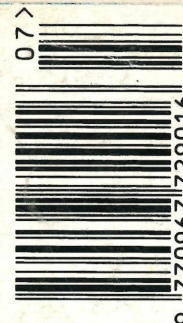


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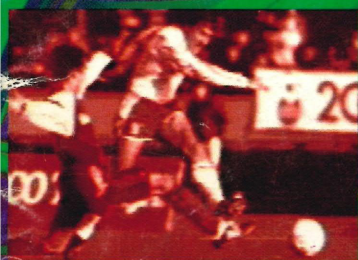
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Lawnmower Man II**

**A Behind The Scenes
Exclusive!**

Hot Summer Games!

Pro-Striker



Final Fight

Shining Force

Mazin Wars

The Flintstones

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The secrets Of

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**Bubsy jackets,
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and loadsa
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**Japanese
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Rocket Knight Adventures

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MEGA DRIVE

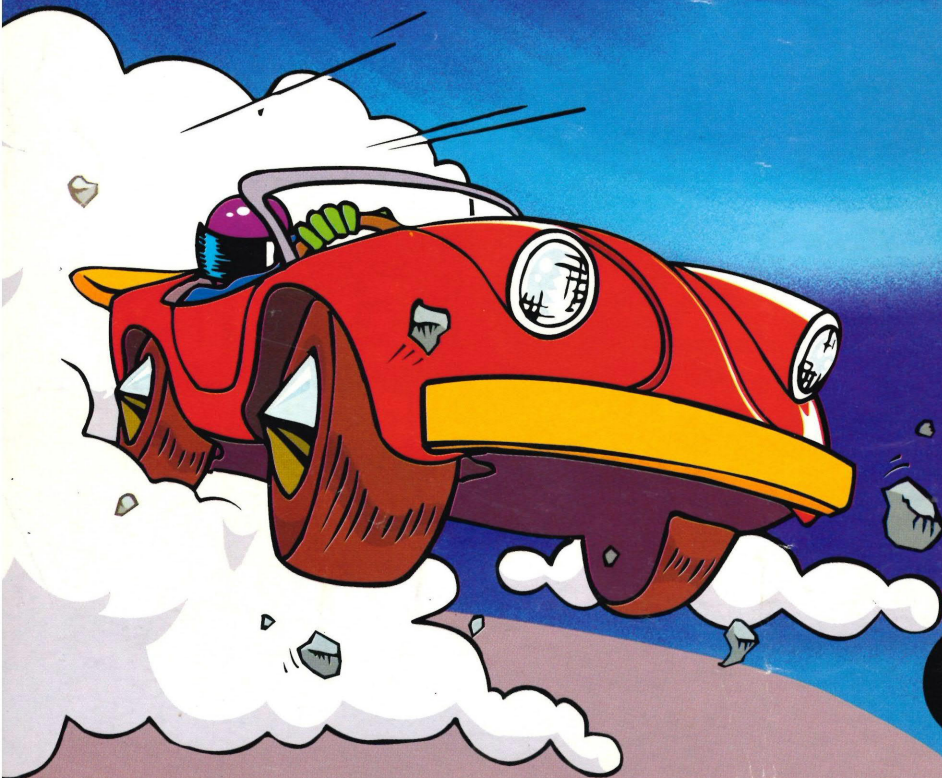
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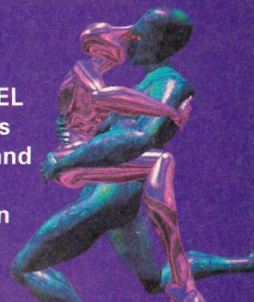
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Move on out Sonic! Is Sparkster just a flash in the pan or the fiery new pretender to the glittering platform gaming crown? Read RIK HAYNES' iridescent report.

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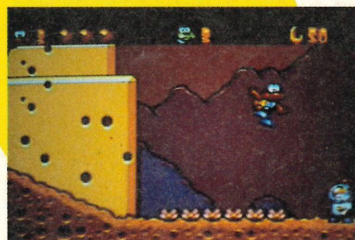
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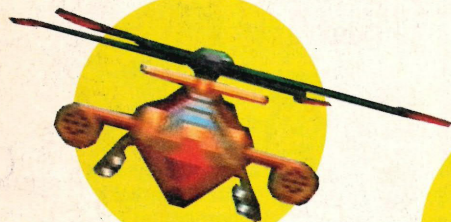
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Everybody was kung-fu fighting with *Mortal Kombat* on page 5.



James Pond gets cheesy in *Operation Starfish*, the sequel to *Robocod*. Turn to page 4.



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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; **Production Editor** Lisa Collins; **Staff Writer** Adam Peters; **Contributors** Damon Barwin, Nick Griffiths, Rik Haynes, Michael Horsham, Duncan MacDonald, Patrick McCarthy, Tim Murray, Daniel Pemberton, Andy Stout, Asim Syed; **Group Advertisement Manager** Christine Reid; **Senior Sales Executive** Simon Foster; **Publishing Director** Tim Ponting; **Creative Director** James Egerton; **Circulation Director** Sean Farmer; **Managing Director** Alistair Ramsey; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd., **Repro** Ebony; **Printer** Heron Print; **Distribution** Comag

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Eat your heart out Angus Deayton for have we got news for you. This month it spans seven bumper packed pages filled to the brim with hot off-the-press stories, scrummy previews and licentious gossip all peppered with our usual brand of incisive political wit. (Tell us about the games, schmuck-face. Ed.)

STREET FIGHTER II CHAMPION EDITION

Street Fighter II is set to hit the big screen as a box-office smash film! There's a hostage crisis in a war-torn international hot-spot which has drawn not only the valiant humanitarian aid teams and the UN, but also the scummier mercenaries, drug dealers and warlords. Out of this battle between good and evil, the underground street fighting gang is born.

All twelve *Street Fighter II* characters will be there and ready to FIGHT! *Sega Zone*, however, imagines that casting could be a bit of a headache. Here are a few of the O-Zone's suggestions for a greener film industry: For Blanka, give the Jolly Green Giant a new wig. Prime mover for Ken is Vera Duckworth, (wig bill minimised as she's got the barnet already). Sharon Stone's up for Chun Li - after all she's no prude and won't mind those legs akimbo moves like the spinning bird kick. Ben 'Ghandi' Kingsley is the natural choice for Dhalsim - no need for a new dhoti. Who would you like to see on the casting couch? Send your suggestions to The Casting Couch, Hurrah! A Decent Film - Without Plumbers, *Sega Zone*, 19 Bolsover Street, London, W1P 7HJ.



Stop Press Stop Press Stop Press

Bad news - *Street Fighter II* on the Mega Drive has been temporarily suspended and should finally hit home in September. Why? Because Nintendo is getting all corporate with Capcom over the fact that Nintendo owns the licensing agreement to the console version. Understandably, it's not too keen on Sega getting its mitts on its best game, especially since Sega is romping home in the user base, publicity and overall console battle stakes.

In order to cushion the blow to Nintendo sales (let it do its worst we say), it looks like the Mega Drive *Street Fighter II Championship Edition* may be kept on ice until the Super Nintendo *Street Fighter II Turbo Edition* hits the streets of America and Japan in July. However, in Japan there still seems to be some confusion as to whether the game will be delayed at all. Ho hum.

Operation Starfish

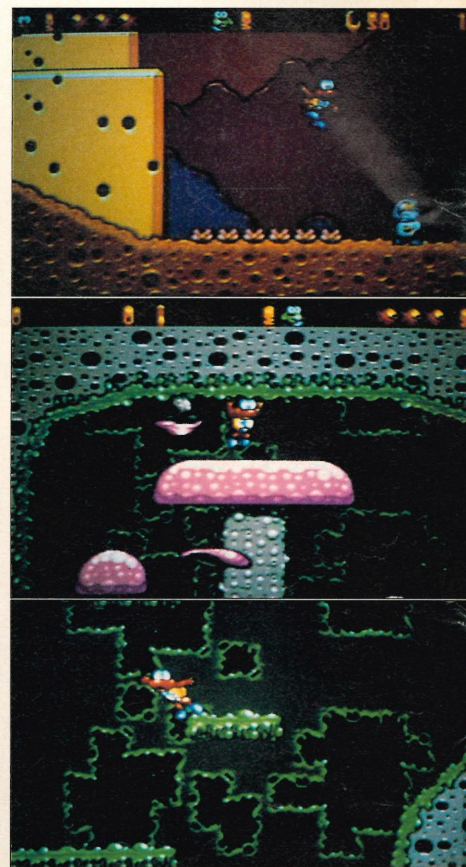
Oooh, well slap us with a wet fish tail and smother us in cod liver oil, if it isn't our old friend James Pond in his new game *Operation Starfish*. And now we're bringing you some fabulous fin-tastic screenies to show you just how well the game is coming along.

For those of you not clued up on the plot, the evil Dr Maybe, Pond's arch enemy, has returned to mine the moon of its cheese supply. Why the moon is made of cheese is yet to be explained. We say let him have as much of that foul smelling, curd crumbling dairy product as he likes. There's only one fish that can save the day - and that's Pond.

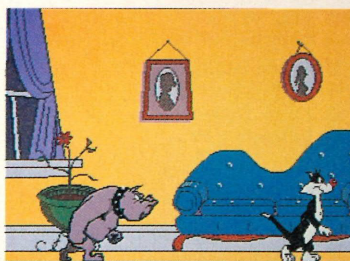
Decked out in his fab new Robo-Suit Mark II and superfast Rocket-boots, James goes twice as fast as that old blue hedgehog thing.

Accompanied by a trainee FI5H agent, Finnius Frog, Pond sets off to save the earth from a cheeseless existence. With over 100 levels and a two-player option, *Operation Starfish* looks like being eely brilliant. (Groan. Ed.) Stay tuned for an in-depth preview next month.

Operation Starfish courtesy of Electronic Arts will be gracing your Mega Drive at some point in September, this year.



I Tawd I Thaw A Pink Panther



Here are some early pics of the up and coming *Pink Panther* and *Sylvester And Tweety* games from TecMagik. Both are at that very early Beta stage, but we'll have some more information in the next ish.

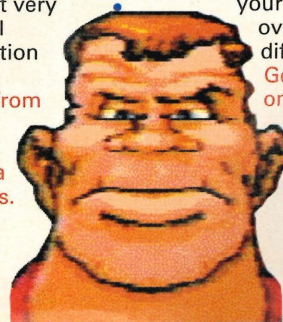
Sylvester And Tweety from TecMagik on the Mega Drive will be out in Sept, *Pink Panther* on the Mega Drive will be out for Xmas.



General Chaos

If you've always liked playing soldiers then EA's *General Chaos*, could be right up your barracks. It's a combat jaunt where one or two players can fight either competitively or cooperatively in order to conquer the opponent's territory. There are four different squads to choose from, a selection of soldiers and weapons ranging from flame throwers to missile launchers and dynamite. Your aim is to conquer your enemy's capital over 50 various different battlefields.

General Chaos goes on general release in August from Electronic Arts on the Mega Drive, price £39.99.



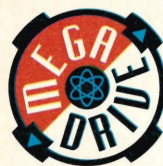
'Sick Sega game' shocker

Night Trap. At first glance, it's nothing more than a crap Mega-CD game featuring loads of video footage. Scratch beneath the surface, though, and you find women being garrotted while their blood collects in bottles (yeuck). It's nowhere near as gory as the *Daily Mail* made out in its scare-mongering reports, but it's gory enough for Toys 'R' Us to refuse to stock the game and gory enough for Sega to submit the game to the British Board of Film Classification (BBFC) for a certificate. Sega says it was going to do this anyway and the flaring up of the story in the press has made no difference. The BBFC has awarded the game a 15-certificate. Sega boss Nick Alexander maintains that "the amount of sex and violence in it [*Night Trap*] is the equivalent of that in *Dr Who*."

Back in 1984 when certification of videos was introduced, the powers-that-be were toying with the idea of including computer games in the legislation. In the end this didn't happen, though games publishers could voluntarily submit games if they liked. The 1987 home computer game *Dracula* was the only one to go for this, the resultant 15-certificate being its main selling point (the game was crap). Now it appears that Sega will be submitting any games they are unsure of to the BBFC. Like many involved in the industry, Sega are concerned that some people might use the new CD formats to make 'live action' games with pornographic or sadistic content. It's worth stressing though that anyone who buys *Night Trap* looking for lots of sex and gore is (a) a very sad individual, and (b) likely to be highly disappointed.

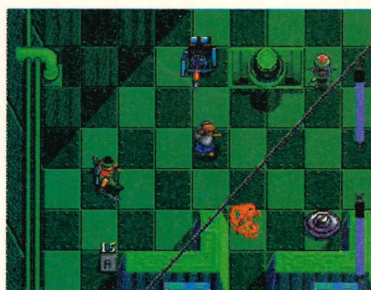


Technoclash



Electronic Arts is currently developing an RPG style shoot 'em up set in the future where new technology has gone bananas.

As Ronaan, a Wizard cum Prince, you have to defend your land from the invading Technolords. In a bid to drive out the blighters, you have over nine different combat weapons, spells and four non-combat spells at your disposal. You can also choose one out of two bodyguards, Chazz or Farrg to help you both of whom are controlled by the computer. A neat



trick is Ronaan's magical falcon, Indar, who can swoop through all the different stages of a level, (there are over 60 in total) like a flying A to Z.

In addition, *Technoclash* has a cool angled top-down viewpoint and lots of magical objects to collect, making it appear more of a thinking man's shoot 'em up. (We won't be letting *Pembers* review it then, will we? Ed.)

Technoclash is out from Electronic Arts on Mega Drive in August, price £39.99.



Blood, guts and porn

Or rather: no blood, guts and porn. Not any more. Not in video games. Not that there was any to begin with. Following on from the furore over *Night Trap* on the Mega-CD, ELSPA (the software industry's regulatory body) has drawn up a set of guidelines for the sort of things that shouldn't be included in video games. It's generally accepted that the industry has to come up with some code of practice of its own before the government steps in.

Here are some of the things you won't be seeing in new games:

- Derogatory references to the Church, God, Allah, Hare Krishna and the little Baby Jesus.
- Reference to cigarettes, drink, drugs, blood and dismemberment.
- Suggestive poses and nudity in any form (reach for those boxer shorts, Taz).
- Sprites, backgrounds, animation and gameplay (optional). (Ha. Ed.)



Sonic's Fall Of Hot Air

If you managed to get on down to one of Capital's hot rockin' Sega roadshows, you may have seen this rather fab balloon soaring above the skyline.

You can also catch the Sonic balloon at the Bristol Balloon Fiesta on 10-12 September. Further info from the Fiesta line on 0272 535884. Sega obviously believes the sky's the limit...

Mortal Kombat

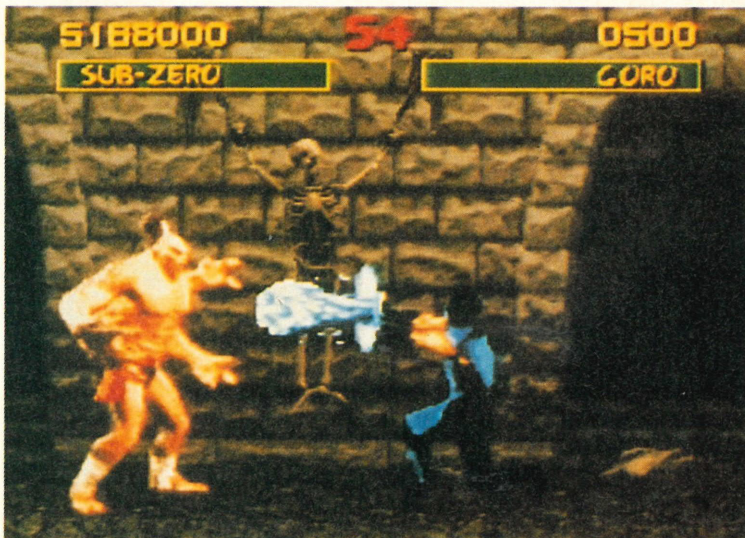
Feeling that little bit frail in your flesh? Then you'd better stay in bed on *Mortal* Monday 13 September 1993, for that's when *Mortal Kombat* hits the shops to steal your souls!

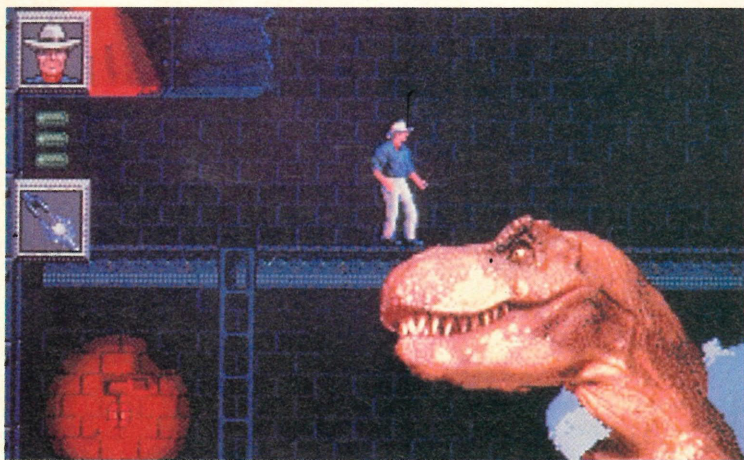
The legendary Shaolin martial arts tournament was once fought for honour and glory but has now been taken over by the evil Shang Tsung, a demon who steals not only victory, but the very soul of each fighter!

After battling each combatant you must fight your mirror image and then destroy three sets of tag teams before meeting Goro, the petrifying half-man, half-dragon. Finally the fearsome Shang Tsung, a chameleon of evil, transforms into each of the souls he has taken, using all their techniques.

Mortal Kombat's characters are digitised from film footage making the moves highly realistic and capturing the compelling atmosphere of the number one arcade game.

Mortal Kombat from Acclaim for the Mega Drive is out on 13 September.





Jurassic Park



Here come the dinosaurs! Based on Spielberg's film which is due out about now, here's a peak on how the 16 Mb Mega Drive cart will look and it's promised that the Mega-CD version is being produced using all the latest development technology and will finally realise the Mega-CD's capabilities. The plot has the dino, cloned from the Jurassic period hundreds of millions of years ago are, wreaking havoc in a weird theme park. Choose to play either Raptor the vicious dino or Grant the daring paleontologist. As Raptor you rampage merrily across the island beating up your brothers and dodging human traps or as Grant take on the likes of a Tyrannosaurus Rex in a foolish show of bravery over seven reptilian levels.

Jurassic Park should appear on a Mega Drive near you, from Sega, in August, price TBA.

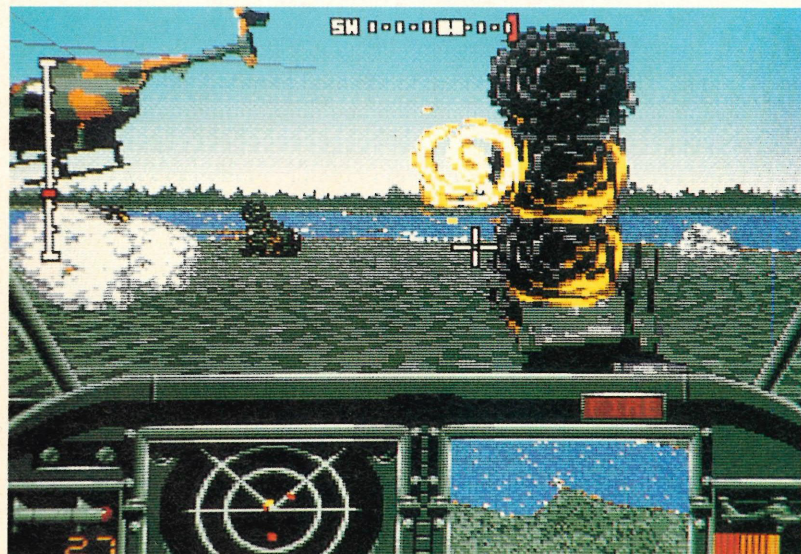
Thunderhawk



It's tempting to make lots of 'chopper at six o'clock' jokes, when talking about *Thunderhawk*, but we'll resist. With such swish elements as 3D fractal generated landscapes overlaid with 3D images in the intro sequence and lots of rotating sprites and scaling and banking landscapes, get your knives and forks out (metaphorically speaking), as this helicopter combat sim looks set to be a 3D feast.

Missions include fierce action gun running in South America, chemical warfare in South East Asia and an oil dispute in the Middle East; your objective is to complete all the missions within the 10 campaigns by destroying enemy planes, helicopters, gun boats, communication centres, installations etc.

Thunderhawk on the Mega-CD from Core will be out in September, price TBA.



Dragon



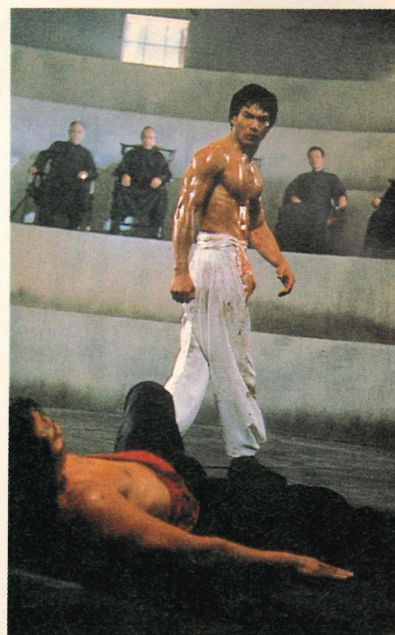
There's a new film of Bruce Lee's life that'll burst onto our silver screens in autumn and in its wake the

world's greatest martial artist will kick onto our consoles in *Dragon* in the New Year.

You play Bruce Lee and take on 12 opponents including the notorious Sun brothers, the Oriental Fan Fighter and the Phantom who haunted Bruce throughout his life. Uniquely, three characters fight at once with one player able to take on two others or a second player can join in. There's a training mode

with Yip Man, Lee's tutor, and the whole game is packed with layers of parallax, more animation than any other beat 'em up and programmed using advanced compression techniques which cram nearly 30 MBits into the 16MBit cart. Phew! If only they'd tell the world their secret, then there'd be no need for diets!

Dragon on the Mega Drive from Virgin is available in the New Year, price TBA.



Hardware Hotspot

On this month's Hardware Hotspot, so called 'cos the equipment is so hot and happening that everybody wants it, we have the Mega Drive 2, Mega-CD 2 and the Sega Mouse. These should be available in September in America and Japan and a month or so later in this country.

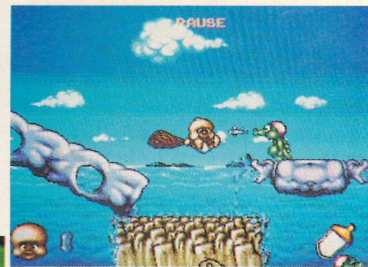
Chuck Rock II Son of Chuck

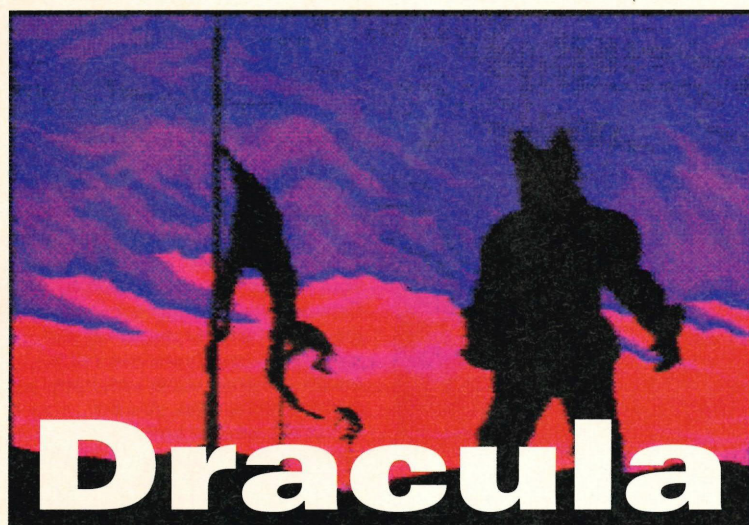


Not only has Chuck defeated the terrible Gary Gritter, made the first domestic car and established one of the two largest car plants in the world, but now Chuck junior has arrived to make the happiness of Chuck and Ophelia complete. But the calm of this idyllic family scene is about to be shattered. Datstone Car Company owner, Brick Jagger, has

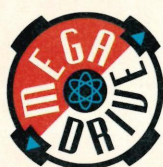
kidnapped Chuck Rock and says that he'll turn him to Chuck Dust unless Ophelia signs over his Fjord Motor Company. Who can save him? Chuck Junior busts out of his playpen to rescue his pop...

Chuck Rock II from Core on all formats will be out in September, price TBA.





Dracula



Dracula on the Mega Drive, unlike the CD offering does not follow the lines of the spooky and atmospheric film. It's a completely different game boasting six levels which are divided into three zones.

All your favourite baddies are there for you, as Harker, to defeat and they're even scarier than Ruby Wax down a dark alley; bats, zombies, the three brides of *Dracula*.



As if that wasn't scary enough, you must also defeat *Dracula* in his different end of level incarnations. These are a bat, Drac as a young man and as an old man, Renfield, the madman in the asylum and juicy Lucy. The last and most fearsome is the warrior *Dracul*.

The CD version will be even more lush visually and peppered with sequences from the film and lovely

rendered backdrops. The characters have been roto-scoped, (What? Ed.) which means that characters are digitised and the outline is used as a basis for the animations with an artist rendering the finishing finer details.

Dracula on the Mega Drive and Mega-CD from Psygnosis will be out in September



Double Dragon – The Revenge Of Billy Lee

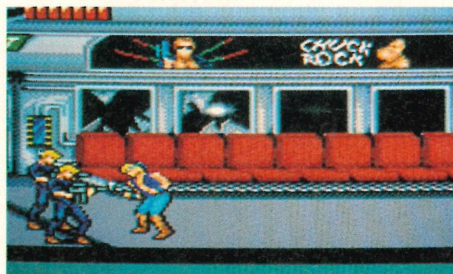


The *Double Dragon* is back in the shape of that tough duo with the soft lad

names, Billy and Jimmy Lee. The Big Boss is not a nice fellow. He has rather a stranglehold on the city, so that good, upright citizens fear to walk the streets during the day, let alone at night.

The hard lads have had enough and are set to slap that naughty man down once and for all. The Boss has had Jimmy done over, so now Billy is out for a vengeful pound of flesh. Using fighting moves, (kicks, punches and jumps) you can also use other weapons that you find en route through six street-scum infested worlds.

Double Dragon from Virgin on the Game Gear is out in August, price TBA.



Chip Chat

A rather socially inept, smelly programmer emerged from beneath a mound of non-biodegradable burger cartons to tell us the latest gossip:

Sesame Street looks set to burst onto our consoles as Electronic Arts has set up an exclusive deal with Children's Television Workshop to produce interactive video games. This should fit in well with EA's new division EA kids which aims to combine education with fun.

Princess Diana, the mothers' mother, has added her two penn'orth to the mounting media maelstrom against gamesplaying and we quote: "A lot of people watch so much TV and play so many games these days that they don't really talk to each other."

But there's dangers to the pot calling the kettle black, as in the next breath she then confided to another mother that Harry and Wills are big fans of *Sonic The Hedgehog*. To play or not to play? Seems something of a Di-lemma.

Fancy playing a game on the telly without leaving the comfort of your own home? Now you can get all interactive with Hewland's *Games World* and the new series of *Gamesmaster*, by using the digits on touch tone telephones, viewers can control games on TV. The first game will be *PilotWings*. This concept has already been popular on Turkish and Danish TV.

Are you a couch potato into games mags? Then tune into Digitiser on Teletext – the world's only daily games mag which has an unfeasibly large audience of 678,000 viewers at that! Not content with large viewing figures, they're also expanding in other directions with a revamped summer package featuring three-page reviews, a weekend round-up of games reviewed in the week and much, much more. Oops, scratch that bit about 'one and only' 'cos Sky One's teletext service has just launched a similar 30-page daily service, the Power Zone, which is updated twice a week.



Galaga 2, is coming to a GG near you. Aliens have attacked the Galaga universe again. So you must get captured ships and turn your ship into a space monster: the 2X Galaga Mega-Cruiser and sting those aliens once and for all.

Galaga 2 will be out on the Game Gear from Sega in Jul, price TBA.

The Lover's Guide

In the April issue we ran a news story to the effect that Waddington's software label Supervision was about to publish *The Lover's Guide* on the Mega-CD, and that we had seen a pre-production version.

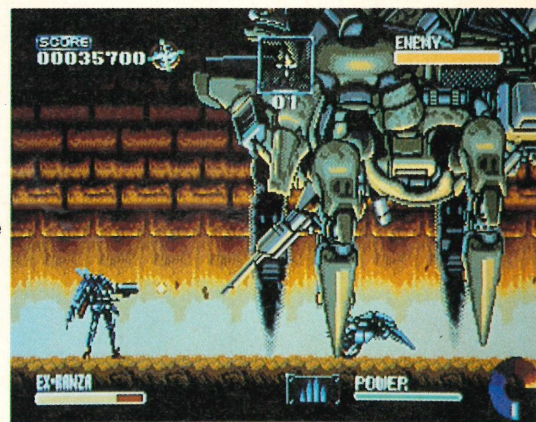
Supervision has asked us to point out that this was a pack of fibs; it does have the licence but it's actually for the CD-i format. We fully understand that *The Lover's Guide* is a serious educational package, there's nothing funny, or grubby about it, and if Supervision did have a Mega-CD version it'd keep it for itself and certainly wouldn't show us.

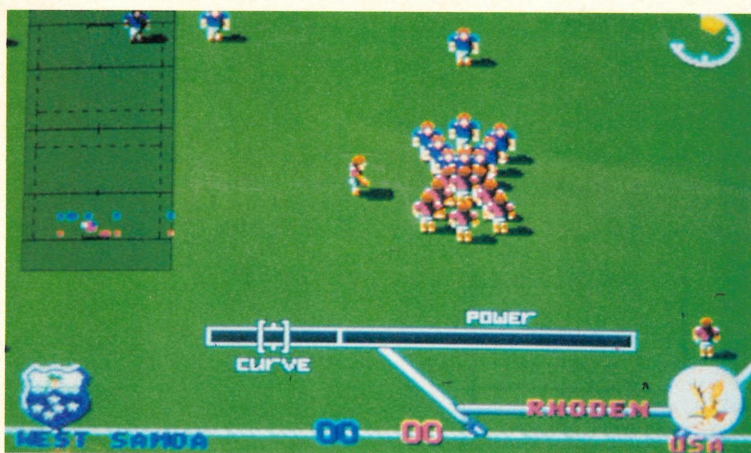
Ranger-X



Ranger X is whopping shoot 'em up with a totally unbelievable onslaught of big baddies, enemies and massive Everest-sized, bosses. Gulp!

On a Mega Drive near you, from Sega some time in September, price TBA.

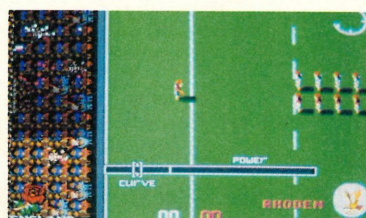




International Rugby

Fancy a bit of shirt-pulling, kicking, try scoring, shoving and barging without the bruises and the mud? Then try out *International Rugby*. As the manager, choose your players according to their statistics and combine them to make a winning team. On the pitch compete in three tournaments, the Triple Crown, Five Nations and the World Cup as well as friendlies.

International Rugby from Domark on the Mega Drive is out at the end of July.

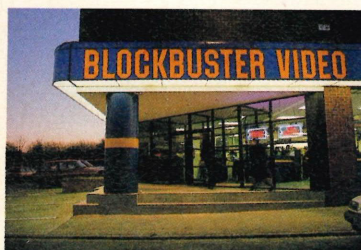


Oggy! Oggy! Oggy... oh blow it.

Rental mental

Wow - what a difference! Blockbuster Video, Britain's largest chain of VHS pharmacies (*Video rental shops. Ed.*), are renting out Sega carts as of May 17 this year. Six Blockbuster franchises in North East London have been renting out games for ages, but they are now being joined by a further 160 stores. All 814 Blockbuster and Ritz Video shops are expected to be renting out Mega Drive, Master System and Game Gear carts by the end of the year.

The orange juice flowed free at the company's press launch last month in London's tacky Hard Rock Café. Lots of bigwigs from Blockbuster's American headquarters were there, along with Sega's Nick Alexander and some poor YTS kids in sweaty Sonic and Blockbuster Kid costumes. The new arrangement was a front page story in *The Sun* and various over-the-top declarations have been made. ("Blockbuster's entry into the rental market will bring down the retail price of carts" - itchy chin.) What is for certain, though, is that you can now pop into your local Blockbuster or Ritz shop and rent out Sega games for only £2 a night. And you can't say fairer than that, oh no missus.



Wolfchild

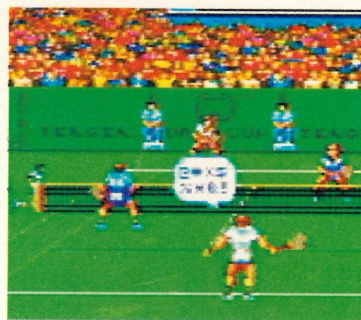
Lyncanthrope. No, it's not a windswept northern seaside town, but a being capable of transforming from a man into a man-wolf with psychic powers. And by a strange uncanny coincidence it's what Saul Morrow has become as a result of his mad bad scientist father's Project *Wolfchild* experiment.

These uncanny powers are now mighty useful 'cos now his family have been slaughtered and his dad has been kidnapped by the evil Karl Draxx (neat spelling). Never one to bite off more than he can chew, Wolfchild is now on a mission to rescue his dad, to avenge his famicide and by-the-by save the world into the bargain.

Wolfchild from Virgin on the Master System and Game Gear is out in August, price £TBA



Davis Cup World Tour



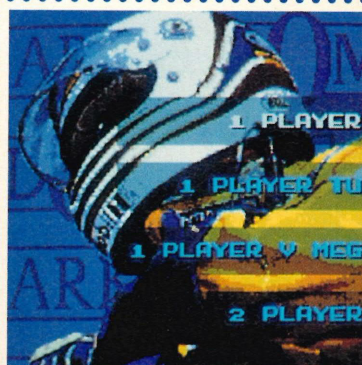
Billed as the finest tennis simulation for the Mega Drive, *Davis Cup* has a variety of new options in additions to the usual. There's a handy training mode and you can start your career and play in all the Grand Slam Tournaments round the world. Video replays let you gloat over your finest moments, player rankings show you how good, or how crap, you are. There's even two-player split-screen action and novelty bubble

speech from the players lets you know what they're thinking. *Davis World Cup* from Domark on the Mega Drive will be out in July.

Get Shirty!

Have musings on the dearth of streetwise fashion for gamers kept you awake at night? Do you dream of a range of essential clothing for systems junkies? Then you've obviously absorbed the subliminal messages Future Shooter's Clothing For Screen Warriors have put into your breakfast cereal or you've got taste that's ahead of your time.

Future Shooter is the first man-machine hybrid able to metamorphose and activate his latent Cybernetic powers to become the ultimate warrior and we have eight of his Future Shooter T-shirts, guaranteed to improve your gamesplaying powers. To win one just pop down on a postcard why you could be a Future Shooter and send it to I'm a Future Shooter, Sega Zone, 19 Bolsover Street, London, W1P 7HJ.



F1



You can't just churn classic games out to a formula, oh no. But hold on a mo, Domark is just about to do that

very thing with the signing of the official game for the Formula One 1993 and 1994 seasons.

F1, which will launch at the British Grand Prix at Silverstone, will incorporate a whole formula season as well all the regular drivers and all 12 circuits.

F1 from Domark on the Mega Drive will be out in the shops in August, price £TBA.

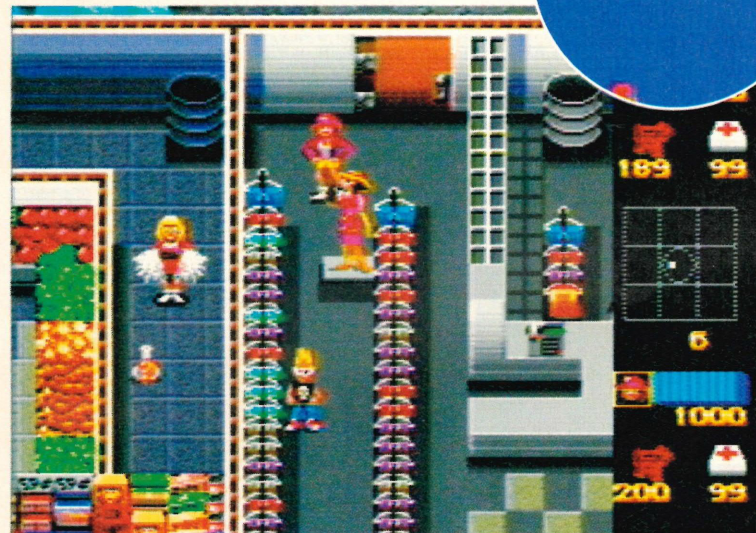


Stop Press Stop Press Stop Press Stop

Konami's Game with no name

After *Rocket Knight Adventures*, Konami's next Mega Drive title will be this rather smart viewed from above isometric two player shoot 'em up. Currently going through life here under the "Monsters" monicker, (it's called *Zombies Ate My Neighbours* in the US) the game involves such delights as tearing around the countryside wreaking havoc with a smart choice of different weapons including a lethal lawnmower and a a bubble gun blaster. Your aim is to rescue hostages ranging from old fat bastis in swimming pools to tiny licckle babies best left to their peril. Spookier still is the fact that the whole game is populated by clones of your sprites making the whole thing resemble an armed trolley dash down your local hall of mirrors.

"Monsters" will definitely be one to look out for on a Mega Drive near you in November.



Nick Alexander* on cart rental

Most of the games currently on the rental list are very old. Are any newer games going to be added?

We initially spoke in terms of a six-month gap between retail release and rental release, but we're very keen to experiment with different time lapses.

We've just put out a couple of games as simultaneous retail and rental releases. We'll experiment and see what happens.

What about games from third party publishers?

It's down to the individual publishers whether they want to take part in the rental scheme. US Gold has already come on board and added some of its games to the rental list. Now that Blockbuster Video has started renting out Sega games, I think more third party publishers are going to be tempted to join the scheme.

Are there any plans to allow rental of Mega-CD games?

At the moment the user base is still small (the first batch of 70,000 UK Mega-CDs has only recently

gone on sale), so the market isn't yet big enough to make CD rental worthwhile. In the future, certainly.

What about video shops that can't afford the £440 Sega rental registration fee?

A lot of the shops complaining are really small video stores that would probably only be renting out one or two games.

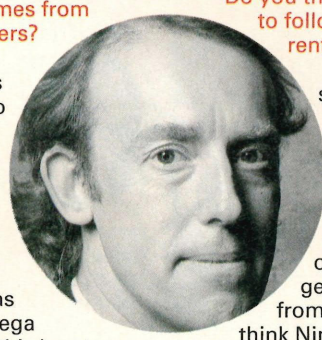
If that's all they're going to be able to do, it's really not worth their while. If they can't afford it, they shouldn't be in the business.

Do you think Nintendo is going to follow suit and allow rental of its games?

Obviously I can't speak for Nintendo, but I think it's very strange that they are so against rental of their carts. Rental allows people the opportunity to try out more games and get more entertainment from their machine. I think Nintendo's reticence towards rental has been part of the reason that Sega is doing so much better than they are in this country.

So there you have it.

**Nick Alexander is the big boss man at Sega Europe.*



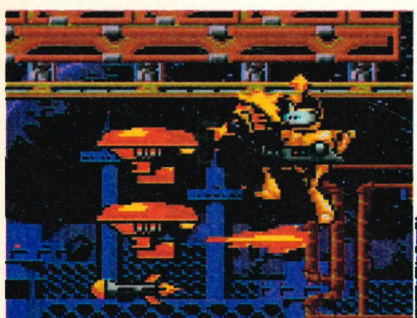
BOB



Q. What do you get if a lurve-struck alien in his dad's car and a rogue rock collide on the Planet Goth ringroad? A:

Trashed transport and the start of BOB's platform adventure to the other side of the galaxy. Sadly, the planet's inhabitants do not look kindly on young lovers and make BOB's journey a bit of a trial.

BOB from EA on the Mega Drive will be available on 13 August., price £44.99.



Streets of Rage 2



Mr X, has kidnapped Adam Blaze and Axel's sparing partner, the boulder! They set out to beat four shades of smelly brown stuff out of him and also out of anyone else who looks them in the eye. On a Game Gear near you, from Sega in July.



Multi-Machine Marvels

If you're a bit of a polymorph and your gaming interests extend beyond Sega to the other gaming consoles (Oi! Haven't I read this somewhere before? Bright Reader.) then investing in a joypad-cum-stick for each system could leave the bank balance a mite sickly.

As Thora Hird might say "Praise be for Slick Sticks!" Not only are they both Mega Drive and Super Nintendo compatible, but they've got six buttons (joypads normally have eight), are guaranteed to play *Street Fighter II* on Mega Drive, price £19.99-£39.99.

Slick Sticks from Thornley Distribution will be available in Summer 1993.





Star Wars



Can you feel the Force? No? Then just sidle up to a Master System or Game Gear in the very near future, for Luke Skywalker's adventures are coming to these formats near you as *Star Wars*. The different worlds – the Tatooine Desert, Mos Eisley spaceport and the Death Star – are non-linear so you can play through them in any order giving a variety of winning endings, although only one route is 100 per cent complete. You can also control different characters, Luke, Han, Leia, C-3PO etc. and utilise their talents in different situations.

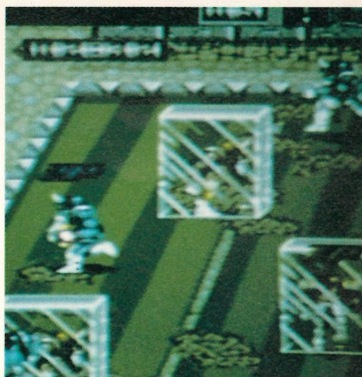
Star Wars on Master System and Game Gear is out in September price £TBA.



Beastball

Beastball is 'a futuristic sports sim which will appeal to sports fans and 'violence lovers' alike...' sounds somewhat *Speedball*-esque, except that the teams are made up of genetically engineered bi-peds, who are impervious to pain and regenerate after each match. With additional elements of American football, *Tom And Jerry* and *The Terminator*, *Beastball* sounds (Confused? Ed.) like it could be a bit of a knockout!

Beastball from Millennium is out in November, price TBA.



Shop Till You Drop

Here's a round-up of which games are out and about in your console emporium at the moment.

Andre Agassi Tennis/TecMagik
Captain America/Sega
Cool Spot/Virgin
Fatal Fury/Sega
Flashbac/US Gold
Hardball III/Accolade
King Of The Monsters/Sega
Muhammad Ali Boxing/Virgin
Outrun 2019/Sega
Strider 2/Sega
Tiny Toon Adventures/Konami
X-Men/Sega

Battletoads/Konami
Master Of Darkness/Sega
Superman/Sega
Tailspin/Sega
Tom And Jerry/Sega

Andre Agassi Tennis/TecMagik
Battletoads/Virgin
GP Rider/Sega
Home Alone/Sega
James Bond/Domark
Streets Of Rage/Sega
Tecmo World Cup Soccer/Sega
Wimbledon 2/Sega
World Tournament Golf /Sega

After Burner 3/Sega
Final Fight/Sega
Robo Aleste/Sega

**This month's
official
releases**



Booker Prizes!

Back in the good old days, when digital watches had only just been invented, the biggest thrill under the covers (apart from looking at the time, which was sadly somewhat limited) was to actually read books by torchlight.

To bring back that nostalgic eyestrain, we've got a bumper bonanza of books to give away from Fantail and Bantam.

10 copies of *Stay Sonic* crammed with Sonic trivia and hints 'n' tips for *Sonic 2*.

10 copies of adventure gamebooks, *Metal City Mayhem* and *Zone Rangers*

20 copies of Bantam's *Official Sega Genesis And Game Gear Strategies* – chocka full of solutions, hints, tips and even Game Genie codes!

To win just answer this literary question, pop the answer on a postcard and send it, specifying which book you'd like to win to: Booker Prizes, *Sega Zone*, 19 Bolsover Street, London, SE13 7PP.

Which totally mega-hyped book came in shrink-wrapped foil?

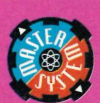
- The Bacofoil Roasting On A Shoestring*
- Madonna's *Sex*
- The ultimate fencing bible, *Foiled Again*



chart

- 1 Super Kick Off**
US Gold
- 2 PGA Tour 2**
Electronic Arts
- 3 Another World**
Virgin
- 4 Road Rash II**
Electronic Arts
- 5 Streets of Rage II**
Sega
- 6 Desert Strike**
Electronic Arts
- 7 Lemmings**
Pygnosis
- 8 Sonic 2**
Sega
- 9 Hardball III**
Accolade
- 10 Mickey Mouse 2**
Sega

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234



chart

- 1 Mickey Mouse 2**
Sega
- 2 Sonic 2**
Sega
- 3 Lemmings**
Pygnosis
- 4 Tazmania**
Sega
- 5 Global Gladiators**
Sega
- 6 Ninja**
Sega
- 7 Asterix**
Sega
- 8 Tom and Jerry**
Sega
- 9 World Class Leaderboard**
Sega
- 10 Transbot**
Sega

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234



chart

- 1 Sonic 2**
Sega
- 2 Lemmings**
Pygnosis
- 3 Global Gladiators**
Virgin
- 4 Super Space Invaders**
Domark
- 5 Alien 3**
Acclaim
- 6 Streets of Rage**
Sega
- 7 Prince of Persia**
Domark
- 8 Tazmania**
Sega
- 9 Super Off Road Racer**
Domark
- 10 Lucky Dime Caper**
Sega

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234





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CHAMPIONS

PG

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Produced by JORDAN KERNER and JON AVNET Directed by STEPHEN HEREK
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Up in a box

"I've just heard that Sega is launching a successor to the Mega Drive," RIK HAYNES exclaimed. "And did you know that Channel 4 will show the new Sonic cartoon later this year?" "Hmmm," purred AMAYA. "Tell me more."

Sega's secret console shocker!

With the imminent launch of 3DO and something on the cards from Sony, we can confirm Sega is also developing a new console. Any details regarding this top secret undertaking are hard to come by. Nonetheless, one of the loo attendants at Sega's HQ in Tokyo was willing to spill the beans in exchange for a new pair of rubber gloves and some lavender air freshener.

What's so special, then? In a word, everything. The backroom boys and girls have been working overtime and no mistake. Technical specifications of 'the Saturn project' put the Mega Drive, Mega-CD and Super Nintendo to shame. It boasts a superfast 32-bit RISC microprocessor, similar to the V32 from NEC or Intel's i960, hush-hush Alpha channel gimmickry and 24-bit graphics capable of displaying 16.8 million colours like *Virtua Racing* and other outstanding arcade machines.

Our informant isn't sure if the video games will be stored on cart, CD or both. Apparently, Sega's baby won't be compatible with the Mega Drive but programmers can easily convert movie licenses and coin-ops over to it.

Costing under £299, this smart deck is scheduled for tee off in Japan around Christmas next year. If this is true, Brits are unlikely to see Saturn before 1995! Before we could find out any more on the subject, the humble sanitary servant had to leave us to go unblock a bidet or something equally unsavoury.

Night Striker



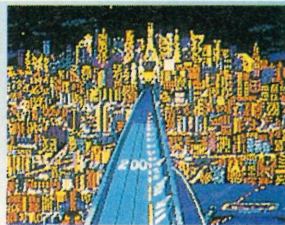
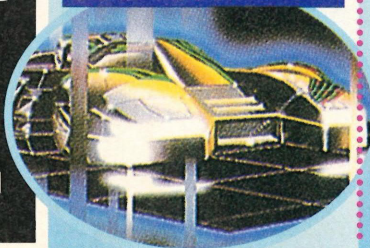
Inter Grey is the fab car in *Night Striker* that can fly, hover

along the surface of water and shoot stuff as well. (*Sounds a bit like Knight Rider. Ed.*) *Night Striker* is a very good conversion of Taito's arcade blaster and is not unlike *Thunderblade*. And if you really like the music, you can buy *Night Striker* the album.

Published by:
Taito

Price: ¥7800
(£46)

Out: Now



Illusion City



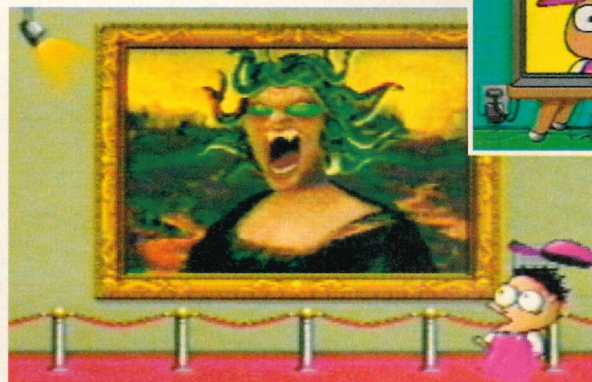
This caper is supposed to be a 'Cyber-punk Super

Mysterious RPG'. Crikey! Tenrei and the Demon Blaster team have to save Hong Kong before something evil and gigantic takes over the city. That's not the only thing to worry about. There's also a huge amount of Japanese text to absorb. Good luck.

Published by:
Micro Cabin

Price:
¥4980 (£29)

Out: Now



Switch



All the top machines in the universe have gone flippin' mad! Your mission, should you accept it, is to sort out this mess by helping a small boy and his dog push a seemingly endless succession of switches to see what happens next. And, erm, that's about it.

If you press the wrong button, one of the world's most famous monuments like Big Ben, Leaning Tower of Pisa or The Statue of Liberty will be blown up. When thirty of them are destroyed, all the nuclear power plants self-destruct and the game's over. If you press the right button, you'll be teleported to another screen where there are more buttons to fondle.

The ultimate goal is to find a malfunctioning computer, the source of the confusion and turn it off.

There's no doubt, *Switch* is weird. Pirate TV's latest offering is full of sick and silly jokes – washing machines vomit green slime, hair dryers explode in yer face, Mona Lisa

becomes a werewolf, breasts sprout from nowhere and dolphins burst into the living room. At the nuclear bomb testing range, for example, a huge bum appears and farts. Apparently, an obscure American comedian produced the sound effects with his mouth.

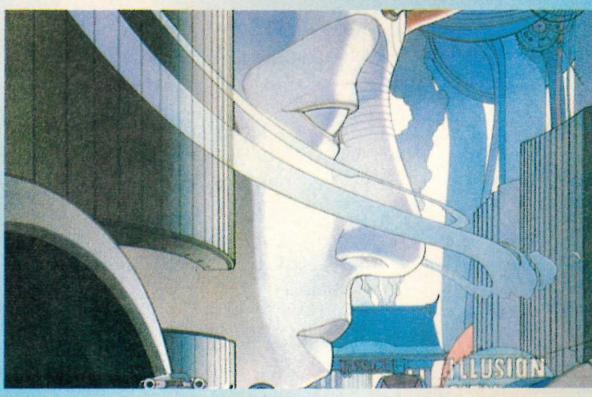
On a more serious note, this unusual video game supports the Sega Mouse controller and back-up RAM cart to save your progress through this adventure – or lack of it. Scriptwriter Hajime Kui maintains *Switch* is basically a picture book. "You can start reading from any page you like. The storyline isn't really important. You have to find your own way to enjoy this game or it'll be boring."

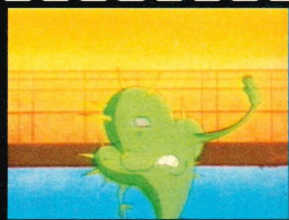
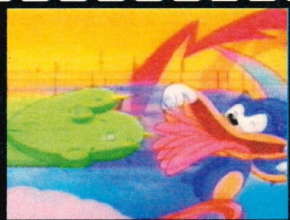
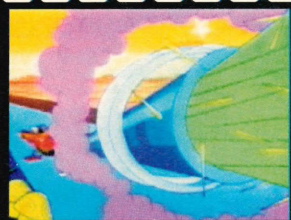
Published by:
Sega

Price:
¥8800 (£52)

Out: Now

Many thanks to GAMES HQ (0702 603215) for supplying a copy of *Switch*.



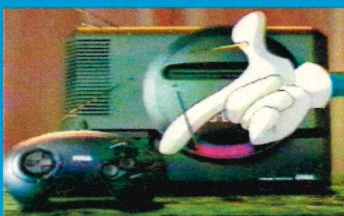


TV TIMES

SZ takes an exclusive look at Japanese video game adverts on the box. This month...

Mega Drive 2 and Mega-CD 2

Welcome to the *Sonic Magic Show*! With a click of his fingers and some amazing computer-generated morphing as pioneered in the movie *Terminator 2*, Sonic turns the humble Mega Drive into a spiffing Mega Drive 2. The audience roars with approval and the spiky fellow appears to be happy. Meanwhile, Tails darts across the stage looking stupid. Bring back Sooty, Sweep and Sue.



Adventures of Sonic The Hedgehog

Channel 4 has managed to scoop rival channels by signing up *Sonic The Hedgehog*. Kind of like a hip 90s version of *Road Runner*, Sonic's lively cartoon show should be here later this year. It stars the blue one, Tails, the rest of his friendly forest pals, evil Dr. Robotnik and a host of supporting characters. Due to some lame policy, the BBC can't buy any product associated with video games. So, kids have to suffer the likes of *Thundercats*, *Parallel 9*, Andi Peters and Philippa Forrester. Hurrah for free thinking and Channel 4!



Golden Axe III



Yet more swords and sorcery nonsense for those knaves who watched *Conan The Barbarian*... and actually enjoyed it. Death Adder and his accursed army of repulsive monsters are back on the rampage. Have a go at them with thou mighty weapon. Ooer! 'Tis a godly feast of ye olde liveliness.

Published by: Sega

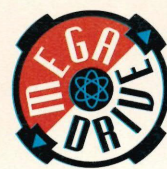
Cart size: 8 Mb

Price: ¥6800 (£40)

Out: July



VIRTUA RACING



As we exclusively revealed last month, Sega's popular F1 driving romp is being converted over to the Mega Drive. Two years of research and development were pumped into *Virtua Racing*. The 3D computer graphics board inside this coin-op, jointly devised by Sega and General Electric Simulation, instantly produces realistic scenes with a natural look and feel. With impressive techno stuff like 32,768 colours and 180,000 polygons per second, this snazzy hardware leaves the Super FX chip used in *Starwing* for dead!

The deluxe sitdown 70 model of *Virtua Racing* is equipped with a wide-vision monitor and an air-drive system that recreates the sensation of sideways G-force. *Virtua Formula*, essentially just a multi-player variation, can accommodate a maximum of eight cars on the same track at the same time.

What about the console adaptation, though? It definitely doesn't look as good. But this isn't the finished version. The Sega people say five key points are currently being improved:

- 1) Polygons, used to form images in this type of 3D video game, are rough at the moment. For instance, the wheels of your car aren't even round! If too many polygons are employed to make objects look smoother, it sure will slow the game down. Sega is studying how to have more detailed graphics without incurring a loss of speed.
- 2) There are three different courses in the arcade version. Sega reckons all of them will be transferred. A bonus course might also be added. Limited memory capacity is a pain. With only 16 Mb available, how much can Sega really do?
- 3) It's not much fun playing a racing game that doesn't feature other cars. Such an element of competition places additional strains on the finite resources of your Mega Drive. How will the boffins solve this problem?
- 4) A beautiful background is now in



the process of being drawn.

- 5) The perfected copy of *Virtua Racing* will include authentic rubber tyre marks on the track, drift of machine, movement of suspension, bank of curbs and bridges. Also included will be ferris wheels and four selectable views of the action - just like the original.

Published by: Sega

Cart size: 16 Mb

Price: TBA

Out: Late 1993

KEIG YUGEKITAI



Unofficial award for weirdest Japanese video game, so far this year, goes to Victor's CD shoot 'em up. Where else can players assume the role of a bunny girl who rides a dinosaur whilst

being chased by mutant cats in a flying pirate galleon? We just can't wait to get our hands on it...

Published by: Victor Entertainment

Price: TBA

Out: August



Japanese CHART

- 01 • Puyo Puyo by Sega on Mega Drive
- 02 • Bare Knuckle II by Sega on Mega Drive
- 03 • Ninja Warriors by Taito on Mega-CD
- 04 • Puyo Puyo by Sega on Game Gear
- 05 • Splatterhouse 3 by Namco on Mega Drive
- 06 • Annet Again by Wolf Team on Mega-CD
- 07 • Majin Saga by Sega on Mega Drive
- 08 • J. League Champion Soccer by Game Arts on Mega Drive
- 09 • Sonic 2 by Sega on Game Gear
- 10 • Sonic 2 by Sega on Mega Drive



PUYO PUYO



Puyo Puyo, the strange tongue-in-cheek remake of Tetris with cute blobs of coloured jelly, continues to ride the chart. It's also out in the arcades. Bare Knuckle II is the Japanese for Streets Of Rage 2.

With the recent upsurge of support and TV coverage of football in Japan, Game Arts' J. League Champion Soccer is probably the first of many such releases. The rest of this bunch are action titles.



Ah Harimanga



Fed up seeing those tiresome WWF jerks everywhere? Sumo, traditional Japanese wrestling, is now a cult hit over here. The release of this cart coincides with a major sumo tournament in Nagoya, Japan. So get ready to out-flab some chunky lardbottom opponents in Sega's cartoonish interpretation of the hefty sport.

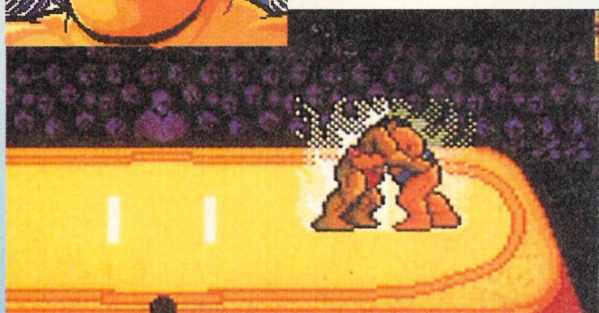
Published by: Sega



Cart size:
2 Mb

Price:
¥3800 (£22)

Out: July



Gunstar Heroes



Fast action game starring a duo of young boys, Red and Blue,

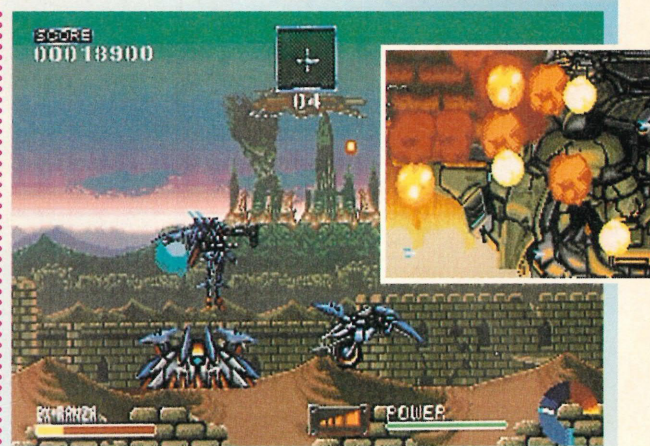
who both get a machine gun, Ninja outfit and bad attitude for their birthdays. Like Golden Axe III, two lucky people can play at the same time. We hope to muster a full preview of Gunstar Heroes soon.

Published by:
Sega

Cart size:
8 Mb

Price: TBA

Out: Sept



EX-RANZA



Do you remember our fab exclusive profile of Ex-Ranza in issue seven? For

those poor souls who missed it, here are the main points again. It's a groovy shoot 'em up with robots, special weapons and 128 colours on screen. Fans of

Japanese anime will lap it up. Watch out for the review next month.

Published by:
Sega

Cart size:
8 Mb

Price: ¥6800 (£40)

Out: Now



KICK & RUSH



As the English dream of World Cup victory is dashed, cheer yourself up with this soccer sim. Every football feature is said to have been included in this game. If you've got a friend with their own Game Gear challenge them to a match via comlink cable.

Published by:
Sims

Cart size:
2 Mb

Price:
¥4500 (£26)

Out: Now



Snow Bros.



Cuddly snowmen Nick and Tom are out to rescue the Princess from nasty

King Achichi in this chilly coin-op conversion. It may be summer but snowballs are the weapons thrown at the creatures who inhabit a labyrinth of platforms. Once immobilised, they should be kicked away. Simple but fun to play.

Published by:
Toaplan/
Tengen

Cart size:
8 Mb

Price:
¥7800 (£46)

Out: Now

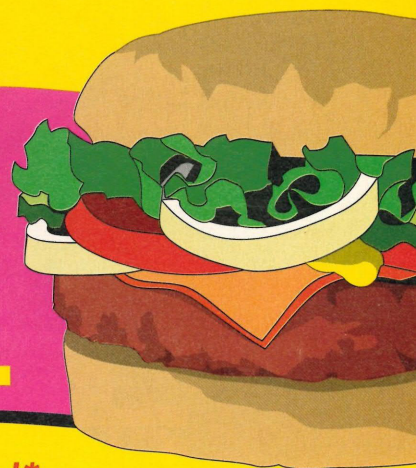


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- * Most excellent and knowledgeable staff
- * Newsletter with hints, tips, news and reviews
- * Exclusive club products
- * 24hr ordering facilities
- * Free competitions - prizes worth £1000s
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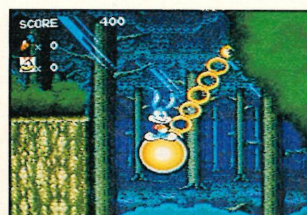
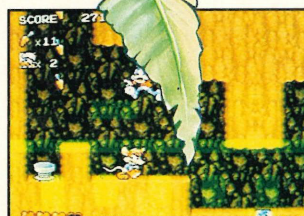
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SZ

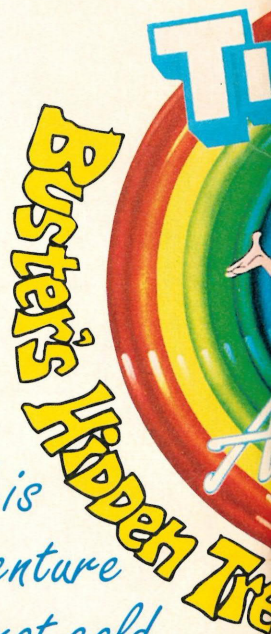
* The competition winners are picked every two months. Winners notified by post.

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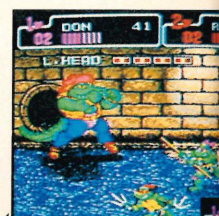
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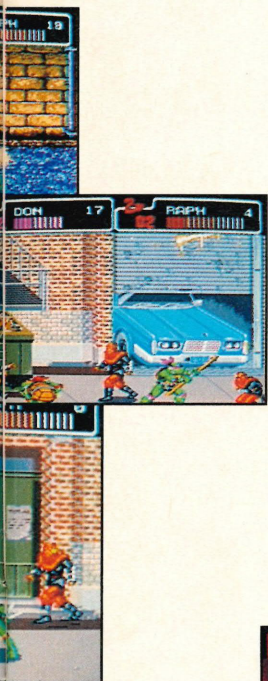


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**Send all your ramblings to:
Erogenous Zone, Sega Zone, Dennis
Publishing, 19 Bolsover Street,
London W1P 7HJ.**

Shall I tell you what happened to me while doing this month's mailbag? There was an envelope that had been stuck down as if by superglue, so I worked away at the corner of the thing and eventually made a hole large enough to insert the tip of my index finger. Then I ripped with gusto. Yaaargh!!! Paper cut. A deep one too, almost down to the bone. Blood everywhere. So, Sam Hemmings of Helston in Cornwall, I owe you one. Get my drift?

Dear Sega Zone

I bought issue five of *Sega Zone* in a frenzy of excitement... all but one of those glossy stickers now adorn my colourful little room. One sticker lies redundant in my bin. 'My other console's a SNES'. What exactly was the theory behind this sticker? Obviously it is a satirical jest on the 'my other car's a Porsche' mentality. But wait a minute. Does this not suggest that we Sega owners are stuck with the mere Ford Fiesta of consoles while SNES owners possess the shiny Porsche? I don't think this is particularly funny.

It was upon these paining thoughts that I ventured back to my newsagent. In my waning hope I picked up a copy of *Sega Zone*'s brattish sister, *Nintendo Zone*. Sure enough, my eyes fell upon the various stickers. "Maybe *Sega Zone* isn't so cruel after all," I thought, "Maybe the 'my other console' parody will be reflected in one of the Nintendo stickers. My eyes scanned the magazine. I searched in vain. Where was the 'my other console's a Mega Drive'?

skit? Nowhere, that's where. We Sega owners are not in the habit of being laughed at. Don't dare try it again.

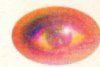
Helen, Selly Oak, Birmingham

Not so fast, amigo. You obviously haven't seen the latest batch of car stickers that are out and about on the roads of this fair land of ours. They're parodies of the 'old' (crap) car stickers, and sort of send themselves up.

For instance Viv owns a flashy Mercedes, and she's got a sticker in the back that proclaims: 'My other car is a Hillman Imp'. Get the idea? And the point is that our 'My other console's a SNES' sticker was based on these new car stickers, implying that the SNES is indeed crap, like a Hillman Imp.

If you don't buy that excuse, then how about this one. If you stuck your 'My other console's a SNES' sticker onto your Mega Drive, it would say two things... (a) that you are rich enough to afford two consoles, and (b) that you obviously don't think much of the SNES seeing as you're using the Mega Drive. Dig? Ed.

Dear Sega Zone



This letter is simply a question, so you don't have to print it. The question is this: for *Swoop Zone* in *Freelander*, are the swoops temporary or permanent? And another thing, is it possible to send in an ad without a coupon.

Elise Goodman, Northwood, Middlesex

Swoops are permanent - unless you come to some arrangement with the 'swopee', of course. And yes, it is possible to send in an ad without the coupon... just photocopy the thing. Ed.

Dear Sega Zone



Please can you answer these vitally important questions, as I would be very grateful.

- 1 When *Street Fighter II* eventually appears on the Mega Drive, will I need to buy a six button joypad in order to play the game properly?
 - 2 If I do have to buy one, how much will it cost me?
 - 3 Will the game be worth all that money, considering the cost of the game and the joypad combined?
- Daniel Gilby, Romford, Essex**

1 Looks like you will have to, yes. Even if the game works with the standard pad, it'll be a nightmare of having to push the START button the whole time to simulate six buttons.

*2 Those lovely people at Fire have already developed a *Street Fighter II* joypad (the Stalker) for £24.99 and a joystick (the Hunter) for £29.99, but we don't know about the Sega one yet. But you keep on saying you'll be buying one. What about the two-player mode? Let's face it, you'll need two of the things.*

*3 How can I answer that? It depends entirely on you. Some will think it's worth it, some people will think it's a load of hamster droppings. Still, it's worth bearing in mind that future games will probably utilise the six button joypad (hopefully) - so it's not as if it'll only be for *Street Fighter II*. Ed.*

Dear Sega Zone



Firstly I'd like to say how good looking and sexy you are, Amaya.

Secondly I'd like to bring up the subject of (... snip. Ed).

An Amaya fan, Rainham, Kent

Dear Amaya

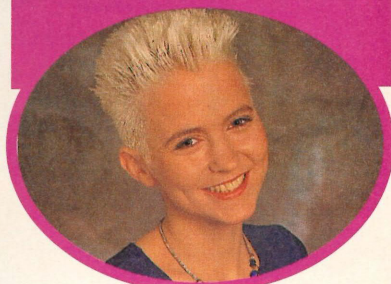
We're back! TALC have returned for another bite at the proverbial cherry. Before we begin though, we'd like to say what a sad case Scott Warren is to fancy Violet Berlin (SZ issue five). Excuse us while we puke. That's better. Our own ideal woman would be foreign (preferably Spanish), attractive, clever and editor of a *Sega* mag.

By the way, thanks for your hankie, although the contents were eaten by one of our members before the rest of us had the chance to view them. I think we've diversified for long enough, so here is a rhyme to end all rhymes...

The sexiest woman it has to be said, is Amaya Lopez, the *Sega Zone* Ed. Witty and charming with dark flowing hair, working hard every day in her editor's chair, replying to letters never taking a rest, that's why Amaya is simply the best.

The Amaya Lopez Club, Manchester

I'm choked. I wish more readers would be so nice to me. Ed.



Yours was a very boring letter which needed severe editing, but I thought your opening sentence was excellent so I kept it intact. Well done. Ed.

Dear Sega Zone



I am about to finish a three-month stay in France and I have a question... why is it that French computer mags are so nobbly crap? Is it because they are written by dumb French gits? Or is it that the dumb French gits that write it don't know the difference between a willy and a cabbage? I mean, look at their reviewing system! My mum knows more about video games than they do, and she doesn't even know how to turn on the TV. It really will be a relief to

NOUS ZONE

get back to England and sit back enjoying a cuppa (or preferably some ice cold diet Coke), a good blast on *Sonic 2* and the latest ish of your mag.

Kenneth Thompson, Oxford

Do I detect the teeniest wee bit of racism in your letter? Reading between the lines, I'd say that you don't seem to be particularly keen on our closest European cousins. What you must never forget, however, is that if it wasn't for the French, onions wouldn't exist. And then where would we all be? Jiggered, that's where. Ed.

Dear Sega Zone

I'm writing to you as a first step. I acquired my first Mega Drive over two years ago. Since then I've bought two more and I'm soon to buy a fourth. You may be asking yourself "Does he sell them? Or is he some sad prat who keeps buying faulty goods?" Well, how shall I put this? Er, no! The reason is that I've had three Mega Drives and 27 games STOLEN. Everyone knows how hot these consoles are nowadays. (Especially the three you've had nicked, haw haw. Ed.) Everyone wants one. They don't care where they're from as long as they can get them cheaper than in the stores. This makes Mega Drives a must for burglars.

Understanding this, why has Sega not developed a form of security for their machine, such as a security-coded chip or a coded card to render the Mega Drive useless to anyone but the original

owner. I'm sure most people would willingly part with a few extra pennies for this piece of mind. If Sega is not willing to bow to people's wishes, then why have none of the accessories' companies thought up such a much needed device? I'm sure it would make it a huge amount of dosh.

Oh, and don't slag me off for being careless, as a burglar alarm has been fitted for the last two times. Also being unemployed it's like having holes burnt in your pockets.

Andrew Cooke, Blakenall, Walsall

If you had half a brain, you'd do what I did: I cut a small area of carpet away from in front of my telly - a Mega Drive-sized area of carpet - and I melted my Mega Drive casing onto the floorboards, using welding equipment. No tea-leaf is going to be walking away with my console in a hurry. Ed.

Dear Sega Zone

I am honoured to be a great fan and reader of your *Sega Zone* magazine. I was wondering if you could possibly do me a huge favour. Could you give me the address of the managing director of Sega. I would be grateful if you would help.

D. R. Hepburn, Ilfracombe, Devon

Sounds rather suspicious to me, so I won't. Ed



This month's Erogenous Zone comes to you courtesy of the cacky bit inside Patrick Moore's ill-fitting underpants (not that we've ever seen inside Patrick Moore's - chip master extraordinaire on Games Master Channel 4 - underpants you understand, but it doesn't take a great deal of imagination.)

God, what a pathetic picture. I know you're only four, but let's face it... a foetus could have produced something less cacky than that. Awful. Truly crap. Ed.

Dear Sega Zone

My son (Donny) has sent you a picture of *Sonic The Hedgehog*. I am aware that it is something of a travesty, but don't forget that he is very young. Maybe by the time he is nine we will see some signs

of artistic talent emerging. Or maybe not. But anyway, let me apologise for his picture once again, and please don't be too hard on him... he suffers very badly from chilblains.

Mr S. McCloud, Fife, Scotland.

I'm sorry, but I'm afraid I was brought up NOT to tell lies. The sooner your young nipper Donny becomes aware of his unfortunate lack of talent the better as far as I'm concerned, chilblains or no chilblains. Ed.

THE GALLERY

Dear Sega Zone

Whatever you do, do not start up a 'gallery'. For months on end you will be sent pictures of *Sonic*, *Tails*, *Taz* and *Mickey Mouse*. And then you will be sent complaints from angry parents when you say that their child's art is a total load of old elephant's crap. I have seen many console mags feature 'gallerys' and indeed the pictures got crapper and crapper and the letters of complaint came flooding in and the magazines slowly became less and less interesting.

Then, all of a sudden, *Sega Zone* burst onto the shelves and I instantly fell in love with the lack of a 'gallery'. *Sega Zone* also

made me laugh, and turned my undies a funny shade of yellow. But now I see the evil drawings lurking in your letters page and I fear for your magazine. I shall leave you now to consider your decision. Goodbye.

Robert Callaghan, St Helens, Merseyside

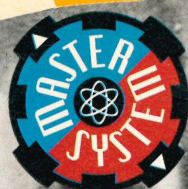
And look where you are... in the 'gallery'. Read on, because you'll love the next bit. Ed.

Dear Sega Zone

Here is a picture of *Sonic* what I drawn. My mum said she likes it, she said that it was *Sonic*. Your mag is excellat. I am four.

Donny McCloud (age 4), Fife, Scotland





The highest accolade

Ship shape and tip top bristol fashion
Score of over 90, then take our tip and buy the beauty. Ah-haaa!

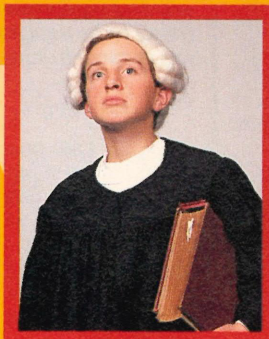
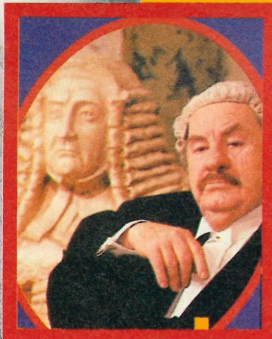
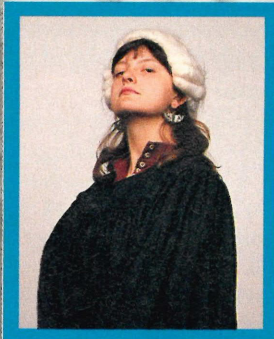


The lowest accolade

A bit of a leaky sampan
Not nearly as good and scoring below fifty? Give it a miss!



Na-haaaa! Fiendish piratical plotting is afoot here at HMS *Sega Zone Towers*. For this ish only, Amaya, the wondrous editress of this August (*July, actually - Absent Ed.*) journal has gone off on a jaunt to re-discover her hispanic roots, leaving her position as Captain of the *Sega Zone Crew* rather vulnerable to the machinations of the snuffling, ambitious hordes who go to make up... The Joypad Jury. Now, read on.



VIVIENNE NAGY

With a cry of "Na-haaa!", and a knowing leer, Viv leapt pirate-style athwart the editorial desk. "Listen 'ere ye scurvy transomes," she snarled, "Oi be in charge now, ah-haarr, so oi be. And ye better listen up or oi'll keel-haul ev'ry man-jack o' youse. First, being a pirate, like, and having control of your measly souls - damn yer eyes - being a pirate, I hereby decree that the whole of the issue be writ in the present tense, like what we mutinous pirates talk. Second, I be the Queen. I be, I be, I be, and Oi'll stick any of ye dogs who dare disagree".

Viv has been getting intimate with the Mega-CD. For safe CDX (ooooer) always use a Pro-CDX for any MD, M-CD and CD.

ADAM PETERS

"Thank goodness you've taken the reins Viv", smiled Adam winningly, "your easy going manner will make a welcome change from Amaya's rather manic style."

"Avast!" screamed Viv, "ye spalpeen!"

"Well, quite"

countered Adam, "just what is a spalpeen?"

"E don't need to know what a spalpeen be!" thundered Viv.

"Can you eat it?" asked Adam, characteristically.

"Get yer scurvy finger out, ye wall-eyed trout-fancier, ye."

"Is it a mollusc, then?"

"Oi'll mullusc you ye barnacle-brained excuse for a landlubber's lanyard loop, like." blustered Viv, losing it just for a second.

Adam has been scouring *Budgie The Helicopter* books to help him master *Jungle Strike*.

PATRICK MCARTHY

"Why can't we have a normal editor like other magazines?" asked Patrick as he wound up the anchor with a yo-ho-ho. "And why do we have an anchor in the office?"

"For authenticity, ye swab!" scowled Viv.

"Now put yer back into that capstan, ye lily-livered lark-gobbling lowlife, that ye are!"

"I'll have you know I have never gobbled a lark in my life!" said Patrick indignantly, "I wouldn't know how to start. But a chicken, now that's another matter!"

"Fifty lashes with the cat for insubordination!"

"But..." said Patrick.

"Sixty!" shouted Viv incandescent with rage.

Since playing *The Flintstones* Patrick has taken to eating large brontoburgers smothered in armadillo dropping dip. Yummy.

DANIEL PEMBERTON

"Pembers, bring the cat over here. Oi'll do this myself. Lash this swab to the gunwales! Ah-haaa!"

Sensing the arrival of an appallingly feeble joke, Pembers found himself in the terrible position of having to decide whether to pick up the cat o' nine tails, or Astrophe, the *Sega Zone* office cat. But Pembers knew the role of a straight man all right, especially in a supposedly humorous column such as this. The unfortunate animal was handed to the piratical Viv with all due ceremony and aplomb.

"Here you go," he said.

"Thankee, young Pembers," leered Viv, "e better not forget it's your turn in the big barrel tonight! Na-haaa!"

Daniel's had *Summer Challenge* twice over. Not only has he been going for gold in the game but he's had exams to contend with, poor luv.

MIKE HORSHAM

Just as Viv was grasping the hapless beast by the tail to scourge the insubordinate and glisteningly-naked back of Patrick, Michael leapt to the fore, athwart a conveniently situated gribble-thard.

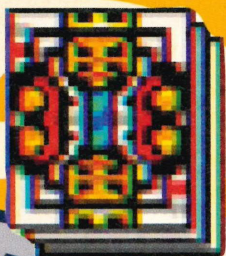
Dressed all in black with a dramatic eye-patch and the glint of a solitary earring in the moonlight, Michael brandished his prize cutlass.

"Unhand that pussy and untie that swab!" he exclaimed "for Oi be a-seizing the windlass of this here bucket o sick, the grand old ship *Sega Zone!* Ahaaar"

"Ye'll mutiny and turn agin' me, will ye, ye flab-fleshed, flat-fish feelin fandango-dancing dork!" fumed Viv, "Have at ye!"

Michael 'Monster' Horsham as he now likes to be called, has been getting to grips with *WWF Steel Cage Challenge*.

PLAY



END ZONE

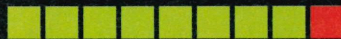
Graphics



Sound



Addictiveness



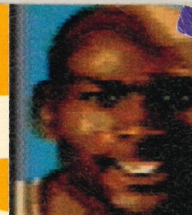
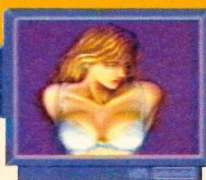
Playability



Piratical
gibberish from
your reviewer.
A-haaaar!

OVERALL ??

Out: Month Price: £??.99
Publisher: ???



score zone

Here's how the scores be reckoned, ye dogs! Easy enough we reckon, but for those of e who'd have trouble a-countin' fifteen men on a dead man's chest, or findin' out why they be there in the first place, we'll run through it again.

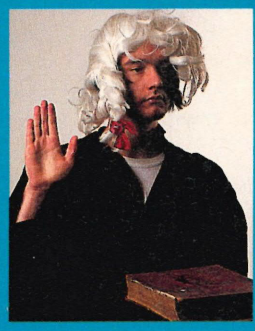
Graphics: This be the one that gives an idea of the quality of the animation, the stills and the overall graphic design of the game. Ah-haaaar! Shiver me tumblers, me hearties!

Sound: This score relates to the quality of all the kind of sound-type things on the game. Ye dogs!

Playability: Harder than a three month old

ships' biscuit or as easy as a Shanghai Susan (*Watch it, less of the sexist comments Ed*). Close order drill, or as easy as a run to lee'ard, if ye get my drift me hearties! This is where ye finds out

Addictiveness: Is this the kind of game to keep a man ashore when the seas a-callin' or will it drive 'e to take the Queen's shilling soon as look at it?

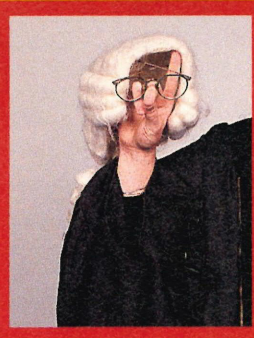


DAVID MCCANDLESS

Lit only by the guttering flame of the firebrands on the wall, Viv and Michael began their deadly dance of death. A swordfight to the, um, death. Macca yawned as Michael and Viv swashbuckled their way up the stone steps. Only the 'glang' of steel against steel and the 'plish' of something squelchy underfoot broke the tense silence.

"I don't know why they're bothering with all that" sighed Macca with characteristic aplomb, "Amaya'll be back soon and she'll put them straight. It's power, you see," he continued, warming to his theme, "some people just can't handle it. Poor souls."

Macca is so confident about his exams he's been filling his revision time playing anything violent that he can get his hands on.



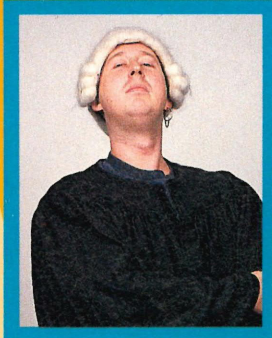
NICK GRIFFITHS

By now, cutlass betwixt teeth and tongue, Viv was swinging from the office, lampshade while Michael buckled his swash below.

"Avast there ye fish-brained sons of something smelly!" cried a newly-bearded Nick, "I want to be in charge, and so Oi'm mutineering an' all! Ah-har-har-har-har-har-har!" Nick's piratical posturing dissolved into a fit of coughing. Recovering, Nick heaved himself up onto the poop. "Plish!", it went.

"List to me ye dogs! Oi'll tell e me plan. Ah-haar! We takes the good ship *Sega Zone* and we sails her to Tahiti! Where there be sun and sand and other luvverly things that we pirates loike! Are ye with me?"

Nick has been baring his chest and showing off his undies since *Marky Mark's* video - he's a sad case.



DUNCAN MACDONALD

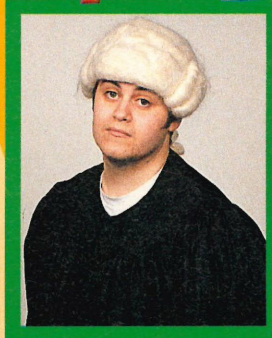
Baffled silence greeted young Nick's speech. Displaying a rare moment of sanity, Dunc came to for just long enough to point out a couple of things to the increasingly excitable Nick

"Blackbeard" Griffiths. "Firstly, Nick" said Dunc, as if talking to a child "this will not sail anywhere: it's an office, not a ship. Secondly, why on earth are you wearing that beard?"

"It's not a beard," said Nick, bashfully, "it's the cat. I've stapled it to my ears and it's beginning to hurt a bit now. Can you help me off with it before Amaya comes back?"

"Sorry, no can do," said Dunc helpfully.

Duncan has had no time to write reviews this month, having recently adopted a horse called Ben.



RIK HAYNES

"I'll help," said Rik, tugging joyfully at the helpless howling moggie with his feet on Rik's chest. "This'll be just the job for mopping the decks once I've got it off. How many staples did you use?"

Viv continued to dangle from the lampshade with her sword in her mouth, having got slightly stuck.

Meantimes, Adam was trying to lever a protesting Pembers into a barrel for the evening stint, while Michael had passed out on Dunc who was being seasick into Macca's pocket. Macca in turn appeared to be lighting a fire around the legs of Patrick who was still lashed to the gunwales.

Rik 'Raking it in' Haynes having written three eights of this ish now has Group 4 guarding his wallet. Looks like playing *Pro Striker* paid off.



Amaya Lopez

The door opened then, on a frozen scene of Rik on Nick, Mick on sick. Viv on high, Dunc and Macca arguing, Martin still struggling with a reluctant and frightened Pemberton and Patrick played and smouldering before the mast.

'Twas Amaya! "Here Oi be returned from a plunderin' the Spanish main and what do Oi find?" said she, "a mutinous crew of scurvy swabs with all of the organisational skill of a school of jellyfish actin' like the lily-livered lump-fish roe-eatin' lamb's leg namby pambies they be! Shape up there! It's good to be back. I'm the Pirate Queen, Me! Me! Me! Me! Me! Na-haaaar!"

"Blimey!" said the crew in unison.

Since her return, the Spanish infanta has taken to squeaking as she plays *Land Of Illusion* on the GG.



ROCKET KNIGHT ADVENTURES

Despite his identity crisis, Sparkster is sure to be a hit. The star of *Rocket Knight Adventures* is just so cuddly, cunning and courageous. Will you resist his charm? Sure, at first sight, he's merely the latest in a long line of rascally cartoon rodents that include *Dangermouse*, *Tom & Jerry* and *Mickey Mouse*. Nevertheless, you'd have to lay your hands on some heavy-duty rat poison to kill this spunky character off. Sparkster wears a shiny suit of armour. He wields a steel sword sharper than Vera Duckworth's gob. And, most importantly of all, he's got a rocket pack strapped to his back!

"Think in a cosmic way. Let your feelings reign freely and direct the flood of your creativity toward the future."

Yes folks, that's the definitive gospel according to Konami.



Sparkster can't kill these creepy crawlies, so he must jump over them until they suddenly disappear for no apparent reason like creepy crawlies tend to do in these situations. Phew!

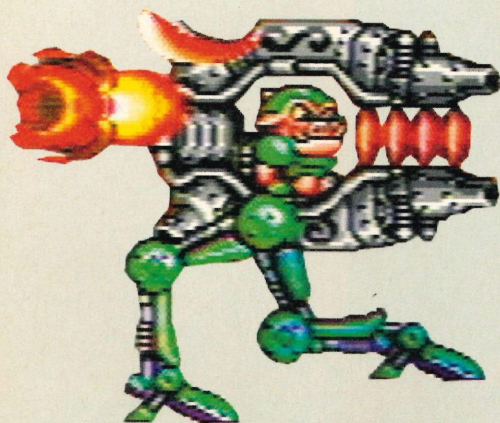
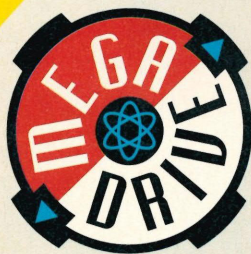
RAT RACE

The search for a sturdy challenger to *Sonic The Hedgehog* was tougher than a glitzy showbiz audition to discover new talent. In keeping with official company policy, staff racked their brains trying to dream up good ideas. It's said the development of a successful video game is always the result of a heated argument. In the case of *Rocket Knight Adventures*, it all started last summer during the influential Toy Fair in Tokyo. Punters were asked to select their favourite persona from a group of fifty different characters. Sparkster was easily the most popular choice out of this bunch. It's not unusual for Japanese software houses to muster customer feedback before the release of a cart. Software houses often organise various competitions and seminars to help them in their search of innovation.

Tomikazu Kirita, General Manager of Konami's R&D Department VI, is still overseeing the Sparkster project. He explained: "The original idea was to get a cute character which looked like both a mouse and a knight." So far, so good. Anything else? "There are three programmers, three graphic designers and three sound people working on *Rocket Knight Adventures*. Many people also playtest at Konami. We have four hundred engineers who all play the games and they're experienced and very critical in their judgements."

Everybody in the company is linked together through an impressive computer network, one of the most sophisticated in Japan. They swap information and visuals in a matter of seconds. Detailed and repeated checks are made on new features and tweaks with the minimum of hassle. As a neat bonus during lunchtime,

Watch out, Sonic! There's another cute superhero on the way. Mouse? Rat? Hamster? If only RIK HAYNES could figure out in this exclusive preview of **ROCKET KNIGHT ADVENTURES** exactly what kind of creature Sparkster is supposed to be...



Tomikazu Kirita, General Manager of Konami's R&D dept.

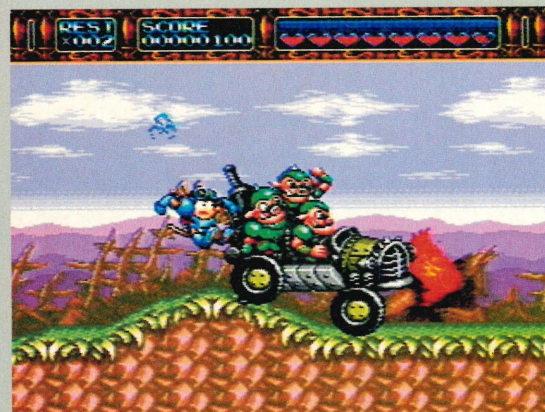




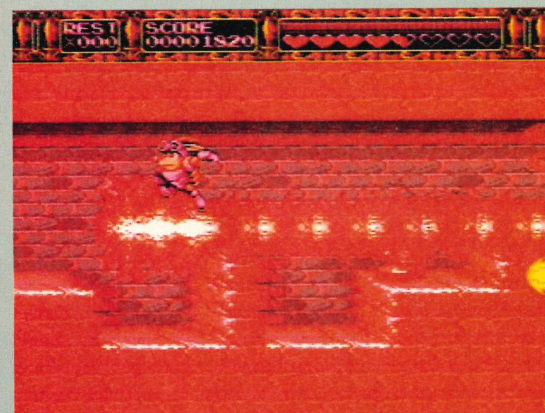
This piggy seems to have scooped a very hot curry!



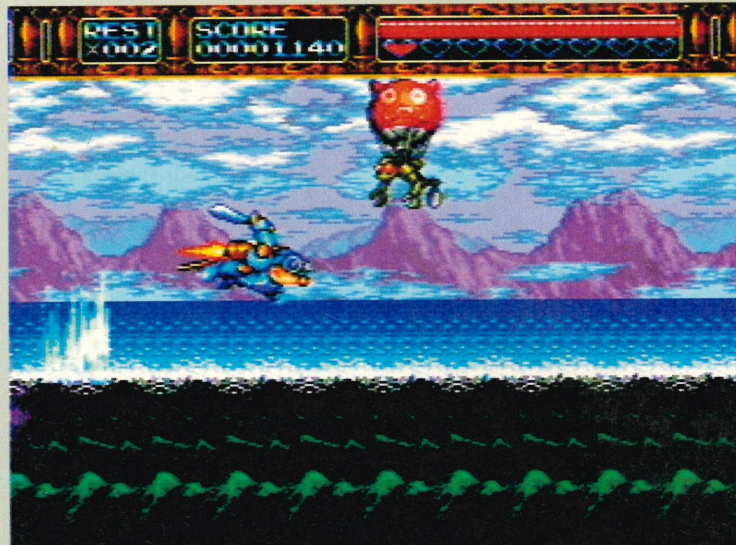
Hurrah! These unlucky enemy troops have lost their parkster truck...



... but their porcine pals quickly gain revenge by driving another pigmobile over Sparkster.



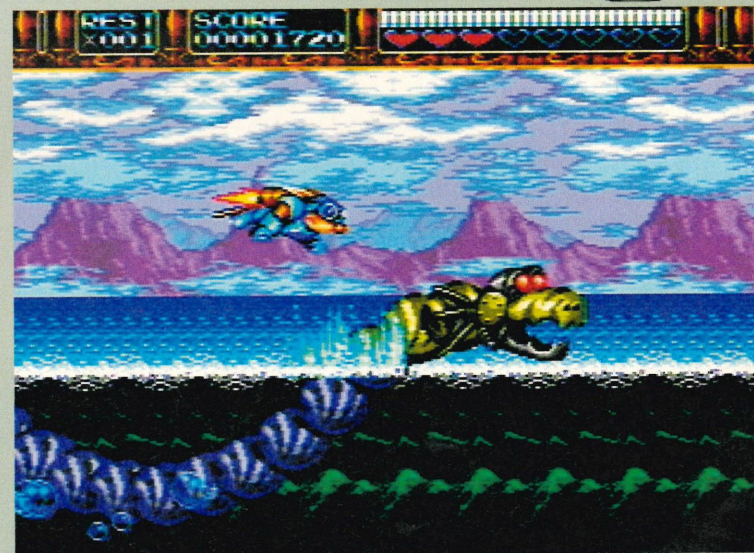
When the backdrop turns a dramatic red colour, it's bound to mean big trouble. Dodge the huge flames that regularly spurt across the screen.



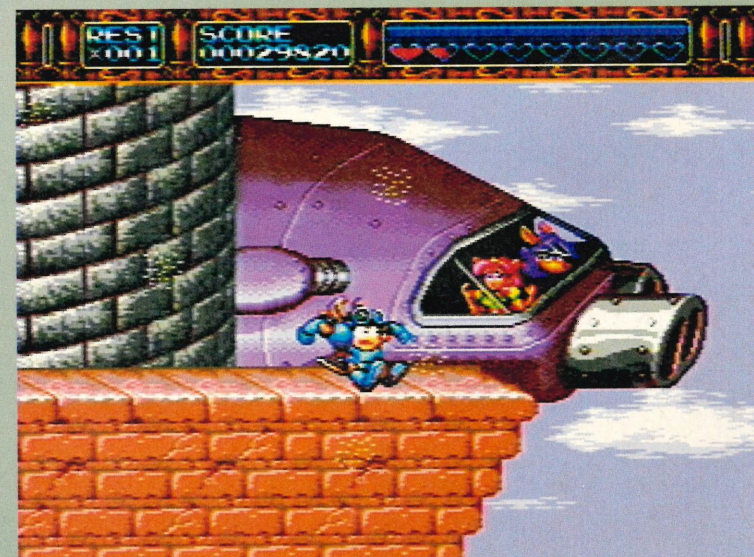
Would you believe it? Flying frogs on pig-like balloons suddenly appear from nowhere. No wonder Sparkster automatically switches to full rocket power during the whole of this section. These sub-stages are dotted all over the place. The best way to get through them is to (a) duck, dive and shoot or (b) try to hide near the top!

games have looked this good on the Mega Drive. That's quite an achievement, considering Konami only started tinkering with Sega's workhorse about eighteen months ago.

"It is not difficult for us to convert our titles over



Shoot this sea dragon in the head. Got that?



Kidnapped Princess Sherry is taken aboard a spaceship. (Sab. Ed.)

nearly five hundred people can compete in a special race game at the same time.

MOUSETRAP

Techno trickery is fine but let's not forget the important bit - the actual game itself! Sparkster, orphan of the great war, must avenge the death of his master and rescue Princess Sherry from the clutches of an evil sorcerer and his robotic soldiers. Not many points awarded for storyline originality, then? However, it's the gameplay and graphics that really shine in this epic production. Few

Too cute by half?

NAME: Mickey Mouse
TYPE OF CRITTER: Erm, a mouse!
BEST FRIEND: Minnie Mouse
SPECIAL ABILITY: Squeaky voice
MOST ENDEARING FEATURE: His faithful hound, Pluto
WACKIEST MERCHANDISED PRODUCT: A water tower sporting a giant pair of Mickey Mouse ears in Florida's Disney-MGM Studios



NAME: Sonic
TYPE OF CRITTER: Hedgehog
BEST FRIEND: Tails
SPECIAL ABILITY: Speed
MOST ENDEARING FEATURE: Looks a bit like Felix the Cat
WACKIEST MERCHANDISED PRODUCT: Soft drink



NAME: Sparkster
TYPE OF CRITTER: Mouse, rat, hamster or something else
BEST FRIEND: Princess Sherry
SPECIAL ABILITY: Rocket-powered flight
MOST ENDEARING FEATURE: Wears a brilliant pair of goggles
WACKIEST MERCHANDISED PRODUCT: Not yet announced





to the Mega Drive," remarked Kirita. That's no idle boast, he knows his onions and microprocessor opcodes. After joining Konami straight from university in 1982, Kirita has worked on just about every major project in the past decade. Most Japanese video game designers stay behind the scenes due to a fear of 'head hunting' by rival firms. That's the reason why you normally only see surnames and nicknames in credit sequences. Obviously, the top brass are confident of keeping their head boy firmly in place.

RATPACK

Even at this early stage, *Rocket Knight Adventures* is shaping up as a worthy competitor to *Sonic 2*. In style and content, they're basically the same. *RKA*'s got loads of platforms, lush colours and loud noises.

The fairy-tale land of Elhorn, where the game takes place, is suitably equipped with forests, castles, caves, giant airships, industrial zones and suchlike. Each of the ten stages in the game are split into three or five separate areas.

Sparkster is an agile little chap. He jumps around, hangs by his tail and has the aforementioned jet propulsion gadget to lift him out of tight spots. If left alone for too long, he impatiently folds his arms. In other words, Sparkster is a tasty geezer. Kirita is particularly

proud of the way this superhero skips across water and quickly dives underneath the water when the need arises. On a less glamorous note, Sparkster's foes are, not to put too fine a point on it, pigs brandishing a variety of weapons – ranging from simple bazookas to smart *Star Wars*-type weapons.

There's a real sense of excitement, so you will probably be hooked straight away. The old 'I must just have one more go to see what's going to happen next' syndrome strikes again.

THE MOUSE THAT ROARED

"The feeling about *Rocket Knight Adventures* is already pretty good," Kirita confirmed. "We're eager to introduce our own character into the world market."

The reason for this goal is simple. Money. Lots of it. A huge stash of lovely cash. And much more dosh where that came from.

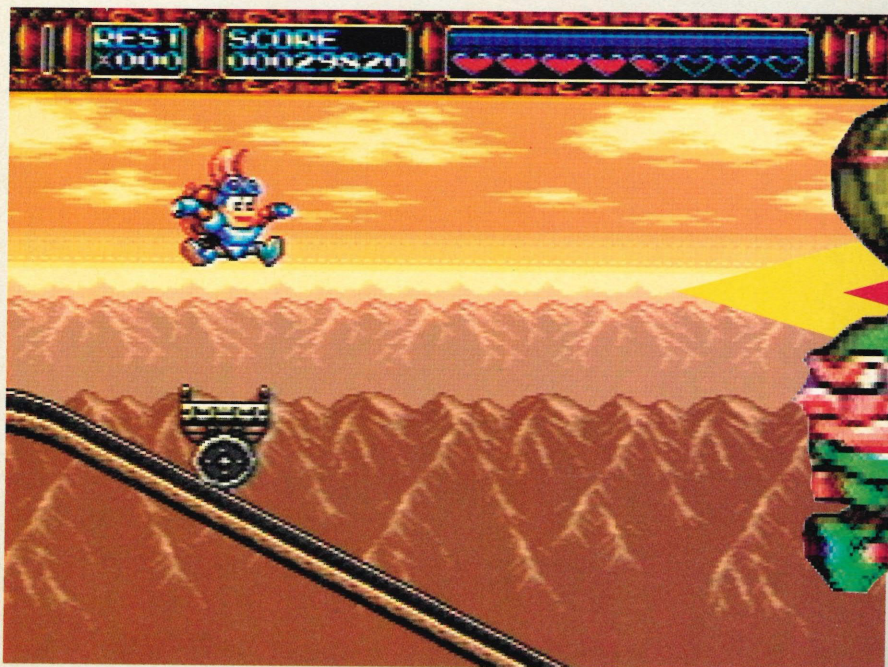
If all goes to plan, there should be the licensed animated TV show, toys, T-shirts, badges, breakfast cereal, baseball caps, bubble gum, soft drinks, sports gear and other merchandise within the next 12 months.

Why do you think the initial consumer survey was conducted at a Toy Fair, eh? Perhaps somebody representing Konami is going to visit Hollywood soon? *Rocket Knight Adventures – The Movie* anybody? ☐

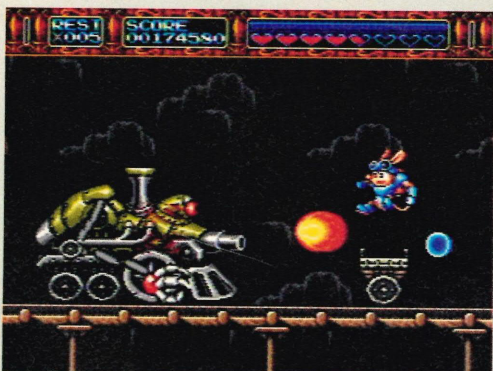


FIVE STAR

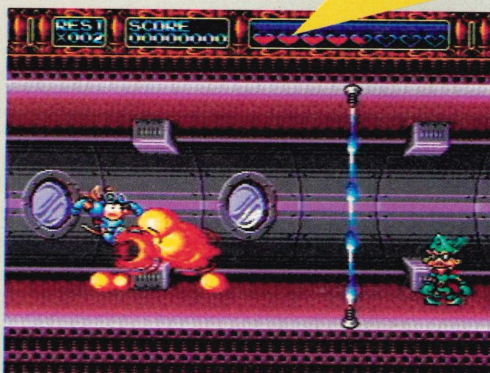
Come rain or shine and with the slightest touch, Konami will always find the time to entertain a system addict whenever you're ready. (That's enough bloomin' *Five Star* song references! Ed.) Since 1969, these people have produced a stack of superb video games like *Gryzor*, *Hyper Olympics*, *Parodius*, *The Simpsons* and *Twinbee*. Konami also makes jigsaw puzzles! Meanwhile, Sega players can get stuck into these succulent offerings...



Shades of Indiana Jones And The Temple of Doom, as the fearless Rocket Knight attempts to stay on a succession of speedy runaway mine-carts.



Menacing, mean, armed and extremely dangerous to tangle with. No it's not the Ed, it's the loco boss of stage 2.

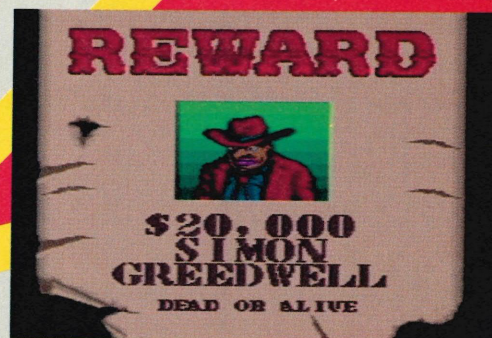


Sparkster plays a dangerous game of tennis with live ammo. Make sure he gets the angle and velocity right or it's KABOOM time!



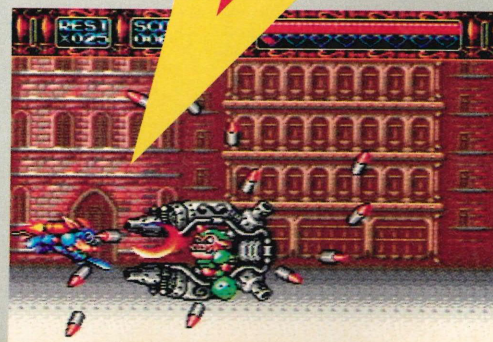
LETHAL ENFORCERS

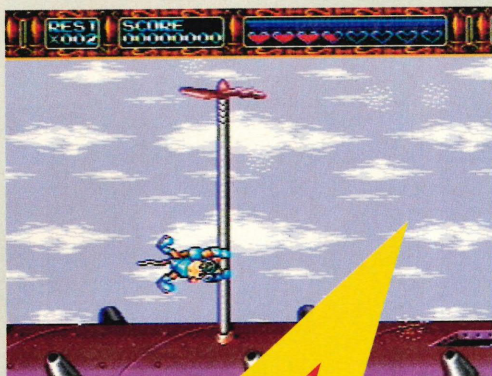
A cross between the sharpshooting *Terminator 2* and *Mad Dog McCree* coin-ops. Available later this year on Mega-CD.



SUNSET RIDERS

Your chance to blast outlaws in a Spaghetti Western. Available now on Mega Drive.

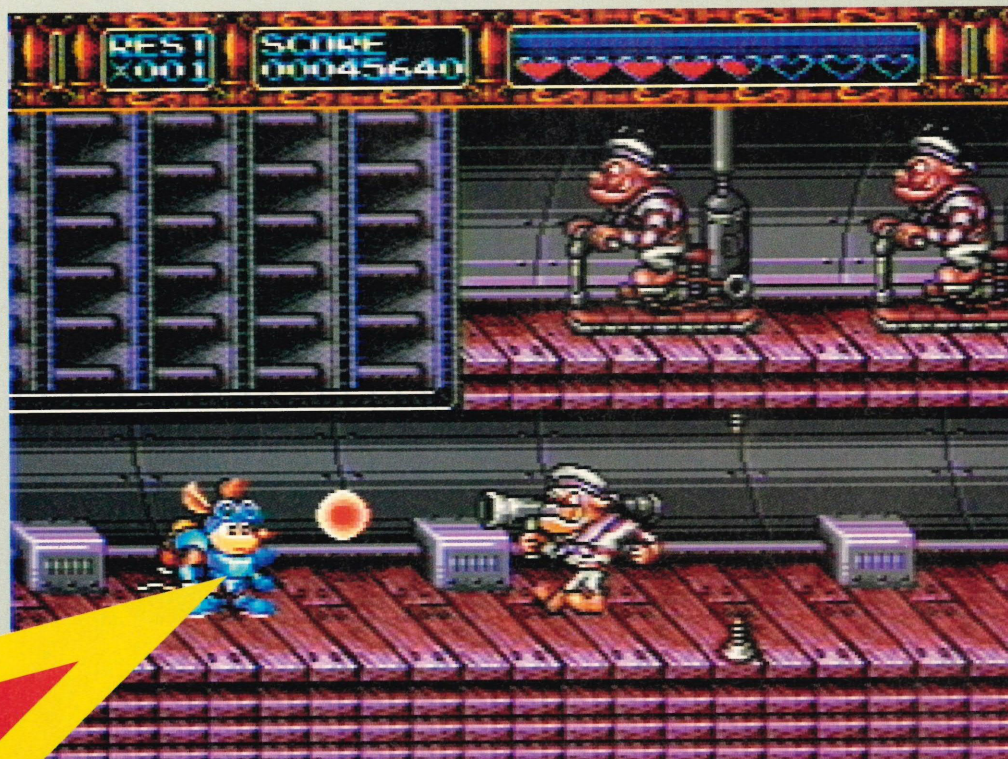




There certainly seems to be a nasty draught up here. Hang on, Sparkster!

GRADIUS

Widely regarded as the best shoot 'em up ever conceived. Sometimes called *Nemesis* in European arcades. Tomikazu Kirita confirmed his busy team is now working on a Sega conversion of *Gradius*. Available later this year on Mega Drive. Possibly!

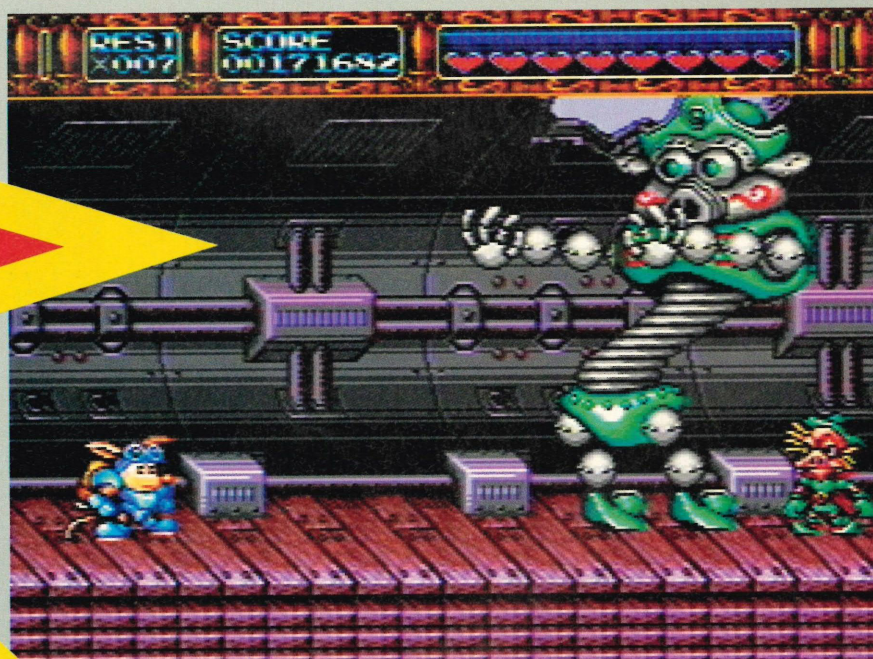


Just look at those pesky pigs peddling on their bikes and watch out for those bazookas.



TEENAGE MUTANT HERO TURTLES

Konami's finest hour... in terms of sales anyway. Available now on Mega Drive.



Blimey missus, a belly dancing boss monster!



TINY TOONS ADVENTURES

Join the crazed students of Acme Looniversity on Buster's Hidden Treasure hunt. Available now on Mega Drive.

Sadly, there are currently no plans to publish anything on the Game Gear or Master System.



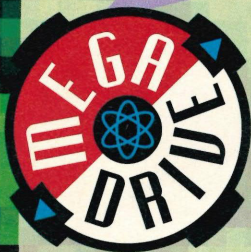
Even the buildings and chimney stacks of stage 5 have piggy faces on them. Cute, huh?

AVAILABLE FROM
KONAMI ON MEGA
DRIVE IN
SEPTEMBER
PRICE TBA.





NICK GRIFFITHS desperately wished that he hated RPGs. But he can't help himself. "That's right," admitted Nick, sheepishly.



Shining force

Dark Dragon has taken over the happy land of Rune and turned it into a place where young people swear and graffiti slogans on walls are riddled with spellings mistakes. It's your job to round up a band of misfits and take him on. Instead of starting with those two bald blokes from *Eastenders*, you're saddled with the likes of Chip and Ken. People called Chip and Ken usually offer their services during 'Bob-A-Job' week, so it's worrying that they're now purporting to be world-saving material.

Excited by tedium

Shining Force uses the standard RPG tools: wandering around towns collecting info and supplies, then setting off into unknown climes for a spot of death-dealing. You have heaps of scaly and hirsute adversaries. *Shining Force* is, by design, slow-moving – but people don't play RPGs because they are wanton adventuring types.

Where *SF* differs from standard RPGs and where its strengths lie, are in its major tactical elements. Doing battle doesn't simply involve pressing 'fight' and then watching the computer play with itself (Ooooo – er) for ten minutes.



Bit parts

Just wanna bit part in your life," as Evan Dando of Lemonheads pointed out recently. Some people are born to be bit parts, while others like Antonia De Sanchez are born for stardom. Here are some of *SF*'s bit parts. Snigger at them wilfully...



Rune

Rune is evil incarnate. He is the main minion of Dark Dragon, who is also evil incarnate. Rune pops up every now and again, says something evil, and then toddles off again.



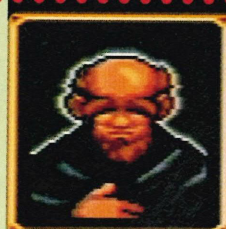
Goaty bloke

Goaty Bloke, or Nova, as he prefers to be known, is your mentor. You'll meet him in the towns, where he offers advice and is, erm, goaty.



A king

There are kings dotted throughout Rune. This is one of them. He shops you to the evil Rune and later repents his sins. Don't trust him – and then do. (Hmm... Ed.)



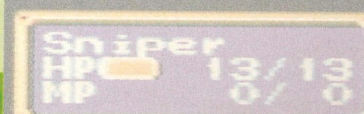
A priest

Keep him out of Chip and Lowe's argument about the women's football team. He comes in handy and can save your game by reincarnating dead team members.



A chipmunk

When you first meet this character, he says "I've been expecting you," but fails to explain why. Later, he scuttles through a castle and disappears. He is off his rocker.



Unloved

Each member of your group (you control up to 12 characters – another unique plus point) has a specific attack area: some can only fight close-in; others equipped with bows and throwing weapons can only attack from a distance.

So you painstakingly manoeuvre each fighter into their optimum attacking position. To make matters more difficult, depending on the character's speed and the terrain, there are some restrictions on their movement.

Friendless

Graphically, it comes closest to *Soul Blazer* on the – eek! – SNES. It's pretty lush and detailed, with decent animation. The sound gets a bit much after a while, though – imagine listening to a Lindisfarne track for more than eight seconds. (Arghhhh.)

But with RPGs the gameplay is paramount and several small Japanese people (probably) have put an admirable amount of thought into *Shining Force*. Perhaps it's too fiddly, and there are small quibbles like not being able to view your characters' attributes during battles, but, sadly, I managed to play it for untold hours without worrying about my credibility at all. ☐

: Teamwork, man, teamwork

As team leader, you begin with five hardy adventurers and collect other devotees as you wander around. If you don't miss a trick, you'll end up with a team of 12.. I, er, managed ten...



Ken ▼

A knite (well, that's how they spell it). Ken, a centaur, is half man/half horse, which implies that he has a very impressive thingy. His eyes are ten times too big and he smells like a horse. (You're just jealous. Ed.)



Mae ▲

Mae is a knite, too. And she's a centaur. Did you notice, however, that she looks uncannily like Raquel, the brainless bimbo barmaid from *Coronation Street*? Eeh-by-gum it's a funny old life really.



Nick ▲

The team leader and a consummate swordsman. See how swish, shiny and good looking he is? See how he lays his anorak over puddles for ladies to walk across? See how... No, thought not. Good name though.



Gord ▲

Gord is a warrior – except he looks more like an aged beardy with a green ponytail. Gord insists on constantly telling people that he is 76 years of age, and suffers from the dreaded Irritable Bowel Syndrome on the sly.



Luke ▼

Another warrior. Notice that he still wears a bib and has a brown nose. No one cares to ask him about the nose bit, however, *The Sun* are about to run a story on his close friendship with Chip, the priest.



Hans ▲

An expert archer. Robin Hood was his inspiration, his hero. He lives in Radiofourland, where people are very serious about things, and they never play any music. All his friends are called Brian Redhead.



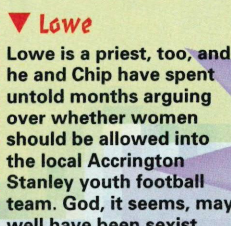
Gong ▼

Up until now, the names have been pretty silly, Gong, however, takes the proverbial biscuit. And he wears a headband, which went out of fashion when *Fame* ended. As a monk, he can only fight with his bare hands (not useful).



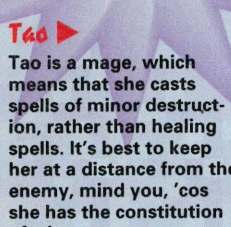
Chip ▲

Despite his covert affair with Luke – still to be exposed in a front page splash by *The Sun* – Chip is a priest with a heart of gold and the hands of a healer. It's just a terrible shame that he's weedy and crap.



▼ Lowe

Lowe is a priest, too, and he and Chip have spent untold months arguing over whether women should be allowed into the local Accrington Stanley youth football team. God, it seems, may well have been sexist.



Tao ▼

Tao is a mage, which means that she casts spells of minor destruction, rather than healing spells. It's best to keep her at a distance from the enemy, mind you, 'cos she has the constitution of a hamster.



: Raising the roof!

Yup, role-playing sure makes joyriding look tame! See how, just by entering a house, you can, quite literally, raise the roof!

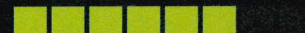


END ZONE

Graphics



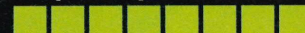
Sound



Addictiveness



Playability



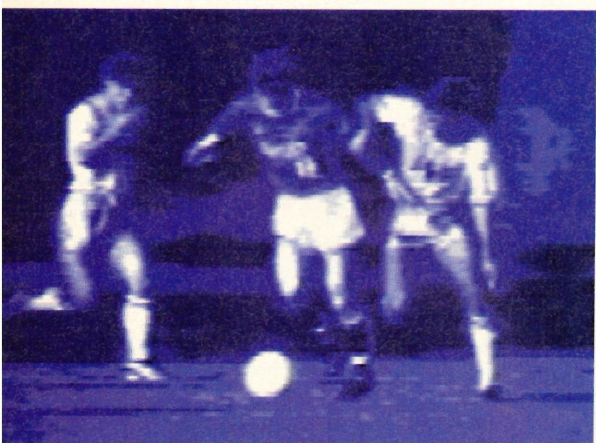
Guilty of being really rather good.

OVERALL 86

Out: July Price: TBA
Publisher: Sega



Hmm... reminds one of my glory days in Subbutteo.



Pro Striker

Football is taking a summer break, right? Not in Japan, sports fans! And, **PRO STRIKER**, Sega's saucy new soccer cart offers more than its fair share of four-play as **RIK HAYNES** discovers...

IMPORT

The games of two halves

There's never been a better time to play soccer on your Sega Mega Drive...

European Cup Soccer

Available now from Virgin Games on the good old Mega Drive
 * Update of Manchester United Europe on the Amiga by Krisalis. Probably the best soccer sim on the Mega Drive today.

J.League Champion Soccer

Japanese import available now from Game Arts on the Mega Drive
 * Limp attempt that's benefiting from the latest soccer craze, in Japan.

Kick & Rush

Japanese import available now from Sims on Game Gear
 * Incorporates two-player head-to-head competition using the Game Gear's fab comlink adaptor.

Pele

Available later this year from Accolade on Mega Drive
 * The world's greatest ever footballer is back for more! Let's hope it's going to be a better performance than the ghastly *Escape to Victory* movie starring Pele, Michael Caine and Sylvester Stallone.

Sensible Soccer

Available later this year from Sony Electronic Publishing on Mega Drive, Mega-CD, Game Gear and Master System. (Brillo.)

* Currently the hottest football title on the Amiga circuit. Will the forthcoming release of *Dino Dini's Goal!* from Virgin Games tip the balance of power? Meanwhile, Lord Paul Lakin and Duncan MacDonald openly display their sad addiction to *Sensible Soccer* in the Zone offices at lunch and after work.

Super Kick Off

Available now from US Gold on Mega Drive, Game Gear and Master System formats.
 * Yet another conversion of an old Amiga home computer game. Speedy but not very addictive. The Game Gear version is definitely the best out of this could-have-done-better trio.

Ultimate Soccer

Available soon from Sega on Mega Drive, Mega-CD, Game Gear and Master System
 * Originally appeared as *Striker* on the Amiga from a Liverpool-based company called Rage. *Ultimate Soccer* includes a very smart five-a-side indoor football match.

World Cup Soccer

Available soon from Acclaim on Mega Drive
 * By the time you read this review, Acclaim's *World Cup Soccer* should have premiered at the summer Consumer Electronics Show in Chicago. More details next month.

Apparently, *Pro Striker* is the official TV game of the J. League (Japanese Football League). It's certainly packed with features... and a lot of Jap text! After a few false starts, you should be able to figure out the host of options. If you've got the new Sega Tap accessory and enough joypads, up to four players can join in.

Apart from that, it's a standard game of football complete with fouls, throw-ins and a 'radar' showing where everybody is. Most of the frilly background bits can be fondled before play commences, ranging from selecting the team



Phwoar... a full frontal of the Sega Tap.



He shoots...



He scores. (He scores! A bit premature there, I think.Ed.)

The fab four

Just imagine if The Beatles had managed to get their hands on a Mega Drive and four-player Sega Tap at the height of their success way back in the swinging sixties...

John Lennon

(The dead one)
"Those mindless shoot 'em-ups are a bit violent, man. They wrecking my karma man."

Paul McCartney

(He's the one lumbered with a wife who can't sing)

"Don't know about you lads, but I'm going to buy shares in this clever Sega company and make even more money. What do you think of that my little darling, my little wrinkled cupcake and please stop singing I'm trying to think."

Ringo Starr

(Narrator of that kiddies all-time fav, *Thomas The Tank Engine*)

"I hate this friggin' kids stuff."

George Harrison

(Nobody can remember him)

"These video games will never take off. Pop music will go on forever and so will our groovy haircuts."

Brian Epstein

(Manager of The Beatles)

"If I was making carts, I'd be developing more games compatible with the Sega Tap in the future."

itself and tweaking individual player positions to whether you prefer a sweeper system or two-top formation. Like *Super Kick Off* and *Sensible Soccer*, the pitch is viewed from a slightly overhead position. Anybody can make their little players run, shoot, slide and do other stupid stuff. Though, for some strange reason, the goalies in this video game can't move around when taking a kick.

As a bonus, this cart comes with a free collectors booklet with facts and trivia on the real J. League '93 – along with an advert for *Fatal Fury*, *Switch* and *Pro Striker*! Did you know Gary Lineker was born in November 1960? Weighs 75kg? Is 175cm tall?

There's also something about his stunning debut in the 1986 World Cup but that's written in Japanese, too!

Okay, anything stinky?

There's one thing that annoys me more than suffering a repeat of *Little House On The Prairie*. (*Sacrilege!* Ed.) All right, *The Word*. And that's the continuous siren sound in *Pro Striker*.

This annoying noise actually gets louder when the action moves inside a penalty area. Even the tiresome tones of Terry Christian have a more soothing effect.



Wii...eeee...man wot's all this jap writin' about like and where's that git Lineker.



Oooh, hang on a sec love while I rub my Deep Heat in.



Even numbers get the chance to play against each other.

Should I buy it?

Maybe. Thanks to the unusual four-player mode, *Pro Striker* is more fun than, say, *Super Kick Off*. Both of these video games have escaped retail relegation by the skin of their teeth. Hopefully, with the likes of *Sensible Soccer* and *Ultimate Soccer*, the best is yet to come. ☐



All righteeee ladeees, which one of youse has nicked Gazza's mask like.

END ZONE

Graphics



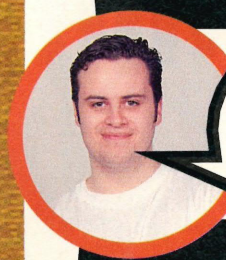
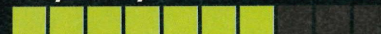
Sound



Addictiveness



Playability



First Division player in the Premier League! Has its moments but never makes a serious challenge for the championship.

OVERALL 76

Out: Available now on import

Price: Approximately £42.50 (Sega Tap costs an extra £32.50)

Publisher: Sega **Supplier:** Games HQ
(Telephone 0702 603215)

Hot on the heels of the first *Lawnmower Man* film and just in time for the imminent sequel, the Sales Curve is getting ready to release **LAWNMOWER MAN II**, confusingly the first ever *Lawnmower Man* game to appear on the shelves. **MICHAEL 'ONE BRAINCELL' HORSHAM** delves into this mixture of virtual and real worlds...

Hooray for Hollywood-ish

In the grand tradition of Hollywood, land of the silver screen where dreams come true and hot on the heels of the cyberspace-filled nightmare world of Stephen King's *The Lawnmower Man*, comes, you've guessed it, the sequel to the film.

Because Hollywood is such an inventive place an' all, they've even come up with a brand new title for the film – *Lawnmower Man II*. Snappy, huh?

But better than that it's also time for the game of the film which is also called *Lawnmower Man II* even though there wasn't actually a *Lawnmower Man I* game – but who cares? From what we hear and see, the game looks as though it could be a bit of a corker.

MowalongaJobe!

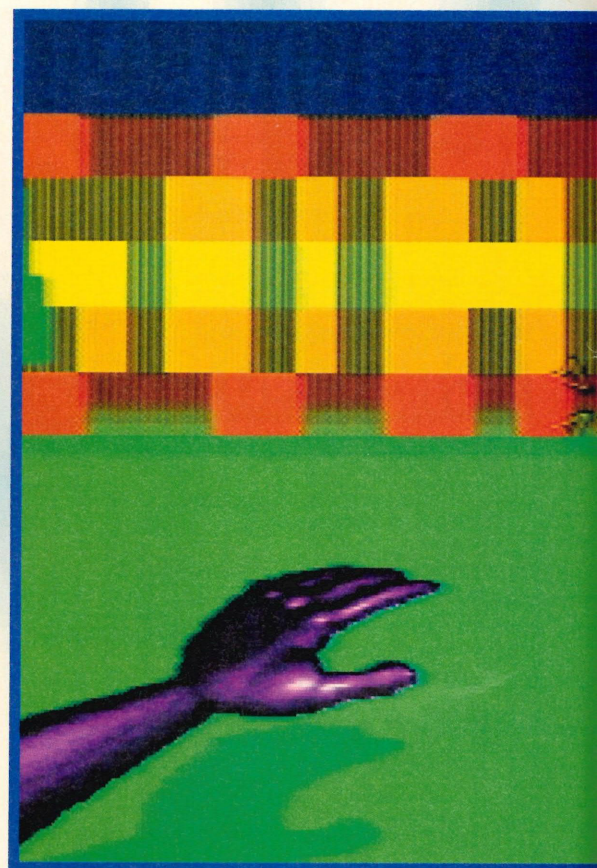
All of you who are film buffs and even those of you who aren't couldn't have failed to notice the release of *The Lawnmower Man* last year. Billed

as the first movie to be about VR (that's Virtual Reality to you) the whole shebang was hung on the idea of a wacky scientist dabbling in things he did not fully understand and creating a cybernetic monster in the process. Dr. Angelo, for it was he, in the best traditions of vivisection and animal experimentation, decided to use his gardener, Jobe, as the smoking beagle in his field of computer 'n' drug enquiry.

Is Patrick Mower in it, then?

No, he bloomin' well isn't. (Bloomin' – geddit. a pun on flowers?) Jobe, the chosen one, is a simple chap who is a bit like a young version of the gardener-bloke in the Yellow Pages adverts. He is not blessed with the greatest of intellects, he's the kind who talks to plants and can't get a word in edgeways and he finds the old 'doors of perception' routine a bit mind-blowing.

Not only does he become hyper-intelligent through taking lots 'n' lots of drugs (but remember kids, drugs aren't smart) but he also ends up inhabiting the cyberspace of the



mainframe VR computer world created by Dr. Angelo and funded by a government agency known sinisterly as 'The Shop'. From here he has access to all sorts of computers and ultimately the potential of, ho-hum, world domination. Spooky, huh?

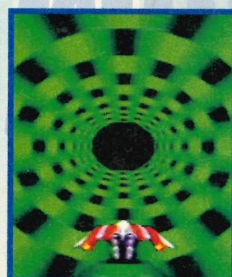
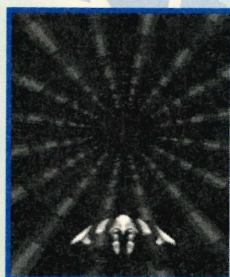
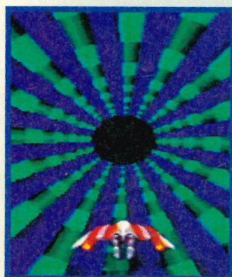
One man went to (forgive me) mow!

Onto the game! In a bout of spirited non-sexism, this forthcoming Mega Drive cart will allow you to take the role of either Dr. Angelo or Carla (the little boy Pete's Mum in the film) and the object of the game is to stop Cyberjobe

Lawnmower Man II will be available on the Mega Drive and Mega-CD in January 1994 from the Sales Curve.

Stay tuned for some more exclusive news of the game on these hallowed pages.

Lawnmower Man II



... THE MAKING OF LAWNMOWER MAN feature



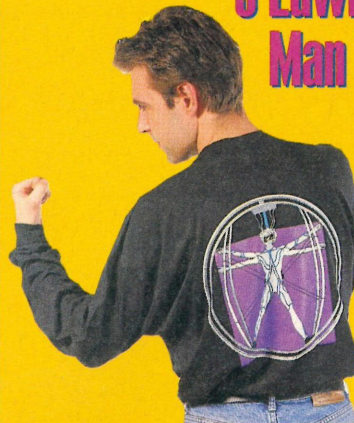
Hmm... very interesting shots of hands with tree, hands with tree and block shape, hands with tree and other block shapes, hands with... I think I'm beginning to see a pattern developing here.

A Lawnmower Man jacket



5 Lawnmower Man videos

5 Lawnmower Man T-shirts



Courtesy of
First Independent

Going through the mow-tions

Just send us your drawings/collages/Fimo sculptures etc. of a real Lawnmower Man, ie, one made up of the bits of a lawnmower. Clippings trays for a mouth, the handle bit for legs, the whirly blade bit for, er, an arm (you can use each part more than once) – or any other combination, just use your imagination! Then send your masterpiece to: This Deserves A Place In The Tate Gallery, Sega Zone (Lawnmower Man compo), 19 Bolsover St, London W1P 7HJ.

The video which is now available in the shops costs £12.99 and comes in either normal or widescreen format, so on the back of your 'art' please specify which you would prefer as well as putting your name and address.

from escaping from 'The Shop's' mainframe, creating havoc and letting loose his dogs of war all over the computers of the world.

To stop this hyper-intelligent psychopathic cybernaut gardener you have to battle your way through all manner of policemen, army personnel, science lab technicians and then go on to do battle with giant wasps, monkeys, mutant plants and, you guessed it, petrol pumps in what's billed as a 'seemingly endless' succession of battles.

How now brown mow

Your ultimate goal is to close down all of the IO (that's in/out) ports on the mainframe before Cyberjobe can escape whilst taking on the erstwhile green-fingered Jobe, who is no doubt covered in grass cuttings and compost and armed with a Virtual Suffolk Punch and some secateurs in his own virtual landscape down at the Virtual Space Industries Centre, the site of the final battle. Phew!

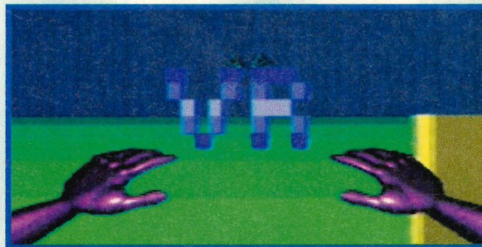
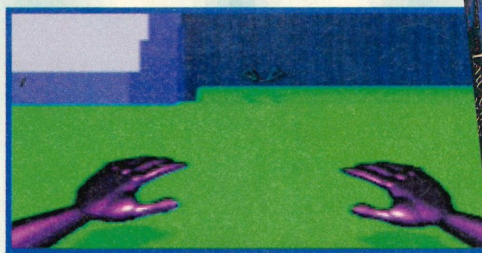
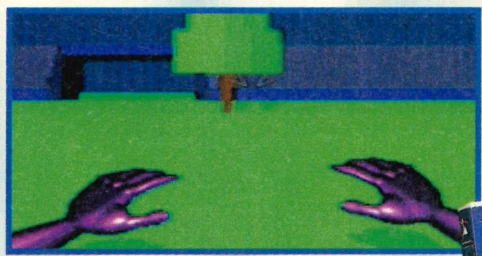
Dover Sole or Brill?

There's lots of other stuff, too, to be going on with in the gameplay. As well as offering a one- or two-player mode which is always good news, the big thing about *Lawnmower Man II* is that it contains several different sorts of games.

There's your usual kinda thing with you seeing off the variety of baddies sent against you by the mighty Cyberjobe. In addition to this, we're reliably informed, the whole kit 'n' kaboodle allows you to drift in and out of virtual worlds where other gamey occurrences are programmed to exercise not only the old grey matter but the thumbs and fingers as well. Brill!

Virtually finished!

The basic concept behind the game is that it consists of one continuous



progressively difficult level and you encounter the 'virtual worlds' within it. Various puzzles, IQ tests and Jobe-inspired challenges (hmm... very taxing) take place along the way.

This sounds like an interesting concept in itself and we're told that although it's still in development there should be somewhere around nine or ten 'virtual' levels.

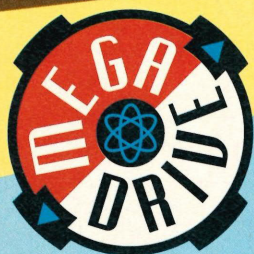
Virtually virtual

Don't make the mistake (*Heaven forbid. Ed.*) that the virtual worlds in *Lawnmower Man II* are truly virtual, in the sense that complete interaction and lasting changes can be made to the different environments.

However, it's more the case that you get a Jobe's-eye or Dr Angelo's-eye view of the kind of virtual environments that appear in the *Lawnmower Man* movies.

That's not to say that these levels don't give the impression of being in a virtual world, it's just that they're not strictly virtual in themselves. (*Are you tying yourself up in knots or what? Ed.*) ☐

FLINTSTONES



"FLINTSTONES™, meet THE FLINTSTONES™, they're the modern Stone-age™ fam-i-lee™... From the - town of Bedrock™© - it's a place right out of hi-sto-reee,™" sang PATRICK McCARTHY, hoping that no-one would sue him for using all those exclusive trademarks.™

Fred Flintstone, eh? The thinking man's Homer Simpson. A man's man. He works in a quarry. He eats his sandwiches from a proper lunch-box. He's a complete coward. He never shaves - he probably never washes, come to think of it - and he has a stomach that ensures he hasn't seen his genitals since he left school. To top it all, he's a complete star at ten-pin bowling and he has a sexy wife who he almost completely ignores, perhaps because she has ginger hair. (He probably also prefers Betty next door, like everyone else in the known universe. She is, after all, a complete sex-bomb.) Where was I? Oh yes - as I said, a man's man, and a finer example of a lazy good-for-nothing you'll probably never see - the prehistoric Jack Duckworth.

Strange, then, that this game should involve him dashing about all over the shop on other people's behalf. First Wilma loses her necklace and Fred, given the implied options of finding the necklace or finding a new wife, understandably volunteers to go looking for it. Then Barney, his short, fat and rather stupid next-door neighbour (the one with the really sexy wife, remember?) loses his lucky fishing hook. Fred, instead of telling him what to do with his lucky fishing hook and going down the pub, rather uncharacteristically goes in search of that, too.

Then Pebbles wanders off and Fred zooms off in his foot-powered car to get her. And blow me down, but no sooner has he found her than Betty appears, having lost her Skin Two outfit or something. (*Her ribbon. It's a ribbon. Ed.*). Instead of asking her own damn husband to find it, or looking for it herself, she expects long-suffering Fred to retrieve it. They're probably having an affair, or something. Then Bam-Bam's club gets nicked by a fire-breathing dragon - it's not exactly an easy life in prehistory. Off he keeps going, anyway, armed only with an enormous club, three little energy

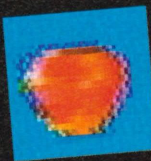
hearts and the best five o'clock shadow the world has ever seen.

So, like all cartoons that make it to the consoles, *The Flintstones* have made it in the form of a platform game. This particular one has stages subdivided into mini levels, three levels of difficulty and a lot of bits ripped off from other games - or shall we say, "elements that seem to have been heavily influenced by the work of previous artists".

For example, if Fred should happen across a large spotted egg, bump into it then crack it, he finds he has a flying dinosaur to ride on. The dinosaur even shoots things from his mouth. Why not just give the man some stone-age overalls and a moustache at this point, call him Fredio, and

APPLE

Collecting an apple will fill the empty heart container up, bestowing on you an extra 200 points and keeping a doctor away for a period not longer than 24 hours.



WILMA

As the manual says, "Picking up your wife will make you invincible, for a while." Tell that to Eric Sykes.



HEART

Hearts add an extra hit-point to your tally at the bottom left of the screen.



LUCKY STAR

200 points. Collect 50 of these and you'll get "a special treat." Yeah, right, chinny reckon..



STAR

1,000 points. "How many?!" you scream, unable to believe a software company could be so frivolous. Ten of these gets you another credit.



Fred shows his pioneering work in the field of dinosaur pornography.

SCORE
0025800



Thank goodness for my retractable head.

SCORE
0075600



Power-ups

Things to help your power go - well, up.

FRED

Collect a little Fred face and you get an extra life and 100 points. (Oooh.)



POWER-UP

It says power-up on it, but I can't for the life of me work out what it does. Still, everybody likes a mystery.



Don't try this at home kids.



I like drivin' in my car...

BALLOON

Bash these with your club and they burst, giving you 100 points and either a heart, an apple or a power-up.



EGG

Nudge one of these with your beer-gut, then hit it with your club and you'll get a pterodactyl to fly about on.



SPACEMAN

You know that weird little spaceman who looks a bit like Paul Daniels in a crash helmet, who makes occasional guest appearances in the cartoon show and always ruins Fred's life? He pops up in this occasionally – but he actually does some good. He magics you off to a kind of Flintstones' version of heaven (not the nightclub) and rains goodies down upon you until you think you can't possibly take any more. That's because you can't.



Conclusive proof that Fred Flintstone invented baseball.



END ZONE

Graphics



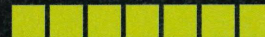
Sound



Addictiveness



Playability



Not a bad game, but nothing new.

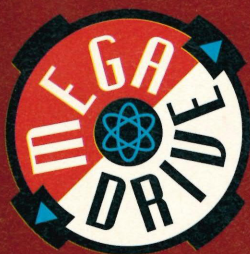
OVERALL 75

Out: July Price: £39.95

Publisher: Taito Supplier: Games HQ

Telephone: 0702 603215

Mazin Wars



"There's an 'a' missing from Mazin," said NICK GRIFFITHS. "And a 'g'," he added. "Wrong," smirked Amaya. "It's short for Mazinger-Z." "In that case, there's an apostrophe missing," said Nick, not to be outdone.

The world has been taken over by aliens – yet again. This time by Godkaiser Hell's Steelmask Force's biobeasts. What a mouthful, eh? It'd be so much easier if we were taken over by gerbils or something. Then we could all panic and scream, "The gerbils are coming!" as opposed to "Godkaiser Hell's Steelmask Force's biobeasts are coming!" – by which time they'd have caught us up, anyway.

Besides, this alien invasion business is getting out of hand. No self-respecting advanced race would take over the Earth, because we have Take That and Ronald MacDonald, and we have failed to invent a machine that scrapes the burnt bits off toast.

Hey, where's the apostrophe?

The premise is that you are this Mazinger-Z thing, a robot created by Professor Kabuto and his son Koji. And you have to defeat all the biobeasts single-handed. Why Prof. Kabuto didn't knock out an army of Mazinger-Zs is a mystery – perhaps it's because most console games involve taking on complete civilisations equipped only with a toothpicks.

This is an arcade-style beat 'em up of four largish rounds, with mid-level and end-of-level bosses, plus Negative Mazinger and Hell Mazinger to finish off at the very end.

The ultimate joy of joys (an exaggeration) is that the end-of-level boss fights take place *Street Fighter II*-style, with far larger sprites. Ooooooh, indeed.

So, that's plus point one...

Plus point one. There are two types of action: an arcade-style beat 'em up and a *Street Fighter II*-style beat 'em up.

Here is another...

Plus point two. There are plenty of slick moves to execute in the main game, though the moves in the *SFII* boss sections are a little more limited. And the animation's generally excellent.

If nasty negative comments are what you want, try this: No, and no again! Or this: Perhaps to make the boss sprites look even larger, by comparison, the sprites in the main game are a little too small. That's a negative point. To counter it, we have...

Handy!

Pick-ups litter the way forward in the game. Here is a handful of the gems.

Crystal
5000 points.

Gold
1000 points.

Invincibility
This makes you invincible. However, it only lasts for a very short time.

Small 'chakra'
This pick-up restores a small portion of your Life Meter.

Plus point three. There are absolutely loads of really cool-looking baddies. One of them is purple and looks not unlike the man in that famous painting 'The Scream'. So now you can tell your mum that console games are really educational, honest, and they teach you about art and stuff.

Now then, now then

Mainly, *Mazin Wars* (despite missing an apostrophe – not a very good grammatical example to set) is a whole dollop of entertainment, mindless as it may be. It's pretty tricky, I never made it past the second mission boss. However it's not overly tricky. It is, as they say in Japan, *hajimemashite dozo yoroshiku*. (What's that mean? Ed.) Hello. (So, it is, as they say in Japan, hello. Ed.) Yeah, sorry, it's the only Japanese I know. ☹

get down on it!



Stab!

'Stab!' went the blade. 'Is that it?' questioned the baddie, unperturbed.



Slice!

'Swish!' went the blade, not very effectively. "Heheh," scoffed the baddie, before realising that a hole had appeared in his stomach.



Throw!

'Throw!' went the, er, thrower. 'Woaaaa!' went the baddie, before landing awkwardly on his right elbow.



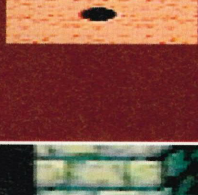
Somer-sault!

'Somersault!' went the somersault, pleased with itself.



Downward stab!

'Shhnnnnk!' went the blade as it thrust down through the air, into some poor bloke's head. 'Hoii!' said the bloke in question, miffed.



SCORE 147190

LIFE

View-master

Remember those red slide viewers for kids, with the circular slide cartridges? Good.



SCORE 158560
LIFE x1
ROUND 2-3

Arcade view

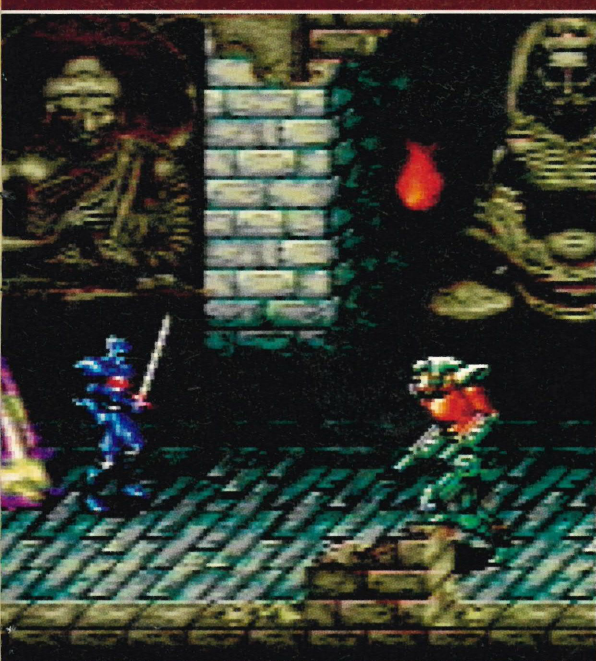
Here's the traditional small people view, in which you wander around bumping off endless baddies...



SCORE 69730
LIFE x0
ROUND 2-1

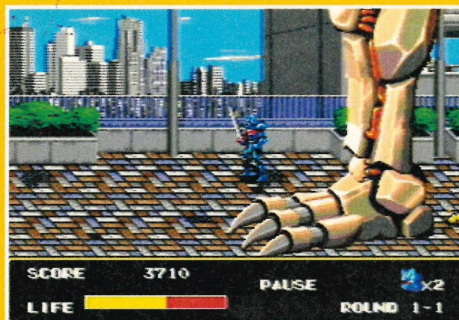
Streetfighter II view

...and here's the supposed *Street Fighter II* view, in which you've suddenly got bigger!



x2
ROUND 2-3

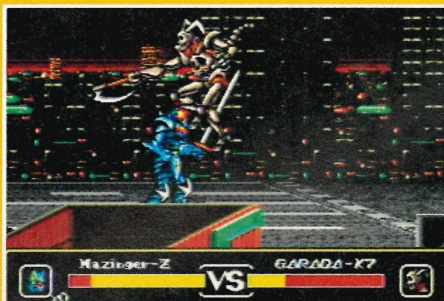
Bossy boots!



Here's the mid-level boss of the first round. He is very much taller than you.



Later, we get to see his hand.



And then the whole of his body! Except now he's shrunk.

Big slash!

'Shwwnnng!' went the blade, as it whisked from side to side, devouring anything stupid enough to walk into its path.



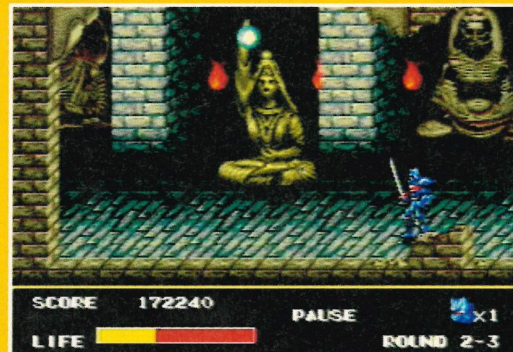
Whirl!

'Wwwwwwwrrrrlllllll zzz!' went the blade as it whisked around like a Moulinex. 'Ooooh!' went Fanny Craddock, impressed.



Jumping whirl!

'Weeee are the champ-ions, my friiiieeennd!' went the blade, emulating a popular hit sung by Freddie Mercury.



This is the mid-level weirdie of the second round, a floating statue. These bosses were, I kid you not, easy to defeat..



I never made it past the unappetisingly titled Garada K9 "Slughead". Then I remembered the individual Kentucky Fried Chicken salt portion in my pocket. Inspired, I ploughed on...

END ZONE

Graphics



Sound



Addictiveness



Playability



A whole dollop of entertainment.

OVERALL 86

Out: tba Price: £39.99
Publisher: Sega



LAND OF ILLUSION



Start up the famous M-I-C, K-E-Y, M-O-U-S-E refrain. TIM MURRAY, our favourite reviewer with big ears, white gloves and red britches wanders off into a LAND OF ILLUSION.

Mickey Mouse returns to Sega and this time his preferred format is the Game Gear. And, obviously, being rather fond of too much cheese before bedtime, Mickey is having another of his illusions. After *Castle Of Illusion* and *World Of Illusion* he's now in *Land Of Illusion*. Early 80's disco freaks are hoping next time he'll star in *Just An Illusion*, based on the classic Imagination tune.

Basically, there are only two possible responses to this latest adventure.

They are either a) Oh goodie, I love this little cute character and everything about him and isn't Disney wonderful? Or b) Mickey Mouse, Schmickey Mouse, he's so annoyingly twee if I see one more Sega game starring that ponce I may be violently sick. If the response is b) this game will confirm your prejudices. If it's a) then you can't go Pete Tong here. Basically, anyone who liked any other Mickey Mouse game will probably think this is smashing and the rest will just wonder why he doesn't bog off and leave us all alone.

There are a few things you need to know about our hero before you kick off. The essential facts are: he doesn't do drugs. He doesn't go joyriding. Or ramraiding. He reads fairy tales. He's very nice. And that's Mickey Mouse for you. *Land Of Illusion* offers no surprises here.

Spot the plot

What you get plotwise is young Mickey falling asleep while reading some fairy tales. That's not quite the complete plot, because then he has a rather strange dream. Funnily enough it's not a dream that many other adolescent males would have (Disney is still trying to convince us that Mickey's just a kid, or, at the very least, an adolescent male even though we all know he's in his fifties). Call me old-fashioned but most males dream about things like lifting the FA Cup at Wembley, snogging Cindy Crawford or that girl from *Teenage Health Freak*, and subsequently waking up feeling rather strange.

But Mickey is not most people. He is a mouse who wears white gloves and talks in an extremely high-pitched voice. So what does he dream about? Well naturally enough he has a dream about Donald Duck wearing a dress that makes him look like a duck version of Little Red Riding Hood. The duck asks our Mickey to rescue a crystal that's been nicked by a phantom. The distinct lack of crystal has turned their village into a moody place. Seeing as the village is only



Feed me, Mickey!



Fish-jumping could well be the next Olympic sport.



Why did I eat all that cheese before bedtime?



You'll soon smile on the other side of your face, bud.



Looks like it's curtains for Mickey.



Bombs away! That woodlouse'll make a soft landing.



Nuts are no use, you need Rentokil.



Mickey's got trapped in a Crosswords board, aahhhhhh!

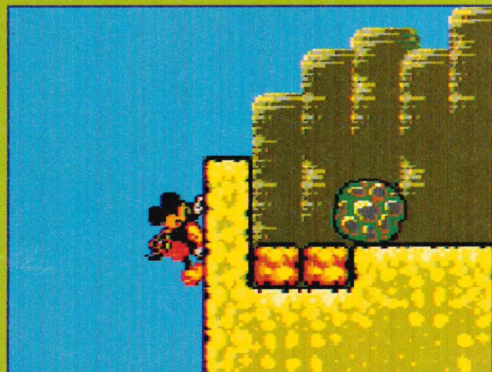




Wot more captions?



Why did Mickey not learn from Jack's mistake?



Mickey Mouseketeering.



A mousehole, yes, but where's the skirting board?



Who are you calling crabby?



Purple palace? Is Prince lurking round the next corner?

populated by ducks in dresses, Mickey is the obvious choice. Quick as a flash Mickey sets off on the quest and runs off onto the first level.

Level-pegging

The levels all come with really exciting names like 'Forest' and 'Lake', which leads you to believe that you don't need to be a university graduate to get the job of Chief Thinker Upper Of Names For Levels at Sega. Picture the scene: "What shall we call this level with a forest in it? 'Forest' has got a good ring to it, hasn't it? Let's stick with that. Now what about this lake? Oh, 'Lake' that's a good name isn't it?" I could go through all the levels but you should be getting the point by now.

Anyway, it's all the normal Mickey Mouse stuff. He meets a veritable plethora of everyday animals and objects that are normally either cuddly or are at least vaguely nice to look at. Take, for example the level 'Toy Workshop' - which is, believe it or not, a toy workshop - it's full of cute cuddly things. It should be a pretty nice place, as they generally are, unless you're a Taiwanese peasant who gets paid about 2p a year to make toys that are sold in the west for hundreds of pounds.



Mickey has to battle past a lot of pretty nifty, albeit rather ancient, playthings that have suddenly turned extremely nasty. These include toy cannons, jack-in-the-boxes, and some rather phallic-looking guns. The end-of-level boss is that deadliest of deadly adversaries, namely a deck of cards. Not even as deadly as the Max Bygraves song of the same name, these are just your average pack of 52 playing cards that have gone a bit mental. I kept getting killed by a butterfly, each time thinking "No, it couldn't be that butterfly that got me, that was meant to just flutter by". Even the ghosts are nice and not even scary in a Scooby Doo kind of way (even Shaggy hardly ever fell for that 'no it's not a white sheet, it's a g-g-g-ghost' routine).

Game for a laugh

The game itself is standard platform fare, (Mickey jumps, he throws things at people, he uses his bottom to bounce on and kill the cute baddies) but it is great fun. The graphics are what you'd expect from a Disney-themed cartoony sort of game: classy, bright and, above all, nice. Despite being unbelievably nice in that sickly saccharine Disney kind of way, it's still a good grin. There's plenty of levels that range from the easy peasy chops 'n' cheesy through to the so hard, infuriating, aggravating and annoying that you get half a mind to throw the Game Gear out of the window. Above all, it's addictive and then some. It will have you tearing your hair out for a fair few days, shouting rude words at the top of your voice and attacking innocent passers-by out of sheer frustration. There are plenty of continues on offer and various goodies in the shape of bonuses and extra lives along the way to keep the interest up. Not the world's most original game ever, but it's a corking little platformer for the Game Gear. ■

END ZONE

Graphics



Sound



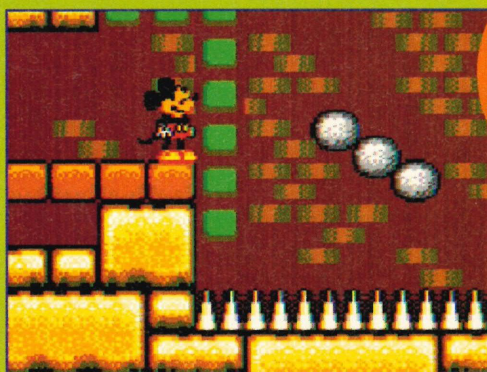
Addictiveness



Playability



A Russian mouse - Mickey Mouse-key.



A comfy bed of nails or a leap to a certain death.

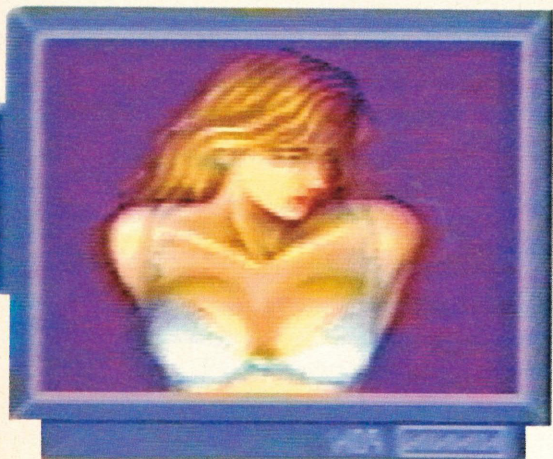


Another Mickey Mouse adventure. Nothing spectacularly new, but still a little cracker.

OVERALL 89

Out: Now Price: £29.99
Publisher: Sega

Mix a corny kung-fu movie script with music by Level 42 when they were still sounding funky in the early 1980's. Keep the action fast and constantly on screen like most video games of the early 1990's. A formula for success or total disaster? RIK HAYNES finds out...



Following Sega's recent overblown advert for the Mega-CD, 'Pirate TV' is about to broadcast its first martial arts film. The storyline for *Final Fight CD* goes something like this. Haggar is the Mayor of Metro City. Metro City is not unlike New York. The scenery is one of an urban jungle of abandoned buildings in disrepair, smelly garbage left out on the streets and old newspapers dancing in the wind.

Jessica is Haggar's daughter. Guy is Jessica's boyfriend. Cody is Guy's mate. Jessica is kidnapped by a gang of hooligans and villains called Madgear. Understandably, Haggar and the boys leap to her rescue in true macho fashion. Who needs the FBI when you've got a subscription to *Martial Arts Illustrated* magazine? Fighting and mindless destruction of property like dustbins and public telephones quickly follows. One poor bloke even gets his new car smashed up. Meantime, copious amounts of unpleasant 'aargh', 'grrr' and 'ooof' noises can be heard while a jolly CD soundtrack plays in the background. Eventually, the big bad boss of Madgear is defeated and Jessica says 'Thank you'. The end.

If *Final Fight CD* was a real movie, the A-list of leading actors would probably be Arnold Schwarzenegger (Haggar), Keanu Reeves (Guy), Tom Cruise (Cody), Cindy Crawford (Jessica) and Mel Gibson (Madgear boss). The B-list would probably star Hulk Hogan,

Jean Claude Van Damme, Steven Seagal, Naomi Campbell and Jackie Chan. And the Z-list could only be Drew, Blair, Freddie, Pilar and Marcus from *Eldorado*.

The whole thing is reminiscent of cult motion pictures such as *The Warriors* or *Escape From New York* - with lavish servings of sleaze, ultraviolence and a hint of sex. Just like a proper Hollywood studio, Capcom has already prepared a cunning sequel appropriately entitled *Final Fight II*. Will Sega convert this one, too?

The intro sequence

Where would a James Bond flick be without a gorgeous chick dancing around in the nude while the credits roll? (In the nineties, perhaps? Ed.) Is *FF*'s introduction any different, read on and find out.



Just as she thought it was safe to go slumming in Metro City, Jessica is kidnapped by these rough Madgear rascals.



The heartless nasty Madgear ruffians obviously don't appreciate cute family snapshots, either.



"I wish this bloomin' videophone would work properly," yells Haggar, frustrated with today's telecommunication.



PUSH START



SHOULD
I PLAY OR
SHOULD I
GO NOW?

A big slap on the back and a champagne toast to Sega's technical boys and girls. They've done a fine conversion job with *Final Fight CD* and no mistake. It looks exactly like the arcade original. With the Mega Drive version of *Streetfighter II: Champion Edition* officially put on hold until later this year, this beat 'em up will probably keep the lads amused. However, surely the Mega-CD is capable of much more. ■



1 The special moves of Guy, Cody and Hagar are pretty sad when compared to Honda's Hundred Hand Slap and Chun Li's Flipping Neck Breaker. Apart from that, *Final Fight CD*'s trio can jump, punch, kick and occasionally throw opponents over their shoulder. They can also grab knives, swords and lumps of steak (or spam for the monetarily challenged) along the way.

2 "Slappin' some poor cow in the subway." Of course, the staff of *Sega Zone* in no way endorses violence against women, men or anything else for that matter. Remember kiddies, it's only a game. And if you really want to give someone a slap, seek professional counselling immediately. Bloodshed isn't the answer... honest.

3 There's nothing worse than a bent copper. How much scum can Sega and Capcom possibly cram into the slum, subway, west side, industrial, up town and bay areas of Metro City? Lots.

4 After demolishing this car, a geezer comes up and cries "Oh, my god". Now that's what I call a bonus stage! By the way, it's possible for two players to lay into each other.

TOP OF THE POPS

What's the smartest beat 'em up on the Mega Drive, Mega-CD, Game Gear or Master System, guv?

5) Double Dragon

Although the original arcade machine was fine if rather easy to master, *Double Dragon* hasn't travelled very well onto any Sega deck. Rent or buy a Bruce Lee video instead.

4) Final Fight CD

Apart from the above-average music, this could easily be mistaken for just an ordinary cart instead of a shiny CD. It's okay if you dig this kind of fighting fun.

3) Fatal Fury

Not quite *Streetfighter II* but the characters in *Fatal Fury* have far greater moves than those suckers in *Final Fight CD*. The animation is more fluid and better looking in this SNK release as well.

2) Streets of Rage 2

This is what *Double Dragon* and *Final Fight CD* should be like. Currently the most playable game of this sort.

1) Streetfighter II: Champion Edition

Beware of inferior imitations. Capcom's classic is the Coca-Cola of beat 'em ups! There's simply no touching *Streetfighter II* for presentation, class and sheer excitement.



END ZONE

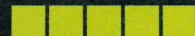
Graphics



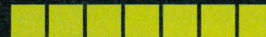
Sound



Addictiveness



Playability



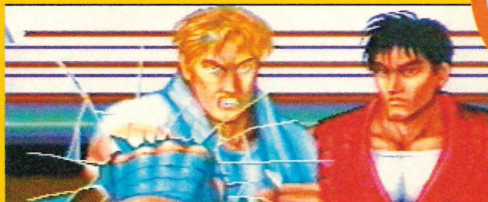
Chuck Norris would probably be proud to star in such a romp. Is that good or bad, though.

OVERALL 80

Out: TBA Price: £TBA
Publisher: Capcom/Sega



An image flickers into view. He adds: "What time do you call this, Jessica? And put some clothes on!"



Switch to angry young men alone in the bathroom. Erm, cut... (Where's the naked birds, then? A sexist reader.)



SUMMER

DANIEL 'NOBODY LIKES ME' PEMBERTON is always given all those rather average boring games that nobody else wants to review. Will SUMMER CHALLENGE break with that tradition? What do you think?



As I'm sure you well know, button bashers went out with you and your chums all wearing purple and green matching shell suits, (which, like button bashing, was never actually 'in', but people still seemed to enjoy it) and being seen playing one was about as trendy as buying the 'Undercover' album. So why on earth have those peeps at Accolade decided to bring out *Summer Challenge*? Probably to cash in on the success of the rather over-rated prequel, *Winter Challenge*, methinks.

Summer Challenge, as you've probably realised is very similar to *Winter Challenge*, except this time instead of most of the events involving lots of Ski Wax and long poles, they're all based on a Summery theme (i.e. lots of Sun Bloc and a large horse).

There are eight different events in total ranging from horse riding to javelin throwing, and if you want to find out more about them then you'd better go and look at the box-off on these very pages then, hadn't you?

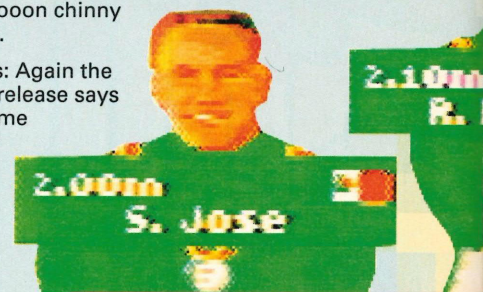
In *Summer Challenge* you can practise each event and then when you think you're any good at them all, you can enter the Tournament mode where you play against ten other competitors, who can be either controlled by yourself or another fellow human, or by the computer. You can also decide for each player their name, country of origin, appearance and favourite ITV sitcom. As exciting as it sounds, folks.

Other flash bits in the game include:

★ **Action Replay:** This allows you to re-live all those mind-numbingly exciting things that are bound to happen during an event. Did I ever use this feature? Does Salman Rushdie have a big chest and blond hair? (Erm... *he probably does actually.* Ed.). Oh dear.

★ **Digitised Footage:** According to the press release, *Summer Challenge* contains 'digitised footage of contestants, captured from live video of actual athletes performing in those events.' Well excuse me while I go from being my usual sophisticated self, to being extremely juvenile but: Tutenkarmooon chinny rub rub etc.

★ **Tactics:** Again the press release says that the game 'duplicates the tactics and the strategy of the real events.' Yeah and



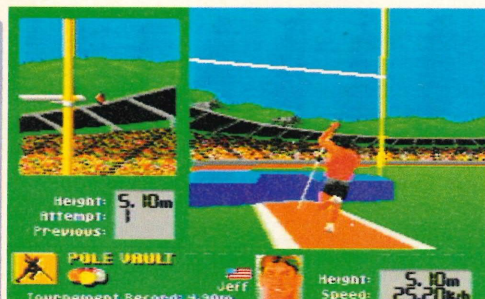
THE

Here are all those little sub game-type events that make up *Summer Challenge*. So, if you're eager to jump on the back of a horse or you just want to play with your paddles, then *Summer Challenge* is the game to do it in.

Pole Vault

I don't think I have to explain what you have to do here. Controls are a bit rubbish though, but it's still jolly easy to beat the computer. (Interesting thing to do No.1: Run about 50 mph at the crash mat and don't jump.)

Score: 6



High Jump

Pretty similar to the Pole Vault, but the controls are a bit better. I don't think I need to explain what you need to do. It's very easy to beat the computer on this. (Interesting thing to do No. 2: Run and then jump so that your player does a Fosbury flop onto the floor, thereby doing his back in. Ha ha. He even says "that hurt" in a crap sampled voice that only the Mega Drive can do.)

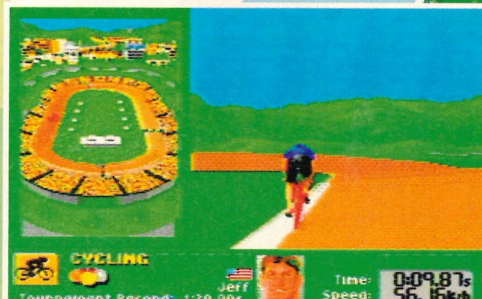
Score: 6



Cycling

Far too easy. Just press B a lot and you'll probably win. Nuff said.

Score: 5



Archery

In this event all that happens is the crosshair wobbles around the target a lot as if you've got the DTs, (which makes you incapable of holding a cup of tea without dropping it all over your trousers making a rather embarrassing wet patch). If you're lucky and you let go of the button at the right time you'll score a bullseye. On my first go I managed to beat the high score by the computer by quite a long way. This is not because I am a gamesplayer of ninjascope qualities, but because this section is mind-numbingly easy. However, it's still quite good fun.

Score: 8



CHALLENGE



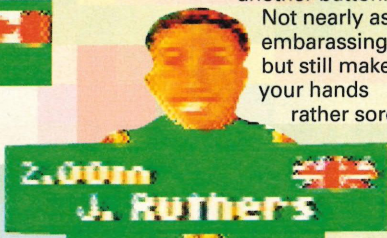
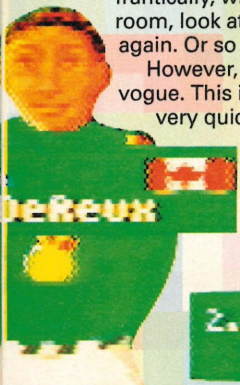
here's my really complicated strategy for the hurdles: Run a bit, then jump. Run a bit more, then jump etc. Tactics? Oooh Jimmy Hill, chinny reckon etc.

★ Three different skill levels: Oooh. Chinny chin chin ch... Oh. This one's true actually. Drat. There's Amateur, Professional and World Class. Exciting stuff eh?

Another thing that is always jolly striking in sports games is the control method. Many moons ago joystick waggling was the popular control method for sports games. There was nothing more embarrassing than playing *Track And Field* whilst hunched over your joystick, waggling away frantically, when your mum would walk into the room, look at you and rather hurriedly walk out again. Or so I've been told.

However, these days 'button bashing' is in vogue. This involves someone hitting the joypad very quickly and occasionally holding down another button.

Not nearly as embarrassing, but still makes your hands rather sore.

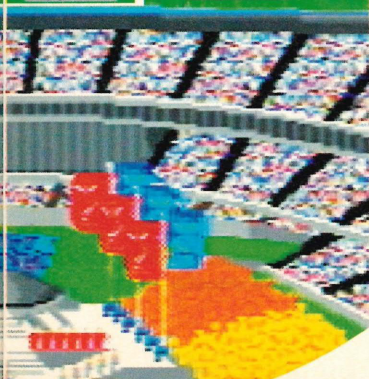


EVENTS

Javelin

This is getting a bit boring now, isn't it? A bit too easy to do a foot fault in this, but then again it's a bit too easy too chuck it a long way.

Score: 7



400m Hurdles

This is virtually the same as the horse-riding bit, just with different graphics. It seems to be amazingly tricky to judge where the hurdles are though. Just as you are wondering where they've all gone, one suddenly jumps out of nowhere and attacks you. (Sort of.) This could be quite good, except for the fact you can't tell where the hurdles are half the time.

Score: 5

Kayaking

Change the graphics in the downhill skiing bit in *Winter Challenge* to ones of canoes and water and you've sort of got this level. All you have to do is steer yourself so that you go through the gates and that's about it. Goes on for a bit too long, though.

Score: 6



Equestrian

This is just a posh word for horse jumping, as I'm sure you know. Basically, you just gallop around the track trying to jump all the obstacles, but if you ask me it's much more fun trying to jump so that the horse lands in-between the fence, because not only does it go 'neeeighhh' in a rather crappy sampled voice, but it also probably cripples it. Ha ha. Even so, this level is about as much fun as having boiling water poured down your undies if you ask me, mainly 'cos it's so tedious. (If you hit a fence, you have to start all over again, which does get a tad boring.) It's also a rather hard event and I hate horses, but that's another story.

Score: 3

So tell us whether the game is any good then?

It's quite good fun with a lot of mates, but on your own it's pretty boring. Once you've mastered all the events, (which you'll do pretty quickly) you'll get very bored, as trying to beat your last score isn't amazing fun. Quite a few of the events are far too easy and if it wasn't for the multi-player mode the lastability of this game would be very low indeed. Presentation wise it's not too hot either. The sound is not very good at all, although some of the samples are all right. It's not even worth mentioning the music as the words 'Bontempi Keyboard demo song' sum it up a lot better. Graphics wise it's a bit dodgy too. The vectors are about as smooth as a ride in a 1982 Ford Cortina down a road full of potholes and the intro/options screen aren't too hot either. The sprites are all right though, and they're quite nicely animated. Certain events are quite playable, but will get boring faster than you can say "Smelly Jockstrap."

So, if you're desperate for a multi-sports game, I suppose this is all right, especially in multi-player mode, but it's not the best available, and it won't last you very long. But, if like most of us, you're not that desperate, then save your dosh. ☐

END ZONE

Graphics



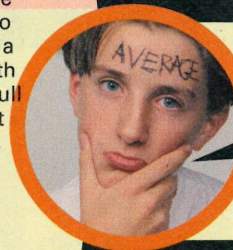
Sound



Addictiveness



Playability



Pretty darn average sports game.

OVERALL 67

Out: Now Price: £34.99
Publisher: Accolade

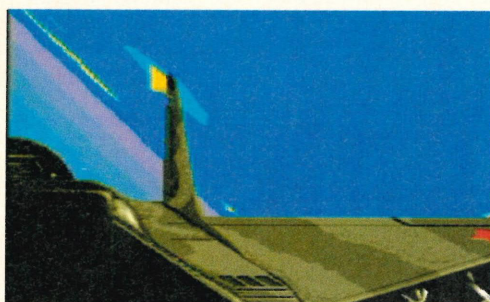


"Oh no, not MIG-29 for the Mega Drive," said ANDY STOUT. "All that violence will ruin my karma just as the planets are aligning along the hypotenuse with the Great Pyramid Of Cheops." "Just review it, you sad hippy," said Amaya with a sigh.

MIG-29



Now, look here chaps, *this* is an aeroplane.



Look, I'm very sorry, but all this is just getting too confusing. Here I am, having spent years watching our all-American pilots (God bless 'em all for voting Republican) blasting the servants of the Evil Empire out of the sky: cheering on the F whatever (sponsored by Dunkin' Donuts) as they sear the wings of Russkie MiGs who run home crying to their communist dictator bully boys and tell them of the grandeur and the power of the American dream. You want blanket coverage of *Dallas* across seven time zones, you got it, tsaravitch.

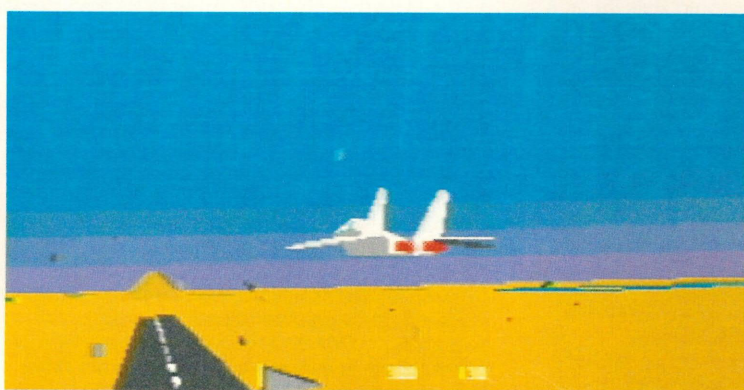
However, this is no longer the case. The world moves on, walls come down, lots of potatoes are eaten, the Gipper leaves the White House, Uncle Boris is converting the Kremlin into a Burger King and the Evil Empire becomes a whole load of countries with names that are impossible to spell. You are also asked to fly a MiG-29 and be a goody nowadays, rather than a beetroot-eating Bolshevik. Some things don't change though. Most flight sims are still cack.

Biggles rides again

Well, to be precise, Biggles arses about a bit, presses the wrong button at the wrong time and flies smack into a pyramid at 1,500 clicks to be honest. Flying your MiG is not exactly easy, buttons have multiple functions depending on



Phwoar! The darling pin-ups of a MiG 29 officer.



Up in the air with my flying machine. Stop mucking about and land the bloomin' thing.

when you press them, while others have pull-down menus for further options. If we'd had to do all this fifty years ago, the Luftwaffe would have stuffed us.

Basically, the D-pad is the flight stick, the A-button fires missiles, selects options and applies the thrust; pressing B gives you a weapon-select screen and C accesses all the flight systems.

Cack cack fire

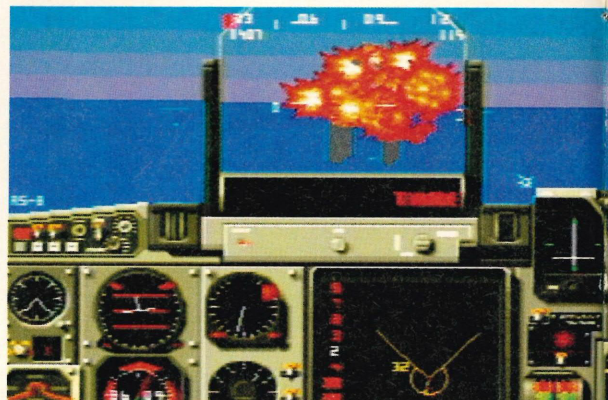
Well, it's not all cack. The game is slow, the rotating polygon whatsamacallits aren't exactly overly smooth, the controls are complicated, but despite all this, in the end, it's almost addictive. Part of this is because the plane is so difficult to fly with any accuracy, so if you do manage to do anything exciting like destroy a truck depot and then do a victory roll, you feel rather good about the whole thing. There are also some rather cuddly digitised images that show exactly how badly you've crashed.

There is a nice, easy training session with a joystick in the corner of the screen giving you all sorts of hints and then you move onto five missions that follow the progress of the war and get progressively harder, from just taking out an enemy airfield to taking out a fast breeder reactor whilst trying not to turn the entire desert into a radioactive egg-timer.

Easy, *Mig-29* isn't. Unlike *Desert Strike*, which cribbed the same mad dogs in Arabland scenario off the Gulf War, you'll have to spend a couple of hours just trying to get your MiG off the ground and flying round without exploding in gobbets of burning wreckage, before you even contemplate taking out the enemy. This makes it all the more for the serious flight sim bod than for people who just like blowing things up. You get the feeling that very few of those people will actually own a Mega Drive. ☒



Got the blighters in my line of fire, Sir.



Ooops, oh dear! I'm afraid they were our chappies, Sir.



Cockpit delight

Apparently, the MiG cockpit was designed specifically to be easy to use. This is, obviously, an extremely sad sham and a complete and utter porky.

Anyway, this is what some of the stuff there does. When we work out what the rest of it is for, we'll get back to you. (Slackers. Ed.)

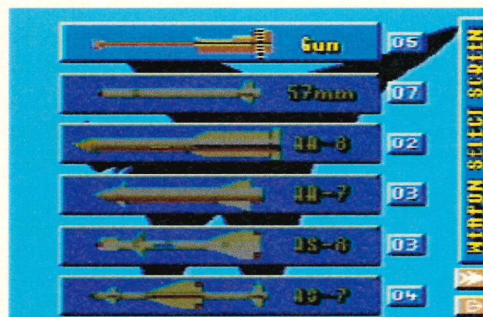
- 1 MiG status panel
- 2 Waypoint number: shows which waypoint you've selected to head towards.
- 3 Heading indicator: shows which compass direction you're heading towards in 10s of degrees.
- 4 Artificial horizon: shows the pitch and roll of your MiG.
- 5 Airspeed indicator
- 6 Scorebar and vital information panel
- 7 Head up display
- 8 Waypoint indicator
- 9 Radar screen and the unlucky target indicator
- 10 Joypad direction indicator: shows which direction you are pressing on your joypad.
- 11 Warning lights
- 12 Fuel gauge
- 13 Thrust indicator
- 14 Altimeter: shows height in hundreds (on the dial) and thousands (on the counter) of metres.
- 15 Weapon stock indicator
- 16 Weapon select display

Scenario

Bong. In the Middle East, reports are just coming in with the news that Arzaria has invaded Sautar. Bong. The Arzarian leader, General Hasouz is most definitely barking. Bong. Lots of oil at stake. UN asks NATO and CSS forces to steam in and sort him out. Bong. Anybody recognise this? Bong. Subtle, eh? Bong: Coming up, Princess Diana launches her new children's book, *Big Ears Is A Bast*.

Weapons

Right then. Your MiG-29 has just rolled off the production line of what used to be the third best tractor factory in Azerbaijan (Motto: meet the quota or we'll shoot you) and is therefore equipped with some really exciting and groovy weapons. Unfortunately, these all have serial numbers, not really interesting names like Vixenfire or Diepigdog and are therefore really boring so we won't mention them.



Pilots are forever compiling charts to compare sizes.

Inflight Entertainment

Naturally your MiG comes with all the modern leisure facilities that Boris Tractors can provide. Just press your C button to access all these wonderful facilities. Regrettably, the inflight movie with Goldie Hawn and someone even sadder will not be showing on this flight.

However, we did manage to put in an undercarriage raising and lowering button, air brakes, chaff and flares to confuse enemy missiles, a map, mission info, markers showing you the direction of your next target, an Auto Land and Auto Stabilising facility and an ejector seat. Use the ejector seat and you'll never see another Goldie Hawn movie again. These planes cost a lot of beetroots y'know.

END ZONE

Graphics



Sound



Addictiveness



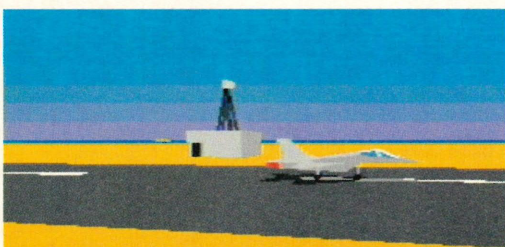
Playability



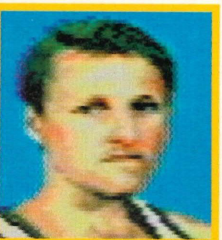
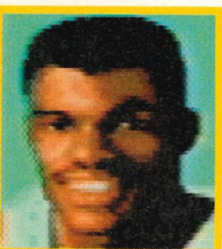
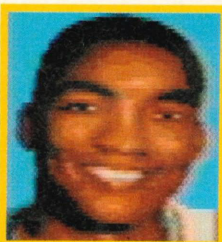
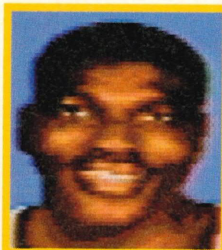
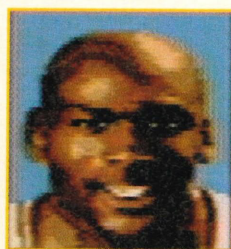
Not quite
chucks away, more
moved gently to the side.
Perhaps.

OVERALL 64

Out: July Price: £39.99
Publisher: Domark



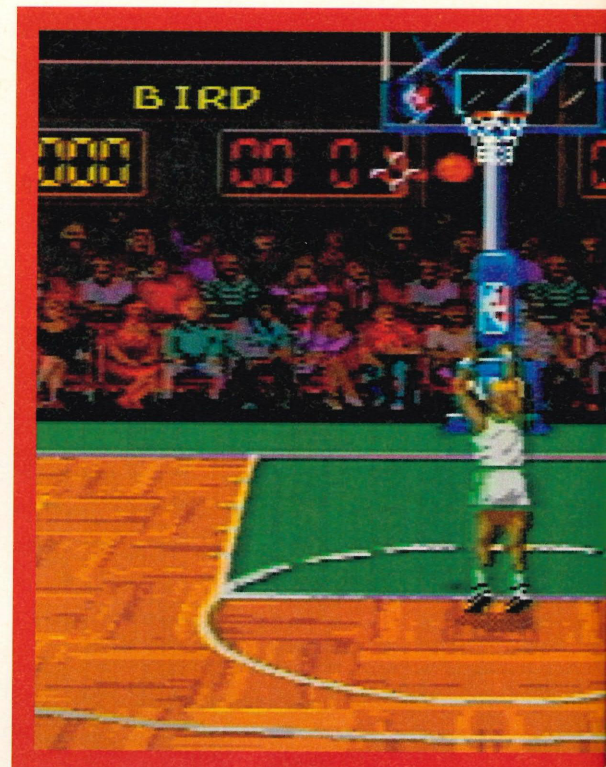
Stop sulking! It's my turn to be Jimbo.



NBA All-Star Challenge



PATRICK McCarthy has a head like a basketball. Who better to review **NBA ALL-STAR CHALLENGE**, a game based on the not-particularly-ancient and not-particularly-noble sport? (How long a list do you want? Ed.)



There are a great many basketball games on the Mega Drive. Some are good. Some are bad. Some should be in prison. This is another bad one. It's more or less the same as EA's *Jordan Vs Bird*, in that it's a series of subgames rather than a full simulation of the sport. Instead of just having any two people to play against each other, however, you're lucky enough to be able to choose from any one of the league's Top Names – as long as he's not in the same team as another Top Name, because there's only one per team – in his role as designated superstar. So what if most of them are depicted using the same sprite and don't particularly look like the players they're supposed to represent? Breathe their names in an awed undertone and be thankful.

What's the game plan?

Right, what do you get, then? Four types of game and 27 bastions of the world of hyper-glandular slamdunking to do it with. The meat-and-drink (or vegetarian schnitzel-and-drink if you're that way inclined) of the game is the one-on-one game. There are buttons for jumping, shooting and stealing the ball, which occasionally let you down just when you need them. The animation is quite good and in fact the game's pretty good fun for a while, especially if you haven't paid for it.

Computer opponents aren't stupid – they're quite likely to snatch the ball from you in one-on-one, for example, and unlikely to give it back, even if you cry. That's where defence comes in. The defensive controls are far from perfect – quite often you can't turn and jump quickly and the player often remains disappointingly rooted to the spot.

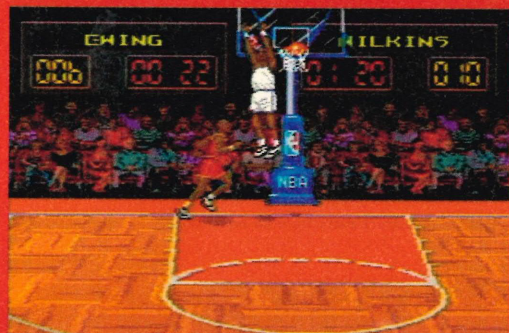
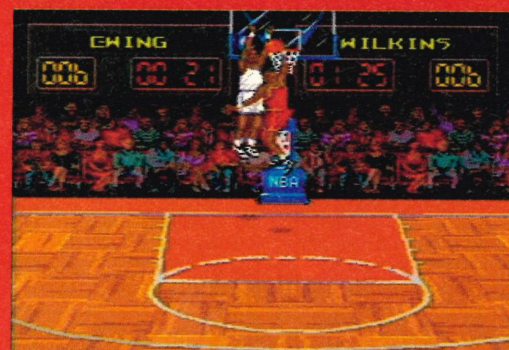
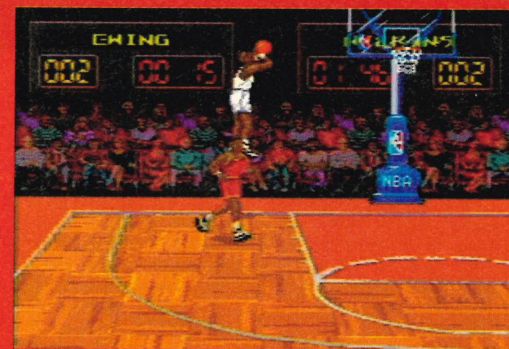
Offensively, there are supposedly special slam-dunking moves available for you to put into practice according to the player you're

One-on-one

Tall people in underwear take it in turns to score a basket either by running past the other one and posting it by hand, or standing a long way and posting it by air. Options include: winning by being the first to a certain number of points, winning by being in the lead when the clock stops, or winning by choosing not to buy the game in the first place.

One variation allows the person who scores to retain possession, a fun way to grind down the poorly co-ordinated by running up huge scores and never giving them the ball.

Another variation of the one-on-one game is the tournament option, where each player selects four people to play an eight-man knockout tournament. Tournament winners, or high scorers aren't recorded anywhere. So what's the point if there's no glory?





Free throws

This is a one-player game. You can have five, 10, 20 or 30 shots at the basket, depending on how long a period of your life you want really to waste. There's a target cursor that wanders around like Daniel Pemberton when he's supposed to be working and you have token control over it – ie you hold the button in a certain direction and the cursor continues on its merry way, regardless.

Five minutes later, it will go somewhere near where you're trying to steer it, leading you to think that you are having an influence on its movements. You quickly press the shoot button and it misses. You don't care. There's no time limit, no-one to compare results against and no reason to play it.

using and where he is on court. At least when EA made this claim in *Bulls Vs Lakers*, it had the charts to back it up.

Unfortunately, in *NBAASC*, it's left to you to find out where the position is – a nice bit of experimental guesswork for you to carry out if you have a year or so to kill.

Time out

Background graphics aren't as sophisticated as the SNES version – there's no polished floor, no reflections and the perspective means there's hardly any room to turn in the corners and throw a three-pointer. Despite what the manual says, players don't perform to their stats – someone whose three-point stats are pretty crap will still plop them in like a robot in the three-point shootout if computer-controlled.

What else is wrong with it?

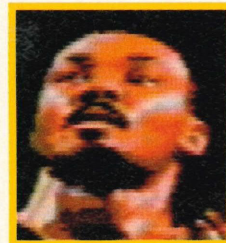
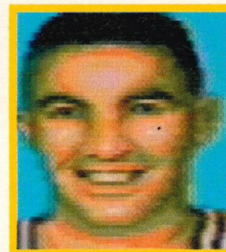
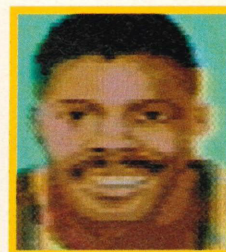
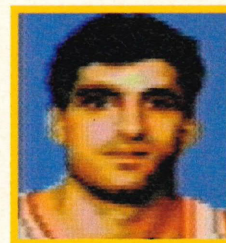
The collision detection is suspect – a player can seem to run right through a bouncing ball. There seems to be no sense of depth of field to the court. It's sometimes hard to tell where a loose ball is supposed to be, so the frustration factor is high. If it was a series of sub-games within a full basketball game (you remember those, they have teams and things in them) it would be vaguely diverting. As it is, it's a novelty game rather than a sports sim and it has too short a playing life to make it worth the money. ☹

Horse!!!

Despite what you may surmise from its name, this game is not an equestrian-based version of the sport. That would be ridiculous and take all the polish off the court. It's a two-player game, to be played against a particularly bored friend or against a computer-controlled opponent. Player A moves to a place on court, and shoots at the basket. If he scores, Player B has to emulate the shot from the exact same place.

The idea is to shoot from as tricky a place as possible, like over by the hot-dog stand. If Player A misses his shot, he's a very silly man for choosing somewhere so tricky. Player B chooses where to shoot from, and Player A must copy. Any time a player shoots and misses a shot, one of the letters from the word 'horse' is put on a big scoreboard.

Once someone has missed five shots, he has spelt the word 'horse', and lost. Everyone shouts "Horse, horse," and the all-night cocktail parties start.



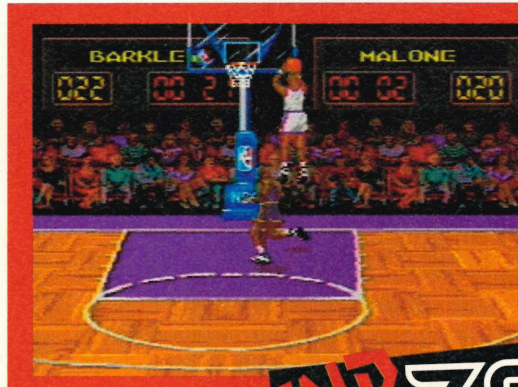
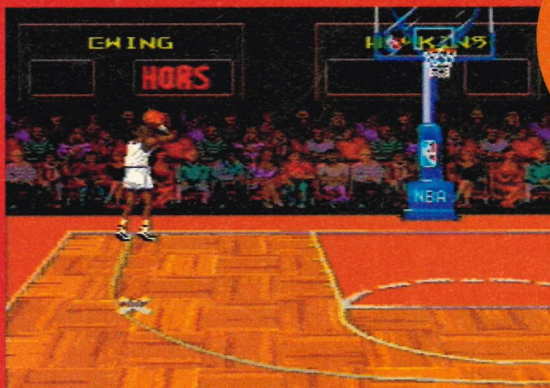
Three-point shootout

Here, two men stand at five different points around the three-point line picking basketballs out of pig-troughs and throwing them at the basket as quickly as possible, in order to try to score lots of points.

It doesn't help that a lot of the players can't reach the basket, no matter how high you jump.

It's also a little tricky to beat the computer, as the computer player has an incredible knack of picking up the ball, jumping and shooting in one movement, while the preceding ball is still on its way to the basket, defying logic, gravity and belief.

It's not very good manners, either.



END ZONE

Graphics



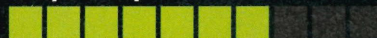
Sound



Addictiveness



Playability

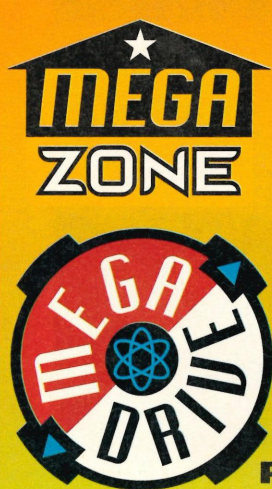


Depressing stuff, that's long on boredom and short on playing-life.

OVERALL 55

Out: Now Price: £39.99
Publisher: Acclaim

JUNGLE STRIKE™



In the jungle, the quiet jungle... Quiet? With tanks, troops, choppers, and big guns on every corner? This lot make more noise than ADAM PETERS after a few glasses of falling-over water. But then this is JUNGLE STRIKE, the sequel to *Desert Strike*.



A gunner that's brill at everything except shooting. Ace.



One of dozens of tricky mission objectives.

1 *Desert Strike*. The greatest Mega Drive shoot 'em up of all time (well, until nine o'clock this morning at any rate). If you own a Mega Drive and have never played *Desert Strike*, you're either:

(a) Stunningly right-on. It's true that the game's about as ideologically sound as using women in bikinis to advertise power tools. Go to paragraph **three**.

(b) Stunningly stupid. Playing DS, like bathing in custard, is something that everyone should do at least once. Go to paragraph **four**. Or (c) Stunningly out-of-touch. Maybe you've been living in a religious commune for the last three years and you've only just been let out. Go to paragraph **two**.

Everyone else, turn to paragraph **five**.

2. Those religious communes, eh? Here's what you missed: *Desert Strike* made its landing in 1991, instantly turning non-Mega Drive owners turquoise with envy. The game set the player at the controls of an Apache helicopter, swooping across four different landscapes, trading gunfire with an enemy army, blowing up buildings, rescuing hostages and capturing bearded men in camouflage jackets. *Jungle Strike* offers more (a lot more) of the same. Go to paragraph **three**.

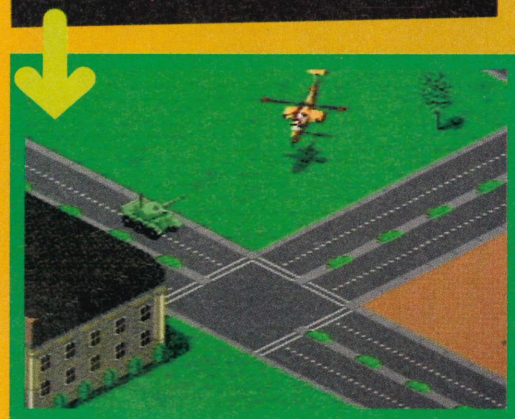


Baby's on a mission

Sean Downey of Canterbury writes: "Dear *Sega Zone*, I really love it in reviews when you give us a brief guide to all the levels that are in the game. It's great, but why not do the text as limericks? That would be even better I reckon." Your wish is our command, Sean. (Wait a minute... let me see that letter. Ed.)

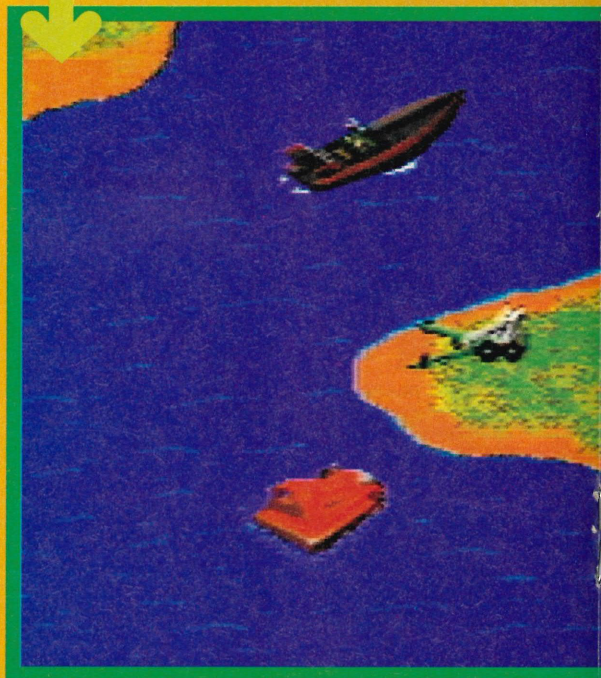
1. Washington DC

There was a big town called Washington,
The scene of a right old carry-on,
As terrorist jeeps,
Took over the streets,
And a 'copter was sent in to parry 'em.
(Does that rhyme?)



2. Sub Attack

There was a big sea called... sea,
In which villains wandered (well, sailed) free,
In boats full of guns,
And plu-to-n-i-um,
While my Hovercraft drives into trees.
(It does. You can't avoid them.)



3. Like its predecessor, *Jungle Strike* lives in the swamp of political unsoundness. The first game was basically a game based on the Kuwaiti Oil War, in which around 250,000 Iraqi civilians were killed. It took twenty years for the Vietnam war to become a subject for entertainment, but with so few American casualties in the Gulf (58 dead) the process happened a lot quicker. *Jungle Strike* is not quite so dodgy. The game sets you up against the son of the Saddam-alike from the

first game, plus a drug baron who happens to share a surname with America's real life Nicaraguan folk devil, Daniel Ortega. (Daniel Ortega has nothing to do with drugs.) If you can stomach the propaganda, go to paragraph **five**. If not, why not turn to the *Flintstones* review instead. You'll like that. It's got baby dinosaurs in it.

4. Stop being so stupid. If you've missed out on *Desert Strike*, don't miss out on the sequel. It's bigger, it's better and it's a whole lot more fun. If you're worried about the dodgy military overtones, go to paragraph **three**. If you're in two minds and want to learn more about the game, hit paragraph **five**. And if you're so stunningly stupid that you're already totally confused by this 'go to paragraph X' business, give up and move straight on to the *Summer Challenge* review. (If you can find it.)

5. A good sequel to a classic game doesn't mess with the original formula, it's just bigger and more varied. Such is the case with *Jungle Strike*. You get nine campaigns instead of four, vehicles other than a helicopter to use at certain points in the game and various different landscapes. There's sand, snow, city, sea... oh, and jungle. The graphics and animation are even more detailed and smooth than the original's and handling your chopper has never been easier (cue hoots of laughter from *Mean Machines* readers). But what about the difficulty? If you found *Desert Strike* easy, turn to paragraph **six**. If you didn't (or haven't played it), turn to paragraph **seven**.

6. *Jungle Strike* is going to take longer to complete than *Desert Strike*, if only because it's about twice the size. The missions themselves are no more difficult, but there are three new vehicles in there to test people who consider themselves expert helicopter pilots. (The

Hovercraft is a right git to start with.) EA also seems to have been a little less generous with power-ups hidden in buildings this time around. Whilst there were three extra helicopters to pick up on the final *Desert Strike* campaign, things are far more scarce in *Jungle Strike*. You find yourself blasting maniacally away at dozens of buildings just to find some elusive fuel drums: death by lack of fuel is a real danger. So how long will it take you to complete *Jungle Strike*? Twice as long as it took you to suss *Desert Strike*. Better go to paragraph **seven**.

7. Fans of the original will find enough new stuff, variety and added

involvement in *Jungle Strike* to justify making the purchase. And if you haven't got *Desert Strike* in your collection, buy *Jungle* first. 'Cos it's bigger. Fancy reading some petty whingeing? Then go to paragraph **eight**. Otherwise, nip to paragraph **nine**.

8. Moving backwards and forwards across the same vast expanse of not-much starts to get boring after a while. It's very frustrating to spend a good hour on a campaign only to die before solving the final mission. Have you really got the patience to try again? But how many



Need to know where you are and where you're going? That's what the map's for, dummy.

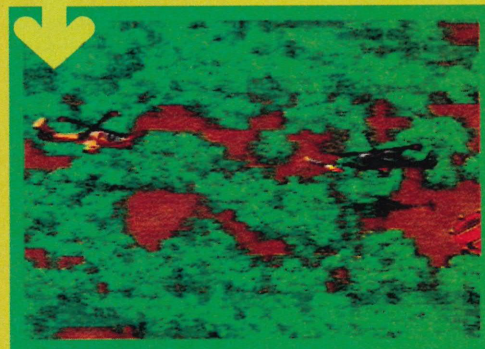
3. Training Ground

There was a training ground,
(You're starting to lose interest now, aren't you? Ed.)
With tents, um... all around,
And radars and tanks,
Who'll offer no thanks,
As you grind them into the ground.



4. Night Strike

There was a jungle at night,
Playing host to an almighty fight,
With choppers and planes,
Who'll blow out your brains,
'Cos it's dark and you can't see...
(...very much at all. Ed.)



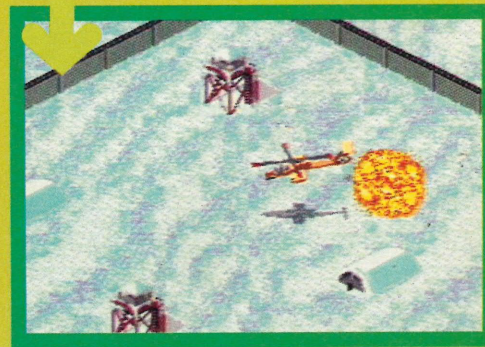
5. Puloso City

There was a city called Puloso City,
With its landscaped gardens, it looked so pretty,
Then down came our chopper,
With missiles to drop, er...
(You don't drop missiles, only bombs. Ed.)
Okay then, you think of something witty.



6. Snow Fortress

(There was a land covered in snow,
Where the tyrants decided to go,
But we gave them what thaw,
In another cold war,
And in blizzards they found it a blow. Ed.)
Hmm...





7. River Raid

The seventh mission allows you to leap into the cockpit of a swanky Stealth Fighter, launching stealthy raids on enemy bridges and observation posts. (Given up on the limericks then? Ed.)



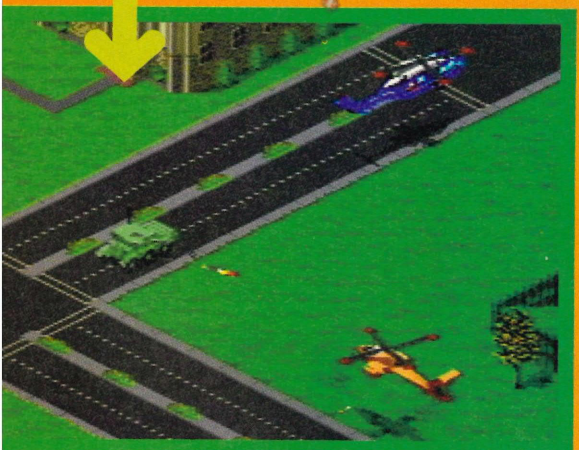
8. The Mountains

Andrew Wilkins of Cardiff writes: "Dear Sega Zone, I think your reviews are fab, but they would be even better if the level info was given in the form of 'knock, knock' jokes." Pas de problème, Andrew... (I'm bi-lingual, me.)



9. Washington DC

Knock, knock.
Who's there?
Washington DC.
What, again?
Yes.
(You're sacked. Ed.)



times? It has to be said that this game isn't for everyone. As you play a campaign over and over, the earlier missions become more and more routine, more and more boring. Unless Patience is your middle name (or failing that, Commitment) you could find this is one of those games you have to be 'in the right mood' for. One of those once-a-week jobbies. That's fair enough, as long as you get your money's worth of entertainment from it. I reckon you will, but don't let down the tyres on my bicycle if you don't. If you hated *Desert Strike*, you'll hate *Jungle Strike* even more. Mosey on to paragraph **nine**.

9. Decision time. If you'd rather not let *Jungle Strike* into your home, turn the page and forget all about it. Pretend it was all just a bad dream. If you're still not sure, go back to paragraph **one** and keep going round and round in a circle until you either come to a decision or drop dead. On the other hand, if you've heard enough to convince you to set aside a space on your games shelf, well, you already know exactly where to go.

Ticket to ride

It's not all 'copter, 'copter, 'copter you know. Some of the missions in *Jungle Strike* call for a change of transport. Here are the results of our extensive road-testing. (Eat your heart out, *What Military Vehicle?* magazine.)

Comanche helicopter

Pros: Almost identical to the Apache chopper in *Desert Strike*, so the controls will be familiar. Can stop on a sixpence (or a coin of any denomination, in fact).

Cons: A tendency to drift, usually into buildings and trees you thought you were steering round.

Verdict: Your main transport is a tasty piece of hardware, with a useful selection of weapons. Renault 209? Pah!

MX9 Hovercraft

Pros: Travels over water without sinking. And it travels over land too (also without sinking). Smart.

Cons: More likely to run over and destroy collectables than pick 'em up. Sluggish steering makes

it hard to escape danger spots. Main weapons (mines) are a nightmare to use.

Verdict: Ideal for day trips to Calais, but hardly the most impressive combat vehicle in the world. You'd be better off on a surfboard.

Urban Assault Motorcycle

Pros: It's small, which makes avoiding enemy shots easier. The bike is the only vehicle in *Jungle Strike* that could be hidden under a duvet in an emergency. (If you had a duvet.)

Cons: Crap weapons. Slides about as if the wheels were made of lard.

Verdict: It's no *Road Rash* style mean mutha. In fact, it's more like one of those little plastic mopeds you get in Kinder eggs.

F-117 Stealth Fighter

Pros: Matt black and sexier than a well-oiled hamster. It moves beautifully, turning with impressive smoothness.

Cons: Hit something solid and the plane falls out of the sky. Can't hover like the chopper, so all

gunfights happen on the move. **Verdict:** Definitely the hippest of all the machines, and also the most fun to control – as long as you can dodge the totem poles.

"Eagleman, this is

00 SECONDS

"Zero Foxtrot Hoover Nine. Suspected enemy soldier with bazooka on shoulder eyeballed and killed. Could have been a civilian waiting for a bus back from the carpet superstore, but I'm taking no chances. Papa Nine Six. Over."

"I'm sorry, could you possibly repeat that please."

07 SECONDS

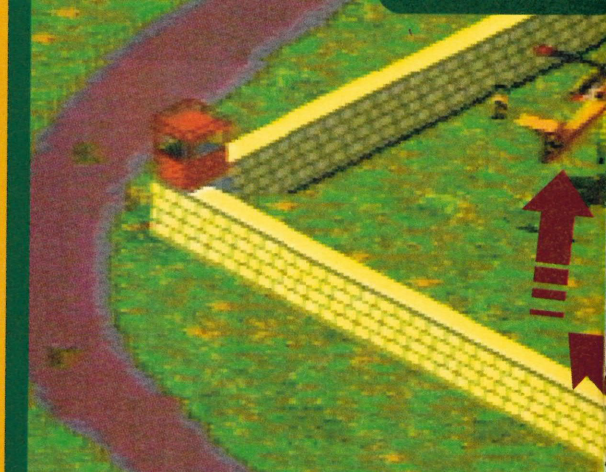
"Perimeter of compound clear. Two kills. No sign of any activity in the observation posts. Preparing to enter the compound and engage. Have a cold beer and a hot woman ready in the bar, Eagleman. Dustbin Artichoke Pigeon Four. Over."

"Um, oh dear, let's see... whereabouts are you at the moment?"

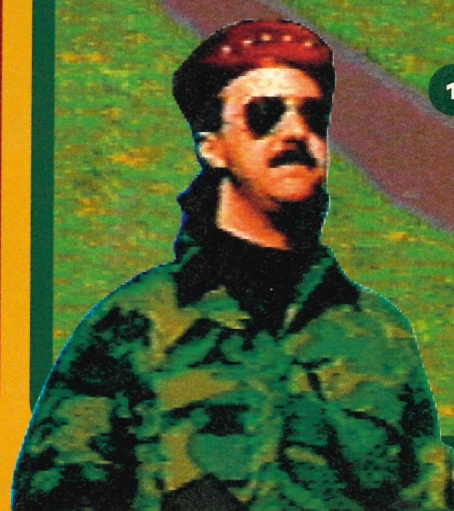
00 SECONDS



23 SECONDS



15 SECONDS



Sawdust Head. I'm going in..."

11 SECONDS

"Charlie. Charlie. Charlie. Akka. Akka. Akka. Currently engaged with two ground troops and enemy jeep. Switching to missiles. Missiles armed. Locked on and running. Hit! Yee-hah! Pulos City is burning away with sawdust fire tonight!"

"Pulos City? Is that somewhere near Peckham?"

15 SECONDS

"Echo Echo Niner Niner Duran Duran. There's hostages in the nunnery, Eagleman. I'm going to bombard the building with my Hydra missiles. Strategically, mind. No chance of any hostages getting hurt. Oh no, no chance. Over."

"I think you might have the wrong number."

23 SECONDS

"Yee-hah! Chew butt, you drug-dealing commie pig dogs with poor standards of dental hygiene! I've picked up all the hostages, Eagleman. School's out and I'm coming home. Light the fires. Build me a borg. Delta Tango 7-Up. Over."

"Now, look here, do you want a minicab or not?"



"Ground control to Major Tom. Commencing countdown, engines on..."



This new gunner's a bit fast.



Er... whoops.

END ZONE

Graphics



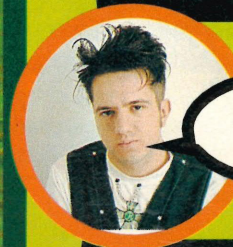
Sound



Addictiveness



Playability



Brilliant.

OVERALL 92

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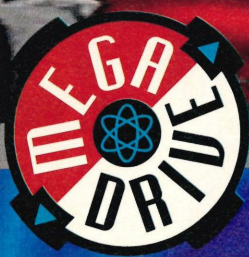
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Double Clutch



ZONE
GROAN
X

Once upon a time, there was an overhead-viewed motor racing game called *Super Sprint* which featured *Asteroids*-style rotate and thrust controls. And it was good. Time passed and Gremlin Graphics gave us *Supercars*, an overhead-viewed racing game featuring *Asteroids*-style rotate and thrust controls. And it was good. A couple of years later CodeMasters turned up on the doorstep bearing *Micro Machines*, an overhead-viewed racing game featuring *Asteroids* style rotate and thrust controls. And it was good. A few months passed before Sega joined the party with *Double Clutch*, an overhead-viewed racing game featuring *Asteroids* style rotate and thrust controls. And it was *bad*. Discuss.

The Cannonball Run

Take twelve race tracks of increasing complexity. Add extra wiggly bends, oil slicks and trackside hazards to the later tracks. Throw in some different weather conditions; clouds, rain, snow, etc. Now add seven cars. Give the human competitor a choice of four drivers with different abilities (braking, accelerating, driving fast, cornering) and set her/him the task of finishing in the top three on a three lap circuit. If they manage it, give them some money, a selection of car improvements to spend it on and a police escort to the start of the next race. Litter the tracks with power ups (nitro boost, damage repair, cash) and turn a blind eye to cars smashing into each other.

Driving Miss Daisy

Okay, your car handles smoothly enough. It skids about the place nicely and moves reasonably fast. Looks okay. The problem is that your performance is likely to fall into one of two categories: (a) Brilliant: you race into pole position early on and breeze round the course with all your opponents chasing your dust. Or (b) Crap: you skid on the first oil slick you come across, hit a tree, travel backwards

"Does anyone want to come for lunch," asked Patrick, yesterday (around lunchtime).

"Not me," grumbled ADAM PETERS from behind a cupboard. "I've still got to write an intro for **DOUBLE CLUTCH**."
(Isn't real life boring, readers?)



One of these kids is doing his own thing.



I like drivin' in my car it's not quite a jaguar...



... No it's more like a small orange blob.

NAME : TODD WHEELER
ADVANTAGE : GOOD ENGINE
POWER IS ALL YOU NEED.

PLAYER 1 SELECT DRIVER
NAME : LANCE QUICK
ADVANTAGE : ACCELERATION
CLUTCH THE EARLY LEAD?

COMPUTER SELECT DRIVER
NAME : FAN WILDER
ADVANTAGE : GOOD BRAKES
CAN'T WIN IF YOU CRASH.

COMPUTER SELECT DRIVER

Hmm... you're spoilt for choice, really.

for a bit and then crawl round the circuit three times wondering where the other cars are. In either case, it's going to be a lonely race with the other cars appearing as nothing more than blobs on the track map.

Chitty Chitty Bang Bang we hate you

The cars are too big. The race is too dull. The best tactic is not to bother racing but just try and knock enough of your opponents into trees (causing them to explode) to leave only three cars left in the race. You can then take your time. *Double Clutch* has none of the spark of previous games of this type. It's just a repetitive, dull pile of... scrolling track, basically. A cynical attempt to cash in on the success of *Micro Machines*? Maybe. Maybe not. Either way, I hate this game. I hate it, do you hear me, I bloomin' hate it.



END ZONE

Graphics
■■■■■

Sound
■■■

Addictiveness
■■

Playability
■■



Get out of my life and never come back.

OVERALL 27

Out: July Price: £34.99
Publisher: Sega

MAIL ZONE



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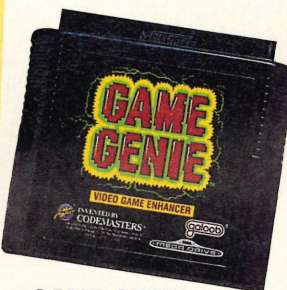
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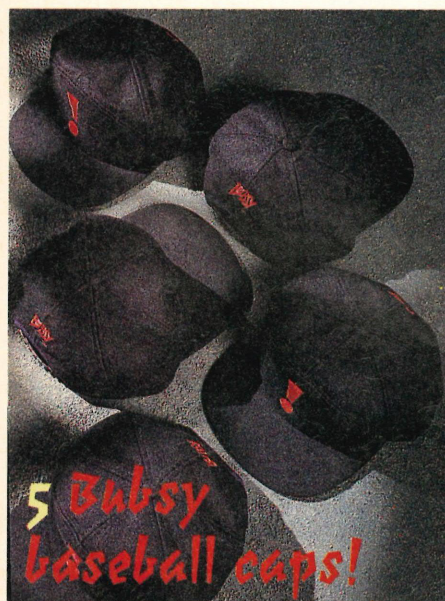
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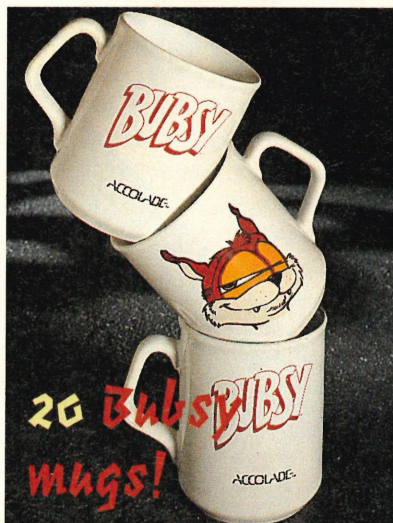


10 Bubsy
T-shirts!

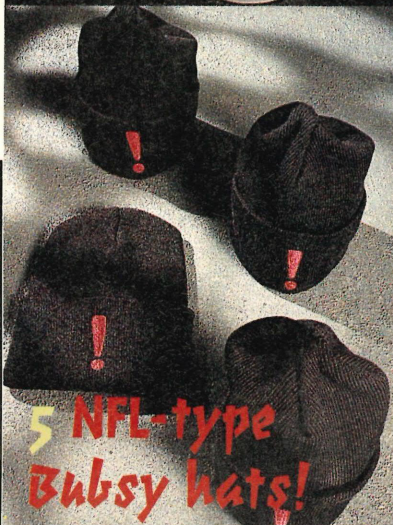


5 Bubsy
coach (not
the vehicle)
jackets!

Can you see the photos of all the top *Bubsy The Bobcat* merchandise on this page? (Er, no. Sarcastic reader.) That's what you could win! Coincidence, no, because all that merchandise has been donated by the lovely people at Accolade. Wanna win some? Of course you do.



20 Bubsy
mugs!



5 NFL-type
Bubsy hats!

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50 enamel
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The Page Three 'lovely' with Bubsy is:

And here's my witty/irrelevant/tedious*
(*delete where applicable) caption for the photo:

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The compo closing date is 20 July 1993.

but
not
quite

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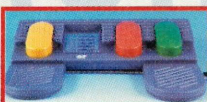
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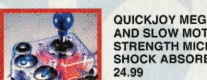
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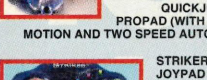
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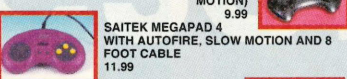


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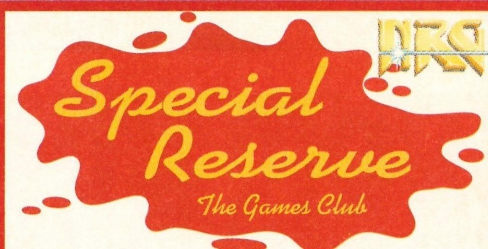
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KRIS KROSS: Make My Video



Erm... Yo! Word to the mother! Slice! Respect! This is the hip happening MC from the streets, the one and only, original gangsta DANIEL PEMBERTON kicking it to you live with those under age homies Kris Kross... er... Yeah! Right on!... erm... Swing! (Oh dear. Ed.)

Kris Kross eh? What a bunch of pocket snooker-players. I hate them with a loathing that words can't describe. Believe it or not, before this review I thought they were okay but now all I want to do is organise a freak accident involving them, a swimming pool and an electric fire. You may be wondering why I'm suddenly so against them, well once you've read this review you'll find out.

So, tell us, what's it all about then?

Well the scenario goes sort of like this: you have to mix together Kris Kross vids for some very annoying 'people' who phone into the *Make My Video* show, which is hosted by the even more annoying 'Vee-Jay' Boyd Packer. The viewers phone up and say what video they'd like. (It's going to be either *Jump*, *Warm It Up* or *I Missed the Bus*). Then they tell you what they'd like in it. The trouble is, not only is the speech not very clear, but you haven't got a clue what they're on about half the time. Subtitles would probably help. Also, you only get the phone call once and there's no way of replaying it, so if you didn't hear/understand etc. what they were saying you're not going to do very well. Once your video is finished the VJ will say some 'street talk' which, once translated, means your video was good, bad, or nothing special. You then have to sit through the finished video once more and watch those tiny little shi... (*Snip. Ed.*) perform their 'tune'. Then the person on the phone will tell you whether they liked it or not. Exciting stuff!

So how do I make my videos exciting?

The main process of making your video is to change between the images at the bottom of the screen at the right time so that the main video looks good. To swap between them you simply press A, B or C depending on what screen you want.

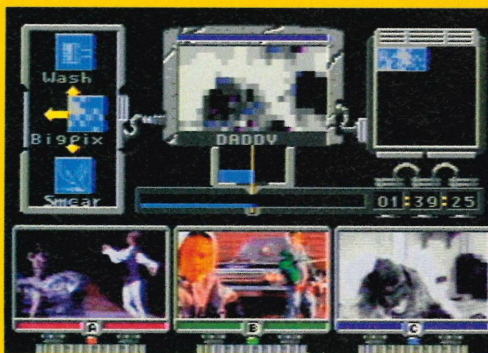
One screen contains the normal promo video and the other two contain assorted images. You can then add effects on top of this which do all sorts of different things to the main picture. (See the box-off for more details.)

So is it any good then?

No, not really. It is really good fun for the first hour or so, but after that each Kris Kross song seems to last about 20 minutes and you want to kill the 'VJ'. Also, once you've made the video, you then have to sit through it AGAIN. And the worst bit is that there's no way of skipping it, so you have to listen to it once again. Arggggh! The sound quality isn't too great either (which is probably a good thing!) and everything has this nasty delay/echo on it,

which when coupled with the 'street talk' makes trying to understand stuff rather tricky.

Most of the effects are rubbish. Another gripe is the manual. Every other word is "Yo!" and it gets very annoying to read. So if you're a massive Kris Kross fan and wear your clothes back to front, and say 'mutha' and 'yo!' a lot, then you'll probably enjoy this. And if you don't, then you've just wasted £40. Good. ☹



Yo! Cut me a vid with loads of cruisers bouncing. (I would like a video with cars in it please.)

What does this button do then?

To make your piccies a bit more interesting, you can add on some effects. I wonder what effects you can use?

Blimey, strange you should say that 'cos here's a list of some of them:

Slice: The only good thing about this is the name. It breaks the screen up into stripes and looks very sad indeed.

Mixer: This is even worse and it looks as if the game has crashed. Lots of squares appear all over the shop.

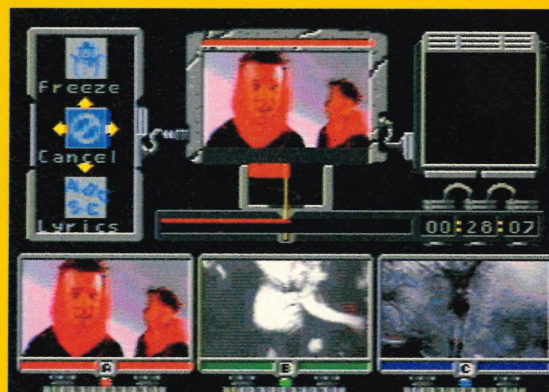
Slow Step: Slow motion basically, or if you're trendy 'slo mo'.

Lyrics: Obvious. One caller says that he wants 'the words 'cos he can't remember them'. Sad, isn't it?

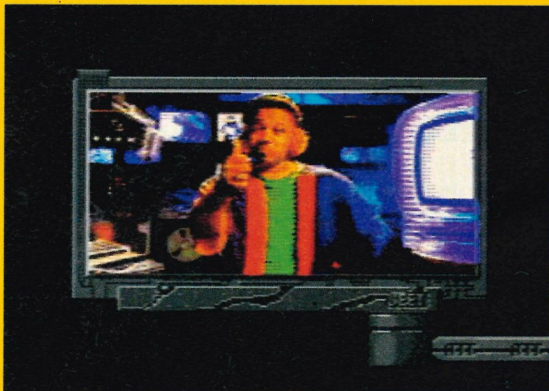
Strobe: Makes the images flash on and off a lot.



But hey man take the woman of the scene. (No girlies please.)



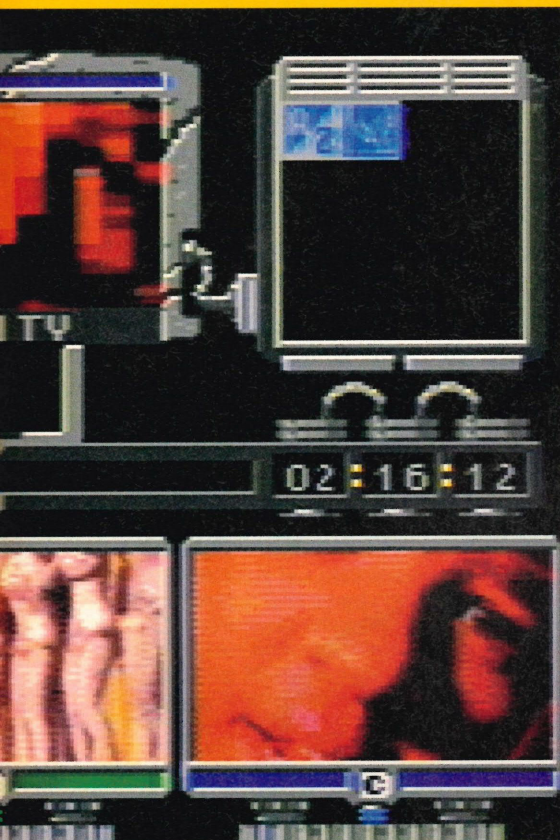
Respect due to MC teabag, you know what I'm saying? (Would you like a cup of tea?)



Yo! You dissin' me? My scene is slicing my friend. (No thanks.)



Non slicing ! Wack!
(This is getting quite sad. Ed.)



END ZONE

Graphics



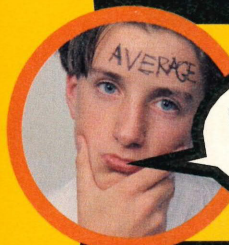
Sound



Addictiveness



Playability



About as
much fun as a perpetually
looped tape of 'I Missed
The Bus'.

OVERALL 61

Out: July Price: £tba
Publisher: Sega

MARKY MARK: Make My Video

"Funny that," pondered NICK GRIFFITHS, "you'd have thought that me ole china Marky Mark had enough money to make his own video."

Is Marky Mark's *Make My Video* any different from Kris Kross? (Apart from starring only one irksome young lad, in his undies, instead of two.)

In a word, no. A number of the images are even the same as those in the Kris Kross package. (Just when you thought things couldn't get worse.)

Again, you have three video tracks to choose from, which you edit on to Marky Mark's soundtrack. One of these shows Marky and backing rappers/singers/dancers, the other two are trite images of old films, old cartoons and other clichés. Mix 'em together and: make... your... video!

There are three songs to add vids to and a small array of crap special effects to use. Each song lasts interminably. Then you listen to it again, with your video as visuals. And a handful of *Beverly Hills 90210* outcasts 'act' as your hosts, judging your performance.

The only positive point is that *Make My Video* actually plays to the CD's capabilities, rather than using it to produce a vaguely faster game with a lengthy and tedious intro. Even still, it's poorly done.

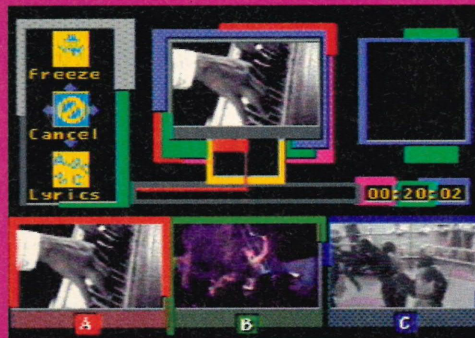
On playback, your video takes up only half the screen, when it should have been far

bigger, and it's surrounded by a checked border which your mother wouldn't wear if it was made into an apron. The digitised graphics are poor and the whole thing looks strangely fuzzy.

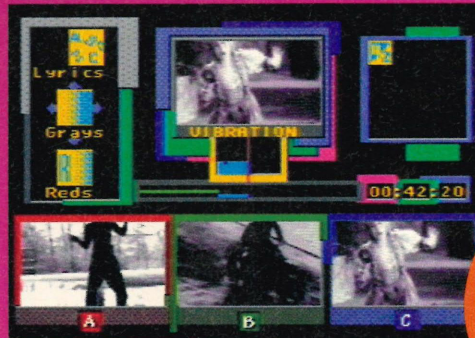
What it is, basically, is a massive promotional plug for Marky Mark. Listen to any old rubbish enough and you'll soon find yourself humming it. The next thing you know, you're leaving your local record shop clutching the 12-inch remix. That's how I bought Opus' 'Live Is Life', Guru Josh's 'Infinity' and Spitting Image's 'The Chicken Song'.



Oooh that Dot Cotton's a laugh, isn't she.



Cue zoomed-in shot of hands on keyboards.



Cue a rather distressed-looking young man.

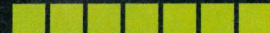


END ZONE

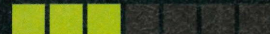
Graphics



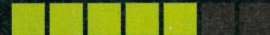
Sound



Addictiveness



Playability



See Kris Kross.

OVERALL 51

Out: July Price: £tba
Publisher: Sega

★ MEGA DRIVE ★ SUPER NINTENDO ★ NES ★

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ADAM PETERS used to live next door to a McDonalds 'restaurant'. Which means he's the ideal person to review the new McDonalds game, **GLOBAL GLADIATORS**. (Just because he lived next door to one? That's a bit tenuous, isn't it? Ed.)

Let's get this out of the way right at the start. Ronald McDonald is the anti-christ. The McDonalds Corporation are one of the most sinister armies of American cultural imperialism.

Fast food makes you fat, ill and spotty. Just walking around with the phrase 'environmentally-friendly' on your T-shirt doesn't make you Sting. Clowns are scary. (Um... Allegedly. Concerned Ed.)

Fillet-o-fish

Global Gladiators is a platform game with a difference. No it isn't – I was being possessed by an ungodly force when I wrote that – it's a platform game with no difference at all. Mick and Mack, the MC Kids, nothing at all like Kris Kross, have to save the world from ecological devastation. They do this by killing cows and shoving their bits into polystyrene boxes. They also run and jump their way through twelve levels spread through four different game worlds. Or at least, one of them does. The other one seems to have something better to do.

The levels are all pretty big, but once you've seen the first screen you've more or less seen

the whole thing. It's just as well the four scenarios have widely differing graphic looks, because each individual (three) level scenario is just the same four or five platforms and enemies repeated over and over and over again. Excuse me while I lose the will to live...

Regular coke

Global Gladiators suffers from the traditional difficulty facing Game Gear platform games. Because of the small screen, close-up action and kill-on-contact enemies, you can't move through the game at speed. You have to move a few steps at a time, looking out for enemies to shoot rather than run into. So it's all terribly stop-start, stop-start, oh bother.

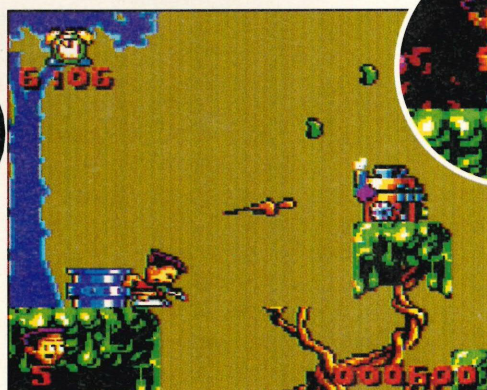
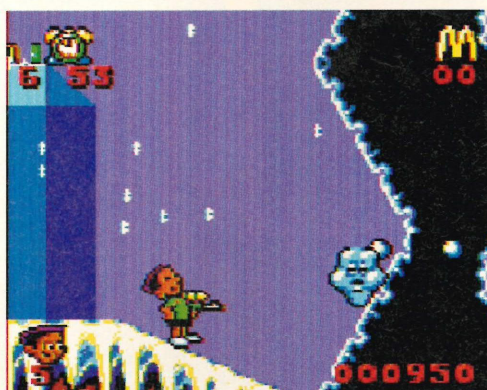
And terribly unoriginal. You just jump from platform to platform collecting McDonalds logos (aka rings, coins, etc); you need to collect a certain number before you can drop in on Ronald and leave the level. The fact that you can't shoot the infamous clown when he appears is probably the most annoying thing about the whole game.

The graphics are absolutely stunning, with some of the smoothest and most detailed animation ever seen on the Game Gear. The sound is pretty funky too. The whole thing is very professionally done and looks corking from a distance. But try playing it for half an hour without yawning.

And fries

Been there, seen that, done it a million times before. *Global Gladiators* offers nothing new, and if you're looking for some decent handheld platform action there are plenty of less insidious carts out there to try (*Chuck Rock*, *Alien 3*, the Disney games). However, if you're one of those people that care more about size than variety, (I know a few of those. Ed.) you'll find plenty here to get your teeth into. Which is more than you can say about the hamburgers. ■

Global Gladiators



END ZONE

Graphics



Sound



Addictiveness



Playability



Repetitive and uninspired, but playable and big. The choice is yours.

OVERALL 70

Out: Now Price: £29.99
Publisher: Virgin

Good old Mick (or is it Mack?), he runs, jumps, chews gum, and shoots mouldy doughnuts. None of which is going to make you fall out of your chair in excitement.



"GLOBAL GLADIATORS, isn't that the McDonalds game?" asked JEREMY DALDRY in his most confused voice.

"McCertainly Mcls," replied the Sega Zone offices in unison.

"Strewth," muttered Jeremy into his extra-thick McStrawberry McPotato shake.

McDodgy. There we are. In one short word we have summed up both the contents of your average Big Mac and passed comment on the latest format outing for Virgin's very sad McDonalds license. Why's it sad? Well because, although the game stands alone as a half-way decent platform romp, there is the omnipresent, slightly unhinged, form of Ronald McDonald overseeing the whole proceedings. Scary? You bet ya'.

Now call me mister controversial but I quite liked *Mick And Mack* on the Mega Drive. It was okay. Dodgy in the ideological department, but as far as the actual game went everything was fine and dandy. However, I am aware that I probably stood alone and most people thought the whole thing was pretty snorey. But hey, lets get back to the (USSR. Ed?) Master System version...

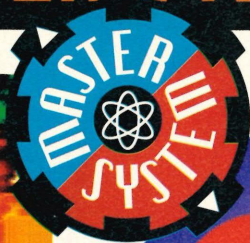
So what's it all about then?

Well, once again, you can play either Mack or the offensively tokenistic Mick (or should that be the other way round?). As they romp through a slime-invested land on a quest to save the rain forests, they...

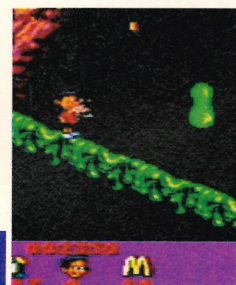
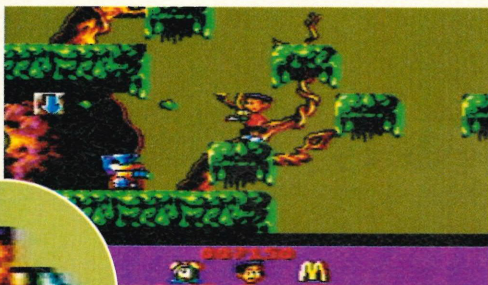
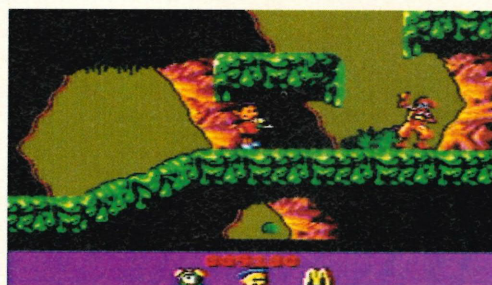
(Hold on a minute. Time out. Lets take a reality check here. It's been said before, but it has to be said again. Linking McDonalds with a game about saving the rain forest is just remarkable. It's like linking Saddam Hussein with the Boy Scout movement. I've had my little rant and we can now resume a normal review.)

...are armed only with a splat-gun that fires a liquid that looks not unlike septic snot. I must ask, is that the behaviour of two environmentally correct young men? I think not.

They save the tropical forests of the world not by collecting petitions or by buying an acoustic guitar and becoming a protest singer but by collecting large amounts of mystically suspended McDonald arches. Maybe this 'save



Global Gladiators



the world by collecting corporate symbols' idea should be tried as a way of curing the world of illness. It's a crazy idea, but, what the hell, it might work.

Looks nice, shame about the politics

One thing that does strike you about *Global Gladiators* is that it does look rather nice. Especially when you consider that this is a Master System we're talking about here. No high-tech CD Rom drive for this little baby. Oh no. The backgrounds are, to be brutally honest, bland, but this is more than made up for by rather splendid foreground graphics and animation. The main sprite (whether he be Mick or Mack) is both well animated and large, with a relatively high degree of personality. As are the marauding baddies, who spurt, spit and spew chunky bitesize pieces of green slime at an alarming rate.

However, the same can't be said of the control system, that if we were being kind we'd call rubbery and if we were being harsh we'd call it bloomin' awful. You have two jumps; a small jump and, get this, a slightly higher jump. The real probs come along when you jump from platform to platform because some split second

Variety is the spice of life. McDonalds prefers those gherkins that no-one likes.

SHALLOW GESTURE

If you collect over a certain number of golden arches you get to take part in a special bonus game. A game that primarily involves an awful lot of litter picking. Oh yes, if you excel at this game you are promoted to the heady heights of a McDonalds Litter Patrol member, along with all the other illegal aliens and brain deads. As is the way with these things the bonus items fall faster and faster and you have to move equally speedily to catch them.



Your average inner city McDonalds looks just like this, eh readers?



Graphics



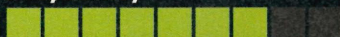
Sound



Addictiveness



Playability



A fine game with a pointless and slightly offensive sponsorship deal tagged on.

OVERALL 74

Out: Now Price: £29.99
Publisher: Virgin

timing is required to stop you falling to your death. And, while Virgin has got rid of the slightly annoying recoil from your snot gun which more often than not pushed you over the edge of a platform on the Mega Drive, it's been replaced by a recoil when you are hit by a slime beast. And guess what? More often than not it pushes you over the edge so that you fall to your death.

So, is this a thinly failed advert in the guise of a platform game?

Well, yes it is. And anybody who tells you otherwise is lying. If this game isn't an attempt to make you eat McBurgers and drink more McThick Shakes then I'm a Dutchman. I'm not. (I've never even been to Holland actually.) However, does that stop it being a decent game? Well technically no. In fact, technically, this is a pretty good game. But it sticks in my craw that golden arches are all over the place and that one of the most environmentally destructive companies of recent times sets their game in the rain forest. Bloomin' cheek, that's what I call it.

So if you don't mind what your games are telling you, as long as they are half-way decent, then this could be for you. If, however, you don't want to pay to play in one giant advert then get another cart. We all eat Big Macs, (I quite like them) I just don't like having McDonalds stuffed down my throat. So to speak. ☐

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King Of The Monsters

Crikey!

Judith suppressed a giggle as she realised how much thigh her new bathing suit was showing. "I am very naughty," she thought, wickedly.

Just then the water bubbled beneath her at the lakeside. "My!"

exclaimed Judith, "a monster!"

She held her breath and shivered, terrified of the horrors that lurked so close, perhaps intent on carrying her away to a subterranean world that knew no fashion sense. An orange sphere broke the surface and Judith let out a scream. "It's some kind of alien," she thought.

But it was only Ruth in her new bathing cap, playing a practical joke! "Ha ha ha!" laughed Ruth as she splashed her friend with some water playfully.

"That Ruth!" sighed Judith. "She's my very best friend but she can be irresponsible!"



"Shriek!" shrieked NICK GRIFFITHS. "It's the KING OF THE MONSTERS!"

"It's okay, it's only a game," said Amaya, sensibly. "Oh," said Nick, disappointed.

We, as a race, are obsessed with monsters. Not content with harmless things, we conjure up Franksteins and Godzillas to terrify small children and adults of a nervous disposition. (There's another side to the story, of course, involving My Little Pony, but that's equally indefensible.)

Life itself is scary enough to keep the adrenalin flowing. Otherwise, why did God (or whoever) invent Barbara Cartland, who wears pink all the time?

Babs, however, is no *King Of The Monsters*. Neither, mind, are the four rather pathetic characters in this game.

What's it all about (Alfie)?

Well, to simplify an already very simple thing, *KOTM* is a *Streetfighter*-type beat 'em up, but with monsters. There are only four such monsters – Astro Guy, Geon, Rockey and Beetle Mania – and only four cities to fight in. So it's sadly small.

There's a one-player option, where you fight all the monsters, including yourself! (*That's impossible! Outraged psychologist.*) (*Wibble! A schizophrenic.*) And there's a two-player option, in which you pick a monster each and slowly get bored.

Each monster has the usual punch/kick/jump manoeuvres, plus a couple of crap special moves and a crap really special move involving flames, boulders, etc, depending on the character. Most of these involve furious button bashing and sometimes they seem to work easily and sometimes they don't.

Anything else?

Not a lot. Every time you perform a special move, a power-up pops up. Collect them to fill your power



Yeek!

Some monsters are scary and some monsters aren't. Here are four of the latter...

ASTRO GUY



Not strictly a monster, Astro Guy is a superhero who forgot that he should be stopping the destruction, rather than adding to it. Astro Guy (real name Donald Higginbottom) missed out on the GCSE circuit and came up smiling at woodwork night school. He gained his superhero powers – increased strength, diminished responsibility and the ability to make Pot Noodles – while messing around with cake mixture as a child. Note that he calls himself Astro Guy, as opposed to Astro Man, since he still believes that hairy chests are fashionable. His special move is the:

Flash Wave!



GEON



Global warming, we are led to believe, defrosted this dragon-type thing from suspended animation in ice, after thousands of years. Truth be told, Geon sounds suspiciously like neon, which is used in household

strip lighting. We can assume, given the global warming storyline, that *KOTM* is attempting to be right-on even though it is a game based wholeheartedly on violence. Teaching children about environmental issues is dangerous, because they become obsessed and end up drawing crap pictures of trees. Geon's special move is:

Flame Crasher!





SPECIAL MOVES

Wheeee!

ZONE GROAN X

meter and you change colour (oooooh!) and then become unnoticeably stronger (booooo!).

There are four difficulty levels, with eight battles per level, and up to 12 continues are available. At the end of each successful battle, your destruction of the city is transformed into points and extra life on your life meter. And that pretty much wraps it up, bar the finicky bits.

In conclusion

KOTM registers mediocre on the fun scale for a while; later, it's down near zero. There isn't enough variation; the moves are uninspired; the graphics are vaguely adequate; the sound is little-to-no cop... Not very good, really, is it? Kids might enjoy it for a few hours, maybe. (How extremely patronising. Ed.).

SQUEAL!

There are four cities – count them! (Er, one, two.... six? Dim reader.) – to destroy!

Megaport

It's big and it's a port. Smash the bridge (or 'take it to the bridge', as James Brown once suggested), break the boats and grab planes from the sky, only to throw them at your attacker!



Dragon city

It's a city but, er, where's the dragon? Fact is, there isn't one. Quibbles aside, Dragon City calls for the same mass-destruction as before, but you'll also be attacked by laser vehicles.

Castle city

It's a city and it's got a castle. Destroy its architecture (a damn shame), pull jets from the skies and generally disrespect your environment!



Tokyo

It's a city in Japan, with lots of office blocks and small people who bow at each other while working very hard. Destroy them all and your opponent. Should you succeed, you should be ashamed of yourself.

END ZONE

Graphics



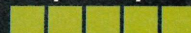
Sound



Addictiveness



Playability

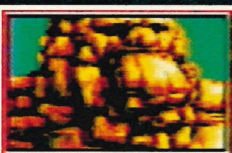


There are scarier monsters in my pocket. (I don't think we want to know. Ed.)

OVERALL 45

Out: Now Price: £39.99
Publisher: Sega

ROCKEY



Rockey looks not unlike an outsized (It's euphemism time, folks.) 'bolus' of food. You know what I mean, what your meat and two veg would look like if you decided to regurgitate a bit of it. The manual fails to explain how he was formed, which backs up my theory (something to do with Cyril Smith and a diet that lacks roughage). Further to his detriment, Rocky is Rocky without the 'e' – and, strangely, he has a comparable IQ to Sylvester Stallone, although he doesn't mumble so much and he hasn't married Brigitte Neilson by mistake. His special move is the:

Rockey Bomber!

BEETLE MANIA

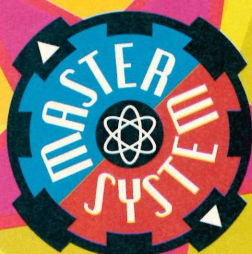


Bearing in mind the straw-clutching environmental friendliness of this game, the manual notes that the strangely mutated Beetle Mania grew up in the Rain Forest and "is now looking for new places to destroy" (given that the human race has carelessly destroyed the Rain Forest - geddit?).

The human race also made Mick Hucknall into a rich man despite his ginger perm, yet we are not made to feel guilty about that. (What's all this discrimination against the flame-haired people amongst us. A concerned Ed) Beetle Mania's special move is the:

Beetle Missile!

WWF Wrestlemania Steel Cage



VIVIENNE NAGY finds watching her weight such a snore. She'd rather watch other people's and eat another cream cake. There was an abundance of blubber in **WWF WRESTLEMANIA STEEL CAGE CHALLENGE**.



Steel cage shuffle

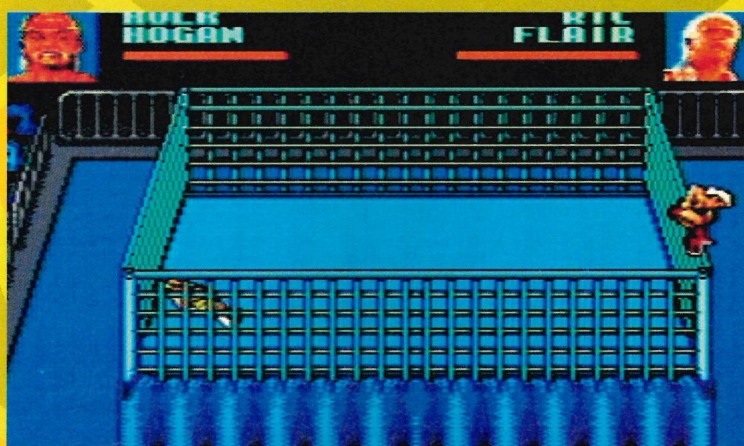
Someone dreamt up the idea of putting the wrestlers in steel cages rather than a ring for Steel Cage matches.

All this means is that there's a whacking great steel cage round the ring instead of ropes. To win, once you've thrashed your opponent senseless and he's on the ground, you must climb up on top of the cage, but don't slip and straddle the fence, unless you no longer care for your fishing tackle.

Every day in *WWF Wrestlemania Land* is full of hope and glory. Where else do you see permanent sun-tans, skin-tight Lycra, blow wave hairdos and bulging muscles on a regular basis? (Apart from Come Dancing. Ed.)

So is there much hope and glory in this Master System version of *WWF Steel Cage Challenge*, apart from the fact that the background music itself is just that?

The graphics are fair for the Master System; if fancy moves are your thang there's lots to get your teeth into, yet it's possible, and easier, to win without using the full range of moves, even on the hard setting. Constant basic hitting moves always win the day, which is a waste as it could be much more of a skill thing using a variety of moves. ■



No, don't do it! There must be some good things in your life, like spangled Lycra.



Acclaim's WWF WRESTLE-MANIA STEEL CAGE CHALLENGE on the Game Gear is, um, a challenge really. Who better to get his grubby mits on it than our man in the pants....
MICHAEL HORSHAM.

I was a bit worried how something as grunty, groany and, well, as big as *WWF* and its world of stars would translate onto the tiny world of the Game Gear's LCD screen. After all, Hulk Hogan, The Undertaker and the rest of them are huge, sweaty and beautifully coiffured men with little on their minds other than turning their opponents into the equivalent of a Bird's Eye Minced Beef and Dumpling TV Dinner. How could this world of mayhem, violence and fun translate???

Where's Les Kellet?

The answer is "Not bad, akshully!" Somewhat surprisingly, much of what you find within this wrestle-mania cash-in is okay on the gameplay side. There's an impressive range of moves at your disposal which lift this game out of the world of the mindless button-stabbers. I mean, there are points where you are actually able to use some sort of tactics.

Moves at your disposal include some old favourites, the forearm smash, leaping off the corner-post (or 'turnbuckle' if you live in America) and generally bashing up your opponent with a selection of bone-crunching manoeuvres including drop kicks, throws and the rather gratuitous, but traditional, stomping on a man's head while he's down. Energy levels

appear as bars at the top of the screen and the object of the game is to duff up your opposite number and then pin him down for a count of three. There are also three levels of difficulty to keep things interesting.

What about fabby Royal Brothers?

Four sorts of bout are on offer here, one-on-one, a tag match, the WWF Championship and a Tag Championship and all can be played as either regular matches or steel cage matches.

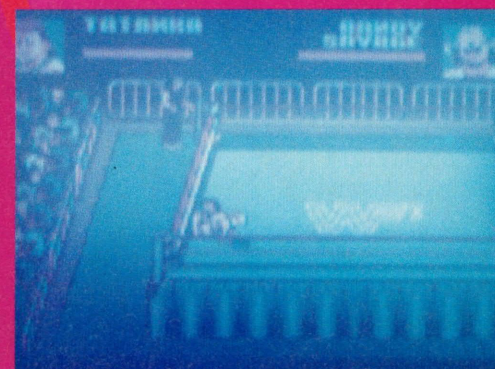
The steel cage means that the tactics change a bit because whereas ropes are springy and you can run up to them and bounce off for that extra bit of oomph, steel cages tend to stop you in yer tracks somewhat. Particularly if you happen to run full tilt into 'em.

You're offered a chance to be anyone of ten wrestlers, some of whom seem harder to beat than others, so it might be a case of a bit of trial and error in terms of choosing who you might want to be. Hulk Hogan seems to do okay in most of the bouts though.

Bring back Big Daddy

Sound suffers from the limitations of the format as you'd expect with a selection of weedy crunches and some dodgy music to boot. Not the end of the world though.

One of the weird things about this generally okay little cart is the scale of the action. The



Challenge



Are you a man or mouse? Get back in the ring, coward.



Unhand me you bouncer! I'll report you to my Mum.

How are the mighty fallen

Not only fallen, but dropkicked, headbutted, grappled and flying clotheslined. There's quite an array of offensive attacks which take a bit of practice. Getting the hang of the buttons is okay as you know there are only two, so there aren't that many combinations, but they do depend on the situation you're in at the time. For example, if you're locked in a grapple, it's a bit hard to suddenly run off and bounce off the ropes.

Recognising a potentially ideal situation for executing a desired move is a different kettle of fish. How I laughed the first time I performed a flying elbow from the top turnbuckle (the post thing in the corner), only to have my opponent move a foot out of the way and snigger as I crashed elbow first into the mat. Actually tagging your partner in a tag match is another major achievement, whenever you try and bring your partner into the match he always rushes off in the opposite direction.



It's a wibbly wobbly wonder with a stick.

sprites are so small that when working in cage mode the cage seems to obscure a good deal of the action on the little GG screen. It's one of the games plusses though, that even though

the whole thing is a bit on the small size, the image in the ring is readable all the time, the animation is snappy, and the moves are all right. ■

END ZONE

Graphics



Sound



Addictiveness



Playability



Like getting to grips with hot sweaty men? Then this is the game for you. If not, avoid.

OVERALL 65

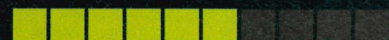
Out: Now Price: £29.99
Publisher: Acclaim

END ZONE

Graphics



Sound



Addictiveness



Playability



A pleasant enough spot of violence!

OVERALL 70

Out: Now Price: £27.99
Publisher: Acclaim

Not content with the rigours of winning a match, the indefatigable Randy's about to do a spot of aerobics.

competition

JOYPAD

UNLIMITED JOY



35

Super

Smart

Competition

Pro Series 2

Control Pads

Worth Over £500!

What a kind bunch of people we are. Not only do we slave over this fine publication for almost a full 23 hours a day but we also put together some of the best compos this side of *Family Fortunes* and this compo is no exception.

Sega Zone in conjunction with **Power Play** are going to give away not ten, not 20 but 35 of their top Competition Pro Series 2 Control Pads. These control pads, the best sellers over Xmas '92, feature multi-function turbo fire, slow motion selector, eight-way superswitch and have a 12-month guarantee. These are the joysticks for the professional, with a smoother taste and have a longer more satisfying whiteness, guaranteed to make your clothes the real thing.

So tell me, how do I win such a fab prize?

Well dear, dear reader all you have to do is pick up the phone and dial

0839 121 152, and answer the following oh-so-simple questions.

1

The Competition Pro Series 2 Control Pad has a turbo button. Is this there to allow you to:

- A** Go very fast down the motor way?
- B** Rack up a massive score on the latest shoot 'em up?
- C** Look good. It has no real use at all?

A visual question. Is the Competition Pro Series 2 Control Pad:

- A** White with red spots?
- B** Pink with an attractive silk chintz frill and a wimple?
- C** Mainly black with a little bit of blue, red and grey?

3

The Competition Pro Series 2 Control Pad has an awfully long name. Is this because:

- A** Johnny The Joypad doesn't sound too impressive?
- B** That's the name his parents chose and he's had to live with it?
- C** That's the name the company gave it to represent just how good a joypad it really is?

Rules

- ★ This competition will close on the 19 July 1993 on the stroke of mid-night.
- ★ Any employees of Dennis Publishing or Power Play caught entering will have their joystick surgically and painfully removed.
- ★ Calls cost 36p per min (cheap rate, 6pm-8am) and 48p per min (all other times) when you are using someone else's phone. So get permission.
- ★ The Ed's word is chopped liver and final.

2

simply key?
simply key?
simply key?

SKILL ZONE

Write to: Skill Zone, Sega Zone
19 Bolsover Street, London W1P 7HJ

Welcome once more everyone to the most popular section of the mag. Why is it so popular? Well it's written by that **DANIEL 'EGO-TRIP' PEMBERTON**, who fills it up with loads of fabby cheats, tips and things like that. "Where does he get them all from?" you may be wondering. Well, you, the reader, provide us with all your wonderful tip-related stuff. You may be wondering why people do this. Well they know that the best tip, solution etc. is going to win the sender a mind numbingly huge £50 in cash. So you're probably wondering where you can send all your wonderful tippery to. Well wonder no longer because here's the address, but please remember to read the "I don't like..." box-off before you send your stuff in. Thanks.

I don't like...

- ★ Letters without the full name (NO poncey initials please) of the sender.
- ★ Totally unreadable handwriting.
- ★ ANYTHING to do with Sonic 2 or Ecco.
- ★ Cheats copied from other mags.
- ★ Letters without the name of the game and the machine the cheat's for.
- ★ That shower of ne'er do wells - 2 Unlimited.

Splatterhouse 3



Gor blimey governor! No sooner is this game released than we have some rather top tips for it, courtesy of none other than **Chris Norman**. First off we've got all the codes, which look a bit like this:

MANSION 2ND FLOOR - REISOR
MANSION 3RD FLOOR - ETLBUD
MANSION BASEMENT - TEKROH
THE DASK STONE - RUATNC
THE MASK - PHENIX

On level 2 make sure you've got the meat cleaver for the Bookworm Boss, be careful not to lose it. Then defeat the red sucker and you will be transported to level X - the strange zone where extra lives, energy and P.O.W. can be collected.

The easy way to beat The Mask at the end of the game is to time his attacks and use roundhouse kicks. These kicks can protect you from his flying spikes and his different shades of masks.

Be careful not to get caught in a loop as the masks will just keep coming at you and there's no way out - except in death.

Shinobi II



If you're no ninjascope gamesplayer then perhaps you'd like to use **Chris Barber's** codes to help you out, which look something like this:

FOR YELLOW - E0222
FOR BLUE - F0111
FOR PINK AND RED - C0444
FOR BLUE AND PINK - B0555
FOR YELLOW AND BLUE - D0333
FOR GREEN AND BLUE - D0E9E
FOR PINK AND RED AND YELLOW - A0666
FOR RED AND YELLOW AND PINK AND GREEN - A02E2
FOR PINK AND RED AND YELLOW AND GREEN AND BLUE (WITHOUT CRYSTALS) - 7F57C
AS ABOVE, BUT THIS TIME WITH CRYSTALS - 903F3

European Club Soccer



"When you quit the game, you get beat," writes the grammatically inadequate **Jason Neild**. (Tut, tut just how low have the educational standards of today sunk? It wasn't like that in my day, Ed.) He then goes on to say that "The solution is to type QUITTER on the password screen and then when you quit the game you won't get beat."

So what Jason means, I think, is that once you've entered that code, and you're ahead in the match, then you should quit and the time'll be up and you should have won. I think.



Flashback/US Gold

Flashback



Game Zone's very own **Andy Butcher** has provided us with most of the codes to the extremely fabbo new game from Delphine Software, *Flashback*. Also thanks to the 37-year old M.P. Young who sent in the US codes as well.

1 - BETSY
2 - PANCHO
3 - STUDIO
4 - TOHO
5 - AKANE

Codes for the US. import: FALCON, BETSY, MILORD, QUICKY, BIJOU and BUBBLE.

Gods



Why won't Sega release this extremely good game, which, at the moment is only available on USA import, in the UK? **Eric Small** is one of the many who don't know the answer, but he does know some rather fabbo codes for it, which go something a bit like this:

LEVEL 2 - NASHWAN
LEVEL 3 - COYOTE
LEVEL 4 - FOXX



Gods/Mindscape

Monster World II



Oh dear. According to **David Low** from Singapore, he has a cheat that will 'thrill you and chill you with fear!' (You what? Ed.) He reckons that you should enter Y30V DAV VYEU T91 (Or that could be T91, the handwriting isn't too clear.) because if you do, you'll be turned into Hawkman, and you'll have lots of gold and all the weapons! Then, when you're in the town, go to the door (the one that leads to the well), and if you open the door you should find the aforementioned well. Go to a blank space or the box near the well, push the UP button, and if you push UP at the box, you'll find yourself at the final stage. Hurrah!

Deadly Moves



Christopher Martin says that "no sooner is the game released than I have a great tip for you". Exciting stuff, eh? Anyway, Christopher reckons that if you want a really powerful warrior enter MPV XRP0 JM7, as this should give you Joe on level 8 with all men except from Ranker beaten and the best speed, jump, strength, defence and life



energy you can get. Also if you're having a bit of bother with any of the other characters, you could do a lot worse than follow these handy hints, courtesy once more of Christopher.

Warren: To beat him, simply wait for him to rush at you then hit him with a fireball. If he jumps, do a super nova and you'll soon win.

Vagnad: Wait for him to hit out at you with spinning arms while he is moving then just simply fireball him.

Bouh: Simply stay fairly close to him and he will jump at you. Once he kicks whilst in mid-flight, jump in with your one super nova and if you do it right you can stand over his body and hit the kick or punch button twice holding down the second time, then you should throw him, destroying him faster.

Gaollion: If you stay away from him he will jump towards you. Just catch him with a fireball, if he does throw his weapons at you, just defend.

Reayon: If you stay away she will jump at you too, so just use fireballs and you should catch her. If she gets too close, push her away with fireballs as well.

Nick: If you get close enough you can wait for him to jump on his hands and try to kick you. Then do a superfast reaction fireball and you should hit him. If he jumps at you just kick and he will land straight on the end of your toe. Try not to get too far away or he will cane you with knives. If he does you must use fireballs to defend yourself as quick as possible.

Ranker: If you stay away he will send a 'floor attack' at you. You must hit this with a fireball and continue to fireball non-stop. He should jump and then you will be able to catch him time after time with your fireballs. Hopefully, all these tips will make you become the number one fighter. Good luck!

Golden Axe II



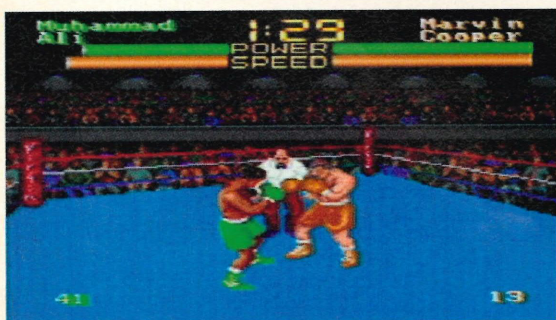
During the demo hold down A, B, C then Start. Now select Options while holding down A, B, C, and make sure you only tap B and C. Select Normal and pick your character, keeping A pressed DOWN.

Select a stage with A and B then press START. (Keep A down until the stage number appears.) Thanks to **Mark Tadajewski** and his brother for that.

Terminator



When the title screen appears, press START and button 2 together and wait for the screen to go black. Then, still holding down button 2, rotate the directional pad clockwise until you see two numbers. Use LEFT and RIGHT to choose a level and press button 1 to start it. Thanks to **Matthew Rich** for those wise words.



Muhammad Ali Boxing/Virgin



Humans/Imagitec

Humans



Oooh a fax! Don't know who it's from, but it's my guess that the company who publish the game sent it. Anyway, if you're stuck on a certain level, you could do a lot worse than try out some of the following codes:

5 - TMHCPYPCDQHQ
10 - VYJMDMPVXHHD
15 - SROHNLDRDWPG
20 - WDFGNXGRMPN
25 - TKJXCLWLZTWP
30 - MFKTJGNSXQJM
35 - ZSRGHXCZYFLO
40 - NSFLKXCBJDWF
50 - PDJTKPCTYXDK
60 - YNTBXYJYNWLK
70 - VWPKNRSXXYTY
75 - VKPKLSLLYTFC
80 - XPMNWJKFNQZC

Ecco



PLEASE could everyone STOP sending in cheats for Ecco, because it's getting very boring now. Lots of people have told me that entering SHARKFIN as a password gives you an unlimited supply of air, but only one tipster is going to get credited for it. Who will it be? The name pulled out of my magical dustbin is **Jamie Carding**. Exciting stuff, eh?

Pit Fighter



If, for some bizarre reason, you long for an options screen on the Mega Drive version of this brutal beat 'em up, then wait no longer as **Richard Tillotson** has the solution. Simply press UP, DOWN, LEFT, RIGHT and A on the title screen, and if done correctly an Options screen should appear, which lets you change the difficulty levels, sounds etc.

Cobra Command



Blimey! A Mega-CD cheat already! This one has been provided by none other than **Paul Mayhem**, who has cheats for a stage select and a level skip. To access the stage select, on the title screen (the one with the game start and config mode options) press UP, LEFT, RIGHT, RIGHT and UP. If it has worked properly you should hear a 'boom'. Now, when you start the game and you see STAGE 1, press RIGHT to change the level number, or be very lazy and simply press START to skip that whole level and advance to the next one.

The other cheat is for a 'Training Mode'. To access this, again on the title screen press UP, DOWN, LEFT, RIGHT and again, you should hear a 'boom'. Now there should be a new difficulty level called 'Training' which will enable you to start from wherever you were killed and the offending object in question will no longer be there.

Muhammed Ali's Boxing



If anyone is having problems with this game: you can barely muster up enough impetus to enable you to fly like a bee or sting like a butterfly even. Then perhaps they should try out some of the codes which **Conall Keane** has sent in, which look a bit like this:

SIMULATION - HO7KEHCZ, HO7EBXCZ, HO7BLNCZ, HO7CNCCZ, HO7WNBZ AND HO74NECW.
ARCADE - OO7KEHCZ, OO7EBXCZ, OO75C7CZ, OO7CCCCZ, OO7WCBCW AND OO74CECZ.

Chakan



Another tip from **Eric Small** here. He says that if you fancy going straight to the fifth stage you should do the following: choose practice mode and at the start of the game walk RIGHT and DOWN the stairs onto the platform. Continue RIGHT until you reach a small floating

platform. Jump onto this and use the potion for a portal. (It is the only one you can use from the choices.) When you use the potion, it should make a thunderous sound. Once you do this, you will have access to all the weapons, and be able to go into every level, including the last four stages. You can also do this trick in easy and hard modes, but on Practise mode you get unlimited potions, which should make the game a tad easier.

Rolo To The Rescue



Phonecall tipster **Luke Gilbert** has got some rather handy hints and tips that we're rather spookily about to print. The first one gives you lots of fabbo things like invincibility and to activate it you should do the following: When the title screen appears (with lots of animals) press UP and LEFT, A and C simultaneously. With these still held down press RESET, and keep the other buttons held down for about five seconds until the animals appear. You should then have the choice of Invincibility, Infinite Lives etc. on the title screen.

Once you've done this another cheat can be activated. When you press START to pause the game, if you get a little map symbol and press B then A, you'll go to the end of the level automatically. Spook!

Lotus Turbo Challenge



"I discovered this cheat for Lotus Turbo Challenge on the Mega Drive," wrote **Jennie Fraser**. "On the password screen, type in MANSELL and then if you die on the first level, your game is not over and you will go on to the next level and so on, so you can finish the whole thing!"

Desert Strike



I know we've printed lots of codes for this before, but **Richard Diment** has sent in a brand spanking new one which will give you ten extra lives. For this simply enter the password BQQQAEZ. (Also the other codes are LOJEQRF and ALLOHZK, for levels two and three respectively.)

Mega-Lo-Mania



Steven Harris has lots of codes that he would "like to share with the other readers, as I have completed the game." Oooh. Anyway, as promised, here are all those codes, and Steven adds that "I hope everybody who uses this game gets as frustrated as I did, but enjoys it none the less." Yesssss. Also thanks to **Gavin Hookway**, who added one measly code to the end, and to **Graham Fox**, who provided the others.

EPOCH 2: OIGAMSJCHHF
EPOCH 3: HZOBGZMUUTP
EPOCH 4: XTZBQCIOVHZ
EPOCH 5: SJFASNDQAI
EPOCH 6: IYEBOPWJGUP
EPOCH 7: CTOAIGPECUR
EPOCH 8: ESSCGQKYHUV
EPOCH 9: QSBODQMEOM
MOTHER OF BATTLES: CFPDGLLTUMA
ALSO TRY ABBQOCYORTW, TSTABIMUW, DXKCFSTIKUM, POXBNCODSUW AND VFNBAZSRWUT.



Rolo To The Rescue/Electronic Arts

Game Genie-4s

Oh dear. We've not had any decent Game Genie codes this month, so that rather fabbo prize that those nice people at Hornby have stumped up, which is a cart of your choice in case you didn't know, is still open for grabs. So get sending all your Sega Game Genie codes off to us as soon as possible, but PLEASE make sure that all the codes are original, as we can check if they've been nicked from other mags, even ones from abroad, so don't waste our time and yours. Anyway, send those codes off to the following address, and in the meantime here's a couple of Game Genie codes to amuse yourselves with:

Streets Of Rage II

Here are those fab tips, read on:



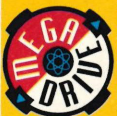
VERTBALA - ENEMIES ARE AMAZINGLY EASY TO KILL.
NM6TAAGY - CHOOSE UP TO 99 PLAYERS ON THE OPTIONS

SCREEN.

AL7TAA70 - INFINITE CONTINUES

ABFTALA2 - GOLD BAR WORTH 50000 POINTS

Alien 3



5DXAD93N - Ripley jumps higher
A2EAAA8R - Infinite lives
AACTCA6J - Infinite time
How's about that then playmates? If you think you can match or better those codes get writing to *Sega Zone*.

WIN £50 ZONE Chakan



Paul Mason and David

Butler will soon be on the receiving end of a whopping £50 thanks to their solution to Game Gear *Chakan*. So if you fancy winning some dosh, just get sending all your top tips and things to the normal address. So, here's that solution:

❖ First Collect the four potions before going into any of the transporters.

Level 1

First, get the two potions at the top of the screen, then kill the boulder man by going behind him and hitting him. Kill the green baddie and get the key and go with it to the 3rd door to the RIGHT. Dodge the bullets and proceed to the right-hand side of the screen. Kill another green baddie and get the key. Go into the door. Kill yet another green baddie to get another key and go to the top of the screen, dodging the eyeballs which slow you down. Go into the door.

Boss - Collect all the potions on the level. Use the invincibility potion and keep on hitting him. You should have enough time to kill him with the invincibility you get from the potions.

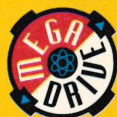
Level 2

Kill the mutated spider at the start and go to the ledges. Use the spinning attack on the second mutated spider and fall DOWN the drop and crouch at the bottom of the screen. Use the crouching sword, move until both the bugs are dead. Then use the rolling technique to get past the acid drops. Jump UP onto the ledges and duck DOWN when the spiders come. Then jump to the next ledge. Repeat this until you reach the top. Fall DOWN the drop and proceed along the level dodging all the bugs. Kill the mutated spider at the top of the ledge by using the UP swords move. Get the potion and fall DOWN and go into the

CRAP CHEAT CORNER

Welcome once more to crap cheat corner, home of all things useless. As usual send all your hopeless-what's-the-point? kind of cheats to Crap Cheat Corner at the usual address. Here's this month's prize snippet of hopelessness from **Eimear Whitfield**.

Shadow Of The Beast 2



Do you fancy infinite lives and energy on this rather taxing arcade adventure? Well you're not going to get it, 'cos this cheat is COMPLETELY useless. If you fancy seeing all the programmer's names and what they did then simply hold A, B and C and press START. Exciting stuff, eh?

door. When you are falling keep RIGHT pressed to find a secret passage. Get the potion when you reach the top. Fall DOWN and keep pressing RIGHT to land on a ledge, follow the route dodging all the bugs and drop to fight the end guy.

Boss - Use the invincibility or sight potion to help kill him. While the potions are at work, you should be able to kill him very easily.

Level 3

Jump RIGHT along the pit (you will lose some energy). Drop down, kill a green lizard and get the key. Go UP and you will find a circular wind, jump towards it to find a secret passage, get the potion and jump UP the waterfall and go in the middle door. Keep working your way along the streams till you reach the pool with two sharks in it, get the potions which are on the ledges and go RIGHT. Jump into the waterfall. It will take you to the top of it. Drop DOWN and go UP and RIGHT to get a potion (don't go in the door), then go to the bottom to find the guardian.

Boss - Get the potion from the bottom right-hand corner. Kill the snake boss by using the spinning attack on him, you should kill him very easily.

Level 4

Jump over the wolf and run away from it. Go DOWN and RIGHT, dodge the lizard and jump over the platforms. At the bottom of the level roll RIGHT and jump into the waterfall and then use the spinning attack to kill the wolf. Go RIGHT and fight the Boss.

Boss - Stay DOWN at the left side of the screen facing right. Hit the boss when he appears seven times (fast) then jump to avoid his claws and lasers. Carry on repeating this to complete the level.

Level 5

Keep using the spinning attack to get into the building unharmed. Keep working your way along the



Sliced or diced onions with that kebab sir?



Mega-Lo-Mania/Virgin



Ooooh stop it! You're frightening me!

level till you reach the fireballs. Go along the top ledge to collect a potion then drop DOWN to the first ledge. Keep going RIGHT until you reach a large open space, go to the first ledge again and keep going RIGHT, drop to the right-hand bottom side of the next opening to get a potion.

Then go RIGHT again and go in the last door, then go in the first door and the first one again to reach the guardian.

Boss - When she jumps in the air use the spinning attack, then run away and do it again. Keep repeating this until she bites the dust.

Level 6

Keep jumping on the platforms, try not to touch the lava. Keep working your way along the level killing things and collecting potions. When you reach the doors go in the highest one up on its ledge to reach the boss.

Boss - Keep jumping backwards and forwards using the spinning attack dodging the dragon's fireballs till you kill the dragon.

Level 7

Keep moving along the passages going DOWN and RIGHT as your general rule, dodging the moving metal spike balls. Keep going till you reach the second transporter. Go inside, face LEFT and press fire.

Boss - First get out of the transporter by going into the middle of it facing RIGHT and pressing fire. You will now be in another transporter which you can walk out of. Then you should use the spinning attack as usual and dodge the missiles. Keep doing this until you kill Death.

Swords

Lightning - Go to level 5 and go to the bosses' pad and roll across the floor. When you eventually see the sword jump UP and collect it. You have to do this very quickly.

Levels to use it on: 1, 2 and 7.

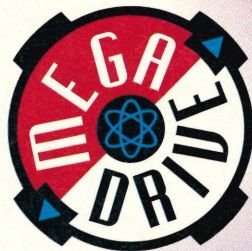
Fire - Go to level 6 and do the level as normal but when you get to the doors, go in the 3rd door to the left to find the sword.

Levels to use it on: 3 and 4.

Ice - Go to level 4 and go to the left hand bottom of the screen, jump on the right-hand side ledge and jump through the wall and keep going right along the secret passage to find it.

Levels to use it on: 5 and 6.

X-cellent! "x-claimed the x-ceedingly x-oited Ed. "Our x-emplary x-perts RIK HAYNES and DAMON BARWIN will now x-plain the x-plosive x-ploits of those x-oiting x-troverts from Marvel and Sega."



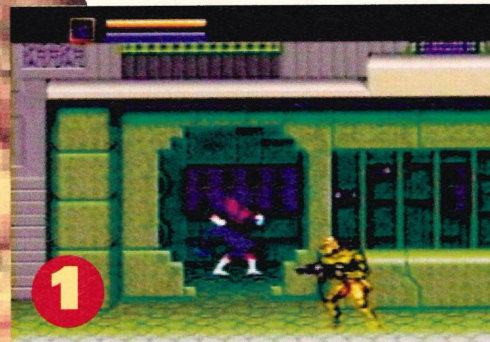
MEN

The Savage Land

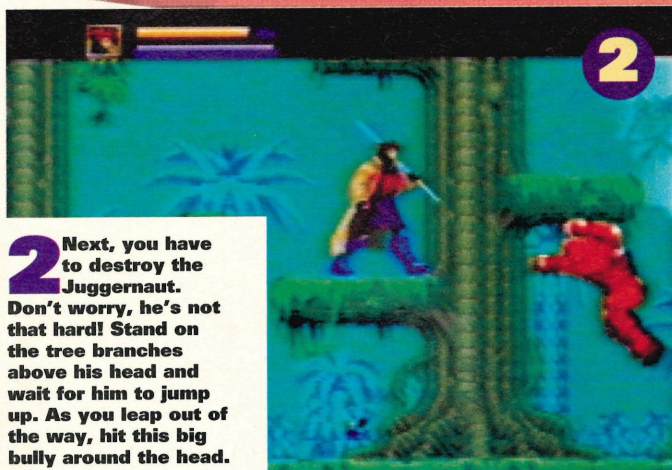


1 Walk right and stay low, go past the pile of rocks and into the first tunnel. Activate the switch by punching it - this switch will let you access new areas. There's a very handy power-up in the second tunnel. Pass through the top of the waterfall and be extremely careful not to slip on the spikes below. Some of these nasty obstructions can be removed by a switch which can be found on one of the top platforms.

Ahab's Future World

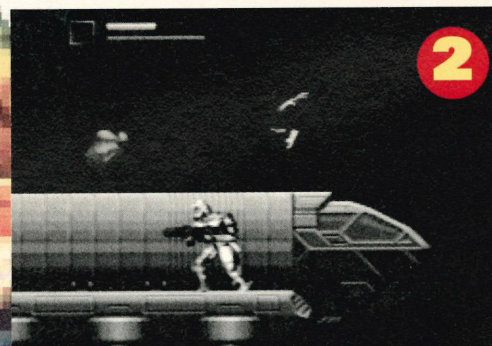


1 Ever seen the movie *Highlander*? Similar to their motion picture counterparts, these mini-Sentinels only die when their heads are decapitated! It takes three hits to finally deprive them of their craniums. Head for the lower levels and stay clear of the automatic gun turrets, holes in the floor and pools of toxic waste.



2 Next, you have to destroy the Juggernaut. Don't worry, he's not that hard! Stand on the tree branches above his head and wait for him to jump up. As you leap out of the way, hit this big bully around the head.

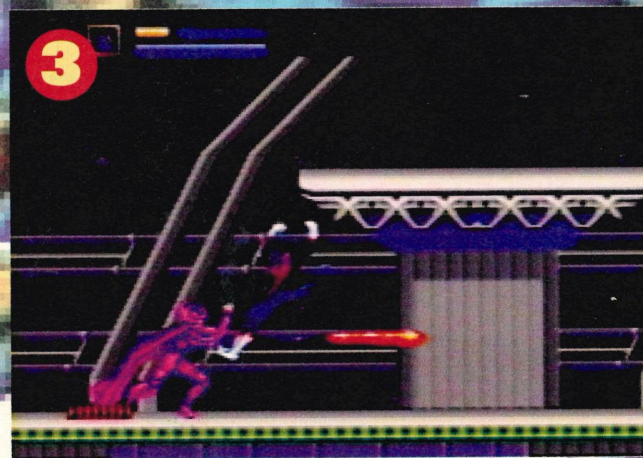
2 Now saunter onto this platform and continue along to the right until you can't go any further due to impossible chasms. Call on the Iceman to perform his special 'using a blast of ice to bridge impassable chasm' trick. However, you must pick up the Iceman icon before you attempt try this.



3 You must demolish all of the cryogenic chambers to get the key that is hidden inside one of them. To creep past the blue force-field, jump down on the right. Hammer Ahab when he appears.



3 Advance right, across the makeshift elevators and smash your way into the building. Once inside, vault over the disappearing platforms. Then you come face-to-face with Ma Belle Zaladane. It's best to keep your distance while she's flying around, then swipe at her legs.





Shi'ar Empire



1

1 Go to the right, collect the key, then go left to the first wall door. Press jump to move through the door. Step right and stand on the lift. Collect the key on the right. Travel down and stroll right through the last door (shown here). Snatch the key at the end - you'll hear a noise when the lift is in operation.



2

Go left, go up on the lift and turn right. Watch out for baddies on air scooters. In the background you will see some power-ups. To collect the power-ups, move to the platform below and go through the door just to the left.

Now keep jumping up and right. Under the third spaceship, there's a switch.

Push the switch to reveal a key.

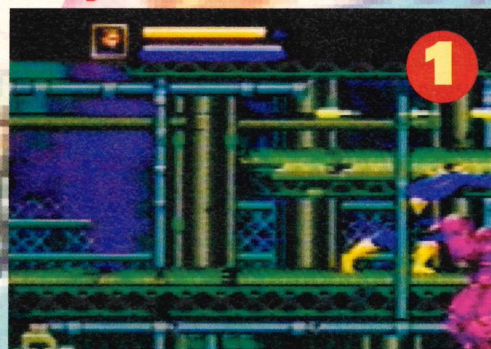
2 On the right there's a spaceship that starts to fly. Keep on the move or you'll fall off! Dodge the meteors that fly past you. When the craft finally comes to a standstill, hop off to the right. Make your way to the right until you find a gap in the ceiling. Trudge left and spring into the hole in the wall. Deathbird's domain is on the right.

3 Kill the guards before you actually take on Deathbird. Nail him with a quick series of jumping attacks. Touch the last switch, situated in the lower right section of Deathbird's Palace and you'll be greeted by Lilandra.



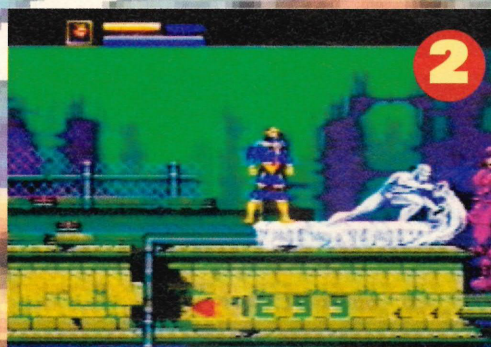
3

Mojo's Crunch



1

1 Stand under the TV monitor (The one with the ugly mug on it) and avoid the deadly columns of searing flames. (Just who do you think you are casting aspersions on the whether one is good-looking or not? I personally find the face on the monitor quite attractive. A rather touchy and grumpy Ed.) Oh well each to his own.



2

2 Careful timing is crucial to this stage especially when using the tricky disappearing platforms. In the immortal words of *Carry On* comic genius Kenneth Williams: "Stop messing about, matron. Oooh." Roughly translated, this means that you've only got a limited amount of time to clear this stage.

3 Jump from side-to-side using the platform to gain a height advantage and strike the X-Men's very own Jabba the Hutt from behind. When Mojo is killed, destroy the computer then press the reset button on your Mega Drive! (Say what? Ed.) A stylish surprise is winging its way towards you...



3

ACTION REPLAY CODES

Invincibility...
FFD62 D00FF
Unlimited energy...
FFD62 B00FF
Invisible man...
FFD62 D0000
Move onto the next level every time your character gets hit...
FFD62 700FF
Stops the game from crashing, allowing eager beavers to find Action Replay codes on their own...
00000 60210
Makes the USA cart work on a UK machine...
0001F 04500

Excalibur's Lighthouse



1 Beware of the collapsing stone bricks. As Sabertooth leaps down from the rock, do a superhero slash! Keep doing this superhero stunt until you've destroyed him. Go right and punch the sword from within the stone. That should get Excalibur out of the way, now you're ready to go onto the lighthouse itself.



2 Bust the switches scattered throughout this building. Special x-ray glasses can be found in the lower left region of the lighthouse. Grab a pair of specs, the screen will turn a lovely shade of green and you'll be able to see the enemy. Go back up and fight another Juggernaut. Proceed downwards and to the right. Take the end-of-level elevator.



3 Don't attack Apocalypse while this archvillain boss is glowing. Swipe at his legs when he's taking a breather.

Asteroid M



1 Change into the Cyclops superhero character. Set off to the left. When any of the enemies shoot at you, stand very still and then free jump to safety. If you try to escape, your energy will rapidly decrease.

Force the switch on the far left-hand side. This will open a sliding door to your right. Wait at the edge of the platform and vault onto the moving platform. Repeat this manoeuvre and you'll see a glowing door with a switch by it. This is used to reverse the direction of those moving platforms. It also activates a lift. Go up and the switch on your left opens that glowing door.



2 Press on to the right - using the platforms to bypass the massive gap below - until you can't move any further along. Call on Iceman to strut his stuff again. Then transform into Nightcrawler on the next available platform. Push the diagonal up to teleport yourself onwards.



3 Keep moving right, take the top route. Watch out for the flying spiky weapons and other booby traps. Leap onto the platform near Magneto. Wait for him to lower his shield, then let him have it at close range.

Krusty's FUN HOUSE

Part 2

In the second and concluding part of their step-by-step guide, **DAMON BARWIN** and **RIK HAYNES** experience a whole lot of laughs thanks to Acclaim...

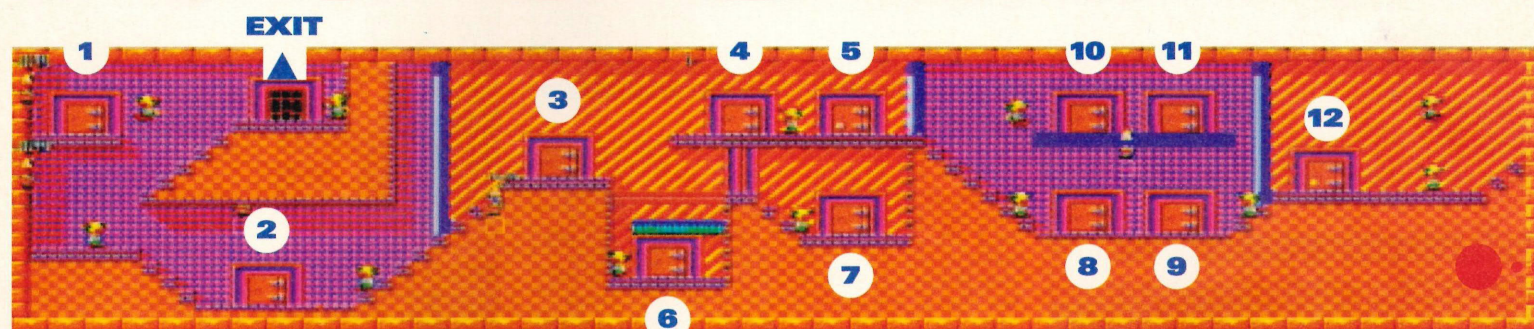
Passwords

stage two - **BARNEY**

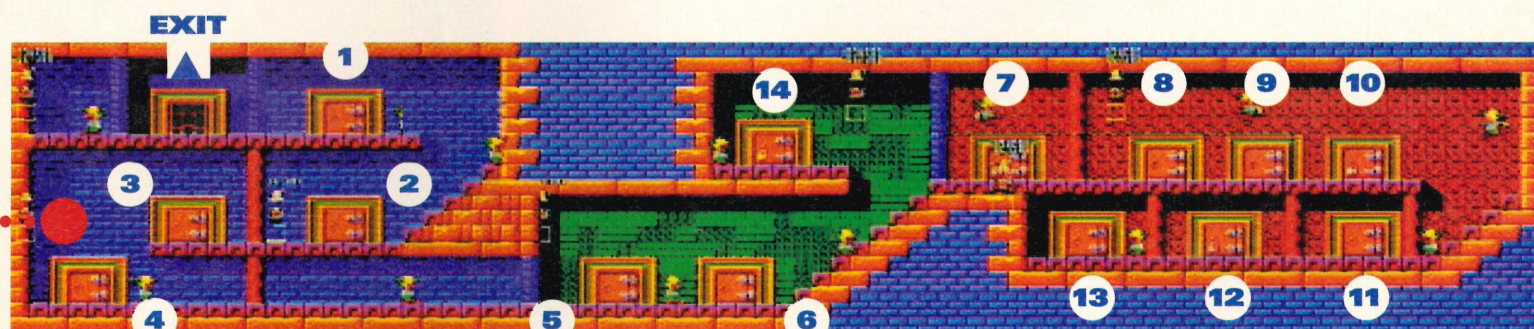
stage three - **MARTIN**

stage four - **SQUISHY**

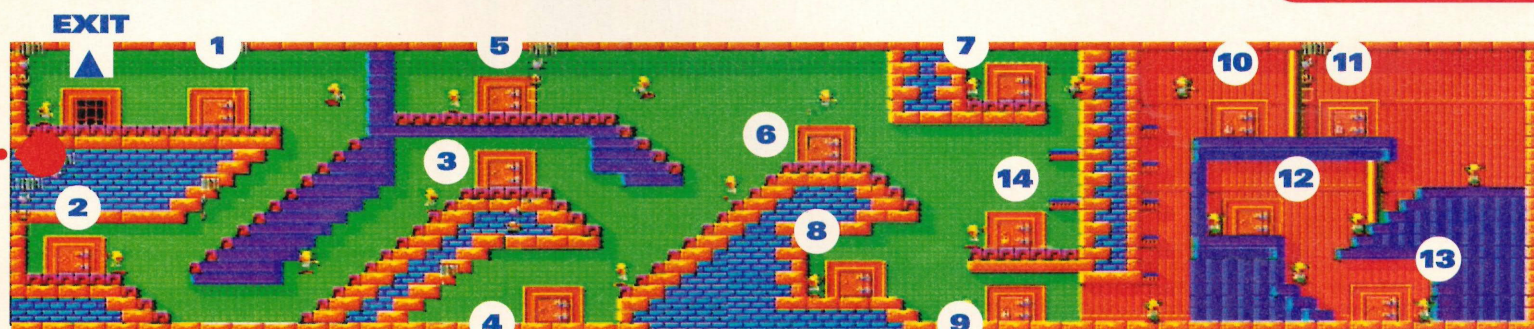
stage five - **ELFMAN**



Map 1/Stage 3



Map 2/Stage 4



Map 3/Stage 5

Stage three



Room 1

Head right and bounce on the first set of springs. Snatch fan. Use the spring to vault over the high wall on right. Follow path down and put the fan at the top of stairway. Go back to Mo's machine. There's a block above it - put this block on the brick next to trap. Kick the yellow block onto the bricks and the nasty old rats will quickly pop their corks. (Why didn't Krusty just buy some poison in the first place? Ed.)



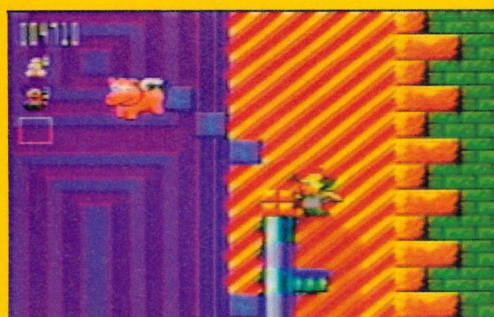
Room 2

Get the spring near the upper-left section of room and walk back to the start. Lay spring in front of leftmost tube. Easy, huh.



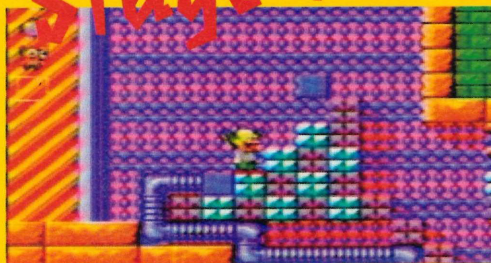
Room 3

Put the fan on the right, by the wall on the second platform above your head. Slam down block on the right before those pesky rodents disappear. Construct a stairway onto the middle platform with the rest. Use the last block to bridge gap between middle and right platforms. Drop the middle block of stairs to make a link. As soon as the rats have passed by, return block. Go back down and remove rightmost block. Don't forget to grab Krusty's balls! Break into the bonus room in the upper right-hand corner of screen.



Room 4

Skip onto on the yellow blocks and start building a stairway towards the left. Keep using the last block to extend your reach until you're at the yellow and red stripes. Jump left and plant fan directly below. Gather prizes while the critters are squished in your rat-trap.



Room 5

Hop through tubes, fetch blue brick and leave it next to the grey block. Five balls are inside. Recover brick and climb aboard moving platform. Leap off when you arrive at far left. Smash wall with Krusty's balls again. (Ouch! Ed.) Fill the gap in the pipe with a brick. Seize the blue brick on the right. Stand atop stack of blocks and use both bricks to scramble up. There's a special block here that opens up the passage to the next door.



Room 6

Swing on the long poles to the right. Jump up on the third one, get the prizes and special bonus to open another door in the main hall. Continue going right. Take sections of piping and leave them by the rats. Stick left angle piece slightly away from left wall, pile tubes on top of it and put the other angled section next to your newly assembled tower. Lastly, add the fan. Wait for the rats to trudge up the stairs. Swipe block and return to trap. Walk left, vault over hole and abandon fan. Erect stairway, so rats can enter the second tube.



Room 7

Move the brick under first tall pole, from the right fan to the left one. Do the same thing on the neighbouring pole. Pick up the fan by last pole. Mount pillar. (That's enough Eldorado speak. Ed.) Stand by the edge of ledge to your right. Drop the fan so it's suspended in mid-air. Go back to the start area and remove the brick that's covering the fan near those rat bastards.



Room 8

Jump to the right, bounce on the springs, pass through the first gap on platforms and get the blue brick. Withdraw to the right. Beware of the flying pig! Yes, there really is one. Make a step next to the trap with brick. Go back down, collect fan and position it under the fan on the far left.



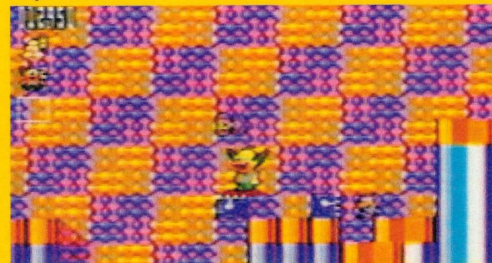
Room 9

Shelter to the right of yellow blocks and kick the first three away. Gather the hidden bonuses above. Move to the left of the remaining blocks. Kick the first one to the right, this is used to reach the top of room where you can carry away the bonus. Leap over the yellow block and kick it off the left edge. Kick the lower block to the right and the higher one to the left. Drop down and push the block all the way to right and make a step. Find the rats below, kick the top yellow block to the left once, kick the lowest block left, hop over blocks and kick the same block again until it reaches the wall. Kick the overhead block to the left so it falls off and kick the other block over to left edge.



Room 10

Get the blue brick, fall down the second gap from the left and place the brick on the right fan. Be sure to get all the bonuses along the room's ceiling. Kick the yellow block to the left, left again, right and left one more time. Pick up the fan and slot it in line with the trap's entrance.



Room 11

Grab the fan, go on the lift and walk right at top. Jump left off the tallest column. Leave the fan on far left edge of platform, go back down to collect the second fan and place it above the first one. Jump left and retrieve vertical fan, use this and the right fan to move those rats. Reposition right fan on third column and sit vertical fan next to first column. This arrangement will hurl rats into the air. Before they land, bound onto the column and place fan just left of it. When the rats return they should be blown by the right fan. Repeat this technique for next two columns and you'll eventually get to the trap.



Room 12

Hold jump button and move right across the springs. Filch bonuses at the other end and leave room.

Stage four



Room 1

Use spring to collect the balls and go to far left of platform. Release the rats by demolishing the left wall. Two rodents will stay in the jars, use these to make steps for the others. Take the jars to trap and kick them. This will free the rats. You'll find loads of bonuses under the machine.



Room 2

Get in the lift to access the three jars up on the right. Take these back down and use them as steps onto the left-hand tube. Later on, transform the jars to build a ladder for yourself and pinch a few bonuses from above the trap.



Room 3

Shove the yellow block to the right until it falls off, stand on others to destroy them and continue moving the first block. Jump up and to the right, transfer the fan near the end to stop rats from escaping. Round up all the piping lying around and leave them above the trap. (See screenshot for the best way to construct DIY snare. Ed.) It will take some time to correctly position the blocks but it's not impossible. Move the fan under the tube to your left.



Room 4

Remove the top jar on the left and place it beside the other. Hopefully, Krusty will trap a rat. Use the jars to build stairway facing right. Break the jars and drive the rodents into trap.



Room 5

Kick the yellow block to the right and go right. Kick the bottom left block towards the right, follow it down and keep kicking it right. Do the same with the middle-left block and last-left block. Now kick the lower-right block to the left. Kick top-right block to the left then right. Repeat this trick with the last block.



Room 6

Nab every block and store them to the left of trap. Build stairway from the floor to the tube in the lower-left corner of room. When the rats are inside the tube, quickly grab a brick and jump up to the right. Stuff block just in front of trap to prevent an easy getaway.



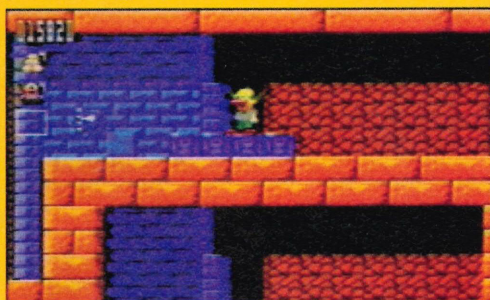
Room 7

Go right, collect the first blue brick, go through the hole that you've just made and use brick to plug the hole below. Try this again with all three bricks. Get the fan from the rightmost corner of the room, head for the trap and walk off the edge. Drop brick, collect jar and take it back to the trap. Use this to catch rats as they pass the platform. When the rat feast is over, stand on moving platform, jump left and collect first bonus. It will take you to an extra screen. Beat the time limit to reveal a path into the next room. If you fail, this entire room must be played again.



Room 8

Rip off the blue bricks near rats, hike left and make a stairway. Cover the left-hand fan with the second brick to stop the rats flying about. Repeat this trick on the fan below but remove the lower block this time. Jump to the top of the room and put stairs from lower platform to small ledge on the right. Use final brick to prevent rats going astray.



Room 9

Capture fan, walk left, get custard pies and kill bird above the spring. Tumble across springs until the green wall, keep pressing jump to clear it. Leave fan on top platform, trek left and rake in bonuses. Jump right and carry brick from lower right side of the room to fan. Put brick and fan at left edge to create stairway.



Room 10

Quickly run left and grab fan before the rats get there. Take the fan above tubes and jump up to collect jar on left. Use the jars to capture rats and leave them next to fan. When all the rats are together, reposition the fan to make a step leading to the trap.



Room 11

Catch the two rats on the far right with jars and build a stairway just left of trap. Assemble tubes and leave them with other rodents. Build a pair of double tubes just before the gap on the left and use a single piece as a step. Now the rats are dead you can release the other two.



Room 12

Blocks are invisible in this room! Keep jumping up searching for them. Use jar to catch rats. Lay rodents close to the far left wall, they should fall straight into the trap.



Room 13

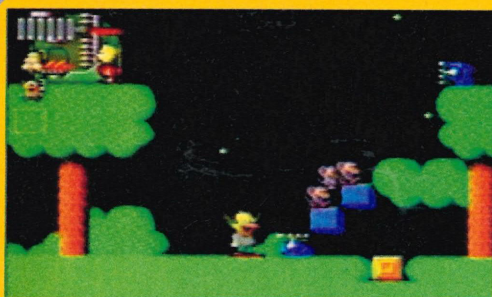
Install the blue brick on last fan. Walk left, collect next brick, stand on edge and drop brick.



Room 14

Take the spring from the right and use it to reach higher platforms.

Stage five



Room 1

Push the yellow block into hole, use bricks to make stairway. Use fan to blow rats into the one on top. Keep jumping around Bart's head to find the bonus stuff.



Room 2

Cover fans and tubes with remaining bricks. If the stupid rodents actually hit these fans or tubes, they are instantly sent back to the start.



Room 3

Collect rats in jars. Walk left and drop them, one at a time, just above the fan. Kick the jars and the rats will be blasted into the tube.



Room 4

Take the first brick to the right and drop it to bridge gap by trap. Let rats fall down the first tube. Bricks should be used to cover gaps along the way. Be fast - don't mess about!



Room 5

Go left and collect the brick. Release those dirty rats and leave stairs for them to climb out of bottom area. Build a stairway leading to the left. Remember to grab bonus items near fan.



Room 6

Lay down blocks to scale pyramids. If rats scuttle off to the left at top, remove brick from left tube. If they go the other way, leave it alone.



Room 7

Hike right, accumulate bricks and construct a stairway leading down to the lower tube.



Room 8

Nab those bonuses first. Stand on second yellow block, place the jar in midair, kick the top block to the left. Reposition jar above the bottom block and kick the second block to the left. Drop jar next to the bottom block and kick the third block to the left. Remove jar and kick block left until it hits the end. Use the jar to help rats march across tube. Once they clamber on yellow block, quickly drop the jar on top.



Room 9

Krusty's balls are hanging on the right. (Oo - oer! Ed.) Go to the top of room and head left. Use balls to break wall. Stride right and place a brick on fourth ledge by the wall. Stand the right-facing fan on top of brick. Chuck vertical fan in with trapped rats. Move fan right and fix it one block away from wall. Snatch bonuses to open gateway to the end of level.



Room 10

Ram rats into tube using the bricks. Take bricks over to far left near yellow blocks. Shove blocks left. Leap over airborne piggy and try to find some bonus gear.



Room 11

Repeat the 'great escape' trick with a brick. Go right, down the passage. Install the vertical fan by first ledge and leave the left-blowing fan on top ledge. Use the vertical fan again in the next room. You must steal all the prizes before leaving this place.



Room 12

Shin up jars and tubes to reach the fence. Quickly grab jars to make a stairway above the fence. Assemble another tube at top right of room leading to the trap. Use remaining tubes to help rats onto ledges.



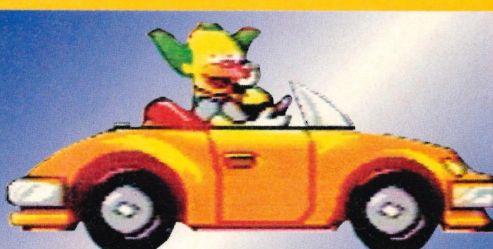
Room 13

Kick first yellow block left, drop jar to the left of its landing point and kick the brick right off ledge. Kick the block to the right. Construct a stairway.



Room 14

Use first spring to scale wall in next area and collect all bonuses above the tree.



The end

Eat my shorts! After all that hard work, you'd think Acclaim could have provided something better than this very poor effort.

the Cart Show



M meet the gang 'cos the carts are here, the carts to entertain you. And the carts to mildly amuse you. And the carts to drive you to previously unplumbed depths of despair. Presenting the indispensable, alphabetical **Sega Zone** guide to the good, the bad and the ugly in the world of Sega software.

6 page pull-out game guide!



Games so good that we'd gladly sell granny to the dustman just to be in the same room as them.

- ★★★★★ Games we want to marry.
- ★★★★ Games we want to date.
- ★★★ Games we wouldn't mind snogging.
- ★★ Games we don't really fancy.
- ★ Games we run away from screaming: "Yeuck, yeuck, go away you're horrible."



ABRAMS TANK

Sega/£39.99 * This is a tank battle sim that, despite a rubbery feeling to the controls, tries to do something new (but only half succeeds).

AFTER BURNER 2

Sega/£34.99 * Classic arcade coin-op transfer that 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 slimy sprites. Not very original.

ALIEN 3

Acclaim/£39.99 * Mindless violence a-go-go in this gory and challenging shoot 'em up film licence.

ALISIA DRAGON

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. Dull beat 'em up.



ANOTHER WORLD

Virgin/£39.99 * Simply stunning conversion of the Amiga and SNES classic boasting the sumptuous graphics and complex, multi-layered gameplay that make it a prime example of the cinematic genre.

NEW ENTRY ANDRE AGASSI TENNIS

TecMagik/£39.99 * Are you a fan of tennis? Have you got plenty of patience? If you answered yes, then Andre Agassi could be the game for you. There's a few niggling flaws, but you'll find yourself engrossed and entertained. Probably.

AQUATICS

Electronic Arts/£34.99 * Everyone'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, for up to four players.

ARCH RIVALS

Acclaim/£37.99 * Basketball crossed with a beat 'em up which looks (and plays) a little flatly. Nice idea that fails to get off the ground.

ARCUS ODYSSEY

Renovation/£44.99 * An original and highly addictive graphic adventure. It's varied enough to ensure that, even if you finish the whole thing, each time you play, a different adventure will unfold.

ARNOLD PALMER GOLF

Sega/£24.99 * Fine golf simulator, which may not be high on action but it's certainly well animated and realistic. Fairly nifty for those of you who fancy a more laid-back sports sim.

ART ALIVE

Sega/£29.99 * Sega's pathetic attempt to produce an art package. This game totally misses the point. A completely useless range of colours and brushes means you're better off splashing your cash around somewhere else.

NEW ENTRY ATOMIC RUNNER

Sega/£39.99 * It's a platform game with lots of levels, excellent graphics and more alien foes than you could shake a mahogany sideboard at. A bit weird and a bit good.

688 ATTACK SUB

Sega/£39.99 * You can play either a Russian or American sub commander in a range of missions. Complex gameplay, nifty graphics and a whole load of sampled speech make this a very rewarding game.

AYRTON SENNA GP

Sega/£34.99 * Fairly good race game starring everyone's most hated driver, Ayrton Senna. All together now, there's only one Nigel Mansell, one Nigel Mansell. (Actually, Ayrton's a very nice lad. Ayrton's mum.)

BACK TO THE FUTURE II

Sega/£39.99 * Poor and unimaginative console version of the poor and unimaginative film. Not at the 'best game ever made in the history of the world' end of the scale, more in the 'why?' department, really. It's sad, I know, but true.

BAD OMEN

Sega/£35.99 * A pretty funky Breakout clone with a dash of pinball thrown in for good measure. A pretty good game all in all.

BART VS THE SPACE MUTANTS

Acclaim/£39.99 * Interesting mixture of an arcade platform game with a few puzzles thrown in for good measure. It's a good use of the licence, but it's pitched very hard and there's something stilted about the animation. It's really best suited to the serious Bart fans among you.

BATMAN

Sega/£39.99 * Okay beat 'em up that follows the film quite closely, however it has no special features to make this game outstanding.

BATMAN RETURNS

Sega/£39.99 * Very playable platform beat 'em up with bags of gothic atmosphere. A variety of gadgets and weapons makes for laffs galore.

BATMAN REVENGE OF THE JOKER

Sunsoft/£39.99 * Superb looking game that tries for a new, ground-breaking mode of play and falls on its face. Not bad, it's a little weak in delivery.

BATTLE SQUADRON

Sega/£39.99 * Run of the mill shoot 'em up. Nothing very special at all about this game.



BATTLETOADS

Tradewest/ETBA * The Turtles now being justly consigned to a big bin marked 'Soup Of The Day', it's time for the Toads to sweep the multiverse. Battletoads is quite simply wonderful, 12 levels of mayhem that ooze character, humour and lots of intelligent-type things that make you feel intellectually superior as you beat sprites over the head.

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.

BULLS V LAKERS

Electronic Arts/£39.99 * A very high-quality sports sim. This time it's basketball and it comes packed with animation and sound which is of a very high standard. (Loads of men rushing about with next to nothing on—I love it. Ed.) Great game good addictive stuff.

CALIFORNIA GAMES

Sega/£29.99 * 'Everybody's gone surfin', 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, guile and planning to be able to achieve the ultimate goal: complete and utter world domination. (One day it will all be mine hahahahahagggg—a slightly deranged Ed.)

CHAKAN

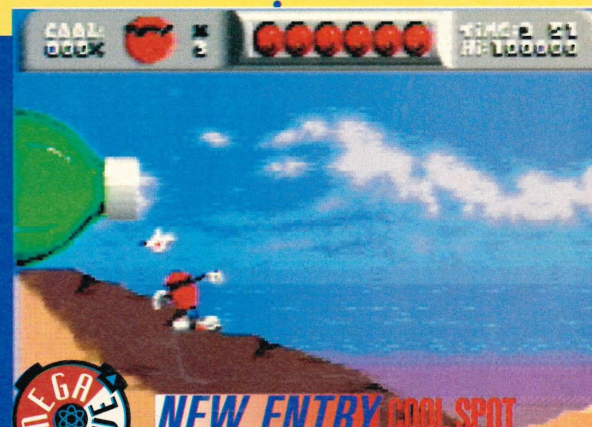
Sega/£39.99 * Scary platform slash 'em up with an unpleasant looking hero and a big dollop of sword and sorcery. An unusual plot and some nice backgrounds all combine together to add to the game's atmosphere. Quite a good game, the atmosphere increases the enjoyment of the game.

CHAMPIONSHIP PRO-AM

Tradewest/£39.99 * Fairly halfway decent conversion of old Nintendo game RC Pro-Am (if you're anally retentive enough to really care about this) that unfortunately during the process of the conversion suffers a humongous amount in comparison to the groovy Micro Machines.

CHIKI CHIKI BOYS

Capcom/Sega/£39.99 * A cutesy shoot 'em up with an disgustingly sweet name and graphics. (It could cause serious tooth decay.) This game is probably only really suitable for kids.



NEW ENTRY COOL SPOT

Virgin/£39.99 * Having used up the world's entire supply of spot puns in the preview and review, we've been banned from using any here. We're upset, but we won't neglect to tell you that Cool Spot is one of the best platform games that money can buy. Brilliant puzzles, fab graphics and addictive gameplay, all of it starring the dude from the 7-Up ads. Spotless. (Ha! Got one in.)



CHUCK ROCK

Virgin/E39.99 * Much better version than on the Master System, however still rather flat, especially when compared to something like *Mickey Mouse In The Castle Of Illusion*. ★★★★★

NEW ENTRY CLUE

Parker Brothers/E37.00 (Import) What is the point? I mean, what's the point? It's all very nice and everything, but computer *Clue* belongs in the same box as computer fruit machine games. The box marked 'totally unnecessary'. ★★☆☆☆

COLUMNS

Sega/E29.99 * 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/E39.99 * Slightly frustrating space-age RPG that tips more than a passing nod to *Blade Runner*. Good fun for the serious RPG'er. ★★★★★

CYBERBALL

Sega/E34.99 * Space-age American football game. Nice graphics, but if you want a real football game, I would advise you to look elsewhere. ★★☆☆☆

NEW ENTRY CYBORG JUSTICE

Sega/E39.99 * Distinctly average beat 'em up, with lots of moves and snazzy graphics but not much else. Beat 'em up fans will love it. (Beat 'em up fans need help!) ★★☆☆☆

D.ROBINSON'S COURT

Telnet/E39.99 * Like most basketball games on the MD, it's not really that good, but it's not that bad either. ★★☆☆☆

NEW ENTRY DEADLY MOVES

Kaneco/E44.99 * *Street Fighter II* style one-on-one beat 'em-up. It's no *Streetfighter II*, but it's considerably better than a poke in the eye with a sharp stick. ★★★★★

DECAP ATTACK

Sega/E34.99 * Massive and complex graphic adventure. *Decap* is highly addictive and well put together. Nice one, Sega. ★★★★★

DESERT STRIKE

Electronic Arts/E39.99
MEGA ZONE The Gulf War makes it on to the Mega Drive. Fast and furious chopper action (oo-er) in the desert. You must rescue as many Americans as you can from the Arabs. Simple and very addictive. ★★★★★

DJ BOY

Sega/E34.99 * Long awaited but ultimately very disappointing beat 'em up with a poorly set learning curve that results in a near-impossible playability factor. ★★☆☆☆

DOUBLE DRAGON

Ballistic/E29.99 * Cartoonish graphics and predictable gameplay leave you feeling a bit 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.' ★★☆☆☆

DOUBLE DRAGON 3

Acclaim/E39.99 * Very lame two-player beat 'em up, with some pretty backgrounds. ★★☆☆☆

DYNAMITE DUKE

Sega/E34.99 * Below par, into-the-screen shoot 'em up, which was originally a big hit in the pubs. This conversion on to the Mega Drive looks very weak. ★★☆☆☆

EA HOCKEY

Electronic Arts/E39.99 * **MEGA ZONE** Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some brilliantly detailed graphics, coupled with the highly addictive game of ice hockey—a definite 'must have'. ★★★★★

ECCO

Sega/E39.99 * Spooky, off-the-wall dolphin sim and puzzle game. Totally original and fab, thanks mainly to the excellent animation and fiendish conundrums. ★★★★★

EMPIRE OF STEEL

Acclaim/E34.99 * 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 really nice to look at, real bummer to play. ★★☆☆☆

ESWAT

Sega/E34.99 * Highly unoriginal, dated-looking beat 'em up. ★★☆☆☆

EUROPEAN CUP SOCCER

TecMagik/E34.99 * Very good football 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. ★★★★★

EVANDER HOLYFIELD BOXING

Sega/E39.99 * Yet another appalling boxing sim — don't bother (especially since Evander isn't World Champ any more). ★★☆☆☆

F-22 INTERCEPTOR

Electronic Arts/E39.99 * Yet another classic Mega Drive game from EA. Loads of action keeps your interest alive without sacrificing the quality of the graphics. This game has more balls than the entire English rugby team. It's Simply brill-o. ★★★★★

THE FAERY TALE ADVENTURE

Electronic Arts/E39.99 * 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 at a conversion, but if you want a fantasy game grab *The Immortal*. ★★☆☆☆

FANTASIA

Sega/E39.99 * 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 but unfortunately it's crap to play. ★★☆☆☆

FATAL FURY

Sega/E39.99 * Classic arcade conversion that is all set to appear on the SNES. However, don't do it — don't believe the hype, this is a smart game but not as good as everyone has made it out to be. If one-on-one combat is your kinda thing, then this could be for you but maybe you'd be better off waiting for *SF II*. ★★☆☆☆

FATAL LABYRINTH

Sega/E29.99 * Famous old RPG game looking a bit long in the tooth. ★★☆☆☆

FATAL REWIND

Electronic Arts/E39.99 * This one's an original and clever platform blow 'em-away. It includes some very 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/E39.99 * Get your thinking caps on everyone... 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/E34.99 * Rip-off cart based on 1943. Nothing special. In fact, if truth be told, just something rather rubbish. Queen of the toilet jobsies. ★★☆☆☆

FORGOTTEN WORLDS

Sega/E34.99 * Mindless blaster cart that offers a good pump of the trigger finger — if anything else. ★★☆☆☆

GADGET TWINS

Gametek/E39.99 * Don't be put off by the rather basic-looking graphics; this game has a fair dlop of playability and some amusing animations. Two-player simultaneous option make it a real hoot to play with a friend (so long as you've got a chum in the first place to play it with). ★★☆☆☆

GALANAD

Electronic Arts/E39.99 * Passable arcade adventure with a slight puzzley aspect. Not much to set it apart from all its fellow platform romps, though — except a femme-boy hero. ★★☆☆☆

GEORGE FOREMAN'S KO BOXING

Acclaim/E39.99 * Boxing game featuring the boxer turned preacher turned boxer again. Hard to believe, but this is actually worse than the Master System version. ★★☆☆☆

GHOULS 'N' GHOSTS

Sega/E44.99 * Nowhere near as good as the Super NES version. Once again, you are out to rescue a chick from the local evil wizard (yawn). ★★☆☆☆

G-LOC AIR BATTLE

Sega/E39.99 * Okayish sort of *Afterburner* rip-off that inevitably suffers away from the arcades and 360 degree spinning hamster wheels. ★★☆☆☆

GOLDEN AXE

Sega/E34.99 * Highly faithful coin-op conversion of an arcade classic. Now looking old and dated. Pathetically easy. ★★☆☆☆

GODS

Mindscape US/E39.99 (import) * Even faster than the computer original, this excellent arcade adventure has lots of levers to pull, secrets to discover and baddies to kill. However, unfortunately it's not available in this country so you'll just have to get it on import. ★★★★★

GRANADA

Sega/E34.99 * Travel through the world of *Coronation Street*, drinking milk stout, gossiping with old people, finding out the latest gos. Nah, just kidding. *Granada* is a plain old shoot 'em up (unfortunately), with enough challenge and originality to make it worth a look. (Just.) ★★☆☆☆

GRANDSLAM TENNIS

Sega/E34.99 * Not bad at all, even though this is just a blatant copy of *Super Tennis* on another format. ★★☆☆☆

GYNOUG

Sega/E39.99 * Original shoot 'em up that finds you flying round as a dude with wings fighting strange creatures and ancient forces. ★★☆☆☆

NEW ENTRY HARBALL 3

Accolade/E39.99 * A baseball game on the Mega Drive, now there's a rarity. It's baseball. It's pretty good. Er... and that's it. ★★☆☆☆

HELL FIRE

Sega/E34.99 * Average arcade shoot 'em up. Nothing new. ★★☆☆☆

HERZOG ZWEI

Sega/E34.99 * Not unlike *Risk*, this is an odd cart that attempts to mix both arcade and strategy action. Not sure it works. ★★☆☆☆

HOME ALONE

Sega/E39.99 * The dirt says hot, the label says not (which means that it doesn't live up to the hype). Somewhere between conception and playing, a tinge of mediocrity has crept into the gameplay. Rather slow and two-dimensional. ★★☆☆☆

HUMANS

Gametek/E39.99 * *Lemmings*-inspired puzzle game that crawls rather than romps. A variety of different cave men, with different skills, must be guided through different landscapes. Unfortunately, this game fails to be different in any way. An Amiga classic, a Mega Drive duffer. ★★☆☆☆

THE IMMORTAL

Electronic Arts/E39.99 * **MEGA ZONE** 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. ★★★★★

INDIANA JONES AND THE LAST CRUSADE

US Gold/E39.99 * Quite polished but uninspired platform beat 'em up. Sadly, not that much better than the excellent Game Gear version despite the eight more bits. ★★☆☆☆

IT CAME FROM THE DESERT

Sega/E39.99 * Based on an old 1950s B-movie about giant ants and just as crap. ★★☆☆☆

JAMES BOND: THE DUEL

Domark/E39.99 * Good graphics and beautifully animated, but 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 wotsinname. The gameplay becomes increasingly more challenging as you progress. Pretty smart all in all. ★★☆☆☆

JAMES POND

Electronic Arts/E39.99 * Not to be confused with James Bond, who is very smooth and not a fish. This is the first outing for the aquatic-based super-spy. *Pond* is ligensed 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: ROBOCO

Electronic Arts/E39.99 * **MEGA ZONE** *James Pond*, Bubble 07, is back in an adventure so festive that it has everything but fairy lights hanging from 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. ★★★★★

JENNIFER CAPRIATI TENNIS

Sega/E39.99 * Fairly competent tennis game, which could perhaps have benefited from being fine-tuned and speeded up. Lots of young ladies in skimpy sportswear, though. ★★☆☆☆

JEWEL MASTER

Sega/E34.99 * 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/E34.99 * Original Mega Drive American football game that now looks a little dated. ★★☆☆☆

JOE MONTANA II

Sega/E39.99 * 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/E39.99 * 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. Smart. ★★★★★

JOHN MADDEN '92

Electronic Arts/E39.99 * **MEGA ZONE** Take all the best bits from the original *John Madden* game. 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 football game for your Mega Drive, then you'd be advised to go for this one above any other. This really is excellent stuff. ★★★★★

JOHN MADDEN '93

Electronic Arts/E44.99 * With the teams brought up to date and the programme debugged, *John Madden '93* has inherited the title of best American Football game from its predecessor. ★★★★★

KID CHAMELEON

Sega/E34.99 * This is a very original kinda platform game in which, instead of collecting loads of different shaped guns to blow those blasted bad guys away, you collect different shaped helmets. (It's true — I kid you not.) ★★☆☆☆

KING'S BOUNTY

Electronic Arts/E34.99 * A graphic adventure kinda game where you build armies with fantasy creatures and set off exploring continents. Suffice to say it's very good. ★★☆☆☆

NEW ENTRY KING SALMON

Vic Tokai Inc/E39.99 (Import) * Fishing simulator. ★★☆☆☆

KLAX

Domark/E34.99 * *Klax* must have been out on more formats than any other game I care to know. Okay, if you like arranging fast-moving coloured blocks into ever-more-complex patterns. ★★☆☆☆

KRUSTY'S SUPER FUN HOUSE

Acclaim/E39.99 * 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. ★★★★★

LANDSTALKER

Climax Ent./Sega/E47 * **MEGA ZONE** Marvellous isometrically-viewed arcade adventure. The doyen of the Japanese games press. ★★★★★

LEADERBOARD

US Gold/E39.99 * Disappointing and dated golf game. Lacks the atmosphere and feel of real golf (*Eh? Ed.*). Go for *PGA* if you feel the need for virtual putting. ★★☆☆☆

LHX ATTACK CHOPPER

Electronic Arts/E39.99 * Brill 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/E39.99 * 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

Domark/E39.99 * A rather excellent conversion of the old arcade classic. Simple but effective, you guide your marble around six increasingly difficult courses. ★★☆☆☆

MARIO LEMIEUX HOCKEY

Sega/E39.99 * No, no, no, not that Mario Lemieux the American ice hockey star who plays for the bizarrely named Penguins. The game's okay, except you find yourself remembering how good *EA Hockey* is. ★★☆☆☆

MEGALOMANIA

Virgin/E34.99 * An excellent introduction to the God-sim, with more digitised speech than the rest of the Sega catalogue put together. Gameplay is more a matter of juggling resources and manpower, than real strategy, but a good cart for your collection anyway. ★★★★★

MERCS

Sega/E39.99 * 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 all combine to make a pretty addictive shoot 'n' splat game. ★★☆☆☆

MICK & MACK AS THE GLOBAL GLADIATORS

Virgin/E39.99 * Nicely animated platform, cartoony shoot 'em up sponsored by McDonalds which unfortunately lacks gameplay variety. Ideologically a tad unsound. ★★☆☆☆

MICKY AND DONALD WORLD OF ILLUSION

Sega/E39.99 * **MEGA ZONE** Adorable platform romp, mercifully free of any nasty violence. An excellent two-player simultaneous action feature allows Mickey and Donald to interact with one another in a way that would leave Minnie feeling all hurt and rejected if she ever knew. ★★★★★

MICKY MOUSE

Sega/E39.99 * Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures — who, unlike other fluffy woodland creatures, aren't altogether friendly. 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, this is an outstanding Mega Drive game. ★★★★★

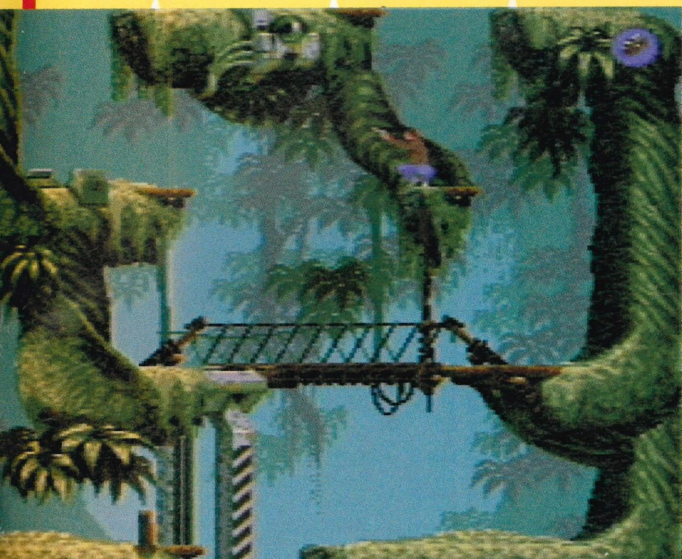
NEW ENTRY

TINY TOON ADVENTURES

Konami/E39.99 * Take the Green Hill platforms and graphic style of *Sonic* and the underwater landscape and maps of *Mario*. Bung them together over a medium heat, stirring continuously and you get this: excellent cartoony platform game soufflé. There's things to swing from, things to jump on, things to headbutt and things to fight. All of which makes *Tiny Toons* a thing to buy as soon as finances allow. Tops. ★★★★★



the Cart Show



NEW ENTRY FLASHBACK

US Gold/£44.99 * The sequel to *Another World* offers more freedom of movement than its predecessor and the same stunningly high quality of graphics and noises. Which is a roundabout way of saying that *Flashback* is one of the finest arcade adventures available on this planet. So addictive it should be available on prescription only.

MICRO MACHINES

Codemasters/£39.99 * This spooky old race game puts you in control of these diddy little cars, boats, and helicopters charging around kitchen table tops, green houses and the like. Very unusual, and very lovely. ★★★★★

MIDNIGHT RESISTANCE

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

NIGHT AND MAGIC

Sega/£49.99 * A menu-driven adventure of the first class. *Might And Magic* is 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 you do it's a worthwhile play. Not as good as *John Madden*, but will anything ever 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 by excellent graphics and sound. ★★★★★

MONOPOLY

Parker Brothers/£44.99 (Import) * Almost three times the price of the board game, this cart manages to be almost three times less entertaining than the original. ★★

MUHAMMAD ALI HEAVY WEIGHT BOXING

Virgin/£TBA * Ooer, a boxing game that isn't a complete whiffy toilet. Ali suffers slightly from being a bit simple (the game that is) but still the best Mega Drive boxing so far. ★★★★★

MUTANT LEAGUE FOOTBALL

Electronic Arts/£39.99 * Using the *John Madden* driver *Mutant League Football* might be accused of being a wee bit of a rip off. However, if you like football and haven't got any *JM* games you will get a lot of laughs from this game. ★★★★★

MYSTIC DEFENDER

Sega/£34.99 * *Ghouls 'N' Ghosts* rip off that totally fails to deliver. ★

NINJA GARDEN

Sega/£39.99 * Classic beat 'em up that 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 American football *John Madden* games still wear the crown. ★★★★★

PHELIOS

Sega/£34.99 * Horizontally scrolling shoot 'em up that has little new to offer any serious gamer. ★★

PITFIGHTER

Domark/£39.99 * Bare-knuckle fighting is violent, illegal and very dangerous. *Pitfighter* is a stonking Mega Drive game. Almost the same as the real thing (not that we at *Sega Zone*, mild manner creatures that we are, would know). One of the best single location beat 'em ups around. ★★★★★

POPULOUS

Electronic Arts/£39.99 * Here, not unlike the plot of *Sim City*, you get to play God. But this game differs to *Sim City* in that in *Sim City* you get to develop a race of people in competition with another race. A classic game and a definite must for all egomaniacs. ★★★★★

POWERMONGER

Electronic Arts/£39.99 * Absorbing icon-driven strategy game in which you control up to five armies in a 3D battle environment. It all happens in real time, it's quite involved and it's definitely not for those of you out there who are cerebrally-challenged. ★★★★★

PRO QUARTERBACK

Tradewest/£39.99 * Yet another American football sim that's about as realistic as David Bowie's acting and as gripping as *The Collected Speeches Of John Major* (Tedium Press, 1992). ★★

QUACKSHOT

Sega/£39.99 * Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform adventure game starring one of the fave Disney characters (in this case Donald Duck). Superb graphically 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

Sega/£40 * Leaps and bounds ahead of pretty much anything on either console or computer. This little baby beautiful is one of the best games of its type around. ★★★★★

RINGS OF POWER

Electronic Arts/£49.99 * Odd little RPG game from EA. Either you love it or hate it. Most of us here at *Sega Zone* hated it. Hated it so much that we kicked around the office. Poor graphics, poor gameplay – bit of a poor game all around, really. ★★

RISKY WOODS

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

ROAD RASH

Electronic Arts/£39.99 * Not a nasty skin complaint contracted from too many hours spent in the saddle, but a rather nifty motorbike racing game. A 'must buy'. ★★★★★

ROAD RASH 2

Electronic Arts/£39.99 * This is an excellent update of *Road Rash* with a split-screen, two-player option and an exciting nice new chain to hit people with. ★★★★★

ROLO TO THE RESCUE

Electronic Arts/£34.99 * Cutesy-puzzley elephant sim from the people who brought you *James Pond*. ★★★★★

SHADOW DANCER

Sega/£34.99 * An arcade conversion that owes a lot to *Super Shinobi*, but doesn't stand up in comparison. Both graphics and sound are fine, but *Super Shinobi* inevitably 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 homeboy to a green slimy 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. ★★★★★

SHINOBI III

Sega/£39.99 * Also called *Super Shinobi II*, this is the sequel to one of the best ninja games ever. It's not very original and the controls are a bit fiddly, but animation and sound are fab. ★★★★★

SIDE POCKET

Sega/£39.99 * Addictive in a funny sort of way, with the promise of fantasy friends on title screens, but a lack of control over the cue angle makes it frustrating not fun. ★★★★★

SONIC THE HEDGEHOG

Sega/£34.99 * One of the best, if not the best, games around. Fab graphics, sound and the smoothest and fastest animation ever. ★★★★★

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. ★★★★★

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 could put you off at first, but it's worth plugging away. Once mastered, *Spiderman* jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and great sound with a fair splash of humour make this one of the best *Spidey* licences. ★★★★★

NEW ENTRY SPATTERHOUSE 3

Namcot/£39.99 (Import) * The *Spatterhouse* series of mash 'em-ups has been hailed by the anti-video games lobby as the worst example of console excess, with extreme violence and oodles of blood and guts. Some people want this game to be banned. We don't want it banned, but we'd certainly think twice before spending forty quid on a copy. A bit repetitive and uninspired. ★★★★★

STAR CONTROL

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

STARLIGHT

Electronic Arts/£39.99 * 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 *Starlight* from being too boring. ★★★★★

STRIDER

Sega/£44.99 * Above-average adventure. Good graphics and ear-bending sound make this adventure game a real treat to play. ★★★★★

SUNSET RIDERS

Konami/£34.99 * Western-spiced shoot 'em up with plenty of genuine frontier atmosphere and rollicking sound effects, packed full of every cinema cliché you could think of (except the ones from *Blazing Saddles* unfortunately). ★★★★★

SUPER HANG ON

Sega/£34.99 * Sega's attempt to duplicate the success of *Road Rash*. Unfortunately, it's not done very well. ★★

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 KICK OFF

US Gold/£TBA * An enormous number of options and quite a fast game too, but not half as compellingly addictive as a really good soccer game should be. ★★★★★

SUPER LEAGUE BASEBALL

Sega/£34.99 * Baseball game that unfortunately isn't as super as the title might suggest. ★★

SUPERMAN

Virgin/£39.99 * Excellent license, duff game. Man of Steel gets transformed to Man Of Margarine and ends up in the Gotham Home For Distressed Ageing Superheroes. Too small and too dull. ★★★★★

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 * Improves on the original only in cosmetic ways. Not worth shelling out for if you own *SMI*. ★★★★★

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. ★★★★★

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. ★★★★★



Streets Of Rage 2

Sega/£44.99 * Sega's answer to *Streetfighter II*. Fab two-player head-to-head option and a plethora of smart moves make this a bit of a bright shining star among the best of the beat 'em ups.



TAILSPIN

Sega/E34.99 ★ Fairly sedate platform romp with that all-important simultaneous two-player option. It's a bit of a naughty cash-in on the TV cartoon really. ★★☆☆

TAZ-MANIA

Sega/E39.99 ★ Classic cartoon game featuring the tearaway Tasmanian marsupial of TV fame. Top class action and animation — quite simply, a top class game. ★★☆☆

TECMO WORLD CUP

Techno/E34.99 ★ A sorry excuse for a football game. In a game of two halves, this sad effort doesn't make it to half time. Total utter rubbish. ★

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTORE HEIST.

Konami/E39.99
Not a bad little walk-along beat 'em up, really. The animation is very good and quite funny, and there's a two-player option and a dash of digitised speech too. ★★☆☆

TERMINATOR

Virgin/E34.99 ★ 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. ★★☆☆

TERMINATOR 2

Acclaim/E39.99 ★ Just like the arcade version, with a high Arnie count and the chance for some fab simultaneous two-player action. Definitely an excellent reason for getting yourself a Menacer light gun for your Mega Drive. ★★☆☆

THE DUEL: TEST DRIVE II

Accolade/E39.99 ★ 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, if any, roadside sprites and precious little playability. ★★☆☆

THUNDER FORCE 2

Techno Soft/E34.99 ★ Fast and smooth scrolling shoot 'em up crammed with excellent sound and graphics — one of the ultimate shoot 'em ups. ★★☆☆

THUNDERFORCE 3

Techno Soft/E35.99 ★ Kersplat, pow, spagoo! This is the real thing — a shoot 'em up to end all shoot 'em ups. Amazingly fast and smooth, with great, huge, enormous, chunks of graphics flying all over the screen. This is the Chilli Dog of computer games. Pretty far out — and really rather hot with a piquant sauce. ★★☆☆

TOEJAM AND EARL

Sega/E39.99 ★ The much vaunted ToeJam And Earl is like a *Sonic* House mix. So laid-back it's horizontal. Funky tunes, spaced-out graphics and sampled speech. A graphic adventure where the kickin' brothers wander around collecting things in a duo-splitting manner. This not-so-dynamic duo expose *Sonic* and *Mario* as '70s throwbacks. ★★☆☆

TOKI

Sega/E34.99 ★ Monkey spit, eh? It's dreadful to clean 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/E34.99 ★ A straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion with sound and graphics to match the original. ★★☆☆

TURBO OUT RUN

Sega/E39.99 ★ Oh dearie, dearie me. A very poor and very dated game (from an arcade game that is, itself, very dated). You'll probably have a lot more fun playing with the cardboard box it comes in. ★

TURRICAN

Ballistic/E39.99 ★ *Turrican* is truly vast and really rather brilliant. A conversion that 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/E39.99 ★ The same as every other Mega Drive shoot 'em up before it, except this came last and thus isn't as original as the shoot 'em ups used to be. If you get our drift. ★★☆☆

TWO CRUDE DUDES

Sega/E39.99 ★ Very average walk through beat 'em up that fails to impress in virtually every department. Best to avoid unless you are a dedicated fan of beat 'em ups in general. Yawn. ★★☆☆

UNIVERSAL SOLDIER

Accolade/E34.99 ★ Good game with fast-paced action and a billion nasties. It has an excellent mix of power-ups, tortuous mazy bits and hidden blocks. However, we can exclusively reveal that it's really *Turrican 2* in disguise with a very convincing wig. ★★☆☆

WHERE IS CARMEN SANDIEGO?

Electronic Arts/E49.99 ★ 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/E34.99 ★ Superb winter sports sim that lets you try your hand at speed skating, bobsled, giant slalom, downhill skiing, cross country skiing 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. ★★☆☆

WONDERBOY 3: MONSTER LAIR

Sega/E39.99 ★ Typical platform game with Wonderboy once again having to rescue his hapless and helpless girlfriend. Neat puzzles, good graphics and sound keep this from being simply just another *Wonderboy* game. ★★☆☆

WRESTLE WAR

Sega/E34.99 ★ One of the best wrestling games currently available for the Mega Drive. Large graphics and sprites result in a very playable game. ★★☆☆

WWF

Acclaim/E37.99 ★ Marvellous wrestling game with all your bikini-clad *WWF* favourites and zillions of moves. Learning all the various keypress combinations is a bit of a nightmare, though, and not for the cack-handed. ★★☆☆

XENON II

Sega/E39.99 ★ Unfortunately, this is not as good as the Amiga version, but it's still a merry little blast 'em up jaunt through deep hyperspace. ★★☆☆

THE X-MEN

Sega/E39.99 ★ Yet another Marvel comic spin off and, for a change, a very good one. Featuring all the characters from the comic books, including The Wolverine, Gambit, Iceman and anybody else who wants to save the world and wear tights. Great game, almost a classic game. But not quite. ★★☆☆

ZANY GOLF

Electronic Arts/E19.99 ★ 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/E39.99 ★ Tough shoot 'em up that scores with impressive graphics. One of the best shoot 'em ups around. ★★☆☆

ZOOM

Sega/E29.99 ★ Small scale arcadey puzzle game, which is not unlike *Diz*. It's hard on the eyes as it makes you squint a bit 'cos it's so titchy. ★★☆☆



NEW ENTRY CHUCK ROCK

Imagesoft/E39.99 (Import) ★ See *Chuck Rock* on the Mega Drive. Add longer graphic interludes and better music and it's the same game, only it's on the Mega-CD. ★★☆☆

NEW ENTRY HOOK

Imagesoft/E39.99 (Import) ★ See *Hook* on the Mega Drive (barely playable platform game). Add longer graphic interludes and better music. Starting to see a pattern developing here, readers? Oh well, early days still. Let's hope this isn't the template for future Mega-CD games. ★★☆☆

NEW ENTRY NIGHT TRAP

Sega/E49.99 ★ A load of nasty blokes are taking American teenagers hostage. Good. Loads of sneaky video footage, very little game. If you want to watch a film, visit a cinema. ★★☆☆

ROAD AVENGER

Sega/E39.99 ★ Great looking, Manga-inspired driving game that owes a lot to *Dragons Lair*. It's a case of pushing the joystick at the right time in the right way or else die horribly. Nice to look at, but it has to be said it's fairly rubbish to play. ★★☆☆

NEW ENTRY SEWER SHARK

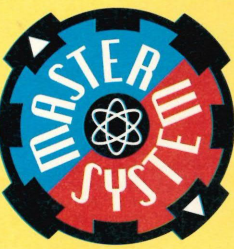
Imagesoft/E39.99 (Import) ★ A very basic shoot 'em-up made lively by some nice video sequences. The gameplay isn't going to win any awards, but it's good fun to play and a sign that programmers are starting to make proper use of the Mega-CD's potential. Very encouraging. ★★☆☆

SHERLOCK HOLMES CONSULTING DETECTIVE

Sega/E39.99 ★ Very high brow, with loads of digi-pics and dialogue. One for the older, wiser and dare we say it, more boring games players. Trog round a suitably disinfected Victorian London while trying to solve one of several classic cases. Huge game with loads of clues to uncover and a save game option. Probably the best of the Mega-CD games around right now. ★★☆☆

WOLFCHILD

Sega/E39.99 ★ An Amiga classic makes its way onto the Mega-CD. Better than *Earnest Evans*, but still not that different to the Amiga version. A good platform romp, but you'd think the Mega-CD could pull off a couple more impressive graphical tricks. Hey ho. Above average. ★★☆☆



ACTION FIGHTER

Sega/E12.99 ★ Nasty, cheap and tacky. Packed full of, er... action and fighting. What else can be said really. ★

AERIAL ASSAULT

Sega/E29.99 ★ Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to the 'vacant' frequency. ★★☆☆

AFTER BURNER

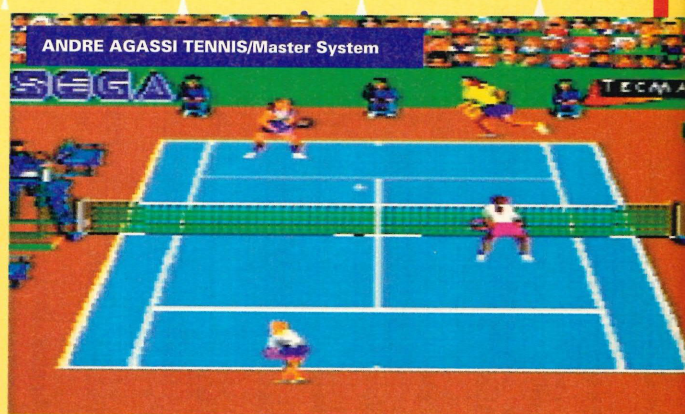
Sega/E29.99 ★ The classic arcade game now makes a disappointing appearance on the 8-Bit. ★★☆☆

ALEX KIDD IN HIGH TECH WORLD

Sega/E29.99 ★ Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. ★★☆☆

ALEX KIDD IN LOST STARS

Sega/E29.99 ★ Yet another adventure for the Kidd. But it's probably best suited for *Alex Kidd* fans only. ★★☆☆



ALEX KIDD IN SHINOBI WORLD

Sega/E29.99 ★ Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling. On the down side, however, little variation makes this a rather dull game. ★★☆☆

ALIEN STORM

Sega/E29.99 ★ Absolutely awful game. Poor conversion of the Mega Drive original. Avoid like the plague. Shame on you Sega. ★

ALIEN SYNDROME

Sega/E29.99 ★ Shoot 'em up, beat 'em up kinda thing. Rather uneventful. ★

ALTERED BEAST

Sega/E29.99 ★ One of the oldest games around. A crap fighting fantasy beat 'em up. Avoid. ★

AMERICAN BASEBALL

Sega/E14.99 ★ 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/E29.99 ★ Not just American football, which it is really, but *American Pro Football*. Says it all, really. ★★☆☆

NEW ENTRY ANDRE AGASSI TENNIS

TecMagik/E29.99 ★ There's a lot of sad Master System tennis games out there (*Tennis Ace*, *Super Tennis*, etc) but this isn't one of them. It's actually quite a happy tennis game. The biggest smile of all emanates from the excellent doubles option, particularly in two-player mode. Ace. ★★☆☆

ASTERIX

Sega/E29.99 ★ Smart version of Goscinny and Uderzo's original comic books. Graphics and animation are absolutely brilliant. Rather disappointing sound and FX, but more than made up for by great playability. Great game. ★★☆☆

AYRTON SENNA'S GRAND PRIX

Sega/E29.99 ★ Kind of like the original. However this game has enough new twists and effects to make it a pretty good game. ★★☆☆

AZTEC ADVENTURE

Sega/E12.99 ★ Everything to do with arcade adventures in Brazil, and nothing at all to do with trying to see Roddy Frame in concert. ★★☆☆

BACK TO THE FUTURE III

Acclaim/E32.99 ★ 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 *Back To The Future III*. As a graphic adventure kinda game, *Back To The Future III* is fine — it just doesn't go very far. Three levels ain't value for money. ★★☆☆

BATMAN RETURNS

Sega/E34.99 ★ Quite stale platform beat 'em up with the caped crusader taking on the penguin. The 8-bit graphics struggle with Tim Burton's gothic vision of Gotham. ★★☆☆

BANK PANIC

Sega/E12.99 ★ Otherwise known as the 'I don't get paid enough and why is my overdraft so bloody big?' sim. Uneventful bank job jaunt. ★★☆☆

BART VS THE SPACE MUTANTS

Acclaim/E29.99 ★ Pretty smart conversion of the old NES game. Once again, we find the young dude with the yellow skin trying to fend off an alien invasion on his lonesome. ★★☆☆

BASKETBALL NIGHTMARE

Virgin/E29.99 ★ Standard basketball game with the twist of playing against various mythical and fantasy creatures. Rather like playing against the England basketball team. ★★☆☆

BLACK BELT

Sega/E12.99 ★ Cheap, but unoriginal, beat 'em up. ★★☆☆

BLADE EAGLE 3D

Sega/E3.99 ★ Stonkingly cheap and cheerful, but also stonkingly crap. ★

BOMBER RAID

Sega/E29.99 ★ Take that, Jerry Hun-trousers! Standard 'jolly japes in this RAF kinda shoot 'em up. ★★☆☆

BONANZA BROTHERS

Sega/E29.99 ★ Smart multi-layered arcade action puzzle game. With traps to overcome and swag to be half-inched. ★★☆☆

BUBBLE BOBBLE

Taito/E29.99 ★ Cute, bubble-blowing brontos, monsters and over 100 platforms. Great gameplay should make this more than a challenge for hardened games players. ★★☆☆

CALIFORNIA GAMES

Sega/E29.99 ★ Surf's up on the Master System. A classic game but sadly a poor conversion. ★★☆☆

CAPTAIN SILVER

Sega/E29.99 ★ Follow the adventures of Captain Silver as he puts wrongs to rights and generally goes about being a hero. ★★☆☆

CASINO GAMES

Sega/E29.99 ★ Roulette, blackjack, poker and craps, to name but a few in this pointless gambling sim. ★★☆☆

CHASE HQ

Sega/E29.99 ★ 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/E39.99 ★ Good-guy cop game with loads of bad guys to be blown away and cars to be skidded. Humm... okay, I suppose. ★★☆☆

CHESS

Sega/E34.99 ★ What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. ★★☆☆

CHOPLIFTER

Sega/E24.99 ★ Classic horizontally viewed shoot 'em up that, despite being as old as the hills, is still enjoyable and pretty damn playable. ★★☆☆

CHUCK ROCK

Virgin/E34.99 ★ Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little playing time. ★★☆☆

COLUMNS

Sega/E24.99 ★ 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/E29.99 ★ *Shinobi* goes electronic but retains the same old beat 'em up formula. ★★☆☆

CYBORG HUNTER

Sega/E29.99 ★ Earth-bound shoot 'em up that really has little new or exciting to offer you. ★★☆☆

DARIUS II

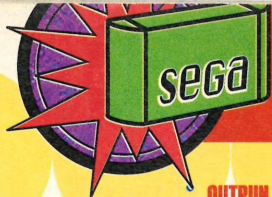
Sega/E32.99 ★ *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em up. ★★☆☆

DICK TRACY

Sega/E29.99 ★ 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. ★



KRUSTY'S FUN HOUSE/Master System



DONALD DUCK

Sega/E32.99 * Absolutely brilliant graphics and really sweet animation as you play your guy Donald. Loads of platforms to jump on and baddies to bash. All a bit easy, though.

DOUBLE DRAGON

Sega/E29.99 * Pretty poor beat 'em up. It's not really worth shelling out 30 notes for this.

DRAGON CRYSTAL

Sega/E29.99 * Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door.

ENDURO RACER

Sega/E9.99 * Cheap price. Crap game. This is real blockvision stuff.

ESWAT

Sega/E29.99 * A classic beat 'em up kinda thing in which you are out to rescue some poor sap who's gone and got himself kidnapped. Bogg standard.

F-16 FIGHTER

Sega/E17.99 * If this is a flight sim, I'm a cabbage. I'm not and it ain't.

FANTASY ZONE

Sega/E12.99 * Not as good as the Mega Drive version, but not bad for all that. Opa must save his planet by blowing everything he sees up. Weird, druggy shoot 'em up.

FIRE AND FORGET

Sega/E29.99 * Bogg standard fighting fantasy fare, full of buxom maids and mad wizards.

GAIN GROUND

Sega/E29.99 * Not unlike that old arcade chestnut *Qix*, where the object of the game is to section off large areas of a given space. Plays a lot better than it actually sounds.

GALAXY FORCE 2

Sega/E29.99 * Sega's massive coin-op has been converted on to the Master System. The 3D scrolling is just as crisp and sharp as the coin-op, with great arcade-quality sound.

GANGSTER TOWN

Sega/E29.99 * Poor *Oppo Wolf*-style shoot 'em up. Not worth it.

G-LOC

Sega/E29.99 * Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground.

GAUNTLET

US Gold/E29.99 * Faithful conversion that retains all the playability of the original. Two-player mode brings the game to life. Still a good buy, however, despite its age.

GEORGE FOREMAN'S KO BOXING

Acclaim/E29.99 * None too interesting, viewed-from-the-side boxing game. Its got some nice ideas with stats and super punches, but it's just not very playable.

GHOSTBUSTERS

Sega/E29.99 * Not nearly as good as it could have been. Only for hardened fans of the movie/cartoon series. If there are any of you left out there?

GHOULS 'N' GHOSTS

Sega/E29.99 * Loads of monsters to splat and power-ups to collect.

GLOBAL DEFENCE

Sega/E12.99 * Slow, uneventful and downright dull shoot 'em up.

GOLDEN AXE

Sega/E29.99 * An okay version of Sega's prize beat 'em up, but suffering from the same easiness that marred the Mega Drive version. Looks nice, though.

GOLDEN AXE WARRIOR

Sega/E32.99 * Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior*. (Inspired. Ed.)

GOLFMANIA

Sega/E32.99 * Have you a mania for golf? If so, this is the one for you. *Golfmania*, mania golf, giddit? (Things are getting worse. Ed.)

GREAT FOOTBALL

Sega/E24.99 * Very poor, not at all great, etc. Maybe *Crap Football* would have been a better title.

GREAT VOLLEYBALL

Sega/E9.99 * There's only one 'great' thing about this steamy pile of jobs – and that's the price.

HANG ON

Sega/E9.99 * 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/E24.99 * 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/E29.99 * You get to play an assortment of eight characters, one at a time, who together must quest through deep, dark and extremely unpleasant dungeons. It's a standard plot, but, it has to be said, very well executed.

IMPOSSIBLE MISSION

Sega/E29.99 * Arcade platform adventure, with one of the biggest dollops of puzzle-solving you are ever likely to come across. Terrific non-blasting action.

INDIANA JONES/LAST CRUSADE

US Gold/E29.99 * A standard platform adventure with the added attraction of Indiana Jones, who is after the Holy Grail and who owns a jolly nice piece of headgear. US Gold has managed to produce a bit of a corker, here.

JAMES BOND THE DUEL

Domark/E34.99 * A cart that loses all the good bits from the Mega Drive version (like animation, gameplay and sound) and ends up just another mediocre platformer. Not Fleming worth it (Oh, very funny, ha ha ha ha. Ed.)

JOE MONTANA FOOTBALL

Sega/E29.99 * Yankee footie sim, bit blocky and a bit slow. Not that hot, but probably the best footie game you're gonna get on the Master System.

JUNGLE FIGHTER

Sega/E29.99 * 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, or down the local co-op' kinda guy, I'd look elsewhere.

KLAX

Sega/E32.99 * Classic arcade puzzle game that suffers not at all in its conversion to the Master System. In fact, it fares rather well in the conversion.

KRUSTY'S FUN HOUSE

Acclaim/E34.99 * Superb and original puzzler that has Krusty the Clown attempting to rid his fun house of rodent rascals. Addictive and with an almost perfect learning curve. We all like this one lots. A bit of a classic and almost an exact copy of the Mega Drive version. This game is smart.

KUNG FU KID

Sega/E12.99 * Loads of flying backflip death-chops in this average, under age beat 'em up.

LASER GHOST

Sega/E29.99 * Brilliant graphic arcade adventure thing, in which you attempt to save Katherine's stolen soul. (She's already got her funk back.) This game is definitely worth a look.

LINE OF FIRE

Sega/E29.99 * 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 what-so-ever.

LORD OF THE SWORD

Sega/E29.99 * More leather-bound sword and sorcery adventure. Only for the serious grebo.

MARBLE MADNESS

Domark/E29.99 * Arcade classic that works well on the Master System. Guide your marble 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/E9.99 * Into the screen version of the wrinkly old classic *Pac-Man*. Big fat, hairy deal.

MERCES

Sega/E32.99 * Bit flicky and a bit blocky but, having said all that, not a bad little shoot 'em up.

MISSILE DEFENCE 3D

Sega/E9.99 * 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/E29.99 * 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/E29.99 * The man with the chimp makes a console appearance and is just as poncey as he was on the big screen. Okay, but I have to say it was all rather sweet and sickly.

NEW ZEALAND STORY

TecMagik/E34.99 * Excellent conversion of the cutesy platform arcade classic.

NINJA

Sega/E9.99 * 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/E32.99 * This does not take place in a garden. Smart ninja bash – high on action, high on gameplay.

OLYMPIC GOLD

US Gold/E34.99 * Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal (if you have one). Average.

OLYMPICS

Sega/E34.99 * Bloomin' expensive *Track And Field* sim that is as uneventful as it is expensive. Not very good value for your hard earned or your parent's hard earned pondulles for that matter. Not a very good outing at all.

OUTRUN

Sega/E29.99 * Slow, blocky and about as much fun as a kick in the groin with a large hob-nailed boot.

OUTRUN 3D

Sega/E9.99 * Almost the same as *Outrun* but – surprise surprise after much soul searching and pondering you guessed it – the whole thing is in 3D. Oh dear, snore where are those matchsticks for the ole mince pies.

OUTRUN EUROPA

US Gold/E29.99 * *Out Run* but with a subtle difference. You play an international spy whose car has been stolen. Not the most obvious reason to dash across Europe, except 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. Gripping stuff.

PHANTASY STAR

Sega/E39.99 * Classic arcade adventure game with more quests to go on than I've had hot dinners.

PITFIGHTER

Domark/E32.99 * Nonceny, snorey one- or two-player beat 'em up with dodgy controls and minuscule sprites. A chore to play and only slightly better than having to compete in the real thing.

POPULOUS

TecMagik/E34.99 * Fancy meddling in the affairs of mortal men? With *Populous* you can meddle in the affairs of all 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/E12.99 * Shoot 'em up galore. Loads of things that go bang, but not much here for the masses high of brow genre amongst you.

PREDATOR 2

Acclaim/E29.99 * Run of the mill shoot 'em up. It is undeniably most remarkable for the seeming absence of the eponymous villain.

PRO WRESTLING

Sega/E24.99 * Sorry kinda cart, with loads of block-o-vision sprites and little playability. Brave attempt, but... sorry it just doesn't quite make the mark.

PUTT AND PUTTER GOLF

Sega/E29.99 * Crazy golf game that is fun for a little while, but unfortunately soon begins to wane in the interest department. The game is fine, for those sad people out there who are into Kiss Me Quick hats and other such stuff.

R-TYPE

Sega/E29.99 * Fine version of the old shoot 'em up classic. Fast, fun and full of juicy bits. Has to be said that it's a bit easy, but worth checking, out, though, just 'cos it looks nice.

RAINBOW ISLANDS

Sega/E28.99 * Platform puzzler that, despite the fact that it is the son of the wonderful *Bubble Bobble*, it never really quite comes up to the quality of its daddy's spermatozoa.

RAMBO III

Sega/E29.99 * Disgustingly damn poor version of the awful 'blood and guts, 'He drew first blood', Gawd bless you America' Sylvester Stallone film. *Real Oppo Wolf* territory.

RAMPAGE

Sega/E29.99 * The old corker in which you play an old hirsute B-movie monster (ie King Kong). You stomp about and proceed to knock down the whole of New York. Nice animation and a dash of classic action team up to make this a game a king amongst the stonkers.

RASTAN

Sega/E29.99 * Average game, which is certainly not worth the relatively high cover price.

RC GRAND PRIX

Sega/E29.99 * Get yourself all rigged out with your helmet and 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.

RENEGADE

Sega/E29.99 * An odious pile of beat 'em up gunk with all the redeeming qualities of a scuba holiday off the coast of Sellafield.

RUNNING BATTLE

Sega/E29.99 * Very, very poor. Awful sound, graphics and flick animation. Use it to prop up a wobbly table.

SHADOW DANCER

Sega/E32.99 * One man and his dog. Above average ninja beat 'em up, but, let's face it – if you've seen one ninja 'em up, you've seen 'em all.

SHADOW OF THE BEAST

Sega/E34.99 * Huge, classic graphic adventure, where you play the mutated homeboy in the fetching blue underpants. This plays rather less well. Shame.

SHINOBI

Sega/E29.99 * Yer, yer, yer. Been there, seen that, got the T-shirt, washed it on a boil wash, too small, so flushed it down the toilet. Yavnsville, Arizona. Yes I know, I know it's all very pretty, but sadly it's also all very old.

SLAP SHOT

Sega/E29.99 * Above average hockey game that has the Master System steaming with the effort of having to move all those sprites about.

SMASH TV

Acclaim/E34.99 * Crap conversion of a fab game. Graphics are in a sad and sorry state and the sound effects are in an even worse state. Avoid this game as if it were an unexploded minefield.

SONIC THE HEDGEHOG

Sega/E29.99 * *Sonic* the punk hog is back and he's back with a vengeance. He's even better on the Master System in some respects than he was on the Mega Drive original. Much easier and slightly slower, but with a better playability factor over a larger playing area. *Sonic* will certainly 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

Sega/E29.99 * *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 and waiting for your skin to go very pale.

SPACE HARRIER

Sega/E29.99 * Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em up balls up.

SPACE HARRIER 3D

Sega/E9.99 * My mind has gone bye-byes, (What's new. Ed.) The cup of derogatory remarks no longer runneth over. I cannot think of anything to say about this game except: Sad, sad, sad, sad, sad, sad.

SPEEDBALL

Mirrorsoft/E29.99 * Not unlike the excellent film *Rollerball*. This is a highly violent cross between hockey and volleyball. It's the two-player option that 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.

PRINCE OF PERSIA

Domark/E24.99 * 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, frantically racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your beloved Princess against a tight time limit. Lavish sprite action.



SPEEDBALL 2

Virgin/E29.99 * 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/E29.99 * Animated sword and sorcery action adventure set in Japan, with ultra-smooth graphics and sound. *Spellcaster* is one of the best games around available on the Master System. **★★★★**

SPIDERMAN

Sega/E29.99 * Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this game about good old Spidey one to watch out for. **★★★★**

SPIDERMAN 2 - RETURN OF THE SINISTER SIX

Acclaim/Et.b.a. * This game's a bit of a stonker on the NES, but however, a bit of a damp squib on the Master System. But hey, that's the way the cookie crumbles. Spiderman must battle in turn each of his six worst enemies, climaxing with a final showdown with Dr Octopus. A rather run-of-the-mill walk through platform beat 'em up with little or nothing new to offer. **★★★**

SPY VS SPY

Sega/E17.99 * Weak game, with little humour and playability. Not really worth the time or the money. **★★**

STRIDER

Sega/E29.99 * Classic space-age beat 'em up, with every kind of bad guy to be overcome, defeated and deftly disposed of. Good stuff. **★★★★**

STRIDER II

US Gold/E29.99 * Large number of athletic moves make for quite varied gameplay but otherwise this platform beat 'em up is fairly run of the mill. **★★★**

SUBMARINE ATTACK

Sega/E29.99 * Underwater shoot 'em up. Okay, but nothing to write home about. Dive, dive, dive, dive for the nearest better game instead. **★★★**

SUMMER GAMES

Sega/E29.99 * *Track And Field* clone that is, frankly, disappointing. Not really worth it - go for *Olympic Gold* instead. **★★**

SUPER KICK OFF

US Gold/E29.99 * The grand-daddy of all football games makes a long-awaited appearance on the Master System. Okay, so the MS is a bit slower than, say, the Amiga, but the sheer playability of *Kick Off* shines through. **★★★★**

SUPER MONACO GRAND PRIX

Sega/E29.99 * Forget baked bean tins and a plate. (Sorry, I didn't realise I'd even remembered them. Ed.) 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/E29.99 * Fun kinda game, which, surprise, surprise is based on the ancient grand-daddy of all computer games. New meanings and end of level monsters make for a very playable game. **★★★★**

SUPER TENNIS

Sega/E9.99 * Not so sure about the 'Super' bit. And certainly no relation of the Super NES game of the same name. In fact, this game could perhaps be more accurately called 'Not So Super Tennis'. **★**

TAZ-MANIA

Sega/E29.99 * Let's twist again. The demonic whirling dervish spins on to the Master System. Unfortunately, it'd be much better if he just buzzed off, 'cos this is a disappointingly limp game that gives the Master System a bad name. **★★**

TECMO WORLD CUP '93

Sega/E29.99 * Recognisably football with functional controls, but by golly it's bugged to jiggery. **★**

TEDDY BOY

Sega/E29.99 * Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaaah! Retch. **★★**

TENNIS ACE

Sega/E29.99 * Ironically, slightly better than *Super Tennis*. But not much. **★★**

THUNDER BLADE

Sega/E29.99 * Fast and furious chopper action. (Please! Ed.) Standard *Air Wolf*-style shoot 'em up. **★★**

TRIVIAL PURSUIT

Domark/E32.99 * A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages (handy if you're playing people from other countries) and a score screen that charts everyone's rating in the various categories. Disadvantages include the extremely slow pace and irritating humour. **★★**

ULTIMA 4

Sega/E39.99 * Role-playing game in the vein of *Dungeons & Dragons*. You roam the countryside earning money, partaking in jolly japes, meeting people with silly names, etc. Very freeform game that allows a great deal of variety. **★★★★**

VIGILANTE

Virgin/E29.99 * 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/E29.99 * With all the usual choices of hard, lawn or clay courts, tournament or single matchplay, this is an initially difficult, but an ultimately rewarding tennis game. First Wimbledon, next the cardboard-acted coffee ad. **★★★★**

WONDERBOY

Virgin/E24.99 * The original outing for Wonderboy now looks a little dated, but there is still a bit of a stonking game in here. **★★★★**

WONDER BOY IN MONSTERLAND

Sega/E29.99 * Massive, cutesy platform game with a small element of RPG. Not hugely difficult to complete, mind, so the rock hard among you may feel you haven't got your money's worth (you whinging tight wads). **★★★★**

WONDERBOY III

Virgin/E29.99 * Yet another *Wonderboy* game. The same old formula rears its ugly head. Nothing really new, but extremely well put together. **★★★**

WORLD CLASS LEADERBOARD

US Gold/E29.99 * A re-worked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over 18 holes. **★★★★**

WORLD CUP ITALIA '90

Sega/E24.99 * Awful, brown and smelly game. One of the crappiest football sims around. **★**

WORLD GAMES

Sega/E24.99 * Yet another *Track And Field*-type game with very little in the way of new elements to offer. **★★**

XENON II

Image Works/E29.99 * Potentially a game of greatness, let down by some very ropey collision detection. However, there are some nifty graphics and sound. **★★★★**

Ys

Sega/E32.99 * 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. **★★★★**



ALIEN 3

Acclaim/E29.99 * Addictive platform shoot 'em up, possibly the best of the genre, featuring an awful lot of hardware to experiment with. Very exciting and atmospheric, with a digitised Sinead O'Connor. **★★★★**

ALIEN SYNDROME

Sega/E24.99 * Quite addictive plan-view shoot 'em-up, with lots of weapons, killer gametes hunting you down, and a maze of rooms containing people to rescue. A kiddies' version of *Alien 3*, really. **★★★★**

AX BATTLER

Sega/E29.99 * Lots of battling with axes. Uneventful hack and slash job. **★★**

BATMAN RETURNS

Sega/E32.99 * Luckily more in common with the Mega Drive version than the Master System effort. Stylish platforming à la Tim Burton's gothic movie but a bit easy. **★★★★**

CHASE HQ

Taito/E25 * Standard race and shoot game that makes *Outrun* look truly ancient. Unfortunately, it's all a bit easy. **★★★**

CHESSMASTER

Sega/E19.99 * 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/E24.99 * *Chuck Rock* is an instantly playable platform game with lots of humorous touches like belly-butts and cool caricature graphics. Great fun. **★★★★**

CRASH DUMMIES

Acclaim/E24.99 * Hyped beyond hype-ness, *Crash Dummies* is shaping up to be one of the biggest disappointments of the year. You play the *Crash Dummies* who earn money by blowing themselves apart in interesting and amusing ways. Except they're neither interesting nor amusing. **★★★**

CRYSTAL WARRIORS

Sega/E24.99 * A *Zelda* clone if ever there was one, and it's a pretty funksome one at that. **★★★★**

DEFENDERS OF OASIS

Sega/E34.99 * If you like RPGs and you've got a Game Gear then this cart is a dream come true, if you're not convinced about RPGs then don't bother - it'll be a total snore. **★★★★**

DEVILISH

Sega/E20 * 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/E29.99 * 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/E24.99 * Fire-breathing action, but with no sign of Puff. Nothing special. **★★★**

EVANDER HOLYFIELD'S REAL DEAL BOXING

Sega/E29.99 * Unusual boxing game featuring a view of your disembodied gloves floating about before your opponent and an excellent character generation screen. **★★★★**

FACTORY PANIC

Sega/E24.99 * Odd little puzzle game, but worth a look if puzzles are your thing. **★★★★**

FANTASY ZONE GEAR

Sega/E24.99 * Flawed handheld version of *Fantasy Zone*. Not good. **★★**

G-LOC

Sega/E24.99 * Conversion of a far from brilliant game. Smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. **★★★**

GEORGE FOREMAN

Acclaim/E28.99 * Okay-ish boxing game that fails to hit the spot. (Groan. Ed.) Better than some, but not as good as others. **★★★**

HALLEY WARS

Sega/E24.99 * 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. **★★★★**



Acclaim £24.99 * Yet another format outing for this puzzle game, featuring everyone's favourite light entertainer Krusty the Clown and his rats. Check it out, it's a complete classic. **★★★★**

INDIANA JONES AND THE

LAST CRUSADE

US Gold/E29.99 * 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/E24.99 * Hup, hup handheld. Loads a Yankee footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad. **★★★★**

KLAX

Domark/E29.99 * Classic game that makes a welcome appearance on the GG. **★★★★**

MARBLE MADNESS

Domark/E27.99 * Identical to the Master System version, but smaller. **★★★★**

MASTER OF DARKNESS

Sega/E29.99 * Vampires are hip, this game is not. Dingy platforms, that should be lighter. And there's no Winona Ryder. **★★★**

MICKY MOUSE

Sega/E24.99 * Scaled-down version of the excellent Mega Drive game. Retains the high standard of graphics and animation, with ear-curling sound effects. **★★★★**

NINJA GAIDEN

Sega/E24.99 * 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/E24.99 * Naff conversion of the ancient pub-bound coin-op with little of any interest to offer. **★★**

OUTRUN EUROPA

US Gold/E24.99 * 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/E19.99 * Version of the much used and extremely dated *Pac-Man* game. *Pengo* shows its age - give this game a bus pass and a zimmer frame, someone. **★★★**

PREDATOR 2

Acclaim/E29.99 * One of those isometrically-viewed 3D shoot 'em ups. Not very inspiring and a nightmare to hit a target coming in on the diagonals but otherwise not bad. **★★★★**

PSYCHIC WORLD

Sega/E19.99 * Mind-bending action - well worth looking at, partly for the low price and partly for the puzzley, arcadey action. **★★★★**

PUTT & PUTTER

Sega/E19.99 * 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/E24.99 * The classic slash 'n' dash over four levels survives the transition to the Game Gear very well. Ultra-smooth graphics combine handsomely with an interesting and varied gameplay. **★★★★**

SLIDER

Sega/E24.99 * Dull and uneventful puzzle game that owes more than a passing nod to *Pac-Man*. Very poor. **★★**

SMASH TV

Acclaim/E29.99 * Excellent arcade game that has sadly been reduced to a frustrating chore through its conversion to the Game Gear. Squinty graphics and a dodgy control system are the real villains to blame of the piece. **★★**

SOLITAIRE POKER

Sega/E24.99 * More like *Patience* than *Poker*, but still a well-executed little cart. This will definitely be your bag if you're into pull-your-hair-out-by-the-roots type puzzle games. **★★★**

SPACE HARRIER

Sega/E24.99 * Into-the-screen shoot 'em up, that looks and plays in a very dated manner. **★★**

SPIDERMAN

Sega/E39.99 * Quite standard fare, this. All the action takes place on loads of different platforms. The game has nice, smooth animation and sound. Reasonably good stuff. **★★★★**

SPIDERMAN VS THE KINGPIN

Acclaim/E24.99 * A superb conversion of the Mega Drive smasher. A pretty steep learning curve sets just the right level of challenge and playability. **★★★★**

SPIDERMAN 2 RETURN OF THE SINISTER SIX

Acclaim/E24.99 * Average platform beat 'em up that fails to light the essential spark at the heart of all games players. Okay, as far as it goes, but it just doesn't go very far. **★★★**

SHINOBI II

Sega/E29.99 * Well animated ninja beat 'em up, which may not be hard enough to make it value for money. **★★★★**

SUPER KICK OFF

US Gold/E27.99 * Is there any format currently known to man that *Kick Off* hasn't been on? Can I look forward to playing *Kick Off* on my faithful scientific calculator, my digital watch or maybe my abacus? A brillio pad version of the old faithful footie game, which, despite the small screen is easily viewed and played. **★★★★**

SUPER SPACE INVADERS

Domark/E27.99 * A lot more fun than many of you out there would expect. Many nifty new touches with numerous configurations of aliens that do strange and weird things like bisect or grow when shot. The dazzling backgrounds and a dramatic cattle mutation round should keep anyone amused for at least a couple of hours!! **★★★★**

SUPER MONACO GP

Sega/E19.99 * One of the few Grand Prix games available for any handheld, and also one of the most disappointing. My advice is that it's best to stick to the real thing (if you can afford the car, that is). **★★★**

SUPER OFF ROAD

Virgin/E27.99 * 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 WONDERBOY

Sega/E19.99 * Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Should keep even the most cynical gamer involved for hours. **★★★★**

TALESPIN

Sega/E29.99 * TV spin-off that does for kid's telly what the RAF did to property prices in Dresden. Lacklustre platformer that was cobblers on the Mega Drive and is double cobblers with cheese without the mayonnaise on the Game Gear. **★★**

TERMINATOR

Virgin/E25.99 * With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned into your trigger-finger for this five-level fightorama. As tough as good old *Arnie* himself, except it doesn't hug babies. **★★★★**

TOM AND JERRY

Sega/E24.99 * This game looks great, however, despite the good presentation it just doesn't play very well. There are lots of platform romps with everyone's fave cat and mouse as they get up to all the usual hilarious comical antics. **★★★★**

WORLD CLASS LEADERBOARD

Sega/E24.99 * The classic golf game. The animation is super smooth, sexy and functional. In a well-supplied genre, it is truly one of the better golf handheld games around. **★★★★**



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freeloader

No dosh? Well, that's how much it costs to place an ad in this section of the magazine. I think that's what they call an 'unbeatable offer'. But then we are ssoooo good to you at **Sega Zone**. You are, without a doubt, quite pampered and we are without a doubt quite splendid.

fan ZONE

- * **Tipmaster** for the Mega Drive. Millions of cheats and tips. *Bart Simpson, Sonic 2, Greendog, even Lemmings*. A-Z in cheats. Phone Ally on 0851 82644. Totally free! Easy or what!
- * **Free membership** to awesome new exchange club for all Master System owners. Monthly newsletter. Join now! Just send your name and address to 40 Highcliffe Road, Twogates, Tamworth, Staffs, B771EE.
- * **Psst!** There's a mega new fanzine starting up and it's dead smart! If you want in, send an SAE for further details to: Paul C, 7 Bristol Close, Strood, Rochester Kent ME2 2Q9.

hard ZONE

- * **For sale: Mega Drive** with two controllers including *Streets Of Rage 2, Road Rash 2* and *Sonic 1* and *2* for £120. Call after 6pm on 0922 684387. Five months old and fully boxed.
- * **Sega Master System** for sale in good condition with eight games including *Sonic 2* complete with free Sega joystick. Worth over £300. Will sell for £89. Tel. (Nottm) 0602 733566.
- * **Sega Mega Drive** for sale. Four games including *Sonic 1, Sonic 2, Super Thunder Blades, Road Rash* and even more games and SG Pro Pad. Phone Darren on (Crewe) 0272 501098. Sell for £230.
- * **Master System II** with two games including *Sonic 1* and *2*. Will sell for £65. Contact Anthony on (Cranleigh) 272243.
- * **For sale: Game Gear** with converter, battery, magnifier, TV tuner, case, cable and 12 games. Worth around £680. Will sell for £400 ono. Tel. Graham on 021 356 7924 after 6pm.
- * **Master System** for sale plus two control pads, control stick, light phaser and 11 games including

- Asterix* and *California Games*. Sell for £150. Phone 0268 742835.
- * **Sega Mega Drive** for sale with two outstanding games (*Moonwalker* and *JM 92*) plus two controllers all boxed and fine will sell for £100-£110. Call Anthony Dalton on 0903 742478.
- * **Sega Game Gear** with ten top games, *Terminator, Lemmings, Sonic 1* and *2, Batman*. Various accessories, including cases, V.G.C. and boxed. Must be able to collect in the Essex area. Only £300. Contact 0206 763097.
- * **Sega Master System** for sale! Good condition with eight games including *Alex Kidd* and *Wonder Boy*, with joystick. Will sell for £80 ono. Phone 021 356 7311 after 6pm.
- * **Master System II** with light gun, joystick, *Alex Kidd*, (built in), *Lemmings, Asterix, Operation Wolf* and two more games worth £180. Sell for £100. Phone Gareth on 0904 425464.
- * **Sega Mega Drive** hardly used with carrying case, two games vouchers plus three games (inc. *Sonic*) £120 ono. Phone Claire after 6pm on 061 224 7230.
- * **Game Gear** with adaptor, Master Gear converter, five games including *Sonic, Super Kick Off 2* worth £220. Sell for £120 or swap for SNES and *Street Fighter II*. Please phone 0752 509026.
- * **PC Engine** (pal) all leads, one joypad and two great games *Alien Crush Pinball* and *Sidearms* swap for Game Gear or sell for £90. All offers considered. Call Alex on (0928) 33527.
- * **Game Boy**, *Tetris, WWF, Chase HQ, Mega Man, SMB, Mickey Mouse*, light, magnifier, battery pack, A/C adaptor, carry case. Sell for £130. Worth £250. Please call 081 304 0846.
- * **Game Gear** for sale, fully boxed with 19 games and A/C adaptor worth over £580. Sell for £350 ono. Please call Simon on 0482 833559.
- * **For sale: Commodore 64**, cassette deck, two joysticks, light gun, 60 plus games, loads of magazines with covertapes. Worth £500, but I will accept £100. Phone 0926 498787.
- * **Game Gear** for sale. Comes with *Tetris*, link lead, headphones and instructions. £45 ono. Please contact Alex after 5pm on 0737 352627. Easier if you live locally, I can deliver. Please contact: Alex Gulait, 25 Colcokes Rd, Banstead, Surrey SM7 2EJ.
- * **Mega Drive** for sale, *Super Off Road* £16. Will consider swap for *Turrican* or *Universal Soldier*. Phone me after 7pm. Ask for Glenn except Wednesdays and Fridays, (0666) 860620.
- * **Sega Master System II** with two control pads and six games including *Sonic, Sonic 2, Lemmings, Spiderman*. Nearly new, under guarantee. Worth £200, selling for £130 or swap for Mega Drive and games. Phone 081 882 1395 anytime.
- * **Lynx 2** with five games, carry pouch, adaptor, screen guard, two-player cable. Worth £270, sell for £200. Contact: 87 Broughton Road, Crewe, Cheshire CW1 4NW. All boxed as new. Buyer collects.
- * **C64 44 games**, joysticks, adaptor. Plus a Spectrum ZX+ with 24 games, two cassette players. Only £40 each or £75 for both. Call Rocky McKnight on 0707 872796.
- * **Bargain Game Gear** with six games, mains adaptor, Master gear and carry case for only £160. Will swap for Mega Drive with games. Phone Hannah or Matthew on 0865 61248.
- * **Master System II** with three games. Nearly new, two joypads £70. Other Master System games £15 each. Includes *Sonic 2, New Zealand Story, Outrun Europe*. Phone 021 556 1298 and ask for Wesley.
- * **Mega Drive** with seven games, *Sonic 1* and *2, Dick Tracy, PGA Golf, California Games, Splatterhouse, Revenge Of Shinobi*, plus two joypads. £230 ono. Call Kevin 0784 259089.
- * **Master System II** with light gun (infra-red) two control pads and joystick complete with *Sonic 2, Dick Tracy, Terminator, Mickey Mouse, Rescue Mission* and *Alex*

- Kidd*. Sell for £150. Contact: Gareth Devlin, 3 Rafern, Altanacreeve Park, Northern Ireland.
- * **Sega Master System** with two control pads and 14 games including *Sonic 2* and *Moon-walker*. Sell for £130 ono. Please contact Mark on 0702 333975.

pal ZONE

- * **Hi. Liam here.** I'm looking for a penpal aged 11-13 with a Sega Mega Drive who likes sport. I will try to reply to all letters. Write to: Liam Baker, 52 Bettesworth Road, Ryde, Isle of Wight, PO33 3EN.
- * **I need a 15-18 female** who likes rave and Mega Drives. Must be single and cute. I desperately need someone to talk to. Please send a recent photo. Contact: Tim Barrett, 29 Croft Close, Rawtenstall, Rossendale, Lancs., BB4 8NG.
- * **YO! Penpal** wanted aged 11-13. Can't be a bore! Must be mad on Sega! If interested, write to John, 38 Collins Terrace, Grasslot, Maryport, Cumbria, CA15 8DL.
- * **I am 13 years old**, male and looking for a penpal with a Mega Drive aged 12-14 years. Contact Neil Durrant, 18 Binhams Meadow, Dunsfold, Surrey, GU8 4LF.
- * **Lonely 17-year-old male** Take That fan looking for a girl with the same interests. Send photo. Hope to hear from you soon, Bye! Contact: Ian Patrick Doran, 112, New Ferry Road, New Ferry, Merseyside, L62 1DY.
- * **Hello I want a male penpal** aged between 8-10 years old. Must be mad on Sega and rugby. Write to Wilfred Penfold, 13 Cleve Road, Knowle, Bristol, BS4 2JR.
- * **Lonely male looking** for females aged 14 plus. Must have sense of humour. All letters replied to. Please write to Lee Thornton, 23 Brooks Avenue, Hyde, Cheshire, SK14 5HP.
- * **Interesting female penpal** needed to brighten up my days. Must be aged between 16-18. Include a photo if possible. Any replies will be answered. Reply to Stephen Hawkins, 11 Pendil close, Cheltenham, Gloucestershire, GL50 4SR.
- * **Cute 13 year old female** seeks cute male 12-15. Must have a sense of humour and be a real romantic. If you fit the bill, please write to: Clare Markham, 151 Carisbrooke Road, Knighton, Leicester, LE2 3PH. Please send a recent photo.
- * **Lynne, 15**, seeks good-looking males aged 16 plus. I love *Red Dwarf*, alternative comedy and my Master System II. Contact Lynne Mitchell, 80 Boundary Road, Bidston, Birkenhead, Wirral, Merseyside, L43 7PQ.
- * **Martyn needs female penpal** aged between 12-14 and a Mega Drive owner (recent photo). Write to Martyn Rackham, 17 Far Lane East, Dene, Rotherham, S. Yorks, S65 2RY.
- * **Danny Williams** needs a penpal.

Must have a Game Gear, aged 10-11. Write to 5 Springfield Grove, DY3 1PR. Reply now.

*** Hey dudes** if you are looking for a penpal you're looking at a boy with a master system. I'm a fan of wrestling too. So write to me, Liam Johnson, 26 Morning Side Close, Allenton, Derby DE24 9JP.

*** Male penfriends** required, 16 plus, no photos needed. 100% reply. No rave/hardcore/pop fans wanted. (Or sexist morons with big egos.) No stamp collectors or sheep farmers. Contact: Emma Victory, 23 Hillway, Billericay, Essex CM11 2LX.

soft ZONE

*** Two Master System** games for sale, *Aztec Adventure* and *RC Grand Prix*. £8 for the lot or swap for any game gear game or *Ghost Busters* on MS. (Cars only. No box and instructions.) Call D. Stoyel on 0404 84350 or write to Old Rectory, Sheldon, Nr Honiton, Devon, EX14 0QU.

*** Game Boy cartridges** (with dust cover and instructions) chase *HQ*, *Bubble Ghost*, *Balloon Kid*, and *Paper Boy*. £10 each or £35 the lot. All offers will be considered. Please telephone 050586 3466 any time.

*** Master System game** *Champions Of Europe* £25. Please contact: Alex Smith on 0457 835333, after 6pm.

*** For sale!** *Alien Storm* for the Mega Drive. £30.99. For further details phone Mike on 0483 282885. P.S. It's a barg and it's brand spanking new.

*** Sell!** *Asterix*, *Mickey Mouse*, *Shinobi* and control pad for Master System. Sega Pro Master cheats book volume 1, 2 and 3. Worth £100 but will sell for £80. Contact: David Ashford on 0703 262202

*** For sale:** *Revenge of Shinobi* *Altered Beast*, *Alien 3*. Prices £25, £15 and £27. Ring 0707 643376 and speak to Dave.

*** Wanted:** Any Mega Drive games. Pay £10-15. Please ring 0707 643376 Dave (yet again.)

swap ZONE

*** Sega Game Gear** with three games, large carry case. Worth £230, sell for £175 or swap for Mega Drive and one or two games. Ring 0332 834018 and ask for Mark.

*** I will swap my Game Gear games:** *Shinobi*, *Sonic I*, *Donald Duck* and *Ninja Gaiden* for any other games for £15 each. Please write to Daniel Banks, April Cottage, 14 Longtye Drive, Chestfield, Kent CT5 3NG or phone (Kent) 793866.

*** I will swap my Sega Master System II** with built in *Alex The Kidd* & *Alien Storm* for a Game Gear with an A/C adaptor. Please

phone (Renfrewshire, Scotland) 23155 after 6pm. Ask for Paul.

*** Want to swap** *Predator 2*, *Taz-Mania* or *Alien Storm* for 688 *Attack Sub*. Please write... I'm desperate. (Format Mega Drive). Write to: Lee Donohoe, 39, Gaston Way, Lavant, Chichester, PO18 0DG.

*** Swap:** *Sonic 1* for *Pac-Mania* or *Sol Feace*, *Mega Games 1* (that includes *Italy '90*, *Super Hang On* and *Columns*) for *Road Rash II* or *Sonic 2* or *PGA Golf II*. Contact: Danny Campion, 32 The Maples, Broad-Stairs, Kent CT10 2PE.

*** Master System games.** Will swap *Vigilante*, *World Soccer* for *Sonic 2*, *New Zealand Story*, *Prince Of Persia*, *Spellcaster*, *YS*, *Ultima 4*, *Wonderboy in Masterland*, *Speedball 2*. Or will sell £10 each. Write to: Robert Pinner, 13 Channon Drive, Withymoor Village, Brierley Hill, Midlands, DY5 2SR. Tel. 0384 74738.

*** Anyone want to swap** seven Sega Master System games including *Wonderboy III*, *Super Monaco 2*, pads for Mega Drive with one pad and one game. Please phone Edward Wilson on 0789 293281.

*** I will swap** my Sega Master System II with seven games and two joypads for an Atari Lynx with some games. Phone 0708 455984.

*** Game Gear** 16 games and Wide Gear width carry case and mains adaptor. I will swap for SNES and few games or £170. Ring Adam on 0494 786184 after 4.30 any day except Sunday.

*** I will swap** *Forgotten Worlds* for *John Madden* or *ToeJam And Earl* on the Mega Drive. Contact Mark on 051 487 5867.

*** I will swap** my *De Cap Attack*/ *Mike Ditka Power Footie* for any other good games or sell each for £20. Tel: 0603 665621, ask for Luke.

*** I will swap my Sonic 2** for your *Donald Duck*, *Lemmings*, *Speedball 1* or *2*, *Psycho Fox*, *WC Leaderboard*, *Wonderboy III*, *Wonderboy in Monsterland* or *Basketball Nightmare*. Master System only. Call Billy on 0706 355870.

*** I will swap** *Columns* and *Batman Returns* (Game Gear) for *Super Wrestler Mania* (Mega Drive). Please write to Brendan at High-Haven, Ferry Carrig, Wexford, Ireland.

*** I will swap my Master System II** with *Alex Kidd* built in and my Game Boy with adaptor for a Mega Drive with *Sonic the Hedgehog*. Phone 0737 769940 and ask for Greg.

*** I will swap my Atari 2600** with six games for three decent Master System games. Write to: 22 Richmond Drive, Bally Sally, Coleraine, Co Londonderry, N. Ireland.

*** I will swap my Game Gear game**, *Indiana Jones And The Last Crusade* for *Super Kick Off* or *Prince Of Persia*. Phone Rory on 0494 715366.

*** Ecco and Fantasia** to swap for any of *Hellfire*, *Atomic Runner*, *Chuck Rock*, *Eswat*, *Gynoug*, *PGA Golf*, *Road Race 2*, *Kid*, *Chameleon*. Phone to negotiate 071 410 6546 daytime, 0732 362754 evenings and weekends.

*** Will swap my Phantasy Star 3** for *Mighty Magic*, *Phantasy Star 2*, *Shining In*, *The Darkness*, *Sword Of Vermillion*. Will swap *Dungeons And Dragons* for *Dragons Fury*, *NHLPA Hockey*, *Micro Machines*, *Revenge Of Shinobi*. Call Eoin on 021 454 0507.

thing ZONE

*** Hello mega cool hippy smiley** dudes who can read. Dave here.

Just like to say I'm computer mad, Game Boy, Game Boy, Amiga, Amiga, SNES, SNES, Mega, Mega, Mega, Drive, Drive, Drive. I'm real happy with life, aren't you?

*** A-Z tips: Over 600** tips and cheats for the Mega Drive. For booklet send cheque/postal order for £4(p+p) to Paul Appleby, 13 Chelford Drive, Swinton, Manchester, M27 2HJ.

*** 40 plus Mega Drive cheats.** For a booklet send £1 and an SAE to "Cheatmasters" 5 Bridge Plats Way, Bideford, EX39 3PY.

*** Ever wanted to be a Manager?** Well here's your chance. Write to Michael Jones, Super Soccer League, 10 Burton Avenue, Rainhill, Merseyside L35 9JN for more information.

want ZONE

*** Wanted:** Master system games *Speedball 2* and *Populous*. Will pay £15 for each game. Phone weekdays after 7pm and all day weekends. (E. Tilbury) 0375 855998 Ask for Wayne.

*** Wanted:** Sega Mega Drive, *Sonic 2* game, will pay £20-£30. Contact: Peter Hodgson, 15 Oriole Road, Scunthorpe, Humberside DN17 1LW.

*** Sega Game Gear** games wanted: All considered. Will pay around £10. Please phone Alastair after 4pm on 0246 86294.

*** Wanted:** Cheats for *Sonic I* on Master System. Phone David on 0794 68618. P.S. Hello Mum. Ain't this magazine just fab!

*** Wanted:** Mega Drive games *Raiden Trad*, *Flying Shark*, *Ultimate Tiger*, *1943*, *Tetris*, *Super Airwolf*, *Twin Cobra* or any good vertical scroller. Tel. Dene 0272 603929 and name your price.

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Another month, another NFI... but first of all, for the benefit of any new readers, here's what NFI is all about.

- (1) You have an idea for a totally skill game.
- (2) You write down the basic plot outline on a piece of paper.
- (3) You then draw some pictures — some 'mock screenshots'.
- (4) Then you think to yourself: "Oh dear, my idea's actually quite a poor one when you get right down to it. And my drawings are pretty crap too."
- (5) But you send the whole bundle to NFI nevertheless.
- (6) And it doesn't get printed, which means you don't even get the chance to win the prize of a free game.
- (7) But someone else does.
- (8) You become quite annoyed that you wasted a stamp.

How to win

It's getting increasingly hard to get onto the pages of NFI, let alone win the Game Of The Month prize. Why? Because there are so many entries and so few pages to put them on, that's why. So what we do, just to be fair, is to put all the 'very good indeed' entries into a sack each month and then draw out a random selection. This means that even if your entry is worthy of inclusion, it still might not make it. Luck, you see. Still, you can always try again, can't you?

Things not to do

- ① Don't draw your pictures in just one colour (blue biro etc). And definitely steer away from pencil... you can draw your original design in pencil, sure, but make sure you colour it in when it's finished.
- ② Try to think 'originally'. You wouldn't believe the amount of beat 'em up games we receive. If you're determined to send in a beat 'em up idea, then at least try to include some kind of 'twist'.
- ③ Don't send too much stuff... we've only got three pages, after all. Try to limit yourself to five pictures for your storyboards and stick to about a single page of text.
- ④ And don't worry if you're crap at art: just do your best. (We may take the piss, but hey — life's like that.)

ELECTRONIC ARTS

If footballers, the London marathon and even the Grand Prix can go for it, then NFI is not going to be the last to jump on the sponsorship bandwagon, especially if that means prizes for you lot. Each month from now on lovely software companies are going to stump up the prizes for NFI and kicking off this month is Electronic Arts who has given us *Jungle Strike* (reviewed this ish) for this month's lucky winner. Hurrah for EA!

Street Olympics

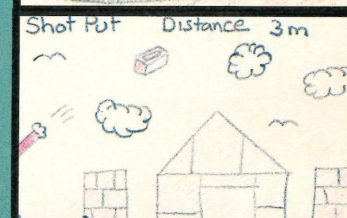
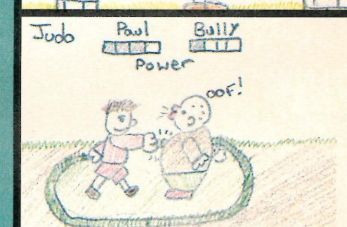
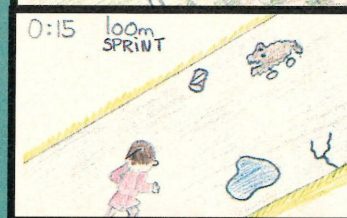
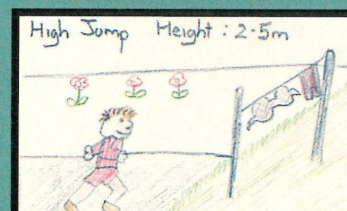
from Paul Ashford of Salisbury

Dear NFI

I have designed a game called *Street Olympics*. Basically, it's like any other Olympic game, but it's played in your own back garden or out on the street. The first event is the 100m sprint, where you have to sprint down the pavement avoiding objects like litter and dogs etc. Event two is the hurdles in which you have to jump over garden fences down the road, but you have to be wary of angry neighbours. Event three is the long jump where you test your skills by jumping as far as you can into the flower bed. Event

four is the high jump where you test your skills at high jumping the washing line. The final event, judo, pits you against the next door neighbour in a fight until you run out of power.

An NFI spokesperson says: "Brill. An Olympics game with humour... and funny pictures too. Game of the month."



Milkman Mania

from Steven Britton of Hartlepool

Dear NFI

The name of my game is *Milkman Mania*. The object is to win all the races, competitions and fights to become the supreme milkman and receive the highest salary ever. My drawing is of the milkrace part of the game... it's like *Road Rash* but without chains. What you have to do is

win the race by blasting your opponents with milk or ramming them off the road, thus making you come first. After each race, competition or fight, the winner receives money with which he can buy more speed, personnel or even extra milk weapons. ("What's this bloke on?" Another reader). The best bit is the fighting. Your player is able to do over 20 moves.

Genetic Fight

by **Simon Carlin** of London

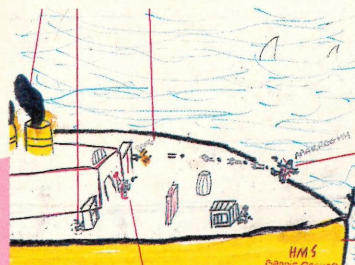
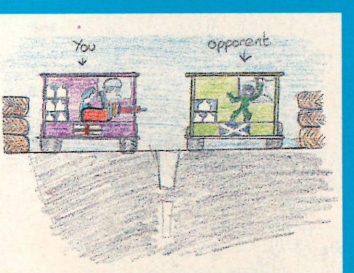
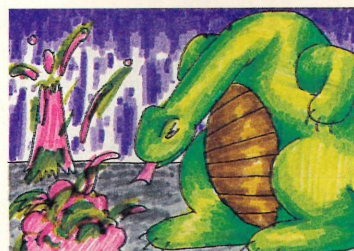
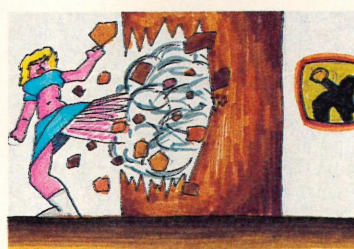
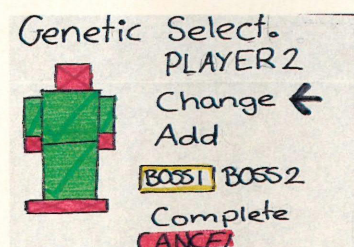
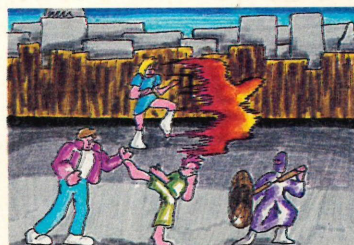
DEAR NFI

This game would have to be on CD, obviously. The characters scale into the background à la *Arabian Fight*. Of course there will be special moves, but the genetics add new features and moves. If you complete the game on the hardest difficulty level you get a code which allows you to merge with anything or anyone... give yourself baseball bat arms if you wish. There is no plot at all: *Genetic Fight* is sooooo formula.

An NFI spokesperson says: "Yes, it's so formula that the only reason you've made it into print is because your pictures are so excellent. (And as a rule we don't normally include things just because the pictures are of a high quality, so think yourself lucky)."



An NFI spokesperson says: "Over 20 moves, eh? Do these moves include the popular 'regularly overcharging customers by about five quid' one?"



from **Ben McEvoy** of Pinner

DEAR NFI

Nazi Strike plays like *Desert Strike*, but on foot. You have to lead five commandos (including yourself) through six levels/missions. Each level/mission is played over several terrains so you don't get bored with the scenery. You have (to begin with) an average rifle and a knife plus three grenades... but after knocking off baddies you can take their slightly more advanced weapons. When you are attacked, the screen switches, very smoothly, to a side-on view, so the fighting is easier.

There should be plenty of things to hide behind. Not only do you have to protect yourself, but you also have to watch each other's backs. In two-player mode, this is most excellent.

Mission One: Seek and destroy five anti-aircraft guns. In 24 hours your side will launch an aerial attack on the Nazis, you have to make sure it's safe.

Terrain is mud, grass and sand. The end of level sees you waving as the air force attacks.

Mission Two: Nazis become aware of your arrival and send commandos to annihilate you. If you survive for 36 hours (not game time) they'll assume you to be dead.

The end of level sees a message which says: "Dozens of tanks are being moved to the Nazi base."

Mission Three: You must stop the tank convoy.

Mission Four: Get inside the Nazi base. It sounds simple, but believe you me, it ain't. Expect at least one of your men to be killed.

Mission Five: Once inside the base you find a big maze-type thing. You must retrieve plans of attack from the main office. Guards roam the corridors with dogs. The Nazis have the element

Nazi Strike

of surprise. Watch your back.

Mission Six: Get home, basically. You must escape from the base, fighting the remaining nasties and solving puzzles and codes. Once you're at the shore you discover that five Nazi soldiers (the best yet) have taken over your rescue ship and there's a final mother of all battles, at sea. Neat, huh?

An NFI spokesperson says: "Yes, pretty neat. A bit on the small side though... it could do with a few more missions. You know you said the screen would have to switch from an over-head to a side-on view for the battles? Not if the game was mouse controlled it wouldn't. Oh for a Sega mouse." ➔



→ Cluk: Codename Battery

from Daniel
Gordon of
Chiswick

Dear NFI

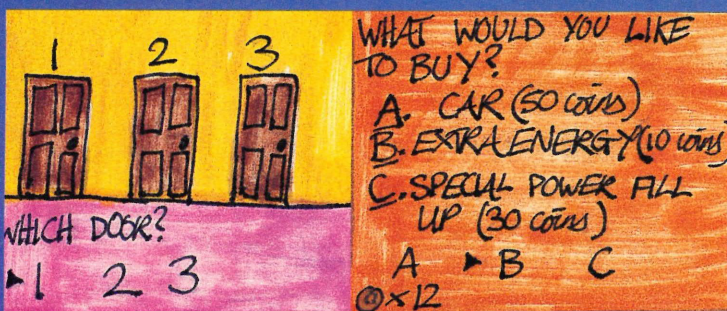
My idea for a game is called *Cluk: Codename Battery*. Cluk is a chicken with an attitude (and a gun) who has set out to free his fellow chickens from battery farms, and other animals from places like laboratories. Level one is a *Dick Tracy*-style scrolling shoot 'em up: you have to shoot the locks on the battery cages without hitting the hens... (Daniel now proceeds to go on at length, over nine pages).

An NFI spokesperson says: "A classic example of having written too much. Still, if there were any prizes going for brilliant titles, you'd win hands down... *Cluk: Codename Battery*, a definite classic."

YELLOW SUBMARINE

from Amy Brockhurst of Aberdeenshire

Screen
Shot
of the
Month



Dear NFI

Here is my idea for a game based on *The Yellow Submarine* – that wonderful cartoon film thing by The Beatles. You can play any of The Beatles: John Lennon (God rest his soul), Paul McCartney, Ringo Starr or George Harrison. The object of the game is to beat the Blue Meanies and the other baddies and to bring peace back to the land. Each member of the Beatles has his own special power... John has LOVE, Paul has FLOWER POWER, Ringo has LAUGHTER and George has PEACE. Or something like that.

It would be a combination of a platform and a role-playing game. You play through platform levels with special decision-making screens at the end of each level. (At the end of a level you might have to buy something to help you along your way, or perhaps go through different doors to either earn extra items, get advice or fight bosses.

You could also play in two-player mode – or perhaps eventually games will be able to be played by three or even four people, so you could all work as a team. The good thing about this game is that the storyline and music have already been produced in the film, so little effort is required there. Anyway, that's it. I'll go get a life now.

An NFI spokesperson says: "Great pictures, you win screen shot of the month, but you've missed someone out. She may not have been in the *The Beatles* but what about Linda McCartney?

Her weapon could be BEING A CRAP SINGER AND MUSICIAN. (She could scare bosses with her crap vocals and claff keyboard playing.)"

Side scrolling levels: ⑨

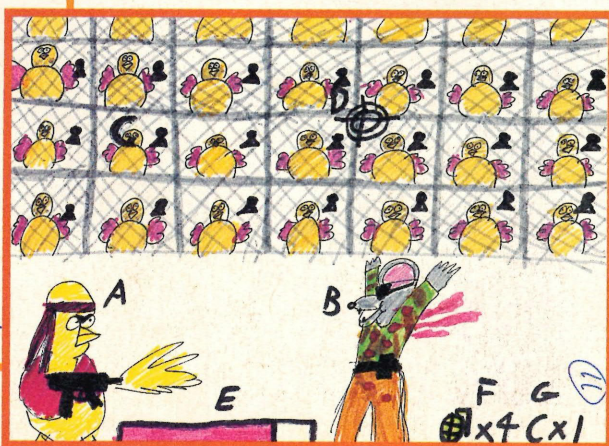
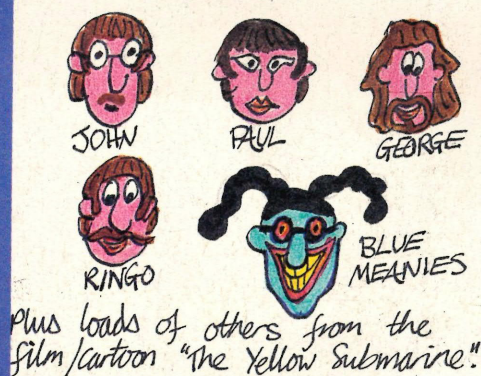
- A = Grenade
- B = Foreground gun (+ direction)
- C = background gun (+ direction)

3rd person levels:

- A = Jump
- B = Shoot (+ direction)
- C = Speed up

E = Energy bar
F = Grenades left
G = lives
for the other screenshot

CHARACTERS:



♪ - Energy thing.
♥ - fill up for special power.
🪙 - Coin.

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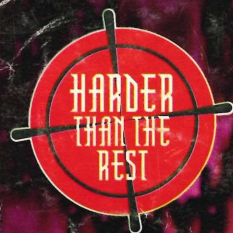
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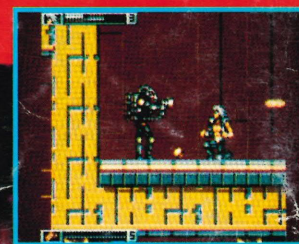
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I used to be a Werewolf... But I'm alright noooooowww!!!!



WOLFCHILD



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WOLFCHILD

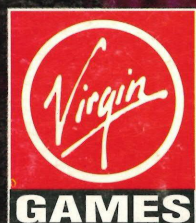
Another immaculate concept from Virgin Games.

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Core Design

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