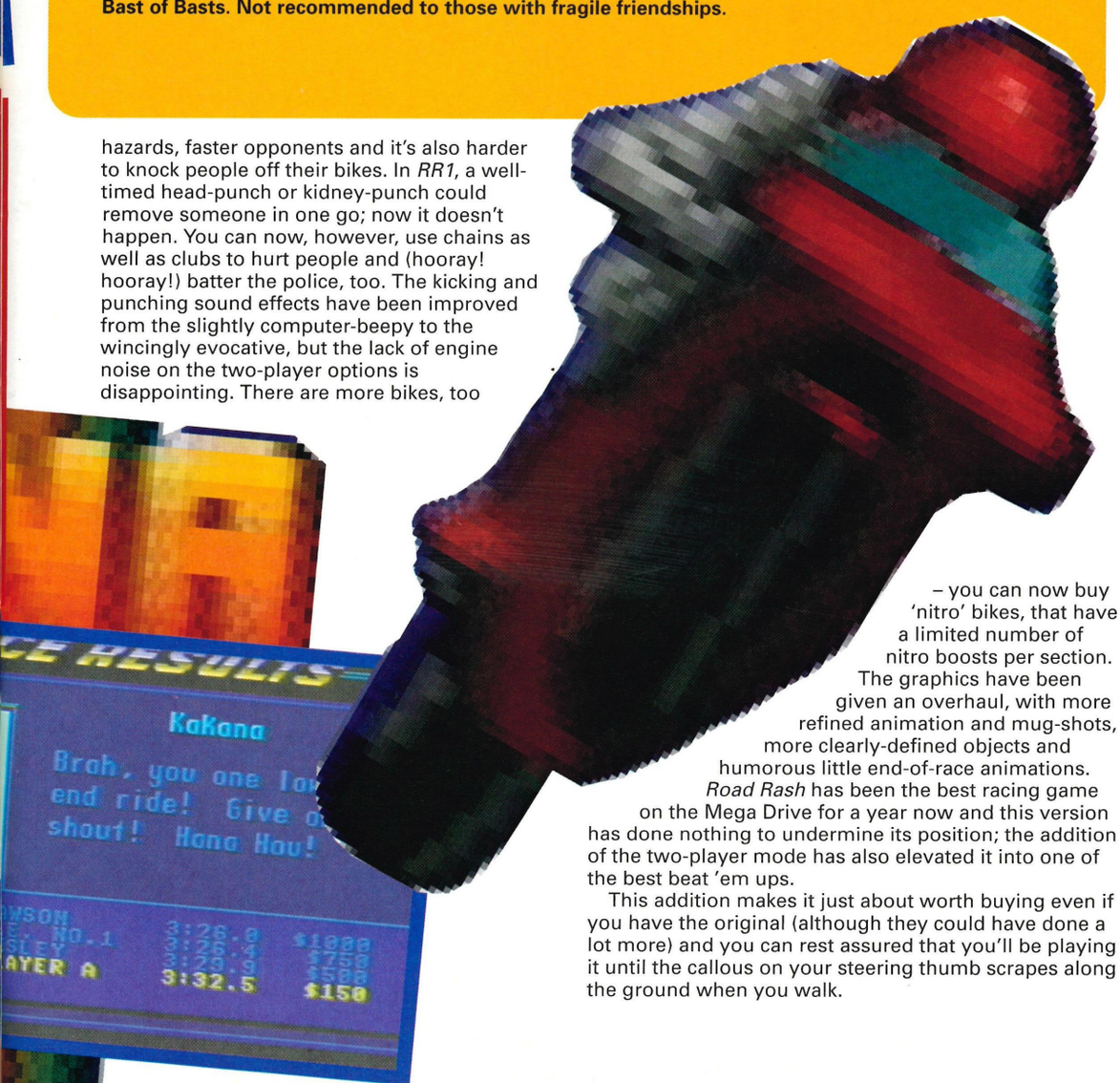
mano a mano

This is where it gets personal: pick a track, pick a weapon (billy club or bike chain) and set off, just you and your 'friend', with no computer opponents, in a battle to decide who really is the Bast of Basts. Not recommended to those with fragile friendships.

hazards, faster opponents and it's also harder to knock people off their bikes. In *RR1*, a well-timed head-punch or kidney-punch could remove someone in one go; now it doesn't happen. You can now, however, use chains as well as clubs to hurt people and (hooray! hooray!) batter the police, too. The kicking and punching sound effects have been improved from the slightly computer-beepy to the wincingly evocative, but the lack of engine noise on the two-player options is disappointing. There are more bikes, too – you can now buy 'nitro' bikes, that have a limited number of nitro boosts per section. The graphics have been given an overhaul, with more refined animation and mug-shots, more clearly-defined objects and humorous little end-of-race animations.

Road Rash has been the best racing game on the Mega Drive for a year now and this version has done nothing to undermine its position; the addition of the two-player mode has also elevated it into one of the best beat 'em ups.

This addition makes it just about worth buying even if you have the original (although they could have done a lot more) and you can rest assured that you'll be playing it until the callous on your steering thumb scrapes along the ground when you walk.



things we'd like to see in road rash 3

- Sections with a sheer drop on one side to push people over.
- 'Misty mountain' sections that are actually misty, with patches of road with poor visibility.
- A night-racing section (because the local police are so mean you daren't race in daylight).
- Most vitally, a taunting option, where you type in the taunt you'd like to use when you beat the computer riders; something witty like, "Ha ha! I won. So nob off." You could choose a head to represent you graphically (or maybe a pair of hairy buttocks, so you can moon the suckers.)
- More weapons: knives, guns, handlebar-mounted rocket launchers... *(Don't be silly. Ed.)*

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 93

Out: Now **Price:** £39.99
Publisher: Electronic Arts

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GOT IT

MEGA ZONE

MEGA DRIVE

Zzzzz...uh? Uhm? (Slobber, slurp.) Oh. Sorry. Er, whenever a boring, snorey, dull American sports game comes into the SZ offices (slurp, dribble) we give it to (yawn) our resident bore-master PATRICK McCARTHY and drift gently back to sleep (schnerk)...

It's back. The greatest living sports game has been given its annual overhaul, the teams have been altered to reflect last season's performances and one or two new goodies have been added. So, like all fashion-conscious end-of-year articles, we're going to have a little In and Out section for you to pore over:

Out go the pictures of John Madden looking like Ron Pickering - *In* come digitised portraits; *Out* goes the Crimewatch theme tune for touchdowns - *In* again comes *Madden 1*-style guitars; *Out* goes broken up pitches on replays of long gains - *In* comes long skirts and figure-hugging jackets *(Just get on with it. Ed.)* Well, basically, all the bugs and problems that popped up now and then (like your quarterback turning briefly into a ref during one play) in *JM92* have been sorted out.

The animation has been improved yet again, with additional little moves for your players, and there's a new, slightly zoomed-out view of the pitch and the players before the snap. The occasional sampled comments from John Madden himself add atmosphere, as do touches like players triumphantly bashing helmets together after good tackles. Presentation and game set-up screens have again been updated to echo EA's latest ideas in *NHLPA Hockey*, so you get little animated characters running about having fun while you choose who to play with. Perhaps the best change is the most logical: play selection boxes now appear at the top and bottom of the screen alongside the appropriate team.

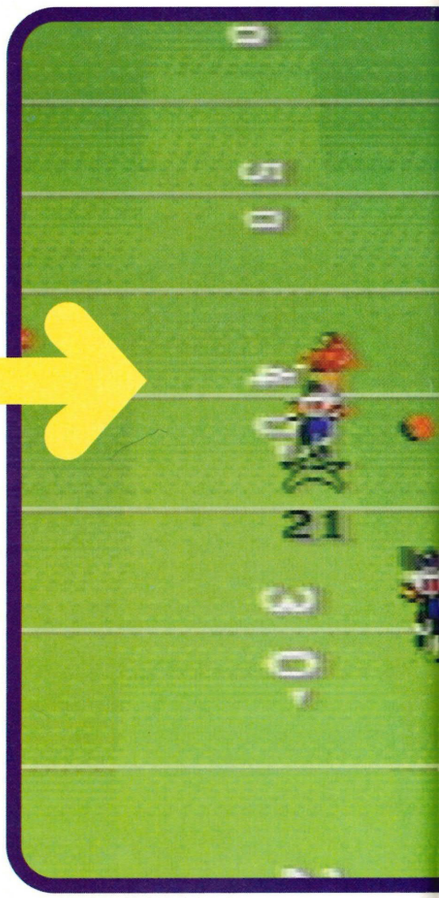
The big change on the game options front is the incorporation of eight great teams from history for you to play with, so, along with the usual 16-team Playoff competition and one-off Pre-Season and Regular Season games, you have a new eight-team All-Time Greats Playoff. You can also play the new

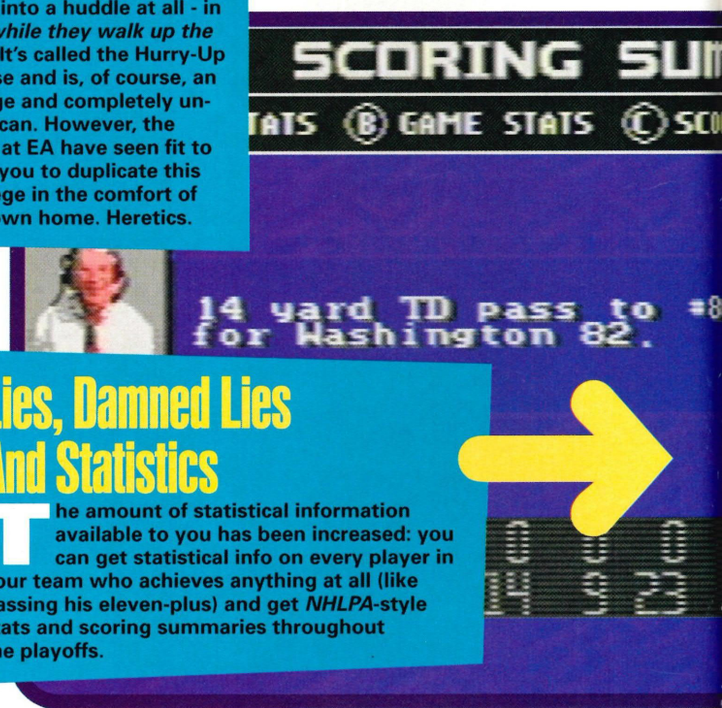
Cut Along There, Chaps

Even though a game of American football only lasts an hour in actual playing time, the players' habit of huddling in circles and discussing what to do next after every single play means that games actually last about six days.

Apart from the fact that all they do in the huddles is discuss their latest property investments, all this chit-chat means the opposition have hours to take all their players off the field to be operated on and replaced withsome healthy ones.

Now that's all changed. A few sneaky teams have started calling plays without going into a huddle at all - in fact, *while they walk up the pitch*. It's called the Hurry-Up Offense and is, of course, an outrage and completely un-American. However, the chaps at EA have seen fit to allow you to duplicate this sacrilege in the comfort of your own home. Heretics.

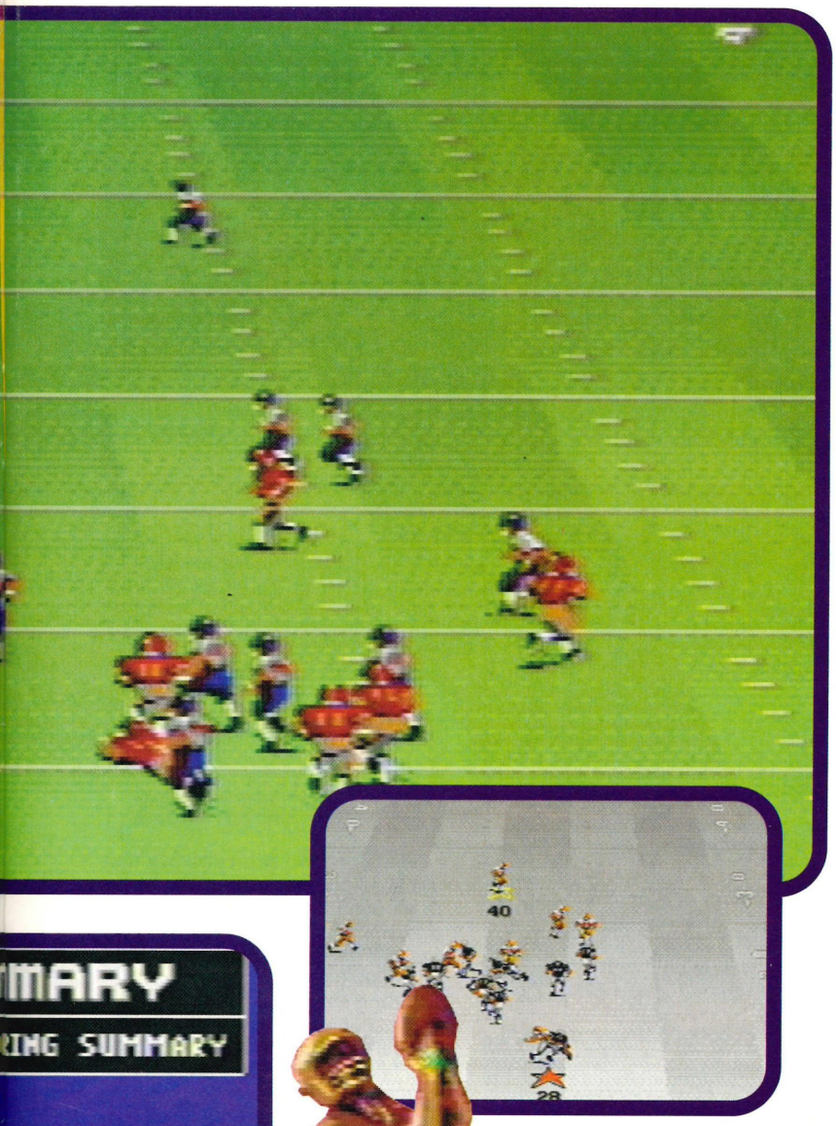


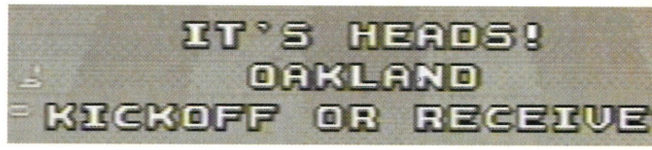


Lies, Damned Lies And Statistics

The amount of statistical information available to you has been increased: you can get statistical info on every player in your team who achieves anything at all (like passing his eleven-plus) and get *NHLPA*-style stats and scoring summaries throughout the playoffs.

John Madden '93





To Buy Or Not To Buy? – That Is The Question

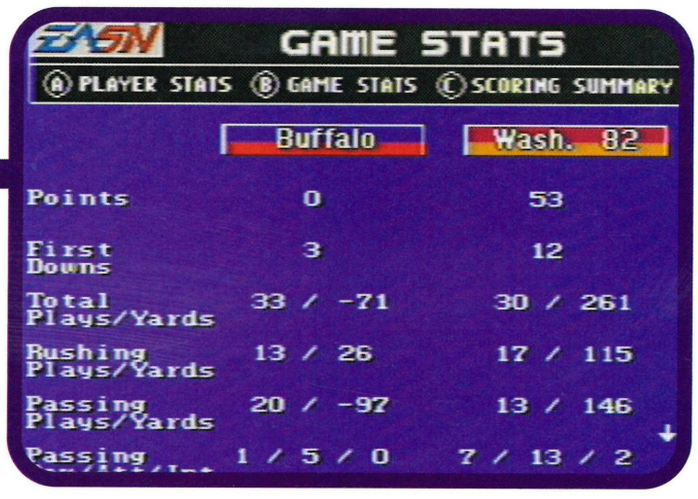
If you don't have an American football game and want one, I recommend this unreservedly - it's so far ahead of its rivals it's not true. Buy it now. The problem arises for people who already have a version of John Madden football.

If you have the original and didn't buy *JM92*, it's worth buying this, as it's the bug free, improved version of *JM92* with nine more teams.

If you have *JM92*, it depends whether you're a fan of the real thing or not, or whether you just like the console game. It also depends how much you like to be up-to-date and whether you have a favourite team - perhaps they had a better season in this version and will thus be rated better. (But perhaps they were better in *JM92*.) It also depends on finances. It's up to you. But this version is better. Eeek.

historical teams against their modern-day counterparts. Of course, the all-important and unmatched two-player options remain unchanged.

There are no new plays to learn and use, which is a shame, because those of you who have already mastered *JM92* won't find anything new in that department. Perhaps the chaps at EA feel they've just about achieved the perfect mix of plays. Who knows? They've brought a play in for you to stop the game clock when behind, but haven't brought a QB One Knee play to keep the clock running when you're ahead, so they haven't got everything yet. Perhaps that will be the big new development in *JM94*.



The Maestro Speaks

John Madden is famous for his distinctive commentary and *Madden 93* now features sampled, digitised commentary from the man himself, after crunching tackles, big yardage gains and other outstanding plays. Among the phrases you'll hear are, "He'll feel that one tomorrow," "Boom! He's on his back," and "My word! All those high-fives must make your hands terribly sore."

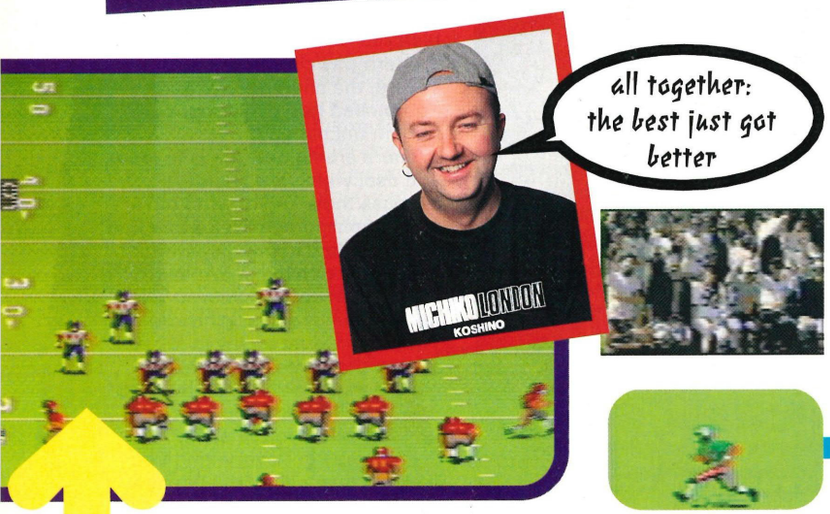
John Madden '93

John Madden '93

American Football For Beginners

American football is a lot simpler than most people realise. The idea is to make a lot of money by standing around in huddles with a lot of other very big men dressed in crash helmets and shirts of man-made fibres. Occasionally, a brief flurry of violent behaviour will be required from you, but after that your time is your own.

Here goes then: ***if you have the ball,*** you have four attempts to get ten yards with it. You can put it under your arm and run along with it, incurring the wrath of the violent maniacs on the opposing team and getting the crap kicked out of you, or you can throw it to somebody else and let him get battered instead. ***If you don't have the ball,*** the idea is to grab the nearest opponent by the top lip, pull him to the ground and stamp on him. If he happens to have the football, so much the better, but it doesn't really matter.



Ee-Fense! Dee-Fense!

In previous versions of *Madden* it was irritating when the other team had the ball, because you couldn't move your defensive players about to different places until the offense broke from their huddle. It wasn't until they moved towards the line of scrimmage that you were given control of your players and so you had to rush to move them.

That's now been changed. As soon as you've called your play you can move your players all over the pitch. Perhaps you think the opposition are guaranteed to run up the middle on the next play? No problem - just move lots of fat people into the middle so there's no room. Or maybe you're playing a team of scary bullies and think you went a bit far by tackling them and they're about to get unpleasant? Easy – just take everybody back down the other end of the pitch and stand in a small, cowardly group. It's up to you.

Blasts From The Past

Madden has always had every NFL team, along with an All-Madden team, made up of John Madden's favourite players.

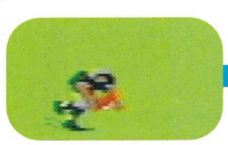
Now you get more teams than ever (38 in all), including eight greats from history and a team of Madden's All-Time Greats. Among the historical greats are:

miami '72

The Dolphins of 1972 were the only team ever to win every game in a season. Their game plan was based on running the ball.

chicago '85

The 1985 Bears were famous for their defensive strength. It was difficult to pass against them and almost impossible to run.



oakland '76

For Raiders fans who don't like playing with today's crap team, there is the 1976 team who won the Superbowl, coached by Madden himself.

pittsburgh '78

Steelers won the Superbowl four times in the Seventies, and were renowned for their 'steel curtain' defense, and quarterback Terry Bradshaw.

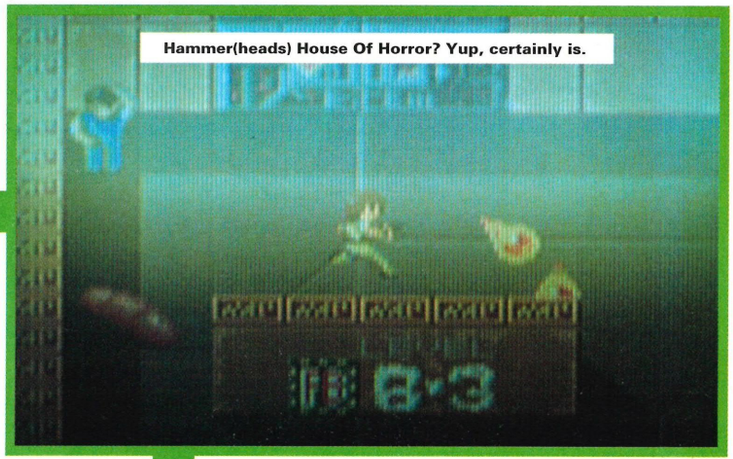
There are two sports games that are absolute musts for a Mega Drive owner - *NHLPA Hockey* and this, the greatest American football game ever. Nobody else has managed to come up with anything even close to matching its ease of accessibility, long-term appeal and sheer playability, and this latest version only affirms its position. E

OVERALL 94

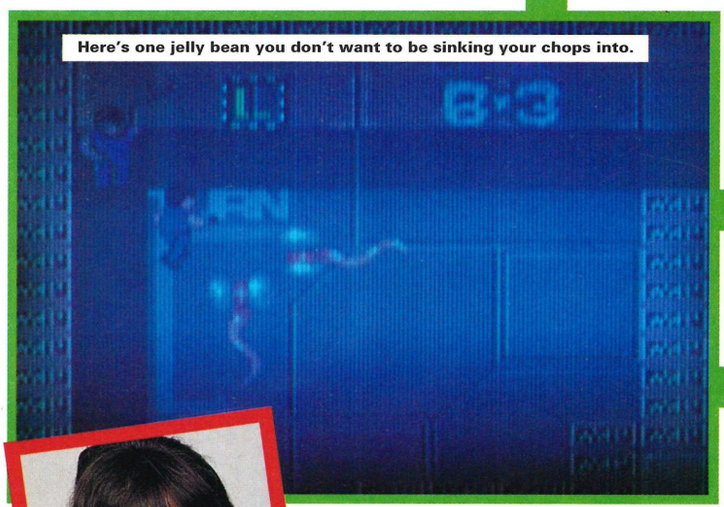
Out: Now **Price:** £44.99
Publisher: Electronic Arts

alien syndrome

"Ahhhhhhhhhh!!!" screamed VIVIENNE NAGY. "Not another game with aliens in it! Where have all the cutesy, cutesy games with little sweeties and things got to?" Then she just sat there with a pair of underpants on her head and two pencils up her nose saying "Wibble". Her psychotherapist Freud von Neuroses says she's obviously suffering from ALIEN SYNDROME, so we let him review it on the Game Gear instead.



Hammer(heads) House Of Horror? Yup, certainly is.



Here's one jelly bean you don't want to be sinking your chops into.

Hmm. Well Mr *Alien Syndrome*, would you lie down on the couch? Let us start by examining the patient. Outwardly its appearance seems to be in order; it's a normal, healthy little black cart which fits into the back of the Game Gear. So far so good.

(Turns on the cart and waits patiently.) Now what seems to be the problem? You say in 2000 AD some aliens invaded space colony Alpha and took the crew hostage. Two brave members of SCOT, Ricky and Mary, managed to save the day and all the hostages were freed unharmed. Now, five years later an emergency message is received from space transport Dagal. They have been invaded by unknown creatures near Alpha and cannot continue their mission. Hmmm, well, very interesting. (Rubs chin and looks ponderous.)

We have here the very first symptoms of an alien syndrome. This is a recurrent disorder characterised by the uninspiring 'oh where have I heard that one before' plot? – the well-known one where the aliens that are dead come back to plague the very same humans they plagued before.

Wibble. Addictive and playable but not the most inspiring alien shoot 'em up.

Having met before, both humans and aliens have a mutual aversion to one another. You as Ricky/Mary (confused identity) must rescue your fellow humans from within a maze while avoiding the aliens. These aliens are tadpoles with hammer-shaped heads and worm-like bright pink jelly beans with pea-shooters, which leads me to believe that either the programmer is very repressed or had severe problems with his potty training. The dumbell heads do their worst by sneaking up on the human and wiggling him to death while the jelly beans do it with peas or pellets of chewed up paper.

A variety of different weapons are available in the walls of the maze for the humans while the poor old aliens stick with their wiggling and pea-shooting, revealing that the humans are the more progressive life form.

Davros, the half-man, half-Dalek is alive, well and masquarading as a villain which the hero/heroine has to defeat. It seems the Oedipus complex is alive and well in this game.

My diagnosis is, although the graphics are uninspiring, the sound is average and the scenario is as predictable as the punchline to one of Cilla Black's jokes, this *Alien Syndrome* is still an addictive and playable little number. That'll be £98.99 for that session. I take all major cards...

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 68

Out: Now **Price:** £24.99
Publisher: Sega

Once I went to a fancy dress party as the Predator. Covering my body in oil and wearing ripped ladies' tights and a pair of green wellies, I topped the whole lot off with a very expensive, shop-bought Predator mask. It was rubbery latex, quite unattractive, with loads of tentacle things coming from its mouth. I looked not unlike a novelty condom.

So I was at the party and people were avoiding me. Groups of women gathered in corners of the room and muttered that I look like a pervert. Some of them threaten to expose me to the local women's movement. Old women gatecrashers prodded me with umbrellas while muttering things that began, "Never in my day..."

Retreating to a dark, confined space, I pulled at the rubber face to remove it – and it had stuck. Didn't your mum always tell you that if you pull a face it'll stick? *(Groan. A Reader.)* No, it's true.

Several other old wives' tales are true too. Take heed:

- If you suck your thumb, it will eventually fall off – Absolutely true.
- If you don't eat your crusts, your chest will implode – Again, absolutely true.
- If you pick your nose, your head will cave in and your brain will begin making friends with people you don't like – Staggeringly true.
- If you play with your thingy, it will turn into a small replica of famous explorer Ferdinand Magellan. – Absolutely true yet again.

Enough to worry about. Meanwhile, I'm still stuck in this mask, which is perhaps why I was so easily goaded into reviewing this unscintillating game.

MASTER SYSTEM

NICK GRIFFITHS has a Predator mask stuck to his head. It seems too good to be true - who better to review PREDATOR 2 (on the Master System). Blimey, that almost rhymes!

Predator 2

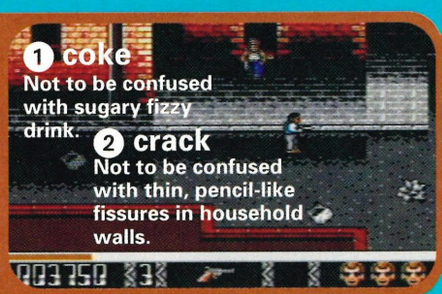
The Plot

Based very loosely around that of the film, you wander around LA killing people who have taken too many drugs, informing them of their rights and saying, "You're not doing your body any favours, you know." They make an unconvinced sound (not unlike 'Pschaw'), so you shoot them. You collect their discarded drugs as evidence (though since they're dead, this seems rather pointless).

Unfortunately – certainly within the first six levels – we never get to see the Predator. There are three red dots that chase you around every so often, being the Pred's laser sights, but that's hardly scary or innovative in terms of graphic design. Bit like the Stylophone, really (which is probably why they used Rolf Harris in the ad, to scare small children).

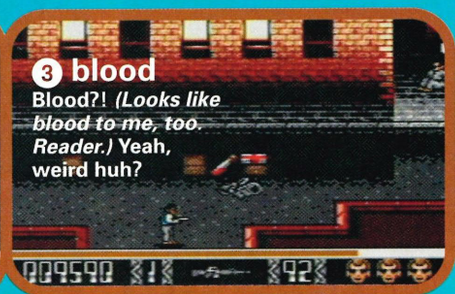
Part of your mission is to rescue hostages, which is completely unlike the film because there weren't any in the film. The Predator takes no hostages. He is the Mexican-looking guy in westerns who squints a lot, chews tobacco and calls everyone 'Gringo'; he is the bloke with the mask and beret who swings through embassy windows; he is the dodgy geezer on the 747 with numerous explosives strapped to his stomach; he is... well, you get the idea. Preddie shoots first and asks questions later. In fact, he generally omits the question part altogether.

Drugs



1 coke
Not to be confused with sugary fizzy drink.

2 crack
Not to be confused with thin, pencil-like fissures in household walls.



3 blood
Blood?! *(Looks like blood to me, too. Reader.)* Yeah, weird huh?

Armoury

pistol
Weedy and small. Hardly the sort of thing that any self-respecting cop would tote, unless, of course, he was playing William Tell with his small children.

pump-action shotgun
Curiously weedy but it looks quite macho, at least. Fires in three directions with one shot, but none too powerfully.

machine gun
Sprays bullets in three directions on successive shots. Pleasantly curved magazine, but not smooth enough to impress passing uncouth children.

m-16 carbine
Now we're talking. One shot kills all. Druggy types quake briefly in its presence then continue to, well, to do whatever it is those people do.

grenade
Heheheh! Effectively a device to make men's trousers seem more packed, but hugely effective against druggy types who refuse to carry a handkerchief.

level one

Down on the streets. Street-talk – it's the only language these people understand. They eat mice for breakfast and keep the mouldy Stilton they put in the trap for afters. They wash the lot down with liquid crack. They are... Druggy-Type People. Their eyes are bloodshot and they have problems pronouncing words like 'extraneous'. One day, if law enforcement doesn't get to them first, they will get a big headache.

You, Danny Glover, Mr Big Cop, must deal out your own particular brand of justice to these low-lifes. And that means death. Sounds great, doesn't it? It's not. It's a bog-standard shoot 'em up with admittedly decent background graphics, but some of the baddies have beards.

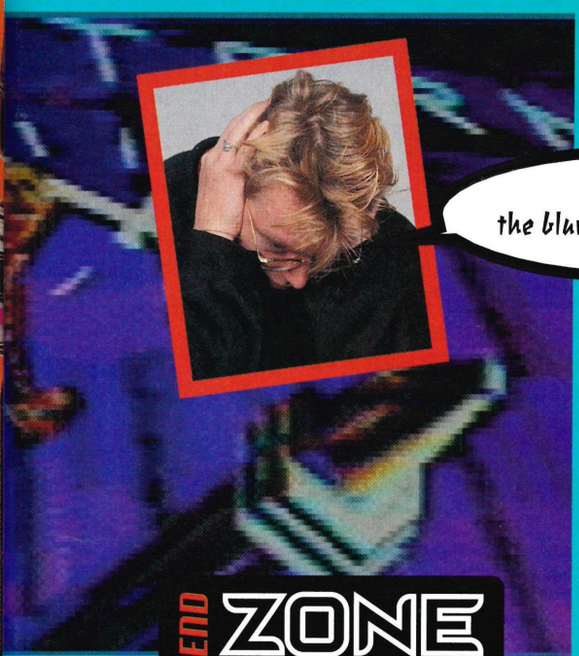
The Boss: A car with people inside.

level two

Up on the roof. It's quite high up, but that doesn't seem to bother the Druggy-Type People. Their motor-neurone systems (or whatever) are shot. They wouldn't know a long-way-off-the-ground if someone from the Department Of Trading Standards measured it with a regulation tape measure. They are fearless because their heads don't work.

Solution? Kill them all. Traverse the rooftop, lobbing grenades through skylights, blasting snipers, rescuing hostages and avoiding the three red dots. *(Done that all before, haven't we? Reader.)* Yeah, but this is on the roof, dummy. What do you want, originality?

The Boss: A helicopter with some guns.



level three

Back on the streets again. Street-talk – it's the only language these people understand. They eat mice for breakfast and... Hang on, I've done that bit already. Well, anyway, these Druggy-Type People eat spinach and enjoy it – and they didn't even pass any exams at school.

Luckily, nothing here is too tricky, so you at least move through levels quite quickly, not having to dwell on the fact that they're pretty much the same.

The Boss: A graffitti-covered van from which people roll barrels at you. (Obviously running out of ammo.)

level four

Down in the subway. And, as popular beat combo The Jam once said, "Down in the tube station at midnight, Woah-oh-oh". Wise words. They clearly understood the seediness of Druggy-Type People.

This level is slightly different from before, in that baddies jump from tube trains instead of doorways. Otherwise, it's more reckless firing. These guys don't pay their fares. They jump over ticket barriers and wilfully ignore the ticket inspector.

The Boss: Large punk with mohican hairstyle and gun, standing in the open doorway of a moving tube train (now that is reckless).

level five

In the slaughterhouse. They eat meat, these Druggy-Type people, and they wear fur coats purely to offend people. They hunt foxes with hand grenades and they laugh when presented with salads in restaurants. Sheesh!

Except there are no dead animals in this slaughterhouse, which is unashamedly sensitive yet unrealistic. The action is by now all too familiar.

The Boss: Bloodstained fellow with axe.

later...

Level six takes you back to the (yaaaaaawn) streets, with still no sign of Preddie, and after that, who knows and who cares... Zzzzzzzzzzzzz.

END ZONE

Graphics

Sound

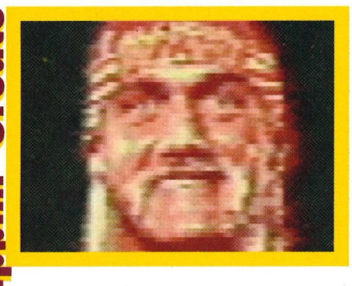
Addictiveness

Playability

OVERALL 40

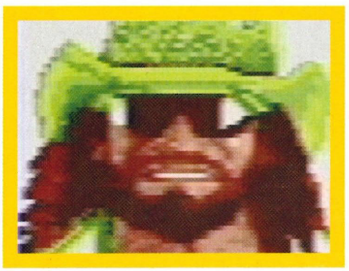
Out: January **Price:** £29.99
Publisher: Acclaim

Grapplin' Greats



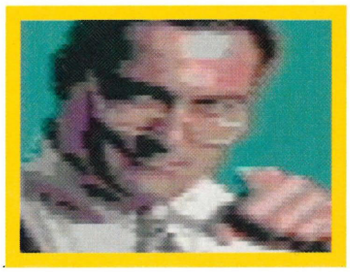
hulk 'the hulkster' hogan

People's hero, currently ostracised from the WWF for steroid abuse. Yeah, like all his ring mates just got to the size they are by taking Haliborange. Oh chinny reckon.



macho man randy savage

After 19 years in the ring the 'Macho Man' has hit male menopause and is getting ready to hang up his leotard.



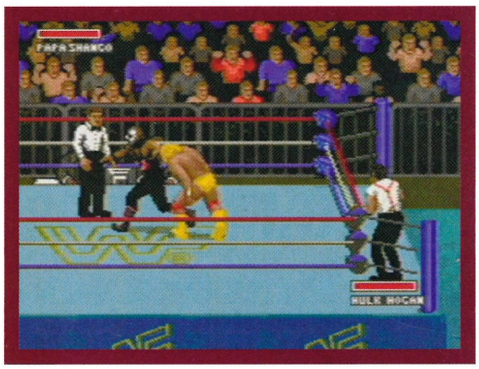
irwin r. schyster

A mild-mannered civil servant in America's tax office by day, he's a violent psychopathic civil servant in the ring.

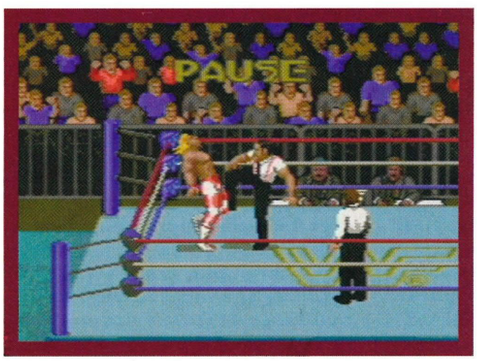
ted dibiase

Bet he wore a brace on his teeth when he was young. The Noel Edmonds of the WWF. Foppish dandy with just a slight hint of drooling subhuman.

Come Wrestling



punch Traditional knuckle sandwich.



kick A toe sarnie.

WWF Super Wre

In the red corner is WWF WRESTLEMANIA, Acclaim's new wrestle 'em up for the Mega Drive. In the blue corner, fighting in the paperweight class, is the Million Dollar Macho Hacksaw Randy Man, MARTIN POND.

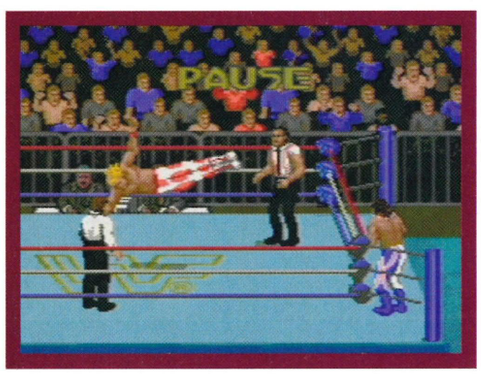
Of the wide spectrum of human achievement, of every endeavour in the arts, science or philosophy, what can be more uplifting than the pursuit of excellence in the WWF ring? We've always been grapple fans here at *Sega Zone*, even in the naff years of the *Legion of Lard* tag team of Mick McManus and Big Daddy. Now, from the States, we've got WWF, the sports phenomenon of the Nineties. So okay, the action seems to have been choreographed by Wayne Sleep himself and the whole camped-up business has all the spontaneity of a *Blind Date* riposte, but that's why we love it – 'cos it couldn't be more like a panto if Widow Twanky entered the ring.

Beefcake Boxoff

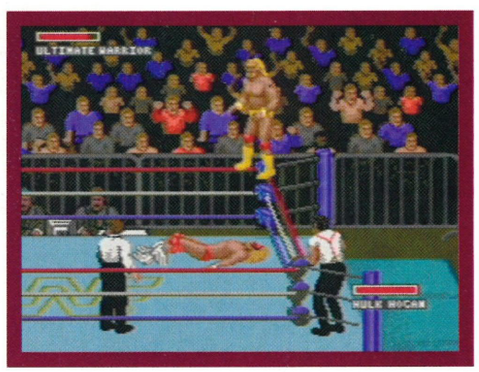
Well I never, if this game isn't just awash with potent virility. Muscley athletes in their prime, pacing around like two bucks in the rutting season – my, they're magnificent! And none more so than Shawn Michaels and Rick Martel; at the last Summerslam at Wembley they pulled eachother's trunks down before a crowd of 80,000! Apparently they were dancing about stark-gonad-naked, just like Olly Reed and Alan Bates in that Women in Love. Fan-tastic!

Unfortunately there's no digitised cheeks in this Mega Drive version of WWF Wrestlemania, but there are a large number of moves to try...

headbutt A forehead hoagie *(Yes I think we've all had enough sandwich references now, thank you. Ed.)*

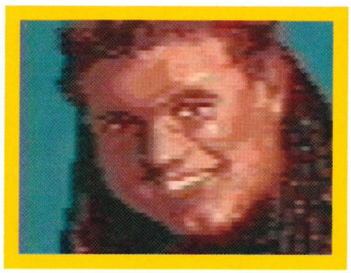


flying head kick Particularly nasty if you're on the receiving end. Not only do you get knocked for six, there's also the danger of developing a verruca on your nose or picking up a dose of athlete's face.



corner post leap Old Luftwaffe trick this one – catch your opponent unawares by swooping down at him from out of the sun.

shawn michaels
This chap is a shifty, underhand creep with a perfect coiffure. Hmm, sounds like the wrestling world's Mike Baldwin.



british bulldog
A girly hairdo, hamster cheeks and a sissy dimple in his chin. Still, looks aren't everything – he's also not very good. WWF's Eddie 'The Eagle' Edwards.

ultimate warrior
After signing a sponsorship deal with Max Factor, he's noted for slapping on more make-up than Babs Cartland.

papa shango
A voodoo practitioner whose habit of performing unholy rituals over stricken opponents has led to a certain unpopularity amongst fellow pugilists.

stlemania

Good clean fun but requires high manual dexterity.

wrestling fashions

When choosing your character it often helps to remember that any sprite who's shoehorned his meat and two veg into the tightest bikini briefs possible has a distinct psychological advantage. Ultimate Warrior knows the score with his itsy bitsy, teeny weeny underpants, vaccuum sealed for extra freshness. Poor old Ted Dibiase is way off the mark with just an A-cup, though, and as for 'Macho Man' Randy Savage, who's he going to intimidate in those sensible, cross-your-heart Y-fronts?

Even if, like me, you find beat 'em ups totally snorey and somewhat lacking in intellectual challenge *(Or even if, like Martin, you're so totally rubbish at them that 'beat me ups' would be a better name. Ed)*, you still ought to take a look at this game. The animation is top notch, there's a huge repertoire of moves and, unlike some fighty games, you can move all around the ring. And lummee if you can't even throw an opponent outside the ring into the blue rinses in the front row. You can challenge a friend or the computer and take them on at one-on-one, tag teams or full tournaments

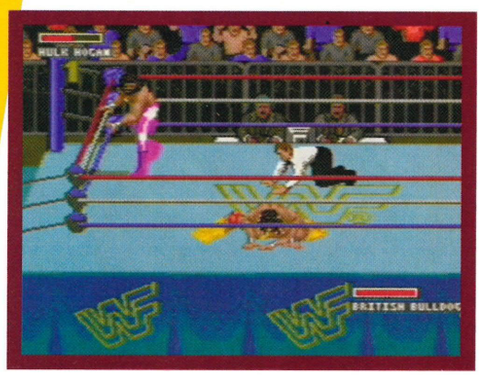
It's genuinely fun to play. The only drawback is that with just three buttons on the joypad and such a large number of moves, many of the attacks are initiated with a combination of key presses. If the term 'Edward Buttery-Crap Hands' could be applied to you then you'll probably find it a bit frustrating when you can only muster the odd slap. E

END ZONE

Graphics
Sound
Addictiveness
Playability

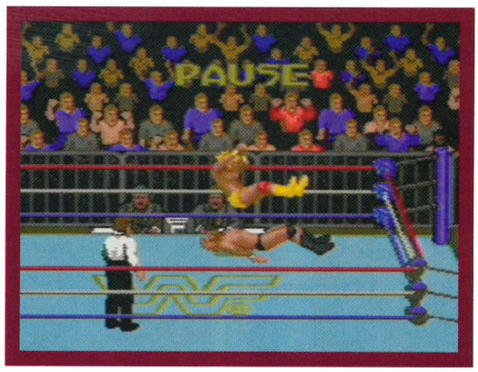
OVERALL 89

Out: Now **Price:** £37.99
Publisher: Acclaim

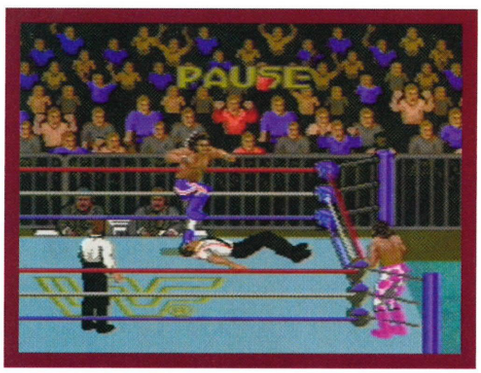


pindown Pin him down and debag him.

overhead slam Swing your partner by the head.



bundle Use your opponent to cushion your fall, shout "Bundle!" and hope the ref joins in.



stomp Trodden in something horrid? Then scrape it off on the nearest pugilist, dopey.

Rolo To The Rescue

When AMAYA LOPEZ was offered the last Rolo, little did she imagine that it would comprise a plumpy baby elephant with a penchant for balancing animals on his back.

You Need Friends

Rolo and the animals have a curious symbiotic relationship. They *need* to be rescued by Rolo. He complies by jumping on a trillion and one McSmiley sprites and getting the keys for their cages. In return the animals can do a number of things to ease Rolo's journey back to his mom.

SQUIRRELS

Arguably the most woogie looking animal of the lot. *(Woogie? Ed.)* These babies can climb anything that Rolo can't jump onto, such as edges of steep cliffs or the walls of a spooky cave or mine.

BEAVERS

The beavers are smart. They have a special aptitude for swimming – but then again, who wouldn't if they had a rubber ring strapped securely around their waist.

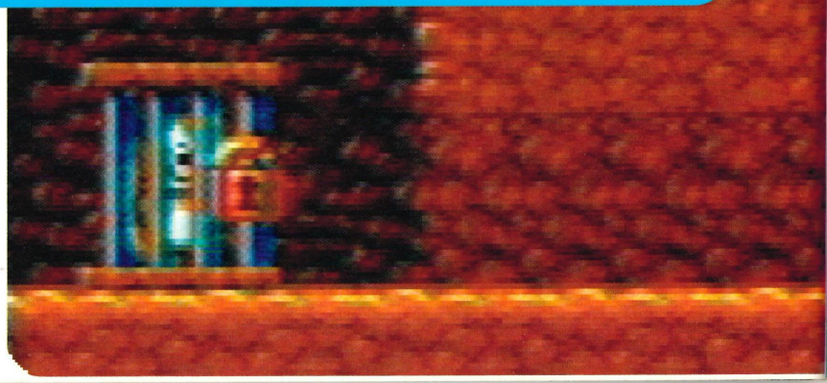
From Vectordean, the makers of *James Pond* comes *Rolo To The Rescue*, an unsual little number starring a baby elephant called Rolo. Why name an elephant after a Rowntree Macintosh delicacy, you may ask? Perhaps it alludes to the fact that he's the last edible member of his race? *(Certainly not. An irrate vegetarian.)*

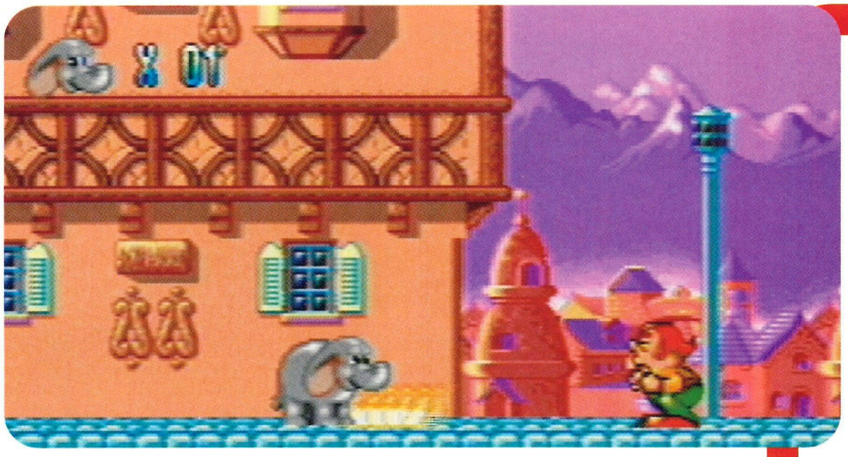
Er, well, whatever the reason, it doesn't take away the fact that the plot is as schmaltzy and gooey as a sticky blob of brown caramel. In a flashback to Victorian ages, little Rolo was kidnapped from his mother and sent to work down a mine, no sorry, in a circus. Owned by the evil McSmiley, Rolo is made to perform all manner of horrid tricks for the ringmaster until he manages to escape.

The game finds Rolo happily on his way home but being a conscientious little mammal, he is deeply distressed by the animals he finds locked in cages along the way. He feels it's his duty to free the animals but can only do so with the relevant keys to the cages. And, surprisingly enough, the holder of the world's largest key ring is McSmiley himself. Not to be daunted Rolo sets out to find the villain and get the necessary keys from him. Crossing dangerous terrains including a forest, desert, canyons and circus land, Rolo progresses releasing the fluffy, wuffy animals and making sets of new friends. Our Rolo has a maximum friend capacity quota: his heart cannot cope with more than three chums at any one time. And they're also not the most loyal of pals. After all Rolo has done for them, you'd think they'd stick by him. But oh no, if our hero gets hurt or wanders too far too far, the lilly-livered blighters will hoof it before you can say "Animal Liberation Front".

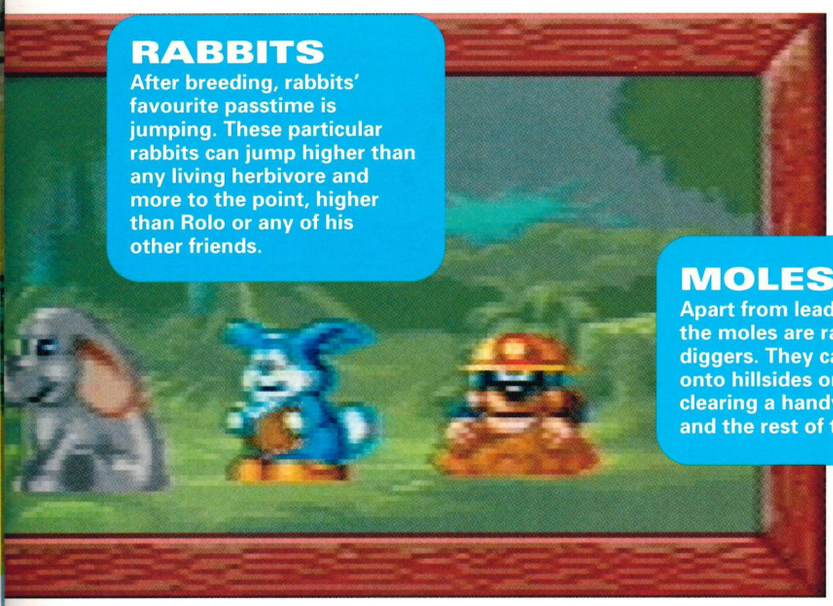
Ride 'Em, Ride 'Em, Ride 'Em

One of the fabbest features of the game is the fact that once the animals are freed, they get to ride Rolo, *(That calls for an oo-er. Ed.)* should the fancy take them. This involves up to three cuties balancing precariously on Rolo's back. Although, the schnooky value soars when you perform this trick, it's also an advisable safety measure for when the going gets tough.



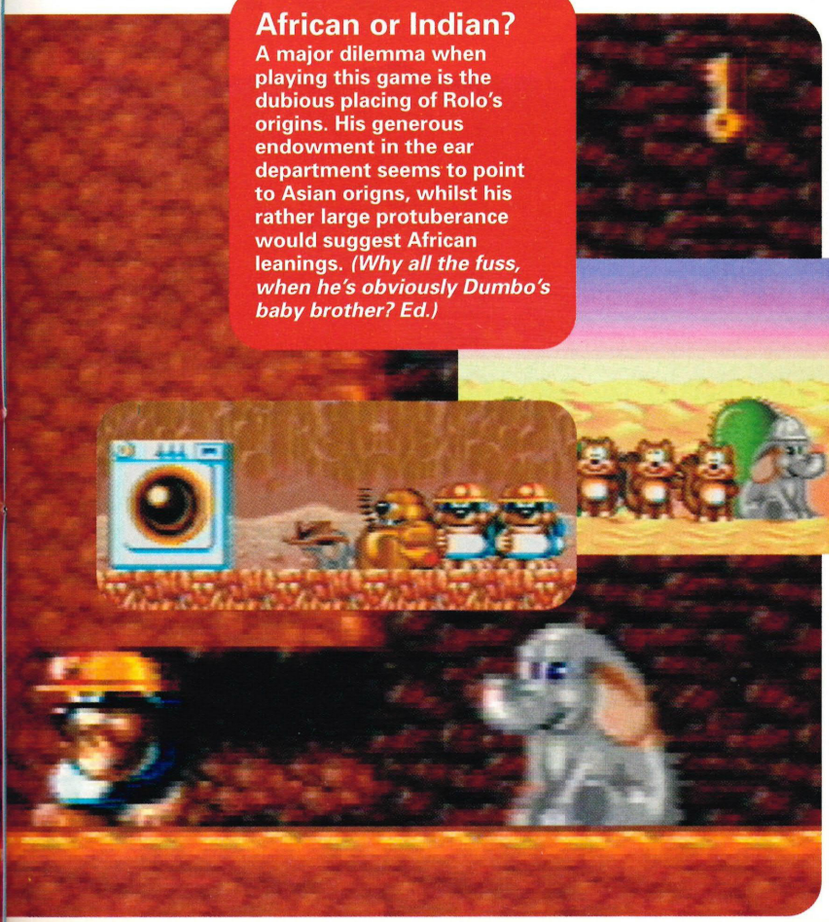


When I first started playing Rolo, my initial reaction was this is a 'baby' game – the characters would be more at home on a toddlers' napkin, pramsuit or potty. But once I'd had a few goes, I was totally hooked. There's something terribly addictive about Rolo which smacks of the same strain of disease I suffered with *Robocod*. And once you get over the shock of dribbling unashamedly at every new screen and character, the fun really begins. The good thing about this game is that it's original. Okay, so there are Marioesque touches like the map screen and killing the nasties by jumping on their hands. but apart from these, there are also some really neat twists. Take the washing machine, for example, where Rolo can shrink himself to fit into hitherto unaccessible nooks and crannies. Then there are the vacuum cleaner bonuses with which Rolo to hoover up the enemy and the helium tanks which charmingly allow Rolo to float all over the shop. The fact that you can swop to play up to any of four animals at one time, also adds to the glee. And I'd like to point out that I don't just like this game because I'm a girl. You should have seen the boys, scrapping to get onto the Mega Drive just so that they could coo over the squirrel sprite. That's New Men for you..There are 110 levels in total, the first few are easy but they soon become fairly tricky and challenging Even better is the fact that at all times Rolo is immensely playable. With its cutsie, wootise soundtrack, adorable graphics and large helping of humour, the boys just won't let me near it. E



RABBITS
After breeding, rabbits' favourite passtime is jumping. These particular rabbits can jump higher than any living herbivore and more to the point, higher than Rolo or any of his other friends.

MOLES
Apart from leading the blind, the moles are rather expert diggers. They can burrow onto hillsides or cave walls, clearing a handy path for Rolo and the rest of the bunch.



African or Indian?
A major dilemma when playing this game is the dubious placing of Rolo's origins. His generous endowment in the ear department seems to point to Asian origns, whilst his rather large protuberance would suggest African leanings. *(Why all the fuss, when he's obviously Dumbo's baby brother? Ed.)*

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 89

Out: January **Price:** £34.99
Publisher: Electronic Arts

See what happens when you tread on the cracks?

IMPORT

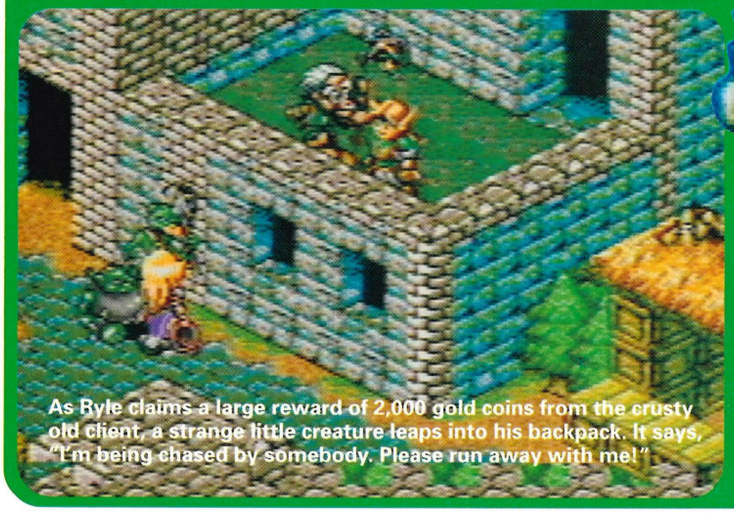
MEGA DRIVE

Land

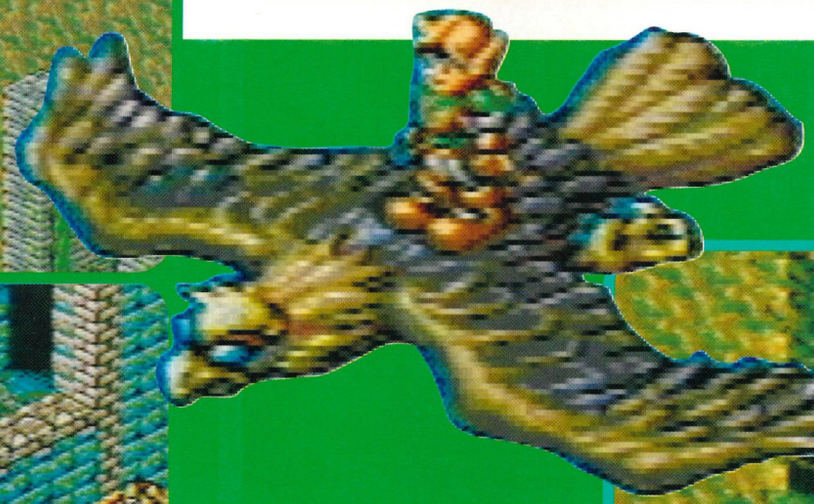
romancing the stone

In true Indy fashion, our intrepid treasure-hunting hero Ryle is being chased by a huge boulder during the opening credits. You can tell he is the hero 'cos he's got a great big smarmy haircut with all the trimmings.

He's about to find 'The Secret Treasure of Jypta' in a dark and dangerous dungeon.



As Ryle claims a large reward of 2,000 gold coins from the crusty old client, a strange little creature leaps into his backpack. It says, "I'm being chased by somebody. Please run away with me!"



This uninvited guest turns out to be a cute little she devil called Friday. Being extraordinarily gallant, Ryle shakes off the bad guys and escapes with his new friend. Sadly, it costs him the entire reward money to hire a gigantic bird by the name of Deldrich III.

stalker

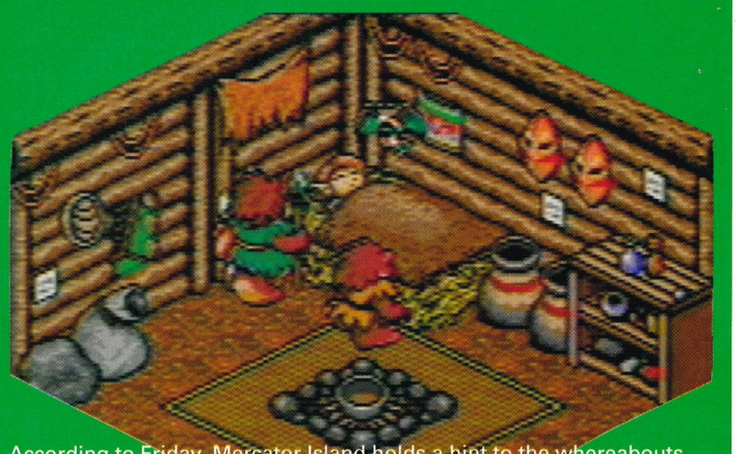
We needed a cool, swashbucklin' super hero to swash his buckle through this fearsome fantasy world of monsters, traps and tricksters - but they were all out to lunch so we had to get RIK HAYNES and MASAKI OJI instead (well it was the best we could do). And the verdict? They can't put the thing down.

Let's start with a simple question for the trivia fanatics. What's going to be the first 16Mbit game to hit the Mega Drive? Anybody who answered *Streets Of Rage 2* or *Bare Knuckle 2* should go straight to their lonely garden shed and write, "I must not believe everything printed in other inferior video game magazines," until they wise up. In case you haven't guessed yet, *Landstalker* is the first Mega Drive cart to sport an almighty and totally whopping 16 megs of memory. *(Well, what's all the fuss about, guys? Ed.)* Hmmm... essentially it means the designers of the game have the freedom to add lots of extra graphics, sounds, levels and other nice features. Judging by the sheer size of this epic fantasy RPG, the staff at Climax Entertainment and Sega must have squeezed every available bit out of their rumbustious baby.

If you're new to this zany world of Sega entertainment, then, in a nutshell, Fantasy RPG is a short and easy way of explaining something that comes close to an interactive play. In this case, you take the role of a treasure hunter called Ryle. He's no Macbeth or Hamlet, but who's complaining? Starting out with nothing but his trusty sword and a will to win, Ryle must overcome the many obstacles and tribulations that lie in wait before him. Like any good script, there's a basic plot running through this rib-tickling adventure. If a beastie is walking towards you, try to kill it with your sword. If a treasure chest or bag is lying around, see what's inside. It could be some cash, a more powerful weapon, a new pair of gloves, an extra life or something bad and stinky. If a moving platform appears, jump on it carefully. And if another character, who doesn't obviously look like a baddie, is standing nearby, try to talk to them. The rest, as they say in the biz, is pure improvisation, luvvie. Got it?

The look of *Landstalker* is reminiscent of a corking 3D

This is the historical background part, so if you're not interested in legends and the like you can skip this bit. If you are, then sit still. King Nole was a bad king who used to rule this land. He gathered every valuable item from the four corners of the world and built a luxurious palace to protect his ungoodly gains. One day, the poor peasants revolted to save themselves from poverty and hunger. They succeeded in overthrowing King Nole, then formed new countries and lived happily ever after. *(Ah! Ed.)* There's a twist in the story, though: King Nole's treasure remains missing to this day. Friday explains: "Kahra, Goose and Zuwam are after me because I know the secret of King Nole's treasure."



According to Friday, Mercator Island holds a hint to the whereabouts of King Nole's long lost treasure. This place is infamous because many monsters live there. Even the toughest adventurers refuse to visit. Being a hard bast, Ryle decides to go there at once. Trouble is, he clumsily tumbles over the edge of a waterfall while trying to evade another giant boulder. Luckily, the mayor's daughter finds Ryle lying down on the ground near the waterfall and takes him to Masan Village. When he finally becomes conscious again, somebody tells Ryle that the old wise man who lives in the dungeon at the basin of the waterfall might be able to help him. Let the quest begin in earnest.

diorama from Airfix, except there's no sign of any pill boxes or German Panzer tanks. The hot, pumping, steaming hardcore action *(What? Ed.)* is seen from a slightly warped angle above. It's as if the security cameras on this elaborate set have been left running and we're being treated to a sneak glimpse of what's going on. This unusual viewpoint can be a real Pain In The Ass™ when trying to move Ryle into 'pixel perfect' positions along the edge of high ledges or near oppressive demons.

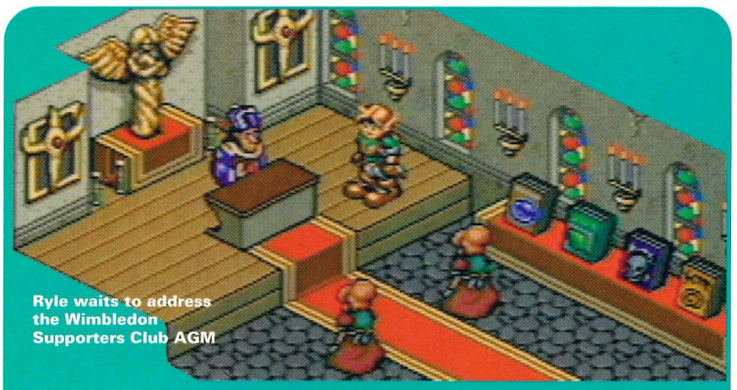
Like any good activity holiday in the countryside, there's simply too much to explore in one day or even a week. The list of things to look out for on your sightseeing trips should include trees, forests, hills, swamps, rivers, waterfalls, villages, towns, caves, dungeons, shops, churches, castles and everything else you would expect to find in a land of pure fantasy. It's picturesque, comical and very Japanese.

There are traps and tricksters a-plenty, of course. *Landstalker* isn't short of a monster or two. Most of the time, it's just a question of a few quick jabs on the fire button to counter these pests with the only thing they respect and fear... the feel of cold steel.

As Ryle progresses through Mercator Island, the background soundtrack occasionally changes to reflect the intensity of the situation. If you're stuck in one particular area, however, these tunes can quickly become rather tedious. Our fave piece can be heard during the intro sequence where it sounds a bit like one of those classic Bruce Lee kung-fu movies from the Seventies. On a less dramatic note, the sound effects aren't that impressive. *(Only a few sampled screams? You've got to be joking! Ed.)* And yes, those crazy Japs are about to release a special remix version of the music on compact disc.

It comes as no surprise to learn that *Landstalker* immediately became the best-selling Mega Drive title in Japan. Rumours of a sequel to this stonking romp are already circulating through the gleaming corridors of Sega's busy Tokyo HQ. And there's the snag; *Landstalker* is all in Japanese! That's right. No stupid dubbed voices or incomprehensible subtitles to help sort you out. It's just you and a whole script of katakana to contend with. Although you can happily stroll along doing your own thang, sometimes it helps you to understand exactly what your character and the rest of the cast is talking about. If Sega does actually decide to translate the staggering amount of text, the English version of *Landstalker* still won't appear until spring 1993. *(Why should the great British public bother with it, then? Ed.)* Well, if you like them big and meaty with oodles of gameplay, this is just the job.

Forget *Zelda*, goofy actor Robin Williams will be calling his kid Landstalker from now on. We started this review with a question, so why not end with one? *(Is that it? Ed.)* Erm, no. Does anybody know why Ryle and his chums are wearing those unfeasibly large booties? E



Ryle waits to address the Wimbledon Supporters Club AGM

One of the few carts that'll take you away from Sonic 2. We're absolutely hooked and spending far too much time trying to master it. (You sad people. Ed.)

Ryle drops his ice cream cone for the 400th time

Ryle finds he's too late to get the gardening job

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 91

Out: Now **Price:** Y8,700 (about £47) **Publisher:** Climax Ent/Sega

you've read the review, now grab the player's guide

Since the dawn of time, humanity has been intrigued by the mystery of the unknown. Exploitative magazine publishers have made a handsome fortune from failing to explain the unexplained. That's simply not good enough for *Sega Zone*! Only the privileged readers of next month's fantastically brilliant Skill Zone will discover the intimate secrets of *Landstalker*. Every feature of this amazing monster mash with be revealed in delicious technicolour detail. Can you afford to miss it? I don't think so.

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A Selection of Sega

People always ask us, "*Sega Zone*?" Yes. "*Sega Zone*. How can you review the actual console machines without becoming steadily more boring and more speccy as the paragraphs unfold?" Well, we reply, the formula is threefold: a) Hire an interesting and un-speccytechie writer (i.e. not David McCandless); b) Deal with strict categories such as Looks, Techno Specs, Add-ons, so readers can get a clear idea of what they're letting themselves in for; and c) Make as many amusing comparisons between the shape of the console and household objects as possible. "Thank you *Sega Zone*." It's alright (thickie).

Mega Drive

£130/Games £25-35

Look

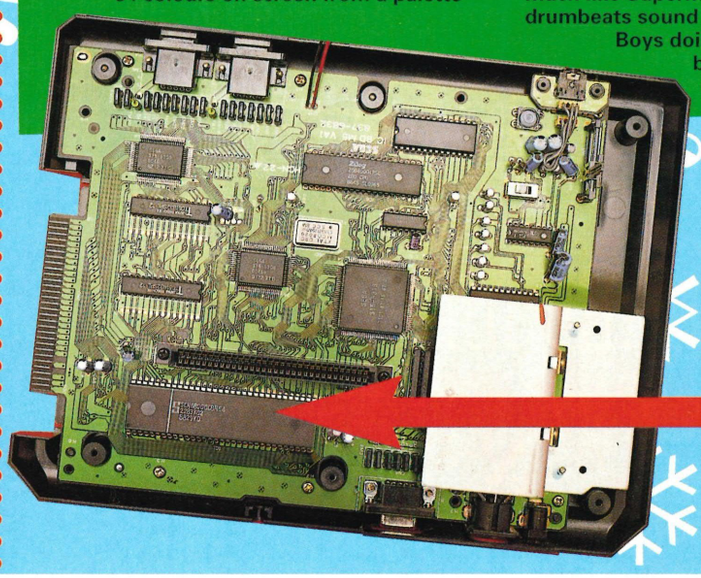
The Sega Mega Drive apparently looked quite 'trendy' and 'en vogue' when first drooled over about three years ago. Nowadays, however, in the age of peanut-sized televisions and videos that look like After-Eight mints, the Mega Drive is a shiny hub of plastic, with a black banana for a joypad and buttons that would look crap on your mum's cooker. But it has two design pros: a) it's black; and b) it's flat, giving it a sleek aerodynamic look and glossy space-age shine. If you want to be (very) imaginative about this, it looks how you'd imagine a scud launcher to look - the round base of the missile would slot into the cartridge area while the volume control acts as the 'fire engines' switch.

Luckily, you can be quite brutal with it. Ram a cartridge in the port and it crunches home with a satisfying thud. Flick the power switch on and off as many times as you want in a second. Play 'broom broom' back and forth with the volume control. Even poking the plaster-like reset button really hard does no damage. The joypad's just as indestructible. The three buttons (As usually fire, Bs usually second weapon, and Cs usually smart-arse ninja gun), a paracetemol doubling as a start button and a spongy joypad - all survived the ultimate in *Sega Zone* test violence, physical abuse, and emersion in three-day -old coffee.

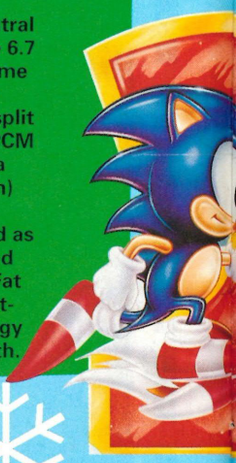
Techno

Under the sleek exterior, lies a heart of hi-tech gold. A mass of dedicated chips slave away to produce special effects for games. Hardware scrolling, without which Sonic would be just a squashed bit of flesh on Dad's tyre, is catered for; it can be pushed to produce parallax or 'layers' of scrolling backgrounds for extra 'wow'ness. Sprite Handling, too, is chip-operated; between 64 and 80 sprites (or 'moving characters' if you want to be patronised) can swamp the screen at once, sized from 8x8 pixels to 32x32. Add to this 64 colours on screen from a palette of 512 and an impressive screen resolution of 320 by 224 pixels and you're looking at some pretty pretty games.

Inside there's a 16-bit 68000 central processor running at a reasonable 6.7 mhz, support by the dedicated game chips and an 8-bit Z80A controller chip. Sound is eight channel and split between chip-generated 'beepy' PCM sounds for lasers and sirens, and a second FM (Frequency Modulation) which han-dles the music. It's designed to make the tunes sound as much like Supermarket Muzac and drumbeats sound like one of the Fat Boys doing a human beat-box with his pudgy cake-filled mouth.



Z80 processor



A Selection of Sega Hardware at Argos

Hardware at Argos

Bundle

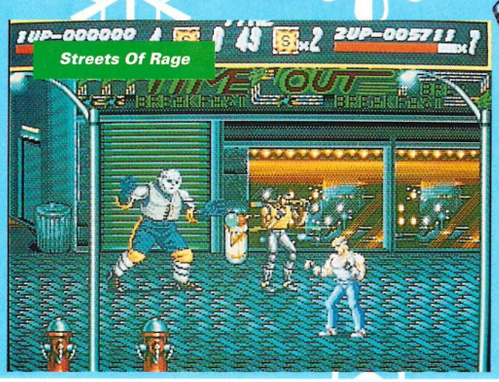
The Mega Drive bundles are looking quite good this Christmas. Some independent retailers offer their own interesting package deals which are worth checking out. Sega in the meantime are attacking the festive market with:

mega drive + sonic £130

Typical. The best-selling console with the best-selling console game and two controllers to boot.

mega drive + sonic + streets of rage £150

Streets Of Rage is a not bad beat 'em up. If you can't stomach just *Sonic* then why not, eh?



Add-Ons

arcade power stick sega £34.99

This is the Porsche Carrera of the joypad world, the buxom blonde girlfriend of the Sega circuit, the er, Nike tracksuit of the gamesplaying globe - *the* accessory for the serious Sega shoot 'em up svengali. Moulded on the classic arcade machine design, the power stick has a spray of easy to reach DEATH buttons - including the fastest autofire in the industry - surrounding a powerful non-slip joy-nob. And they're all welded to a heavy weighted base for extra grip and solidity. It's black, cool, and curvier than a 12-piece harem. It's also ah, about £35 from all good console stockists.

mega-cd sega £tba

What can 442 megabytes of extra memory, rotational hardware, and CD quality sound do for Mega Drive games? Not a lot for gameplay from what we've seen so far, but everything for presentation and sound effects. Scattered applause has greeted the import version Mega-CD (or MegaToaster as it's known in more 'amusing' circles), and the distinctly unrevolutionary hardware advancements. Apart from the huge memory advantages of a CD (550MBs of data), and the addition of a scaling/rotation chip, the Mega-CD seems like the Gola trainer of the console world; and with a tba price rumoured to be around the £200 mark (£325 on import) an expensive Gola trainer at that.

game gene code-masters £44.99

Preying on the crapness of most players, this American cheat box allows you to 'hack' into cartridge games to provide infinite lives, extra weapons or level skips. A sort of Cheaters' Digest is supplied containing codes for most games. The list is updated monthly, with new titles coming under the microscope. It's an essential buy for most girls' blouses - but at £45, that's £75 quid you're spending on a game you could complete in three minutes.

Add-Ons

menacer sega £59.99

This is excellent. Expensive but excellent. The Sega Menacer is a plastic gun which fires a beam of light at a TV screen and makes the Mega Drive recognise where the beam has gone and tell the duck/cowboy/alien there to keel over and die. Effective at a reasonable range, hilarious when you're drunk, and fantastic for *Star Wars* fantasies. The light gun comes complete with a six game cartridge which will test your sharp-shooting skills to the limit. It's also bundled with a special Mega Drive pack and the same six game carts for the bargain knock-down price of £149.99.

Pros

- The most popular console in the country at this time
- Some classic games available - *Kid Chameleon, Sonic 1* & *2*, and *Desert Strike* - and better to come
- Widespread games rental facility in video stores
- Technically advanced enough to avoid being outdated
- Huge software support

Cons

- An ugly slab of plastic, in my opinion - the Blaire from *Eldorado* of the Sega world
- Dodgy titles abound - witness: *Art Alive, Super Real BasketBall,* and *Italia '90*
- Poorly-pitched add-ons which could have been good (i.e. the Mega-CD).

END ZONE

Graphics

Sound

Game Quality

Support

OVERALL 90

Spiffing graphic and sprite hardware backed up with some smashing games and impressive add-ons. The Sega machine to have (if you've got the spondules).

A Selection of Sega

Look

The grandad of the Sega range, the Master System was thankfully redesigned last year, changing it from a black plastic parasol-base into a black plastic object that may well have fallen off a Klingon Star Destroyer. Nowadays, in fact, it looks like a table top version of the Game Gear, with a cartridge 'hump' replacing the screen and, on the whole, a much smoother finish. The power buttons and volume control are subtly placed on the left side, leaving the rest of the base free for the manufacturers to write Sega at every opportunity (twice in fact). As for comparison to household objects, the Master System II (as the new model is termed) is about the size of a large phone and shape of something quite funny you might find in the kitchen (which I can't think of).

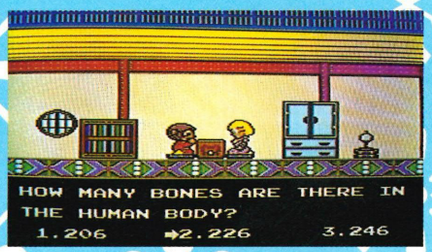
It, too, like its 'son' the Mega Drive, is very hard and durable, surviving the most excruciating of flights across the *Sega Zone* office. The carts are quite small and cute and about the size of a reasonable cut of cheese. The joypads, however, are a let-down. Soggy, cheap-looking, cheap-feeling, with two rubbery buttons, and a one-piece pad with damp feedback. But, suprisingly, they do the job and respond very well. Looks aren't really that important at the end of the day.

Bundles

Sega's concentrating mainly on the Mega Drive and Game Gear leaving the Master System out shivering in the cold of the Christmas winter. Don't be put off, though. The immense software range and 'trendification' of the design means the Master System is still a box to reckoned with. Especially as it's packaged thus:

master system 2 + built-in sonic £60
Predictable packaging ploy, but *Sonic* on the Master System is very good.

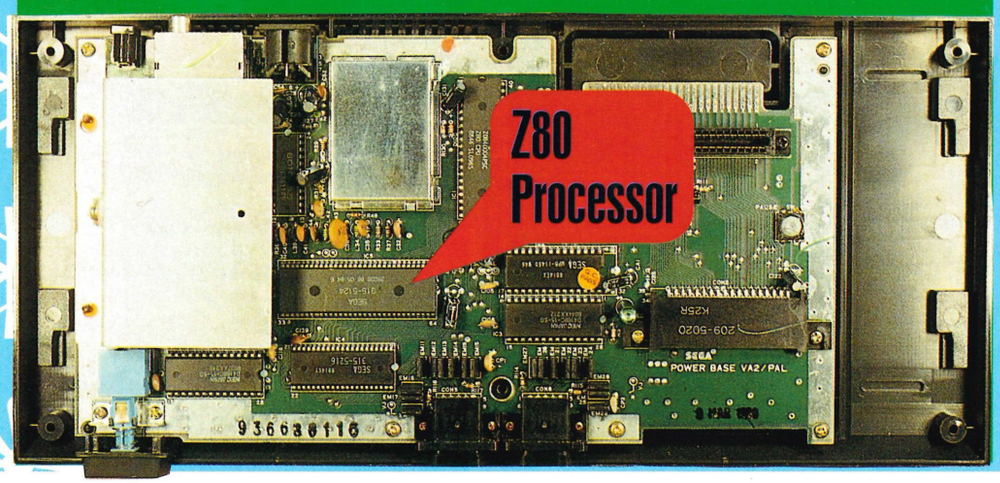
master system + sonic + alex kidd £80
Alex Kidd's a smart game too and the pack comes includes two joypads.



Master System £80/Games £20-25

Techno

Opening up the Master System reveals a small label which reads: "OPENING OF THIS CONSOLE WILL INVALIDATE YOUR GUARANTEE". Oops. Oh well, it's worth it just to see the antiquated Z80A Custom processor which controls the entire console. Z80's are a bit dated these days due to their lack of speed, but are mainly used in arcade machines to handle sound effects. The Master System's CPU, however, is custom-fitted with the microchip equivalent of go-faster stripes and halogen headlamps. There's a 160x146 screen resolution and 16 colours (decanted from a palette of 64). The 4-channel rather-beepy-but-what-do-you-expect-from-something-so-cheap-the-London-Philarmonic? sound chip performs admirably on the revving motorcycles, laser beam, explosion front.



master system converter sega £29.99
The Master System converter rather reminds me of the peak on a baseball cap, but in fact it's a piece of kit which slots into the top of your Mega Drive and allows you to play Master System games on your Mega Drive. It's handy if you've traded up from a MS to a MD, but can't bear to part with some of your golden oldies. You'll also be able to play games out on MS not on MD (probably far and few between) and also borrow carts from your MS-owning mates.

A Selection of Sega Hardware at Argos

the bug cheetah £14.99

This dual use 'novelty' joystick – a) to play games; and b) to scare your mum with – looks like it should be crap but actually plays like a dream. Fitting 'amusingly' in your hand, use its ah, tail as a joystick, and its eyes as buttons. It also has auto-fire and microswitches for extra sensitivity. It's brilliant and funny and reasonably cheap.

pros

- Huge software catalogue going back aeons
- Reasonable rental support
- New titles released simultaneously with Game Gear games
- A good, cheap 'entry level' to consoles (especially for younger children)
- Its potential only just being realised - see the excellent conversions of *Sonic, Populous* and *Speedball 2*

cons

- Beginning to look dated on the graphics and sound front
- The games are very hit and miss, but usually miss – say poo to *Aces Of Aces, The Flintstones* and *Line Of Fire*
- Likely to be dated within a couple of years

Speed Chart

To give you an example of how the Sega machines compare speed-wise to other consoles have a butcher's at our at-a-glance speed-o-meter.

Mega Drive 6.77mhz
SNES 2.68mhz (custom chips make it seem faster)
Game Gear 3.57 mhz
Master System 3.57 mhz
NES 1.79 mhz
PC Engine 7.14mhz
Amiga 7.44mhz
That girl from *Eldorado* 1.2mhz

END ZONE

Graphics
Sound
Game Quality
Support

OVERALL 73

Slowly becoming a bit dated, the revamped Master System still has life, with a huge software support, outstanding titles (at last) and a kiddies market appeal.

The Quick Guide To Consoles

	Mega Drive	SNES	Master System	Game Gear
Price	£100	£129	£60✪	£90
Games	over 150	over 30	over 200	over 50
Games per month approx	8	5	2-3	3
No of units UK	600,000	350,000	890,000	250,000
Joypads supplied	1	1	1	N/A
CPU	68000	68512	Z80A	Z80A
Speed	6.7 mhz	✪2.68mhz	3.57mhz	3.57mhz
Colours	64	256	32	32
Palette	512	32,768	64 ✪	4096
Screen Res	320x224 & 254x244	480x256	160x146	160x146
Max Sprites	80/64	128	64	64
Work RAM	64k	8k	8k	8k
Sound Channels	8	8	4	4
Sound Types	FM	DMA	PCM	PCM
Hardware ScrollL	√	√	√	√
Hardware Sprites	√	√	√	√
Hardware Rotate	N/A✪	√	N/A	N/A

✪ both these machines are identical technically
✪ Master System is damn cheap
✪ custom game chips produce a speed comparable to Mega Drive
✪ the Master System has a 64 colour palette only
✪ a rotation chip is built into the Mega-CD

Addresses

SEGA UK:
16 Portland Road,
London W11.

CODEMASTER: Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 ODL.

ADVANCE CONSOLE ENTERTAINMENT: 46-48 Osnaburgh Street, London W1.

CHEETAH: Cheetah House, Bedwas Business Park, Bedwas, Gwent NP1 8DU.

EUROMAX: Bessingby Way, Bridlington, North Humberside YO16 4SJ.

A Selection of Sega

look

Although quite ugly in design, the Game Gear is being marketed as a street credible addition to any wunderkind's school bag. On the minus side, it's rounded and bulging and dirty grey in colour. It's also the shape I've imagined the pancreas to be. It can't be held with one hand, so it looses the 'casual look' most handheld gamesplayer crave.

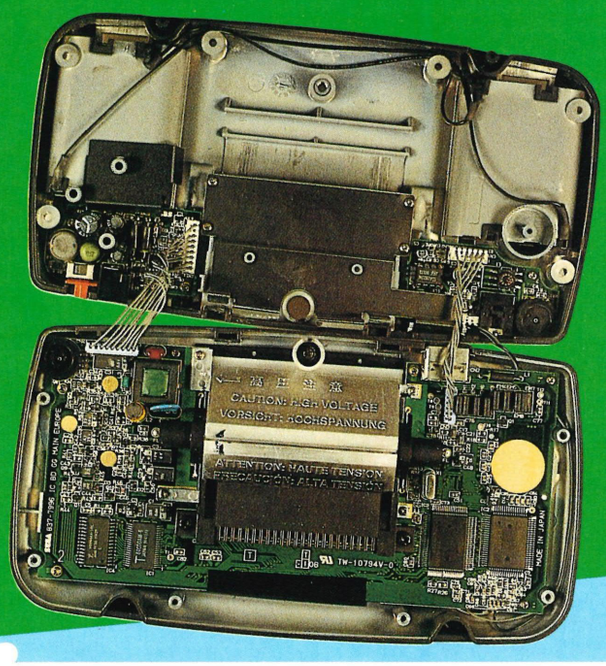
It has a spongy joypad on one side, and two clickly buttons on the other. The power and volume controls are wisely hidden across the top edge. Colour-wise, the Sega designers have gone for the old 'blue, orange and grey colour scheme' ploy. The result is quite attractive but not as 'habitat' as the Game Boy. Of the three, the Gear looks the most futuristic. It's streamlined, ergonomic and bulky (about the size of a good novel), but then again, spaceship-shaped enough to attract the femmes. However, coincidentally enough, of the three the Gear is the one that most resembles a handbag.

Game Gear

£90/Games £20-25

techno

On the techno-speccy side the Game Gear is almost identical to the Master System. The chips are closer together and the palette has been expanded to a whopping 4096 (bigger than the Mega Drive). An extra special screen resolution (480x146) has been sneaked in to anticipate the arrival of the TV aerial tuner (see ADD-ONS). The screen is a lovely 3.2inch backlit affair, which provides minimum glare and stops people looking over your shoulder to watch how crap you're doing.



bundles

Quite a range of bundle bargains are awaiting the Christmas rush. Shopping around is obviously a good plan; independant retail prices are highly competitive, especially the unofficial dealers. But here are a few ideas of what to look for:

game gear + columns £100

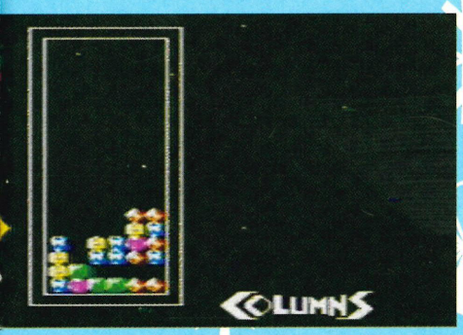
Your basic Game Gear plus the fiendish *Tetris* rip-off *Columns*. Hours of fun but won't last Christmas.

A Selection of Sega Hardware at Argos

Hardware at Argos

game gear + columns + sonic £120

The addition of the brilliant *Sonic* conversion makes this worth a look. But you could get the basic bundle and buy *Sonic* separately and save yourself a fiver.



game gear + Sonic + AC Mains Adaptor £130

It's a nightie, isn't it? You reach Sonic's Scrap Brain Zone, and your batteries breathe their last. Use the adaptor though and you'll keep that appointment with Robotnik yet.

add-ons

magnigear beeshu £11.99

To avoid the threat of a generation of short sighted Game Gear addicts, Euromax have invented the MagniGear. It's just a big square lens which clips onto the Gear, enlarging the screen and reducing glare. Although, it fits with the Gear colour scheme it still looks a bit silly. It is handy however for hunting for clues when Miss Scarlet gets it in the library with the lead piping. Pay £12 for a large clearer picture and save £10 on an eyetest charge *(That's a bit political. Ed.)*

master-gear converter sega £12.99

Another clever clever Sega invention. This cheap add-on boosts the Game Gear's game collection umpteen times by making it Master System games compatible. But, before you start drooling and dribbling in expectation, bear this one thing in mind. A lot of Gear games are straight ports from the Master System, so they're identical anyway. Still, it's useful if you have a Master System 'chum' or a rental emporium nearby.

car adaptor sega £12.99

This is essential for those long journeys to see Grandma in Grimsby. Simply slot this little well, 'willy' (it's what it looks like) into the cigarette lighter of your car and while away those boring motorway hours shooting, beating, and collecting 'em up.

tv tuner sega £59.99

Now this really is a brilliant add-on concept. Bored of playing games? Sat trapped at the back of classroom/office/train/police prison cell? Coming up to one o'clock in the afternoon? Well, then strap on the TV Tuner and turn your Gear into a portable colour TV. Enjoy the gory details of back-to-back *Home And Away* and *Neighbours*!

rechargable battery pack konix £29.99

This clever little torpedo contains a full quota of Gear batteries plus rechargeable-ness for the avid commuter gamesplayer.

Pros

- Hugely popular with a large 'fashionable' following
- Portable and playable to the extreme
- Huge software library with Master System backlog and Lynx-converter rumoured to arrive soon
- Some startlingly good games – namely *Sonic, Devilish* and *Spiderman*
- Good range of useful hardware add-ons
- Likely to last a few good years yet

Cons

- Short battery life (3-5 hours on six personal stereo batteries)
- Still pretty expensive
- A lot of inferior straight-ports from the Master System being released as 'new' titles
- Some software v.dodgy - i.e. *Fantasy Zone, G-Loc,* and *Smash TV*

THE END ZONE

Graphics

Sound

Game Quality

Support

OVERALL 83

Currently gaining popularity at an incredible pace and luckily the games are improving at the same speed.

A Selection of Sega Hardware at Argos

Argos Argos Argos

Sonic Boom

Everyone's gone Sonic bonkers this Christmas, the whole world and his dog seems to have been out on the town with a Game Gear. And no one's gone kerrazier than Sega's merchandising people. Here's just some of the goodies you might find crammed into your stocking.

cuddly sonic & cuddly tails £12.99

What better gift for a small child than this realistic hedgehog toy or anatomically incorrect double-tailed fox dolly. Note, the planned Not-So-Cuddly Robotnik stuffed with shards of broken glass, old hypodermic needles and nettles, was withdrawn after legal action from British Standards.

It's everyone's favourite bearded songstrel - Willie Nelson, husband of Bananrama's Annie Lennox.

sonic the hedgehog lavatory brush

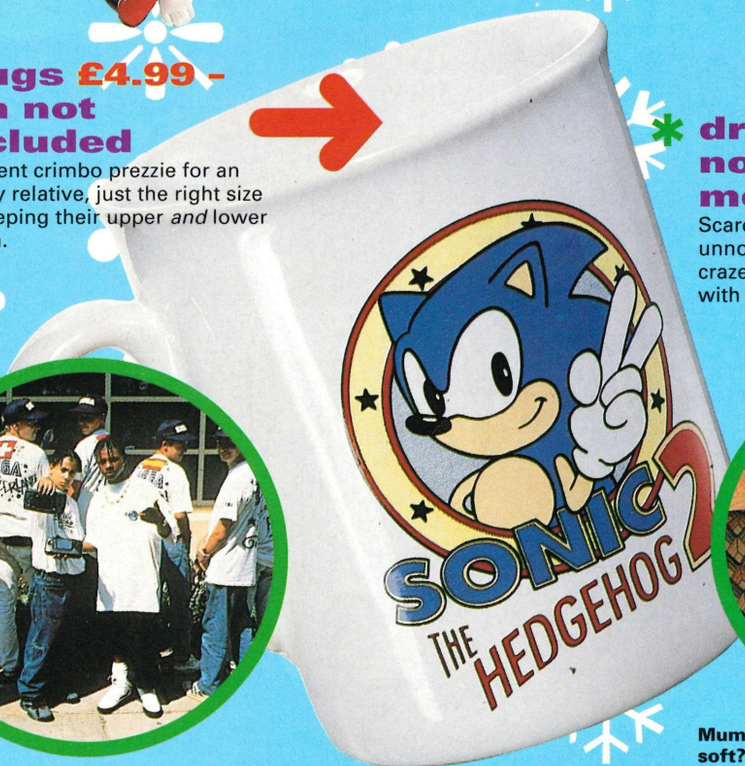
Novelty toilet accessory ideal for cleaning off those really stubborn stains.

two tails dog chew

Ideal for Dobermans, Beagles etc.

mugs £4.99 - tea not included

Excellent crimbo prezzie for an elderly relative, just the right size for keeping their upper *and* lower sets in.



dr robotnik novelty moustache

Scare your friends or pass unnoticed amongst other power crazed small mammal fetishists, with this Dr Robotnik disguise kit.

Not old enough to dress themselves on their own, but already Kriss Kross are richer than Daniel Pemberton.

Mummy, why are your hands so soft? 'Cos Jim Kerr does all the chores, probably. Yes it's Game Gear freak Patsy Kensit, star of *Blame It On The Absolute Bell Boys In Lethal Weapon 2.*

jackets £59.99 - £69.99

This chic Sonic jacket is just the first of a planned range of clothing suitable for all occasions. What could give a better impression at that oh-so-important job interview than a bright blue Sonic interview suit, complete with hedgehoggy spikes on the back? *(Er, a clingfilm thong and a hairnet, a deep sea diving suit, a French maid's outfit... shall I go on? Ed.)*

Argos Argos Argos Argos Argos

Sega Zone Bootleg Enterprises have also been working around the clock to cash in on the boom. Look out for these great gift ideas, available from dodgy men in pubs, backs of lorries and all good market stalls.

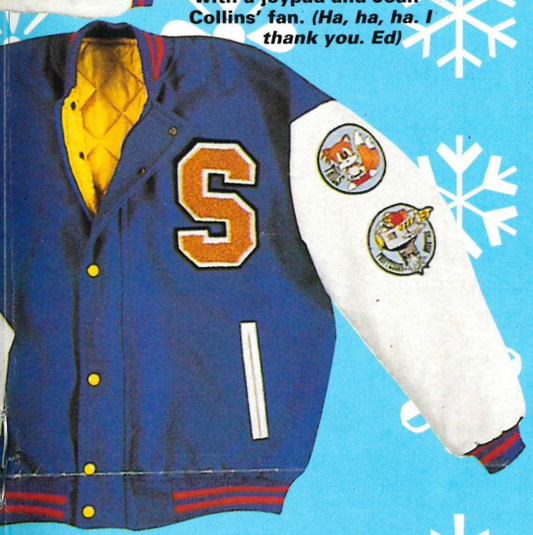
calendars £7.99

Organise your year like they do in the Green Zone. You can mark in the start of the open season on small cutesy animals, Sonic Threesday etc. On each page there's a full colour picture of the playmate of the month – usually Sonic himself, buck naked but for a pair of red trainers. *(As usual, the tart. Ed.)*

t-shirts £9.99

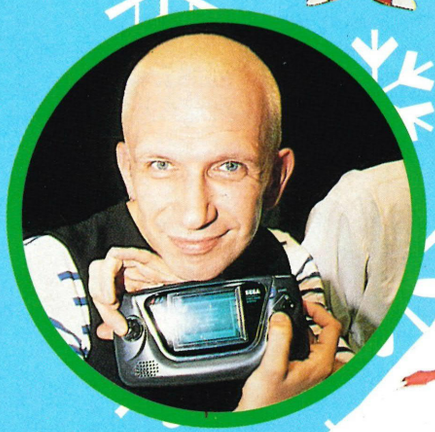
Lots of lovely designs, including a limited edition Sonic The Roadside Pizza T-shirt, featuring our 'prickly, quickly' friend sporting massive contusions and an authentic Pirelli tread mark.

Hello Punters! Yes it's Julian Clary, having a sticky moment as he gets to grips with a joypad and Joan Collins' fan. *(Ha, ha, ha. I thank you. Ed)*



watch £12.99

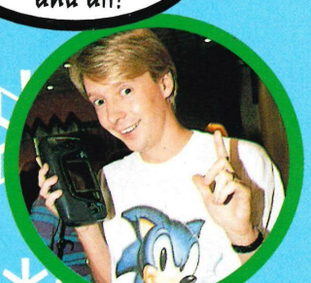
A quality time-piece that wouldn't look out of place on the wrist of any city gent. It's more than just a fashion accessory, it's a status symbol that says to all and sundry: "arrested development".



International seamstress by day, on his nights off John Paul Gaultier becomes a jug-eared skinhead with a soft spot for the Game Gear.

the two tails genuine fox fur stole £1,500

Also The Sonic Genuine Hedgehog Pelt Stole, £3. Unsuitable for people with sensitive skin.



Mr Bad Influence hinself, Andy Crane – broadcaster and Ed the Duck's straight man. Sadly there's tears behind the face of this clown: Andy's tested positive for HCV, the Human Charisma-deficiency Virus.

badges £1.99 each or £7.99 for a boxed set of five

Be the envy of your pals with these rather special commemorative badges. As well as all the usual, snorey poses, one of them shows Sonic hang-gliding and another depicts Dr Robotnik holding Yoshi down while Tails gives him a good kicking. Hurrah!

sonic hanglider kite £13.99

Fabbo wind-powered toy with the plucky hedgehog dangling underneath like a blue haemorrhoid. Endorsed by American scientist and kamikaze kite flier, Benjamin Franklin.

two tails obstetric forceps

What better start to life outside the womb than between the fluffy, tail-like jaws of this amusing and useful childbirth tool.

We've got armfuls of Sonic goodies to give away to the reader that can answer the following festive poser: assuming Sonic is a 1 Kg hedgehog, with 200g of Paxo up his bottom, how long does he take to roast at gas mark 7. (Hint: ask your mums.) Postcards to the usual address please.

A Selection of Sega

People often phone us after Chrimbo asking us to name the best shoot 'em up or platformer so that they can spend the 50p gift token Aunt Netty sent them. And we normally answer "Search us if we know, we never play the damn things". *(Now that's not exactly true, is it? Ed.)* Er... well this year to save your phone bill and us the hassle of answering the blasted thing, we've compiled a definitive list of all-time greats. Just feast your eyes on these babies...

Christmas Crackers

TOP 10 SHOOT 'EM UPS

1 Desert Strike (Electronic Arts)

Not a true shoot 'em up in the sense of the word as there is a small smattering of strategy, but fast and furious action is guaranteed. The object of the game is to basically rescue as many American hostages as possible from the clutches of the evil Arabs. Simple, addictive. Classic.

2 Thunderforce III (Techno Soft)

This is probably the finest arcade style shoot 'em up on that slab of plastic known to many as the Mega Drive. Great backdrops and sound, coupled with extremely fast gameplay and more power-ups than you can handle, make this the Pop Tarts of shoot 'em ups, although some have argued that it's a teensy weensy bit easy.

3 Universal Soldier (Accolade)

Previously *Turrican II* on the computer formats, *Universal Soldier* is a shoot 'em up come platform game with levels that are bigger than Bernard Manning's underpants. Plenty of power-ups, hidden rooms and enemies. Just as good as the classic computer versions, if not better.

4 Thunderforce II (Technosoft)

The infamous *Thunderforce* series makes another showing in the chart, this time with the second game. Made in 1989 it has stood the test of time well. Contains everything you'd expect –, fast scrolling, plenty of enemies and more power-ups than you could shake a medium-sized cabbage at. Addictive arcade frolics guaranteed.

5 Star Control (Electronic Arts)

This game really comes into its own in two player mode. A classic reworking of a classic old game, although you either completely lurrve it (as most do) or completely hate it (a small minority).

6 Fatal Rewind (Electronic Arts)

Escape from a maze of platforms and puzzles in a futuristic game show while an ever decreasing time limit and deadly rising acid keep you on your toes. Great fun, especially the novel action replay feature which allows you to watch your death and rejoin at any time.

7 After Burner II (Sega)

The legendary arcade coin-op hit makes its way on the Mega Drive with no troubles at all. Simple blow everything up type action in a plane. Very fast and very addictive, if you liked the arcade, you'll like this. If you didn't, well, um, you won't.

8 Mercs (Sega)

This is basically a reworking of the Tony Blackburn of shoot 'em ups, *Ikari Warriors*. Except this time the scrolling is 8-way, the graphics are improved and the power ups make the Iraqi weapon deposits look like rejects from an old series of *Blakes 7*. The idea of the game is to rescue the president of America who's been kidnapped, but that's just an excuse for some mindless violence. Great fun.

9 Zero Wing (Sega)

Another arcade style shoot 'em up with the usual fabbo graphics, meaty power-ups and mutha guardians. It's nothing new or original, but who really cares? More addictive than a large tub of condensed milk, and it doesn't make you sick afterwards. Top one.

10 Xenon II (Virgin)

Another conversion of a rather excellent computer game. Thumping(ish) soundtrack provided by those Bomb The Bass, and rather fabbo graphics. Power-ups a plenty in this Bitmap Brothers blaster, although some argue that it's beginning to show its age.

TOP 10 PLATFORM GAMES

1 Sonic The Hedgehog 2 (Sega)

Everyone's favourite hedgehog returns in this rather fandabbidozie sequel. This time Sonic teams up with his pal, Tails, for some two player malarky. Basically it's just more of the first game, which is no bad thing. Could be a bit harder, but it's great fun to come back to. Has a smart bonus level too.

2 James Pond II: Robocod (Electronic Arts)

James Pond, FI5H agent, is back in this far superior sequel. As well as loads of levels, there are tons of hidden bonuses and rooms. It has some rather groovy graphics and an annoyingly humable soundtrack. Extremely addictive and twice as playable. You'll be playing this long after you finish it.

3 Sonic The Hedgehog (Sega)

What can you say about this game that hasn't be said before? Not much really. I'm sure you all know that this game is extremely addictive and playable and features some très groovy graphics. It is a bit too easy thoug, and if you don't have it, you'd be a lot better buying the superior sequel first.

4 Mickey Mouse and the Castle of Illusion (Sega)

Oh no! Minnie Mouse has been captured and you, as Mickey have got to save her. Battle your way through various terrains, ranging from enchanted forests to toy cupboards. As you'd expect of Disney characters, the grapics are top notch, as is the gameplay. A bit of a classic if ever I saw one.

A Selection of Sega Software at Argos

5 Kid Chameleon (Sega)

When this game was first released it was underated by most people. As it stands this is well smaaaarrt with over 100 levels, meaning it'll last longer than an economy pack of Andrex. You have to go around and collect different sorts of helmets. Sounds bizarre but is great fun. Addictive as well and will keep you playing well into the small hours. (Or untill your mum won't let you play on the Sega anymore 'cos it's too late.) Smaaart.

6 Spiderman (Sega)

Once you've mastered the rather cumbersome control system you'll be in a web flinging frenzy. Fantastic animation on Spidey himself, making the Russian gymnastic team look like the Wilkerton's Old People's Bridge Team Reserves. Rather good fun, rather good graphics and rather good sound make this a rather addictive game.

7 Gods (Import)

Apparantly Sega doesn't think this is good enough to be released in old blighty so it's only available on import at the mo, but hopefully this situation will change soon as *Gods* is an excellent platform game with countless hidden bonuses and a special feature which adjusts the difficulty level depending on how good you are at it. Very addictive and very playable.

8 Alien 3 (Acclaim)

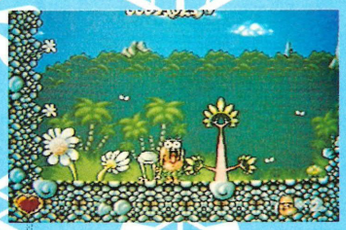
At last! A conversion which is better than the original film! You control Ripley as she makes her way around the alien-infested corridors searching for the odd prisoner or two who have been captured. Spooky atmosphere due to the graphics and eerie sound, make this a bit more than your average platform game. Plenty of large weapons are also available. Great fun. If you liked the films, then you'll love this.

9 Wonderboy 3 (Sega)

Another of Wonderboy's outings, and arguably one of the best. Usual platform fare with our pal Wonderboy having to yet again rescue his gal. Smarto graphics and plenty of cunning puzzles put this above the other games in this series, although some have said that it does get a tad repetitive.

10 Chuck Rock (Virgin)

Prehistoric platform japes here in this strangely humorous game. You control a fat overweight caveman who has to rescue his wife. The graphics are wonderful, and for the first time ever this is a console game that is actually funny. Not that fast, but still very playable. Great sampled speech as well.



TOP 10 SPORTS GAMES

1 NHPLA Hockey (Electronic Arts)

This is basically *EA Hockey 2* and it's really rather fab. Even if you're the sort of person who detests ice hockey you'll probably like this. It's got a very good control system which is surprisingly easy to pick up. As with all sports games this is not too much fun in one player mode but it comes into its own in two player mode. Excellent.

2 John Madden '92 (Electronic Arts)

Surprise, surprise this is the sequel to the original *John Madden*. And it's just as groovy, although not that different, so don't bother buying this if you have the original. If you don't already have this it's basically a rather good American footy game, which is totally excellent in two player mode. If you don't have an American football game for your *MD* then get this one.

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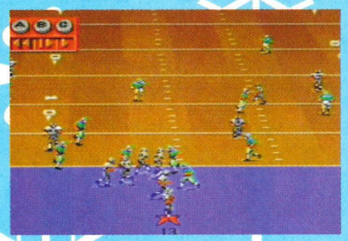


3 Speedball 2 (Virgin)

Ultra violent sports game set in the future. It's basically football, except you're allowed to use your hands and there are no rules, whatsoever. The futuristic arena contains pinball style bounce domes and other objects and this basically means you can just beat everyone up all the time.

Brill in one player mode and is totally amazing in two player. Probably the all-time greatest two player game.

4 PGA Tour Golf (Electronic Arts)

If you're a fan of wearing daft trousers and telling people how great your handicap is, then this is the game for you. If, on the other hand you're not a great fan of the game played by top 'celebrities' such as Bruce Forsyth and Jimmy Tarbuck then you'll probably find this as intresting as a compilation video of the greatest moments of the Royal Variety Show. Great for golf freaks, not so good for people who aren't so mad on it.

5 Euro Cup Soccer (Tecmagik)

This is a conversion of the well received *Manchester United* game that was available on the computers a while back. Smarto graphics and animation wise, although the control method can get a tad annoying. It's got a rather strange viewpoint, which is a kind of horizontal, slightly in the air one. Pretty smart game, even if you don't like footy.

6 Sports Talk Baseball (Sega)

The thing about most sports games is that if you don't like the sport that much, you probably won't like the game. *Sports Talk Baseball* is one such game. If you like baseball and want a baseball game for your Mega Drive then this is the best one available. If you don't, well why are you reading this?

7 Bulls Vs Lakers (Electronic Arts)

Another case of a game for basketball fans only. Packed to the rim with more statistics than you could wedge in a pair of very large underpants and loadsa flashy presentation, this is a very nice game to look at and play. Once you've got the hang of it, it's very addictive, a must for any basketball fan.

8 Aquabatics (Electronic Arts)

James Pond and his pals are back, this time in an alternative Olympics. There are plenty of events in this game to keep you interested, ranging from stopping seals from being woken up (!) to basic running races. Once you've got the control method sussed, this is an excellent game. The game has nice graphical touches, and okay-ish music. You can have up to three other friends competing along with you, which is brilliant. Strangely enough the game is just as good in one player mode.

9 David Robinson's Basketball (Sega)

Once again it's one of those sports games with the commentators so annoying, that they make repeats of *Winner Takes All* with Jimmy 'Tarby' Tarbuck (or Jimmy 'Tory bast' Tarbuck as we prefer to call him) look watchable. If you want a basketball game get *Bulls Vs Lakers* first, but if you're still hungry for more then this would be a wise choice. The most exciting thing in the game, except for the actual basketball itself, is probably when David himself pops up at half time to offer some advice. Swooon!

10 Joe Montana II (Sega)

This is basically a poor man's *John Madden '92*. That doesn't mean that it's bad, quite the opposite, but if you don't have an American footy game then get *JM92* first. A novel touch is the spoken, sampled commentary throughout the match, but this isn't that good, unfortunately, and soon gets on your nerves. Gameplay-wise this is pretty playable and addictive and it is quite nice graphically. If you're bored with *JM92* and want a new challenge then this is worth getting, but if not just stick with *John Madden*.

TOP 10 BEAT 'EM UPS

1 Streets Of Rage (Sega)

With *Streets Of Rage 2* out any moment now this could soon be knocked off the top spot, but as it stands, this is one of the finest beat 'em ups available. Presentation-wise this game has lovely backdrops, big sprites, fabby animation and an excellent soundtrack. Couple that with a simultaneous two player mode and some smart playability and you've got a rather excellent beat 'em up. Unfortunately, as with most beat 'em ups, it's a bit easy.

2 Revenge Of Shinobi (Sega)

Although this game has been knocking around for a fair bit of time, it's still excellent. If you haven't played *Shinobi* before, you have to go around shooting your throwing stars at

A Selection of Sega

whoever gets in your way. On the presentation front there's lots of varied levels, some rather smart music and some just as smart graphics. So addictive it makes you want to shout "Hiiiiii Yaaaa" at the top of your voice. And not many games make you want to do that do they?

3 Two Crude Dudes (Sega)

Quite a humorous beat 'em up this one. Simultaneous two player mode is the call of the day here. This is an almost arcade perfect conversion. You control two rather muscle-bound chaps as they head off to find a mad professor who wants to take over the world. Okay, so the plot may be not much cop, but the game certainly is. It's well worth having a look at.

4 Pitfighter (Tengen)

Bare knuckle fighting is not only very violent, but not very nice really. It's also very illegal and just as dangerous. It also makes a rather fabby Mega Drive game with oodles of digitised graphics and sampled sound. Just as good in one player mode as it is in two player mode and just as playable. More fun than getting beaten up by someone, which isn't really that much fun is it? One of the best single location beat 'em ups available.

5 Strider (Sega)

A better than average conversion of a better than average coin-op. Addictive slash 'em up gameplay mixed with Russian style graphics make a rather good game. You play this Strider chappy, who is more flexible than an Access card, and can do countless numbers of somersaults, cartwheels and handstands. Some of the backgrounds are amazingly drawn, and the sound ain't too bad either.

6 Golden Axe II (Sega)

If you're already the proud owner of the original *Golden Axe* there is not much point in buying this because it's virtually the same. But then if you don't own either, then this is quite a good game if you're in the mood for some medieval-style sword play. It is a tad too easy though, but is good fun in two player simultaneous mode.

7 Shadow Of The Beast (Electronic Arts)

In this game you have been turned into a beast and you have to battle your way through various stages to reach the Beast Lord so that you can be turned back into a man again. This allows for lots of jokes about losing your 'manhood' and 'beastiality'. Graphically and musically this game is superb. It is true to say that the gameplay does get a bit repetitive after a while, but the MD version is a lot better than the Amiga original from which it was converted.

8 Double Dragon (Accolade)

Although this game is definitely showing its age now, it's still fab. And as you can buy it at a knock down price, it's a bit of a barg really. The conversion is almost spot on from the arcade, which is no major feat considering how old the arcade is, but is still good fun. Best in two player mode though. Presentation wise, it's pretty smaaart.

9 Batman (Sun soft)

Not amazing, but this is an okay beat 'em up starring the caped crusader. Quite nice, dark, moody graphics. It does get a bit boring after a while due to the repetitiveness. Unfortunately the Boy Wonder doesn't get a look in, and Batman doesn't look like the horizontally challenged actor Adam West but I suppose you can't have everything.

10 Alien Storm (Sega)

This has been described as a *Golden Axe* meets *Buck Rogers* with a bit of *Oppo Wolf* chucked in. Basically you just go around frying all the aliens. Crap on the Master System, not crap on the Mega Drive. Great laff in two player mode, although the idea is not that original. It's still great fun though.

TOP 5 DRIVING GAMES

1 Road Rash (Electronic Arts)

This, as you probably know, is a rather good motor biking sim with a difference. The difference being that you can beat up the other drivers. Hurrah! Road Rashers aren't large slices of bacon left on the side of motorways as you may have expected, but people who take part in illegal races to boost their funds. In these races, the basic idea is to be the first to get to the finish. That's about as far as the rules go really. A fantastic game.

2 Super Monaco GP II (Sega)

The sequel to *Super Monaco GP* believe it or not. Not very different to the original, but still very good. The control system isn't the best in the world, but once you've got the hang of it, it's pretty smart. Speedwise you're onto a winner too. This is probably the best driving game on the Mega Drive.

3 Test Drive II (Ballistic)

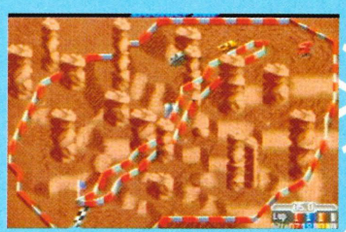
More of a sim this game than an arcade style game, but that doesn't mean it's boring. Actually, it's quite good fun. You drive around various exotic locations, such as mountain tops, in 'dream cars' such as Ferraris etc. (But if you're a bit of a sad boy who dreams about cars, then I pity you.)

4 Super Hang On (Sega)

The infamous arcade motorbike game makes its way onto the Sega. Actually it did this a long time ago, which is probably why it's at such a knockdown price. This game does look somewhat dated these days, but it's still quite good fun. If you liked the arcade, you'll love this and if you've never seen it before it's worth checking out if motorbikes are your scene,(only after you've tried the superior *Road Rash* of course).

5 Super Off Road (Accolade)

Another arcade conversion here and quite a good one at that. You control a jeep and have to drive around various obstacle ridden courses, from a super sprint style viewpoint. Not too amazing in one player mode, but with a friend in two player mode it's excellent.



TOP 10 SHOOT 'EM UPS

1 R-Type (Sega)

The evil BYDO empire has taken over the planet and your task is to wipe out their evil forces. So it sounds simple? Well it's not.. If you couple frustratingly addictive gameplay with rather spiffo graphics then you've got a very good conversion of the arcade classic. With rather more power-ups than you could shake a very large retro booster at, it's not a bad little shoot 'em up. Smaart.

2 Galaxy Force 2 (Sega)

If any one out there remembers the arcade version of this you'll remember that the game was housed in a round pod type thing which looks like an old prop from *The Prisoner*. This spun around a lot and made you sick. Well unfortunately this isn't available on the old Master System, but what is available is rather fabbo gameplay, 3D scrolling, surprisingly good sound and some neat graphics.

3 Xenon II (Virgin)

The Bitmap Brothers classic makes its way on to the Sega, yet remains very close to the Amiga original (ie. power-ups meatier than seven pork chops and a leg of lamb, smart graphics and addictive gameplay). One of the big selling points of the game originally was the music, provided by Bomb The Bass, but on the humble Master System this sounds like it's being played on the bottom of the range Bontempi keyboard. (ie. totally crap).

4 Darius II (Sega)

Yet another conversion, this time it's the underwater adventures of *Darius II* which is making its way onto the Master System. Usual shoot 'em up fare here, nothing original. But who cares? Not me, 'cos it's extremely addictive and has some rather wizzo graphics.

5 Choplifter (Sega)

Right, brace yourselves. *(Oh dear. I sense a crap joke coming up. Ed)* This is a game about CHOPPERS. Ha ha ha. The old ones are the best, aren't they? And *Choplifter* is no exception. It may be older than Val Doonican's grandparents, but it's still damn playable. Horizontally scrolling action is the order of the day here.

6 Super Space Invaders (Domark)

Space Invaders is back, but this time it's been 'remixed' into a much more enjoyable game for the gamesplayers of today. This means that as well as the normal shoot up the screen bits, there are power-ups a plenty, large mutha guardians, scrolling backgrounds, improved graphics and a sub game where you have to rescue cows(?). It's basically *Space Invaders* with knobs on, but my, what knobs!

7 Mercs (Sega)

Another conversion which has just had its knobs enlarged *(Steady on. Ed)* is *Mercs*, a remake of the old classic *Ikari Warriors*. Once again, the classic addictive gameplay remains as you blast your way through countless war ridden terrians, but as you'd expect the graphics, sound and power- ups have all been improved. Excellent.

A Selection of Sega Software at Argos

8 ESWAT (Sega)

ESWAT is a sort of *Robocop* variant, with beat 'em up overtones. You have to just go around in your robo suit type thing and bump off all the nasty crims, and make the world a safer place. Sounds like a Rice Krispies advert doesn't it?

9 Assault City (Sega)

Nothing new here, but it's still very good mindless fun. A simple 'if it moves, shoot it, if it doesn't, shoot it anyway'-type game. Atmospheric graphics, but not so atmospheric sound. Quite smart really.

10 Submarine Attack (Sega)

Appalling name. Sounds really, really crap. Luckily it's not. Hurrah! Underwater action is the order of the day here, it's basically *R-Type* meets *20, 000 Fathoms Under The Sea* and has a bit of an argument, I wonder why they didn't call it that?

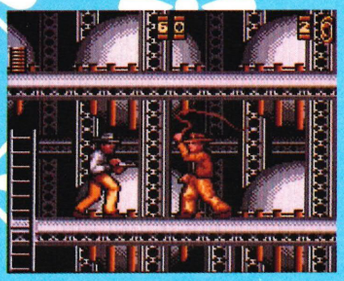
TOP 10 BEAT 'EM UPS

1 Ninja Gaiden (Sega)

Extremely addictive ninja fun. Go around in your large blue dishcloth cum suit and beat seven shades of poo-poo out of any of those nasty blokes who try to beat you up. Really nice graphics with interludes between each level showing our ninja chum doing some heroic deed. So addictive that you'll want to go around with a tea towel on your head and shout things like "Hisawsooe!' or "Yeeooorrwer." Now that's addictive.

2 Indiana Jones (US Gold)

"The man with the hat is back", what a crap slogan eh? That might mean that it's a film about ... um... well it's a crap slogan. Luckily, the game is fabbo and will keep you playing well into the small hours. It combines beat 'em up action with platform adventure. Pretty nifty graphics and sound as well.



3 Strider (Sega)

Imagine Russia in the year 2010. Then imagine a rather beefy bloke with a big sword who is strangely good at various gymnastic stunts. Then imagine some addictive and very playable gameplay set over many varied levels. Add some amazing backdrops and some not so amazing sound and you've got *Strider*. Simple, eh?

4 Vigilante (Sega)

Usual multi screen beat 'em up game which for some unexplained reason is strangely addictive. Maybe it's because of the many different screens, buckets of action and the excellent playability. Unfortunately, as with most beat 'em ups it's not that hard, but it is quite good fun to come back to.

5 Dynamite Dux (Sega)

The usual Jimmy Nail lookalike thugs in beat 'em up games have been replaced with psycho teddy bears, killer pandas and hard hot dogs). Then replace your usual beefcake heroes with two big ducks with boxing gloves and give them stupid names. Couple this with some rather sweet graphics, annoyingly humable tunes, simultaneous two player action and a fair splodge of addictiveness and you've got a rather good game.

6 Golden Axe (Sega)

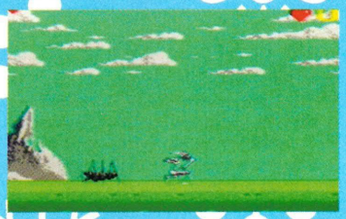
A jolly good conversion of the infamous arcade medieval beat 'em up. Plenty of stages of unadulterated beat 'em up action. The two player mode is jolly good too, as are the rather nicely drawn graphics. A once amazing game is now starting to show its age, but it still is great fun. Bit too easy though.

7 Rampage (Sega)

One of the all time best selling Sega games, *Rampage* is less of a beat 'em up, and more of a smash 'em up. You, and a friend if you want, have to go around knocking down all the houses on the screen. Once that's done you can move on to the next one. Unfortunately the police and co. are all out to stop you, but they are easily disposed of King Kong style! A bit of an original idea works well.

8 Shadow Of The Beast (Teckmagik)

One of the strange things about *Shadow Of The Beast* on the original Amiga version was that it was only popular because of the excellent presentation. Well the Master System does its best at emulating the Amiga version presentation-wise, but on the playability front It fails! It vastly improves on the Amiga version! Quite a tough one this, and it'll keep you at it for ages!



9 Moonwalker (Sega)

The man with no genitals (allegedly) who picks his nose from a catalogue is back! This time in a suprisingly good beat 'em up cum platform game. You play wacko Jacko and you have to go around and rescue all the little kids from the clutches of the evil Mr. Big. Awww! Isn't that sweet. The graphics are pretty good, but somehow the humble old Sega doesn't seem to be able to cope with Michael's funky little ditties.

10 Shinobi (Sega)

Some argue that this was the game which started all this ninja business. You basically have to go round rescuing hostages and shooting/hitting all the baddies with your throwing star thingies in various landscapes. Pretty nifty graphics and sound and although this game has been out for ages it's still mighty playable.

TOP 10 PLATFORM GAMES

1 Sonic 2 (Sega)

The blue spikey one is back and this time he's brought his chum Tails along. Basically this is just more *Sonic 1*, but that's no bad thing really is it? I'm sure you know everything there is to know about this game by now anyway. Smart graphics, smart sound and smart gameplay.

2 Prince Of Persia (Domark)

Outstanding conversion of an outstanding game. You control the Prince who must race through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your princess. Amazingly lavish and fluid animation on the Prince, excellent graphics and massively addictive gameplay make this a must.

3 Sonic (Sega)

I'm sure everyone knows about this game so what is there to say. I could say "Zanussi washing machine" I suppose but that wouldn't be that helpful. On the other hand if I told you that it had excellent gameplay, top graphics and music *that* would be useful. As would me telling you that you're better off buying *Sonic 2* first. *Sonic* is also a tad too easy, but it's so much fun that won't really matter, will it?

4 Asterix (Sega)

A jolly good conversion of the comic books, especially in the graphics department. Guide Asterix or his chubby friend Obelix over countless levels of Roman bashing. Pant-wettingly addictive and just as playable, Asterix is a bit of a top notch platform game.

5 Spiderman (Sega)

This is a pretty nifty version of the ol web slinger's merry jaunts over the Big Apple. A top class learning curve ensures that this game is extremely addictive, as do the smart graphics and animation. This game is definitely worth looking out for.

6 Donald Duck And The Lucky Dime Caper (Sega)

Guide Donald all over the world as he looks for his nephews and his lucky dime. Nice graphics and animation. Tons of baddies to smack over the head, although some say it's a bit too easy. Plenty of platform tomfoolery guaranteed if you buy this one.

7 Impossible Mission (US Gold)

Plenty of platform solving in this game, which becomes strangely addictive. It doesn't feature the world's best graphics or sound, but who cares, 'cos it's still damn playable and will keep you burning that midnight oil all evening. Plenty of things to blast as well.

A Selection of Sega

8 Bonaza Bros (Sega)

Quite a novel idea for this game. You play two publishers, sorry crooks who have to go and burgle a certain amount of 'swag' off each level without getting caught by the men in blue. Amazingly good fun in two player mode with players either being really co-operative with each other, or being complete basts to one another. Graphics and sound score quite high on the smart-o-meter too.

9 The New Zealand Story (Teckmagik)

Oh no! All of Tiki the sickingly cute kiwi's friends have been captured by Wally the Walrus, and he/she/it has got to go and save them all. This means you have to battle your way through countless platform-infested levels, killing off the far too cute enemies. Horribly cute music and twice as cute graphics. Sickeningly addictive.

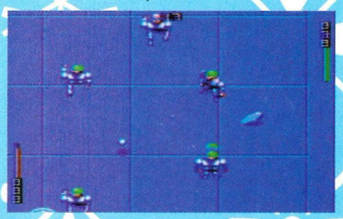
10 Bubble Bobble (Taito)

In this prequel to *Rainbow Islands*, you control Bub and Bob in some bubble-blowing buffoonary. Once more 'so cute you'll puke' graphics are what make this game tick. Really addictive and extremely good fun in simultaneous two player mode, and with over 100 levels this is one game you'll be playing for ages.

TOP 10 SPORTS GAMES

1 Speedball 2 (Virgin)

The classic ultra violent sports sim of the future blasts its way on to the Sega. This is basically *Kick Off* meets *Streets Of Rage* meets *R-Type* and have a nice little discussion over tea and biscuits. Completely excellent in two player mode and still pretty funky playing on your own. One of the best games ever available on the humble old Master System.



2 Super Kick Off (US Gold)

The granddaddy of all footie games makes a long awaited appearance on the humble old Master System. Not as fast as it was on the computer version but it loses none of its appeal. Just as fun, just as pretty and just as addictive. Also makes a great argument settler with friends.

3 Champions Of Europe (Tekmagik)

Another footie game hits the chart. This time it's based on the '92 European Cup. This means that there's more statistics than you could flush down the toilet without jamming it. Pretty funky graphics too, but if you're desperate for a good footie game stick with *Kick Off*. However if you are already the owner of the aforementioned game and you want a new slant on things football wise this would be a wise purchase.

4 Speedball (Sega)

Once you've played the sequel this will seem awful, but it's not. A top notch conversion onto the Sega means you have one helluva good game. As with most sports games it's better in two player mode. It's a kind of *Rollerball* on the Sega. Nice grey-ish graphics, and alrightish music. Extremely addictive.

5 American Baseball (Sega)

What can I say about these sort of games that I haven't said about a million times before in this article: if you're well into baseball, then you'll be well into this as it's the best baseball sim-type thing available on the Master System and if you're not, well... um... you probably won't be too keen on this.

6 Basketball Nightmare (Sega)

This is a pretty bog-standard basketball game given a new twist. The twist being that all the other players are various mythological creatures and stuff. Some twist, eh? This is still pretty good fun, even if you're not into basketball that much. It has nice graphics and playable, er, playability.

7 World Class Leaderboard (Sega)

This game isn't that good, but it's the best golf game available on the Master System at the moment. Another of those games for golf fans only I'm afraid. It has quite nice graphics, and plenty of differet clubs to take your shots with but then again, if you're not into golf in a big way, then this game will become tedious and boring very fast.

8 Olympic Gold (US Gold)

An okay-ish attempt at recreating most of the popular events at the Olympics. As there are so many varied events, there is bound to be one that takes your fancy. Graphics and presentation are alright but the animation isn't too fluid. An average multi-sports sim.

9 Joe Montana Football (Sega)

Even though it's the only decent American footie sim available on the Master System it's still not that good. Yet again it's a game you'll like if you like the sport and you won't if you don't. Simple, eh? Blocky graphics which move pretty slowly.

10 American Pro Football (Sega)

Another Yankie footie game, which is only in the top ten because of the shortage of decent sports games available. It's okay and is quite easy to get to grips with but if you're an American football nut then you'd do far better with *Joe Montana*.

TOP 3 DRIVING GAMES

1 Outrun Europa (US Gold)

The only similarities to *Outrun* are the name and the fact it's about driving. In this you play a spy and get the chance to drive through each stage on a variety of motor vehicles, such as speedboats, motorbikes and cars. It's pretty fast and jolly addictive. Nice graphics too, shame about the sound though.

2 Ayrton Senna GP (Sega)

A Formula One jobbie here, with you being in the cock pit of some jolly fast cars, whizzing around all the different race tracks in the world. The graphics move at a fair pace, and the game is actually quite addictive. Fast, fun and funky racetrack action. Even if it does feature Ayrton Senna.

3 Super Monaco GP (Sega)

Another Formula One game from Sega. The gameplay is fast and furious and the graphics are pretty good too. If you are a bit of a Formula One fan you're better off with Mr. Senna's game, but this is still pretty cool.

GAME GEAR

TOP 5 SHOOT 'EM UPS

1 Halley Wars (Sega)

Not a bad little shoot 'em up with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of triangles zooming all over the place ...

2 Terminator

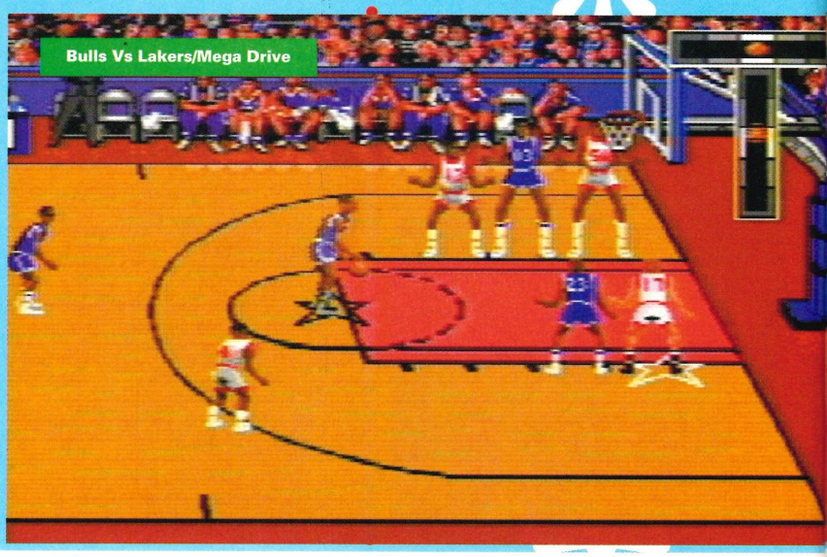
A platform shoot 'em up with challenging gameplay and rather smart graphics.

3 Space Harrier (Sega)

Into-the-screen shoot 'em up, that, quite frankly, looks and plays in a very dated manner.

4 Fantasy Zone Gear (Sega)

Only in here 'cos there's a dearth of good shoot 'em ups. Shame really.



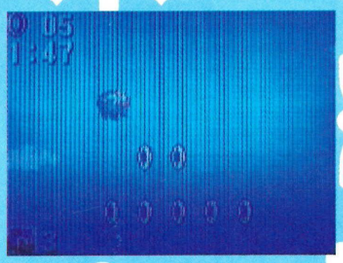
A Selection of Sega Software at Argos

5 G-loc (Sega)
Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes.

TOP 5 PLATFORM GAMES

1 Alien 3 (Acclaim)
Equally as good as the Mega Drive version with atmospheric sound and excellent animation. Lots of different weapons, a massive play area and completely non-linear gameplay make for an arcade-style game with a very strong tactical element. Well above average.

2 Sonic The Hedgehog (Sega)
What can you say about *Sonic?* More classic than a very classical thing. *Sonic* is brill on every other format.. Some even go as far as to say this is the best version yet. Sonic's a star and no mistake.



3 Spiderman Vs The Kingpin (Acclaim)
Spidey hits the streets in a major way. A superb conversion of the Mega Drive smash. A pretty steep learning curve sets just the right level of challenge and playability. It's the dog's (or, more precisely, the spider's).

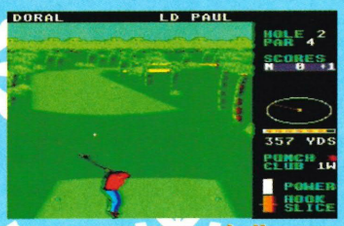
4 Chuck Rock (Sega)
Prehistoric plaform romp featuring a caveman who kicks and belly-butts his way around a Stone Age landscape. A rather innovative feature is the ability to interact with your surroundings. You can pick up rocks and throw them, or stack them up and stand on them. Marvellous.

5 Super Wonderboy (Sega)
Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Will keep you involved for hours.

TOP 3 SPORTS GAMES

1 Super Kick Off (US Gold)
Is there any format that *Kick Off* hasn't been on yet? I doubt it somehow. Can I look forward to playing *Kick Off* on my scientific calculator, my digital watch or maybe my abacus? A brillo version of the old faithful game, which, despite the small screen is easily viewed and played.

2 World Class Leaderboard (Sega)
The classic golf game. The animation is smooth and functional. One of the better golf games around.



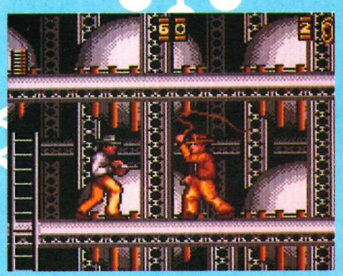
3 Joe Montana Football (Sega)
Hup, hup, handheld. Loadsa Yankie footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad.

TOP 3 BEAT 'EM UPS

1 Ninja Gaiden (Sega)
Nothing to do with hardy perennials and everything to do with kicking people in the teeth. In fact, one of those near legendary beat 'em ups.

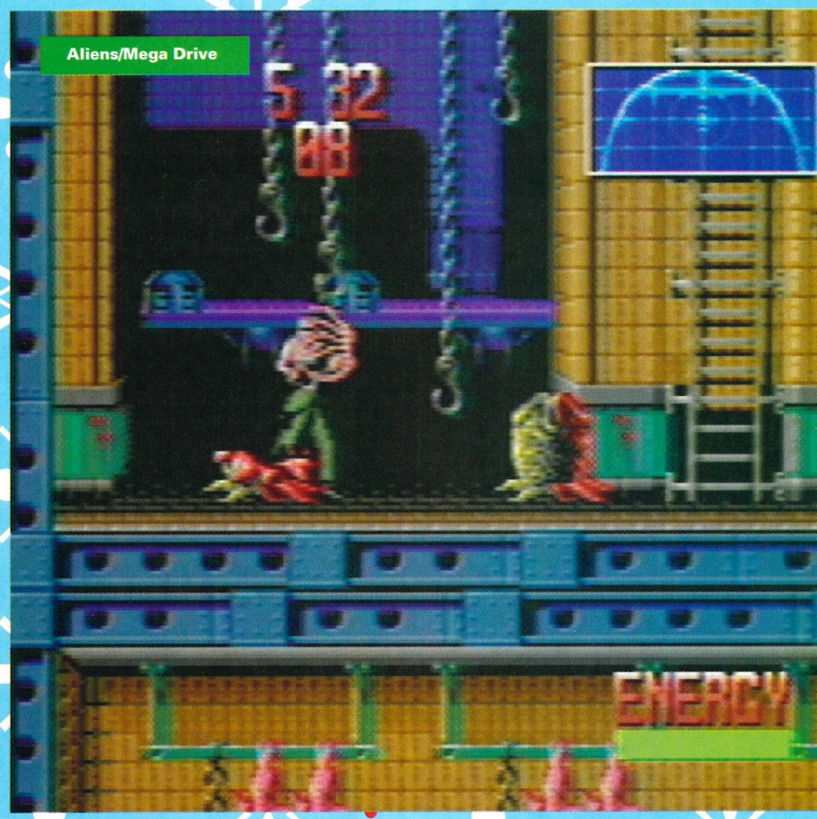
2 Ax Battler (Sega)
Lots of battling with axes. What did you expect? A bit of a hack and slash job.

3 Indiana Jones and the Last Crusade (US Gold)
Graphically very nice, this platform beat 'em up has Indy taking on heaps of baddies with fists and whip as he goes on a bit of a globe-trot raound a variety of scenarios.



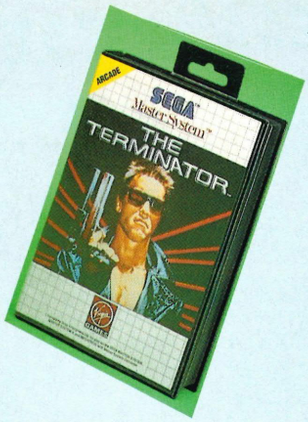
TOP 3 DRIVING GAMES

1 Outrun Europa (US Gold)
The tried and tested formula of the ancient *Outrun* goes all continental. With a more than a passing nod to the likes of *Road Rash*, *Outun Europa* pulls it all together on the Game Gear. Smart Stuff.



2 Ayrton Senna's Grand Prix (Sega)
Rather similar to the original, but with enough new twists and effects to make it a pretty good game.

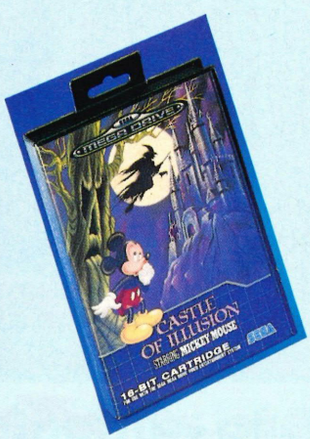
3 Super Monaco Grand Prix (Sega)
One of the few Grand Prix games available for any handheld (okay so we've listed two of them). With a load of tracks and car extras, it's enough to grease anyone's axle.

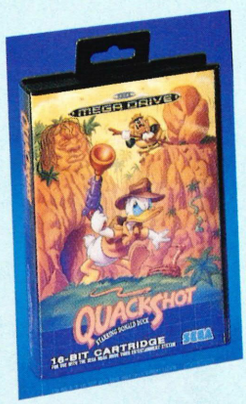


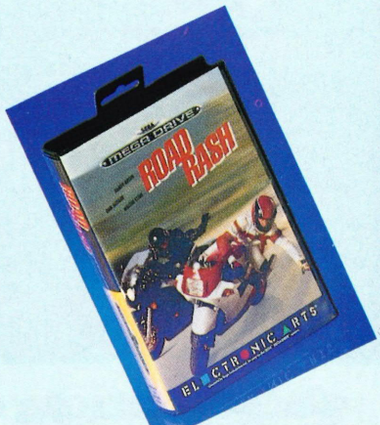
Top Names from SEGA at Argos

See in-store for our full range

Subject to availability





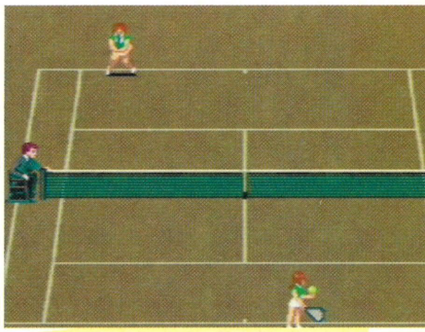


Jennifer Capriati Tennis

IMPORT

MEGA DRIVE

"A tennis game for the Mega Drive at last," exclaimed MO AHMED. With a refreshing bottle of orange barley to quaff and a bowl of strawberries and cream to scoff, he limbered up for a scintillating set or two of JENNIFER CAPRIATI TENNIS.

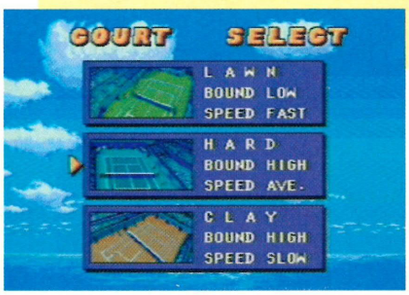


option city

You can choose any one of a number of female players, all of whom have their own attributes. There is a useful practice option too, with 'tournament' and 'challenge', so you can make good your skills, before confronting the 'big girls'.

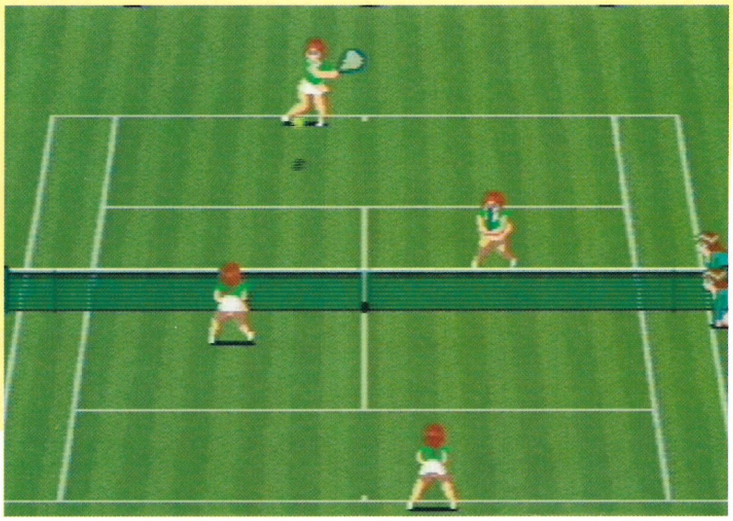
which surface would you like?

Choose from your three fave court surfaces. For those of you whose raquets need restringing, here's a quick rundown. Clay is rather slow (didn't do too well at school, poor thing) but with a good bounce, grass court has a pleasant bouquet when freshly mown and is fast with a relatively low bounce and finally there's your rock-hard court, which is fairly fast with a ginormous bounce. Make sure you've got your spring-loaded tennis shoes on for this one.



head-to-head

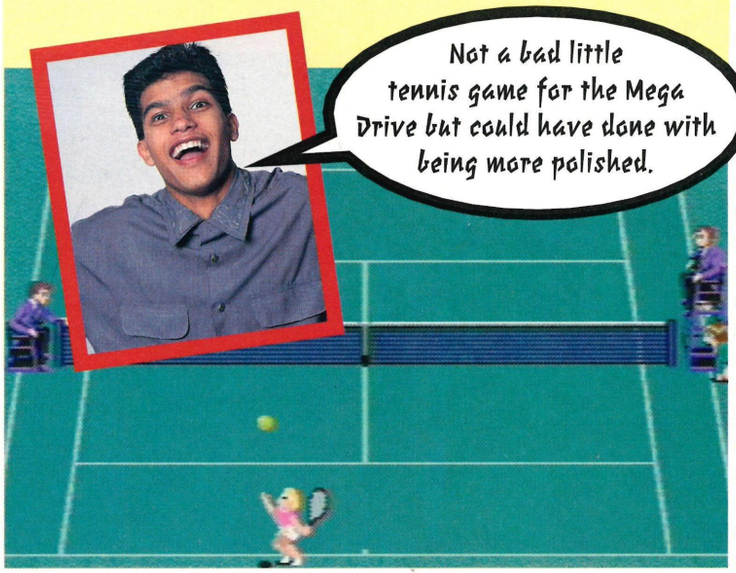
There are many playing combinations in this game. The usual one-to-one slugfest is catered for, but if you find that too boring you can try the two-player option. You and your pal can gang up against the Mega Drive or vice-versa. As for all you lazy basts, you can watch the computer play itself, which is pretty smart.



pixelating jenny

The animation of 'da girlies' is a tad sluggish. They react a bit slowly but, nevertheless, there are quite a few frames of animation; they swoop, dive and step back realistically. Ball movement is nigh on perfect, though not quite. Oh, and the bum wiggle is rather cute.

The courts are true to life and give depth to the viewpoint, but the sprites are rather a let-down as they seem (shock, horror!) Master System-like. Their dress sense is, ahem, a bit like Jenny in real life really.

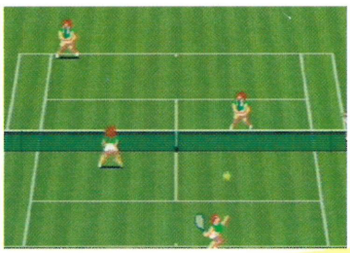


screamin' the court down

Speech is the main sound effect in this game. An umpire with Jap overtones blurts out the score. There's a rather spacial effect for the ball bounce and as for music, there's an irritating title tune which can't fail to annoy every time you hear it.

great performance

There are three main shots; the lob, slice and pass and learning when to use them is half the fun. The computer-controlled players take some beating, while the two-player option is hilarious. My only niggle is with the control system. Sometimes the ball swings far more than you intend it to.



game, set and match!

Well, what can I say? I found this game rather enjoyable. Had it not been for the little niggle in the control method and if it was a tad faster, this game might have been extremely smart. As it is, it'll just have to content itself with being quite smart.

MEGA ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

Supplier: Shekhana 081 340 8565 Price: £39.99

Chiki Chiki Boys

Taking on the terribly untaxing tasks of this twosome is a bit of a laugh, but MASAKI OJI and RIK HAYNES would still prefer to double date the dreamy twins from *Neighbours*. *(Snore. Ed.)*

Yikes! Evil is taking over the world and destroying everything in sight (boo hiss.) One day, as Princess Nana roams around the ruined kingdom of Aruru, looking for a good movie to take her mind off the impending doom, twin baby boys are found hiding in the back of the local video rental outlet. Hurrah! *(Skip 15 years of teenage angst and skin complaints. Ed.)*

The young men grow up as good princes, hoping to reestablish their kingdom and start a chain of successful video rental shops. According to a legend handed down from ancient times, the brave twins must collect some strange stones from three gods in order to revive a powerful beastie by the name of Dragon Blue Eyes. Only then will the darkness be gone. Got that?

the blue boy

Errol Flynn would be proud of his swordfighting prowess, but blue boy can only muster a rather sad magical power of three. He's got a charming mask and some dainty blue booties, though.

the red boy

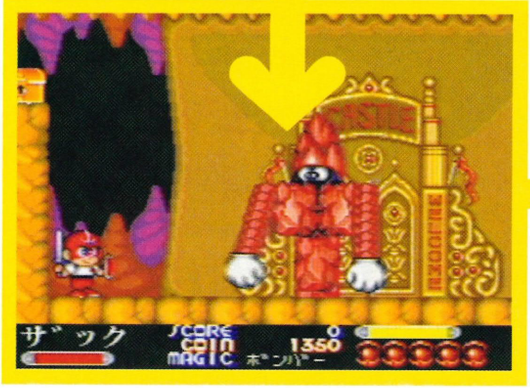
Not much good in a sword fight, red boy is a bit of a wiz with the old magic skills. He sports a bright red shield and a very impressive magical power rating of five.

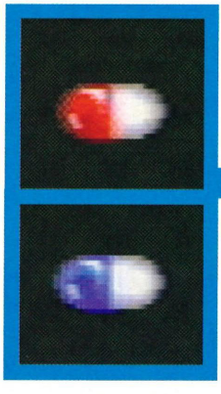
chiki chappie

Sadly, only one Chiki Chiki Boy can be chosen. After selecting the right one for your style of play, it's time to christen him in Japanese. The character's ability can be improved if you give him a nice name.

round one

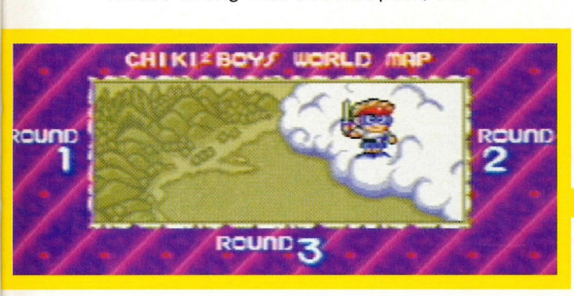
Welcome to the World of Earth, probably the easiest level of all. There aren't that many monsters in the forest, though the trees have a shocked expression on their face. The Mamemaman nastie looks like a green bean and is something of a trickster. You should start with this stage and practise your jabbing and jumping expertise. In addition, the first three stages can be selected in any order. Try not to waste any magic on Round One. Just in case you wanted to know, the middle boss on this stage goes by the name of Baikinkin. This is a mutation of the Japanese word for germ.





round two

It's a world of wonder, a world of tears and a wonderful World of Sky. No sign of any satellite dishes in the heavens above, but everybody is flying high on this stage. Some of the enemy scum can land on the fluffy white clouds. The middle boss on Round Two is known only as the Typhoon Kid. Will you reach the castle of heaven? Trouble is, we don't like the stupid bird thingie on top of Chiki's bonce. What's wrong with a rocket pack, eh?



Money Makes The World Go Around

Coins will appear when you squash the adversaries and their bits and bobs. Yet more cash can be found in treasure boxes. You're meant to grab this lolly and buy better swords, shields and other handy equipment in the practical shopping section, slapped between each stage. You can only buy a single 'game continue' credit in the shop.

it's a kind of magic

bomber

These red magical orbs are the only stuff available at first.

bomb

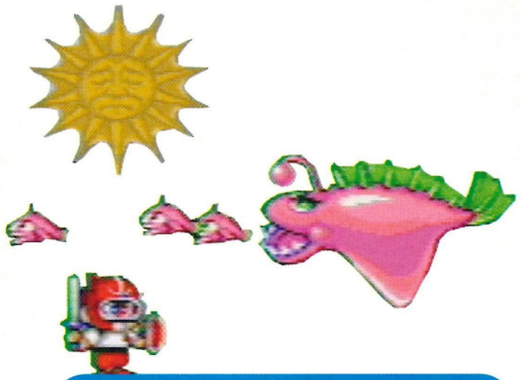
After you see Kaieya, Goddess of Earth, you'll be able to use the yellow magical orb. It explodes and a small star pops out and sweeps the enemy away.

typhoon

Once you've met Maius, God of Sky, this blue baby can damage any characters above your head.

bound

This green and mean orb shoots six balls at your foes! Of course, you need to say hi to Posidan, God of Ocean, first.



round three

Voyage to the bottom of the sea in the World of Ocean. Nobody knows the name of the boss. It's sometimes difficult to swim against the current and there are lots of fishy enemies hanging around the shipwreck. You'll be surrounded and attacked. Watch it! Remember to keep swinging your sword in every direction. *Chiki Chiki Boys* doesn't push back the boundaries but it's heaps of fun, with sickly sweet graphics and plenty of tunes.

These Yummy Goodies Are Brilliant, Too!

magical orbs

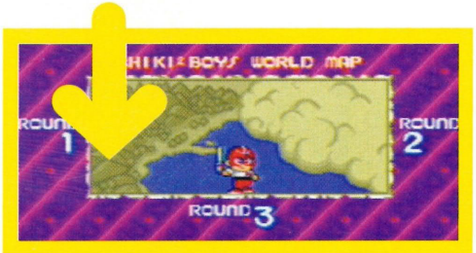
Put a little more magic in your life with one of these attractive orbs. Don't forget that there's always a limit to the amount of magic you can use.

vitality capsules

Just like a trustworthy cold remedy, these red and blue pills can make your Chiki Chiki Boy feel a lot better after a hard day at work. However, they're not quite up to the superb standards of drinking a hot, steaming mug of Cadbury's Chocolate Break. By the way, the red ones are more effective. *(Warning, kids! Just say no to anybody offering you pills at the school disco! Ed.)*

yashichi

These smart shuriken-style shapes are special bonus items hidden away inside those treasure chests.



Special thanks to Shekhana (081 889 9412/071 631 4627) for supplying the cart.

END ZONE

Graphics

Sound

Addictiveness

Playability

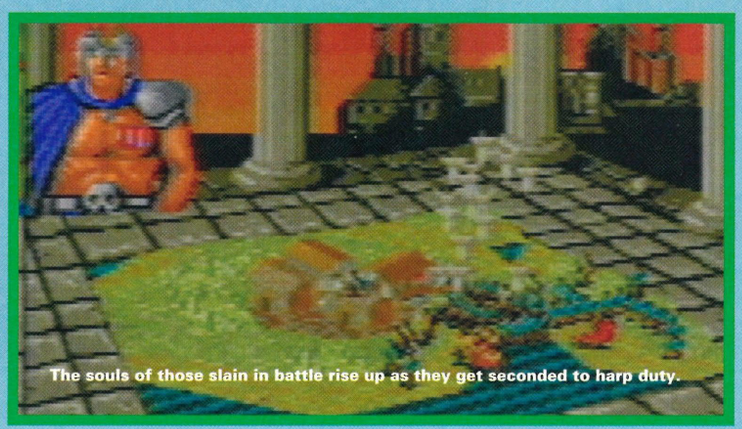
OVERALL 82

Out: Now Price: £39.99
Publisher: Capcom/Sega

Powermonger

POWERMONGER, Electronic Art's new strategy god-sim for the Mega Drive, was crying out for a reviewer with fire in his eyes, hunger in his belly and murder in his kidneys. As always in these situtations, destiny threw a natural leader to the fore – in this case it was the 'iron fist inside a woolly mitten', MARTIN POND.

Developed by the boffins at Bullfrog, *Powermonger* is to Genghis Khan what *Gynoug* is to Big Bird. You play the commander of a bijou army, out to conquer a land through fighting, making alliances and recruiting like-minded megalomaniacs. The game's so massive (195 play areas) and so complex that I'll have to let the icons speak for themselves:


The souls of those slain in battle rise up as they get seconded to harp duty.

1 2 3 Posture select.

These modifiers affect the zeal with which your captain throws himself into his duties. It allows you to select his mood, really, and any order issued is thus affected; if you use the 'Get Food' command, say, it would alter the proportion of a food store you requisition. This is easiest to grasp when you examine the influence of posture when you attack a village:

1 Passive.

Your troops enter the village only after making an appointment with the burghers. They try to subdue the population and convince them to join your side through impressive displays of arms and morris dancing.

2 Neutral.

Your troops march into the village, without wiping their feet and begin taunting the geese. If pushed, they will resort to violence and some villagers may find themselves deaded; your troops will ravish the women, slaughter the livestock and pull up the flower beds.

3 Aggressive.

Your hoardes will storm in, bold as you like, and try to recreate the Mei Ling massacre. They will slaughter the women, ravish the livestock and dribble in the well.

4 Go Home.

Makes your Captain and his followers turn around and make a beeline for their mummies.

5 Transfer Men.

Allows you to second some of your troops, hopefully the real duffers, to other regiments.

6 Get Food.

Sends army out for groceries.

7 Drop Food.

Dump your nosh like a hot potato.

8 Supply Food.

Lets you hand out tuck to people whose tummies are all rumbly.

9 Invent.

Makes villagers give up their day jobs, put on their thinking caps and set about coming up with some new technology. Waiting to be discovered are pikes, swords, bows, catapults, cannons, boats, pots and sliced bread. What they come up with depends on the raw materials and expertise at hand and the location. Fr'instance, if the village is near a mine, there's a resident merchant who can import spare parts and if the posture is aggressive, then they'll make cannons. If there's no useful raw materials around, they'll knock up pots, ashtrays and pencil cases.

10 Send Captain.

Pack off a captain, and his merry men, to any point on the map.

11 Query.

Supplies you with info on a building, or a short CV and dental records for a person.

12 Trade.

Lets you barter weapons, luncheon vouchers and all those pots your subjects have made.

13 Spy.

Sends your captain out to spy on an enemy power. If you're caught, you get ritually disembowelled with a pointy vegetable.

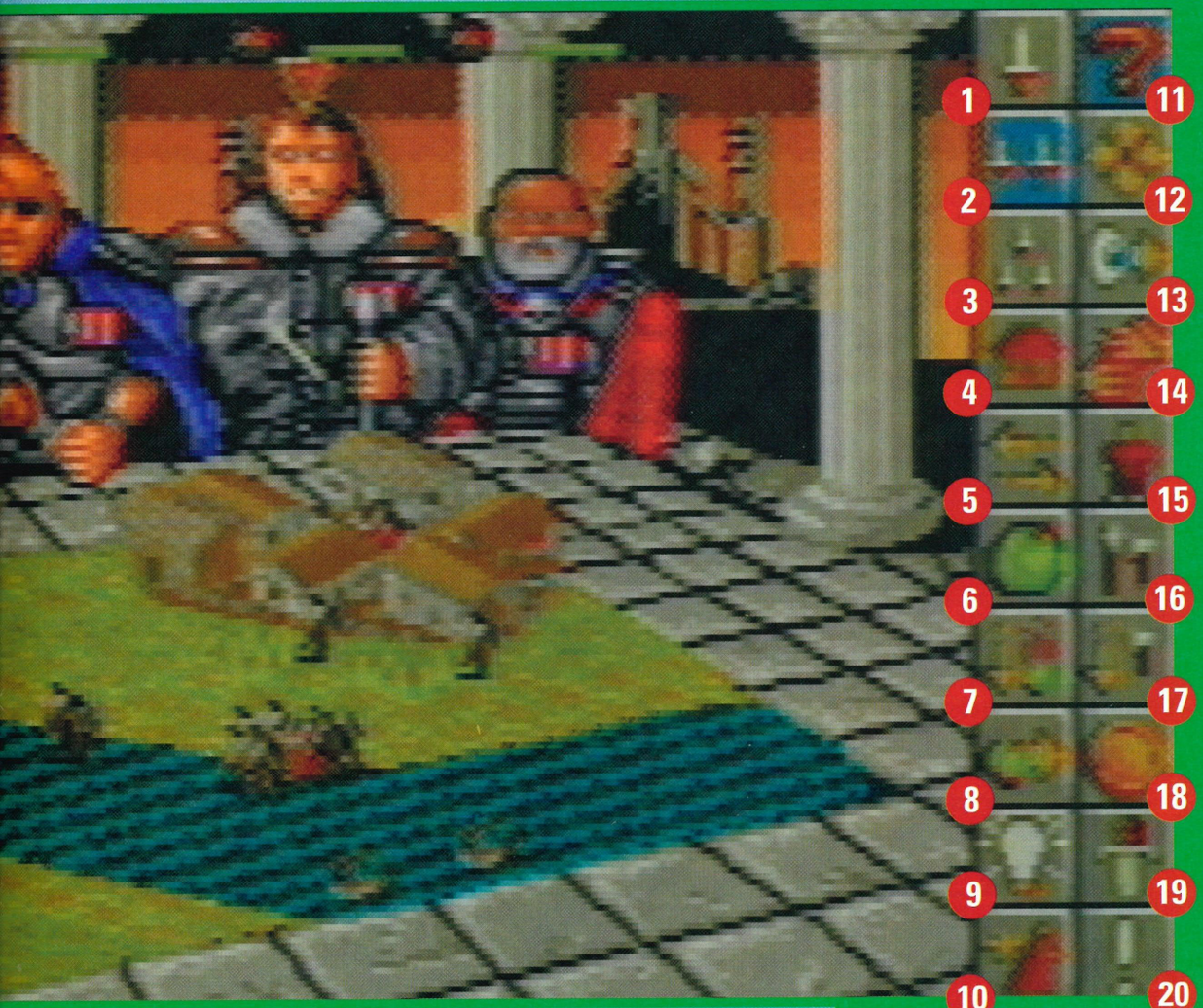
14 Alliance.

Make pals of your arch enemies by currying favour with offers of free scoffs.

15 Get Men.

Go on a recruiting drive in a settlement. At your most

With each man in his own pedalo, the marine regiment sets up a beachhead.



aggressive posture, you even press-gang the ones with flat feet and all but the most lily-livered of the draft-dodging, Dan Quayle wanna-bes.

16 Equip Invention.
Kits out a regiment with the latest fashions and gadgetry.

17 Drop Invention.
Dump your new-fangled inventions when you discover they're not all they're cracked up to be.

18 Derank.
Sends a portion of a regiment back to their villages. Each one is given a demob suit that makes them look like Alexei Sayle and gets to go home and make up outlandish fibs about their exploits.

19 Attack.
Not only lets you steam into settlements and enemies, but also allows you to chop down trees for raw materials and butcher sheep for impromptu barbies.

20 Options.
Lets you capitulate, replay, or try a random map. The cart has a battery allowing you to load up an ongoing campaign.

21 Scales.
Shows you how much of the land is being crushed under the heel of your jackboot.

22 View Control Window.
Lets you rotate the landscape and zoom in or out.

23 Map Overview Window.
Shows the whole play area, with the icons above selecting what features are highlighted. You can have OS-style contours, objects (eg. trees, houses, workshops, roads, people) or food (ie. the position of the nearest kebab-u-like).

24 Captain's Window.
You start off with just you, the geezer on the left, but you can recruit up to four other captains, effectively giving you control of five individual regiments. The bar chart above each commander gives details of his regiment, its food reserves, numbers and health. When a captain receives an order you hear him shout "Yeah" enthusiastically - even if the order was, "Arm yourself with this sheep and these attractive pots and storm that massive fortress."

The attention to detail in *Powermonger* is astounding; 3D landscapes, snow, rain, flocks of birds, soldiers singing 'ging gang gooly' around camp fires, civilians going about their chores; it's got the lot. And sheep! They're fab, all bleating and woolly – you can eat them, recruit them, interfere with them, it's unbelievable! This is a game with real long-lasting appeal. It's not just a question of sending in your boot boys, most of your time is spent sorting out adequate supply lines to your industrial centres, trading and making alliances. In fact, the only real drawback is that Bullfrog are pushing to the limit the amount of visual information that fits comfortably on a telly screen. Not instantly playable, but *Powermonger's* totally excellent all the same.E

END ZONE

Graphics

Sound

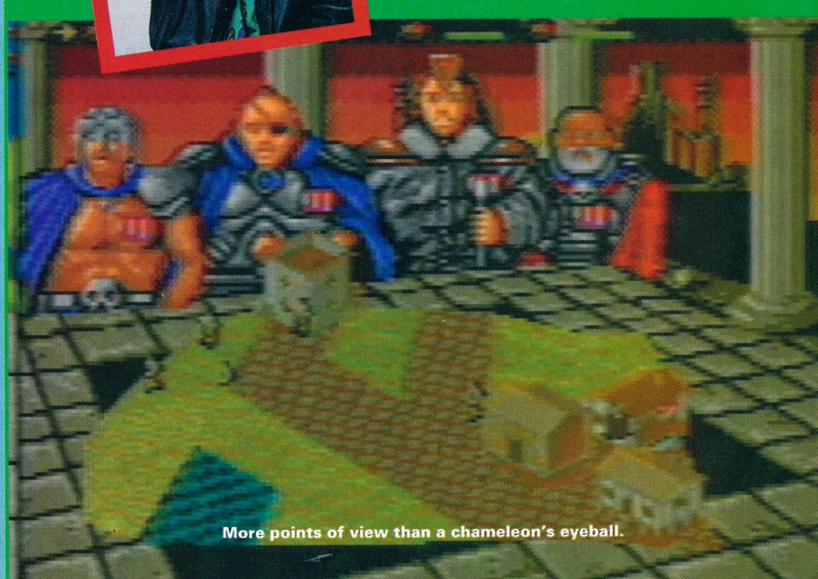
Addictiveness

Playability

OVERALL 92

Out: Now **Price:** £39.99
Publisher: Electronic Arts

Absorbing little game, best avoided by thickies.



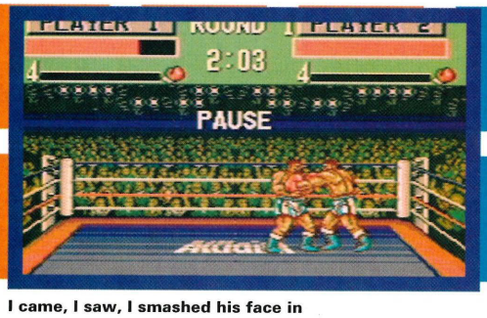
More points of view than a chameleon's eyeball.

George Foreman's KO Boxing

When VIVIENNE NAGY heard she was to review GEORGE FOREMAN'S KO BOXING, she pulled a bag over herself and started hitting the inside of it. Did the sympathy plea work? Not likely.

Boxing – it's a game of two halves, innit? *(No, I think you'll find that's football. Oh why didn't we give her* Fluffy Bunnies Go Shopping *instead? Ed.)* Ha, ha! Fooled you. Of course I know all about boxing – it's a game of quite a lot of rounds in which two huge, hunky men, wearing skimpy, shimmering, skin-tight satin shorts and who are at the pinnacle of physical fitness, pummel, buffet and tweak each other's glistening and baby-oiled, rippling, muscled bodies into a squirming, heaving and panting mass. Whooshhhhsplat! Oi! (Drippily). Who threw that bucket of cold water over me?

Irrisistible force meets hunk of rippling toughness



I came, I saw, I smashed his face in

Coming To Blows

button 1 left jab

button 2 right jab

up arrow blocks face

down arrow body block

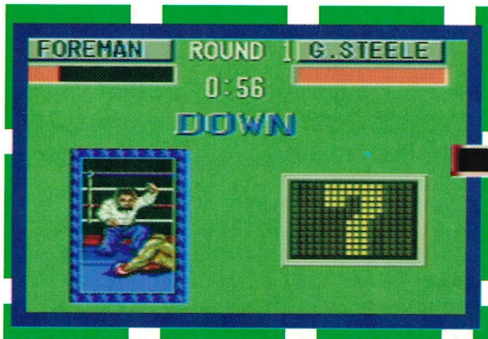
dia-gonal up left boxer sways back away from punch

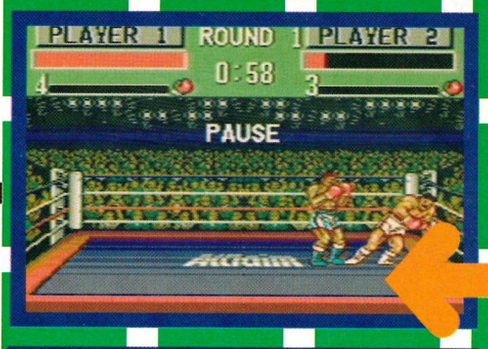
dia-gonal down left boxer ducks under punch

dia-gonal down + 1 or 2 punch to the body

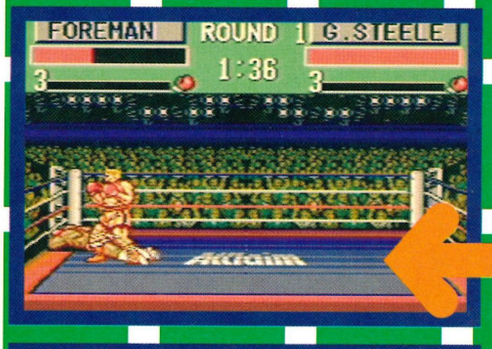
dia-gonal up right + 1 upper cut to the face

Knock, Knock

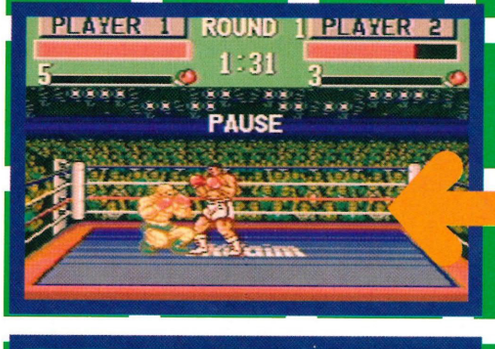




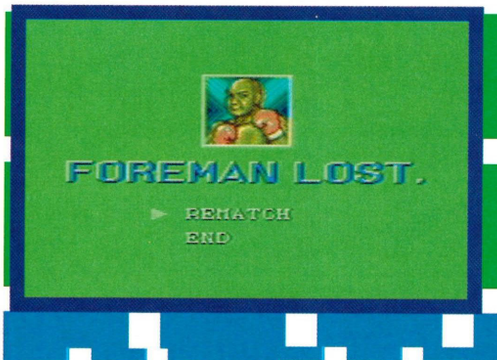
knock out Punch the other fella's lights out to the count of ten and you've won the bout and also four points.



techni-cal ko Floor him three times in one round and you win but you only get three points.



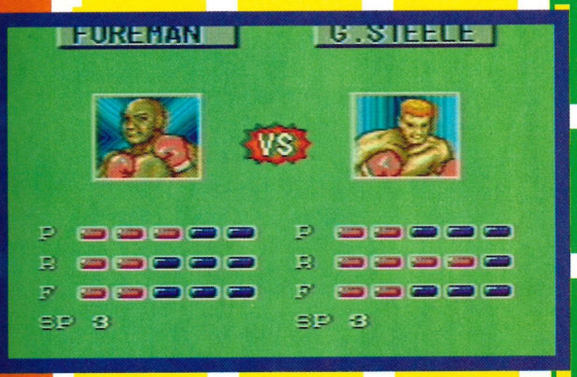
revival Tapping button 1 or 2 quickly might help your boy come to his senses



scores on the doors Scores marked at end of each round. Winner gets 10, loser 7-10 based on performance.

Power To The People

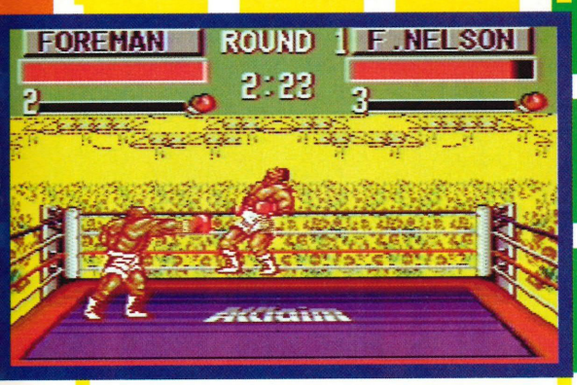
No, Citizen Smith doesn't appear in this game and it's only the winner who gets the all important power points. These can be used to upgrade your boxer's assets on the power-up screen. *(Oo-er! Is that things like bigger, bulgier biceps or a more well-cushioned gluteus maximus, or perhaps even more applications of baby oil? Ed.)* No, but here's one I prepared earlier:

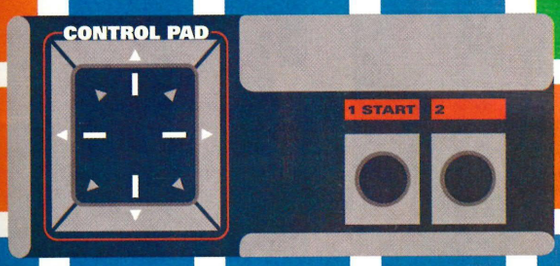


Boost your raunch factor on the power-up screen

P stands for power punch, R signals recovery, F signifies footwork and SP is the number of super punches at your disposal.

Use your win points to add to these bars. Aim to match or better your opponent's power punches and recovery – they're much meatier than that poncey 'sliced white loaf' footwork stuff. Super punches are tasty occasionally but you can always do without.





diagonal up, right + 2
upper cut or straight-on punch

Big George

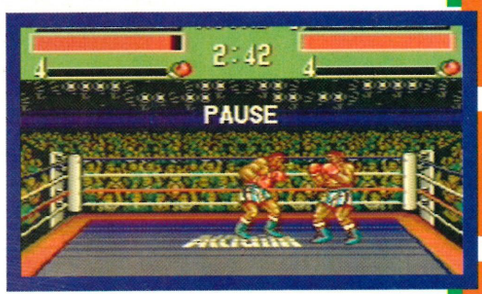
Let's get stuck in to a bit of background on the man they call Mr Cheeseburger, George Foreman himself. An insight into his inner pysche might give us a better perspective on this game. *(Iffy. Ed.)* As a young whippersnapper of a chap, George was a bit of a violent brute, as you might expect or even hope a boxer to be. The only problem was that the lad was bad. A bit of good-humoured flick-knifing and jolly knuckle-dustering never did any harm, if the perpetrator didn't really mean it, yet George did.

To cut a long story short, when George found boxing he also found God with a

capital 'Squad' and quickly began to mend his evil ways.

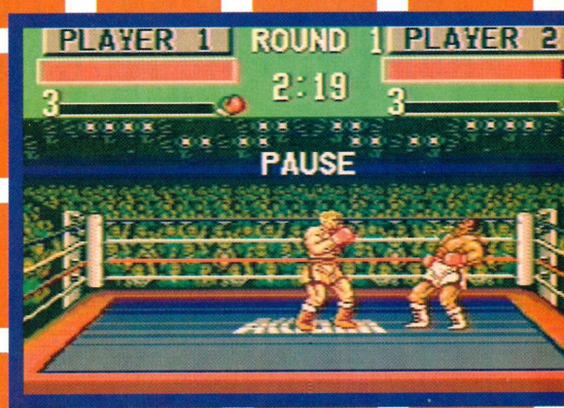
Not a man to pursue things in half measures (let's face it, if you're a 250lb powerhouse, you're more likely to be into triple helpings with extra fries, aren't you?) our Georgie went all the way from a street fighter to, lorks-a-lordy, a registered (manic street) preacher.

As well as his goodie Godly pursuits, gorgeous George can by no stretch of the imagination be called a beanfreak; if it isn't related to a bovine member of the animal kingdom, slapped into a pattie and smothered in mustard, ketchup, slices of gherkin and topped with a nice slice of plastic cheese, Georgie won't eat it. Did you know that he was once the eating coach for the All Madden team? As John 'Don't Call Me Selwyn' Gummer, Minister of Tuck once said during the BSE scare: "Quorn doth not a fully grown, red-blooded male make, even though Patrick 'Muscle' McCarthy likes it." Quite.

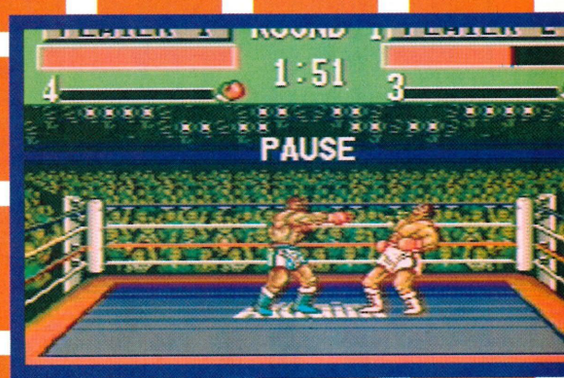


Georgie Porgie pudding and pie, kissed this girl and made her cry.

Being a bit of a *George Foreman* veteran – well okay, I had a bit of a bash on the Game Gear version – I can't help thinking it's a bit of a waste on the Master System. I got quite into the GG version as it was fun to get some aggro out of your system by having a quick bash behind your desk. Even though you ended up with button-basher's thumb, as it was the Game Gear it was all quite intense and concentrated and you felt you'd got your money's worth. However, on the Master System, the huge unused expanse occupied by the crowd gawping intently in the background seems more than a trifle wasteful. True, there is a fair amount of skill involved in ducking and diving, punching and er... ducking and diving and punching, and then there's the variety of the super punch and then there's, er... that's it. Then there's the cost of the sticking plasters for that well-known medical complaint Digitis Hurtalotis, commonly known as Button-Basher's Blisters, to be taken into account. E



"Ere, mate, what's that above your head?"



"I'm not falling for that one – schmack!"

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 55

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

300 games of Quasar *plus* 20 Quasar T-Shirts

WIN

Take part in an action-packed game of Quasar or nab a rather trendy Quasar T-Shirt

Quasar, in case you didn't know, is a sort of space-age paintball game. It's played with two teams of players toting laser guns and body packs in a dark, mist-filled neo-cyberpunk and basically pretty smart arena. In an allotted time, players zap as many opponents as possible while trying to avoid being caught themselves. The objective is to gain as many points as possible, which involves invading the opposing team's HQ. This may sound rather dangerous, but it's not. In fact, it's as safe as riding your bike with stabilizers. But this doesn't mean it's boring, oh no. In fact, it's quite the opposite.

Thanks to those jolly nice people at Quasar, we are able to give away 300 games and 20 T-shirts worth a staggering £1,300! And seeing as there are 320 prizes in total, you've got a much better chance of winning than you have in normal compos where there are only a couple of prizes.

300 lucky people will receive tokens entitling them to a game of Quasar at their local centre. (See the list of addresses on the right. Please note: TOKENS ARE ONLY VALID AT THE CENTRES LISTED RIGHT.)

20 equally lucky runners-up will be on the receiving end of a dead trendy Quasar T-shirt, designed by The Leisure Process who have done work for Levis, Simply Red and The Orb.

If you fancy winning a game of Quasar or a nifty Quasar T-shirt, all you have to do is dial the compo hotline number at the bottom of the page. You'll then be asked to give the letter corresponding to the answer for each of the three questions, plus your name and address. Simple really.

Quasar is an all-action game in which you score points by:
a) Shooting the opposing team's base and players with your laser gun.
b) Hitting yourself repeatedly over the head with a medium-sized ham sandwich.
c) Getting the most money and not going bankrupt.

QUASAR

rules

- Calls are charged at 36p per min cheap rate and 48p per min at all other times.
- Don't forget to get permission before you phone from whoever pays the bill.
- The Ed's decision is final and anyone arguing will be tied up and used for target practice.
- This competition is not open to anyone involved with Quasar or Dennis Publishing.
- The games can ONLY be played at the centres listed here.
- This compo ends on January 31, 1993 and anyone entering after that will be laughed at.

08

So if you are one of the lucky winners your game will ONLY be valid at one of the following Quasar centres. And even if you don't win the compo, it's still worth checking them out:

❶ Trocadero
Quasar
Unit 41
The Trocadero
Centre
13 Coventry
Street
Piccadilly
London W1

❷ South Shields
Quasar
Pier Amusements
Pier Parade
South Shields
Tyne & Wear

❸ Peterborough Quasar
Unit 1E
Mansetter Square
Peterborough
Cambs

❹ Southampton Quasar
Canutes Pavillion
Ocean Village
Southampton

❺ Warrington Quasar
LA Superbowl
Winwich Quay
Warrington

❻ Birmingham Quasar
92-93 New Street
Birmingham

❼ Glasgow Quasar
Powerdrome Bowl
Unit 3-4 Lock Street Retail
Estate
Lock Street
Coatbridge

WIN

As well as a rather powerful laser gun, you are also given:
a) A small book on 'Mammals Of Our Time'
b) Back and chest armour packs.
c) A florescent green miner's lamp.

Arnold Schwarzenegger is a man who has starred in plenty of movies featuring large weaponry. But what was his catchphrase?
a) Come on, punk, make my day.
b) I'll be back.
c) The stain says hot, the label says not.

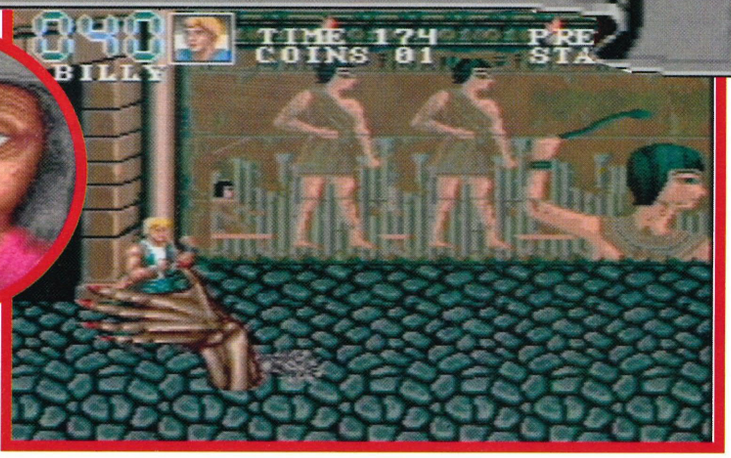
CRAZY

39 121 152

Double Dragon 3

PATRICK MCCARTHY likes a good fight in a pair of knee-length leather boots as much as the next man - but does he have a soft spot for DOUBLE DRAGON 3?

The Rosetta Stone



Double Dragon 3 is your latest chance to take control of Nobby and Cobby, the two martial arts experts, and walk about beating people up. The original was an alright game (in fact Mo, our resident junior psycho, claims it's one of his all-time faves... but then he's weird) and the sequel was a pile of canine excrement. The third, unfortunately, also leans heavily in the direction of the steaming pile of jobs.

You can tell this game has been flung out just from the 'scenario'. A malformed old hag totters up and says, "There are some rosetta stones hanging around somewhere, or something. If you collect all three you can try to beat the crap out of someone who's really hard. Everyone else who tried is dead." Smart.

There are so many things wrong with this game. The main sprites are naff and the animation isn't too hot either. The fighting moves are extemely limited and the collision detection is dodgy. The repetitive gameplay, consisting of mindless punching and kicking, will bore even the most ardent beat-'em-up fan. Worst of all, it's very easy. The only thing in its favour is that some of the backgrounds are quite good. But you can always buy some wallpaper if that's what you want and it will last longer than an hour too.

The depressing thing about the way this game has turned out is that it will probably still make lots of money, because of the endless hunger there seems to be for beat 'em ups, no matter how sad they are. It's a complete waste of time, effort and money. (Yes, but do you like it? Ed.) I've had more fun sliding razorblades under my fingernails.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 39

Out: January **Price:** £39.99
Publisher: Acclaim

Ooooh! Shops!

Shops are very trendy at the moment in platform and beat 'em up games and DD3 has got them at the beginning of some of the levels. Everything in them costs one "coin" (a bit like Pound World in Lewisham High Street) and the stuff you can buy is of about the same quality.

1 extra guys

If you have any sense whatsoever this will be the first thing you buy – so that when your little Nobby dies, you can rematerialise as Thwang, the bare-chested giant from hell.

2 tricks

Your chance to snap up the severed fingers, fart powder and pretend-chemotherapy-victim bald heads that aspiring magicians haven't yet snapped up. (Actually it's fancy kicks and stuff. Ed.)

3 power-ups

This makes the baddies fly that little bit further across the screen when you hit them, gaining valuable extra style marks from the judges.

4 exit

I'm not sure about this one. I think it's something to do with the Euthanasia Society.

SKILL ZONE

In exactly ten words, DANIEL PEMBERTON was asked to describe Skill Zone and here's what he wrote: Skill, skill, skill, skill, skill, skill, skill, skill, skill, skill. Yup, if you want tips and stuff then this is the place to look. But, of course, it wouldn't be anything without the support of you, the reader. So send us all your maps, tips, cheats, guides and signed photos of Des O'Connor, addressed to Skill Zone, *Sega Zone*, 19 Bolsover Street, London W1P 7HJ.

For every tip printed, the sender will win a rather snazzy 'I'm totally skill' badge. And the best contribution of the month will win a staggering £50 in cash.

Wimbledon

"I have the passwords for *Wimbledon* on the Game Gear. The first one gets you to the finals of Wimbledon," says **Bruce Oliver**, "while the second makes you win Wimbledon and the Grand Slam as well." Blimey, that's a bit handy, isn't it, boys and girls? So if you want to be the next darling of the Centre Court, here are those oh so useful codes:

❶ JIK KXS XEF TKM
❷ IKJ SQO OED GMO

Super Fantasy Zone

According to **Thomas Rowland**, you'll need two joypads if you want to try out most of the cheats in this bumper bundle of tips for the bizarre shoot 'em up, *Super Fantasy Zone*. Anyway, here are all the cheats.

❶ to skip the levels

Pause the game by pressing start on the first joypad. Press B on the second joypad while pressing DOWN and LEFT diagonal and START. The word PASS will be displayed on the screen, so press C on the second joypad and you will move over to the second round.

❷ invincibility

Pause the game by using the first joypad. Now press B on the second joypad while holding DOWN and the LEFT diagonal and START. Once again the word PASS will appear so press B and you'll be able to alternate between 'no hit' and 'free play'. Now unpause to activate them. 'No hit' means that you'll be invincible. 'Free play' means that you'll die from collision but have unlimited ships so that you can finish the game.

❸ clear level

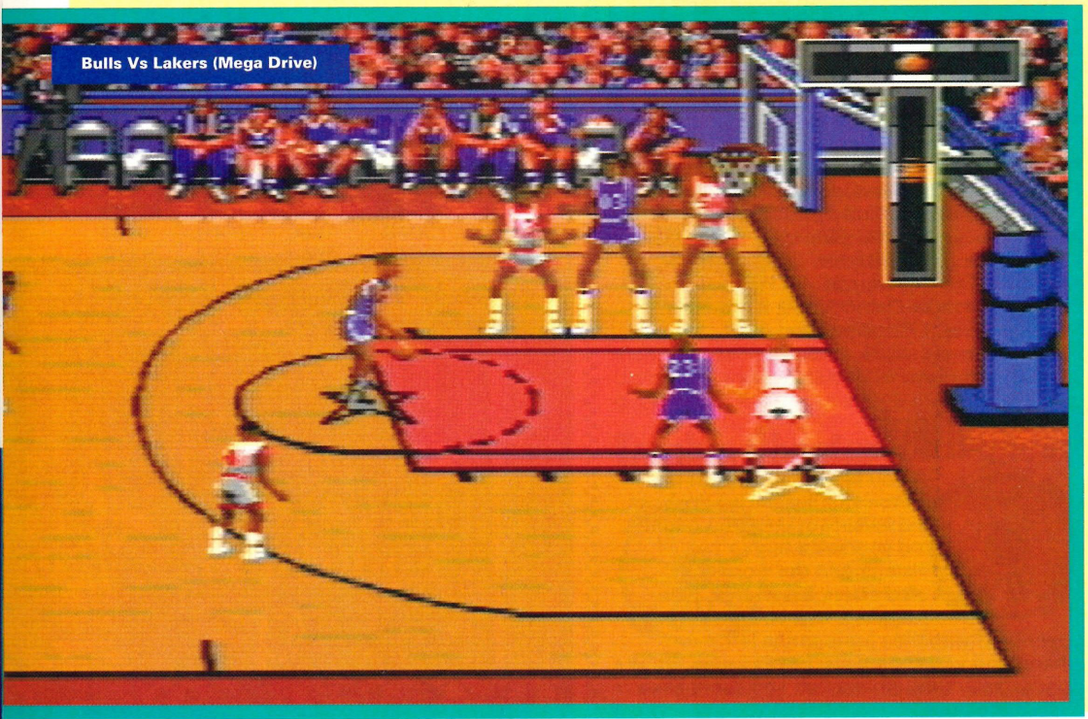
Pause the game on the first joypad. Now press C on the second while pressing DOWN and LEFT diagonal and START. Now unpause the game and you'll find that all bases have been destroyed and you will be confronted with the end-of-level guardian.

❹ increased gold

Pause the game on the first joypad and press A on the second while pressing DOWN and LEFT diagonal and START. When you return to the game you'll find you have a gold value of $99,999,999.

❺ hidden music

By continually pressing A, B, A and START on the title screen you can listen to the completely crud original *Fantasy Zone* theme tune.



Bulls Vs Lakers (Mega Drive)

snore zone

There are most certainly some pretty snorey things in life. Take, for example, an hour long Open University special on molecular bonding, or perhaps the letters page in Metal Filings Weekly, but nothing is as boring as rules and I'm afraid we have some which you have to abide by when you send in your letters. And here they are:

- **Always enclose your FULL name and address.**
- **Use legible handwriting.**
- **Always enclose the name of the game AND the machine that the cheat is for.**
- **Don't copy stuff out of other mags.**
- **Um, that's it. Not that much hassle really, is it?**

Syd Of Valis

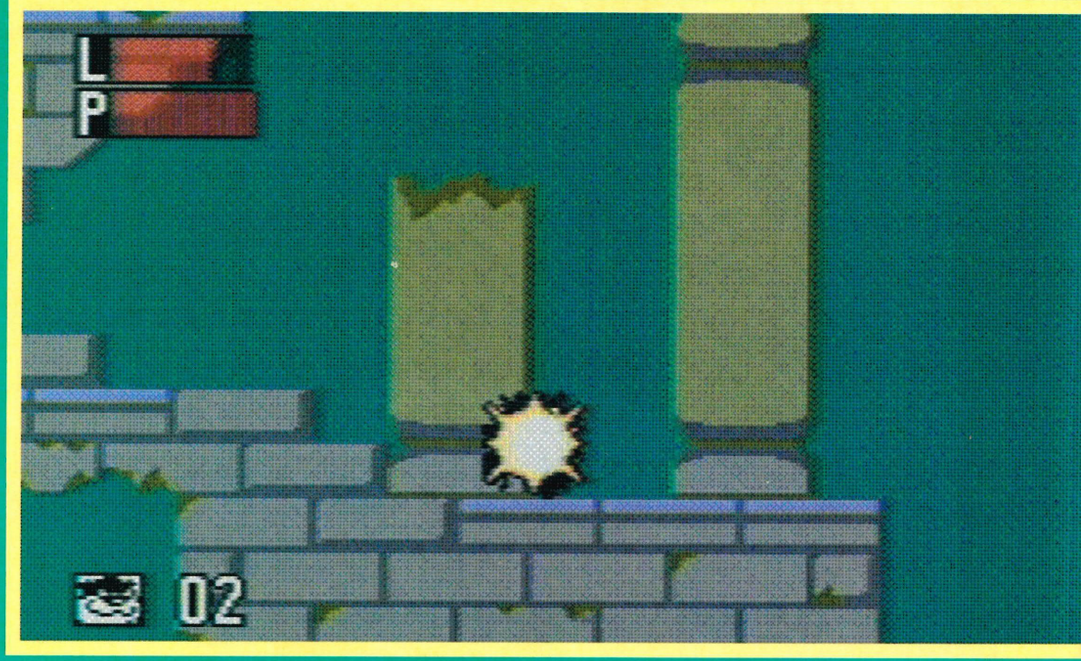
Here's a nice little cheat to give you something of an unfair advantage. On the title screen, if you press UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and START, you should hear a noise. That noise indicates that you will now be invincible. Smart eh?

Wonderboy 2

Tumty, tumty, tum. What has this phrase got to do with the fact that **Jonathon Tinsley** has sent in a rather handy tip for extra gold? Absolutely nothing, that's what. Anyway, Jonathon says that you should plug in control pad 2 and press button 1 or 2 on control pad 2 45 times. Then you will receive 45 more bits of gold. Cunning eh?

Tazmania

If you have the game-playing ability of a slightly chipped saucer containing some three-week-old, semi-skimmed milk, then you'd better thank **Olly** and **Will McManus** for their rather useful guide to the fabbo game *Taz-mania*.



level 1 - the desert

Really easy, just as long as you remember not to stay on the second fountain too long – otherwise ouch! Just after the second milestone, jump on the first fountain, then spin jump the rest of them.

level 2 - the desert

Remember to build up energy and once you have got to the top of the first chamber, proceed LEFT to the end of the screen and jump up to an extra life, go RIGHT and when you get to the bridges, spin, for there are loads of bombs along the way.

truck guardian

Wait in the middle of the screen and as soon as you see the red truck, tap the jump button to jump on him. After four attempts the truck guardian should die.

level 3 - the factory

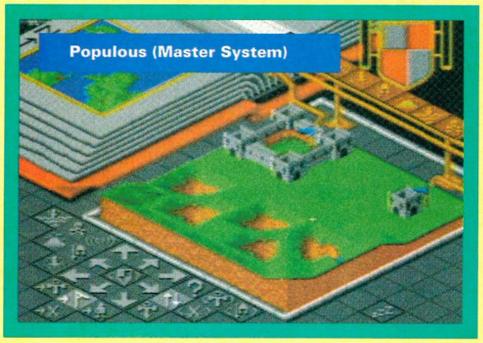
Go right and pick up a box by pressing A on your control pad. Drop it below the platform and jump up onto the platform. Jump right onto the conveyor belt and remember you can spin through the furnaces. You could find this level not too difficult.

level 4 - production line

Watch out for fake switches; they will give you a shock. Get all the energy possible as the lasers will shoot you down. Some of the holes you fall down are very nasty so watch out. Don't try to go all the way on the travelator; it will give you a nasty shock.

level 5 - ice

Pretty straightforward. If you get stuck in freezing ice press B and it won't give you much grief. And when you come to the spot where there are two platforms with an ice block in the middle, stand on the ice block and wait. You will go down into a secret room which holds lots of goodies.



Bulls Vs Lakers

Oh dear. Apparently, well according to **Saul Nighbour** anyway, we printed these codes a couple of issues back, but said they were for *Lakers Vs Celtics*. Tut, Tut. Slapped wrists all round, because they are in fact for *Bulls Vs Lakers*. And here are the codes once more:

71VBBVT, 71VBBCV3, 71ZBBBBQ, 71ZBBGBN, 71XBBBBM and 71OBBBBP.

Marvel Land

Apparently, if you are a tad crap at this game, then you're a bit sad really. And if that happens to be the case, you probably need a level select to make it all a bit easier. To get one, just enter **ARDE** as a password. Simple eh?

Populous

Jonathon Tinsley makes his second appearance on these pages, this time with more *Populous* codes than you could shake a jolly large stick at.

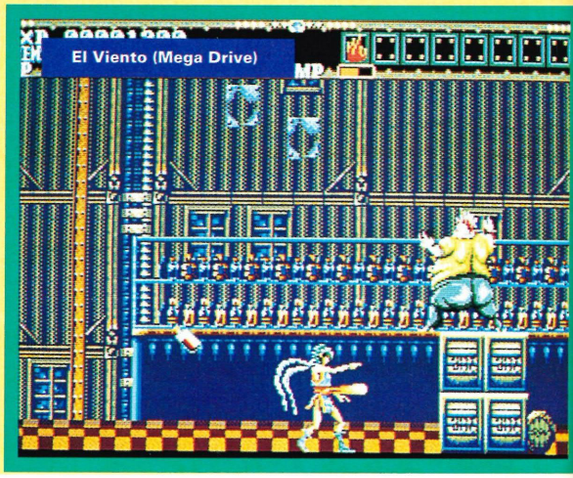
1: **Genesis.** 3: **Timuslug.** 5: **Scoquemet.** 6: **Swaver.** 8: **Eoaozord.** 9: **Burwilcon.** 10: **Morinill.** 11: **Nimihill.** 12: **Bilcemet.** 13: **Ringmped.** 15: **Alpoutond.** 16: **Badacon.** 17: **Immusill.** 18: **Hobdietorg.** 19: **Bugqueend.** 21: **Corpeham.** 22: **Binozond.** 23: **Sadwillow.** 24: **Lowingick.** 25: **Qazitorg.** 27: **Minmpme.** 30: **Suzalow.** 31: **Hurtloplas.** 33: **Dollsick.** 34: **Jostme.** 36: **Lalozbay.** 37: **Scowildor.** 41: **Burmpal.** 42: **Morhippil.** 44: **Bilador.** 46: **Ringgbpal.** 48: **Badtal.** 47: **Alplopout.** 50: **Hobozjob.** 56: **Sadmpt.** 100: **Caleod.** 199: **Killmehill.** 399: **Alpocon.** 1750: **Bintlow.** 1999: **Alpdeend.** 2999: **Sedeng.** 3999: **Suzlopdon.** 4999: Killogoal.

Decapattack

If you fancy missing out the hassles of deafeating the boss on level two, then you might do yourself a favour by listening to the words of **Adrian Lamart**, who suggests that you wait on the upper platform, then jump to the left, whereupon you should see the Exit sign. Stroll nonchalantly through the Exit and you'll have missed the boss.

Warrior Of Rome

If all that mind-taxing strategical stuff is getting on your nerves, then why not try a tug-of-war? To get this rather fabbo two-player game, start a new game and go to the selection window. Highlight LOAD DATA and place the cursor on the far right. Then, on the second controller, press and hold down START. With this held down, push button A on the control pad. The tug-of-war game should now be on the screen. Player one uses button C on pad 1, while the second player uses controller 2, button 2. Whoever manages to clobber their button the most wins. That should give your thinking muscles a rest.



level 6 - the forest

The only real hardship on this level is the bush rats and the gaping holes, of which there are many. Make use of spin jumps and watch out for secret platforms below you.

level 7 - the tree

Use spin attack whenever needed, watch out for bush rats and, most of all, keep your finger on the jump button. At the top of the tree jump right, beat up the rodent and go right to collect a star. Go left and jump on the top of the tree, jump left again and you will be half way to the egg on the guardian bush brat.

bush lad guardian

No real tips because this guardian is so easy, he will try to get you with his feeble arrows. Hit him on his head seven or eight times and he's as good as done.

level 8 - the river

Use the land strips as much as possible and don't stay on the logs for too long. This level won't take five minutes, but watch out for the plants – they can be nasty.

level 9 - mine cart

This level will cause some problems. To make the cart go up press A. For the gaping holes, just press LEFT on the control pad. It's really a trial and error level, so good luck.

level 10 - mine lift

Follow this route because this level is gonna take you ages otherwise. From the beginning go right up, right up, first left, up right, up first left. Now you should be up the top of the level. From here on it's a set route, just beware of smashed lifts.

level 11 - the second river

Get up to the waterfall using more or less the same method as you used in level eight. When you have mastered that, proceed by jumping from stone to stone using the logs as well to get to the rocks. This is quite tricky but you'll get there.

weedy guardian

This plant looks harder than it really is. Either spin attack it or use the no-gro fertiliser bags, one at the beginning and one at the end. It's not too hard really.

levels 12, 13, 14 stone villages

Watch out for fire breathing gargoyles; they will breathe out their breakfast on you if you get too close, so just stand below them and jump to a higher platform. Also watch out for bats. Try to kill them as soon as you possibly can because they just won't leave you alone. These levels all have a set route but don't be fooled – you can still get into some sticky situations if you're not careful. Levels 12 and 13 are similar but level 14 is longer and has a little guardian at the end. He's not very hard, he's just a statue of Taz. He will try to spin attack you but if you do the same to him he will soon find himself out of a job and then you'll be nearly there.

gull guardian

When the gull attacks you, move to the opposite side of the screen. You can only kill the gull if you hit his beak seven or eight times. Remember to get out of the way and the egg should be yours.

Alien Storm

I was tempted not to print this 'cheat' from **Ben Enevoldsen**, but then I thought of all those poor, sad people who have bought this excuse for a game. Anyway, Ben says that when you realise you are getting bored (it shouldn't take long with this game of appalling proportions,) press the power button ONCE, remove the cartridge from the slot and replace it with *Super Kick Off*. Press power again and hey presto! A brilliant footballing sub-game. Ahem.

Super Monaco GP

This game's getting on a bit now, but it's still very good so that's why I'm printing these codes for year two from **Simon Laskey**. Aren't they nice?

This starts you at the fifth race and with the best car you can get for year 2

0U16	50A0	B4U0	3000
0010	PID5	362T	B4DC
F8A9	0000	4200	44TE

This will place you in the tenth race with 75 points.

ONBA	F0F0	Q4A0	F000
0010	H105	3627	B4DC
F8A9	E820	0000	0002
0000	0000	9200	9048

The final race is worth 129 points so you can't lose and you get to see the credits.

0RIA	TOLD	F4A0	2000
0010	H105	3627	B4DC
P8A9	EG40	0101	0002
0000	0000	F200	EF65

Bonanza Bros

Daniel Trusler says, "To get a level select, put the joypad in port 2 and hold down UP and buttons 1 and 2, then turn machine on. The story pictures will be different when you come to the start. Start as normal and the level select should appear after you have chosen your character".

Alex Kidd In Miracle World

If you're as good at *Alex Kidd* as **Terry MacDonald** and you've managed to get to the end of the game, you'll come to a room with several boxes in the ground, all with different symbols on them. You have to jump on these in a special order and this is it: **Sun, Waves, Moon, Star, Sun, Moon, Water, Fish, Star** and **Fish.**

Back To The Future III

"At the start," said **Terry 'Master' Macdonald**, "press PAUSE. Then press UP, DOWN, LEFT and RIGHT." Actually, Terry puts UP1, DOWN1 etc. So whether this means press UP once or UP then 1 is anyone's guess. Experiment. Unfortunately, we're not told what this does, but I'm sure it dies something pretty funky.

Trouble Shooter

On the title screen (the one with the Start/options select thingy on it) press RIGHT, C and START simultaneously using controller 2. A 'select stage' should appear underneath 'Trouble'. To select a stage, press RIGHT, C and START simultaneously to increase it. When you're ready press START.

Crappest Cheat

I honestly thought this column would be a one-off but no, it appears not. If you fancy fame and fortune (well fame at least) then send in a crap old cheat to me at:

Crap Cheat Bit,
The Skill Zone,
Jolly Old Sega Zone,
19 Bolsover Street,
Good Old London Town W1P 7HJ.

Anyway, this month's amazingly crap, completely useless cheat for *Valis Syd* has been sent in by Brian West from Preston and it's completely pathetically usless. Which is exactly what I want to see. I've also enclosed a just-as-hopless attempt that I found in *El Viento*. Here they are, but can you do any better? Or should that be worse?

Valis Syd

If you press B and START on the title screen at the same time there will be no music until you die. Ooo! Exciting stuff eh? I can hardly contain my emotions.

El Viento

Anotherextraordinarily unexciting cheat this one. If you fancy a colour test, simply hold down A, B, C and press START when the Wolfteam logo appears.

The Legend Of Galahad

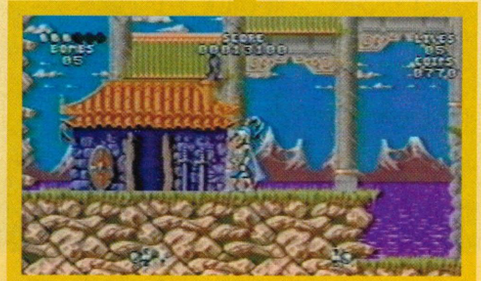
shop 'till you drop

	type of armour	no of gold coins required	gives no. of hit points protection
	battle	350	4hp
	combat	250	2hp
	field	300	3hp
	light	200	1hp
	mage	400	5hp

	weapon	no. of gold coins required	inflicts no. of hit points damage
	force blade	1,000	3hp
	lion blade	3,000	4hp
	long sword/ dagger	350	2hp/1hp
	long sword/2 daggers	500	2hp/2hp
	short sword	200	2hp
	tempest blade	2,000	4hp
	rune bomb	250	improve magical powers

'Twas a cold and windy night when RIK HAYNES and DAMON BARWIN triumphantly stomped their way through every level of this cunning cart...

World 1

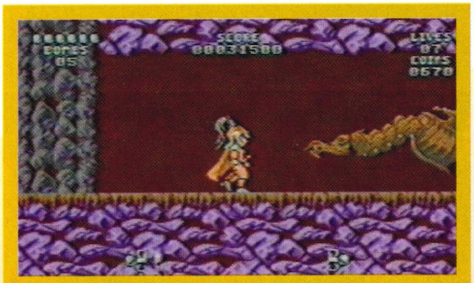


level 1

In this tale, packed chock-a-block with daring deeds of do, the goodly Galahad has to rescue the kidnapped Princess Leandra of Psygosia. *(No sign of any originality in the story, then? Ed.)* When it comes to forming a clever stratagem to vanquish your foes, simply grab the gold! Such coinage can be obtained by destroying anything and everything that crosses your path. This bounty can be used to buy better weapons and armour from shops scattered throughout the game. Practise and perfect your moves during this easy introduction stage. It's always worth looking around for extra goodies before moving on to the next level.

level 2

Okay, here's a step-by-step guide for Level 2 to get you going. Go west. *(Didn't they have a hit song with Don't Look Down in 1985? Ed.)*. There's a Swords R Us store on the hilltop. Wait for the horse and cart to walk by the spikes on the far left side. Climb on, then venture up the hill using the nearby steps. Watch out for the falling rocks by carefully timing your final jump to the left. Once inside the shop, buy a suit of Mage Armour if you've collected enough cash. Get down and use the cart again to go right. Shin up the hillside but look out for the spikes and boulders along the way. Dive off the far-most cliff onto the ledge. Reclaim the crown inside this chest. Go west. *(Didn't they have a hit song with We Close Our Eyes in 1985? Ed.)* Use the levitating rock but step off instead of jumping off, otherwise the elven archer will shoot you. Go right, leap over the gap in the path and be careful to avoid the spikes that spring up from the ground. Vault onto the platform and walk right. Always use the lower platforms to avoid any archers. Scale the wall, go right on the moving thingie, jump onto the lowest platform above you, double back to the left, fall off the last ledge and you'll find the chest with an extra life. Go right and avoid the chained boulders coming out of the ceiling. The gateway is situated in the top right corner of the map. Phew! We hope you got all that. *(Just a few top tips from now on, guys! Ed.)*



level 3

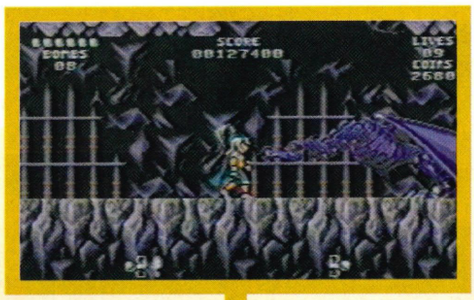
* Kill the dogs by pulling down on the joypad to swing low with your sword.
* Entice the dragon to the left, then frantically jump up and down as you get near the wall. When the dragon starts to run away, nail it in the face.
* Wait until the spiders are almost touching your feet, jump up, turn around and let them have it from behind. *(Cripes! Ed.)* Some of these beasties will reveal an extra life.

level 4

* Force Blade and Long Sword with 2 Daggers which can be bought in the shop.
* Shoot the flower to stop those nasty seeds pumping out.

level 5

* Hurdle over the rolling barrels before tackling the geezers chucking them at you.
* Use the rotating rocks to get to the guard standing on the levitating platform.



level 6

* The sacks that fall beside you can be used to progress through this landscape.
* Galahad's second dragon is pretty easy to slay. Don't panic!

level 7

* Try not to pick up the poison potions when plundering your goodies.
* Tempest Blade and Lion Blade can be bought in the shop.

World 2 (Password - ZXSP)

level 1

* Keep going right, then move up to find an entrance of the temple.
* Wait until a flower has shot its load *(Er, what? Ed.)* before hopping over it.
* Shoot the red dragon in the mush.
* Emerald rocks will fall on your head, so keep on movin'. *(Didn't Soul II Soul have a hit with this song in 1989? Ed.)*
* The ghastly ghostly statues will fire horrible green blobs at you!

level 2

* Go west. *(Didn't they have a hit with Call Me in 1985? Ed.)* Yeah, Blondie (1980) and Spagna (1987) did as well!
* Run to avoid being drowned in the temple as water rises above your head.

level 3

* Walking triffids are easy pickings.
* Marvel at the wonders of the axe on a mechanical pulley-type system. *(Yes indeed, it's a joy to behold! Ed.)*
* Move the totem poles to gain access to the temple.
* The moving platform next to the door is actually a trap leading you to a celling full of sharp spikes.

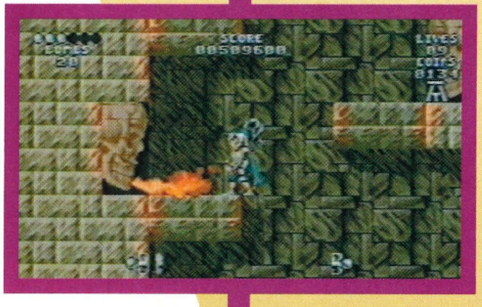
level 4

* Stay clear of the falling logs. *(Or what? Ed.)* You'll die!
* Is it a bird? Is it a plane? No, it's a bigger bird than ever before.

World 3 (Password - LVFT)

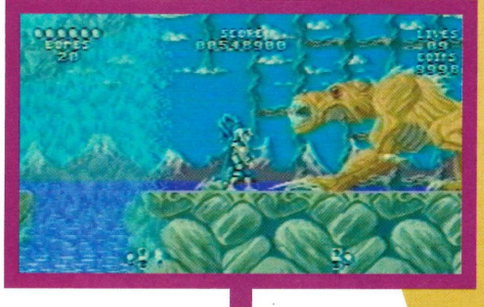
level 5

* Shout 'hiya' to the wavy sea serpents, mutant flying piranha fish and the funny-looking codgers lurking in the background who blow out blobs from their hands.
* Work your way down the left side of the temple entrance and go shopping in the Weapon Master's Hut.



level 6

* Eek, there's a savage sea horse schmoozing around. And those flame-flicking skulls aren't very nice, either.
* Disappearing blocks, also placed in the previous level, are a pain in the butt! Split-second timing is needed here.



level 7

* The weally wild otter at the end of World 2 points its rather large claw at you, so don't get too close.

level 1

Go West. *(Didn't they have a hit song with* Goodbye Girl *in 1985? Ed.)*

* The green gargoyle is hot stuff.
* Magically go through walls in the castle.

level 2

* Scale the castle walls, cross the ramparts then Go West. *(Didn't they stop making hit songs after 1985? Ed.)*
* Enter the castle then immediately knock down the drawbridges.

level 3

* Welcome to the best bit in *The Legend of Galahad*! The poor prisoners of the evil wizard Miragorn Cimmerian are actually a lost tribe of *Lemmings* from a previous Psygnosis video game. Excellent!

level 4

* Aha, not much happening on this level. The giant ferris wheels are nice, though.

level 5

* Look out for some sprites from another Psygnosis title, *The Killing Game Show.*
* Exit is in the bottom left of the map.

level 6

* Sidestep the oldies with stretchy hands.

level 7

* A Lion Blade is handy to kill the Wiz.
* Rescue the princess and that's all folks.

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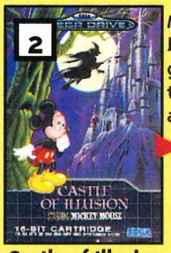

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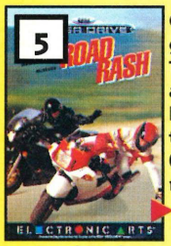

Great animation, great race. Terrific two wheel action with brilliant 3D Graphics too. (Watch the bikers remount!)

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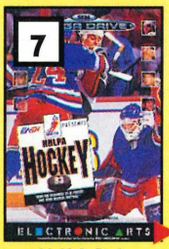

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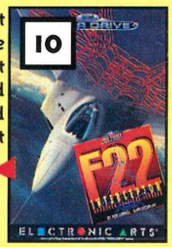

F22 Interceptor

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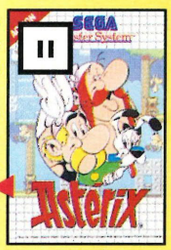

Asterix

An original coin op beat 'em up, A tough, lasting challenge that keeps the adrenalin flowing.

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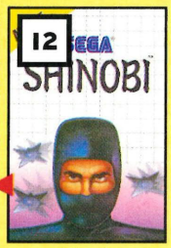
M S £24.75 Save £8.24 !



Shinobi

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

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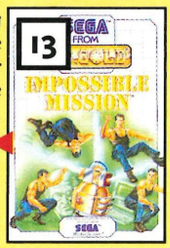

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the Cart Show

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

6 page pull-out game guide!

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

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

ABRAMS TANK
Sega/£39.99
Tank battle sim that, despite a rubbery feeling to the controls, tries to do something new and only half succeeds.
✪✪✪

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

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

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

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

ALTERED BEAST
Sega/£34.99
Until recently bundled with your Mega Drive, which always seemed odd as it was one of the crapest. Dull beat 'em-up.
✪✪

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

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

ARCUS ODYSSEY
Renovation/£44.99
An original and highly addictive graphic adventure. Varied enough to ensure that, even in the unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold. Well I never!
✪✪✪✪✪

ARNOLD PALMER GOLF
Sega/£34.99
Fine golf simulator, which may not be high on action, but is certainly well animated and accurate to the game itself. Fairly nifty if you fancy a more laid back sports sim.
✪✪✪✪

ART ALIVE
Sega/£29.99
Sad and pointless. Sega's pathetic attempt to produce an art package totally misses the point. A completely useless range of colours and brushes, along with an animation facility that sucks, mean you're better off splashing your cash somewhere else.
✪

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

AYRTON SENNA GP
Sega/£34.99
Fairly good race game staring everyone's most hated driver, Ayrton Senna
✪✪✪

BACK TO THE FUTURE II
Sega/£39.99
Poor console version of the even poorer film. Not the best of games you can get for your Mega Drive.
✪

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

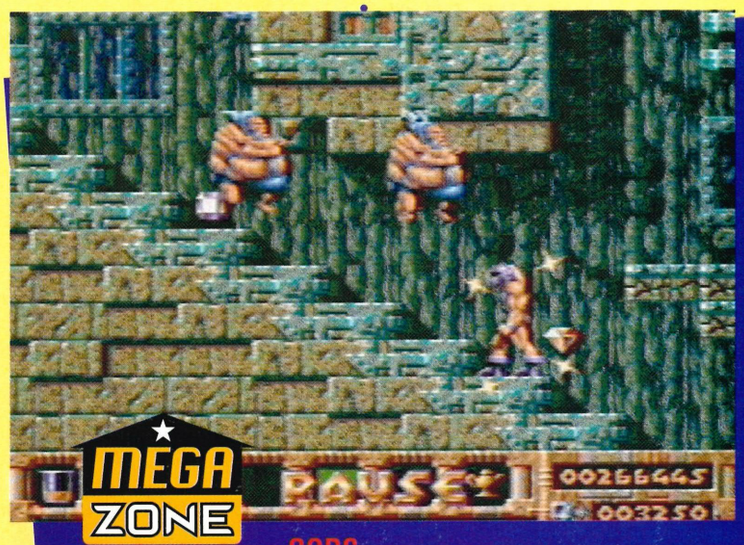
BART VS THE SPACE MUTANTS
Flying Edge/£39.99
Interesting mixture of arcade platform game with a few puzzles thrown in. It's a good use of the licence, but it's pitched very hard and there's something stilted about the animation. For serious Bart fans only.
✪✪✪

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

BATTLE SQUADRON
Sega/£39.99
Standard run of the mill shoot 'em-up. Nothing special.
✪✪

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

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



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

the Cart Show

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

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

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

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

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

CORPORATION
Virgin/£tba
Indepth and slightly frustrating space age RPG that bears more than a passing nod to *Blade Runner.* Good fun for the serious RPG-er.
✪✪✪✪

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

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

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

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

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

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

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

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

E HOLYFIELD BOXING
Sega/£49.99
Yet another appalling boxing sim – don't bother.
✪✪

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

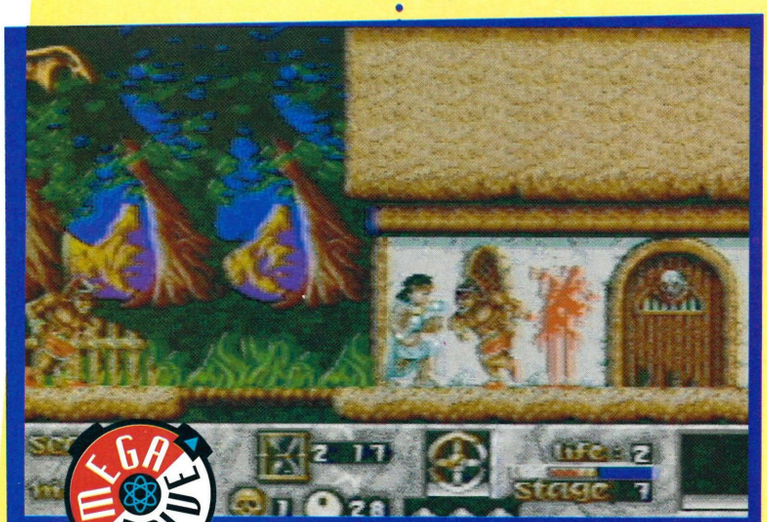
ESWAT
Sega/£34.99
Highly unoriginal, dated-looking beat 'em-up. No plot, just a fair workout if your brain is in your trigger finger.
✪

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

F-22 INTERCEPTOR
Electronic Arts/£39.99
Yet another classic Mega Drive game from EA. The first flight sim that was any good at all on any console anywhere in the world. Loads of action keeps interest alive without sacrificing the graphical quality. It's got more balls than the entire English Rugby team, F-22 is simply brill-o.

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

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



RISKY WOODS
Electronic Arts/£39.99
Ghouls 'N' Ghosts* meets *Name That Tune. Rohan the brave young adventurer sets out to liberate a load of monks who have been turned into stone cladding by the evil Draxos. Collect tags for lives and keys to throw at the gatekeeper who only lets you pass once you've repeated his little tune.

FATAL LABYRINTH
Sega/£29.99
Famous old game, that still pulls in the crowds, or erm... players. A bit of a classic.
✪✪✪✪

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

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

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

FORGOTTEN WORLDS
Sega/£34.99
Mindless blaster cart that offers little but a good pump of the trigger finger.
✪✪

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

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

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

GRANADA
Ubi Soft/£34.99
Plain old shoot 'em up, with enough challenge and originality to make it worth a look. (Just.)
✪✪✪

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

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

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

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

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

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

IT CAME FROM THE DESERT
Sega/£39.99
Based on an old 1950s B movie about giant antsand just as crap.
✪

JAMES BOND: THE DUEL
Domark/£39.99
Bond has good graphics and is beautifully animated yet has nothing whatsoever to do with duelling. Locations include an oil tanker, jungle, volcanic cavern and a space shuttle before the final confrontation with Bond's arch-rival. The gameplay becomes increasingly more challenging as you progress. Pretty smart all in all.
✪✪✪✪✪

JAMES POND
Electronic Arts/£39.99
This is the first outing for the aquatic-based super spy. Pond is licensed to gill and must save as many trapped lobsters as possible from their doom in this eco-adventure. Not as good as its sequel.
✪✪✪

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

sega the Cart Show

MICKEY MOUSE
Sega/£39.99
Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures, Mickey must journey through a variety of terrains to a final conflict with the Witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound too. All in all, an outstanding game.

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

MIGHT AND MAGIC
Sega/£49.99
A menu-driven adventure of the first class. Especially nice for the bearded games players who are into dex points.
✪✪✪

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

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

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

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

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

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

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

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

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

PGA TOUR GOLF
Sega/£39.99
Converted from the original PC version, this realistic golf simulator suffers little in the 'downgrade' to the Mega Drive. This one's easy to learn, hard to master. A true sporting classic, old chap.
✪✪✪✪✪

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

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

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

PITfiGHTER
Tengen/Domark/£39.99
Bare-knuckle fighting is violent, illegal and very dangerous. It's also a stonking Mega Drive game. Almost the real thing. One of the best single location beat 'em-ups around.
✪✪✪✪✪

POPULOUS
Electronic Arts/£39.99
Here, not unlike *Sim City*, you get to play God. But unlike *Sim City* you get to develop your own race of people in competition with another race. A classic game.
✪✪✪✪✪

QUACKSHOT
Sega/£39.99
Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald Duck) in a scrolling platform adventure. Superb graphically, not bad gameplay-wise, but slightly too slow to make it a classic.
✪✪✪

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

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

REVENGE OF SHINOBI
Supervision/£40
Leaps and bounds ahead of pretty much anything on either console or computer, this little baby is one of the best games of its type.
✪✪✪✪✪

RINGS OF POWER
Electronic Arts/£49.99
Peculiar little RPG game from EA. Either you love it or you hate it. Most people have hated it. Poor graphics, gameplay, actually it's a bit of a poor game all round.
✪✪

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

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

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

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

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

SIDE POCKET
Sega/£39.99
Not really very good; addictive in a funny sort of way with the promise of fantasy friends (ie half-clad girls to perv over) but a lack of control over the cue angle makes it frustrating rather than fun.
✪✪

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

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

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

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

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

SONIC 2
Sega/£39.99
Faster and bigger than the first *Sonic*, but otherwise not radically different. Still, they're both must-haves for your cart library, and the sequel also has the added bonus of two different types of two-player simultaneous action. Buy, buy, buy.

STREETS OF RAGE
Sega/£34.99
Widely regarded as *the* beat 'em up for the Sega. Little new in the plot department, but for animation, range of movements and pure blood and balls style, you just can't beat it.
✪✪✪✪✪

STRIDER
Sega/£44.99
Above-average graphic adventure set in the future. Good graphics and ear-bending sound make this a treat.
✪✪✪✪✪

SUPER HANG ON
Sega/£34.99
Sega's attempt to duplicate the success of *Road Rash*.
✪✪

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

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

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

SUPER MONACO II
Sega/£49.99
Smart sequel that improves on the original in cosmetic ways. Not worth shelling out for it, if you own the original.
✪✪✪✪

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

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

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

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

TAZ-MANIA
Sega/£39.99
Classic cartoon game featuring the tearaway Tasmanian marsupial. Top class action and animation – quite simply, a top class game.

TECMO WORLD CUP
Tecmo/£34.99
One of the sorriest excuses for a football game anyone has seen in a very long time. In a game of two halves, this sad effort doesn't even make it to half time. Total rubbish.
✪

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

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

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

THUNDERFORCE 3
Techno Soft/£35.99
Kersplat, pow, spagoo. This is our kind of game. This is the real thing – a shoot 'em up to end all shoot 'em ups. Amazingly fast, amazingly smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games, pretty far out.
✪✪✪✪✪

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

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

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

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TURBO OUT RUN
Sega/£39.99
Oh dearie, dearie me. A very poor and very dated game. You'll probably havea lot more fun playing with the cardboard box it comes in.
✪

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

TWIN HAWK
Sega/£39.99
Average shoot 'em up. The same as every other Mega Drive shoot 'em up before it..
✪✪✪

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

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

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

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

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

XENON II
Sega/£39.99
Unfortunately for console games this is not as good as the Amiga version, but it's still a merry little blast 'em up jaunt through deep hyperspace nonetheless. Keep those laser canons blazing.
✪✪✪

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CAPTAIN SILVER
Sega/£29.99
Follow the adventures of Captain Silver as he rights wrongs, does good and generally goes about, acting in a heroic way.
✪✪✪

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

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

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

CHESS
Sega/£34.99
What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics.
✪✪✪

CHOPLIFTER
Sega/£24.99
Classic horizontally viewed shoot 'em up that, despite being as old as the hills, is still pretty damn playable.
✪✪✪✪

CHUCK ROCK
Virgin/£34.99
Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little play.
✪✪✪

COLUMNS
Sega/£24.99
Sega's answer to *Tetris*, finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive.
✪✪✪✪

CYBER SHINOBI
Sega/£29.99
Shinobi goes electronic but retains the same old beat 'em up formula.
✪✪✪

CYBORG HUNTER
Sega/£29.99
Earth-bound shoot 'em up which really has little new or exciting to offer you.
✪✪

DARIUS II
Sega/£32.99
Darius II makes a welcome appearance on the Master System. Good quality shoot 'em up.
✪✪✪✪

DICK TRACY
Sega/£29.99
Despite – perhaps in spite of – Warren Beatty and Madonna, the film was a pretty hopeless turkey. Surprise, surprise – the Master System game lives up, or rather, down to it nicely.
✪

DONALD DUCK
Sega/£32.99
Brill graphics and really sweet animation as you play our guy Don. Loads of platforms to jump on and baddies to bash. All a bit easy though.
✪✪✪✪

DOUBLE DRAGON
Sega/£29.99
Poor beat 'em up. It's not really worth shelling out 30 notes for this.
✪✪

DRAGON CRYSTAL
Sega/£29.99
Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door.
✪✪

ENDURO RACER
Sega/£9.99
Cheap price. Crap game. This is real blockovision stuff.
✪

ESWAT
Sega/£29.99
A classic beat 'em up kinda thang in which you are out to rescue some poor sap who's gone and got himself kidnapped. Bog standard.
✪✪✪

F-16 FIGHTER
Sega/£17.99
If this is a flight sim, I'm a cabbage. I'm not and it ain't.
✪

FANTASY ZONE
Sega/£12.99
Not as good as the Mega Drive version, but not bad for all that. Opa Opa must save his planet by blowing everything he sees up. Weird, druggy shoot 'em up.
✪✪✪✪

FIRE AND FORGET
Sega/£29.99
Bog standard fighting fantasy fare, full of buxom maids and mad wizards.
✪✪✪

GAIN GROUND
Sega/£29.99
Not unlike that old arcade chestnut *Qix*, where the object of the game is to section off large areas of a given space. Plays better than it sounds.
✪✪✪

GALAXY FORCE 2
Sega/£29.99
Sega's massive coin-op has been converted onto the Master System. The 3D scrolling is just as crisp and sharp with great arcade-quality sound.
✪✪✪✪✪

GANGSTER TOWN
Sega/£24.99
Poor *Oppo Wolf*-style shoot 'em-up. Not worth it.
✪

G-LOC
Sega/£29.99
Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you, that isn't hard.
✪✪✪

GAUNTLET
US Gold/£29.99
Faithful conversion which retains all the playability of the original. Two-player mode brings the game to life. Still a good buy, despite its age.
✪✪✪✪

GHOSTBUSTERS
Sega/£29.99
Not nearly as good as it could have been. Only for hardened fans of the movie/cartoon series.
✪✪

GHOULS 'N' GHOSTS
Sega/£29.99
Loads of monsters to splat and power-ups to collect.
✪✪✪

GLOBAL DEFENCE
Sega/£12.99
Slow, uneventful and downright dull shoot 'em up.
✪✪

GOLDEN AXE
Sega/£29.99
Okay version of Sega's prize beat 'em up, but suffering from the same easiness that marred the Mega Drive version. Looks nice though.
✪✪✪

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GOLDEN AXE WARRIOR
Sega/£32.99
Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior*. (*Inspired. Ed.*)
✪✪

GOLFMANIA
Sega/£32.99
Have you a mania for golf? If so, this is the one for you. (*Things are getting worse. Ed.*)
✪✪✪

GREAT FOOTBALL
Sega/£24.99
Very poor and not at all great. Maybe *Crap Football* would have been a better title.
✪✪

GREAT VOLLEYBALL
Sega/£9.99
There's only one 'great' thing about this pile of jobs –and that's the price.
✪

HANG ON
Sega/£9.99
Brave attempt at a Master System bike racing game that just suffers from the 8-Bit's lack of memory. Too slow, too blocky, too bad.
✪✪

HEAVY WEIGHT CHAMP
Sega/£24.99
Pricey boxing sim that fails to deliver fairly dramatically. Large sprites chug around the screen like a couple of heavy goods vehicles.
✪

HEROES OF THE LANCE
US Gold/£29.99
Play an assortment of eight characters, one at a time, who together must quest through deep, dark, very pleasant dungeons. Standard plot, but very well executed.
✪✪✪✪

IMPOSSIBLE MISSION
Sega/£29.99
Arcade platform adventure, with one of the biggest dollops of puzzle solving you are ever likely to come across. Great non-blasting action.
✪✪✪✪✪

INDIANA JONES/LAST CRUSADE
US Gold/£29.99
A standard platform adventure with the added attraction of Indiana Jones, who is after the Holy Grail. US Gold has managed to produce a bit of a corker.
✪✪✪✪✪

JOE MONTANA FOOTBALL
Sega/£29.99
Yankie footie sim, bit blocky and a bit slow. Not that hot, but probably the best you're gonna get on the Master System.
✪✪✪

JUNGLE FIGHTER
Sega/£29.99
If you fancy a bit of fighting in the jungle then this is for you. If you're more of a 'fighting in the greengrocers' kinda guy, I'd look elsewhere.
✪✪

KLAX
Sega/£32.99
Classic arcade puzzle game that suffers not at all in its conversion to the Master System.
✪✪✪✪✪

KUNG FU KID
Sega/£12.99
Loads of flying backflip death-chops in this average, under age beat 'em up.
✪✪✪

LASER GHOST
Sega/£29.99
Brill graphic arcade adventure thang, in which you attempt to save Katerine's stolen soul. (She's already got her funk back.) Worth a look.
✪✪✪✪

LINE OF FIRE
Sega/£29.99
Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay do nothing at all to lift this game in any way whatsoever.
✪

LORD OF THE SWORD
Sega/£29.99
Yet more leather-bound sword and sorcery adventure. Only for the serious grebo.
✪✪

MARBLE MADNESS
Domark/£29.99
Arcade classic that works well on the Master System. Guide your marlbe down a series of increasingly difficult and tortuous paths. Mind you if you've seen one version of *Marble Madness* you've seen them all.
✪✪✪

MAZE HUNTER 3D
Sega/£9.99
Into the screen version of the wrinkly old classic *Pac-Man*. Big, fat, hairy deal.
✪

MERCS
Sega/£32.99
Bit flicky and a bit blocky, but for all that not a bad little shoot 'em up.
✪✪✪

MISSILE DEFENCE 3D
Sega/£9.99
Naff version of an ancient game, with the added crappo-schlappo factor of you having to wear a ridiculous pair of 3D glasses.
✪

MONOPOLY
Sega/£29.99
The board game that only ever makes an appearance on Boxing Day, can now be found on the Master System. Great, if you like that kinda thing.
✪✪

MOONWALKER
Sega/£29.99
The man with the chim, makes a console appearance and is just as poncey as he was in the film. Okay, but all rather sweet and sickly.
✪✪✪

NEW ZEALAND STORY
Tecmagik/£34.99
Excellent conversion of the cutesy platform arcade classic.
✪✪✪✪✪

NINJA
Sega/£9.99
We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story...
✪

NINJA GAIDEN
Sega/£32.99
This does not take place in a garden. Smart ninja bash – high on action, high on gameplay.
✪✪✪✪

OLYMPIC GOLD
US Gold/£34.99
Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal. Average.
✪✪✪

OLYMPICS
Sega/£34.99
Bloody expensive *Track And Field* sim that is as uneventful as it is expensive. Not a very good outing.
✪✪

OUT RUN
Sega/£29.99
Slow, blocky and about as much fun as a kick in the groin with a hob-nailed boot.
✪

OUT RUN 3D
Sega/£9.99
Almost the same as *Out Run* but, hey – you guessed it – the whole thing's in 3D.
✪

OUTRUN EUROPA
US Gold/£29.99
Out Run but with a subtle difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Good stuff.
✪✪✪✪

PHANTASY STAR
Sega/£39.99
Classic arcade adventure game with more quests to go on than I've had hot dinners.
✪✪✪✪

PITFIGHTER
Domark/£32.99
Noncey, snorey one or two player beat 'em up with dodgy controls and miniscule sprites. A chore to play.
✪✪

POPULOUS
MEGA ZONE
Tecmagik/£34.99
Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. This near legendary game shapes up well on the Master System. Potter around 5,000 worlds and act in a generally Godly manner. A superior game

POWER STRIKE
Sega/£12.99
Shoot 'em up galore. Loads of things that go bang, but not much here for the high of brow.
✪✪

PRINCE OF PERSIA
MEGA ZONE
Domark/£24.99
Outstanding conversion of an outstanding game. A brilliant fence 'em up (opponents clash in true cut-and-thrust sword-fight fashion) which has you as the Prince, racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your Princess against a tight time limit. Lavish sprite movement, excellent graphics and hugely addictive gameplay make this a must.

PRO WRESTLING
Sega/£24.99
Sorry kinda cart, with loads of block-o-vision sprites and little playabillity. Brave attempt, but...
✪✪

PUTT AND PUTTER GOLF
Sega/£29.99
Crazy golf game that is fun for a little while, but soon begins to wain in the interest department.
✪✪

R-TYPE
Sega/£29.99
Fine version of the old shoot 'em up classic. Fast, fun and full of juicy bits. A bit easy, but worth checking out just 'cos it looks nice.
✪✪✪✪

RAMBO III
Sega/£29.99
Pretty damn poor version of the awful 'blood and guts, Gawd bless you America,' Sylvester Stallone film. Real *Oppo Wolf* territory.
✪✪✪

RAMPAGE
Sega/£29.99
The old stonker in which you play an old B-movie monster (ie King Kong) and proceed to knock down the whole of New York. Nice animation and the odd dash of classic make this a bit of a stonker.
✪✪✪✪

RASTAN
Sega/£29.99
Seriously average game. Not really worth the relatively high cover price.
✪✪

RC GRAND PRIX
Sega/£29.99
Don your go-faster stripes for a motor racing game with a difference. Not a Porsche or Ferrari in sight – you dash round in a remote-controlled car. Not bad for all its bizarreness.
✪✪✪

RUNNING BATTLE
Sega/£29.99
Very, very poor game. Awful sound, graphics and flick animation. About the only use you can have for this is to prop up a wobbly table.
✪

SHADOW DANCER
Sega/£32.99
One man and his dog. Above average ninja beat 'em up, but for all that, let's face it – if you've seen one ninja 'em up, you've seen 'em all.
✪✪✪

SHADOW OF THE BEAST
Sega/£34.99
Huge, classic graphic adventure, where you paly the mutated homeboy in the fetching blue underpants. Despite looking amazing this plays rather less well. Nice graphics, shame about the playability.
✪✪✪

SHINOBI
Sega/£29.99
Yer, yer, yer. Been there, seen that, bought the T- shirt, washed it on a boil wash, too small, so flushed it down the toilet. Yawnsville, Arizona. Yes it's all very pretty, but also all very old.
✪✪

SLAP SHOT
Sega/£29.99
Above average hockey game that has the Master System fair steaming with all the supreme effort of moving those sprites about.
✪✪✪

SMASH TV
Acclaim/£tba
Crap conversion of a fab game, with laughable graphics and awful sound effects. Avoid.
✪

SONIC THE HEDGEHOG
MEGA ZONE
Sega/£29.99
Sonic the punk hog is back and he's even better on the Master System in some respects than the Mega Drive original. Much easier and slightly slower, but with a better playability factor over a larger playing area. Sonic will make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous – a first.. This is a classic conversion. Classic game. In fact, classic full stop.

SONIC THE HEDGEHOG 2
MEGA ZONE
Sega/£29.99
Sonic and his new found bosom pal, Tails, in more fun and frolics with the evil Dr Robotnik. Immensely playable, frighteningly addictive and a fabulous reason for giving up your social life.

SPACE HARRIER
Sega/£29.99
Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em up balls up.
✪

SPACE HARRIER 3D
Sega/£9.99
Sad, sad, sad.
✪

SPEEDBALL
Mirrorsoft/£29.99
Not unlike the excellent film, *Rollerball*, this is a highly violent cross between hockey and volleyball. It's the two-player option which makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you.
✪✪✪✪

SPEEDBALL 2
MEGA ZONE
Virgin/£29.99
Yet another excellent version of Renegade's stylish but violent game of the future. Quite sedate compared to the 16-Bit versions, but marvellously playable anyway. The two-player sports sim for the Master System.

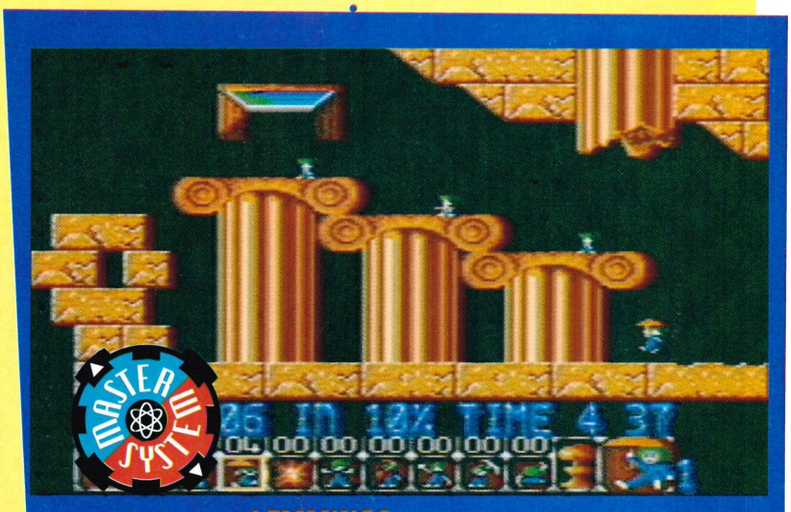
SPELLCASTER
Virgin/£29.99
Animated sword and sorcery action adventure, set in Japan. With ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System.
✪✪✪✪✪

SPIDERMAN
Sega/£29.99
Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this one to watch out for.
✪✪✪✪✪

SPY VS SPY
Sega/£17.99
Weak game, with little humour and playability. Not really worth the time or the money.
✪✪

STRIDER
Sega/£29.99
Classic space age beat 'em up. With every kind of bad guy to be overcome and disposed of. Good stuff.
✪✪✪✪

SUBMARINE ATTACK
Sega/£29.99
Underwater shoot 'em up. Okay, but nothing to write home about. Dive, dive, dive.
✪✪✪



MEGA ZONE

LEMMINGS
Sega/£24.99
Fabulous puzzle game in which you must save suicidal lemmings who are two Scotch eggs short of a picnic and bent on colliding with their doom. Very impressive 8-bit version of a classic puzzler.

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SUMMER GAMES
Sega/£29.99
Track And Field clone that is, frankly, disappointing. Not really worth it – go for *Olympic Gold* instead.
✪✪

SUPER KICK OFF
US Gold/£29.99.
The grand-daddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through.

SUPER MONACO GRAND PRIX
Sega/£29.99
Forget baked bean tins and a plate. Much more arcade-bound version of the Mega Drive hit that's worth a look if you fancy a bit of armchair racing.
✪✪✪

SUPER SPACE INVADERS
Domark/£29.99
Fun kinda game, which, surprise, surprise is based on the ancient grand-daddy of all computer games. New meanies and end of level monsters make for a playable game.
✪✪✪✪

SUPER TENNIS
Sega/£9.99
Not so sure about the 'Super' bit. And certainly no relation of the Super NES game of the same name. In fact this could be more accurately called Not So Super Tennis'.
✪

TAZ-MANIA
Sega/£29.99
Let's twist again... the demonic whirling dervish spins onto the Master System. Unfortunately it'd be better if he just buzzed off, 'cos this is a disappointingly limp game which gibes the Master System a bad name.
✪✪

TEDDY BOY
Sega/£9.99
Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaaahh! Retch.
✪✪

TENNIS ACE
Sega/£29.99
Ironically, slightly better than *Super Tennis*. But not much.
✪✪

THUNDER BLADE
Sega/£29.99
Fast and furious chopper action. (*Please! Ed.*) Standard *Air Wolf*-style shoot 'em up.
✪✪

TRIVIAL PURSUIT
Domark/£32.99
A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages and a score screen which charts everyone's rating in the various categories. Disadvantages include the extremely slow pace and irritating humour.
✪✪

ULTIMA 4
Sega/£39.99
Role-playing game in the vein of *D&D*. You roam the countryside earning money, partaking in jolly japes etc. Very free-form game that allows a great deal of variety.
✪✪✪✪

VIGILANTE
Virgin/£29.99
Ninja inspired, multi-screen, beat 'em up. Good visually, plenty of action and screens. Plenty of fun, but just how many more ninja games can we take?
✪✪✪✪

WIMBLEDON
Sega/£29.99
With all the usual choices of hard, lawn or clay courts, tournament or single match play, this is an initially difficult, but ultimately rewarding tennis game.
✪✪✪✪

WONDERBOY
Virgin/£24.99
The original outing for WB now looks a little dated, but there is still a bit of a stonking game hiding away in here.
✪✪✪

WONDERBOY IN MONSTER LAND
Virgin/£29.99
Possibly the best Wonderboy game, but only just. With smart graphics and a sense of humour it seems to edge it above the others. Worth a look, if you've never seen a *Wonderboy* game.
✪✪✪✪

WONDERBOY III
Virgin/£29.99
Yet another Wonderboy game. Again, the same old formula rears it's ugly head. It's nothing amazingly new, but quite well put together.
✪✪

WORLD CLASS LEADERBOARD
US Gold/£29.99
A reworked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over eighteen holes.
✪✪✪✪

WORLD CUP ITALIA 90
Sega/£24.99
Awful, brown and smelly game. Really one of the crappiest footie sims around.
✪

WORLD GAMES
Sega/£24.99
Yet another *Track And Field*-type game with very little new to offer.
✪✪

XENON II
Image Works/£29.99
Potentially a game of greatness, let down by some very ropey collision detection. But for all that, there are some very nifty graphics and sound.
✪✪✪✪

YS
Sega/£32.99
Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown.
✪✪✪✪

AX BATTLER
Sega/£29.99
Lots of battling with axes. Simple, huh? Uneventful hack and slash job.
✪✪

CHASE HQ
Taito/£25
Standard race and shoot game that makes *Outrun* look truly ancient. Unfortunately it's all a bit easy.
✪✪✪

CHESSMASTER
Sega/£19.99
What a stonker of a game. Although chess is chess is chess, if you want to play it on your Game Gear, this is the only cart for you.
✪✪✪✪✪

CHUCK ROCK
Sega/£24.99
Chuck Rock is an instantly playable platform game with lots of humorous touches like belly-butts and cool cartoony-caricature graphics. Great fun, great belly.
✪✪✪✪

CRYSTAL WARRIORS
Sega/£24.99
A *Zelda* clone if ever there was one, and it's a pretty funksome one at that.
✪✪✪✪✪

DEVILISH
Genki/£20
Somewhere between pinball and an excellent shoot 'em up, *Devilish* puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards. A spooky little gem.

DONALD DUCK/DIME CAPER
Sega/£29.99
Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares – it still looks very nice.
✪✪✪✪

DRAGON CRYSTAL
Sega/£24.99
"In days of old..." Fire-breathing action, but with no sign of Puff. Nothing special.
✪✪✪

FACTORY PANIC
Sega/£24.99
Odd little puzzle game, but worth a look if puzzles are your particular thing.
✪✪✪

FANTASY ZONE GEAR
Sega/£24.99
Flawed handheld version of *Fantasy Zone*. Not good.
✪

G-LOC
Sega/£24.99
Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes.
✪✪

GEORGE FOREMAN
Flying Edge/£28.99
Okay-ish boxing game that fails to hit the spot. (*Groan. Ed.*) Better than some, but not as good as others.
✪✪

HALLEY WARS
Sega/£24.99
Not a bad little shoot 'em up, with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of zooming triangles...
✪✪✪✪

INDIANA JONES AND THE LAST CRUSADE
US Gold/£29.99
The graphics are rather sparkly; Indy himself has a rather smart, swaggering way of walking and the backgrounds are varied and atmospheric. The difficulty is pitched about right too. It's a (whip) cracker!
✪✪✪✪

JOE MONTANA FOOTBALL
Sega/£24.99
Hup, hup handheld. Loadsa Yankie footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad.
✪✪✪

KLAX
Domark/£29.99
Classic game that makes a welcome appearance on the GG.
✪✪✪✪

MARBLE MADNESS
Domark/£27.99
Identical to the Master System version, but smaller.
✪✪✪

MICKEY MOUSE
Sega/£24.99
The scaled-down version of the excellent Mega Drive game retains the high standard of graphics and animation with some ear-curling sound effects.
✪✪✪✪

NINJA GAIDEN
Sega/£24.99
Nothing to do with hardy perennials and everything to do with kicking people in the teeth. One of those near legendary beat 'em ups.
✪✪✪✪

OUTRUN
Sega/£24.99
Naff conversion of the ancient pub-bound coin-op with little of any interest to offer.
✪✪

OUTRUN EUROPA
US Gold/£24.99
A technically adept game that combines the best bits from other driving games. Lots of different vehicles and the ability to ram, shoot and punch other traffic help sustain interest.
✪✪✪✪

PENGO
Sega/£19.99
Version of the much used and extremely dated *Pac-Man* gameplay. Unfortunately, *Pengo* shows its age –give this game a bus pass, someone.
✪✪✪

PSYCHIC WORLD
Sega/£19.99
Mind-bending action – well worth looking at, partly for the low price and partly for the puzzley, arcadey action.
✪✪✪✪

PUTT & PUTTER
Sega/£19.99
The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole-in-one in this game.
✪✪

SHINOBI
Sega/£24.99
The classic slash 'n' dash over four levels survives the transition to the Game Gear well. Ultra-smooth graphics combined with a varied gameplay.
✪✪✪✪

SLIDER
Sega/£24.99
Dull and uneventful puzzle game that owes more than a passing nod to *Pac-Man*. Very poor.
✪✪

SMASH TV
Acclaim/£29.99
Excellent arcade game which has sadly been reduced to a frustrating chore though conversion to the Game Gear. Squinty graphics and a dodgy control system are the villains of the piece.
✪

SOLITAIRE POKER
Sega/£24.99
More like *Patience* than *Poker*, but still a well-executed little cart. This will definitely be your bag if you're into hair-tearing puzzle games.
✪✪✪

SONIC THE HEDGEHOG
Sega/£29.99
What can you say about Sonic? More classic than a very classical thing. Sonic is brill on every format. Some even go as far as to say this is the best version yet. Sonic's a star. Real minty.

SPACE HARRIER
Sega/£24.99
Into-the-screen shoot 'em up, that, quite frankly, looks and plays in a very dated manner.
✪✪

SPIDERMAN
Sega/£39.99
Quite standard fare, this – all the action takes place on many platforms. The game has nice, smooth animation and sound. Reasonably good stuff, but nothing to cream your panties over.
✪✪✪

SPIDERMAN VS THE KINGPIN
Accliaim/£24.99
Spidey hits the streets in a major way. A superb conversion of the Mega Drive smasheroonie. A pretty steep learning curve sets just the right level of challenge and playability. It's the dog's bollocks (or, more precisely, the spider's, er... reproductive organs).
✪✪✪✪✪

SUPER KICK OFF
US Gold/£27.99
Is there any format that *Kick Off* hasn't been on? IEr... hmmm... I doubt it somehow. Can I look forward to playing *Kick Off* on my scientific calculator, my digital watch or maybe my abacus? A brillo pad version of the old faithful footie game, which, despite the small screen is easily viewed and played.
✪✪✪✪✪

SUPER OFF ROAD
Virgin/£27.99
Speedy four-wheel buggy driving game in glorious microscope-o-vision. Dabble with your specifications (oo-er!) after each race and collect turbo nitro power-ups and bags of cash en route.

SUPER SPACE INVADERS
Domark/£27.99
A lot more fun than you'd expect. Many nifty new touches with numerous configurations of aliens that do weird things like bisect or grow when shot, dazzlingish backgrounds and a dramatic cattle mutation round!!
✪✪✪✪

TERMINATOR
Virgin/£25.99
With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned to your trigger-finger for this five-level fightorama.
✪✪✪✪✪

SUPER MONACO GP
Sega/£19.99
One of the few Grand Prix games available for any handheld, also one of the most disappointing.
✪✪

SUPER WONDERBOY
Sega/£19.99
Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Will keep you involved for hours.
✪✪✪✪

WORLD CLASS LEADERBOARD
Sega/£24.99
The classic golf game. The animation is both smooth, sexy and functional. Truly one of the better golf handheld games around.
✪✪✪✪

competition

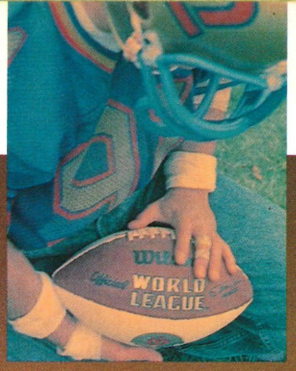
pure jeanius

WIN

first prize an indigo seal outfit (jeans, jacket and sweatshirt) second prize 10 pairs of indigo seal jeans third prize 10 indigo seal sweatshirts

jeanz meanz indigo seal

Indigo Seal is a fab range of leisure clothing, comprising jeans, jackets, sweatshirts, T-shirts etc. The denim for the jeans and jackets is made using a revolutionary new system which produces ringspun fibre. This involves lots of textilologists huddled over glowing test tubes, a body of researchers who take off their jeans in launderettes around the world and rumour has it that a certain hedgehog puts the 'ring' into ringspun. *(I didn't know your middle name was 'codswallop'. Ed.)* It isn't. Oh.



how to win

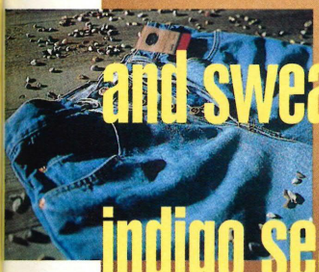
We will dress one lucky winner from almost head to toe in Indigo Seal clobber – a denim jacket, jeans and sweatshirt (but you can get your own kecks and socks). Ten almost as lucky runners-up will receive a pair of jeans and ten nearly as lucky runners-up will get sweatshirts.

Just answer these three easy-jeansy questions.

Where did denim originate? Was it from (that's 'de' in French – hint, hint)
1 Rigeur 2 Neuve 3 Nimes

What's the best thing to wash your new jeans with?
1 A fluffy two-week-old kitten
2 Washing powder
3 Your mother's best white linen tablecloth

Which of these was *not* a style of jeans?
1 Drainpipes
2 Builder's bum cleavage
3 Flares



fill in the coupon

Now all you have to do is fill in your answers on the coupon below. Then write down your waist size, the length from the bottom of your trouser hems to your naughty bits, size of sweatshirt/jacket you would like to win and your name and address. Then send it winging on its way to:

***Sega Zone*, Pure Jeanius, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ**

Name _____ **Age** _____

Address _____

Post code _____

ANSWERS: 1 _____ **2** _____ **3** _____

Waist (available in sizes 28"-38", including in-between sizes, eg 29", 31" etc _____

Inside leg (oo-er) (30", 32" or 34")_____

Chest (S, M, L, XL) _____

the lowdown

* Entries received after Jan 31 1992 will go in a boil wash in the pockets of Martin Pond's flares.
* Anyone who works for Falmers or Dennis Publishing will have to go and buy their own clothes.
* The Ed's decision is final 'cos she's decisive like that.

THE ULTIMATE CHALLENGE

TM

GLADIATORS™

THE OFFICIAL GLADIATORS MAGAZINE

GET IT OR ELSE!

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SAVE £10 ON ALL HOME AND GAMES CONSOLES, THE PRESENTATION OF IN THE GAMESMASTER

COMPUTERS WITH THIS AD ZONE.

Get yourself and this ad to the nearest Gamesmaster Zone before 24th December 1992 and you can get £10 off any home computer or games console.

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The Zone's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

It's also a seriously hands-on situation. You can actually try out the new titles.

We call it 'play before you pay', and it helps you make sure you're investing in a game you really love (there are over 250 games titles now available).

So get down to Comet and enter The Gamesmaster Zone.

There's one thing we forgot to mention however: you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

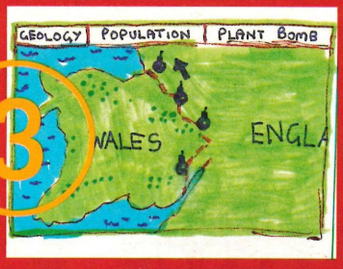
Question: So what's this NFI section all about?
Answer: Designing console games, that's what.
Question: How does it work then?
Answer: Easy. If you have an idea which you think would make a good game, you put it down on paper and send it to us.
Question: What — you mean draw it out or something?
Answer: Yup. Drawings... and a written explanation, so we know what the point of the whole thing is and how it's going to work.
Question: But I can't draw...
Answer: Don't worry, it doesn't matter if your drawings are crap — a good idea will shine through. Just make sure you explain it well though.
Question: But I can't write either...
Answer: Ahhh...
Question: And I haven't got any ideas anyway.
Answer: Ahhh...
Question: So what do I do now?
Answer: Hmmm... tricky.

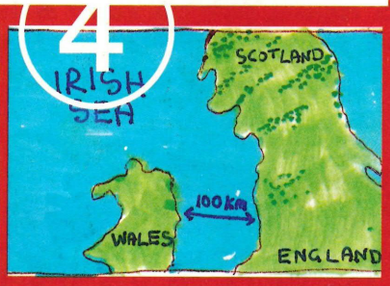
Time for this month's entrants, of which there are two. The first game idea, *Fanatical Welshmen*, comes from Rhys 'Taffy' Rees of Clwydd. Rhys' game is certainly a novel idea, but as to whether it'd be fun or not, we have our doubts. See what you think. The second game idea, *Peace Squadron*, comes from Rex Hill of Bexhill On Sea (*What a silly name to have when you live in Bexhill. Ed.*) We reckon Rex's effort is NEITHER a novel idea, NOR would it make a good game. But again, you'll decide for yourself, and may disagree. Let's go.

Fanatical Welshmen

by Rhys Rees of Clwydd

* *Fanatical Welshmen* is only the provisional title of this game of mine. Were it to ever end up on the shelves (*Which is unlikely. Ed.*) I expect it would have to be changed to something like *The Nationalist*, because that's what it's all about – nationalism, in this case Welsh Nationalism. The idea behind the game is simple. You, playing a character called Taffy Davies, have to single-handedly separate Wales from mainland Britain and then form a central government in Cardiff. This whole process involves several sub-games, all of which are totally different, but hopefully loads of fun...





part one

This is the character generation screen, where you set Taffy's attributes. After you've done this, to help get you in the mood for the game to come, there's a short animated introduction showing Taffy as he grows up (it includes key events in his life, like his school trip to Birmingham). This intro would be longer on the Mega CD.

part two

Now Taffy must get some explosives. This part is a vertical and horizontally scrolling platform 'shoot and collect 'em up'. Taffy starts off using his fists, but can find a stick or iron bar. The explosives would be hidden in boxes marked TNT. (*Well hidden then. Ed.*)

part three

Your success now depends on your success in the previous part of the game, ie whether you found many explosives or not. In this third part of the game, you have to plant your explosives at key points along the Welsh/English border. There's a map to study, with geological reports and plate tectonics surveys to digest.

parts four and five

Here things get complicated, as the game plays differently, depending on where you planted the bombs in part three. If you planted them correctly the whole of Wales should have blown west slightly – into the Atlantic Ocean – setting up a natural sea border between it and England. (You get a congratulatory message and move on to part six.) If you *didn't* plant the bombs in the correct locations, however, Wales will remain where it's always been – joined onto England, but some of it will have been destroyed needlessly by the explosive force of your attempt and you'll have civil disorder on your hands as a result. (You'll need to quell this uprising in an up/down/left/right scrolling beat 'em up.)

part six

This is the management section of the game, where you have to look after your population and set up trade with the other countries in the world. You also have to juggle your resources and defend your borders against a possible English attack. (They're none too pleased, obviously.) This part of the game uses a point 'n' click interface for the most part and at the end (it goes on for ages, until Taffy dies of old age) you can find out how successful you were by the number of people who attend your funeral. The end.

An NFI Spokesperson says:
I think it's about time you changed your medication, Taffy.

Peace Squadron

by Rex Hill of Bexhill

* My game is a shoot 'em up in which there's a twist – there are no weapons and no power-ups. None at all. The idea in *Peace Squadron* is to avoid conflict at all costs. You control your spaceship (up/down/left/right) and have to make it, unscathed, through the eight increasingly tortuous levels. When you get to an 'end-of-level nasty', you have to try to 'talk it out'.

The control system changes from your spaceship to a point 'n' click affair where you cobble together sentences from a list of on-screen verbs, nouns and adjectives. If you anger the end-of-level nasty, he will kill you. If you can make him see the senselessness of his violent ways, he will let you pass unscathed. So what do you think? I feel this is the sort of game we'll be seeing more of in the Nineties.

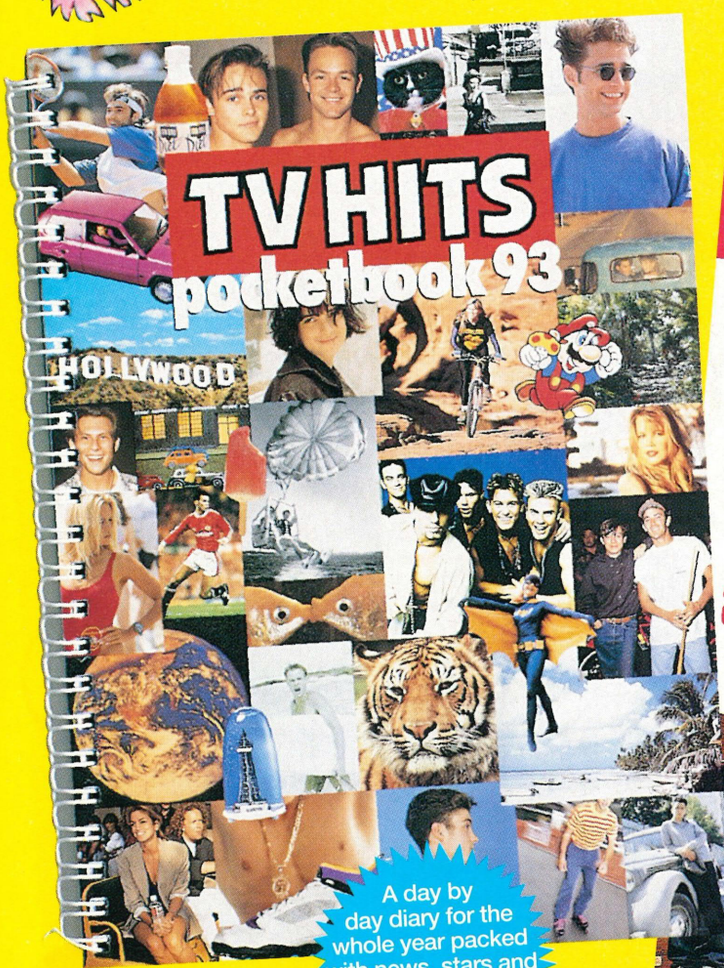
An NFI Spokesperson says:
I hope this isn't the sort of game we'll be seeing more of in the Nineties.

So that's the end of yet another selection of your inventive ideas and scintillating scenarios, er... I think. If anyone out there can do any better, we'd *love* to hear from you (darling) at the usual address: NFI, *Sega Zone*, Dennis Publishing, 19 Bolsover St, London W1P 7HJ.

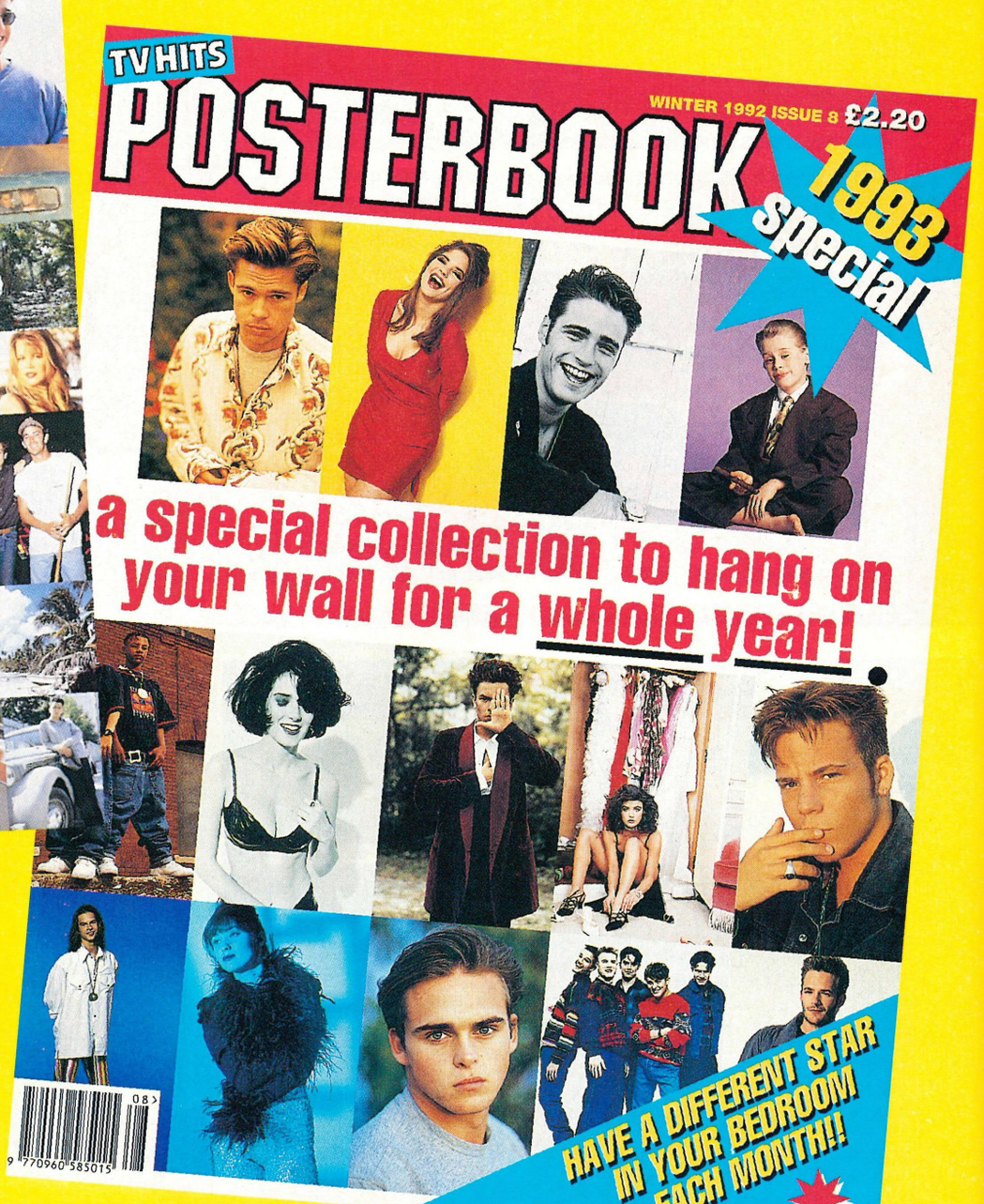
Let's face it – life's a whole bundle easier for us if we have two less pages to write.

Just remember not to go too over-the-top with the number of pages or you could find yourself on the sharper end of the *Sega Zone* red editing biro – a piercing experience that you won't be in too much of a hurry to repeat.

Don't be a lemming - *buy these!*



A day by day diary for the whole year packed with news, stars and exclusive previews for the year ahead!



From the makers of TV HITS!

freeloader

It's FREE, FREE, FREE! No, not this magazine, dummy – get to the counter and cough up your £1.95 like everyone else. We're talking about adverts on this page – it doesn't cost you a bean to slap down your message (on the coupon below) to the rest of the Sega Zone-buying public. So what are you waiting for? Get slapping!

hard ZONE

* **Sex!** Now that I have your attention, NES for sale with three games – *Turtles, Faxandadu* and *Mario 3*. Phone Will on 0635 268276.
* For sale, **C64 with two joysticks**, light gun and 20 games including *Dragon Ninja, Back To The Future 2* etc, £80. For more details phone 0324 33664 and ask for Ewan.
* **Atari 1040 STE** for sale, only six months old. Games and Zydec mouse, only £199.99. Call Barnaby on Cambridge 842168.
* **Nintendo** for sale with two control pads and five games: *Rad Racer, TMHT, SMB2, Punch-Out* and *Xevious*. £140 (worth £230). Phone after 4pm on 081 391 2616 and ask for Leon.
* **Game Gear** plus five games plus PSU plus Gear to Gear cable plus two cases (large plastic and fabric). Sell for reasonable offers. Or swap SNES, Mega Drive plus games. May pay for extra games. Telephone Southend 0402 75666. Ask for Alex.
* **Game Boy** with seven games, case, Magnilight. £150 or will swap for Game Gear with six games. Call Adam on 0753 643832.
* Anyone who wants to buy a **C64 with loads of games** for around £60, ask for Neil on 0942 215790.
* **Mega Drive** for sale with eight great games including *Growl, Sonic, SMGP* and *Two Crude Dudes*. Only £250 or swap for Amiga 500/600 with games. Phone 0245 359101 (Essex).
* **Game Gear** with *Sonic, Super Monaco GP, Mickey Mouse*, carry case, battery adaptor for only £160. RRP=£217. Phone Mark on 0703 767556 for more info.
* **Mega Drive** with four games: *Sonic, F-22, John Madden '92* and *Cyberball*, all boxed. As new, will accept £165 ono for quick sale. May also consider swaps. Phone Phil on 0609 770685.
* **New style C64**,1541 two disk drive, £130 worth of software on tape and disk, joystick, mags etc. Two tape decks. Under one year old, vgc, £200 ono. Tel: 064 35329 and ask for Alex.
* Sega **Master System 2** plus five top games: *Sonic, Donald Duck, Shinobi* and *Wonderboy 3*. All as new, everything boxed, want just £140 ono. Phone Steve on 021 444 0743.
* **Neo-Geo (Pal) adaptor**, turns Scart Neo-Geo into a Pal version – just plugs in, £20. PC Engine CD-ROM unit, boxed, hardly used, £155. Also Neo-Geo joystick, boxed, £25. Phone Neilon 0623 759800.
* **Game Boy** for sale, with eight games, magnifier, game light and carry case. Games include *Castlevania 2, Megaman 2, Super Marioland* and *Tiny Toon Adventures*, £130 ono. Phone 0628 20158 and ask for Martin.
* Sega **Game Gear**, unwanted gift, mint condition, mains adaptor, rechargable battery pack plus six games, worth over £350, will sell for £230. Buyer collects. Phone 081 540 5170 and ask for Simon.
* **Super NES** with *Mario World* and *Super Tennis* plus Game Boy with nine games including *Prince Of Persia, Navy Seals*, Super Kick Off, *Mario World, Golf, Tennis* and more. £250 for the lot. Ring Michael on 081 693 4068.
* **Mega Drive** for sale. Runs all games. Boxed as new. Three games and joypad, £150 ono. Phone Toby after 5pm on 0603 279576.
* **Atari STFM** for sale with instructions and lots of great software. Mint condition, with new internal disk drive and mouse, plus joystick. Worth over £1,000, will sell for £350 ono. Phone Oliver on 0952 605111.
* **Japanese Mega Drive** for sale, comes with six games. Four months old, fully boxed with instructions, worth £350, will sell for £200 ono. If interested, ring Paul on 021 742 1879 after 6pm.
* **Nintendo NES** for sale. Still in box, with four games, *Airwolf, SMB 1, SMB 3* and *Bubble Bobble*, excellent condition, only £135, will accept £130. Call Trev on 0931 342696.
* **Game Boy** for sale with 14 games, including new USA games. Comes with Nuby case which holds ten games and Game Boy. All for £215 or will sell items separately. Phone Oliver on 081 958 5690.
* **Game Gear** with two games and mains adaptor. Four months old, £80. Contact David on 0332 700727.
* **Mega Drive** for sale. Six games, extra joystick, Sony speakers, Scart lead. Games include *Maddens, ToeJam And Earl, Fatal Rewind*. The price? Not £900... not £600... only £200! Tel George on 0484 605688.
* **Game Boy** with ten games, battery pack, game pak carry case, carry case, sound speakers, game light, £250. Everything boxed. Tel: 751 0495, ask for Trevor.
* **Speccy+2** for sale, over 45 games, joystick, interface, instructions and handbook. All worth over £230, will sell for £110. Bargain, please buy! Contact Eliot on Exeter 0392 72727.
* Nintendo **Game Boy** for sale, boxed as new, not a thing missing. Excellent condition. At a bargain price of £40 ono. Phone Daniel on 081 801 1000.
* **Nintendo** with four score, eight games including *Mario 3, Wrestling* and *Punchout*. It also comes with four joypads. Only two months old. £120 ono. If interested, phone Richard on 0661 24231.
* **Mega Drive** plus Japanese adaptor plus Pro 2 joypad and two games, vgc, £125. Mega Drive games also for sale including *Robocod, Budokan, ToeJam And Earl*. If interested phone 07048 71828 – just ask for Bobby.
* **Nintendo NES** for sale, incl *SMB 3* (ten games), *DD2, Zelda* and *NES Advantage*, games, caddy. All worth £410, will sell for £200. Phone 041 634 3006 and ask for Adam (after 6.30pm).
* **Nuby play and carry case** for the Game Boy for sale. Hardly used, will accept anything around £12 ono. Phone 0707 54622 and ask for Jane.
* **PC Engine** for sale with 15 games, including *Gunhead, PC Kid, Powerdrift, Chan And Chan* etc. Boxed in good condition. Worth £650, sell for only £200. Phone 0942 8321551.
* **Game Gear** with five games – *D Duck, M Mouse, Shinobi, Psychic World* and *Dragon Crystal* for hard cash – 100 quid at least, OR (for all you barmy people) swap for Super NES and *Super Mario*. Contact Danny on 0928 87139, after 4.30 pm.
* **Game Gear** for sale with three games including *Crystal Warriors*, carry case and power supply. Worth £200, will sell for £150. Phone 0904 762169 and ask for Richard.
* **Atari 520 STE** plus joysticks and £300 of games: *MicroProse Grand Prix, Jimmy White's Whirlwind Snooker* and *Mega Mania 2*. Sell for £400 ono. Phone 0371 850 0826 after 5pm and ask for Paul.
* **Nintendo**, two joypads, powerglove, gun, seven great top titles, £175 ono. Also Amstrad with monitor and computer desk worth £35 and 100+ games, £110. Write to Neville at 31 Brown Ave, Willington, Crook, Co. Durham DL15 0EF.
* **ZX Spectrum** plus 3 disk drive with joystick, cassette recorder and about 30 games in good condition. Hardly used, will sell for £80. Call 0302 886495 (Doncaster) ask for Alan.
* **Atari Lynx 2** with four games plus power adaptor and sun visor. Excellent condition, £120. Phone 0742 362492 and ask for Chris.
* **Atari Lynx** + PSU and five games, including *Awesome Golf*, manuals etc. All boxed, perfect condition. Must sell immediately, £130. Call Andy on 0232 20473 (Aldershot) NOW!
* **Super NES** for sale with four games including *Mario World, WWF, Super Soccer* and *Turtles 4*. Also US/Jap converter. Sell for £250. Phone Martin on 0742 692271 after 6pm Mon-Fri.
* **Mega Drive** with *Gynoug, Hellfire, Road Blasters*, headphones, joypad and an arcade stick. Also 14 magazines. All for £180. Phone Paul on 0934 842933.
* Sega **Game Gear** and three games, only £115 ono or will swap for Super NES with game. Phone 061 483 8592 after 4pm.
* **Commodore 64** with disk drive. Hundreds of games on tape and disk plus power cartridge. Worth over £300, will sell for £180 or swap for Mega Drive and games – Lee has faith! Phone 0873 859725.

soft ZONE

* **Nintendo games** for sale: *Chip 'N' Dale, Batman, Mario 1&2, Duck Tales, Excitabike, Simpsons, Boy*

And His Blob, Metalgear and *Turtles*. £15–£30. Phone 0924 360867.

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* **Master Gear** and *R-Type* for £45. Also *Donald Duck* and *Mickey* for £30 or swap for one Mega Drive game. If interested, ring James on 0628 822862.

want ZONE

* **Lynx wanted** with one game only. Will accept all offers. Tel: 081 981 0245. Ask for Sonny. Also pocket colour TV. £50-£100, or swap Lynx – £30 added!!
* Wanted: **Game Boy**, will pay £10-£13. Call Mark, Mon–Fri after 3.30pm on 0705 253091.
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* Wanted: **Mega Drive** with one game. Will swap for Atari Lynx with five games. Contact Neil on 061 748 4142.
* Wanted: ***Gazza 2* cartridge** for the Amstrad GX4000. Will pay £25 or swap for any other cartridge that I own. Please phone James after 4pm weekdays 0256 880557.
* Wanted: **Atari Lynx games**, willing to pay up to £15. Mega Drive games also wanted, willing to pay up to £20. Phone 0327 860329 after 4pm.
* Wanted: **collections of computer magazines**: *Your Sinclair User, CVG*. Send details now! Offers to S Sawyer, 230 Maple Street, Ashington, Northumberland NE63 0QW.
* Desperately, desperately, desperately wanted: **Game Gear games**. Will pay up to £20. I will also consider swaps. Phone Luke on 081 504 5669.

swap ZONE

* Does anybody want to swap ***James Pond 1* for *Decap Attack***, or please pay £20 for *James Pond*. Call me (Nicholas) 0534 483126.
* **Game Boy and Mega Drive games** for sale or swop. Will also buy good games. Ask for Richard on 081 950 9310.
* **Swaps**. My games: *Moonwalker, PGA, Golden Axe, Super Real Basketball, World Cup Italia 90*, for *Strider, Road Rash, Wrestle War* or *M1 Tank* (others considered). Call James after 7pm on 0832 6372.
* I will swop my **Sega Master System** with four games for a Game Boy and two games. Contact Lee on 0872 465644.
* **Games to swop**, all boxed with instructions: Mega Drive: *Shinobi, Spiderman, Afterburner, Hellfire*. Game Boy: *Wrestling, Megaman, R-Type*. Super NES: *Super Wrestlemania*. Send your lists or just write a letter to: Matthew Thornhill, 41 Spinney Road, Ilkeston, Derbyshire DE7 4LH.
* I will swop my **Master System** and four games including *Shinobi* and *Wonder Boy In Monster Land* for Game Boy and four good titles. Phone Richard on 0208 873584 (weekends).
* *Strider, Shadow Dancer* or other well-known titles on the **Master System**. I will swop *Shinobi* or *Double Dragon*. Phone 36568 and ask for Martin (Norfolk).
* Swop **Game Gear**, adaptor, *Sonic* and *Wonderboy* (boxed one month ago) for Mega Drive and one game. Must be in immaculate condition. Call Gavin on 0502 730937 after 6pm.
* **Lynx swap**: will swop my *Slime World* for one of your Lynx games. Especially want *720 Degrees, Dirty Larry, Rolling Thunder* and *Toki*. Phone 0432 865929, James.
* Swop my **Mega Drive** with eight games inc. *JM2, Lakers V Celtics, PGA*, plus Jap adaptor, one pad and one joystick, for a good condition Amiga with games. Phone Chris on 0268 729948.
* **Lynx games** – will any one swap *Scrapyard Dog, Viking Child* or *Toki* for *Turbosub* or *Zalor Mercenary*. Phone Ollie on 0753 853576 after 4.15pm.
* I will swap my **Amiga** with loads of games for a Famicom or Mega Drive with games. Phone Lloyd on 0245 380948 after 6pm.
* Swop my **Sanyo Portable CD system**, excellent condition (boxed), worth £150, for Mega Drive with games or Game Gear with games. Contact Steve on 0245 360182 after 6pm.
* I will swop my **Nintendo wireless remote control** for *Duck Hunt, SMB 3, Mega Man II, Rescue Rangers* or *Chip 'N' Dale*. Phone 081 503 6641.
* Willing to swop my ***Altered Beast* or *Robocop*** for either *Streets Of Rage, Golden Axe 2, Strider* or *Moonwalker*. Contact Dave or Martyn on 081 842 0590. (If we're out, please try again.)
* **Lynx games** to swop. I would like *Viking Child, Warbirds, Xenophobe* or *Toki* in exchange for *Rampage* or *Xybots*, or would buy for £15. Phone Edward on Cambs 871571 after 7pm.
* **Lynx and Mega Drive Exchange Club** – all games sent recorded delivery. For further details, please send an SAE to: Lynx And Mega Drive Exchange Club, 252 Middleton Rd, Royton, Oldham, Lancs OL2 5NA.

pal ZONE

* Sara Watt **needs a female penpal**. Must have a Nintendo, aged 12+. Write to: 8 Islay Court, Ellon, Aberdeenshire AB41 9WN.
* Somebody speak to me! Anyone who wishes to speak to an **insane artist and his pen**, please write to: XTRA, 2 Weeford Park, Cotts, London Rd, Canwell, West Midlands B75 5ST. NOW!
* **Twenty year old male** looking for a penpal with a Lynx or Game Gear. Write to Daniel Barnado 39 Meresteyngt, Galdanha, South Africa, 7395.
* **Looking for a Nintendo owner** who wants a penpal, aged about 9 years old. Write to Alex, Weybread Lodge, Weybread, nr Diss, Norfolk IP21 5TH.
* **14 year-old girl** looking for a girl or boy penpal. Likes Madonna, Guns N' Roses and animals and has a good sense of humour. Write to: 53 Frinstead House, Freston Road, London W10 6TH (Erzsebet Eadie).
* Pen pal, 13, **Mega Drive and Gameboy owner**, will swap pokes, tips, meaningless rubbish and also a good laugh. So quickly reply or cry for the rest of your life. Write to: John Dickerson, Raleigh House, Royal Hospital School, IP9 2RX.
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thing ZONE

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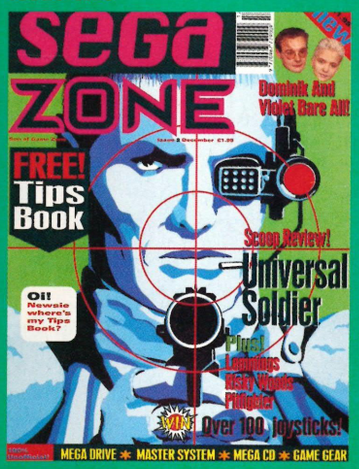

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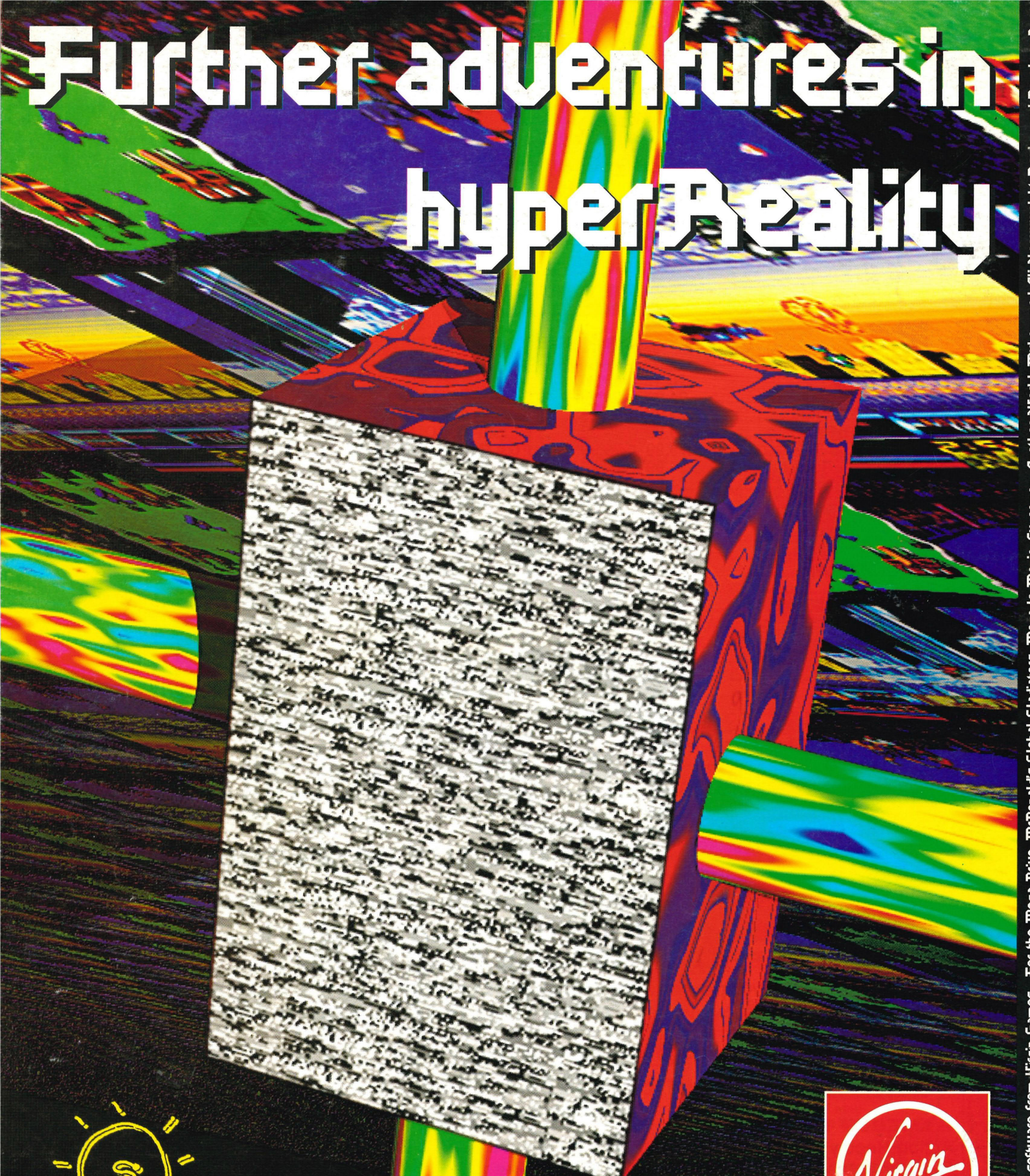

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