

YOUR GUIDE TO THE BEST EVER SEGA GAMES

FREE WITH



December 1993



THE BEST EVER SEGA GAMES

It's excellent. It's essential. It washes whiter than your old washing powder. It's 'Mark & Dean's Excellent Sega Book', and it's got the 30 best games for the Game Gear, the top 30 for the Master System, and the all-time Top 100 for the Mega Drive too. Phew, eh?



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Written by Mark Ramshaw and Dean Mortlock.

Special thanks to Maryanne Booth, Tim Norris, Daniel Wallace.



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Introduction

Compact and bijou, the next bunch of pages will take you skipping joyously through the thirty best titles around for that piece of handheld excellence – the Game Gear. Starting from thirty here we go...





SPACE HARRIER

Converting the arcade classic, *Space Harrier*, to the Game Gear must have been something of a harrowing experience. Gone is the flashy, bruise-inducing, hydraulic seat. The posh, ear-shattering, sound effects have done a bunk, and the snazzy graphics have been cut down somewhat to fit them onto the Game Gear's portable screen. It matters not, though, because even without the fancy effects, *Space Harrier* is still something of a compulsive 'lil ol' game. The chequered floor is still there in all its square-tiled glory, the Dragons make the odd fearsome appearance and our hero still totes a gun big enough to make a Cruise Missile seem small, insignificant and generally not worth the bother. And hey – if the hydraulics really are that important to you, you could always pay a friend to throw your chair around the room a bit while you play. If they were very strong. And didn't have anything better to do. Maybe.



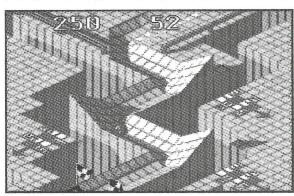
PAC MAN

Pacman – hmmm. The graphics are sad and the gameplay sounds even worse – collecting all the dots in a maze with a tennis ball with a mouth? Ghosts chasing you around? Power pills? It all sounds soooo dull, but it's one of the most popular video games of all time. And for some reason Pacman on the Game Gear is as playable now as it always was. Okay, so it's going to appeal more to the old-timers who used to pour their pocket money into the coin-op, but we love it anyway.

MARBLE MADNESS



Madness indeed. One of the most original – and bloody frustrating! – games you'll find on your Game Gear. The arcade game has been around for over 10 years now, but the basic idea – to guide an inertia-laden marble through six stages of ramps, dips, and drops – is simply timeless. Sounds easy? Just try it with enemies blocking your path and a ridiculously tight time limit to play against. Getting safely through the first few levels isn't too tricky, but



soon the game really starts to tighten the screws, and it won't be long before you're seeking treatment for high blood pressure.

EGA

HALLEY WARS



This game manages, on one hand, to be a very unoriginal blaster, and on the other, to be an enjoyable, speedy vertically-scrolling kind-of-thing. The power-ups are nothing inspiring, but the enemies come thick and fast and the guardians are large and impressive. Not an outright classic, but *Halley Wars* manages, by far, to be the best of a bad bunch. If only there were more decent shoot-'em-ups around for the Game Gear.



SHINOBI 2

It may be the granddaddy of all Japanese martial arts platformers, but it still looks good, feels good, and by golly it is good. Sega have taken the unusual step of adding a level select into the gameplay, so there's no messing about with codes here. It's a good job too, because - even though it's pretty much just a case of taking your mean-looking ninja-type bloke past a whole load of bad guys, beating them up soundly as you go - the gameplay's about as difficult as juggling with water, with both hands tied behind your back, on top of a step ladder, balancing a melon on your head. Battling your way through the five levels may seem easy enough at first glance, but (unless it's just us who're really crap - and it could be) you're not gonna finish this inside a rainy weekend.



SUPER OFF-

When it comes to multi-player racing games, there's none more super than Super Off-Road. Basically an update of the old Super Sprint-style game, you control one of four small trucks around eight different courses. The whole of the course is shown on screen at one time, meaning - especially on the small screen – that sometimes it's a bit difficult to work out the position of all the cars. But it's still damn playable, and the 2-player link facility is most welcome - but you've got to find a friend who's willing to cough up the price for another cart of the game.

WORLD CLASS LEADERBOARD



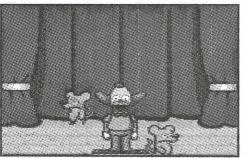
Another sport game that's always worked well on computer formats is golf. Surprising, really, when you consider how dull golf is. This version has been around on almost every format, and has survived conversion onto the Game Gear. With 72 holes (four courses) and some great 3D graphics, it almost makes you want to take up the real thing – almost. The only thing missing is a save game option, which is why it gets as low a position as it has.

ACCLAIM

KRUSTY'S FUN HOUSE



If you take the gameplay of *Lemmings* and add the style of 'The Simpsons', you either get a very poor television show, or you get a great arcade game. *Krusty's Fun House* manages the second option. Phew. Krusty The Klown – the only person in the world with worse dress-sense than Mark Ramshaw (You've got some nerve, Dean. Bloody hippy. – Mark) – has a problem with rodents in his Fun House and he's called on the Simpsons to help him. You

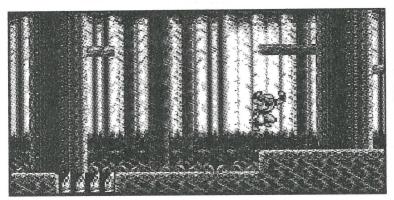


guide the clownsome one through the levels, luring the rats towards their doom. The levels are cleverly designed, and the gameplay, while calling on other games for help, still looks pretty fresh and interesting.



NINJA GAIDEN

Yeah, ninja games with dumb titles – that's what we like. Ninja Gaiden follows the tradition path of 'Martial Arts dude kills lots of people to avenge friend/families death'. It's not exactly stonkingly original or fresh-faced, but there're six large levels with the usual Mr Guardian at the end of each one, a good selection of spiky weapons, and enough variety in the levels to keep most folk happy. And you can't really ask for much more than that, can you?





ECCO

SEC

Unsound game plots No 32: All your Flipper-like friends have been whisked off by a mysterious force. You, as Ecco The Dolphin, must travel through the levels to battle the alien being that's nicked them.

Yeah, right. Luckily, Ecco plays a lot better than it sounds, with beautifully fluid (ahem) graphics and excellent control. The gameplay's not as hectic as some people might like, but for the mellower (or more geriatric) Game Gear owners out there this is ideal.

SLIDER



Yep, it's another one of those huge arcade-puzzle games. The difference with this one, though, is that the plot behind the game is possessed of some amount of ecological soundness. You have to travel through 99 levels of garbage and pollution to rid the planet Rozen of all the junk on it. For some reason – to which we'll be devoting a book early next year (maybe) – platform games always seem a lot more playable on handhelds than they do on the full systems, and this game's no exception. It's not like your life will be filled with much woe and gnashing of teeth if you don't grab this game. But it is mightily addictive. So there.

SEGA

POPILS



If you're a fan of those oh-so-cutesy platform games that are so popular in Japan, then *Popils* will definitely light your fire. The plot might be as cheesy as a cheeseburger with added cheese and a side-order of cheddar, but the gameplay is so addictive that you're still playing long after you've stopped laughing at the plot. Extras? A 2-player link option, memory back-up and an edit-level facility. All that, plus 100 levels of puzzle-related antics. Disadvantages? The stupid name for one, and the fact that the game was

only released on import – so you might have a few problems finding it. But find it you should.



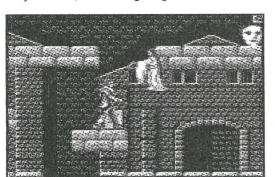
STREET OF 5

Another field of gameplay that's been sorely neglected on the Game Gear is the beat-'em-up. Streets Of Rage 2 is therefore a very welcome thing. Probably the most impressive thing about this game is the amount of gameplay they've managed to cram in from the Mega Drive original -- that was a 16-Meg game, remember. A few things are missing, but all the key elements are here. Without the quite-so-flashy graphics and pumping soundtrack, the game does suffer slightly, but it's still the best of its kind at the moment, without a doubt.



MASTER OF 5

Another platformer with a difference is Master Of Darkness. The difference because most of the characters in it are straight out of those iffy old horror movies. Yep, zombies, vampires and all manner of undead fiends are out for your blood, and creating the game around Victorian London has added tons



to the atmosphere level of the gameplay. With only six levels, you'll probably finish it in a week, but if you've got a bit of spare cash and you fancy something different, you could certainly do a lot worse.

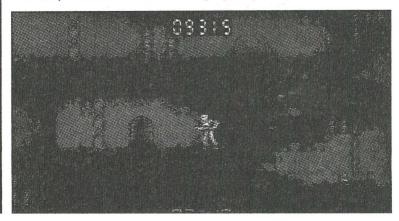
HOME ALONE

Just kidding.

ACCLAIM



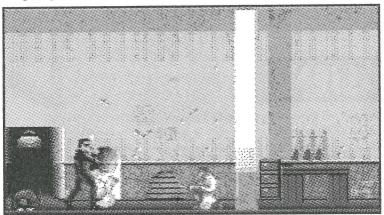
Picky folk out there might get slightly bothered by the fact that there're millions of Aliens in this game - only one appeared in the film - but a game which closely followed the movie would have been pretty bloody tedious, let's be perfectly honest. Travelling around 15 levels, rescuing hostages, and blasting alien life-forms with a wide selection of firepower – Alien³ balances the atmosphere with the mindless blasting nigh-on perfectly.





TERMINATOR

The Mega Drive version of this game was praised for its graphics and overall presentation, but blasted for being way too easy. The Game Gear version, retains the gameplay, but its difficulty level has been upped - making it a much more successful affair. The story-line pretty much follows the that of the movie, but it's the finely tuned violence of the gameplay which really grabs your attention. Groovy.





Tennis is one of those games that has always worked well on computer systems, and Wimbledon is no exception. It's fast and exciting, the players move well, and the sprite collision with the ball is accurate and intelligent. One of the most important facilities is the ability to save your position - by means of a password system - to continue your games at a later date. By doing this you can build up the statistics of your player to compete in the trickier later tournaments. A real long-term title.

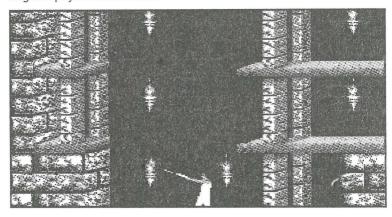
LUCKY DIME CAPER



The gameplay in *The Lucky Dime Caper* is almost identical to that of *Castle Of Illusion*, but if it ain't broke, then why the hell fix it? Running on with the excellent Disney cartoon feel of that game, *Lucky Dime Caper* has you playing the eternally grumpy Donald Duck in his search for his three nephews (though frankly we'd just rather leave 'em where they are). A little tougher than *Castle* and *Land Of Illusion*, but not quite as playable – *Lucky Dime Caper* is still a bit of alright.

PRINCE OF PERSIA

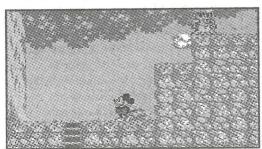
Aside from the swoonsome main character the graphics look pretty naff and the story-line is your usual run-of-the-mill schmaltz (rescue the gorgeous princess from the evil bloke). So what's the attraction? The answer lies in the gameplay, and that all-important main character. When he runs, jumps, drinks and fights, the animation is second-to-none. This coupled with the huge, difficult levels – and their clever design – gives you a game that's a delight to play. A modern classic.





CASTLE OF §

One of the best selling and most popular games for the Game Gear. Why? Simple. With their simple, classic design, the Disney cartoon characters are absolutely perfect for computer games. Sega managed to capture all the atmosphere and character from the Mickey cartoons, and then, as if that wasn't enough, they put in a damn fine game just to round things off which is pretty impressive when you consider the limitations involved with programming for a hand-held system. Like Land Of Illusion - its sequel - it's



certainly not the most difficult game in the world. But the gameplay's so good that you'll come back to it time and again for 'just one more look', long after you've completed it.



Yeah, yeah. We know. Chess isn't the most exciting game in the world, and it does look a bit out of place wedged in here between Spiderman and Castle Of Illusion. But The Chessmaster is an excellent simulation of a game which has lasted this long - so it must be doing something right. There's something undeniably right about playing chess on a portable games machine, and with more skill levels than Nigel Short (and sampled speech) The Chessmaster is about as good an implementation as you could hope for.

SPIDERMAN



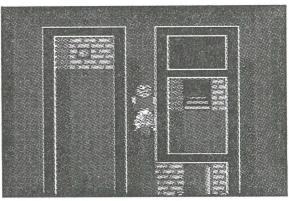
Spiderman is one of those games that, while being only average on the other formats, seemed to excel when it was put onto the Game Gear. Framed for a crime he didn't commit (don't you just hate it when that happens?), Spidey gets to take on Dr Octopus, Lizardman, and spank the bottom of the very naughty Kingpin. Getting away from the standard platform formula, Spiderman manages to capture the feel of the cartoon and comic series, and merge it with some rather smashing orangey gameplay.

DEFENDERS OF OASIS



Crushing the myth that you can't get decent fantasy role-playing onto a Game Gear, *Defenders* has more chapters than 'War And Peace' and, frankly, quite a bit more gameplay than many Mega Drive RPGs (but then, that's not really all that hard, is it?). The adventuring's certainly a good deal of fun, but it's the excellently handled fight sequences which really lift *Defenders* up to the dizzy heights of classic gaming. With 4 Megabits of adventure action and

a battery backup, there's definitely more than enough in here for those people who demand a bit more complexity and depth in their Game Gear games.





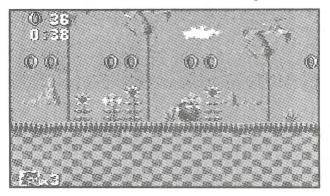
SUPER KICK-OF

Game Gear owners are lucky enough to have the choice of a few different football games, but by far and away the best one that you can get is Super Kick-Off. Viewed from over-head, the pitch scrolls past at in incredible speed - some say too quickly. But when you eventually get the hang of the nippy gameplay, you'll be hooked. With the release of Sensible Soccer just around the corner, you may find this game finally gets improved upon, but either way it's still a fast and addictive footy simulation.



SONIC THE

In the top five of all-time, it's probably no surprise that both Sonic titles make an appearance. This was probably the first game for the hand-held that made people realise that fast-action games could look just as good on a small screen as they could on any other system - especially if a little care was taken over their conversion. Just as addictive as the Master System, but faster and harder, Sonic 1 is another game that looks - and plays - just as good now than it ever did then. A must for all serious gamers.



LEMMINGS



When it was announced that the green-haired rodents were to appear on the Game Gear, many folk scoffed. The general feeling was that there was no way that the game could successfully be converted to such a small screen. Thankfully, programmers Probe managed to prove everybody wrong. Guiding 20 suicidal Lemmings through any number of hazards to reach their home sure is different. And it ain't easy neither. They all have different skills, and it's only by working out which Lemming will work best in which situation that you'll ever get through all the levels. A classic.

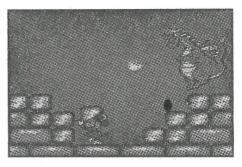
SEC

LAND OF ILLUSION



The second in the *Mickey Mouse* series of games from Sega and, arguably, the most graphically-impressive platform game on the Game Gear. The game isn't all that tricky, but the amount – and variety – of the levels, mean that it's one of those games that you'll want to continue playing long after the first time you completed it. An evil phantom has stolen a magic jewel from Mickey's land (as they so often do), and all you have to do is guide the clever rodent through 12 levels in order to get it back and restore peace and harmony throughout the land – like anybody really cares about peace and

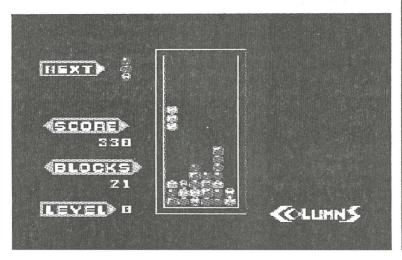
harmony in a post-modern society. The cleverness of the level-interaction, and the size and variety of the game, make this game second only to The Great Blueness in the platform stakes.





COLUMNS

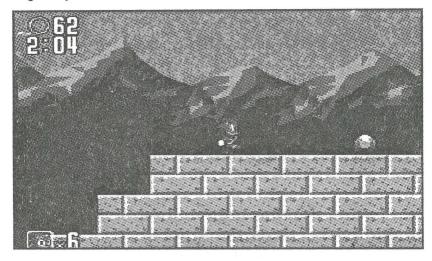
While it's not much in the graphics department, *Columns* is one of the most addictive puzzle games around. Based on the game *Tetris* (you know the one), the object of the game is to match up the multi-coloured lines that drop from the top of the screen. It sounds simple, and when you start to play it, it is. But when the lines start to pour down and, no matter how hard you try, you can't seem to get that red jewel that you so desperately need, frustration starts to set in. That frustration soon turns to addiction, and then you're hooked. The frantic speed of the blocks towards the end of the game mean that it has a kind of built-in time limit – in the end you just can't keep up – but that only adds to the 'just one more go' feel of the thing. Without the dazzling graphics and speedy gameplay of most of the games in this list, it may seem odd to put a puzzle game so high up in the chart, but anybody who's been in close contact with *Columns* will understand why.



SEGA

SONIC THE HEDGEHOG 2

Not really much of a surprise when you think about it – this is an almost perfect platform game. It's fast, tricky to complete (finding all the Emeralds is hard enough) and the gameplay is second to none. It's not so very different from the first *Sonic* game, but that's not a major crime. Like *Sonic* 1, it's almost identical to the Master System version – the only differences are a slight increase in speed, a larger main sprite (Sonic needs to be a bit bigger so you can see him in all his glory) and some slightly tougher guardians. Scoring a huge 97% when it was reviewed back in issue 38, it's gone on to prove that it deserved every single point and it's still as good to play today as it ever was. We can't believe that there's anybody out there who doesn't own this game, but for the few unknowing people who haven't got a copy, get an existence and buy it right away.











Introduction

Ladies, and gentlemen -Mark & Dean give you not ten, not twenty, but the thirty best Master System titles ever released. And yes, good old Sonic The Hedgehog is hidden in there somewhere.











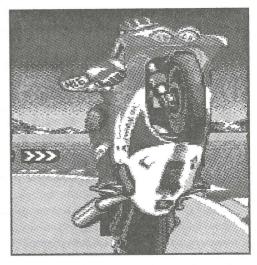


g GP RÎDER



"Get on your bikes and ride!" sang Queen. But then, they were a slightly sad pomp rock group, so we'll forget about them and talk about *GP Rider* instead. Fans of 3D road racing stylee things have had something of a raw deal on the Master System, y'see, but the slick moves of *GP Rider* go some

way to making up for past crimes. Neat engine sounds, smooth twisty-turny tracks, a split-screen two-player mode and a real feeling of speed are just are few of the things which make *GP Rider* infinitely more appealing than the likes of *Super Monaco GP*. Now surpassed by the god-like genius of *F1*, *GP Rider* is nonetheless a smooth little customer.



STREETS OF RAGE



Okay, so it only caters for one player (unlike its big 16-bit brother), and it boils down to walking along for a bit, kicking or punching for a bit, then strolling along a little further. But *Streets Of Rage* is still the best beat-'em-up there is, so we'll just have to make do. And while it's no *Street Fighter II*, there's a lorra, lorra fun to be had, singlehandedly wiping out an entire city of thugs and hoodlums. Well, it's the kind of thing we get off on, anyway.



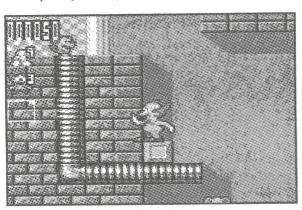
SHINOBI

The original and still the best (wow, they don't write catch-phrases like that anymore), *Shinobi* invented a whole martial arts platform genre – no mean feat. It's your everyday story of one ninja against the rest of the universe, and it's packed with nicely sized levels and extra bits. In fact, the only downer on the whole thing is the suspect colour scheme (which obviously we can't show you, so imagine something tasteless in a pastel sort of way). But you can't have everything, can you?



KRUSTY'S FUN HOUSE

The first game to be based on the lifestyle of top indie-folk stompers, The Levellers, this game (Hold it right there Mark. That's enough feeble insertion of rock'n'roll references in this book. Why can't you just tell it straight? Why can't you tell 'em how it's a huge, multi-stage rat-squishing platform game which draws inspiration from Lemmings and manages to capture the feel of The Simpsons, particularly with the main character Krusty The Klown? Just behave



yourself for once. Okay? – Dean) Oh, all right. Tch, some people...

g WONDERBOY 3 -

The Wonderboy games have been around for donkey's years now, inspiring the likes of Dizzy with its slightly simplistic but undeniably cute gameplay. This one adds a more role-playing edge to things, with character interaction and puzzles to keep things rolling along. Granted, Wonderboy isn't one of those groovy attitude-laden characters with the firepower of a small South American country - but he's pleasant enough in a Mr Benn kind of way. Now

a game based on Mr Benn - that'd really be something to write home about. Anyway, enough wibble and on with the countdown.



US GOLD

JAMES POND 2



Swimming in brill-iant fish puns, this is the game which really will make your Master System look like it's running a Mega Drive title. A masterpiece of programming, Robocod is packed to the gills (oops) with sprawling levels, lovably (not to say eatable) monsters, and some absolutely luvverly parallax scrolling. Perhaps a little too sprawling when all's said and done, Robocod is still about as smooth and lovable as you're likely to see this side of the old blue hedgehog himself.



BUBBLE BOBBLE

Bubble Bobble may look like yesterday's game but it's a wolf in a sheep's natty 3-piece suit. As near to flawless as coin-op to Master System conversions get, Bubble Bobble gives two players the chance to step into the prehistoric shoes of Bub and Bob, two geezers who, as you'd expect, have been transformed into bubble blowing dinosaurs. Thrill to the killingly cute platform-based gameplay which sees Bub and Bob trapping the bad guys in bubbles then bursting 'em for bonuses and objects. Showing its age, but still a real gem — Bubble Bobble is real feel-good stuff.



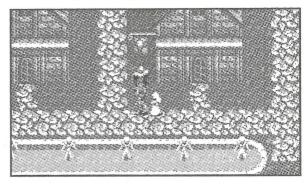
SUPER OFF-ROAD RACER

The really odd, not to say extraordinarily surprising, thing about *Super Off Road*, is that it really is quite 'super'. The reason for this has something to do with its deceptively simple (as they say) blend of ultra-simple race around the track while skidding at every corner gameplay, and a goodly selection of attractive looking power-ups (only some of which seem to have any measurable effect) for the successful. It's the kind of gameplay which dates back to the days before, ooh, the week before last at the very least, and it's still here for one simple reason – it works. Buy it and, um, find out what on earth we're wittering on about.

PHANTASY STAR



Isn't it odd how everybody (including us) will say that role-playing is a sad pastime for people with no grip on reality. Then, first chance they get, they'll be stepping into the imaginary armour of knights, rangers, and other improbable characters of old. The truth is everyone needs a fantasy, and, because we're a family publication, we suggest you use *Phantasy Star* to act out yours. It's got 3D mazey-bits, it's got loads of monsters to do battle with, and it's bigger than Dean's Weirdy Beard. (*Hey, cut that out! – Dean*)



IRGIN

SPEEDBALL

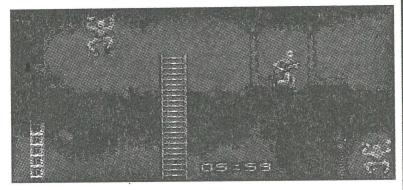


There are two things you need to know about *Speedball*, both of which are cleverly and discretely hinted at in the title. It's got a ball – which suggests something sport-ish, with teams and stuff. And it's got speed – which, given the inclusion of the aforementioned teams, maybe, just maybe, suggest no small amount of violence. Yep, *Speedball* is future-sport fun at its bone-crunching best. With a bit of basketball, a touch of American Footy, and several tons of Kevlar body armour, a splendid time is guaranteed for all (except those of a prudey disposition – but yahboosucks to them).



VIIEN3

What is it about movie licences, eh? You can give software companies a real killer of a movie, and almost without exception, they'll manage to come up with a real dog of a game. Bleedin' typical then, that provided with a supremely crap sequel-to-the-sequel, Acclaim manage to deliver an adrenalin-fuelled mix of firepower and, like, really tense moments. It all boils down to rescuing captives and wasting the nimble and very lethal aliens, but it works beautifully. Limited, but boy can shooting things be fun.





WORLD CLASS LEADERBOARD

Golf, if we're being honest, is tedious and pointless. I mean, you hit a ball, then spend half an hour trying to find the thing. Why not just not hit it in the first place? Even cricket is exciting by comparison. Now golf on the video screen, on the other hand, is where it's at. None of that dumb ball-losing stuff, just lots of wonderful courses and oh-so-clever shots. Groovy fun when there's a bunch of you huddled round the old machine, *World Class Leaderboard* is 100 percent pure adrenalin. Well, sort of.

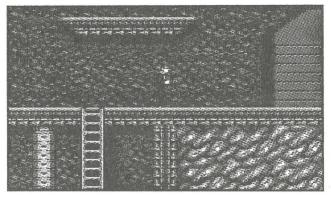


Obelix, Getafix, Cacophonix, Vitalstatistix, Radionautomatix – boy what whacky names they used to have back in Gaul during the Roman invasion. Waddya mean it's all based on comic books? It's all documented in the history books we tell you. Anyway, it's another licence-tacked-on-to-supremely-brilliant-platform-game scenario, and by golly, aren't we lucky? Actually Asterix really does manage to capture some of the feel of its subject, but, much more importantly, it's a most excellent game in its own right. Phew, that's all right then.

JAMES BOND



It sometimes feels like you can't find a decent run-and-shoot platformer on the Master System, without it having some awful cutesy bunny wabbit-infested plot and so-called 'bad' guys who look like they've just stepped out of a Disney movie. *James Bond* forgets all that shiny, happy stuff, gets it head down and comes up with something lean, mean, and full of Bond-style action. Get started on your Sean Connery impression now, that's what we say. (We're mad like that, we are.)



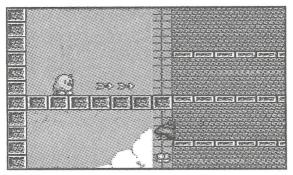


Another fully paid-up member of the 'I Was There Back In The Old Days' club, Gauntlet used to get 'em pratting around in dingy arcades, pretending to be wizards, valkyries, and beefy warriors. Here in the enlightened 1990s, the gameplay looks a bit dated (collect treasure and, er, shoot or push your way through hordes of hellspawn), and this version only lets two players act like sad role-playing weirdos. And yet, it's still sure feels good to beat your 'friend' to that cache of food, or dive down the exit to the next level, leaving your compadre to deal with that nasty (and very hard) Mr Death. Deserves a place in everyone's heart, and their game collection.



NEW ZEA

And, moving swiftly on from a blast-from-the-past, what should we trip, stumble, and generally embarrass ourselves on, but New Zealand Story - a triumph of superb gameplay over dodgy graphics if ever there was one. Luckily, when games play as dreamily as this, the graphics can just take a back-seat, and let the well-engineered design take over. The story? Oh, you don't want to be bothered with that - it's the usual nothingness. All you



really need to know is that you control a dodgylooking kiwi who shoots from the hip (or the wing at least), and that it's great. No. really. Trust us.

CHUCK ROCK 2 -SON OF CHUCK

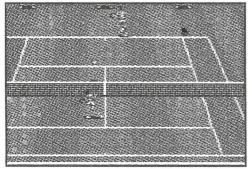


Forget the slightly plodding rigmarole of the first *Chuck* title, *Chuck 2* is faster, funnier, and really rather lovely in every way. Run, jump and club your way through dino-infested levels, all in an attempt to rescue your father from the clutches of the evil Gary Gritter. Some prehistoric creatures will hinder, some will help, and some will just make you laugh – watch out for the surfers or the tentacled sea-monster called Ozric. If somebody offers you two packs of your normal washing powder for your copy of *Chuck 2*, don't do it. Know what we mean? (*No, frankly. – A reader*)

SEC

WIMBLEDON

Tricky blighter, Johnny Sports Simulation. There's always a difficult balancing act to be done – trying to make something which is fun to play simply as a video game, but which also looks and somehow feels like the sport it's trying to emulate. *Wimbledon* gets nimbly over this hurdle, and manages to offer loads of different styles of tennis game into the bargain. As with every other sports game on the market, it's massive fun with a friend. But even alone you



can play safe in the knowledge that no one's going to steal your barley water and that there's no crazed psycho fan waiting to pounce on you. And in this day and age, that can only be a good thing, eh kids?



LUCKY DIME

Now how's that for a bloody misleading title? Lucky Dime Caper indeed. There wouldn't be a caper if the dime was that lucky, would there? Still, we'll gladly forgive it, on the grounds that it manages to capture the Disney spirit rather spiffingly, and whacks loads of world-spanning levels and clever platform-based puzzles into the bargain. Okay, so everyone prefers the Warner Brothers toons, but you can't get any Daffy Duck games on 8-bit, so this'll do just fine.

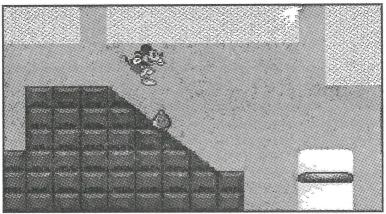


Decent shoot-'em-ups have always been lacking on the Master System, but the first - and still the best - has to be R-Type. In true quart into pint-pot style, Sega have managed to cram all the levels and playability into the Master System version. The usual dumb aliens are ripe for a kicking and the armourment at your disposal is impressive enough. But what makes this the best is the quality of the conversion.

CASTLE OF ILLUSION



More Disney antics, this time with Mickey Mouse hacking it in the world of the platform. Superior backdrops and endearing sprites make this look almost as good as it plays, with quests and puzzles aplenty. If you a) always wanted bigger ears, b) like illusionary castles, or c) hanker after a most entertaining cartoon-type experience, then *Castle Of Illusion* is the place to visit.



TECMAGIF

POPULOUS



Populous is a milestone, a legend, a genre-creator, and – despite all those things – a decent game. Marrying the the words 'god' and 'sim' might not seem like a good basis for an award-winning title, but that's just what programmers Bullfrog did, and boy did they come out with big smiles on their faces. Control a whole population, watch 'em grow, then turn their lovely little island into a wasteland (or do the same to a friend) – yes divine intervention is available from a computer retailer near you.



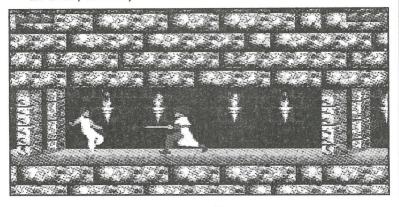
SUPER-KICK OFF

Super Kick Off, eh? It's a bit of a footy game, really. A game of two sides, if you will. To be honest, the actual physics of the game are a bit squiffy – something to with the football sometimes acting more like it's making a guest appearance in a pinball game. But it's really immense fun anyway, so who the hell cares? Not us, that's for sure. And you shouldn't either, because Super Kick Off really is rather immense fun. Oh, we already mentioned that, didn't we. But really, it's most definitely immense fun.



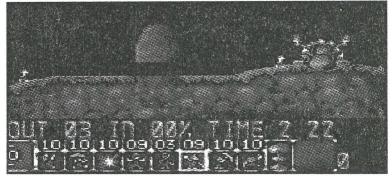
PRINCE OF PERSIA

When it first appeared on the PC a few years back, this game created a right stir, with it's rotoscoped main guy. He jumps, he runs, he sword fights – the animation was more fluid and life-like than anyone had ever seen before. Now it's easy to dismiss that side of things, but beyond this cool exterior lies some brilliantly tweaked gameplay and the best Arabian antics this side of an Errol Flynn movie. One day all games will have this much appeal. (Well, we can dream, can't we?)



LEMMINGS

Once in a blue moon (though come to think of it, have you ever actually seen a blue moon?) a game comes along that takes all your preconceived notions of what games are about, puts them in a half-nelson, slaps them repeatedly, cuts them up into little bits, chews 'em up, and spits 'em out. Lemmings almost manages that, by cleverly inventing the 'save-'em-up' genre – a kind of god sim (it uses an indirect control system) where protecting cute little lemms from the terrors of progressively more lethal levels is the aim. Essential stuff, Lemmings really is one of a kind.



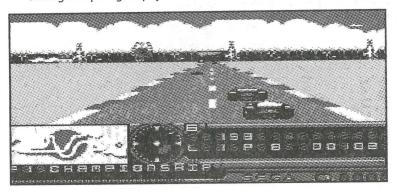
g ULTIMA 4



Deeper, wider, taller, and more believable (if that's the word) than any other role-playing game around, *Ultima 4* weaves a pretty complex plot around the mythical land of Britannia and throws in several thousand monster for effect. Then the player just guides a band of bedraggled heroes from nightclub to nightclub (probably), in search of money, fights, and bits to advance the plot just that bit further. Forget all notions of being sad for talking about orcs and goblins – get *Ultima 4* and it'll become an all-consuming passion.



The last word in Master System 3D road racing is, as any smug git will tell you 'racing'. But if we're being less flippant for a moment, then we could well say it's F1. Why? Because we say so, and because it's the fastest, smoothest, sexiest, most realistic and feature-packed blast you're ever likely to find on an 8-bit. It satisfies the racing bores with lots of statistics and realistic bits, and it satisfies the game-heads with plenty of tracks and big thrilling dollops of gameplay. Drive it and believe.





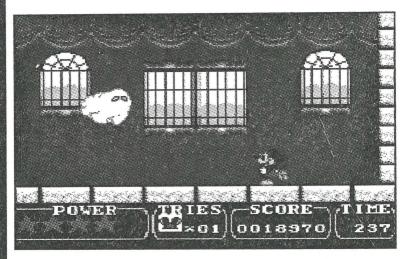
SONIC THE

You didn't seriously think that we could do a Master System Top 30 without including this, did you? The funky hedgehog is what made Sega what it is today, and even a few years down the line, it's still outrageously excellent. Everybody should be familiar with concept of racing around clomping Robotnik's minions, keeping a hold of those rings and reaching the exit as quickly as possible. And if you're not, you haven't really got a Sega system at home and so aren't reading this.

LAND OF ILLUSION

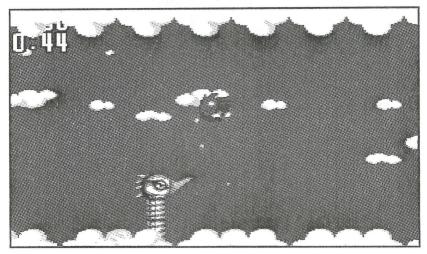


Do you believe that it's possible to have superb graphics on the Master System? Do you believe that you can have cartoon characters in a game that manage to fully recreate the feel of the original cartoon? Do you believe in Father Christmas, The Sugar-Plum Fairy, Nessie and Rumplestiltskin? Well, if you say yes to the first two questions, then you obviously realise what an excellent platform game *Land Of Illusion* is. If, on the other hand, you said yes to the last few bits then you're obviously quite mad and should go and have a rest and a hot, sweet drink.



SONIC THE HEDGEHOG 2

Everything we said about the original *Sonic The Hedgehog* goes double for this one. Basically a more refined version with all-new levels, *Sonic 2* doesn't have any real surprises, and is a little too easy, but it's still the closest thing to heaven we've seen on the Master System. There was a little disappointment when it first came out, mainly because it doesn't take any risks, but there's no denying that it's superior to the first game, and superior to any other Master System title for that matter. The next batch of *Sonic* titles may well eclipse this one, but right here, right now, they don't come any funkier than this. Sonic is still the best video game character we've got, and the gameplay is a masterpiece of modern design – marrying beautiful control with perfect gameplay. For once all the hype is justified – there really isn't any point owning a Master System unless you're going to play *Sonic 2* on it. It's as simple as that.





















Introduction

When Mark and Dean offer you a list of the best ever Mega Drive games, they're not likely give short measures. And so now, live from the pages of this book, here are the all-time top 100 Mega Drive games.





COLUMNS

We had to put it in here somewhere, didn't we? Okay, so it's not the classic game that it is on the Game Gear, but it's still quite fun all the same. If you've played *Tetris* then you'll know how to play this. Oh, except that you've got jewels instead of blocks – they're all one shape and it's in colour. But apart from all that, it's almost the same as *Tetris*. Honestly.



DECAP ATTACK

The hilariously named Chuck D. Head – we're still laughing now – must save the world and his, erm, head from the most evil Max D. Cap – no, stop it, really. We can't take any more. Okay, so let's be honest, the joke's not actually very funny any more (if, indeed, it was in the first place), and this platform/horror romp does look a tad dated against *Flashback*. Still, quite good in a odd sort of way. No, really. (We must stop apologising for these entries.)



E.S.W.A.T

Another game in that 'it's old, it looks crap, but it is quite playable' category. Don't expect anything magnificent, but if you liked the *Shinobi* range of games, then imagine those, but with heavy artillery instead of wimpy swords. It's also quite challenging, and some of the later levels do actually look quite impressive – if you can be bothered to persevere.

ELEMENTAL MASTER

R

One of the first import Mega Drive games we ever played, so it tends to have a special place in our hearts. With tons of wizards, magic, and dragons you'd expect this game to be a little bit higher up this list. But when all these elements are encased in a dull(ish) vertical shoot-'em-up then it all tends to get rather boring. If you've ever played *Twinkle Tale*, then this is very similar, only better.

LHX ATTACK CHOPPER



Long before the likes of Mig-29 and F-15 Strike Eagle 2, the programmers at EA were mucking about with polygon graphics and the idea that a flight sim could be fun. Okay, so it's all a bit slow and dated these days. But there's still fun to be had swooping around the place, shooting all and sundry. Anybody who's ever watched 'Airwolf' will be able to relate to this. Trust us.

EG.

ZERO WING



(Spoken in monotonous, dull, Professor-type voice) Ahem, Zero Wing is typical of the trend of games at that early period of Sega gaming – commonly known as the dullous era – in the fact that it was regarded as a classic of it's time. On reflection, though, certain obvious flaws start to show. And with the advent of a spate of blah, blah, waffle, drone. Erm, to conclude: It's an old game that was once really good, but isn't any more. Well, it's all right – hence its inclusion here. But we wouldn't suggest you actually bought it or anything.



PACMANIA

Erm, it's *Pacman* in 3D. Oh, you want more? Well, you do get different mazes and in this hip and happening reworking of the classic you get to jump over things – if you so desire. And that's about it really. More? Weeelll, er, it's really old, but still quite good. There're only four mazes, though. Except for the hidden one (obviously). Go and buy it on budget – if you can still find it. Enough? Good.



BLOCK OUT

Okay, okay, we know exactly how to describe this one. It's like *Tetris* but it's in 3D. You're sort of looking down through the screen and you have to organise all the pieces the same way and everything. Following so far? The pieces are transparent while they're falling down so you can work out where they're going to fall. It's dead great, and if you liked *Tetris* then you'll lurve this. I can't believe I said that.



M1 - ABRAMS BATTLE TANK

Do you enjoy destroying anything and everything in sight? Does the thought of blowing a helicopter to pieces make you shiver with pleasure? Do you think that the idea of a tank simulator sounds really dull? Well, stuff you matey, 'cos this is about as good as you'll get with a slow-moving vehicle. It's interesting (honest) and the graphics look good and move fast. And it reminds us of *Battlezone*, so there.

CORPORATION



At last! An adventure game that isn't as dull as doing the washing-up. You wander around the many levels of the office complex, searching out the monsters that you created – sort of. Text is kept to a minimum, so the lush graphics get a chance to stand at the front and shout "Me! Me! Look at me!" Rather good, actually.

EGA

MAZIN WARS



A game of two halves – er, Brian. One half is a pretty good *Street Fighter II* clone, which has you pitched against the end-of-level guardians in a smooth-moving, one-on-one beat-'em-up. The other half (meanwhile) is a pretty dodgy platform game in the style of *Streets Of Rage*. Unfortunately, it looks like *Streets Of Rage* on the Master System rather than the Mega Drive. Still, you can't have everything, can you?

US GOLD

INDIANA JONES 3



The man with the hat is back. Oh my god! I don't believe I just said that – I'm really sorry. Look, I've been under a lot of stress recently. Playing games all day isn't as fun as it's sounds, you know. You get the most terrible blisters and a dreadful back ache. Erm, sorry again. Well, it's tricky and it's got that bloke with the whip in it. AAAHHH!!!



BIO-HAZARD BATTLE

Straight to the point now. This is a shoot-'em-up with insects in it – stop laughing at the back. No really, it's not that bad. The graphics are original, even if the gameplay isn't. You get to choose from an interesting range of bugs, and the game is tough, and addictive enough, to keep you playing for a good few days.



DAVID ROBINSON'S BASKETBALL

We're talking about the not-very-famous basketball player here. If you're going to put a name to a game then why not get somebody REALLY popular like Jordan or, better still, why not the Harlem Globetrotters? Now they're MEGA popular. Well, they were when we were little kids and crisps only cost you about four pence a bag. Oh, the game, yeah. It's pretty good, really.



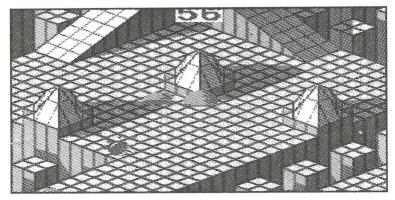
OLYMPIC GOLD

Clever word play that, isn't it? The game's called *Olympic 'Gold'* and the company that launched it is called US Gold. Eee, they're not all stupid, these software producers. Anyway, the game's about as good an Olympic simulation as you'll get, really. There're are eight events squeezed on to the one cart and some are quite good, while others are rather dull, we're afraid.

MARBLE MADNESS



Well, we're down to number 85 now and things start to get a bit better. Most of the sadder games – that we had to try to find nice things to say about – have passed us, and the whole games thing starts to look a bit rosier. *Marble Madness* is really good, honest. It's got marbles in it and ramps and everything. Well, not everything. There's no goldfish in it, or cars, or stuff like that. It is very addictive though, and just because it's got only six levels, it doesn't mean you're going to complete it really quickly, 'cos you won't.



SEGA

KID CHAMELEON

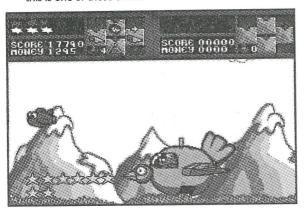


There is a young child in this game, but we failed to find any reference to the chameleons mentioned in the title. So, for all you chameleon fans out there: Don't buy this game expecting to see loads of colour-changing reptiles everywhere, 'cos there aren't any. There're lots of levels though, and the gameplay, while not being that original, is fun for a while. With so many levels, though, you'll probably lose interest long before you complete the game. There're worse platformers out there, though.



GADGET TWINS

Grab a hold of this import title and you're in for a pretty weird, not to say slightly surreal ride. Imagine a scrolling shoot-'em-up where the colours are all big'n'bold, the characters are robotic yet cute, and the gags are straight out of 'Wacky Races' – that's what *Gadget Twins* is all about. The actual gameplay isn't anything quite so exciting – we've seen it a thousand times before in countless *R-Type* style games. But sometimes atmosphere is all. And this is one of those times.





SUPER HANG-ON

It may be as old as your granny – well, nearly – but *Super Hang-On* is still very good when you compare it to some of the racing games around – like *Speedway Pro Challenge*, for instance (then again, everything looks good compared with that one). All the tracks from the arcade game are in there, but, unfortunately there's no hydraulic bike to sit on. We reckon that if you had an old motorbike frame and a few joypads lying around you could possibly rig something up. But we wouldn't recommend it.

GHOULS 'N' GHOSTS

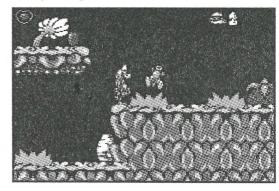


This, more than any other, was probably the first game to show off the capabilities of the Mega Drive. All the elements of the game were spot on, and it also managed to be fairly close to the arcade original game. Now on budget, it's even better value than ever. Okay, with the *Sonics* and the *Flashbacks* that we have now, maybe it doesn't look quite so stunning now as it did then. But it's still a very fine example of exactly how a platform game should look.

CHUCK ROCK

Just before dinosaurs ruled the earth for the second time, Virgin made good with *Chuck Rock*. Now made to look rather less impressive by the absolutely groovy *Chuck Rock 2*, *Chuck Rock* still has several hours prehistoric playing time up its sleeve – with its mix of *Mario*-esque platforming and 'Flintstones'-style gags. Practically everything in the game is played for laughs, as Chuck trots around the place, belly-butting his adversaries. All manner of

dino creatures crop up, some friendly some not, and generally everybody has a lovely time. Yeah, so it's all a bit predictable and shallow in this day and age, but we've still got a soft spot for it.





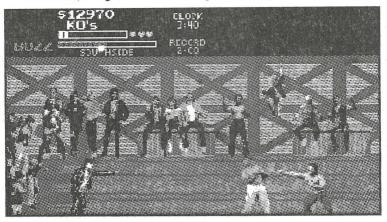
GLEY LANCER

Gley? Maybe that should be Grey, but hey, who are we to rock the boat? This, ahem, Japanese import is one of the better shooty-things around. Don't expect to find anything original here, because it's about as original as Tom Jones (although it can sing a lot better). The weapons and enemies are straight out of any number of previous similar games, but some of the backgrounds and guardians make up for the lack of originality.



PIT-FIGHTER

Trying to convert the digitised graphics of the arcade game *Pit-Fighter* – and not having Probe (*Mortal Kombat*) to do it for you – wasn't ever going to look perfect on the humble Mega Drive. And considering that when you took away the fancy graphics of *Pit-Fighter* there wasn't that much gameplay left, things aren't looking too good. And when you compare it to *Mortal Kombat* or *SF2*, it doesn't really compare. But if you can manage to pick it up cheap somewhere, it might be worth checking out. Then again...



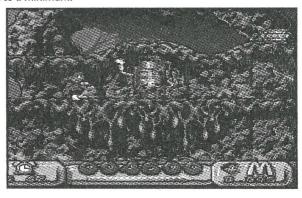
THE IMMORTAL



Aah, another oldie-but-goody. Converted from the appaling Amiga version, *The Immortal* was tons more playable on the consoles. The angle is a 3D isometric affair, and all the battles and spells etc. are shown on screen with great dollops of groovy animation. Another point worth mentioning is that the graphics in *The Immortal* are tons more gory than *Mortal Kombat*, but no stuffy politicians kicked up a fuss about that, did they?

MICK & MACK - GLOBAL GLADIATORS

Frankly, we think the concept for the licence stinks – there's something dubious about having a game based on an environmental clean-up tied in with a burger chain. But that doesn't stop *Mick & Mack* from being an entertaining little beast. Bags of inertia (though not too much), smooth scrolling, and lots of zippy slime-blasting antics keep things rolling along nicely. And at least the number of appearances by a certain clown-like character are kept to a minimum.





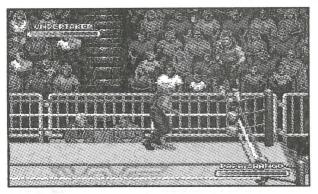
FANTASTIC DIZZY

While not utterly fantastic, it is most certainly Dizzy – and one out of two ain't bad, is it? This is the kind of game which got the Codemasters people where they are today – slightly too cute but with a lot more to it than first meets the eye. Yeah, so the graphics are a little 8-bitish, and yeah, so the idea of controlling a walking, talking, jumping eggs is faintly embarrassing. But the Mega Drive is short on puzzle games for the younger player, and Dizzy is a bit of an all-round good egg.



WWF ROYAL RUMBLE

You know the saying 'If at first you don't succeed, try, try again'? Acclaim obviously really took that one to heart, because after several rather bogus attempts at recreating the, um, thrill of WWF wrestling, they've finally come up trumps. At last the slapstick mayhem of having a whole bunch of halfnaked men getting close to each other is captured on the Sega screen. And it's even fun to play too, with a decent range of moves and an actual feeling of controllability. Lawks, wrestling can be fun after all. Wot a shock.



THE AQUATIC GAMES

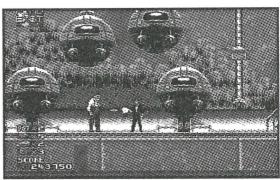


Think Olympics with added water, think comedy athletics, think – yes – James Pond. The age old multi-event sports thing gets an all-new cartoon look with a little help from Pond and his salty sea chums. It's all very (ahem) shallow, and utterly pointless unless you've got a gang of friends, but there's still something rather alluring about taking part in a bunch of bite-sized events. More of a Findus than a Captain Birdseye, but still deserving of a place in this here chart.

JAMES BOND

The name's Bond, James... oh, that's quite enough of the predictable intro. Let's be honest – you as a reader of Sega Power expect more than the usual weak collection of James Bond references. You want more. You want to know whether the thing's any bloody good or not. Which, it obviously is, 'cos it's in this book. And why? Because it's slick, big, and has more structure than a DNA strand, that's why. And it's also got a whole host of Bond references,

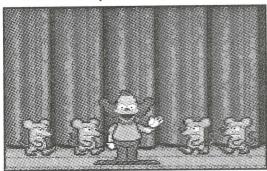
including the trusty Walther PPK, and even old Jaws himself. But remember, kids, shooting people who're undergoing serious dental work isn't big or hard or clever.





KRUSTY'S FUN HOUSE

More super, smashing, lovely platform shenanigans – this time with the added attraction of rat extermination and a bunch of those well-known 'Simpsons' characters. Bart and his crew may not be the most topical of licences, but they fit nicely into this *Lemmings*-influenced arcade adventure which sees Krusty The Klown (available for mass murders, weddings, and



barmitzvahs)
leading rats to
their sticky end in a
variety of Pied
Piper-esque ways.
Simple, candycoloured fun has
never been so
joyously full
of bloodshed.



TERMINATOR

Same old story: Great looking game, fun for a bit, but not enough levels. You've heard it all before and, unfortunately, it all applies to this game. The graphics and animation look superb, managing to capture the atmosphere of the film really well. But there're only four levels and even the worst gamesplayers are bound to complete this game within a few hours. On the plus side, it's definitely one of those games that you'll want to come back to. Still, if you're a big fan on the 'Terminator' films, you'll probably get a lot of enjoyment from this.

ATOMIC ROBOKID

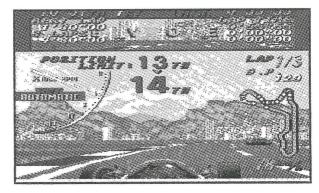


Never heard of Atomic Robokid? It's a shame if you haven't, because this is one of the most playable shoot-'em-ups around. There's tons of powerful weapons, the baddies are tough and imaginatively designed and the guardians are chuffin' huge. All this won't be much use to you if you can't get hold of the game – and that in itself is no easy task. It's only available on import, you see. But we've got a copy, so we can play it any time we like. Naa naa na naa naa!

SUPER MONACO



It's a racing game that isn't too bad, but it isn't as good as F1. What? You want to know why? Okay then, we'll tell you a few bits. It's got all the usual tracks, cars and racers. But it just doesn't have that feeling of hurtling down the straights that F1's got. Now if Domark – in their infinite wisdom – hadn't launched F1 then Super Monaco GP 2 (sponsored by Ayrton Senna, don't you know?) would probably be a lot higher up the charts. But they did and it isn't. That's life.





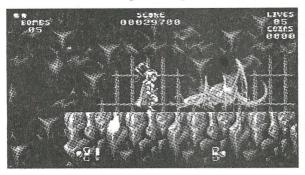
POINT BREAK

One of the classics of modern cinema, 'Point Break' has a place in our hearts for a number of reasons. First. there's the fact that Keanu Reeves – the ultimate dude stars in it as an FBI agent who, as part of his cover, must learn to surf. Then there's Patrick Swayze, in his first ever decent movie role – let's be honest, he's far more believable as a surfin', skydivin' bank robber than a renegade, devil-may-care dirty dance instructor. And of course, Point Break is up there with the best of 'em when it comes to brilliantly appaling dialogue. If Keanu proclaiming, "My name's Utah, Johnny Utah" doesn't have you in stitches, then frankly you don't have a pulse.



GALAHAD

Originally developed on the Amiga by Psygnosis (and released under the monicker *Leander*) this one's best described as *Shadow Of The Beast* with gameplay. None the wiser? Right then, try to imagine a slightly mellow scrolling arcade adventure, with slightly muted graphics, a few bad guys to whack, and a fairly serious number of levels. It doesn't sound too original, and, to be fair, it's not. But it's an good example of a tried-and-tested genre, and sometimes that's good enough.

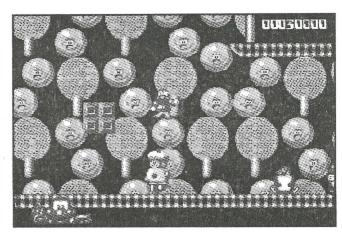


§ THUNDERFORCE 3



I'm sure that everybody who's ever wanted a copy of this game now owns it, but for the benefit of the few souls out there who still don't have a clue what all this Thunderforce stuff's about, then here's a short reminder. It's a really tough shooty thing with huge guardians, squillions of power-ups and enough heavy artillery to blow up the universe several times over. Thunderforce 3 falls into the 'worth getting if you can get it cheap' group.

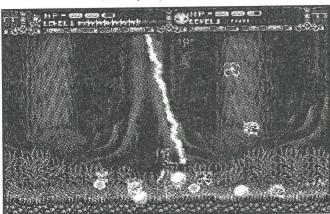
Cast your mind back to a time when Sonic-style platform games were still new and funky, and parallax scrolling seemed like a really clever thing. That's when games like James Pond 2 ruled the Earth, and if it's not quite so outstanding in these enlightened times, it's still a bit of a blast. Maybe it's the way the Pond character can run, jump or extend his body. Maybe it's the speed at which everything moves. Or maybe it's just because the bad guy is mysteriously called Dr. Maybe. Whatever it is, it works.





ALISIA DRAGOON

To silence some of the complaints that there're never any female stars of computer games, Sega gave us *Alisia Dragoon*. When it was released it was somewhat overlooked by the general public and that could well have been a bit of an error, as this is a very clever little platform game. To aid the ravishing (sorry!) Alisia in her quest, she can call up one of a number of lizard-type power-ups. These guys will fly around and destroy all the enemies that Alisia misses. And, that's pretty much it really. Worth a look, though.





60

CHAKAN

We're led to believe that the plot of the majority of computer games revolves around the fact that you have to stay alive. *Chakan* seems keen on flying in the face of popular opinion by having a central character that spends the entire game trying to die. Not as simple as jumping underneath a bus, *Chakan* manages (just) to be quite an addictive platform game. Apart from the plot, there's not too much different here, but it's quite fun for a while.

LOTUS TURBO CHALLENGE

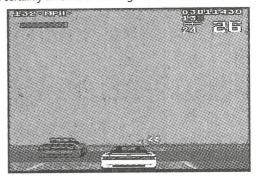


Titles are funny things, aren't they?. Take *Lotus Turbo Challenge*, f'instance. From the name we can pretty well deduce two fundamental things.

One – that the game is very probably based around a snazzy and expensive Lotus Turbo car. Hence we can expect a certain amount of road racing.

Two – that the game almost certainly involves a challenge of some sort. This

brings to mind a level of competition against other cars, and perhaps even a two-player mode. And the bizarre thing is, that's exactly what *Lotus Turbo Challenge* is like. Spooky, isn't it?



SUNSET RIDERS

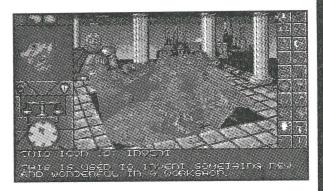


Maybe we should put in lots of words like 'Yeehah!' and 'ride 'em cowboy'. But we feel that may be a tad tacky, so we'll stick to the usual drone. Sunset Riders suffers from many of the faults that plagued Terminator – in that it's too easy. Based on an obscure arcade machine, it's a one- or two-player game, which has you running around four levels, killing lots of bandits and outlaws. While being fun for a while, you're bound to complete it within a day of play – quicker if you're playing with a friend.



POWERMONGER

The important thing to know about *Powermonger* is that if you live for action, adventure, violence, hi-jinks and mayhem, then *Powermonger* may well put you into a very deep coma. If, however, Chess – the board game, not the dodgy West End musical – is the kind of thing which gives your pleasure centres a vigorous massage, then boy is *Powermonger* going to light your fire. It all boils down to *Populous* with armies at the end of the day, but taking charge of a bunch of small sprites sure is fun. Well, we enjoy it anyway.





TOEJAM AND EARL

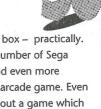
It's a classic, pure and simple. But why? The Bill & Ted style of humour surely must have helped it a great deal – it really is hilarious in places. And not only is it funny, it's also a rather good game. You have to help the two reluctant heroes – Toejam & Earl – get back to their home planet. This is done by going around the levels collecting the many pieces of their ship. So, why not a higher place? Platform games have been done to death and the humour does start to wear a bit thin after a while.

SEC

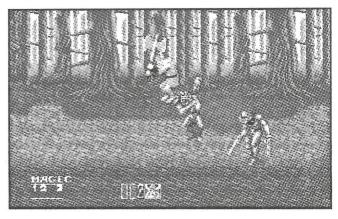
PHANTASY STAR



RPGs tend to have a bit of a bad reputation. Everybody thinks that the people that play them are greasy train spotters with fur-lined anoraks. On the whole, though, the people who play them are no less a human being than you or us (honest). While Phantasy Star doesn't have the flashy graphics of Landstalker or Shining In The Darkness, its gameplay is strong enough to make it an interesting enough game.



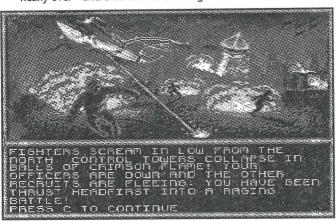
Not so much a sequel, more the same game in a different box - practically. But let's not hold that against it, because there are a fair number of Sega owners out there who still have a soft spot for this one, and even more addled coin-op addicts who grew up with the Golden Axe arcade game. Even in this day and age, there's something quite reassuring about a game which promises nothing more than scrolling, fighting and a bit more scrolling, and then delivers. A game's got to know its limitations, and Golden Axe 2 understands them perfectly.





BUCK ROGE

Does anyone remember that dodgy series 'Buck Rogers In The Twenty Fifth Century'? It was absolutely brilliant (in a really tacky way) and sometimes it featured the kid out of 'Different Strokes'. Slightly less tacky is the RPG from Electronic Arts. In it you have to save the Earth from the evil RAM organisation, and restore peace and harmony to the cosmos (Hurrah!). On the downside, Buck doesn't actually make an appearance until the game's nearly over - and that isn't for too long.



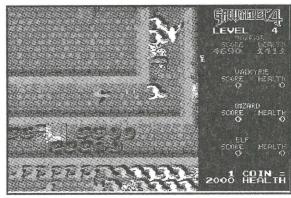


I really hate to admit it, but, despite the fact that this game's sickeningly cute, I really like it. There're squillions of puzzles and the graphics are beautiful. Created by Vectordean (the people who write the James Pond games), you'll be hard pressed to find a more versatile platformer around. Check it out, but keep a sick-bag handy for the more cringy moments.

GAUNTLET



Is it wise to convert age-old arcade games onto modern console systems? Will the people of today be interested in something that was popular seven or eight years ago? In the case of *Gauntlet* we think the answer is probably yes. Maybe. *Gauntlet*, although being a classic, certainly doesn't have the same attraction now as it did then. But on the other hand, it's such a playable game (especially in four player mode) that it will always have its huge army of fans. Play it and make your own mind up.



EGA

JOE MONTANA

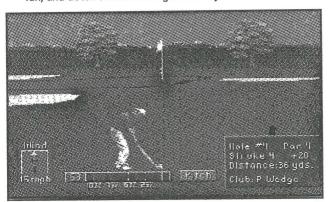


Joe Montana's Football is endorsed by a strapping young, all-American fellow, while John Madden's Football is endorsed by a fat old gimmer (Gimmer?? – Mark) with a head like a water-melon. You'd think that the best game would be the one endorsed by the hunking great chap, but no, you'd be wrong. The fat gimmer wins all the way. There's nothing particularly wrong with Joe Montana, it's just that John Madden's Football just beats it on every count. Still, taken in isolation, this is neat.



PGA TOUR GOLF

Golf, eh? It would be true (and we're being very polite here) to say that golf isn't the most interesting sport in the world. But, for some strange reason, *PGA Tour Golf* manages to be rather a good little game. Perhaps it's the fact that you haven't got to wander across miles of fields in all weathers that improves the enjoyment of the game. People say that golf keeps them fit. We say that if you want to keep fit, then join a gym. It's cheaper and a lot more fun, and doesn't involve losing balls every ten minutes.





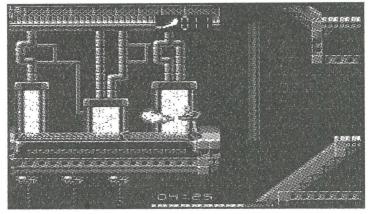
GENERAL CHAOS

Do you like games that involve cute characters? Does *Mortal Kombat* – with all those horrible death moves – turn your stomach? Do you sleep with the landing light on, hugging your pillow? Then naff off, 'cos *General Chaos* ain't for you. If there were any bunnies in this game then you can guarantee that they'd be nuked before the credits finished. Death, destruction and mayhem are the order of the day here as you take control of a band of brain-dead morons with guns. By heck, it's bloody good fun.

ALIEN³



Stop and consider, if you will, just what made 'Aliens' a vastly superior movie to 'Alien^{3'}. It was the ridiculous amount of firepower blasting out all over the place, right? It's a bit of a relief, then, to see that for their game of the movie, Acclaim actually seem to have forgotten which film they were basing it on. The result is a nail-biting, gun-laden escapade through cramped tunnels and ladder-strewn levels, with many a biomechanoid bitch to blast. And is it just us, or does Sigourney Weaver look better without all that hair?



CCLAI

TERMINATOR 2



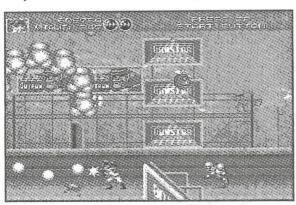
Hands up who owns the Menacer? It's not as if it's a bad system, it just didn't sell – the lack of software didn't help matters any. *Terminator* has the dubious pleasure of being the one, and only, Menacer game to come from the third-party software houses. While it's not that bad, you really need a Menacer to get the full enjoyment from the game and how many people own one of those?



GUNSTAR HEROES

A game that many people would have expected to see higher up the list is *Gunstar Heroes*. It looks good, plays well and the guardians are excellent. So, what's the problem? There're only four main levels – and they're very simple – and the rest of the game is taken up with defeating seemingly endless amounts of guardians. Now, although the guardians do look very nice, when you've beaten about 10 of them, they tend to start looking a tad dull. A bit







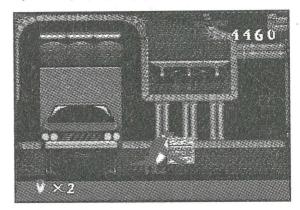
DUNGEONS & DRAGONS

Hands up anybody who played Dungeons & Dragons when they were young. It was brilliant, wasn't it? Huddled around in some friend's bedroom playing your way through some unspeakably evil dungeon in the search for some long-dead king's treasure. You always named your characters things like Scorax or Blundelthroat (well, we did anyway) and you always managed to kill off your oddly-named character within a couple of hours. Still, it was all jolly good fun and this is the game of that game.

TAZMANIA



We feel it would be more fitting for Tazmania himself to explain this game. Go for it Taz: "Nsnb sd fgs sv sjdg shv sug dgf hgf sa hgds syfjhsg sjytsj hv yt sgfis skdhk sfkjhgsf jgskjahs ajgkjasd kaut sk aiu asuysajgdkja kajgd akjsd akjgdia kjagsdku adkajgdiua iua iuda dkasgdi usdagsdm aidy aud kasyd iusa dkjabdu aidakh diauydkajgdiustdi adiuaasdk akdtias dkajgdkua kjagdkjhatjhgfqiututk fksjhfdlaudliayf kjbkayfiksuyfkj". Erm, thanks Taz.



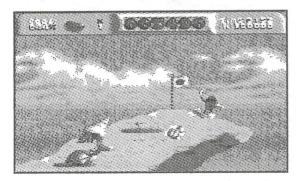
g CASTLE OF ILLUSION



Mickey Mouse eh? What a guy. Apart from the fact that he has absolutely no dress sense whatsoever. What? You think I'm being picky? Think about it. Mice aren't usually gifted with the ability of speech, and you rarely see any with any clothes on. Now, if you were a mouse, and you could choose your clothes, would you wear the sort of stuff that he wears? We think not. Damn, forgot about the game again. It's a huge platform puzzle thing, and it's great. And that's about it.



You've got to hand it to the designers at Virgin - it can't be easy making a spot seem sexy (if it was millions of pustulous teenagers would find it easier to get dates). And yet somehow they've managed to give a small red spot more personality, more plink, plink fizz, and more zest than your average game show host. It's slightly inevitable that the game itself - an easy-going scrolling platform affair - is a bit of a let-down, but there's no denying Cool Spot's slickness. Not essential, but when your in a lazy, hazy mood then this one really, um, hits the spot.





Not being huge fans of comics'n'all we didn't really expect to be all that impressed with this one. But, surprise surprise (chuck) it turned out to be one of the better platformers of this year. There are four X-Men to control, each with their own groovy, some would say uncanny, abilities. And then there are the other super-heroes who can be called upon for a spot of help. It's all really smart in a vaguely Flashback-looking sort of way. And it's not half as

sad as the comic strips.

ANOTHER WORLD



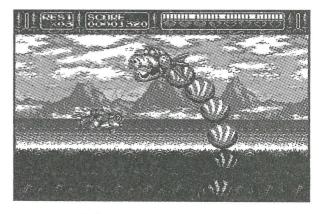
Before producing the gratuitously excellent Flashback (more of that one later), French programmer types Delphine came up with this cinematic romp for Virgin. Combining polygon rotoscoped graphics with highly stylised backgrounds and a number of animated set-pieces, Another World wowed all with its ground-breaking approach to arcade adventuring. It's not perfect, occasionally annoying controls and almost total linearity blotting its copy book, but it's brave, different, and supremely addictive.

CONAM

ROCKET KNIGHT ADVENTURES

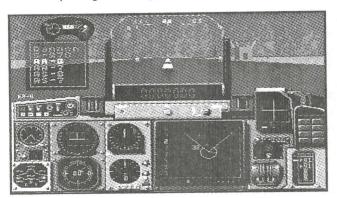


The arrival of Konami on the Sega scene has already spawned some welcome titles, not least of which is this overtly Japanese scrolling platformer. Cute graphics (the bad guys are all pig-based), some ace special effects (the way everybody hugs every curve of the undulating terrain is really smart) original bosses, and loads of really, neat touches lift *Rocket Knight* from the quagmire of mediocrity and into the realms of almost brilliant.





At last somebody does the flight simulation routine right on the Mega Drive, with explosive (if not exactly overly-speedy) results. Polygon graphics, a rather clever control system, and sound mission structure all go to make Mig-29 satisfying for the real jet-heads out there, and the rest of us who just want to pretend we're Tom Cruise too. One day somebody'll come up with a completely flawless representation of flying on the Mega Drive (maybe with the help of Sega's DSP chip). Until then, this'll do nicely.





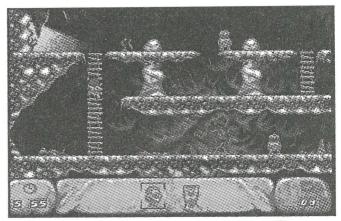
MUHAMMA

Boxing games have always been a bit of a mixed bag. Talking of mixed bags - don't you feel that those Pick 'N' Mix bags that you get at the supermarkets are a real rip-off? You get a few of your favourite sweets and then take them up to the scales at the counter and it costs about four quid. We've always suspected that those scales are rigged, but don't quote us on that. Anyway, where were we? Oh yes, boxing games. Muhammad Ali Boxing is one o...(Snip)

THE HUMANS



One of the better *Lemmings* clones was this effort from Imagitec, via Gametek in America. You take control of a bunch of cavemen and guide them through the varied stages to allow them to develop into the – ahem – cultured beings that we are today. The design of the levels and the way you have to interact with the objects makes *Humans* a very addictive game. If you thought *Lemmings* was too hectic, or if you're in a coma, then you might prefer the slower pace of this game.



SEGA

HELLFIRE



How can we describe the joy of playing this game is such a small amount of words? How can we possibly convey the gameplay of *Hellfire* to the people who've never played the game. Well, we could say something like: 'This is one of the bestest blasters you can get for the Mega Drive – and you should be able to get it at a very reasonable budget price now' and hope that that fools you all.



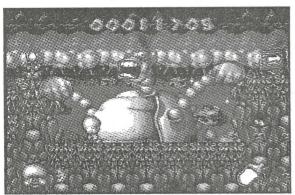
FATAL FUR

The real problem with beat-'em-ups is that they all tend to pale into insignificance against the mighty Street Fighter II. But Fatal Fury still ain't a bad little mover - think of it as a Peugeot 205 GTi, to Capcom's Mazda MX-5. It's basically formula fighting fare, but what's there is done well, and the addition of a small amount of depth (players can move in and out of the screen) kind of adds to things. It looks like Sega's Eternal Champions will become their prime piece of home grown violence, but Fatal Fury still holds a place in our collection.



CHUCK ROCK 2 SON OF CHU

Here at Sega Power we've always had a soft spot for something which excels in its field, which is why Chuck 2 is a bit of a hit with us. It knows exactly which buttons to press to give the right balance between action, exploration and comic moments. Even the central character is lovable, despite being a cry-baby (literally). Yeah, so it's not really doing anything new. But risk-taking isn't what Chuck 2 is about - it's more an attempt to



refine a genre to a sharp point, to provide the perfect piece of throwaway gameplay. And it just about succeeds too. Innit marvellous?

AMAZING TENNIS

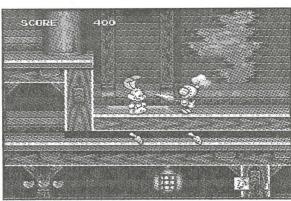


Available only on import at the moment, *Amazing Tennis* some reckon it to be the best of the recent batch of tennis sims. We wouldn't got quite that far. The control system can be a bit of a bind at times, and the static, single viewpoint makes it unfair for whoever is playing at the back of the court. But these are minor quibbles, every other aspect of the game really is, um, amazing – particularly the wonderful learning curve that's been built into it.

TINY TOONS ADVENTURES BUSTER'S HIDDEN TREASURES

Warner Brothers cartoons rule – of that there's no doubt. Whether the new breed of 'Tiny Toons' are as cool as the older generation (Bugs Bunny, Daffy Duck and the like) is debatable, but they're still ideal material for a platform romp which doesn't so much tip its hat to *Sonic* as copy the entire wardrobe from head to toe. But, hey, playing something so obviously derivative has

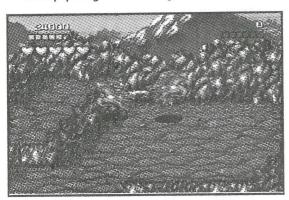
never been so much fun.
Smooth gameplay and smart visual gags gel together like only two really gelling things can, and it's all brill'n'triff. We like it. Lots.





BATTLETOADS

Toads are not the sort of creatures that you usually associate with extreme violence – but then again, neither are turtles really, are they? Obviously some people feel differently, hence the popularity of the Battletoad comics etc. While not being as hugely popular as those Mutant Turtle things, they've certainly managed to put together a better game. Battletoads is a game of many forms. Whilst it is mostly a platform game, other elements – like the racing sections – have been added to break up the gameplay. One of the more popular games in the Sega Power office at the time of its release, but



beware, it's very hard to complete it.



DRAGON'S FURY

Has anyone out there actually seen 'Tommy'? Are we the the only two who actually saw this film? Anyway, not to worry, because *Dragon's Fury* hasn't got anything at all to do with dodgy pinball rock operas at all. But it has got quite a lot to do with pinball, and erm, it's very good. The best pinball game around for the Mega Drive, in fact. So buy it today – or tomorrow if the shops are shut.

SHINING IN THE DARKNESS



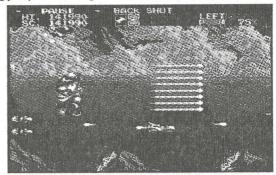
Shining In The Darkness? What is it, a game about torches? Isn't it amazing how games can be mislead by their titles – or is it just us? SITD was the first role-playing game that actually looked interesting and was fun to play. None of that minute-characters-moving-a-block-at-a-time stuff here. None of that weedy-little-battles-that-look-like-all-the-fighters-are-dead-before-they-even-started stuff, either. And certainly none of that pseudo-dice-throwing-which-doesn't-have-any-place-in-a-video-game. No sirree. The presentation is superb, and all the mazes are in 3D. What more could you possibly want?

THUNDERFORCE



Well, we just had to bung this in the top 30 somewhere, didn't we. Some folk might find this game just a bit too hard for them, but we've always felt that the majority of blasters were too easy anyway. Everything from the third *Thunderforce* game is here, only it's all been boosted up. The weapons are frighteningly impressive, the guardians look like your worst

nightmare and the graphics are unbeatable for the Mega Drive – so far, anyway. If you're a bit of a gameplaying wimp, then stay away, this game's strictly for the pros.





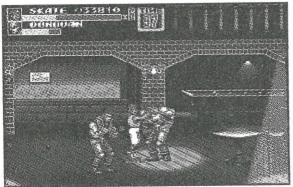
SUPER KICK OFF

Arguably the best football game ever to appear on any format. Arguably because some people believe that the ball is too difficult to control and the game ends up looking like a pinball simulation. We've agreed to disagree on this one. Still, whatever your opinion on the control system, it is exciting, fun and there're all the options you could possibly want (and a few more besides). Just the ticket if you like pinball and football, then.



STREETS OF RAGE 2

Taking its cue, and pretty much the entire snooker table from *Golden Axe*, *Streets Of Rage 2* takes the hack'n'scroll concept of the *Axe* games and makes a punch'n'scroll game out of them. Even the choice of up to three characters, with two playing simultaneously is used here. But everybody loves a beat-'em-up, and the *Streets Of Rage* games have pretty much carved a sub-genre for themselves. Maybe it's the carefully designed graphics, maybe its the limited but effect array of moves available. Or maybe it's just that people like



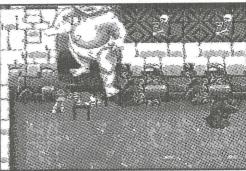
kicking each other in the teeth via a computer screen. Our money's on option three, to be brutally honest (or, ahem, honestly brutal – sorry).

ZOMBIES



When the word zany is applied to anything it's usually an indication that something is tedious beyond belief, with a falseness Bob Monkhouse would hard pushed to match. But *Zombies* is zany AND really good, with more references to '50s B-movie horrors than you've got any right ever to expect to see. The game itself is a glorious romp through the suburbs, over football pitches, into shopping malls and even through Egyptian pyramids(?) – all in an attempt to save Middle America (like, we really want to). There's action and visual gags aplenty, plus a much-welcome two player mode. Seriously

fun and seriously funny, *Zombies* is a minor classic.



CODEMASTERS

MICRO MACHINES

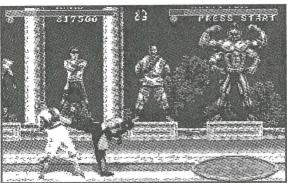


Does the idea of racing small objects around ordinary household objects sound interesting to you? Probably not, but it should because a) you used to do it as a kid, and b) It's what *Micro Machines* is about, and it's one of the most playable games around. It's simple to get into, there're varied courses and a fair few machines to race. Believe us, hurtling across tables and bathtubs is a lot more fun than it sounds. Don't expect the complexity of a game like *F1*, but it's cheap and very, very cheerful.



MORTAL KOMBAT

So Mortal Monday came and went, and everybody who didn't have the patience to wait for *Street Fighter II* went out and got it. But maybe you're one of the Mega Drive types who didn't, and you'd kind of like to know whether to bother with it or not. The answer's a definite probably. It's a much simpler game than *Street Fighter II*, and so has a shorter lifespan. But it's also far more immediate, offering instant thrills (many find the learning curve for That Other Game far too long). Like we said in the review, if you



can get both. Otherwise, SF2 is probably the safer bet. This ain't half bad though.



SPEEDBALL 2

Extreme violence – it seems to be something of a recurring theme in this book. And here it again – taken further than ever before, and moulded into one of the most relentlessly playable games you'll ever see. You'll break your joypad. You'll break your fingers. You'll break your wrist. Even your sanity will snap in pursuit of gaming perfection in this brutal futuresport. A cross between American football, basketball and thermonuclear war might not sound very likely, but that's exactly what *Speedball 2* is. Sometimes there's no substitute for the smell of napalm in the morning.

TWO TRIBES -POPULOUS 2

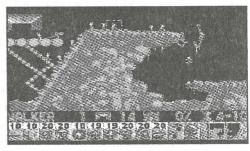


Impressed with *Populous?* Then why not try more of the same. Not so much a sequel, more a massive re-write and expansion of the original concept, *Populous 2* offers better graphics, better control, more variation, and just more, basically. The central theme of playing god to a bunch of little computer people is still the same, but this time things aren't anywhere near as simple. There are over a thousand worlds to play with, for starters. And if that's not enough, the whole thing can be customised to oblivion. The word 'epic' could've been invented for this one.

E LEMMINGS

What can you say about *Lemmings* on the Mega Drive that hasn't already been said? Tangerine – that's never been said with reference to *Lemmings*. But then there's probably a good reason for that, so we'll stick to the plot. And the plot really is rather excellent – involving, as it does, the attempted saviour of a bunch of cute little guys on a series of progressively more complex and lethal levels. This is done via a series of icons which transform the lemms into platform builders, hole diggers and the like.

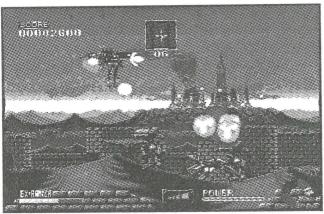
It's sort of a platformbased, highly interactive god sim. But this is one for puzzle heads who like their games packed to bursting with tension and frustration. Does that sound like you?





RANGERX

A wonderfully shallow, state-of-the-art blaster - that's probably the best way to describe this one. Everything about it has a Japanese gleam to it - from the metallic graphics to the explosion-packed action, to the clever programming techniques which have just been thrown in for the hell of it. It's tough, and it doesn't test the old grey matter in any way at all. But it's one of the best examples of almost coin-op quality action around for the Mega Drive. And it even supports Sega's six-button joypad. What more could you ask for?





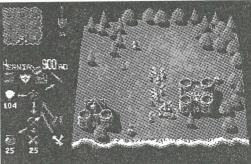
As old as the hills and just as big. Quackshot is to Donald Duck what Castle Of Illusion is to Mickey Mouse - only much better. The graphics made grown men drool and the gameplay is tougher and more involving than Castle Of Illusion could ever dream to be. Anyway, Donald Duck was always trendier than Mickey Mouse. Everybody knew that the rodent was an old square. (Though, we still prefer the Warner Brothers mob any day).

MEGA LO MANIA



Sega Power readers with a keen eye might have noticed that, despite the high placing of this one in this here chart, it didn't actually get such a good review in Sega Power when it first came out. But like the title on the front says, this is Mark & Dean's book. And frankly we loved it to pieces. The combination of god sim icon control and frantic animated action makes this a really winner, and ideal for breaking the ice at parties (or something). But what really sets *Mega Lo Mania* ahead of the pack is the ground-breaking use of speech – probably the best you'll hear outside of a CD title. The wild

characters with their dumb accents will have you smirking at every corner as you attempt to conquer an entire planet. Marvellous, simply



SEGA

SHINING FORCE

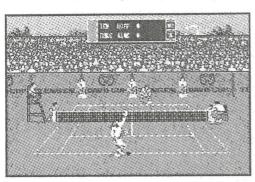


What is this obsession with RPGs with the word 'shining' in them? Where, in the RPG writer's handbook, does it say that you have to have 'shining' somewhere in the title? Does it make you think of dragons, heroes, fair maidens and huge urns overflowing with pieces of gold? All the word shining does for me is make me think of torches and Steven King novels. Still, despite the stupid name, it's a damn fine game. And if RPGs are your cup of mead, then you'll... probably already have a copy of this, so this entry has been a complete waste of time.



DAVIS CUP TENNIS

The smell of freshly cut grass – never liked it. And strawberries and cream – give you a dodgy stomach they will. But the actual game of serves, volleys, rallies and smashes – now that's entertainment. And it's ideal material for a video game too. *Davis Cup Tennis* does it like no other, with more refinements, more features, and more of a feel for the game than we've ever seen. Yeah, so visually it's not the best of bunch, but when it boils down to



the gameplay, there isn't another tennis game to hold a candle to this one. This is, to all intents and purposes, like playing a real game of tennis (well, almost). And this is, without a doubt, the best simulation Domark have ever produced.





Oh nuts, forget we said that. This is, without a doubt, the best simulation Domark have ever produced. It's also the fastest Sega game we've ever seen. Again it's the excellent blend of statistics, options, and real-life thrills which all mix together, get on down, and produce something very special indeed. Gasp as the Mega Drive rotates objects without the help of a Mega CD system. Scream as your computer car approaches speeds BMW drivers can only dream of. And shout "Turn that sound down!" to your friend as he refuses to hand the controls back to you, and you realise just how irritating realistic car noises can be. We really are talking about essential stuff now.

ELECTRONIC ARTS

WORLD OF ILLUSION



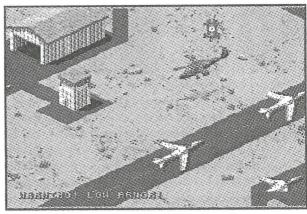
Take the tough, hardness of Donald Duck and the soft, no-dress-sense-ness of Mickey Mouse, combine the two and you've got World Of Illusion. It's a tad simple, but bloody amazing to look at. The way the two characters interact is very clever and the guardians and other assorted evil things are imaginative and very cartoon-like. As we mentioned before, it's not going to take you very long to complete this game, but – like all classic games – you'll come back to play it time and time again.

DESERT STRIKE



What can we possibly say about *Desert Strike* that hasn't already been said? Not a lot really, because most of it's already been said. So, er, we could tell you a joke to fill up the space... but we can't remember any. We suppose we could say that, despite its age, *Desert Strike* still looks fresh and playable and there's enough gameplay and hidden stuff to keep even the most fussy people happy. Now we could say that, but you've probably heard it all

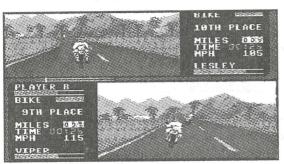
before, so we won't.





ROAD RASH 2

The original was excellent, but we believe that if you've got – or are likely to get – Road Rash 2, then you'll probably not need the original version as well. So that, you see, is why there's only one version in our chart. Just just what is is about Road Rash 2 that has grown men weeping uncontrollably? Well, it's got a neat difficulty curve (the courses are well-tailored to be easy at the start and near-impossible at the end) and the scrolling of the tracks is smooth and very impressive. Oh, and you get to perform acts of violence on



the other riders. Get F1, then go straight back to the shops and get this.



SONIC THE HEDGEHOG

Oooh, a little bit of controversy here. Should we have put *Sonic* higher up the chart? Oh come on. Take away the ridiculously over-hyped central character, and *Sonic* 1 hasn't aged that well. Okay, it's still managed to stay in the top 10 Mega Drive games, but you can bet your bottom dollar that it won't be there when we eventually update this book. Having said that, *Sonic The Hedgehog* was a ground-breaking game. Just think about how many *Sonic* copies there have been over the last 2 years. Cor, somebody somewhere must be very rich.

ECCO THE DOLPHIN



Some may say that *Ecco The Dolphin* is far too twee and nice a game for the (supposedly) violence-hungry console players of today. But even blood-obsessed loons like us need a break from all that rat-a-tat-tat sometimes. And while it's true to say that *Ecco* isn't the fastest-paced game in the world, it is full of atmosphere and there're far too many neat little touches to be able to

list them all here. Suffice it to say, if you fancy a change from all the blood and gore of the majority of today's games, then you could do a lot worse than this.



NHL HOCKEY '94

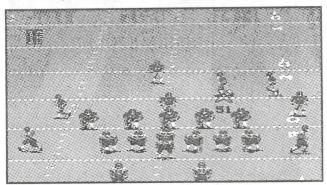


Ice Hockey isn't the most obvious simulation for release in the UK. It's not like it's ever really been up there with football and cricket, has it? EA, never a company to bow to popular opinion, decided to release *EA Hockey* in this country, and they've never looked back since. Maybe the updates haven't always been necessary, but this latest version is undoubtedly the best. It's a tricky game to get to grips with (well, we think so anyway), but when you start being able to knock the goals in, it really is one of the best two-player games you can get.



JOHN MADDEN '93

EA seem to have the knack of converting the more obscure sports into excellent simulations. Now, we know that American Football has somewhat of a cult following in this country, but when you consider the popularity and sales of the *John Madden* games, it's really quite staggering. We don't like American Football, and neither of us ever will. But for some strange reason we find *John Madden's Football* really playable and fun. Strange eh?





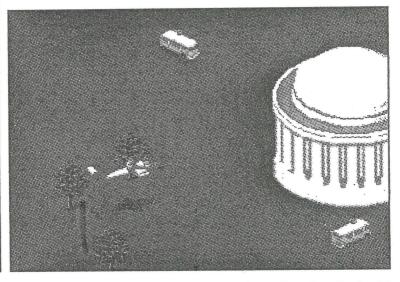
LANDSTALKER

We'll resist the temptation to make some weak gag about how 'he stalks lands', and instead cut straight to the chase and tell you that this is the finest role-playing game we've ever seen. Tempering the usual bull about goblins, swords, sorcery and dragons with some of the best isometric 3D graphics (that means kind of at 45 degrees to you an' me, mate) we've ever seen, the programmers have come up with an utterly dreamy little number. Actually that's not true. Landstalker is more of an utterly dreamy humongously large number, which translates to lots of playing time, which means maximum value for money.

JUNGLE STRIKE



We've decided to whack this one higher in the charts than *Desert Strike* simply because it's basically the same game, but superior in practically every way. Okay, so that means it's totally unoriginal, but this is a chart based on how good things are, not new or fresh. And yeah, so the first two levels are particularly naff, but plough further into it, and the finely crafted gameplay will really dig its hooks deep in to you. Everything about the game oozes slick stuff – from the beautifully-refined control system to the night levels where the occasional flash of gunfire is the only way to easily see just what's going on down on the ground below. And this time you're not just restricted to blatting around in a copter, either. Nope, this time there's the opportunity to scoot around in a hoverboat, fly a (suspiciously visible) stealth plane, and skid all over the place on a motorbike. At first these little touches seem like gimmicks, but given the size of *Jungle Strike* they really are most welcome additions. The Sega equivalent of Rambo, *Jungle Strike* is gung-ho, macho, and dumb – just the way we like 'em.

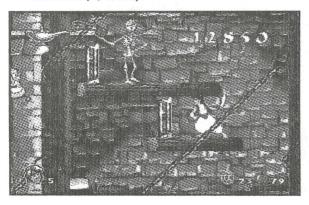




ALADDIN

There's been so much talk over the past couple of years about how the movie industry will merge with the games industry – with the fruits of this marriage being virtual reality interactive cinematic experiences. We don't give a fudge about any of that – it's years away anyway. What we do care about are games like this. *Aladdin* is the first example of a movie having its essence captured on a cart, and boy does it stand out because of it. The animation is the first thing to hit you – created by Disney's own animators, every sprite is perfectly fluid. The main character is obviously the most impressive, with a bewildering number of expressions and moves. But even the minor characters show amazing attention to detail, birds lose their feathers, guards lose their trousers and dignity, and big hard guys cry when they burn their feet on hot coals.

But it's not just the animation which makes *Aladdin* such a dreamy, creamy piece of wonderfulness. Implausible as it may seem, *Aladdin* is actually as excellent to play as it is to look at. It's formula platform fare (again), but you've never seen it done this well. The levels are big and varied, there are plenty of 'em, and each one is packed with twists, turns, and loads of bits to find and learn. And then there are the bonus levels. But enough. Stop reading this and go buy a copy (then come back and read the rest. of course).



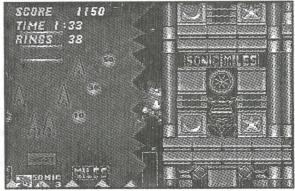
SONIC THE



Why, you may well ask, are we putting Sonic 2 in the number 3 slot when we only gave it 89% last year and we said it could have been a lot better? Well, we still stand by what we said and for those of you who didn't see the review, here's a short recap. We said that Sonic 2 could have been a much better game - we didn't say it was bad, we just thought that they could have done a lot more with the game. All the faults that eventually came through on the original game were evident in the sequel. It was too easy and too short. Okay, so it took a few days to collect all the emeralds, but we still heard a remarkable amount of complaints from you, the readers, about how easy the game was.

Despite all that, the fact remains that Sonic 2 has managed to last in the playability stakes. The special stage looks excellent - some may argue that it's the most interesting bit of the game - and, as I mentioned before - getting hold of all the emeralds is the toughest part of the game. But I feel that everyone will agree that it's time for a change with future Sonic games. Let's just hope that, with Sonic 3, Sega will try something a bit different - we live

in hope.

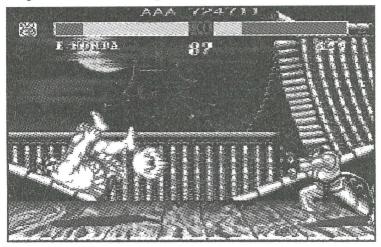




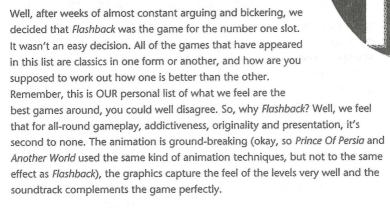
STREET FIGHTER II

What is it about *Street Fighter II* that makes it so popular? We remember very well the first time that we saw anybody playing *SF2* in the arcades. Loads of people were crammed around this one machine which showed two characters beating seven shades of something out of each other. We remember wondering what it was about this game that made it so huge. A game with only two characters? Where were the digitised graphics? Where were the polygon graphics? It all looked a bit basic, but people couldn't get their 20 pence pieces in quick enough.

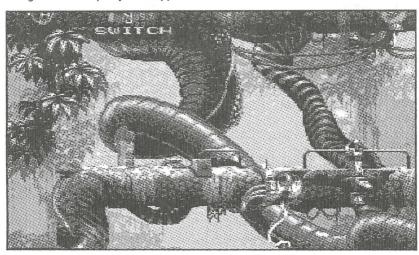
When we finally managed to play the game it soon became obvious that we were playing something very special, and that in today's society, you're noone unless you can perform a triple hurricane punch with your small toe while preparing for the next thunderingly good special move. The point in telling you all that is that when you first see *SF2*, you do wonder what all the fuss is about. It's only when you start to play it and get the hang of the special moves that addictiveness takes over. One of the all time classic arcade games and an excellent Mega Drive conversion.



FLASHBACK



The levels are varied and challenging, and the atmosphere that the game creates lifts it head and shoulders above other arcade-adventures. Flashback is the sort of game that makes you feel good about playing computer games - it's just a shame that games of this quality don't appear more often. Roll on Flashback 2.



The Game Gear Top 30

The Master System Top 30

- 30 SPACE HARRIER
- 29 PAC MAN
- 28 MARBLE MADNESS
- 27 HALLEY WARS
- 26 SHINOBI 2
- 25 SUPER OFF-ROAD RACER
- 24 WORLD CLASS LEADERBOARD
- 23 KRUSTY'S FUN HOUSE
- 22 NINIA GAIDEN
- 21 ECCO THE DOLPHIN
- 20 SLIDER
- 19 POPILS
- 18 STREETS OF RAGE 2
- 17 MASTER OF DARKNESS
- 16 HOME ALONE (maybe)
- 15 ALIEN 3
- 14 TERMINATOR
- 13 WIMBLEDON
- 12 LUCKY DIME CAPER
- 11 PRINCE OF PERSIA
- 10 CASTLE OF ILLUSION
- 9 THE CHESSMASTER
- 8 SPIDERMAN
- 7 DEFENDERS OF OASIS
- 6 SUPER KICK-OFF
- 5 SONIC THE HEDGEHOG
- 4 LEMMINGS
- 3 LAND OF ILLUSION
- 2 COLUMNS
- 1 SONIC THE HEDGEHOG 2

- 30 GP RIDER
- 29 STREETS OF RAGE
- 28 SHINOBI
- 27 KRUSTY'S FUN HOUSE
- 26 WONDERBOY 3
- 25 IAMES POND 2
- 24 BUBBLE BOBBLE
- 23 SUPER OFF-ROAD RACER
- 22 PHANTASY STAR
- 21 SPEEDBALL
- 20 ALIEN³
- 19 WORLD CLASS
- 18 ASTERIX
- 17 IAMES BOND
- 16 GAUNTLET
- 15 NEW ZEALAND STORY
- 14 CHUCK ROCK 2
- 13 WIMBLEDON
- 12 LUCKY DIME CAPER
- 11 R-TYPE
- 10 CASTLE OF ILLUSION
- 9 POPULOUS
- 8 SUPER OFF-ROAD
- 7 PRINCE OF PERSIA
- 6 LEMMINGS
- 5 ULTIMA 4
- 4 F1
- 3 SONIC THE HEDGEHOG
- 2 LAND OF ILLUSION
- 1 SONIC THE HEDGEHOG

The Mega Drive Top 100

- 100 COLUMNS
- 99 DECAP ATTACK
- 98 E.S.W.A.T.
- 97 ELEMENTAL MASTER
- 96 LHX ATTACK CHOPPER
- 95 ZERO WING
- 94 PACMANIA
- 93 BLOCK OUT
- 92 M1 ABRAMS BATTLETANK
- 91 CORPORATION
- 90 MAZIN WARS
- 89 INDIANA IONES 3
- 88 BIO-HAZARD BATTLE
- 87 DAVID ROBINSON'S BASKETBALL
- 86 OLYMPIC GOLD
- 85 MARBLE MADNESS
- 84 KID CHAMELEON
- 83 GADGET TWINS
- 82 SUPER HANG-ON
- 81 GHOULS 'N' GHOSTS -
- 80 CHUCK ROCK ...
- 79 GLEY LANCER
- 78 PIT-FIGHTER
- 77 THE IMMORTAL
- 76 MICK & MACK
- 75 FANTASTIC DIZZY
- 75 17111110110 01221
- 74 WWF ROYAL RUMBLE
- 73 THE AOUATIC GAMES
- 72 IAMES BOND
- 71 KRUSTY'S FUN HOUSE
- 70 TERMINATOR
- 69 ATOMIC ROBOKID
- 68 SUPER MONACO GP2
- 67 POINT BREAK (maybe)
- 66 GALAHAD

- 65 THUNDERFORCE
- 64 JAMES BOND 2
- 63 ALISIA DRAGOON
- 62 CHAKAN
- 61 LOTUS TURBO
 CHALLENGE
- 60 SUNSET RIDERS
- 59 POWERMONGER
- 58 TOEIAM AND EARL
- 57 PHANTASY STAR 3 -
- 56 GOLDEN AXE 2
- 55 BUCK ROGERS
- 54 ROLO TO THE RESCUE
- 53 GAUNTLET
- 52 JOE MONTANA
 - 51 PGA TOUR GOLF -
 - 50 GENERAL CHAOS
- 49 ALIEN³
- 48 TERMINATOR 2
- 47 GUNSTAR HEROES
- 46 DUNGEONS & DRAGONS
- 45 TAZMANIA -
- 44 CASTLE OF ILLUSION -
- 43 COOL SPOT
- 42 X-MEN
- 41 ANOTHER WORLD
- 40 ROCKET KNIGHT ADVENTURES
- 39 MIG-29
- 38 MUHAMMAD ALI BOXING
- 37 THE HUMANS
- 36 HELLFIRE
- 35 FATAL FURY
- 34 CHUCK ROCK 2
- 33 AMAZING TENNIS
- 33 AMAZING TENNIS

- 32 TINY TOONS ADVENTURES – BUSTER'S
- HIDDEN TREASURE
- 31 BATTLETOADS
- 30 DRAGON'S FURY
- 29 SHINING IN THE DARKNESS
- 28 THUNDERFORCE
- 27 SUPER KICK OFF
- 26 STREETS OF RAGE 2
- 25 ZOMBIES
- 24 MICRO MACHINES
- 23 MORTAL KOMBAT
- 22 SPEEDBALL 2
- 21 TWO TRIBES -
- POPULOUS 2
- 20 LEMMINGS
- 19 RANGER-X
- 18 OUACKSHOT
- 17 MEGA LO MANIA
- 16 SHINING FORCE
- 15 DAVIS CUP TENNIS
- 14 F1
- 13 WORLD OF ILLUSION "
- 12 DESERT STRIKE -
- 11 ROAD RASH 2
- 10 SONIC THE HEDGEHOG -
- 9 ECCO THE DOLPHIN ---
- 8 NHL HOCKEY '94
- 7 IOHN MADDEN '93
- 6 LANDSTALKER
- 5 JUNGLE STRIKE
- 4 ALADDIN ____
- 3 SONIC THE HEDGEHOG 2
- 2 STREET FIGHTER II
- 1 FLASHBACK ____

VOTE FOR YOUR FAVOURITE GAMES!

Okay, so you've read through our most triumphant list of Sega games. And maybe, just maybe, you don't agree with it 100%. Maybe you think we've rated some titles too highly, or overlooked one or two classics. Or maybe we just got it all wrong. Well, now's your chance to tell us. Give us your 10 favourite Sega games, telling us which format they're on and which company publishes 'em. We'll collect all the returned lists, get a chart together, and print the *Sega Power* Reader's Top Sega Games in a future issue of the magazine. Sound fair? Good.

Curries in a factor of social of the straightful of the social so			
My Top Ten Sega games are	(in reverse order)		
10	9		
8	7		
6	5		
4	3		
2	1		
Name			
Address			

And send it to:- Sega Power Chart, 30 Monmouth Street, Bath, Avon, BA1 2BW



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