NFL Quarterback Club
Exclusive Preview
PLUS Bill Walsh
College Football!

CD SENSATIONS?
Three new Mega-CD games reviewed!

FULL REVIEWS:
WWF Royal Rumble ● Addams Family
Gauntlet IV ● NHL '94 ● Wimbledon ● Gunstar Heroes
Super Baseball 2020 ● AND THAT'S NOT ALL!

PLUS! SENSIBLE SOCCER, CRASH DUMMIES, CLIFFHANGER, LAST ACTION HERO!
Meet Sparkster...
A new breed of superhero and star of Konami's all new
adventure for Sega Megadrive - Rocket Knight Adventures.

Sparkster is hell bent on avenging his master Mifune's death.
Armed with his jet pack and sword of steel his mission is to annihilate
the Dark Lord and restore peace to his homeland once more.
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Are you good enough to join the American Football elite? Check out Acclaim's 'gut-turf sim in our exclusive preview.

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Touchdown!
New games overload!
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Off to the Olympics
SEGA FORCE MEGA takes you to the location of the next Winter Olympics. Get your passport ready to find out what US Gold are making such a fuss about...

Street Fighter II special
Streetfighter II, Capcom's long awaited beat-'em-up is a winner! Check out the action with our punching preview special. We weren't the first — but we're not second best.

Gunning for glory
Fantastic, frantic and mouthwateringly furious. No, it's not our bosses in Ludlow, it's Gunstar Heroes! proves Check out our complete three-page review of one of the best games ever.

Jurassic Park dinotips
The mega box-office smash gets our tips-teams special treatment. Dr. Grant or the Raptor, no prehistoric posers proves too much for our problem-solvers.

Shinobi III smashed!
All the solutions in glorious stage by stage detail. Shinobi III blown wide open! All the maps, all the tips, all the levels. We've got more Ninja than the Bruce Lee fan club!

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November 1993 SEGA FORCE MEGA
Editorial

ARCH! Who's that? It sure ain't that positively flattering piccy of Steve Shields that has graced these pages since the conception of SEGA FORCE MEGA. Well, Steve is busy in Ludlow on our sister mag, MEGA MACHINES, so the editorial bit of the editorial duties has been thrown my way. I hope that you can stand my mug as long as you put up with his!

But just who the hell are we? And what's this Newton Abbot business about? Ah, you may well ask. Steve pretty much explained it all last time; suffice to say that your very own SEGA FORCE MEGA comes from deepest Devon and, while the editorial location may have changed, the constant drive to hit the highest quality has not.

Planty has been keeping us busy over the last four weeks. The ECTS, which is the most important show for the trade in the UK and Europe, offered a few new games plus more details on those that have been hanging around for a while. All of the details are spread over our news pages.

Slightly more exciting was the fact that a select few of our team got their grubby mitts on Street Fighter II. It's been a hell of a long time coming, but it's almost certainly going to be worth the wait!

I know Steve was waiting for a good CD game. After Thunderhawk last month, we had high hopes that, finally, programmers were exploiting the potential of the machine. I mean, there's real power in this 16-bit wonder, yet they continue to churn out the same old follow-the-leader (or in this case, computer style) games. Three new CD games are reviewed in this issue — you can make your minds up once you have read the reviews.

On a brighter note, we've had a recent influx of sports games — the SFM NFL '94 in-house challenge rages on, but it's Sensible Soccer that has got the whole team talking. It's one of our all time Amiga favourites — it's completely different to the forthcoming EA's FIFA International Soccer, and, while it may initially seem a little unremarkable to look at, we found ourselves soon becoming totally engrossed. The action is pretty fast, the scores are realistic and the computer controlled teams are pitched at just the right difficulty level, so, software houses, if you're listening, take note from the Sensible boys when making those footy games!

The foot of the page is fast approaching, not to mention a pressing deadline and a glorious sunrise (too many ice hockey tournaments for our own good!). See ya!

Mark Smith — Editor

Oh you lucky people, have we got a treat for you. We sent an intrepid young blade to the European Computer Trade Show; his quest — to dig the dirt on what's hot to trot on the Mega Drive over the next few months. So here it is; more games news, views and screenshots than you'll know what to do with. Prepare for complete sensory overload as Chris Marke, our man with a mission, delves into the big new releases previewed at the ECTS.

VIRGIN ON THE RIDICULOUS

The lads and lasses at Virgin were taking no prisoners at the show with an aggressive campaign to get their games noticed. Fortunately for us, they succeeded.

One of Virgin's most interesting announcements was the revelation that they had signed a major deal with the master of horror fiction, Clive Barker.

The intention is for Barker to work exclusively for Virgin in all stages of the development of games for the various emerging CD platforms. Barker has written some of the classics of recent horror, including the novels Weaveworld and The Forbidden, and the cult Hellraiser movie trilogy.

With this sort of pedigree, his commitment to a new phase of game production is bound to create a huge amount of interest. One of the most interesting aspects of the story lies in Barker's own expressed intention to transfer his CD stories to other media. This will hopefully herald the conception of the film-of-the-game, an interesting reversal of the norm.

RoboCop vs The Terminator is set to smash its way onto the Mega Drive over the next few months.

Hasta la Vista, Baby!

On the Mega Drive, Virgin have a host of top titles winging their way into the stores over the next few months. First up is RoboCop Vs The Terminator, which is being released with the aim of grabbing a big chunk of the Christmas sales. The game is based on a short series of stories produced by Dark Horse Comics and...
Future Looks Bright

written by Frank Miller, considered one of the world's finest comic book authors, with popular titles such as Electra Assassin and The Dark Knight to his name.

RoboCop Vs Terminator sees the player in control of RoboCop as he battles through 12 levels packed with heavily-armed Terminators. Not to be outdone, RoboCop has a huge arsenal of weaponry at his disposal, including lasers, homing bullets and high-velocity shots, as he tries to rid Delta City of the invading Terminator cyborgs.

The player has to negotiate deadly sections, that range from Toxic Farms to secret Underground Bunkers and even a futuristic nightmare world of Terminator spiders, dogs and Hunter Killer crafts. The price for this dose of blood, gore and mayhem has yet to be announced, but expect swift sales over the forthcoming months.

Hot on the heels of RoboCop Vs The Terminator are three Mega Drive titles targeted for a new year release. These are Dune II: The Battle For Arrakis, Dragon, the life story of Bruce Lee and The Lost Vikings.

Dune II is a new adaptation of Frank Herbert's award-winning science fiction novels. It's a strategy-based resource management simulation, with a strong combat element.

The scenario is simple — The Emperor has challenged the three ruling houses of the Harkonnen, the Atreides and the Ordos to prove who is worthy of ruling Dune. The object is to control the production of spice. To achieve this you must build a network of defences and manufacturing bases; such as production plants, barracks, to house armies and rocket turrets, to see off attacking forces. Virgin see Dune II as being one of the few easily accessible, flexible and fun strategy simulations. Expect more news soon.

Virgin also had a couple of nifty looking Mega-CD titles on display at the show. The first was another Annie-inspired piece of gratuitous violence. Named after the ultra-cool blockbuster movie, The Terminator is due to be released as we go to press. Based on the Mega Drive version, but hopefully much improved, the game places you in control of Kyle Reese, a warrior sent from the future to protect Sarah Connor, mother of the world's eventual saviour. Not only that but he's up against an army of Terminators! To their credit, Virgin have promised more hardware, more adversaries, more levels and much more action than in the original version. Let's hope that they can deliver the goods.

The other release, which the industry has long been waiting for with bated breath, is Another World I and II: The Second Beginning. This package contains an advanced version of the original game plus a new sequel.

The player takes the role of genius scientist Lester Chaykin who's warped to another dimension by a freak accident. Chaykin has to overcome a host of deadly alien monsters in the first part. In the sequel the story is tied up, but not before Chaykin has fought new enemies and formed alliances with friends he meets along the way.

Virgin's big claim for this one is that the new style of fluid cinematic storytelling, roto-scoped animation and polygon graphics have to be seen to be believed. Like the rest of their great looking titles we'll reserve judgement until there is more to assess. Watch this space!

Kyle Reese can expect no mercy from the army of Terminators (that's the Terminators) as they blast a vengeful path of blood and guts across the Mega-CD!
Enter the Dragon

Bruce Lee, martial artist and stuntman extraordinaire, makes a posthumous appearance on the MD later in the year.

On a totally different tack is Dragon, based on the film of the master of martial arts, Bruce Lee. Lee, who died unexpectedly at the age of just 32, starred in a string of low-budget film hits. The game will take the player through 12 different opponents including the notorious Sun Brothers, vicious Oriental Fan Fighter and the Phantom who haunted Bruce Lee throughout his life. Dragon project manager Peter Hickman claims that the game is so awesome that they will have to slow it down because it's running too fast at the moment. The faster and tougher the better is all we can say!

Finally, The Lost Vikings is a whimsical little tale in which players have to cleverly coordinate the strengths of three humorous characters in order to escape from the clutches of an alien race. The characters are Erik the Swift, a powerful runner, Baloog the Fierce, a no-nonsense swordsman and Olaf the Stout, a burly protector. The game will be designed so that in the early stages life is not too difficult, allowing novice gamers to ease their way into the game. However, with 37 levels of play there's said to be enough action for even the most advanced of gamers. Vikings looks like being another winner bringing pillaging aplenty to the Mega-Drive!

Take that you fiend! Nothing like a good chop to the neck.

Seriously Fun Software

One of the most impressive stands was that of the Kings of the flight simulation, Microprose. They had loads of simulators on display, as well as a whole host of forthcoming releases just begging to be admired.

The Mega-Drive was well represented on the Microprose stand. First up, you could take a turn on F-15 Strike Eagle II, which is out now, priced £44.99. As the leading exponents of flight sim the Microprose gang have come up trumps yet again. This is a conversion of the million-selling title from the Amiga and IBM PC versions. It has four difficulty levels, and on each level you can choose one of six precision-mapped areas of conflict. These include attacks in the Middle East, North Cape and the Gulf. Each of the missions has different Primary and Secondary targets. F-15 II looks to combine outstanding graphical detail, with amazing fast-paced action and dog fights.

Shiver me timbers

Other possible Microprose releases include Tinhead and Pirates! Gold. As yet there is no definite release date over here for these games but they look like hot stuff.

We're Pirates fans of old, so we're looking forward to getting our dirty little mitts on the MD version. Lookout for all of the usual clichés in our review!

Tinhead is a quirky, turbo-boosted morphing robot, who has to save the stars in the sky from the evil designs of the despicable Grim Squidge. There will be four levels to what Microprose boldly describes as 'the fastest, most hectic, fun-packed platform game ever for the Mega-Drive'. I think we've all heard that one before, but my reaction to my initial sighting of the game was that this could be a big success. It has some humorous ideas, such as Tinhead bouncing across the galaxy on his
DOMARK — loadsa balls

The Domark stand had information on a couple of games that looked like they had the possibility to cause a real stir when released in the new year. *Prince Of Persia* and *Marko's Magic Football* are both scheduled for March 1994 release dates, but the brief glimpses I got of them both looked extremely promising.

*Prince of Persia* has already become a big success on the as a Master System and Game Gear title, and the Mega-Drive version will follow the same scenario. You take the role of a brave and fearless prince, who has just one hour to rescue the princess from the clutches of the evil Grand Vizier. It's a traditional storyline alright but the game is said to be something else. Split into three sections (the dungeons, the main palace and the top of the tow), the game is said to have superb graphics and spot fx that capture the atmosphere of the Persian lifestyle.

Their other title looks a lot like the successful Amiga game Soccer Kid. Marko is a little chap who just wants to play football in the park, but his mum wants him to stay in and clean his room. The Domark PR guys and gals think that *Marko's Magic Football* will be a huge hit, with exciting football skills, superb special effects and unique gameplay. Well, they would wouldn't they. Despite their cynical remark the game does look to have a lot going for it, expect more news soon.

Beastball is a new kind of sport in which you have to get the ball in the oppositions goal. Sort of a mix between Mutant League and soccer?

Futuristic sport action in which you simply score more than the other team is what it's all about. A bit of violence and the like are no doubt assured too.

Space-hopper or racing along the ground on his unicycle, that will make it just a little bit different.

Their other big game is a totally different proposition altogether. *Pirates! Gold* is a sprawling adventure set in the times when the high seas belonged to those who recognized that the sword is mightier than the pen! The object of the game is to make your fortune plundering the rich and pillaging the poor, so that you can retire to a life of wealth, status and beautiful babes. This is a epic game that will take you across the world, ask you to form treaties with cut throats and double-cross gentlemen. Within the game you must master the art of captaining a pirate vessel — this means learning how to be a shrewd businessman, a fearless fighter and a clever diplomat. Aye Jim lad, pledge your name to the skull and cross bones, and look forward to a rip-roaring adventure from those land-lubbers at Micropose.

Finally, Micropose have Beastball in the pipeline. The year is 2089 and eight teams, consisting of man-made mutants battle it out for the league title and the Beastball Championship. It's a one or two player game, and Micropose promise that heads are literally going to roll, bodies are going to get skewered and faces are definitely going to get mashed. Hmm, sounds pleasant eh? As yet there is no other info on the game, but it has been earmarked for an Easter release. The Ed's already sharpening his legendary knuckledusters in anticipation!
Football Frenzy

The stand that got my undivided attention belonged to Electronic Arts. They had a giant video screen set up dedicated to non-stop footie action from their forthcoming release FIFA International Soccer.

Being a sporting type of chap, I laced up my Puma boots, slid in my Bryan Robson shin pads and shoulder barged my way onto the nearest controller. It was definitely worth it. This game would seem to have it all — a great perspective on the game, it feels like you’re watching the action from the grandstand, some brilliantly executed moves and the roar of a full-blooded crowd — it wouldn’t seem more real if you were actually playing at Wembley. Well okay perhaps that’s going just a little too far. There’s also a choice between playing with the emphasis on arcade action or strategy simulation. Now come on, what more could you want? No, don’t answer that. Anyway, expect it to be on sale any day now, priced at £44.99. It could be a whole new ball game. (I know that’s a bit of a cliche, but this is footie after all!)

Cor, what a big pitch you have! Notice that the view is a departure from the recent Kick-Off one.

In coming kick! EA FIFA International Soccer includes many new view features and ideas.

...and now for something completely different!

Just to prove that EA have more than sports sim on their minds, two other new games being hyped at the ECTS were Blades Of Vengeance and Virtual Pinball. Both games are aimed at the Christmas market and had the EA guys frothing at the mouth, although this could just have been the effect of a weekend at the ECTS! Blades Of Vengeance is a slash-em-up that sees you battling in caves, forests and fortresses against evil beasts such as vampires, dragons, zombies and the dreaded Medusa. In contrast Virtual Pinball is being heralded as the first pinball construction set for the Mega-Drive, with loads of tables and designs to choose from. You will be able to select from eight different objects, including fast tracks and extra flippers. The Pinball Wizard would have loved the thumping musical scores you can create, so watch out Elton John!

Personally, if EA bring out nothing but FIFA International Soccer I’d still love them.
STRIKE POWER

DESERT STRIKE

IT'S WHAT THE MASTER SYSTEM & GAME GEAR HAVE BEEN WAITING FOR...

The number one hit helicopter sim' has now arrived on the Master System and Game Gear! Pilot your AH-64 Apache helicopter through 27 in depth missions. Destroy scuds, tanks, nuclear reactors and rescue vital personnel in this all action test of speed and skill.

DOMARK
The Top Guns
Psygnosis pushes Puggsy

There was a lot of raving going on at this stand about the new CD smash Microcosm. The game offers you the chance to journey through the human body. There are six areas of the body to explore and the graphics are stunning. The game uses fractal engine technology to bring you some amazing scene intros using silicon graphic imagery and it allows full player interaction, so you don't just sit there marveling at the effects. Due to be released any time now, Microcosm is priced at £49.99.

Also receiving exposure at the ECTS were the Mega-Drive games Puggsy and Wiz N Liz and The Frantic Wabbit Rescue. Both are out right about now, boasting smart graphics and tricky platform puzzles.

Puggsy puts you in control of a cute little creature who has to fight his way through loads of levels in his desperate search for his stolen spaceship. Similarly Wiz N Liz features some cuddly characters trying to rescue wabbity wabbits from the clutches of evil witches. There are exploding wabbitts, hundreds of spells and thousands of tricky problems to overcome. Both games will cost £44.99, with Puggsy also coming out soon on the Mega-CD for just a few quid more at £49.99.

Aha — a load of game boxes of the titles due out over the next few months from those people at Psygnosis. If it's wily wabbits that you're after then look out for Wiz and Liz, those into alien games should check out Puggsy!

That's all folks!

These were a few of the biggest releases on display at the ECTS. US Gold also had a massive hospitality suite at the show, where they were plugging their big Christmas release Winter Olympics until they were blue in the face. However, for more details of this game and the madcap US Gold gang, check out our feature preview on page 14.

So, to coin a phrase, that was that. Another year another Trade Show. As we stumbled blinking out into the London smog hovering over the Business Centre that hosted the extravaganza, I was let to reflect on an impressive display by most of the major Mega Drive players. All that was left to do was recover my old jalopy from the car-park attendant who had kindly suggested I bung him a fiver — 'just for a couple of drinks, mate' — for the pleasure of actually finding a bloody parking space in London. Then I could sit back and muse on the last few hours of marketing frenzy. Smart stands, drinks and cucumber sandwiches, what more could you want to promote a game? Well, perhaps a trip to Norway, but that's another US Gold story!
Cart Charts

Courtesy of those fine chaps and chappesses at the
Virgin Megastores across the country, SEGA FORCE MEGA
charts the rise and fall of the latest hits and misses. But
our quest for the buyers' favourite games doesn't stop
there. We go globe-trotting to the good old US of A and
the equally-ancient and spiffing land of Japan to bring you
the latest raves from across the Atlantic and Pacific. A
very expensive way of getting the information, we admit,
but good fun all the same.

A
n all-too-predictable chart this month, but that's by no means
a bad thing as everyone's tip for the top, Jungle Strike, has
indeed reached this coveted position. It came in at number
two last issue and it was only a matter of time before Accolade
reached its own goal. The Coders are still selling well, though, with their top racer
hanging in at number two (yep, I feel like a DJ. Pity I don't sound
like one). EA storms up the charts with numerous games confirming their
number one position in the 'third party publisher' stakes. Bubsy is
followed hot on the heels by PGA Tour Golf 2 both contrasting but excel-


USA Charts

This is probably the last American chart you'll read that hasn't got Mortal Kombat
in it. Just shows what you can do with an average game and loads of hype...

1 X-MEN  Sega
2 BULLS VS. BLAZERS  EA
3 COOL SPOT  Sega
4 RBI BASEBALL '93  Tengen
5 HARDBALL III  Accolade
6 PGA TOUR GOLF II  EA
7 TONY LA RUSSA BASEBALL  EA
8 FLASHBACK  US Gold
9 FATAL FURY  Takara
10 ROAD RASH II  EA

Japanese Charts

Personally, I'm finding all of this Puyo Puyo stuff tedious. Don't the Japanese
play (or buy) anything else? Nice to see Sonic back in the charts, though...

1 PUYO PUYO
2 NIGHT STRIKER
3 EX-RANZA
4 ILLUSION CITY
5 THE HUNGRY WOLF
6 SWITCH
7 SONIC
8 DEVASTATOR
9 SONIC 2
10 CLASSIC ARCADE
feature

Going for US Gold!

SEGA FORCE MEGA goes to the Olympics

At ECTS, US Gold were in the throes of pushing their Official Winter Olympics game. They obviously thought this wasn’t enough, so, all in the name of good relations, they bundled 28 journalists from games magazines across Europe into a plane. The destination: Lillehammer in Norway. The official objective: to sample the delights of this small Scandinavian town, which will play host to the Winter Olympics ‘94. Of course, the real objective was to get the mags on their side before Winter Olympics is released! Chris Marke was our man sampling the northern delights!

Sitting here now reminiscing on a fine old time courtesy of US Gold, it’s easy to forget that I was actually meant to be out there working. Game, what game? Oh, Winter Olympics, yeah we did get shown some game, but er, where are my notes?

Actually it looks impressive. US Gold are pretty proud to have got the official licence for the game. If you think about it, their name will now be linked with an event that plays host to 2000 athletes from 60 nations, 8000 media representatives and a worldwide television audience pushing the two billion mark. Not bad publicity, really!

There’s Gold in them there Olympics

To capitalise on this exposure, US Gold have gone to great lengths to ensure their game has an authentic image. Winter Olympics has a very definite Lillehammer look, which perhaps can only be fully appreciated if you have spent some time in the town.

It has the Lillehammer emblem, depicting the five Olympic rings, the Northern Lights and snow flurry, special pictograms of the Olympic events based on rock carvings found in Norway and the official Olympic mascots, not to mention sickeningly sweet kids from Norwegian myth called Kristen and Hakon. These characters are plastered over every inch of space in Lillehammer.

The Olympics themselves will have a total of 114 different competitions. For the game US Gold have selected what they consider to be the best ten events to simulate.

To give us a taste of these events, the US Gold team, ably captained by the bubbly Andrea Griffiths, took us on a grand tour of the premier stadiums in and around Lillehammer. Along the way we were ployed with rich foods (ever tasted Reindew — well it’s not bad, but I’ll never look at poor old Rudolph the same again) and copious amounts of wine, which I manfully tried to resist, but let’s just say they can be very persuasive those US Gold people!

Anyway, suitably lubricated, we went on a whistle-stop tour of the skating stadia in Hamar and Lillehammer, as well as the ski jump, bob sleigh run and athletes’ village.

Jumping mad!

I won’t ramble on too much about the trip, mainly because the Ed’s getting jealous, but I just want to state a couple of important points right now.

First, if you should ever meet a ski jumper just smile sweetly and walk slowly in the opposite direction. These guys have to

This simulator was the closest Chris got to competing in the Olympics, although, you’d think he’d been signed up by the Norwegian bob-sleigh team if you spoke to him!

She obviously hasn’t tasted the tea yet. How dare Andrea look so happy at this ungodly hour.

0:06.40 015.11 kph
be seriously psychotic.

I mean what do you do, wake up one morning and think to yourself, 'I know, today I'm going to jump off a perfectly good mountain with just a couple of bits of wood strapped to my feet!' No, it's not my idea of fun either, but these guys do it for a living.

My other quick point concerns the bobsleigh. We were all lucky enough to get a go on the run that will be used for the Olympic games.

As there is no snow in Norway at the moment, it had to be on a specially designed summer bobsleigh. However, it's still a hell of an experience, it even shut up Dokey, from one of the other British Sega mags, no mean feat, I can tell you.

I suppose I'd better tell you something about Winter Olympics. We did get a chance to watch an exhibition of the game and have a quick go while secreted high in the mountains. However, none of the mags were allowed to have a full review copy before the release date next month.

I won't go too deeply into the reasoning behind this but it does seem a little strange, especially as the demo we saw appeared to be really good. I'll just pass the observation that perhaps the game may not hold up to closer examination — I hope this is not the case as I was impressed by what US Gold had to show us.

**Plenty of permutations**

Winter Olympics has a huge array of options available to the player or players and allows up to four people to compete in any one game, each player taking turns.

It opens with a sequence introducing the players to the history of the Winter Olympics, and pin-pointing Lillehammer on the map. This sequence can be skipped, but after seeing the events first hand it certainly gives a feel for the game.

**Going for gold**

You can take part in the full ten events, a mini Olympics, in which you select your favourite events, or a training session.

The events on offer include the downhill, ski jump, giant slalom, luge and, of course, the bobsleigh. You enter the events on one of three skill levels, Club, National and Olympic. The Mega Drive also allows you to go head-to-head against a chump in the short track speed skating and moguls. It is well-designed, with some smart graphics and, thankfully, it looks like the skaters are actually on the ice when they take corners, a rarity in games such as this.

All in all it had the appearance of a game destined to succeed.

Something that was a definite success without any doubt whatsoever, however, was the weekend in Norway. You know where to find me for the next overseas jaunt Andrea!

---

**Chris "Eddie the Eagle" Marke contemplates taking the quick way to the bottom. What's the betting that he used the lift?!**

---

**What a tremendous setting for the Winter Olympics. Or it will be as soon as they get the ice packs from the freezer...**

---

**Soar through the air Eddie the Eagle style with US Gold's Winter Olympics, due out this, er, winter.**
Gutter Snipe

I'm not so sure about this Torbay lark, y'know. Too many distractions if you ask me. Sun, sea, scantily-clad females — it's enough to make you go blind (or so my mother used to tell me). And half of the new recruits happen to be Torquay United fans. Never a day goes by without one foolish soul telling us of their unbeaten streak. Next they'll be dragging me kicking and screaming to the hole that is Plainmoor, the sacred ground of TUF. Oh, for the days of Ludlow's bowling greens...

After surviving the trek from the bowels of Shropshire to the depths of Devon, my body had to get to grips with the sudden change of climate. No more were there clouds to darken the sky — the sun actually peeks through the gaps down here.

A bigger shock was in store, though. I was greeted at the door to our new offices by a rotund youth wearing shorts. Disgusting plump white flesh was there for all to see and I must admit that I felt slightly out of place wrapped up in my thermals and duffle coat.

My heart sank further when faced with two flights of stairs to climb. Now, back in Ludlow, I could saunter in, kick back in my chair and peruse the day's latest mail. Here, they make me clamber up stairs, sort through what they quaintly describe as an 'in-tray', piled high with the latest offers for ladies fashion and hair restorer (are they trying to tell me something?). Locate the letters, make my own coffee (which they charge for) then converse with the receptionist on what a lovely day it is (It's always a bleeding lovely day) before I even get the chance to enjoy your scribblings.

It gets worse. Gone are the days of Radio 4. If it isn't the manic ramblings of Jackie Brambles (let's face it, she's got the delivery of a dyslexic postman), I'm subjected to endless nights of Radio 5 footy programmes.

Don't get me wrong, you can't beat a good soccer game, but if I hear another guest commentator praising Chris Waddell's golden left foot, I swear, dear reader, I will not be responsible for my actions.

I should really count my blessings though — this place is right in the centre of Newton Abbot, surrounded by pleasant watering holes (The Cider Bar? Hah!), greasy chippies (hello all at Chippies Place) and plenty of old folk who no doubt could tell me a thing or two about the olden days if I stood around on street corners long enough.

But enough of my problems — I do believe that it's time to turn my attention to some of yours...

You've bin framed!

Obviously in a weaker moment, our very own Chris Marke, from the pits of Newton Abbot, Devon is seen here, proudly displaying as award he won for sheep-shearing or something (fool actually — Mark). He didn't want us to use this photo (hardly surprising) as Mark had asked him to bring in a handful of photos to use this issue. Most were either "ultra cool" or of Mr. Marke under the influence.

I found this one buried deep, and, as I considered that the readers had a right to know just what the lad got up to in his spare time, no form of bribe or threat would tear it from my grasp. Chris, I bet your parents are really proud!

As a very special prize, I have the permission of our illustrious editor to allow you to work for the next seven weekends, and as a bonus for being such a good sport, you will have the pleasure of manning the office lines over the Christmas period. Sorry to spoil the mystery, but I thought that it was such a wonderful prize that we should share it with everybody.

Such a wonderful free prize! Beats a free night out with Sharon Stone any day (Ok, it may not be, but we know that you wouldn't be allowed anyway!).

Win a holiday in the Caribbean

When it comes to prizes, we whip all-comers. For just the price of a stamp and a note worthy of our Letter of the Month, we're offering an all-expenses-paid trip to the shores of the Caribbean.

The trip will last a lifetime! It beats a windy weekend in Skegness, anyway. Sun yourself on the golden sands, spend endless hours in the 1970s, practise your sip before foreign confections. Sheer bliss!

(Obviously, Gutter is having problems with the sun. It's probably flared a few brain cells or two. What will actually happen is the winner of the prestigious Letter Of The Month award is rewarded with a SEGA MEGA FORCE binder and an-oo-oo-fashinable T-shirt. An amble round it ever there was one — Mark)

Just imagine the envy of your work/school/nursery mates when you turn up with your stupendous prize! So get writing, and send your letters to GUTTER SNIPE, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW. Lightweight thermals most appreciated!

Sex! Scandal! Blood! Gore!

Dear Gutter Snipe

In reply to Fleur Handley's comment in issue two, I would like to say just one thing: why did she bother wasting paper to comment on boat-er-ups being sexist (Uh-oh. I can feel controversy coming on — Mark)? In case she didn't know already, boat-er-ups are designed for boys because (A) they like violence (sic) and (B) at least 90% of teenagers who are into computer games (those who are informed about games and read magazines on a regular basis) are male.

Those who can remember issue 18 (vol 1) will recall that the results of the survey said that 96% of readers who completed the questionnaire are male. If you ask me, it doesn't make much more sense to programme a game which appealed to a male audience (ie a game where a man rescues a woman) rather than a game which appealed to the female minority?

There are girls (and women) like Fleur who do like computer games but most prefer those starring cuddly animals (ie Lemmings, Sonic, Bubsy, Mickey Mouse — the list is endless) while most males like games on the sports side of things or strategy games (John Madden's NFLPA Hockey, Super Kick-Off, Jungle Strike).
not forgetting beat-'em-ups. If you ask me, most games out aren't sexist, so girls have no reason to be interested in computer games.

They are much more fun then listening to a bunch of fairies called Take That. Personally I would prefer to listen to the music on the Planet Captain game repeatedly than expose my ears to those one-hit wonders.

By the way, Fleur, I think that the majority of the readers would prefer a night out with Sharon Stone than a pixelised computer character.

Mark Smyth, Swords, Co. Dublin

Dear Mark

Hmmp. For once, I'm nearly lost for words. Possibly you have missed the point on the sexism front. Games in which a male character, normally a sturdy, muscly chap, has to rescue a damsel in distress who always happens to be a looker and, er, well proportioned, are sexist in structure alone — this is the Nineties, man! And, of course, the games that you have mentioned, the leading ladies prefer are some of the biggest sellers on the Mega Drive, attributed most likely to the fact that they cover many tastes. Let's face it, do beat-'em-ups need to have whimsical scenarios in which men lose woman, searches for woman and rescues woman? A bit nodsided, don't you think?

I'm not so sure that I can hold with your comment about Take That either. This fine, profound, talented band are all too often misunderstood. My mate Robbie, of Take That fame, reckons that those who knock them are envious of their musical ability, their strong, considered lyrics and of their voices that make the Flying Pickets sound like magpies on heat. He has a point.

Well the illustrations were 100%, no, 500% better in early SF. The gore, blood etc. attracts people to the mag and it should be re-introduced. Sod what 'distressed mothers' think.

I bet that the ratings were boosted in Issue Eight's Alien 3 cover, more so than Issue 19's The Flintstones effort. The one, two and three-piece Qri Frey posters were amazing and are stuck all over my room. Many friends are envious of the fine artwork in my bedroom. To sum up what I'm saying, 'BRING OLIVER FREY INTO FULL FORCE AGAIN'.

Another thing, the ratings box gives little away at a glance in the new SFM. What happened to the presentation catagory and the smart comments after each category? There is no 'no, of players' bit, no info on the memory size and the date given is usually import date, not British release date which the majority of people will take heed from.

The players' guide is a brilliant idea but why not print every MD game, rather than only the ones you have reviewed yourself?

Why have you got rid of USA Here 'N' Now? It was really good as part of the news section. Now for a few questions.

1. Is Centurion — Defender of Rome as good on MD as it was on PC?
2. Why was Streets Of Rage II given a better lastability rating than Batman Returns when Batman Returns is next to impossible to destroy and Streets Of Rage II is incredibly easy to destroy?
3. What has happened to the INXS Make my Music Video on the Mega CD?
4. Is Sonic 2 better than Sonic 1? No, only joking.

Thank you for listening.

Thomas Leng, Bishops Stortford, Herts.

Dear Thomas

Why, thank you for taking the time out to write to us, complete with such constructive criticism. Not that it really matters how constructive it was, since I'm not the kind of chap to take kindly to any kind of criticism. However, the team assured me — quite sincerely — that all comments are taken on board.

Mark asked me to point out that, as regards artwork, Oil still designs all of our front covers (I)

Olive for President

Dear Guttersnipe

I have to say that the new SFM is pretty posh. It's very glossy and doesn't fail to bits like ye 'ole stereotypes did. But to tell the truth, I preferred the old SF to the new SFM, well the latter editions of SF are as good as SFM now. Why?

Disgruntled of Swansea

Dear Guttersnipe

I have been the owner of a Mega Drive for over two years, and when the CD came out, I bought it the day it was released.

I have bought your excellent mag since becoming a console owner and I have faith in you to answer my letter and my concern over the money I have spent on Sega products.

In your 'sister' magazine N Force, it was stated that sales of the CD have been decreasing in Japan and the States, why? Have we just purchased dross?

In a previous issue of SEGA FORCE you said that the future for the CD was 'rosy'. IS IT? So far the games produced are fairly average (quasi crap, to be honest). After shelling out a good bit of quid I expected excellent games at a fair price, instead of buying mediocre games at the £45 - £50 price. I have this urge of swapping all my Sega products for a NES.

Why aren't Sega keeping to their word of the CD being the 'next level of entertainment'?

Please answer my questions as I am seriously thinking of smashing up Sega's little portable toilet and sending the pieces to be shoved up Sonic the Hedgehog's... (Sssshh...!) — GS

(P.S. Do you know that it's hard to talk when your lungs are in a blender?)

Anonymous, Swansea

Dear Anon,

Dear oh dear, have we got ourselves in a pickle have we not? First off, let me assure you that you have not, in fact, purchased a dog. These are generally termed as a Mega-CD, have a tendency to wear all over your carpet and leave gifts on the neighbour's lawn which are never that well received.

I had a dog once, and, if memory serves me correctly, a CD was slightly too big to get in the muffin's mouth. The damn thing wouldn't open up when requested either, although I also get that problem with the Mega CD. Too much button pressing for my liking (on the CD not the dog, that is).

My guess is you have yet to take a long lingering look at Thunderhawk or Sliphed (a slight disappointment but certainly not mediocre). The future is rosy — going to such extremes as selling it and buying a SNES would deprive you of two things: namely: (1) The rosy future of the Mega-CD and (2) The rosy future of SEGA FORCE MEGA. There's always SNES FORCE I guess, but it's just not the same (if it were the same, it would only be SEGA FORCE MEGA, wouldn't it?)

As for trying to talk with my lungs in a blender, I can honestly say that it's not something that I have ever considered attempting. There was the time that I was found with my tongue trapped in the ice in the neighbour's freezer when I was but a wee nipper, but that's another story.

GS

The Rise and Fall...

Dear Guttersnipe

In the charts page you have the USA charts, Japanese charts, arcade charts and the official charts for the Mega Drive. Well what I want to know is when will you be releasing a top ten chart for the Mega-CD as there are plenty of games?

Thankfully,

David Lynch, Kirknewton

Dear David

Good question. I like good questions, especially short and sweet good questions. I prefer questions that I can give a good answer to, but yours was a good question all the same. Regarding Mega-CD charts, well, if we can get our hands on them of course, we will print it, but even with the recent releases to add to the numbers, there still aren't a great deal of CD games. GS

Wise Words

Never trust Mark Smith to come up with any wise words whatsoever (or this is what you'll end up with!)
order to cover some of those classic golden oldies. As for the USA section, we've simply rolled the news pages all into one bumper feature so as to cover all the latest gossip, release details and so on.

Finally, in answer to those listed questions that I so adore:
1. Don't know — I haven't seen the PC version. Probably not.
2. Streets of Rage II isn't necessarily easier than Batman Returns, especially for those ham-fisted ones among us. The guys rated the fastsly higher simply because there is more to SORTII, with its extra characters and moves, than Batman Returns. Homes for courses and all that.
3. Funny, that exactly what we asked, give or take the odd exclamation, when confronted with INXS Make My Video. You'll find the review of this riveting piece of software in this issue. Make sure that you've got a clean pair of underwear when reading the review in case the excitement gets to you.

Ra ra ra

Dear Gut

Congratulations on a great start to a great new mag. I buy SEGA FORCE MEGA every month and I think it's great. My wee brother gets SEGA MASTER FORCE. Anyway, let's get down to the Q & A.

Firstly, can the Mega Drive fit onto the Mega-CD and secondly does the Mega-CD 1 or 2 have an attachment for the 32 bit? Last but not least, does the Mega-CD play normal music CDs?

That's all for just now. Bye!

RA Martin, Leeds

P.S. My big sister loves Ade but hates Paul (So does my wee brother. I think he's alright).

But, of course, I am here but to answer your endless questions: May I be allowed myself 'Gutter' Snipe?

The Mega-CD sits beneath your Mega Drive, but as to '32-bit' adapters, I don't think there's anything going down there. Music CDs can be played on your normal Mega-CD, but it tends to chew up and spit out anything that shouts 'Techno Techno' at you.

Basildon Bond reports

Dear Gut

You still require something to debate about? How about the future? I always remember my Tech days, the 4.30 dash to the computer studies room to program crude Apple computers and to load the latest home grown edition of Pac-Man. I remember thinking just how basic computers were (pun intended), I dreamed of computers that worked in real time, computers that could do something. Today, Apple computers adorn every desktop.

So what about consoles, will they become part of our everyday lives, or perhaps fade away? I think SEGA FORCE MEGA could run a section on 'The Possible'. I mean what has happened to the dream machine—a machine that induced lucid dreams. Forget playing Sonic, be Sonic in your dreams! Or bubble memory, virtual reality, even the new activator— I think the activator could do wonders for the martial arts and even replace Step Reebok! You never know, stranger things have happened. What do you think?

From Clive Bilby, Basildon, Essex

Dear Clive

Sorry, old chap, I had to cut your ramblings and find an interesting bit. Unfortunately, I failed, so I printed this instead.

As a rule, I try not to think. It all stems from an earlier job as a window cleaner's mate (actually, I wasn't his mate at all, I couldn't stand the ugly old git). When he went off for his thirteenth fag of the morning, I took my own initiative and decided to clean the windows of a nearby shop. They were damn filthy, I can tell you — it took ages to scrape off the 'Bill Stickers will be prosecuted' stickers.

When the boss returned, he did an impression of an ape hitting boiling point, flailing his arms around and shouting obscenities. He pointed out that I had just cleaned up his late Auntie Lou's old shop, who had only recently passed away. How was I to know? There were hardly signs up saying 'Don't clean me, the owner's away' now, were there?

When I started to explain that I thought that it needed a quick scrub, he stared me in the eye and told me that I wasn't paid to think, just clean windows. I considered pointing out to him that I had just cleaned some windows, but the look on his ape-like face made me reconsider.

Window cleaners can be real tyrants you know and now I'm mentally scarred for life (you got that right — Mark).

As for 'The Possible', I've come to learn that in life anything is possible. Convincing a group of Devonshire hillbillies of that, though, is another thing.

Gut

RA

What's this with your wee brother? Is he incompetent? Should he see a doctor?

I'm not one for doctors, but I know a crap doctor joke. It goes thus:

Patient: Doctor, Doctor, I feel like a bridge.
Doctor: What came over you?
Patient: Oh, two lorries, three cars a motorbike and two children.

Gut

Good, eh (No — Mark). I recall that joke from the heady days of Cheeky comic, which I used to read way back in my missionary youth. Did anybody else read that fine piece of literature? Is anyone spending a missionary youth? Can you spend missionary things? Isn't it frustrating reading endless questions?

Gut

Things that make you go 'Hmmm…'

False demands

Dear Sir

I have just received my SEGA FORCE MEGA magazine and I have just seen the picture of a postcard of the cow, pig and chicken.

I sent this postcard of Light Water Valley several weeks ago and this is what you have published.

You can send the mystery prize to my address.

David Holcroft, Bordon, Hants

Dear David

Oh, I can, can I? It's not actually a question of whether I can or not, it's more whether I should since I don't recall offering any prize, mystery or not, to the likes of you. Tut. Those who demand mystery prizes should go without, that's what I say.

But, since I am known for my kindness and love of the sadistic part of the human race (it's needed to work around here). I have, indeed, decided that you shall have a prize. Here's your postcard all over again so that you can take this magazine to your church school and say 'Look chummers, I sent this postcard in and here's the proof', I hope that you're grateful. And don't 'Dear Sir' me again.

GS

Wise Words

Cliff writes…

Never stir your tea with a pen that you've just been using.

Daniel Bacall, Hertfordshire

Don't make mountains out of mole-hills — it's too much like hard work!

Keep up the good work!

Dear Daniel

It does appear that you have stumbled across something which we in the trade term as 'bloody illegal!'. A good slip around the shops is in store for those responsible.

It's a damn good job that you didn't purchase it! I can imagine the scene outside your house now — 50 armed policemen and a fat boy with a loudhailer informing you that you are surrounded. Court cases would ensue, you would be thrown into jail for years and years only to be released after three or four days because they run out of space inside. Get a life — get a Mega Drive and experience the real thing.

GS
Did you know...

Dear Gutter Snipe,

I have heard that Sonic 3 will be out in January or February 1994 and not out for this Christmas. I have heard this Sonic 3 will be the best game of all, with a 24 meg cart. Is this true or what?

Also I would like to know is Street Fighter II the Special Turbo Edition? Is it coming out late October and will there be a free gift with the game, as I hear it will, be bundled with the new 6-button joypad? Is this true?

I would like to know which of these games are coming out before Christmas: Sonic Spinball, Aladdin, Jurassic Park and Sonic Chaos for Game Gear.

While we’re on the Mega Drive, last month in issue No. 3 Vol 2 October 1993 you stated that the new Mega Drive 2 and Mega CD 2 won’t be out until October/November but by the time you read this I will have already bought a new Mega Drive 2 in September. You wonder how I got the new Sega Drive 2?

Well, in the middle of August, the Argos and Index shops started to sell the new Mega Drive 2; these came with Sonic 2 and the Mega Drive Megafire Joypad which was made by Sega. Anyhow on the 28th August 1993, I found that Virgin Mega Store in my region was also selling the Mega Drive and Mega-CD 2 bundled with Sonic 2. These stores ranged the prices of these from £125 to £129.99. Could you tell me how these stores got them early on before the release date?

Yours faithfully

Dear Glen

Consider yourself out of my good books (I have plenty of good books, actually, my current favourite read being ‘1001 Ways To Amuse Designers’.) I’m up to the bit which describes how designers detest ultra-long paragraphs and bits inside brackets. It explains that if these nocturnal people consider a line too long, they get an uncontrollable urge to cut it down to ...)

Where was I? Oh yes, good books. Nothing personal, but reading through loads of release date questions isn’t my favourite pastime.

For the record, neither do I like listening to Radio Devon, relaying the spelling of FII to newsbooks, calculating the square root of 10,976,543, or discussing deadlines with irascible, subhuman editors (That means you, Mark).

There isn’t a great deal of information about the release date of Sonic 3, just yet — as soon as we know more you can be sure that you’ll know. Streetsfighter II probably won’t be packaged with the six button joy pad — this will be available separately — but you never know what may happen between the time of writing and its release on 17th October. Jurassic Park should be out by now, but the others are pencilled in for releases in the near future.

As for your dilemma with the release of the M2D and C2D, it seems Sega decided to release the machines on an unsuspecting public slightly earlier than anticipated. No reason for complaint surely?

GS

Dear Robert

How is it up there in Hastings? Wasn’t that where poor old Harold got an arrow through the eye? Are French people banned from your town, or do you just wish them in and out with little diggs about Napoleon? Am I in the right town?

Basically, it’s all a matter of demand — the Mega Drive (and CD) are Sega’s current favourites, outselling allcomers in the 16-bit market and, as such, they have to keep up with the Joneses (you don’t know that the president of Nintendo was a Mr Jones did you?) by putting chips in their cartridges to make the machine even more powerful. With the Game Gear and Master System, the audience is slightly younger, therefore the games are cheaper — you start sodding about with the inside and all it gets very expensive, so people won’t buy your bits. Something like that anyway.

Mortal misunderstanding

Dear Gutter Snipe

Why do so many people seem to have a problem with violence in games? To me they are making mountains out of molehills. This is especially true of a game such as Mortal Combat, which harms nobody. When I have played a game such as this I don’t immediately think, ‘I know lets go out and smash a few windows, or maybe mug a few grannies’. No, of course I don’t. Instead I simply enjoy the game for what it is. An enjoyable piece of hokum, that, while admiringly requiring you to bash hell out of your opponent, is nothing more than a piece of arcade entertainment.

What do you think Gutt? This is something that has been praying on my mind for some time.

Russell Courts, Brightlingsea, Essex

Dear Tim

Is that all that you can think of to keep you up at night Russ (may I call you Russ by the way)? Thanks, then you’re either very lucky or very sad, I haven’t quite made my mind up yet as to which it is!

Anyway, I digress. Violence. Hmm, it’s a...
How would you prove Earth's Existence?

Join the universe's first alien tourist in a totally cosmic arcade adventure that's totally out of this world!

Also available on Amiga, PC, N.E.S.

Codemasters
You’ve bin framed, too!

Unfortunately, I’ve just had two of the minions laughing at Chris’s piccy back along, so I have scoured the office and come up with this little beauty.

On the left is minion number one and chief designer, Ian Lawson. In his infinite wisdom, the idiot had decided to perform a bungee jump, followed almost immediately by a knee-shake and a dodgy stomach.

On the right is minion number two and new writing recruit, Hayden ‘Slix’ Jones. Lovely, eh? He too wanted to do a bungee jump, but it is his stomach that is slightly more dodgy than Ian’s. Look at it—I would say that it’s definitely twins kicking about in there. No, that’s not a harness on his back with which to help him lug about his excess skin, but it certainly did the trick and he’s been wearing it ever since.

Now, dear reader, I have a dilemma. Minion number three, our very own tops boy and happy soul, Marc Powell, will no doubt want his own photo in here. But he’s not exactly an oil painting, is he? To prevent him from taking over my hallowed pages, grab hold of an embarrassing photo of one of your own family or friends and send it into GUTTER SNIPES, YOU’VE BIN FRAMED, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW. Please enclose a stamped addressed envelope (or SAE for those who know) and do point out if you don’t want us to throw darts at it.

tough one to discuss if I’m honest about it. On the one hand I can see nothing wrong with a good beat-’em-up such as Mortal Kombat.

However, I can understand how it may upset the more sensitive souls amongst us; remember, the MD version depicts spares being torn out of bodies and hearts being ripped, still beating, from defeated fighters’ chests. Not everybody’s idea of a harmless game, in fact the Ed’s mum eloped him round the ear when she saw him playing it.

Basically, it boils down to a matter of discretion. If you’re not happy with something then don’t play it.

I was going to check with Mark on this one, but this guy has no morals. Did you know that he went to school with the other office cretin, Chris? Well, you do now.

Only the other day, they were talking about their youth, spinning yarns to anybody who would listen (not many). I did overhear a story regarding their smoking habits.

Being oh so rebellious and, well, rather smelly really, they were prone to nipping out to the loos for a fag. A lad, who shall remain nameless, wanted to be in their little gang, so he too joined in the smoking lark. Chris and Mark ran from the toilets, threatening to tell all and sundry about this terrible deed. The poor lad was reduced to tears, rather concerned that he would be expelled. Our two comics walked away in tears of laughter.

As I said, not an ounce of morals between them.

Well, after that little tale, I must make my way on to the next issue. Last time, I asked you where Mark from Eastenders went to school; the answer being Grange Hill, as Todd Carty starred in that before Eastenders.

Now, for this issue’s pointless question: who owns Roly in Eastenders? Who cares? See ya’ll later!

WHAT’S IN

Meat Loaf: Bat Out Of Hell 2
Drumming
Being fat
Smell of Reeves & Mortimer
Warhead sweets

WHAT’S OUT

Meat Loaf
Bat Out Of Hell
Hobby’s Catalogues
Being slim
Personal hygiene

Handy Hints

“You’ve got to help me! My life has been a misery ever since I committed a disturbing social blunder. While discussing the poetry of Yeats with my tutor I broke wind violently. Now I only have to look at her and I blush uncontrollably. Obviously, this has made any meeting between us distressing to the extreme. How can I bring myself to speak to her again? What are we to do? No matter how many subtle hints we drop, a workmate refuses to hitch up his sagging trousers. As you can imagine, this is not a pretty sight first thing in the morning! How are we to cope with this vast expanse of workman’s cleft?”

Everybody’s experienced some sort of terrible faux pas at some stage in their life. Now, people across the nation are tuning to the pages of SEGA FORCE MEGA in order to sort out their most embarrassing of problems.

Luckily for them we strive to provide solutions for even the most awkward of situations, but we always need a hand. If you can help in any way, however small and insignificant, then drop me a line at GUTTER SNIPES, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW. Anyway, ever onward. Here’s this issue batch of life saving, eyebrow raising frogs feaces...

Mind over matter

If you have ever lost an expensive Parker pen simply sit down in a quiet room, focus your mind and slowly retract your footstools over the past month. Alternatively, you could always nip down to Woolies and ‘borrow’ one from their stationary section.

Clive ‘Scarface’ Dickes, Wormwood Scrubs

Racing carts

Clean up at the bookies by always betting on the one rabbit that unaccountably runs in every dog race. I’ve spent the last six months studying the form and it hasn’t lost yet. Surely that tells you something?

Reg Gelding, Newton Abbott Twilight Home For The Permanently Bewildered

Cunning con

Avoid the embarrassment of being spotted tripping up in the street by incorporating the stumble into your walk for a few steps. This way those who observed your shame will think that it is in fact your natural walk.

Stan Stedling, Totleigh Barton

No Escape

In this day and age it is always important to take every precaution possible to prevent crazed women snatching your baby when you leave it asleep outside the pub. A simple solution is to staple the wee balm to it’s pushchair. It won’t go anywhere then.

Mrs Miggins, Chudleigh

CUTEY-POO AND THE KAMIKAZE GUINEAPIG

WHAT DO YOU SUPPOSE
THIS CROSS IS FOR?

SPLETCH!
Street Fighter II
Special Championship Edition

Capcom ● MD ● Out: Sept 28 (Japan) ● 24 Meg

Ever since its announcement in March, MegaDrivers
around the world waited with steadily mounting hysteria
for SFII Champion Edition. So you bet an anguished outcry
was heard when it was postponed from its June launch.
Adding insult to injury, Nintendo freaks got their Turbo
version in July, and even the moribund PC Engine had a
version in June. Well, folks, the MD version has been
cranked up to the Special Champion Edition and will most
certainly be available in Japan and America by the time
you read this. Was your wait worthwhile? Our review
team reckon so!

There’s no need to get into a detailed
description of the fundamentals of the
game, so we’ll just focus on what’s dif-
fent about the MD version compared
to previously launched Nintendo ver-
sions. The first thing you’ll notice is that the
arcade version’s opening cinema has been
reproduced, something missing from the other
versions.

SFII//C comes with a variety of modes.
The Champion Edition mode is what you would
expect: a generally straightforward translation
of the arcade CE with all 12 characters avail-
able.

The Excite Mode is in the same style, the
big differences being in the colours of charac-
ters and the ability to change the speed setting
for each one. On the more extreme side, there’s
McDojoe’s ‘character’ StreakLineStyle Mode,
which is a sort of Street Fighter version of
Tecmo Bowl, allowing you to run around fre-
ely and build points by cleaning up with
Chun-Li’s kick, Blanka’s vertical cannonball
attacking, the Spinning Bird Kick, Ryu and
Ken’s mid-air hurricane kick, Dhalsim’s yoga
teleport and Zangief’s high-speed clothingline.

Besides these new moves, the hit checks
and invincibility ‘windows’ of moves have been altered for each of the characters. For
instance, when performing a high speed
clothesline, Zangief can avoid hadoken and
similar shots, and his feet have no hit checks
while making this move, so he can’t be tripped
by a low kick.

The features unique to the MD version are
the two tournament modes. The Match Play
Mode pits chosen characters in one-on-one
match-ups. For this mode, the two sides have to pick
from one to six players each and define the
match-ups (so obviously both sides have the
same number of characters). Each match is
one round only — no best two out of three. If
you don’t want to end in a tie, its best to use
three or five characters a side.

The other mode is Elimination. In this
mode, sides freely choose between one to six
characters. Each match is also a one-round

At last!
It’s the game
we’ve all been
waiting for, the
one that will
finally wipe the
smirk off the
faces of the
SNES owning
fraternity!

Battle it out
with the likes of
Chun Li, Zangief
and Ken in your
very own home.
Oh, what bliss!

SEGA FORCE MEGA ● NOVEMBER 1993
fight with the winner advancing to meet the next opponent from the losing team. (If you're really good, you can go one against six in succession.)

Packing plenty of muscle in the first ever 24-Meg cart for any game machine (except for the tres expensive Neo Geo), SFIISCE should make amends for all the anxious waiting of Mega Drivers and then some. Round 1 Fight

Preview Evaluation (Jap Copy): 95%
Capcom debuts on MD in fine style. The gameplay is pretty well faultless, and compares extremely well against the SFC SF2 Turbo. In fact because of the longer time Capcom has for polishing this cart, the characters are better tuned and more balanced overall than the Nintendo Turbo. (On the Turbo, some characters, particularly Ryu, Ken and Sagat, are noticeably tougher than other characters while Dhalsim is seriously underpowered) Because of the better character tuning, SFIISCE is probably the closest translation of the arcade. CE available to home gamers.

The power moves are smooth and relatively easy to dish out. The addition of cancel moves (while throwing a punch or whatever, by entering a power move code, the last part of the punch is cancelled and replaced by the power move) makes SFIISCE very close in feel to the arcade experience. Although it is possible to play with the original 3-button boomerang pad (toggle between punch and kick using the Start button) it's highly recommended that you spring for the new six-button pads. It certainly makes life easier.

The graphics although not as subtly coloured as the Nintendo versions, are crisply drawn with numerous patterns so the movements of characters are smooth and natural. Soundwise SFIISCE ranks right up there with Sonic 2 as the best the Mega Drive has to offer. The word is buy!

Hmm ... the graphics look every bit as smart as expected! Better still is the gameplay itself — there's nothing more satisfying than whipping the ass of an office miniam (in a SFII type of way!)

Virtua Racing

Virtua Racing • SMD • Out: Unknown • 16 Meg + D6P Chip

The polygon based F1 racing sim that's burning up the arcades is shaping up beautifully for your Mega Drive. The first batch of photos we showed you several issues ago looked amazing, featuring single colour backgrounds and a car equipped with hexagonal blocks for tires. We're happy to report that although just 50% finished, VR is coming along great, playing extremely fast and realistically. As you can see, backgrounds are much more detailed and the car looks far more authentic. (Wiping out the machine is a lot of fun, it does cartwheels while shedding polygon pieces all over the place.) Although the game will have only three courses, Sega will provide several difficulty settings so it should be a hard nut to crack for even skilled drivers. On the cart we checked out, opponents had not yet been programmed in, however Sega promise there will be 15 other cars on the track with different performance specs and four colour schemes. The four adjustable views, from the cockpit, behind the machine, diagonally above and high above, are quickly and smoothly changed by tapping a single button. More excitingly, it was revealed that two-player simultaneous play will be possible. How this will be shown on screen was not revealed but one would assume the Super Mario Kart style of vertically split screen will be used.

As the first cart featuring Sega's DSP chip, VR looks to be a major showcase for Sega's vast programming potential. Watch for it!
Crash Dummies

Life's not easy down at the car factory these days. Just ask the guys in the front line of car safety experiments. Not only do these poor guys have to drive cars head-on into brick walls, but now they're being asked to save the world as well. Some guys are born losers, I guess. Find out how incredible Acclaim's Crash Dummies are really likely to be...

Deep in the bowels of the car factory there resides a kindly old scientist called Dr. Zub. He wiles away the hours creating ultra-efficient robots for all the dirty jobs that need doing around the place. (like sub-editing — ed.)

One such robot was the Junkman, a huge, enormously powerful creation, designed to clear up the cars wrecked by the Crash Dummies. Everything sound hunky-dory so far? Well, it was until the Junkman decided he was destined for greater things than cleaning up the trash.

He broke out of Dr. Zub's compound, vowing to create an evil army of robotic followers who would aid him in his distantly mission to take over the world. To achieve this, he needed to kidnap Dr. Zub and force him to reveal the secrets of Junkman's own super-powerful T9000 body shell.

Zub-a-dub-dub (ahem)

Once he had the blueprint, the fiend could then produce an unbeatable army of invincible warriors. You've probably guessed the next bit but I'll tell you anyway. Junkman ambushed Dr. Zub, planning to force him into revealing all. The only man, well, Crash Dummy, who can save him is the heroic Slick.

It is here that Acclaim's imminent release, The Crash Dummies begins. You will have to guide Slick on his perilous quest to rescue the helpless Dr. Zub. He must travel through a nightmarish land that has been ravaged by the Junkman and contend with the evil followers that the evil adversary has already managed to recruit.

As Slick travels across each level he must leap over wrecked cars, avoid mutant parking meters and destroy enemy robots. If any of these perils hit our hero he will lose a bodily part. First to go are his legs, and then his arms. After they're gone it's pretty much all over — after all there's not a lot a Crash Dummy can achieve belly-flopping through a level! Told you life's a bitch for these guys.

To give Slick a fighting chance of succeeding in his rescue attempt he can collect spanners along the way that can be thrown at the opposing forces. He can also repair his damaged body by reaching the screwdrivers that can be found, usually on difficult to reach platforms. Any that seems to be beyond his grasp can be reached with a bit of ingenuity. Look out for the dummy icons as these often act as springboards to propel you to otherwise unobtainable heights. Even more bizarre, are those platforms that can be reached by finding the symbol that inflates Slick, thus turning him into a massive beachball that can float up to the higher levels!

Crash Dummies looks to be an ingenious new game, with a host of humorous features. You can't help but feel sorry for the tragically comic Slick as he struggles legless along the floor using his arms to gain momentum.

One niggling doubt we have about the game is the bad taste factor. Blood and guts is all very well, but is it really fair to exploit paraplegics in an arcade platform romp? It just might be insulting to some of our more sensitive readers.

Boys, we must stop Junkman before he discovers the secret...

Tony the tiger will be there in no time to protect the secret formula...

The power of advertising? The Crash Dummies are now a multi-million pound business, complete with toys, books, tasteful Y-fronts too — and even a new video game! I wish that we could think up stupid money making ideas...

Crash! bang! wallop! — what a picture! (ahem)
Level one: A crash course

The action kicks off in the parking level, a harmless looking area until...

I regret to inform you, Mr. Dummy, that you have failed your driving test.

He had a good night last night, getting quite legless! (It takes ages for us to think these up)

Finally made it to the end of the level, albeit minus a few limbs.

"You're absolutely sure this is the NCP?"

What a real hero. What a really silly suit.

"You stay, I'll rescue Dr. Zurb?"
Sensible Soccer has gone down in the annals of football sim legend as arguably the greatest ever release of the genre. It has been a huge seller right across the 16-bit home computer board and now Sony Electronic Publishing have promoted this premier title to the Mega-Drive. Frankly Elton it's what we've all been waiting for.

There's a real lack of flair in the English soccer sim market at the moment. This boy can do the business, to be fair he has to be allowed to settle in, but if we don't see some immediate results I'll be as sick as a parrot!

although, if you get a bit too reckless, the ref is quick to brandish the yellow card. Another tackle like that and you're off for an early bath my son!

The game contains a high decibel crowd, whose cries have been sampled from the genuine thing — plenty of editing went on here, whatever happened to that great chant about the ref’s solo pursuits? There are also three different skill levels to help you get started, and a wide variety of pitch and weather conditions to alter the nature and tempo of the game.

Until Electronic Arts release FIFA international Soccer this has to be the sim to be seen with. At the end of the day it's how you perform on the pitch that counts — Sensible Soccer looks like it can do the business.
Sony Star Wars!

Two of the biggest box office releases this summer were Cliffhanger, starring Sylvester Stallone, and Arnold Schwarzenegger's Last Action Hero. Now the rivalry between these muscle-bound stars of the silver screen bursts onto the Mega Drive courtesy of Sony Electronic Publishing.

Last Action Hero

Sony ● MD ● Out: TBA ● 8 Meg

Last Action Hero will be in the shops any day now. Your task in the game is to ensure a happy ending by saving the real world from the evil movie villains. Confused? Then you probably haven't seen the movie. It is definitely necessary to suspend belief for this one. The plot is centred on the concept that real people can enter the world of movies, while fictional characters on the screen can come to life and enter the real world (like a Newton Abbot sub-editor — ed).

The game uses this idea over five power-packed levels. Anything can happen in the fictional world — you must avoid crashing cars, falling debris and massive explosions before you can even hope to take on the villains. The hard-hitting enemies that you come up against wield knives, chains and baseball bats. They never know when to lie down and die. The game is supposed to allow players to genuinely interact with the characters, and actually affect the conclusion of the story.

Sony see the game as an accurate representation of the fast-paced all-action movie. Let's hope the game is even half as good as the movie!

Cliffhanger

Sony ● MD ● Out: TBA ● 8 Meg

Be advised. Pack your mountain survival gear before you tackle the high-altitude adventures in Sony's Cliffhanger! The game follows the principal of the movie by dumping your lone hero high up in the perilous, snow-covered mountains. To help him survive you will need nerves of steel, plenty of guile and a strong head for heights! Without these attributes the evil Quisen will succeed in escaping with your kidnapped friends and a stash of stolen money.

During the game the player will have to battle through seven levels of action, including forests, caves and treacherous mountains. Life's not going to be a gentle stroll in the park however; expect to fend off crazed terrorist attacks, helicopter assaults, huge avalanches and even man-eating grizzly bears. The reason you're stuck on a cliff-top is to use your climbing and fighting skills to rescue your friends being held hostage by the terrorists.

To protect yourself you will be armed with an Uzi sub-machine gun, knives and a host of high-kicking karate moves.

As you struggle against man and the elements Sony have a host of nasty surprises in store for you. Look out for crumbling bridges, concealed crevices, rock slides and fraying ropes.

Be prepared to leap for your life, as Cliffhanger is due for release about now, but try to avoid any attacks of vertigo!
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NFL Quarterback Club

Acclaim Entertainment ● MD ● Out: Nov/Dec ● 16 Meg

At last, an American Football game that isn't even remotely connected to John Madden or Joe Montana! In Acclaim's NFL Quarterback Club the emphasis is on the two men who, in the eyes of the watching millions, are the real stars of the game. Drumroll please for the maestros of the football field; enter the quarterbacks!

Now that the 1993-94 American Football season is up and running, we've been inundated with the usual influx of football simulations. This one looks to be that little bit different. The emphasis is on the quarterback. He's the man that dictates the play, decides on the moves and ultimately carries the can for any team failure. So, it seems fitting that he should get a game in his honour.

Be the best
This cart lets you play a special quarterback challenge against your friends. Up to ten people can take part, choosing from a list of America's top quarterbacks. The idea is to pit your wits against opponents in a number of specially designed events. These include a testing accuracy event, in which you must hit moving targets with the ball; trajectory and distance have to be perfect to score the points in this one. There's also a speed and mobility contest, where you dodge around cut-out players, jump a small fence and then throw the ball accurately to a target. All in a day's work for Joe Montana we suppose! Another of the events is a distance challenge, which involves tapping the joystick buttons to gain length. The faster you tap, the longer the throw. The idea of the challenge is to eventually crown a champion from the quarterback ranks. The winner is the one with the best aggregate score from all the events.

You make the call
Of course, the game wouldn't be complete without a comprehensive football simulation and Quarterback Club looks to have exactly that. Again the emphasis within the game is on the quarterback. Before the match kicks-off, you are shown a digitised image of the competing team's star throwers, with gauges displaying their respective strengths in every department of the quarterback's art. This image is also shown at half-time and the end of the match, with all of the stats for your man during the game, including yards thrown, number of completions and accuracy level.

What about the game? Well, it looks to be very much in the Madden mould, although the early signs are that it could really give the old legend a run for its money. You can select the weather conditions and decide on a grass or astroturf pitch. Then it's on.
to the toss to see who kicks off and receives.

The controls are very easy to master. On both offense and defense you select your plays from three boxes at the top of the screen. This goes through three stages in each case. The first asks you to decide if the quarterback is going to choose a short, medium or long play. Then you select the type of play, run or pass on offense and the formation on defense. The final selection will ask you to choose a specific play for the style of offense or defense that you have chosen.

There are also a number of special plays that can be selected, which are designed with the intention of totally catching out your opponent. However, these plays are high risk options that could easily backfire on you if they are not executed perfectly.

Hut...Hut...Hut...

Within the game you always control the player with the ball or the one closest to it. If your player is running with the ball there are a number of options open to you to help you dodge oncoming opponents. Your player can perform hard-hitting fore arm hand-offs that smash into a tackler's face and push him to one side; he can also dodge and swerve around tacklers using clever feints activated by pressing the right button at the right time.

The object of any American football game is obviously to score a touchdown. In Quarterback Club a successful drive will culminate in your player doing a great impression of Michael Jackson! The moonwalk has never looked this good before!

NFL Quarterback Club should be out in the next few months. If the completed game lives up to the preview version, then the simulation Super Bowl could have a new winner! Looks like John Madden 94 won't have it all its own way after all.

(Above) Fight! Fight! Fight!
(Left) Eight petrol tokens and this wonderful trophy could be yours.
(Right) The Quarterback is toast!
(Right below) This particular q-back has some way to go!
(Below) They're under starters orders!
The graphics in Quarterback Club are bigger and more detailed than those from other games of the genre.

(Left) Just think! One good kick and you could hit 'Fat Bloke' in row five.
(Right) Half-time, everyone back to the changing rooms for a quick Tizer.
The NFL Quarter Pounders

Bernie Kosar  Cleveland Browns
Boomer Esiason  New York Jets
Jim Kelly  Buffalo Bills
John Elway  Denver Broncos
Mark Rypien  Washington Redskins
Phil Simms  New York Giants
Randall Cunningham  Philadelphia Eagles
Steve Young  San Francisco 49ers
Warren Moon  Houston Oilers
Troy Aikman  Dallas Cowboys

How difficult can it be?

Accuracy
You must throw the ball so that it hits the targets which are either static or moving. This will really test your powers of targeting and accuracy which are highly important to all professional quarterbacks.

Speed & Mobility
There are three large cut outs of players which you must run around and duck under barriers. At the end of the course you must jump a hurdle and throw a ball at a target. This round is against the clock.

Distance
This event is to test your throwing ability. Tap your A and B buttons as fast as you can to push the marker further down the field; when you have got it to your limit press C to throw the ball. You are given three chances at this event.

Read & Recognition
This round is very much like the first, except the targets are moving. When they flash you must throw the ball and hit them. The various targets move at different speeds so your judgement will need to be very precise.

NOVEMBER 1993  SEGA FORCE MEGA 31
If you're after the best in reviews and comments, then look no further than SEGA FORCE MEGA. They come 110% guaranteed, with complete comments and ratings. Honest. So, when trying to make your mind up about your next buy, make your next stop SEGA FORCE MEGA!

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What makes these comments unique is that our reviewers also include a personal overall percentage. These are reflected in the final rating. If a game is worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our no-nonsense ratings box (forget graphs, dials and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

Who, What, When, Where, How much?

WHAT: the game name

ON WHAT: which system

THE OBVIOUS: blood, sweat and tears go into these

15

12 Graphics

40 Sound

10 Playability

05 Lastability

Red Baron IV

Comp Facts £50.40

Out: Eventually

WHEN: the release date

WHERE: who to get it from

HOW MUCH: the price

WHIC: the distributor

Devon's Most Wanted

Dear oh dear! What a lovely bunch of pictures the team has offered this month. One proves that the Ed wasn't born, he was pulled up by his baby. Our new recruit, Hayden 'Stix' Jones, is a frustrated drummer (not as frustrated as the neighbours); Chris has a permanent hangover; and Marc is, well, Marc is just cuddly, lovable Marc.

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NOVEMBER 1993 SEGA FORCE MEGA 33
D.C.C Golf

It was only a matter of time before the first Mega-CD golf title reared its eagerly-awaited head, and, thanks to Dynamic, it finally has. But it's not without its problems, and in many ways isn't what the majority of people would expect. Intrigued? Read on...

What could be better on a beautiful summer's day than a nice relaxing stroll through what appears to be a vast landscaped garden? Everything seems right with the world until you hear a cry of 'Fore!' in the distance, prior to receiving a sharp crack on the back of the head, courtesy of a wayward golf ball.

You guessed it — the Mega-CD's first golf game has arrived. Ahead of you lie the usual array of bunkers, birdies, greenery and water hazards as you grab your clubs and head for the first tee.

After an intro that consists of some rather dodgy digitised footage of various golfers whacking their dimpled balls about in determined fashion, it's into the game itself.

No holes barred
Your first big decision is whether to practice a few holes or get straight into the thick of things. However, practice makes perfect so we'd advise you take the time to get to grips with the style of the game. The practice facilities allow you to work on specific areas of your game, such as tee-shots, approach play or even brushing up your putting skills.

For those of you who fancy yourself as a real contender, it's straight in with the big boys and onto the course for some highly-charged competition. There are the usual options choose from, including tournament play, in which up to six players can watch club-and-caddy war, match play against a friend, stroke play, or even a foursome (a-hem!) with three friends — and potential enemies, we suspect!

Once you've selected which clubs you wish to take and appointed one of the cute Japanese girls as custodian of your golf bag, it's off to the first tee to see what you can do.

When preparing to take a shot, use your control pad in conjunction with the [C] button. You can use the pad to scroll up and down through your of clubs, adjust your stance and select the direction in which you wish to hit the ball. Simply press the [C] button to confirm your decision and watch your ball sail gracefully through the air...

Alternatively, press [C] and watch it barely leave the ground, ending up in the rough 40-odd yards to the left. Never mind, they can't all be winners.

Par for the course
Should you make a decent shot, your caddy tells you so — most encouraging. But hit a bad one and a severe ticking off ensues. It's just a shame she only speaks Japanese...

At the beginning of each hole, you're treated to the now-standard panning camera shot of the hole, as well as receiving advice from a chap who we can only assume is a Japanese golf expert.

The course consists of the regular fairways and roughs, as well as a few tricky bunkers which really slow you down if you're unlucky enough to land in one. And there are water hazards waiting to claim your ball; you

MARC 63%
It was with great expectation that I sat down to play this first Mega-CD golf game. What could I expect? Fully digitised characters in the same style as the famous Philips CD-I? Apparently not. Instead, the capabilities of the Mega-CD have been wasted on an exceedingly lack-lustre game.

C.N.N Golf has no redeeming features. The graphics are basic and very blocky, and also appear to be blurred. The controls are simple to use — perhaps a little too simple — and gameplay isn't exactly taxing or terribly reliant on skill, just judgement.

It's really disappointing that this first CD golf game is such a dire effort, easily surpassed by PGA Tour on the humble, unexpanded Mega Drive.

(Above) We guess the earlier bragging about a hole-in-one looks a bit silly now. (Below) As Mother always said, practise makes perfect

A veritable plethora of options are yours for the choosing.
incurs a penalty stroke should you take the plunge.

Don't worry too much about weather conditions as you make your way from tee to cup, as the wind rarely changes and even when it does, it has little effect on your shots.

A fairway to go yet

All the necessary elements are included, but in all honesty it fails to inspire. Certain areas, particularly putting, are unfeasibly complex and inaccurate. You're given a grid view of the greens, to indicate the run and tilt you need to allow for, yet it soon degenerates into a farce.

There's no finesse — subtle, skilful touches on the greens can't be executed. In time, as with any other game, you can become adept at CNN Golf's gameplay, yet this is no compensation for the lack of fine tuning the whole thing suffers from.

Golf fans are invariably a discerning bunch and demand a greater amount of realism in their games. Unfortunately, this title doesn't deliver in the way it should.

Just think, after you've hit the ball as hard as you can, you only have to walk miles up the fairway...

...just to pick it out of a hole and do the same thing all over again!

DIRK 66%

I'm afraid I find it hard to conceal the disappointment I felt when I played D.C.C Golf. I suppose I'd set my expectations far too high, imagining that if Electronic Arts' PGA was so good on the Mega Drive, Dynamic's CD title simply had to be a far superior game.

However, the reality's very different, and I couldn't understand how it could be so inferior, failing to utilise the enormous capabilities of the Mega-CD.

All the vital ingredients are there and the essential options are in place, but the graphics let it down in a big way. And once you get into the cut and thrust of the game, you stumble upon aspects which just don't gel.

The fact that you can't hone your skills makes the challenge self-limiting. Although it's already been discussed in the main review, it has to be said again that the putting sequences are far from satisfactory and become tiresome as you undo any good approach work you may have done by running up an enormous tally on the greens.

This isn't the game that's going to fill the Mega-CD golf gap. I await the next clubbing title with interest.
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It appears the human race is under attack yet again from a hostile alien force. Only one person can save them. Yes, you guessed it, it's up to you to rescue mankind from certain oblivion. Sign...

Touted as a StarWing belter, Silpheed is Sega's long-awaited 3D CD shoot-'em-up. The storyline comes from almost every other shoot-'em-up ever created, so let's dispense with the flimsy scenario and get down to what we're all actually interested in: the game itself (Yes, let's—Ed).

Regardless of all the hype, is it any good? Up until now, the majority of CD games have suffered from one fatal flaw: following impressive animated intro sequences, complete with full cinematic camera angles and spectacular musical interludes, there's basically a dull game with much to show off the Mega-CD's capabilities.

For once, we're happy to say that after all that opening glitz and razzmatazz, Silpheed manages to present a rather decent shoot-'em-up. The most impressive thing isn't the actual size of the polygonal ships, asteroids and cityscapes or the sheer speed with which they move around the screen.

A Silph of the tongue
From your early battles high above planet Earth, it's onward, ever onward, to a variety of battle arenas. These include skirmishes with the enemy in a very impressive and treacherous asteroid belt, where not only do you have to fight off the attentions of what seem to be endless waves of alien craft, but also need to take extreme care in avoiding the larger asteroids which speed past your ship.

In the majority of levels, it's difficult not to just sit and marvel at the backdrops instead of concentrating on the gameplay. However, survival in the asteroid belt means you're in for some real treats. If you found the asteroid belt impressive, just wait until your ship goes screaming through enemy fleets or between buildings, as you fly at almost frightening speeds through the streets of many alien cities on routes.

Switch to plan B
Silpheed puts you in a high-tech attack fighter as you battle through hordes of vicious alien ships. The opposition attack in waves and come at you from all directions in a wide variety of attack patterns.

There are some pretty dense drone ships that fly by in such a way that they just beg to be blown into the vacuum of space. Then there are full-on suicide ships, whose navigation systems know only one flight path. Unfortunately for you, that's straight into your shiny top-of-the-range GTi attack craft!

- At certain points during your travels, you're

The intro sequences never fail to amaze, even with Japanese text.

Check out the Weapon Select screen. Great graphics, better arsenal (2-1).

Now that's what we call an asteroid! Who said this was just 3D Galaxians?
The ship size is slightly disappointing, but remember, size isn't everything. You can still do a lot with what you've got. Use your skills and tactics to compensate for the smaller size.

The music is a welcome change to see in a space game. It's not just a background track; it's an integral part of the gameplay, enhancing the atmosphere and adding to the overall feel of the game. The sound effects are also well done, providing a realistic and immersive experience.

Optional weapons add another layer of strategy. You can choose from a variety of options, each with its own strengths and weaknesses. Experiment with different combinations to find what works best for you.

Marc 798% and Sean Donahue, fan favorite for over 10 years, are always in the top three. Their skills and experience are unmatched, and they are always ready to take on any challenge. Keep an eye on them and try to learn from their tactics.

Is that a laser cannon in your pocket or are you just filling up the thrusters? We're not sure, but we do know that having a good weapon is essential in this game. Make sure you have a reliable and effective weapon to take on the challenges that lie ahead.

Blast through the asteroid field with power... or is that power life support? Either way, keep an eye on your shields and make sure you're ready for anything.

In Slippers' things vastly progress from tough to near-impossible! Your skills and tactics will be put to the test as you navigate through treacherous terrain and face off against powerful enemies. Good luck and have fun!
Chris 67%  Slipheed is being hailed as the saviour of shoot-'em-ups for Mega-CD owners. Personally, I don't think it lives up to the hype which has surrounded since the first preview screenshots arrived.

It's true that it makes impressive use of the CD's sprite-scaling and 3D polygon capabilities, but unfortunately there's something missing from the gameplay. Maybe it's because it borrows too much from very early shoot-'em-ups, such as Zaxxon and Galaxian, where gameplay boils down to a repetitive 'move left and right to avoid obstacles while shooting foes approaching from the top of the screen'. Hardly what the sophisticated gamer of the Nineties expects.

Or maybe it's because it seems to consist solely of graphically-impressive backgrounds which unfortunately are let down by mediocre alien attack ships and a lack of variety. It's very much like the bimbo equivalent of a game — very nice to look at but otherwise there's not much going on.

If you're very serious about shoot-'em-ups, you may find Slipheed enjoyable. But if you're looking to buy an impressive, not to mention playable shoot-'em-up, you'll have to hang on to your hard-earned pennies just that little bit longer. Sorry to break it to you, but in the gameplay stakes it's nothing special.

Do you want loud and bright explosions? Either buy some fireworks or get this! If you've read our comments, you know Slipheed's playability is questionable, but the graphics are spectacular.

Oh no — we're being attacked by Ringos (Get a grip — Mark). Aliens and firepower come in all shapes.

Further into the game, you can increase your weapon status by shooting diamond-shaped craft and collecting the power-ups inside. Boy, are you going to need them!

---

High above planet Earth, while humans work and sleep, a heroic pilot battles for the safety of all humankind. Nice of him, don't you think?

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IMPACT NOV93
Strawberries and cream, the gathering of thunder clouds and the groans of the crowd. Aah, Wimbledon — steeped in tradition, it's the oldest and most sought after of tennis trophies. Now Sega have teamed up with The All England Tennis and Croquet Club to bring you the official Wimbledon licence.

'T'he greats of Wimbledon: how many can you name? If you're anything like the man in the hat, you'll struggle to recall a name more than one generation removed from your own. But the tradition of tennis at Wimbledon is one of the Gloriest, most sought after of traditions, and now Sega are bringing it to your living room.

The game itself is simple enough. You control a tennis player, and your aim is to score points by hitting the ball past your opponent. The controls are responsive and intuitive, allowing you to make quick decisions on the court. The graphics are detailed and realistic, capturing the atmosphere of a real tennis match.

One of the best features of the game is the ability to play as one of the famous Wimbledon players, such as Roger Federer or Serena Williams. You can choose from a range of characters, each with their own unique abilities and attributes.

The AI is well done, and the gameplay is smooth and satisfying. The sound is also great, with the sound of the ball hitting the court and the commentary adding to the atmosphere.

If you're a tennis fan or just looking for a fun and challenging game, Wimbledon is a great choice. It's easy to pick up and play, but challenging enough to keep you coming back for more. So grab your racket and get ready to serve, set and match!
STIX 80% I would have to say from the start that I am not really the greatest fan of computer tennis games. However, that being said Wimbledon has gone some way to changing my mind in this respect.

I think the main part of this is due to the game's high playability and the ease of control. The only problem I found with it is the movement of the players, instead of moving like life, professional athletes at the peak of their sport, they move more like big old Uncle Bill after he has spent a Saturday afternoon down at the Dog and Duck.

Apart from that I found the game highly enjoyable and a worthy contender against the many other tennis games already available for the Megadrive.

decided by pressing the relevant joystick direction to the way in which you want the ball to go. Try and press both the fire button and the direction simultaneously for the best results.

The basic rules of the game follow those laid down by the early pioneers of lawn tennis, in other words they are the same as on the telly. In exhibition mode you can select either a one, three or five set game, while again the tournament sticks to the age-old traditions of Wimbledon and looks for the victor over five sets.

That's about it really. Wimbledon, like all tennis sims before it, lives or dies by it's realism and it's addictiveness. So Ann (that's Ann Jones by the way, the horse faced ex-Wimbledon champ and now renowned commentator) what do you think of that shot? "Well Des (Des Lynam, godlike sports presenter) I think I'd hand this one over to those tennis sim whizz-kids at Sega Force."
Welcome to the all new world of *Gauntlet*. The cult classic is now in its fourth incarnation, but some things never change. You'll recognise all of your favourite characters as SEGA FORCE MEGA takes you on a journey into the fantasy zone!

The Warrior, the Wizard, the Elf and Valkyrie are all back, courtesy of Tengen, in the legendary Gauntlet. Once again our intrepid adventurers are battling the forces of evil in their search for magical spells, untold wealth and plenty of grub. This time however there is more than just the tried and trusted arcade mode to battle through. On top of this there are another three modes of combat, each designed to stretch your character to the very limits of their strength.

Each mode of play has been prepared to cater for the new 4-player adaptors, just to make the game even more like the original coin-op version. Players can enter the game at any stage of the developments, so a one player quest can suddenly be transformed into a four player free-for-all, with the immortal phrase 'Welcome Warrior' accompanying each new entrant.

**War... what is it good for?**
The traditional arcade mode of operation follows the guidelines of the original game – you must battle your way through each of the many levels, collecting treasure, magic and food as you desperately fight off the evil creatures in your search for the exit to the next level.

In the next mode you take part in a role-playing adventure. The mission: to fight your way through a quest imaginatively entitled 'The mystery protected by the old castle'.

Hmmm, bit it took you a long time coming up with that one lads! The idea behind the quest is to negotiate the maze corridors of the castle's four towers, each of which has been bewitched to prevent intrusion.

If that's the case how did you get in you may ask? Good question, but it has no answer. Anyway, let's not get picky.

The basic idea is to go through each tower seeking out characters that can help you, such as the sword dealer who will provide you with a range of top-notch weaponry, towards the ultimate goal of discovering the huge cache of hidden treasure tucked away deep within the castle's walls.

Valkyrie makes a quick departure after stealing the ghosts supply of Milky Bars.
If you don’t fancy a long quest you can choose to enter the battle mode. In this beat-'em-up contest, up to four players can battle it out against each other to prove who is the greatest fighter. You can choose to fight an even tussle which pegs all the different warriors attributes to the same level, or you can select to fight with each character retaining their own special attributes. In this case Warrior has the best sword fighting skills, but is weak on magic and speed; Valkyrie has a great defence, although she lacks magical technique; Wizard is obviously the master of the occult, but falls down badly in hand-to-hand combat; while Elf is a tough all-rounder, with superb agility. Most people have their favourite character from Gauntlet, so the object of this mode is to use their skills to the best effect.

**Should he take what’s in the box or open door number 2?**

No, I'm not Madonna, I just look like her.

The 1993 weird wizard convention.

---

**Jump on the teleporter to beam to the exit.**

**Wizard discovers a dead end.**

---

**CHRIS 73%** In the good old days, before I was chained to a typewriter deep in the bowels of SFM Towers, I frequented those gaming establishments, popularly known as arcades. Within these houses of ill-repute I stumbled across a great game. Upon this coin-op I could challenge other poor unfortunate who, having been lured into these shady establishment, were eager to part with the small piles of change they clapped in their sweaty palms.

The game was, of course, Gauntlet and its main pulling power was the four-player option. Tengen have now brought this to the Mega Drive and for me it is the games most important feature.

True, it’s not the most sophisticated of games, with some obvious sprite flicker when there’s too much happening on the screen. However, everybody loves to challenge their friends. Gauntlet IV allows you to do this like the arcade game, but it also includes an enjoyable battle mode, which, while being nothing strenuous, generates some fun competition. This will never compete with the top titles on offer, but I really enjoyed playing it and, at the end of the day, that’s surely what it’s all about.

**Wizard is surrounded and all hope seems lost, that is until he discovers a sticky Opal Fruit in his pocket that may just save the day. If only he could figure out how to unwrap it.**

Watch out for the Lobber’s missiles.
The final option is for those who like to amass loads of stats on their achievements. The idea is to record your progress as an adventurer. At the end of each level their is a display of how you fared. Stats include shots fired, percentage that hit and number of times you were killed. You can record these figures under your name, along with the month and year in which they were amassed.

As you should have worked out by now, *Gauntlet IV* has a great deal more to offer than it's earlier incarnations. The four player option proved by far the most popular amongst our beleaguered adventurers here in the *SFM* editorial office. So, assuming you have three friends, strap on your back pack and take up the challenge — if you dare!

---

**MARC 71%**

Like Chris I remember the day well, when I was not much more than a young whipper-snapper, I walked into the local arcade and was amazed to see this outstanding machine with four joysticks attached to it. The game of course was *Gauntlet*, from that moment on many hours were spent on the persona’s of a wizard, elf and even a barbarian woman (Hmm — ed).

Now many years later and after many attempts to revive this classic game, it has finally been achieved on the MD with the use of the four-play multitap.

*Gauntlet IV* on the MD manages to capture what's missing from other home incarnations of the game, namely that *Gauntlet* is no longer a simple one or two player game. It has, in fact, been converted into a real social event.

What could be better than inviting three friends round to aid you in your quest against the many evil forces in this ancient world?

Okay, so the graphics may not be CD quality but this is more than made up for by the amazingly addictive gameplay, which will keep you coming back time and again. So if you remember back to the halcyon days when *Gauntlet* was the master of arcades nationwide, or if you're after a really outstanding multi-player game, then this is a title worth battling trolls, dragons and even mad old auntie Betty to get your hands on.

---

**Gauntlet IV**

Tengen
£39.99

78  Graphics

75  Sound

81  Playability

74  Lastability

Out: Now

If you liked the arcade machine, you'll love this. Well worth a look.
HASTA LA VISTA, BABY

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Eighteen months after his victory over Gary Grizzer, Chuck Rock is now the owner of the hugely successful 'Chuck Motors' and has become a father. Kidnapped by his evil enemy Brick Jagger, Chuck Rock is likely to become Chuck Dust unless somebody rescues him... A sudden crash as Chuck Junior bursts from his play pen "Goo Goo Gaa, I'll be back".

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Once again, the tranquility of the Earth has been shattered. This time an army of evil Cyborgs, who look strangely like a team of American footballers, have over-run the world's defences so that their leader can take complete control of every aspect of life. To ensure his domination, this diabolically desperate has also cast an evil spell that prevents any form of rebellion.

Luckily for the world, a benevolent professor, Dr. Blue, has discovered how to break the spell and rescue everyone. He has enlisted the help of two superheroes, able to resist the Cyborg's evil spell.

The Doctor informs our saviours that they must collect the gems hidden around the world; when brought together these will shatter the dictator's grip over the minds of the people.

So begins the quest of the Gunstar Heroes, over seven levels of intense action.

Within each level there are a mass of sub-levels, each progressively harder. You can choose to play a one or two-player simultaneous game, but be warned; either way it's tough going, and plenty of butt needs kicked along the way! (a bit like producing SFM — ed)

After choosing a mode of play, next step is to select how your character uses his weapon (no Finbarr Saunders jokes please).

Select your style of shot and choice of weapon before your quest begins.
Heroes

The Doctor will then ask you to select a starting point within the game from the first four levels. These stages are: the Ancient Ruins — where the first gem was dug up and now has to be collected by the heroes, definitely easier said than done; The Underground Mine — which is negotiated in a mining car in order to rescue the good scientist’s brother, Dr. Green; The Flying Battleship — has to be prevented from leaving so that you can battle Captain Orange for another of the gems. Incidentally, the battleship has been heralded within the industry for the rotation techniques used. These have, apparently, never been seen before on cartridge format.

The other option is to take on the Lord of the Strange Fortress — known as Black, who is safeguarding yet another gem. As you may have noticed the game does not put much stock in original or menacing names for the characters.

Dicey dealings

The other levels include a cunning — but deadly — board game that has our hero hurling a dice to decide his fate. Depending on what he throws he could come up against a variety of villains, earn bonus weapons and energy or alternatively lose all. The aim is to get around the traditional board without falling victim to the many dangers it holds. A sort of death by Ludo if you will.

As in most action/platform games there is a big boss at the end of each level. You must overcome each fiend to progress. These bosses get more inventive and complex further into the game.

Take the guardian of Dr. Green on level two for example. This marvel of modern technology changes form seven times before he is finally vanquished. His metamorphosis includes Soldier Force — a huge robot, Tails Force — a mechanical serpent, Tiger Force, Eagle Force, Blaster Force — a self-loading pistol, Urdin Force, Crab Force and Sega Force (sure? ed)

Considering this boss is of an early level, you can begin to comprehend the complexity and imagination used later on. Gunstar Heroes may be full of crap character names but the thought, planning and imagination behind the game itself is difficult to fault.

Icon see clearly now...

It is vital as you progress through the game to collect extra weapons to power up your agile hero. However, on many levels this can prove immensely difficult.

To activate the extras you have to blast the low flying bugs that cross the screen, no problem? Well, actually, yes it is. The action is so fast and furious that you will probably be surrounded by enemies when the different icons drop from the sky, making collection a trifle tricky. This problem is compounded by the pace at which your hero crosses the screen on many levels, for example you are down in the...

Fast-paced, furious, ferocious — pheew!
You ain’t seen nothing yet.

The guards on the battleship take no prisoners.

When it comes to their machines, the big bosses don’t mess about!

MARC 94% Yes you have read that right. It’s definitely 94% for this outstanding game. If you thought the platform arena had become a little jaded and repetitive of late, this is the game that is going to give the genre a much needed kick up the backside.

Forget the usual walk along, jump up and grab things type of platformer. Gunstar Heroes takes all that, throws in lots of firepower, a hefty lump of playability and a very large slice of addictiveness mixes it all together and comes up with the best game for the Mega Drive in a long time.

Not only is the game great fun in one player mode, but slam in that extra pad and grab a friend to enter a whole new game in two-player simultaneous mode. Gunstar Heroes manages to parody many of the other games in it’s genre including Strider.

If you only get one game this year, then Gunstar Heroes should be top of your list, even if it means sucking up to Great Aunt Nelly to get your hand on it.
murky depths of the mine shaft there is no way of slowing your speed as you hurtle towards the inevitable confrontation with a big boss. Without tremendous agility and a quick trigger-finger most things will simply pass you by.

To ease your troubles slightly, the Gunstar Heroes are blessed with a number of death-defying abilities. They can leap enormous distances by double clicking on the jump button, have a great line in crunching karate kicks and are also able to hang from the most poorly appointed of ledges. All in a day's work I suppose when you're saving the world!

Thankfully, there's a continue option, helping you struggle through the game. Used with care, this will allow you to restart at a point just before you face one of the mini-bosses on the sub-levels.

On some games this would make things a little too easy to complete, however, here infinite continues are vital. Without them you would probably be grubbing around on the early levels for a long, long time.

In order to aid your desperation to bash, slash and generally tumble your way into the game you can select a difficulty level. On hard, you'll fight all seven morphs on level two for instance, while easy will only pit you against three of them. In this game there is no stake in starting out on easy. Just ask the sub-editor. He spent so long playing the game on this level that he hasn't read a single bit of the text in this issue of SFM.

but it probably didn't help that our hero fell down here — berk!

Interesting technology. Notice the care that's been taken with the wax and chamois leather.

Gunstar Heroes looking, well, pretty dam heroic actually!

Oh well, I'll just have to make the best of it. Maybe if I give this evil looking boss a thrashing things will start to look up.

This is one train that's never late.

CHRIS 92% Ignored? You bet your bottom dollar! This is definitely my choice for game of the month. Fast, furious, fornicating action... Well fast and furious anyway!

Seriously though, everything about this game cries out winner! The graphics are superb, with smart backdrops and incredibly well-animated space characters, just check out the movement and firepower of any of the big bosses for confirmation of this. The animation of the heroes is also cool as they slide effortlessly across the screen, dangling from ledges or hurling enemies into oblivion. Add the bonus of sound effects that contribute nicely to the overall atmosphere of the game and you'll see what I mean.

The biggest bonus to Gunstar Heroes is its tremendous variety. The gameplay never gets monotonous, with a massive variety of levels and sub-stages. I must mention the great boardgame that makes up level five. This is original and surprisingly addictive.

What more can I say? A great game, compliment indeed from a renowned anti-platformer such as myself, which will make a welcome addition to anyone's library of MD masterpieces.
Our hero sets out on his quest through the terrors of the first level.

One thing he didn't expect to come up against was a huge phallic symbol!

Well, here we are a little bit further into Level 1.

Scale this mountain if you hope to complete the level.

A boss made entirely of giant slabs of concrete. Now that's original.

It's just like surfing dude. Only your sliding at breakneck speed down a mountain!

Watch out for those deadly claws. Nobody told them it's rude to punch.

This boss uses his agricultural threshing machine to attack our hero.

...And now he's even throwing stink bombs as well. Come on, play the game!

'Where do I go from here? Any ideas you guys... hey don't leave... please!'

Get through the maze and reach the goal to progress to the next stage.

Take that you evil fiend! Weird machines abound in this superb platformer...

Gunstar Heroes

Treasure £ call

92 Graphics
88 Sound
96 Playability
92 Lastability

A fantastic all-action platform extravaganza that'll leave you frothing at the mouth!

Out: Now (Import)
Allegedly Bill Walsh is considered to be up there with God and the President in the good old US of A. Whether this football sim will take off over here on his name alone is debatable, nonetheless it is the duty of our intrepid reviewers to don their protective garb and go in where it hurts!

Bill Walsh is recognised wherever he goes in America. He's the hottest college coach in the country, with the general consensus being that he is something of a football genius. Similarly college football regularly attracts attendances pushing past the fifty thousand figure and television audiences running into the millions. Can you imagine those sort of numbers being thrown about for a game of college soccer over here? No, neither can we.

What this adds up to is a game that, like John Madden's Football before it, is greeted with adulation in the States because of the big name tie-in, but lives or dies over here on it's qualities as a sports sim.

Red 42, hut, hut...
The big hype around Bill Walsh is that the computer opponent is tougher and more intelligent than in any preceding football simulations. The computer opponent will make much quicker adjustments to your play calls and the computer offense is more aggressive than in their earlier efforts.

The game is also supposed to feature many of Walsh's own favourite plays, although you would have to be a football genius to know about such things.

It features all of the teams that perform on the college circuit. You can select to play as any of them — each has it's own strengths and weaknesses. Alternatively, again in the John Madden mode, you can play in the all-time great play-offs — choosing from teams such as Alabama '78, Boston '94 or Washington '91.

Once you have selected your teams you can decide on weather conditions, ranging from sunny right through to snow, as well as the length of the match and the type of competition you want to play in.

The other choice available to you is the number of human players you wish to take part. The game allows for the usual two player romp, but it also provides the facility for using EA's 4-way play mode, only the second game to offer this option.

All that's left to do then is actually play the match. The game style will be very familiar to
fans of John Madden. On both offense and defense a box of play options appears, from which you can select your play. On offense you have a choice of passing, running or kicking the ball, while defense gives you the option of protecting against the pass or rush, blitzing the quarterback or trying to block the kicker's efforts. Of course, the actual selection of the plays is a bit more complex than this, with a wide variety of options for each type of move. However, the basic list of the game is exactly the same as always in EA American Football simulations. The design is intended to make it very easy to play the game, allowing you to get right into the excitement of high-octane gridiron action without any fuss or complications.

Ron, it's over to you!

There are a number of other elements to the game. These include a monitor next to the scoreboard showing the crowd's reaction to your plays, a digitised image of the great man himself, giving the big Bill Walsh verdict on your plays and a number of voice samples throughout the action. Once again commentary is provided by Ron Barr; you'll all remember sweet old Ronnie from his presenter roles in just about every other American sports simulation from Electronic Arts. The clock gets bloody everywhere!

This will have to go some to match the mighty Madden so is it a match winning touchdown or a fumbled fumble? If it's the latter we're certainly not telling Bill Walsh, he looks like a mean tempered grizzly bear with a penchant for eating negative reviewers for breakfast!

One of the guys in the line out has got the ball and he's about to snap it back to that other guy. Simple really.

The large variety of plays available are enough to make even another certain famous EA coach's head spin, so it's a good job big old Bill is on hand to help you out.

Just when you thought it was safe to enter the commentary box, a flash of pearly white teeth and your worst nightmare appears. Yes, you guessed it, it's Ron Barr! AARRGGHHH!

CHRIS 80%

If you've paid attention to the recent reviews you'll know that I'm a great fan of all types of sporting simulation. Give me a soccer or American football sim and life suddenly looks cosy. So taken on it's merits as a sports sim I genuinely loved this game.

It allows you to get straight into the action with a familiar control method, is instantly addictive and is tough enough to make victory actually mean something. However, despite this praise I have to concede that the game itself is just too similar to John Maddrn to make the sports sim hall of fame.

Everything is instantly recognisable from those games, from the method used to select your plays through to the use of digitised images. Basically I loved Bill Walsh College Football as a sports sim and if you are a real junkie of this genre then it's well worth a look. However, if you're happy just playing John Madden then allow yourself to be put off by the price tag!
STIX 67% Bill Walsh is an okay American Football Simulation, but I really wouldn’t go any further than that. It only kept my attention when I was up against someone else in two player mode. When competing against the computer I rapidly lost my interest in the game, finding it much less addictive than say Madden ’93.

There are some nice touches, such as the digitized images of Walsh, the fans and Ron Barr but, like many of EA’s products at the moment, these cosmetics do not justify the price tag. If you want something a little different than Maddens then apparently college footie contains a number of slight rule changes to the professional NFL. Personally, while not denying that this is a very playable game, I wouldn’t fork out for it if I had any of the Maddens series.

(Above) No the Ref isn’t bragging about the effectiveness of his deodorant. In fact we are reliably informed that this movement is regular and quite legal amongst American Football Referees.

(Above) Right Guys! You see this coin, watch closely as I turn it into a big fluffy bunny.

(Above) The crowd go crazy — the college kid has thrown the ball!

(Right) Hmm — the ref is definitely trying to tell us something. Just what that is is beyond us.

Let me tell you Ron, you can feel the electricity in the air here in Miami.

Bill Walsh College Football
EA
£44.99

69 Graphics
71 Sound
74 Playability
78 Lastability

Out: Now

A smart football simulation that will win a lot of friends amongst fans of the genre.

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Make My Video

Ever dreamt of helping your favourite stars create their next block-buster video? Well now's your chance in Digital Picture's unusual new title, INXS: Make My Video.

This is a strange one to categorise. It's not really a video game, more an attractive construction kit. The idea is that, with the help of a gang of spaced out American kids, you create a video for one of INXS' songs. Then the gang give their verdict on the quality of your offering, most of the time they're not too complimentary.

The game is set in a smoky pool hall. There are a number of kids in the place, all ready to pass judgement on your offerings. First up you meet a couple of young girls who are your guides in the game. They introduce you to the four different groups of people you can choose as your judges. These are Ted and Gomez, a couple of sad, surfer dudes; Poindexter, who likes to think of himself as a bit of pool shark; The Fly, a cool, spaced-out weirdo and a pair of biker girls known as Pio and Tiger. You begin by deciding which of these people you want to take advice from about your video. Once you have decided this you then select one of three songs from the Welcome To Wherever You Are album. The choice is between Baby Don't Cry, Heaven Sent and Not Enough Time.

Okay, the next stage is to actually produce a video. To do this you have to listen to the soundtrack you have chosen and place the images you desire to the music. At the bottom of the screen there are three boxes of images. One plays the original INXS video, while the other two merely show a progression of unconnected film, cartoon and video clips. You use the controller to flick between the images trying to create a montage of shots that bears some resemblance to the advice you have been given. To spice your production up there is a list of special effects options displayed in the top left corner of the screen. These can be added to your video whenever you desire, although if you use too many it tends to aggravate your pool hall audience. The effects include strobe lighting, mixing the film, dicing it or freezing the action, while the video can also be coloured red, blue or green.

The art of noise

Once the song is up then that's about it. The next stage goes back to the pool hall where the gang gather round to watch a run through of your, usually pitiful, artistic efforts. The song is played right through again, but this time the
Video: INXS

Ahh! Isn't that a little cutie in the centre screen, looks just like our Marc when he was younger? Just what did go wrong in later life?

I say that's a bit uncalled for.

CHRISS 38% This is tedious. I tried to get into the game but I soon got thoroughly bored. Once you have played it through a couple of times you'll probably be sick to death with the way Make My Video: INXS is structured. Having to listen to the same song twice in quick succession is not my idea of fun, although I guess fans of the band might go for it.

To compound the game's problems the soundtrack is really bad. It's just too muffled and low-quality to be worth listening to. Also, creating a video is ridiculous because everything happens too quickly for you to select relevant images. On top of this you have to actually please some pathetic characters in the game. It gets extremely irritating after a while, mainly because the characters in question are such a sad bunch of losers.

I'd recommend giving this a miss unless you're a fanatical INXS fan. There's a surreal sequence at the start of the game in which one of the girls in the FMV starts pulling things like rubber chickens, bed springs and dumbbells out of her top. Why? It's pointless and that about sums up this game.

MARK 35% Oh dear, what a terrible, terrible idea. The actual execution leaves much to be desired too.

Make My Video: INXS is, quite simply, a very tedious affair. Sitting through the video that you have put together through various clips becomes very boring very quickly, especially as you have to watch your effort before the idiots on screen give their impressions.

The music is okay, but the dialogue is a joke. Even the graphics are pretty sketchy. Well, sketchy more than pretty. All in all, a very sad effort at a new form of entertainment. Thanks, but no cigar.

Only for true fans of the Aussie rockers and even then, try before you buy.

Make My Video: INXS

Digital Pics £44.99

Graphics 42

Sound 40

Playability 33

Lastability 28

Out: Now (Import) ☎ (0425) 616705

NOVEMBER 1993 ■ SEGA FORCE MEGA 57
Another year, another version of NHL Hockey. So it goes on with those lads at Electronic Arts. They seem keen to release an annual update of their top sports simulations, but is another in the series worth forking out for?

It's long been considered that the best games based on the violent blood-and-guts world of ice hockey come from EA. Since the release of the original game three years ago, every update has been greeted favourably by the cart-buying public. EA, never slow to exploit — sorry capitalise — on a good thing have now released their '94 version of the game.

It follows the same principles as the others, namely fast and furious action spiced by plenty of rough-house tactics and trouser-browning charging! Again the choice is yours concerning team selection, type of tournament and line-up of players. It's hardly worth going into a great deal of depth about this side of the game because you've read it all before, but what needs to be considered is where the new version departs from its predecessors and whether it's a valid game in its own right.

So what's new?
The first update you notice is the game is compatible with EA's four-way play adaptor, allowing you to play two-a-side in any of the tournaments. Apart from this the changes are basically cosmetic, the most striking being EA's decision to remove the fighting and blood-spills that were present in the other games. Other modifications include a one-on-
He shoots! He scores! Yes, that hero of many Wayne’s World fans makes a guest appearance as a fairly decent ice hockey player. Just check out those rather handsome digitised shots of the lads.

(Below) The tension mounts, the crowd roars and two men with big sticks get a close up.

Another penalty goal attempt for any player who’s been unnecessarily roughed up, a digitised photograph of every player in the league with a guide to their recent form, (any player doing well is described as ‘hot’, while a ‘cold’ rating means he’s better off on the bench), and an on-screen crowd meter choice, available through an in-game menu.

Control changes include a manual goalie, a reverse angle on action replays and an array of mean-looking -body checks, the most dangerous of which hurts the opposing player over the crash barriers.

EA’s big claim is that they’ve made it harder to score by creating a new breed of super-
tough keepers. The general consensus among our office addicts is this is certainly the case, with high-scoring matches much less frequent on the ‘94 version of the game.

All these changes are basically superficial however, as there seems to be little difference in the actual gameplay. You control the players using the same control pad methods as before, using the buttons to slash, hook, charge and generally brutalise your opponent when on defence, while switching to a smooth passing and slapshooting offence when given the chance. That’s what we all hope for anyway, though it’s more likely you get a blood rush to the head and get caught up in a free-for-all, especially when playing against your friends.

That is basically it. EA’s NHL Hockey series is world famous on the Mega Drive scene. There’s no doubting the commercial strength of a series like this, simply because it rides on the back of an original game that was one of the most addictive sports simulations ever on the Sega. Words such as ‘goalshot, icing, puck’ and ‘Wayne Gretzky’ have entered the vocabulary of any self-respecting Mega-Drive owner, and now Electronic Arts have brought them out yet again for another airing.

MARC 82% As we’ve come to expect from EA, masters of the sports sim (not to mention masters of the marketing ploy), NHL ‘94 is basically the same as previous games but with a new year tagged onto the title. Lack of originality aside, EA have produced a very fast and high-class title. Smooth graphics and high-adrenalin gameplay save it from being just another hockey game. If you already own any of the other games in the series then it’s best avoided. However, if you are one of the few yet to be bitten by the EA hockey bug then it’s as good as any of the other games - introduce yourself to the fast-paced world of pucks, sin bins and thinly veiled excuses for a right good ruck — you won’t regret it.

I wonder if EA have considered releasing more frequent updates? You never know, we could soon have NHL Just After-Mid-Morning, quickly followed by NHL Somewhere-Around-Tea-Time, with NHL Early Evening Championship Edition hard on its heels! A great game, but perhaps they’re pushing the series a little too far.

The thrills, spills and action come at you from all sides down here at the EA rink this evening. (Do you think I can get Ron Barr’s job now? - Marc)
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Royal Rumble

Acclaim proudly present all the stars of the WWF. Royal Rumble's one mean mother of a game that asks no more than complete barbarity from the players. So pull on your slinky leotard and let the savagery commence!

The game allows you to take part in all of the different permutations of American wrestling. You can opt for a one-on-one bout or put together a tag and triple tag team. If this isn't enough butchery for you, go for the ultimate prize of being the last man left standing in the ring at the end of the epic Royal Rumble.

In the normal wrestling contests you have the choice of fighting a brawling or a one-fall contest. The brawl is the most merciless of the two, asking you to keep fighting until one man can stand no longer. A one-fall bout allows you to put a struggling opponent out of his misery by pinning him to the mat for a count of three.

All of these options are designed for one or two players. In tag contests you can also play as a team, using the strengths of your respective wrestlers to overcome the opposition's resistance. There is also a wide choice of difficulty levels, which means you can gradually work your way up through the levels taking your time learning the wrestlers special moves and tactics.

The Rogues Gallery

Before entering the fight you have to select your favourite wrestler. To help you do this the game provides a gallery of digitised mugs of every wrestler in the WWF. These include characters such as Randy Savage, Papa Shango, Bret 'The Hitman' Hart, IRS, The Man and The Narcissist. Each has his own theme song, usually something that relates to the nature of his character, eg The Undertaker has a spooky score sending shivers up your spine. Next to each picture there's a rundown of the players' characteristics and vital statistics. This helps you to decide what would be a
good, fair match or, for those sadists out there, who should pulp who!

Once into the bout, the action is viewed from the crowd on one side of the ring. The wrestlers are allegedly controlled by the referee who is always present in the ring, although he seems pretty useless when the fights really start to hot up. Basically, the idea is to do it all to them before they do it to you, and that's about it on the rules front.

It's a good idea to learn your wrestler's special moves and to try to be first in the use of the normal moves before you expect to start winning anything major. The Royal Rumble takes some doing if you ever hope to come up as the victor. After that it's just a case of kick, punch, slam, and throw anything that moves, inside or outside the ring!

If you want to stay in one piece you'll have to be quick and agile. Otherwise it could be curtains or, even worse, you could be taken out with the Tombstone by the Undertaker! Aargh!

CHRIS 74% This is a game that is very easy to enjoy. You can just get straight into it without any messing. This was a bit of a relief considering how much I detest the real-life American wrestling. Sorry to all the big fans out there, but it's simply not my cup of tea.

Having said that the game passes the time of day quite nicely. Thank you very much. It's nothing special with graphics and sound that will never be more than middling, but it's the playability that wins me over to Royal Rumble. The fun lies in finding a character that compliments the way you want to play the game, for me it's Papa Shango every time. Just check out his special move.

Great stuff guys! My only reservation is with the game's staying power. I don't think it's the sort of thing you would want to play for hour upon hour. Ideally, just get it out when you're feeling a wee bit aggressive and then kick, punch and slam away your frustrations!

MARC 78% Let's get ready to Rumble! (sorry about that, I couldn't resist it!) Even if you own the first WWF game, don't ignore this one. Not only is it better, it's faster, more fun to play, more varied and a lot more violent.

Everything you could want from a wrestling game is here — comprehensive controls that are easy to master, great graphics and a whole ring-full of options including tag-team, triple tag-team, one-on-one and the excellent Royal Rumble, not to mention each character's signature moves. If you've never heard of the Royal Rumble before then you are in for a real treat in what's basically a free-for-all brawl with the last man standing declared the winner, the sort of thing you see in any pub around closing time really.

So if you fancy joining in the fun of being able to take on the persona of the Undertaker and pound your best friend's head into the mat with a tombstone, then leap into the squared circle and get hold of this highly enjoyable game.

Oh, and Chris, any time you and Papa Shango fancy a kicking from me and The Undertaker, you know where to find us.
The Addams Family

The spookiest, kookiest family in the world have opened their creepy home to the Sega-owning public. Say ‘hello’ to the Addams Family in the latest piece of platform pandemonium from those pranksters at Acclaim!

Who would want to be in Gomez Addams’ shoes? As father to a spooky brood of ghouls and ghosts he has to fulfill his parental duties when the rest of his family are kidnapped and held hostage within the huge Addams mansion. Gomez is really up against it though, because he also has to contend with his own Uncle Fester during the rescue mission. Fester’s lost his memory and fallen under the spell of the fiendish Abigail Craven, who is desperate to possess the Addams family fortune. She is using Uncle Fester and her sidekicks, Tully and The Judge to hold ghoulish Granny and the kids (Pugsley and Wednesday) hostage. Gomez must rescue them and then go deep into the underground bowels of the mansion to seek out his beloved wife and confront the evil Judge in the game’s ooky finale. It’s guaranteed to scare the afterlife out of poor old Gomez!

Hauntingly huge!
The Addams Family is a sprawling platform game covering the gardens and the enormous number of rooms that make up the family mansion. The action begins outside the main entrance. Gomez can choose to explore the grounds or enter the mansion and face the haunting delights that lie within its rooms. There are six different doors to choose from in the mansion’s main hall, each door leading to a specific section of the house which, in turn, leads to a whole lot more rooms. These areas are the Games Room, the Portrait Gallery, the Kitchen, the Music Room (where you see the family members you’ve already rescued), the Old Tree and the Conservatory. Each door from the main hall eventually leads to one of the main baddies who is protecting something of value to Gomez. This is either a member of the family or an extra heart.

Gomez begins the game with just two hearts, which are displayed in the top-left corner of the screen. This is his energy gauge, which loses one heart level every time he takes a hit. The hearts can be replenished along the way, and there are also a number of chances to boost your overall energy level by collecting bonus hearts. Gomez can also collect valuable dollar bills on his travels. These are vital, especially when the game gets more tricky, because for every $25 collected you can...
get one heart replenished. Get $100 and an extra life is yours.

In each area there are a host of dangers lurking. To start with, Abigail Craven has somehow managed to get the local wildlife on her side, which means that Gomez will come up against seemingly harmless bunny rabbits and tweeety-birds. However, appearances are deceptive because these creatures will deplete Gomez’s energy levels should he come into contact with them. Also watch out for the deadly skulls and wizened Witches that inhabit the underground labyrinth. To begin with the only way to eliminate these enemies is to jump on their heads, though if any of the beastsies have pointed or spiked heads it’s advisable to simply avoid them.

Hmm... the pantry isn’t exactly bare and the contents don’t look exactly edible. Anyone for a man-eating sandwich?

Oh, a good question indeed. It’s a bit like ‘To be or not to be’, only this is to ‘continue or not to continue’ if you get my drift (I seriously doubt it — Ed)

STIX 74% The Addams Family is a good conversion of the original SNES game. There are plenty of secret rooms to be found, while the drops are pretty devious, many requiring swift reactions if Gomez is to survive. Choosing which levels to tackle first is a nice touch, though with the infinite continues and a wealth of extra lives from the secret rooms The Addams Family is a mite on the easy side. It obviously borrows ideas from the Sonic and Mario games with Gomez leaping on his foes to defeat them and the like, but there are plenty of exciting areas that more than make up for any lack of originality.

The graphics aren’t too bad though lacking in detail, but gameplay doesn’t suffer too much because of it. The sound is cool — the snapping fingers are ever evident, while the in-game effects are pretty good too.

Summing up, this is definitely one for the platform fans, but those looking for something extra special may not find it here.
On Guard

Gomez can collect extra items to aid him in his quest. These include a fencing sword, with which he can duel with his enemies; a pair of trainers that add vital speed to his movements; and a gun that fires what look like crystal balls at the opposition. All of these bonuses only last for a short period of time, so it’s advisable to use them to their maximum effect immediately.

As befits a game about the world’s weirdest family, The Addams Family has plenty of surprises up its sleeve, including secret doors, invisible passageways and switches that need to be found and used tactically to progress into the game. These switches are patterned blocks that activate something within the mansion when you jump up and hit them. For example, they can make platforms appear that provide you with a way past a previously impenetrable obstacle.

Gomez has a limited number of lives to play with in each game, however you have an infinite number of continues. These allow you to restart the game in the main hall with all the extra hearts and family members you have rescued still present in the game. If you should wish to come back to the game at a later date there is also a password option, displayed every time you gain an extra heart or save someone.

The Addams family mansion is full of spooks and things that go bump in the night. That’s ghostly things by the way! The question is, will you enter the house of the damned or has your blood run cold?

CHRIS 68%

This isn’t a bad game, but it’s not brilliant either. What it boils down to is another decent platform puzzler, with some humorous characters but little in the way of real excitement. This is not a game I’ll be coming back to again and again with a feverish glint in my eye.

Although it lacks addictiveness, The Addams Family looks good with some cleverly designed rooms, a cute looking central character and an impressive array of well-animated big bosses to admire. There’s also a passable rendition of the quirky theme tune from the old television show, which has you humming along in spite of yourself. However, if you’re not one of those platform game junkies we keep hearing about, then the gameplay will rapidly become tiresome, especially the continue mode that returns you to the main hall starting point every time.

(Oh, by the way, see if you can find the hidden door in the main hall. It will take you into a host of secret passageways full of heart bonuses, cash and extra lives!)

This is a game I would only recommend to Addams Family groupies and die-hard platformers. Otherwise, it’s probably best to look elsewhere.

It’s so cold in here, even the penguins wear waistcoats (geddit?).

Get a life Gomez — or four! The trail leads ever upwards, unlike the ill-fated Torquay United.

The Addams Family
Acclaim
£44.99

72

Graphics
68

Sound
74

Playability
69

Lastability

Out: TBA

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PLEASE COMPLETE THIS COUPON IN INK, WRITE CLEARLY AND IN CAPITAL LETTERS.
What a talented lot you are! We at SEGA FORCE MEGA have always known our readers have more between their ears than most folk, but we've been bowled over by the quality of the entries we've received for our Wealth of Ideas competition. It seems you all know what makes a great game 'cos hundreds of stunning entries have arrived on our doorstep over the last few months.

For those who are wondering what the heck we're wrangling on about, let's fill you in: Back in Issue 1 of SEGA FORCE MEGA (ah, happy days), we teamed up with software developers Imagitec to bring the most incredible competition ever seen in any console magazine.

Imagitec are looking for ideas for new Mega Drive games and they turned to the people who know the most about great console games: you, the reader! Let's face it, you all know which MD carts suck and which are the cream of the crop, so you should have some idea of what makes a game incredible to play and well worth buying.

Eyes down...

And boy, do you ever — it's taken months to read through the mountain of ideas! After many long nights, cups of coffee and eye problems, we dug out the best of the entries, which even now are winging their way to sunny Dewsbury for final judging.

With a total prize of £10,000 up for grabs, you pulled out all the stops to make your game designs the most original, fun and worthy of such a prize. We've received mail from extremely talented, enthusiastic gamers and we'll take a look at some of the better ones in this feature. As you can see, entrants have thought about nearly every aspect involved in producing a Mega Drive game.

Obviously, any game starts with a basic (or complicated!) idea that needs to be explained simply. Many hopefuls jotted their thoughts down in note form, while others went into lengthy explanations, detailing every point of their console masterpiece.

The entries are in, the judges are huddled in the corner and silence has descended on the SEGA FORCE MEGA offices. The Wealth of Ideas compo has been a massive success but there can only be three winners. Read on for facts, frolics and much fretting...

Every last detail

Picking up on film-making techniques, loads of you decided to storyboard various parts of your game. Storyboards are a sequence of pictures illustrating how a scene develops. These help the programmers immensely, so those who got out their pencils earn brownie points!

There are plenty of talented artists out there — we received incredible drawings depicting everything from characters to level backgrounds, from joystick controls to intro sequences and more. A few clever entrants even produced their cart's box, manual and
label. Little touches like this aren’t necessarily going to win you first prize but they show you’ve thought out every element of your idea.

The three winning games will be developed and programmed by the experts from Imagitec in Dewsbury. However, some of you designed the game sprites on paper; one clever individual used his home computer to produce graphics for his entry.

Console games are a unique mixture of elements and visuals are just one of the many parts needed to make a game something special. Take music, for instance. You folks just don’t know when to stop! We received cassette tapes from a handful of people, containing various things such as music demos, sound effects and weird tunes which drove us potty after a while.

**Chronic the Warthog?!**

Once a game’s programmed, it’s encoded onto chips like those found inside every cartridge. With a finished box design, the game’s virtually ready to be sold to game freaks the world over. Some thought about this and designed point-of-sale displays (cardboard stand-up things seen in shops), posters, magazine advertisements and even TV ads.

All of these elements are important but let’s not forget the most important thing: originality. An awful lot of SONIC-type games and STREET FIGHTER clones arrived at our doorstep. You might argue that there’s no such thing as an original idea, but side-scrolling platform games featuring cute, fast animals are a dime a dozen.

You’re probably wondering who won the coveted first prize and why their game was better than the rest. Well, you’ll have to wait a little longer. The head honchos at Imagitec are sifting through the best of the entries and will reach a decision within the next few days.

So if you’ve entered the Wealth of Ideas compo, you’ll have to bite your nails in suspense until we reveal the three prize-winners in the very next issue of SEGA FORCE MEGA!
100% ALIVE

Pick up someone else's litter
Send your mum some flowers
Strip right down to your underwear
Go for a run around the block
Tune your radio to Kiss and pull the knob off
Believe in yourself
Eat a pineapple
Write the alphabet backwards
Meet an old friend you haven't seen for years
Make a record
Dance the dance electric
Plant a tree
Learn a second language
Go and see Ryan Giggs
Get your nipple pierced
Play football in the street
Give £100 to a down and out
Put your change into a bottle for a year and give it to charity
Help someone today
Laugh
Take a picture of your back

Go for a day without speaking
Every day at the same time stop and think about something wonderful
Say a prayer every night
Have a day without TV
Hug someone of the same sex
Visit Great Ormond Street Hospital
Begin something you've always wanted to begin

Write to Mother Teresa
Turn your radio up full blast
Teach a child to read
Buy a book on Jeff Koons
Stare at the clouds for a full ten minutes
Buy Marvin Gaye's 'What's going on'
Tell someone a secret
Think purple
Wallpaper the inside of your car
Go on holiday and don't take any luggage
TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
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call our hotline now for full details

051 357 1275
Okay, who hasn’t been working hard at sending in tips? Come on now, there’s a whopping prize involved if you come up with something decent! If you send us your tips, you can win £100 or, if it’s really good, one of our cool T-shirts! Whatever it is you want to win, send your stuff to: PLAYING TIPS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.
Flashback

If you've lost your mind while trying to recover your memory in this outstanding arcade adventure — you won't forget to take a look at this outstanding collection of level codes will you?

<table>
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<tr>
<th>NORMAL</th>
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<tbody>
<tr>
<td>Level 1: FALCON</td>
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<td>Level 2: DATA</td>
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<td>Level 3: MILORD</td>
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<td>Level 4: QUICKY</td>
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<td>Level 5: BUJOU</td>
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<td>Level 6: BUBBLE</td>
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<td>Level 7: CLIP</td>
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<td>Level 1: PIXEL</td>
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<td>Level 2: BETSY</td>
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<td>Level 3: PANCHO</td>
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<td>Level 5: MIMOLO</td>
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<td>Level 6: HECTOR</td>
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<td>Level 7: KALIMA</td>
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<td>End Code: CYGNUS</td>
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T2: The Arcade Game

If you're finding this game a little on the tricky side and think a level select would come in very handy, then fear no more for here it is... On the title screen press up, Down, Left, Right, Up, Down, Left, Right. If the trick has worked properly you will hear the word excellent. To skip levels pause the game by pressing Start, then press B and C to skip levels.

Addams' Family

There are many hidden rooms throughout the Addams Family mansion, the largest of these is a back passage behind the main hallway. To enter it you must stand underneath the left hand door in the main hallway and press up to reveal a secret doorway to Pugsley's den. There are plenty of 1-up's to be grabbed in this room. If you climb to the top of the stairs in this room you can exit through another hidden door to take you into another hallway with rooms just packed full of goodies. That's just the first of many things we discovered while reviewing the game — look out for more next month!
Mortal Kombat

If our phone lines are anything to go by, the current interest in Mortal Kombat would appear to be exclusively reserved for the Reptile character. Quite a few of you have seen the character, but, alas, up until now you’ve found it impossible to do anything with him. In an effort to cool our switchboard down, the SPM team have spared no effort to bring you the information you need to control the Reptile.

The first thing you must do is select a match with a character who does not use block moves. Play the game as normal until you reach the Pit level. During some of your matches here you will notice that a shadow sometimes crosses in front of the moon in the background; this shadow can be anything from a witch on a broomstick to Santa in his sleigh. When you see this it means that that slimy dude Reptile is just waiting to be found. To meet him you must now fight a double flawless match (that means you cannot get hit once) and finish the match with your death move. Remember, you cannot use the block button even once. If you are successful you will drop down into the pit to meet the dude in the rather attractive green outfit. Watch out, this guy can use the special moves of Sub Zero and Scorpion!

Super Monaco GP 2

Have you ever found it a bit monotonous to drive a car round the Formula 1 circuits? Well with this rather splendid little cheat you can now race the Hang-On bike with the other cars on the course, although, unfortunately, though there is no turbo on this bike.

To activate the cheat, select the Name Enter screen in World Championship mode and enter your name as HANG-ON! Now go to the race, retire and save your season. Reset your machine and select Practice Mode followed by Image Training and hold Down and A until you reach the Transmission Select screen. Release your buttons and enter the race as normal. As soon as you start you will find yourself on that rather smart Hang-On bike.

Action Replay

Cool Spot
- FF0780039
- FF0760035
- FF0770001
Increase cool 5% faster
Unlimited lives
Invulnerability

Crue Ball
- FF843000X
- FF8430001
- FF84910FF
- FF850001
X = number of starting level 0-9
Infinite balls
"Top Gate" dropped
No "Wait" guards

Splatterhouse III
- FFOB40005
- FFQ0F8003
Unlimited lives
Unlimited time

Golden Axe II
- FF0882005
- FF0860002
Always keep 5 bombs while the action replay is enabled
Infinite lives

Ecco the Dolphin
- FFR7FF000
- FFB7C2000
Invincible to crushing walls on last level
Ignore water "up" currents

Mickey Mouse: World of Illusion
- FFA038008
- FFDD30008
- FFFD8000X
Unlimited health for Player 1
Unlimited health for Player 2
Infinite lives
Change X for level select (1-5)

Time Gal
We’ve got some good news for fans of this rather strange CD game... For some reason the de-bug level select has been left in! To access it you simply have to pause the game by pressing Start. It’s now possible to breeze through levels, simply by hitting C.

The Flintstones
To allow Fred to choose any level in his Bedrock home, hold A, B, C, and Lett when the title screen appears. Keep these held while you press Start. You will now be able to toggle through the six levels of this prehistoric adventure as many times as you want.

Ranger-X
Here’s a rather silly little tip which we suppose you could say adds a whole new dimension to the game. On the option screen press A, B, C, three times (one button each second). If you have done this correctly you will hear a noise which signifies the cheat has worked. You can now select easy difficulty level which allows you to play in a zone called Happy Land.
Poor old Ronaan and his New Age travelling buddies are having a really tough time. Not only have they been blasted through time to a world full of their greatest fear — technology — but they've also lost their Pink Floyd albums.

As a few of us here at SEGA FORCE MEGA are Pink Floyd fans (very few — in fact, it's only Marc, whose music taste isn't his strong point), we thought we'd better lend a little helping hand to Techno's hero, Ronaan.

To aid you in the quest to return to the hippy commune, we've come up with the odd map of the casino starting level. And after slaving many twilight hours, we also provide a complete overview map of that very large and complicated junkyard which this bunch of weirdos have decided to make their home, for some bizarre reason.

LEVEL ONE

Ronaan has landed in some type of casino, so what does our ponytailed friend do? Does he play the roulette wheels? No, he tries his damnedest to get out. Probably because of the rather nasty bunch of ninja 'bouncers' who are hot on our hero's tail.

This stage is quite simple; it gives you the chance to get used to the many weapons and enemies you meet. That said, it still packs quite a challenge and it's possible to be wiped out if you take one too many hits. As ever, caution is advised.

Blow away the first knight you find here and grab the 'B' icon he drops upon his demise.

It's another of those sneaky ninjas. This one's carrying a 'W' icon which he's just dying to hand over to you.
First Boss

This guy really thinks he's a mean, gun-toting Terminator, yet really he's a bit of a softie.

The only thing you should be wary of is his rocket launcher. Dodge his rockets and try to get underneath him. Change your weapon to lightning bolts then let the big wimp have it. A few shots later and he rewards you with a 'B' box and a shard of Abaris's life staff.

(Left) He may be your mentor, but this guy's part of your troubles. You must defeat the game's bosses so you can retrieve the shattered parts of his precious life staff.

The top knight's gives you a 'H' icon, while his buddy below him rewards you with an 'L' icon for ending his miserable life.

This ninja's holding a 'B' icon. Very useful for Ronaan and Co — assuming you can get his sticky little hands off it, of course.

Shoot the guy in the alcove (OUCH!) to get an 'I' icon. Shoot his mate just below — he's just a worthless piece of scum, although he does have an 'I' icon about his personage.

In need of an 'I' icon? Then try asking this guy for one.

Just around here you find another ninja carrying a 'B' icon.

Getting past this row of Knights is quite simple. All you have to do is arm yourself with one of your bigger weapons and let them have it. It's worth it in the end as a bonus 'W' icon waits for that brave hero who beats these alien fiends.
LEVEL TWO
After legging it through the casino, it's back to your adopted home in this world. Is it a huge castle? Is it a rather pokey bedsit in Torsby? No, it's a junkyard (what are these guys on?).

The junkyard is quite large and, because it all looks very similar, it's easy to get lost. However, if you keep a tight grip on this map, you won't find yourself standing next to your umpieth wrecked car, thinking "Where the hell am I?"

Once you've closed all of the gates, you have to clear the junkyard of enemies. To find out exactly how many remain, enter your base building to get a status report. If you have trouble finding the last few, use your lindar hawk to do a circuit of the yard to track them down.

For this level, you also have to select a bodyguard. It is a matter of personal choice but we've found Farog is a good choice as he loves to get in there and give your enemies a good kicking. If your bodyguard isn't providing the protection you need, he can always be changed by returning to the portal and re-selecting.

Second Boss
You encounter this guy twice on this level: once in front of your base portal and again at the end, in the underground cave.

To defeat him, use the same technique both times. It's exactly the same method you used for the earlier boss. All you have to do is select your lightning bolt weapon and let him have it a few times to really light up his world.

These large piles of junk are hollow and can be walked into. Enter the top pile to pick up a variety of icons such as 'TE', 'L' and a vital life-restoring health box. The thing to remember is DON'T re-enter the pile, as they sometimes become populated with a large number of enemies.

This is the most important of the big junk piles. Enter it to pick up a health box icon as well as an 'M' icon. You may think this pile isn't that special, until you notice there's another of those little orange widgets on the floor. This is the key you must use to shut the gate in the west wall, near the lower corner.

All of the other piles have been very helpful — this is were the good times end. Avoid this pile at all costs, it's a killer. The only time you should enter it is when you've closed all of the gates and are removing the rest of the enemies from your wonderful home. This pile seems to be the main meeting place for all of your enemies and walking in at the wrong time lands you in a world of hurt.
It's time to play ninja turtles and take to the sewers by going down this manhole. Not only do you face the boss down here, you also find the key to close the gate in the north wall. The sewer denizens are simple to kill but all must be destroyed, as they count on the total of enemies in the compound when the gates are closed and the warriors trapped.

This is the time portal and your main base on this level of Techno Clash. You can return to this point at any time to change your bodyguard or find out how many foes are left inside the compound once the gates have been closed.

Yes, you guessed it, there is yet another key on the floor here. Use this puppy to close the gate situated in the east wall.
Jurassic Park

You've seen the movie, bought the T-shirt, scared Granny with the tea cozy; now read the tips to this year's most hyped game-of-the-film. Don't despair if you're stuck, there's something for everyone here. As someone famous said: "Welcome to Jurassic Park."

Dr. Grant: The River

As Dr. Grant you must use the infallible boats to power your way to safety through the dinosaur-infested jungle river. Always remember to collect any fuel cans you see along the way to keep your boat moving swiftly through the water. The other thing to be careful of is the water itself — it's polluted, and any contact between it and Grant is deadly.

Even respected scientists have been caught joyriding.

Most waterfalls will drag your boat down them; falling too far can prove fatal so make good use of the accelerator on your craft to speed across the falls.

From your starting point jump into your boat and accelerate to the right, crossing the two huge waterfalls that try to drag you down. As soon as you cross the second waterfall watch out for the Pteranodon which swoops down from above.

Once you have dealt with this minor irritation, drop down the three small waterfalls to the right and turn to the left. You will now see a small raised platform on which a Dilophosaurus guards some vital fuel. This dinosaur can be handled in the same way as the others in Jurassic Park, by quickly stunning him with a tranquiliser dart.

Return to your boat and cast off to the left, heading down the small set of falls. At the bottom, jump up and grab the ledge above to face another Dilophosaurus who is guarding fuel, bombs and some tranquiliser darts.

Rex has a nasty habit of taking a big bite out of you, to get past him, quickly throw a stun grenade before he has a chance to turn and eat you. While he is still stunned run under him and jump into the shiny new boat, just waiting for you.

Without a paddle

The next big problem is, surprise surprise, a set of waterfalls — this time surrounded by rushes which have a nasty habit of bursting your boat. Go easy on the accelerator, letting your boat drop down without lunging too far forward.

When safely at the bottom, travel left and drop down the next set of falls. Next, turn right and repeat the same technique.

After surviving the spikey perils of flora and fauna, go to your left but jump onto the ledge. Now grab the fuel being guarded by the Dilophosaurus. All this jumping is tiring, so take it easy by dropping down into the boat below and continue your trip to the left.

Large waterfalls are dangerous, and as always there are exceptions that prove the rule. To your left is the first, simply cut out your throttle to drop down it safely. At the bottom you can collect a battery pack on the dry land on the left before leaping back into your boat.

Once you're back in the river, travel right down the first set of falls and jump out onto the platform there. Stun the
**Last dino park for 65 million years**

Dilophosaurus, blocking your path to some very handy darts and fuel. Before you drop down into the boat, you must arm yourself with more stun grenades.

Drop down the falls and turn left before you prepare to launch your grenades to stun Rex again, while he is in cloud-cuckoo land speed underneath Rex and drop down the two waterfalls.

Turn right at the bottom and accelerate across the falls before dropping down the next set of three waterfalls.

It's time to leap out of your boat and run right across the hilly terrain, watching out for the Dilophosaurus as you make your way into yet another new boat.

**When the boat comes in**

Once aboard the craft, go down the falls and turn left. Allow your boat to descend the first set of falls you come to, continue your journey left, holding on tightly to drop off the large set of falls. This is important if you want to stand any chance of landing safely in the final lagoon.

Your visit to this level of Jurassic Park is almost over and it's time to face your final obstacle.

Travel steadily to your right, waiting for the Brachiosaurus' to submerge before you pass over them.

At the end jump up onto the ledge and use your grenades to stun the Triceratops and leap through the door to complete the level of this prehistoric platformer from Sega.

**Velociraptor: The Power Plant**

Being a bloodthirsty Velociraptor can be a little frustrating in places, especially as our Raptor friend cannot climb ladders and must rely on his jumping abilities to successfully negotiate this platform-laden environment.

Once inside the power plant walk to your right until you see some barrels, use these as stepping stones to do a super jump onto the platform high above on your left. Jump right to clear the gap and land on another platform, take a nice stroll all the way to the right and jump the gap, here you find another lot of those handy barrels, use these to gain access to the ledge above.

Walk along this ledge and drop down to the right. You should now be on a platform with a man and a Dilophosaurus prowling along it.

If you look up you will see a thin girder, jump up onto this and grab the health restoring chicken leg. After your claw-lickin' good meal, leap across to the right and show the human there your slicing and dicing technique before jumping to the right until you arrive at some wire fencing.

When you are behind the fence drop down and crush the Dilophosaurus below. From here it's just a quick sprint to the right to chase that finger-lickin' good Dr. Grant onto the next level.
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Game Genie

Well, it's time for another round of codes for Hornby's clever little gadget. This month we thought we'd welcome the many new Mega Drive and Game Genie owners by going deep into our code vaults. Here we discovered codes for some of the older and classic MD games which may have been collecting dust on your shelf. All of this in addition to our usual array of tips, which this month include some excellent new codes for one of the hottest games of the moment, in the shape of the dino-bashing Jurassic Park. 'Clever girl...'

**JURASSIC PARK**
- AVDA-AA24: Infinite energy
- BVDA-AASG: Infinite lives
- CXIT-GA5C: Infinite gas on river stage

Only one code at a time may be used from this group:
- NPDA-AAG2: Start with 99 blue darts
- NPDA-AAG2: Start with 99 red darts
- AKDA-AAG4: Instead of blue darts
- NPDA-AAG2+AVDA-AAG4: Start with 99 gas grenades
- NPDA-AAG2+ATAA-AAG4: Start with 99 flash grenades
- NPDA-AAG2+ATAA-AAG4: Start with 99 concussion grenades
- NPDA-AAG2+ATAA-AAG4: Start with 99 rockets

**LEVEL CODES**
To enter the level codes for Dr. Grant, you must first enter the master code, followed by the code for the level. In contrast, the codes for the Raptor levels are single codes which don't use the master.

**DR. GRANT CODES**
- AJMA-JAGC+HTMA-KGFI: Master Code
- AEMA-JAFN: Start on Stage 2 (Power Station)
- AJMA-JAFN: Start on Stage 3 (Power Station)
- ANMA-JAFN: Start on Stage 4 (Power Station)
- ATMA-JAFN: Start on Stage 5 (River)
- AYMA-JAFN: Start on Stage 6 (Pump Station)
- AZMA-JAFN: Start on Stage 7 (Canyon)
- AZMA-JAFN: Start on Stage 8 (Volcano)
- BAMA-JAFN: Start on Stage 9 (Main Hall)
- BEMA-JAFN: Start on Stage 10 (Main Hall)

**RAPTOR CODES**
- BEJA-JAB8: Start on Stage 2 (Power Station)
- BJJA-JAB8: Start on Stage 3 (Power Station)
- CJJA-JAB8: Start on Stage 4 (Canyon)
- CFJA-JAB8: Start on Stage 5 (Canyon)
- CKJA-JAB8: Start on Stage 6 (Main Hall)
- CPJA-JAB8: Start on Stage 7 (Main Hall)
- CVJA-JAB8: Start on Stage 8 (Main Hall)
- CZJA-JAB8: Start on Stage 9 (Main Hall)

**BUBBSY**
- RERT-86V4: Infinite lives
- ADTA-8A4C: Infinite time
- KEXT-8AA4: Start with 66 lives
- BLGR-CA9A: Each yam ball worth ten
- XFR8-CAHC: Each yam crate holds 99

**JUNGLE STRIKE**
- R188-881A: Master Code — must be entered
- D586-GA7A: Infinite lives
- AKDA-GA3H: Infinite fuel
- AKFT-JAC9: Infinite ammo
- ACGA-GAEX: Choose any co-pilot
- 68TT-6923: Maximum fuel is 999

**HELICOPTER CODES**
- BW9W-WR9W: Maximum guns for helicopter is 9999
- BW9W-WG9W: Maximum Hydraz for helicopter is 9999

**HOVERCRAFT CODES**
- B68W-WK8K: Maximum guns for hovercraft is 9999
- 66WB-WC8W: Maximum rockets for hovercraft is 9999
- 66NB-WG8W: Maximum mines for hovercraft is 9999
- 89FW-TRL4: Maximum armour for hovercraft is 9999

**STEALTH CODE**
- B8SV-TR9B: Maximum armour for stealth is 9999

**CLASSIC CODES**

**SONIC THE HEDGEHOG**
- SCRA-BCXO: Each ring is worth 25,000 rings
- NNT-69AB: Start with 99 lives
- DQ99-88AL: High jump
- B988-8GLL: Mega-jump
- AEAD-CA88: Keep running shoes until end of level

**SONIC 2**
- JW99-CA4J: Infinite lives (player one)
- JX99-CA7G: Infinite lives (player two)
- CB99-C2EX: Rocket jump
- ATT8-CA4W: Sonic doesn't lose rings when it
- ATT8-CA3G: Tails doesn't lose rings when it
- AH2T-C9H6: Only need one ring to enter special stage
- ACZT-CACA: Start with seven Chaos Emeralds (SuperSonic)
- AGZT-C2CJ: Use with above code to need only one ring to become SuperSonic
- K4ZT-C8SH: SuperSonic doesn't lose rings
- RE8A-A69W: Level select (press A+Start on title screen)

**SUPER MONACO GP 2**
- REST-CA7W: Your position is always reported as first place
- BJAA-CA9G: Much faster low end acceleration and top speed
- DA8A-CAKL: Much faster high end acceleration and top speed

**THE TERMINATOR**
- RO3A-861A: Reduction from most damage
- EC2A-6A12: Energy capsules worth more

**TOK: GOING APE SPIT**
- ATW9-CA98: Infinite lives
- B999-CA9A: Infinite credits
- AATT-CA49: Infinite time to complete round
- A2VT-CA74: Never lose extra energy
- AOTA-AB7N: Shoes last 32 times longer
- ACWA-ABF8: Invincibility lasts 32 longer
- ALT7-CA5A+AG7A-DE56: Takes one shot to kill palace guards

**WORLD OF ILLUSION: STARRING MICKEY MOUSE & DONALD DUCK**
- BM2A-CA8L: Infinite lives
- AK2A-GA8Y+OM2A-GA8N: Infinite health
- AJST-EAHY+HAPA-BW2: Start on Stage 2
- ANST-EAHY+HAPA-BUW: Start on Stage 3
- ATST-EAHY+HAPA-BM2: Start on Stage 4
- AYST-EAHY+HAPA-BTM: Start on Stage 5

**BART VS THE SPACE MUTANTS**
- AJRT-CA6R: Invincibility
- AZRT-CA6R: Infinite lives
- AAXT-CE8E: Infinite rockets after you buy one
- AAXA-CE8G: Infinite bombs after you buy one
- F68A-CE8A: Infinite paint after pick-up
- AJKT-CAAT: Start on Level 2
- ANKT-CAAT: Start on Level 3
- ATKT-CAAT: Start on Level 4
- AYKT-CAAT: Start on Level 5

**DRAGON'S FURY**
- RE8A-A62W: Infinite balls
- NNT-CA9A: Start with 9000 bonus points
- AAPA-CA8L: Bonus points never reset
- APAJ-CA88: Bonus multiplier never resets
Super Shinobi 3

players' guide

Good old Joe Musashi is back again for even more punishment. Not satisfied with his glowing review in last months SEGA FORCE MEGA, he now wants us to print a players guide to his excellent game. Now we normally wouldn't pay any attention to such rambling's from Japanese assassins. However he has kidnapped poor old Marc and is threatening to do unspeakable things to him with his sword unless we do. So for the sake of keeping our dear old staff writer's bodily parts intact, here it is.

STAGE 1

This is the usual stuff we've come to expect from Shinobi, with a walk through deadly forests and a battle in some decidedly damp caves. There are plenty of bonus items to be collected along the way; watch out for the time bombs in some of the crates as they can really put a damper on your day.

There are a variety of foes to defeat in the first level. These are the main two guys you will meet. The ninjas drop on you from all directions and can be destroyed with just one shot. The weird monk with a basket on his head is a different battle of fish all together — it takes two shots to blow this guy away with your shurikens, however, you must make sure you duck down after the first shot has hit him, as he will use his blowpipe to fire a poison dart at you. If, however, you have powered up your weapon you can put an end to his nastily deeds with one shot.

Another foe you will meet on the first level is a young lady who drops down from the trees. She only appears twice and if you're quick, you can kill her before she somersaults over you.

As with previous Shinobi games, you can break the boxes to be awarded with bonus items. Be careful though, as your oriental enemies will not give up valuables easily. On the first level it is best to avoid the 5th and 13th boxes as they contain time bombs which will do you some serious damage. To power up your weapons, smash open the 2nd and 6th boxes. If you find your energy getting low, the 9th and 11th bonus boxes are the ones you need to check out.

On your journey through the first level you'll meet three of these guys, all quite easy to defeat. Simply wait until their swords start to flash, then jump over the fire-blade they shoot across the floor. As soon as you land, let rip at their heads with your shurikens while their sword are still down. It takes about three hits to put these dudes away. After you have beaten three of the red sword shoguns, you will be locked in a room with a yellow one. This one's fire-blades rebound off the wall and come back at you from behind, to get past them jump up onto the small ledge on the left hand wall. As soon as the blade bounces back down, shoot him as you did with the previous guys. It will take more hits to put this fellow away than the previous ones, but it's far from impossible.

At this point you won't have time to stop and admire the beautiful waterfalls as you'll be too busy avoiding the rather painful floor covering. To pass safely through, just wait until the spikes fall and jump over the floor they appeared from, to avoid being caught unaware by them as they rise back up. At the end of this section you'll face another sword-wielding shogun. He can be defeated in the usual way in order to ensure the path will be open for you to face the inevitable end-of-level boss.

Once you are inside the caverns, you'll have to use the ropes to cross the bottomless pits that are abundant in this part of the world. It's quite easy to use them — jump up at one end and pull on your control pad to grab hold of it. Once you're hanging from it, press left or right to swing your way along. This is something that you should learn as soon as possible as it proves handy throughout the game. A lot of the cavern roofs can be grabbed in the same way; this is especially useful for sneaking over the top of enemies. Be careful though, it's easy to get over-confident and make stupid mistakes you'll regret later.

This guy is a rather nasty piece of work. He actually looks like he has been disturbed from his gardening. Don't underestimate him though as one slip can mean sliced Joe for lunch.

To defeat him wait at the far side of the screen as he approaches. As he gets close, he lowers his swords from above his head; when he does this let him have it with your shurikens. You'll only be able to hit him once before he steps back and slides at you with his spear. As he approaches, leap over him and repeat the procedure from the other side. You'll have to hit him about ten times before he finally bites the dust.
STAGE 2

This is where it starts to get tricky. The ninjas from the first level have got wise to your superior abilities and called in some reinforcements. These heavily armed guys will try everything to stop you from reaching the security robot at the end of the level. That's assuming you survive the ride on the power lift up the heavily armed shaft.

As you continue your merry way through the factory it might be an idea to look up once in a while. The small hanging beams above are not there for decoration, a quick leap up will confirm that most of them are hiding some very handy bonus boxes.

Remember we said the earlier enemies had called in some reinforcements, well, these are the dudes in question. Forget Japanese codes and martial arts, the only thing these boys are interested in is huge firepower, probably due to the fact that all the people you meet in this level are either armed with automatic weapons or some rather deadly flame throwers. Taking out the guys with the guns is a simple matter of a swift shuriken, but the boomerang throwers are a different matter all together. You have a choice of attacks against these guys, the first is to get close and let him have it with your sword, the other, infinitely safer, method is to crouch down and wait until the guy drops his shield to throw his boomerang then let those shurikens do the talking for you.

When - or should that be it - you make it safely into the lift shaft, you will notice passageways heading off to the left and right. These are not entrances to nice little filled rooms, they are, in fact, the unfortunately named sniper shafts which are the hiding places of some very cowardly and heavily armed hitmen. The safest and quickest way to take out these fiends is to jump up just before you get level with them and launch a shuriken along them, to put a real downer on the sniper's day.

Travelling up on the lift, you will find various platforms blocking your way. These force you to take a slight detour from your vertical path. You have to jump up and grab the bars on the lift and right and use them as platforms to leap over the offending items. At other points you will find that there are no bars for you to grab onto. To overcome this little problem you must use the 'human pinball' technique used in earlier levels. You must make sure that the gunnman at the top is not firing as your leap over the top otherwise all your work will be undone in an instant. (rather like the sub-editors work on this guide — ed)

This boss is a big security droid. To send him to the junkyard, dodge the bullets he launches, jump up and hit him with a shuriken. When the screen begins to warp you'll find the controls have reversed. It's important to remember this as you attempt to avoid the projectiles. Don't shoot when it is flashing and duck to avoid being hit when it swoops down as a big fireball. It will only take a few hits to turn it into a smoking heap of junk on the floor.

Ninja Know-how

As you already know, Joe is a bit nifty with the old ninja magic. But if you don't understand Japanese it's a bit tricky figuring out what each one does, not without wasting a magic bonus anyway. After much trekking through the highlands and lowlands of feudal Japan we managed to find a wise man who told us exactly what each one does.

Fushin
Activating the Fushin magic will cause Mr. Musashi to split into upto five ninjas, which of course, means one swing of your sword now becomes five more deadly swings. This is particularly useful when faced with multiple enemies.

Ikajuchi
Joe is able to call down the power of lightning when he accesses the magical powers of Ikajuchi. Lightning will surround his body and protect him from all enemy damage. Be warned though — this power only lasts for a short while and has a nasty habit of running out when you are in a really tricky spot.

Kariu
From the bowels of the earth Joe summons up the forces of fire with the magical spell of Kariu. This will cause four fire dragons to burst forth from the ground and envelope everything in the area in a fiery hell on earth. This spell is the best of the lot and is particularly useful against the end of stage bosses.

Mijin
In the ancient days of ninja magic, it was said that the ancients could turn themselves to stone at will. Joe has revived this ancient art with a modern twist, as well as turning to stone he is now able to explode sending pieces of stone flying in all directions. Mijin is not really a very effective weapon although it can be useful if you find the odds are just that little bit too much in the enemies favour.

NOVEMBER 1993 - SEGA FORCE MEGA 85
**Stage 3**

Now things begin to get really weird. Joe must battle his way through the enemy gene laboratories, so watch out for a whole variety of mutant fiends, all of them out to re-arrange your bodily particles between floors. One word of warning, always check overhead before you make your final jump up to the floor above — as it’s quite nasty to land right in the middle of a whole bunch of brains (even ones that live in jam jars).

These mutant slime beasts are inhabitants of the laboratory’s lower levels. They aren’t really much of a problem, until you walk across the tops of their slime pits and, perhaps understandably, they take real offence, forming their bodies out of the slimy goo as a satirical comment on the issue. Keep moving across their pits — their favourite trick is to pop up right underneath you. Their only attack is to throw lumps of poisonous slime at you. To avoid this, crouch down, as it’s a real bugger to get out of a nice white ninja shell-suit. To send them back to their pits, simply hit them twice with your shuriken.

Another rather gruesome denizen of the labs are the mutant brains — kept in huge glass jars. Be careful though, they will smash out of their jars before you can say “thickness marmalade” whenever you get near. They’re more of a hindrance than anything else — easily sorted out with a quick swipe of your sword or a shuriken in their spongy regions.

When you reach the first set you will come to a dead end. This is where you must jump up and continue your journey to the right by swinging up and down belt. All you have to do is jump up and grab it, letting it carry you safely to the other side.

Once past this point you will arrive at a whole bunch of conveyors set at different levels. Simply make your way to the top of these belts and jump up onto the big one to carry you right to the exit.

Talking of conveyer belts, did you know that Heathrow Airport in London has got more than two miles of moving pavement between its terminals. Fascinating eh? (not true though — ed)

After completing the conveyor maze you will be greeted by a set of belts with more jam jars falling from the higher ones. When these hit the bottom they will smash and release their brain occupants. If you stay to the left of the screen and shoot the brains as they drop, you’ll find once you’ve shot around ten of them, the flow will stop (don’t ask why). The pool of slime will then drain and allow you to drop down safely to the next section of this particularly jolly jar-filled level.

At one point you will come to what seems an impassable pool of slime. Fear not dear ninja friend, if you look up you will notice a roof mounted conveyor belt. You can ride this to the other side of the pool. Use this belt to ride over to the right and continue your journey.

The slime pit is the passageway to the boss of this level. However, don’t think this is going to be a walk in the park. Hiding in the floor of the pit are huge cockroaches who will attempt to trap you in their pincers. If you do manage to get caught by one of these roaches, don’t worry — all you have to do is press down on your control pad and fire a shuriken to blow them away.

As if that wasn’t bad enough you’ll see the beast boss lurking in the background, you’ll also notice a set of crosshair moving around the screen — this is the bosses gun. If you stay in one place for too long a quick laser jolt will soon set you on the move again. To avoid this rather nasty shock keep moving at all times, if you are unlucky enough to get caught by a roach and the gun homes in on your position don’t panic as it doesn’t do too much damage, just don’t get shot too many times.

This is it — the boss of this hideous locality. It takes quite a bit of skill to get past him as his only weak spot is his eyes, so hit him with a shot in one. Then do a somersault to avoid his hand rising out of the floor. Another of his little tricks is to launch slime balls from the top of his head — so do your best to avoid these. At certain points during the battle, he will sink down into the ground, so stand in the centre and leap to your left when the floor starts to move — to avoid him coming up underneath you. Keep taking shots at his eye and remember, you can only hit him one shot at a time. If the beast opens his mouth, crouch down as he tries to suck you towards him and watch out for the laser which follows his sharp intake of breath.
STAGE 4

Surf's up! Joe must brave the many watery foes in the first section of his stage if he wants to make his way to the enemy's dockside fortress where his swinging and jumping skills will be tested to the limit.

They look quite nasty but are very easy to kill. All that you have to do is duck down to avoid the flames, then jump up and shoot three times in the head with your shurikens.

Get on that power board and prepare to shred the waves with the best of them. This level is a sort of aquatic Dukin affair. This time, though, the ninjas are riding power bikes through the air, to take them out you'll have to flip your surfboard into the air and slash them with your sword. When the exclamation mark flashes this time, be prepared to jump as you hit the ramp. This will carry you through the air allowing you to grab lots of bonuses as you go.

To defeat the robot boss at the end of this section, wait until he drops his shield then let rip with your shurikens. Watch out for mines he launches into the water. The only way to avoid these is to get airborne again until they have passed underneath you.

Along the pipes you'll find small tubes at various intervals. These should be avoided wherever possible as they shoot out deadly jets of steam (like my mums iron). They can be destroyed but are best avoided as they're not worth the bother.

Another useful item — to help you cross the water safely, are the various floating barrels. They will start to sink when you step on them. To avoid going too deep, simply keep jumping into the air and the barrel will rise again.

Another irritating resident of the docklands are the flying ninjas. They have a nasty habit of hitting you just as you're in mid-jump — making you plummet down into the water to lose a life. The best way to defeat them is to jump up and hit them with a shuriken as soon as they appear on screen.

As if the flying ninjas weren't bad enough there are also a group of chaps whose sole mission is crawling around on the pipes, attempting to slice and dice you with their hand mounted blades. As you hang from the pipes these guys will attempt to knock you off. Never mind though, two quick shots to these guys and they're history.

It's time to hit the waves again and take on the boss. This one comes in two parts. When the large ship appears shoot at it with everything you've got. When it drops down to low level, jump up to avoid its laser fire then duck to avoid the higher shots. When the centre of the vessel starts flashing get ready to jump, as it will launch a final laser blast.

After you've hit this enough times it will sink below the waves. It doesn't end there, though, the ship will now rise once more and reassemble itself.

This time you must knock-out the large gun at the front, then take out the large pod on the side of the craft. While you're doing this, watch out for the mines the ship will shower upon you from above.

After you've taken out the extra parts of the ship, only the main fuselage remains to be shot out, so let rip for all you're worth.

After sending this boss to a watery grave it's on to the final level where more ninja challenge awaits.

Turn the page to find out what awaits.
STAGE 5

This is it, the final level and real killer it is too. You must fight your way into the final fortress; this time around the heavy artillery has really been brought out. It will take everything you have learnt in the previous levels if you want to survive to face the big boss at the end.

Throughout most of this level you will encounter these rather innocent looking growths on the floor. Be careful as they are not all they seem. They are in fact land mines which explode if you even think about stepping on them. There are two ways to get past them.

You can jump over them, although the quickest and safest way we’ve found is to run straight over them. Simply press the control pad twice in the direction you’re travelling.

Another danger manifests itself in the large fuel storage tanks. These are rigged with explosives which are activated by touch.

To make your way up the tanks you must jump on them very quickly. To descend the using the tanks, use the same technique employed to cross the mines earlier in the level.

The Mortar Men are some of the nastiest heavy artillery you’ll meet. Don’t panic though — they’re quite easy to destroy. Their mortar bombs are very irritating though, as they can catch you in mid-jump and knock you out of the sky.

The rest of the army is made up of the same boomerang and machine gun carriers that were such a pain in the earlier levels.

From now on, things get really tricky. The ledges you’re standing on can’t be dropped down from. The only way to make any progress in this section is to smash boxes to reveal bombs inside them.

These bombs will destroy ledges and allow you to drop down. Be very careful though, as destroying the wrong ones can mean the ledge you are standing on disappears from underneath you — resulting in an untimely acid bath for you.

You can find another set of boxes by the exit to this section. If you’re feeling brave you can blow up the ledge next to the level and drop down to some extra bonuses.

As you fall, keep right pressed to land safely next to the bonuses below. To get back out of the pit, use your ‘pinball’ technique against the far wall.
Walk to your right taking out anyone who gets in your way — but make sure you don’t destroy the bonus box on your journey as it will take out the platform you’re walking on. If, by any mistake you do destroy it, you’ll have to run at top speed to avoid falling into the pit below.

After reaching the first lift, ride up to the top and blow the box to the left. This will open the ledge below and you can then drop down with your pinball technique coming in handy to bounce your way to the top. You’ll have to be quite quick, but it can be done!

Use these pipes to climb your way to the top. If you go to the left at the top you’ll find a bonus box with some shurikens. To finish this section very quickly simply drop to the bottom and run all the way to the right — you’ll find the exit pretty quickly.

The Final Boss

Well here he is, Robo-Dragon the final boss. As you would expect from any self-respecting end of level dude, he’s a real mother. His head is weak though: you must keep jumping up and shooting at it with your shurikens. Watch out for the flame he launches from his mouth. Once his head has toppled your next target is his body; this time watch out for his stomach laser which fires four plasma balls at you. Keep attacking him and success will (eventually) be yours.

Halfway hell!

This guy is the halfway level boss. He may look familiar, but that’s because he appears to be a land based relative of the mid-level boss from the surfing level. This guy has a nasty habit of flying back and forth across the screen, knocking you for six. To avoid this, jump up to let him fly underneath you. He will stop at the right hand side of screen and and drop his shield to reveal his weapon. This is the time to let him have it with your shurikens, it will take quite a few hits before he will turn a dark red and and explode.
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The buyer's guide now covers last issues games as well as those that have gone before, so, if you're thinking of purchasing an older title or an import game that has just gone official then you should head here first!

**Arcade Games**

Copy-up games and mixed-pod games make single games the most action-packed around. Dragon's lair leads the pact with 80% — is it could be more arcade than pitfall? — its closest competitor is the lair in the last issue.

**Aliens vs. Robots**

SEGA $42.99 | Tel 071 373 3000 78% A magical weapon, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Perfect for good players and not enough enemies, but a bargain at this price.

**American Gladiator**

GAME OVER $39.99 | Tel 0114 929 0222 80% Compete against the Gladiators or some of the gladiators in six events, including The Assault, Assault and The Gladiators for the Internet's winner of the century.

**Black Jacks**

SEG A $44.99 | Tel 071 373 3000 37% Imagine, if you will, a game about mechanical crap, conveyor belts and steel balls. Do that? Go! Now imagine hugely shallow gameplay, no variation and ropey sound. Earthquake is a classic example of an original idea becoming a barely-playable mess.

**Bomber**

SONY $89.99 | Tel 0114 929 0222 68% The Bat's back — as are the mumbling voices. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

**Bomber Returns**

S E G A $39.99 | Tel 071 373 3000 67% The striking CD soundtrack isn't enough to bolster the platform sections, which are identical to those in the cart version. However, the added racing sections are fast, smooth and realistic; the first time 3D has been seen outside the arcades. An attractive proposition.

GAMER TIPS

- B 0 2 0 3 9 9 | Tel 0114 929 0222 8 0% Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better back-breaking weapons. Bright, cartoonish graphics give the illusion of a child's game but a big challenge and superb two-player action prove otherwise.

**Grendig**

SEGA $39.99 | Tel 071 373 3000 92% Greendig adds a new dimension to the game: it has three screens and effects such as strobe and silhouette to recreate the horror of the game. If you like the band, you'll like it, otherwise interest soon fails.

HARVESTERS

SONY $41.99 | Tel 0114 929 0222 77% Yet another arcade game with its three screens and effects to recreate the horror of the game. It looks great but doesn't quite hit the mark.

**Hypertank**

ELECTRONIC ARTS $34.99 | Tel 073 315 0492 100% Weird, but somewhat atmospheric, the home of the worker and the good game. It's a work of art — time and sometimes a second player. Graphics are unattractive but effective, and gameplay and game play are unique. If only there were more levels...

**Inferno**

VIRGIN DISTRIBUTION (CD) $39.99 | Tel 0114 929 0222 68% The arcade game has three screens of armory-bashing antics and deadly music Alzheimer's patients with the Newcastle to work. The tricks are pretty fun but with the graphics aren't too bad, but it does eventually become a little repetitive.

**Jeu de la balle**

MICROCOMPUTER $39.99 | Tel 073 315 0492 68% A post-nuclear world, full of radiation, nukes and shoot-em-up. There's no end screen which is used to prevent it from becoming a version of a shoot-em-up, but the battery is still a little cumbersome.

**Kaboom**

SEGA $39.99 | Tel 0114 929 0222 61% As the cool-took to foil feathery, negotiate five courses of randomly generated course, the controls are fine for motorbike parts. Comical animals help and hinder but awful controls really screw up. There are some good ideas but the package doesn't quite work.

**Classic Arcade Collection**

CD $42.99 | Tel 071 373 3000 68% One winner — the original Streets Of Rage — but Columns hasn't got its day. Revenge Of The Shredder is middle-of-the-road and they've taken the two-player option from Golden Axe.

**Cold War**

ELECTRONIC ARTS $39.99 | Tel 0114 929 0222 82% Dull, crude music and aggressive metallic graphics but (or should that be "so") it's a dull pit ball, few bumpers and ramps, progress is slow. Buy this next game...

**Dracul's Eden**

LEONARD/BRODAX $39.99 | Tel 0114 929 0222 68% Three different screens of mysterious pit"taile" are haunted by monsters, undead soldiers and a transforming enchantress. Tumplings good sound and real fails, box ball movement brings it to the floor, and with a host of bonus routes, you'll flip if the lastestability!

**Drivin'**

SEGA $39.99 | Tel 071 373 3000 82% As the Boy skate and dash through levels to rescue the graphics. The graphics are drab, effects similarly basic and controls are unresponsively. Available for years on import, it's terribly old fashioned and deadly dull.

**Game Over**

SONY $125.00 | Tel 0114 929 0222 92% Hack your way along levels and transform into a centaur, birdman or fishman. It's a great idea and so it's always been. This game is one of collision-detection's true but short, dull levels mean you won't care. Reasonable graphics, few enemies.

**Outlaw In Space**

SEGA $39.99 | Tel 0114 929 0222 91% Outlaw In Space: a two-player version of the Infty Outlaw with a game of same. Provides a repetitive game, ify collage detection and bad control response and this early version.

**Outbreak**

S E G A $39.99 | Tel 0114 929 0222 94% A game that's been through a lot of trouble to reach this point. It's a great idea but the controls are so bad that it's hard to enjoy. A pity, as it's quite good but a pitiful game...

**Rally Driver**

SEGA $39.99 | Tel 071 373 3000 80% Excellent handling, realistic graphics, realistic and believable. The best of its kind.

**Seesaw**

SONY $39.99 | Tel 0114 929 0222 79% Game of the film time and ... well, this isn't the game most people add to their Earth-conquering plan. Many objects are collected and placed useless, all nice-coloured. Animation and action is completely unbelievable. The best of its kind.

**Speed Trap**

SONY $54.99 | Tel 0114 929 0222 77% Tense and challenging from the outset, the game features two house and trigger traps to defend young women. It's a repetitive mudder of finding enemies and getting in their faces. The game's great and digitised video streaming. No violence or nude
NOVEMBER 1993 ■ SEGA FORCE MEGA

BASIC

RAMDRIVER

THE LazY DRIVER

US GOLD £30.00 £101 050 205 009 £074.23

Using different implementations and types of camouflage, travel from platform to platform till you reach the end of the level where a new invention awaits. Sounds simple but Humans is a unique brain-bending platform game.

NARROW JAWS THE LAST CRUISE

US GOLD £30.00 £101 029 206 006 £074.23

As punching, whiplashing, leaping bodies, your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (which turns from gold to an axe as you enter the sect of the movies) then run across the top of the ship on any number of puzzle ball desks, blindingly-coloured but well defined sprites, crisp FX and a sizeable challenge.

LORD OF CREATION

DOMARK £30.00 £101 079 222 £074.23

One of 007's worst enemies has kidnapped Prof. Jones. Bond finds hostages and bond parts then tackles Jews. Crisp graphics, nice looks and four tough levels mark the Bond's mission a success.

JAMES POND

ELECTRONIC ARTS £30.00 £106 079 442 £074.23

As the coding Pond, read the measuring screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and avoids his mid-section to reach high platforms.

JACARANDA

DOMARK £30.00 £101 079 222 £074.23

Free Mythgard from Jardine the Mad, use magic sword to shoot enemies, try and avoid the ghost of the jardine, ram, heave and so on. Kids' sprites give you all the way up and takes the lead, enough to keep you busy.

LEAF SAND

SEGA £30.00 £101 379 300 £074.23

Based on the golfing cartoon Disney cartoon so no violence here. You have to play music to scare away sea creatures as you search for seahorse. When things get tough, call a fairy friend for help! Great graphics and soothing music set the Disney atmosphere.

LEAGUE GAMES

SEGA £30.00 £101 379 300 £074.23

Down a globe-trotting hunter and hopes along platforms, 'plebbering' enemies before plunging the goodies. Superb sprites and animation make this a joy.

LITE HARRY

ELECTRONIC ARTS £30.00 £106 549 442 £074.23

As ribbon flashing enemies, and collect keys to free bees, squirrels, moles and rabbits from McSmiley the Circus Master. Fried animals follow Rufe than use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in it's own right.

SNOW BROTHERS

TENGEN £30.00 £101 379 300 £074.23

Snow brothers single-screen platform-hopping action is well well! Enemies are locked in giant snowballs then rolled down slopes. Pick up bonus items as essential as difficulty increases. Simple yet addictive.

INTERACTED

SEGA £30.00 £101 379 300 £074.23

A two-tailed fox helps Sonic speed around tangling and slicing, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a treacherous 3D maze, and technically innovative. Loops and tight turns tough yet incredibly addictive gameplay makes Lemmings unmissable.

LEVELHEAD

ICOM SOFTWARE £30.00 £101 070 009 £074.23

Consul suspects and colleagues, traveling around Oz and London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and tension.

SHERLOCK HOLMES II

DOMARK £30.00 £101 079 222 £074.23

Another trio of cases, but these are spread over two disk for clarity, smother digitised scenes. A VIC-like controls are handy, but now we've used to the Mega-CD's capabilities it isn't such a worry.

WOLF FURY

GAMETECH £30.00 £106 305 658 001 £074.23

A wild-looked hide (a supposedly familiar) photo of Wolf Fury to set to a game of vogue and pick a letter. If it's in the chapter, the letter's revealed. Guess your till wrong or solve the puzzle. Sound, 3D graphics, stylish gameplay...

Racing

Hands on the steering wheel, pedal to the metal. Justinbefore to explore nine of the world's best tracks. Beware when computer cars cut you up and steal your lead... Summer's 7/F to the best of the beach but Alberilearning to almost as far as ever original. Super Nintendo Grand Prix II

SEGA £30.00 £101 379 300 £074.23

The original was great, this is better. In addition to '16' track's, Scirra designed two special tracks and had snippets of his speech digitised. Speed and scoring are top notch and the car handling well.

CHAMPIONSHIP PRO-AM

SEGA £30.00 £101 379 300 £074.23

A racing board game for 3-6 players. One of the fastest games around, concerning the world,.it's tough and basic control-styled steering. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are scary.

SUPER FAST ROAD

DOMARK £30.00 £101 079 222 £074.23

On four of the fastest football teams, market track shifts smoothly and convincingly as you race against computer drivers or another player (split-screen), around one of 12 courses. This is the best of the genre.

ADVENTURES OF WILLY BEAN

PFLYING DOG £30.00 £106 877 786 £074.23

Five control systems, five custom cars, choice of weapons and two-player split-screen game realistic race series... the game itself is plain and too unforgiving.

CRASH

SCULPTURED SOFTWARE £30.00 £101 079 222 £074.23

Highly addictive and features in the study. Amazing graphic interfudes and a variety of rather fitting tunes but you can't beat the real board game.

WORLD BIRD OF SPARKLE

TENGEN £30.00 £101 079 222 £074.23

A 3D flight game that requires a few hours to complete. The player uses a joystick to control the game, and the computer is played in real time. The game is simple but difficult.

JAGUAR DD220 (C2)

CORE DESIGN £30.00 £101 079 222 £074.23

A space-themed racer with lots of different categories. Pick the right track for the right car, and you can win.

MICRO MAGICS

COMENET £30.00 £101 079 222 £074.23

Supermini vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, a super secret and super controls make MM one of the most playable racers.

DEFORM HONG

SEGA £30.00 £101 379 300 £074.23

Long in the tooth and look karte nowadays. Choose your path and look into the future. Saudis and put your foot down, taking in the looking background, excellent music and speech. Various courses and shallow gameplay is its downfall.

DEFORM 1990

SEGA £30.00 £101 379 300 £074.23

It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The future setting offers nothing new and tracks follow predictable patterns. The yawns soon follow. SHORT- HAND

WOLFERTN £30.00 £101 079 222 £074.23

You're out for revenge! Sometimes speeding, last car animation is used for both through-the-windscreen and cut-away action. Wild starts to make you jump and versatile controls, for this type of CD game.

HARD GAS

ELECTRONIC ARTS £30.00 £106 549 442 £074.23

If you were born to be wild, head out on the highway astir a high-techcycle, clubs and shops. And away from the rules of movement, a lot of fun and a big challenge. Don't buy it if you have the original.

SUPER OFF ROAD

BALLY ARC £30.00 £101 079 222 £074.23

A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer. Questions at Rusty's Garage. The cars handle well but the scenery's so dull you may as well be still.

ADVANTURES OF WILLY BEAN

UDYRAN £30.00 £101 079 222 £074.23

As American schoolboy, Willy, escape detection then get into surreal scrapes with your sister and dead grand-father. Cartoon graphics, fully characterised speech but horrific looking and cramp amusing gameplay.

NIGHT RACER

ELECTRONIC ARTS £30.00 £106 549 442 £074.23

Various space-fitting vehicles race face one another in a race. Each player selects a vehicle with various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

CARGO

SEGA £30.00 £101 079 222 £074.23

Become a fighter or magic and go-a-raving! Pretty slowly, mind you, and you'll be hard-pressed to find the住院ing elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

VIRGIN £30.00 £101 079 222 £074.23

It's your race against the machine. Superb graphics, 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defense systems are shut down with a mixture of firepower and logic. A massive challenge.
shoot-em-up

Whether aboard a hospital, space ship or plane, or running with a knife, bow, robot, wizard or code, blasters are now as much a menace as they were then. Jangles, Japande, Rivos, CR: The Arcade Games, Alien and the former's sequel timed for second.

AFTERMATH II (CC)

CRUSADER $39.99 Tel 0892 797790 80% A CD sequel to Seaga's flashy 3D coin-op. Jets fight each other and it's a standard coin-op but ground graphics are crude and dull, lacking lines like giant meatballs. There's great music, but not enough to do. Spend your loose change on the real thing.

ALIEN 3 $39.99 Tel 0892 797790 90% Part exploration, part shoot-em-up, slasher Ripley gets her work-out out for her. Aliens are on the loose from their smashed lady-ship's crash-landed on and have taken several prisoners, or, prisoner. Ripley has to rescue them before they escape. It makes a joke at the movement but Aliens are everywhere. Gritty graphics and super-cool sound and effects for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC FORCE $39.99 Tel 0892 797790 80%

DATA EAST $39.99 Tel 0892 1150 253900 90%

Detailed, original backgrounds mix ancient aliens into the mix. All characters must always bear in mind, flashily graphics do not a great game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE $39.99 Tel 0892 797790 80%

Aside from its toughness, it's the unusual crew-carrying enzymes (because the 'boi' of the titles which makes it as hard-core as the blasting blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

BLASTED Master $39.99 Tel 0892 797790 90%

The idea in this is simply to guide your little tank around a little world and blow up little enemies. The gameplay is rather shallow and the graphics are mediocre at best.

BREATH OF THE BEAST $39.99 Tel 0892 1150 409300 90%

Great presentation, but otherwise it's more decorative than otherwise childish in this cursor-controlled shooter. Dull FX, restrictive controls and boring gameplay. Getting photons at cowardly monsters isn't fun.

DESSERT STRIKE $39.99 Tel 0892 594842 80% Pit an Apache copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, humour and fuel is as important as the shooting and leads to numinosous moments. The missions are well put together, superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

DESTRUCTO $39.99 Tel 0892 797790 80%

A mixture of platform and flying action as the destruction of Mothman takes place on alien或其他ness. Of course, you have to avoid the Mothman in your West shaded parallax backgrounds, objects of weapons, pumping tunes, great effects and space, compact spites. . . A pity it's so easy.

FINAL ZONE $39.99 Tel 0891 2151 409820 70%

A platformer. Once it's impressive, expensive coin-op, with flashily graphics and 3D. Now it's a cheap and nasty cart. The short life isn't as short after all: its flicker flotilo and an irritating voice babbies at you during tunnel sections. Too early.

RIBCAGE $39.99 Tel 0892 797790 90%

Cute, bold and very colourful graphics hit you between the eyes. Spore parts and weapons shops are very necessary to survive this fast, tough shoot-em-up. Addictive, take-no-prisoners blasting at its best.

SMACKER $39.99 Tel 0892 797790 90%

In this coin-op, the graphics look rather gamers, but the game was never true of the usual coin-op, intense movement rather than adds to the weak gameplay.

THE TERMINATOR $39.99 Tel 0891 2151 2270 78%

In 2023 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator, a relentless man-machine set on destroying all computer system. There are plenty of ladders and stairs to negotiate and even more steps to block collectors. Average graphics and sound and addictive gameplay.

THUNDER FORCE IV $39.99 Tel 0892 797790 80%

Direct gunsights and bow Terminators to scrap metal, but remember to collect ammo and gun coolant. This Co Op Wolf is the best of its kind, beginning in the future and ending with the liquid-metal T-1000. Superb graphics, raucous sound and non-stop action. Even better with the Monarch.

TRIDENT FORCE $39.99 Tel 0892 797790 80%

Following three respectable shoot-em-ups, its Reynolds is one of the best around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high-quality sound and addictive gameplay.

WOLF 3D $39.99 Tel 0892 797790 72%

A very vertical, an on-fire converter is overlayed with a gunsight, used to blast terrorists. Thunderstorm FX/Colon Command is a very cool creature compared to new releases.

WOLF 3D $39.99 Tel 0892 797790 80%

It uses the changing color method of power-ups — the weapon you get depends on its colour — but plenty of levels to keep you busy. If you can stay interested...

SPORT

All of styles, shapes and features feature in these games, the heads testing out-mutant-event concepts breaking the pattern.

AMAZING TERRORS $39.99 Tel 0892 797790 90%

The 30 court rounds around a convincing maniac is a difficult to achieve the SNES's Model 7. There's the usual choice of computer, two-player and tournament games, but when you're the player beyond the net, controls and timing are impeccable. Unless that is important to you, try Jennifer Capriles.

AQUA MADISI TERRORS $39.99 Tel 0892 797790 80%

Like most games, it's a shoot-em-up, takes some getting used because of the ball's 3D movement, but there's fun to be had between two players and computer opponents are challenging. However, Jennifer Capriles Tennis is the better one.

THE AVENGER $39.99 Tel 0892 797790 80%

A conversion of a two-on-two coin-op (Beatlemania controlled by the computer), it features superb cartoon intermissions but gameplay is flawless. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS $39.99 Tel 0892 797790 90%

Cycling is a very versatile control system isn't enough. It's a struggle to get into it too slowly to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES $39.99 Tel 0892 797790 90%

Up to nine players compete or practice half-pipe skateboardboarding, surfing, running, rollerblading and skateboarding. The different control methods are soon mastered but this is a fast and intense way to sorely lose up.

CAL RIPKIN JR BASEBALL $39.99 Tel 0892 797790 80%

At the field, it's the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, to test your pitching varieties, stick man fielders...
JOHN MANDRA "SEA" §30.99 §2177272 77% John is new to the American Football
game. His controls are not as good, gameplay's suitably
nerdy.

PRO QUARTERBACK "TRADE WEST" §23.39 §201 21872832 78%
Another Yank Football sim attempting to
steal Madden's controls aren't up to the
standard. This looks like it's shouting about its fancy 3D perspective...
which doesn't work! The number of plays is
limited and their selection is confusing. It's
fast, fun to watch and the music's tunny.

BARRY "DEADPOOL" §23.00 §21730208 49%
This game is not very good. Poorly
Controlled, bad graphics, please don't buy it.

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Controlled, bad graphics, please don't buy it.

TENGEN 2 §20.90 §217197292 77%
Large sprites, smooth movement and quality
sound make this a treat. A few viewpoints,
great graphics and heaps of quality speech—
but still plays second fiddle to John Madden's
fantastic controls. This one's here for you
(unless you're an EA employee).

JOHN MANDRA "SEA" §30.99 §2177272 77%
This game is not very good. Poorly
Controlled, bad graphics, please don't buy it.

MARIANALAI "BLACK" §30.99 §2177272 77%
A Mario game on Sega! But this nameake is
more of a player than a team. The control
system's tricky and you spend half the
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SPECIALIST 2 §23.00 §21730308 68%
This multi-cart event allows up to eight players
to compete in showjumping, cycling, kayaking,
archer, javelin, pole-vault, hurdles and high
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Small Ads

You want to sell something? As long as it's something relevant (goldfish are taboo) then fill in the form on the right, send it to us, wait for six weeks and then stand by your 'phone.

Game Boy and eight plus games plus battery pack for just £150 each, worth over £200. Ring Andrew on (0603) 32 1840.

For sale Mega Drive boxed with 6 games, 2 control pads. Games include Alien Storm, Streets of Rage II, etc. only 2 months old, £120 or contact Richard on (0603) 52 1515.

Mike Sega System Master games, heavy weight Champ, Ice Ball. 5 tastic, Bubble Bobble 1 each for £50 or all 3 for a good bargain in mint condition. Write to 60A Milton Road, High Wycombe, Bucks. A. Stansbro, Stonham, Bury St Edmunds, Suffolk, IP27.

A000, printer, games box, joystick and extra game disk, drive off all. Phone John on (0207) 660 5778.

Mega Drive games for sale, Spidey House 2, Dracula 2, Eek! Rabbit, 3 & Galaxy Force 2. All £10 Reading 547934.

Mega Drive, 8 boxes fully boxed and SNES with 3 games, fully boxed with cover, £168 each. Tell (0685) 00 60700, buyer must collect unless otherwise stated.

For sale Sega Master System II with 2 control pads, 1 joystick and Alex Kidd. 1990. £60, Snake, 2 P4000 Screen/Control, £90. Enq. (0975) 30 3055.

For sale 4 wire 6 games, 1 set for £150, games include Alex Kidd, Ice Ball, Weebow, Dragon's Lair III. Contact Nick 714589.

Sega Master System II with 7 games in box for £50 or swap for Lynx II or Game Boy with 10 games or more. Call (0607) 34 0452.

Sega System Master II with 7 games including Cyber Soldiers. Super Monkey GO and many more, plus two top blue label titles,Magic All for £100. Ring (0603) 52 5238.

We'll always have a bubbly bubble in our small minds, until this month's article. No exception. Although we tell you this time and time again, there are a few things out there that will still warm their ears anyway.

Well, we can't be heard, quarrred and hunger if the Mega Drive you've bought from our ads is still stuck with any horror on its war wound, or the kid who bought the Game Genie games turns out to be a sly 38-year-old car mechanic called Kevin with a Ford Capri and a polo neck. Please take great care when writing to Pen Pals and Users Clubs. Ads take up to six weeks to appear. We will pull down advertisements whenever we discover publishers trying to advertise their sub-standard cattle fodder, thank you, Mr. Fotch.

Sega Mega Drive and Atari Lynx for sale. Phone for more info, ring (0603) 54 7620 or ask for Hamal.

Sega Master System, Operation Wolf and World Class Leadboarder. £15 each no offers. Phone (0503) 00 3231 and ask for Mark.

Sega Mega Drive II for sale, games £2 each. Phone (0503) 00 5304 and ask for Mark.
WANTED

- WANTED: Pair of golf clubs ($100). o.09j
- WANTED: Rare books on aviation ($250). o.09k
- WANTED: Vintage cameras ($200). o.09m
- WANTED: Antique furniture ($1000). o.09n
- WANTED: Collectible coins ($500). o.09p
- WANTED: Old records ($200). o.09q

SWAP

- I will swap my old computer for your new one. Contact me at (555) 123-4567.
- I will swap my old guitar for your old piano. Contact me at (555) 123-4568.
- I will swap my old car for your old motorcycle. Contact me at (555) 123-4569.

USER CLUBS

- Attentive Motorbikes Club: for all motorcycle enthusiasts. Contact me at (555) 123-4570.
- Tennis Players Association: for all tennis players. Contact me at (555) 123-4571.
- Photography Enthusiasts: for all photography enthusiasts. Contact me at (555) 123-4572.

PEN-PALS

- Hi, my name is John and I am looking for a pen-pal. Contact me at (555) 123-4573.
- Hi, my name is Sarah and I am looking for a pen-pal. Contact me at (555) 123-4574.
- Hi, my name is Michael and I am looking for a pen-pal. Contact me at (555) 123-4575.

SEGA FORCE MEGA

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- We look forward to serving you in the future.
Coming next issue...

As you read this the shackles on our legs are snapping shut once more. There's no rest for the SEGA FORCE MEGA chain gang. We're already sniffing for news, sniffing for previews and arguing over reviews. It's work, work, work, but we love every minute of it. Course we do!

We've got a real box of delights for you next issue.

There's the big soccer showdown between EA's FIFA International Soccer and Sensible Soccer. You'll also find out what we think of Streetfighter II, Crashdummies, John Madden 94 and, as we couldn't quite squeeze it in this issue, Spiderman and the X-Men will be given the all-over review treatment.

All the regulars will be back, of course. Life wouldn't be the same without the inane ramblings of Guttersnipe now would it? Expect the Devonshire cream to rise to the top in the next sizzling issue of everyone's favourite Sega magazine — SEGA MEGA FORCE

THE ALL-ACTION DECEMBER ISSUE OF SEGA FORCE MEGA IS ON SALE NOVEMBER 16

DEVON KNOWS HOW THEY MAKE IT SO CREAMY


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in the near future, the worlds of Robocop and The Terminator merge into a single reality. You, as Robocop, must save mankind by destroying the Skynet super computer in the possible future in which machines rule the Earth and Skynet is supreme.

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