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WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, Acorn Computing (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

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ATARI – For the Atari ST enthusiast there are three magazines – ST Action (£3.95) for gamers, with Atari ST User (£3.40) and Atari ST Review (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by N-Force (£1.95), while dedicated fans of the Super NES have Super Action (99p) and for Game Boy freaks there's GB Action (99p).

PC – Most dynamic newcomer on the PC magazine scene is PC Home (£3.95), covering both business and leisure interests. PC Today (£3.95) is devoted to supplying practical solutions for the small businessman.

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IN PARIS FOR YOUR NEWSAGENT TOO!
14 Last but not least...
Arnold Schwarzenegger is thinking big with his $100 million summer blockbuster, *Last Action Hero*. We take an in-depth look at this fantasy-action adventure, who's star...

16 No more blood
...talks to *SEGA FORCE MEGA* about his life, loves and how being a parent has led to a rethink of the Arnold Icon for the Nineties. And then there's our mega exclusive preview straight from the States and Sony Imagesoft. This is just such crucial stuff....

Arnold Schwarzenegger says 'No more blood and gore', but he wants us all to...

Play the game
In the pipeline...

Batman Returns on CD
The Caped Crusader's back and tougher than ever. We review Mega-CD Batman Returns. Is it better than the Mega Drive game?

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G-Force
Got a Game Gear? Scratching around in the dark for new releases? G-FORCE is jam-packed to bursting with the latest Game Gear goss and goss.

Spy before you buy
Thinking of buying a new game? Don't. That is, hold back until you've browsed through the ultimate games listing, The SEGA FORCE MEGA buyers' guide.

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Welcome to a wondrous world without end, a kaleidoscopic, stereophonic galaxy of delight, gently spiralling into uncharted regions of space, a... erm... Oh, all right then, welcome to a new Mega Drive mag!

Hold your horses, though, this isn’t your ordinary, everyday, common-or-garden kinda magazine — this is SEGA FORCE MEGA. We’re talking the pinnacle of perfection here: Quality with a capital ‘Q’, integrity with a capital ‘I’, and probably a few game reviews, too.

Hatched from the glorious golden egg that was SEGA FORCE, this new 16-bit monthly is set to blaze a trail across Sega land, providing the most accurate, up-to-the-minute reviews of the latest Mega Drive and Mega CD games, as well as tips for the toughest challenges and news of the latest releases.

Those who knew SEGA FORCE should recognise the team emerging blinking from the gloom of multi-format land, out into the glorious sunshine that beats down daily on 16-bit City.

Yep, we’ve still got Ian Chubb (re)designing our pages, Adrian Pitt deputising to his heart’s delight, Matthew Yeo production editing, Warren Lapworth looking after the text, Paul ‘Paz’ Weeding lipping and mapping and last, but by no means least, our latest recruit Tim Hirschmann (who supplements his massive income as a part-time barman).

Only the question remains... who the hell am I? The name’s at the bottom of the column, there, and like it says, I’m the Managing Editor — which means I get all the credit when things go right and a right royal kicking if they don’t.

Oh yeah, I also get to visit to the Summer CES show in Chicago, which I’m on my way to as soon as I finish writing this. Hope you enjoy the new look and the new mag, write and tell us.

Steve Shields, Managing Editor

Chicago, 3 June 1993

After reports earlier this year that Sega intended launching a home virtual reality system, the USA branch unveiled its release plans today at the Summer Consumer Electronics Show.

With no surprise to the gathered journos, it has been named Sega VR, and should go on sale in the States around September time. No advance dates for a British release were given, so we can only hope it won’t be too long after.

The all-in-one headset is claimed to “totally isolate” the games player from the real universe. It incorporates both audio and video features, using two LCD screens, offset from each other to give the illusion of depth, and a motion detector to feedback the player’s head movements to the computer processor.

Three titles are in development — Virtual Tank, Virtual Cyberspace and Virtual Flying. No prices for either games or the Sega VR unit were available, but sources have indicated that the head set should come in at under the $200 mark (around £300).

Also shown was the Arcade Power Stick II — the kind of next-generation controller needed for games like Street Fighter II. It should be available here in September, priced £34.99, part of a new roll-out of peripherals designed to match the new Mega Drive II.

Tecmagik Toons

Further to our hot news piece in SEGA FORCE 18, we’ve secured first pics of the two latest Tecmagik games. Based on classic cartoons, both The Pink Panther and Sylvester and Tweety are winging their way to the Mega Drive later in the year.

As you can see from the screenshots, both games are looking great. They feature smooth platform action, with a dollop of wacky cartoon fun thrown in for good measure.
Sad Sonic tales...

A
er much bluster and hype, the UK got its first taste of Sonic The Comic at the end of May. The 95p fortnightly publication promises much Sega gaming heroism in its pages.

Headed by veteran comic (and video gaming) magazine editor, Richard Burton, this was a golden opportunity to give some life back to regular comics through material familiar to millions of Mega Drive and Master System enthusiasts. Sad to say, it's got off to a poor start.

Of the 36 pages in issue one, only 17 are strips: Sonic: The Headphog; Shinobi — The Fear Pavilion; and The Legend of the Golden Axe. The latter contains the best artwork (Mike White) and a script that shows development promise (Mark Eyles — a founder of the famous veteran Spectrum and C64 software house, Quicksilver).

The eponymous strip has a too-juvenile script and banal art, making Sonic look like a Pentel fibre tip rough for something much better. Perhaps Fleetham simply didn't cough up a large enough fee, but it makes you wonder what's happened to comic-strip art when the picture frames — a key element of any comic's design — are as muddy as this. And why does Dr Robotnik keep cracking Dizzystyle egg jokes?

It's encouraging to think that console games — and Sega ones, especially — might lead a much-needed revival for British comics, but that wish will have to wait for something much tighter, much cleverer and much better value for money than Sonic The Comic.

Dracula sucked blood, but the Sony-Psygnosis deal should provide a more symbiotic relationship, with development money, ideas and good games flowing both ways.

As we were (as they say in the business) about to go to press, we received news that multi-national electronics giant, Sony, has purchased British software developer Psygnosis. This will open all kinds of doors for both companies, as Liverpool-based Psygnosis are known throughout the industry as a top producer of console games and Sony can provide worldwide distribution on a massive scale.

Pioneers of advanced 16-bit computer software and veterans of the 8-bit computer era, Psygnosis have released winning titles such as Shadow Of The Beast II and Lemmings for consoles under the Japanese Sunsoft label. They'll continue to produce games under their own name but will also develop products for Sony's video games division, Sony Imagesoft.

Out already from Sony Imagesoft are Hook, Sewer Shark and Night Trap. The latter two are based around digitised video footage, which Sega sees as the Mega CD's main selling point. Future releases will expand on this with games such as Bram Stoker's Dracula, Last Action Hero and Cthulhu, all due out later this year.

Games for Olaf

Dracula was developed by Psygnosis in-house and they're aiming to release more CD games in 1993, including the already infamous Microcosm, where players pilot a miniaturised submarine through a human body.

Both sides seem happy about the venture. Olaf Olafsson, President of Sony Electronic Publishing and Sony Imagesoft, said: 'We're very excited about this deal and its impact on the future of both our companies. Psygnosis has unique technological expertise which stimulates the developer's creativity and enhances the gameplaying experience.'

Jonathan Ellis, Psygnosis's managing director, commented: 'We are delighted and very excited at the prospect of working with Sony Electronic Publishing. The alliance of two such highly complementary companies will enable us to benefit from each other's strengths and talents, and continue our growth and market penetration within the home entertainment industry worldwide.'

This is another big step into Europe for Sony, following their distribution deal with TecMagik last month and their handling of the MD football game, Sensible Soccer. Watch out for them, they're a major force to be reckoned with in Europe over the coming months.

Cosmic Codemasters

After the success of Micro Machines' unusual, exciting race tracks and the egg y hero, Dizzy, Leamington-based Codemasters are launching a new hero onto the MD.

Linus Spacehead's Cosmic Crusade follows the adventures of a courageous space explorer who's out to prove that he's discovered a new planet Earth.

Spacehead sets out to buy a spaceship and prove to his people that he isn't just another junky in orange jumpsuit and red pants.

Expect to see his arcade adventure later in the year on Mega Drive.

STREET COLLECTOR

Y
ou can hardly have missed the colourful 52-page Street Fighter II Official Sticker Album from Merlin Collections that comes with this first SEGA FORCE MEGA. And you got a starter pack of Street Fighter II stickers to go with it.

The album's designed as a detailed playing guide to the fabled game and gives you a head-start ready for when the MD version hits the shops in October (unless you've already sneaked some practice on the Super Nintendo version, but we don't talk about that, do we?).

Albums and stickers are in the shops now, but as a SEGA FORCE MEGA reader, you get the album free. There are a total of 240 stick- ers in the collection, some in puzzle form, some in singles and 24 on metal foil. If you don't want to put them in the album or you end up with multiples, adorn yourself or inoffensive furniture with them. Better still, swap duplicates with friends.

Your numbers up

Although the album was produced with every care, as is the way of things, some small numbering errors in the sticker boxes cropped up. They've been corrected now, but because of schedules, there wasn't time to put them right to include with SEGA MEGA FORCE. As long as you're warned, however, you shouldn't have any problems.

The affected pages are 23, 26 and 43. On page 23 the six-sticker block is a duplication of the one on the previous page and should, of course, read:

103-104-105
106-107-108

On page 26, the three-sticker block should read:

115-116-117

On page 43, the horizontal two-sticker block at the top of the page should read:

198-199

And with that sorted out, everything else should be a doddle, unlike playing the game...
The monsters are coming!

Sega plans to steal Nintendo's thunder, from the box office to the shop shelves. Their rivals have their own movie, Super Mario Bros starring Bob Hoskins, but Sega have first gaming rights to something much bigger: Steven Spielberg's Jurassic Park. (Although it has to be said, in all fairness, that Nintendo's coverage will be coming in the form of the game developed by Ocean — but that's another story...)

This guaranteed monster hit arrives to the tune of more millions of dollars in production and advertising than most small countries have in their treasuries. Tons of licensed products are riding on its coat-tails and Sega's Multimedia Studio in the States is responsible for making Jurassic Park one cool video game.

Sega are developing the Mega-CD version using powerful Silicon Graphic workstations to generate animation sequences. These give artists and designers the utmost in quality and, more importantly, the ability to surpass the 'limits' of Sega hardware for more colours and smoother animation.

Using CD means plenty of space and high-quality sound, but only if the creativity and work is put in; prehistoric noises were sampled from around swamps and marshes, for example.

Fantastic in plastic

The cartridge version of Jurassic Park is due in August, less than two months after the film’s release — it will be pulling the crowds long after that. The Game Gear conversion’s popping from the oven in September and Mega-CD Jurassic Park will show in October, so you’ve time to save for the hardware. Believe us, you’re going to want this CD baby.

Horizon Hobbies make amazing vinyl models based on just about everything you can hope for in the way of sci-fi, horror and movie creatures, so naturally they’ve Jurassic Park dinosaurs. They’re 1/19th scale and include Raptor (a Velociraptor), Spitter (Dilophosaurus), and Rex (a Tyrannosaurus Rex, naturally).

Kenner have impressive models, too, to go with their Jurassic Park action figure range. The figures are nothing out of the ordinary but the dinosaurs, complete with injury scars, are remarkably realistic for toys — they even roar! Rex is particularly impressive.

With comics, trading cards (see separate item, ‘Trading Cases’), T-shirts and more, Jurassic Park is going to be this year’s summer craze.

Philips put 'e' before 'i'

If you thought the Mega-CD was the first commercially-available CD-ROM machine, you'd be wrong. Philips, pioneers of much modern technology — the video recorder, audio tape cassette and compact disc, to name a few — have had their little baby, the CD-i, on the market for a good two years now, and though it's never been hyped up to the same level as Sega's latest addition, it's starting to share the limelight.

CD-i stands for Compact Disc interactive, and with the latest release, you can truly be at one with your CD player! Billed as the ultimate entertainment experience, eScape delivers nightclub music and visuals to your home (bouncers not included).

Get down and boogie with eScape

Robocop vs Terminator

The two metallic movie monsters are set to slug it out in a new game from top software company, Virgin Games. Based on the Dark Horse comic published as a four-part mini-series last year, the RoboCop Vs Terminator games puts you in control of Officer Murphy (aka RoboCop) as he encounters hordes of steel Arnie skeletons.

According to the comic, RoboCop's operating system develops into the software for the human-hating Skynet computer responsible for Terminators in the future. The game's platform-based and features ED-209, gun-toting thugs and high-tech killing machines.

RoboCop Vs Terminator will be out on all Sega formats before Christmas. We'll keep you posted on how great it's looking!
Trading cases

Remember bubble gum cards? American manufacturers dropped the gum long ago and they were renamed trading cards — because you trade them with friends to get a complete set.

The Topps company is one of the biggest trading card makers. They created Bazooka Joe bubble gum and have been around forever, it seems. Baseball and basketball cards are losing thunder to the newer interest in movie and comic-based sets, and Topps have risen to the bait with Batman: The Animated Adventure.

Each pack of six slick, vanishing cards comes in sealed blue foil. The hundred-card set depicts frames from the TV series, divided into subsets such as Villains, Locations and Batpharmacalia. Additional rare ‘chase’ cards consist of six different stickers, sort of like mini-cells.

Stars of screen and page

The second and bigger blow of this one-two punch is Topps’ massive 140-card Star Wars Galaxy set. Rather than just movie photos (anyone remember the 1977/78 set?), these trading cards feature pictures from George Lucas’s archives, reproductions of foreign costume sketches, Star Wars posters and production art.

The best part is that over 50 of today’s influential comic-book artists were brought in to draw characters and scenes — guys like Sam Keith, George Perez, Bill Sienkiewicz, Brett Blevins and Cam Kennedy. The ‘chase’ cards are etched foil cards by another fan-favourite artist, Walt Simonson.

As if those weren’t enough to get the punters panting, Topps also have the rights to Jurassic Park and Last Action Hero movie cards. It’d be quicker to give them a licence to print money... \[Marshall Rosenthal\]

Aladdin sane

We’ve just received news that Disney and Virgin Games are producing a Mega Drive game based on the Oscar-winning animated film, Aladdin. The companies are joining forces for what’s rumoured to be a 16 Meg cart.

With more and more games boasting 16 Megs of action, how will Aladdin differ? Apparently, Virgin are using the talents of animators who worked on the overwhelmingly successful movie, and new programming techniques are being utilised to give the game a unique feel.

The team of over ten Disney animators are using the same film cartoon techniques. A rough framework’s drawn from real people (rotoscope) and extreme animation (such as someone’s arm stretching) is developed from the basic shape. All images are cleaned up to give sharp, clear edges.

Sega’s DSP

Unlike other Mega Drive games, Aladdin’s animation will run at a speedy 60 frames per second — twice as fast as ordinary games. The high frame rate is accomplished by utilising the new Sega DSP chip, a fast microprocessor capable of handling more information than the

Mega Drive’s central processor. These extraordinary techniques should set a new standard in 16-bit gaming.

Aladdin closely follows the plot of the movie and is set in the young Aladdin’s home town of Agrabah. He struggles against the evil Jafar but he’s aided by many friends, including the famous genie of the lamp — the one you rub well for a wish.

You must guide Aladdin through multiple platform levels, performing various tasks as you go. Bonus stages add an extra challenge.

Aladdin will boast high-quality music taken from the film’s acclaimed soundtrack, including such songs as A Whole New World, A Friend Like Me and One Jump Ahead.

Aladdin, the MD game, should hit the shelves before Christmas, to tie in with the UK release of the movie. Shazam!
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Sly's Christmas cracker

Although he's not Hollywood's top muscle-bound movie star, Sylvester Stallone still has a lot of pulling power. His latest film, <i>Clinfanger</i>, is at cinemas now and features some of the most incredible visuals ever seen on the silver screen.

Sly plays an expert mountain climber who loses his nerve after letting one of his mountaineer students die. He's forced out of semi-retirement to rescue the survivors of an airplane crash high in the Rocky (it would be, wouldn't it?) Mountains. Sly soon finds himself in a life-or-death struggle to rescue his kidnapped ex-girlfriend and tackle a gang of ruthless criminals.

Clinfanger is a sort of Die Hard in the mountains, but with Arnie's Last Action Hero and Spielberg's Jurassic Park in the running this summer, poor old Sly will have to flex his muscles big time to come out on top (no pun intended).

Sly gets clever with Sega

The good news for Sega owners is that Sony Imagesoft are handling the video game version of the movie. Mega Drive and Mega-CD versions should be out before Christmas.

Now Sly Stallone's saved the day and climbed down from the mountains, he's gone on to star in yet another action/adventure flick. <i>Demolition Man</i> is due out at the end of the year and stars both Stallone and Wesley (Passenger 57) Snipes. Expect loads of over-the-top acting and impressive stunts from both the movie and a forthcoming Virgin game.

The Demolition Man game will feature digitised scenes from the movie and we hear Sly himself has been involved in its production (yikes). Virgin are releasing it on both Mega Drive and Mega-CD.

We'll have screenshots of both blockbusters next month.

VR Specs

We've told you about Sega's VR Glasses in <i>SEGA FORCE</i> (and latest news on page 6 about Sega's USA launch date) but in between we've had hands-on experience and gathered more info, writes Marshall Rosenthal (and the item below).

The glasses look great but the technology is nothing new: liquid crystal shutters open and close at high speed when combined with specially-adapted software, which alternates between left and right-eye images at the same rate, an illusion of depth is created. Hardly the home Virtual Reality system which some claim.

But judging by the VR boom, Sega are onto a winner. In America, there's the Virtual Reality Information Line, a 900-number service (equivalent of our 0896s) on-line 24 hours a day.

Regularly-updated interactive recordings let you check out VR news, events, rumours, products, services... everything you'd care to know. Most amusing is 'The Guru Speaks Out', which offers sage words to the wise and opinions from pioneers in the industry. More news as we learn it — can you wait?

Football, sensible?

The Mega Drive conversion of the football game which took Amiga owners by storm, Sensible Soccer, has been lined up for Christmas release by Sony. The natural successor to Kick Off, it features better sights, sounds and, most important, controls.

On MD controls, button [B] passes if you tap it but shoots when you hold it down; [A] just passes and [C] shoots.

There's an enhanced off-pitch presentation for options such as friendly match, cup (where you can specify the number of rounds, extra time and penalties), league (number of teams, how many times they play each other, points for a win), European Cup and Super League.

But oh calamity, disaster... there's no Captain Sensible soundtrack this time! Richard Joseph supplies the music, which can play during the match. Developed by Sensible Software coded by Renegade, it's a way off but should be the perfect Christmas gift.

Magneto's glittering prize

The latest major storyline in Marvel Comics' top-selling X-Men titles involves the return of their nemesis, Magneto. They've teamed up with Sega for a massive 'Where's Magneto?' competition.

Inside summer issues of Marvel's X-titles (Uncanny X-Men, X-Factor, X-Men and X-Force) are instant-win scratch cards and special clues which lead to Magneto's location. For the intellectually impaired, there are prizes for simply sending your name and address into a draw.

The prizes include limited edition trading cards, special editions of comics, a mint-condition copy of Uncanny X-Men (worth $2600!) and, of course, Sega video games.

But you'd like a competition right now? Okay, check this out: An upcoming X-Men comic features a state-of-the-art Magneto hologram on the cover. It's the size of a trading card and we've snagged one of these hot stickers.

To win, answer this question: The most popular X-Man is Wolverine. What's his skeleton made of? Send your answer to X-COMP, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Absolute Entertainment have acquired Disney's Goofy. The MD game has the big-footed guy defying the odds and making his way through a series of hilarious adventures filled with chaos and surprises. The essence of Goofy's personality — a combination of persistence and a totally clueless approach to life — should create a fun-filled title.

Goofing it up

competition

Sega Force MEGA 11
Bubsy's been framed

Yes, it's true. Accolade's Bubsy game character has been framed — in animation, that is! America's favourite bobcat has been given his own cartoon; its first showing was in America last month during Thanksgiving Weekend. Accolade, Imagination Factory and Calico Entertainment produced the 30-minute trailer cartoon. If feedback is favourable, Bubsy could be a regular on American television and eventually over here, too (we always get the Yank cartoons, sooner or later).

So why convert Bubsy to celluloid? Calico's award-winning producer and director, Stanford Blum (unfortunate name) reckons Bubsy is the best cartoon character there's been for ages: "He's a fast-talking, over-confident hero and lends himself perfectly to the slapstick humour that's constant throughout the cartoon."

What with Sonic and Bubsy cartoons (though Sonic could do better for a comic strip — see page 71, you begin to wonder who'll be next — the fisherman from King Salmon?) Accolade also secured rights to official Bubsy merchandise, promising to release some cool stuff — already seen are the smart beany hats. Keep your eyes peeled later this year for anything bearing your favourite bobcat — Bubsy!

Software, bumpy ride

The latest computer workstations and software are making games better looking and easier to produce. Aside from the Silicon Graphics systems (see 'The Monsters Are Coming'), packages such as Softimage (from the company of the same name) produce amazing results, such as the three-minute film on Sega's Virtua Racing coin-op. Once the graphics are designed, the software concentrates on 3D animation of the race course and pit crew.

This pales into insignificance compared to the wraparound simulation ride, MegaCopolis: Tokyo City Battle, a complex predicted view of the future. The film took three full-time Softimage operators, a production team, art and sound directors months to complete. One software module, Actor, created character movement, as well as explosions with realistic debris bouncing off walls.

The mechanical factor is the Sega AS-1 'Motion Theater'. Essentially a passive flight simulator, the AS-1 weighs 3.4 tons, seats up to eight people and gives the sensation of being there.

Lower-tech versions of this concept made ripples in the past but their grainy films and limited movement are positively archaic compared to the next wave of simulation rides. Hang onto your hat...

Report: Marshal Rosenthal

Capcom collectibles

If you can't get enough of Street Fighter II (and let's face it, who can't?), take a look at the goodies Capcom have cooked up for ya.

Capcom has loads of merchandise for the die-hard SF II collector to choose from. Prices range from the sensible to the ridiculous. In Japan, metallic miniatures are available in two sets of four characters (Matt's got them both). They cost around £12 per set each and are becoming rare.

The best items are the massive model kits — a whopping 15 inches tall! Once assembled and painted, these figures look brill. However, they'll set you back about £40.

Also available are Street Fighter II sound effect key rings, biscuits, posters, jigsaws and even cuddly toys?!

Now the bad news. Most of this stuff is only available in Japan at the moment, but once Street Fighter II: Champion Edition is released, expect to see loads of merchandise in the UK, too.

For details of the less impressive SF II action figures from Hasbro and how to get hold of them, check out the inside-front and inside-back cover of your Street Fighter II Official Sticker Album.

XXX certificates all round?

With all the scandal and gossip surrounding Sega games after misinformed MPs and journalists got their teeth into Night Trap on Mega-CD, it's no surprise Sega are putting ratings on games, just like movies.

What's a trifle unexpected is that the directive comes from Sega's American headquarters. The idea gives parents a way to gauge the amount of violence or 'inappropriate' material a game contains, and so know what little Johnny shouldn't be playing.

Those almighty ratings are:

GA: General Audiences
MA-13: Parental discretion advised
MA-17: Adults only

Keep in mind these classifications are a voluntary action, not one of those Nintendo do-or-die things. Who's going to enforce the ratings? Will stores refuse to sell you a game because your parents aren't standing over your shoulder? Do you have to be over 18 to buy MA-17 games?

While many will gravitate to 'violent' MA-17 games, such as Acclaim's grisly Mortal Kombat coin-op conversion, there's an upsurge in games featuring cute, mischievous, little guys.

In addition to Konami's Pocket Knight and Aero the Acrobat from Sunsoft, there's the undoubtably sweet Aladdin and Tradewest's Pick, starring a hero with a heart of gold and joints of pure velcro (?). Even Schwarzenegger's moving away from extreme violence, starting with Last Action Hero (see feature beginning on page 14), so there must be money to be made.

Marshal Rosenthal

12 SEGA FORCE MEGA
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ALL VENUES OPEN 7 DAYS A WEEK

THE ULTIMATE ADVENTURE FOR MERE HUMANS

© LASER QUEST UK LTD, 1992
Something's rotten in the state of Denmark," intones a narrator. Hamlet rides up on a horse, pulls out an Uzi 9mm and starts blowing people away. 'To be, or not to be, that is the question,' ruminates the deadly Dane, chewing on a fat cigar. He pauses a moment, flicks a lighter and says, 'Not to be,' as the castle blows up behind him. Brush up on that Shakespeare, sucker!

Arnold Schwarzenegger is back in town, causing all sorts of imaginary mayhem in his latest blockbuster, Last Action Hero, a cross between The Wizard Of Oz and 48 Hours which throws in every action movie convention you can possibly think of.

A new Arnie movie is always an event to celebrate. The master of the movie universe has a shrewd idea of what his fans want and rarely disappoints them. In this case, he selected Last Action Hero from an estimated dozen scripts major Hollywood studios offered him.

He turned down a new project from James 'Terminator' Cameron and a war epic in which he was scheduled to play the comic-book hero Sergeant Rock to home in on a $100 million the Sundance Kid, Miserly) and their reward was a film commitment from Arnie.

The next task on the agenda was to find a suitable director from the select group of Hollywood 'A' list film-makers who specialise in big budget action movies like this one.

Arnold's immediate choice was John McTiernan, who directed him in Predator and went to make the fast-paced Bruce Willis thriller, Die Hard. You don't say 'No' to someone like Arnold and, with McTiernan on board, it was all systems go to make Last Action Hero THE blockbuster of the 1993 summer season.

But what with two months of pre-production, five months shooting and a meagre two-and-a-half months of post production, it was touch and go whether the film would be finished in time. In fact, as we write, the film is still in the cutting room, racing to meet its American release in early June.

This race against time is a familiar one for the unfailable McTiernan, who was faced with the same pressures on Predator, The Hunt For Red October and Die Hard. 'Thinking on your feet, you think better,' he says. 'Whenever you're given too much time, you usually out-think yourself.'

Arnie agrees. 'When someone says 'You'll never make the date', it goes in one ear and out the other. I've heard it on every single movie.'

Though his name alone is enough to fill a marque a thousand times over, the big guy has invited a few friends along the Last Action Hero launch party. The guest list includes Damon Wayans, Chevy Chase and Jean-Claude Van Damme.

Other cameos from the movie include a scene where Slater leaves a police station and does a double-take as he runs into the 1-1000 escorting Basic Instinct's Sharon Stone (who worked with Arnold as Total Recall's bad girl).

But the most bizarre guest spot is reserved for Danny DeVito — Arnold's twin! — who appeared as a favour to his pal. He provides the voice for an animated cat!

The film's extended climax takes place in New York's Times Square, where Arnold's new movie, Jack Slater IV is having its world premiere. By this time, Slater has slipped out of the movie into the real world. He's trailing the movie bad guys who are stalking his real-life incarnation, Arnie. Confused? The folk at Columbia hope you won't be!

We're sure they've no reason to worry. The film will stand on Arnold's popularity alone. Industry pundits reckon Last Action Hero will take $100 million even if it flops and the studio will probably make more than that from the merchandising rights.

Is there a down side to the movie? Well, it's unlikely to figure heavily in the Oscars, but Arnold needs one of those like he needs a new set of chest expanders. And we still think he makes a better Hamlet than Mel Gibson!
Early preview audiences' reactions to *Last Action Hero* sent Columbia studio heads scurrying back to the cutting room to make last-minute tweaks... A bit like finishing off games, really. Owning Columbia, it's Sony Imagemsoft who are doing the game of the film of the hero, which is still under heavy development. Arnie spoke to Alan Bryce about his development from skinny Austrian immigrant to American dream and Marshall Rosenthal got the game low-down.

At a reported $100 million, *Last Action Hero* is not only one of the biggest films of 1993 (and a suitable heavyweight competitor for Spielberg's dinosaur epic, *Jurassic Park*), it's also one of the most expensive movies ever made. The fact *Columbia Pictures* were willing to pay that kind of revenue is testament to the box office pulling power of Arnold Schwarzenegger, who, win or lose, takes home a pay cheque of £15 million — plus a cut of the profits!

In town with fellow action heroes Bruce Willis and Sylvester Stallone, promoting their much-publicised Planet Hollywood restaurant, Arnie would rather talk high-cholesterol milk shakes than low-intelligence movie mayhem. But when pressed, he reveals *Last Action Hero* is a departure for him, in that it's essentially targeted at a younger audience.

'The violence is less extreme and there's less emphasis on weaponry,' he explains. 'That was okay for the Arnold of the Eighties, but not for the Arnold of the Nineties.'

The Juggernaut Roars

Austrian by birth (he was apparently a weakening as a kid), Arnie seems to be the ultimate embodiment of the American dream — ruthless, handsome, wealthy and an immigrant.

Even before he entered the world of movies with the title role in a sorry spoof called *Hercules Goes Bananas* (1989), his work in the body-building arena made him a very rich man indeed. But when you've been Mr Universe seven times over, you look around for new worlds to conquer. Why movies?

'As a boy, I always put myself up on the screen with my favourites like John Wayne, Burt Lancaster and Kirk Douglas,' he remembers. 'It wasn't the money that interested me, but the glamour and excitement of it all.'

There was little of either in his early blink-and-you'll-miss-him roles as 'Arnold Stang'. But his breakthrough came when director John Milius signed him up for the lead in *Conan The Barbarian*, two hours of primeval savagery and swordplay that cut a deep swath in the box office. Then his casting as the unstoppable cyborg in *The Terminator* catapulted him into the major league. The Arnold juggernaut was underway...

Arnie Bites Back

In 1986 he married Maria Shriver, niece of politician Edward Kennedy, after a lengthy courtship which began some time after their first meeting in 1977. The same year, a sarcastic American critic noted Arnie was the least likely candidate for stardom since Rin Tin Tin. But Big Arnie had the last laugh when the astronomical success of his sci-fi action flick, *Predator*, bumped up his fee per movie to a

Total Recall

Schwarzenegger
Total millions
from playing
blood-thirsty
men, but
memories of
being a poor
immigrant
ensure he never
gets a raw deal
from anyone
again. He's had
full creative
control over
*Last Action
Hero*, right
down to the
picture's
marketing.

Your chance to preview...

You already know about the movie so I shan't waste time with the plot. Naturally, you play Arnie's character, Jack Slater, a gun-crazed hero with kick and punch beat-'em-up moves, to boot. Your muscular sprite may use TNT for truly explosive action, but this option's yet to be finalised.

Starting the game in the great outdoors, realistic police car graphics patrol a downbeat concrete jungle. Head indoors and face the main opponent in this location: The Ripper. This guy and his buddies swing mean axes and sport stylish outfits. Don't hang around

Background graphics for the penthouse scene
action

Ever present: star and cigar take a pause between takes on Last Action Hero

Relaxed: the new smiling image for the Arnie icon of the Nineties replaces yesteryear's lantern-jawed beast and the klutzy humour of Twins.

staggering $5 million. "If that's not stardom," says Arnold, taking a deep drag on his ever-present cigar, "what is?"

Our own popular pundit, Clive James, once described Arnie as "looking like a condom filled with walnuts," and he says he still works hard to keep that amazing physique (Arnold, not Clive!). "Exercise is for life," he says cheerfully. "Bodybuilding for me is like having great sex. It gives me a buzz."

You are what you work off

But how does he reconcile his fitness fanaticism with his business activities as part-owner of Planet Hollywood? Surely he should be encouraging people to eat healthy, rather than stuff their face with burgers and chips?

"I have no problem with that," says the big man, gruffly. "The idea is that people go into Planet Hollywood and have a thousand calories. Then they go next door into one of my gyms and work it off!"

It's clear Arnie has a ready answer for anything, cholesterol included. So maybe a career in politics will be his.

'Family entertainment without blood can have an edge, and you don't need blood or gore to have a good action movie.'
— Mark Canton, Columbia studio chief.

The game's graphic designers are taking care to match the mood and colours of the film's varied locations, as this underground parking lot shows. Right: a very early sprite of Arnie; the developers say a lot more work is to go into ensuring that from every angle it represents the real man.

and let them practice slicin' 'n' dancin' on you!

The Ripper gang can swing in all directions and attack from several angles at once. The multi-level background causes all kinds of headaches. It's worst when adversaries are above you and swing down in an often successful attempt to part your hair down through your toes.

Cut to the chase

Survive and it's on outside, past the Dino Park (shades of Jurassic Park) and up that classy, glassy skyscraper. At the top is a sweet penthouse pad, but you're unlikely to get a chance to relax.

Among the platform shoot-'em-up and beat-'em-up sections is an action

SEGA FORCE MEGA 17
next step? Amie for President? We can hear it now, "You're a funny guy, Saddam, and that's why I'm going to kill you last!"

Though best known for movies where character is defined by how many times you blink when somebody shoots a gun in your face, Amie has successfully detoured into hit comedies like Twins and the soft-hearted Kindergarten Cop without losing his core audience of fans.

Which brings us back to Last Action Hero, a film that's specifically tailored to a young audience. Now he's a family man with two young daughters, Amie straengerously points out you don't need blood and guts to have a good action movie.

"Our business is like the political arena: you have to find out what the audience really wants. America is going in an anti-violence direction right now. I think people have seen enough of what violence has done in the cities."

Having said that, Last Action Hero could hardly be described as a Sunday afternoon stroll in the park. It's a movie within a movie, a send-up of the Lethal Weapon/48 Hours cop genre, a breathless romp studded with car chases, explosions, flying bullets and bone-crunching fist fights.

It figures

The point of the film becomes clear at the end when Jack Slater (Schwarzenegger) sees his action hero skills don't work so well in the grim real world. Like Terminator 2, the picture simultaneously celebrates violence and makes a statement against it. It's called having your cake and eating it!" states Amie with a grin. Maybe he should change cake to burger!

Last Action Hero is not only a movie, it's a marketing and merchandising bonanza of the first order. Big Amie himself is at the centre of Columbia's massive coordinated effort — including, for starters, a line of Mattel action toys, seven kinds of video game, a $20 million motion-simulated 'ride' film designed by 2001 special effects ace Douglas Trumbull and the first paid advertisement in space!

In keeping with film's anti-weapons theme, the Jack Slater action dolls are unarmoured and carry the message: 'Play it smart. Never play with real guns.' But so as not to disappoint youngsters who like the rough and tumble image, the 15'-high Arnolds throw a punch when you press a button and cry Jack Slater's sarcastic trademark line: "Big mistake!" Call us old-fashioned but we still think 'F* @$ you, asshole!' has more of a ring to it!

A new clean-mouthed onscreen image (cigar excepted), but the action's still fast and furious from director John McTieman.

Above: a bad guy waits on the landing for Jack Slater, with axe at the ready. Left: poor police car, doesn't it know?

movie classic: the car chase. Here scrolling's just right to left, rather than every direction.

There's plenty of fun to be had as you jump over high ramps and ram the bad guy's vans. There are civilian drivers, too — avoid them or you're no action hero. Screeching along in a hot Caddy, try to avoid the pitfalls and other debris.

Then you're working your way through the garage — great moody graphics — lots of parked cars and cycles, but there's bad-assed trouble that requires quick reflexes and trigger
Caddy sharing: Arnie, young co-star, Austin O'Brien and crew

It costs fortunes to set up scenes like this, but no less blood (sorry, blood's out...), sweat and tears are expended by the game developers to achieve similarly explosive results (below).

finger moves to resolve.

You eventually reach a movie theatre, with hot dogs and sugary junk everywhere. If you hack the murdering scum you meet every step of the way and make it to the roof, you just might be a hero after all.

There's much to be coded, tweaked before Last Action Hero's reviewable, but trust me on this, it'll be all-action to the last.

The film producers are worried about box-office in the face of Jurassic Park, so they cast a dinosaur — Dino Park.
Move over Street Fighter II! The king of beat-'em-ups may be about to lose its crown. We check out Acclaim's awesome arcade conversion.

The most violent arcade game ever is due to be unleashed on Sega systems this autumn. Mortal Kombat is a 16 Meg monster of a cart under development from Acclaim's Flying Edge and Probe, who've previously been responsible for such hits as Bart Vs The Space Mutants and Alien 3.

By all accounts, Mortal Kombat is a direct conversion of the arcade smash — according to Probe, it features 'everything' that's in the classic coin-op.

Choose from seven martial arts experts and challenge other players or the computer to decide who's the champion. Beat the other six characters and tackle the man-monster Goro then the evil wizard, Shang Tsung. This seemingly helpless old man can change into any fighter and use any of their powers at any time!

Each warrior has a range of fighting skills and, as in Street Fighter II, each have special attacks to master. As well as their standard moves, Probe have included the controversial 'Death Moves'.

There'll be gore on the floor
Unlike SF II, where beaten players lie in a crumpled heap on the floor, Mortal Kombat's fighters can finish off a player by ripping their spinal column out, tearing their head off or other moves too hideous and bloody to mention!

Inevitably, this has caused controversy in America, where parents were dismayed to learn of the existence of such a machine. Probe state that all the blood and gore will be included in the Sega games, whereas the Nintendo versions will have none.

If controversy alone isn't good enough to
General Chaos

Mega Drive ● Electronic Arts ● Out: July

War! What is it good for? A remarkably amusing, addictive Sega strategy game, apparently. EA bring havoc, mayhem and detonation craters to the monitor screen.

Meet Goro. His hobbies include fly-fishing, socialising and ripping fighters' heads off. Not a nice guy.

Hype a game. Acclaim have announced an event known as 'Mortal Monday' on 13 September. Similar to 'Sonic 2aday!', this is the date Mortal Kombat is due for release in the UK on all formats.

We'll have a full review of the Mega Drive and Game Gear versions soon, so until then, flex your muscles!

If you reckon war simulations are boring, think again. EA are set to release General Chaos, a one-or two-player war sim with the emphasis firmly on action. You play the part of General Chaos or General Havoc, two military megalomaniacs locked in a bitter battle raging throughout their provinces of Moronica and Viceria. You aim is to capture as much land as possible by controlling a team of hand-picked soldiers.

There are four teams on offer: Demolition, Brute Force, Assault and Commandos. Each five-man team has different strengths and weapons, applied using a point and click system. The exception is the versatile Commando duo, who are controlled directly.

You need a combination of speed, skill and blind luck as you manoeuvre the squad around the battle zone, trying to pick off the enemy's men. You're not only playing for territory. Money you earn from successful battles buys medics to heal soldiers injured during battles. Medics are vital — if you leave a wounded man too long, he dies.

General Chaos is set to take the MD market by storm. Keep your eyes peeled for the full review in SEGA FORCE MEGA.

Five-star generals command single brain cell-ed troops in EA's exciting new strategy games.

Rescue wounded soldiers from the battle by calling in Medics. Patched up troops are sent back to fight.

SEGA FORCE MEGA 21
Golden Axe III

Mega Drive ● Sega ● Out: TBA

The barbarian, dwarf and Amazon woman are a familiar team, but Sega have shaken up the mixture for the third game. Once more, the sacred weapon falls into the wrong hands...

When you have a proven formula, you don’t mess around. The latest hack ‘n’ slash instalment of Golden Axe picks up where the last left off. At the end of Golden Axe 2, the axe was returned to its protector, a dwarf, who set off to return it to its rightful resting place. At the start of Axe 3, the dwarf is crippled by a band of evil characters who abscond the hallowed implement.

To regain the axe, the dwarf enlists the help of four ferocious warriors: Cain, a muscle-bound mercenary; Sara, a scantily-clad Amazon woman; Proud, a brash giant; and Cronos, a half-man, half-jaguar beast.

Like the previous outings, the heroes battle hordes of vile enemies in typical swords and sorcery scrolling levels. Characters have favourite methods of attack and their own brand of magic spells to unleash at strategic moments.

Collecting items left by defeated enemies builds up magic power. Further into the game, spells are stronger, which goes some way to make up for progressively tougher enemies.

In some stages, foes sit astride grey lizards. By taking out the rider, characters can mount lizards and use their abilities for the cause.

As the action intensifies, a second character is recommended. In two-player mode, fighters can cooperate with one another to deliver devastating combination moves. For instance, Proud can pick up his partner and hurl them at enemies.

It’s also possible to combine the magic spells of two characters to let loose a decimating display of sorcery that wipes out all but the toughest stage bosses.

For fans of the classic arcade swords and sorcery game, Sega’s Golden Axe 3 is an instant winner.

Gunstar Heroes

Mega Drive ● Treasure ● Out: TBA

The debut title from Treasure is an intense run-and-gun smash. It should be: Treasure was formed by people who produced Contra III for coin-op giants, Konami.

Gunstar Heroes is shaping up to be as graphically ingenious and brilliant as anything by Konami. The story is humdrum — two heroes rebel against invading aliens — but the action most certainly is not.

Initially, the two heroes are armed with pistols which are about as effective as pea-shooters. By picking up items, however, the guns are powered up to a Chaser (a homing shot), Lightning (a penetrating laser), Force (rapid, concentrated shooting) or Fire (a powerful flame-thrower with restricted range).

These weapon types can be combined to modify the gun’s performance. In all, there are an impressive 14 gun combinations.

The heroes, Red and Blue, have different characteristics. Red is hyperactive so he does his shooting on the run and jump. He’s got a nifty sliding kick to trip up enemy cannon fodder.

In contrast, Blue is cool and collected. He takes aim before firing so is much more accurate. He can’t run and shoot at the same time but his jump-kick’s handy.

Red and Blue faced a cavalcade of ingenious enemies and outlandish bosses. Although the number of stages hasn’t been announced, it’s known there are over 30 bosses. Some stages consist entirely of fighting them.

Stage 2, for instance, pits the heroes against Seven Force, a robot that undergoes seven transformations. It’s rumoured this boss took 6 months to program.

Gunstar Heroes promises to be a stunning opener for Treasure — it could be the best platform shoot-'em-up on the Mega Drive when it finally appears in the UK late this year. Keep watching these pages for an in-depth look.
A nagging father, impatient date and teenage problems. Poor old B.O.B has a tough time of it — and on top of it all, he's an android! Confusion awaits in EA's latest platform game...

Electronic Arts are well known for their awesome sports simulations but they also do a neat line in platform games. Rolo To The Rescue was a corks and now they're set to launch B.O.B onto an unsuspecting Mega Drive.

B.O.B's the streetwise android hero who's out to meet his date one night. Borrowing his old man's space Cadillac, he races off for a night of passion and plastic piston parts.

Unfortunately, B.O.B isn't the world's most careful driver and totals his dad's motor. Stranded on a weird asteroid-type world, the metallic moron has to trek through over 45 levels in the search for his sweetheart.

We're in for a bumpy ride

You control B.O.B and guide him through three alien worlds shown on a map screen. Complete a section and move along to the next level. When an entire asteroid is finished, B.O.B hops into another space car and zooms off to the next world.

B.O.B certainly has a strange idea about 'going on a date', as he's armed with a laser cannon and various other gadgets, which come in handy when dealing with troublesome extra-terrestrials.

EA are gearing the 8 Meg B.O.B cart for a late July release and judging by what we've seen, it's looking hot! We'll have a full review in the next issue of SEGA FORCE MEGA.
As in MD Terminator, you take the role of the future soldier, Kyle Reese. You've been chosen for a dangerous time travel mission to protect a woman who has the key to the survival of the human race. Sarah Connor will give birth to the leader of the future resistance. If she's killed in the past, the future will belong to Skynet and the killer machines of 2029.

The computer network has sent a model T-800 Terminator back to the year 1984. It has only one mission: kill Sarah Connor. Kyle's transported back to Los Angeles and must find Sarah before the Terminator does.

The M-CD version has been completely redesigned. Although it's still a platform game, graphics have been redrawn and Kyle Reese boasts smoother animation, as do his attackers. Backgrounds feature familiar settings from the movie, with such grisly scenes as mountains of skulls littering the future battleground as Hunter-Killers hover overhead.

**Mechanised and digitised**

The massive memory capacity of CD allows the luxury of Full Motion Video sequences between levels. The Terminator features over 15 minutes of digitised film footage, showing key scenes from the blockbuster movie.

The Terminator boasts a full CD soundtrack and sound FX add atmosphere to an already eerie game. Several levels new to the game are included and three difficulty settings should

---

Scour a future landscape as Kyle Reese. The Super Computer Skynet launches hunter-killers and Terminators to stop you.

**Mega-CD • Virgin Games • Out: Winter**

The original Terminator cartridge was a top-notch platform game right at home on the Mega Drive. Virgin Games, who produced Arnie's first adventure for all Sega systems, think the time is right to unleash the killer cyborg on the Mega-CD.
Tecno Clash

Mega Drive ● Electronic Arts ● Out: August

You're about to enter a strange new world ruled by marauding monsters and powerful sorcerers. Magic and technology meet in EA's latest offering.

Running a parallel existence to our world is the Inner Realm. Once a peaceful and joyous place, it's been taken over by forces of darkness. The evil Techlords have entered the Inner Realm and are using their powers to lay waste to the land and enslave the population.

The heroic wizard, Prince Ronaan, is chosen by the High Council and sets out to find the source of this evil with the help of two bodyguards, Chazz and Ferry. While tracking the monsters, Prince Ronaan is transported through a mystical portal to the Outer Realm and encounters more of the mechanical nightmares as well as their creator, Miron Stilles.

Tecno Clash is a new Mega Drive offering from the busy folks at Electronic Arts. With a unique mixture of RPG and platform elements, EA are hoping for a big hit.

Ronaan around

Each level's played from a bird's eye view as you guide Prince Ronaan and his bodyguards through seven locations, with over nine different levels to explore.

Certain tasks have to be completed before access is gained to the next stage. For example, card keys are needed to unlock doors and locate hidden rooms.

Ronaan first battles the metallic monsters alone but in later levels gains the use of first Chazz and then Ferry. Each has certain talents that come in handy, such as increased firepower or strength.

Ronaan's armed with nine different combat weapons, accessed from a menu. They include lightning, fireballs, time bombs and boomerangs.

Tecno Clash is similar in appearance to the Amiga hit (and forthcoming MD cart), The Chaos Engine. We'll have a full review of this mammoth fantasy adventure next month.

The heroic Prince Ronaan battles against evil mechanical hordes.

Even with two tough bodyguards, getting through the game is tricky.

'Ere mate, got a light?': Kyle Reese runs into the less-than-friendly inhabitants of present day Los Angeles.
Switch

Mega-CD ● Sega ● Out: TBA

Those Japanese, they're so wacky. If you think their carts can be off the wall, imagine what they can do with the Mega-CD. On second thoughts, just read this.

Here's a tremendously funny and unique use of the huge memory provided by CD-ROM. In this point and click adventure, you merely get Slap, a little boy, or Stick, his canine sidekick, to press switches of your choice.

For example, in one scene, Slap finds himself in front of a photocopy machine. On its control panel are six buttons. One makes the copier spew green bile, with suitably nauseating sound. Another produces photocopies of Slap.

There is a story, of sorts. The switches cause strange events because the global computer system has decided it's going to be the boss and take over. Slap and Stick just may be able to get to the computer and shut it down by toggling switches.

In every scene there are about six switches. Some cycle back to an earlier scene, which is a mad lab, have Stick sample some of the test tubes on display — the yellow one makes him sprout breasts! Eight of them!

You get the idea; it's sort of like the surreal Terry Gilliam animations from Monty Python's Flying Circus. There are more than a thousand goofy reactions to the various switches this game can trigger — it would take some doing to see them all.

Switch shows a new direction in which CD-ROM can go. Plus it's a dandy title to launch the innovative mouse and handheld trackball combo from Sega.

Not recommended viewing for parents, as a lot of the sight gags rely heavily on the 'breaking wind and dog doo' brand of humour. All good fun, though.

Expect to see Switch released in the UK later this year. We can't wait!

really annoying, and some let you advance; others are strictly for laughs.

There's a sinister twist behind the gags, however. If you press too many 'wrong' switches, one of 30 cities and cultural landmarks around the world is blown up. These include New York, Paris, the pyramids, the Great Wall of China and Big Ben.

Stick makes a boob

At a museum, pressing a button in front of a dinosaur skeleton brings it to life, which then cowers in fear at its newfound predicament. In

Whoops! Press the wrong button and anything could happen — and it probably will.

An inquisitive mind and restless finger only add up to one thing-trouble!

There are over 1001 gags to be found in this forthcoming Sega game.
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Gutter Snipe

Oh, and Steve, next month I'd like a bigger dressing room, not that pokey shoebox next to the chocolate dispenser. How I'm expected to gather my thoughts in the face of a falling Mars bar, God only knows...

...And another thing, Paul's constant fluence is a little wearing, so if you could...

(Gut, you're on! —Mat). Am I? Oh figgy-pudding heck!

Errrr... hello! Welcome to the... well, I presume it's the letters section, seeing as it says so up there. I mean, if it said 'lettuce section', I'd be offering a step-by-step guide to salad-tossing, reeling off a few well chosen gardening tips for our Mancunian readers and, for those overdosing on Baby Bio, advising on suitable refuge where, for a small fee, inmates can detoxify at their own pace with a deckchair and a Dick Francis.

If, by no fault of your own, you're unfamiliar with purple prose and personal hygiene problems, I am Gutter Snipe, Letters Editor of this quaint yet worldly-wise magazine-cum-marital aid. Old timers will recognise the name from my correspondence with readers in a magazine these philistines once produced called SEGA FORCE.

Now I've gone upmarket and, so fans and newcomers alike can get used to the new me', I'll take you through my section bit by bit, explaining what's socially acceptable. Cue Mr Designer (I'd like a headline next, if you'd be so frivolous?).

THE SAD DRONGO FAN CLUB

Yes indeed, I can safely say we have a few 'empty vessels' out there in magazine land. Take Malcolm, for example, sitting at home, pen in hand, spherical Rubik™ cube in the other, scribbling a few ear-shattering questions by the light of a blob lamp. His mother gently strokes his hair, enquires as to the state of his well-being, gazes over his son's shoulder at his work and croons, 'That's nice, dear', secretly harbouring the thought, 'It's a pile of old cruddy-photos, really, but I mustn't discourage him.'

Come with me as we take a bright and breezy gander at Malcolm's letter. Then, on its conclusion, cross our wee fingers and hope to jiggery we don't receive the same or similar queries at SEGA FORCE MEGA...

Q1: When Sonic 3 comes out, will there be a creature called Billy the Water Buffalo? Sarcasm wins. "Yes, Malc. Billy will be there, without a doubt, alongside Pascal the Python, Tom the Stickleback, Colin the Daschund, Martin the Gorilla and Andrew the Halibut."

Q2: What's the best game on the Mega Drive?

This one gets the 'Oh, flippin' heck, how the smog should I know?' response, which goes something like this: 'Flashback.'

Q3: Why, on page 72 of Issue 8, did you spell 'anchor' with a 'w'?

What have we here then? It seems Malcolm's what we in the business call 'a mistake-spotter'. He scour the magazine with what, we in the business call 'a fine-tooth comb', clocks the odd design and/or grammatical error, then grabs what we in the business call 'a pen and a piece of paper' and notes the misdemeanours in precise detail. Questions like this are usually: a) ignored; b) disregarded; c) neglected; d) overlooked; or possibly a) torn into tiny shreds and used to line the minah bird's cage.

Q4: Is it true when you get hiccuping, you should get your mum to shove her car keys down the back of your sweater to stop them? My mate says it is.

Hmmm... Is Malc being koshier here or is his sense of humour shining through? Definitely not the latter, Malcolm takes everything he's told extremely seriously. Tell him Street Fighter II is coming out on the Mega Drive and he believes every word! (Errr... It is coming out, you brain-dead toph —Adie.) And last, but by every means least...

Q5: Will you please print my letter? If you don't, I'll stop buying your magazine.

Oh, yeah! Getting cheeky, are we? This shows Malcolm's slight inferiority complex. His insecurity rears its head at the end of his letter, so the bad resorts to blackmail.

Let's just say, unless you've photos of moi doing 1001 things with an avocado on a number 49 bus, I shan't give in to pressure from inferiors. No siree! Of course, if you've any pics of yourself with a foreign fruit...
Cowa-blunda, dudes!
Dear Gutter Snipe
If you remember, I was the irate mother who telephoned you. I couldn’t get the game Teenage Mutant Ninja Turtles to work on a Jap console. Thanks for your help, the problem’s been resolved. I’ve had the board adapted (E10) to take code-locked releases.

After phoning Konami, who passed me on to Sega, I wasn’t in the best of moods. Konami said it wasn’t their problem, it was one for Sega and I should phone them.

Sega said all games released in future would be code-locked. UK games for UK consoles, Jap games for Jap consoles etc. In other words, go to Japan to buy the game! They inferred I was a ‘deadhead’ as game coding had been widely publicised in magazines at the end of 1992.

Why sell three types of console in the UK? Mr Sega said as I lived in Britain, I should have bought a UK console. I wonder what car he drives?! Thanks again for your help.

Tricia Hissey (Mrs), Penkhill, Stoke-on-Trent

Do cows get a raw deal?
It’s a subject that’s never been tackled. It’s a question that’s never been answered. It’s meaty. It’s beefy. What we want to know is — why haven’t cows featured in console games? They have, in Super Space Invaders! So just tell them the real reason this is here — Ade? Oh well, worth a try.

A-ha! The SEGA FORCE MEGA great debate. If you were a SEGA FORCE reader, you’ll remember a bit of a ‘hoo-hah’ about epilepsy in issue 18. The subject turned a few heads and caused several readers to write in and express their point of view. So, if you’ve anything you feel needs a good airing (Y-fronts, training shoes and jock-straps excluded), why not sound off in Things That Make Ya Go ‘Hmmm...’ section?

I mean, which came first, the chicken or the egg? Is a tomato a fruit or a vegetable? Was THAT MY BOY a rib-tickling situation comedy or a revealing documentary on incompetence in the National Health Service?

You may think the Mega-CD’s not all it’s cracked up to be. Or maybe you reckon console games are sexed? Perhaps you despise all the violence, blood ‘n’ gore in games? Whatever gets your goat up, drop me a line and we’ll get it out in the open.

The address to write to is GUTTER SNIFE, THINGS THAT MAKE YOU GO ‘HMM...’, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW. Let’s get juicy, luvvies!

Bart goes kiwi
Dearest Gutter Snipe
Bless your little heart — you didn’t include your surname. Is it an embarrassing little number? Could it be, perchance, ‘Kumquat’ or the double-barrelled lesser-known names ‘Egg-Whisk’ or ‘Fotheringday-Smythe’? Not to worry, I’ve found it in my bladder to answer you.

The New Zealand Story situation’s a bit of a strange one. There was an MD version, which I believe was a Japanese import, but it didn’t hang around for long in this country. If you’re desperate to play the game, buy a Masterbase Converter (the wedge that allows you to play MS games on a Mega Drive) and purchase Techmag’s 8-bit version of New Zealand Story. It’s a pleasing little platform romp (what?!)—Ade, with snazzy graphics.

Acclaim haven’t planned an MD version of Bart vs The World, but Bart’s Nightmare will be available around September time.

Our man Paul was first in the business with the Sonic 2 codes, in SEGA FORCE 14. Just for you, Jon, I’ve asked him to repeat them in our new Playing Tips section. God bless me and all who sail in me!

Is the MD doomed?
Dear GS
I’m getting a Mega-CD for my birthday. A few things have crossed my mind.

Firstly, the CD games that include Full Motion Video appear to be very rarely. I know this is due to the Mega Drive’s colour limitations, but are Sega going to solve this problem by producing a special custom chip or something?

Secondly, my mate reckons Sega will stop producing Mega Drive games in 1994.

MEGA punters who can’t get their favourite Manga video, please do not hesitate to contact me.

Mike Preece, Sales and Marketing Director, Manga Entertainment Ltd.

Dear Sir
I noticed in the letters page of the May edition of SEGA FORCE that Kev Dawson of Poulton-le-Flyde was having trouble finding our Manga videos. If he would like to write to me at Manga Entertainment Ltd., 40 St Peter’s Road, Hammersmith, London W6 9BD, I would be deliciously happy to tell him where to find his nearest stockist. If there are any other SEGA FORCE

Takes two to Manga
Dear Sir
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MEGA punbers who can’t get their favourite Manga video, please do not hesitate to contact me.

Mike Preece, Sales and Marketing Director, Manga Entertainment Ltd.

Dear Mike
What a helpful chap you are! I’ve been chatting to Pandora at your PR company. I never knew you collected knitted steering wheel covers. How quaint!

I hope Kev’ll be in touch. I don’t know whether we have any SEGA FORCE MEGA punters. I’m not sure our readers are accustomed to larking about in flat-bottomed boots with big pointy sticks.

Anyway, I haven’t time to sit prattling to you. I have to watch the latest Manga epic, 3 by 33 Flies. It’s all about this Jap geezer who works in a trouser factory. Gripping stuff!

GS
letters

Is this true? He owns an SNES, mind!

Finally, are any of the following coming out on CD and/or cartridge: Streets Of Rage III, Sonic 3, Final Fight 2, Mortal Kombat, Lethal Enforcers, Mad Dog 2, Space Junk, Fatal Fury 2 and Street Fighter II (CD)?
Darren Rowley, Nuneston

Dear Darren
You are the inquisitive type! It's true, the Full Motion Video games available at the moment are gristy. However, programmers are trying to cram as much stuff into new games as they can. When the lads want to see images of their CD game, Space Junk, looked well colourful. As the Mega-CD's capabilities are tapped into

Natt on your life

Dear Gut
I sent in a tip for T2 on the Mega Drive, SEGA FORCE 17. It's the only tip I've ever sent. In fact, I'm so crap at playing games, I'll probably be the only tip I ever send in! Paz had the nerve to call it 'natty'. Excuse me while I throw myself under a bus!
While I don't think SEGA FORCE is enough for giving me a claim to fame, I can't help but think things go off to a bad start. Only a printed apology or sympathy from Sharon Stone can console (if you pardon the pun) me now.
I love the letters page, keep up the good work. Respect.
Marc Bates, Northolt, Middlesex

Dear Marc
I've recently had a claim to fame. I was in the TV version of Jelly Cooper's Riders. I played the back-end of a pantomime cow. You may have spotted me cowering (no pun intended) in Michael Praed's hatchet job. I tried to milk (pun intended) my part but was unsuccessful.
I never saw an inch of分类 flesh. Typical. Well, Marc, in this neck of the woods, 'natty' means great, trfick, splendid... So our man Paul was paying you a compliment.
It's probably too late now. You've more than likely had your nervous breakdown, so we'll probably see you making wicker baskets or appearing in a documentary. Take care.

Marc

Split it out

Dear Gut
I've collected SEGA FORCE for a year now and it's got better and better. I'm quite glad about the split. You see, I'm a Mega Drive owner and I get bored reading Master System reviews (I bet MS owners get bored of reading MD reviews, too!)
Good luck with SEGA FORCE MEGA and SEGA MASTER FORCE.
Steven Douglas, Edinburgh

Dear Steven
Thanks for your comments. Us kids feel really humble. With the split, you've all got mags that are dedicated to your machines. Because we've more room, news, previews, reviews, features etc will be bigger and better.
We're always happy to hear your comments, good or bad. Remember, we want to give you the best read available. Without your words of wisdom, we wouldn't know where we were. So, come on, let me know what you think about our new mags. I'm ready and waiting! Parking by the letterbox.

The loyal boil

Dear Gutty
If you think I'm going to buy both SEGA FORCE mags, you're sadly mistaken. Indeed, I probably won't buy either. So, there you go, losing a loyal reader since Issue 6.
Anyway, just to please and amuse you, some questions... (ssss/NNIPF—GS)

Whops, sorry mate, err... it seems we haven't room to fit your questions in. What an absolute shame!!! I can't tell you how gutted I am. It must have taken ages to put together your letter. It must have cost a fortune to send it through the post and, what happens, my reply reaches the end of the page! I reckon it's something to do with the Maastricht Treaty. Never mind, maybe next time, huh?
Maybe not.

Alexander's bell

Dear Gut
Would you please, please (slurp, slurp, suck, slurp) pleaseoh f*ck*. I forgot what I was saying. I'll start again...
Yol! Snipe my main animal, listen up! I've been a SEGA FORCE reader for many moons now. Can you please tell me Joanne Alexander's full address and telephone number, or pass my address on to her? She sounds like the kind of woman girls who really should know.
Paul King, Workington, Cumbria

What's in

1. West Brom FC
2. TAB Clear
3. Lomemenheads
4. Velcro
5. Demi Moore

What's out

1. Walsall FC
2. Madonna
3. Blackheads
4. Sideburns
5. The Cat

Off at a tangent

Dear GS
I was in a creative mood, so I thought I'd tell you a little tale. After completing Road Avenger on the Mega-CD, I was so hyped up, I jumped into my Ford Capri, drove through

The price isn't right

Dear Gutty Snipe
I know it's an old chestnut, but when can we expect to see the price of Sega games falling? I've a wife and two hamsters to feed. I've just bought a new Flymo and the 'other half' wants a dishwasher.
As a Mega Drive owner, I don't think I can afford to shell-out £40 a time. Put a smile on your face (not in the biblical sense, of course!).
Bryan Collins, Maidstone

Dear Bryan
I pity you. When you reach retirement status, like myself, you may be able to purchase TWO Mega Drive games! Good news is, Sega are slashing the price of some of their games. You'll be able to pick up MD stuff for £19.99. There are 40 games in all and about 25 of 'em are a pile of cake!
Sega have also announced they're going to start renting games for £2 a night. They claim a rental system allows consumers to 'try before they buy'. I found this system works incredibly well in a brothel! I'm known to frequent in Amsterdam.

Bob Monk, for new game publisher, SREGA.
They've dropped theirs!
Alien blaster

Hi Gutty

On Thursday 29th April, I watched Channel 4's The Big Breakfast and saw their computer games section, Master Blaster. On this occasion, they reviewed Alien 3. Chris Evans (the presenter) said this was a brand new version.

I didn't catch all the review, so could you tell me if this version is coming out on the Mega Drive or destined for another machine?

The preview was superb. The level I saw contained a storm, which was very effective.

By the way, why is the world a sphere and what happened to Captain Pugwash?

Chris Battenbough, Neath, West Glamorgan

Dear Chris,

Now there's a familiar surname. I use many of your letters to mop up my coffee. I'm using your envelopes to make a lamp shade. See, I care about the environment!

The version of Alien 3 you saw on The Big Breakfast was Acolam's Super Nintendo version. As we Sega bods have had our mustard, we won't be seeing another version of the game on Mega Drive. Soz.

The world is spherical because, if it were square, I'd have corners and multi-million pound entrepreneurs would build shopping centres and swimming pools and nuclear power stations everywhere (doesn't that happen anyway?) — Ade

Captain Pugwash has been struck-off the nautical list. What do you expect? Two of his crew members were Master Bates and Seaman Staines.

Mum's the word

Dear Gut

I'm a parent — a mother, to be precise — but before you yawn yourself into oblivion and toss this letter aside, please note, kind sir, I'm writing in response to your request in SEGA FORGE 18 for thoughts on epilepsy and gaming — so listen up!

Before voicing my opinions and to pre-empt readers who may say 'Oh yeah, but she's just a hyped-up, sad-wicked, old-fashioned kinda mum — not a real mother', I'd like to say I'm thirty-something, a 9-to-5er, live in a semi with my husband, (affectionately known as The Grouch), have 2.4 children — two boys and the 0.4 that's not yet been whipped out of The Grouch and myself. No pets, but a much-loved and well used MD. So I'm totally normal, OK?

Right, epilepsy. I agree with Ade's comments in Issue 18. The media has latched onto the subject and gone on overkill, as usual. As soon as somebody cries, 'EastEnders encourages casual sex' or 'Crimewatch gives old men heart attack' the press is off on a new hare race. The 'Epilepsy Scare' will be discarded, along with the rest of the trash they thrust into our homes.

But as a mother, am I worried? No. Why? Because life has to include an element of risk to produce reward.

My eldest son gains much pleasure from the Mega Drive (steady on, he's only 10!). He also plays football (he could break a leg), enjoys fishing (he could fall in the river and drown), goes to the park with his mates (he could be abducted) and walks/cycles to town (he could get knocked over and killed). He could hang around on the streets at night, he could get a criminal record — enough? The risk of having an epileptic fit while playing console games is relatively minimal, in my view.

What really gets up my nose is the media's addition to the spurious idea that playing console games is damaging to a child's psyche, isolates children from their families, deprives them of normal childhood pursuits etc — absolute clap-trap! Sure, there are children who exist in solitude, with only their machine for a friend, but I guess in the main, of cases, the cause is family atmosphere, or the lack of it, not the machine itself.

In my family, we all play on the Mega Drive — even my 3-year-old, Sonic 2 was my (early) Christmas present. We hold family golf tournaments and chores are forgotten if there's a decent RPG in the house. In short, it's our best loved toy. OK, we all spend some time alone with the machine, but we also have many hours of good old-fashioned interactive family fun, which, to my mind beats the pants off videogaming in front of the TV.

My advice to worried parents, for what it's worth, is — JOIN IN! Treat the machine as a family toy, just like we old un's had (and still have) Monopoly, Scrabble and jigsaws. Consoles ain't damaging.

Mrs JK 'Jake' Nizan, Newport Pagnell, Bucks

Dear Jake

Yo! Get down, Momma! Put it there, Sis! Wouldn't you just love a mother like our Mrs Nizan here, kiddwinks? She's aware that if you put your fave Baltois in the rotors of a combine harvester, there'll be 'tears' before bedtime. She knows, without a doubt, that Koala bear poop-ooth poops minty and she'll be the first to tell you 'the pessaries is definitely NOT the monetary unit of Spain. I get your drift, Jake. It's funny how some parents reckon console gaming 'should be left to the kids.' I agree with you, Jeeky-babe, get the mums and dads to join in. Your letter should put a few giggling has-beens in their places. If there were more people like you, who kept an open mind and weren't sucked in by all the hype, there'd be no need for tinkers.

Hang on a sec, how did that proverb get past me?! Anyway, I'm sending you a SEGA FORGE MEGA T-shirt and binder. Remember Paris, 1999!

PS: Things that make ya go 'HMMMM...'

Scorn in the USA

Dear Mr Snipe

I am a 25-year-old female gamer (born here, living in the US) visiting since December '92. (I know, a terribly long intro — sorry!) I enjoy reading the mags you produce and don't want to inundate you with questions.

As to the recent concern about gameplaying and epilepsy, let's just scream it out loud, once and for all, where the responsibility lies — PARENTS, GET A GRIP ALREADY! Whatever happened to: Discipline, Rules, Moderation?

As Mark Benwell of Besingstoke stated in SEGA FORGE, Issue 18, 'Why don't parents just take the consoles away?' Simple! Or at least control their children's

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CUTEY-POO GIVES BLOOD

Sega Force Megazine
They came through the post...

Uuuuuuuuggghh! They’re horrible! They’re disgusting! Take them away from me! Run for your lives; save yourselves! They’re alive! They’re the tacky postcards!

Yes indeed, they come from another plane, they take control and, without your knowledge, they suck your sense of humour dry.

Every month, we scour our competition entries and weed out the tackiest postcards imaginable! Good news is, the sender of the tackiest card wins a tacky prize. The sucker who sends the tacky postcard, the tackler the prize.

So when you’re entering a comp, have a hunt around for the worst postcard you can find — something that’ll make our readers execute a ‘Technicolor yawn’ — and who knows, you could be the one with a haddock in your lap!

This month’s winner is Adam Higgins of Wibsey, Bradford, for this stunning picture of an airport! Congratulations, Adam. Your tacky prize is on its way...

Is it a bird? Is it a plane? Well, err... I think it’s a plane. What do you reckon?

WISE WORDS

All we want from life is a warm bed, a kind word and unlimited power.

There’s one big problem with doing nothing — you can’t quit and take a break!

We should all eat, drink and be merry, for tomorrow it will cost a hell of a lot more thanks to inflation.

Time to call it a day, folks, take our daily dose of vitamin B12 and try to answer those questions that could bug us for a year and a day, like “What was the name of the cushion in Hickory House?”

I look forward to guttawing at your wise words next month. See you then.

Handy hints

“Help! I’ve tipped red wine down my favourite tank-top!” “Crikey! I’ve ground-in Pot Noodle on the sleeve of my dinner jacket.” “What can I do?” “Well, there’s always a big hole!” “What do you mean, a big hole?” “Well, I mean a big hole!” “So what do you do?” “Well, I just run around the house and shout ‘Help!’”

On your marks...

Dear GS,

I’ve been a SEGA FORCE reader from day dot. I must confess, I do buy other magazines, or flick through them in the newsagent, at least. I like comparing the marks given to the same games. Generally, they’re pretty similar, giving or taking 10%, but sometimes one mag gives a game a 25%, 70%, while another gives the same game 30%!

This leaves me a wee bit confused, because I’m unsure which mag to trust. So I have a gander through a third mag and clock their opinions.

I tend to think SEGA FORCE gives the fairest reviews. I’ve bought several games after reading your reviews and reckon your comments are pretty accurate (I would say that, wouldn’t I?). Nevertheless, you do have your off moments, but who’s perfect?

Paul Whitehouse, Sally Oak, Birmingham

Dear Paul,

What a dynamite man you are! If I wasn’t so bloomin’ famous, I’d pop round for a mug of tea and an iced slice. No, no, I’d decline if you don’t mind. I can’t be seen entering a house that has a Spanish flamenco dancing doll in the window, a rusty old Cadillac wrapped in a tarpaulin on the front lawn, ten-foot high grass and a deflated space hopper in the back garden. I live in luxury, Paul.

In fact, picture me now, sitting here in my dressing gown, Black Beauty carpet slippers warming on the hearth, nibbling on a lemon Bakewell and smiling at a picture of Annaka worra chopier. This is the life!

I thank you for your comments. At SEGA FORCE MEGA, we’re firm but fair. Gadzooks! Enough of our sex lives. At the end of the day, male, it all boils down to personal choice. That’s why review marks are sometimes so different. Repeat after me, ‘Personal choice’. Wasn’t so hard, was it?

GS

Lonesome tonight?

Are you a lonely lady? Kid your friends into believing you’re living with a man by leaving dirty mugs and coffee cups lying around the bedroom, jam underpants down the back of a radiator and cover an old bar of soap in black or dark brown hairs.

Annette Perkins, Sollershull, West Mids

In the swim

Place a large rectangular piece of tin foil in your garden and fool aeroplane passangers into thinking you own a swimming pool.

Martin Micklewite, Stockton-on-Tees

Doctor’s orders

Stop those nasty, sticky medicine bottle marks appearing on your bedside table by placing the bottle on a beer mat.

Maggie Thornton, Plymouth

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Bat versus Cat in Sega's Mega-CD version of Batman Returns....36

reviews
Welcome to what is, for many readers, the most important section of the magazine. To ensure that our reviews remain important — and never impotent! — we've developed a reviewing system that allows us to be both accurate and easy to comprehend.

How you ask? It's like this: every member of the SEGA FORCE MEGA reviewing team sits down for at least two hours with each new release. Whoever likes the game the most gets to write a critical comment and supply their percentage mark, as does the team member who liked it least. An average of the two marks is calculated and this figure becomes the overall score.

Naturally, there will be instances where the team all agree that the game is great/ok/terrible, in which case the most diverse opinions are selected. Occasionally a game may warrant more than two comments. Big releases such as Streetfighter 2 and Sonic 3 will receive major coverage, so, it's only right you get opinions from all members of the team.

This system, coupled with a non-critical round-up detailing exactly what the game is about, guarantees that a balanced overview is achieved. There'll be no clever (and devilishly complicated) ratings box, no massive egos to contend with (it's the game that counts, not the person reviewing it) and no messing! If it's worth your wages, you'll know about it; if it sucks a bigge... ditto!

Over to you. Check out our ratings box and then meet the team who'll guide you through every game reviewed this issue.

Contents
Batma

Following close on the heels of its cartridge cousin, Mega-CD Batman Returns swoops down to the local high street. But is the tale of the cat, the bat, the penguin and the disc an improvement?

Batman Returns, the game, sticks faithfully to the plot of the hit movie. It’s Christmas in Gotham City and the inhabitants are gearing-up for the holiday season. However, evil forces are at work which aim to make this festive period one the Gotham City-dwellers will never forget.

A bizarre birdman called The Penguin emerges from the sewers. He appears heroic but beneath the harmless exterior lurks a dark, menacing creature. The city takes him into its heart but one man doubts The Penguin’s sincerity: Batman!

The Dark Knight sets out to prove all is not as it should be but instead finds himself framed for murder by The Penguin and Catwoman. Shunned by the city, he has sworn to protect, wanted by the police and hunted by the Red Triangle Circus gang, Batman’s in for the fight of his life. Only by bringing The Penguin and Catwoman to justice can he clear his name and save Gotham.

The Mega-CD version of Batman Returns incorporates three games. There’s the platform section (identical to the MD version), a driving-only option and the full game, which combines the two. Options allow you to alter the number of lives, controls and difficulty level.

In the platform sections, Batman leaps and runs around, destroying the Red Triangle gang members to reach the exit in one piece. At the end of every level there’s a guardian to defeat. You’re armed with punches, kicks and a util-
Mean streets

The CD version has bonus driving sequences. Sitting safely in the Batmobile, you race through five levels of high-speed action. The first three sections are set in and around Gotham City. Race along narrow roads, blasting vehicles and dodging roadside obstacles.

The Batmobile's armed with Batdiscs and six powerful heat-seeking missiles. A certain amount of targets have to be hit within a time limit.

As in the platform game, some stages are guarded by a boss. These massive vehicles include a flame-splitting oil tanker and a giant jack-in-a-box truck.

Complete the car sections and the Caped Crusader takes to the sewers in the Batskiboat for a showdown with The Penguin!

With ten pulse-pounding levels to get through, Batman Returns on CD gives the Dark Knight his toughest challenge yet!

Paul 78%

When I joined SEGA FORCE back in Issue 12, the first game I had the displeasure to review was Mega Drive Batman Returns. Dull platform action coupled with muted effects didn't suit the licence at all. Even the delicious Michelle Pfeiffer couldn't bring this game back from the dead. So what the hell is it doing on the Mega-CD?

Sega have responded to the poor reviews and expanded Batman Returns to utilise the CD's extra features. And they haven't done too bad a job.

The bad news is the platform levels are unchanged, apart from some sparkling music and clearly sampled FX. The good news is the driving sequences alone make Batman Returns worth buying. The scaling and sprite rotation is a joy to watch and even puts the SNES's Super FX chip in the shade.

I know I've complained about old Mega Drive games appearing on the CD but this one has genuine improvements. If you're after a flash Mega-CD game which boasts great graphics and sound and two game types (even if one's a bit naff), this is just what you've been waiting for.
**MAT 87%** The current crop of CD games is nothing to shout about — most are just cartridge games with improved intro sequences. But with *Batman Returns*, Sega have added incredible driving sequences which make it one of the best CD titles yet!

The platform sections are as unplayable and frustrating as before (jazzing up the music was no use), so check out the options screen. This lets you play just the platform parts, just the racing sections or both.

Sitting behind the wheel of the Batmobile, blast through level after level of manic action. Speed-freaks and driving fans will really get a kick out of this. Forget *Jaguar XJ220*, *Batman Returns* shows just what the Mega-CD’s capable of.

Smooth rotation and sprite scaling give an incredible feeling of motion. Sprites don’t break up as they crawl past. Instead, massive tower blocks, bridges and statues flash by. There’s no time to stop and stare — just keep turbo thrust on full and steer for your life!

*Batman Returns* has reaffirmed my faith in the potential of the Mega-CD (sort of). The racing sequences prove future releases, such as *Virtus Racing*, could be amazing. Fun to play and made to last. Buy it!

---

**Above:** If the Batmobile loses all its energy, you lose a life.

**Batman’s utility belt contains**

Batarangs, smoke bombs, grappling hooks and a swarm of trained bats.

**Lose all your lives and it’s game over. Are you going to let the Penguin and his cohorts take over Gotham City?**

---

**Above:** Batman tackles the hideous Penguin in Gotham City cathedral.

**Above:** Defeat the clown’s fire truck by slamming into the outstretched ladders. Do this six times to beat it.

The Dark Knight Detective takes to the roads in search of the Penguin and the Red Triangle Circus Gang.

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**Batman Returns**

*Sega*  £39.99

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A revamped cartridge game made worthwhile by stunning racing sections

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Ninja W

If you thought Reagan was a tyrant and Bush was a bully, you ain’t seen nothing yet! The evil yet oh-so suave Mr Banglar is corruption incarnate — and he’s taken the White House.

Dek’ed up to the nines

Von Dek plans to use the dolls to infiltrate Banglar’s headquarters with the ultimate aim of gaining access to the White House and assassinating the President, thus restoring America to normality (not that it was there in the first place).

However, there’s a slight problem. The dolls are operated by remote control with the aid of head-mounted cameras — controlling them is much like playing a computer game. Sadly, Von Dek’s totally crap at games, so this is where you (and a mate, if you choose) enter the scene.

Your job is to guide the ninjas through Banglar’s strongholds, defeating whatever gets in their way. The ninjas have their fair share of tricks up their inside trouser legs! They’re as acrobatic as their 12th century Japanese counterparts and leap and duck out of trouble with the merest flick of the Joypad.

Stars in their thighs

Should any assailant try to give you a kicking, hold the attack button and your ninja folds its arms in front of its body, protecting it from harm. You can still be shot or run over so be on your guard.

Throwing stars are your principal form of attack. Though not as potent as a quick stab from your katana daggers, they can kill from a distance. You start with 30 stars and manufacture five every 30 seconds, if you take your finger off the button.

As you progress through the levels, you come up against an assortment of enemies. It starts off easy — rabid guard dogs, demented soldiers and mechanical henchmen — but further on you come up against tanks, rocket launchers, snipers and even ninja wizards!

That’s Ninja Warriors in a nutshell: a baddy named after Indian dance music, a professor called Derek and two dolls with a mission. Oh, the inventive Japanese, where would we be without them?

Watch out for the swooping batmen on level 2.

TIM 51%

Ah, this brings back memories of the cheap ninja videos I used to watch. They were terrible, packed with bad dubbing, awful music and dodgy costumes. I’m afraid this game isn’t much better.

Ninja Warriors’ tacky introduction seems to go on for years. Mega-CD intros are usually impressive, but this is pretty basic stuff, using static picture strips and a soundtrack which can only be described as unacceptably Seventies.

The graphics are reasonable but far from outstanding. Gameplay is similarly unimaginative — I’ve seen this sort of thing a hundred times before. To be brutally frank, I’ve played better 8 Meg beat-em-ups!

The controls are simple and the ninja moves smoothly but this doesn’t make up for the mediocre gameplay. It won’t keep you occupied for long, either. Sorry to be such a moaner but Ninja Warriors is expensive tripe.
PAUL 45% Blow me down with a feather, if it isn't another second rate sideways-scrolling shoot-'em-up on the Mega-CD. Why oh why has this been converted? It was a smash in the arcade because it had three screens and huge speakers blasting out typically Japanese music — great in the local chipper, utterly naff on the average gamer's Sega system.

Since all the action has been compacted into one screen, things are slow and cluttered. In two-player mode, one ninja always lags behind and gets panned by enemies who appear from the left of the screen. The only alternative is to keep jumping to catch up, which makes the whole thing very tedious.

If you're lucky enough to find yourself playing this alone, you'll soon get tired of the monotonous gameplay and boring baddies. This feeling's helped along by remarkably average graphics and sound.

I reckon the only reason this is on CD is because Zuntana are gagging for a record deal and begged Taito to include the 'pop video' option. You may as well give that a whirl, it's more entertaining than trying to oust Banglar from the White House.

They might appear to be human but the Ninja Warriors are in fact sophisticated fighting androids.

Stay low to avoid bullets, rockets and flying kicks. Keep firing whilst crouched.

Use the Ninja's sword and deadly throwing stars to defeat the marauding bad guys.

Ninja Warriors
Taito
£49.99

50 Graphics
57 Sound
70 Playability
45 Lastability

A complete non entity of a game. Yet another low-par Mega-CD release

Out: Now (Import) A.C.E 071 439 1185
Chester

Yo! Put it there, bro! Check this out! Listen! Do that funky thang, dude! That's the first batch of Americanisms dealt with. Brace yourselves, there are more on the way! If you're unfamiliar with this large, spotted, feline animal they claim is 'too cool to fool', Chester Cheetah is the character who fronts the Cheeto crisps adverts. Remember? Some bright young spark came up with the idea of poking the fella, flesa and all, into a console game.

Chester would like it known he's a cool dude in a loose mood. A righteous kitty from the heart of Hip City. Even so, things aren't happening, man' in the concrete jungle 'cos old Chester's being held against his will in Four Corners Zoo and he 'don't dig this lame zoo gig' (don't ask - Ade). It's your job to see our walking, talking, fur-lined friend through all five areas of the zoo.

The biggest problem is Mean Eugene, the warden, who's dismantled the cunning kitty's radicool motorcycle and hidden the parts around the zoo grounds. There's one part on every stage. When you've helped retrieve every last nut and bolt, Cheetah Ed can make his great escape to Hip City and beyond.

Too cool to drool

Right down to the nitty-kitty. Stage One is the Four Corners Zoo Park itself.

The level is a horizontally-scrolling affair consisting of roller-skating tortoises, wavy things on springs and gambolling piranha fish. Leap over them to avoid losing an energy point or knock 'em for six by stomping on their heads.

If all this is a bit too much, find a pair of sneakers and Chester goes into overdrive. A quick press of a button and he leaps tall buildings in single bound (isn't that phrase copyrighted? - Ade).

Ensure Chester jumps on all manhole covers. There's a sewer system under the zoo, choc-full to bursting with... er... the sort of things you'd expect to find down a sewer! Plus loads of paw icons (which restore energy), cheetah badges (collect a hundred for an additional credit) and maybe, just maybe, a motorcycle part (hint, hint).

Another power-up's a guitar, which makes Chester invincible and sending him boogieing around the screen, killing bad guys who get in the way of his pelvic region.

A smart pair of shades give Chester temporary X-ray vision. He can now — for about, oooh, 30 seconds — see hidden power-ups and danger zones.

The Monkey Pits, Gator Alley and Hidden Caves are graced with Chester's presence if he makes it past Mean Eugene and his crazy cohorts.

The chunky cheetah encounters his bestest buddy, the Funky Monkey, who tries hard to find his pal an escape route, the Hip-O, who's no stick-in-the-mud and helps the cat across quagmires, Grunt, who's Mean Eugene's none-too-slick, thick-as-a-brick sidekick and, of course, the zoo warden himself. He's a gung-ho security bozo and won't think twice about pulling that trigger.

The ultimate goal is to locate the birdhouses. The motorcycle ignition key's hidden here, but Chester needs eyes like a hawk (no pun intended) to locate it.

A packet of Cheetos in one hand, a pair of Ray Bans in 'tother, the snack food king of America makes his Mega Drive debut. Armed with an electric guitar and a well-rad pair of sneakers, the funky feline with attitude prepares for a break out!

ADE 58%

Strewth! The platform bandwagon keeps rollin' along. It's got to the stage where a cartoon character from a crisp manufacturer crops up in a console game! Must be short of new ideas?

You'd think so if you played Chester Cheetah. Cute, colourful graphics and a smattering of hip 'n' happenin' phrases can't cover up the incredibly dodgy gameplay.

The control method's unresponsive, for starters, especially in the sewer section. Climbing the pipes is a nightmare. It may look as though you're positioned exactly under a pipe, but old Chester's got other ideas!

Hitlin' manhole covers was another aspect I found annoying. If you touch one by accident, you immediately fall through the sewer network! Arrrghhhh!

On the visuals front, the sprites aren't exactly meaty, shading is rarely used and animation's decidedly dodgy. The music and sound FX suit the cartoon theme but aren't particularly memorable.

Chester Cheetah could've been such a classy game because there are several clever elements — i.e., steering the runaway speed boat, getting to grips with a skateboard — but they're not particularly well executed and are over in the blink of an eye.

A year ago, I would've rated this higher. Since then, we've had Tiny Toon Adventures, and that highlights how a platform game should be done. Chester Cheetah's little more than average. Certainly not a crisp title!
Cheetah
Too Cool to Fool

This is Hip-O, one of your mates. He helps you cross lakes and rivers.

TIM 63%

It ain’t easy being cheesy! That cheeky cheetah’s left the world of savoury foodstuffs for the lure of arcade action. Who’s next, the Milky Bar Kid?! The graphics are well groovy. They’re so psychedelic, I thought someone had slipped something dodgy into my tea. Sprites are big, bold and colourful, and the backdrops look like the inside of Syd Barrat’s head (who? — Everyone).

The sounds are okay. There are some good effects but the main tune gets on your nerves.

The controls are dire. I found myself going up and down the same manhole for what seemed like hours. After five minutes play, I was pulling out my hair and kicking everything in sight.

There are a few good ideas — for example, put on a pair of cool shades, the screen tints and hidden treasures are revealed. However, a few interesting twists aren’t enough to save this mediocre platform cart. Stick with the cheese puffs, Cheetah.

The Funky Monkey is pretty nifty at finding shortcuts for Chester.

Oh heck! Mean Eugene kidnaps Chester and takes him to Four Corners Zoo.

Pic: Rex Features

Chester Cheetah
Kaneko
£39.99

61

67 Graphics
58 Sound
49 Playability
52 Lastability

Not a bad platform affair but a little dated. Tiny Toons is the better game.

Out: Now (Import)  Mr Disk 021 616 1168
Chuck Rock's always been a decent platform romp and the CD version's no exception. The graphics are sharper and animation's smoother, the levels are the same (as far as I can tell) and present a stern challenge. Be warned: there's no quit option, so if you muck up a level you have to reset and start again.

As with every CD game, the sound is of the highest quality. The intro sequence is accompanied by a couple of minutes of speech and in-game tunes are guaranteed to get your toes tapping.

All of which should lead to a high mark. I'm sorry, but no, this farce has gone far enough. The Mega-CD's capable of stunning programs that can knock your socks off at a hundred paces — it shouldn't be a dumping ground for MD games which have been doing the rounds for years. The people who bought the Mega-CD deserve more and the sooner software houses realise this, the better.

If you haven't got Chuck Rock on cartridge and like the look of it, by all means buy it on CD. But something tells me you want a more for your 270 quid machine, and I don't blame you.
Above: The murky depths beckon in level 2. Watch out for low-flying bats, spikey rodents and flames.

TIM 82% Holy Neanderthal! His breath may smell of million-year-old garlic, his vocabulary may be limited and he’s certainly lacking in etiquette, but Chuck Rock’s strangely loveable.

His game’s visuals are colourful, cute and amusing. The backdrops are imaginative and detailed; the beady eyes lurking in the background are a nice touch. The sound effects are cool but the main tune sounds like Seventies supermarket music — James Last, eat your heart out.

Gameplay is well entertaining, and unlike most platformers, you can use the scenery to your advantage. If you throw a boulder on a crocodile’s head while standing on its tail, you’re sprung up into the Heavens! Chuck’s flabby tum and Big Daddy belly-butt add amusement to the proceedings.

There are only five levels but this isn’t an easy ride. The first stage is reasonably simple but the other four give you a run for your money.

Chuck Rock’s a smashing game with stunning animation and challenging gameplay. It’s a pity it’s so similar to the original version.

Collect hearts for energy and food for extra points. Chuck rocks and use them to reach higher platforms.

Armed only with a large beer gut and bad B.O, Chuck sets forth to find the (cave) woman of his dreams.
If you think happy thoughts, you can fly! At least that's the Peter Pan theory, but would you trust someone with pointed ears and matching green tights and hat?

Many years ago, Peter Pan ruled and protected the idyllic Never Land. But, the boy who never grew up failed to live up to his nickname, lost his memories of childhood and became Peter Panning. Now a mature lawyer with a wife and children, he lives a normal, far more down-to-earth life.

Normal, that is, until the evil Captain Hook re-enters his life and kidnaps his two children. Peter Panning is flustered but Tinkerbell the Fairy convinces him to go to Never Land in search of his offspring.

As you may have guessed, you take the place of Panning. First prove your identity to a scruffy band of outlaw children, known as The Lost Boys (no, Kiefer Sutherland isn't in charge), then, sword in hand, set off across the horizontally/vertically/every which way-scrolling Never Land (cape).

Rise above it all

There are two main moves: a sword swipe and a jump. If you hold down the jump button, you perform a higher and altogether more graceful leap.

But Peter Pan wouldn't be the same without flight, so keep your eyes peeled for pixie dust. It isn't necessary to use it right away — indeed, it's advisable to save it till you're in a jam. Beware, pixie dust doesn't last for long and you could find yourself making a crash landing.

Other pick-ups include a better sword, which shoots out power bolts, plus treasure and cherries for energy and bonus points. There are generous unlimited continues so don't fret if your live peter out.

On each level Peter has to make his way past pesky pirates and other obstacles to reach the Lost Boys. Once you've completed a level, the CD displays a short digitised scene from the film and then shows a map screen. Finish a level and Peter moves along the map to the next section.

Every three levels, you face a tough guardian. These come in various shapes and sizes including a pirate skeleton. Peter races through level after enchanted level in the search of his children and the final battle takes place in the pirate town with his arch enemy Captain Hook!

Slip on your tights, grab your wooden sword and get ready for swash-buckling action.

Tinkerbell gives fairy dust to Peter, enabling him to fly.

All manner of guardians await you. This floating menace has to be tackled in the air.

Starting the game as chubby Peter Panning, prove to the Lost Boys that you're the infamous Pan.

Right: On your way to the pirate town, Peter encounters many varied foes.

MAT 66%

I'll try to be unbiased in this comment but it ain't gonna be easy. If you've played the SNES version, you'll remember crisp, colourful graphics which tried to emulate the feel of Steven Spielberg's hit movie. Unfortunately, Hook on CD suffers from the MD's limited palette. With only 64 colours to play with, it's relatively drab.

Pick-up items are difficult to spot against backgrounds and bad guys blend into the scenery.

As well as poor colours, sprite collision is well dodgy. You think you're miles away from an enemy but before you know it, Peter Pan's six feet under Never Land.

So with a frustration factor that high, you can bet you're gonna have fun leaping bottomless pits! Holding down the jump button propels Peter through the air, followed by a spinning jump. That's all well and good, but what's the point when you can't see where you're leaping to?

Before you think Hook's a crap game, let me tell you about the music. Sony Imagesoft have included a wonderful, fully-orchestrated soundtrack. Crank up the volume and listen to some of the most incredible Mega-CD tunes yet.

With a high difficulty level, this could keep you hooked for a few weeks. Not an essential purchase but worth playing for the cool music.
Above: Stick close to the light in the eerie cavern section.

Tim 65%

Shiver me timbers, Captain 'Ook has returned — and he’s meaner than ever!

At first, I was impressed with this disk. A hefty introduction explains the story, visuals appear clear and imaginative, while the sprites are cute and backdrops colourful. The sound is astounding. There are some cool effects and great speech but the main soundtrack overpowers it all. This may sound corny, but it’s like there’s a hundred-piece orchestra playing in your living room. The booming drums and clanging cymbals left me dazed (and a little seasick).

After all this praise, it’s a shame to slag off the gameplay... but I’m going to, anyway. Hook is slow and has nothing new to offer. Some of the action is a bit weird but I’ve seen the rest too many times before. It’s reasonably challenging but the awkward controls make it frustrating at times.

Hook’s a well presented, attractively looking game with a wonderful soundtrack, but sadly lacks playability.

Travel through enchanted forests to find your kidnapped children.

Once upon a time...

Hook

Sony

£49.99

66

73 Graphics
94 Sound
65 Playability
71 Lastability

So-so gameplay, still a challenge. The best CD soundtrack we’ve ever heard

Out: Now (Import) to A.C.E 071 439 1185

SEGA FORCE MEGA
To help commemorate the mutants' 30th anniversary, Sega have released a platform game based on the most successful superhero team comics of all time. 'Nuff said?

Are you ready, true believer? Marvel Comics' merry mutants have finally arrived on the MD! Formed in the Sixties, the X-Men are a group of superheroes who battle injustice and prejudice, as well as strange and powerful villains.

Their aim and the dream of their leader, Professor Charles Xavier, is to unite humans and mutants so they may live together in peace. It's a hard task which sometimes costs them lives.

Their arch-enemy is the evil master of magnetism, Magneto. Once a friend of Professor X, Magneto now aims to rid the world of humankind and pave the way for homo superior — mutants.

His latest plan involves taking control of the Danger Room, located in the X-Men's mansion headquarters. The room features state-of-the-art holographic projectors capable of faithfully reproducing any environment and is regularly used for training.

**Xtra abilities**

Using a coded signal beamed from his secret fortress, Asteroid M, Magneto has turned the X-Men's own equipment against them. Capturing Professor X, the master of magnetism lures the heroic mutants into the Danger Room. Their mission is to find their mentor and stop Magneto in his tracks!

X-Men is a two-player game which allows you and a friend to play two of four different mutants (see box). Each has a variety of kicks, punches and the ability to leap high into the air.

They also have an individual mutant technique that's very powerful but drains energy. It's best to save it for end-of-level bosses — you'll definitely need it.

There are seven action-packed levels to tackle en route to Magneto's lair. Each has its own boss, whose energy bar must be knocked down to zero.

**Guest starring...**

As well as the four main characters, a back-up team gets you out of scrapes. You can't control Storm, Rogue, Iceman and Archangel but their abilities are required at certain points throughout the game.

Each level's patrolled by various enemies who take a few punches to destroy. Their blows take your energy but it's replenished when you collect 'X' icons.

During play, it's possible to change to another character. Press pause to bring up the team menu and move the icon to the X-Man you wish to use. Once a character's killed, he's out of the game. When all your X-Men have been destroyed, it's Game Over — and there are no continues.

The options make things both easier and harder, offering three difficulty settings.

From the sinister Savage Land to a war-torn future and the heart of the Shi'ar Empire, the X-Men is comic-book adventure all the way!
Gambit: A master thief with the ability to produce powerful kinetic energy and hurl it at opponents.

Cyclops: The team leader. His eyes generate a red force beam that's focused through his visor.

Wolverine: Has razor-sharp claws, an adamantium skeleton and a unique mutant healing factor.

Nightcrawler: This German-born X-Man is able to teleport himself and others, short distances.

The X-Men's arch enemy, Magneto, has taken over the Danger Room and is using it to kill the mutant heroes.

Left: Wolverine uses his adamantium claws on a hovering Sentinel. These are killer robots from the future.

**MAT 85%** Hurrah! X-Men is a cracking platform-type game. Being one of those sad individuals who spends large dollops of cash on comic books every month, I walked with bated breath to play Sega's latest offering. So was it worth it? No doubt other magazines will slag X-Men off because it's yet another platform game, but let's face it, that's what Sega do best.

The choice of characters gives scope to use different talents and adds longevity. The programmers are certainly fans of the comics — their attention to detail is obvious throughout. Instead of inventing bad guys and levels, everything's based on X-Men storylines.

The gameplay's good, all characters responding well to joystick commands. Each mutant leaps, ducks, spins and unleashes their special power in true comic-book style.

I can't have a moan at this game. The graphics are great, backgrounds and sprites well rendered, and sound effects are suitably atmospheric.

The only gripe I have is that the difficulty level's quite high. However, with many people complaining that Sega games are too easily completed, X-Men should give everyone a run for their money.

**Back-up Team**

Archangel

Iceman

Rogue

Marvel Girl

Storm

The Danger Room can recreate any environment and character. The X-Men face duplicates of themselves.
**WARREN 79%**

As far as comics are concerned, I've only followed the X-Men's exploits for some years — but my enthusiasm for this cart's somewhat muted. It's one of the best-ever comic-based carts, which makes its faults all the more painful.

Static, the graphics are superb. The sprites are almost identical to the comic characters, except for costume alterations too recent for the programmers to include. Gambit looks cool, Wolverine's mean, Cyclops is noble — all are authentic, right through to the support X-Men and all badgies. Similarly, backgrounds are detailed and admirable platform representations of the comics' settings.

But in action... Some movements are great but others are jerky or look awkward. It's a pity such superb sprites have mediocre animation.

Why are Wolverine's claws a limited special move? Ditto for Gambit's charged playing cards and Cyclops's eye beams. They use them all the time in the comics so it's a bore using them sparingly here. In 'the real thing', Nightcrawler's teleport power does drain him — but he's Excalibur's leader and only a visiting X-Man.

Collision detection is unforgiving — you drop off platforms time and again, through no fault of your own — and the soundtrack consists of bog-standard MD effects and grating rock music.

Even with these faults, X-Men does an excellent job of recreating the speed, excitement and danger of Marvel's flamboyant characters. It's easy to get deeply involved in the action, gasping at every new supervillain, cursing your hero when 'he' makes a mistake.

If you enjoy superhero comics, you must buy X-Men. It's as simple as that.

---

Choose one of four heroes to use in the game. Swap during play to utilise other character's abilities.

Cyclops faces off against the vicious Sabertooth. Stay well clear of his lethal claws and punches.

Collect special glasses on this level and enemies are revealed.

The high tree tops of the Savage Land hide unknown dangers.

Press Up and Jump to move backwards into the scenery. This is useful for finding hidden objects.
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David Crane's Amazing Tennis

To date, the boyz in the office have a soft spot for Jenny Capriati's Tennis (let alone her body!). Its controls are instinctive and the action's fast, furious and fun! Can David top that?

Amazing Tennis is billed as the most realistic tennis sim ever — that's some reputation to live up to. The options are certainly very official, and it's here you select one of three game types.

To play against the computer, choose an opponent. There are some real thickos in the bunch so challenge these first rather than high-seeded players. Or if you don't want to risk a thrashing from your Sega, grab a mate and give them a game.

If both fail to tempt you, enter the tournament which involves playing computer players in order of rank, culminating in a battle against the top-seeded player, Derek from Britteny! And no, we're not kidding...

So you've chosen your game, now it's time to select the playing surface: hard, grass or clay, to determine speed and bounce. It's worth bearing in mind that the perspective makes the ball jump out at you even on the slower grass court, so it's better to sharpen up those reflexes on the green stuff.

Finally, become a left or right-handed player and enter his name.

The unusual choice of perspective is supposed to give the most realistic game of tennis ever — and eye strain! It takes some getting used to, especially when you change ends and you're the small bloke at the top; you have to line up returns accurately because the margin of error is much smaller.

How's that for service?
The controls offer two serves (hard and soft) and three types of shot — lob, hard and slice. All shots can be combined with pad directions to make cross-court shots, angled drives and devious spinning returns that hit the ground and bounce anywhere. Suss out these combos and you're on the way to championship glory.

Each point is shouted out by an umpire, who sounds like a cross between Gary Numan and Davros, the Daleks' leader! Still, it's a nice touch and helps you keep note of the score.

David Crane's Tennis looks amazing and plays a mean match. But has it got that addiction factor?

WARREN 64%

David Crane was a big name programmer in his day and devised many gems to enthral computer owners. Unfortunately, 'his day' ended about five years ago. Crane's occasional attempts to restore former glory have been noble failures and Amazing Tennis heads the same way.

For those who suffer from boastful SNES-owning friends, the good news is this offers a passable alternative to Mode 7 and, if anything, plays better than the Nintendo version. Many layers of parallax form the high-walled, packed-to-capacity arena, which shifts around convincingly as a high ball's tracked. The effect's less noticeable at other times, as most shots are covered by an over-the-shoulder 'camera angle'.

And this is the cart's downfall. It's fine when you're the big guy at the bottom of the screen, but the other player's half of the court is obscured by the net. Ball perspective's poor when it's within his striking distance and timing shots is difficult with a comparatively small sprite and oversized ball.

Strangely, Paul finds it easier playing at the top of the screen, but whichever way you look at it, you're at a disadvantage for half the match. This is a great pity, as Amazing Tennis has a pleasing array of options, opponents and shots, and is great fun against a human player.
Paul 72%

I'm in two minds over this one. I like the perspective, and gameplay is cool, but poor presentation and impossibly hard serves roughen the edges. It opens badly with a drab options screen — it looks like an accounts program.

Player sprites move realistically and the ball behaves itself (most of the time). Sceptics who say the MD can't handle large sprites, think again! The base line player moves quickly and smoothly, making Amazing Tennis easy to play.

It's a shame the controls for fast serves are user-unfriendly. You can't easily alter the length of the shot so most result in a fault. Soft slices go straight to your opponent, leaving you high and dry for the return.

You might remember how I raved about Jennifer Capriati's Tennis in an early issue of SEGA FORCE and I still stand by my mark. Amazing Tennis is a damn fine game, in many respects but loses out in the playability stakes. That American wench has my vote — but not just.

With perspective like this, the bloke at the top has a hard time judging fiercer shots. It's a case of swing and hope.

Mr Badly Drawn makes an appearance on the title screen. Nice headband.
As we move through the Nineties, superheroes are going green. Gone are the days when they only stopped bank robbers, now there's the environment to protect! Sega's ecologically-sound superstars step into costume.

The Earth has to put up with a lot. Toxic chemicals are pumped into oceans, the hole in the ozone layer's growing and rainforests are disappearing at an alarming rate. The world of Captain Planet is frighteningly similar.

An evil creature known as Zarm wants to turn the world into a chemical sludge pile. He's sent his nefarious agents to the four corners of the globe to produce deadly chemicals and Earth-shattering weapons.

All is not lost. Five courageous young adventurers and a blue superhero have joined forces to stop Zarm: Captain Planet and The Planeteers!

Out of Zarm's way

Originally a cartoon series, Captain Planet has been transformed into a single-player platform game. The mission begins on The Planeteers' pollutant-free base, Hope Island. The five teenagers are trapped in crystal cocoons and each have their own mission. Select a character and you're taken to a particular zone, controlled by one of Zarm's lieutenants.

The Planeteers' guiding spirit, Gaia, tells you which tasks must be accomplished and which guardian blocks the exit. You've an hour to complete all missions and stop Zarm, who's heading for Hope Island on a ship loaded with toxins.

Each Eco-Warrior has an elemental power which is fired in a single burst or as a three-shot. There's a limited number of shots and when power hits rock bottom, they can only be fired every three seconds.

Shot energy is provided by icons found throughout the game, as are Earth globes, which act as lives. Hits reduce life energy and when it's all lost, The Planeteers is returned to a catatonic state back on Hope Island.

Each level's crawling with mutated nasties and chemical sludge. Shut down chemical pipes, nuclear reactors and super-computers as you strive to save the world from environmental disaster.

Survive four missions and The Planeteers are free. They use their combined powers to summon Captain Planet, who faces Zarm in a final battle.

Go to it, Planeteers!

---

WARREN 36% 'By your powers combined, I am... Captain Planet!' You're also a bit of a prat, aren't you, mate? Pastel blue skin, mid-Eighties footballer hairstyle and red accessories are not 'in' this season. And the Captain Planet game is destined to be as fashionable as duffle coats.

Almost everything about this platformer is cheap and tasteless. Sure, pollutants and mutants aren't supposed to be pleasant, but cleansing this planet of ours should be an enlightening, rewarding experience. Captain Planet only provides incentive to switch off the MD.

Backgrounds use few and often garish colours, and their elements are repeated time after time, wallpaper fashion. Sprites are severely lacking in detail and sport rudimentary animation.

There's nothing wrong with the 'search and shoot' game format — it works brilliantly in carts such as Alien 3 — but here it results in either laughably simple or mind-numbingly repetitive levels. However, poor, unresponsive controls and unforgiving collision detection 'spice things up'...

The power is yours! If you're sad enough to waste £40 on it.

---

Dr. Blight and her evil super computer, Mal, are creating genetic monsters.
MAT 54% We’re all eco-friendly here at SEGA FORCE MEGA. We always use both sides of the toilet paper, stack beer cans in the corner for collection and carefully dispose of Sega Pro in a large bin marked ‘TOSS’.

And talking of rubbish, here’s the lowdown on Captain Planet. How can a company that releases classic games such as Sonic and Streets Of Rage II put this out?

Each Planteer has a useless power which most villains seem immune to. I mean, how great is the ability to shoot ‘one ball of soil’? Heroes should have energy blasts and abilities which enable you to laugh in the face of danger.

The only serious weapon The Planteers have is their ability to warn children of the dangers of pollution. I hardly think our planet’s problems can be tackled by five kids and their magic rings. Captain Planet uses bright colours to give the same look as the cartoon series. Control response is jerky, making characters move unconvincingly. Tinny sound effects and poor music are another letdown. Play with the volume low.

The only redeeming quality is the challenge: even on the Easy setting, it took me a while to get through. My advice is to borrow Captain Planet before buying it.

Having trouble with Captain Planet? Check out our complete players guide in the Playing Tips!

Wheeler uses a chain to swing across Hoggish Grodly’s traps. Watch out for electricity blasts and killer robots.
There have been a fair amount of puck-twacking coin-ops in the past and Hit The Ice is one of the better known. If you're a fan of humorous games, have a gander at what it has to offer. When you plug in the cart, you're presented with a number of options. If you've one joystick plugged in, you see the one-player options; plug in another for the extended two-player options screen.

Choose a one or two-player game, start a league (not available on the original coin-op) and alter game parameters, including time, difficulty, controls and speed setting.

You've a choice of eight teams with such imaginative names as the Pinks, Greens, Yellows etc and all have different playing styles and attributes. Some are fast and fancy, others are slow and solid, but each have their own super-shots. It's worth sussing out which shots are easiest to master then sticking with that team.

The net result
Gameplay is unconventional to say the least. Punching, kicking, and hitting are a vital part of the game — being skillful just won't do, since the opposing players are complete nutters and chop you down at every opportunity.

Don't think Hit The Ice is just a case of smashing the crap out of the opposition and walking the puck into an empty net, though. The goal is small and the keeper massive so you've got to get used to passing the puck around while you try to create an opening.

If you can't find a way in, try your super-shot, which takes an age to power up but is 99% accurate. Be warned, while you're powering-up your defences are low, and the opposition are ruthless with their tackling.

Although it's mainly arcade action, you can change the formation of your computer-controlled colleague. He can back up your forays into the enemy's half or stay by the net, handing off attacks. He's a pretty mean shot, too, so you can take control when he's near the net.

Hit The Ice looks like a perfect conversion of the arcade game, with a few extras to justify its appearance on the MD. It's in a completely different style to other hockey games so check out the comments.

That bald-headed bloke's rocketed the puck past your hapless goalie.
The first of many, perhaps?

What the hell is an octopus doing on the rink? Whatever it's doing, that player's heading straight for it.

TIM 51% Despite the icy title, I'm afraid Hit The Ice is anything but cool. The graphics are sharp, colourful and amusing at times. The player-throwing squids that lies on the ice is a surreal touch. The sound can't be faulted, either, so where does it go wrong?

The main snag is that the playability factor is virtually nil, the controls being almost impossible to master. Even the simplest of moves are difficult — you can barely control your player, let alone the puck! After half an hour I'd only managed to score one goal, and that was by accident. If you play Hit The Ice long enough you'll probably master it, but in the mean time you'll scream in frustration.

Unless you have the patience of a saint, don't buy this cart; the awkward controls drove me mad. I'm a teapot, I'm a teapot...
It's that octopus again, except this time he's tripped the player up and pulled his legs down! Weird animal.

PAUL 49% Oh dear, what a naff game. Hit the Ice was truly uninspiring in the arcades and Taito must be congratulated for doing a fantastic conversion: they've retained every ounce of boredom that made the coin-op such a non-entity!

Graphics and sound can't be faulted. It's only a 4 Meg game so perhaps they were running out of memory by the time they got to gameplay. You can't tell what's going on because the puck changes hands faster than a forged bank note — and when you do realise you've got the puck, your computer-controlled teammate's farting about down the other end of the pitch, waving to the crowd!

But don't think he's any use guarding the goal. When it comes to the crunch, the MD takes over and gives little or no control over the proceedings. You've no choice but to switch control to the other player and leg it back from the other end of the rink. Very frustrating and extremely boring.

The formation control seems to have little effect and super-shots aren't nearly as accurate as the computer's efforts. This could present a challenge but instead presents a dilemma: power switch or reset button? I'd go for the former...

Even the inclusion of the two-player teammate, head-to-head action and league facility can't bring this back from the dead. If you're looking for a decent puck game, buy EA Hockey instead.

Oh good, only two more periods to go. Will our home team wipe the floor with the opposition? Some hope, eh?

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Playing Tips

If you were with us on SEGA FORCES, you're in for a few surprises. A tradition for providing the best tips section devoted one hundred percent to the Mega Drive and Mega-CD.

Our job is cracking the games you want solved. No compromises, no lies, just the most comprehensive playing a classic, James Pond: Robocod.

The SPORTS level.

First and foremost, don't forget to have a couple of extra lives in the 1st section. A platform in the TENNIS and CRICKET area. You can have the core of extra lives in the 1st section, but it can be tricky. It's a platform and can't be reached unless you push the plunger. A platform on the road and stops just under the bandit. When you find the BOXING and WEIGHTS section, you should have a couple of extra lives hidden in the road. If you're greedy for bonuses, there are two extra lives hidden in the road. If you're greedy for bonuses, there's a terrible surprise.

Having trouble saving Christmas from the clutches of that evil Dr. Pandy? Here's a plethora of pointers to see you and Pondy through several of the levels. It's a fishy tale for sure...

James Pond
section and knock a plane out of a block, get inside and have a good old zoom about!
Left of the exit pole, just above the start point is an extra life. It’s hidden behind the far left boxing glove.

The BOARD GAMES level.
There are four exit poles at the end, choose one of the four and the following will happen:
The first pole returns you to the start. The second pole is the usual, run-of-the-mill exit and takes you onto the next section, the third pole takes you to a couple of bonus rooms and pole fou completely warps you out of the level.
In the bonus room you can either go left or right from the start. If you go right, beware of the three blocks in a row, they are filled with poison. To the left, the blocks are OK and contain extra lives. The exit poles take you to another bonus room, but be careful, this time the barrel. You can walk through the chocolate border to the exit.
In the AERO section, there’s a hidden room, which can be reached via the first moving platform. There’s a penguin in here and an invulnerability bonus, too! boot!

The ARTS level.
A fairly easy one this, but if you want the bonuses scattered fairly high up, you need to negotiate the moving platforms.
In the PAINT section, there’s a tunnel to the right of the exit, leading to another bonus room. There’s a hidden room to the right of the first moving platform, there’s also a bonus near the boulders. Take this, then continue through the right hand part of the cavern, into a tunnel full of bonuses and a secret room.
In the bonus room, you’ll be confronted with an exit pole. This isn’t the real one and hitting it will take you back to the very start of the section. The real pole is to the right, surrounded by bonus credits aplenty.
And that’s your lot, James Pond fans, make of it what you will!

The blocks have been switched, the bad blocks are to the left and the good ones are on the right.
In the DOMINOES and PLAYING CARD section, keep a look out for a cavern that’s slightly emptier than the rest. It contains a blank domino. If you walk through it, you find a bonus room and an exit to the next level.
The astute amongst you will notice an extra room, near the end of the section, above the cards. There’s bonuses galore inside, with a bonus exit and an aeroplane.

The SWEETIE level.
Bonuses can be found in the bottom left-hand corner. Find two statues and lean on them for extra points. Stand on the statues until your bonus stops, then jump up and grab the broly. Collect the pennies as you float to earth!
Traveling through the CAKE zone, there’s a bonus lurking on the plates at the end of the section. There’s a hidden room above the very first Bertie Bassett that appears. Jump on the barrel of icing to find it. Believe it or not, there’s another secret room in the roof to the right of

Game Genie
Another familiar face! Business as usual for this section. You know how it operates so keep sending those codes in. The best code gets a T-shirt, the worst gets thrown away. Simple, huh?

BART VS THE SPACE MUTANTS
AJRTAAGR ... Invincibility against hits.
A2RTAAGR ... Infinite lives
AAXTBEJG ... Infinite rockets after you buy one
AAXABJ8G ... Infinite bombs after you buy one
FJQAAA6N ... Infinite paint after pick-up.
AJBTAAT ... Start on Level 2
ANBTAAT ... Start on Level 3
ATBTAAT ... Start on Level 4
AVBTAAT ... Start on Level 5
A1YACABY ... Set Level 1 goals to one
AEEAEAEEN ... Set Level 2 goals to one

NHLPF HOCKEY ’93
RHTT960E ... Master code — MUST BE ENTERED
ANACAC2 ... Period clock is frozen (no time limit)
HWWTAADO ... Each period lasts a minute
CBWTAADO ... Each period lasts 60 minutes
AHXBTB5J ... All penalties last a minute
AIWEAAAY ... Infinite time-outs
AKRTA3Y ... No time-outs

TERMINATOR 2: The Arcade Game
RYA8B3W ... Start with one credit
RZ8A6J6V ... Infinite lives
SF4ABAEXL ... Start on Human Hideout
SF4ABJDXL ... Start on Trip To Skynet
SF4ABNXL ... Start on Skynet
SF4ABTXL ... Start on Cyberdyne Systems
SF4ABFXL ... Start on Freeway
SF4ABBXL ... Always have maximum gun power
RQJAA6OC ... Infinite energy
RZ8AAEXO ... Infinite rockets and shotgun shells on pick-up

Road Rash 2
I’ve changed magazines, names and even T-shirts (a welcome change — Sub Ed, and can I shake off Pinky Lomas? I’ve got more chance of playing strip poker with a nun! Pinky’s task in life is akin to that of a train spitter; while they scroun the land for trains, he scour every game for a cheat.
This time he’s noticed something strange in EA’s motorbike beat-em-up. If you get a password that begins with 00DB, you can substitute E018. This gives $309,760 on top of what you’ve already earned!
Cheers, Pinky, I await future correspondence (sarcasm, sarcasm and even more sarcasm).
If the puny bikes on offer aren’t fast enough for you, hold down Up, [A] and [C] on the title screen. Keep them held down and push Start to get to the race select screen. Take your mitts off the buttons and you should find yourself astride the Wild Thing — with a top speed of 225 mph and unlimited nitros!
playing tips

Rolo to the Rescue
To prevent our big-eared friend being turned into a set of piano keys, Matthew Gill from Bristol has sent in a cheat to access a secret options screen.

On the title screen, hold down diagonal Up-Left and buttons [A] and [C]. Keep them held down and press reset.

When Rolo appears again, let go and press [B]. You should see a new options screen.

Home Alone
If any of you lot out had the misfortune to get this game for Chirnbo (you wouldn't be mad enough to buy it, would you?), give a big round of applause for Dean McDonough from Liverpool who has sent a list of weapons and the parts you need to make 'em. Those burglars won't stand a chance when you get to grips with these tips.

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Putt & Putter
Bob Taylor from Cheltenham has sussed out a level-select for this alternative golf game.

Wait until the Sega logo appears. Press Down and Left on the D-pad. You should be able to choose any level.

Bio-Hazard Battle
For a level-select, hold down [C] on the title screen and rotate the D-pad in a clockwise direction. Keep doing this until you hear a strange noise then set your options. When you start the game, a stage-select screen appears.

Ghous 'n' Ghosts

To change the game colours, select invidibility and choose level 5. Pass the three Minstral Winds and the cyclops on the wall, climb the ladders and stand on the highest block. Walk to the edge facing the pit and turn around. Now walk to the other end of the block. The game should automatically reset (if it doesn't, repeat the back and forth walking). Repeat the invisibility code, choose level 5 again. Press Start on the title screen and noticed how strange the colours have become.

To get secret bonus points, at the end of each stage you can grab the key and receive a bonus of 5,000 points. Have the key on your left side, stand close to it and jump towards the left. It takes a bit of practice to get the timing right. If you get the key as you begin your jump, you should see the message 'Nice Catch!' and receive 5,000 extra points.

To play the game in slow motion, enter this code during the title screen: Up, A, Down, A, Left, A, Right, A. If you do it correctly, you should hear a tone. Press Start until Arthur appears. Now Pause the game and press B. To

Help lines
Having trouble with a game? Need some advice from the experts? If so, this section's for you. The HELP LINES are a place to exchange information. If you're stuck on a game, send in your problem and Paz or a fellow reader will help you out. We hope!

Peter Philp from County Antrim in Ireland wants to know if you can access the Hidden Palace Zone on Sonic 2 without the use of an Action Replay Cart.

Well Pete, me old fella, as far as I know, the Hidden Palace Zone is just a mass of sprites strewn around the screen, looking very much like a pavement pizza. But if anyone knows of a way to get into this zone without using any code peripheral, drop me a line at the address below.

"Please, Paz," starts this grousing letter, "I'm a Sega nutter living in your home town of West Bromwich and I'm having a spot of bother on Ex-Mutants: I'm stuck on that big, bad guardian halfway through Level 2. I can hear his energy down to half but he keeps killing me. How do I destroy him? Signed A Hunt.

Well, Mr Hunt, I think I can answer this one myself. As soon as he appears, collect the bouncing bombs pick-up. You have to judge where he's going to fly over the screen and position yourself directly beneath him and duck. He releases four fire bombs, which should drop either side of you.

Now's your chance to strike. As he files off, jump up and let rip with the bombs until they've run out. If you get most of the bombs on target, he should only have a small amount of energy left. You have to resort to your handheld weapon but use the same tactic and you shouldn't lose too much energy.

Are there an extra lives cheat or level-select for Batman Returns? asks Debbie Cohen from Colwyn Bay.

I don't know of any, but I bet one of our devoted readers does. So if you're reading this and know of said cheat, don't be selfish, jot it down and send it in.

Stewart Pidsodd from Ashby-de-la-Zouch reckons there's a cheat on Ecco: The Dolphin that turns all the fish into furry mammals and Ecco into Sonic! We haven't heard of this cheat but if it works it'll be fantastic. Come on, Ecco fansatics, see if you can suss out this code.

We owe you nothing!
Yep, it's true. We don't have to give you anything for sending in to answers to these queries — but we will!

Every person who sends in a correct reply will go into a draw to receive a SEGA FORCE MEGA goodie! It might be a T-shirt, it might be a set of Archimedes' hair — it might even be a signed photo of our new Staff Writer, Tim! Whatever it is, you can't have it unless you send in an answer.

To be in with a chance, post your replies to: HELP LINES, SEGA FORCE MEGA, Impact Magazines, Ludlow Shropshire SY8 1JW.
Faery Tale Adventure
Leave the swan on the outskirts of the Plain of Grief before attempting
the Citadel of Doom. Visit the Sorcerer when you're low on
luck. She’ll give you 5 luck points (which equal one life), until you are
maxed. Stock up on inventory items by repeating this. When you find
something you need, grab it and then save and restore your game.
Low on keys? Save the game before you lose one, open a door and
restore the game. You’ll keep the key and the door stays open! You can
ignore the Julian is starving' message when you have over 100
vitally points. To play the end game, try the following password:
7R2KUL6RSZ5S56KN+GSDC8720653R2I2HO7D5P

WASHINGTON
Not as strong as Chicago but similar style of
play. Virtually unbeatable passing wise, so
keep changing your style of play to defeat
these guys.

MINNESOTA
Unlike the Packers, their quarterbacks are a
bunch of gibbering baboons! They’re not brilli-
ant attack wise. However, they are unbeat-
able in defense. So thrash this team, go for
a passing style game.

NEW ORLEANS
This team’s worse than Hartpole in English
football- and that’s saying something! They
look speed, passing, aggression and I reckon
Mr Kipling could do a better job as quarter-
back! Avoid this team at all costs.

PHILADELPHIA
This team’s quarterback is definitely not Mr
Kipling, in fact he’s quite the opposite! This
team’s all rounder. Block tactics are the
best to use.

Dragon’s Fury
Type in this code for 555,500 points and 33
balls: 09563 55555. And that’s not Mat’s tele-
one number! If you want to go straight to the
last game, type the password 555CLAEBEC7.
Your score’s 999,999,990. Send the ball into
the playing area. You gain an extra 100 points
and the chance to tackle the last section.

Gynoug
To get a stage select on the option screen, go
to CONTROLS and hold [A] for eight seconds.
For infinite credits, hold Left, [A] and [C] during
the Continue section.

Gynoug
To get a stage select on the option screen, go
to CONTROLS and hold [A] for eight seconds.
For infinite credits, hold Left, [A] and [C] during
the Continue section.

Futurama
To get a stage select on the option screen, go
to CONTROLS and hold [A] for eight seconds.
For infinite credits, hold Left, [A] and [C] during
the Continue section.

Budokan
To defeat Tetsuo Okabe
(match 5) and Miki Hidase
(match 8), select the Bo
as your
weapon. When the
match begins, press
A, B or C and
hold Left. You will
block all of your
opponent’s attacks. Wait
until you have maximum Ki,
the strike your opponent.
Hit once and you will
win the match.

Evander Holyfield Boxing
Select ‘START NEW CAREER’ and type in
‘The Beast’. Now push Start. A green man with
blue hair should appear!
You now win all fights. (unless you’re a
crazy gamer!!) because you have full
power, stamina, speed and defense. Try to use
hooks and uppercuts because these are the
easiest to perform and take away the most
energy.
Try to build up power and speed when you
get a chance to buy something. If your oppo-
Dancer
For a level select, hold [A], [B], [C]
and press
START on the title screen. Go to Start Practice
for a level select.

Rolling Thunder 2
Here are the codes for the Hard setting of Sega’s platform
shoot-em-up.
Level 2: ........A MAGICAL THUNDER LEARNED THE SECRET
Level 3: ........A MAGICAL ISOTOPE BLASTED THE DEVICE
Level 4: ........A PRIVATE LEOPARD PUNCHED THE NEURON
Level 5: ........A SLENDER FIGHTER ELECTED THE GENIUS
Level 6: ........A DIGITAL RAINBOW MUFFLED THE SECRET
Level 7: ........A LOGICAL THUNDER SMASHED THE POWDER
Level 8: ........A ROLLING MACHINE DESIRED THE THUNDER
Level 9: ........A SLENDER NUCLEUS BLASTED THE TARGET
Level 10: ..........A CURIOUS ISOTOPE CREATED THE KILLER
Level 11: ........A NATURAL PROGRAM DESIRED THE NEUTRON
...Which is all a surreal interpretation of my life story!

SEGA FORCE MEGA
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Predator 2

Level 1: Easy! Follow the arrows and get to the hostages before the predator does (sometimes you can find hostages just by watching the predator's sights). Pick up the weapons but save some for the car blockade before the exit.

Level 2: Search the corners of the bulldogs for hostages and watch for the predator's sights. Against this level is easy and the end of the level is guarded by a helicopter you throw your heavy weapons!

Level 3: Another easy level, the toughest challenge being the end of level lorry. To destroy the truck make sure you have grenades and aim for the three runners, working from left to right. Otherwise look your gun in an upwards position.

Level 4: Simple! The main thing to watch for are predators riding on the trucks and to make sure you collect the grenades and predictors' spear weapons. The level boss is a predator who fires at you with lasers and spears, so use spears and grenades to kill him quickly.

Level 5: Harder! Part of this level is a race against the predator to get the hostage, watch his sights carefully and use the ladders and ramps scattered about. When you come across any predators be sure to use their net weapons, spears and disc against them and pick up rifles when you can. The end boss is another predator, but no problem if you use nets and spear weapons.

Level 6: The toughest level yet is long, full of thugs, gun men and cars so don't be afraid to use your special weapons. Use to destroy any car blockades as they normally guard medical packs and stalls. Keep moving and lock weapon if necessary. When you reach the end of level track use the same tactics as level 5, and be ready to fight a couple of helicopters afterwards.

Level 7: The alien ship is the longest, toughest level with the most hostages to save (25) follow the arrows until you see one pointing towards a door, move left and walk through the left-hand wall. You will be under constant threat from predators and laser gun emplacements so follow the arrows, keep moving lock your gun towards predators and pick up their weapons. The armed predators are most dangerous so concentrate on them as you can earn yourself weapons. At the end of the level you will enter a small level with powerups before facing the predators 'larger than normal champions.' Lock your fire upwards and don't use, disc, spears and nets to kill him and earn the dueling pistol (harrigan will make for the exit himself).

Passwords

Level 2: Kiisers
Level 3: Camouflage
Level 4: Los Angeles (enter space as well)
Level 5: Subterror (no space)
Level 6: Total Body
Level 7: NA

General tips for all levels are to keep moving, lock, fire backwards when being chased and always keep ahead of the predators sights!

Lotus Turbo Challenge
If you want to go faster than my Metro (... get out and push —Mal, Ade and Warren), type in SLUGSPACE on the password screen.

Another World
Delphine's first game for the MD and boy, it's tough! So to ease the strain, Paula Jordan from Cumbria has supplied us with the level passwords.


Outrun
How do you fancy seeing the end of the game? Enter ENDING on the high score table.

Action Replay
Another section that survived the move! Keep your mince pies glued to this section every month to get the latest codes. And keep sending your home-grown codes, they earn a T-shirt if they're good.

JAMES BOND: The Duel
FF1B0D0008 ..............Use with below codes FF93B70007 ..............Use with above and below codes FF9AF70007 ..............Use with above codes to give infinite lives FF90B70007 ..............Use with below codes FF95D50007 ..............Use with above and below codes FF93B700007 ..............Use with above and below codes FF9AF70007 ..............Use with above codes to give infinite energy

SHINING IN THE DARKNESS UK+US
001AFE0000 ..............Herbs are free 0015060000 ..............Drug is free 0015180000 ..............Wisdom is free 0015960000 ..............Healer fruit is free 0015E0000 ..............Smilling salts are free 002D3403E7 ..............Use with below code to start the game with 999 points 002D4003E7 ..............Use with above code 001CE0000 ..............Woodstaff is free (Snoopy's pleased) 0012950000 ..............Word is free 00143E0000 ..............Bronze shield is free 00141B0000 ..............Bronze amour is free

STREETS OF RAGE II
FFEF690000 ..............Almost never get hit — player one FFF0890000 ..............Almost never get hit — player two FFF810608 ..............Unlimited health — player one FFFB81068 ..............Unlimited health — player two FFF830005 ..............Infinite lives — player one FFFC83005 ..............Infinite lives — player two FFFC3C0009 ..............Unlimited time FFFC43000X ..............Level select (1-8, where X is Level x 2 and ranges 0-E) FFFD05000X ..............Difficulty level (where X is 0 (Very Easy), 2 (Easy), 4 (Normal), 6 (Hard), 8 (Hardest) or A (Mania))

Buster Douglas Boxing
Press Up and Start on the Game Over screen for another attempt.

Gaiaras
Secret invisibility: Pause the game, then press and hold down [A] and [C]. Then press LEFT, the screen should freeze for a second. Unpause and you're invisible. This must be done at the beginning of each level.

Stage Select: Go to the configuration mode by holding down [A], [B] and [C] and pressing Start. Place the Sound Test at 18. Hold down [A] on the second controller and exit the configuration mode. Press Start on the first controller to go to the Stage select.

Weapon Power-Up: Enter the Stage Select mode, then begin the game. Pause and hold UP, while pressing [A] twice. Resume the game and shoot TOZ to power up your weapon.

Weapon Select: Enter the Stage Select mode, then begin the game. Pause the game and hold UP while pressing [A] to select your weapon.

Mystical Fighter
On stage one, the first set of doors you come to, press and you enter a room. Press [A] to open the chest, then [A] again to collect the magic items.

On stage two, go behind the waterfall and collect extra energy.

On stage four, there are extra magic items if you press up on the first log.

Alan Lewis, Birkenhead, Wirral.

Desert Strike
Go to the option screen and type BOQCAEZ. Press start and you've got 10 lives! D.B. Smith, Manchester

Streets of Rage
Press Start on the second joystick when player one's about to die. Let the first character get killed and you continue with player two.

Onslaught
Entering all zeroes as the code gets you almost all the squares on the map. This leaves you only the easy mountainous regions to cope with.
Captain Planet and the Planeteers

PLAYER'S GUIDE

Mat Yeo played through the whole game and saved Mother Earth — twice! — to bring you this level-by-level guide. He'd like it known we used only sustainable joypads and biodegradable notepads in the production of these tips.

DUKE NUKEM'S URANIUM MINE

Tackle this radioactive zone first. Wheeler has an advantage here — her firepower enables you to clear this stage with ease.

Duke Nukem is using his uranium mine to produce toxic pollutants. Your mission is to destroy mining machines and atomic cloning devices. The entire underground complex is crawling with energy creatures and glowing boulders. Save your energy instead of wasting it by destroying rocks and automations.

You start on the right-hand side of the level. Jump onto the conveyor belt and ride up to the first side tunnel. Walk along, dodging one, and fire five normal blasts to blow up the machine. Walk left and jump back onto the conveyor belt. Destroy the three machines on the right tunnels then make your way over to the left of the section. You should have no problem leaping from lift to lift but watch out for energy creatures that shoot across the chaos.

Reach the left-hand tunnels and repeat your actions as before. Destroy three mining machines while keeping your eyes peeled for bad guys and radioactive boulders.

Once all six machines are disabled, an exit sign and arrow appear. They guide you to the top-left of the level, where you have to face the diabolical Leadsuit.

This armored cretin has to be forced back-wards into an elevator, using your eco-power. As you hit him, he drops energy globes and power-ups. Collect these quickly so that your energy doesn't take too much of a battering. Once Leadsuit's in the lift, he travels up to the next level and vanishes.

The final part of this section takes place in Duke Nukem's atomic reactor. There are three platform levels here, each with a number of glowing green fuel rods on them, guarded by glowing monsters. The Duke travels in a floating cage which drops down every once in a while to unleash more energy creatures. On top of all this, lightning bolts flash across the screen every few seconds.

Start on the bottom level by blasting the atomic monsters. Before Duke Nukem can drop down with more of the blighters, jump on the power rods. Repeated jumping forces the rods into the floor. If the energy creatures reach the rods, they pump them back up again.

Once all the rods on a platform are down, move to the next section. Force the rods down on all three levels and Duke Nukem explodes.

VERMINOUS SKUMM'S SEWER HIDEOUT

Beneath the city lie miles of sewer pipes. These are currently inhabited by the half-rat creature, Verminous Skumm. This foul monster is pumping tons of toxic chemicals into the water supply. Your mission is to locate the outlet pipes and turn them off.

The easiest way to find the pipes is to trace the green liquid that pours out of them. Walk through the stuff until you reach a rusty red wheel. There are always two wheels in one location, both gushing out chemicals. Turn both of them off before moving on to find other pipes.

Switch pipes off by keeping into the air and pressing Up on the joystick. You'll...
playing tips

Defeat him by blasting him then dropping down a hole onto another platform. Keep moving, shooting and dropping down a level. He changes colour a few times then explodes.

It's off to the city rooftops next as you face Vermulous Skumm in his getaway chopper. You have to destroy his gun, windshield, tail and engine. Leap up onto the landing skis to hit some parts of the craft and dodge his fire all the time. You'll take a few hits but he's defeated fairly fast. When the helicopter starts to spin around, you've beaten him.

Locate and destroy five computer terminals inside Dr Blight's base.

Watch out for monster rats and cockroaches in the city's sewer network.

Dr Blight is the mad scientist responsible for constructing MAL, an evil computer.

Destroy the guardians then three standard blasts to eradicate the terminal.

The robots drop power pellets which can be collected to increase firepower. You move onto the next stage when all five terminals have been destroyed.

Next up is the deranged Dr Blight. She's riding a computerised platform, mounted on a revolving mechanical arm. Make your way to the right of the screen and leap onto the middle platform. Face left and leap up in the air while firing. Your blasts should hit the metal arm. A few hits later and she's outta here!

HOGGIS SHEEDLY'S UNDERSEA OIL RIG

This is the largest level and is best tackled with GI and her water power. The fat misfit Hoggish Greedy has taken over an offshore pumping station and is using it to drain the Earth of its resources. It's up to you to stop his operations once and for all.

You start on the left of the level and work your way across to the far right. There are various objects to avoid in this lethal section but take your time and you should make it through in one piece.
For a start, there's polluted water leaking up from below. Stand in this for too long and it drains energy. Stand on the pipes but steer clear of the ones that shoot scalding steam.

There are also giant screws which plunge into the floor at regular intervals, blocking your passage. Touch these and your power decreases.

On top of all this, flying drones take potshots at you. Use overhead pipes as cover and diagonal shots to hit the robots. You need a few direct hits before they come crashing to the ground, depositing an energy globe as they do so.

Make it through this mayhem and you arrive at a platform in the ground. Hop on it and you're transported to the next section. This time head off to the left.

Blast the yellow platforms to knock off their guns, then hop onto the platform. When it reaches the top, leap up and grab the overhead chain. Swing along the chain and dodge the flying robots and screws as you go.

There's another elevator to be found on the far left. Jump on it and you're carried up to the last section. The best advice here is to just leg it through the electrical current and dodge the robots whenever they appear.

Make it past this lot and you reach a set of steps. Position yourself on the right-hand side and crouch down. Rigger appears and starts blasting away with his grease gun.

Wait for him to fire then stand up, blast and duck down again. After a half-dozen hits, he's finished.

Next up is Hoggish Greedly himself, seated in a heavily-armoured tank. Your first task is to leap up and take out the flame-thrower. With the thrower, you have to destroy the tank's fuel drums, located at the rear of the vehicle.

Use the springs in the floor and grab hold of the overhead chain. When you're over the tank, drop down and take some shots at the fuel drums. Hoggish turns round and charges at you. Spring up again and repeat the manoeuvre until the tank explodes.

**ZARM'S DOOMSDAY BARGE**

The final challenge! After completing the other levels, the Planetees gather on Hope Island and summon up Captain Planet. The Earth hero races off to intercept their arch-villain, Zarm. The evil one has loaded up a cargo ship with deadly chemicals and aims to ram it into the mainland.

As Captain Planet, you have the power of flight and energy blasts. The ship's armed to the teeth with various devices, all aimed at your tiny green bosome.

Fly into the water and take out the weapons and gun emplacements under the ship. Use diagonal blasts and keep your distance. Watch out for the green creatures that attach themselves to your face. If this happens, fly into the air and they vanish.

Once all the guns below have been taken out, fly into the sky and take out the top emplacements. Don't panic if your energy's running low — there are loads of Earth globes scattered throughout the level. Blow up all weapons and prepare for the last battle.

Zarm appears at the top of the ship and is circled by energy globes and guns. Keep the pressure up and blast at all the globes until none remain. Zarm himself only takes a few hits then he explodes.

With Zarm gone, you've saved the planet and the good Captain flies off into the sunset until his next ecological adventure.
Playing tips

Sunset Riders

Press up by any doorway with two swinging doors. A lady gives you a bonus.

Either leap onto the beasts' backs, or simply stay on the balcony until they've passed by.

The purple bag contains dynamite. Pick it up and throw it over the stacked boxes.

When you leave the saloon, you're invincible for a few seconds. Use to your advantage.

Watch out for the barrel. A cowboy doesn't appear until you're close.

Shoot the burglar on the roof and he drops his swag bag which holds a weapon or bonus.

Sneaky gunmen hide in doorways until you've passed, then pop out and fire.

Watch out for any stray bullets from a crouching cowboy. If you think that you're gonna get hit, use the slide move to get out of the way.

Watch out for bandits sneaking up behind you and make sure you dodge those low poles.

Throw sticks of dynamite at cowboys hiding behind boxes and keep your finger on the fire button. Hit them before they get chance to fire — you've little room to dodge.

Shoot all the baddies in the carriage windows first then move along to the next screen.

More of the same, except pesky poles re-appear. Don't dawdle. Keep shooting and keep moving until you reach Paco Loco, who's waiting for you at the end.
Watch out for the cowboys behind the box and on the roof. Collect the power-up in the bag.  
The bandit on the roof throws a lantern, make sure you dodge the fire.  
Dynamite is thrown from the upper storey window — don’t shoot it!

Cowboys pop up in every window. Use the slide move get past the building.  
You’ve got to stay on their backs. Time your jumps so you don’t land in front of a bull!  
To rescue the girl, take out all the baddies in the windows then on the ground.

Bandits attack here. If they get too close they stab you so shoot them early.  
Watch out for the lantern again. Make sure all the flame has died before you proceed.  
The last group of bandits challenge you on the bridge. Turn around and fire.

There’s a stick of dynamite in that purple bag. Pick it up and throw it over the boxes at the baddies.  
You come across a series of low telegraph poles as you cross the logs. Either get below them or use the slide move to glide underneath.

This time, rescuing the girl’s dead easy. Just use the slide move to quickly cross the roof.  
Getting over boxes without getting shot is difficult. Take your time.  
Make sure you pick up bonuses. The double gun is especially useful.

Billy Cool: Billy’s armed with a mean pistol that fires in two directions!

Cormano: Armed with a rapid-fire shotgun. I’d choose Cormano in preference to Billy.
Playing tips

- Pick up the Holocube, use it and observe the cinematic interlude.
- Stand on this switch. It doesn't appear to help but opens a door you encounter later on.
- No matter how loudly you swear at it, the lift insists on moving out of reach once you've moved away from the switch. However, if you drop a stone on the switch, the lift stays down. Once you've done this, nip across and pick up the teleporter.
- Remember to store your position regularly, otherwise — should you die — you have to go right back to the start.
- Use the ID to open this door.
- This situation's certainly a sticky one — two ever-vigilant guards and a laser turret await anyone foolish enough to go near them. However, you don't have to put yourself at risk: simply throw a stone over the edge and let their own gun do the rest...
- Using the fully-charged cartridge makes an artificial bridge appear. It's a lot safer than it looks but don't forget to shoot the robot — as soon as the walkway appears, he starts rolling toward you...
- To exit this level and — quelle surprise — enter the next, simply hand over 500 credits to this cheerful old man. He, in turn, gives you a special belt attachment.
- Whatever you do, don't touch the green stuff — it kills you outright. As long as you flick this switch and avoid the one on the floor, you'll get through.
Flashback

Perhaps the best arcade adventure of all time — but also one of the toughest. Follow these steps to get off on the right foot.

Use this terminal to charge the cartridge stolen from the dead guard. Remember to keep your shield topped up — using it in conjunction with this restores any lost energy units.

If you haven’t found this guy’s teleporter, go and do so.

Pick up this key to open a door elsewhere. It’s not essential — there’s another way around, in fact — but it saves on shoe leather.

This switch activates the laser turrets on the screen you’ve just worked through. Problem is, you’ve got to go back along that route! There’s no way to turn them off, so make sure your joystick hand is in top form, ‘cause you need to be quick...

Money, prestige... power... you can buy the world! Well, perhaps not, but the 500 credits you find here are particularly handy later on.

To finish, select the belt attachment and leap over the edge. Don’t panic when it seems Conrad’s plummeting to his death; everything turns out okay in the end. Congratulations! Let’s see how you manage with Level 2...

The stages which follow require even more dexterity and brain power. We’ll bring you more Flashback level guides soon, but if there’s a particular problem, write in and we’ll try and help.

SEGA FORCE MEGA 73
£10,000 m

Fancy winning loads and loads of money? In this exclusive competition, Imagitec are asking YOU to dream up ideas for a new Mega Drive game. If they like what they see, your dreams turn into reality as the Dewsbury dynamos take your concept and turn it into a game! There's a total of £10,000 at stake, too — this is the magazine world's most expensive competition!

I'm true! Imagitec are offering three wildly creative SEGA FORCE MEGA readers a share of £10,000! They're looking for loads of ideas so they can produce three stonking new Mega Drive titles.

It's your job to convince the guys your ideas have got enough clout to make the transformation from initial concept to console game. Things is, where do you start? Here are just a few suggestions we've dreamt up:

1. You could write your thoughts down, detailing the game scenario (how the story unfolds, that kind of thing), the characters (their names, moves, functions in the game) and the levels (what they're called, how they should look etc).

2. Better still, why not design your game — put it on storyboards? Draw the main characters, sprites etc. Show Imagitec how each level should be represented, foregrounds, backdrops and the like. Give the guys a real feel of how you think the finished game should look.

3. Or if you're really clever, why not make a mini-movie and put your game concept onto video?

The choice is yours. Whichever you choose is the best way of putting your ideas across.

From initial ideas

To storyboard design

EUREKA! Blue hedge-hogs'll have nothing on this one!

Steven Spielberg does this all the time, and just look how much money he makes out of storyboards!
must be won

The dash for cash...

All entries will be judged by Imagitec. They'll choose the three ideas which they believe will make the best Mega Drive games.

The first entry to really catch their eye, the one that shows the most ingenuity will — wait for it, wait for it — win the creator a staggering £5,000! And two runners-up each receive £2,500 for their game ideas...

That's not all! We'll be following the progress of each game in SEGA FORCE MEGA over the coming months. From the judging of the entries, to the design and programming, to the advertising and marketing. Plus, you'll be invited to meet the Imagitec bods to see how your game ideas are taking shape.

You've a total of SIX WEEKS to get your entry to us. Not long! So slam your grey matter into gear; the closing date is Thursday 5 August, 1993.

Send your ideas, on whatever format you've chosen to THE WEALTH OF IDEAS COMPETITION, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW. Have fun and good luck!

Two great Imagitec games, Humans and Gadget Twins. The result of many brainstorming sessions, hundreds of storyboards and months of computer design. The stage is set for your ideas.

To programming

A-sprightly coding we shall go, addressing ROMs all over the show...

To finished product!

'SPut them down there if it's Imagitec's latest by the new person from SEGA FORCE MEGA.'

Okay, guy. Where's me tip?
We interrupt this Mega serious magazine to bring you a master BLASTER!

Know someone with a Sega Master System?

If they’re a mate, tell them about Sega Master Force.

If you can’t stand ’em, tell them about Mean Machines.
Cart Charts

Want to know what gamers up and down the country have been buying over the past four weeks? This is the place to look. The Virgin Retail Mega Drive chart reflects sales of 16-bit games from Virgin Megastores and Game Centres nationwide. There's the latest arcade chart, plus, our spies in the States and Japan supply us with the Top Tens from their respective countries. Expect some of them to be released in Britain in... ooooh... say, 32 years time!

UK Mega Drive Top Ten

1. SUPER KICK OFF - US Gold
2. PGA TOUR 2 - EA
3. NE - FATAL FURY - Sega
4. TINY TOONS - Konami
5. ECCO: THE DOLPHIN - Sega
6. ROAD RASH 2 - EA
7. DESERT STRIKE - EA
8. NE - BULLS VS BLAZERS - EA
9. LEMMINGS - Sega
10. STREETS OF RAGE II - Sega

USA Charts

They're sport crazy in America! Five of the Top Ten games in the States have a sporting theme. Ecco and Sonic better take up athletics!

1. PGA TOUR GOL 2 - EA
2. NHLPA HOCKEY '93 - EA
3. ROAD RASH 2 - EA
4. ECCO: THE DOLPHIN - Sega
5. SONIC 2 - Sega
6. JOHN MADDEN '93 - Sega
7. FATAL FURY - Sega
8. NBA CHALLENGE - Flying Edge
9. MONOPOLY - Parker Bros
10. STREETS OF RAGE 2 - Sega

Japanese Charts

That strange Columnus clone still clings to the Numero Uno slot, while the follow-up to Streets Of Rage is doing better in Japan than in the UK!

1. PUYO PUYO - Sega
2. STREETS OF RAGE II - Sega
3. SPLATTERHOUSE 3 - Namco
4. MAZIN SAGA - Sega
5. NINJA WARRIORS - Taito
6. ANNETTE AGAIN - Wolfteam
7. SONIC 2 - Sega
8. DREAM THIEF - Sega
9. WOLF AND DEER - Game Arts
10. LEAGUE SOCCER - Game Arts

Arcade Charts

The Top Ten games played in arcades around the country over the past month. Cadillacs & Dinosaurs makes it to the top after three months release.

1. CADS & DINOSAURS - Capcom
2. WORLD HEROES 2 - SNK
3. ZERO TEAM - Seibu
4. BLOCK BLOCK - Capcom
5. VARTH - Capcom
6. IN THE HUNT - Irem
7. GRIND STORMER - Toaplan
8. JUMP KIDS - Comad
9. FIGHTER'S HISTORY - Data East
10. PREMIER SOCCER - Konami
Got a Game Gear?
Then get into this!

WIN!
Two Game Gears and ten carts from Virgin Games!

Double Trouble!
Double Dragon Xtra hits the streets!

PLUS!
Land of Illusion
Home Alone
WIN TWO GREAT SEGA
GAME GEARS PLUS TEN
CARTS FROM VIRGIN!

Gear here

If there's one thing wrong with going away on
a summer holiday, it's that you can't play
your favourite Sega games. Lazing about on
the beach is great for a while but after a cou-
ple of days it's pretty boring. The arcades
deplete many a happy holiday-maker's funds
long before it's time to go home — and you can't
get a decent tan while pumping in the ten pence!

What's needed, then, is a games system that's
both portable and cost-efficient... and that's
where Virgin Games step in. They were so excit-
ed about our all-new G-FORCE section, they
immediately offered a couple of handheld Game
Gears and ten carts to go with them!

So, how about playing The Terminator in
Tenerife? Double Dragon in Dorset? Wolfchild in
the West Indies? Global Gladiators in Great
Yarmouth? Or even Superman in Weston-Super-
Mare? Sounds like just the job, doesn't it? Just
check out the coupon on how to enter...

Here's the deal

To be in with a chance of winning one of these great prizes, simply tell us in 50 words or less
where in the world you'd like to play a Sega Game Gear. It could be at the top of Mount Everest
or the bottom of the Black Sea — the two that make us laugh the loudest win. Entries must
arrive no later than July 25, and please, no Cliff Richard lyrics.

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The Terminator
Superman
Wolfchild*

* Subject to release.
News & Previews

Welcome to G-FORCE – the ultimate Game Gear guide. No-fuss in-depth reviews and previews tell you all you need to know about the latest small-screen games. We start with the news...

If it's on handheld, it's here! The full lowdown on new add-ons, the best competitions with cracking prizes and, without a doubt, the fairest, most accurate reviews for the Game Gear you're likely to find. This month, Virgin Games try their hand at resurrecting a classic coin-op with Double Dragon Xtra. WWF fans get grappling in Acclaim's Steel Cage Challenge. Mickey Mouse goes ghostbusting in the sequel to Castle Of Illusion and, in Home Alone, Macaulay Culkin attempts to heighten his street cred and bust burglars in the game of the film. Screenshots are digitised directly from a Game Gear to ensure the best possible quality. Enjoy G-FORCE!

Smaller strides

It strides onto the small screen some time this autumn. What are we talking about? Strider 2, of course! US Gold are converting the MS game to handheld.

Princess Magenta's still in the clutches of the evil Master. It's your job to hack, slash and gamble your way through half-a-dozen levels, sneaking some of the strangest mechanical end-of-level fiends to hit the Game Gear.

MS Strider 2 scored 75% in the May issue of SEGA FORCE. We'll soon see if the GG version does any better.

Distant Ecco

You'll be pleased to hear the smash hit MD game, Ecco: The Dolphin is being released on Game Gear. The final version's a few months away yet but we're told the 8-bit game will be much like its big brother.

On Golden Pond

Another Electronic Arts game that's been snapped up for Game Gear conversion is Robocod, starring the dude who's licensed to kill. James Pond. Dr. Maybel's dangerously feisty plans for world domination are set to continue, thanks to US Gold, the guys converting Pondy to handheld.

The release date has been pencilled in for some time in July/early August. We've seen the 8-bit game and the graphics are 16-bit quality. Platform fans can expect a full review in a forthcoming issue of G-FORCE.

We're in charge

Fed up with your Game Gear batteries running low? Baker Plastics claim they can put you out of your misery with the ReChargeable Battery Power Pack. This breathes new life into nicad batteries for up to two hours and is available at just £12.99. You could also transform your Game Gear pad with the Baker Plastics Game Gear Joystick. The stick has an adhesive base and sits on the D-button. For £2.99, waggle to your heart's content and get to grips with favourite games.

Geared for Kombat

The Williams arcade smash, Mortal Kombat, is to be released on Game Gear. Hailed by its producers, Acclaim, as the biggest game of 1993, the handheld version's graphics are said to be 'mind-blowing'.

Mortal Kombat, developed by Probe, who brought us Alien 3 and The Terminator, is launched by Acclaim worldwide on Mega Drive, Master System and Game Gear on the same day. 'Mortal Monday', as it has been dubbed is Monday 13 September (and not in August, as some less-informed magazines claim).

The Mega-CD graphics are stunning, but will Acclaim have the highest scoring GG game ever? Let's wait and see...

The energy test

Battery makers Ever Ready are well chuffed with the newest addition to their range, the Energizer. It's a long-life alkaline battery, which, Ever Ready claims lasts up to six times longer than any other battery. So Steve put it to the test! He plugged Super Space Invaders into the Game Gear, played it for ages and left the GG running. Five hours and ten minutes later, the screen was just starting to fade. So, err... Every Ready were right!!

A pack of four LR6 1.5V batteries suitable for your Game Gear costs a mere £3.49. Available now.
Double Dragon Xtra

They're classic arcade games, but the Double Dragon series on console has been slated to the hilt. Can Virgin Games restore our faith in the Lee brothers with something xtra special?

If we said 'Mess with the best — die like the rest,' would it put the fear of God up you? 'Course not! But if the Dragon Lords, the roughest, toughest street gang around, approached with that motto tattooed across their foreheads, you'd hop on the nearest tube train and get the hell outta town!

Billy and Jimmy Lee, those world-famous Dragon brothers, were once friendly with the Lords almighty. However, they got too big for their boots and landed on the wrong side of the petrifying posse. Their cavalier attitude cost Jimmy his life.

Now, as Billy, you're out to avenge your brother's death. Up to your neck in martial arts action, punch, kick and somersault your way through six stages of urban warfare and tackle the odd sub-level along the way.

Knock chunks outta punks!
You start on Skid Row with three lives, each with four energy units. An arrow points the way to trouble and you set about knocking the pooh-poo out of the Dragon Lords.

All bad guys have their own moves. Green-haired punks execute flying kicks, bald-headed beefcakes use their chests and flame-haired females swing their staffs and give as good as they get.


Keep your eyes peeled for weapons. You come across knives, swords, bats, guns and clubs. Hold onto them as long as possible.

When you've survived Skid Row, you're shown the hits you dealt and received. You're allocated points on how well you faired.

PAUL 47%
When will software houses realise the Double Dragon licence is dead and buried? They keep churning out games based on two of the most boring brothers in beat-'em-up history. This wouldn't be too bad if the games were any good; this release goes down as one of the worst.

The 'action' is slow and tedious and isn't helped by drab graphics and annoying sound. The moves you execute are nothing out of the ordinary and the baddies have that 'seen it all before' air about them.

Double Dragon Xtra is a sub-standard beat-'em-up and pales in comparison to its principle competitor, Streets Of Rage. Streets isn't brilliant but it's a darn sight better than this.

If you liked previous Double Dragon games or you're certifiably insane, you might like this, but I doubt it very much.

ADE 52%
It's Virgin's turn to breathe life into the turkey. These Double Dragon games are going to haunt us for a year and a day. Hopefully, we won't see any more on the larger consoles — I'll spit feathers if I hear the words 'Double Dragon IV.'

Virgin claim to have souped-up the original Double Dragon game (hence the Xtra) and produced a challenging beat-'em-up for handheld owners. Well, it's fairly challenging, I'll give them that, but it's not a vast improvement on the original.

It's what I'd class as 'average.' The graphics are average (prepare yourself for a touch of flicker) and gameplay's average. Thank Heaven there's a good selection of adversaries to keep you interested. The sound's okay, with a decent theme on the title screen and gutsy, oriental ditties on each stage.

As with all the Double Dragon games, I found just a couple of moves were sufficient. The weapons are handy but it's difficult keeping them for more than a few seconds.

Double Dragon Xtra's not an all-out disaster. Beat-'em-up fans won't be too disappointed but GG Streets Of Rage is out and it's better.

Billy prepares to do battle. He's found a club on the pavement.

The green-haired punks are a pain in the ass! One's just floored Mr Lee.
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PLEASE MAKE CHEQUES/POSTAL ORDERS PAYABLE TO: 'SWAP A' ROUND'
At last, Game Gear owners can take part in bodyslammin', canvas-slappin' action against some of the best wrestlers in the WWF league. We say 'best,' but you never know how good some of them are. Most of their stunts look dangerous, but with all that baby lotion slapped on their torsos, they hardly land on the canvas — more like slide!

Now it's you can ham it up and show off in before the cameras as you put opponents through their paces. The old faithfuls are here: Hulk Hogan, Ric Flair, Randy Savage and The Undertaker are just a few of the ten you meet in WWF: Steel Cage Challenge.

Rage in a cage
Play against the computer or another player. Two can team-up to tackle a computerised opponent.

One-on-one is a straightforward match, where pinning an opponent to the canvas ensures a win. The tag-team option gives the choice of a partner and the two of you take it in turns to dish out well-rehearsed grapples.

Oh, we couldn't waffle on about WWF: Steel Cage Challenge without mentioning the eponymous cage itself, and which makes this aim differ from other wrestling games. The Steel Cage option puts you and your opponents behind a steel cage (no surprise).

First wrestler to climb to the cage's top wins. It's your job to ensure the other man-mountain doesn't reach new heights. A good tug on their shorts ain't enough.

Once you've mastered the set moves, there's every chance you'll rise in the ranks and claim your reward: two bottles of lubricious baby lotion!

PAUL 48%
Agh! WWF Steel Cage Challenge is probably the most frustrating game on the GG. It suffers the same problems we endured in the MS version, ie, basic moves can be executed with ease but throws and special moves are difficult. To use them, you're supposed to get in close and grab onto anything belonging to your fellow wrestler. This is nigh-on impossible, and when you do grab him, he usually lifts you in the air and throws you out of the ring.

Graphics and sound are very good. Animation is excellent and in-game tunes and effects don't grate on your eardrums. It's a pity about the controls, but what can you do with two buttons? Even with the inclusion of the Steel Cage match, WWF goes down as a bit of a turkey.

It's a tag match. If things are getting tricky by the ropes, touch your team mate and he enters the ring.

ADE 57%
The main attractions of wrestling simulations are the variety of moves and how well they're executed. WWF: Steel Cage Challenge's problem is that most things happen by accident. There are times when you haven't a clue how you flung someone over your shoulder or pinned them to the canvas. Annoying.

Moves are limited — punch, kick, punch, kick. A couple can only be executed when you're really close to an opponent and — as throughout — there's little skill involved; a couple of button presses and the hope that something will happen! This is a real pain.

A pity about the gameplay, because the graphics are up to the standard we've come to expect of Acclaim. The sprites are small but well defined, animation can't be faulted. The sound's pretty unconvincing. No gutsy grunts and groans and an average theme tune.

If you're a wrestling fan who's been gaggin' to get their mitts on a GG game of this genre, you may persuade yourself to go out and buy it. Pity I can't persuade you, 'cos WWF: Steel Cage Challenge ain't mind-blowing stuff. I hope Hulk Hogan isn't reading this!

WWF Steel Cage Challenge
Acclaim
£27.99

72 Graphics
43 Sound
53 Playability
50 Lastability

An above average game but it will only appeal to die-hard WWF fans

Out: June
Acclaim 0962 877788
Land of Illusion
Starring Mickey Mouse

With never a wrong foot on Sega machines, Walt Disney's leading man's back on Game Gear, tackling his toughest adventure yet. Is it another jewel?

Mickey dozed off while reading a book and ended up being teleported to a magical world. But it was nothing like the colourful pictures in his story book. The sky was dark, the grass grey, the landscape washed out.

A young girl Mickey met in the nearest village explained the dreariness. A sadistic spectre had half-inch the jewel which gave the kingdom its magic. The locals needed a saviour to find the jewel, do away with the ghost and return their land to its former splendour. Yep, you guessed — Mickey volunteered!

Guide Mickey through 14 fantasy-filled levels, dodging baddies and locating the exits. If you've played the MD game, World Of Illusion, you'll spot a couple of familiar features, like the piano which churns out power-ups and giant blooms which shoot you to higher platforms.

Preliminary stages are fairly straightforward. Move from left to right, bottom-bouncing bad guys. Expect confrontations with sharks, bees, ghosts and worms.

In the underwater section, fish can't be bottom-bounced. Either swim around them or lob the nearest object in their path.

Your goal is to locate magic potions, which are the key to secret doors. Find the phial, pop the cork and your route to the next level becomes clear.

This outs puts puzzle-solvers in their element. There are loads of pick-ups, too. Smash boulders to reach chests or fling them at adversaries. Gold blocks are used as stepping stones, while springs help Mickey over high walls. A shrinking potion allows access through gaps. A rope helps Mickey tackle mountain peaks and lanterns shed light on otherwise darkened levels.

The spectre has laid a bag of tricks and traps for unsuspecting gamers. He knows you're coming to dinner. Make sure it's not you who ends up in the soup.

Leap onto the balls on the right. Use them as a platform but don't dilly-dally, you soon fall off!

Yikes! Mickey encounters a snake at the top of a tree. He throws an apple to avoid being eaten.

ADE 90% Land Of Illusion's more expensive than other Game Gear carts from Sega. That's because it has more memory — 4 Meg, in fact, and it shows. The graphics are absolutely superb. All sprites are highly detailed and animation's excellent, with some splendidly amusing character touches. Backdrops ooze colour — they wouldn't look out of place on the Mega Drive.

As is the case with Disney tie-ins, you won't bust a gut completing it, but it presents a good enough challenge, and with a game as playable as this, who's complaining? One of my favourite GG games so far this year.

MAT 89% YES, it was worth the wait. Along with Sonic 2, Land Of Illusion surely rates as the top handheld platform game. Everything that's found in the MS version is included (though smaller). Each level's decked out in bright, cartoony colours, but there's time to stop and stare, because action and excitement are non-stop as Mickey bounces through this enchanted land.

My only gripe is it's far too easy and I had little trouble completing it in a few hours. Unlimited continues make the going easier still.

Wacky levels, bizarre creatures, secret passages and thrilling platform action are what this is all about. A definite purchase.

Land of Illusion
Sega
£32.99

89

90 Graphics
85 Sound
88 Playability
78 Lastability

A brilliant platform and puzzle game. One for your collection

Out: Now (Import) ♦ Comazia 0394261698

G-FORCE 85
 Doesn't it strike you as strange how loving parents go jet-setting here and there and forget to take their darling son with them? Nobody thinks of phoning the Social Services. Ho-hum, in movie land, anything can happen.

Kevin's parents have gone on vacation and left the little brat on his own. Little does he know, a gang of burglars is plotting to rob the entire neighborhood of all but the kitchen sink!

Kevin, in his wisdom, decides to stop them. Traps are set in houses the burglars haven't yet visited and weapons made from various articles left lying around, or bits and bobs discovered while sledding around the gardens and parks of Kevin's home town.

There was a crooked man...

When you find a house with burglars inside (you'll more than likely see their van outside), make sure you've got some weapons at the ready. You have to slow the blighters down till the cops arrive.

Glue ensures the ruffians come to a sticky end. Elastic bands help launch missiles. Hairdryers are handy for melting snowballs. Ice cream scoops fling hot coals and magnets combine with other weapons to stop the thieves in their tracks.

The more you hit them with your homemade arsenal, the more you hurt them! This sends their pain levels soaring and they disappear for a while.

If you last for 20 minutes without being caught and strung to the nearest wall, the boys in blue arrive to save the day. If all the houses are robbed, the game's over. Kev loses the brattish image he's so very, very proud of and car booters everywhere have a field day!

ADE 56%

When we first saw the Mega Drive version of Home Alone, way back in SEGA FORCE 12, we expected something amazing. With a massive movie licence behind it, Sega should've pulled out all the stops. Sadly, they didn't, and they haven't gone out of their way to make amends with the handheld version.

Home Alone's certainly one of the strangest games I've played. It has several neat touches, like the sledding and weapon-making, but they never add up to anything dazzling.

The graphics are relatively good throughout. The houses have their own styles of decor but the young man himself isn't well animated — he walks with a limp! He's fairly easy to control, though.

Preventing a house from being swamped by crooks is fairly involved. The problem is, once you've set traps and scared the life out of them in one house, that's it! You go through the motions in the other houses.

To give Home Alone its dues, the gameplay's fairly original, but unless you really guffawed at the movie, the novelty soon wears off.

PAUL 69%

Home Alone was dire on MD so it came as a surprise to find myself engrossed. The graphics and sound are almost the same as the original and gameplay's identical — so why do I like it? It's because Home Alone is ideally suited to 8-bit machines.

The idea of setting traps and inventing weapons works well. You soon rush around the streets, stocking up on weapons and keeping track of those pesky villains.

With three sub-games and three difficulty settings, Home Alone presents quite a challenge. If you like the films and fancy a different sort of game, give it a go.

Hurrah! You've saved the house from those no-good thieves. Check out your score at the top of the screen.

If Kev's feeling a little chilly, a visit to the boiler house should warm him up. Search the pipes for hidden weapons.

Out: Now (Import) Mr Disk 021 616 1168

Home Alone
Sega
£29.99

63

Graphics 69
Sound 50
Playability 61
Lastability 58

Very different but lacks variety.
Another wasted film licence.
Buyers' Guide

Carts cost, which is why we put the cart before the remorse. Save yourself time, money and trouble by using this listing. Every single Mega Drive and Mega-CD game reviewed in past issues of SEGA FORCE is included. It's all here, arranged under major gaming categories with the name and number of the publisher, price, an informative comment and our overall rating. Simple! Straightforward! Essential! Browse at your leisure...

The people who help us are the people to help you

ACE ................................. 071 430 1185
AMS ................................ 081 201 0535
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Killer Konsoles ..................... 0438 367 406
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Arcade Games

Coin-op conversions and mixed-genre games make these games the most action-packed around. Dragon's Fury leads the pack with 93% — what could be more arcade-like than pinball?  

**ALISIA DRAGOON**
SEGA £19.99 • Tel 071 273 3000
A magical wrench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at that price.

**AMERICAN GLADIATORS**
GAME sunscreen £39.99 • Tel 010 305 935 3985
47%
Comes against the Gladiators or some friends in six events, including The Assault, Atlastaire and Joust. Graphics, sound and events are uniformly mediocre and the package soon bores. For de-hard fans of the series.

**BATMAN**

tmsunsoft £39.99 • Tel 010 1714 891 4500

79%
Based on the Tim Burton movie, graphics are as dark and grim as the real thing. Platform, beat-em-up and racing elements keep you busy but it’s a bit easy.

**BATMAN RETURNS**

SEGA £49.99 • Tel 071 273 3000

67%
The Bat’s back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay’s repetitive but there’s a challenge this time.

**BATMAN: REVENGE OF THE JOKER**

SEGA £39.99 • Tel 010 714 891 4500

60%
The laughing one has henchcriminals everywhere but the comic book version Batman has a multi-purpose Batmaning. It’s monotonous and tough. Some good graphics, though.

**BATTLE TOADS**

THE RETHINK £39.99 • Tel 010 963 547 2893

58%
Pimple the Battletoad has been captured and one or two total colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tough. Platformers looking for a challenge should check this out.

**CLASSIC ARCADE COLLECTION**

SEGA (20) £42.99 • Tel 071 273 3000

66%
One winner — the original Streets Of Rage — but Columns has had its day. Revenge Of Shinobi is middle-of-the-road and they’ve taken the two-player option from Golden Axe.

**CRAZED BALL**

Electric Arts £39.99 • Tel 0793 544 4424

62%
Melted Crue music and aggressive metallic graphics but (should that be ‘so?’) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game...

**DRAGON'S FURY**

tengen/dmarx £39.99 • Tel 081 780 2222

93%
Three smooth-scrolling screens of mythical pinball 'tais are haunted by orcs, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a bonus of host rooms, you’ll flip over the lastability. Who would have thought console pinball could be so much fun?

**DJ BOY**

SEGA £39.99 • Tel 071 273 3000

32%
As the Boy, skate and bash through levels. Graphics are crude, effects similar to basic and controls are unresponsive. Available for years on import, it’s terribly old fashioned and deadly dull.

**GADGET TWINS**

juice £39.99 • Tel 010 305 589 2886

80%
Bop and Bump take to the skies to find their king’s gem, collecting coins in a hurry to buy better batch-batting gadgets. Bright, cartoon-y graphics give the illusion of a child’s game but a big challenge and superb two-player option prove otherwise.

**GREEN DOG**

SEGA £39.99 • Tel 071 273 3000

72%
Green Dog dodges animals or stuns them with a frisbee as he searches for the last Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin’ out with.

**MAKE YOUR VIDEO: KRIS KROSS**

SONY £44.99 • Tel 010 310 856 3777

78%
Not exactly arcade, but it doesn’t fit any category. Use three video screens and effects such as strobe and slice to recreate videos requested by a video show's 'listeners'. If you like the band, you’ll love it, otherwise interest soon palls.

**MARBLE MADNESS**


electronic arts £34.99 • Tel 0793 544 4424

77%
World geometric landscapes are the home of weider creatures, all out to stop the marble. It’s a race against time — and sometimes a second player. Graphics are unusual but effective, control and gameplay are unique. If only there were more levels...

**OUTLANDER**

MINISCAPE £39.99 • Tel 0044 245 3333

63%
In a post-nuclear world, hit the road... slowly, and nudge and shoot bikers. There’s a neat inset screen which is used to line up a shotgun with targets but this party causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average Mad Max crash ‘n’ bash.

**PAC-MANIA**

SEGA £29.99 • Tel 081 780 2222

71%
 Pac-Man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay’s simplistic but highly playable, helped by a nicely shaped Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

**PAPERBOY II**

donmar £39.99 • Tel 081 780 2222

55%
More of the same, but you can choose your sax and lunch papers both left and right — though this is unnecessary on individual sections. Lots of great speech does laughs but gameplay’s strictly limited.

**ROLLING THUNDER 2**

SEGA £39.99 • Tel 071 273 3000

79%
Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically animated sprites, tough but playable.

**SAINT SWORD**

TAITO £39.99 • Tel 010 706 626 6280

65%
Hack your way along levels and transform into a centaur, birdman or fishman! It’s a great idea and so a pity it’s been wasted. Collision detection’s cruel but short, dull levels mean you won’t care. Reasonable graphics, few effects.

**TOXIC CRUSADERS**

SEGA £59.99 • Tel 010 712 5300

61%
Choose Toxic himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, ill collision detection and bad control response send this to an early grave.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners, Prince Of Persia, Another World and Flashback, sport the best MD animation ever.

**ALEX KIDD — ENCHANTED CASTLE**

SEGA £19.99 • Tel 071 273 3000

37%
Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earn items to help you. Blend MS-like graphics, neat scrolling, forgettable effects, poor controls and inap gamepaly.
ANOTHER WORLD

VIRGIN/DELPHINE

SEGA £39.99 • Tel 071 373 3000

91%

An experiment gone wrong sends Lester to another world. Armed with his wife, a gun and some skill, he attacks its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS

FLYING EDGE

SEGA £39.99 • Tel 0862 877788

91%

Bart Simpson is planning to take over Earth! Only Bart Simpson knows of the plot so be out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly music and Bart simpsons polish up this engaging cartoon-like adventure.

TOEJAM & EARL

SEGA £19.99 • Tel 071 373 3000

90%

Three-legged Toejam and Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship, gathering 'presets' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?

ELECTRONIC ARTS

SEGA £34.99 • Tel 0765 584449

91%

As an Acme detective, search for Carmen y h deskmen. An icon-driven control system is used to gather clues which lead to various locations. Digitised pictures and crane sprites but it's the deuctive gameplay that hooks.

WHEN IN TIME IS CARMEN SANDIEGO?

ELECTRONIC ARTS

SEGA £34.99 • Tel 0765 584449

79%

Use the enclosed encyclopaedia to find clues to historic times and places. An arrow system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

WONDERBOY V

SEGA £39.99 • Tel 071 373 2222

94%

Boy explores Monster Land in side-scrolling sections, staying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

ECCO: THE DOLPHIN

SEGA £39.99 • Tel 071 373 3000

91%

The dolphin's chums have been napped. Ecco explores, consults gnys and uses sonar to spot opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK

US GOLD

SEGA £39.99 • Tel 071 373 3000

93%

Connor's traveled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbeatable. The best of its kind.

NIGHT TRAP (CD)

SONY

SEGA £54.99 • Tel 0818 385 3777

74%

Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude women, though!

PRINCE OF PERSIA (CD)

BROKENBOUND

SEGA £44.99 • Tel 071 114

68%

What else but save the princess? There's a good intro and a great set of authentic Eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST

SEGA/TECHNICAL

SEGA £16.99 • Tel 071 373 3000

54%

Traversal scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although facts are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II

ELECTRONIC ARTS

SEGA £38.99 • Tel 07562 584492

68%

The hero, human once more, is in search of his sis. Enemies are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzles solutions are tedious.

TIME GAL (CD)

ELECTRONIC ARTS

SEGA £38.99 • Tel 07562 584492

70%

To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWll planes, pirates, sharks and the undead. Great fun but, like most carbon-based CD, sadly limited.

Beat-'em-up

If inflicting black eye, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body moves are key.

CYBORG JUSTICE

SEGA £39.99 • Tel 071 373 3000

40%

Bash mechanicals: both a number of robot-bashing options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON

BALLISTIC

SEGA £29.99 • Tel 081 877 0880

39%

Jimmy and/or Billy Lee pound through tough after tough, level after level, to rescue their favourite girl. It doesn't take them long because CD's easy, not to mention outdated.

DOUBLE DRAGON II

ACCLAIM

SEGA £36.99 • Tel 0862 877788

70%

Jimmy and brother go in search of magical gems which bring power from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-em.

FATAL FURY

SEGA £39.99 • Tel 071 373 3000

79%

From eight ugly, muscled streetfighters, one-on-one bouts are arranged. Street Fighter II fashion. Graphics are impressive — massive characters but minimal action — and moves take time to master. The computer's a good opponent but a second player's better.

FISTS OF STEEL

SAGE'S CR

SEGA £44.99 • Tel 0181 415 346 2278

29%

A crusty coin-op featuring cute dwarfen fighters. But their animation is pitiful (two frames per action) and PX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II

SEGA £18.99 • Tel 071 373 3000

88%

One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS

SEGA £39.99 • Tel 071 373 3000

62%

Become a Godzilla knock-off, rock creature, mutated insect or giant superhero and mangle Japanese towns while battling another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion; your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE

SEGA £18.99 • Tel 071 373 3000

22%

One of the most MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound. Last Battle is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA

SEGA £39.99 • Tel 071 373 3000

67%

In a post-apocalypse world, command the Mazinger-Z in Golden Axe-style levels, switching to Street Fighter II on one-against-one at the end of each. Graphics are amazing; the massive dinosaur feet and skeleton are huge and the SF-like sections are superbly animated. Gameplay lacks 'oomph'.

PIT FIGHTER

BOMARK/TEMPER

SEGA £48.99 • Tel 081 709 2222

78%

Become Buzz, Keith or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects. Pricey and crude but still exciting.

POWER ATHLETE

KANEKO

SEGA £38.99 • Tel 081 709 38 070

57%

'A Street Fighter II wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2

SEGA £38.99 • Tel 071 373 3000

41%

Transform into a (kinda-soppin' psycho to rescue your girfriend. A variety of horrific beasts attack, retaliate with fists, feet, and later staffs, bones and chainsaws. Unfortunately, gore is all this has to offer.

SEGA FORCE MEGA
MIG-29

DYNARQ \ £38.89 \ Tel 081 780 2222
Take a MG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS

TENGEN \ £38.89 \ Tel 081 780 2222
Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful missions are easy to give up on.

TMNT: THE HYPERSTONE HEIST

KONAMI \ £39.89 \ Tel 0814 429 2446
Konami's first MD game is nothing amazing (it is only the Ninja Turtles, after all) but the coin-op graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy - unless they select Easy mode.

WWF WRESTLEMANIA

ACCLAIM \ £39.89 \ Tel 0862 077700
Grabbing fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jokey Undertaker. Stick presentation, big sprites and many moves put Wrestlermania in your hands.

Flight Sims

Get away from it all. Fly into the blue and above the clouds, relax... before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice, yet.

F22 INTERCEPTOR

ELECTRONIC ARTS \ £39.89 \ Tel 0765 549442
F22 takes the complication out of flying - you automatically refuel and don't take off unless, you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER

ELECTRONIC ARTS \ £39.89 \ Tel 0763 549442
An Apache also at your disposal, missions involve many vehicles, weather conditions and battle times. Impressive external views and rockets/explosions. Test your nerve and resilience.

SEGA FORCE MEGA

STREETS OF RAGE II

SEGA \ £44.99 \ Tel 0717 373000
93%
The best Sega beat'em-up got better — and meaner. The four heroes - Axel, Blaze, Skate and Max - have many moves and several objects to main the motobikers who stand between them and Mr X. A massive 16 Meg memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

BONANZA BROS

SEGA \ £19.99 \ Tel 0717 373222
79%
As Robo and/or Molot, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

CAPTAIN AMERICA

DATA EAST \ £39.99 \ Tel 0181 408 1738
80%
Choose from four of Marvel Comics' Avengers - Iron Man, The Vision, Hawkeye and Cap - then use fists and weapons to tackle the Red Skull's thugs and super-accomplishes. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.

CHAKAN

SEGA \ £39.89 \ Tel 071 717 3000
62%
Doomed to eternal life until he rises Earth of supernatural evil, Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, Luke-warm gameplay.

COOL SPOT

VIRGIN \ £39.89 \ Tel 0711 300 2255
88%
The red dot from X-Pilot canes has to rescue spotty chums. Fireblasts dispatch crabs, mice, frogs and birds, small spots give essential coolness. Very slick but too similar to the superior Global Gladiators.

Chis CHIKI BOYS

CAPCOM \ £49.99 \ Tel 0131 4887 270 4000
83%
Dread-sleeping Chiki Boy becomes Prying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK

VIRGIN \ £39.89 \ Tel 0711 300 2255
88%
Chuck's main weapon against five levels of dinosaurs is his belly-butt. He uses rocks as stepping stones to kill bad- dies. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

DECAPATTACK

SEGA \ £39.89 \ Tel 0717 373000
80%
Become a Mummy and use its heads to free an island! One head extends from the stomach, the other from a rock thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The ideas and graphics are great but it's too easy.

EX-MUTANTS

SEGA \ £39.89 \ Tel 0717 373000
95%
As Ex-Mutant Ace/Kody or Shannon, back into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

EX-MUTANTS

SEGA \ £39.89 \ Tel 0717 373000
95%

HUMANS

IMAGETEC \ £39.89 \ Tel 0181 335 8995
83%

HUMANS

IMAGETEC \ £39.89 \ Tel 0181 335 8995
83%

THE FLINTSTONES

SEGA \ £39.89 \ Tel 0717 373000
87%
Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ladders, later travelling by car and train. Great cartoon graphics and engaging action.

GAHALAH

ELECTRONIC ARTS \ £39.89 \ Tel 0763 549442
77%
Galahad's a vulnerable chap — anyone would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quite enough.

GLOBAL GLADIATORS

VIRGIN \ £39.89 \ Tel 0711 300 2255
94%
Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platforms there is.

HOME ALONE

SEGA \ £39.89 \ Tel 0717 373000
62%
As Rawteen and/or Kevin (will you take him on holiday with you?), sledgo around outdoors, invent weapons from household objects and set bungles traps. Good options and sound but gameplay's very repetitive. Original but flawed.
INDIANA JONES AND THE LAST CRUSADE
US GOLD ● £38.99 ● Tel 021 625 3368
As punching, whipping, leaping Indy, your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (climb) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a NICE challenge.

JAMES BOND: THE DUEL
DONARK ● £38.99 ● Tel 081 780 2222
One of 007’s worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Cerps graphics, nice sounds, realistic animation and four tough levels make Bond’s mission a success.

JAMES POND II
ELECTRONIC ARTS ● £38.99 ● Tel 0753 549442
As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms. Superb animation, sound and gameplay.

JEWEL MASTER
SEGA ● £34.99 ● Tel 071 373 2222
To free Mythgard from Jadine the Mad, use magic rings separately or combine for offence and defense. Backgrounds, sprites and sounds are all dull. Dumb assisants and samey gameplay. A wasted concept.

KID CHAMELEON
SEGA ● £38.99 ● Tel 071 373 2222
Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers. Kid’s sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID
SEGA ● £34.99 ● Tel 071 373 3000
78%
A light-hearted adventure game for kids. Great graphics and fantastic music set the Disney atmosphere. Best for younger players.

QUACKSHOT
SEGA ● £38.99 ● Tel 071 373 3000
81%
Donald’s on a globe-trotting treasure hunt and hops along platforms, ‘yappering’ enemies before plundering the goodies. Superb sprites and animation; this is new-classic has enough depth for all the family.

RISKS WOODS
ELECTRONIC ARTS ● £38.99 ● Tel 0753 549442
74%
As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a firing onslaught of enemies is irritating. ‘Kill or cure’ pick-ups don’t help.

ROLO TO THE RESCUE
ELECTRONIC ARTS ● £38.99 ● Tel 0753 549442
93%
The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from Smirley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own bantime.

SONIC 2
SEGA ● £38.99 ● Tel 071 373 3000
95%
A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube, technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II
SEGA ● £38.99 ● Tel 021 625 3368
83%
With a laser sword and spider-like abilities, acrobatic Strider takes on impressive robotic adversaries on the way to the evil Master’s lair. Great speech, tough levels but versatile controls.

TALESPIR
SEGA ● £38.99 ● Tel 071 371 3000
86%
Ballo and little bear pet Kit are really cute! They’ve got find food on each level and fed balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don’t save it.

TAC-MANIA
SEGA ● £38.99 ● Tel 071 371 3000
89%
Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, sprints, climbs and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it’s a tough easy, its originality and character make it a classic.

TINY TOON ADVENTURES
ELECTRONIC ARTS ● £38.99 ● Tel 081 429 2446
91%
Buster Bunny and his wacky companions star in an ultra-flick mixture of Sonic and Super Mario World. Its as fast as it is addictive; you’re hooked as soon as you start. One of the best.

TOKI
SEGA ● £19.99 ● Tel 071 373 2222
73%
Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it’s easy to get into, it gets repetitive.

WONDERDOG (CD)
CORE DESIGN ● £44.99 ● Tel 0833 287797
89%
Wonderdog races through seven levels, throwing stairs at odd animals. Wings. Happy pets and bones are collected and secret levels found. Superb graphics and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION
SEGA ● £38.99 ● Tel 071 371 3000
91%
Weird and wacky, Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability.

Puzzle Games
Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock’s digitised video and Krusty’s winning cartoon sprites!

CLUE
SCULPTURED SWARE & A ● £38.99 ● Tel N/A
54%
It was Professor Plum, with the candlestick in the study. Amusing graphic interludes and a variety of remarkably fitting tunes but you can’t beat the real board game.

GREAT WALDO SEARCH
TOM ● £38.99 ● Tel 0101 816 5116
25%
Magically glass icon at the ready, search for clues and bonus then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, Waldo’s horribly simple.

JEOPARDY
GAMEKING ● £38.99 ● Tel 0101 305 3529
40%
Well presented but questions soon repeat and have an American bias. Answers have to be entered by letter and spelling errors aren’t excused; computer players aren’t affected. Jolly music through.

KRUSTY’S SUPER FUN HOUSE
FLYING ERE • ● £38.99 ● Tel 0962 97778
93%
Position blocks, tube sections, fans and springs to direct dumb rats, while using custom pies to kill petting enemies. Mind-scrapping puzzles, madcap platform action and hidden rooms to find.

LEMMINGS
SEGA/SEMIBOFT ● £38.99 • Tel 071 373 3000
81%
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make Lemmings unmissable.

SHERLOCK HOLMES (CD)
ICOM/SEMIBOFT • ● £44.99 • Tel N/A
86%
Consult suspects and colleagues, travelling around Old London as you do so, and reconstruct one of three crimes from the facts gleaned. FMV and CD sound lend credibility and humour.

WHEEL OF FORTUNE
GAMEKING ● £38.99 ● Tel 0101 305 3529
62%
A tacked wheel hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it’s in the phrase, the letter’s revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay...

SEGA FORCE MEGA
**Racers**

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

**SUPER MONACO GRAND PRIX 2**

SEGA £34.99 Tel 071 373 3000

The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

**MICRO MACHINES**

CODEMASTERS £39.99 Tel 0928 814112

90%

Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make MM one of the most playable racers.

**OUTRUN**

SEGA £37.99 Tel 071 373 2222

55%

Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

**OUTRUN 2019**

SEGA £37.99 Tel 071 373 3000

51%

It runs at this speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

**ROAD BLASTERS FX (CD)**

WOLFTEAM £33.99 Tel N/A

81%

You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cut-away action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

**CHAMPIONSHIP PRO-AM**

T RAVELEST £39.99 Tel 0101 936 874 2683

70%

Am angled aerial view scrolls to track remote control-style trucks. Steer's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

**FERRARI GRAND PRIX**

FLYING EDGE £39.99 Tel 0892 977 888

61%

Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series... This has plenty of features but the game itself is plain and too unforgiving.

**HARD DRIVIN'**

TENNIS £34.99 Tel 081 789 2222

68%

Fast 3D graphics portray the wild tracks, cars and trucks in this accurate co-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

**JAGUAR XJ220 (CD)**

CORE DESIGN £28.66 Tel N/A

65%

A split-screen display accommodates two players, it desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective's questionable — as is playability.

**LOTUS TURBO CHALLENGE**

ELECTRONIC ARTS £39.99 Tel 0769 548442

81%

A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer.

**ROAD RASH II**

ELECTRONIC ARTS £39.99 Tel 0739 548442

88%

If you were born to be wild, hold out on the highway outside a high-tech cycle, clubs and chains are the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

**SUPER HANG-ON**

SEGA £39.99 Tel 071 373 3000

79%

The age-old aim: reach checkpoints in time. The road scurries quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but this price who's complaining?

**SUPER OFF-ROAD**

BALLISTIC £29.99 Tel 081 877 9000

69%

Drive small but perfectly formed dirt trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help.

**TEST DRIVE II: THE DUEL**

BALLISTIC £29.99 Tel 081 877 9000

65%

A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusty's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

**RPGs**

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards — and Virgin's high-tech Corporation gets 91%!

**ADVENTURES OF WILLY BEAMISH**

DYNAMIX (CD) £39.99 Tel 0734 30332

58%

As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

**BUCK ROGERS**

ELECTRONIC ARTS £49.99 Tel 0769 548442

82%

Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

**CADASH**

TAITO £33.99 Tel 0101 708 920 9280

60%

Become a fighter or mage and go a-caving! Pretty slowly, mind you, and you'll be hand-pushed to find the repleting elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

**CORPORATION**

VIRGIN £39.99 Tel 081 961 2555

91%

It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

**HOLLOW WORLD**

SEGA £59.99 Tel 071 373 3000

67%

Scurf the newly-formed Hollow World for threats. Villagers are riddled to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

**RINGS OF POWER**

ELECTRONIC ARTS £49.99 Tel 0769 548442

95%

Travel on foot and by Dino, Landbeast and boat to find the Roof Of Creation. Stick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.
SHINING IN THE DARKNESS
SEGA $34.99 | Tel 0161 273 3000
98%
The dull storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. One of the best Sega RPGs.

SUPER HYDULIDE
SEGA $13.99 | Tel 071 373 3000
47%
Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. Inco- cision will find enough to stay occupied but there are better on the market.

Shoot-'em-up
Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans.

AFTERBURNER III (CD)
CBS/SEGA $30.99 | Tel 071 373 3000
83%
A CD sequel to the coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3
PRERE $39.99 | Tel N/A
92%
Part-exploration, part shoot-'em-up. Nice angled Ripley for a work cut out for her. Aliens are on the planet, and have taken several prisoners, er, prisoners. Ripley has to rescue them before they become real monsters to stop. All scenes are everywhere. Great graphics and super-

ATOMIC RUNNER
DATA EAST $30.99 | Tel 0110 406 286 7000
66%
Detailed, original backgrounds mix ancient treasures with technol-

BAJO BATTLE
SEGA $30.99 | Tel 071 373 3000
82%
Aside from its toughness, it's the unusual enemies (truculent bugs) which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

DEATH DUEL
RAZORSF $39.99 | Tel 0101 054 3505
30%
Great fun between levels but graphics are on a different level to this cursor-controlled shooter. Dull, restrict. controls and boring gameplay. Taking potshots at cowardly monsters ain't fun.

DESERT STRIKE
ELECTRONIC ARTS $39.99 | Tel 01622 549422
92%
Plot an Apache or copter on five missions, taking on (and out) anti-aircraft units and SAM sites. Sound the landscape for extra ammo (you have to know where the shot is going to land) and try not to destroy everything. The missions are well put together; superb sprites, responsive controls and realistic effects bring life to the game. A classic blast.

EMPIRE OF STEEL
FLYING FIS $39.99 | Tel 01622 57778
72%
You're set against the Motorhead - blast seven shades of "out of Larrym Omm, sorry, you set against the Motorhead Empire. Whole shelled parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites... A pity it's so easy!

FINAL ZONE
RENAVATION $39.99 | Tel 0161 486 9227
73%
As Howie Bowie (sic) climb into a powersuit and stomps through seven war zones. Controls are a pain, but plenty of action and repetition is required. But background, good sprites but there's often slowdown. Missed potential.

FIRE SHARK
SEGA $19.99 | Tel 071 373 3000
62%
Strange, you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot – a four-way laser. Scrolling's smooth but background is similar, sound's irritating and it's too easy and unexciting.

GALAXY FORCE 2
SEGA $19.99 | Tel 071 373 3000
42%
Once, it was an impressive, expansive coin-op, with flashy hydraulics and 3D. Now it's a cheap and nasty racket. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER
M3 $39.99 | Tel N/A
79%
On paper it's a standard scrolling shooter - power-ups, end-of-

G-LOC
SEGA $39.99 | Tel 071 373 3000
75%
Don't expect anything as flashy as the coin-op, but as a straight-

GUNNOG
SEGA $19.99 | Tel 071 373 3000
81%
A graphic treat: smooth, parallax-scrolling backgrounds, dazz-

HELFIRE
SEGA $19.99 | Tel 071 373 3000
92%
A galaxy-saving mission, various power-ups and end-of-level motherhips. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unpromising way.

JUNGLE STRIKE
ELECTRONIC ARTS $39.99 | Tel 0763 549442
94%
The sequel to Desert Strike is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter combat hovercraft. Smooth flight and Special Forces Moto-

MERCs
SEGA $19.99 | Tel 071 373 3000
83%
Jog along vertically-scrolling levels, Kurt Warmer-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an original and playable challenge.

MISHA
SERVICE $39.99 | Tel N/A
70%
Unusual frog-like robot armour flies up few but lengthy levels; by the time you've used them, you run out of game! Great visuals - big, colourful, smooth scrolling - but too easy and unoriginal.

PREDATOR 2
ARENA/ACLAIM $39.99 | Tel 0582 67778
63%
A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on Isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

SEWER SHARK (CD)
SONY $44.99 | Tel 0110 319 983 377
84%
Fly along PMV sewer tunnels, blast Radiators, bats and assortmented mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but insanity can't do it.

SMASH TV
ACCLAIM $34.99 | Tel 0582 67778
72%
Explore the single screen rooms of a futuristic game show. One of the novelties is the ability to fire in one direction while running in another for survival. A flawed conversion.

SPACE HARRIER II
SEGA $18.99 | Tel 071 373 3000
55%
The original begun the trend for hydraulic chairs and cabinets in the arcades. Blast' em' nashles and dodging obstacles has limi-

SUNSET RIDERS
KONAMI $39.99 | Tel 081 429 2446
84%
Back in the Wild West, one or two bounty hunters pump the gun, cowboys 'ta full of lead, collecting ammo and cash along the way. Its light-hearted graphics and gameplay are appealing.

SEGAM Force MEGA
SUPER FANTASY ZONE
SEGA @ £39.99 @ Tel 061 372 3000
90%
Cute, bold and very colourful graphics hit you between the eyes! Superb gameplay and weapons shops are very necessary to survive this fast, tough shooter-em-up. Addictive, take-no-prisoners blasting at its best.

SUPER THUNDER BLADE
SEGA @ £19.99 @ Tel 071 372 3000
38%
In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR
VIRGIN @ £33.99 @ Tel 081 882 2255
79%
First in 2002 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator. There are plenty of action-packed set pieces to negotiate and even more foes to blast. Terminator fans will love it, others should try it first.

TERMINATOR 2
ACCLAIM @ £39.99 @ Tel 0821 677789
92%
An exciting and addictive Terminator to scrap metal, but remember to collect ammo and gun coolant. This Op Wolf update is the best of its kind. Superb graphics, raucous sound and non-stop action. Even better for the Terminator fan.

THUNDER FORCE IV
TECHNO-FEISTY @ £39.99 @ Tel N/A
88%
Following three respectable shoot-em-ups, it's no surprise this is one of the best blasters around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)
WOLFTEAM @ £39.99 @ Tel N/A
72%
A carbon copy from an attack chopper is overlaid with a gun-sight, used to blast terrorists. Thunderstorm FX/Command is already looking crude compared to new releases.

TWIN COBRA
SEGA @ £39.99 @ Tel 071 372 3000
52%
It uses the changing-coin method of power-ups - the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

TWINKLE TALE
WAY @ £39.99 @ Tel N/A
91%
Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end level guardians! For both beginners and experienced gamers.
JOE MONTANA II
SEGA £35.99 Tel 0787 1132222
76% Joe is John's rival to the American Football crown. The controls aren't as good as Madden's, the zoom function's confusing and there's no plays-offs. On the positive, graphics and sound are good, gameplay suitably hectic.

JOE MONTANA II
SEGA £39.99 Tel 0787 13109
60% Poor old Joe! 'The game doesn't put a foot wrong — plenty of options, several view speeds, great graphics and heaps of quality speech — but still plays second fiddle to John Madden '93. Aaahh! You have to feel sorry for him.

JOHN MADDEN '93
EAISN £39.99 Tel 0787 142442
87% When EA beefed up '92's graphics, added more speech, stats, battery back-up system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!

MARIO LEMIEUX HOCKEY
SEGA £39.99 Tel 0787 132720
49% A Mario game on Sega! But this name-sake is no gaming star — players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING
Virgin £39.99 Tel 0800 23525
87% The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL
Electronic Arts £39.99 Tel 0787 141442
78% Funny aliens and crazy demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inventiveness, enjoyable violence.

NBA ALL-STAR CHALLENGE
Flying Edge £39.99 Tel 0808 217788
63% The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simply shocking. Practice. There are clear digitalised portraits and realistic animation but lastability's low.

NHLP A HOCKEY '93
EAISN £39.99 Tel 0787 150442
84% Fights and the Sin Bin join team and player stats; the top 50 players have special moves! Professional presentation, EA's usual wide array of game options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD
US Gold £39.99 Tel 0787 125525
80% Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer throwing — not quite the full Olympics but their controls are easily mastered. Superb with the full complement of four players.

PGA TOUR GOLF II
Electronic Arts £39.99 Tel 0787 154442
73% Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. A 'skins' game and 'draw and fade' facility help bump this onto the 18th green.

POWERBALL
Namco £39.99 Tel 0100 408 486 8371
30% A future version of football, blindly-drawn teams from around the globe compete on a null pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

PRO QUARTERBACK
Trade West £39.99 Tel 0100 983 8973
52% This attempts to steal Madden and Montana's thunder with fancy 3D perspective — which doesn't work! The number of players is limited and their sensation is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4
Tengen £39.99 Tel 0801 720222
88% Large sprites, smooth movement and quality sound make this a treat. A speed of options, numerous teams to choose, piles of stats and easy to learn teams complete the happy picture.

SIDE POCKET
DATA EAST £39.99 Tel 0100 408 230700
73% The game's pool. Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets monthly high target scores but the two-player options always fun.

SPEEDBALL 2
SEGA £39.99 Tel 0787 132720
90% In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Collect coins to improve the team. Martial gameplay and great presentation. One of the best two-player sports games.

SUPER HIGH IMPACT
Avena £39.99 Tel 0808 217788
79% Simulated pace and pause-counting effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hi-O-Meter. Worthy of attention.

WINTER CHALLENGE
Acclaim £38.99 Tel 0801 977 6880
80% Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biatlon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD
US Gold £39.99 Tel 021 1265 3388
65% US Gold gave up their snap-hook graph in favour of a fancy circular one for MD Leaderboard. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90
Sega £19.99 £19.99
59% Sega £19.99 £19.99
Get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphs are colourful and movement's speedy, but with only three kicks to master, it won't keep you playing for long.

Strategy
Organise your troops, plan your moves, distribute resources... If your the type who thinks before they act, the following games should be right up your street.

KING SALMON
Toki £39.99 Tel N/A
57% There's nothing fishy about this being in the strategy section. A one-on-one fish in shallow water, which is food... even the aniseed sections require thought. Remarkably enjoyable but not for long.

MEGA-LO-MANIA
Virgin £39.99 Tel 0801 980 2255
90% Somewhere in space, flamboyant gods struggle for control over epochs. Devote manpower to mining, invention, defence and combat. The icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY
Sculptured Software £39.99 Tel N/A
51% As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER
Electronic Arts £39.99 Tel 0787 154442
70% An in-depth version of Populous, men are recruited, land is tamed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

WARRIOR OF ROME II
Microprose £39.99 Tel N/A
56% Walk in Caesar's sandals and prevent the rebellion which killed him. Train men, organise troops, build colossums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

SEGA FORCE MEGA
95
for sale

- Sega Master System with 16 games plus joystick (boxed), Sonic 2, Populous, Wonderboy 3, Prince Of Persia. Good condition, £175 ono. Ring (051) 692 9338.

- Games! Games! Games! The Legend Of Zelda £17, Duck Tales £25, Turtles £30. Ring Andrew (0779) 73800, 8.45am or 7.10pm.

- Master System II with six games, joystick and joystick. Plus Game Boy with 5 games and carry case, £65 ono. Tel (0285) 931770 after 5pm.

- Game Gear boxed, includes AC adapter, battery pack, carry case, amplifier. Also includes seven top games, all boxed. Worth over £300, will sell for £180 ono. Ring (051) 531 0752.

- Sonic 2 (English cart) sell £20. Adapter for Jap and USA carts, sell £10. Contact Graeme at (0509) 412191 (weekdays), 4pm to 6pm.

- Sell Sega Force issue 18, Sega Megatech 17, Sega Power 40 and 43, for a bargain £4. Phone (0968) 673456, Alex Handball 3 to swap for Speedball 2, Terminator 2.

- Amiga 500, Action Replay Mid, £200 worth of games. Asking £150 ono. Will swap for Mega Drive and at least two games. Tel (0055) 252964.

- An unopened packet of hair dye. Colour, Honey Blonde. Anyone Coffs Harbour, contact Paul Wooding at Impact Magazine!

- Game Boy for sale, with eight games, case light, magnet, all leads, worth £300. Mega Drive Maniac, three games, Mickey and Donald Last Battle, Sonic, six-game cartridge, two pads, £180 ono. Ring Tim on (0261) 427649.

- UK Mega Drive, two joy pads and 15 games, including Fatal Fury, Road Rash 2, Streets Of Rage II, Ecco, £395. Phone Andy on (041) 430 2444.

- Jap carts, Quackshot £20 + £15, for Mega Drive, both boxed. Phone Paul on (051) 976 2223 after 4.30pm.

- Game Boy and eight games for only £100 ono, worth £200+. Will swap for live MD games. Games for sale £18 & £23 each, phone Peler on (0252) 625330.

- SEGA Pong for sale, Phantasy Star II £20. Shining In The Darkness £25, Phantasy Star 3 £25, Dungeons & Dragons £25, Tel (0744) 627131 evenings.

- SNES, two joy pads, F-Zero, Prozbekor. Unwanted Christmas presents, desperate to sell. A bargain at £50. Phone (0974) 633441 and ask for Dawie.

- Master System, mint condition, control pad, 11 games including Sonic 1 & 2, Populous. All games boxed with instructions, worth £250, going for £150 ono. Ring Matthew on (0964) 723712.

- Sega Master System with joystick, light gun, 3D glasses, nine games including Sonic, all boxed and with instructions, £100. Phone (0549) 732595.

- Sega Master System II for sale with three games (Heavyweight Champ, Alex Kidd, Pro Wrestling). Two joy pads, £30 ono. Phone Stuart on (0203) 988341.

- Master System for sale, six top games, two control pads, boxed, sell for £50 or swap for a Mega Drive and one game. Call Peter on (0278) 632845.

- Sega Mega Drive, 15 games, three joy pads, joystick, Pro Action Replay cart, and dust cover. All worth £150+ ono, sell for £50. Call Adrian on (081) 678 1818, offers.

- Jap Mega Drive, two games, Batman Returns and Ph Fighter with cases and booklets, £135 on. Or swap for a SNES. Tel (0234) 349996.

- Atari 200XL, disk drive, tape deck, joystick, manuals all boxed, worth over £200, sell for £100. Ring Alan on (0449) 76522 after 4pm please.

- Game Gear for sale, plus six top games including Sonic 2 & 4, Batman Returns, Streets Of Rage, wall adapter, car adapter, battery pack, all for £160. Ring James on (0632) 659688 between 4-6pm.

- Jap Mega Drive, P.A.L or SCART, power pack, two joy pads, one turbo pad and games. Others invited! Ring Kevin on (061) 539 3985.

- For sale, boxed telescope, Tasco with six eyepieces, magnification 525 × 60 with original instruction manuals with solar and moon maps £95, contact Ricky on (061) 366 7466.

- Sega Game Gear, six games including Sonic 2 and Super Monaco, mains adaptor, all for £160 ono. Contact Richard on (0772) 722999.

- Sega Master System II six games, Sonic, Alex Kidd, BasketBall KnightWings, Chaos, Two controllers, three months guarantee left, worth £160, will accept £50 ono. Tel (0273) 674219.

- Sega Drive games Mega-Lo-Mania, Moonwalker, Altered Beast, Phantasy Star II, £15 to £30. Call (0930) 20800.

- Sega MS, 14 games including Super Kick Off, Taz, Gauntlet, and various role playing games. Bargain £20 ono. Sorry not boxed. (091) 570 0654

- Master System II with two joy pads and six games including Sonic 1, Tom & Jerry, Alex Kidd games, Indiana Jones, Moonwalker, will sell for £150. Phone Rush on (0672) 612215 after 6pm (Tues-Thurs).

- Sega Drive games: Road Rash II, Ridge to the Rescue, £40 Super Off Road, Strider, £15, Magic Hat (plus £25), and others. Atari Lynx II £25, Tel (0925) 200060. Ask for Gay.

- Master System II, with two joy pads, one joystick and 16 games, all boxed, worth £140 ono, sell for £300 ono. Phone Adam on (0234) 351600.

- Selling Master System II with seven great games including Lemmings, AstroFox, Soccer, F Mission, Strider, also two controllers and gun, £50, Ring (0202) 323486.

- Master System II, two control pads, carry case and 11 games including Sonic 1 & 2, Taj-mania, Lemmings, Golden Axe. Worth £240 sell for £120 ono. Tel (0252) 9709551.

- Master System II, 12 games, one pad controller, stick, infra red pad, light gun, rapid fire unit all for £250. Write to Gary Miley, 57/6 Stevenson Drive, Edinburgh, Scotland.

- Sega Drive for sale, Ghoul’s ‘n’ Ghosts, WWF Wrestlingama, Speedball II, all £20, Dick Tracy, £15. Phone Mare on (0394) 221389.

- Mega Drive and three games, Sonic 1 & 2, Streets Of Rage, All boxed with instructions, plus Pro Pad, £150. Tel (0665) 243005.

- Sega Drive for sale with Sonic 2 and Terminator 2 and 3 joy pads, one with slo-mo effect, all for £100. Phone Steven at (0772) 752225.

- Hello! Game Gear, seven games, an AC adapter, still boxed, perfect condition, buyer must collect. Tel (0345) 65227, how can you refuse, only £130.

- For sale: GG Taz-mania £20, Mickey Mouse £15. Boxed with instructions. Call (0494) 813529.

- Game Boy for sale, with eight games, carry case, light, magnet, all leads, worth £500, sell for £145 ono. Tel (0116) 299 9545.

- Game Gear games for sale, Ninja Gaiden £10, Monaco GP, Woody Pop £5 each. The lot for £16. Also Sega Drive games list. Please write to: K Lampard, 25 Scott Avenue, Gt Almwell, nr Warrington.

- Sega System II with joystick and ringer games, including Sonic 1 & 2, Lemmings and Champions of Europe. Sell for £100 ono. Phone Phyl on (0866) 35428.


- For sale 3 x 3 Eyes video OB, old computer mags, various kinds and Game Gear Columns instructions £1. Tel William on (0711) 701 6171 after 6pm.

- Oh Lordy, Jane, I can’t find a copy of Sonic 2 anywhere in the shops! Don’t worry, Sue. Why not do what I do? Have a garden at these small ads. You never know your luck, someone out there in magazine land may just have a copy they want to get rid of. When I was searching for a side-winding thermal body-bolt, it was the first place I looked. In the space of a few minutes, I found one! Cheer, Jane. You’re a life saver! Thanks, Sue, I try my best!

- Game Boy for sale includes link lead, head phones, instructions, £45 ono. Please phone Alex on (0573) 952627. I can deliver. You must pick locally.

- For sale CB46 games titles including Golden Axe. And Midnight Resistance, buyer must collect. Phone (0606) 855575 ask for Kenneth. Games are £1 each.
WANTED

- Mega Drive games. Knotty's Fun House. Does anyone have any Master System games on card? Willing to pay up to £25. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ.

- Wanted: second-hand Game Gear, rechargeable battery pack. All prices considered. Write to Adam Settelfeld, 9 Bronco Square, Ramsgate, or phone (083) 596655.

- Wanted: Master System games, Alien 3 and Super Kick Off, boxed with instructions, will pay up to £15 each. Tel (0707) 862566.


- Second-hand Game Gear rechargeable battery pack. All prices considered. Write to Adam, Settelfield Square, Ramsgate, or ring (043) 596655.

- Wanted: Amstrad GX4000, any games considered. Write to Tim Graham, 17 Nest Grove, Hornham, Northumberland.

- All Super Nintendo and Mega Drive games and consoles in pack or single. Cash paid, private buyer. Tel (0566) 809129 any time.

- Does anyone have any Master System games on card? Willing to pay up to £2. Send list of games to 126 Seaview Terrace, Edinburgh EH15 2HQ.

SWAP

- I'll swap my Wristfonia, Thunderbolts III or Sonic for Micro Machines, John Madden '92, Alien 3. Call to the Rescue. Telis. Splatterhouse 2 or Super Off Road. Must be in Kent area. Phone (0732) 444414.


- Swap Sonic and Altered Beast for one of the following: Atari Lynx II or PGA Tour Golf 2 and one other Mega Drive game. Call (0695) 530820 after 6pm on weekdays please.

- I will swap my pyjamas with flame-proof but for a copy of MD Streetfighter II. No time wasters please. Genuine, first-time act. Write to Adrian Pitt, Impact Magazines, Ludlow, Shropshire SY8 1YW.

- Wanted: Amiga 600 and games. Will swap for Mega Drive with Master System adapter and 11 games including Sonic 2, RoboCop, Chuck Rock. Tel (0482) 796067.

- Swap Desert Strike, Streets of Rage 2, for Road Rash 2, another World, Mega-Lo-Mark, Globul Gladiators, other good titles considered. No crap please. Write to Colin at 36 Seal Craig O'drums, Alnwick, Aberdeen, Scotland, AB1

- Swap for SNES or Mega Drive game, or will sell all Mean Machines Mega books and most issues of Mean Machines. Phone Lee on (021) 798 8241.

- Will swap Game Gear and seven games, including Sonic 2, carry case, MS converter and AC Adaptor (worth £300+), for Amiga and games (printed). Phone Davey on (081) 813141 — now!

- Swap Lemmings (Game Gear) for Spider-Man (Game Gear). Must be boxed with instructions. Phone (021) 446 6045 or ask for Phil.

- Swap MS Castle Of Illusion for Asterix, Wimbeldon or Lemmings. Phone (081) 644 4895 after 4pm. Ask for Mark.

- Swap Commodore 64, light gun, 40 games including Turbo Outrun and New Zealand Story & cash adjustments for Super Nintendo with game and controller. Ring (0564) 820885.


- Mega Drive games: Mickey Mouse 200, and swap Chasse H2O for Fantasy Zone, also MD Revenge of Shinobi for SGOK. Call (078) 879 3708.

- For Master System will swap either Double Dragon or Pro Wrestling for Super Kick Off. Call Jonathan on (0553) 670912.

- Swap Mega Drive games UK; two to choose from. I want Alex Kidd, Rainbow Islands, also willing to swap for SNES games. Contact (081) 366 7466.

- Mega Drive Dick Tracy boxed with instructions only three months old in good condition. Want to swap with Phantasy Star or Terminator. Phone Michael on (0274) 834178 after 5pm.

- Will swap my Master System with light shade, control pads, AC adaptor, Sonic, Enduro, Super Kick Off, Stunters, Ninja, World GP, Super Tennis and Tectoy Boy for your Atari ST. Write to James, 18 Kirkwood Rd, Glasgow, Scotland, G43.


- I will swap my Master System with 11 games, two pads and phaser for Mega Drive, with 4-5 games. Phone Adrian on (0531) 630746 after 4pm.

- I will swap Sonic 1, Thunderbolts, Terminator, Outrun or Arrow Flash for Streets of Rage, Mario Lemieux Hockey, Two Crusades Dudes or Road Rash. Ring Steven on (0655) 620238.

- Swap Alien 3 (MD) for any of the following: Chuck Rock, Corporation, Dragon's Fury, LHX Attack Chopper, Thunder Force III. Phone (0403) 241375 and ask for Holts.

- I will swap my Sega Mega Drive with six games including RoboCop, Road Rash, Golden Axe, mini game, condition, boxed for Amiga. Just phone Mustelburgh 6630770 after 4pm and ask for John.

- I will swap Monarch gun for 2 MD carts - anything considered. Tel Chris on (0603) 810002.

- I'm a 13-year-old boy who wants a male pen pal of same age. Write to Graeme, 27 Enderby Ave, Carrickhill, St Helens, Merseyside, WA11 9JS.

- Yel! Thirteen-year-old Mega boy seeks Mega girl age 12-15, easy and into metal or pop write to Andy Burgess, Shalend, Little Chalton, Ickles, Herts, HP8 4BS.

- Hi! Thirteen-year-old girl from Scotland, wants male and female pen pals. Write to 17 Foulis ykes Rd, Weshaw, Lanarkshire, Scotland, ML2 6PE.

- Thirteen-year-old boy wants to be pen pal with M/F Friends. Please send photo. Write to Gary Petrie, 59 Wesley Rd, Walsingham, Berkshire, RG11 2ES. Must like Kls Koss or 2 unlimited. Must be 12-13, too.

- Fourteen-year-old boy looking for beautiful, sexy girl of about the same age. Must like heavy and physical activities. Write to Richard Gilbert, 70 Repton Rd, Orpington, Kent, BR6 9LU.

- Karen, write again. I think I love you. Don't tell Harold, he's got my REMs done. Dave.

PEN-PALS

- Sixteen-year-old girl seeks male friend. I really like sexy older men. Please send a photo if possible. Write to Kerr Curnan, 31 Metseaty Ave, Kenneway, Folkestone, Kent.

- Hello! I'm 11 years old and would like pen pals, boys or girls. Write to Adrian Poprom, 20 Romney Close, Clacton on Sea, Essex, CO16 9YE.

- Eleven-year-old boy wants a male or female pen pal who hates Nintendo. Please write to Matthew Elliott, 72 Bisphas Way, Canterbury, Kent, CT2 0SP. Please enclose a recent photo.

- Can 'Runny Bum' who wrote to 'Hot Lips' please write again? I was in hospital having my appendix out, so couldn't reply!

- I'm a nice 10-year-old girl who wants a male pen pal. Write to Vicky Watson, Sydmonton, Highfield Rd, Basingstoke, Southampton, Kent.

- Hi! Twelve-year-old wants female pen pal. Send letter to Richard, Hotfoot, Yealm Lane, Yeovilton, Devon.

- Hello! Fourteen-year-old wants male pen pal. All letters answered. Write to Samantha Pestugga, 69 Ringwood Dr, Rubery, Birmingham, B45.

- Kevin from Crawley, you didn't include your address. I've got that recipe for Toad in the Hole. Please write. Sharon.

USER CLUBS

- Pen Pal Club. Don't delay! Join for just 25p, payable by cheque or postal order. Contact Paul on (0772) 706489.

We accept small ads in good faith. Use permit papers cannot be held responsible if any goods you purchase are defective or are not what they claim to be in the advert. Please take care when replying to User Clubs. If you are under 18, check with an adult before sending payment. Writing to Pen Pals is fun, but it's not our fault if your new mate resembles the backside of a Barbara Apel! We reserve the right to cut adverts, or pull them altogether if not deemed suitable. Please allow up to six weeks for your small ad to appear.
Coming next issue...

In next month's issue of SEGA FORCE MEGA... bit blend — Ade. Err, right. In next month's star-span-gleded, action-packed, die-hard encyclopaedia called... (a trifle tacky, methinks — Ade). Ahem! In next month's... (too half-hearted — Ade). Ho-hum. Hey, folks! Have we got a skiptful of laughs for you next month? (Think I preferred the first one — Ade.) Right! That's it! It's all yours, Mr Pitt. I'm off for a two-week backpacking holiday on the Isle of Wight... (But Mat — come back! We love you! Mat? MAT? Right, nut-brittle features. I'll show you...)

In the next issue of SEGA FORCE MEGA, we've got huge reviews of B.O.B, Techno Clash and General Chaos from Electronic Arts. There's Populous II from Virgin, International Rugby Challenge from Domark, Summer Challenge and Warp Speed from Accolade. Brace yourselves for Final Fight on Mega-CD, MD Splattemhouse 3 and Sega's massive Mega Drive RPG, Shining Force.

We could be interviewing the stars of Jurassic Park, chatting to Sly Stallone about his up-and-coming blockbuster, Demolition Man, or having a good old gossip with Nanette Newman about her new single, Fairly Cross the Mersey.

More tips than you can point a pokey stick at and laughs a-plenty with Gutter Snipe and his star guest, Clive Middlemass from Basingstoke. All this and much, much more, in next month's star-packed skiptful of encyclopaedias, SEGA FORCE MEGA (mickey-taking flop — Mat). Yeah, but I'm lovely with it...

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