sega ZONE

ISSUE 11 SEPTEMBER 1993 £2.25 100% UNOFFICIAL

Star Reviews:
Puggsy
Dracula
F-15 Strike Eagle 2
NHL 94
Bill Walsh College Football
Gun Star Heroes
Super Baseball 2020

Plus
Bubsy The Bobcat

Haunting (Starring Poulterguy) - the world's first spook-'em-up

Jurassic Park previewed

James Pond 3

We preview this flippin' fab new game

MEGA DRIVE * MEGA CD * MASTER SYSTEM * GAME GEAR

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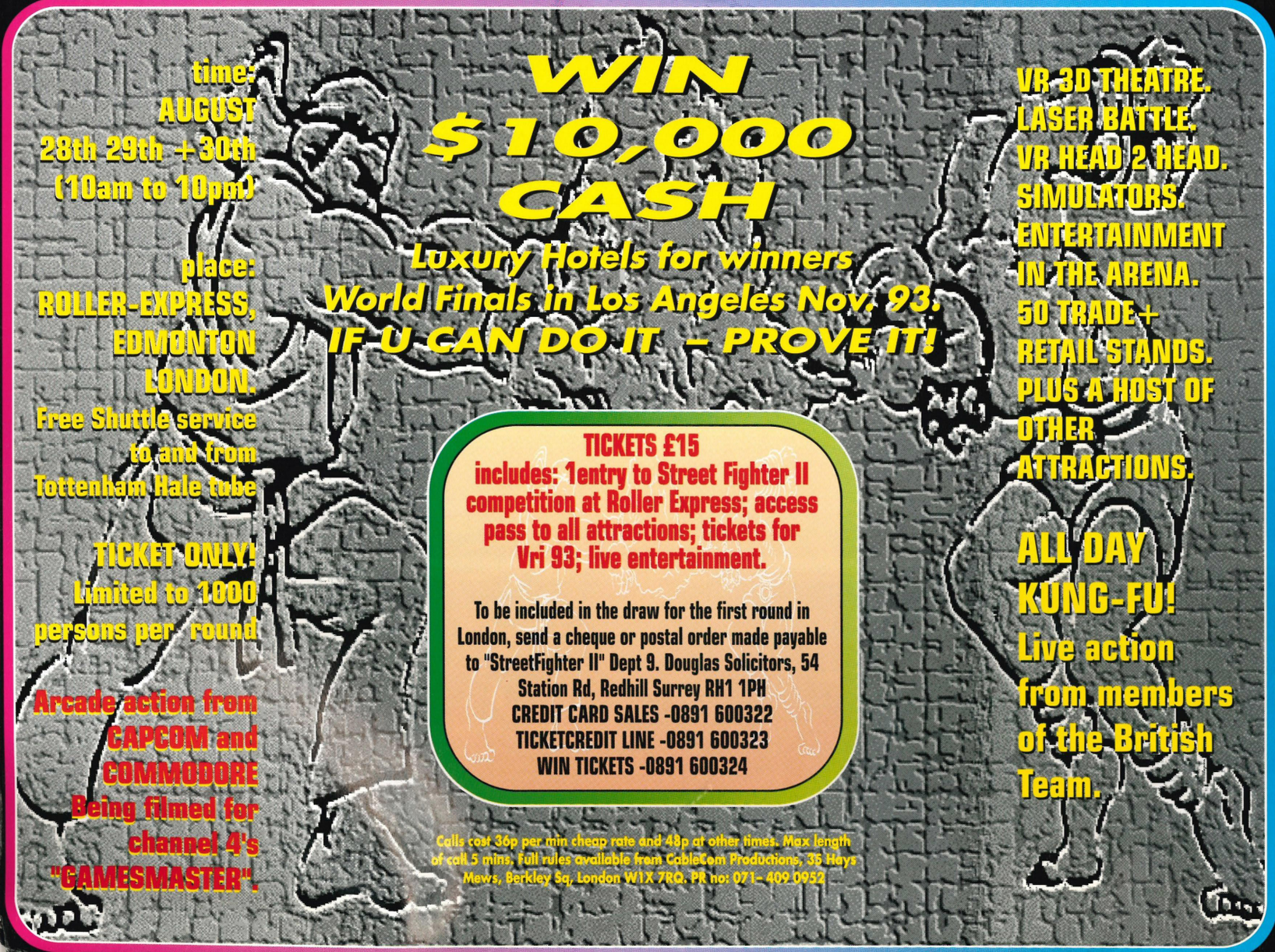
YOUR PASSPORT 2 HEAVEN...or HELL..?

STREET FIGHTER II

WORLD CHAMPIONSHIPS ELIMINATOR



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SCI - FI @ 93

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Alfred Chicken, Steven Seagull – there's a definite bird theme to the news this month. *(Clot. Ed.)* And some stuff about *Baywatch*.

8. Jap News
And as a special treat for our Japanese readers, the entire news again, but in Japanese this time.

10. Erogenous Zone
According to my dictionary, an erogenous zone is extremely naughty. So turn to page ten now.

28. Joypad Jury
The bit where we get all self indulgent and talk about ourselves for two pages. It's our favourite.

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Sega Zone

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Hold your breath and look to the future, the present or the very recent past. Or something. At *SZ* we tell you what has happened, is happening and is going to happen in the video gaming world of Sega. You don't have to thank us, we're just doing our jobs.

Cosmic Spacehead

Hurrah. This is how to get your press release included in a magazine. We get loads of tat through the post here at *Sega Zone* from all manner of people seeking publicity for products and promotions. We throw a lot of them away because they're boring. This one was intriguing. *Cosmic Spacehead* is the forthcoming arcade adventure release from Codemasters. It's drawn in a 50s cartoon style and stars a wisecracking alien tourist from the planet Linoleum. *(No, really. Ed.)*

Anyway, included in the press release was a gag: 'What's red and invisible?' The thing is, we don't know the answer and to find out, we'd have to ring Codemasters. But that would blow our cool.

So, instead, what we're going to do is to ask you, The Reader, to write your answer on a postcard or the back of a stuck down envelope and send it to: **We're too cool to ask for the punchline, *Sega Zone*, 30 Monmouth Street, Bath, BA1 2BW.**

To make it worth your while, we'll send the best one a copy of *Cosmic Spacehead* as soon as it's released.

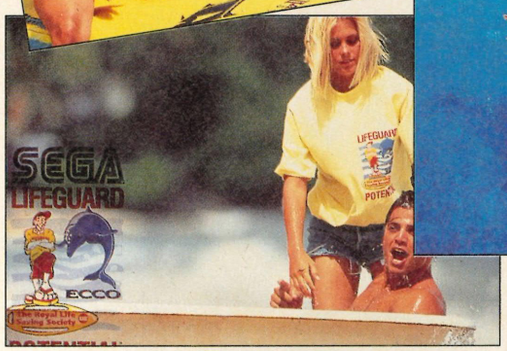
Sega in Baywatch shock

David Charvet of Baywatch fame relaxes on a pink thing.

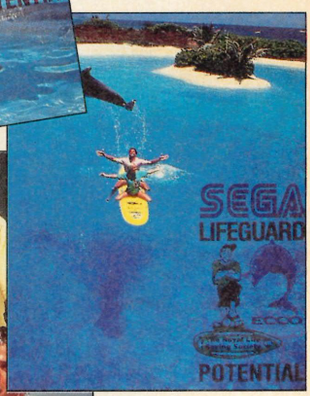
Well, not exactly. Sega have teamed up with the Royal Life Saving Society to launch a project called 'Lifeguard Potential' aimed at teaching water safety in primary schools.

We're not sure if it's the sort of news you're interested in but it's a) a Good Thing and, b) it allows us to print some pictures of a couple of Baywatch stars. And a dolphin.

Nichole Eggert shares a joke with a friend aboard a yellow thing.



David Charvett relaxes in a white thing. Learn to swim, we say. And don't mess around near water.



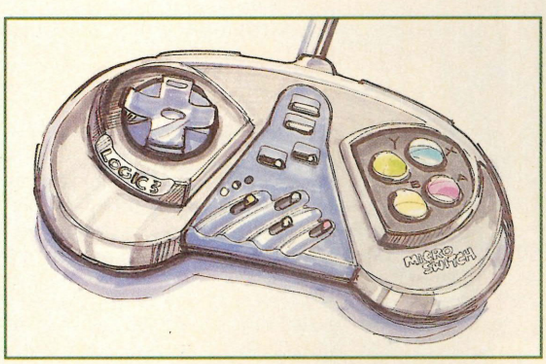
Ecco the dolphin attempts to flee in terror from the TV stars and their yellow thing.

Joy (pads) to the world

Those nice people at Logic 3 have gone crazy mad dribbling bonkers and are set to unleash some more high-tech joypads on an unsuspecting world. They don't appear actually to have been built yet (hence the drawings) but the Logipad is going to be a six button joypad (you'll need one of those when *Street Fighter II* makes it onto the streets) with independent autofire and 'closed micro switches'. *(Whatever THAT means. Ed.)* The Phantom joystick is, er, much more of a stick sort of thing, really. It boasts six fire buttons, variable speed autofire and eight feet of cable. *(But why? If I were to sit eight feet from my telly, I'd not be able to see it – I'd be in the dining room. Still, I suppose if you've got a big house it'll be just the thing. Ed.)*

Anyway, the Logipad will set you back £17.99, the Phantom will be £24.99, they'll be available in October and we'll let you know what they're like as soon as we've seen and played with them.

This is, or at least will be very soon, the Phantom. Loads of top quality fire buttons, an arcade quality joystick and eight feet (measure 'em) of cable.



While this is the Logipad. It's got loads of those nice button things and lots of switches for autofire and stuff. And it's all available sometime in October.

Sonic Woggle

No, really. It seems Sega have got together with the Scout Association to launch the Sonic Speed Challenge. It'll run from 18 September to 18 December and will raise money for the Promise Appeal through the sale of Sonic scratchcards.

Evidently, they're not content with just selling the cards (which could win you some Sega goodies, including a Mega-CD and one of ten Mega Drives) they're also producing a special commemorative Sonic woggle. *(Can we say 'woggle' in a family magazine? Ed.)*

But that's not all. Sega and the Scout Association will also be trying to get such notable ex-scouts as John Major, Ken Dodd, *(Did I tell you I used to work for the Inland Revenue? Ed.)* Chris Tarrant, Paul McCartney and George Michael in on the act as well. Mmmm.

Copyright Steven Seagal 1993.

Steven Seagal in game licence shock

Well, not so much of a shock, really, more a sort of astonishing coup for TecMagic. Not content with the bog standard film or product tie-ins, TecMagic have gone straight to the martial arts star himself.

There are no prizes for guessing what sort of game it's going to be *(Er, a cute platform game? Ed.)* but we're promised it'll be a bit special. Watch out for more details, but not for some time yet – it's not due until April of next year.

Pirates plundered

The European Leisure Software Publishers Association (ELSPA) and the Federation Against Software Theft (FAST) have joined forces to try to stamp out console software piracy.

They've decided that by far the best way to attack the problem of stolen and copied software from now on will be through private prosecution.

It's possible to pirate cartridge software using naughty devices that copy it to floppy disk and FAST have already begun taking action against some alleged professional pirates who have been doing just that (allegedly).

Search warrants were issued at the end of June and a team funded by Sega, Nintendo and ELSPA seized loads of allegedly pirated console games.

Roger Bennet of ELSPA said, 'This may have been the first raid against the cartridge thieves but I'm sure it won't be the last. This is a problem we're determined to nip in the bud.'

Outrageous

There was something of a stir in the press recently when those naughty chaps at Mindscape entered Karl Fitzhugh in the Christchurch by-election on 29 July.

Obviously you can enter who you want if you've got £500 to spare, but the 'real' press got a bit huffy because Karl was dressed as Alfred Chicken from the Nintendo games of the same name. We're not so self righteous, however, and we thought it was all a bit of a laugh. Especially since he actually managed to get 18 votes. Cool Spot for Prime Minister, we say, with Sonic as Chancellor and Bubsy The Bobcat as Home Secretary. That'd sort things out.

Remember, Kids, The State Is Your Enemy (© Adam Peters 1992)

Gratuitous publicity or genuine political beliefs? Er, it's not really our place to say.

Who looks more stupid – the chap in the chicken suit or the twit in the kilt?

Parliament is an important institution full of caring, intelligent men and women committed to the proper running of the country. Yeah, right.

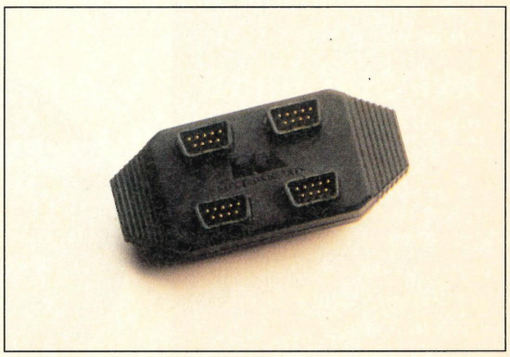
David Lord Sutch and Alfred Chicken share a joke after the count. Who's that woman?

EA 4-Way Play

How many times have you been sitting around with three of your chums, thinking how exciting it would be if all four of you could get involved in a game of one of EA's fab sports games? Pretty often, we'll be bound. Aha, well now, thanks to this little chap, you can. The 4-Way Play plugs in to your joystick ports and enables four players to take part in certain compatible games.

We've had a bash at *NHL Hockey 94* in four player mode and it's, er, very exciting – if a little confusing. Any rate, new EA Sports titles and many of EA's other titles will be four-player compatible (like *General Chaos*, f'rinstance).

It'll be released in October at a price to be, as they so often say, announced.



The EA 4-Way Play, yesterday.
(That was one of the most pathetic and unhelpful captions I've ever come across. You're fired. Ed.)

The Greatest Show On Earth. Or something.

The second Future Entertainment Show

From.....
11 to 14 November 1993

At.....
The Grand Hall Olympia
(that's in London, geography fans).

Times.....
11th: 10-8
(late opening for GamesMaster live broadcast);
12th: 10-5; 13th & 14th 9-5.

GamesMaster Live

On Thursday 11 November, for instance, *Gamesmaster*, 'Channel 4's cult show' (it says here), will broadcast live from the FES. That's something of a groovy thing in itself but even more so when you realize that it'll be the first time Channel 4 have done a live outside broadcast from anything other than a sporting event. Anyway, it means the show will be open late on the first day (until 8pm) to allow the show to be broadcast and everyone who's anyone will be there.

All this and Disney too

As if all that wasn't enough, those nice people at Disney have decided to offer 20,000 preview tickets to *Aladdin* to people who book for the Friday of the show. The Ed's seen *Aladdin* already (lucky swine) and he said 'it was brilliant' (he'll get that job with *Empire*, no problem). So, if you don't fancy seeing *GamesMaster* and you don't want to join the crush at the weekend, go on Friday and get a preview ticket for *Aladdin* into the bargain.

And wonderful Radio One

Yep, it's going to be such a hot event that One FM will be there in force with their Road Show thing, loads of happening presenters (the ones whom the Young People like so much) and a 'major daytime show broadcast live from the event' (it says here).

Tickets only

This bit's very important. This year, to avoid any chance of people being disappointed, the only way you'll be able to get in to the FES will be by buying a ticket in advance. There will be no tickets on sale at the door. At all. No matter who you are. Even if you, like, claim to be someone really rich and famous, there won't be anyone at the door who'll sell you a ticket and you won't get in.

The moral of this sad tale is that if you want to go, you'll have to buy your tickets in advance.

Last year...

Last year there was The Future Entertainment Show. This year there's The Second Future Entertainment Show. *(Now, I know I'm putting my job on the line here, but couldn't we have come up with a more innovative title than that? Ed.) (You're fired. Colin The Publisher.)* Unimaginative names notwithstanding, it's going to be something of a monster event and one you DEFINITELY shouldn't miss.

Sega will be there big time

Of course, all this would be of only passing interest to you if it weren't for the fact that Sega (you remember Sega, the chaps that made your game console) will have what experts have described as an 'absolutely bloody enormous' stand at the show where you will be able to play all the latest bits and pieces to your heart's content and chat to all the nice Sega peeps about your fave games. And, of course, we'll be lurking about somewhere on our own stand (in a dingy corner – follow the trail of crisp packets and Coke cans) so you can chat to us about how wonderful you think we are. Or not.

HOTLINE

Phone the FES ticket hotline on

051 356 5085

and book yourself a place at this groovy event.

Tickets are £6.95 each or £24.95 for a family group (any four people including at least one adult). Book early to avoid disappointment (I've always wanted to say that).

National Computer Games Championships

Win £10,000

One of the main events at the FES will be the National Computer Games Championships where you (yes, you) could win ten Grand (that's £10,000 number fans) just for being a bit handy with a joypad.

Heats will be held in October (we'll have full details next month) in Virgin Games Centres all over the country.

Last year's winner, Allan Brett (left), and the runner up, Tony Eaton, get their massive cheques from a blond bloke.

We sent one of our ace reporters to the press preview day. He took a camera with him but the pictures 'didn't come out'. Pathetic.

So, instead, here are some promotional photos sent to us by Sega themselves. Thank heavens someone knows what's going on.

I mean, really, it's not much to ask, is it? You send someone off armed with a press pass and a camera and all you get is excuses.

Sega reinvent arcades?

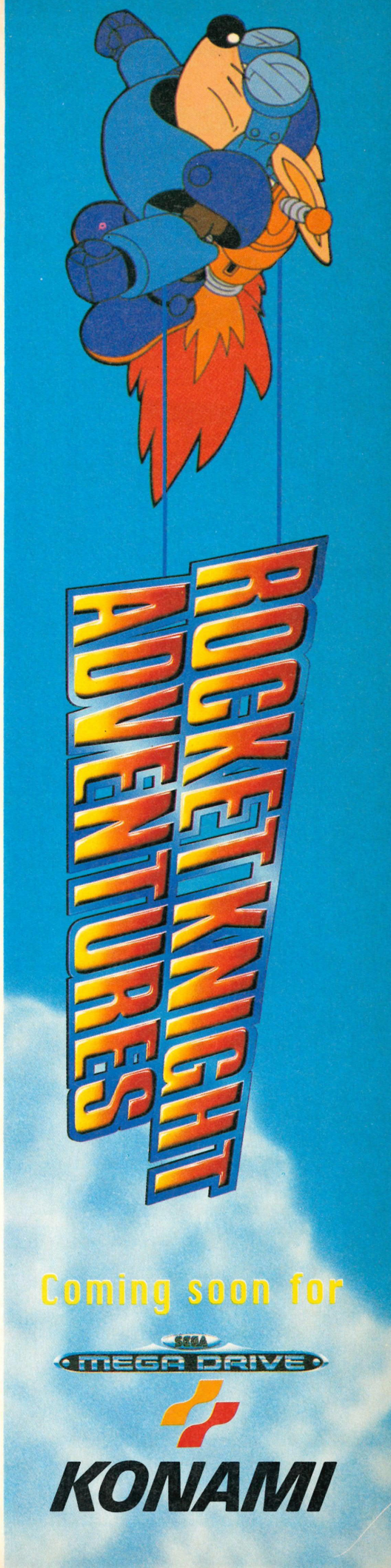
Sega, in partnership with Barnardos, have just unleashed Sega World onto the beaches of Bournemouth, which they describe as 'the first in a new series of high-technology entertainment centres aimed at the whole family'. It's an arcade, basically. But an arcade with a difference, because, well, it's got Sega written all over it and pictures of Sonic everywhere. Its principal aim is to get away from the traditional image of the arcade, and dispense with the bad three Ds, dark, dingy and dangerous, while ushering in the good 3Ds, *Virtua Racing*, *Outrunner* and so on. (Clever wording, I know. Cheers.)

The centre features all the top Sega machines, including a fabulous eight linked system of *Virtua Racing*, the servo assisted R-360 flight simulator and, in the Autumn, the ground breaking AS-1 flight simulator will be making its European debut. The AS-1 is an interactive game in which eight players fly and determine the direction of the game, and it promises to be something totally different from anything seen in the UK before.

But it's not just going to be Sega games, oh no sireee. All the top arcade games from other companies are there, as well as a ten pin bowling area, a Sega shop, a children's activity area and, yes, even those dreaded karaoke rooms. The Sega shop will supply you with all the Sega games you could possibly want for the Mega Drive, Mega-CD, Master System and Game Gear, as well as bundles of Sega merchandise, along the lines of Sonic badges, Tails t-shirts, Sega mugs, that sort of thing. And if all this lot makes you peckish, why not pop into the resident Burger King restaurant and enjoy their wares?

Sega tell us that there will be more of these centres springing up around Europe, at the rate of roughly one every three months, with the next being planned in the Greater London area opening around September. They're taking a customised approach, each centre being designed with the country and culture in mind (which begs the question, what would one built in Grimsby look like?). Coming soon from Sega is the even more impressive concept of a high-tech mini theme park, the first of which will be opened in Japan in 1994. At a cost of £10 to £12 million, this looks set to be a highly impressive entertainment paradise, and a European version is promised in the future, although not necessarily in Britain.

Sega World is open seven days a week, from 9 am to 12 midnight (high season), and can be found within the Palace Court Hotel in Bournemouth. For more information, phone Sega World on 0202 311225. Unfortunately, I'm now in the position of having to fill in these last two lines... oh, I've done it.



ZAP IN A BOX

They may like raw fish and disgusting green tea, but the Japanese certainly know a thing or two about video games. RIK HAYNES is the only bloke in our office willing to stuff his face with sushi to get the latest gossip...

Alshark

MEGA CD DRIVE

Based on a classic RPG already out on the Sharp X68000 home computer, there's nothing much going for this adaptation. In fact, the way *Alshark* has been promoted is far more interesting than the title itself. A music company at heart, Polydor have, in fact, released a song. *Starting Over* even includes an instrumental version on the CD, so players can sing along on a karaoke machine. Akemi, Emi and Nahomi from Puff, the rather sad teenage girl pop group responsible for making this mockery of modern day music, must surely be looking for a link-up with *Take That* or *East 17* in the very near future. Meanwhile, *Alshark* is rather expensive for such a poor Mega-CD release if you ask me.
(Why would we want to do that? Ed.)

Published by: Right Stuff/Sand Storm/Polydor KK
Price: ¥8800 (£55)
Out: Autumn

Hisuimaru

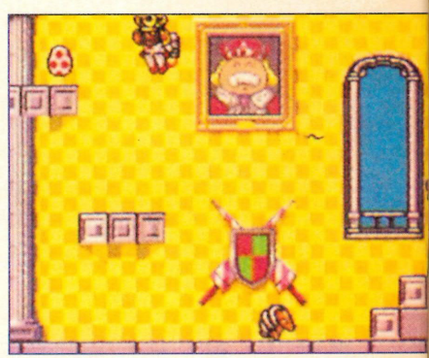
GAME GEAR

The adventures of this brave samurai warrior take place in feudal Japan, near Kyoto. A minister and his wife are given their baby Hisuimaru from Bontem, a god who controls the whole universe. Kaguya is the daughter of this god. Together, these siblings must swash their buckles in an RPG not too dissimilar from the original *Ultima* saga by Origin.

Published by: Sega
Price: ¥5500 (£34)
Out: October

Pop'n Land

MEGA CD DRIVE



Tempted to the dream kingdom by a little fairy, you're expected to stomp through this average platform caper and find the exit home. For the sake of variety, why not transform yourself into 4,096 different characters along the way? *(Not a good gift idea for anyone suffering from a split-personality, then. Ed.) Pop'n Land* is a remake of something long forgotten on the NES. *(The NE what? Ed.)*

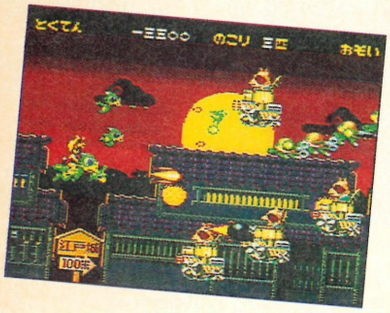
Published by: Sur Dé Wave
Price: ¥7800 (£49)
Out: Now

LaserActive

Developed with the co-operation of Sega, LaserActive from Pioneer could be the best alternative to buying a laserdisc, Mega Drive and Mega-CD. The main unit and Mega-CD pack can play movies and video games on laserdisc, plus any cart or CD compatible with Sega's 16-bit machines. Thing is, LaserActive ain't the cheapest way to see stuff such as *Star Wars, Sonic 2* and *Silpheed*. The complete system will set you back ¥128,800 (£805). A LaserKaraoke pack is also on sale for those of you who like to practise before making fools of yourselves in the local pub. In addition, Pioneer along with other Japanese publishers including Taito and Hudson Soft, plan to introduce some LaserActive-only titles. Their catalogue has *Vasula* (shoot-'em-up with robots set in a futuristic city on Osaka Bay), *I Will* (corny detective story based in London), *The Great Pyramid* (everything you ever wanted to know about Egypt's top tourist attractions) and some really dodgy offerings. Prices start at ¥9800 (£61) – that's comparable to the price of a 16 Meg cart. Sources close to Pioneer commented: 'The problem is software. They say that the development of software is behind schedule. Pioneer thinks that to sell the hardware they need good software.'

Keio Yugekitai

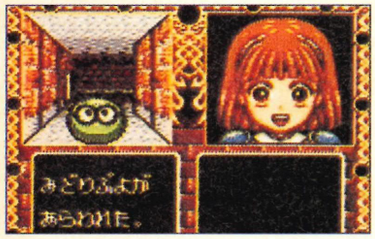
Forget *Pop 'n' Twinbee*, there's a new comical blaster currently taking Japan by storm. Rami and her ancestors have guarded a secret treasure since ancient times until a raccoon called Dr Pon and seven happy gods trick their way in. Scolded by her grandmother for believing this cruel deception, Rami's not going to get any dinner until the treasure is safely returned. Wearing a stunning Playboy outfit, Rami sets out to stop these nasty criminals on her pet dragon, Pochi. Heading for Sumida river and Edo Castle, where the Emperor now lives, she battles with a weird bunch of enemies protecting Dr Pon and his minions. Five weapons are ready for use during the seven stages of this off-beat adventure – normal, homing, bomber, four-way and backshot. Victor Entertainment has spared no expense on Keio Yugekitai. Professional actors provide the voices in this fun shoot'em-up and a famous Japanese idol is being used in the TV commercial. In case you're wondering, Keio is the name of a historical era and Yugekitai is the ability to move freely and attack when necessary.



Published by: Victor Entertainment
Price: ¥7400 (£46)
Out: Now

Madomonogatari 3

Featuring the cute girl and blob of green slime from Sega's chart-topping hit *Puyo Puyo*, *Madomonogatari 3* is another 3D RPG along the lines of *Dungeon Master*. Thanks to the inclusion of these popular characters and Compile's impressive track-record so far, this is almost bound to be a great success. For anybody out there who actually cares, Mado is a magical sphere and Monogatari means story or tale.



Published by: Compile/Sega
Cart size: 4 Megs plus battery backup
Price: ¥5500 (£34)
Out: Now

Ah Harimanada

Can't wait for *Street Fighter II*? Based on a popular comic, *Ah Harimanada* is a neat journey into the wacky world of sumo wrestling. Unlike the other sumo romps around, this is more akin to a beat-'em-up. Apart from the usual ratings for speed, weight and defence, each of the ten wrestlers has special attacks like the infamous E Honda lardarse from *SFII*.

Published by: Sega
Cart size: 16 Megs
Price: ¥7800 (£49)
Out: 27 August

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EROGE

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Hiya, it's me, Amaya. Not bad, eh? A rhyming introduction. Not many people can do that with their name, you know: unless they're called Jello of course, meaning they could say 'hello, it's me, Jello' (although I doubt very much that anyone is called Jello). Still, let's have a mini compo on this... with a goodybag for the winner. So what do you have to do? Simple, using your real name write in with a rhyming introduction (something like 'greetings, it's me, Squeetings', 'how's it going, it's me, Skloeing', and so on – but, like I said, using your real name).

DEAR AMAYA

At 85 years old, I claim to be one of your oldest readers. I don't get out of the house much, and sometimes need a bit of help even getting around indoors. A few months ago my granddaughter came around to cook one of her lovely meals for me. She brought a machine called a Sega Mega Drive with her (I'd not seen such a thing before), and some games. 'Go on, grandad,' she said, 'you have a go on this while I cook the food.' I was confused at first, because there were so many buttons on the control device, and I didn't quite understand how the pictures could come out of my television, seeing as the Sega machine had no aerial attached to it. But I persevered with the buttons, forgot about the technology, and soon started enjoying a game called *Wonder Boy In Monster Land*. I particularly enjoyed it when I was able to pick up one of the large coins, or one of the red hearts. The pictures were delightful, simply delightful. Now I have a Sega Mega Drive of my very own, and occasionally, if my pension will stretch, I buy new games. 'Pension' you say? Aha, yes. There is a twist to my tale. You see, I am probably one of your oldest readers. Believe it or not, I am 85.

Mr A. Hatfield, Solihull, Birmingham

Yes, I know. You said at the beginning. Am.

DEAR AMAYA

I got back from school last Tuesday and noticed there was loads of sticky stuff all over the front of my new Mega-CD (which I've only had for three weeks). There was even some small yellow hairs stuck on it – on the sticky stuff – like from a towel or a duster or something. I questioned my younger brother (Tim, aged seven) who denied all knowledge of everything, but I could tell he was hiding something. When I stepped up the questioning (if you know what I mean), he started crying and went to my mum, who came and told me to leave him alone. She reckoned that if he said he knew nothing about the sticky stuff then he was telling the truth. She even tried to say that maybe I'd done it myself. I was pretty annoyed by this time, as you can imagine.

Anyway, I did a bit of detective work in the kitchen and, as I was expecting, all the evidence pointed towards Ribena: (a) there was a glass, not yet washed up, with Ribena residue in the bottom, (b) the top of the Ribena bottle hadn't been screwed back on properly and (c) there was a fresh trail of stickyness down the side of the bottle, something mum wouldn't have left, and I hadn't had any Ribena for ages. So I know exactly what happened, but I can't prove it. The real problem is that now my Mega-CD isn't working properly. Funny noises come out of it sometimes, like as if the spinny thing is clogged up, and I reckon some Ribena must have got inside. If I tried to take it back to the shop do you reckon they'd open it up and notice the Ribena? Or do you reckon they'd just change it without checking? And I don't want to get my mum involved because she'll just make a mega big deal out of it, and I'll be the one who ends up in trouble anyway.

Matt Lyons, Clapham

How do you know it wasn't your mum who spilt the Ribena? She might have been trying to play some of her CDs on your Mega-CD, spilt her Ribena, and after she realised the sticky stuff wouldn't come off with a duster - and that there were loads of little tell-tale hairs left behind - she might have 'rigged' the kitchen evidence so that it pointed towards your brother. Call her bluff, I'd say. Tell her that you managed to lift a fingerprint from the sticky residue, ask if she minds you getting a set of Tim's fingerprints for comparison, and wait for her reaction. Am.

DEAR AMAYA

How come you're always saying how brilliant London is, and then slagging off the rest of the country? And what have you got against Wales in particular? You're always picking on the Welsh. What have the Welsh ever done to you? And if you ask me, I reckon your home country, Spain, is pretty crap. I went on holiday there once and it smelt like a toilet. God knows how you lot ever managed to get an Armada together.

Wendy Jones, Cardiff

DEAR AMAYA

I was going to write this very long, very clever and very witty letter to you in an attempt to seize the Star Letter prize, but then an ice-cream van turned up outside my house. And it's still there. It's been there for about half an hour, and doesn't look as if it'll be departing for quite a while yet, judging by the size of the queue. It's been playing its tinkly-tonkly jingle non-stop at full volume, and it's driving me crazy. I can't concentrate on writing anymore. I'm going to go and blow my brains out with my dad's air rifle. Goodbye cruel world. May all ice-cream vans rot in Hell.

Stephen Morris, Norfolk

Ice-cream vans, eh... they certainly bring the music to the people. Or something. Am.

DEAR AMAYA

Guarantee your success. I wish also to score a success. Here's

ENOUS ZONE

Maybe it is surprising, but we did get one together... and I certainly don't recall being taught anything about the Welsh Armada at school. And Cardiff doesn't exactly smell of roses itself. Still, you'll be pleased to know that the Sega Zone office is now quite near Wales. Yup, we've 'moved house' as it were. We're in Bath, about an hour down the road. What this means is that I might start being less rude about Wales and more rude about London. (And the rest of the country, of course – especially Scotland, Northern Ireland and Newcastle). Am.

hoping that I may get this, with catalogues, forms, posters and any printing material or games that are in your command. My address is in Poland, but I withhold it because I am wanting no more pen pals or friends from England, Scotland as I have one and two already. But all papers would be happy with me, and I would be enjoy for very much of my thankfulness. Ho!
Anton Burkovski, Poland

Er... could you run that past me again? Am.

DEAR AMAYA

You know you can play music CDs on a Mega-CD? Well, I've had a brilliant idea that I reckon Sega might want to buy from me. As well as having a CD slot, why not have a cassette slot as well, so you could tape your music CDs and then sell the copies to friends and that. That way everyone who had a Mega-CD would make loads of money from selling albums to their friends and then they could go out with this money and buy loads more Sega games that they couldn't have afforded otherwise.
Daniel O'Connor, Harrow

Yes, and I suppose the Mega-CD could also come with some kind of mini photocopier or hand scanner so you could copy the CD inlay cards, therefore giving your potential cassette purchasers an even better deal: you could up the price of your bootlegs. And maybe there could be a small but powerful Sega colour printer attached to the machine too, allowing you to actually forge £20 notes. Am.

DEAR AMAYA

I reckon there should be loads more wrestling games available for the Mega Drive and Master System - there seem to be about 50 of them on the NES and SNES, so they're obviously popular. One other thing. Some people say 'yes' and some people say 'no', so I thought I'd ask you as you seem to know what you're talking about most of the time. Here's the question... is wrestling fixed?
Andrew Driscoll, Co Durham

I didn't even know it was broken. Am.

DEAR AMAYA

Is it true that Sega are bringing out an upgrade for the Master System called the Master-CD? My friend says they are, and he says that it's only going to cost £30 and that most Mega-CD disks will work on it, even though they're 16-bit and the Master System is 8-bit. I think it's wicked. I've asked for it for christmas and my dad said yes, as long as he's got a job by then. Will it have as many colours as the Mega Drive?
Johnny Warren, Belfast

Whoah! You didn't give me a chance to answer your first question, which, and as anyone with half a brain could have told you, is a resounding NO. The Master-CD is a figment of your friend's obviously overactive imagination. Which rather puts paid to your Christmas, I suppose. Am.

DEAR AMAYA

I was doodling around on a piece of paper the other day when I came across a strange phenomenon. If you allocate numbers to the letters of the alphabet (a=1, b=2, c=3 etc) and then apply this to your name (Amaya) you get the numbers 1, 14, 1, 25 and 1. If you add these numbers together, you get the total 42. 'What's so strange about that?' You may be saying, but bear with me. Okay, now multiply this total (42) by the number 15, which gives you 630. Now, if you add the number 36 to this you end up with the number 666, which, as we all know, is the sign of the devil. Do you perchance have cloven hooves? I think we should be told.
Barry Bethwal, Clwydd

And do you perchance have a calculator? The major flaw in your theory is that the letters in my name add up to 41 and not, as you said, 42. (The 'M' is worth 13, not 14). So, after multiplying by 15 and adding 36, it transpires that I am marked with the number 651. Mind you, the really scary thing is that if you add 15 to this final number then you really DO end up with 666. Am.

DEAR AMAYA

I was going to tell you about what happened to my mate Mackie down the arcades last week (he ended up in hospital), but I've sort of started watching *Pot Of Gold*, a really crap talent show with Bob Monkhouse. It's so crap I'm hooked already. There's some magician woman on at the moment. She's dressed up like a sort of Mrs Mop, and she's just taking things out of a brown paper bag, and not even saying anything at all. I can't believe anyone could be so crap. Must go. I'll tell you about Mackie next time, if I ever write again.
Gavin McDougall, Maidstone, Kent

Please, please, please write again. Oh, go on. I really want to know what happened to Mackie. In fact, I need to know, alright? Oh, and if by any chance you thought of video taping that magician-type woman, could you enclose the tape when you next write? I'll send it back, honest. Ta. Am.

DEAR AMAYA

I was thumbing through the new Argos catalogue and when I eventually got to the computer/console section I noticed something rather strange: Argos are knocking out the Mega Drive 2 and the Mega-CD 2 for exactly the same price as the original machines. Why? I was under the impression that the new machines were meant to be 'cut downs' of the original versions, and were thus going to be cheaper. Mind you, I wouldn't want a Mega Drive 2 or a Mega-CD 2 anyway, even if Argos were selling them for a decent knockdown price. The Mega-CD 2 is a toploader, and apparantly it's easy to jog the disks when playing a game. If you're listening to music this isn't so bad, but if you've been playing an RPG or something for three hours and haven't saved, and then jog the CD, the game is going to crash on you. And as for the Mega Drive 2, well, there's no headphone socket. How much money do you reckon Sega saved by doing away with this little item? 5p? 10p? I'm sure it couldn't have been more than a quid. I'd rather be able to use my headphones than save a paltry amount of money. (Not that you do seem to be saving money from Argos anyway) God, I'm so annoyed, I really am. I'm going to stick with my faithful two year old Mega Drive, on which I can play *Flashback* (it's brilliant) with my headphones plugged in. And when I do upgrade (probably around Christmas) I'll be going for the first version of the Mega-CD, the front loading one which doesn't jog.
Kevin Avery, Merstham, Surrey

You said that you were thumbing through the Argos catalogue and EVENTUALLY got to the video game section. Why 'eventually'? Let me put it to you that you spent 15 minutes engrossed in the slinky lingerie/rubber bondage-wear section. You blinking pervert. Am.

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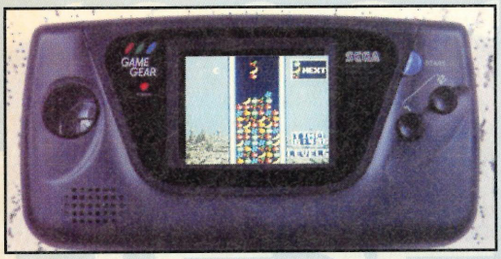

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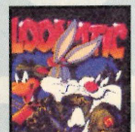

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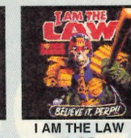

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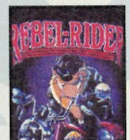

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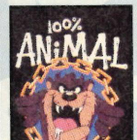

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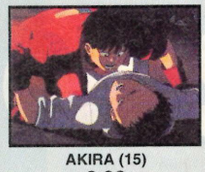
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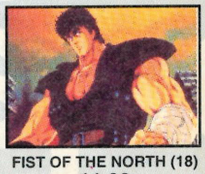
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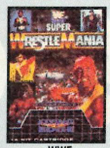
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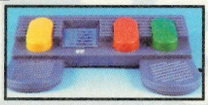
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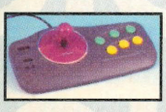
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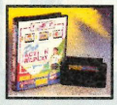
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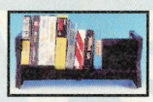
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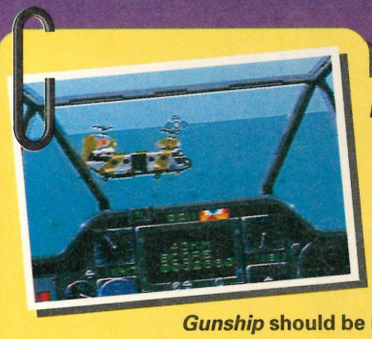
GAME FILE

Deep in the dingiest corners of the software houses there lie, hidden beneath piles of old newspapers and crisp packets, certain boxes. Inside these boxes are certain other boxes which are slightly smaller than the first boxes. These smaller boxes contain... The Game Files – all the gen on all the forthcoming Sega releases.

Name: The Lost Vikings
System: MD
Publisher: Virgin
ETA: Christmas

It has to be said that platform games have been getting a teensy bit dull recently. What they need is a new angle on them, some sort of fresh slant. Enter *The Lost Vikings*, a platform game with a difference. Instead of controlling one character, you control three. Each has his own specific ability, and to get through all the levels you'll need to use all of their skills cooperatively. With balloon help on the earlier levels, anyone can leap straight into this game and get to grips with it immediately.



Name: Gunship
System: MD
Publisher: US Gold
ETA: November

Fancy some searing combat action? In a helicopter? Then *Gunship* should be right up your street. Based on the MicroProse PC game of the same name, it offers speed, control and a host of high-tech weapons. There are 24 levels of action, throughout four 'theatres of war' (their words); the Middle East, South America, Nasty Asian Warlords and Arctic Zone.

Name: Blade Of Vengeance
System: MD
Publisher: Electronic Arts
ETA: October

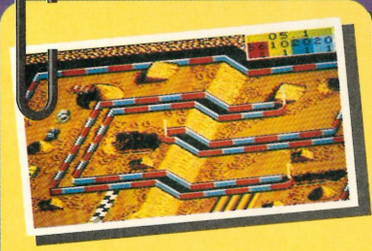
A platform slash-'em-up in a fantasy world that reminded us a little of the Amiga game, *Lionheart*, if that's any help to you. You play one of three characters fighting their way through seven hostile levels armed with only a bloody great big sword and a handful of potions. The bad geezers – of whom there are many – don't stand an earthly. And it's two-player as well.

Name: Robocod
System: MS & GG
Publisher: US Gold
ETA: September

You are about to be assaulted by more fishy puns than you can shake a medium-sized fishing rod at, as James Pond's second adventure, *Robocod*, pops up on the 8-bits. Dr Maybe is back, and in truly wicked form, has infiltrated Santa's toy factories. He's planting bombs disguised as penguins, and only James can stop him. You do this by, er, jumping on a load of different platforms. Already a big hit on every 16-bit platform you can think of, *Robocod*'s bound to be worth a look.

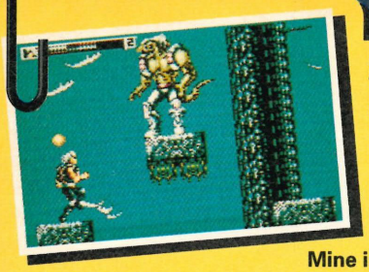
Name: Star Wars
System: MS & GG
Publisher: US Gold
ETA: September

It's been Sega, sorry, ages since the film, but still the appeal of *Star Wars* lingers on. In the game of the film you can control Luke Skywalker ('I want to be a Jedi, like my father'), Han Solo ('Calm down, Chewy'), and Princess Leia ('You're too short to be a Storm Trooper'), and each has their own particular strengths and weaknesses. Luke's searching for Obi-Wan Kenobi, Han's off piloting the Millenium Falcon and Princess Leia is in the clutches of Darth Vader. There'll be several different endings possible, but only one ends in 100% completion. Out in September.



Name: Super Off-Road
System: MS
Publisher: Virgin
ETA: September

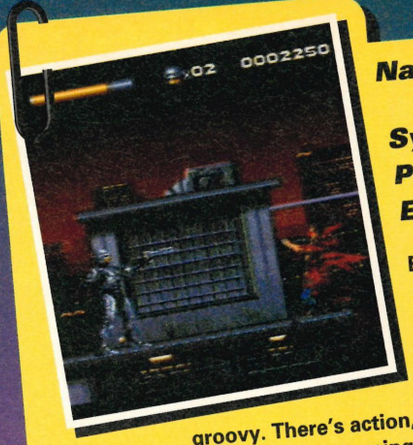
Have you ever pictured yourself storming around a dirt strewn, hazardous track in a ropey old truck? Neither have I, but you'll be able to do just that in Virgin's latest racing game for the Master System, *Super Off-Road*. The game contains 12 tracks, and you can use your winnings to buy performance boosting equipment, such as nitro boosters and shock absorbers. Graftgold are handling the conversion of the Leland arcade classic.



Name: Wolfchild
System: MS & GG
Publisher: Virgin
ETA: September

Everyone has a special secret. Mine involves an airline stewardess and a large quantity of citrus fruit, but for Saul Morrow it's more sinister than that. You see his dad's an eminent scientist who's been working on the top secret Project Wolfchild. Perhaps the title gives it away a bit, but in any case his son is transformed into a lycanthrope (lai'kænqrμp n. 1. A bloody great wolf-type thing).

With his new shape changing abilities, he proceeds to leap around 400 odd platform-populated screens to rescue his dad from the evil Karl Draxx and his terrorist organisation, Chimera. Power-ups, bonus points and secret rooms abound in this fantasy platformer from Virgin.



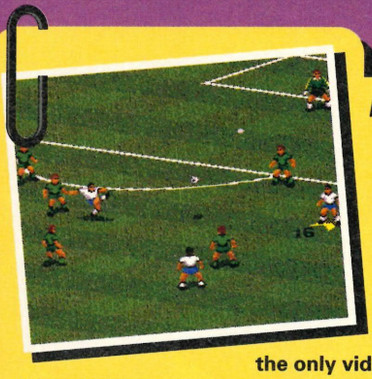
Name: Robocop Vs Terminator
System: MD
Publisher: Virgin
ETA: Christmas

Everyone's favourite sci-fi action film heroes battle it out for, er... well something jolly important anyway. We've seen an early demo version here and it looks pretty groovy. There's action, excitement, guns, gore and an astonishing amount of screaming.

The graphics and animation are astonishingly astonishing in a 'my goodness, that looks good' kind of way. Definitely a game we'll be looking forward to reviewing later this year.

Name: Young Indiana Jones
System: MD
Publisher: Sega
ETA: September

If you haven't got satellite telly there's every chance you won't be aware of the existence of an American TV series called *The Young Indiana Jones Chronicles*. If you haven't got a Mega Drive you won't be able to play the game from Sega, based upon that very series. It's an arcade adventure with everyone's favourite hat-wearing, whip-wielding, snake-fearing archaeologist giving the baddies loads in a heroic kind of way.



Name: EA Soccer (working title)
System: MD
Publisher: Electronic Art
ETA: December

Are you fed up with owning the only video game system in the WHOLE WIDE WORLD without a decent footie game? Yes, us too. Well this winter is going to see the release of a potential winner from EA Sports. They've decided that the traditional soccer game views (up and down or side to side) give one of the players a bit of an advantage, so they've gone and done it all slanty – a bit like the *Desert Strike* view point. We're waiting for news of an official licence. *(How about approaching Welling Utd? Ed.)* We've only seen a very early version, so it's too early to say anything other than that EA confidently predict it will be the best ever soccer game. And that's quite a prediction to live up to.

Name: Landstalker
System: MD
Publisher: Sega
ETA: September

If you're the sort of person who thinks that role playing games are terribly fascinating things, then you're either American, Japanese, or just plain dribbling mad bonkers. (Clearly the dribbling mad bonkers reference is just there as a joke and if you like RPGs then you're as sane and rational as the next man. No, really.) *Landstalker* is the sort of RPG for which the Japanese will queue round the block on the day of its release. They (and the Americans, evidently) can't get enough of this sort of thing and this is just the sort of thing they, er, can't get enough of. Or something.

It's an isometric view maze thing with loads of shambling about, collecting stuff, fighting nasty chaps and, er, just about everything you expect from an RPG.

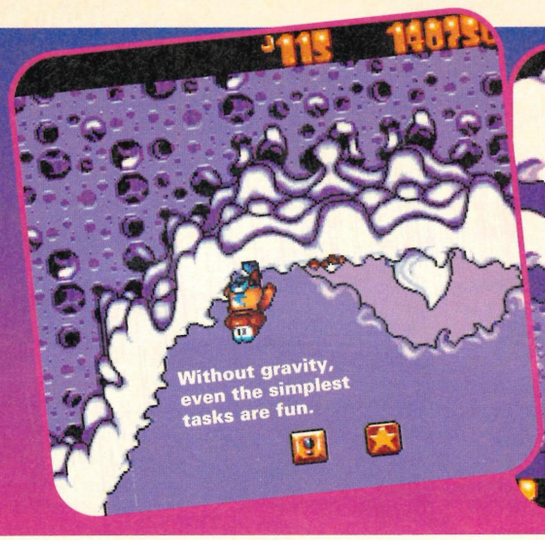
Name: INXS: Make My Video
System: MCD
Publisher: Sega
ETA: September

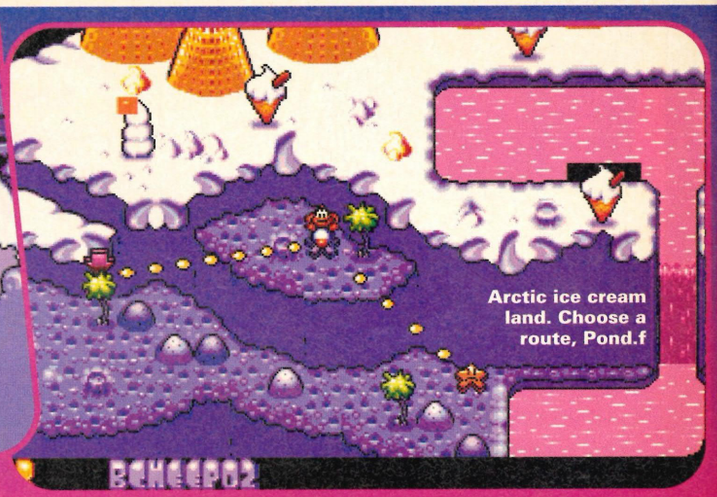
Top Antipodean popsters, INXS are hard up for someone to make their video for them, apparently. It seems that, despite their immense wealth, the popular beat combo would rather you made their video for them than employing someone who knows what they're doing, which is nice of them.

It follows the same format as the other Make My Video games (Kriss Kross, Mark E Mark) and will be just the thing if you're a fan, as so many Young People seem to be.

Good evening Mr Pond

You expect me to talk? There's this megalomaniac doctor mining for gooey comestibles on the moon. Famous fish grow legs and run upside-down, the arctic circle's made of ice cream cones. And what's more, now my editor has plaiced a ban on fishy puns.





James P
Operation S

Oh cod, it's Pond... no, that's it. We can't go on like this. This is a serious mag. So, no more fishy puns. Here's a serious preview of JAMES POND 3 and it is previewed by JOSSE BILSON. Now doesn't that sound so much batter. *(Get out. Ed.)*

The world has been waiting with baited breath (sorry) for the return of our favourite fish and the good news is that it won't have to wait much longer. Everybody stroke your fluffy Persian cats, paint yourself a facial scar and sneer in that oh so Pleasance way. Lay down that warmest of welcomes: 'Good evening, Mr Pond.' Yes, *James Pond 3 – Operation Starfi5h* is on its way-a-hey hey. Electronic Arts have promised that the F.I.5.H. agent's 'biggest and fastest platform caper to date', will be available for the Mega Drive in September, and this time they're going to take us to the moon. So I guess this is *Moonraker.*

There ain't no one here but us (rather oversized) chickens.

Okay then, do you want the plot? Really? Well here it is anyway... Arch-enemy Dr Maybe is up to his evil deeds once again. This time he's set about monopolising the world's dairy markets, by mining for certain scrumptious foodstuffs on the moon. Sure, everybody knows that the moon's made of cheese, but me, Michael Caine and not a lot of other people are aware that its other ingredients also include ice cream, yoghurt, custard, and all manner of delicious fridge-stockers, and undoubtedly cheesy, comestibles.

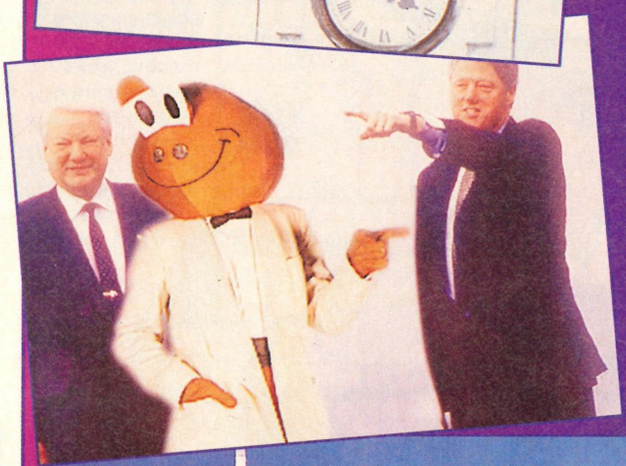
Even though the wrong-doer Maybe may be enjoying his private food festival, the powers that be have decreed that his capitalist ambitions must be stopped, by force if necessary. There can only be one man for the job – secret agent Pond. Erm, and of course, he's a fish. *(No. Really? Ed.)*

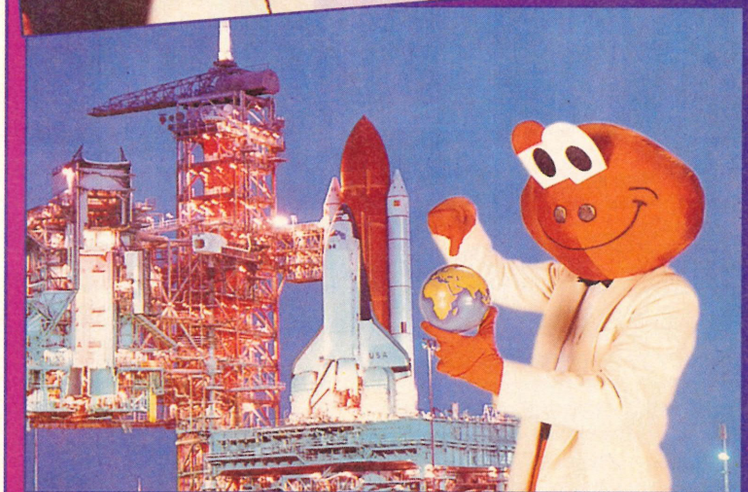
But this time the world's favourite fish has grown feet. Yes, well, why shouldn't he? After all this isn't the Bellamy show. It's more like Darwin, but accelerated to a scale beyond what our cumbersome primate brains can

Pond 3 Starfi5h

A FI5H out of water

Aquatic star hits the big time. But is that dinner jacket wise? James is pictured stealing Major's popularity. By teatime, Pond salutes the royals. Can this explain the Queen Mum's problem with fish bones? Who are you working for? Accused of being a Russian puppet, Pond points the way to free speech and free sax.



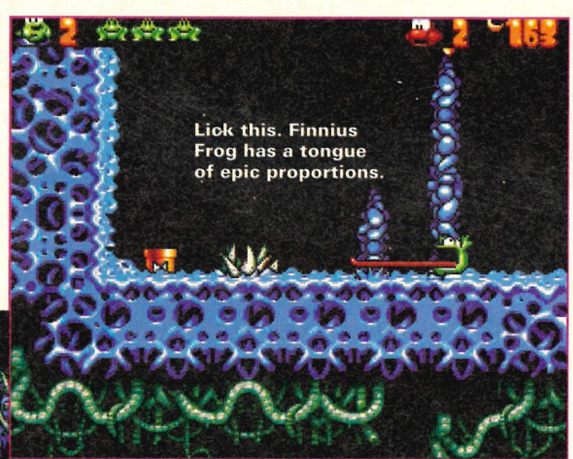


handle. Survival of the fittest dictates that the most successful species are those who adapt as their environment changes, and fish growing feet is only part of that. And what's more, it's only a game, so use your imagination.

Pond faces a task of unparalleled proportions, and to do this he has the support of an able-bodied amphibian aid, the trainee F.I.5.H. agent Finnius Frog, who has an apparently standard number of limbs, but comes equipped with an unusual and quite formidable tongue. Casting the fish aside momentarily, you can control Finnius to fend off attackers with his tongue that must be twice the length of his body. Finnius is a great character, and could be a star in his own right.

Roaming round the platforms, our intrepid duo must collect the goodies and avoid the baddies (watch out for the biggest chicken you've ever seen) to rescue other imprisoned F.I.5.H. agents who can then join them in their quest.

The adventures take us through a vast network of wild and wacky worlds. Each environment



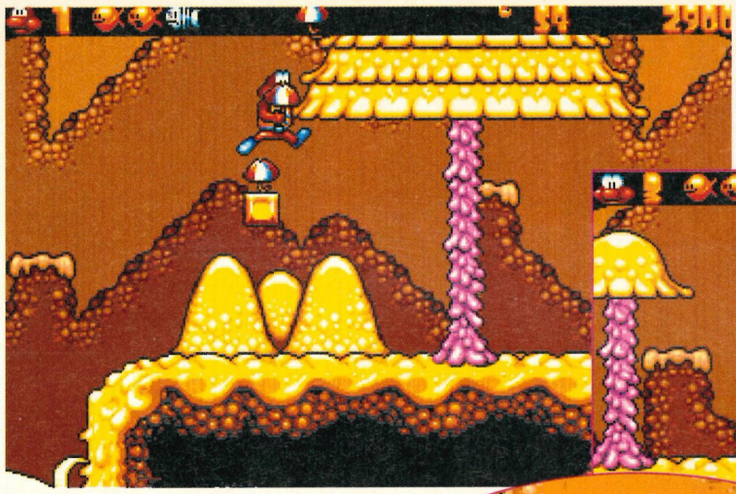
Climb the tree and avoid the rocket. Follow the arrow to find the goodies.

has its own hazards, and these are engineered to entertain and to baffle you. Skilful control is needed to balance on the rims of giant tea cups. There are more food and kitchenware references than in *The Big Breakfast*. Reach dizzy heights by jumping up onto the branches of the spooky looking trees. When our aquatic acrobat is scrolling this way and that, the acceleration and deceleration on slopes looks and feels real. And yes, it *is* fast.

Pond must employ some tricky tactics and a whole range of secret agent's gadgetry to reach the cheese mines. If you keep Pond on his feet and out of the custard (drowning in custard is a slow and lumpy way to go), he gets to test run some pretty tricky footwear. Various boots enable our fine and finned friend to walk upside-down, jump up to infeasible heights, and run at the kind of pace that explains why Linford Christie gives that milk float such a scary glare.

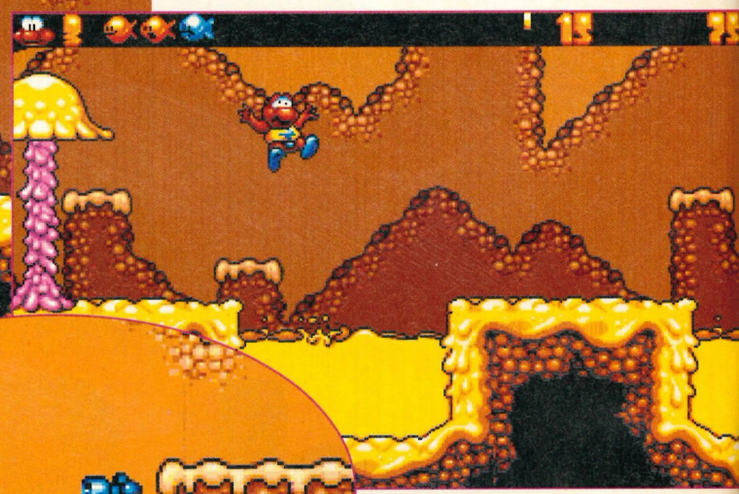
But the go-faster-goodies don't end there. Oh, no. Work your way through the levels, and marvel at some cosmic driving, *Operation Starfi5h* style. A lunar buggy, giant drilling machine and a mini rocket ship should provide ample thrills and spills.

Combine James Pond's charisma with such intriguing promises as a giant moon-worm and a 'fruit suit' which doubles as an attack weapon in which James can roll onto and destroy his enemies, plonk this in the fastest moving, most upside-downy adventure environment in the cosmos, and this really should be the best Pond yet. E



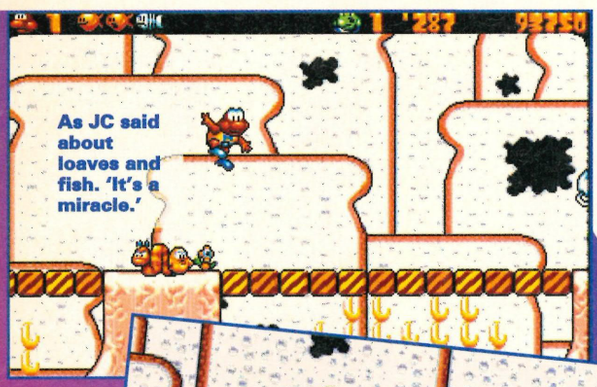
Enough sickly food to rot even the sweetest of sweet teeth. But James Pond has no time for much snacking. He's a fish with a mission.

It may look like a lot of fun down there, but just don't do it. Custard is warm and lumpy, it's a slow and painfully yellow way to drown.



Boots do your stuff. Product placement by Nike, James attempts the three pointer.

Which way now? This is the map that lets you choose your world. That sounds good.



As JC said about loaves and fish. 'It's a miracle.'

High flying espionage. Its bread and butter to Jim.

'Money doesn't grow on trees,' says Finnius. 'Yeah, but points do don't they,' reckons Pond. Avoid the sparky electric thing on the right. Right kids!

Go on, spoil Dr Maybe's party. Gatecrash.

The super spy returns. Like Kruger with a Luger turning men into spaghetti. Eh? Pond is on the case. Shame about the poncey gloves though, James.

The big breakfast

We at *Sega Zone* think that Chris and Gabby should adopt this as the show's new game. We say Starfi5h's toast world beats one lump or two. It's up to you.

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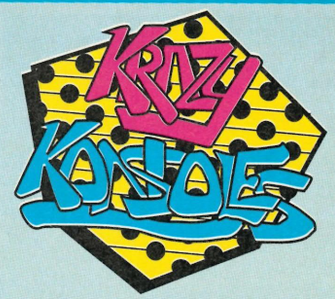

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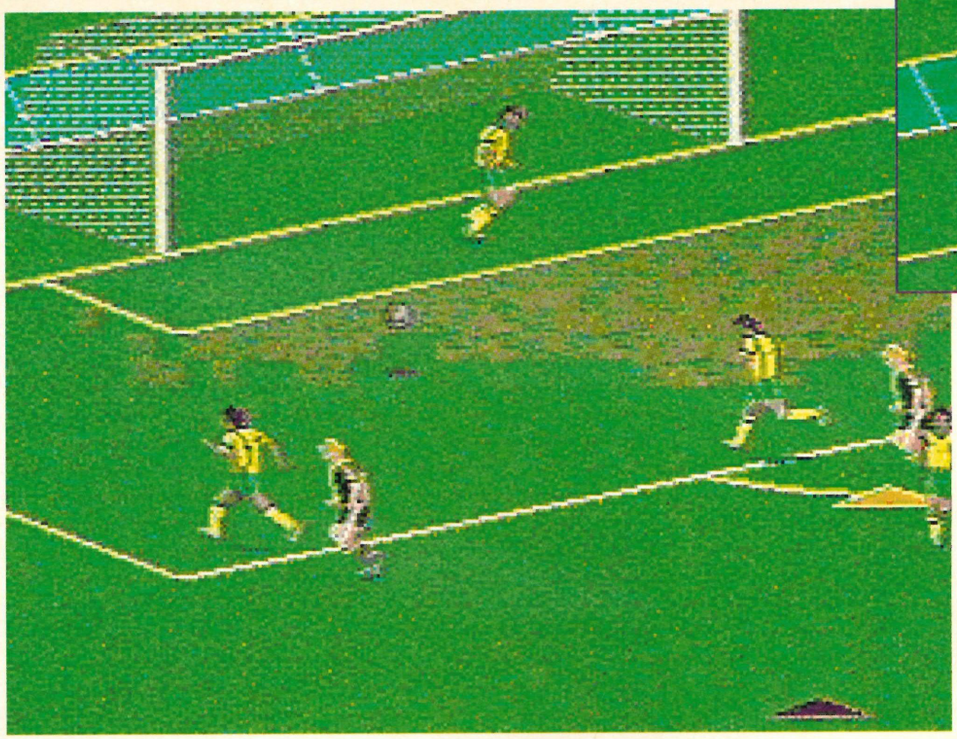
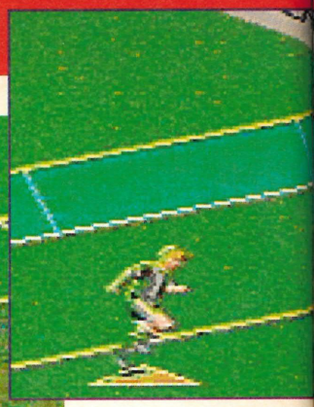
8. Rangers not giving anyone else a go.
9. Penalty shoot outs.
10. Songs like *Nice One Cyril, Ozzie's Going to Wembly* and *Allie's Tartan Army*.
11. The 'professional' foulers.





Having dispossessed the Canadian right winger, *Sega Zone*'s left back, Jacquie Spanton, builds an attack from the heart of the defence.

Some of them think it's all over. It is now. Striker Tucker prepares to shake his Keegan mane in celebration.

Pele

In the Accolade pipeline, a new football game which borrows its name from the man, the legend – undeniably the best player of all time – Pelé. Due for release in America in time for Christmas, PELE is not set to reach us for a while yet. JOSSE BILSON looks into it.

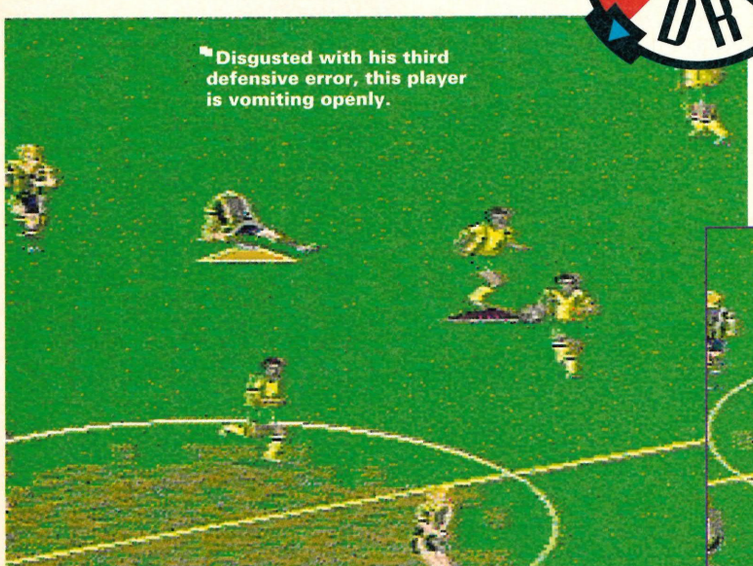
Mick Jagger once said to me, 'it's not big or clever to name-drop', but I'll still tell you how much the *Sega Zone* team enjoyed their quick kick around in the car park with Pelé, who flew in to promote his new game, and give our two-bit part time squad a few tips. The presence of a god amongst mortals was a shade unnerving, and sent those of us with a nervous disposition scuttling back to the comfort and security of our consoles.

Here, initial impressions were of an adequate football game, with emphasis put on playing realism rather than any fancy tricks. But before we get into that, there's a very important issue that needs addressing now.

Please note that the noble game is still called *football,* and not *soccer,* whatever anybody tells you. So, remember that.

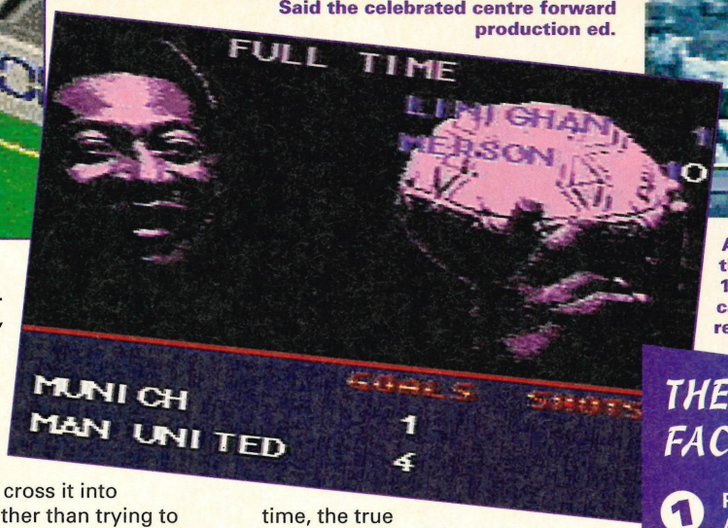
Okay, so in Britain, much of football's attraction is its working class roots – grit, passion, partisan identification. For some, part of the appeal of playing footy on a console is in recreating that atmosphere. World football, however, is different altogether – telephone number transfer fees and the World Cup going to the States splatter a showbiz glitz over the game. Forget for one moment the serious issue of the dilution of our domestic game, it'll be interesting to see how international a Canadian designed game looks and feels.

We had a peek at an unfinished version, which appeared to be fairly standard footy. So what's so good about *Pelé*? Encouraged by our impromptu lesson from the master, the *Sega Zone* All Stars challenged Canadian's programmer Alan Price and producer Rory Ames from Radical Entertainment to 'ninety minutes of



Disgusted with his third defensive error, this player is vomiting openly.

Avoiding the centre circle mud, the *Sega Zone* All Stars pile on the pressure in the dying minutes.



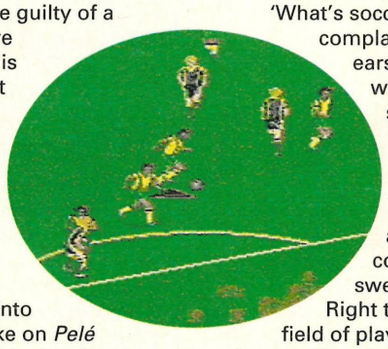
Top footy action as the *Sega Zone* All Stars run rings round the Canadians. 'Like taking sweets from a baby.' Said the celebrated centre forward production ed.

Although Pelé retired from the professional game in 1977, a game with us in our car park has inspired him to return to his beloved Santos.

sheer hell'. Trying to stamp our authority, *Zone*'s opening gambit was direct, route one. So, boys, what makes *Pelé* different from any other current soccer game?

Canada's initial defence was a flat back four. '(a) The view we've chosen for *Pelé Soccer* is more realistic. Based on TV view, it gives a realistic perception of the field size. (b) Player logic is a mix between simulation and arcade, giving realism while maintaining the fun factor. (c) And the realistic motion of the soccer players.

Perhaps the Canadians have taken the 'realism' concept too far, and trying to emulate their own national team, are guilty of a criminal defensive blunder. Okay, this may well be what makes *Pelé* playable, but is it really different? Hmm. 1-0 to *Sega Zone*.



The goal prompted a triumphant dive into the crowd, just like on *Pelé* (a practice that today's referees scorn), then quickly down to business. Trying to capitalise on an early lead, I lobbed in a teasing, cross – what sort of involvement did Pelé himself have?

'Pelé went through his theories on soccer at length with us. He talked about his ideas on offensive and defensive strategies as well as his ideas on contact in the game. We have styled the logic of the game after his thoughts. For example, he believes that the winger should bring the ball down the side and cross it into the centre rather than trying to bring it down the middle through all the traffic.'

Disaster! The plucky Canadians slot the ball into the onion bag. *Sega Zone* immediately surround the referee. 'I don't believe them', 'Offense is not a football term.' And 'What's soccer?' Our complaints fall on deaf ears. As the half time whistle blows, the scores are level.

Shaken by the equaliser, *Sega Zone* trot out for the second half and take up a continental sweeper system. Right then boys, on the field of play, over ninety minutes, *(Stop it. Ed.)* what are your favourite parts of *Pelé*?

Inept Canadian teamwork is illuminated by a star individual performance. The stray pass: 'Being able to play a team from almost anywhere in the world (and seeing the right flag going up)' and missed tackle: 'Tournament mode.' Are rescued by the brilliance of 'Gameplay against a human opponent.' Our heads go down. 2-1 to the Canadian outfit.

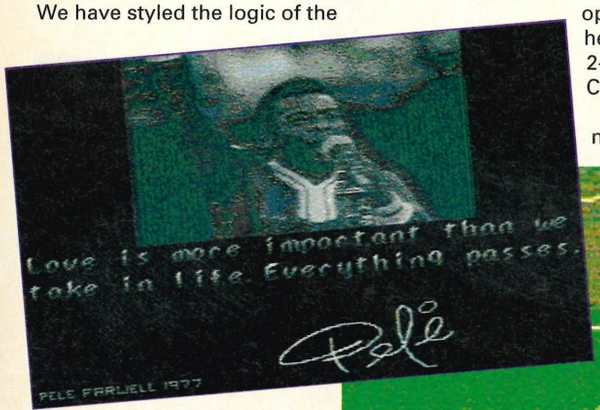
In the final minute of normal time, the true professionalism of the *Sega Zone* All Stars pays off. A handball on the edge of the area invites our well-rehearsed set piece. Are there any league or cup competitions in 'Pelé', how do they work?

'There are two types of competition. (a) Season play. You select a team, and play everyone else in that division twice. The computer generates the stats. We're hoping to have end of season play-offs. (b) Tournament play. Select a team and the computer generates a tournament ladder out of the rest of the teams. The tournament is a single game knock out for the World Champion.'

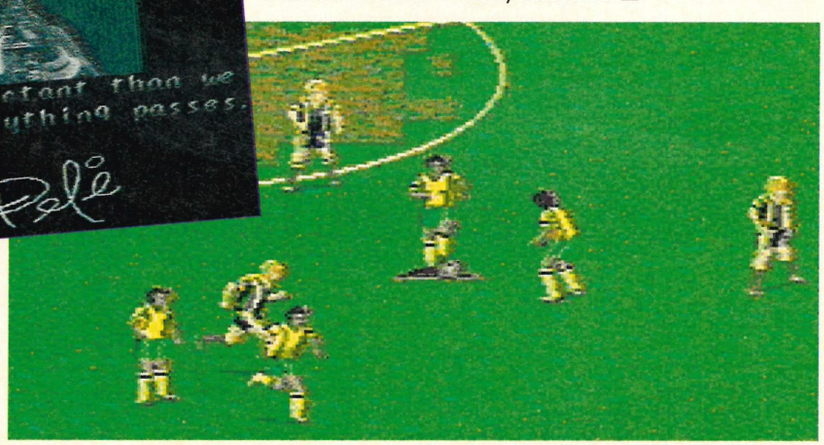
Lacking in originality? Maybe. The play-offs idea got the goalie's fingers to it, but it's a goal. Another one in the back of the net.

Oh, no. The scores are level after ninety minutes and extremely tough competition from the Canadian games giants. It's a shame that the fate of this potentially great game rests on something as unsatisfactory as a penalty shoot out.

It was a game of two halves, but at the end of the day, did the lad done well? *(Please try speaking proper, like. Ed.)* Look out for the review in a future issue of *Sega Zone* some time after Christmas and then you'll be able to decide for yourselves.



Everything passes, eh Pelé? Then how come you hog the ball same as you hog the limelite, you superstar.

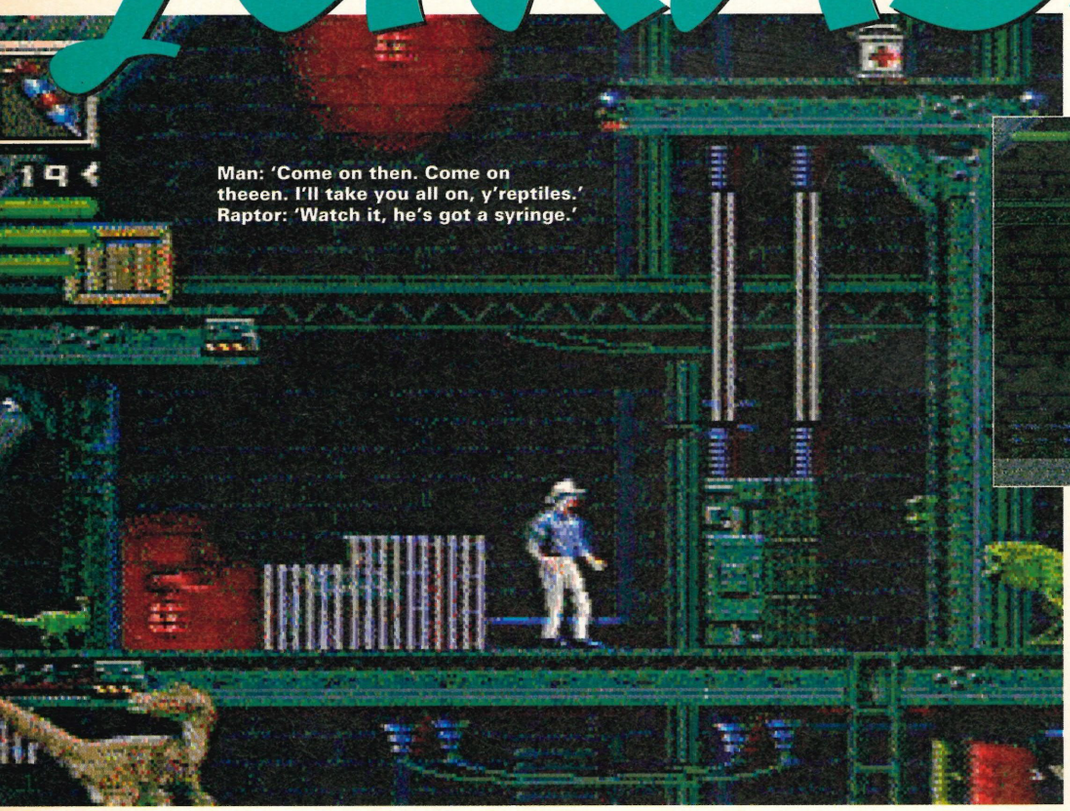


The set piece that levelled the international grudge match goes a bit like this.

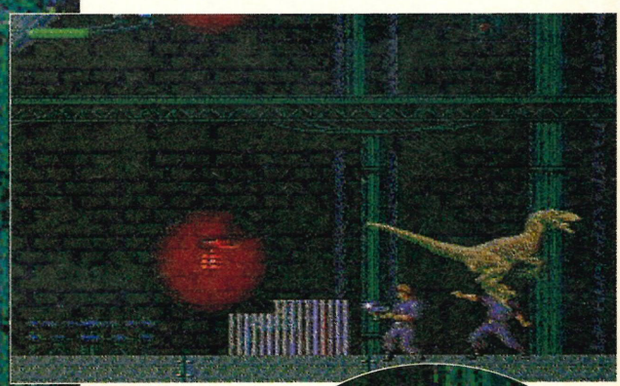
THE PELÉ FACT/FICTION 11

1. Pelé's real name is Edson Arantes do Nascimento.
2. Pelé didn't really come and play football with us.
3. Pelé's international debut was at the age of 16.
4. His first club was Wolverhampton Wanderers (age 11).
5. With his 1975 move to New York Cosmos, Pelé did more than anyone else in the world to boost the popularity of football in the United States of America.
6. Unfortunately, they still call it SOCCER.
7. Pelé scored two winning goals in the 1958 World Cup final victory.
8. A god amongst men, He amassed a staggering 1,000 goals in first class football by 1969.
9. Pelé starred in the top movie *Escape to Victory*, along with some less famous professional footballers, including Sylvester Stallone as the goalie.
10. Top footballing star Pelé was born in Brazil, and played the biggest part of his career for Santos.
11. His other real name is Pelé Senna da Silva. He has a younger brother who drives cars.
12. Although he has two World Cup winner's medals, and has received the highest accolades in the professional game, Pelé regards the ultimate honour as having a Mega Drive game named after him. *(I thought you said this was a Pelé Fact/Fiction 11. Erm, this is number 12. Ed.)*

JURASSIC



Man: 'Come on then. Come on theeen. I'll take you all on, y'reptiles.'
Raptor: 'Watch it, he's got a syringe.'



When you play a dinosaur, the army appears, and suddenly everyone's got guns.

Apparently these dinosaurs are computer generated.

Are you sick of dinosaurs yet? We hope not, because there are still more JURASSIC PARK things going on all over the place. Including this Sega game of course, which TIM TUCKER previews here in all its glory.

Have you seen it yet? *Jurassic Park*, the movie? It's bloody brilliant. What about that bit when the... *(Snip. What if they haven't seen it? Ed.)* And when... *(Snip. Ed.)* And it all turns out to be a... *(Snip. Ed.)* Great stuff.

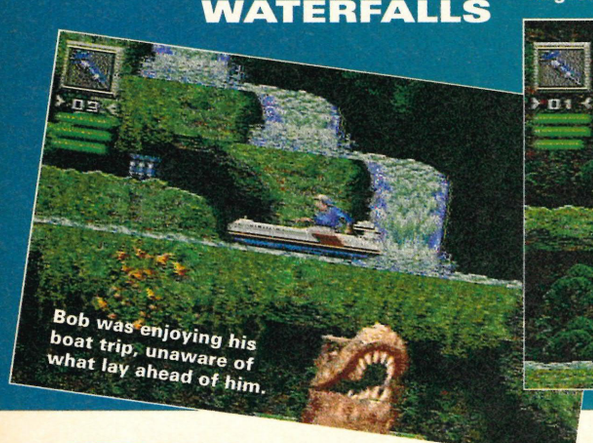
Well, the Sega game is here, and it looks extremely smart.

Now, if we tell you it's a platform game, don't get all upset now, will you? If it were just some bog standard platform game, it wouldn't be so intriguing, but what we've got here is something along the lines of *Flashback 2* (or *Another World 3*, or whatever). With dinosaurs. Actually, it does look *very* much like *Flashback*, down to the backdrops and realistic looking animation (although, it's not quite as realistic looking as *Flashback*). But hey, that's no bad thing if what we get is another great game for our Mega Drives.

Protagonistasaurus

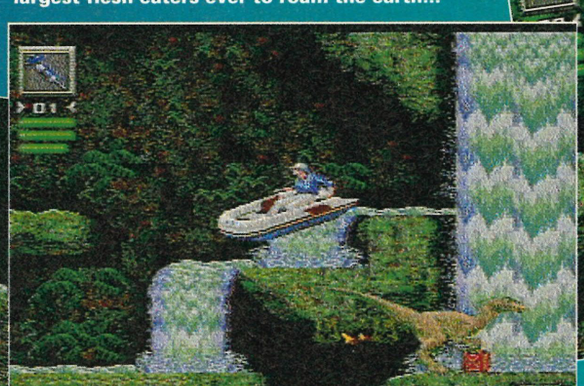
Perhaps the most surprising thing about the game is that you have the option to play either Dr Grant the bold palaeontologist (it says here), or Raptor, the dashing six foot dinosaur. I suppose the latter option caters for people coming out of the cinema wanting to 'be' a dinosaur, as indeed our very own publisher, Colin The Publisher, did. Whichever you play, there are plenty of encounters

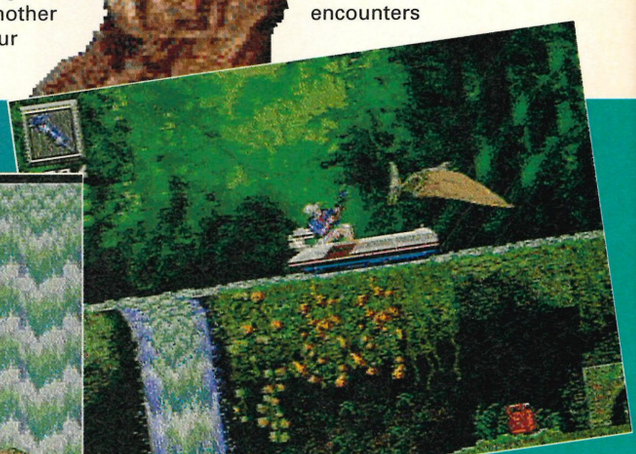
WATERFALLS, WATERFALLS



Bob was enjoying his boat trip, unaware of what lay ahead of him.

Let me just get this straight, we're facing the largest flesh eaters ever to roam the earth...

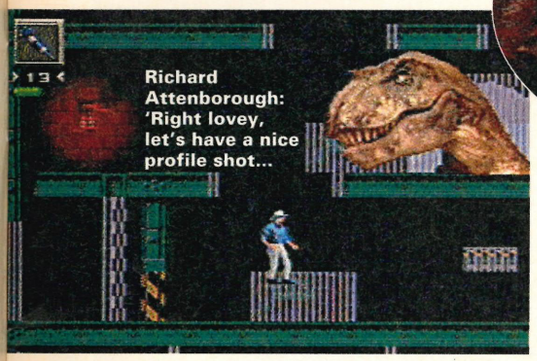




...capable of tearing a man to shreds in seconds, and you've given me a syringe.

PARK

'Quick Bob, get the syringe.' I'm sorry, but no way. You'd want a big gun.



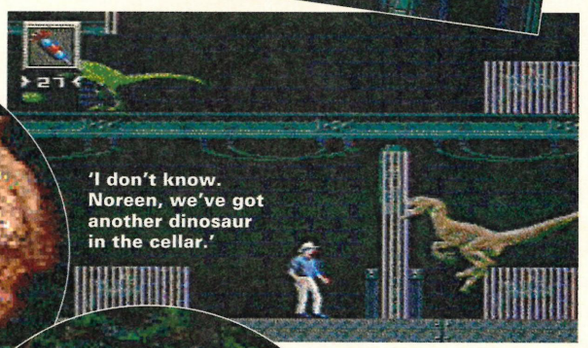
Richard Attenborough: 'Right lovey, let's have a nice profile shot...

Grant tries his Chuck Berry duck walk, only to realise that he's lost his guitar.

...and now the other side, yes, that's beautiful, lovey. Next.'

with other dinosaurs on the way, including all the ones from the film; the Triceratops (the ill one), the Velociraptor (the scary ones in the kitchen), the Dilophosaurus (that one that spits at people), and of course T-Rex (oh, come on), as well as some more that weren't in the film; Pterodactyls, (the flying ones), and little knee high ones that leap up at your throat, whose names I don't know. Sorry.

Now did any of you notice in the film how nobody ever shot and killed a dinosaur? *(And what about those who haven't seen it? Ed.)* Other dinosaurs killed dinosaurs, but it was never a human being who perpetrated their destruction. *(Why don't you just give it all away? Ed.)* Presumably, the moral is that it's bad to kill dinosaurs, and hopefully kids will grow up with the idea firmly in their heads that they shouldn't do it.



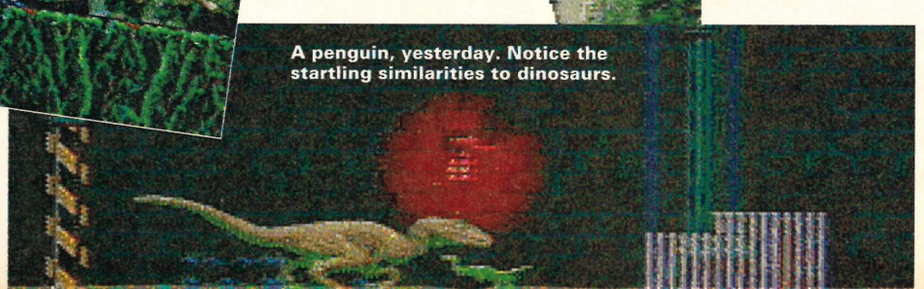
'I don't know. Noreen, we've got another dinosaur in the cellar.'

'I'm never inviting the Hendersons round for coffee again.' Erm, anyone read Larson?

Anyway, this concept is followed in the game. You can't kill the dinosaurs, you can only tranquillise them, which sounds to me as being totally insane, but makes for some excitement because it doesn't take long for them to wake up again. You have a choice of weapons with which to stun the dinos, such as syringes, gas bombs and electro-shock thingies – some are more powerful, or more appropriate than others.

There are seven levels of this sort of dino bashing where no-one-really-gets-hurt (apart from you of course, because if you fail you get eaten), with different settings, such as outside the compound, in the pump station and in the visitors' centre. We haven't seen the finished game, but what we've played of this is marvellous fun. The atmosphere of the film has been captured superbly, and the most important thing, the dinosaurs, are lovingly realised. We can't wait to see the completed version.

'Excuse me, I wonder if you could help me. You see my car's broken down.'



A penguin, yesterday. Notice the startling similarities to dinosaurs.

DINOSAURS, EH?

What are they? Or what were they? Apparently, they were closer to birds than reptiles, and their closest living relative is the penguin *(I think you'll find it's a chicken. Ed.)* Here's a list of some things which are closely related to dinosaurs:

1 Penguins

The penguin is generally believed to have more in common with dinosaurs than anything else alive today. *(No it hasn't. Ed.)* In fact, most dinosaurs can be seen as a cross between a penguin and a crocodile. *(No they can't. Ed.)* The penguin is probably the closest thing we'll ever see to a real dinosaur.

2 Birds in general

It's not just penguins that are related to dinosaurs, it's all birds. So in many ways a dinosaur is a big bird. Like that character out of *Sesame Street*, Big Bird. In fact, Big Bird out of *Sesame Street* is probably the closest thing that we'll ever see to a real dinosaur.

3 Diana Dors

The Swindon born screen actress, best known for her sensually sexy performances in films like *The Shop at Sly Corner* (1946) and *Yield to the Night* (1956), has a name which sounds a bit like Dinosaurs.

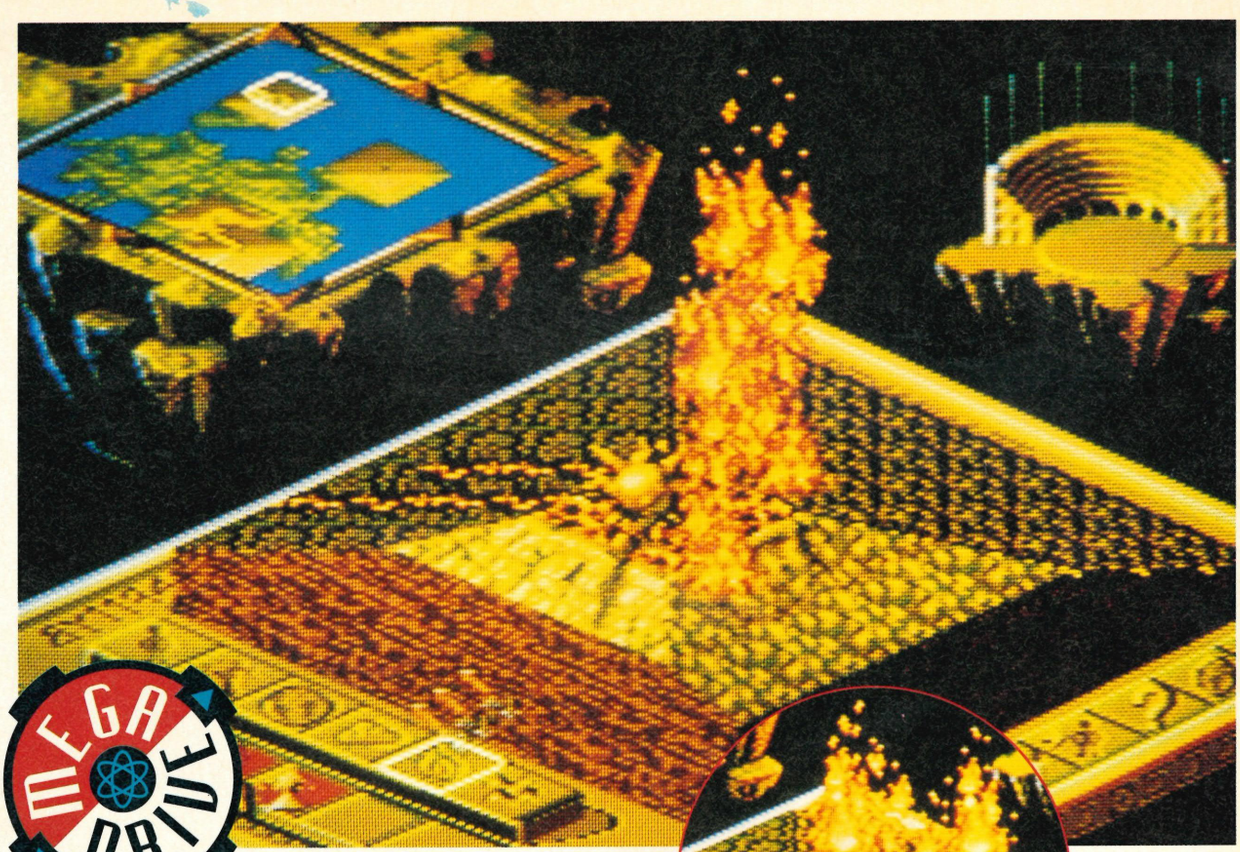
4 The Loch Ness Monster

Loch Ness, a lake in the highland region of Scotland, has had unconfirmed reports of a monster since the 15th century. If they are true, it would be the closest thing we'll ever see to a real dinosaur.

5 Kangaroos

Massive hind legs and minuscule arms. Sound familiar? Yes, that's right, the kangaroo is directly related to the T-Rex, and in many ways is the closest thing that we'll... *(Right, that's it, I've had quite enough of this rubbish. Ed.)*

Populous 2



POPULOUS 2 is nearly ready. TIM TUCKER thought it would be a good idea to talk to its author, Peter Molyneux. We agreed with him. But we'll agree to anything when we're threatened with floods, plagues and famines.

The Mega Drive version features a new effect called 'Burst'. These two pictures show it in action.

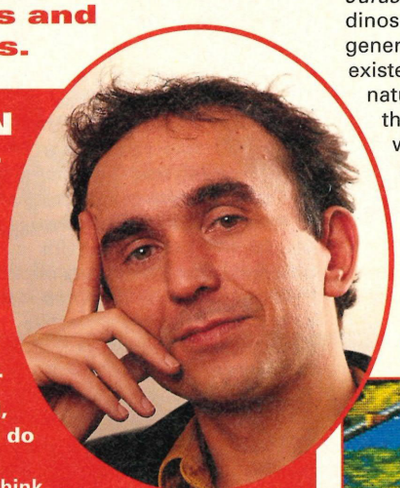
Have you ever sat up all night with a couple of mates and a bottle or two of wine? A typical course of events goes like this: you put Pink Floyd on the stereo, light a joss stick, and the conversation starts off about something like how good *Jurassic Park* was, and didn't the dinosaurs look impressive. Then a general amazement ensues at the existence of real dinosaurs, the nature of time, the problem of the duality of mind and matter, what constitutes knowledge, and finally the big one, is there a god?

This fascination with the concept of a deity dates back to the earliest stages of our existence, but in this age of technologically advanced entertainment you can now be a god and determine the fate of others. *Populous* is already available on the Mega Drive, and its successor, the aptly named *Populous 2*, is in the process of being converted. We spoke to head honcho at Bullfrog, Peter Molyneux, about what we should expect.

The interview

So, Peter, what *can* we expect?

'As in the original, you play the role of a god, and you must influence the little people to help you crush the evil player. Unlike *Populous* it



Left, Peter Molyneux. Below, a screen shot of *Populous 2*. *(Great caption. Ed.)*

HEAVY, MAN

We couldn't let Peter Molyneux get away without probing him on more philosophical issues. So, we dimmed the lights, put on Pink Floyd, lit the joss sticks, and asked two key questions to the man who makes gods of us all.

Do you believe in the existence of God, or indeed any alternatives? If not, how do you explain Michelle Pfeiffer?

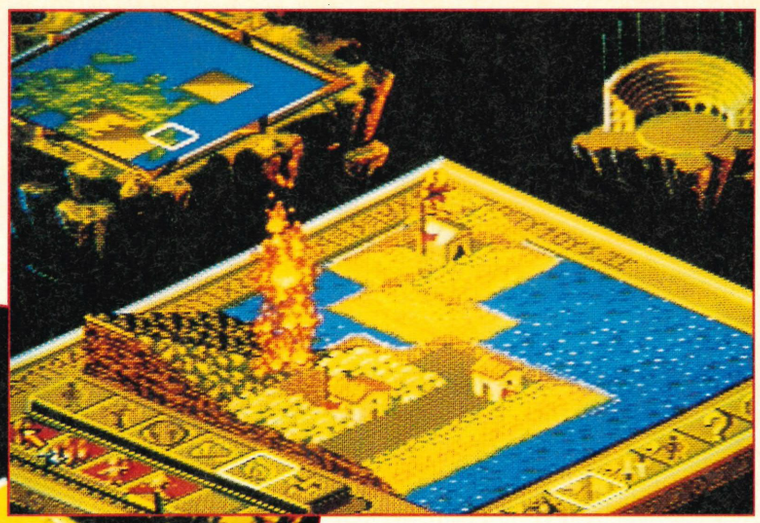
'I wish there were a god, but I really don't think there is. Maybe there was a god in the past, but I think the world would have got pretty boring for him by now, so he's probably gone off somewhere else. I think Michelle Pfeiffer proves the existence of the Devil more than God.'

What is your view of the eminent Dutch philosopher Benedict Spinoza's claim that if we were triangles, we would conceive of God as triangular?

'Spinoza's hypothesis of a triangular God I think holds true. I wonder if chimpanzees believe that God is a chimpanzee, and that dolphins believe that blue whales are gods. I feel sorry for the Belgians, mainly.'

It's great pretending you're God. Well, in the context of a game anyway. It's not so pleasant being subjected to the kind of behaviour our editor exhibits... *(snip. Ed.)*

But don't get carried away. We don't want sensationalist reports in *The Sun*. Like how video games are bad for you, after little Johnny's accident during his attempt to walk on water.



We might be characters in a god game created by another race. God's a games player, and we're just a collection of highly evolved pixels.

Top five gods

5 POSEIDON – GOD OF THE SEA.
Less respected these days after appearing in a crap adventure film with Gene Hackman.

4 ARES – GOD OF WAR.
He decreed that anagrams be banned in his kingdom.

3 PLUTO – GOD OF THE UNDERWORLD.
Often took the form of a yellow dog with a bobble nose.

2 MACHA.
A non-mover at number two, Macha was the mare goddess of Celtic myth. Formed a band with John Lennon, to great acclaim.

1 GOD.
A mover, but in mysterious ways. Jesus taught that God is like a father, which explains why he'll never let you borrow his car.

has 20 different effects which you can use, like creating tidal waves and columns of fire, forests and cities. All of these effects are used to protect your little people against the evil god.'

In what way does it improve on *Populous*?

'The main thing that I wanted to do was enable you to create your own god, so as you gain experience you are able to specialise in being the god of water or the god of fire, etc. This coupled with the fact that you have more than 20 godly effects to choose from – as opposed to just six in the original – makes it a much more engrossing game.

'Unfortunately, in the original *Populous*, the conversion to the Sega was done very quickly. This meant it was poor quality, so it's been really great to have a second chance on *Populous 2*, and I can honestly say that the Sega Mega Drive version is one of the best versions of *Populous 2* there is.'

Did the control system pose any problems, with the joypad, and does it support the Sega mouse as an alternative?

'It supports the Sega mouse, but we also spent a lot of time getting the joypad controls right. I think we went through something like eight different versions until we were happy with it.'

How does *Populous 2* on the Mega Drive compare to the Amiga/PC version?

'There are no losses over the Amiga version, in fact there are some enhancements. There is a new effect called 'Burst' which creates columns of fire spreading out from your leader, and there's additional help in building your landscapes.'

The Amiga/PC version of *Populous 2* is one of the most addictive games around, and Mega Drive owners should be completely and utterly grateful to Bullfrog for letting them share the fun.

Another current hit on the Amiga is Bullfrog's *Syndicate* (a kinda *Populous* with guns), so we took the opportunity to ask Peter if there's any chance of seeing it on the Mega Drive.

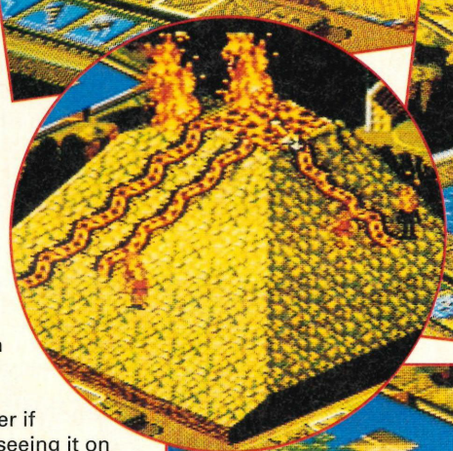
'Yes, we've just started working on the conversion.'

Wa-hey.

'We've just got the graphics sorted, and it looks far and away the best version there is. It's also a lot faster than the Amiga version. Obviously, it's at a very early stage, but we're confident that we'll be reaching new depths of realism with it.'

If Peter's claims are correct, this is all good news for Mega Drive owners. Watch out for the review in *Sega Zone* as soon as it's humanly (or god-ly) possible.

The whirlpool effect, created by a small revolving column of air whirling around a low pressure centre produced by convectional uprising.



When the Shamen sang 'I can move, move, move any mountain' they weren't talking about *Populous 2*. But they could have been.

F-15 ST

There's a saying from the North which goes something like, 'If it's a flight sim it's from MicroProse'. The spooky thing is F-15 STRIKE EAGLE II *is* a flight sim, it *is* from MicroProse and JOSSE BILSON's from the North. Now that's spooky.

Sim shoot-'em-up!

Lessons in aviation, parts one to three. Remember, I was taught this by a professional. Try it at home, kids.

Bank it round to the right. Hard, harder. Find yourself a target, and fire. And miss.

Try it again, but this time over the sea. Bank it right, but not so hard. And fire. Shall I put in for my test then?

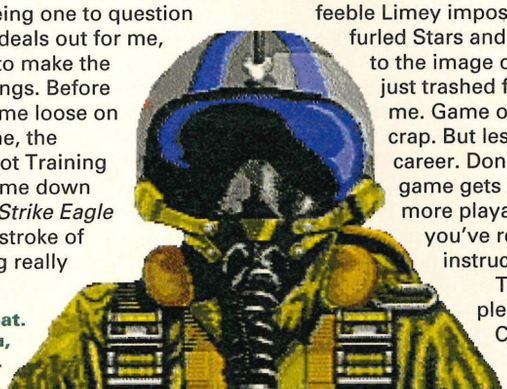
And the MiG hits the deck. Well, the water. Plenty more where that came from. Hey, we're banking right again.

Stumbling wearily past the base, a shadow crossed my path. I cranked my head back to gaze wide-eyed at the giant before me. 'Son, are you ready to wear this uniform?' rasped the recruitment sergeant with a style not totally alien to Stormin' Norm Schwartzkopf's and a jaw like Chris Akabusi. Before I had time to gibber my explanation that I was in fact an English tourist, and thus wouldn't be eligible to wear it, even if I were inclined, I found myself with a shaven head, shiny boots and a US Air Force identity card. Oops, how am I going to explain this one to the folks back home?

Not being one to question what fate deals out for me, I decided to make the best of things. Before they'd let me loose on a real plane, the Fighter Pilot Training Corps sat me down with *F-15 Strike Eagle II*. What a stroke of luck. Being really very important people indeed, the US Air Force got hold of a copy long before it even thought of hitting the shelves.

This, like any other good flight sim takes a while to get used to, and a longer while to get good at. Due to presidential grooming expenditure, the US defence budget has been cut, so I only had long enough to get acceptably good. It's all about progression. Developing your skills, reactions and judgement, and entering your own player code allows a good sensible career progression. Career? Oh well I suppose so, but I only signed up today.

Chocks away. The terrible crash has ended your career. Oh right thanks a lot, and yeah I feel like a feeble Limey impostor, the half furled Stars and Stripes next to the image of the plane I just trashed fail to inspire me. Game over. So I'm crap. But less about my career. Don't worry, the game gets instantly more playable once you've read the instructions. There's plenty to it. Choose one of four pilots



See that. That's you, that is.

Close up 'ariel' combat. Creates the stains that some big box powders leave behind. Entertaining viewpoint, too.

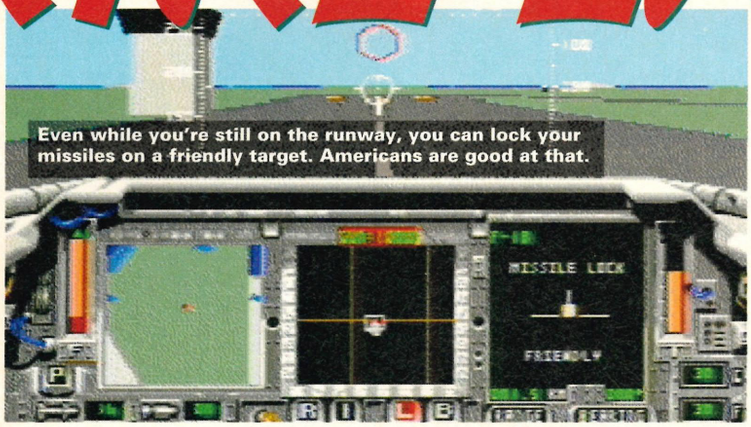
Having listened to the sergeant, I'm looking forward to promotion in the Air Force. Start as a Rookie, and you can look like Connery in no time.

Mission you already

Careful planning means mission accomplished. But as we all know, it's the best of plans that get mislaid. Not to worry, just fly round and enjoy yourself, you've got loadsa fuel. Press Start and get info and options whenever you like. Hey, you could even have another look at the useful maps.

Your briefs are extremely brief. (Missus.) No problem, it's all very straightforward. Take off. Shoot things. Go home. Great fun.

RIKE EAGLE II



Even while you're still on the runway, you can lock your missiles on a friendly target. Americans are good at that.

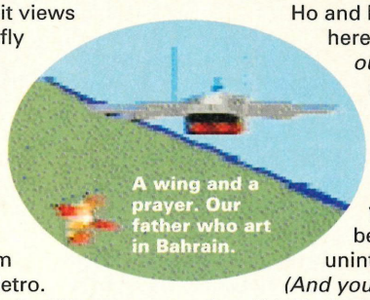
from Rookie to Ace. They represent difficulty levels and look increasingly like Sean Connery as they get older. Is it true that all pilots grow those moustaches as they gain promotion?

Select one of six game worlds, again ranging in difficulty. 'Across the Line of Death' into Libya is the most straightforward, 'Red Storm Raging' across Europe is apparently the most difficult, while 'America's Longest Air War' is arguably the most entertaining, if only for the appeal of playing a part in America's most politically embarrassing war of all time, Vietnam. There were a few red faces in Training Corps HQ when I giggled my way through the jungle sim, shouting 'Eat lead, Charlie' and humming *Paint It Black*.

There are brief mission briefings along the lines of: 'Here's the map, find the targets, and shoot-'em -up', so it should be quite accessible. And right enough, there's a map. Its purpose is to tell you the rough direction of the target. Playing in Rookie mode, you can't get that lost, because an autopilot puts you back on track. If you are a rookie, stick to being a Rookie. Or so they say.

Missions are many and varied, but follow a recognizable pattern. A waypointer arrow in the cockpit indicates desired direction. Leave home base, *(Usually situated next to Sainsbury's. Ed.)* bomb primary and secondary targets (packed with any number of foreigners), then return home without being shot too much or crashing. The terrible crash ends your career, you see. Even the most innocuous of crashes is terrible, and out come the flags. 'Oh come off it, I only sort of gently bumped the ground, really.' The Sergeant's cheeks turn angry red, his brow furrows. 'Limey, get your butt in gear.'

There're plenty of views from which you can watch your success (or demise). Cockpit views are most useful to fly by, but external views make the best of the graphics. There's an on-missile camera which is fun for recreating some Gulf glory. Bomb mad Saddam and win a Rover Metro.

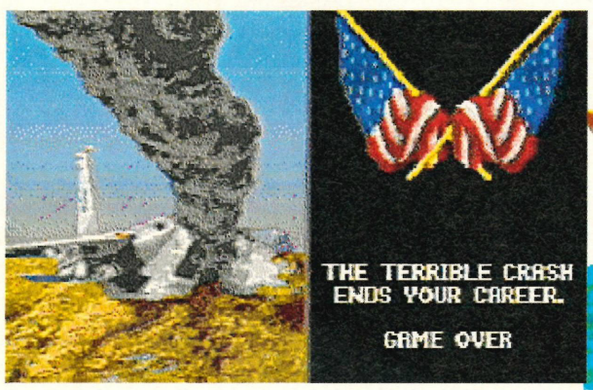

A wing and a prayer. Our father who art in Bahrain.

Flying the plane itself is easy enough. There're enough gadgets to experiment with and the 3D polygon graphics are fairly easy to interpret. But then, as I said, I didn't get much of a chance to play – defence cuts and all that.

Overfly the target at your peril, enemy aircraft will be upon you. I'm a firm believer that blowing them out of the sky is the best tactic, but those clever professionals both at MicroProse and the Air Force seem to think their new fangled flare and chaff decoys are worthwhile. I reckon they're just girl's blouses. Shoot-'em-down! Oh dear, listen to me, I've got all Gung Ho and I've only been here for a day. *(You ought to relax more, take a break or something. Ed.)*

Flight sims are for when you've got time, best enjoyed in uninterrupted solitude. *(And you know all about that. Ed.)* Typically they're a computer game, and not the kind that fit too comfortably on our favourite console.

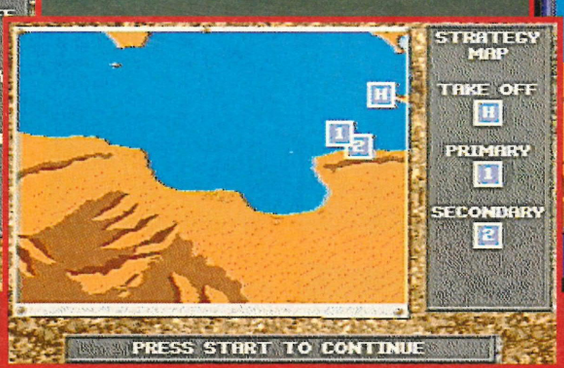
The strength of *F-15 II* is its variety. The choice of pilots, game worlds, missions and views make it seem playable at all levels. However, the amount of information and controls needed could cause problems on the Mega Drive. Having said that, in terms of console flight simulations this looks like having more scope than most. If anyone can pull it off, it's MicroProse. ■



Above: Even the most innocuous of crashes is deemed terrible, and hey, out come the flags.
Right: I've only got six O-levels, and they gave me this.

Here's the map. It'll tell you where you've got to go. Oh, and by the way it'll self destruct in ten seconds. Maybe. Or not.

Way back in Vietnam. Before or after Agent Orange, it's hard to tell. The jungle's just more olivey in colour. Quite pleasing, really.



Mission debriefing. A retrospective analysis of the triumphs and downfalls of your last mish. Potentially it's the funniest part of the game.

Crisp new tenner

If we give a game an overall mark of 90 or more, then get yourself down to the shops without further delay and spend your well earnt or saved money. This game is the best in its field, you *need* a copy of it.

The old five pee

When a game gets an overall of 29 or less, keep your piggy bank intact, 'cos its not even worth the bus fare. In fact, it's not even worth the chips and the plastic casing. So, there.

IMPORT

IMPORT

By the power invested in us virtual gods, we decree. The letter of our law is laid down, and there's to be no appeal. This month we've all been to Australia. We're on a quest to seek out the shambolic 'justice' dished out at the Kangaroo Court of Judge Lionel Nutmeg. For medical reasons, we had a doctor present.

TIM NORRIS

'Oh my word, I think I'm going to throw up.' 'For gawd's sake, Tim, we haven't even taken off.' It appears our new editor is terrified of air travel, and remedial action is called for. Cue Dr Madeupname, and his sinister black case. Mr Norris regains his composure long enough to greet the dark stranger, then returns to mimicking a green jelly. As take-off approaches, Tim's condition turns to panic. 'There's only one course of action,' grins the doctor, 'SEDATION.'

Tim's been battering everybody since he discovered ***Super Baseball 2020***.

AMAYA LOPEZ

Within minutes of the plane touching down... 'Come on then you lazy buggers,' barks Amaya, 'We're off to see the Sydney Opera House.' 'But please, Ms Lopez, we're in Perth,' whine the motley judicial crew. 'Sydney's hundreds of miles away, and a barren desert lies unforgiving in our path.' 'As head juror, I will not stand for this, and this is no time for a geography lesson. Besides, I won't make you walk. We'll take the bus. Norris, wake up.'

We can now reveal that Amaya has been spending all of her time with a bobcat.

DAVID ROBERTS

'That's it, I've had enough. I'm not going anywhere until I've had a cup of coffee. Anyway I've got to ring my mum to tell her I've arrived safely. Come to think of it, I'm not at all keen on trecking across this island in search of a fictional character. Besides Vic Reeves and Bob Mortimer haven't been funny for 18 months.' And that was it. David had gone too long without caffeine, and his cold turkey was getting colder. With a singular rebellious outburst, a mutiny was born.

NHL '94 has changed David's life. He now claims he is the son of Wayne Gretzky.

PATRICK MACARTHY

'Come on, David,' chipped in Patrick, 'We're here on a mission. We have to seek out Nutmeg and put some of his wrongs to right. Anyway my mate from college lives near Sydney, and I promised I'd call in.'

Not for the first time, a conflict of interests appears, and being the pinnacle of western democratic society, a vote is called for. Patrick looks concerned... 'What's happened to our editor, then? WAKE UP NORRIS.'

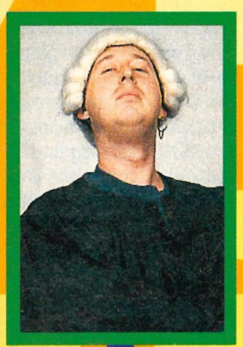
In an attempt to get his hair to stand on end, Patrick's been playing ***Haunting***.

TIM TUCKER

The chirpy, cheery writer sets the ball rolling. 'I table the motion that this jury get their bums in gear and get on the bus.' 'Well said, Tim. All put your hands up and let's go to Sydney,' encourages Amaya.

'No, I'm with Patrick,' affirms Tim. 'Our destination is Kangaroo Island.' Above the confused mutterings, Tim can barely be heard... 'Okay then, now for a geography lesson', and he produces a handy map. 'There it is, just near Adelaide. Kangaroo Island.'

Ever since he got his hands on ***Bill Walsh***, Tim can only say, 'Hut.' Poor lad.



DUNCAN MACDONALD

Before the jetlagged ensemble crumbles to total anarchy, our resident wise-head-on-young-shoulders Duncan steps in. 'Order, Order. Look, Tim's put this motion to the vote, now let's have a show of hands.' A few of the ragged band display their palms. 'What is that supposed to be? Honestly, when I was a lad, etc. etc.' Tired of being the sensible one, Duncan is seriously thinking of heading for Kangaroo Island, then sloping off and going surfing.

Duncan's too busy looking after his new pet penguin to review anything this month.

END ZONE

Graphics

Sound

Addictiveness

Playability

All the Score Zone factors in one ripe, juicy percentage.

OVERALL 78

Out: a month **Price:** a price
Publisher: a publisher

score zone

Believe it or not, this box is all about scores. Aston Villa 2, Wimbledon 0. Scores relating to the games we've toiled over endlessly to produce such entertaining and informative reviews, just for you.

Graphics: Two questions, one score. Is the animation good quality? Are the stills worth looking at? Marks out of ten.

Sound: A mighty stretch of water by Plymouth, Which forms part of the border between Cornwall and Devon.

Playability: What level of skill is needed to play the game? How does the game *feel*? A game that needs lots of skill and/or practice scores high, while a turkey you can finish quickly gets one.

Addictiveness: Quite simply how the game grabs you. Very often the factor that defines classic games. Even the simplest of games that make you want to come back for more can score well on this section.

Overall: Rather than the mode, median or mean of the other scores, this is a figure from 0-100 that we pick out of a hat each time a new game arrives.

JOSSE BILSON

'Did I hear someone say Surfing?' exclaimed the wild-eyed surfing Juror from the north shore. 'No,' retorts Duncan. 'I was just thinking it.' A wave of excitement breaks over Josse's face. 'Not only are we going to find some waves, but I've just been blessed with the powers of telepathy.'

Vivienne wears an expression of concern. 'Be warned, Josse. For the powers of telepathy are not only a blessing, but also a responsibility.'

'I knew you were going to say that.'

Ever since Josse beat Tim at ***NHL '94*** it's become his fave game. What a surprise.

VIVIENNE NAGY

Vivienne wants progress: 'If that's the case I suppose you know how we're all going to vote. Is it a unanimous yes?' Josse nods. 'Then the motion is carried,' continues Viv to a warm ripple of applause. 'The bus station's this way.' Viv marches the slackers towards their transport. The team finds enthusiasm from the twin appeals of Judge Nutmeg and the southern hemisphere surf. Vivienne does the decent thing and forks out for 12 bus fares.

Vivienne says, 'Don't say ***Bubsy*** when you mean ***Puggsy***. It can be confusing.'

STUART CAMPBELL

A familiar Celtic drone pipes up from the back seat. 'This bus is crap. It's slow, the seats are uncomfortable and it's hotter than my aunt Morag's stoves. Why hasn't it got a video? I haven't seen any kangaroos yet. I know, let's have a sing-song.' To the strains of *Summer Holiday*, driver Bruce sweats: 'What's a bloke gotta do to get some peace?'

'Didn't we have a luverly time the day we went to Bangor...' continues Stuart.

Stuart thinks ***Gunstar Heroes*** is 'better than life'. He complained about it anyway.

RIK HAYNES

'This is the first vacation I've had from writing all those books about fixing your car in a decade,' yawned Rik. 'Six more hours and we reach Kangaroo Island. Zzzz.' As Rik drifts off, Norris jolts back into the land of the living. 'Where are we, Sydney?' enquires the editor. 'We're on a bus,' explains Viv, 'and stop calling me Sydney.' Six hours later Rik wakes up. 'Oh I had a terrible dream about a pig bossing me round the office demanding more work. Hi Tim.'

Rik's been living on a diet of sun, seaweed and ***F-15 Strike Eagle 2***. The usual, what?

JONATHAN DAVIES

'Right, now we've made it, let's find the Kangaroo Court. I'll just go into the Waterhole and ask for directions.' Jonathan reckons that whichever refugee from *Prisoner Cell Block H* happens to be currently staffing Oz's worst bar can point him in the right direction. Jonathan declares that Nutmeg is after all a fictional character, and Reeves and Mortimer are truly washed up. 'Bob 'n' Vic are serving the XXXX in the Waterhole,' he says.

Jonathan has changed his name to Boris since he played ***Wimbledon***.

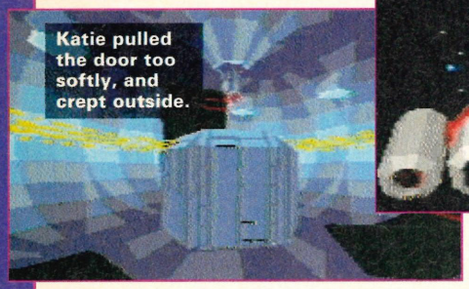
ADAM PETERS

'I'm just going for a little drinky to celebrate the demise of Nutmeg's injustice,' cried Adam.

Laden down with fizzy lager, and a sackful of souvenirs from Lassiter's giftshop, Adam staggers towards the sun, sand and surf. Pausing to apply his comic sunblock, he stumbles across Dr Madeupname, priming a rackful of syringes. 'These'll fix that *Sega Zone* bunch for not giving me my own column.' The doctor laughs. Fade to black.

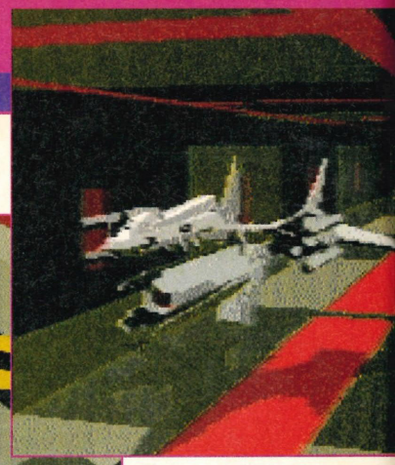
Adam is recovering from over exposure to the Australian sun, and the fizz in the beer.

THAT INTRO SEQUENCE

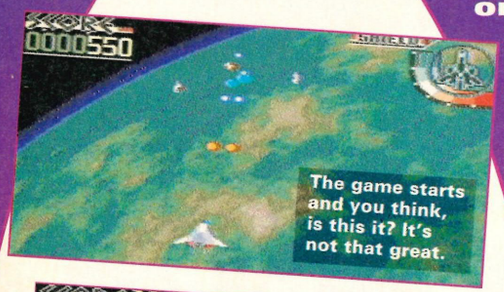

Katie pulled the door too softly, and crept outside.

'Free at last,' she thought, 'free to marry the man I love,' as she rushed through the snow.

Breathless with anxiety, she ran into the night, fearful her father might discover her plan.


She ran so fast that she got run over by a big lorry. The end.

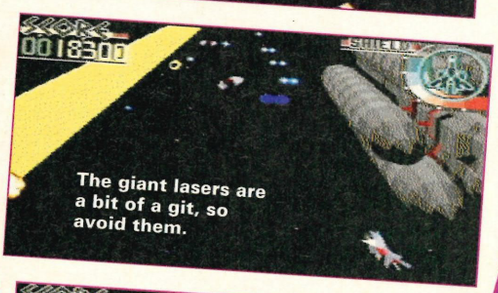
STAGE ONE



The game starts and you think, is this it? It's not that great.

Then things start flying at you, and you just have fun.

These whirly things can't be shot at all.



The giant lasers are a bit of a git, so avoid them.

Through the space dust and onwards.

Silp

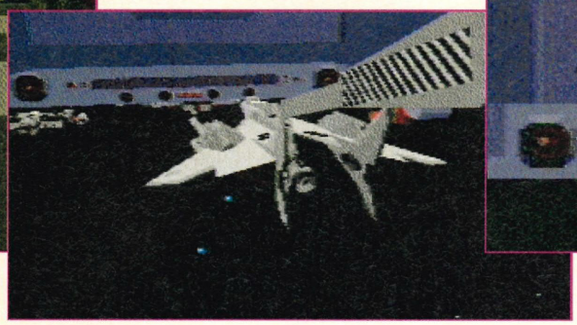
There are those cynics who say you can count the good Mega-CD games on the fingers of one foot. TIM TUCKER tends to agree. But then he suffers from a rare genetic mutation which has, curiously, given him an index finger on his left foot, and he uses it to count SILPHEED.

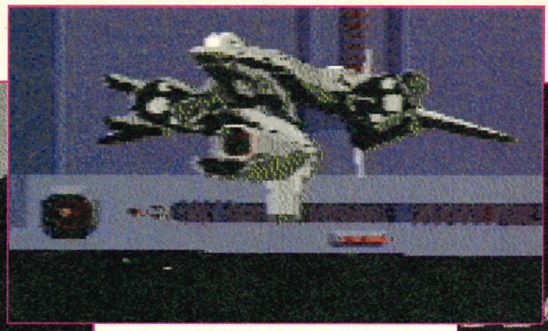
Stop! You've been flicking through the magazine, and you've just come across this *Silpheed* review. Unless you're one of the Mega-CD owners who've been eagerly awaiting the game, you've just cast a quick glance at the pictures, and thought, 'Hmm, looks like quite a nice shoot-'em-up.' Well let me tell you now, it looks BLOODY BRILLIANT. These screen shots show a little of the graphic frenzy of the game, but to see these 3D images whizzing past you at a terrifying rate is something else entirely.

A word of warning. If you wander into your local software emporium, and decide to have a little bash on the game to see how you like it, you will first find yourself being awed by the highly impressive intro sequence. Then you'll start the game proper, and you might think,

It's a well known fact that things tend to look more purple in space.

Merv and Janet stepped out of the car, the kids trotting behind them. It was their first trip to Colorado.





'You're it,' giggled Mimi, as she ran off into the hills. The others trotted after her, laughing.

They ran so fast that they all got run over by a low flying 747 passenger airliner, and died horribly. The end. *(I think you need a holiday. Ed.)*

need

IMPORT

Ha ha, this picture reminds me of a similar thing which happened to me the other day.

'Hmm, looks alright, but not as good as that bloke out of *Sega Zone* said.' But you're wrong, because it looks BLOODY BRILLIANT. Alright, the earlier stages are a bit bland, but keep going and you'll soon get to see some major graphic action. Right, I'm glad we got that straight.

Okay, let's start again. *Silpheed* is a vertically-scrolling shoot-'em-up, which uses some lovingly rendered 3D backgrounds to create an 'into the screen' feel. This is an important point, because *Silpheed* is being touted as Sega's *Starwing* beater and everything, but it's NOT a 3D game. It's a very cleverly designed 2D game. What it *does* share with *Starwing* is that it's BLOODY BRILLIANT.

These are power-ups. The one on the right's a shield, the others are bonuses.

MEGA ZONE

Why is it good?

If you've ever played *Starblade* or *Galaxians 3* in the arcades, you'll have some idea of what to expect from *Silpheed*. But dazzling graphic trickery and massive amounts of CD storage aside, the first and major point to make about the game is that it's a very well designed shoot-'em-up. From the word go, it gets the blood pumping and the adrenalin flowing in quite possibly illegal quantities, which is something very few games manage these days, let's face it. The racy feel of the game also ensures that, even if you get to the seventh stage and die horribly, starting back at the beginning is not too dull. There's always some power-ups you might have missed before, or something you never managed to kill the first time round. And there's always that incredibly thrilling sense of speed to keep you going.

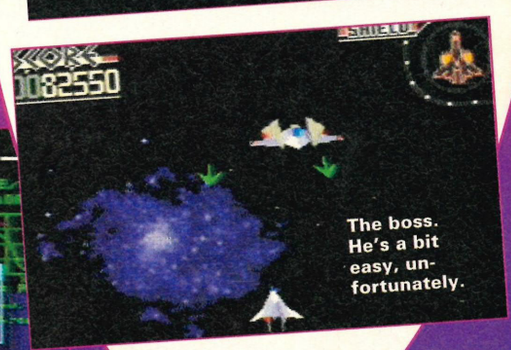
The copy we got was a Japanese import CD, so I'm afraid that any attempt by me to detail the plot would be fruitless. Suffice to

STAGE TWO

The inevitable 'rocks flying at you' stage.

And space ships to blow up too. Great.

Uh oh, no shield. Oh well, I could still make it.



The boss. He's a bit easy, unfortunately.

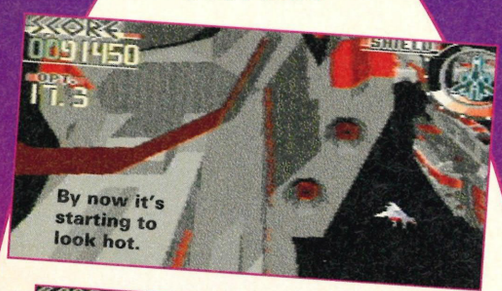
WHAT'S IN A NAME?

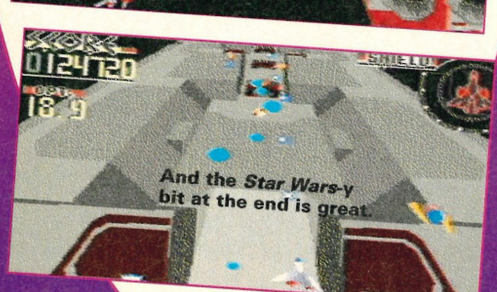
What's going on with this name, then? *Silpheed*? When you first saw it, weren't you tempted to say Slipheed? I was. Even then, it doesn't make any sense. And how should we pronounce this name? Should it be Silp heed, or Silf heed, or Sill Feed? What's going on? *(You call this journalism? Ed.)*

Yes, a choice of weapons, and more 3D images. Hurrah.

STAGE FOUR

STAGE THREE





say, 'Yatahome ki nata hashimi mi kimo tonko shaoli'. What is glaringly obvious, even to a non-Japanese speaker such as myself, is that there are a hell of a lot of spaceships to shoot down. In space. There are twelve stages of this kind of mayhem, but I'm only qualified to speak of the first five, because, er, I haven't got to the others yet. Well? What of it? I'm not some kind of namby-pamby reviewer, you know, I can hold my own in a fight. What did you call me? What did you call me? *(He's not worth it. Ed.)*

But there's no getting away from it, the graphics are what really make Silpheed stand out, and boy are they lush. Like I said, the earlier stages aren't so impressive, but stage three's Giant Mothership, and stage four's Enemy Base Under Construction, are awesome. *(What's stage six like, Tim? Or stage ten? Ha ha ha. Ed.)* In fact, fill your bedroom up with smoke, turn the lights off, invite a group of foreign exchange students round to mill around the room, stick a couple of strobes in the corner, let off a high powered siren at regular intervals, put *Silpheed* on and I guarantee that your neighbours will be incredibly annoyed with you. But never mind, because while it lasts, you'll feel exactly like you're in an arcade, playing a real arcade machine. It's that good.

It's that monolith scene out of *2001*. Dum dum, dum dum, duddle-dum.

Why is it good again?

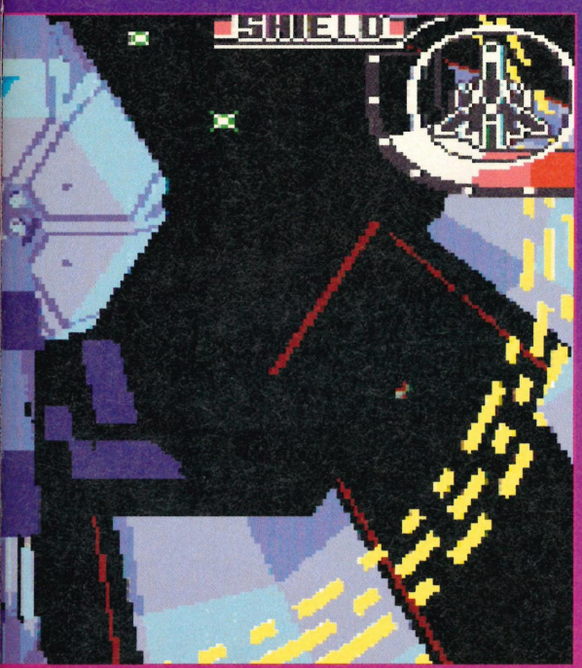
Well, aside from the in-your-face, high octane nature of the action, there are some really rather spot on touches. Like the fact that any potential perils, such as asteroids or large mothership walls, don't just harm you but your enemies also. None of this 'floating through objects unscratched' for them, oh no, it's the laws of physics in full effect, and as Scottie was so fond of saying, you cannae change 'em.

The gameplay works well because not only is it fast and furious, but scrupulously fair. As

STAR QUALITY

Strange fact no 2134: *Silpheed* bears some resemblance to a few things with the word Star in the title. Like the following:

1. *Starblade* – Excellent 3D-ish coin-op, there are more than a few passing resemblances to Silpheed here.
2. *Star Wars* – You know that bit at the end, where they're all going through the trenches of the Death Star? There's a bit like that in *Silpheed*.
3. *Starwing* – Superb into-the-screen 3D shoot-'em-up on the SNES. Actually, *Silpheed*'s not at all like *Starwing*, but some people tend to think it is.
4. *Star Trek* – The popular science-fiction TV program took place in space and had photon torpedoes, as does *Silpheed*.
5. Star Bar – Sometimes known as a peanut Boost, this luscious chocolate bar has nothing to do with *Silpheed* at all.



there and just get back to playing it. But first a few downers (we have to be fair here at *Sega Zone*). I have a problem with the weapons system. Although on the surface it offers some flexibility, with both left and right guns capable of bearing forward beam, wide beam, phalanx beam and auto aiming independently, most of them are useless, and I found myself sticking to the forward beam all the time. However, there is a nice selection of option weapons, such as Graviton Bombs and Photon Torpedoes. Secondly, it may not take you long to finish, but that's true of nearly all shoot-'em-ups, and there is a hard setting if you're too good. My only other serious downer is the price – £60. Cough, cough, cough. It's a bit of a choker, isn't it? But hey, *Street Fighter II* cost more than that originally, so it's not unprecedented. *(It's still a bit steep for a game being distributed on a medium as cheap as a CD, though. Ed.)*

All I can say is, if you like your shoot-'em-ups to feel like you just hot-wired your head straight into an X-Fighter, *Silpheed*'s for you. And if you own a Mega-CD, buy this and you'll finally have no reason to regret buying it. E

long as you're attentive enough you'll see everything coming before it gets to you, and if you die, it's your fault not the game's. Power-ups are always found in useful places, rather than indiscriminately scattered around a stage, and there's a great deal of variety in the enemy ships and traps you encounter.

On top of all this intense gameplay, the whole thing's wonderfully presented. The intro and between level sequences feature breathtaking 3D animation, and the plot is helped along after the second level by the breathy and sensuous narration of an atmospherically futuristic-sounding girlie. It sets the tone wonderfully.

In fact, such is the addictive and intoxicating nature of the game, that I'm tempted to leave it

END ZONE

Graphics

Sound

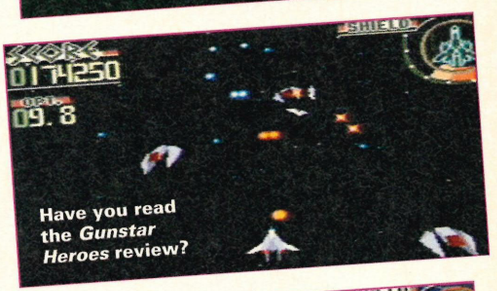
Addictiveness

Playability

OVERALL 90

Out: Now **Price:** £59.99
Publisher: Game Arts

STAGE FIVE



BUBSY

BUBSY THE BOBCAT from Accolade. AMAYA LOPEZ from *Sega Zone*... er... *(Cat got your tongue? Ed.)*

So *Bubsy the Bobcat* is the brand new Mega Drive title from Accolade, eh? Well, in the interests of journalism I'm going to do some research (sound of aged and yellow dictionary pages rustling). Hmmm... here it is – between Bob: shilling, five decimal pence and Bob: weight on pendulum. There's a surprisingly large number of Bobs here actually. *(Get on with it, this isn't* Call My Bluff, *you know. Ed.)* Right, Bobcat Ameri., Short tailed lynx... well that doesn't help much. Let's look up Lynx – 'animal of sub genus Lynx of cat genus, with tufted ear tips, short tail, spotted fur and proverbially keen sight.' That's the blighter.

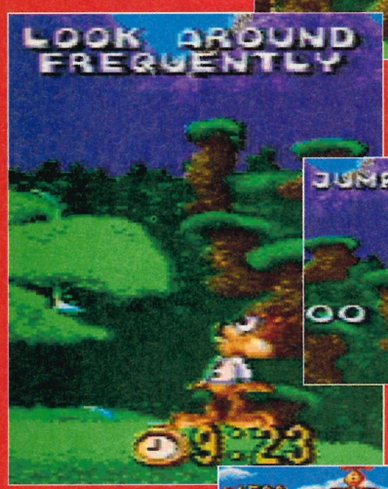
Well, as if you didn't know it, a bobcat is also the brand new cutesy character from Accolade, and he's called Bubsy. And where does the cutesy feline live? Why, in plattie land of course, where each landscape has more platforms than Kings Cross and where all the inhabitants come in the unlikely guise of giant hot dogs and nasty wasty chickens. Sound familiar? Yep – Bubsy is yet another addition to the already ginormous army of platform games available for your Mega Drive. *(What, like Sonic? Readers voice.)* That's right. But, just because it's a tried and tested formula does that mean it's jobs? No, of course not. Derivative it may be, but Bubsy is a well

CONTROLLING YOUR BUBSY

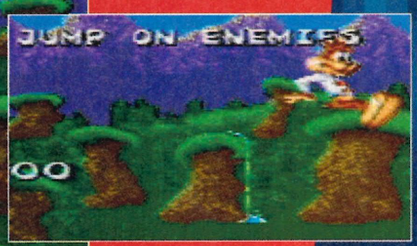
Bubsy has one of those top features – the intro includes instructions. Yes, folks there's no need to read the manual, you can just watch the on-screen demo then dive headfirst into bobcatastic antics.

Bubsy is a bit more domesticated than your average bobcat and has a fondness for yarn.

And, indeed, in any other direction.



Good advice for life in general, we feel.



But not into them or you'll die. Again.

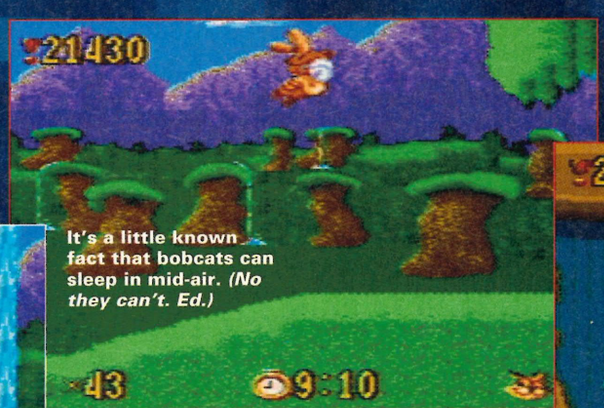
Doesn't he look cute when he looks up like that?

Goodness, yes, it *is* a super shirt, isn't it?

We washed one of our shirts in a leading non-bio...

Press button A, button fans.

A boost of what isn't adequately explored.



It's a little known fact that bobcats can sleep in mid-air. *(No they can't. Ed.)*

If I only could, I'd be running up that hill. We thought we'd throw a Kate Bush reference in for our art ed, Jacquie.

LEVEL ONE

In which our hero generally has a pretty tough time of it.

Just a couple of pages further on, you might just be able to spot a screen grab that's not too dissimilar to this one.

Don't jump in the appealing red car, it'll eat you. No, really.

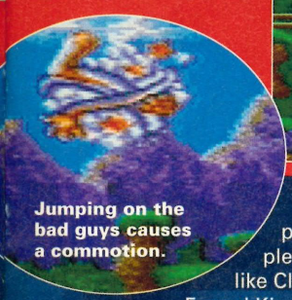
And some amount of falling in a terrified way.

It's another little-known fact that bobcats are more closely related to birds than to reptiles. *(Haven't we done this already? Ed.)*

Among his many other talents, Bubsy does a fine impersonation of the late Marty Feldman.

Here's that wheel thing I mentioned. It runs out a little bridge for you.

Don't let your bobcat fall into deep water, or, er... well, he drowns.


Jumping on the bad guys causes a commotion.

honed little number with plenty of polish and a plethora of groansome puns, like Claws Encounters Of The Furred Kind.

Starting in the foul-smelling and somewhat unlikely world of the Cheese Wheels Of Doom, Bubsy is faced with the dubious task of racing across a daunting and dangerous landscape populated with perilous wildfowl and deadly pitfalls. And why would he wish to risk his neck on such a hazardous outing? To collect balls of wall, of course – gimme a break. If I was one of these Bobcat critters I'd be happier at home curled up in front of the fire with a box of Brekkies (formerly known as Munchies).

Oh well, unlikely as the scenario seems, *Bubsy* is a challenging multi-level romp that promises to have you hooked to your Sega for quite some time. In the tradition of the very best platformers, each level is a huge romp, several screens deep and several more across, which you can circumnavigate in one of several manners. Sometimes by sneakily going back on yourself, you can find hidden bowls of wool, Super Shirts and extra lives. Sometimes you can bounce

Balls of yarn (or 'wool' as we call it round our way), are everywhere.

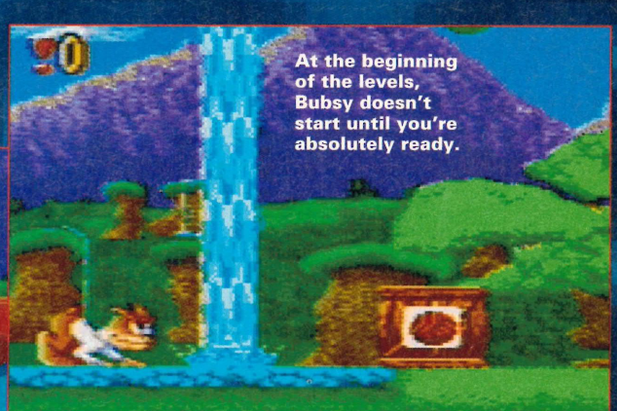
Left: This is a power-up/bonus of some kind but I couldn't for the life of me tell you what.

Below: If only he'd looked both ways, Bubsy would never have been knocked down by this rogue piano.

THE BOBCAT

Comedy moments abound. As here, for instance, where our hero has hurtled into an obstacle.

Any similarities between blue hedgehogs, living, dead, or entirely made up as a marketing ploy, are entirely coincidental.


At the beginning of the levels, Bubsy doesn't start until you're absolutely ready.

Right: Ice cream, being a jolly cold thing, doesn't kill you, but freezes you instead. This is what Bubsy looks like when it happens.

Below: Every once in a while you find a little cave that you can walk into. So I, er, walked into this one.

LEVEL FOUR

In which our hero visits the fun fair and generally has an exciting time of it.

super high from a flexible tree and find an overhead water shoot that'll carry you through more wool that you could shake a merino at. Sometimes you can even glide down in hang-glider style to a hidden cave with even more high score treasures. Or sometimes you just fall about 30 storeys onto some lethal spikes. (Snore.)

The levels themselves are cunningly crafted to test platform fans to the limit. Sure, you can often whizz across a level in record time and reap a time bonus. But how many yarns did you collect? Did you find the invisible shirt? Did you see that really neat bit where Bubsy runs on the treadmill and unrolls the log bridge? Exploring these levels is as much fun as finishing them off.

The graphics are colourful, varied and reasonably imaginative with your central character made suitably endearing by the use of tons of animation. (That Bubsy's got more frames than your local Dolland and Aitcheson.) Stand precariously on the edge of a life-endangering wobbly platform (hmm, that sounds familiar), and your bob-tailed chum will not only wibble precariously on tippy toes (à la Sonic) but will also teeter forwards and totter sideways. Get killed, and Bubsy will shatter into 1,000 pieces, squash into a gooey blob, or even split in two. I could go on and on. (and on...)

As for the backdrops, well these are colourful and move in an interesting parallax fashion as you leap about. Slide down a weird overhead water flume and the screen flips upside down – er... a bit like, Sonic 2 when he runs along those winding ribbon path whatsits. Things really get exciting when you reach Chapter Four: Fair Conditioning – a level themed on a fun fair. As well, as keeping a sharp eye out for the hidden wool balls, (did you see those three on the coconut shies?) you'll actually get to ride on the rides. Whilst riding the roller coaster or those hydraulic jets you can make Bubsy raise his arms in the air (this cat knows no fear) or else duck down in a cowardly 'Oooh. I can't bear to look' fashion.

Oh, and you're also able to perform one of those look around functions, where the cat stays put, but the screen scrolls up/down/left or right to show you what's in store. *(So you reckon it's a bit like Sonic, then? Ed.)* Not really, but wait – this'll impress you: if you stop playing for a while, Bubsy will look annoyed and stamp his little foot.

Look before you read on, let's get one thing clear... *Bubsy* is remarkably similar to several other platform titles on the Mega Drive – not least our ol' blue spikey acquaintance, but if you accept this and realise that Sonic is obviously a pretty top platform game, then all we have to decide is whether or not Bubsy builds on the strength of its predecessors and offers even more plattie fun to fans of the genre. On the plus side, I think that Bubsy does have a lot to offer. I'd also have to say that the fact that this title 'borrows' so much from previous outings doesn't do it too many favours in my book. I could also mention the niggles I have with the way you die: sadly the collision detection seems dubious at times and inevitably you find yourself shouting at the screen, 'Gimme a break! I never touched that pig-sucking giant wool ball.' (Or words to that effect.) There's also a distinct lack of satisfying sound effects when you come to grief. At least if there was a squelchy noise there would be less room for doubting your downfall. Instead the character runs through a varied selection of death

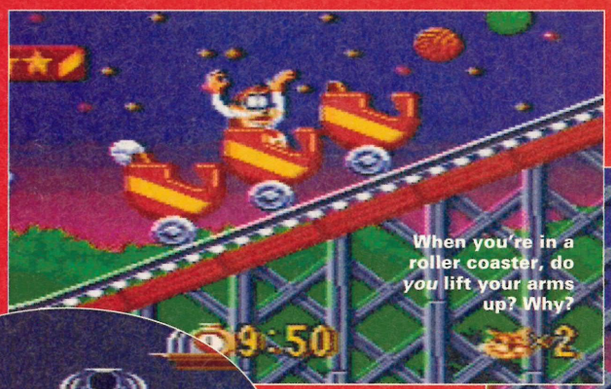
TEN THINGS THAT BUBSY PROBABLY DOESN'T SAY*

The sound, in general is the sort of fare you'd expect from a cutesy title. A tuneful plinky, plonky ditty which changes with each new level (or chapter) you enter (and which drives you nuts if you happen to get stuck on the same level for 36 hours). Each new chapter kicks off with a little snippet of digitised Bubsy Speak which is a) American b) a squeaky cartoon voice c) said at an enormous rate of knots, and d) frankly indecipherable. The more creative amongst you could consider this an added value sub-game – guess what Bubsy has to say for himself, or even better think of very rude things Bubsy might possibly be saying but probably isn't. Here are a few suggestions:

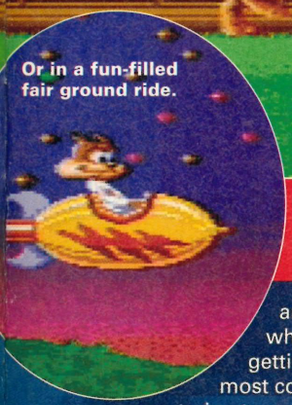
1. You look like Ulrika Johnson.'
2. 'I oughta punch your lights out, burp breath.'
3. 'Nob off Alfred the Chicken.'
4. 'That Bev from *Brookside*? What an old slapper.'

(Snip!...That's enough. Ed.)

*** But it's sort of hard to tell, because the digitised speech is so ropey.**

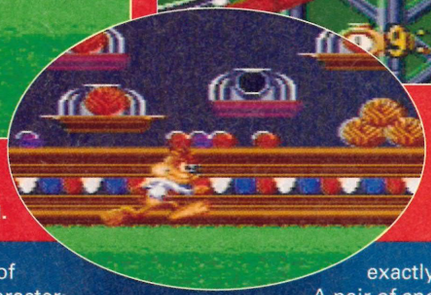


Run onto some spikes and you'll burst. And this is what it'll look like.



Or in a fun-filled fair ground ride.

And here we see Bubsy the Bobcat running.



And we see the same thing here as well.

Look, I've been writing these captions for hours now. It's a bobcat. It's at the fair. That'll do.

animations – some of which include the character getting up and walking off – most confusing when you're still trying to control the damn thing.

As well as meeting a sticky but somewhat unsatisfactory end all too often, you'll probably also find yourself distinctly lacking in continues, just when you've got to the 'one more go and I'm sure to crack it' level. Instead of offering you a wealth of handy credits to start, you'll need to pick some power-ups for extra continues as you go about your travels. Some might regard this as an extra challenge, but probably, like me, you'll find this irritating, beyond belief.

In the wild, bobcats are only about 75cm long.

The large wealth of levels (Oops, *Bubsy* calls them Chapters by the way – each with a sort of catty pun for a title à la *James Pond*... oops, there I go again), 16 in total, and every three produces an end of level baddie to defeat before you're rewarded with a password to resume a later game from your hard earned new position. The end of level nasties at the end of Chapters three and six are exactly the same.

A pair of spooky chaps in floating spaceships dangling giant balls of wool (a bit like two Doctor Robotniks actually). Wait for the bad guys to open the hatches of their flying machines hop up into the air and bounce on their heads. Just two such bounces per fiend will result in them exploding unsatisfactorily. Ho hum.

Oh dear. I started this review in a very positive frame of mind, but each time I pop back for another go, I can't help this overriding 'been there, seen that, done that' feeling. Don't get me wrong, it's not that *Bubsy* is a bad game. It isn't. But I do have this nagging feeling that my intelligence is being insulted by a game that is so derivative. There are billions of games in this business that are totally lacking in originality, but somehow *Bubsy* leaves you with the feeling that the creators (who obviously are talented folk) just haven't tried to be artful about producing a '*Sonic*-style game'. If you're into *Sonic* and you've played the little spikey chap's adventures to death, then you may find *Bubsy*'s 'more of the sameness' a welcome addition to your collection. If you're looking for a startlingly original platformer, then look elsewhere. E

The poor thing, he looks shattered. *(Your heart's not really in this any more, is it? Ed.)*

The bobcat's ear tufts are less well developed than those of the lynx.

Tim N played this for ages and didn't realise that these things were restart points. What a chump.

Oh my word, I'm on the very last caption. It's something of a cause for celebration, really, I think I'll treat myself to a spot of lunch.

END ZONE

Graphics

Sound

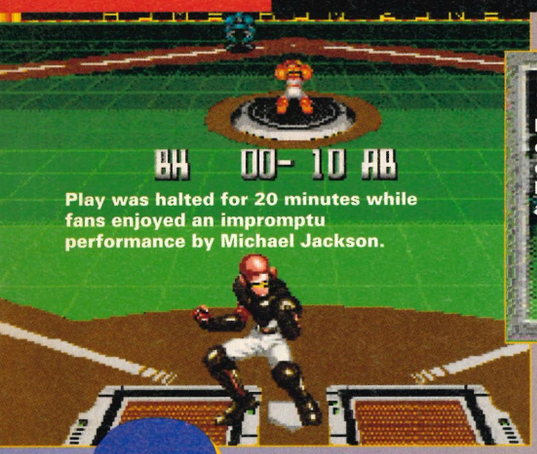
Addictiveness

Playability

Sonic with balls? Yeah, chinny reckon.

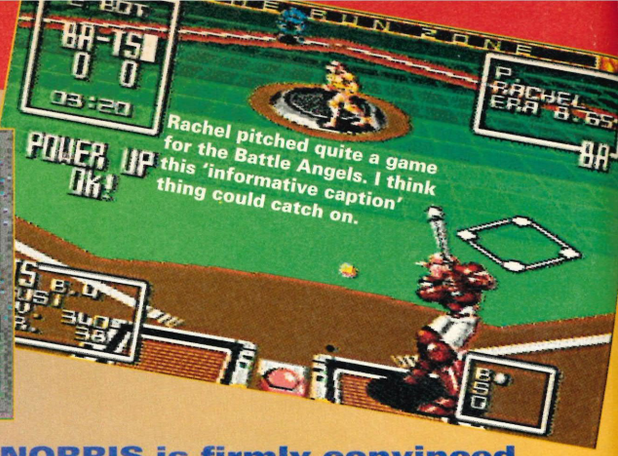
OVERALL 77

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



Play was halted for 20 minutes while fans enjoyed an impromptu performance by Michael Jackson.

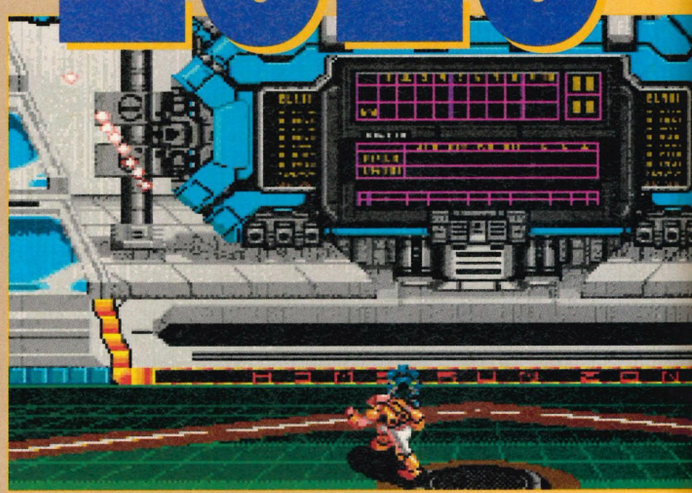
I feel a helpful caption coming on... 'This robot is happy. He's scored a home run.'



Rachel pitched quite a game for the Battle Angels. I think this 'informative caption' thing could catch on.

Super Baseball 2020

TIM NORRIS is firmly convinced that baseball is the only game in the world worth watching or playing. He's mad, of course, but we try not to hold it against him, and anyway, we needed someone to review SUPER BASEBALL 2020.


And then Madness's *One Step Beyond* blared out from the speakers.

Baseball's a funny old game (Brian). To the untutored observer it seems ever so much like rounders with statistics. But that's not true, no siree. No, indeed, it's very different. It's, er... well let's not beat about the bush – it *is* rounders with statistics and it doesn't convert very well to a computer game.

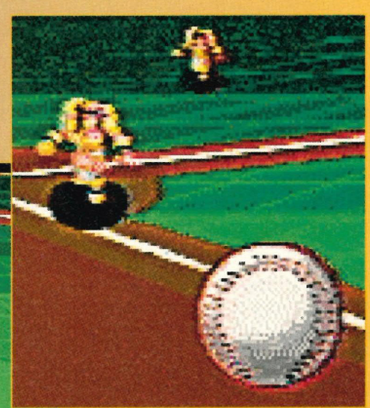
Well, what if, for the sake of tarting it up a little, you got rid of all those sweaty chaps with their dodgy moustaches and replaced them with leggy women in body armour and a few robots? *(Hmm. The Team.)* And what about some mines in the outfield? That would make it slightly more exciting, wouldn't it? And then you could get rid of the stats and it could just be killer baseball (with attitude) and really fast and arcadey. Yes, that would be lovely, I think I'll get a cup of cocoa and my slippers and I'll write a game like that right now.

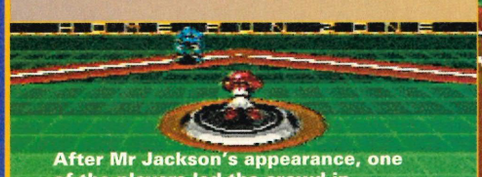
Stop. ALWAYS use the Green Cross Code.

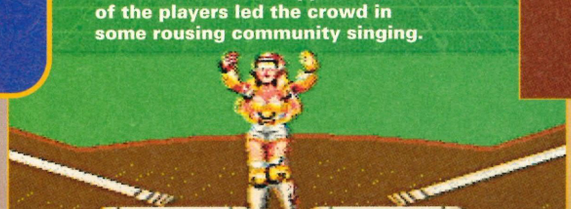
Well cut my legs off and call me shorty if EA haven't beaten me to it. *Super Baseball 2020* is an arcade-style version of baseball, set in the future with all the aforementioned whistles and bells. The leggy women in body armour have blonde hair, the robots have temper tantrums, and the mines in the outfield will take your legs off as soon as it takes a look at you. An Expert (well, the chap in the newsagents) informs me that it's converted from a real arcade game. *(That's nice to know. The Team.)*

A plot? No, really

Bizarrely, there's a plot. Evidently, it's the year 2020, baseball's popularity has dwindled and new rules (including extreme violence) are needed to revive its flagging fortunes. But why not make up your own plot? I favour a philanthropic (but undeniably eccentric)


Quick, Martha, out of the way. Here comes a foul ball.


After Mr Jackson's appearance, one of the players led the crowd in some rousing community singing.



20/20 VISION

Obviously, the 2020 bit in the title is the year. But it's also a measurement of something or other to do with vision, isn't it? The thing is that none of us knows exactly what it means. We asked a panel of so-called experts (well, I wandered around the building and asked some of my friends) what 20/20 vision is:

- It means you can read 20 point type 20 feet away.
- Have you got a few minutes?
- It's a measurement of something or other to do with your eyes.
- It's the depth of your eyeballs in millimetres.
- Did I ever tell you about the time I was in Nairobi and I met an extremely dull optician and he told me... *(Snip. Ed)*
- Go away, we're busy.
- Get out of the way, we can't see the telly.
- Do you want a Jelly Baby?

If you can do any better, send your answer on a postcard to: Ma, he's makin' eyes at me, *Sega Zone*, 30 Monmouth Street, Bath, BA1 2BW and you could win a packet of those very same Jelly Babies.

A flying ambulance helps a player search for his lost contact lens.

Below: Full-on temper tantrum action.

millionaire who decides to give all the Major League baseball players huge piles of cash if they come and work in his home for orphans. Realizing he's effectively put a stop to one of America's favourite spectator sports, he sets up a new Cyber League staffed by cloned super women and dodgy robots. Or maybe there's this magic elephant who... *(That's quite enough plots, thanks. The Team.)*

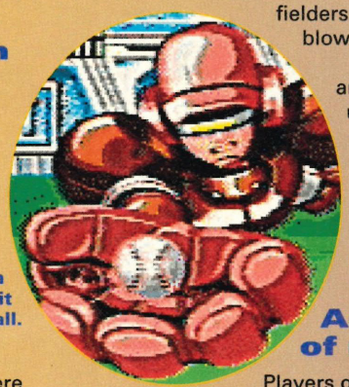
Take them out in the ball game

The problem with almost all the computerized baseball games I've ever played is that they're completely nob as one-player games. I mean, is it just me *(Yes. The Team)* or are these computer things too bloody good at baseball for mere mortals ever to be able to beat them? They never bobble the ball. They never accidentally throw the ball to the wrong base. Their fielders are never standing in entirely the wrong place. They never miss catches. They're never scratching their knees or absently looking out of the window when that 150 mile an hour pitch gets hurled at them. It's never time for their tea. But, thankfully, *2020* is ever so slightly different.

In an effort to make the game more accessible, the whole thing has been made much more playable than yer average baseball game. The rules are all in place (and you have to know what they are before you start – they're not included in the instructions) but it all moves along at a handsome pace and the computer opposition *can* be beaten. Just. After several hours of practice. Sometimes.

It's not that the computer made the same sort of mistakes as I did – it never, for instance, missed the ball because it was looking in the *Radio Times* to see what was going to happen in *Star Trek TNG* – but it wasn't brilliant, either. For instance, after the first inning, mines are placed in the outfield. If you stumble into one, your player is rendered temporarily unconscious. I fully expected the machine to avoid them. But no, it allowed its fielders to charge merrily into them and blow themselves up. Hurrah.

Being a futuristic game, there are, of course lots of lovely power-ups. If you do well, you earn money, and if you earn money, you can buy yourself various bits and pieces to enhance your performance. They don't last long, but they do make a difference to the play.



This man is suffering from elephantisis of the hands – but it makes it easier to catch the ball.

Astonishing attack of realism

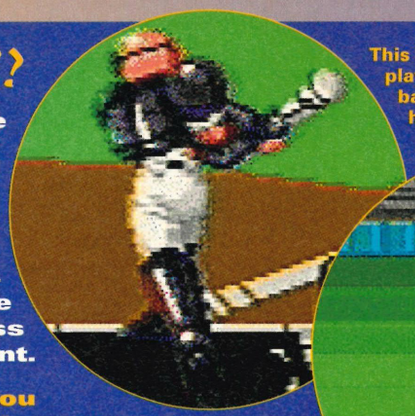
Players get tired. After a few innings, your pitcher begins to lose some pace off their fast ball and their accuracy goes to pot. Robots run out of fuel. Great Scott, all this means you have to employ some tactics and strategy – it's beginning to look like quite a groovy game.

And a groovy game it is. It's fast, accessible, playable, and absolutely ace in two-player mode. It doesn't have the depth of a full-on EA Sports title (watch out for news of a Major League game due for release early next year) and it won't last you as long as, say, *Madden*. But you'll go back to it occasionally, just for the fun of it. And you'll enjoy yourself immensely when you do.

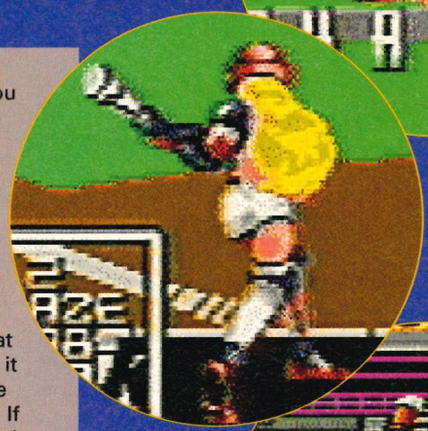
OVERT SEXISM?

Now, I might have read one too many copies of *Cosmo*, and I might be over-reacting just a little bit but, fab a game as *2020* may be, it seems to be lacking in the political correctness department.

Sexy or sexist? You decide.

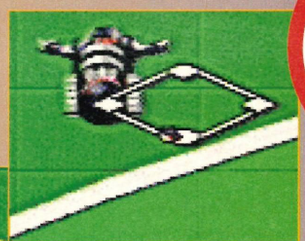


This is one of the gentleman players. He's wearing a normal baseball uniform. He doesn't have a nice bottom.



This is one of the lady players. She's wearing shorts and a low-cut top. She has a nice bottom.

This is one of the robot players. He has no bottom at all.



Crackers in the outfield. I want the funny hat.

But there aren't any funny hats – just oblivion.

END ZONE

Graphics

Sound

Addictiveness

Playability

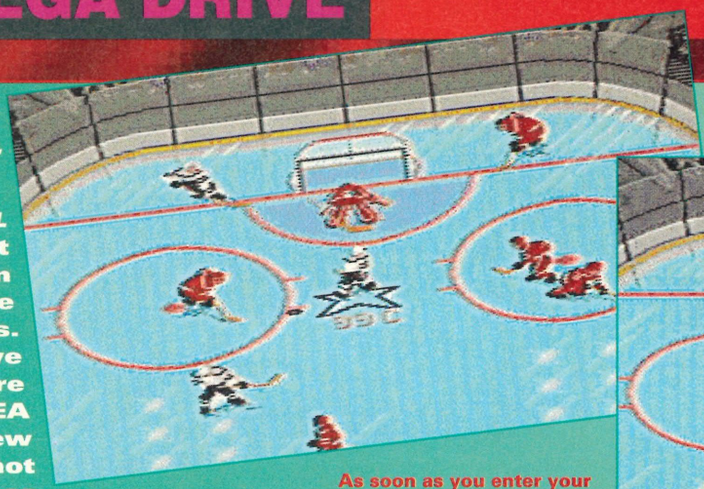
Excellent arcade-style futuristic sporting action. Even more fun with a friend.

OVERALL 88

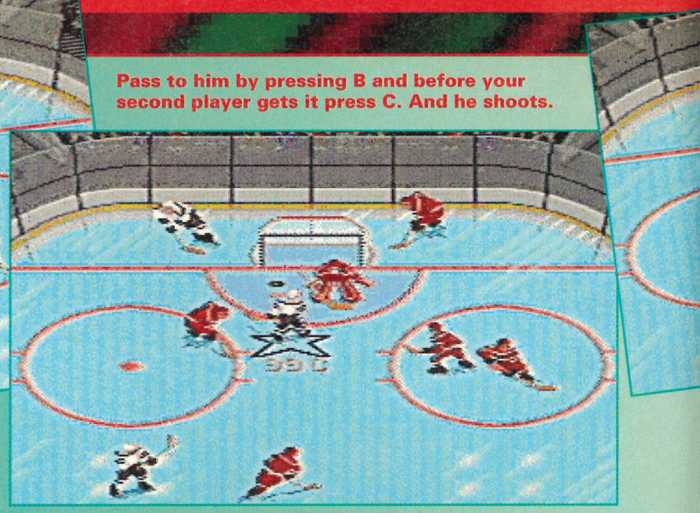
Out: September **Price:** £49.99
Publisher: Electronic Arts

THE 'ONE-TIME' SLAP SHOT

Scoring in *NHL Hockey 94* is not as easy as in previous EA ice hockey games. Since goalies have become more difficult to beat, EA have added a new 'one-time' shot which goes something like this.



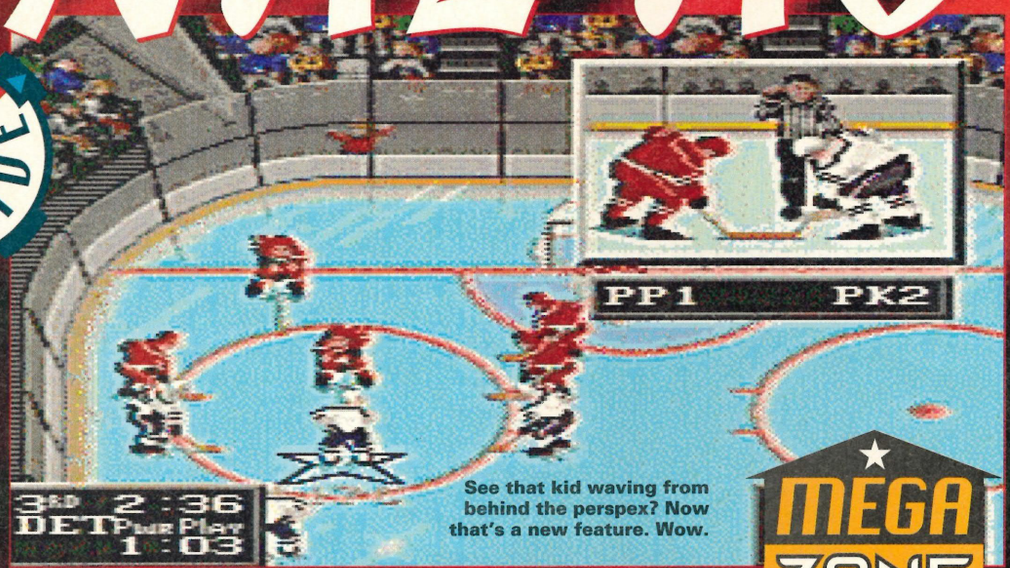
As soon as you enter your opponent's defence zone, look for an unmarked player – yes, Wayne Gretzky will do just fine.



Pass to him by pressing B and before your second player gets it press C. And he shoots.

NHL HOC

Is NHL HOCKEY the answer to the ice hockey fan's prayers or just another EA sequel? DAVID ROBERTS says, 'Erm, I like Wayne Gretzky, actually.'



See that kid waving from behind the perspex? Now that's a new feature. Wow.

MEGA ZONE

What was wrong with *NHLPA Hockey 93*, anyway? Nothing much. It was fast, the controls were intuitive and there was enough violence to keep the blood-thirsty happy. But as expected, EA thought it was about time to tweak it, polish it and take away all the violent bits to come up with a sequel à la *John Madden*. And so we have *NHL Hockey 94* son of *NHLPA Hockey* and grandson of *EA Hockey* – the main difference being the NHL licence and the incredibly original name. Erm, and that's it.

Well okay, there's a little bit more to it than that. For a start *NHL Hockey*'s more difficult to play than its predecessors and is much more challenging. The whole game is faster and scoring has become even harder. You need to pass, frequently, and use the brand new 'one-time' move between two players – it's like a one-two pass with an immediate shot from the second player. It's bloody fast but what you lose in accuracy you gain by surprising your opponent's netminder.

You can also choose whether you or your Mega Drive controls your netminder – this is incredibly useful when, er... well when you want to take control of him and do netminder type things. A word of advice, a computer-controlled goalie is a lot tougher to score against than one controlled by a human. So, don't do it.

And the tweaks don't end there. Oh, no. EA have added loads of new features like flip

ICE, ICE, BABY

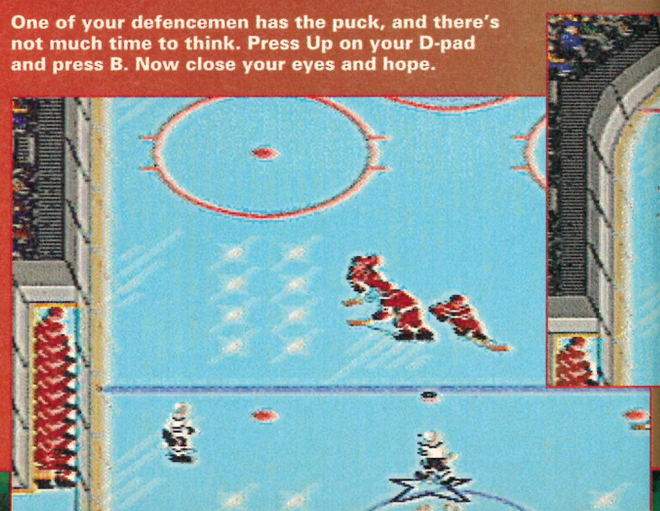
So, apart from skate on it, what else can you do with ice? Here at *Sega Zone* we smashed our heads together and came up with the following suggestions;

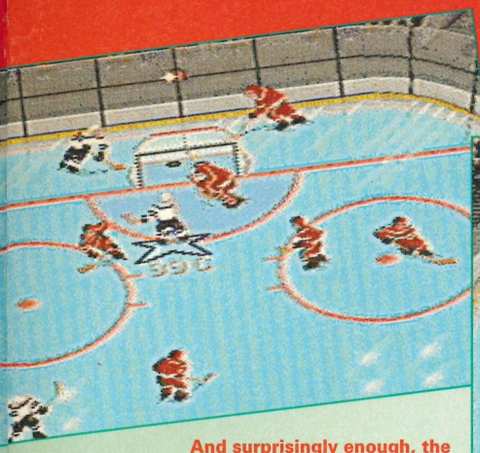
1. **Add a 'T' on the end of it, point at it and say something like, 'You know what? You can't sing. Much.'**
2. **Put some in a glass to cool down your drink.**
3. **Cover a couple of mountains in it, go weight training, put on a skimpy t-shirt and run around saying, 'Yo, I could make a great movie out of this.'**
4. **Fill a bandstand with it and invite an Albanian saxophonist to write letters of complaint to Points Of View. (? Ed.)**
5. **Use it in catchphrases like, 'Ice to see you, to see you ice.' *(You're fired. Ed.)***

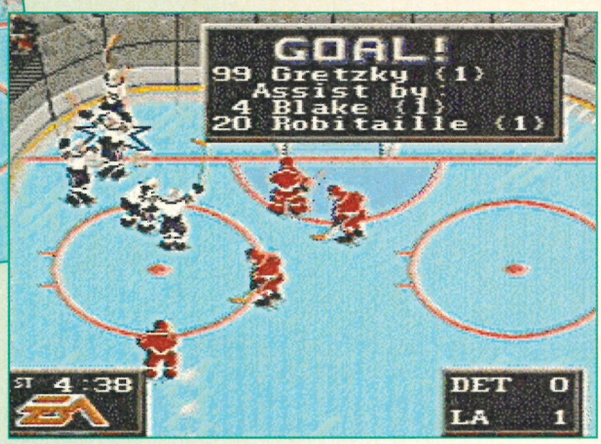
3-3 AND FIVE SECONDS TO GO

The clock's ticking away and there's only five seconds till the hooter goes off, what can you do? The best thing is to try a shot on goal from wherever you are by pressing B instead of C and pressing the D-pad in the general direction of the goal. Now pray.

One of your defencemen has the puck, and there's not much time to think. Press Up on your D-pad and press B. Now close your eyes and hope.







And surprisingly enough, the stupid goalie goes the wrong way and Gretzky scores his first goal.

The sirens go off, the fans go berserk and the LA Kings love Gretzky.

GEORGE ORWELL ONCE SAID...

"Serious sport has nothing to do with fair play. It is bound up with hatred, jealousy, boastfulness, disregard of all rules and sadistic pleasure in witnessing violence: in other words it is war minus the shooting."

Sega Zone say...
"Erm, absolutely spot on George, but try telling EA that."

CKEY '94

passes to get out of crowds, more powerful body checking that sends the players flying up onto the boards and penalty shots after a player is fouled when just about to shoot on goal.

All of these new features add to the atmosphere and make this ice hockey experience all the more life-like. Sadly, EA had to get rid of the fighting and the blood pouring on the ice from *NHLPA 93* so they could use the official NHL licence. The thing is, it's not as if fighting doesn't happen regularly during real games? I mean, there is such a thing as a five minute penalty for fighting in real ice hockey, so why have the NHL refused to be associated with that sort of behaviour? If it wasn't for that, *NHL Hockey 94* would have been rated as the most adrenalin-pumping Mega Drive sport games ever. Or something.

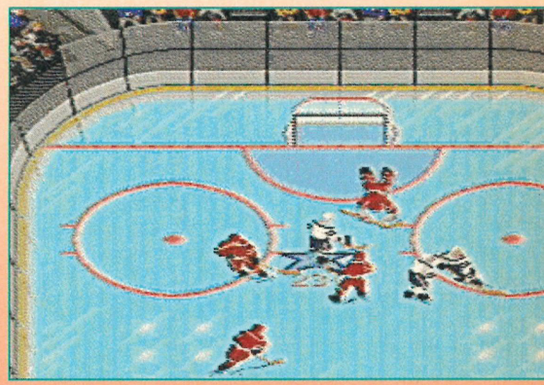
No comparisons, please, we're British (and we can't play ice hockey)

If you've never played *EA Hockey* or *NHLPA Hockey 93*, then you need to know what the fuss is all about. Ice hockey is one of the fastest and most popular sports in North America and EA have managed to

If you're into stats and additional info, you might just OD on what EA can now offer.

CRAP SHOT №257

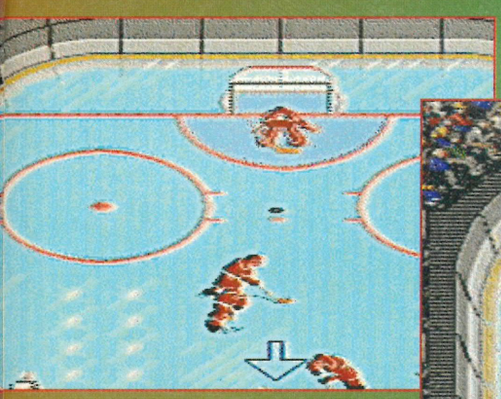
No matter how good your players' ratings are, you're still the one controlling them... and it often shows.



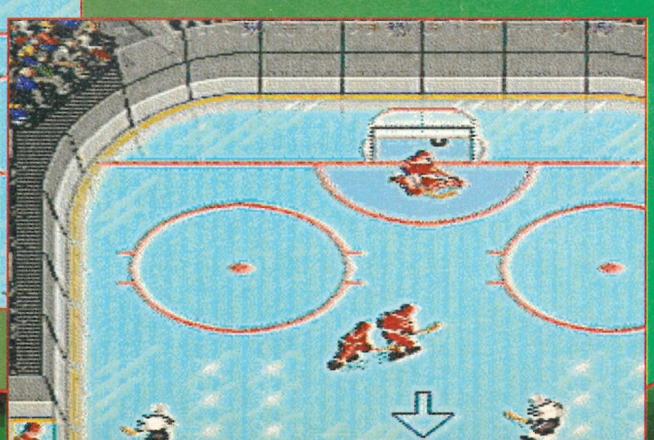
The goalie dives on the puck, but misses it. You pick it up and face an empty goal.

Just as you're thinking, 'This isn't as difficult as all that,' you press C, and...

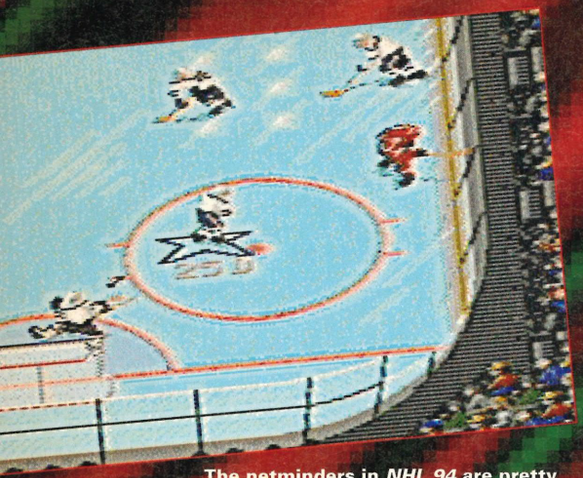
...Your shot goes way over the open goal and lands on the lap of some unsuspecting fan.



If you're lucky, the goalie might be distracted by a fly.



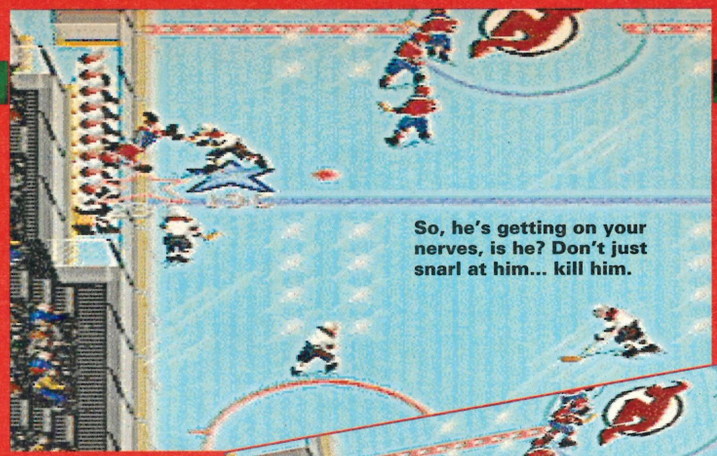
And it looks like he has been as the puck slides through his legs, bringing an abrupt end to his team's hopes of victory and his career.



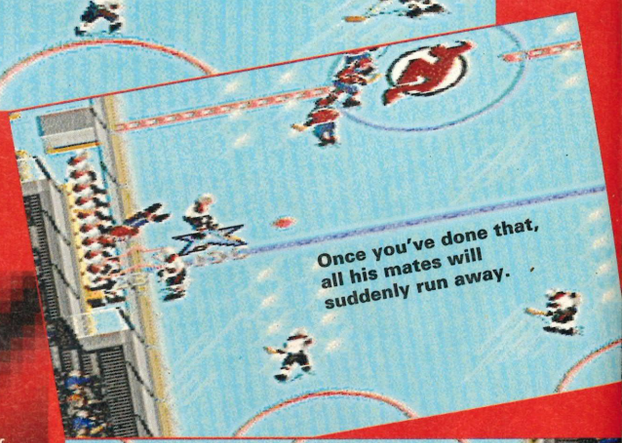
The netminders in *NHL 94* are pretty hard to beat. Check out some of your goalie's moves when he tries to block the puck.

IT'S NOT WINNING...

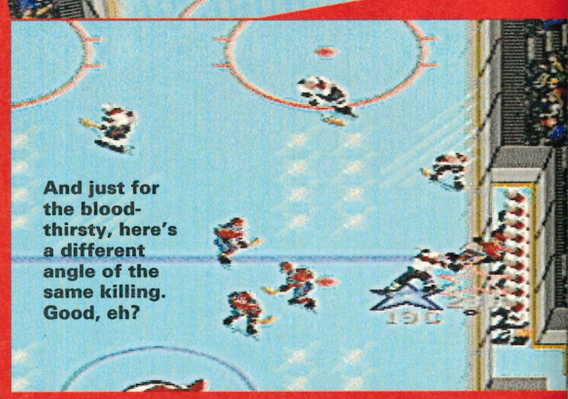
No, it's the taking part and the smashing into your opponents that counts. Just look how easy it is to send a player over the boards. All you need is a defenceman and a bit of a mean streak.



So, he's getting on your nerves, is he? Don't just snarl at him... kill him.



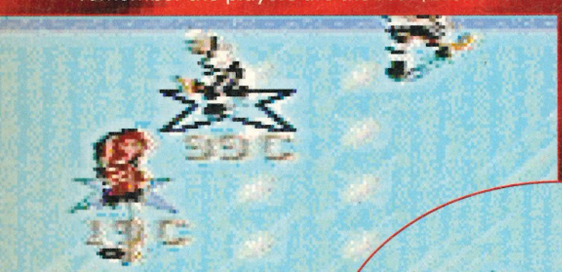
Once you've done that, all his mates will suddenly run away.



And just for the blood-thirsty, here's a different angle of the same killing. Good, eh?

recreate the atmosphere and, more importantly, the speed of this absolutely brilliant game. Using a top-to-bottom 3D display, NHL Hockey brings you all the realism of the real *(Gasp. Ed.)* thing. Choose a team from the real *(Double gasp. Ed.)* National Hockey League and remember the players are the real *(Even more gasps than before. Ed.)* ones from the 1992/93 season – that means if you're looking for Wayne Gretzky, he's playing for the Los Angeles Kings.

Apart from picking teams, there are several options to mess around with before you start playing. You can have the ref calling or ignoring penalties (which is great if you're not too sure about ice hockey rules), control your own netminder's movements, choose the length of the three periods and decide whether you want the battery back-up in the cart to store all your personal records – like how many goals you scored for the New Jersey Devils.



The key to a successful body check is timing. Aim carefully and...

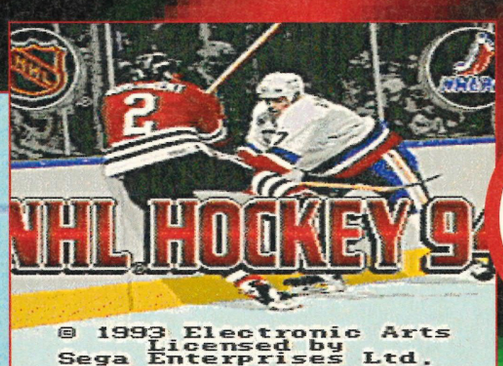
...Shove the geezer in the back. That's hockey.

If you don't know your Kings from your Sharks and you just want to pick the prettiest team, then there's a database of player cards with digitised pictures of all the NHL players, their personal details and records. Absolutely wondrous if you're heavily into the NHL, but if not, you might just recognise Wayne Gretzky, if you're lucky. The game would have been so much better if EA had spent their time incorporating a full league system instead of a database which, let's face it, doesn't add anything to the gameplay.

Playing with your mates

Play a regular game, a special one-on-one penalty shootout or go for the playoffs, the choice – as they say – is yours. Apart from the speed, the best thing about *NHL 94* must be the four-player support for EA's very own 4 Way Play adaptor. As soon as we get our hands on one we'll tell you exactly how it plays – just imagine, two-on-two hockey with three of your mates (or acquaintances).

Faster? Yes, *NHL Hockey 94* is definitely that. Better? Well, if you're into hockey for the fights and the blood, get yourself *NHLPA Hockey 93*. If you're more interested in the finer details of the game and you want a real thumb-blistering sporting challenge, then *NHL Hockey 94* is what you've been looking for. E



NHL Hockey 94 is fast, furious and difficult. It could have been incredible if they had kept the fighting bits as well.

Just before face-off, the organ starts to play and the tension mounts.

END ZONE

Graphics

Sound

Addictiveness

Playability

Faster and tougher than any before, but sadly lacks the basic element of hockey violence

OVERALL 90

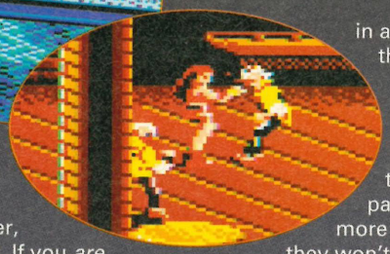
Out: September **Price:** £44.99
Publisher: Electronic Arts

Streets Of Rage 2

It's the second of its kind, it's a beat-'em-up and it's fun. JOSSE BILSON, would you please give a warm welcome to... STREETS OF RAGE 2. (Applause.)

Although he looks a seventies man, he's in fact rather more nineties. Axel comes in for some dammage from the flying blonde lass.

Blaze wastes some street punk with her standing-there-legs-apart special move.



What, are you yellow? Hiding behind pillars doesn't help either. Blaze'll kick both yo' asses.

I won't pretend to be a big fan of beat-'em-ups, so when the editor dropped this on my desk I let out a rather pitiful groan. I will admit, however, that this one has a certain appeal. If you *are* a fan of this genre, you're bound to like it. Not a lot, but you'll like it. If *Street Fighter II* is in a premier league of its own, then *Streets of Rage 2* must be vying for a position in the first division play-offs.

Basically, *Streets of Rage 2* is *Streets of Rage*, but better. For what it's worth, the story picks up one year on from where the Game Gear's original signed off, with some flimsy tale to justify an encore of gratuitous violence.

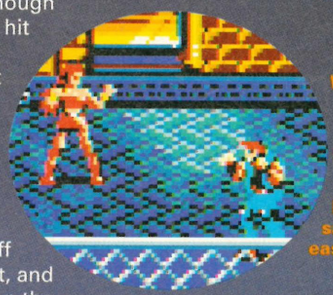
Bronzed Adonis and Mr X

All your favourite characters are back. Sinister Mr X lurks around, plotting in the background, while the bronzed Adonis Axel Rose, er, Stone and Judo-gymnast Blaze are joined by pip-squeak Eddie – who arrives equipped with skates and an imaginative nickname, 'Skate'. The ensuing barrage of blows is more varied than most, but don't fret, it's still violent.

You can marvel at six action packed stages that somehow all manage to look the same. But who cares about the background? On with the carnage. The addition of the third playing character can only be a good move. It enables you to vary your playing styles – Axel's main strength is, er, well, having strength. Blaze uses acrobatics. Eddie uses speed *(Er, allegedly. Ed.)*, and tends to roller skate a lot, too.

Not only are there more playing styles, but more importantly, there's a greater range of special moves. Smirk when some spineless Syndicate punks come for you in a gang. Chuckle as you greet them with a jump kick. Laugh when you throw them overhead. Split your sides when your corkscrew kick splits theirs. Then leave them bleeding on the pavement. You know there's more where they came from, and they won't last long either.

There's plenty of different enemies and bosses – giants, skimpily dressed blondes, two-headed ogres,and they all have their own weapons and moves. But they all have one thing in common. Hit them often enough and hard enough and they all hit the deck eventually.



We played Blaze most, because as top editor Norris says, 'She's easy.' Ta.

It's the special moves that are most compelling (there are at least nine for each player) – these are what make the game worth it. On plenty of occasions where a simple punch would do, you often find yourself showing off by trying a dynamite headbutt, and then finding yourself flailing on the floor. But so what, it's only a game and it doesn't hurt. Looking good is more important than life, especially when it's only the life of some minute character in a silly headband.

Special moves aside though, there's nothing much to set this game above the others. Collecting food and money are inconvenient chores and the music gets irritating after about ten seconds. It's another horizontally-scrolling beat-'em-up, better than most and better than the cart it supersedes. So, if that's what you're after, go and get it. E

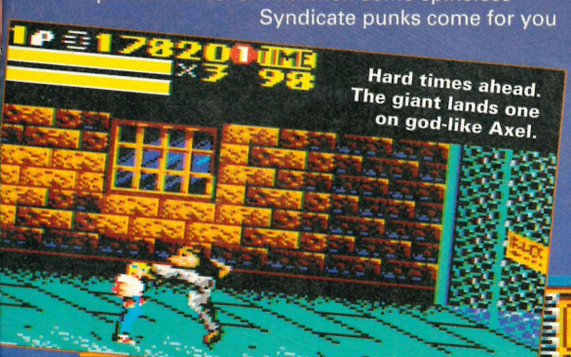
END ZONE

Graphics

Sound

Addictiveness

Playability



Hard times ahead. The giant lands one on god-like Axel.

Opportunist skater, Skate knifes this cheeky punk.

Rage against the machine.

OVERALL 78

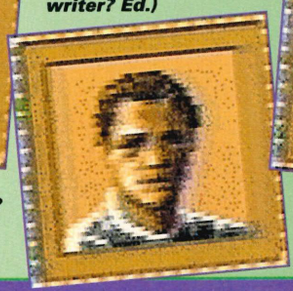
Out: September **Price:** £TBA
Publisher: Sega

The players

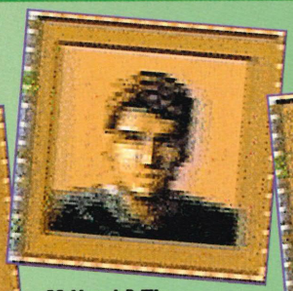
Who are these people? Why have they all got one-letter forenames and four, five or six-letter surnames? Why can't we have proper players?

Who is A Hines? Where does he come from?

C Selink? Is that supposed to be a joke? How much did Sega spend on this licence?



G Camus? Huh? *(Any relation to the famous French writer? Ed.)*



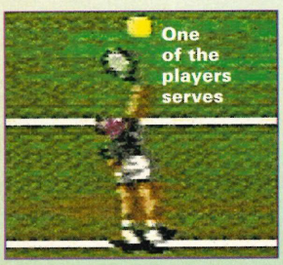
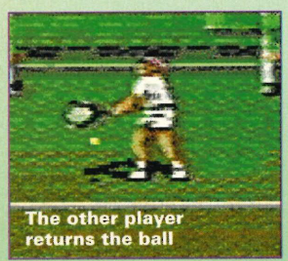
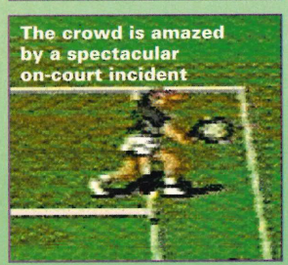
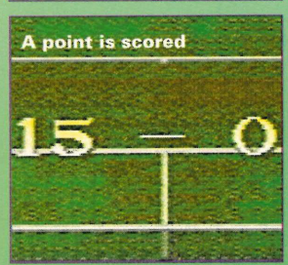
M Hawk? The Red Indian outsider, perhaps?

Has anyone ever heard of S Evans?

WIMBLEDON

Sound Effects

A unique insight into what goes on behind the scenes in Sega's *Wimbledon*.

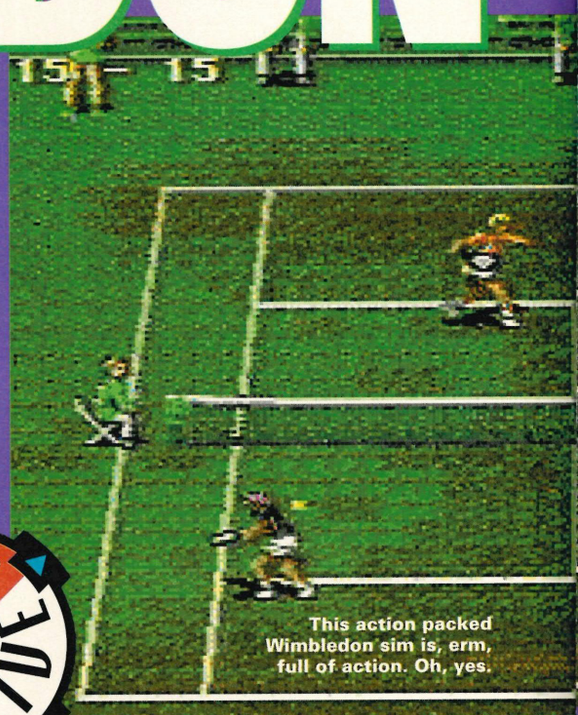
What happens on the court	What do you hear?
 One of the players serves	Concorde breaks the sound barrier at great altitude
 The other player returns the ball	A party popper is let off in a confined space
 The crowd is amazed by a spectacular on-court incident	The throttle of a Flymo is blipped briefly
 A point is scored	A Dalek bellows 'Fifteeeeen... Love.' from the bottom of a swimming pool

JONATHAN DAVIES enjoyed Wimbledon '93 immensely, and can barely wait till next year's tournament. What luck, then, that Sega have released the official WIMBLEDON game several months in advance. Quite a few months, in fact. Hmm...

I did enjoy Wimbledon, it's true. Apart from one thing. The crowd. Where do these people come from? Who lets them in? 'Hey, I know. Let's see who can be the last to shout 'Come on, Andre' after the umpire has politely but firmly asked us to be quiet. Or we could initiate a slow clap while one of the players is trying to have a word with the referee. Or maybe applaud wildly when the player we don't like misses his serve. Or how about a Mexican wave?' 'Yeah! And then we can go home and watch how clever we've been on the video.'

So I was quite relieved to find that spectators have been banished from the Mega Drive version. Instead, when someone scores a point, a man walks along – off-camera – dragging a tea chest behind him while slapping his thigh with a wet haddock.

Select a court that suits your style. Low bounce, high speed or high bounce and low speed.

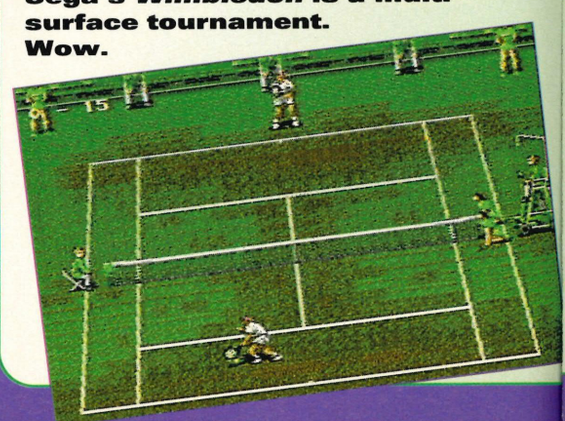


This action packed Wimbledon sim is, erm, full of action. Oh, yes.

Other than that, this feels pretty much like the Wimbledon I remember. The ball bounces about just like a real one. Play ranges from the strategic hanging-back-on-the-base-line variety to edge-of-your-seat net stuff, with one

The Courts

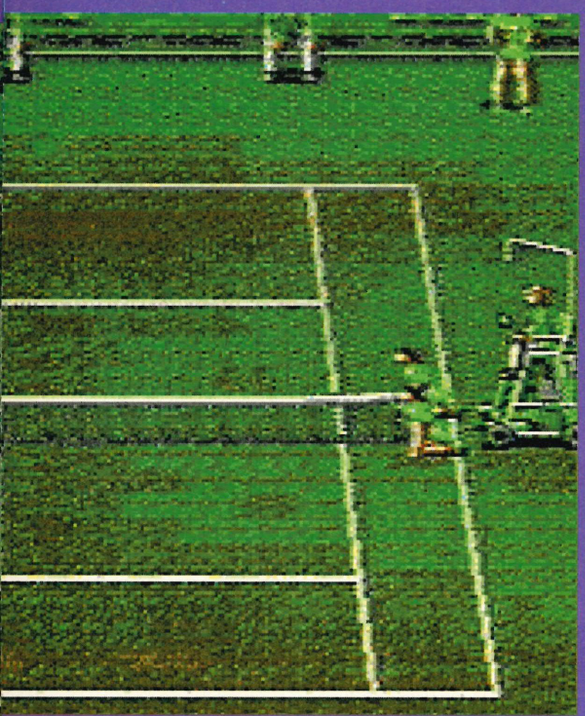
Fact: Wimbledon is a grass court tournament. Other fact: Sega's *Wimbledon* is a multi-surface tournament. Wow.



player tapping the ball seemingly out of the other player's reach, only to have his opponent sprint across and chip it back, watching it teetering precariously on the net before plopping over the other side and... but oh no, the first player's there and he flips it back over the other's head, etc.

The graphics aren't terribly inspiring, although the perspective is just right and the actual players are neatly animated. They jiggle about on the baseline while they're waiting for a serve. They stretch up on tip-toe for smashes. They even scratch their bottoms in a stimulating and photogenic manner. (At least, I have no evidence of the contrary.) It's a shame they don't

A smart intro pic of a player serving on a red backround. *(Thanks. Ed.)*



dive to reach really tricky shots, though – position them slightly out of the path of the ball and they'll just stand there, gazing at you dispassionately, as the ball sails past inches from their limply-held-out rackets. Matches consequently aren't as exciting or varied as they might have been. It's also a shame you don't get to play with real, proper tennis players, either. Instead you've got 12 crap made-up ones to choose from, with names like H Wilson and F Gustaf. There isn't even an option to enter your own set of names, oh, and they're all men.

As far as modes of play are concerned, the main one is the tournament, where you pick a player and try to beat the other 12, just like the real thing. Unfortunately, I didn't get very far with this, as for some reason I was only allowed to enter with a player so crap he hit the ball out of play if I tried to do anything more adventurous than knock it straight back whence it came, and was about as agile as a one-legged tortoise. Faced with computer-controlled opponents who seemed to know where I was going to hit the ball before I had made my own mind up, and moved to intercept it at about warp 9.6. I didn't really stand much of a chance.

No, the only way you're ever likely to win a set is by opting for an exhibition match, where you can fix your player's skill level at nine and the computer's at nought, switch on the 'bounce indicator' so you can see just where the ball's going to land each time, and give him a thrashing he'll never forget. Or, better still, play against a friend, which is where *Wimbledon* really comes into its own. Or – forget that – play against three friends. That's right, *Wimbledon* is Segatap (Sega's four player adaptor) compatible, something tennis games are eminently suited to, making for some superb games of doubles.

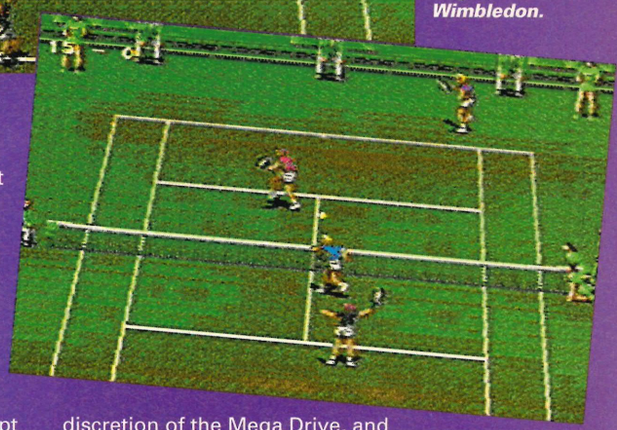
Controls-wise everything's pretty manageable. Pressing A performs a high lob (not wise against the all-conquering computer players, as they always smash it straight back at you, even if their noses are pressed against the net), B does a sort of middle middling type of shot, and C zips the ball low and fast over (or occasionally, into) the net.

You aim the ball using the D-pad, while forehand, backhand and smashes are left to the discretion of the Mega Drive, and where you're standing in relation to the ball.

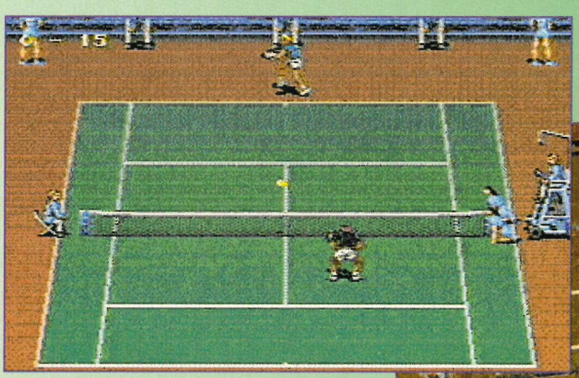
There isn't a huge variety to the things you can do with this arrangement – in fact, within 20 minutes or so you'll have seen pretty much all *Wimbledon* has to offer – but all the usual tennis moves are there, and you'll find you get better and better the more you practise.

Wimbledon succeeds by getting the basics right, although a few frills and trivial asides would have made all the difference. It's fun with two players, and riotous with three or four. But it's a bit too sensible. And the computer players make you want to be sick. E

Match point, and the crowd hushes. Suddenly, Player One spots something yellow and bright. He points at it.

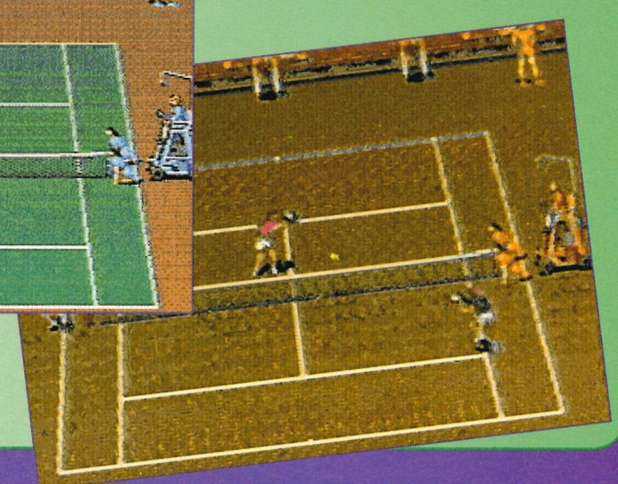


Multi-player mayhem in Sega's *Wimbledon*.



This being Wimbledon, matches take place on a good, honest, British grass court.

Er. This being Sega's 'interpretation', matches also take place on clay.



Or, indeed, a hard court.

END ZONE

Graphics

Sound

Addictiveness

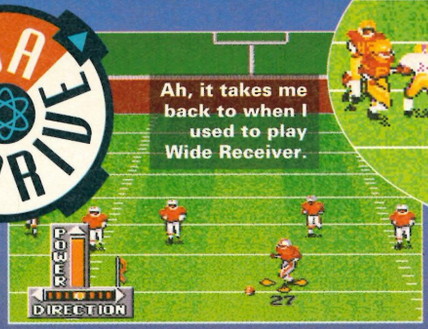
Playability

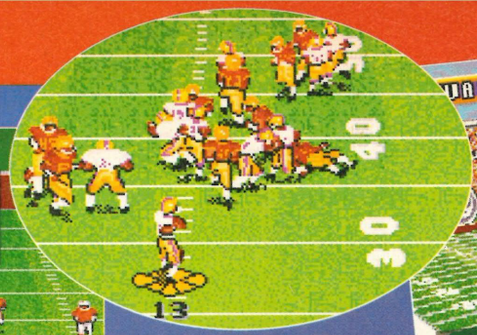
Frustrating on your own, but just about right with one, two or even three friends.

OVERALL 80

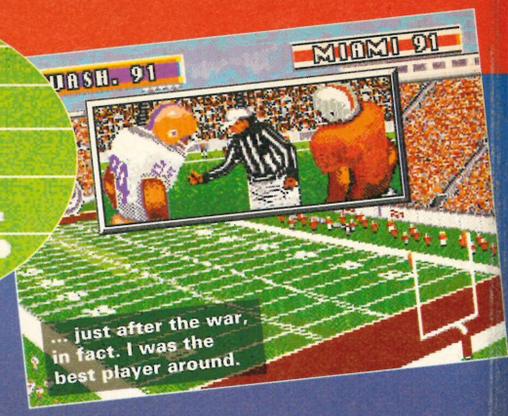
Out: September **Price:** £39.99
Publisher: Sega

More yankee footie frolics with BILL WALSH'S COLLEGE FOOTBALL. 'Me, me, me, me, me' said TIM TUCKER





That was back in the days of leather helmets, before it all got so commercial...



Bill Walsh's Co

COLLEGE RULES

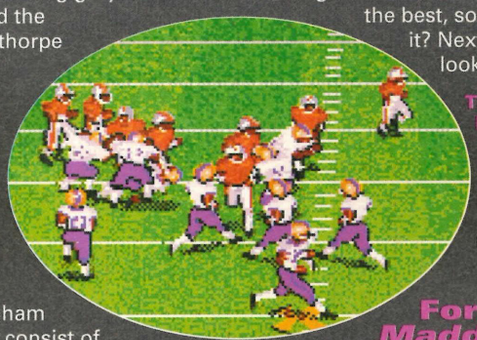
There are some differences in the rules of American college football, and this is the bit where I get all tedious and tell you what they are. Sorry.

1. After scoring a touchdown, the offense has a choice between the usual one-point field goal type conversion, or a running or passing two-point conversion.
2. The time between plays is 25 seconds rather than the professional game's 45 seconds.
3. If a player on the defense recovers a fumble, he can't run with the ball.
4. If the ball carrier falls to the ground, whether he's been tackled or not, the play ends – the opposing team doesn't *have* to touch him.
5. There is no two-minute warning Timeout.

There are a few more, but they'll probably all be changed by the time you read this anyway. But they will always apply to *Bill Walsh's College Football* on the Mega Drive by Electronic Arts. So that's alright then.

Americans have a totally different outlook on their college life – you only have to look at their movies to realise that. Take the frat-house frolics of films like *National Lampoon's Animal House* and *Porky's*, where everyone finds out that girls are brilliant, especially semi-clad cheerleaders, and life turns out to be a complete laugh. Can you imagine a film about our university system? A few sociology students with long grey overcoats, hanging around the student union bar in Scunthorpe Polytechnic and moaning about their grants. It wouldn't make quite such compelling viewing, would it?

The same holds true of college sports. The average turn out to a rugger scrap between the Wolverhampton Aquatic Mammals and the Nottingham Nobodies would probably consist of a couple of mates, a few stray dogs and some crusties looking for Glastonbury. In America, a college clash between the Miami Hurricanes and the Michigan Wolverines attracts crowds of 60,000 plus, gets national TV coverage and is often the social highlight of the week. It's also from the colleges that pro teams like the Dallas Cowboys and the Washington Redskins draft all their new players – so college games contain the American Football stars of the future.



Then my wife left me for a Nose Tackle, and it all went tragically wrong.

Anyone reading this review will fall into one of two categories: those who realise that EA's *John Madden Football* is the best game on the Mega Drive, and the sadly deluded who haven't got that fact into their skulls yet. Now, let's get this straight from the start, *BWCF* is, in essence, *John Madden* with college teams instead of professional ones, but that could be seen as a good or bad thing. First the good-thing-way-of-looking-at-it: *John Madden*'s control system is the best, so if it ain't broke, why fix it? Next the bad-thing-way-of-looking-at-it: aren't EA just trying to wring some extra cash out of a popular game engine?

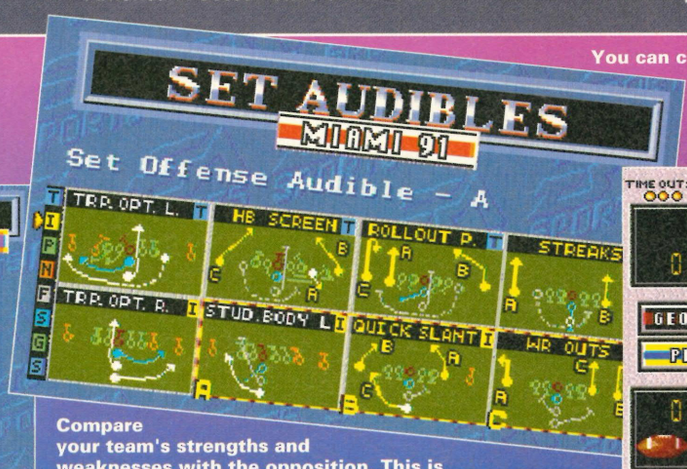
For the non-*Madden* players

If you haven't played *John Madden Football* before, you'll want to know how *Bill Walsh College Football* plays. The short answer is groin-strainingly brilliantly. At first it may seem confusing, but once you're used to it, it's a dream. You choose 'plays' from a scrolling list, then control the ball carrier on offense, and any player you want on defense.

You have an enormous amount of control over the players, including the ability to dive,

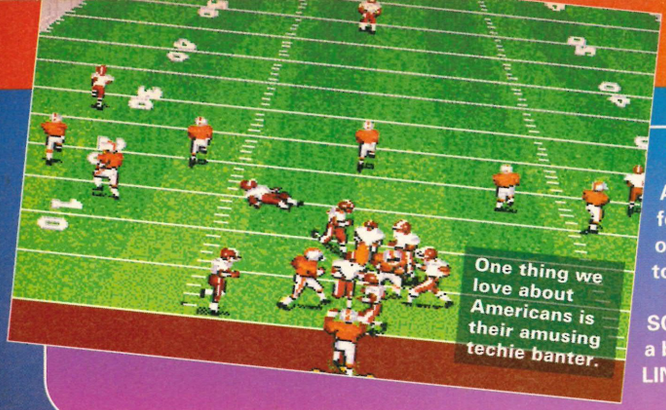
American footie tactics for the uninitiated.

Compare your team's strengths and weaknesses with the opposition. This is important, as you can pick plays to suit your strengths.



You can choose which plays will be called up by audibles, which improves on *Madden*.

Play selection. The windows scroll, so you can see all the plays at once.


One thing we love about Americans is their amusing techie banter.

WHAT? EH? PARDON?

American football is a confusing game for we British, with a terminology all its own. Here's *Sega Zone*'s handy guide to some of the more common terms.

SCRIMMAGE – A card game, which uses a board with holes and pegs for scoring.
LINE OF SCRIMMAGE – A load of boards with holes and pegs, arranged end to end.
PUNT – A euphemistic insult aimed at unsettling the opposing team.
SNAP – German dance outfit. Enjoyed much success with singles such as *I Got the Power* and *Exterminate*.
SHOTGUN – Shoulder firearm with unrifled bore, used mainly for hunting small game.

ollege Football

jump up to catch a ball, jump over players on the ground, spin out of tackles and charge forward through a throng of meat heads. It's also a very accurate simulation of the sport, with all the rules and regulations rigidly adhered to, and every aspect of the game from kickoffs, field goals and punts under your control. It's a superb mixture of strategy and extreme violence with masses of depth, which rewards skill and experience, as every good game should. In one-player mode it's great, but in two-player mode it really starts to get your saliva flowing liberally. *(Ugh. Ed.)*

I couldn't even look at an American Football after that. Ahh, great days.

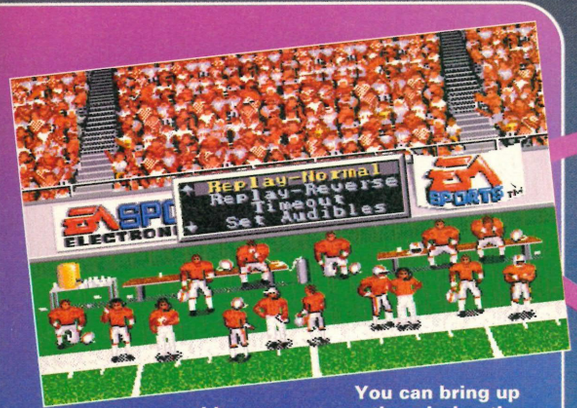
For existing *John Madden* players

So what are the differences between *Madden* and *Walsh* (aside from the fact that one's receding more heavily)? Well, the graphics have been fiddled with a bit, and the animations are much improved. You can now see every neck-snapping, spine-twisting, leg-buckling tackle in bone-crunchingly vivid detail, which contributes a suitably savage atmosphere to the proceedings. *(This review contains no artificial adjectives. Ed.)* Unfortunately, the extra graphic power seems to have resulted in a slower game. Or perhaps the designers felt that it would be more accurate to depict college teams as slightly slower – either way it's not quite got the pace of *Madden*. That doesn't bother me too much, speed never was the essence of EA American Football, but it makes it incredibly difficult to get any kind of running game going.

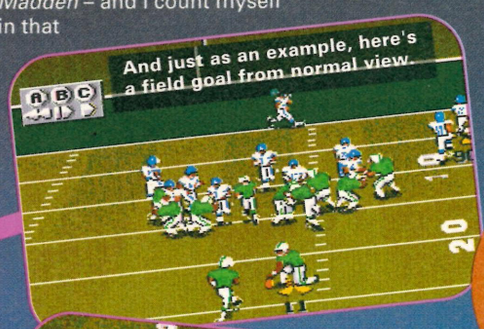
Apart from this, the integration of college rules and the cosmetic changes, playing *BWCF* sends pretty much the same chemicals charging around your body as *Madden*. Which poses one big question, and indeed brings us neatly to the entire point of this review – is it worth buying? I'll answer that question in two ways: one in my normal voice, and the other in a sort of silly high pitched whine. *(© Monty Python 1970. Ed.)*

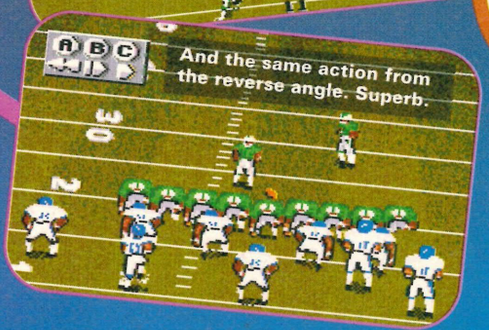
Only the most rabidly dedicated American Football fan is going to need this *and* *Madden* – and I count myself in that category. I quite literally foam at the mouth at the prospect of pitting the Alabama Crimson Tide against the Notre Dame Fighting Irish. But then, as I'm constantly reminded, I'm sad in this respect. *(Quite. Ed.)*

Anyway, I'm going to give this game a high score because I love it and I'm bloody well reviewing it. And everybody else here loves it, as evinced by the fact that if I leave my seat for just ten seconds, I return to find two more eager college hopefuls hogging the game. But I'm pretty sure that if you've already got *John Madden Football*, you'll baulk at spending another £45. And those looking at buying their first American Football game would probably enjoy playing the glamorous professional teams in *Madden* more than the mud-and-grind college variety. E



You can bring up this screen at any time during the game, and it offers, amongst other things, two ways of replaying the last bit of action.





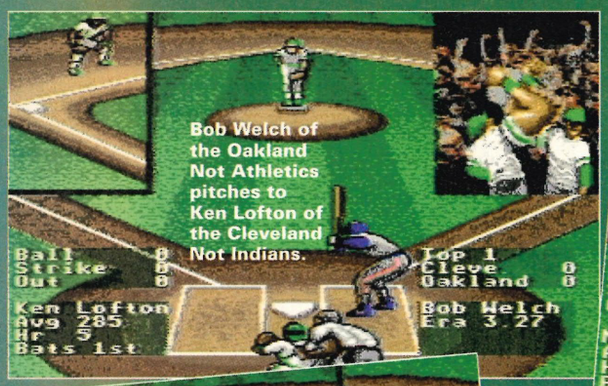
END ZONE

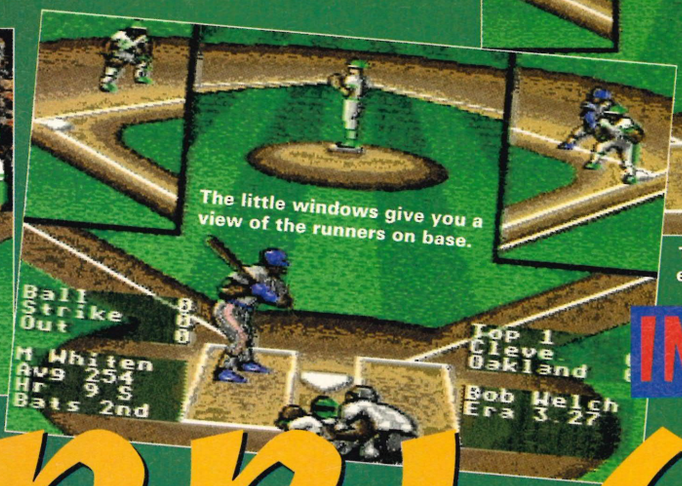
Graphics
Sound
Addictiveness
Playability

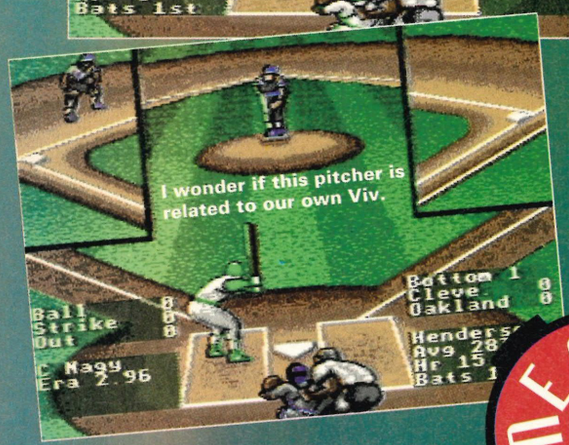
Not enough to make you ditch Madden, but a great game nonetheless.

OVERALL 89

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







IMPORT

RBI 93

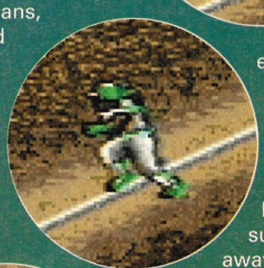
The American baseball season is over. But does that necessarily mean we can't review RBI 93? TIM NORRIS just says no.

Look, I don't want to be seen as being unduly belligerent here, but if you don't like baseball you won't like *RBI 93*, so why don't you just go and read one of the other pages instead. No, that's not right, that's not the right attitude at all. I'm sorry, I don't know what came over me.

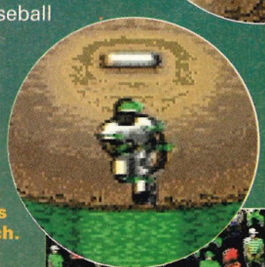
RBI 93 is the sequel of a sequel, and I, for one, think it's getting better. It's been licensed by the Major League Players' Association, so it includes real players and their statistics. It hasn't been licensed by Major League Baseball so it doesn't include real team names (so it's just 'Cleveland' instead of Cleveland Indians, and 'Oakland' instead of the Oakland Athletics – oh, and why *did* they trade José Canseco?). But that doesn't make it a Bad Thing.

I can't work out if I'm getting better at these damn things after spending so many hours on *Super Baseball 2020, (Erm. Probably. The Team)* or if Tengen have finally produced a playable baseball game. Obviously, if it's just me then I've got entirely the wrong impression of a game that you might think is utter drivel. Sorry.

Anyway, let's have a look at it. The machine's fielders don't seem to have the usual clairvoyant ability of other computerised baseball players. If you smack the ball for miles there won't always be a fielder waiting expectantly underneath it and you won't be driven to smash your telly with your Louisville Slugger every time you get caught out – when you're caught it'll be fair. This is a Good Thing.



We seem to have realistic throwing ability here, too. The perimeter fence at most Major League stadia is what architects and surveyors call 'a bloody long way away'. In human terms this translates to, 'You want me to throw it *how* far?' I've played games where players can chuck a ball straight from the fence to home plate without it hitting the ground. In *RBI 93*, the second baseman will have to pick it up and relay it. This is Another Good Thing.

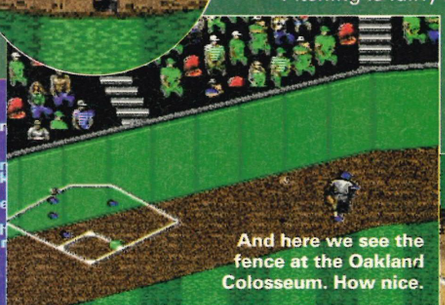


Hoppy, the famous Oakland second baseman, was never far from the action all through my Cleveland vs Oakland grudge match.

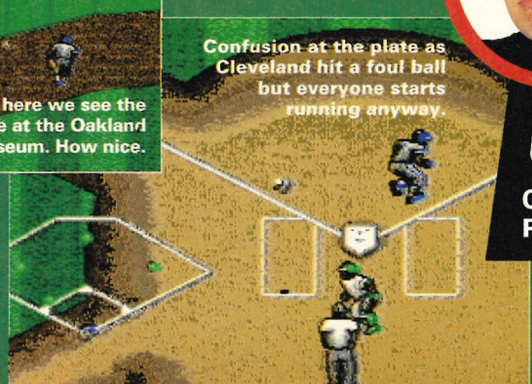
Pitching is fairly straightforward and controllable, and pitchers tire as the game progresses. Batting is equally straightforward. It's difficult to judge the height of a pitch but that's common to most baseball games.

Other than looking a bit more realistic than the average baseball game, though, and having realistic stadia (stadiums?) there's nothing really to make you think 'slap me, I ought to rush out and get that one'. If you don't like baseball you really won't want to play this at all. And I have to say that I'm still waiting for a full-on MLB licence (EA are alleged to be working on one) so that I can get my baseball fix. But a worthy contender nevertheless. E

Real team line ups. They've all got dodgy moustaches.



And here we see the fence at the Oakland Colosseum. How nice.



Confusion at the plate as Cleveland hit a foul ball but everyone starts running anyway.

END ZONE

Graphics

Sound

Addictiveness

Playability

Top-notch baseball action, but for fans only.

OVERALL 72

Out: Now **Price:** Ask your importer
Publisher: Tengen (import)

Jobs For The Boys ...And Girls

Did our feature on gaming schools in Japan (*Sega Zone* issue 9) whet your appetite for a career in the games industry? But without such schools in this country, how can you get into it? If you're no good at art and you find programming as much fun as being disemboweled with a rusty spear, there are loads of other jobs within the games industry. To give you a better idea of what they are VIVIENNE NAGY turns careers advisor and peeks at the CVs of some of the people who work at Virgin Interactive Entertainment (Europe) Limited...

Name: **CAROLINE STOKES**

Age: 21

Job title: PR Executive.

Job description: Dealing with UK and European specialist publications for Sega and floppy formats. Learning all aspects of game before introducing game to magazines.

Qualifications/qualities: BTEC National in Business and Finance which involved PR, Marketing, Advertising and European Studies. Very relevant for my current position. Need a jolly personality. Need to be able to juggle ten balls at once.

Best bit of job: Meeting lots of different personalities within the industry. There's never a dull day.

Worst bit: The dreaded mailout.

Lucky break: Bumped into Andrew Wright, now Software Marketing Manager at Sega, at a trade show in Cologne. Many interviews later I became his assistant, then I was dumped in the deep end as a PR executive.

Salary: Between £10,000-£12,000. Too little.

Name: **PETER HICKMAN**

Age: 24

Job title: Producer and Internal Assistant Producer (Also head mushroom – we work in a grotty basement).

Job description: I design new games for the internal development department. Co-ordinate the current team and the freelance artists we are using. Purchase new equipment and development systems. Co-ordinate external development teams (Sensible Software, Revolution Software).

Qualifications/qualities: A good technical knowledge is essential. Most development systems are PC based. Knowing something about programming helps. A good imagination for games design, a good grounding in English language.

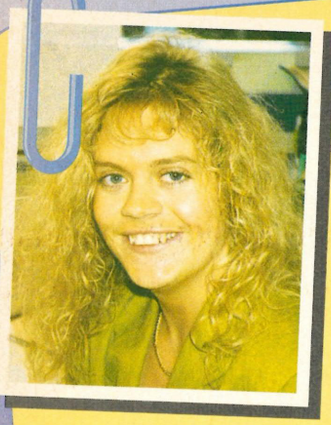
Best bit of job: Having the creative freedom to design wacky things. Not having to be a brilliant checker since the invention of checkers.

Worst bit: Writing purchase orders and buying new equipment.

Lucky break: Started out as a freelance journo and programmer. Applied for a job at Virgin 'cos I was bored working alone.

Latest projects: Designed *Dragon*. Designing three new Sega games for 1994/95.

Salary: Undisclosed.



Name: NIKKI HEMMING

Age: 25

Job title: European Sales Manager.

Job description: Responsible for the management of sales to all European customers outside France and the UK.

Qualifications/qualities: 11 O-levels, three A-levels.

Best bit of job: Travelling to wonderful European cities, eating and drinking lots and meeting a variety of people.

Worst bit: Paperwork.

Lucky break: Experience and contacts within the games industry.

Latest projects: New market ventures such as former Eastern block and West Africa.

Salary: Not telling.

Name: DAVE CHAPMAN

Age: 28

Job title: Programmer.

Job description: Programming Mega Drive games. Programming utilities for artists so that they can convert their graphics into a format suitable for the Mega Drive.

Qualifications/qualities: Got A-level Computer Science, but no real qualifications needed, more a natural interest and talent.

Best bit of job: Seeing good reviews after months of toiling over a hot assembler.

Worst bit: Being thrust into the public eye.

Lucky break: Computer studies at school. Bought a Spectrum (one of the first commercially available home computers) to play games at home.

Latest projects: My first Mega Drive game will be *Dragon*.

Salary: £18,000+.

Name: JULIE COLLINS

Age: 21

Job title: Receptionist.

Job description: Switchboard operator, greeting and meeting clients, sorting post.

Qualifications/qualities: Pleasant phone manner, friendly personality. Patience.

Best bit of job: Meeting nice people and reading the kids' letters.

Worst bit: Rude, complaining people.

Lucky break: Through my boyfriend's sister's flatmate.

Salary: Under £10,000.

Name: JOHN PALMER

Age: 27

Job title: Lead Computer Artist / Animator.

Job description: Sit in front of computer screen, designing sprites and animating them. Help to design games and come up with game ideas.

Qualifications/qualities: Need to be able to draw (O-level Art).

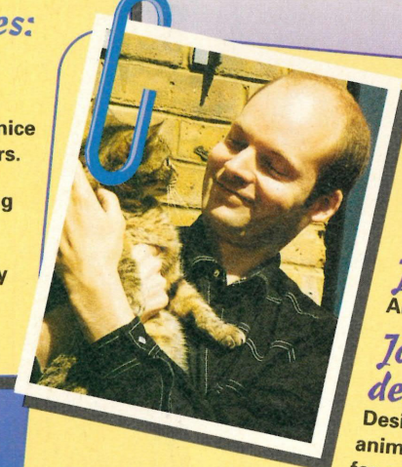
Best bit of job: Money.

Worst bit: Deadlines. Programmers.

Lucky break: I got into the industry by going to a computer show with a demo of my graphics and approached various companies.

Latest projects: My last project was *Pugsley's Scavenger Hunt* for Ocean Software on the SNES. Working on *Dragon*, the Bruce Lee story at the moment.

Salary: £17,000+.



Name: STEVEN CAVALIER

Age: 30

Job title: Animator.

Job description: Designing and animating characters for games.

Qualifications/qualities: Art background and seven years experience in film animation industry.

Best bit of job: Creative aspects, designing and working out movements, etc, and having a canteen.

Worst bit: Time-consuming and tricky business of drawing with pixels.

Lucky break: Answered ad in press.

Latest projects: This is my first job in the computer games industry.

Salary: Undisclosed.

Name: KEVIN TURNER

Age: 27

Job title: Quality Assurance and Customer Services Manager.

Job description: The running of the test department to ensure that all products meet the highest possible standard. This relates to the customer services department. The better the product, the better the service.

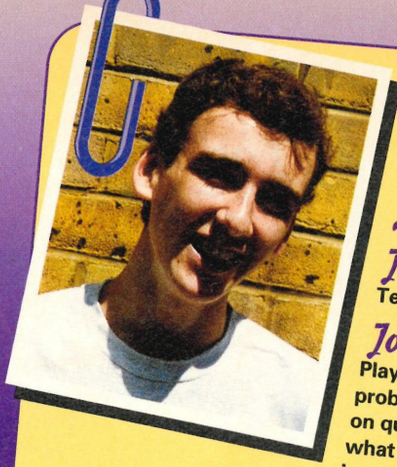
Qualifications/qualities: Average academic qualifications. Studying for diploma in Business Administration to progress, finally, to MBA. Total of nine years previous management experience with Leisuresoft, Atari and Tesco.

Best bit of job: Satisfaction from releasing a good top quality game. Having letters from customers explaining that they are totally satisfied.

Worst bit: None.

Lucky break: Pursuing a hobby into a career.

Salary: £16,000-£18,000.



Name: JAMES DILLON

Age: 19

Job title: Games Tester.

Job description: Playing games to find problems. Writing reports on quality of the games, what changes and improvements are needed.

Qualifications/qualities: No GCSEs.

Best bit of job: Seeing a good product go out clean and being able to say that I'd done that.

Worst bit: Finding one bug, but not being able to find it again, and being shouted at.

Lucky break: Started on YTS doing customer services at Mirrorsoft. All testers do customer services. Promoted to tester, now development assistant. Also worked with Domark and Accolade. People generally said that I was a crap games player, but a good games tester.

Salary: Under £10,000.

Name: "WOODY" WOODYATT

Age: Over 21 – sad.

Job title: Public Relations Manager.

Job description: Presenting top quality games to top quality magazines. *(That's us. Ed.)* Keeping a constant corporate image.

Qualifications/qualities: Excellent personality. Bright smiley face. Loads of bluff.

Best bit of job: Travelling, business lunches, meeting all the wonderful journos.

Worst bit: Meeting speccies.

Lucky break: A friend owned the company.

Salary: £100,000 – Not.

Name: CATHERINE SPRATT

Age: 36

Job title: Logistics Manager

Job description: Getting artwork approved by Sega Japan and by licensor. Placing orders for Sega stock for our customers and keeping track of production and shipping, etc.

Qualifications/qualities: BA in Music and Education. Grade Eight piano. RSA One typing. Qualities: I'm a Virgo. Concern for good presentation, attention to detail, good communicator.

Best bit of job: Contact with people and seeing my systems working.

Worst bit: Schedules being disrupted by outside forces or internal forces, ie. bugs in software.

Lucky break: 1984 Receptionist, 1986 PA to MD, 1990 Marketing Assistant in Sega department, 1991 CD production, 1992 Sega Logistics, 1993 Logistics Manager.

Salary: Enough.

Name: MAEVE CRONIN

Age: 23

Job title: Royalty Accountant.

Job description: Liaise with programmers, developers, etc. Prepare quarterly statements for programmers. Control of contracts, sub-licence agreements, etc.

Qualifications/qualities: Accounting background, fair knowledge of computers and general common sense.

Best bit of job: Meeting programmers and developers.

Worst bit: Late nights and deadlines.

Lucky break: Applied through agency.

Salary: £12,000-£14,000.

Name: IAN MATHIAS

Age: Too crusty to answer.

Job title: Software Development Manager.

Job description: Responsible for all Virgin's Sega/Nintendo development; take idea or concept through from contract stage to finished approved code.

Qualifications/qualities: Lots of experience of video games.

Best bit of job: Seeing, playing, developing games.

Worst bit: Contracts.

Lucky break: As artist/programmer.

Salary: Undisclosed.

Name: PAUL DOWLING

Age: 30 (ish)

Job title: Marketing Manager

Job description: Commission all design and illustration for packaging. Commission all press advertising and design ads. Buy all TV and radio space. Design and market all ads. Design merchandising. Liaise with sales and PR. Develop whole presentation concept, little by little on a pan European basis.

Qualifications/qualities: Big mouth and loads of bluff (oh, and ten years marketing experience in the record industry).

Best bit of job: Working with good people.

Worst bit: I am a Virgin.

Lucky break: Press ganged.

Salary: £20,000+.

Virgin family tree

And now presenting the Virgin family tree. Here we chart the production of a game from start to finish, and follow its progress through the capable hands of the Virgin workers.

A GAME STARTS HERE

Idea (can take up to one year to clinch licence, create contract and approve stroyboard)
Ian Matthias (Software Development Manager)

↓

Create game
Steven Cavalier, Dave Chapman, John Palmer (Programmers and Artists)
(takes one to two and a half years)

↓

Co-ordinate game operation
Peter Hickman (over two years)
(Producer)

→ **Create marketing campaign**
Paul Dowling
(Marketing Manager)

↓

Test game (takes two months)
James Dillon
(Games Tester)

FEEDBACK ↔

↓

Create packaging, liase with Sega for approval and deal with orders (takes four months)
Catherine Spratt
(Sega Logistics)

Sales to Europe and Uk need to liase with marketing and development.
Nikki Hemming and Peter Ball
(Sales - Takes 2-3 months)

FEEDBACK ↔

Work in progress with select publications in Europe and UK
Caroline Stokes (PR)
(takes one month)

Then all at once

FEEDBACK ↔

Ian Mathias and Peter Hickman
Product goes to testing at Sega Europe and Japan. Machine check, product approved
(Takes 1-2 months)

→ **Previews can go ahead in specialist publications in Europe and UK.**
Caroline Stokes (PR again)
(takes six weeks)

Finalising quantities for each territory in sales

→ **Specialist reviews have hit by now**

Three months after approval date, game is released

↓

Nikki, Catherine and Peter will continue to discuss further orders

Reviews hit TV, radio, lifestyle and national press
Danielle Woodyatt
(takes one to two months to organise campaign)

Any problems with customers' games
Kevin Turner (whole process can last for several years for popular games)

Royalties apportioned to programmers
Maeve Cronin
(Royalty Accountant)

→ **Programmers**

Q. What's got 100 pages, more than 60,000 words and over 500 pictures, all of which (give or take the odd goat joke) are about Mega Drive and Mega CD?

A. Find out on Thursday 16 September!

MEGA

100% SEGA MEGA DRIVE & MEGA CD

BLOODY GREAT BIG MONSTERS

There are loads of absolutely huge monsters for you to jump on, avoid or kill. Here are some. Of them.

This is a really helpful big bird (with legs like Big Bird). You sort of stand on his foot. Isn't that sweet?

This chap isn't in the least bit sweet. But he is fat so we could make some jokes about that. If we wanted.

This one's sooo big it doesn't even fit on the screen. And it's got a tail too.

Chuck Ro
Son Of C

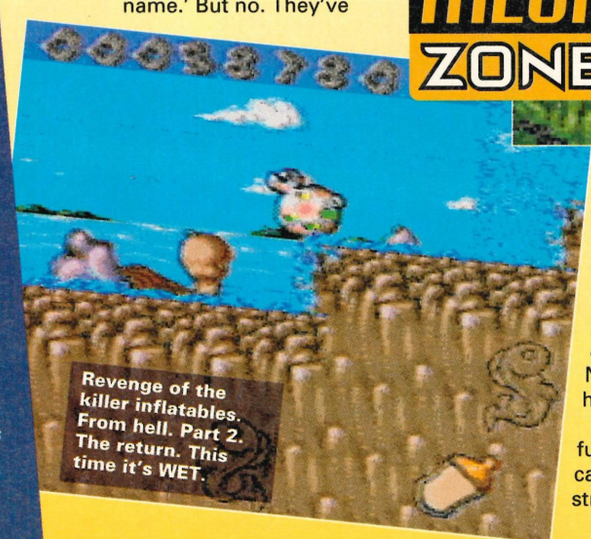
We would like to warn you that the following review of CHUCK ROCK II is one of TIM NORRIS's concept reviews. Thanks.

Right, that's it. There's going to be trouble. Until recently there was a perfectly workable arrangement between the Computer Games Industry and the Amalgamated Union Of Game Reviewers (AUOGR). The agreement clearly stated that the games industry would produce products which would, and I quote, 'Allow reviewers ample opportunity for the pouring of scorn and derision upon names, plots, characters and gameplay. Where such opportunity is not granted, strenuous efforts should be made to provide laughable graphics and feeble sounds.' It's all there, in black and white. But have Core stuck to that agreement? Have they 'eck as like.

Chuck Rock 2: Son Of Chuck is the sequel to *Chuck Rock*. It stars Chuck's son. Where's the ambiguity in that? Where am I going to get a chance to take the mickey out of that, hmm? What are they trying to do, put me out of a job? I could have written a couple of hundred words about stupid names and how it was 'just the sequel to *Chuck Rock* so why hadn't they given it a sensible name.' But no. They've given it a straightforward, informative title. It's not good enough, really it isn't. We, the Amalgamated Union Of Game Reviewers, demand unhelpful game titles which require at least three paragraphs of explanation and leave the publishers of said game open to ridicule and heaps of satire. *Chuck 2*, indeed. Next thing you'll be telling me is that it has a decent plot.

Oh, really, this is preposterous. It's funny, and relevant. I'm on the verge of calling my brothers and sisters out on strike. It seems Chuck has invented a car

If you come across a really long spiky bit, why not hitch a ride on a friendly ant? That's good advice for life in general, really.



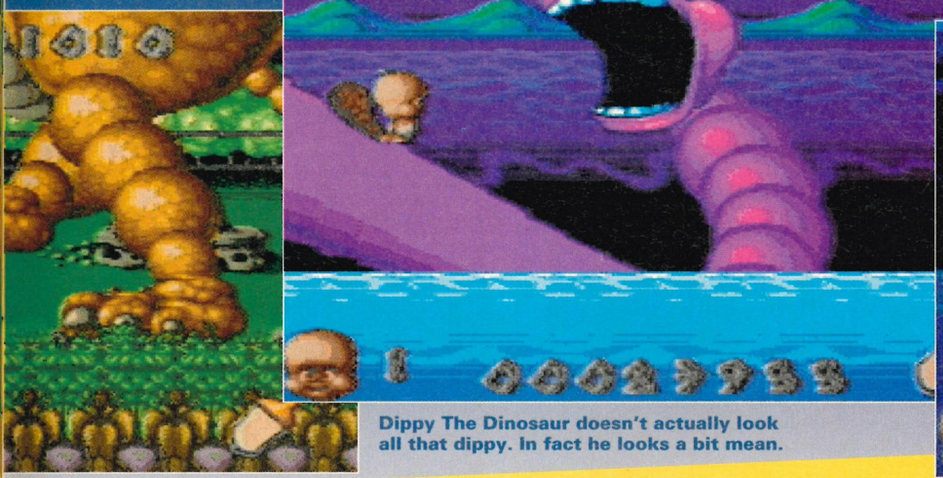
Revenge of the killer inflatables. From hell. Part 2. The return. This time it's WET.

Jump on that bandwagon

Whenever a 'prehistoric' game comes out, game reviewers all over the country start humming *The Flintstones* theme tune and wondering how they can work One Million Years BC into their reviews. Here at *SZ* we're no different, frankly.

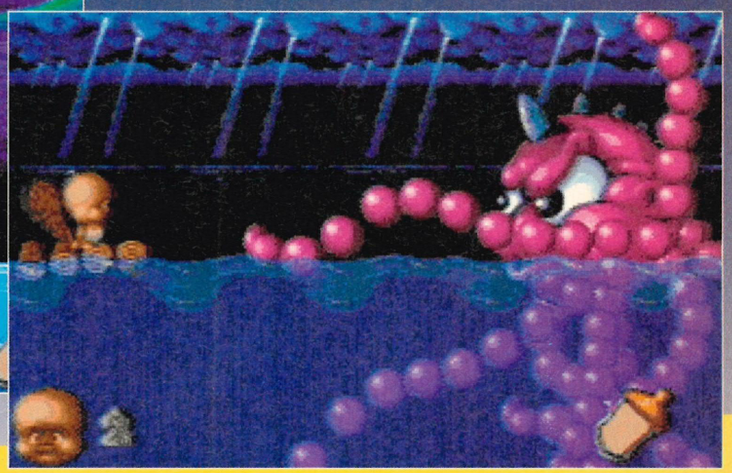
- During the closing credits of *The Flintstones*, why doesn't Fred just go back in through the window like the cat did?
- Why do we never see the cat in any of the rest of the series?
- Why do they take Dino to the drive-in, and not the cat?
- Why is Betty, perhaps the most gorgeous cartoon character ever, living with a loser like Barney?
- Where did Raquel Welch get that bizarre prehistoric bikini?
- Why did Doug McClure do all those awful films like *The Land That Time Forgot* after he'd been such a big star in TV's *The Virginian*?...

(Er, look, while you were working on this there was a meeting and we're all on strike. Sorry, but you can't write any more. Shop Steward.)



Dippy The Dinosaur doesn't actually look all that dippy. In fact he looks a bit mean.

Osric's tentacles. They're just a bunch of circles but they look impressive when you see them moving about in a sinuous way.



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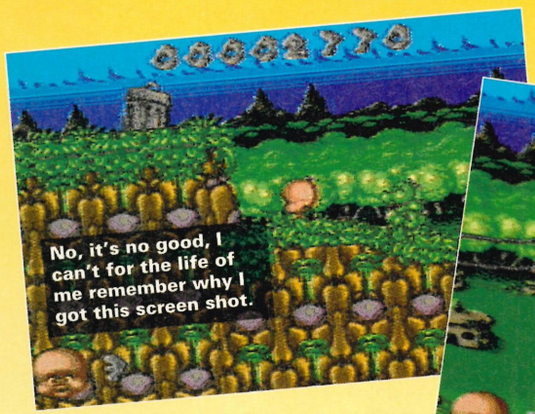
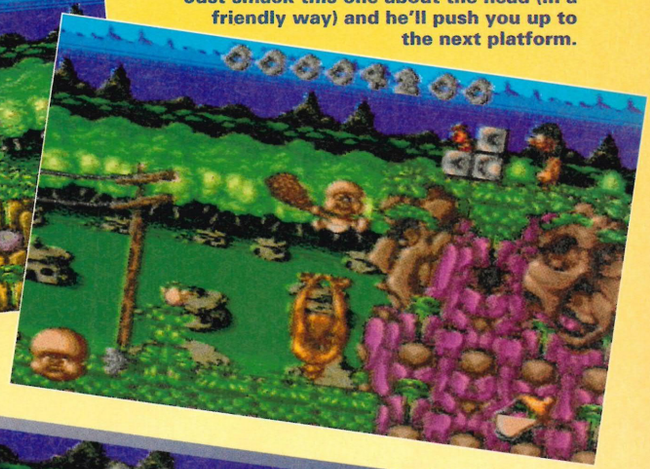


Some of the chaps in the game can be helpful. Just smack this one about the head (in a friendly way) and he'll push you up to the next platform.



THE FAT BLOKE GETS IT. AGAIN

Light relief is provided throughout the game by the repeated (and invariably unpleasant) demise of a massive fat bloke.

Above: There's no point running, Fat Bloke, you'll only die tired.

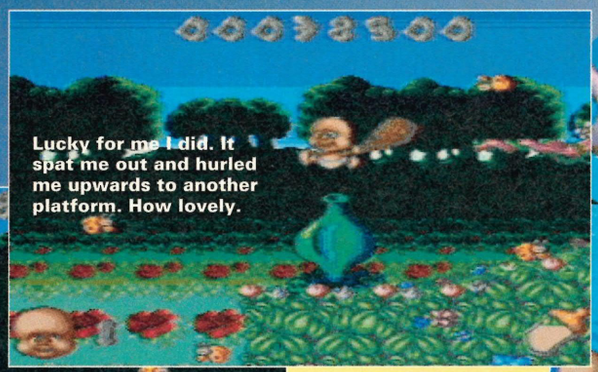
Left: It's Dippy the lovely, friendly, sea-dwelling dinosaur. He's so lovely and friendly that he grabs Fat Bloke in his happy smiling jaws and then spits him out into the sea.

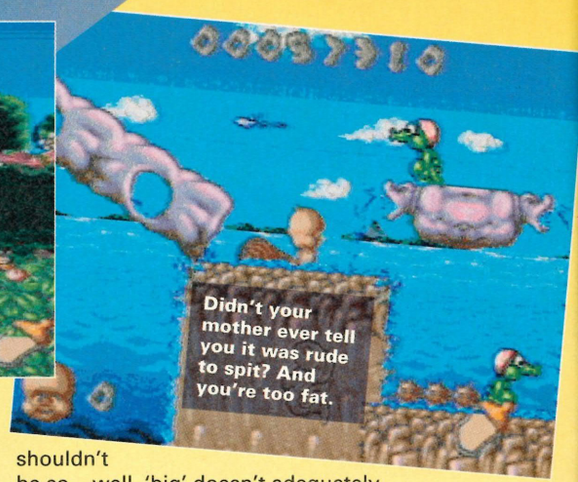
and has made something of a success of his life. The evil Brick Jagger (boo, hiss), owner of the Datstone Car Company, enraged by the potential loss of profit to this small time operator, decides to eliminate the competition. He has Chuck kidnapped and tries to force his wife to sign over the company. The ransom note (carved on a slab of rock and tied to a brick) is thrown through Mrs Rock's window. Chuck junior (that's Chuch's son, by the way) sets off armed with only his club to rescue his dear old dad.

It just isn't on, I'm afraid. The agreement clearly states that plots shall be 'pointless, irritating, unfunny and badly written'. This one's

CAN'T WE BE FRIENDS?

We complain bitterly that everything in platform games is out to get you. Not so here.





At first glance this appears to be a very unfriendly Venus Flytrap. Something that ought to be avoided.

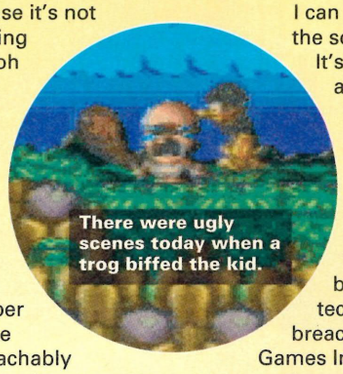
got some half decent jokes in it, some well-drawn cartoons, it leads you properly into the game and makes you want to play it. I can't stand for this. There'll be a meeting in the canteen at 11 o'clock to discuss possible industrial action.

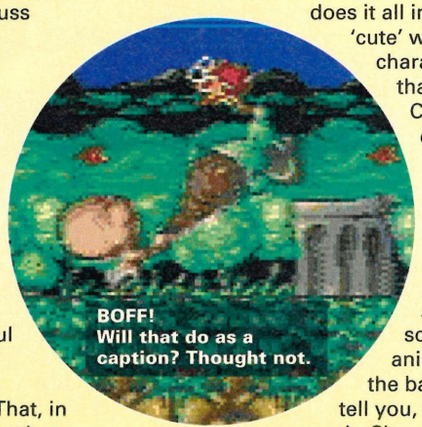
In the canteen

Brothers and sisters, I have in my hand (holds up eight E-PROM computer chips) evidence of one of the most flagrant breaches of the Games Industry Agreement since that agreement was signed in 1986. This game has a helpful name and an amusing and relevant plot. (Disgruntled muttering from the crowd.) That, in itself, wouldn't be so bad. But that, brothers and sisters, isn't all.

The gameplay is pretty standard platform game stuff. There's a lot of running about, avoiding obstacles and hitting things with a large club, so there ought to be plenty of scope for criticism there. But no, brothers and sisters. No, indeed. Because it's not just a load of boring running about and hitting things, oh no. There are puzzles to solve, objects to be used, and fun aplenty to be had. (Cries of 'shame'.)

Shame, indeed. But it gets worse. The graphics are superbly drawn. The main character, this Chuck II, is a cute baby – he waddles, he swings a club, he throws a temper tantrum when he's killed. And he does it all in an unreproachably 'cute' way. There are other characters, brothers and sisters, that are as well-drawn as Chuck: fat cavemen, thin cavemen, cavemen with wigs that can be knocked off, only to take on a life of their own. There are spotted pigs. There are surfers, monkeys, men in fancy dress. The list goes on.



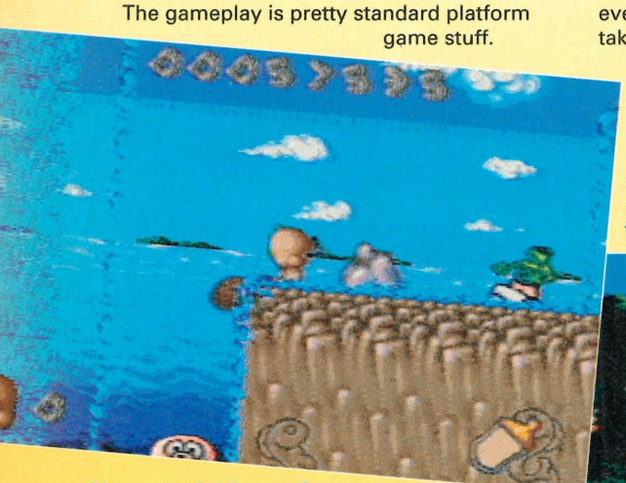


Animation? Did I hear someone ask about the animation. (A puzzled 'no' from the back of the room.) Well let me tell you, brothers and sisters, it's superb. Characters move smoothly no matter what's going on on-screen and everything has something about it to make you take notice. There are actually visual jokes in this game – we can't put up with this kind of behaviour. Parallax scrolling backgrounds shouldn't be this smooth, brothers and sisters. Bosses and other giant characters shouldn't be so... well, 'big' doesn't adequately describe how huge they are and just how complex their movements can be. It goes against all the terms of the 'Poking Fun At Computer Games For Being Technically Crap' amendment to the 1986 agreement.

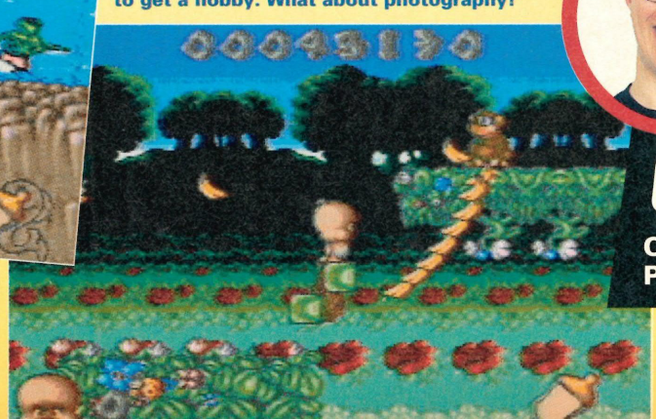
I can barely bring myself to mention the sound. Good music. Good effects. It's just too damn good, brothers and sisters.

I put it to you that this game, by being well put together in all respects, by having a sensible name, a relevant plot, entertaining gameplay, well-drawn graphics, smooth animation, excellent sound, and by being, overall, a superb technical achievement, is in clear breach of paragraphs 13 to 54 of the Games Industry Agreement. I therefore propose that we take immediate industrial action and withdraw our labour forthwith. All those in favour raise your hands.

It's unanimous. Everybody out. ■



Oh my word, it's a surfer. Like, totally tubular, man, y'know, like awesome. I'm getting the hang of this.



This monkey has nothing better to do but plait bananas into helpful ropes. He ought to get a hobby. What about photography?

END ZONE

Graphics

Sound

Addictiveness

Playability

Astonishingly good. Technically fab. And funny. I resign.

OVERALL 90

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PLUS CA CHANGE...

What a difference a few years makes, eh punters? The original *Golden Axe* might have been a bit thin on gameplay, but Sega have put matters right with a whole slew of exciting new features to enthral and entertain even the most jaded palate. Just get a load of these...

A fantastic all-new title screen, featuring the already-legendary 'Vs Mode'.

The exciting 'Choose your route' option every 30 minutes or so.

Golden Axe 3

Top action, as the meanie on the left dies of boredom in the middle of a game.

Thrilling trailer antics. Careful you don't fall off. It's – Zzzzz.

God. I really can't be bothered captioning this screenshot. Sorry.

ZONE GROAN

'GOLDEN AXE 3? Sounds like a fair enough mark to me,' reckons STUART CAMPBELL.

Golden Axe, eh? What a true classic it was. Walk along a bit, hit button B a lot, walk along a bit more, hit button B a lot, walk along another bit, hit button B a few times, etc, etc. Still, didn't the kids just love it? A huge success in the arcades and on the Mega Drive, it was followed a couple of years later by *Golden Axe 2*, a sequel which changed the winning formula so little that you'd need one of Patrick Moore's very biggest telescopes to tell the two games apart in a brightly-lit room. Now, oh joy of joys, there's *Golden Axe 3*. Guess what?

Now, the beat-'em-up is probably the second most popular game style on the Mega Drive (after platformers). It's been scientifically proven that six out of ten Mega Drive games are in fact beat-'em-ups (by me, with a random selection of ten games, yesterday), so it's a fiercely competitive market. You'd imagine then, that

LIKE A GREASY PIG ON A BUTTERED SLOPE

Who needs *Mortal Kombat*, when you've got moves like these?

The fantastic flying drop kick. You do this one by jumping up and pressing B.

The skull-cleaving sword slash is always a winner. Just walk up to that enemy and... *(Press B, by any chance? Ed.)*

As soon as he saw her, he launched into his version of *O Sole Mio*.

The dramatic sliding ankle chop – walk towards the enemy and press B.

The classic knee in the face, performed by standing beside your enemy and pressing B.

Everyone's favourite, the overhead throw – just grab hold of the enemy (with B), then lean back and lob him athletically over your shoulder. By pressing B.

I believe this is some kind of explosion or something.

An unbelievably glamorous double-jump manoeuvre. Alright, you can go now.

Cor. This is a good bit, eh? Those graphics, that action, that – you're not fooled, are you?

For extra excitement, you can even set the roof on fire. Even when there isn't one.

Hurrah. Take a look at these exciting lizard-type giants. Now aren't they scary and original... Was I talking to you just then?

BETTER WAYS TO SPEND £45 THAN ON A COPY OF GOLDEN AXE 3

Buy Amaya Lopez some lunch.

Far left: Some fat blokes.

Above: The beginnings of a human pyramid.

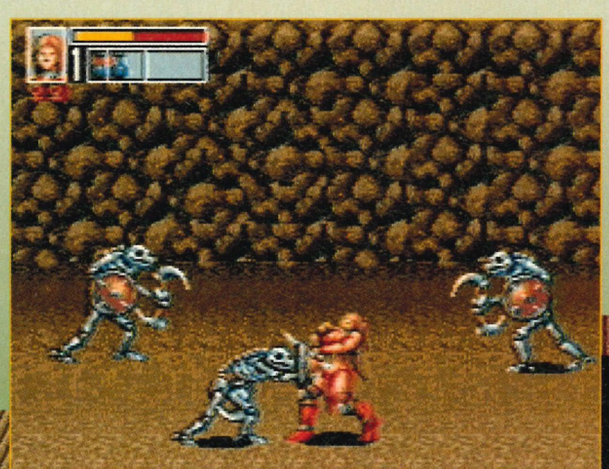
Left: Sadly, this doesn't herald a game of Salamander. Pity.

beat-'em-up designers would be some of the most worried and tired people on the planet, constantly racking their brains and furrowing their brows for new and exciting ways to make their game stand out from the crowd. *Golden Axe*'s designers are no different, and they've come up with an absolute corker of an idea to boot. Can you guess what it is yet?

('Lots of original and innovative concepts?' – Enthusiastic reader, Northants.) Nope. *('Astonishing graphics and technical cleverness to distract players' attention from a fairly hackneyed formula?' – Beat-'em-up fan, Swindon.)* Uh-uh. *('An expensive film licence?' – Bill Obviouslymadeupname, Cheshire.)* Close, Bill, but no cigar. *('Alright Stu, I give up. What is it?' – Bored of this joke, Aberdeen.)* Simple. They've put 'Golden Axe' on the box. And, just to ram the point home, they've put *Golden Axe in* the box as well.

Golden Axe 3 is so exactly-the-same-as-both-the-other-*Golden-Axe*-games, you simply won't believe it. I still don't. The gameplay is identical – you get a couple of extra characters to choose from at the start, but to all intents and purposes they don't make the slightest bit of difference. The graphics are – well, actually, they're not identical. They're significantly worse than the originals. See for yourself. Soundwise, it's laughable (as long as you haven't paid for it, that is) – the same old grunts and thuds as before, some horribly tedious music, and when a character dies, someone three miles away screams tinnily. You do get a two-player Vs mode, but let's face it, *Golden Axe* doesn't lend itself to being *Street Fighter 2*. 'Rush up to your opponent and, er, try to press your B button before he does.' No, I don't think so.

This must have taken all of a week to write. It takes a bit over an hour to finish on the hardest difficulty level. It takes a somewhat shorter period of time to realise it's one of the biggest piles of old donkey crap ever perpetrated on Mega Drive game players. Don't be an idiot.



Tyris suffers a horrible death-by-tickling incident.

Sometimes, even the bad guys just can't be bothered either.

Can I go and play *Gunstar Heroes* now? Please?

END ZONE

Graphics

Sound

Addictiveness

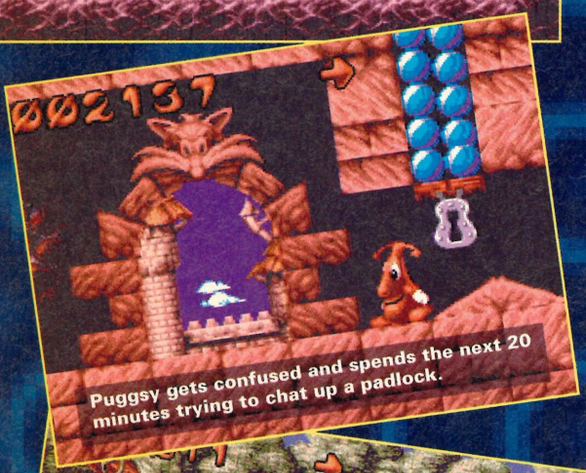
Playability

This IS a joke, isn't it, Sega? Isn't it?

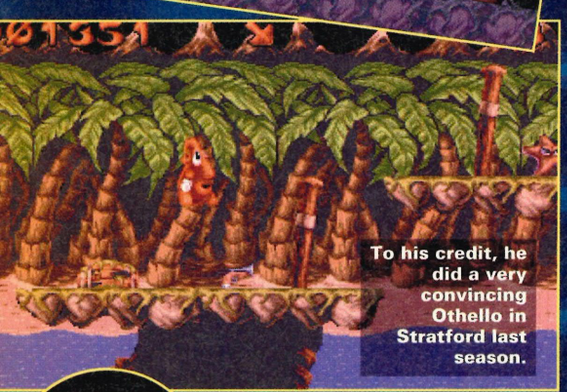
OVERALL 6

Out: Now **Price:** Ask importer
Publisher: Sega (import)

It's 106 miles to Chicago, I've got no ears and I'm wearing sunglasses. Hit it.


Puggsy gets confused and spends the next 20 minutes trying to chat up a padlock.

Puggsy has a secret – he's always wanted to play James Bond on the silver screen.


To his credit, he did a very convincing Othello in Stratford last season.

It may be essential that Puggsy's not recognised, but let's face it, these glasses aren't going to fool anyone, are they?

Bounce, bounce. Run. Faster. No, stop. Now jump, spin. It's cute, no, really. PUGGSY's a platform game and TIM TUCKER's a platform game player. Sometimes.

PUGGSY

What is it with platform heroes? Dipsy, Bapsy, Patsy, *(You're making these up. Ed.)* Bubsy and now Puggsy – it's almost as if game creators are using intentionally cute characters with easy-to-pronounce names in a well-established interactive genre to cash in on the massive popularity and appeal of platform games and increase their already huge profit margin at the expense of any genuinely new or creative game ideas.

Clever, Mr Puggsy, very clever. But not quite clever enough. Ah Ha Ha Ha Haaah.

Yes, that's right. *Puggsy* is a platform game – from Psygnosis – and it features a main character from an unidentifiable species and of indistinct gender, with a name that a barely developed foetus could manage to utter without too much trouble.

I don't know if I can go through all this again. No, composure. Let's have a look at the plot first. Oh, damn. They didn't include a plot outline with the review copy. Hmm, let's see if we can work it out. A giant spaceship's going... er, somewhere. Right, so it involves some sort of alien culture. It gets close to an environment which looks very much like our humble planet. So, it looks like the alien culture is coming to Earth – or maybe it's just an accident, it's not that obvious, really.

And then there's this creature which looks a bit like... well, it's a bit unclear actually (see below for some intense speculation). That must be Puggsy. He appears to be lost. So, perhaps he has to find his way back to his spaceship and fly back to the alien culture from whence he came... but then again, maybe not.

Crap *Airplane* joke

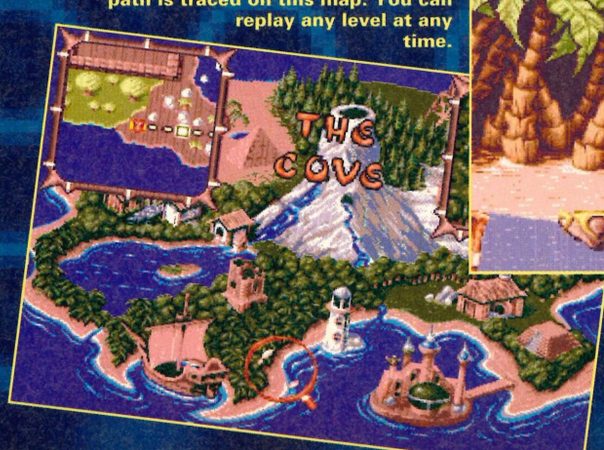
Oh well, I suppose it's not important. At the end of the day all that really matters is that Puggsy jumps about on a series of platforms and kills things by leaping on their heads. But there's more to *Puggsy* than just jumping around like an idiot. Oh, yes. This one's got a heavy puzzle element too, and overall it's a more interactive experience altogether. *('Overall it's a more interactive experience.' The rest of SZ.)*

So what exactly *is* Puggsy then?

Yes, that's right, in an all too familiar scenario, the *Sega Zone* team are unsure as to what category of creature Puggsy falls into. Being without a manual, we thought it might be nice to indulge in one of our famous bouts of intense speculation. Here are some of our suggestions:

1. An animated pear.
2. A fat miniature helicopter.
3. A semi-deflated space-hopper.
4. An unidentified orange alien from another star system. *(Too obvious. Ed.)*
5. A mad person in a fancy dress costume.

As you progress through the game, your path is traced on this map. You can replay any level at any time.



Have you seen that film *The Birds*? I had a similar experience recently, when a seagull started attacking me. Regularly.

THAT'S EASY FOR YOU TO SAY

It's essential for everyone to be able to say the name of a platform hero with confidence and no confusion. We asked some scientists, 'What are the easiest words to pronounce in the English language?' And they supplied us with their top five. *(What scientists? Ed.)*

5. Bubsy – A nice simple word, with two elementary syllables, but suffers from an enormous similarity to Busby – the little yellow bird out of the British Telecom adverts – this can cause confusion.

4. Sonic – The open vowel on the first syllable, followed by the short clipped *ic,* makes for a highly satisfying word utterance.

3. Puggsy – Yes, our platform hero comes in a respectable third place, but fails to reach the top spot due to the hard G sound.

2. Yo – A common greeting between members of the alternative youth cult that has been prevalent for the last ten years – some people get through life using this word alone (Sylvester Stallone established a career this way). Could hardly be simpler.

1. Ma – Ah, the ultimate phoneme. Produced by simply humming and opening your mouth at the same time, even the terminally stupid can manage this one. The eminent linguist Noam Chomsky would say that this is proof of the universal roots of language – compare regional derivations like mother, mama, mère, mütter and so on.

After failing as Bond, Puggsy's agent put him forward for the lead in *Tarzan*. Unfortunately, he had trouble convincing the producers.

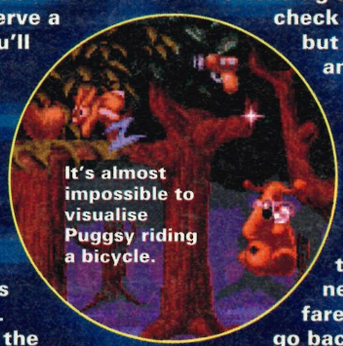
In a last desperate attempt to get into movies, Puggsy auditions for *The Scarlet Buccaneer*. His swordplay is impressive, but he's told he looks too weird. Again.

Puggsy goes into a deep depression, and stays in his room. He gets obsessed with cleanliness, and the press hound him.

Finally snapping, he takes to axeing down woodland creatures. This photograph was presented as evidence at his trial.

The game consists of a massive 56 levels of action, split into the usual themed worlds – a password system ensures that once you've completed a world you need never play it again. Each stage is littered with various moveable objects which serve a multitude of purposes. You'll soon work out that some platforms are too high to be jumped on to without the use of some conveniently placed barrels. There are plenty of other things to use, such as the gun for shooting, the shield for protection, the cool shades for invincibility, and so on.

What's pleasant is that the levels have been carefully designed to integrate the objects with the puzzles, while still retaining some flexibility. This means that there's more than one way to complete a level by using the objects available however you see fit. You also get bonus points for carrying an object through the exit, although the amount of points depends on what the object is.



It's almost impossible to visualise Puggsy riding a bicycle.

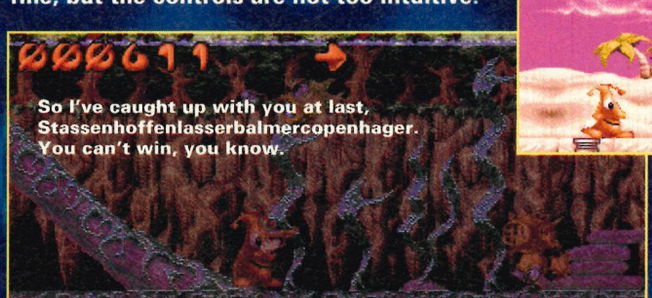
Without looking at the manual it would take you a while to discover that jumping on a baddy's head kills you as well as him. So, to ensure you survive you need to push down on the joypad as you land on the offending sprite's bonce. You could always check your manual to find this out, but I feel happier with a game that anyone can just pick up and play.

Talking of which, there's a special Junior mode, which takes you through six levels at a much easier pace. It's apparently in there for young kids and dads – presumably the rest of us who are in between the two are hard enough not to need it. But all of this is standard fare and nothing new. We have to go back to my comments on the puzzle elements to uncover the real secret of *Puggsy*'s success, and yes, I do think it's a success.

It's another platform game, yes, but it has some original ideas, and with all the puzzles it'll last you absolutely ages. Best of all, it manages to appeal to your intellect as well as your hand/eye coordination skills (or whatever it is that other platform games appeal to).

Puggsy's success

Graphically, *Puggsy* is the business – superbly animated sprites, lush parallaxing backdrops, it's all there. The pace is of your 'slowly ambling along, encountering the odd bit of resistance' variety, which is fine, but the controls are not too intuitive.



There are some impresive sprite scaling techniques in this bit.

END ZONE

Graphics

Sound

Addictiveness

Playability

Ingenious and intriguing puzzles make this more than just another platformer.

OVERALL 87

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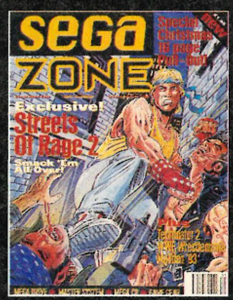

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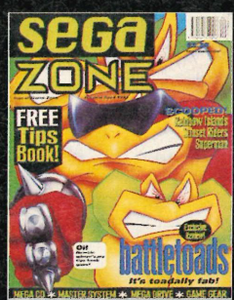

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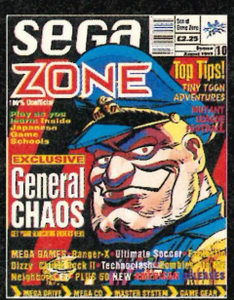

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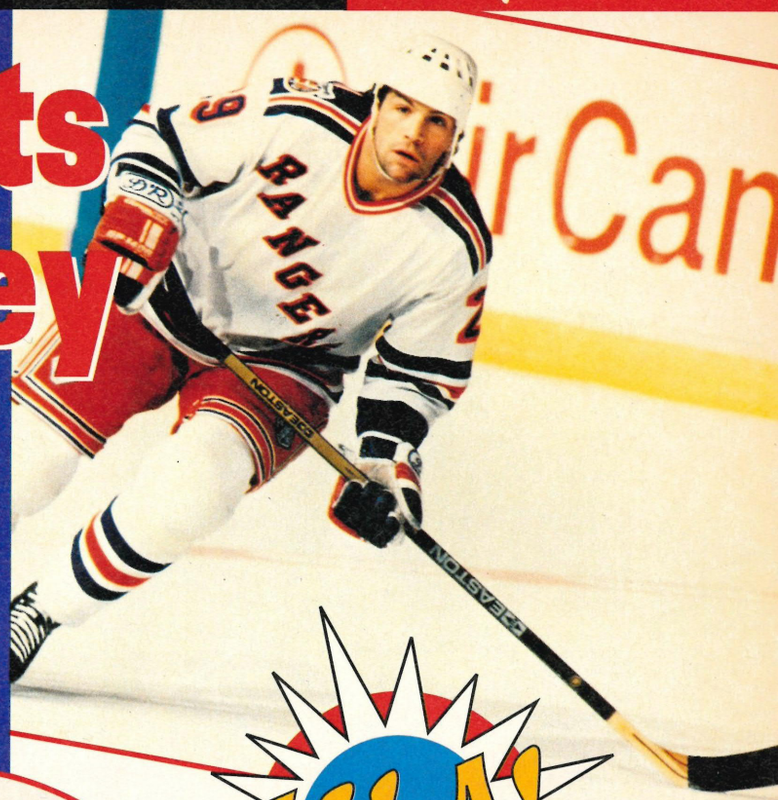
Bargain Back Issues Form

Win four sets of ice hockey tickets*

*and scoff 'America's Favorite Mustard' to boot



It may sound a bit too much, but *Sega Zone*, with the over-gracious help of French's Mustard – 'America's Favorite' – has lined up the chance for you to win four sets of four of the hottest ice hockey tickets on the planet (plus some mustard), to watch the Toronto Maple Leafs take on the New York Rangers in the French's Challenge at Wembley Arena in a couple of weeks time. That's 16 rinkside tickets going spare – worth £30 each.

And that's not all. One overall winner and their three guests will also be invited to the pre-match hospitality suite, to hob-nob with the stars and whoever else happens to be around.

And. Again. There are 20 runner-up prizes of bottles of mustard, French's baseball caps and French's pens (the pens are like those nude lady ones with the removable underwear – except that here delicious mustard drops from its bottle onto a waiting burger).

French's ('America's Favorite') Mustard – looks like this.

WIN

Whereas ice hockey looks like this.

RULES

If you work for Future Publishing you can't enter. If you work for French's you can't enter either (but if you do work for French's you probably live in America, so it would be a bit difficult for you to get to Wembley and you probably won't bother anyway).

The closing date is really soon. It's Friday 3 September, so hurry up.

The editor's decision, no matter how poorly researched, ill-thought-out, or just plain arbitrary, is final. No, really.

SUMMING UP

FIRST PRIZE: Four tickets to the French's Ice Hockey Challenge at Wembley Arena on 11 September 1993, plus VIP treatment in the hospitality suite before the match. Oh, and the mustard, cap and pen.

THREE SECOND PRIZES: Sets of four tickets to the French's Ice Hockey Challenge (details above). Plus the mustard, cap and pen.

20 RUNNER-UP PRIZES: Sets of a yummy bottle of French's Mustard, French's baseball cap and French's Mustard pen.

The tricky bit

Answer this rather easy mustard question: What is the French word for mustard? Is it...

a) Monsieur Mustard

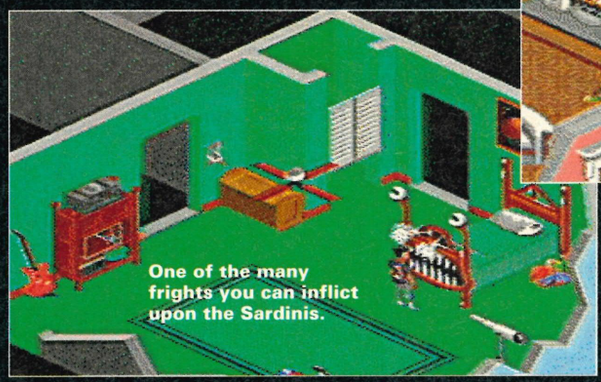
b) Jacques Delors

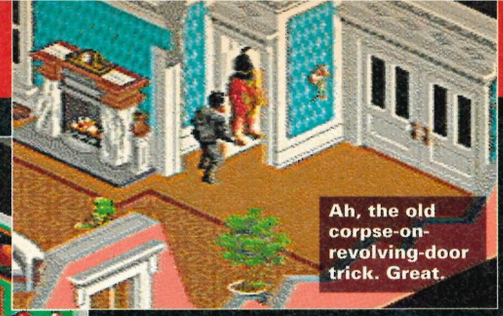
c) Moutard.

Think most carefully about your answer, write it down, together with your name, address and a daytime phone number, to:

I'm as keen as mustard to go to the French's Mustard Ice Hockey Challenge,
***Sega Zone*,**
30 Monmouth Street,
Bath, BA1 2BW

HAUNT

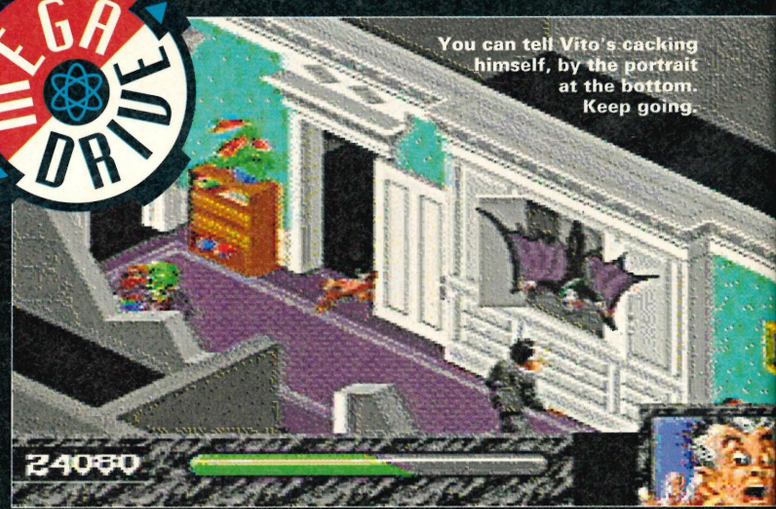

One of the many frights you can inflict upon the Sardinis.


Ah, the old corpse-on-revolving-door trick. Great.

THE HAUNTING is *the* world's very first spook-'em-up and ever since TIM TUCKER picked it up he can't stop saying 'Boo'.

When I'm doing something boring, like sitting on a long bus journey, I often turn to the nearest human being and start telling them about the state of the video games industry. I tell them that it's a terrible shame that most games are variations on tired old themes and hackneyed conventions, and I vehemently bemoan the lack of originality and genuine creativity from games designers. As they shuffle nervously towards the edge of their seat, I rail against the capitalistic attitudes which many large games companies manifest, as they put greed, money and the corporate power struggle ahead of the customer. While they anxiously inform me that they must be getting off at the next stop, I tell them that we, the games buying public, who nurture the software industry's voracious gluttony, are the ones who suffer. *(Er, allegedly. Ed.)* Well, thankfully, Electronic Arts have just proved me wrong. There is originality out there, and it comes in the shape of *Haunting*, their fab new spook-'em-up. What's a spook-'em-up, you ask? Well, it isn't anything at all, I just made it up, but it does provide a startlingly good description of what this game's all about. It concerns the misfortunes of Polterguy. He was sold a dodgy skateboard and as a result met his death. The man who built the skateboard, a Mister Vito Sardini, has been cost cutting on the production line and using cheap materials to make himself inordinate amounts of cash at the expense of the paying public. A bit like the video games industry.

Polterguy is left floating in some kind of limbo or something, and his only course of action now is to seek his revenge. You control the un-dead Polterguy, and you have to scare Vito and his obnoxious family out of their home,



You can tell Vito's cacking himself, by the portrait at the bottom. Keep going.

THE CAST

***Haunting* features a small but important array of characters. Let us introduce you to the Sardini family.**

Flo is your worst nightmare, the headmistress from hell. And that damn dog, too.

Now, Tony I can sympathise with. He's pretty cool, but he's a Sardini, and must suffer.

Can you imagine having Mimi as a sister? Scaring her from the house is a real pleasure.

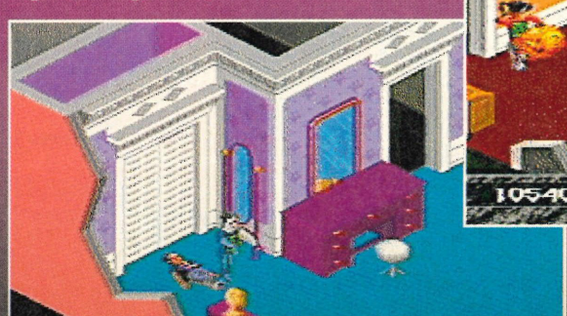
Head of the family and man responsible for your death. He must pay the price.

This is Polterguy, your character. He's heavily modelled on our own Stuart Campbell.

SPELL CASTING

As well as the ability to zap into ordinary household objects, Polterguy has a few spells up his, er... hood?

Throwing fireballs, doesn't do any harm, but it does scare them.


Zom-B-ize. With this you can posess a family member to scare another.

A trunk full of severed limbs never did any harm.

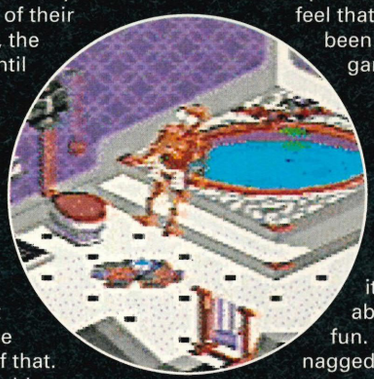
As the painted face melts, Mimi loses grip.

or homes – in fact, there are four of them, each representing a level, if you like.

Fright Night

Scaring the family members off is the fun part. As you float about the house you come across various objects which glow with a mysterious and eerie supernatural light. You can posses these and turn them into fright-'ems with, as they say, hilarious consequences.

There is a wicked sense of humour at work here, which had me and anyone who looked over my shoulder in stitches. Absurdly weird and wonderful spooks abound as you rush around the house possessing like crazy, and giving the inhabitants the fright of their lives. The more you scare them, the more their fear level goes up, until eventually they can stand it no longer and run screaming from



The bathroom makes a great haunting ground. Vito literally loses his suit in sheer terror.

the house. Extremely satisfying. Of course, scaring people's great fun, but it would soon get dull without some sort of challenge and, fortunately, the game designers have thought of that. For him to remain in the real world you have to maintain Polterguy's ectoplasm level, which involves a dungeon sub-game whenever you run out (see Dungeon Master, above right).

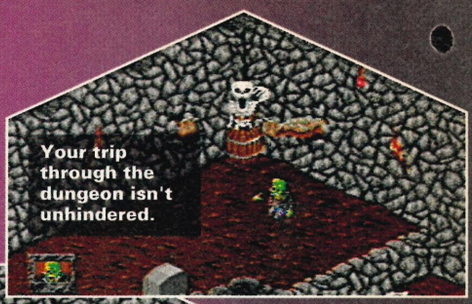
Ectoplasm is also rather symbolically left behind in green puddles when you scare someone out of a room, but this can attract Ecto Beasts. They try to steal it, and you have to fight them away to preserve your resources. Also, the diminutive and highly irritating family dog can see you, and its bark depletes your ectoplasm level, so avoiding him is important. All these extras are so neatly integrated into the plot that you can't help but feel that a lot of effort has been put into making the game work.

So, the next time I see my terrified companion on the bus, I will run up to him and say, 'I was wrong, there is some originality left in the games industry. I found this game called *Haunting*, and it's totally new, immensely absorbing, and mind bogglingly fun. But still I'm troubled, still I'm nagged by a tiny spark of doubt. What concerns me is the game life. Yes, it's funny at first, and even a few days later I'm still enjoying it, but I'm half way through it already, and it surely won't take long to finish. And perhaps the joke wears off a little after constant playing. But you could always play it with a few mates in two-player mode for a real crack, and it looks worth coming back to because there's so much in each house to explore. I'm going to have to give it a good mark, something like 80, because it's so fun, well designed and original, for goodness sake.'

And he'll probably reply, 'If you don't leave me alone I'll call the police.' E

DUNGEON MASTER

When you run out of ectoplasm, you have to pick up some more in the dungeons. Life's a drag.



Your trip through the dungeon isn't unhindered.

Quick, there's a puddle of ectoplasm. Get it before it disappears for good.

That small red 'S' by the hole is a spell. Pick that up for a Super Scare spell in the real world.

Polterguy can flip himself up banks like this. Great fun, though hard to control.

END ZONE

Graphics

Sound

Addictiveness

Playability

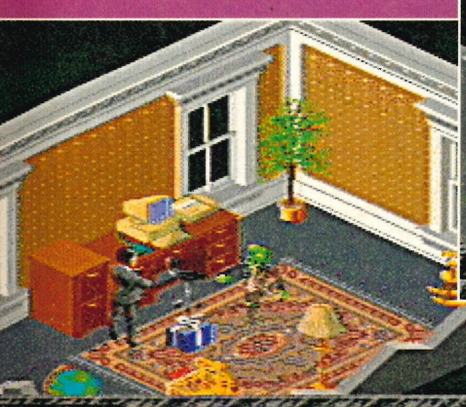
An immensely fun and, most of all, original game. Laughs aplenty.

OVERALL 80

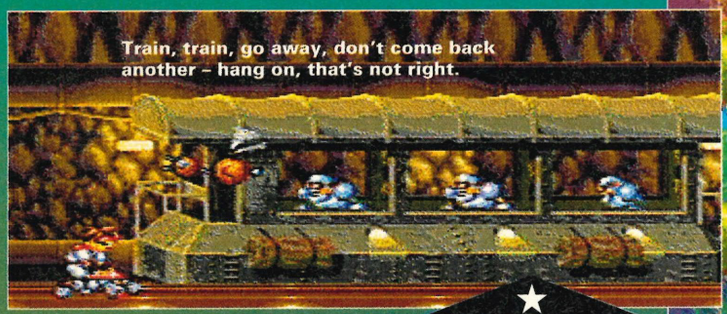
Out: October **Price:** £49.99
Publisher: Electronic Arts

ING

The Super Scare. Leave this package, and exit the room to give the unsuspecting victim the fright of his life.



The Dog Off spell puts a bowl of dog food down, to get rid of the meddlesome dog. Otherwise he drains your ectoplasm.


Train, train, go away, don't come back another – hang on, that's not right.

One thing this game isn't short of is explosions. And baddies. And scenery. Wait, that's three things. Or possibly more.

MEGA ZONE

Games with two-word, four-syllable titles are always STUART CAMPBELL's favourites. We like to keep him happy, so we gave him GUNSTAR HEROES. *(You wouldn't like Stuart when he's angry. Or any other time, probably. Ed.)*

Gunstar Heroes

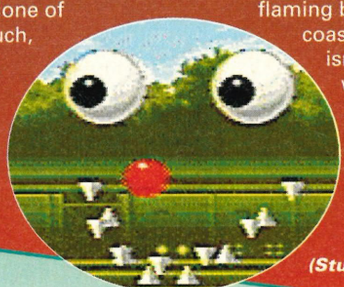
MEGA DRIVE

If there's one thing I can't stand, it's *(A remarkable and welcome improvement in your level of tolerance for the rest of the world? Ed.)* slavish, unquestioning devotion. I wince visibly when I hear someone described as 'a CapCom fan'. I sneer dismissively at anyone who says, 'Aren't all Electronic Arts games great?' And I positively throw up over anyone who fawns over some new release from Hudson Soft, say, before they've even played it. That said, you can't deny that Konami have been responsible for some pretty corking games over the years. One of their finest moments ever was a game called *Super Probotector* (or *Contra Spirits*, or *Contra 3*) on the SNES. It's perhaps less of a shock than it ought to be, then, to see the first Mega Drive game from ex-Konami developers Treasure.

Please don't mention SNES...

Gunstar Heroes, it has to be said, borrows from the aforementioned SNES game so heavily it's a wonder there's any room left in its kitchen cupboards. The formula's the same, some of the weapons are the same, it's even got several of the same letters in its title. None of that matters very much, though, because (a) 'Sampling' game ideas is all very big and hard and clever and post-modern these days, (b) *Super Probotector*'s on a completely different game system, (c) *Gunstar Heroes* is a fantastic game, so who cares anyway? And (d) I said so.

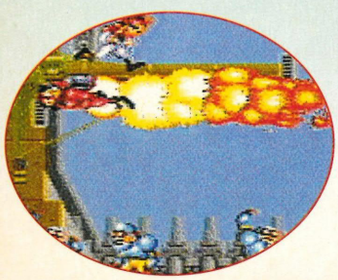
From the second the logo spins 3D-ishly onto the title screen to the moment when the last boss explodes in a blaze of glory and flaming body parts, this is a roller coaster ride of fantasticness. There isn't a dull moment – it starts off with a huge assault on your senses, with guns blazing, explosions exploding and the screen shuddering about like there's an earthquake on, and it never lets up from then until

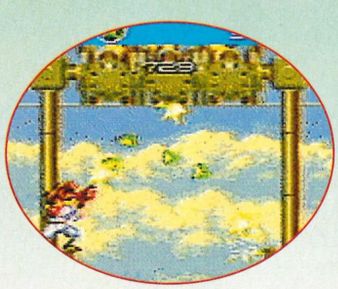

(Stuart didn't write a caption for this picture. Ed.)

THERE'S ONLY ONE MONOPOLIES COMMISSION

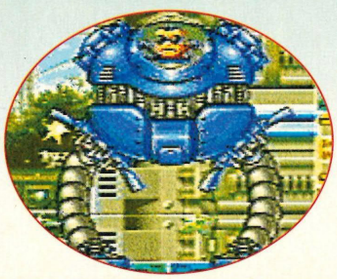
Amusingly, this headline was originally supposed to go on a box of completely different grabs. Life, eh?

***Gunstar Heroes* isn't short of bosses. You get end-level ones, mid-level ones, ones just thrown in at random for laughs...**




...and a whole section full of them right at the end which is practically a level in itself. Amusingly, neither of these shots are from that section.

However, this one is. In fact, it's the very last boss of all. Unless you play the levels in the wrong order, that is.



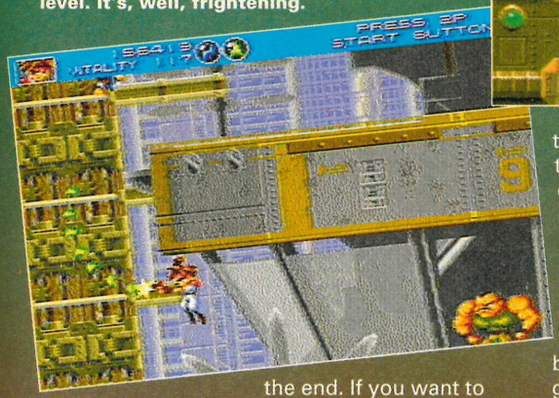
This is one of the very first ones you'll encounter, though. But don't think that makes it a pushover – there's no such thing as an easy ride in this game.

Impressive animation is the order of the day as this multi-limbed mechanoid sprints desperately to catch his last bus home.

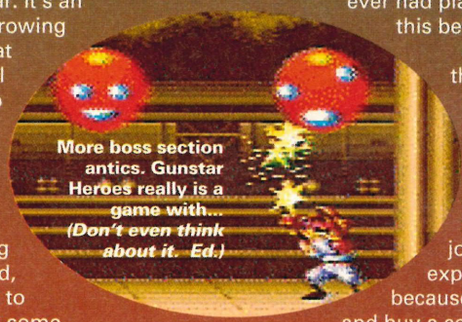
The train in Spain falls mainly down – nope, that's not it either.

An exciting room from the Monopoly-ish boss section at the very end. Oh, if you knew.

The frighteningly vertigo-inducing airship level. It's, well, frightening.



the end. If you want to accurately compare *Gunstar Heroes* to something, forget about Mega Drive games – try *Reservoir Dogs*, or the arcade version of *Total Carnage*, or the Vietnam war. It's an overwhelming thrill-fest, throwing new and wonderful things at you one after the other until you can't remember how to tie your shoelaces, because your brain's full. You only get four levels, but it's a blessing in disguise – you'll be so knackered after slaughtering your way through to the end, you'll be glad of the chance to have a bit of a lie down and some intensive psychotherapy. I know I was.


More boss section antics. Gunstar Heroes really is a game with... *(Don't even think about it. Ed.)*

there're more than four sprites on show at a time). Presentation's lovely too – you can start on any of the four levels you want, you can choose which weapons you want to start with (and swap them around at various points throughout the game), you get two easy-to-use control methods to choose from, and you can generally fiddle with things to your heart's content. The thing is, you won't want to, because you'll want to get on and play the game again as quickly as possible.

There's really nothing especially out of the ordinary about *Gunstar Heroes*. It's platforms and shooting, and that's all. But you've never ever had platforms and shooting like this before.

It's fast (really fast), it's thrilling (really very thrilling), and it leaves you with a stupid grin (a really very stupid grin indeed) plastered all over your face within 30 seconds of picking up the joypad. I'm not going to explain why any further, because I want you all to go out and buy a copy now and find out for yourselves. You won't regret it. Ooh blimey.

Your guns get taken away from you in this bit, again from the level four boss section.

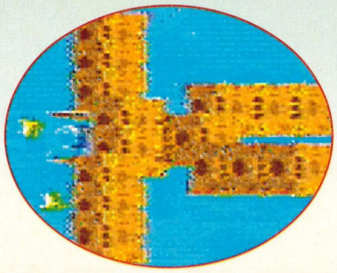
...I said, don't mention SNES

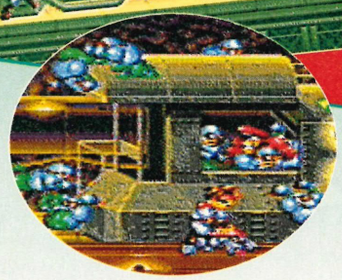
But hey, it's not all gameplay, gameplay, gameplay. There's some neat visual trickery on display here too for technical wizardry purists, like the bosses who spin around and scale in finest SNES Mode Seven style. There's more going on on-screen than in just about any other Mega Drive game you've ever seen too, with no hint of a slowdown when things get busy (for comparison, check out *Golden Axe 3* when

This is a Street Fighter 2-style destruction-against-the-clock round. It's great.

Inconveniently, I seem to have temporarily forgotten what this actually is. I shouldn't mind betting it doesn't want to be your friend, though.

The blocks-of-wood boss in Extreme Close Up! Possibly a bit too extreme, in fact.




This boss is particularly clever – he uses the bodies of his unfortunate minions as projectiles. They're only cannon fodder anyway though, so it's okay.

END

Graphics

Sound

Addictiveness

Playability

The loveliest platform blaster on the Mega Drive ever, probably. And what a great name, too.

OVERALL 94

Out: September **Price:** £TBA
Publisher: Sega

competition **Z-KNIGHTS**

ITZ OFFICIAL

WIN

Z-KNIGHTS ARE THE ULTIMATE COMPUTER BATTLE WARRIORS

1st Prize

3rd Prize

Awesome fighting machines that once existed only in two dimensions are now invading the real three dimensional world - bursting from computer screens to meet in gladiatorial combat. Travelling in time and space they fight the eternal fight of good against evil. And not only that, a whole bus load of them have just invaded the *Sega Zone* offices.

We've got 60 (count 'em) Z-Knights to get shot of (unless we decide that because they're so fab we're going to keep them).

Anyway, this is how it goes:

★ 1st prize – six winners receive large-sized models.

★ 2nd prize – 14 winners receive medium-sized models.

★ 3rd prize – 40 winners receive mini-sized models.
(That's small-sized, as opposed to the size of a mini, which would actually be significantly larger than the large size, okay?)

To win yourself one of these highly attractive robots, all you have to do is answer these simple Z-questions...

1 Who on earth was King Zog?

2 How many Zs in xylophone?

3 What's black and white and eats like a horse?

4 Who are Chris Evans' favourite aliens?

5 What's the most gorgeousest, funniest Sega mag?

Zat's yer lot. So get those answers sent off to:
Zygotic Reaction,
Sega Zone,
30 Monmouth Street,
Bath BA1 2QL.

WIN

2nd Prize

Those rules in full

- **All competition entries must reach us by Thursday 30 September, 1993.**
- **Employees, relatives and old school friends of Future Publishing are not allowed to enter.**
- **Duplicate entries shall immediately combust.**
- **The editor's decision is harsh, but final. No correspondence shall be entered into. So there.**

Z KNIGHTS

TOMY®

SKILL ZONE

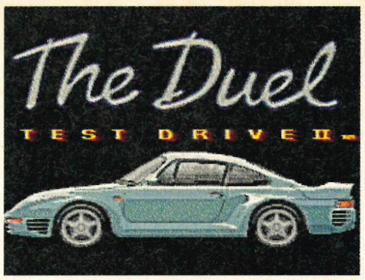
Go on, admit it. You like cheating, don't you? None of this 'it's not the winning but the taking part that's important' rubbish for you, eh? And that's why you've turned to the most excellent Skill Zone – the bible for cheats like yourself – written by this month's flavour, TIM TUCKER. Remember, if you send in more cheats than anyone else, you have more probability of winning the £50. Probably. So, don't just sit there. Send in all those tip-type things to:

SKILL ZONE
Sega Zone
30 Monmouth Street
Bath BA1 2BW

Yes, yes, we know

Where would we be without rules and regulations? Yes, that's right, probably somewhere where there aren't any. But that's not the case here. So, if you're sending in tips make sure you:

- Enclose your full name.
- Write legibly and neatly.
- Make sure your tip is an original one.
- Don't send in any *Sonic* and *Ecco* tips whatsoever.
- Please, please, please don't forget to enclose the name of the game and machine the cheat's for.
- And thanks for everything. Erm, and that's it. Oh, yes.



Test Drive 2 – The Duel

'I trust you enjoyed your meal, sir?'
'Yes, it was exquisite, thank you very much.'
'Would sir like to see the secret Options menu?'
'Um... alright, go on then.'
'Well sir, simply press and hold down A, B and C.'
'He's very helpful that waiter. What's his name?'
'It's Mark Foster, dear.'

Out Run

'On all of the crossroads, always turn to the right because it's quicker and easier to get to the finishing line. Also, to get a sound test, go to the radio select and press RIGHT, LEFT, DOWN and UP to get to it,' says Matthew Hirst regularly to complete strangers down his local library.

Golden Axe 2

Fight the first boss by holding down A. Release A at the campfire but don't fight anything and you'll start the next level with 200 magic units. That was Greg Cartwright's entry for 'the most meaningless sentence unless you own a Mega Drive and a copy of *Golden Axe 2*' Award 1993.

James Pond 2

Greg Cartwright deserves a special prize for not attempting any fishy puns in his tips for *James Pond 2*. But sadly, he's not going to get one. Anyway, here are the cheats – for a level select on the title screen, hold down LEFT, A and C, then press Start. For ten minutes of invincibility at the start of the level, press the extension button and collect the objects in this order: Cake, Hammer, Earth, Apple, Tap.

Shinobi

On the Options screen, change the amount of shurikens to '00' and leave the joypad alone for about one minute. The '00' will turn into a '∞', and you will have infinite shurikens, says Greg Cartwright, and at present we have no evidence to the contrary.

Road Rash II

On the title screen press UP, A and C and press Start. Let go of them when the Options screen appears and you will have the Wild Thing 2000 bike. Greg Cartwright told us this, and then proceeded to list the following codes:

05BH 2104
038B 2M1F
041Q 2N3R
05RB 2N73
01VK 25FK
0304 3406
04HL 341G
03P4 3P3U
06B5 30BQ
0854 3ORO

Fatal Fury

Ryan Lynch sounds like a footballer, but he's not. He's a professional *Fatal Fury* tipper and cheat provider, and here's a sample from his seminal work 'How to tip *Fatal Fury*

effectively, without disturbing the cat.' For unlimited continues, wait until you're low on continues, and on the Continue screen push and hold UP on the joypad and press A, B and C. Repeat this as many times as you like until you complete the game.

European Cup Soccer

David Nield wrote a highly offensive letter to us, in which he not only questioned our parentage, but offered this password which gets you to the last team:

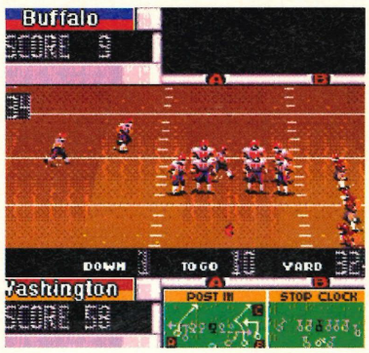
SD9UACQIA

And also some easy teams on lower levels:

MT9SACQEGA
I99TACQIHA

Streets of Rage 2

David Nield has a cheat which gives you two lives. On the Jets level go to the top left of the screen behind the truck, press Punch and you'll get the first one. The second one is when you are on the level of Blanka's cousin, meet the baddie on the wall, keep flying while kicking him and then knock his head for four. Now walk to the top of the screen to the hole where his head was, then walk down in a straight line (in a straight line I said), and press Punch. That'll be your second free life.



John Madden '93

For an easy conversion just put the power bar on half and kick – it should go straight in. Thanks to Dave Kilkenny for that small, but perfectly formed, tip.

Streets of Rage

Dave Kilkenny again? Go away, or we'll be forced to administer extreme physical violence to your person. But first, tell us how to get more continues on *Streets of Rage*. Ah, I see, it's LEFT, LEFT, B, B, B, C, C, C and then Start when Game Over appears. Now get outta here.

Tiny Toons

Liz James has been very sweet and sent in this password – it takes you to the end piece of the map:

NGWQ WQQW KQWW QQWW GRY

Flashback

'Yes we know we printed the codes in issue 9, but Robert Smith has taken time out from an extremely busy touring schedule with The Cure *(I don't think it's that Robert Smith. Ed.)* to give us the codes for Easy, Normal and Expert modes. So here goes:

EASY	NORMAL	EXPERT
Betsy	Data	Acrtc
Pancho	Milord	Blob
Studio	Quicky	Stun
Toho	Bijou	Mimolo
Akane	Bubble	Hector
Incbin	Clip	Kalima

After a quick rendition of *Love Cats*, Robert told us that entering Cygnus takes you straight to the ending sequence. Thanks Bob, we'll see you at Wembley. *(It's not that Robert Smith, cheese brain. Ed.)*

Tiny Toon Adventures

Dave Kilkenny is not too popular here at *Sega Zone*. He sent in all these codes for *Tiny Toons*, which required an immense amount of typing, and incurred repetitive strain injury all round the typing pool. Git.

WIN £50 ZONE

Level 2: PMKD DDDD LLGL LDLD DDVD
Level 3: XBBL DLLL LLKD LDDD LLND
Level 4: QMBG DLLL LDBD LLLD LDTG
Level 5: TMBK LLDD LDBG LDDL LLTV
Level 6: HMBB LLDD DLBK LLDD LLTN
Level 7: VBBB PLLL LDBB LDLL DLDQ
Level 8: YBBB MLLD LDBB PLDL LLMQ
Level 9: HYBB TDLD DDBB MLDL DDPD
Level 10: ZBBB TGLL LDBB TDLL DLNG
Level 11: NMBB TKDL DLBB TGDL DDNV
Level 12: XBBB TZDL DDBB TKLL DDNT
Level 13: BNBB TZGL LLBB TZLD LLZM
Level 14: MHBB TZKD DLBB TZGL DLTM
Level 15: HNBB TZZL DDBB TZKD LLRB
Level 16: ZNBB TZZG LDBB TZZD DDDH
Level 17: PJBB TZZK LLBB TZZG LDDJ
Level 18: XZBB TZZB LLBB TZZK LDDP
Level 19: ZZBB TZZQ LLBB TZZB DDDT
Level 20: KXBB TZZQ GLBB TZZW LDGM
Level 21: VJBB TZZQ KDBB TZZQ GDVM
Level 22: ZTBB TZZW ZLBB TZZW KDTM
Level 23: HTBB TZZQ ZGBB TZZQ ZDMR
Level 24: JQBB TZZW ZKBB TZZW TGMZ

Action Replay Codes

FFFB0B0003 – Infinite Energy.
FFFB0 90002 – Infinite Lives.
FFFB0 F0032 – Gives one special helper each time you pick up a carrot (one carrot = 50 carrots). Switch the Action Replay off at the end of the level and back on at the start of the next one.
FFFBII0009 – Pick up one special helper to get infinite helpers.

Time Gal

'Andrew Langley has a Mega CD.'
'Good God, Holmes, how did you know that?'
'Elementary my dear Watson. He wrote in with the following level codes for *Time Gal* on the Mega CD, and one can only assume that he played the game on his own system and was able to provide us with the codes as a result.'

BC 70000000 – Dodzilla
BC 3000 – Stoneage
BC 1600 – Elephant
BC 44 – Osiriiya
AD 500 – Hardwork
AD 666 *(Aaargh. Ed.)* – Deathoul
AD 1588 – Southern
AD 1991 – Landmine
AD 1941 – Worldwar
AD 2001 – Reckless
AD 3001 – Murderer

MAIL ZONE

TERMINATOR 2 JUDGEMENT DAY

If you wake up one morning, and your console looks up and says, 'Make my day'. You know what to get for it.

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OUR PRICE: £11.99 (MS) - £13.99 (MD)

Reference: DQ04A (MS) and DQ07A (MD)

Don't you just love this mag? I mean, not only is it positively bursting with in-depth reviews and previews and all that, it also brings you loads of mail order goodies at special prices. Now, isn't that thoughtful?

BART SIMPSON

Despite the fact that he's incredibly famous, Bart's still the lovable, hip and yellow character that we all love. Dude.

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Reference: DQ02A (MS) and DQ05A (MD)

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OUR PRICE: £11.99 (MS) - £13.99 (MD)

Reference: DQ03A (MS) and DQ06A (MD)

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Reference: DQ01A

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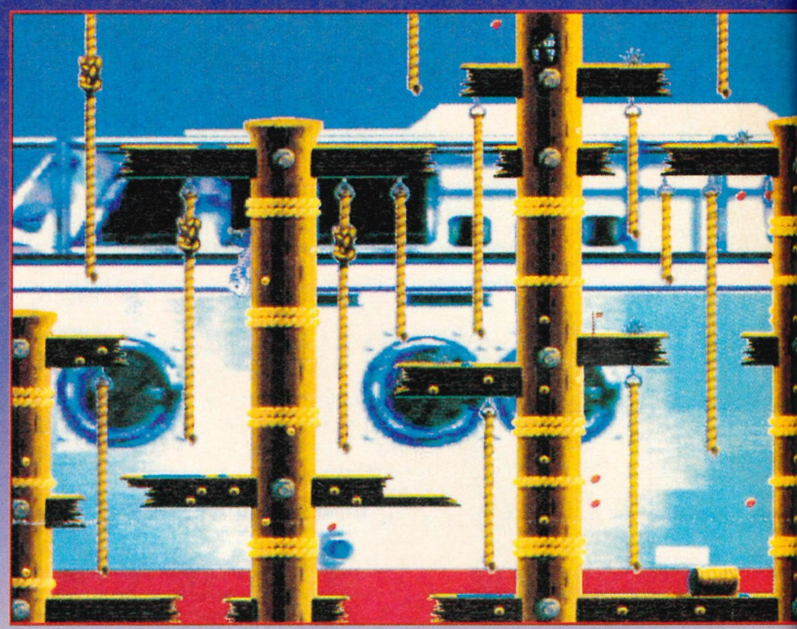
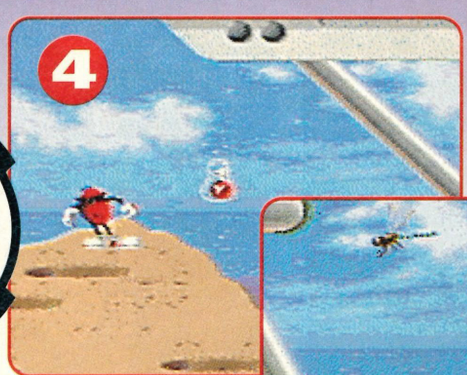
COOL SPOT

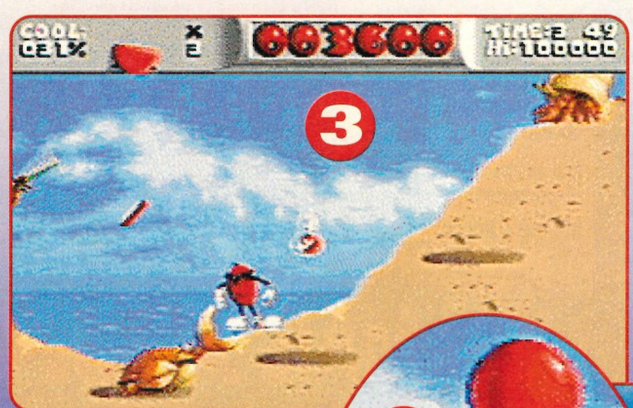


We love COOL SPOT. We play it whenever we can, any time of day. Some say that we're getting pretty proficient on it, so we decided to profit from our talent and sell our tips to you. For cash. So come on, pay up, you owe us for this.

MEGA DRIVE

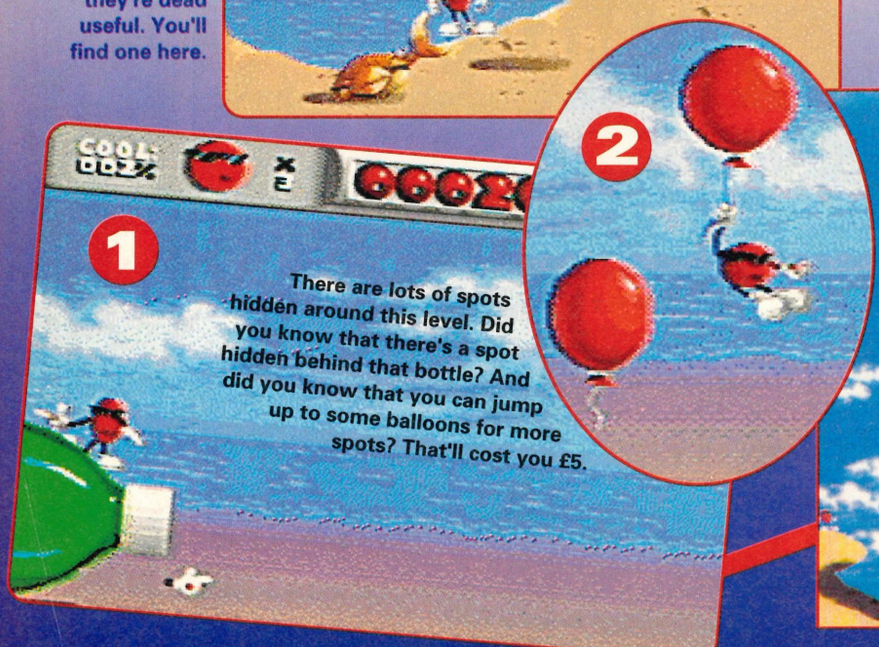


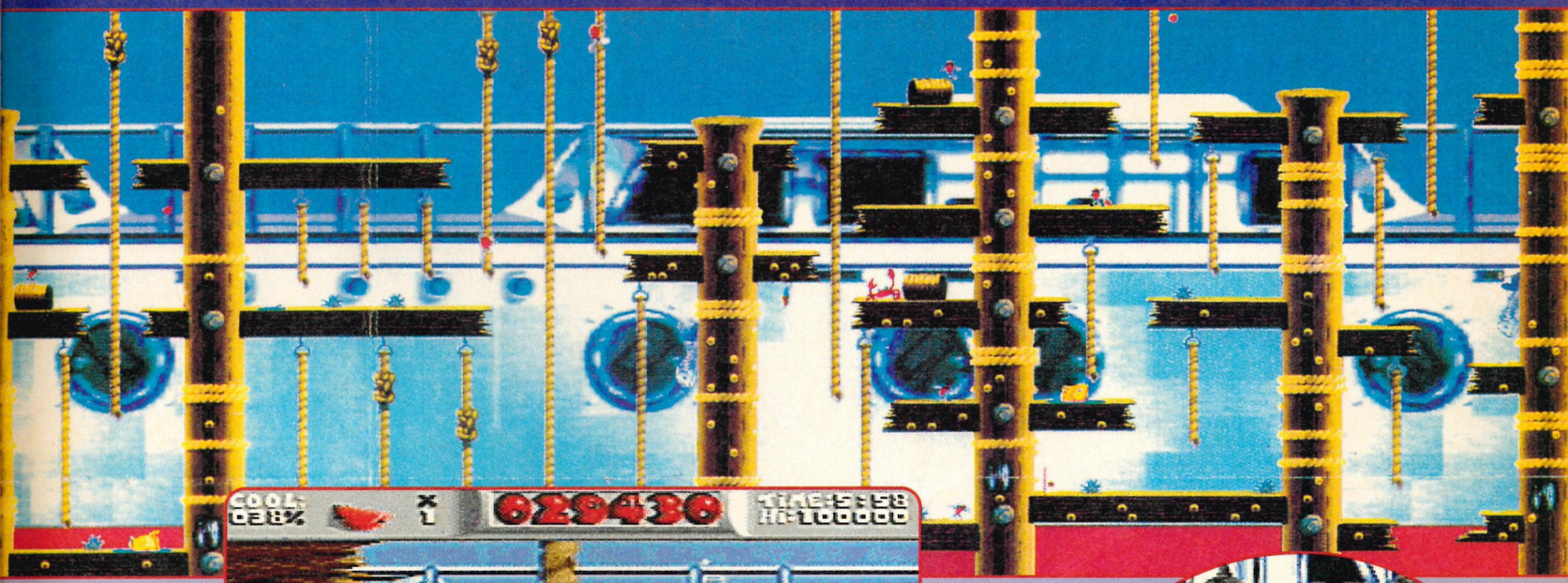
There's another one just before the deck chair. You have to shoot the baddie first to get it, of course, but you knew that already.

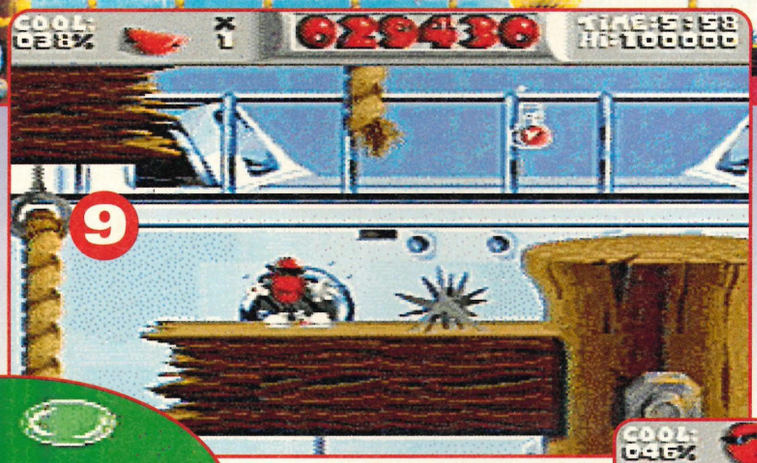


The manual calls these things Cool Glasses, but whatever you call them, make sure you pick them up – they're dead useful. You'll find one here.

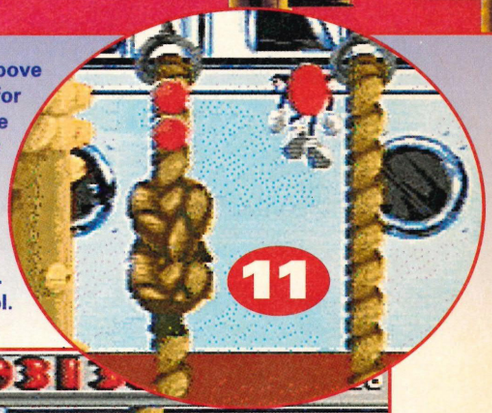
Above: And here's another. This has cost you about £12 by now, so start writing your cheques, matey.



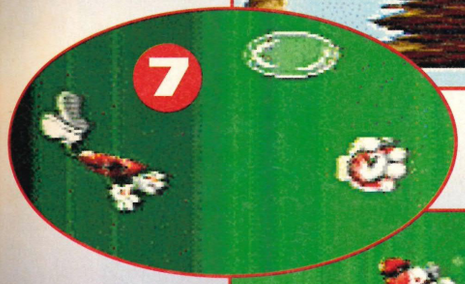




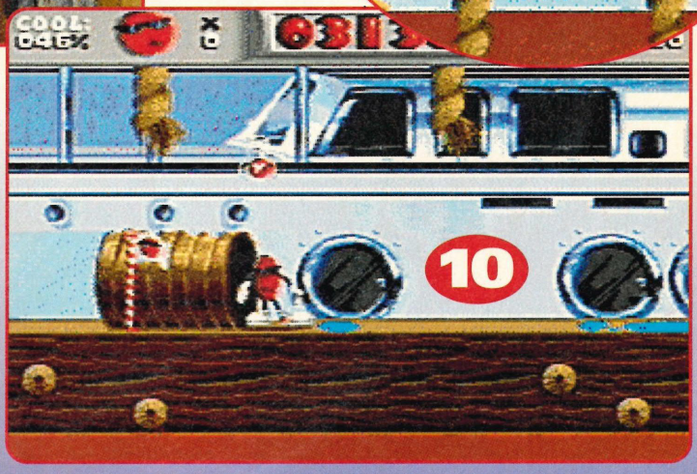
Another Cool Glass can be found around here. Quick, jump up and get it before it floats away. I hate that.

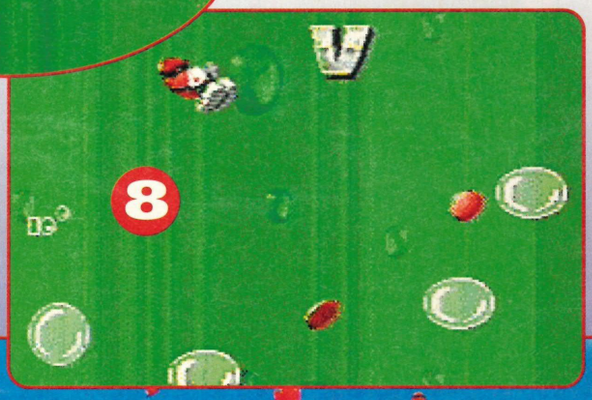


Check above knots for spots, they're easily missed. Here we see Cool Spot tap dancing on thin air. He's so cool.

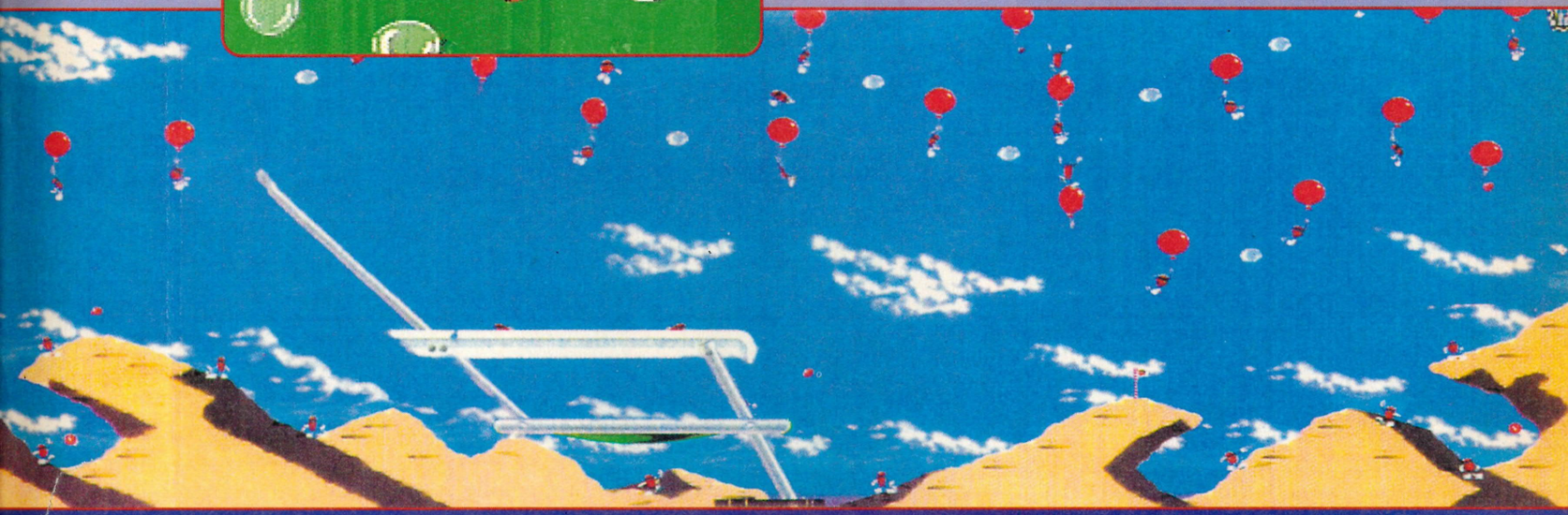


Probably the best thing is if you just read the parts that interest you, and then pay us for that.

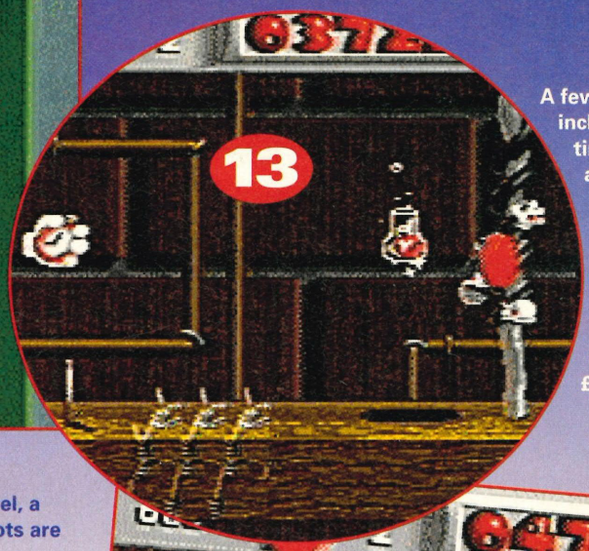




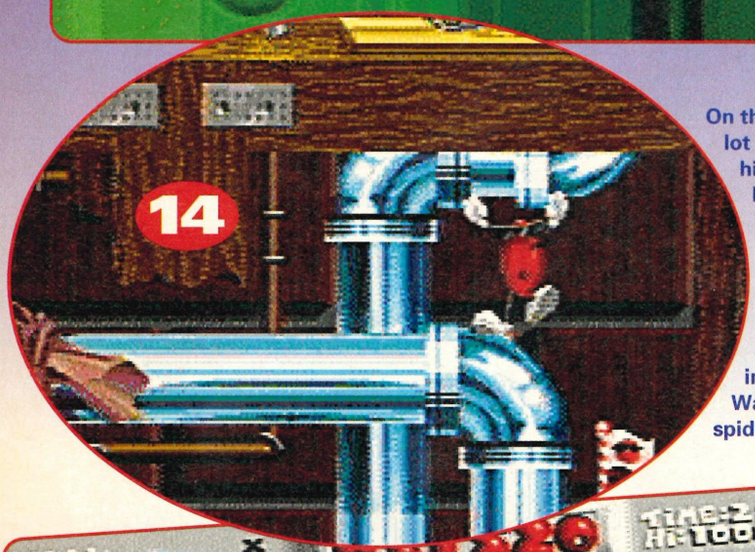
Move to the top to get the extra time, then right for the giant 'V', which gives you a continue.



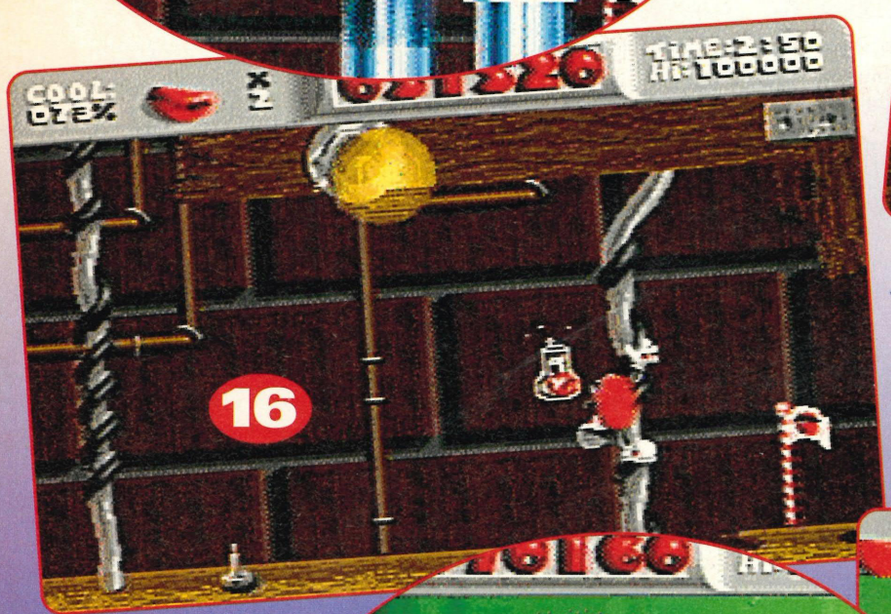
At the Bonus stage again, and this time we're heading for the large 'I'. It's over to the right of the bottle, near the top. If you spell Virgin, you get a special treat.



A few goodies here, including an extra time pick-up and a Cool Glass thingy. Do you recognise this place? Well head for it pronto. You now owe us approximately £22. Maybe.

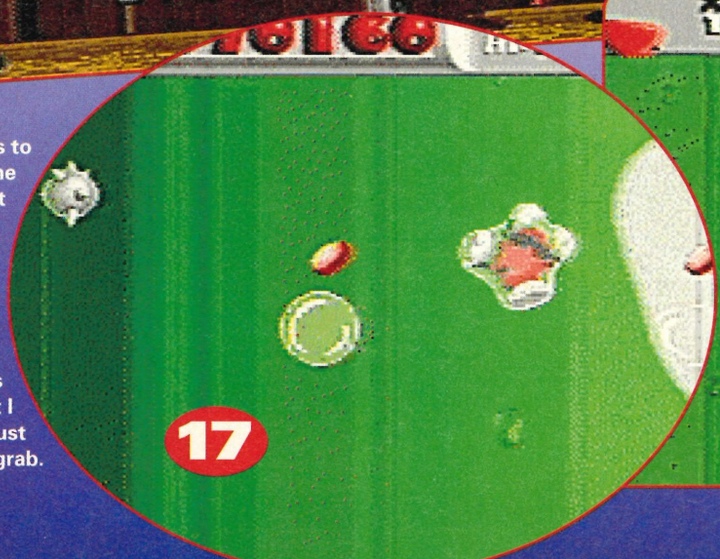


On this level, a lot of spots are hidden behind pipes, so any pipes which you can walk behind should be investigated. Watch out for spiders though.



You'll find a Cool Glass here by the restart point. It's good this level isn't it? I wonder how Cool Spot got here, it's very strange. Just a minute ago he was on the beach.

You can outwit the fiendish mice by firing from here. Their shots go over your head, and your shots kill them. The ideal situation to be in when someone's shooting at you.



Use the bubbles to float up higher in the bonus levels, but avoid those nasty spikey things. Press jump to get out of the bubble.

Far right: This is where the last 'R' is to be found, but I picked it up just before I got the grab.

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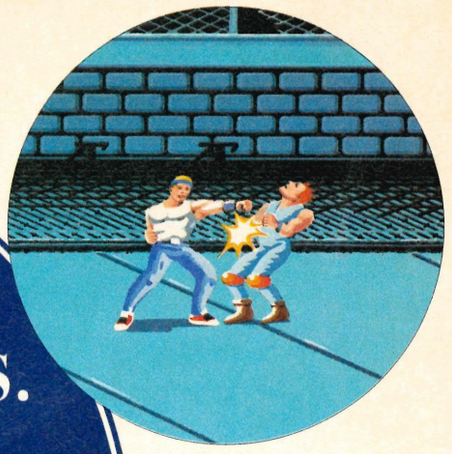

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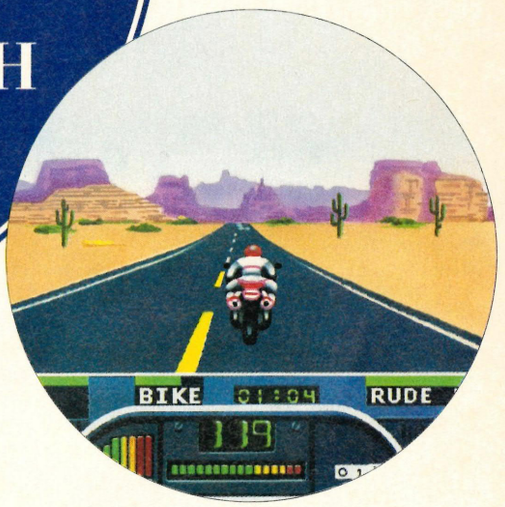

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Ex-Ranza

MEGA DRIVE

There's nothing wrong with piloting a nifty solar-powered robot, if only RIK HAYNES would stop humming 'You are the sunshine of my life' every time he completes a stage... *(At least he didn't sing 'Life is always better in The Sun'. A Daily Mirror reader.)*

RADAR
Position of main targets on each stage.

VERNIER GAUGE
Jump jets need to cool down after a few seconds of flight

SHIELD METER
An audible warning sounds if your shields are fatally depleted.

POWER METER
Solar energy available to your special weapons.

SPECIAL WEAPON
Fire and Bomb are ready straightaway, other special weapons can be collected later on.

TAME THE GAME

SECRET CHEAT MODE...

Enter the Options Screen, push Up and quickly press A, B, C, A, B, C, A, B and C. Ping will sound if you do it right and the Easy and Heavy variations of *Ex-Ranza* are waiting to be experienced. Easy Mode is a laugh. Before the adventure kicks off as usual, you swan around blasting flowers and cute little kittens. *(Hey. It's only a game, folks. Ed.)*

ANOTHER SECRET CHEAT MODE...

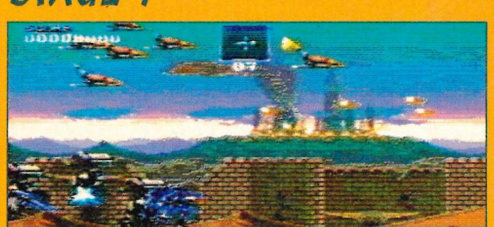
(And a jolly useful one it is, too.)
Press Pause during the game. Quickly push Up, Down, Up, Down, Up, Down, C, B, A, Right, Left and A for Slow Motion or B to Skip a Level.

ACTION REPLAY CODE...

FFFE0 30002 - Infinite Game Continues

Special thanks to GAMES HQ (0702 603215) for supplying the cart.

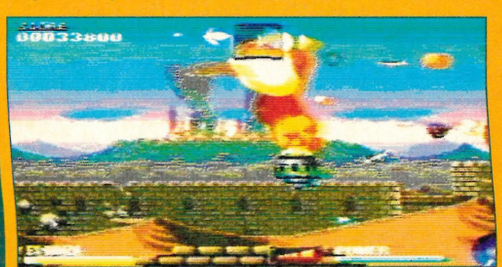
STAGE 1



Enemy aerial fighters come in, drop their bombs then fly away. Drop into blue chambers to replenish your shields.

Riding on top of your monocycle is a neat way to move around. If running low on shield power, climb inside the bike for added protection.

Primary targets can muster impressive firepower to defend themselves - you'll be thrown back by the force of the impact.



Range of fire depends on the state of the solar batteries.They recharge in the sunlight. Missile pods plunge to the ground when hit.

Stage 1 Boss – Scramble into the bike and start pumping away with your homing missiles. Once the legs have been shot away and the structure has collapsed, get out and blast the head section with everything you've got.

STAGE 2

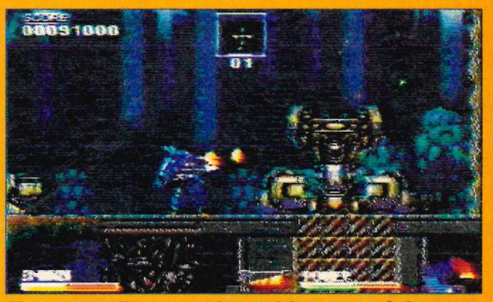
What can we say about stage two? There was a young man from Nantucket... no, that'll never do. Erm, it comes after stage one, that's for sure. Oh, and you play it like this:

There's not much sunlight in this cavern, so make your own. Loose rock formations in the ceiling should be destroyed to let the rays in.

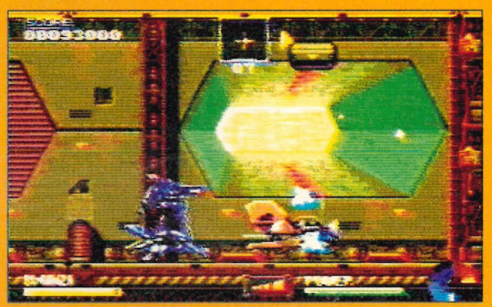
Wreck these generators to stop power being fed to gun emplacements. It's safer than tackling the armaments head-on.

Don't shoot the eggs because their hatchlings take a lot of pounding. Acid water is bad for you, too.

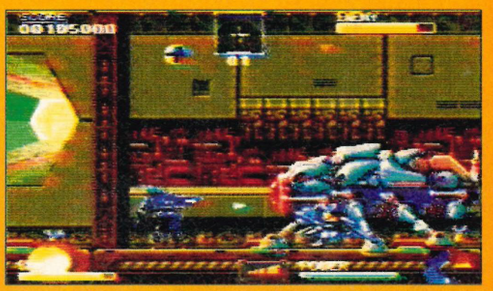
Scale up narrow passage situated above the acid water to reach a shield chamber and Thunder special weapon.



Keep your distance when taking care of these primary targets. *(They look like those Hunter Killers from* The Terminator. *Ed.)*



Before the end of Stage 2, 'mini-boss' vehicles crash through doorways as if they're stunt cars in an episode of the *A-Team* or something.



Boss – throws pods, then mines, then wide beam and eventually runs at you. Use Bomb to soften it and shoot it straight in the eye.

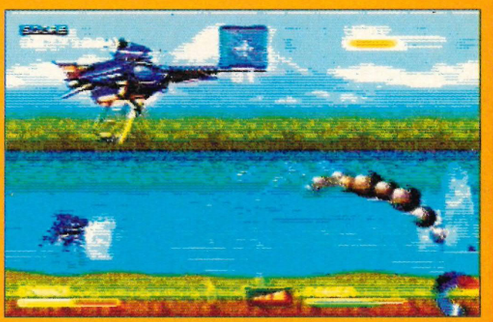
STAGE 3

Your mothership has limited mobility but automatically provides covering fire. Aaah, look at that flock of birds.

Over hill and highway the banana buggies go, coming home to bring you the Banana Splits show. *(Has he stopped taking the medication, again? Ed.)*

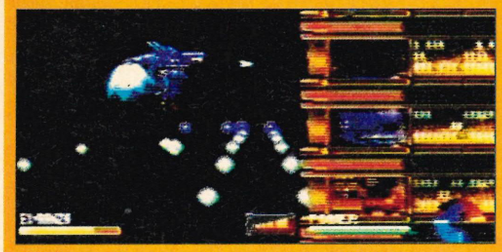
Grab your Metal Bird special weapon here. This model of enemy aerial fighter will fly in, encircle you and fire off some lasers.

The aforementioned fighters are launched from these buildings, which also happen to be your primary target on Stage 3.



Stage 3 Boss – Bomb is effective against this hideous sea monster provided its eye is open. Switch to Fire and concentrate on the brain when you've inflicted enough damage and it ducks underwater.

STAGE 4



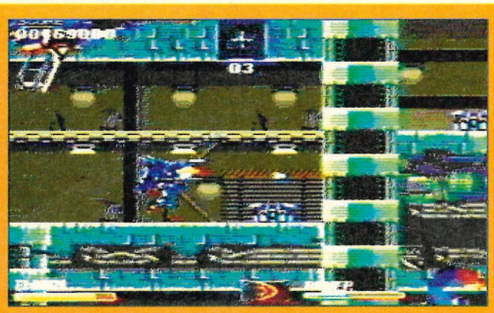
Glide up the skyscraper and demolish everything in sight. Stand on debris left behind to reset the Vernier Gauge and be careful of mines crawling along the side of the building.

Anyone fancy a Wide Beam? It's the most powerful special weapon in your arsenal. There are only a few places to recharge your solar batteries at night.

Stage 4 Boss – If the protective pink globe is accidentally hit, it will rebound into you, so be ready to get out of the way. Attack this mechanism from both sides of the bunker.

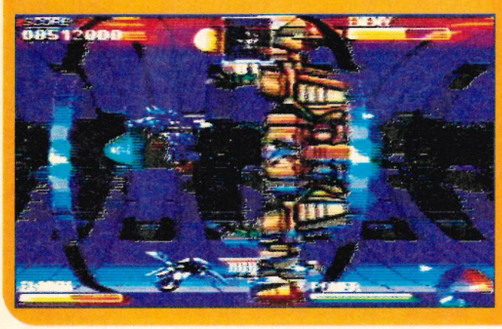
STAGE 5

Enemy drones will attack if you're detected by the searchlights. Trouble is, they're the only way to recharge your special weapons in a hurry.

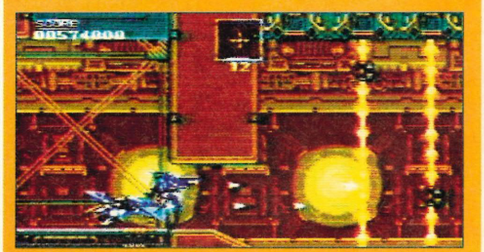


These handy devices will convert your special weapon power into extra shields. By the way, stick to Metal Bird on this stage.

Wide Beam does a pretty good job on this baby, then finish it off in the middle.

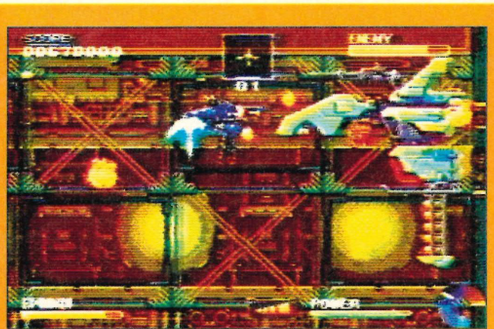


STAGE 6

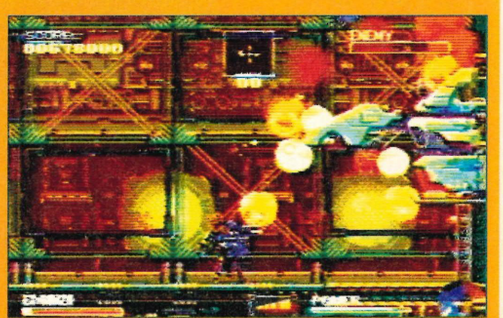


Incinerate the control pods to deactivate their forcefields.

As you'd expect, the primary target on Stage 6 is a bit tasty and emits a fair amount of flak.



See how this mid-boss likes to get down and party with a Wide Beam...



...the answer was a resounding 'no'. It takes two good blasts, though.

The end is near. Sit back and watch the Mad Dictator strap himself inside the most frightening boss ever seen in a Mega Drive cart...

Stage 6 Boss – Nearly there, now. You're probably going to need a spare 'Game Continue' credit (or two, or three) before it's all over. But just go for it, why doncha?

the Cart Show

The next time you scoot down to the shops to buy yourself a cart, unless you're absolutely sure about what you're going to buy, you could probably do with some advice. Well, here it is. A six page game guide that you can pull out and keep. Handy that, isn't it?

6 page pull-out game guide!

You can't get any better. Okay? A Mega Zone game is just, erm, mega. Yes, that's it. And you should buy it. Now.

✪✪✪✪✪ Almost a mega game, but not quite.
✪✪✪✪ Doesn't quite reach five star rating.
✪✪✪ Sort of stuck between four and two stars.
✪✪ Definitely not a three star game. Oh, no.
✪ Er, a crap game, really.
(You just can't get the staff these days. Ed.)

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. ✪✪✪✪

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 DRAGOON
Sega/£44.99 ✱ Magical platform game where smart graphics are overshadowed by an almost unplayable difficulty level. ✪✪✪

ALTERED BEAST
Sega/£34.99 ✱ Until recently, bundled with your Mega Drive. Dull beat-'em-up. ✪✪

ANDRE AGASSI TENNIS
TecMagik/£39.99 ✱ Do you like tennis? Have you got plenty of patience? If you've answered yes to both questions, then *Andre Agassi* could be just the game for you. ✪✪✪✪

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.

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. Value for money, or what? ✪✪✪✪✪

ARNOLD PALMER GOLF
Sega/£34.99 ✱ Pretty fine golf simulator which may not be high on action but it is certainly well animated and quite realistic. Fairly nifty for those of you who fancy more of a laid-back sports simulator. ✪✪✪✪

ART ALIVE
Sega/£29.99 ✱ Sega's pathetic attempt to produce an art package. But it totally misses the point. A useless range of colours and brushes means you're better off splashing your cash around somewhere else. ✪

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. ✪✪✪✪

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. 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. ✪✪✪

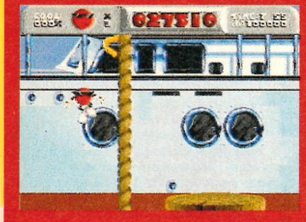
BATMAN
Sega/£39.99 ✱ An okay beat-'em-up that follows the film quite closely, however there are no special features to make this game outstanding. ✪✪✪

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. ✪✪✪

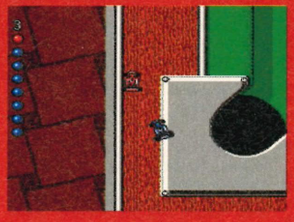
BATTLE SQUADRON
Sega/£39.99 ✱ Run of the mill shoot-'em-up. Nothing very special at all. ✪✪

THIS MONTH'S ESSENTIAL GAME CORNER



COOL SPOT
Mega Drive/Virgin/£44.99
We're all still playing it, and isn't stage four a git?

JUNGLE STRIKE
Mega Drive/EA/£44.99
If you thought Desert Strike was good, you'll love this.



MICRO MACHINES
Mega Drive/Codies/£39.99
Quirky and thoroughly addictive little racing game.

GLOBAL GLADIATORS
MasterSystem/Virgin/£29.99
Dodgy politics maybe, but a damn fine platform game.

LAND OF ILLUSION
Game Gear/Sega/£29.99
Mickey Mouse crops up once again in this ace romp.

the Cart Show

BATTLETOADS
Tradewest/£TBA ✱ The Turtles now being 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.

BOB
Electronic Arts/£44.99 ✱ 45 levels of pretty much standard platform gameplay. Gets a bit repetitive after a while, but infinite continues ensure you don't see the same level too many times. ✪ ✪ ✪

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. From picking your adventuring companions to doing battle against the evil space monster, you roleplay for all you're worth. Good combat, good animation, good stuff.

BULLS V LAKERS
Electronic Arts/£39.99 ✱ A high-quality sports sim. This time it's basketball and it comes packed with animation and sound which is of a very high standard. Great game and 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 hahahahahagggh. 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 atmpsophere increases the enjoyment of the game. ✪ ✪ ✪ ✪

CHAMPIONSHIP PRO–AM
Tradewest/£39.99 ✱ Fairly halfway decent conversion of the 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/£E39.99 ✱ A cutesy shoot-'em-up with a disgustingly sweet name and graphics. (It could cause serious tooth decay.) This game is probably only really suitable for kids. ✪ ✪ ✪ ✪

CHUCK ROCK
Virgin/£39.99 ✱ 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*. ✪ ✪ ✪ ✪

CLUE
Parker Brothers/£37.00 (Import) ✱ What is the point? I mean, what is 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/£29.99 ✱ Cheap cart, but it's a pretty simple game. Made famous on the Game Gear and Master System, *Columns* is an addictive enough puzzler. ✪ ✪ ✪

CORPORATION
Virgin/£39.99 ✱ Slightly frustrating space-age RPG that tips more than a passing nod to *Blade Runner*. Good serious RPG fun. ✪ ✪ ✪ ✪

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

CYBORG JUSTICE
Sega/£39.99 ✱ 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. Ed.) ✪ ✪ ✪

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

DAVIS CUP CHALLENGE
Tengen/£TBA ✱ Fast and fun tennis game, especially in two-player mode. Not at all bad. ✪ ✪ ✪

DEADLY MOVES
Kaneco/£44.99 ✱ *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/£34.99 ✱ Massive and complex graphic adventure. *Decap* is highly addictive and well put together. Nice one, Sega. ✪ ✪ ✪ ✪

DESERT STRIKE
Electronic Arts/£39.99 ✱ 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 from the Arabs as you can. Simple and very addictive.

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

DOUBLE CLUTCH
Sega/£34.99 ✱ *Super Sprint*-style overhead-viewed driving game. It's crap. ✪

DOUBLE DRAGON
Ballistic/£29.99 ✱ Cartoony 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/£39.99 ✱ Very lame two-player beat-'em-up with some pretty backgrounds. ✪

DYNAMITE DUKE
Sega/£34.99 ✱ 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/£39.99 ✱ Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation, fab graphics, coupled with the highly addictive game of ice hockey – a must have.

ECCO
Sega/£39.99 ✱ 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/£34.99 ✱ Graphically highly original shoot-'em-up that mixes space-age ships with Victorian designs. Unfortunately, the playability doesn't quite live up to the graphics. It's a case of nice to look at, bummer to play. ✪ ✪

ESWAT
Sega/£34.99 ✱ Highly unoriginal, dated-looking beat-'em-up. ✪ ✪

EUROPEAN CUP SOCCER
TecMagik/£34.99 ✱ Very good footie game based on the *Manchester United* games that you can get on the Amiga. Much closer to *Super Soccer* than *Kick Off* in looks and animation, but not nearly as fast as either of them. It's also hampered by a slightly strange control system. Still quite smart, though. ✪ ✪ ✪ ✪

EVANDER HOLYFIELD BOXING
Sega/£49.99 ✱ Yet another appalling boxing sim – don't bother (especially since Evander isn't World Champ any more). ✪ ✪

F1
Domark/£49.99 ✱ Excellent racing game which brings the world of formula one to your Mega Drive. Don't miss it.

F-22 INTERCEPTOR
Electronic Arts/£39.99 ✱ 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/£39.99 ✱ Once upon a time, a long time ago, there was a game called *Faery Tale Adventure*. Graphic-cum-movement-cum-combat game, *Faery Tale* is a brave stab at a conversion, but if you want a fantasy game grab *The Immortal*. ✪ ✪ ✪

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

FATAL FURY
Sega/£39.99 ✱ 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 *SF2*. ✪ ✪ ✪ ✪

FATAL LABYRINTH
Sega/£29.99 ✱ Famous old RPG game looking a bit long in the tooth. ✪ ✪ ✪

FATAL REWIND
Electronic Arts/£39.99 ✱ 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/£39.99 ✱ Now let's see if you can guess what this game's about. I'll give you a wee hint – there's a strong vein of Formula One in it. ✪ ✪

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

FLINTSTONES
Taito/£39.95 ✱ *The Flintstones* the prog is cool. *The Flintstones* (Mega Drive) is lukewarm. A well animated and highly varied platform jape that suffers from being a bit too easy. ✪ ✪ ✪ ✪

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

GADGET TWINS
Gametek/£39.99 ✱ Don't be put off by the basic-looking graphics; this game has a fair dollop of playability and some amusing animations. Two-player simultaneous option makes it a real hoot. ✪ ✪ ✪

GALAHAD
Electronic Arts/£39.99 ✱ Passable arcade adventure with a slight puzzley aspect. Not much to set it apart from all its fellow platform romps – except a femme-boy hero. ✪ ✪ ✪

GENERAL CHAOS
Electronic Arts/£TBA ✱ A war themed shoot-'em-up with a difference, for up to four players. Great fun. ✪ ✪ ✪ ✪

GEORGE FOREMAN'S KO BOXING
Acclaim/£39.99 ✱ 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/£44.99 ✱ Nowhere near as good as the SNES version. Once again, you are out to rescue a chick from the local evil wizard (yawn). ✪ ✪ ✪

G–LOC AIR BATTLE
Sega/£39.99 ✱ Okayish sort of *Afterburner* rip-off that suffers away from the arcades and 360 degree spinning hamster wheels. ✪ ✪ ✪

GOLDEN AXE
Sega/£34.99 ✱ Coin-op conversion of an arcade classic. Pathetically easy. ✪ ✪

GODS
Mindscape US/£39.99 (Import) ✱ Even faster than the computer original, this excellent arcade adventure has lots of levers to pull, secrets to discover and baddies to kill.

GRANADA
Sega/£34.99 ✱ Travel through the world of *Coronation Street*, drinking milk stout, gossiping with old people, finding out the latest goss. 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/£34.99 ✱ Not bad at all, even though this is just a blatant copy of *Super Tennis* on another format. ✪ ✪ ✪ ✪

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

HARDBALL 3
Accolade/£39.99 ✱ 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/£34.99 ✱ Average arcade shoot-'em-up. Nothing new. ✪ ✪

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

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

HUMANS
Gametek/£39.99 ✱ *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/£39.99 ✱ Despite the fair hefty price tag, *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market – incredibly violent and gory. A true classic.

INDIANA JONES AND THE LAST CRUSADE
US Gold/£39.99 ✱ 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/£39.99 ✱ Based on an old 1950s B-movie about giant ants – and just as crap. ✪

JAMES BOND: THE DUEL
Domark/£39.99 ✱ 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 wotsisname. The gameplay becomes increasingly more challenging as you progress. Pretty smart all in all. ✪ ✪ ✪ ✪ ✪

JAMES POND
Electronic Arts/£39.99 ✱ 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 licensed to gill and must save as many trapped lobsters as possible from their doom in this eco-friendly adventure. Not as good as its sequel. ✪ ✪ ✪

JAMES POND II: ROBOCOD
Electronic Arts/£39.99 ✱ James Pond, Bubble 07, is back in an adventure so festive that it has everything but fairy lights hanging 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 /£39.99 ✱ 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/£34.99 ✱ A rather standard fighting fantasy game in which you collect rings to give you extra special powers. Nothing original, pretty pictures and okay muzak. ✪ ✪ ✪

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

JOE MONTANA II
Sega/£39.99 ✱ Smart sequel to *JM1*. Boasting more sampled speech than any other game, and with a much improved play system. ✪ ✪ ✪ ✪ ✪

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

JOHN MADDEN '92
Electronic Arts/£39.99 ✱ 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 footie game for your Mega Drive, then you'd be advised to go for this one above any other.

JOHN MADDEN '93
Electronic Arts/£44.99 ✱ 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/£34.99 ✱ 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. ✪ ✪ ✪ ✪

KING'S BOUNTY
Electronic Arts/£34.99 ✱ A graphic adventure kinda game where you build armies with fantasy creatures and set off exploring continents. Brill. ✪ ✪ ✪ ✪

KING OF THE MONSTERS
Sega/£39.99 ✱ One-on-one beat-'em-up that suffers from being crap. Four monsters, four locations, four hours of semi-entertainment. ✪

the Cart Show

KING SALMON
Vic Tokai Inc/£39.99 (Import) ✱ Fishing simulator. ✪ ✪

KLAX
Domark/£34.99 ✱ *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/£39.99 ✱ An excellent puzzle game with lots of platform frolics. Would have been equally good without the occasional cameo by Bart and his clan, but still a must if you're into thinky games. ✪ ✪ ✪ ✪

LANDSTALKER
Climax Ent./Sega/£47 ✱ Marvellous isometrically-viewed arcade adventure. *Landstalker* is the doyen of the Japanese games press.

LEADERBOARD
US Gold/£39.99 ✱ Disappointing and dated golf game. Lacks the atmosphere and feel of real golf. (Eh? Ed.). ✪ ✪ ✪

LHX ATTACK CHOPPER
Electronic Arts/£39.99 ✱ Brill helicopter simulation that sets a new benchmark standard for Mega Drive flight sims. The best way to learn how to handle your chopper! *(Oooo-er you are awful. Ed.)* ✪ ✪ ✪ ✪

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

MARBLE MADNESS
Domark/£39.99 ✱ 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/£39.99 ✱ 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/£34.99 ✱ 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/£39.99 ✱ Superior coin-op conversion that has you playing the part of the only mercenary on the block who can save the free world. Lots of violence, combined with an over-the-shoulder viewpoint all combine to make a pretty addictive shoot-'n'-splat game. ✪ ✪ ✪ ✪

MICK & MACK AS THE GLOBAL GLADIATORS
Virgin/£39.99 ✱ Nicely animated platformy, cartoony shoot-'em-up sponsored by McDonalds which lacks gameplay variety. Ideologically a tad unsound. ✪ ✪ ✪

MICKEY AND DONALD WORLD OF ILLUSION
Sega/£39.99 ✱ 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 poor Minnie feeling all hurt, rejected and unloved.

MICKEY MOUSE
Sega/£39.99 ✱ 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.

MICRO MACHINES
Codemasters/£39.99 ✱ 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 ✱ Undercover spy shoot-'em-up. Nothing original plot-wise, but nice graphics. ✪ ✪ ✪

MIG 29
Domark/£39.99 ✱ Flight sim with more emphasis on looking worriedly at instrument read-outs, rather than whizzing about shooting things. Passable basically. ✪ ✪ ✪

MIGHT 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. ✪ ✪

MUHAMMED ALI HEAVY WEIGHT BOXING
Virgin/£TBA ✱ Oo-er, 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 ✱ 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. ✪

NBA ALL-STAR CHALLENGE
Acclaim/£39.99 ✱ With so many decent basketball sims around, only a complete fool would waste their money on crap game like this. ✪ ✪

NINJA GAIDEN
Sega/£39.99 ✱ Classic beat-'em-up that appeared on the Mega Drive after appearing on every other machine. ✪ ✪

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. ✪ ✪ ✪ ✪

NHPLA HOCKEY
Electronic Arts/£39.99 ✱ Basically *EA Hockey 2*, but featuring teams from the North American Ice Hockey League (NHL) and loads of additional animation and options. Very fast, very slick and, well, absolutely faaaaaab!

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

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

OUTLANDER
Mindscape/£39.99 (Import) ✱ An up-market version of the truly awful *TechnoCop*, but only just a little bit better. *Apocalypse Now* meets *Mad Max* as you belt through the lands of a post-nuclear society. Plays almost as excitingly as it sounds. ✪ ✪

OUTRUN 2019
Sega/£39.99 ✱ Ridiculously bad follow-up to the follow-up to the follow-up of the game that was pretty dull when it came out at the turn of the 18th century. Terribly sad. ✪

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

PAPERBOY 2
Domark/£39.99 ✱ Are you the sort of person who'd get up at six every morning, suspend a heavy bag from your shoulder and then spend an hour going up and down the same old streets, with your fingers getting progressively more inky – if you weren't being paid for it? If you are, then you'll love *Paperboy 2*. Kapeesh? ✪ ✪

PGA TOUR 2
Electronic Arts/£39.99 ✱ The latest version of this sporting classic now possesses seven courses and even has new improved digitised golfing slacks.

PHANTASY STAR 2
Sega/£59.99 ✱ Despite the hefty price tag, this graphic adventure is worth every penny. ✪ ✪ ✪ ✪

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

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

PITFIGHTER
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. One of the best single location beat-'em-ups around. ✪ ✪ ✪ ✪ ✪

POPULOUS
Electronic Arts/£39.99 ✱ Here you get to play God. 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 involving and definitely not for those of you out there who are cerebrally-challenged.

PRO STRIKER
Sega/£42.50 (Import) ✱ An excellent four-player mode is the only noteworthy element to this very average footie game. ✪ ✪ ✪

PRO QUARTERBACK
Tradewest/£39.99 ✱ Yet another American footie 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. 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? ✪ ✪

RANGER-X
Sega/£TBA ✱ Superb platform shoot-'em-up in which you control a robot/spaceship transformer-type affair. The most exciting and imaginative blaster of recent times. Buy it.

REVENGE OF SHINOBI
Sega/£40 ✱ Leaps and bounds ahead of pretty much anything on either console or computer. One of the best games of its type around. ✪ ✪ ✪ ✪ ✪

RINGS OF POWER
Electronic Arts/£49.99 ✱ Odd little RPG game from EA. You either 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 round, really. ✪ ✪

RISKY WOODS
Electronic Arts/£39.99 ✱ 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 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. ✪ ✪

SNOW BROTHERS
Tengen/£44.99 ✱ Great fun, and highly addictive platform game from the same genus as Bubble Bobble and Rodland, but you'll finish it far too quickly. ✪ ✪

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.

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 ✱ 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. ✪ ✪ ✪ ✪ ✪

SPLATTERHOUSE 3
Namcot/£39.99 (Import) ✱ Some people want this game to be banned. We don't want it banned, but we'd certainly think twice before spending 40 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. ✪ ✪ ✪ ✪

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

STRIDER
Sega/£44.99 ✱ Above average adventure. Good graphics and ear-bending sound make this game a real treat to play. ✪ ✪ ✪ ✪ ✪

SUMMER CHALLENGE
Accolade/£34.99 ✱ Dull multi-event joypad-destroying game. Archery, pole vault, high jump, javelin, etc. Yawn. ✪ ✪ ✪

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. ✪ ✪ ✪ ✪ ✪

SUPER HANG ON
Sega/£34.99 ✱ Sega's attempt to duplicate the success of *Road Rash*. Unfortunately,they haven't. ✪ ✪

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/£39.99 ✱ Not as compellingly addictive as a soccer game should be. ✪ ✪ ✪

SUPER LEAGUE BASEBALL
Sega/£34.99 ✱ Baseball game that isn't as super as the title might suggest. ✪ ✪

SUPERMAN
Virgin/£39.99 ✱ Excellent licence, duff game.

the Cart Show

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. 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 *SMGP1*. ✪ ✪ ✪ ✪

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. ✪ ✪ ✪ ✪ ✪

TAILSPIN

Sega/£34.99 ✱ 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/£39.99 ✱ Classic cartoon game featuring the tearaway Tasmanian marsupial of TV fame. Top class action and animation — quite simply, a top class game. ✪ ✪ ✪ ✪

TECHNO-CLASH

Electronic Arts/£44.99 ✱ You'll find non-stop action in this fab overhead view *Gauntlet*-style game. Totally addictive.

TECMO WORLD CUP

Tecmo/£34.99 ✱ A sorry excuse for a football game. In a game of two halves, it doesn't make it to half time. Total utter rubbish. ✪

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTORE HEIST

Konami/£39.99 ✱ Not a bad little walk-along beat-'em-up, really. The animation is very good and quite funny, there's a two-player option and a dash of digitised speech. ✪ ✪ ✪

TERMINATOR

Virgin/£34.99 ✱ Well, it all looks very nice, but it's about as shallow as a kiddies' paddling pool. Low on variety and low on challenge. Not one to keep you up all night. ✪ ✪

TERMINATOR 2

Acclaim/£39.99 ✱ 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/£39.99 ✱ Unimpressive and dated driving game.You avoid police and Sunday drivers as you hurtle about in a sports car.Precious little playability. ✪ ✪

THUNDER FORCE 2

Techno Soft/£34.99 ✱ Fast and smooth scrolling shoot-'em-up crammed with excellent sound and graphics – one of the ultimate shoot-'em-ups. ✪ ✪ ✪ ✪ ✪

THUNDERFORCE 3

Techno Soft/£35.99 ✱ Kersplat, pow, spagoo! This is 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/£39.99 ✱ 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 side-splitting manner.This not-so-dynamic duo expose *Sonic* and *Mario* as '70s throwbacks.

TOKI

Sega/£34.99 ✱ 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/£34.99 ✱ A straightforward arcade conversion of the well known shoot-'em-up. Very good arcade conversion with sound and graphics to match the original. ✪ ✪ ✪ ✪

TURBO OUT RUN

Sega/£39.99 ✱ 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/£39.99 ✱ *Turrican* is truly vast and really rather brill. 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/£39.99 ✱ 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 that came first. If you get our drift. ✪ ✪ ✪

TWO CRUDE DUDES

Sega/£39.99 ✱ 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. ✪ ✪ ✪

ULTIMATE SOCCER

Sega/£39.99 ✱ The best soccer sim so far on the Mega Drive, and no mistake, nut it may be worth waiting for *Sensible Soccer* to arrive before making a buying decision. ✪ ✪ ✪ ✪

UNIVERSAL SOLDIER

Accolade/£34.99 ✱ Good game with fast-paced action and a billion nasties. It has an excellent mix of power-ups, tortuous mazey bits and hidden blocks. However, we can exclusively reveal that it's really *Turrican 2* in disguise with a very convincing wig. ✪ ✪ ✪ ✪

WHERE IS CARMEN SANDIEGO?

Electronic Arts/£49.99 ✱ This one is otherwise known as *Where In The Game Is Carmen Playability*? Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. Hmmm. ✪ ✪

WINTER CHALLENGE

Ballistic/£34.99 ✱ Superb winter sports sim that lets you try your hand at speed skating, bobsleigh, 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.

WONDERBOY 3: MONSTER LAIR

Sega/£39.99 ✱ 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/£34.99 ✱ One of the best wrestling games currently available for the Mega Drive. Large graphics and sprites result in a very playable game. ✪ ✪ ✪ ✪

WWF

Acclaim/£37.99 ✱ 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/£39.99 ✱ Unfortunately, this is not as good as the Amiga version, but it's still a merry little blast-'em-up jaunt through deep hyperspace. ✪ ✪ ✪

X-MEN

Sega/£39.99 ✱ Yet another *Marvell* 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/£19.99 ✱ Despite the low cover price, which is possibly the only good thing about it, this is still a real pile of steaming brown and smelly stuff. ✪

ZERO WING

Sega/£39.99 ✱ Tough shoot-'em-up that scores with impressive graphics. One of the best. shoot-'em-ups around. ✪ ✪ ✪ ✪

ZOOM

Sega/£29.99 ✱ Small scale arcadey puzzle game, which is not unlike *Qiz*. It's hard on the eyes as it makes you squint a bit 'cos it's so titchy . ✪ ✪ ✪

BATMAN RETURNS

Sega/£TBA ✱ Alternate driving and platform action, this certainly improves on the standard cart version. Still doesn't manage to rise above the mundane, though. ✪ ✪ ✪

CHUCK ROCK

Imagesoft/£39.99 (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. ✪ ✪ ✪ ✪

HOOK

Imagesoft/£39.99 (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. ✪

KRIS KROSS

Sega/£TBA ✱ Kris Kross invite you to make them a video, using lots of film footage, video effects and no gameplay. *Sega Zone* invites you to throw Kris Kriss off the nearest cliff. ✪

MARKY MARK

Sega/£TBA ✱ Marky Mark invites you to make him a video. His request is slightly more enticing than that of Kris Kross (see above), if only because Marky is slightly less obnoxious and considerably more snoggable than the backwards-trousered kids. Still crap. ✪

NIGHT TRAP

Sega/£49.99 ✱ A load of nasty blokes are taking American teenagers hostage. Good. Loads of snazzy video footage, very little game. If you want to watch a film, visit a cinema. ✪ ✪

ROAD AVENGER

Sega/£39.99 ✱ Great looking, Manga-inspired driving game that owes a lot to *Dragons Lair*. It's a case of pushing the joypad at the right time in the right way or else die horribly. Nice to look at, but rubbish to play. ✪ ✪ ✪

SEWER SHARK

Imagesoft/£39.99 (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 a sign that programmers are starting to make proper use of the Mega-CD's potential. Very encouraging. ✪ ✪ ✪ ✪

SHERLOCK HOLMES CONSULTING DETECTIVE

Sega/£39.99 ✱ One for the older, wiser and dare we say it, more boring games player. Trog round a suitably disinfected Victorian London while trying to solve one of several classic cases. ✪ ✪ ✪ ✪

WOLFCHILD

Sega/£39.99 ✱ An Amiga classic makes its way onto the Mega-CD. But it'snot 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. Above average. ✪ ✪ ✪ ✪

ACTION FIGHTER

Sega/£12.99 ✱ Nasty, cheap and tacky. Packed full of, er... action and fighting. What else can be said really.✪ ✪

AERIAL ASSAULT

Sega/£29.99 ✱ Very unimaginative shoot-'em-up. A case of holding down the Fire button and tuning your brain to the 'vacant' frequency. ✪ ✪ ✪

AFTER BURNER

Sega/£29.99 Q The classic arcade game now makes a disappointing appearance on the 8-Bit. ✪ ✪

ALEX KIDD IN HIGH TECH WORLD

Sega/£29.99 ✱ Standard Alex Kidd fare with loads of puzzles in this arcade platform adventure. ✪ ✪ ✪

ALEX KIDD IN LOST STARS

Sega/£29.99 ✱ Yet another adventure for the Kidd. But its probably best suited for Alex Kidd fans only. ✪ ✪

ALEX KIDD IN SHINOBI WORLD

Sega/£29.99 ✱ Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling. But little variation makes this a dull game. ✪ ✪ ✪

ALIEN STORM

Sega/£29.99 ✱ Absolutely awful game. Poor conversion of the Mega Drive original. ✪

ALIEN SYNDROME

Sega/£29.99 ✱ Shoot-'em-up, beat-'em-up kinda thing. Rather uneventful. ✪

ALTERED BEAST

Sega/£29.99 ✱ One of the oldest games around. A crap fighting fantasy beat-'em-up. Avoid. ✪

AMERICAN BASEBALL

Sega/£14.99 ✱ One or two-player mode available. Standard sports management programme plus active play sequences gives you enormous control. ✪ ✪ ✪ ✪

AMERICAN PRO FOOTBALL

Sega/£29.99 ✱ Not just American football, which it is really, but American Pro Football. Says it all, really. ✪ ✪ ✪

ANDRE AGASSI TENNIS

TecMagik/£29.99 ✱ There's a lot of sad Master System tennis games out there 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/£29.99 ✱ Smart version of Goscinny and Uderzo's original comic books. Graphics and animation are absolutely brill. Rather disappointing sound and FX, but more than made up for by great playability. Great game. ✪ ✪ ✪ ✪ ✪

AYRTON SENNA'S GRAND PRIX

Sega/£29.99 ✱ Kind of like the original. However this game has enough new twists and effects to make it a pretty good game. ✪ ✪ ✪ ✪

AZTEC ADVENTURE

Sega/£12.99 ✱ 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/£32.99 ✱ 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/£34.99 ✱ 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/£12.99 ✱ 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/£29.99 ✱ 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/£29.99 ✱ 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/£12.99 ✱ Cheap, but unoriginal, beat-'em-up. ✪ ✪

BLADE EAGLE 3D

Sega/£9.99 ✱ Stonkingly cheap and cheerful, but also stonkingly crap, er, and crap. ✪

BOMBER RAID

Sega/£29.99 ✱ Take that, Jerry Hun-trousers! Standard 'jolly japes in this RAF kinda shoot-'em-up. ✪ ✪

BONANZA BROTHERS

Sega/£29.99 ✱ Smart multi-layered arcade action puzzle game. With traps to overcome and swag to be half-inched. ✪ ✪ ✪ ✪ ✪

BUBBLE BOBBLE

Taito/£29.99 ✱ Cute, bubble-blowing brontos, monsters and over 100 platforms. Great gameplay makes this more than a challenge for hardened games players. ✪ ✪ ✪

CALIFORNIA GAMES

Sega/£29.99 ✱ Surf's up on the Master System. A classic game but a poor conversion. ✪ ✪

CAPTAIN SILVER

Sega/£29.99 ✱ Follow the adventures of Captain

Silver as he puts wrongs to rights and generally goes about being a hero. ✪ ✪ ✪

CASINO GAMES
Sega/£29.99 ✱ *Roulette, Blackjack, Poker* and *Craps*, to name but a few in this pointless gambling sim. ✪ ✪

CHASE HQ
Sega/£29.99 ✱ Various vehicular chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness. ✪ ✪ ✪ ✪

CHASE HQ II: SCI
Sega/£32.99 ✱ Good guy cop game with loads of bad guys to be blown away and cars to be skidded. Humm… okay, I suppose. ✪ ✪

CHESS
Sega/£34.99 ✱ What can you say? *Chess* is *Chess* is *Chess*. Okay kinda cart with some nice graphics. ✪ ✪ ✪

CHOPLIFTER
Sega/£24.99 ✱ Classic horizontally-viewed shoot-'em-up that, despite being as old as the hills, is still enjoyable and pretty damn playable. ✪ ✪ ✪ ✪

CHUCK ROCK
Virgin/£34.99 ✱ Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little playing time. ✪ ✪ ✪

COLUMNS
Sega/£24.99 ✱ Sega's answer to *Tetris* finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive. ✪ ✪ ✪ ✪

CYBER SHINOBI
Sega/£29.99 ✱ *Shinobi* goes electronic but retains the same old beat-'em-up formula. ✪ ✪ ✪

CYBORG HUNTER
Sega/£29.99 ✱ Earth-bound shoot 'em up that really has little new or exciting to offer you. ✪ ✪

DARIUS II
Sega/£32.99 ✱ *Darius II* makes a welcome appearance on the Master System. Good quality shoot-'em-up. ✪ ✪ ✪ ✪

DICK TRACY
Sega/£29.99 ✱ Despite – perhaps in spite of – Warren Beatty and Madonna, the film was a pretty hopeless turkey. Surprise, surprise, the Master System game lives up, or rather, down to it nicely. ✪

DONALD DUCK
Sega/£32.99 ✱ Absolutely brill graphics and really sweet animation as you play your guy Donald. Loads of platforms to jump on and baddies to bash. Easy, though. ✪ ✪ ✪ ✪

DOUBLE DRAGON
Sega/£29.99 ✱ Pretty poor beat-'em-up. It's not really worth shelling out 30 notes for this. ✪ ✪

DRAGON CRYSTAL
Sega/£29.99 ✱ Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door. ✪ ✪

ENDURO RACER
Sega/£9.99 ✱ Cheap price. Crap game. ✪

ESWAT
Sega/£29.99 ✱ A beat-'em-up in which you are out to rescue some poor sap who's gone and got himself kidnapped. Bog standard. ✪ ✪ ✪

F-16 FIGHTER
Sega/£17.99 ✱ If this is a flight sim, I'm a cabbage. I'm not and it ain't. ✪

FANTASY ZONE
Sega/£12.99 ✱ Not as good as the Mega Drive version, but not bad for all that. Opa must save his planet by blowing up everything he sees. Weird, druggy shoot-'em-up. ✪ ✪ ✪ ✪

FIRE AND FORGET
Sega/£29.99 ✱ Bog standard fighting fantasy fare, full of buxom maids and mad wizards. ✪ ✪ ✪

GAIN GROUND
Sega/£29.99 ✱ Not unlike that old arcade chestnut *Qix*, where the object of the game is to section off large areas of a given space. Plays a lot better than it actually sounds. ✪ ✪ ✪

GALAXY FORCE 2
Sega/£29.99 Q 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/£24.99 ✱ Poor Oppo Wolf-style shoot-'em-up. Not worth it. ✪

G-LOC
Sega/£29.99 ✱ Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. ✪ ✪ ✪

GAUNTLET
US Gold/£29.99 ✱ 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/£29.99 ✱ A viewed-from-the-side boxing game. Has some nice ideas with stats and super punches, but it's just not very playable. ✪ ✪

GHOSTBUSTERS
Sega/£29.99 ✱ 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/£29.99 ✱ Loads of monsters to splat and power-ups to collect. ✪ ✪ ✪

GLOBAL DEFENCE
Sega/£12.99 ✱ Slow, uneventful and downright dull shoot-'em-up. ✪ ✪

GLOBAL GLADIATORS
Virgin/£29.99 ✱ A walk-of-the-mill platform game based on a hamburger. Very professionally done but a bit samey and it's really just a big advertising scam. ✪ ✪ ✪

GOLDEN AXE
Sega/£29.99 ✱ 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/£32.99 ✱ Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior. (Inspired. Ed.)* ✪ ✪

GOLFMANIA
Sega/£32.99 ✱ Have you a mania for golf? If so, this is the one for you. *Golfmania*, maniagolf, geddit? ✪ ✪ ✪

GREAT FOOTBALL
Sega/£24.99 ✱ Very poor. Maybe Crap Football would have been a better title. ✪ ✪

GREAT VOLLEYBALL
Sega/£9.99 ✱ There's only one 'great' thing about this pile of jobs and that's the price. ✪

HANG ON
Sega/£9.99 ✱ Brave attempt at a MS bike racing game that suffers from the 8-bit's lack of memory. Too slow, too blocky, too bad. ✪ ✪

HEAVY WEIGHT CHAMP
Sega/£24.99 ✱ Pricey boxing sim that fails to deliver fairly dramatically. Large sprites chug around the screen like a couple of heavy goods vehicles. ✪

HEROES OF THE LANCE
US Gold/£29.99 ✱ You get to play an assortment of eight characters, one at a time. Together they 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/£29.99 ✱ 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/£29.99 ✱ 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 havv managed to produce a bit of a corker, here. ✪ ✪ ✪ ✪ ✪

JAMES BOND: THE DUEL
Domark/£34.99 ✱ A cart that loses all the good bits from the Mega Drive version (like animation, gameplay and sound) and ends up being just another mediocre platformer. Not Fleming worth it *(Oh, very funny, ha ha ha ha. Ed.)* ✪ ✪ ✪

JOE MONTANA FOOTBALL
Sega/£29.99 ✱ Yankie 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/£29.99 ✱ If you fancy a bit of fighting in the jungle then this is for you. If you're more of a 'fighting in the greengrocers, or down the local co-op' kinda guy, I'd look elsewhere. ✪ ✪

KLAX
Sega/£32.99 ✱ Classic arcade puzzle game that suffers not at all in its conversion to the Master System. In fact, it fairs rather well in the conversion. ✪ ✪ ✪ ✪ ✪

KRUSTY'S FUN HOUSE
MEGA ZONE

Acclaim/£34.99 ✱ 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/£12.99 ✱ Loads of flying backflip death-chops in this average, under age beat-'em-up. ✪ ✪ ✪

LASER GHOST
Sega/£29.99 ✱ Brill graphic arcade adventure thang, in which you attempt to save Katherine's stolen soul. (She's already got her funk back.) This game is definitely worth a look. ✪ ✪ ✪ ✪

LINE OF FIRE
Sega/£29.99 ✱ Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay do nothing at all to lift this game in any way what-so-ever. ✪

LORD OF THE SWORD
Sega/£29.99 ✱ More leather-bound sword and sorcery adventure. Only for the serious grebo. ✪ ✪

MARBLE MADNESS
Domark/£29.99 ✱ Arcade classic that works well on the Master System. Guide your 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/£9.99 ✱ Into the screen version of the wrinkly old classic *Pac-Man*. Big, fat, hairy deal. ✪

MERCS
Sega/£32.99 ✱ Bit flicky and a bit blocky but, having said all that, not a bad little shoot-'em-up. ✪ ✪ ✪

MISSILE DEFENCE 3D
Sega/£9.99 ✱ Naff version of an ancient game, with the added crappo-schlappo factor of you having to wear a ridiculous pair of 3D glasses. ✪

MONOPOLY
Sega/£29.99 ✱ The board game that only ever makes an appearance on Boxing Day can now be found on the Master System. Great, if you like that kinda thing. ✪ ✪

MOONWALKER
Sega/£29.99 ✱ The man with the 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/£34.99 ✱ Excellent conversion of the cutesy platform arcade classic. ✪ ✪ ✪ ✪ ✪

NINJA
Sega/£9.99 ✱ We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story. ✪

NINJA GAIDEN
Sega/£32.99 ✱ This does not take place in a garden. Smart ninja bash – high on action, high on gameplay. ✪ ✪ ✪ ✪

OLYMPIC GOLD
US Gold/£34.99 ✱ Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal (if you have one). Average. ✪ ✪ ✪

OLYMPICS
Sega/£34.99 ✱ 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 spondules for that matter. Not a very good outing at all. ✪ ✪

OUTRUN
Sega/£29.99 ✱ Slow, blocky and about as much fun as a kick in the groin with a large hob-nailed boot. ✪

OUTRUN 3D
Sega/£9.99 ✱ Almost the same as *Outrun* but – suprise suprise 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/£29.99 ✱ *OutRun* 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/£39.99 ✱ Classic arcade adventure game with more quests to go on than I've had hot dinners. ✪ ✪ ✪ ✪

PITFIGHTER
Domark/£32.99 ✱ Noncey, snorey one or two-player beat-'em-up with dodgy controls and minuscule sprites. A chore to play and only slightly better than having to compete in the real thing. ✪ ✪

POPULOUS
MEGA ZONE

TecMagik/£34.99 ✱ 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/£12.99 ✱ Shoot -'em-up galore. Loads of things that go bang, but not much here for the massses high of brow genre amongst you. ✪ ✪

PREDATOR 2
Acclaim/£29.99 ✱ Run of the mill shoot-'em-up. It is undeniably most remarkable for the seeming absence of the eponymous villain. ✪ ✪

PRO WRESTLING
Sega/£24.99 ✱ 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/£29.99 ✱ 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/£29.99 ✱ 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/£28.99 ✱ Platformy 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 spermatazoa. ✪ ✪ ✪ ✪

RAMBO III
Sega/£29.99 ✱ 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/£29.99 ✱ 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/£29.99 ✱ Average game, which is certainly not worth the relatively high cover price. ✪ ✪

RC GRAND PRIX
Sega/£29.99 ✱ 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/£29.99 ✱ 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/£29.99 ✱ Very, very poor. Awful sound, graphics and flick animation. Use it to prop up a wobbly table. ✪

SHADOW DANCER
Sega/£32.99 ✱ 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/£34.99 ✱ Huge, classic graphic adventure, where you play the mutated homeboy in the fetching blue underpants. This plays rather less well. Shame. ✪ ✪ ✪

SHINOBI
Sega/£29.99 ✱ 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. Yawnsville, Arizona. Yes I know , I know it's all very pretty, but sadly it's also all very old. ✪ ✪

SLAP SHOT
Sega/£29.99 ✱ Above average hockey game that has the Master System steaming with the effort of having to move all those sprites about. ✪ ✪ ✪

SMASH TV
Acclaim/£34.99 ✱ Crap conversion of a fab game. Graphics are in a sad state and the sounds are in an even worse state. Avoid this game as if it were an unexploded minefield. ✪

SONIC THE HEDGEHOG
MEGA ZONE

Sega/£29.99 ✱ Sonic the punk hog is back and he's

back with a vengence. 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.

SONIC THE HEDGEHOG 2

Sega/£29.99 ✱ Sonic and his new found bosom pal, Tails, in more fun and frolics with the evil Dr Robotnik. Immensely playable, frighteningly addictive and a fabulous reason for giving up your social life and waiting for your skin to go toothpaste pale.

SPEEDBALL

Mirrorsoft/£29.99 ✱ Not unlike the excellent film *Rollerball*. This is a highly violent cross between hockey and volleyball. It's the two-player option 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. ✪ ✪ ✪ ✪

SPEEDBALL 2

Virgin/£29.99 ✱ Yet another excellent version of Renegade's stylish but violent game of the future. Quite sedate compared to the 16-bit versions, but marvellously playable anyway. *The* two-player sports sim for the Master System.

SPELLCASTER

Virgin/£29.99 ✱ Animated sword and sorcery action adventure set in Japan, with ultra-smooth graphics and sound, Spellcaster is one of the best games around available on the Master System. ✪ ✪ ✪ ✪ ✪

SPIDERMAN

Sega/£29.99 ✱ Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this game about good ole Spidey one to watch out for. ✪ ✪ ✪ ✪ ✪

SPIDERMAN 2 – RETURN OF THE SINISTER SIX

Acclaim/£TBA ✱ 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 walkthrough platform beat-'em-up with little or nothing new to offer. ✪ ✪ ✪

STRIDER

Sega/£29.99 ✱ 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/£29.99 ✱ 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/£29.99 ✱ Underwater shoot-'em-up. Okay, but nothing to write home about. Dive, dive, dive, dive for the nearest better game instead. ✪ ✪ ✪

SUMMER GAMES

Sega/£29.99 ✱ Track And Field clone that is, frankly, disappointing. Not really worth it – go for *Olympic Gold* if you really want this type of game. ✪ ✪

SUPER KICK OFF

US Gold/£29.99 ✱ The grand-daddy of all footie 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/£29.99 ✱ Forget baked bean tins and a plate. *(What are you talking about? 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/£29.99 ✱ Fun kinda game which, surprise, surprise, is based on the ancient grand -daddy of all computer games. New meanies and end of level monsters make for a very playable game. ✪ ✪ ✪ ✪

TAZ-MANIA

Sega/£29.99 ✱ 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. ✪ ✪

TEDDY BOY

Sega/£9.99 ✱ Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaaahh! Retch. ✪ ✪

TENNIS ACE

Sega/£29.99 ✱ Ironically, slightly better than *Super Tennis*. But not much. ✪ ✪

THUNDER BLADE

Sega/£29.99 ✱ Fast and furious chopper action. *(Please! Ed.)* Standard *Air Wolf*-style shoot-'em-up. ✪ ✪

TRIVIAL PURSUIT

Domark/£32.99 ✱ A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages (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/£39.99 ✱ 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/£29.99 ✱ Ninja-inspired, multi-screen, beat-'em-up. Good visually, plenty of action and screens. Plenty of fun, but just how many more ninja games can we take? ✪ ✪ ✪ ✪

WIMBLEDON

Sega/£29.99 ✱ With all the usual choices of hard, lawn or clay courts, tournament or single matchplay, this is an initially difficult, but an ultimately rewarding tennis game. First *Wimbledon*, next the cardboard-acted coffee ad. ✪ ✪ ✪ ✪

WONDERBOY

Virgin/£24.99 ✱ The original outing for Wonderboy now looks a little dated, but there is still a bit of a stonking game in here. ✪ ✪ ✪

WONDERBOY IN MONSTERLAND

Sega/£29.99 ✱ 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/£29.99 ✱ 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/£29.99 ✱ 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 GAMES

Sega/£24.99 ✱ Yet another Track And Field-type game with very little in the way of new elements to offer. ✪ ✪

XENON II

Image Works/£29.99 ✱ Potentially a game of greatness, let down by some very ropey collision detection. However, there are some pretty nifty graphics and sound effects. ✪ ✪ ✪ ✪

YS

Sega/£32.99 ✱ Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown. ✪ ✪ ✪ ✪

GAME GEAR

ALIEN 3

Acclaim/£29.99 ✱ Addictive platform shoot-'em-up, possibly the best of the genre, featuring an awful lot of hardwear to experiment with. Very exciting and atmospheric, with a digitised Sinead O'Connor.

ALIEN SYNDROME

Sega/£24.99 ✱ 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/£29.99 ✱ Lots of battling with axes. Uneventful hack and slash job. ✪ ✪

BATMAN RETURNS

Sega/£32.99 ✱ 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/£25 ✱ Race and shoot game that makes Outrun look ancient. Too easy. ✪ ✪ ✪

CHESSMASTER

Sega/£19.99 ✱ Stonker of a game. Although chess is chess is chess, if you want to play it on your GG, this is for you. ✪ ✪ ✪ ✪ ✪

CHUCK ROCK

Sega/£24.99 ✱ *Chuck Rock* is an instantly playable platform game with lots of humorous touches like belly-butts and cool caricature graphics. Great fun. ✪ ✪ ✪ ✪

CRASH DUMMIES

Acclaim/£24.99 ✱ *Crash Dummies* is shaping up to be one of the biggest disappointments of the year. You play the Dummies and earn money by blowing themselves apart in interesting and amusing ways. ✪ ✪ ✪

CRYSTAL WARRIORS

Sega/£24.99 ✱ A *Zelda* clone if ever there was one, and it's a pretty funksome one at that. ✪ ✪ ✪ ✪ ✪

DEVILISH

Sega/£20 ✱ Somewhere between pinball and an excellent shoot-'em-up, Devilish puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards. A spooky little gem.

DONALD DUCK/ DIME CAPER

Sega/£29.99 ✱ Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares – it still looks very nice. ✪ ✪ ✪ ✪

DRAGON CRYSTAL

Sega/£24.99 ✱ Fire-breathing action, but with no sign of Puff. Nothing special. ✪ ✪ ✪

EVANDER HOLYFIELD'S REAL DEAL BOXING

Sega/£29.99 ✱ Unusual boxing game featuring a view of your disembodied gloves floating about before your opponent and there's also an excellent character generation section. ✪ ✪ ✪

FACTORY PANIC

Sega/£24.99 ✱ Odd little puzzle game, but worth a look if puzzle-'em-ups are your thing. ✪ ✪ ✪

G-LOC

Sega/£24.99 ✱ Conversion of a far from brill game. Smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. ✪ ✪

GEORGE FOREMAN

Acclaim/£28.99 ✱ Okay-ish boxing game that fails to hit the spot. ✪ ✪

GLOBAL GLADIATORS

Virgin/£29.99 ✱ McDonalds, McDonalds, McDonalds. Average platform game. ✪ ✪ ✪

HALLEY WARS

Sega/£24.99 Q Not a bad little shoot-'em-up, with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of zooming triangles. ✪ ✪ ✪ ✪

INDIANA JONES AND THE LAST CRUSADE

US Gold/£29.99 ✱ The graphics are rather sparkly; Indy himself has a rather smart, swaggering way of walking and the backgrounds are varied and atmospheric. The difficulty is pitched about right, too. It's a (whip) cracker. ✪ ✪ ✪ ✪

JOE MONTANA FOOTBALL

Sega/£24.99 ✱ Hup, hup handheld. Loadsa Yankie footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad. ✪ ✪ ✪

KLAX

Domark/£29.99 ✱ Classic game that makes a welcome appearance on the GG. ✪ ✪ ✪ ✪

MARBLE MADNESS

Domark/£27.99 ✱ Identical to the Master System version, but smaller. ✪ ✪ ✪

MASTER OF DARKNESS

Sega/£29.99 ✱ Vampires are hip, this game is not. Dingy platforms, that should be lighter. And there's no Winona Ryder. ✪ ✪

MICKEY MOUSE

Sega/£24.99 ✱ Scaled-down version of the excellent Mega Drive game. Retains great graphics and animation. ✪ ✪ ✪ ✪

NINJA GAIDEN

Sega/£24.99 ✱ Nothing to do with hardy perennials and everything to do with kicking people in the teeth. ✪ ✪ ✪ ✪

OUTRUN

Sega/£24.99 ✱ Naff conversion of the ancient pub-bound coin-op with little of any interest to offer. ✪ ✪

OUTRUN EUROPA

US Gold/£24.99 ✱ A technically adept game that combines the best bits from other driving games. Lots of different vehicles and the ability to ram, shoot and punch other traffic help sustain interest. ✪ ✪ ✪ ✪

PREDATOR 2

Acclaim/£29.99 ✱ 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/£19.99 ✱ Mind-bending action – well worth looking at, partly for the low price and partly for the puzzley, arcadey action. ✪ ✪ ✪ ✪

PUTT & PUTTER

Sega/£19.99 ✱ The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. The thing is, you need to bounce as well as putt to get a hole-in-one in this game. ✪ ✪

SHINOBI

Sega/£24.99 ✱ The classic slash 'n' dash over four levels game survives the transition to the Game Gear very well. There's ultra-smooth graphics combined handsomely with an interesting and varied gameplay. One for your collection. ✪ ✪ ✪ ✪

SLIDER

Sega/£24.99 ✱ Dull and uneventful puzzle game that owes more than a passing nod to *Pac-Man*. Very poor. ✪ ✪

SOLITAIRE POKER

Sega/£24.99 ✱ More like *Patience* than *Poker*, but still a well-executed little cart. This will definitely be your bag if you're into pull-your-hair-out-by-the-roots type puzzle games. ✪ ✪ ✪

SPACE HARRIER

Sega/£24.99 ✱ Into-the-screen shoot-'em-up, that looks very dated. ✪ ✪

SPIDERMAN

Sega/£39.99 ✱ 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/£24.99 ✱ A superb conversion of the Mega Drive smasheroonie. A pretty steep learning curve sets just the right level of challenge and playability. ✪ ✪ ✪ ✪ ✪

SPIDERMAN 2 RETURN OF THE SINISTER SIX

Acclaim/£24.99 ✱ Average platform beat-'em-up that fails to light the essential spark at the heart of all games players. ✪ ✪ ✪

SHINOBI II

Sega/£29.99 ✱ Well animated ninja beat-'em-up, which may not be hard enough to make it value for money. ✪ ✪ ✪

SUPER KICK OFF

US Gold/£27.99 ✱ Is there any format currently known to man that *Kick Off* hasn't been on? A brillo pad version of the old faithful footie game. ✪ ✪ ✪ ✪ ✪

SUPER SPACE INVADERS

Domark/£27.99 ✱ 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. ✪ ✪ ✪ ✪

SUPER MONACO GP

Sega/£19.99 ✱ One of the few *Grand Prix* games available for any handheld, and also one of the most disappointing. ✪ ✪

SUPER OFF ROAD

Virgin/£27.99 ✱ Speedy four-wheel buggy driving game in glorious microscope-o-vision. ✪ ✪

SUPER WONDERBOY

Sega/£19.99 ✱ Cute and detailed with nice graphics, Super Wonderboy is highly playable. ✪ ✪ ✪ ✪

TALESPIN

Sega/£29.99
Lacklustre platformer that was cobblers on the Mega Drive and is double cobblers with cheese on the Game Gear. ✪ ✪

TERMINATOR

Virgin/£25.99 ✱ With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned into your trigger-finger for this five-level fightorama. ✪ ✪ ✪ ✪ ✪

TOM AND JERRY

Sega/£24.99 ✱ Lots of platform romps with everyone's fave cat and mouse as they get up to all the usual comical antics. ✪ ✪ ✪

WWF WRESTLEMANIA STEEL CAGE CHALLENGE

Acclaim/£29.99 ✱ A bloke in a leotard climbs in a cage and starts grunting. ✪ ✪ ✪

WORLD CLASS LEADERBOARD

Sega/£24.99 ✱ The classic golf game. ✪ ✪ ✪ ✪

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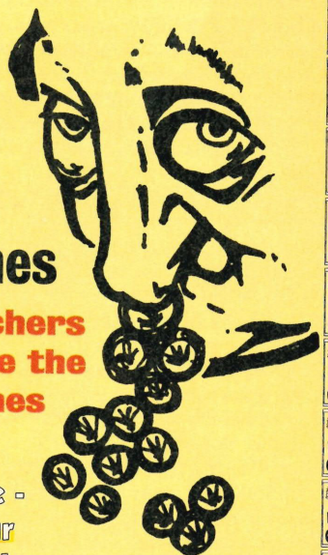

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freeloader

Looking for a cheap console, bargain game cartridges, or some new friends? Well, look no further. This is the part of the mag where you, the reader, can advertise anything you want (well, almost) for zip, nothing, not a penny. So, what are you waiting for? Make the most of it.

hard ZONE

★ **C46 for sale with 15 mags** and cassettes, two programming books, one cart, 63 games or more, two joysticks, one joypad with Dattassette in good condition. £120, contact Mark on 06973 44508.

★ **Jap Mega Drive for sale** with seven games – *Alien 3, Desert Strike, Streets of Rage,* etc. Stereo speakers, two joypads, loads of mags. Altogether worth £400, sell for £240. Tel. Simon on 0684 563712.

★ **Sega Mega Drive for sale.** Excellent condition, includes three control pads, *Sonic 1* and *2, Super WWF, Super Monaco GPII, Super KO,* HI-FI lead plus mags. All for £170. Phone Zaz on 0924 441583. After 6pm.

★ **Mega Drive, *Sonic 1* and *2,*** *Jungle Strike, Cool Spot* plus one other (Ring for details), only £230 ono. Other games as new. Contact John on 0935 862306.

★ **Sega Mega Drive,** Master System converter, games converter, four joypads, ten games: *EA Hockey, The Immortal, J Madden's, Olympic Gold, RD. Shinbone, Spattering, Sonic 1, Striker, Truxton* and *Turrican.* Only four months old, over £580, accept £340, or swap for Imago 600 with about 50 games. Jason Lowe, 0742 571813.

★ **For sale, Game Gear, *Sonic 2,*** *Streets of Rage, Columns,* four in one game pack and power adaptor, worth £160, sell for £70 ono. Chris Cook, 0376 584556.

★ **Sega Mega Drive. Ten games** inc *EA Hockey, John Madden '92, PGA Golf, Quackshot* and *Tetris.* Two control pads, joystick and Jap converter, £250. Phone Martyn on 0522 686559.

★ **For sale Game Gear,** cable, adaptor, recharger and batteries, five games. Master Gear, loads of Sega magazines, case, magnifier, good condition, worth £420, sell for £200. Telephone 0473 684169.

★ **Sega Mega Drive,** only four months old, boxed with receipt. With games Genie, *Sonic, Terminator 2,* and *Alien 3.* Cost £250, accept £150. Manchester area 061 795 5031.

★ **Mega Drive, excellent condition,** boxed with four top games, inc *Desert Strike,* £170 ono. Also radio controlled truck with accessories, £25. Phone Gareth 0443 741046 quick!

★ **For sale Mega Drive** with 15 games, two joypads, one turbo with instructions. Would cost £600. Bargain £300, or swap for SNES with games and two joypads. Telephone 0277 862874.

★ **Lynx 1 Swap/For sale.** Full colour screen, won in phone line comp. Fully boxed with manual, power supply and one game; Ninja Gaiden. £70 ono. Worth £130. Contact 0204 656 759 anytime.

★ **Sega Master System 2 for sale.** Nine games, one joypad, two good joysticks plus magazines. £150, phone on 0324 484445, ask for Colin.

★ **Sega Master System II** with two joypads, one joystick, five games: *Alien 3, Shinobi, Pro Wrestling, Wonderboy III* and *Alex Kid* built-in. Will sell for £90. Phone 0792 893091.

★ **Mega Drive** with three top games. *Sonic, Shadow Dancer* and *World of Illusion.* Two Sega pads, one Quickjoy propad. Altogether worth £270, will sell for £160 ono. Stuart Lawton, 0925 263597.

★ **Game Gear plus eight games,** includes *Chuck Rock, Lemmings, Smash TV,* a/c adaptor, Super wide gear etc. Sell for £260, worth £365. Phone Adam on 081 558 9169, week days.

★ **For sale Master System II** plus six games including *Sonic the Hedgehog, Prince of Persia* and *Asterix.* Worth £175, will sell for £50. Call me on 021 427 7980.

★ **Master System for sale,** joypads and eight games inc *Hang-on, Sonic, Shinobi, Afterburner, Double Dragon, Vigilante, Wonder Boy III,* and *Ghost House* (disc), £100 ono. Please ask for Chris.

★ **For sale. Mega Drive,** *Sonic 1* and *2,* two joypads and one joystick. All boxed as new. Plus *Desert Strike, John Madden 92, T2,* all £20. Ring Michael on 0253 779627.

★ **Game gear, A/C adaptor,** Master Gear converter, and four good games including global gladiators. All boxed as new – £130 ono. or will swap for Jap Mega Drive. Ring evenings 081 393 1748.

★ **Unwanted Mega Drive,** five months old, includes two joypads, *Sonic, Streets of Rage.* Cost £145 new, will accept £100, excellent condition, boxed. Tel. 0282 454227 9-5pm, ask for Chris.

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★ **Carrycase. Game Gear –** holds four games plus your Game Gear. Will sell for £4.99 or nearest offer. Contact Emily Brimson, 48, Hazeloak Road, Shirley, Solihull, West Midlands, B90 2AY.

★ **64 Sega magazines for sale,** including *Sega Pro, Sega Power, Sega Force, Sega Zone, Mean Machine* and *Games Master.* Altogether for just £30. Trevor Evenden, 081 469 3297.

★ **Mega Drive games for sale.** *Sword of the Sodan, Star Control* and *Mike Dikta* for £15 each. *Afterburner, Greendog* for £20 each. *Kick Off* £24. Phone Michael 0273 550754 after 6pm.

★ **Master System game:** Action Fighter, mint condition with instructions and case. Contact Chris on 0483 267623 after 6pm.

★ **Wow! *Ecco the Dolphin*** and *Alienstorm* for sale. For more details Phone Michael on 0483 282885.

★ **Mega Drive games.** *Super Kick Off* unwanted gift, was £44.99, sell for £34.00. Also *Streets of Rage 2,* was £44.99, sell for £33.74. Call Paul after 6.30pm, on 0202 661982.

★ **Mega Drive games for sale** £20 to £30, write to Nick at 113, Bassaleg Road. Newport, Gwent. NP9 3NA.

★ **Mega Drive cart for sale:** Two player wrestling game. £20 to £25. Phone 0494 875426.

★ **For sale MD games** *Euro Club Soccer, Aliens 3* £30 ono. GG games *Sonic* £10, *Donald* £15 ono. Sega PSU £7. All VGC 0487 830952 after 4pm. Ask for Richard.

★ **Mega Drive games for sale** or swap: *Streets of Rage, Speedball 2, Montana 2, PGA 1, Euro Club Soccer,* for *Chakan, Dragons Fury or NHPLA '93.* Phone Michael on 0603 737583 after 5.15pm.

★ **Sixty used Mega Drive games** for sale at two thirds the retail price. Write to K Johnson, 14, Falcon Terrace, Whitby, North Yorkshire, YO21 1EH.

★ **Mega Drive for sale, *Spiderman,*** *Hell-fire, E-swat, Sonic, Strider* (all Japanese). *Rolling Thunder II, Afterburner II, PGA Golf* (British). All games between £15 – £25. Call Simon on 0684 563712.

want ZONE

★ **Master System II games** in good condition; *Afterburner* and *Ayrton Senna's Grand Prix.* Ring and give details. Second-hand games only. James O'Shaughnessy 093 35341.

★ **Wanted *Rocky* on** Sega Master System, desperately. Please phone Mark on 0689 890211 (Kent) after 7pm. PS Allo Lardy, I'm famous.

★ **Wanted: *Shinobi III,*** *Revenge of Shinobi, Spy vs Spy, The Mazin Wars* for Sega Mega Drive. Barry Clarke, 0772 423561.

pal ZONE

★ **Hey all you sexy males** out there. I am 13 years old and am male, looking for a penpal. Yes I said male not female. Phone James on 0602 608090.

★ **Penpals wanted. F/M any age.** I promise a reply. Interested in anything. If interested write to; Joanne Granger, 21, Lyle Cres. Bishopton, Renfrewshire, Scotland. PA7 5LD.

★ **Ya dancin. Hi chicks** call me Dave! I'm a devil worshipper and need someone to sacrifice, preferably someone who looks like a goat. I'm a Billy Ray Sirus fan. Call me! 09755 62014.

★ **Hi I'm 13 years old** and looking for a penpal aged 11 – 14. Has to be interested in Master System.

Lee Kearney, 49 Hereford Drive, Swinton, M27 1PS.

★ **Wanted male or female penpal,** 11 years plus. Would prefer anybody who's into Sega and decent music, eg 2 Unlimited etc. All letters replied to. Write to Martin Tine, No 2 Bungalow, Barnby Tidal Barrage, Barnby on the Marsh, Goole, Nth. Humberside, DN14 7HX.

★ **17 Year old male wants female** penpal for lasting friendship. I am interested in Mega Drives, music and martial arts. Please enclose a recent photo if possible. Get writing to: Alex Low, 64, Southdeen Ave. Drumchapel, Glasgow, G15 7XR.

★ **I am 18 years old** and want a sexy penpal with GSOH. Into rave and nightclubbing. Must like pizza and into Sega. If so write to me, Mel Beaver, 93a, Seafront, Hayling Island, Hants. PO11 OAW.

★ **Dale and Dave would like to get** to know females, 17+ who have a great sense of humour. Must also like different types of music. Send recent photo if possible. David Watson, 22, Cambridge Avenue, Gorleston, Gt Yarmouth, Norfolk. NR31 7EX.

★ **Hi I'm a ten year old girl** who would like to hear from girl or boy. I have a Master System. I like swimming and animals, also reading. Jacqualynn Coll, 12, Beechwood Close, Knaphil, Woking, Surrey. GU21 2DF.

★ **Pay attention. I'm a crazy** 17 year old female looking for a male penpal of the same age who's interests include music, computers and having a good time. Please write to: Yvonne O'Connor, 64, Southdeen Avenue, Drumchapel, Glasgow. G15 7XR.

★ **Lonely, desperate 13 year old** male looking for a sexy female aged 12 – 14. I am very desperate. No photo required. Must like Mega Drives. Contact James on 0602 608090.

★ **I would like a good looking** female penpal between 10 – 12. Send photo if possible. Philip Brady, Riverstown, Birr, County Offaly, Ireland.

★ **Interesting female wanted** aged 16 – 18. I enjoy Simply Red, Whitney Houston, 2 Unlimited and dancing. All replies will be answered. Write to: David Houghton, 7, Tipton Drive, Northern Moor, Manchester M23 OEZ.

★ **Wanted funny, interesting** woman aged 20 or over. Must like Mega Drives and if possible AD&D. Also heavy rock music. All letters answered. Photo would be appreciated. Allen Garnham, 39, Grove Road, Woodbridge, Ipswich, Suffolk, IP12 4LG.

★ **Wanted penpal for lonely** Mega Drive owner with sense of humour. Male / female, 10 / 13, Write to Andy at 20, Regent Road, Rhyl, Clywd, LL18 4BA.

★ **Lost Boy, own coffin,** seeks female creatures of the night. Sense of humour and a taste for the bizarre. All letters replied to, contact 11, Seys Court, Llantwit Major, S Glam, CF61 2GD.

fan ZONE

★ **There is nothing wrong** with Linda McCartney! Where would we be without her excellent photographs and top quality vegetable products? Just don't you mock her in future! Love Amy.

★ **Do you want a stylish** and trendy mag? Then what're you reading Sega Zone for? Get 'ROMP' instead. SAE and 70p to Paul C, 7, Bristol Close, Strood, Rochester, Kent, ME2 2QG.

★ **Jodie Foster, she's nice.** And that's a fact.

★ **Sega Panini cards for sale,** 5p each. Also swap any other cards for cards 21, 36, 38, 49, 54, 55, 58, 67, 75, 81, 109 and 116. Call 0288 570863.

★ **Oh why, oh why is Daman Hill** so sexy? I want to meet him... badly. Write back to Freeloader with any suggestions.

swap ZONE

★ **MEGA DRIVE.** I have 3 games, *Aliens 3, Sonic 1* and *Aeroblasters,* which I need to get rid of. Will swap two for *Fatal Fury, Kick Off* or *Cool Spot.* Ring Sam on 0706 374804.

★ **Yo! Does anyone want to swap** my *E-swat* or *Revenge of Shinobi* for *Super Monaco* or *Strider.* Please write to Ashley Clifford, 4, Park Lane, Wesham, Nr Preston, Lancs. PR4 3HG, or phone Ryn on 687385.

★ **Swap Master System games** *Tazmania, Summer Games, World Games* or *Super Tennis.* To sell or swap for any good Master System games. Phone 081 800 9304 and ask for John.

★ **I will swap an Amiga 500** with 28 games for a Super Nintendo. Ashley Baynham, 0734 410322.

★ **Swap my *Marble Madness*** on Mega Drive for your Master System converter. Phone 0702 470802, weekdays. Ask for Adam the Funklord.

★ **Will swap my MS** and Game Gear for your Mega Drive and *Streets of Rage 1* or *2.* Call David on 0234 381639.

★ **Swap my Mega Drive** with 8 games, inc *Road Rash 2* and *John Madden '93* for your Amiga 500 / 500+ /600 with a couple of games. Ring 0900 815194.

★ **I want to swap *Wonderboy III,*** *California Games, Lemmings* for *Speedball 1* or *2, Super Monaco Grand Prix 1* or *2.* Please phone Chris on 898 9048. Only Master System games.

★ **Swap *Olympic Gold*** for *Micro Machines* (no instructions), *Shadow of Beast* for *Fatal Fury, Lemmings* for Evander Holyfield or Muhamed Ali. Phone 041 881 5181 between 4 and 5 pm.

★ **Will swap all your unwanted** games. Send me your list including games you want to Craig, The Hermitage, Burndale Lane, Kilmacolm, Renfrewshire, PA13 4DE.

★ **Will swap *Sonic 2*** and *Action Fighter* for *Tazmania* and *Lemmings.* Call Daryl 0903 750331.

★ **Swap *Turrican* for *Desert Strike*** and also wanting to swap *The Immortal* for *PGA Tour Golf 2* or *Powermonger.* Jason Lowe 0742 571813.

★ **Swap *John Madden 1* on MD** for *Castle of Illusion, Alien 3, Corporation, Tazmania, Tailspin, Ecco, Kid Chameleon, Strider* or any other smart game. *John Madden's* box is missing. Ring Mark 0509 215653.

★ **Swap Master System** *Spy vs Spy* for any good game or £10. Phone 0929 463114 and ask for Tim.

★ **I will swap *Ecco*** and *Abrams Tank* for *Alien Storm* and *Chackan* on the Mega Drive. Contact Ian on 0298 25764.

thing ZONE

★ **Mega Drive fanzine for sale!** News, reviews, tips and more. £1 per issue. Send £1 to Chris at the following address: 1, The Paddocks, Blackwood, Gwent, NP2 1BF. First 200 people only.

★ **37 good magazines for sale.** *GamesMaster, Sega Zone, Sega Pro, CVG, Mega.* The whole lot for £20. Call Russell on 0524 822081 after 5pm.

★ **50 Sega or Amiga cheats.** Send SAE plus 50p stating machines to Richard Mace, 47, Davies Avenue, Heald Green, Cheadle, Cheshire, England. SK8 3PF. With your address.

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So write out your ad below (in 30 words or less), and please, please, please tick the section that you want it to appear under.

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POST CODE **TEL.**

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FAN ZONE ● SWOP ZONE ● THING ZONE ● ? ZONE ●

No Fondling In... the closet, Nappies For Infants, Negative Fromage - Inspector, Nearly Fell In, Nubile Ferrets Incubate, Nottingham's Feasibility Investigation, Nobody Forgets Igloos, Norman Fowler's Intestines. All of these phrases have only two things in common - they all have the initials NFI *(Spooky. Ed.)* and they don't make any sense.

Ah well, one thing's for sure, none of these stand for the real NFI. Nope. You still haven't guessed what it stands for and by the looks of it, you're absolutely no where near. Ha.

Anyway, this is the section where you lot send in all your crap/useless/brilliant ideas for new games. If you want to join in the fun, just point at the entries and laugh loudly (you can also snort if you really want to). You could also be more constructive and actually send in some of your own ideas. All you have to do is:

1. Get comfortable.
2. Start thinking.
3. Wake up.
4. Finish thinking.
5. Get your crayons out and put a game outline down on paper.
6. Draw some mock screen shots (remember it's alright to be crap at art), and
7. Stick all of it in an envelope and send it to us. And that's it.

CORONAT
THE WEATHERF

From John Hunter of N Humberside

Dear NFI

THE GAME:

You take control of one of eight characters from *Coronation Street*, and you have to fight for the title of most popular character. By eliminating the others you become the star of the show. Simple enough, eh?

THE CHARACTERS:

KEN Battleground: Classroom

Ken wasn't going to enter the championship, being such a likeable, modest guy. But when he found out that his arch enemy (M Baldwin) was after the title he felt it his duty to knock him out. Ken's tactics include the infamous 'Hi I'm Ken' fireball. Needless to say he is by far the most interesting character.

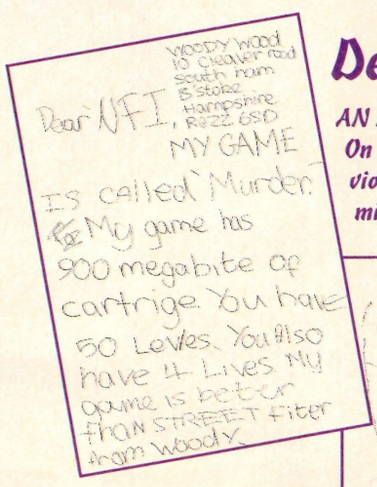
BET Battleground: The Rovers

Bet hasn't had life easy, and has worked hard to become the Street's star attraction – she won't

Ken tries a special reverse move to bore Big Alf into a submission.

MURDER

From Woody Wood of Hampshire


Woody Wood
10 Cleaver road
South ham
Stoke
Hampshire
RG22 6SD

Dear NFI,

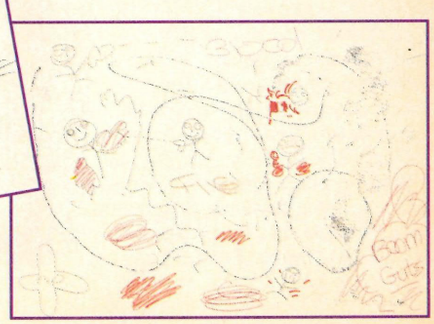
MY GAME

Is called Murder

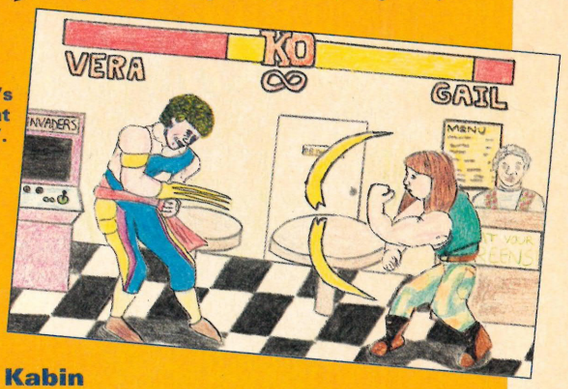
My game has 900 megabite of cartrige. You have 50 Leves. You also have 4 Lives My game is better than STREET Fiter from Woody

Dear NFI

AN NFI SPOKESPERSON SAYS:
On reflection I think those stories about violent games twisting kids' minds might just have a point. Oh dear.



ON STREET FIGHTER
IELD WARRIOR



Chin(s) up! It's showtime at the caf'.

give up the title without a fight. Her most powerful attack is the 'How Do Cock' fireball. Watch out, her dangling earrings can knock you senseless.

ALF Battleground: Outside Alf's Mini Market

He's a big man, and a grocer through and through. Putting fears for his health aside, Alf is determined to achieve the top status he thinks he deserves. Although he's slow, his mind is always alert (it has to be to prevent his wife spending all his savings). By using his weight he can perform powerful crushes and a damaging bear hug.

CUR-LI Battleground: Betterbuys

The ranked outsider, Cur-li doesn't look fighting material, but his supermarket training has sharpened his mind. He's out to prove that brains can eat brawn. He's not too powerful, but speed is on his side. His only special attack is the 'Kimberly Bird' kick but his defensive 'You Wouldn't Hit A Wimp Wearing Glasses' block gets him out of many a tricky situation.

GAIL Battlefield: Gail's Cafe

She may be small, but she's one tough cookie. Life has hardened her in recent times, particularly her nasty encounter with a student nurse. A good all-rounder, her arsenal includes the 'chronic boom' and the devastating 'kick the crap out of Carmel' flashkick. Shame about the chin though Gail.

VERA Battleground: Vera's Kitchen

The least popular of the fighters, Vera is often outspoken, some say to the point of being loud-mouthed. She puts fear into the heart of whoever she battles with. Her reason for entering is to represent 'Our Terry' (currently enjoying an extended holiday at her Majesty's pleasure) who she feels has a right to the title. Vera has toasting forks taped to her hands to inflict extra damage and has an 'Acid Spit' fireball.

DEREK
Battleground: The Kabin

Derek may appear very week, but underneath that laughable exterior lies a cold-hearted bully. Once angered, Derek becomes a madman, as Des Barnes (who does not appear in this game, by the way) has recently discovered. Mavis (no, she's not in it either) has taught Derek the ways of a kick boxer, and he has practised on the children at the school where he works. Although they are both totally against violence, Mavis entered Derek as a matter of principle, believing he deserves far more recognition.

MIKE Battleground: Mike's Garage

Crooked businessman, liar, cheat – Mike has got what it takes to get to the top, and he knows it. As the number one contender he will do whatever it takes to win the title, no matter how much bribery, blackmail and even murder may be involved. Due to sheer determination, Mike is the most ruthless of opponents with a wide variety of punches and kicks, and given any opportunity he will stab you in the back.

A NFI SPOKESPERSON SAYS:
This month's most entertaining Street Fighter parody, and quite frankly the only one we could be bothered to read. Great illustrations – would you wanna sumo with Alf Roberts? We liked the idea of earning celebrity status in a fist fight, y'know what I mean, 'arry.

TAKEOVER

From Ian Firth of Berkshire

Dear NFI

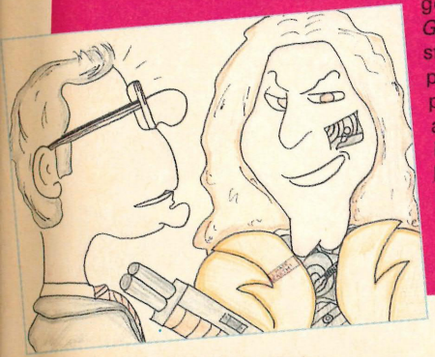
My game is called *Takeover* and it's a bit different from most games. Instead of the usual where you'd play the good guy (or gall) trying to kill the bad guy (or gall) who is bent on taking over the country, I've changed it round; you play the baddies (whichever gender you wannabe) and the goodies (not the ones who sang *Funky Gibbon*, by the way) try to kill you. The story is that you are an alien from planet Zoel and you learn what feeble people are in charge of this country and decide it would be a cinch to take it over. So you come to earth and blast the hell out of various places.

LEVEL 1- Starts with a horizontally-scrolling shoot-'em-up along Downing Street (*Downing Street Fighter*? – sorry) where you take out tanks, policemen and civilians. The human sprites have moves similar to those in *Flashback*. Reach Number Ten intact and progress to Level Two.

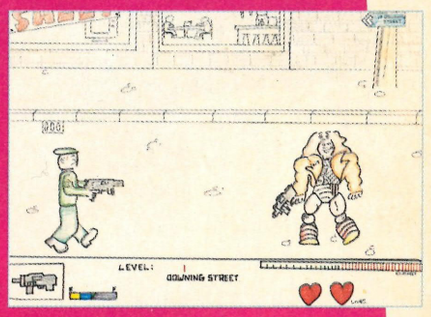
LEVEL 2 - Inside Number Ten, taking out MPs and looking for booby traps. Reach door marked 'John Major' to get to Level Three.

LEVEL 3 - Driving a fast car down the streets of London following signs for Buckingham Palace, busting through police blockades etc. Reach the Palace gates to get to Level Four.

LEVEL 4 - Similar to Level Two, but with more booby traps and guards. If you get to the Queen's quarters you have taken over the country.



'Major problem, earth being.'



'What do you mean, only a 10 per cent reduction. Oh what the hell, shoot-'em-up, shoot-'em-up.'

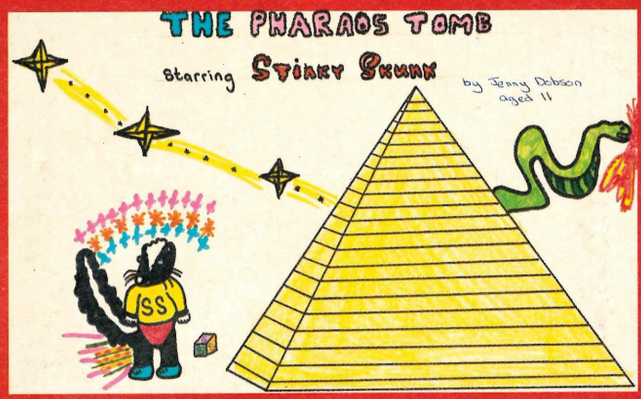
AN NFI SPOKESPERSON SAYS:
Come the revolution, we'll be with you brother, RIGHT ON. A shoot-'em-up with a twist – who's the real bad guy? But Level Four's such a damp squib. After recent highly publicised security breaches at the Palace, shouldn't we take this politically sensitive idea much further, like brutally torturing Queenie to find out where the (even) more useless Royals have stashed OUR loot?

THE PHARAOH'S TOMB

STARRING STINKY SKUNK

From Jenny Dobson of Liverpool

Dear NFI



Stinky hasn't got many friends (as you can imagine) so when his girlfriend Aroma dies after a short-sighted dog mistakes her for a cat, he is devastated. His only hope is the legend of the Pharaoh's tomb. Buried along with the Pharaoh – is not only all his worldly treasure, but also the power of reincarnation. And of course it's this power that Stinky must quest for. He travels alone (well who would want to travel with a skunk?). To defeat interfering foes he raises his tail and hits them with something more potent than nuclear power.

Level 1, 'Crossing the Nile'. Sail along the Egyptian Nile conquering all manner of obstacles including logs, waterfalls, rapids, crocodiles and an islandful of poisonous spiders. Weave through the reeds maze to search and destroy the croc-god of water, Sobek.

Level 2, 'The Desert'. Choose a route to the Valley of the Kings and the Pharaoh's pyramid. Go by foot, if you can find enough water, or by camel – either way there's a danger from quicksand while mirages and false trails have hidden dangers, booby trapped pits contain snakes and spiders. If you're really clever, you'll use the magic carpet, but avoid the mosquitos and poisoned arrows. Follow the map to find Imhotep, architect of the first pyramid, and the only commoner to become a god. Hit him over the head to reach the next level.

Level 3, 'The Pharaoh's Tomb'. First locate the key stone. It'll glow when the stars in the sky join together, only then can you enter the pyramid. Once inside, explore the passages. Some lead to burial chambers, heavily guarded, they're packed with treasure and other helpful goodies such as gas masks and protective shields that give invincibility. Extra lives are hidden in the walls and hieroglyphic clues can be useful. *(If there are any fluent hieroglyphic readers out there could you help us sort some of our mail? Ed.)*

So seek out the Pharaoh's tomb, you can't miss it, it's the big stone sarcophagus down the passage. Decipher the clues on the stone tablets and hidden papyrus, to learn you must lie on the tomb to become a pharaoh. Flashing lights abound as you take on his powers. You can now reincarnate your true love Aroma.

AN NFI SPOKESPERSON SAYS:
Here comes the boat, only half afloat, oarsman grins a toothless smile. But where's Indiana Jones? Aromatic adventures a-plenty. I want my mummy.

SAD NINTENDO OWNERS KILL FRENZY

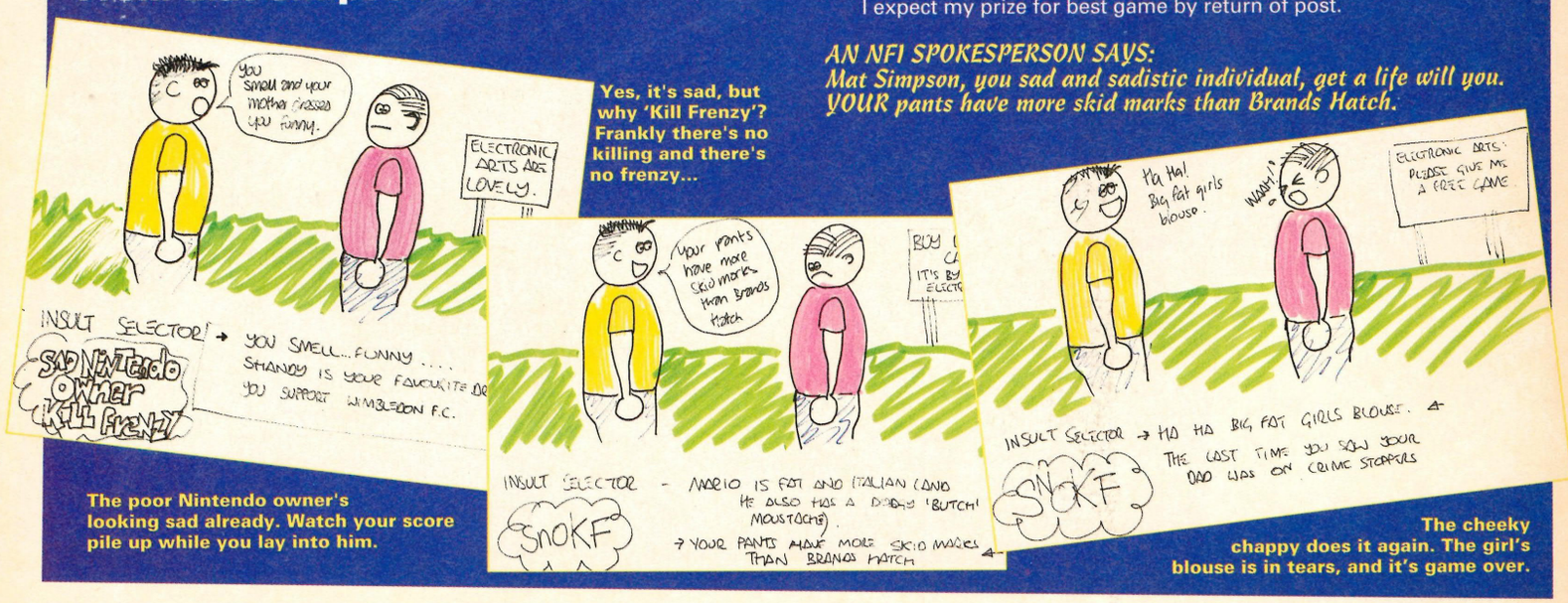
From Mat Simpson of London

Dear NFI

Pah! We don't need *Street Fighter 2*. My design knocks the socks off anything the SNES could do. It's called *Sad Nintendo Owners: Kill Frenzy*, and the aim of the game is to drive a Nintendo owner to tears, or better still to suicide, through cleverly selected insults.

I expect my prize for best game by return of post.

AN NFI SPOKESPERSON SAYS:
Mat Simpson, you sad and sadistic individual, get a life will you. YOUR pants have more skid marks than Brands Hatch.



Yes, it's sad, but why 'Kill Frenzy'? Frankly there's no killing and there's no frenzy...

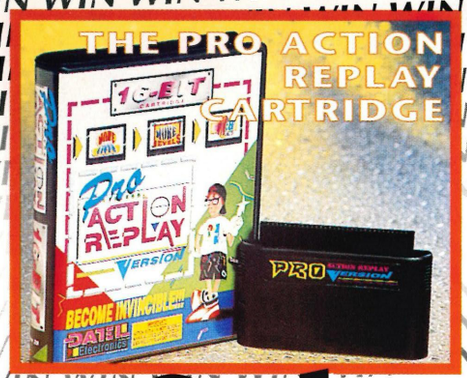
The poor Nintendo owner's looking sad already. Watch your score pile up while you lay into him.

The cheeky chappy does it again. The girl's blouse is in tears, and it's game over.

PYRAMID Leisure

Presents... SUPER SEGA C.D. COMPETITION

ENTRY FEE ONLY £1



1st
10 TO BE WON

2nd
25 TO BE WON

3rd
50 TO BE WON

SKILL CHALLENGE

COMPLETE IN INK, USING BLOCK CAPITALS

1. Fill in the missing word

SEGA .....GEAR

2. What is the first level of Sonic the Hedgehog?

.....

3. Name the letters on the Sega Joypad

.....

TIE BREAKER

Complete in no more than 10 words

I WOULD LIKE TO WIN THE MEGA CD BECAUSE .....

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RULES & CONDITIONS

The competition is open to anyone 18 years and over (anyone under 18 must seek permission from their parents/guardian) except employees, agents and families of organisers and judges. Proof of posting will not be accepted as proof of delivery. The organisers will not be responsible for postal delays or postal losses.

The winner will be the entrant, in the opinion of the judges, with the most apt, original and skilful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use.

If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received, Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor.

THE CLOSING DATE OF THE COMPETITION IS 12.11.93. COMPETITION WINNERS WILL BE NOTIFIED WITHIN 28 DAYS AFTER THE CLOSING DATE.

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(If sending cash, please make sure you send by registered post.) UNFORTUNATELY, CHEQUES CAN ONLY BE ACCEPTED IF TOTAL EXCEEDS £2, IE 2 ENTRIES.

PYRAMID LEISURE, ARCHWAY HOUSE, STATION ROAD, CHESTER CH1 3DW

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