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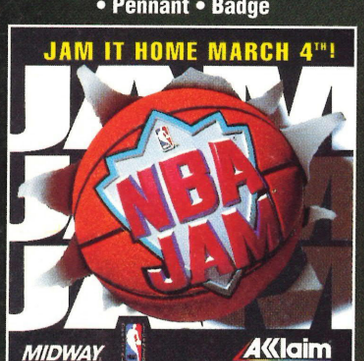

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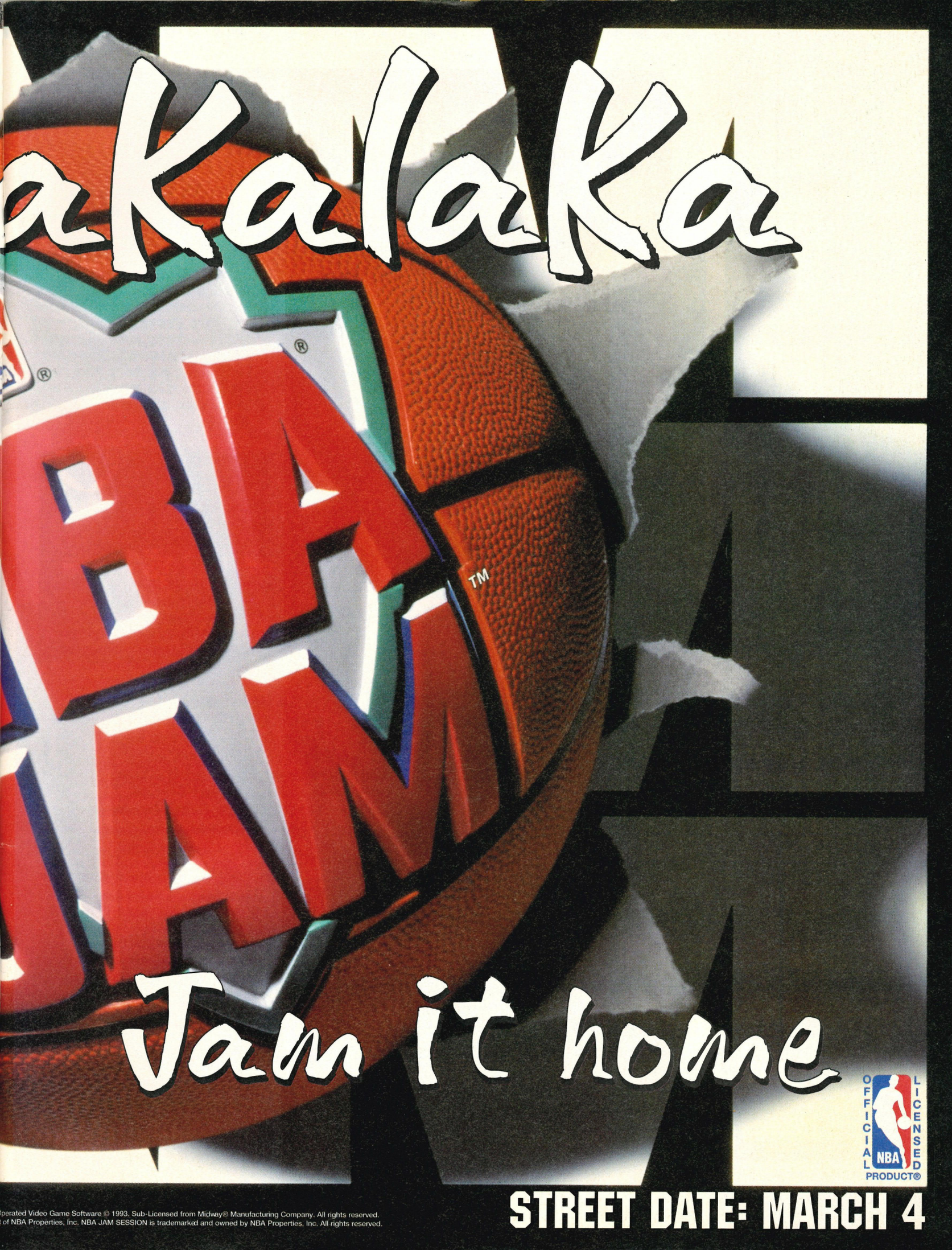

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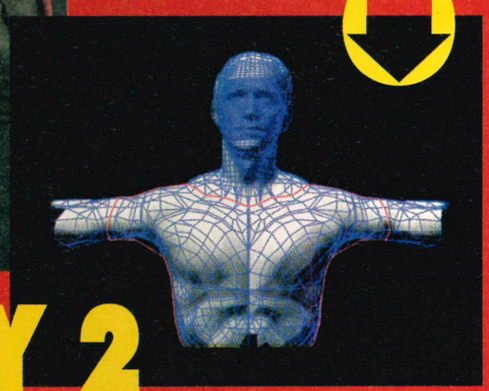
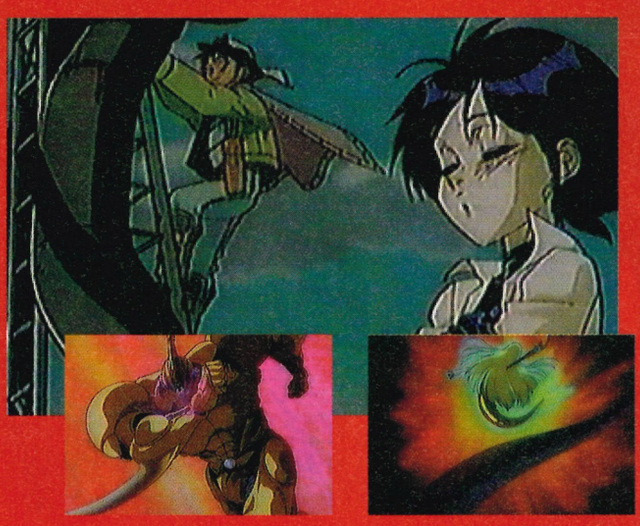


FATAL FURY 2

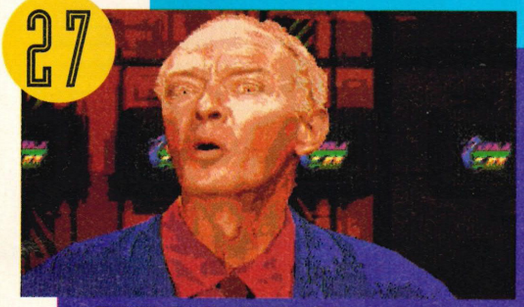
66 We've been promising it for months but it's always been delayed at the last minute. Finally we've managed to get hold of it – can this be the one to beat Street Fighter II? Read the first review of this top fighting game!

MANGA



76 Those films just keep on coming. A whole host of Manga titles are about to be released, some of which you will probably never have heard about before. Check out our feature for the low-down on these smart Anime titles.

ITCHY AND SCRATCHY



MEGA RACE

PREVIEWS

Summer may be upon us but those programming types are still beavering away in their basements, garages, boozers or wherever, churning out some damn fine games in order to lure the unsuspecting public out of the sun and into the world of consoles once more. We take a look at Accolade and Sega's amazing new line-up and have a peek at some other amazing stuff as well.

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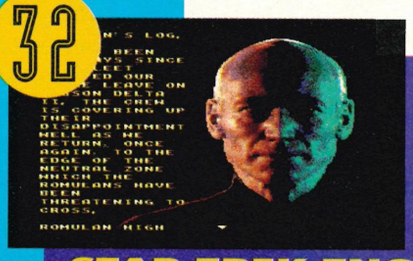

STAR TREK TNG

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PUBLISHED BY:
Maverick Magazines Ltd,
16-17 Hollybush Row,
Oxford OX1 1JH

FAX:
0865 202771

IMAGE SETTING BY:
Fido, Witney

PRINTED BY:
William Gibbons & Sons

DISTRIBUTED BY:
UMD

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MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

- SFII MOVIE NEWS
- PUBLISHER OF THE YEAR
- PINKIE FROM PURPLE!
- MENACER RETURNS!
- RADICAL REX
- HARRIER ASSAULT
- PITFALL
- WING COMMANDER
- RBI '94
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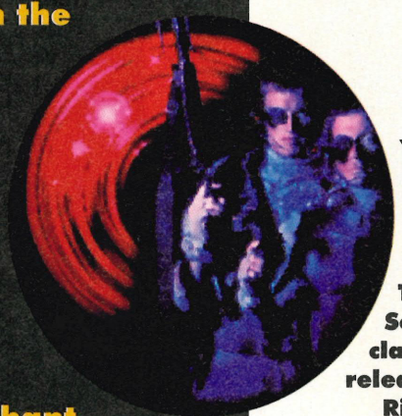
- VIDEO JUKEBOX

This month has been pretty quiet on the news front, unless you happen to live in South Africa of course. Richard Nixon is now deceased and Eric Cantona made a triumphant return to the Manchester United team. MegaTech arty-type, Steve, found another job and Gerry went back to Scotland. The troubles in Ulster once again reared their ugly head and John Major made a complete idiot of himself in the Commons (for a change). As for the Mega Drive, read on...



GUILE VAN-DAMME

Yes poppets, it's official now. Rich's favourite pin-up and all-time hero Jean Claude Van-Damme is all set to play the part of Guile in the forthcoming Street Fighter II film. The film will be directed by Steven De Souza, the genius behind the cinematic classic Die Hard and should receive a UK release in the spring of '95.

Rich Lloyd, MegaTech's very own streetfighting man, has already auditioned for the part of Ryu and his application results are expected any day now. However, Maverick's other hard man, Keith Sloan (best known for that demon left hook of his) has challenged Rich to a battle after work to settle who is the hardest once and for all. The safe money is on the Sloan, but at 12 to 1 Rich looks as though he could be a good outside bet.

Yesterday Van-Damme was asked to comment about the prospect of working with one of these two talented Maverick writers. He replied, "As long as Allie does not get the part of Blanka, who cares?" Gosh, the rich and famous – what an eccentric bunch.

PURPLE PINKIE

All set to hit the Mega Drive this coming September is Pinkie, a pink alien from the planet Purple (Pink from Purple...yes, that sounds about right). Not only is Pinkie an alien but everything would seem to indicate that Pinkie knows what 'it' is all about. Allow me to explain. The pink one from Purple is on a mission to explore as many planets as possible and to collect all the remaining dinosaur eggs in the universe. Why? So the dinosaurs can be reintroduced to the ecosystem and be saved from extinction. Very ideologically sound – a fine example to set, I must say. The game will be released by Tengen, but not a lot of it is as yet complete. All the usual info as soon as it reaches us.

EA TO RELEASE WING COMMANDER

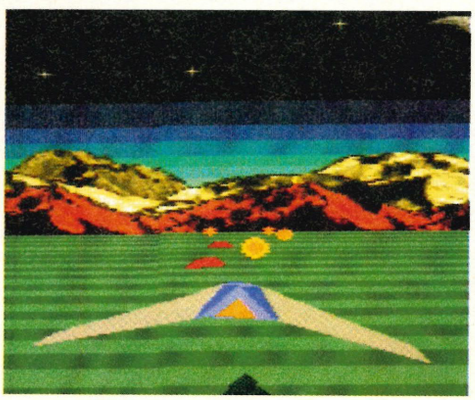
The classic shoot'em-up Wing Commander is finally set to receive its Mega Drive official release courtesy of Electronic Arts. Wing Commander was originally released around three years ago and mightily smitten were the lucky PC owners who rushed out and bought a copy. A few duff console conversions later and the good name of the game has been somewhat tarnished.

Despair, however, could be a thing of the past. We are all aware of the fact that your average 16-bit console can't handle the graphics of this type of game (remember Warp Speed? I'm trying my best not to), but Wing Commander should be a major improvement over previous console conversions, thanks to a new wonder chip. Introducing the ASIC – the lovely piece of hardware found inside the Mega-CD. The ASIC chip should provide the game with the power to handle all the sprite scaling and rotation that the majority of the game consists of. No release date yet.

MORE FROM PSYGNOSIIS

Yes, after receiving its very own section in Spycam this month, Psygnosis has popped up again in the news pages – gosh, some software houses have all the luck. After its press day (details in Spycam), Psygnosis released pictures of yet another new game. Entitled Rescue, this game should be available for the Mega Drive at an as yet unspecified date.

Early reports seem to indicate that the game will be a Thrust-cum-Sub Terrania affair in which the forces of gravity and killer aliens must be subdued. The one major difference however will be the between-level sequences, which will consist of a Star Wing-type scenario that must be negotiated before further progression in the game is permitted. The game is a long way from completion, but according to sources at Psygnosis if the between-level stages prove to be a success they may be expanded to full-level size.



DON'T EMPTY THE BIN

Yes, I swear it's true – just when you'd resigned yourself to the fact that your Menacer has little other use than as a book-end, Sega goes and throws a spanner in the works by releasing another Menacer-compatible game. Good timing or what?

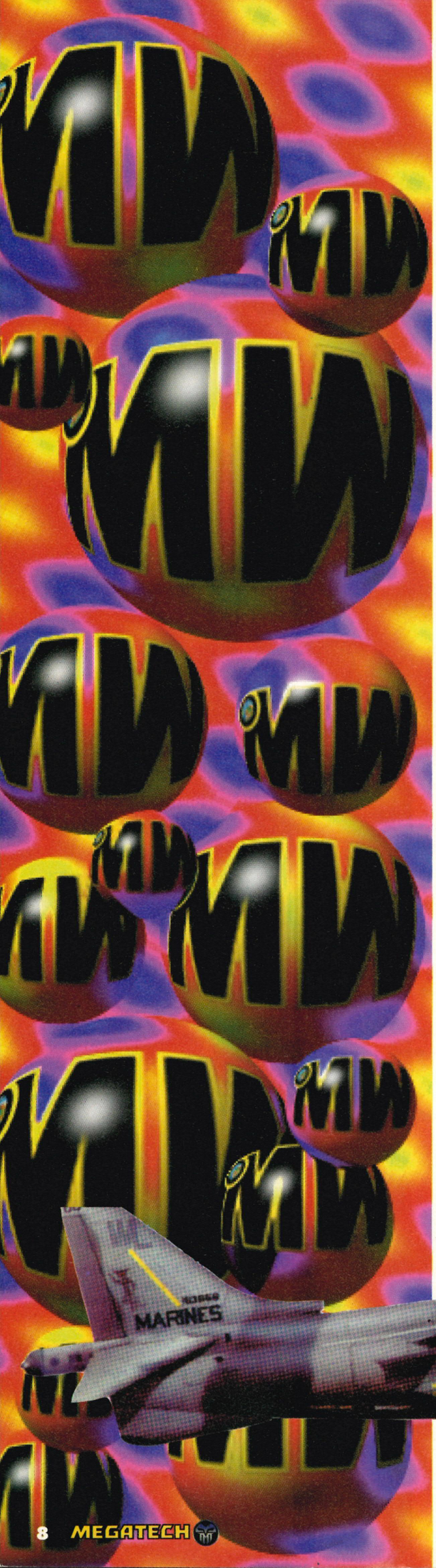
This new game, called Bodycount, should prove once and for all that light guns are a bad investment. The more astute reader out there will have already gathered that Bodycount is a shoot'em-up in best T-2 Arcade game/Operation Wolf-style. The objective of the game is to shoot alien invaders who are hell-bent on conquering Earth. Sprawling over five action-packed levels (Quote: Sega Europe 1994), Bodycount will be two-player compatible and is expected...well, we're not too sure. The game is forever "slipping", apparently because the quality control chaps at Sega are unhappy with what they've seen so far, meaning that no one is quite sure when the game will be released. This should give you loads of time to look for that Menacer, the last reported sighting being November '92.

HARRIER ASSAULT

Domark's massive PC hit AV8B Harrier Assault is finally ready to hit the Mega-CD in all its fantastic glory. When released in '92, Harrier was universally praised for its realistic simulation of the Harrier experience (although the manual was about as much use as an ashtray on a motorbike) and the Mega-CD conversion is shaping up to be a fine game.

Domark is claiming at this early stage that Harrier will be the fastest flight sim ever to appear on any console format, and the game is packed with bit-mapped 3-D graphics to back this claim up. Harrier will come packaged with video footage covering the history of the aircraft, in an attempt to place the aircraft in its proper perspective in aviation history. Alongside this will be footage of recent deployments around the world.

As is usual with this type of game, the weapons that one can toggle between are numerous, as are the ground targets which must be taken out. The ground targets will be both static (enemy airfields and ground installations) and mobile (tanks, trucks etc). There will also be a whole host of enemy planes to dogfight against and the enemy should come complete with a high level of artificial intelligence, which is also available to friendly forces. For example, when attacking in squadron formation, your fellow pilots should defend your wing as you zoom in for air-to-ground attacks. AV8B Harrier Assault should be available for the Mega-CD some time in July. No word on the price as yet.



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SIX ON ONE

Hornby Hobbies, best known around these parts as, "those blokes who fax us the codes every month" and inventor of the Game Genie, has delved deep into the American peripheral market and surfaced with yet another very strange invention. Although not quite as impressive as the Game Genie (which can make your tea, do the ironing etc), this is a form of cart jukebox. No, I've not joined the cast of Fraggle Rock, this is the truth!

Uncannily called the Video Jukebox, the 'thing' was developed by US firm ASG. The system is basically a storage box for up to six carts, and when you fancy playing away merrily on one of your favourite games you simply tap the correct buttons located on the front of the jukebox and the game will automatically load. Fantastic stuff!

However, the good news does not end there, oh no. These jukebox things can be networked up, allowing for an infinite number of games to accessed at the drop of a hat. No price has been fixed as yet for these miraculous jukeboxes, but as soon as we get all the info we shall certainly pass it on to you.

BASEBALL FEVER?

Tengen is set to release RBI '94, the third instalment of the hugely popular RBI series, this coming May. This is to tie in with the Tengen sponsorship of the British Baseball Federation, which has planned a nationwide tour of the UK in the hope of tapping into an as yet dormant mass of players who are thoroughly fed-up with the dismal performances of their respective national football teams and an overdose of World Cup fever.

The first RBI game impressed this humble reviewer no end (ardent footy fan and cricket hater that he is), and had him hooked for weeks with its combination of fast-paced action and a simplistic but thoroughly effective control system. This latest instalment will have improved, up to date stats on all the major league stars and two new teams. Enhanced stadium views and updated graphics are also on the cards, plus the number of plays each man can make is also expected to be increased. The completed game is only weeks away so we can expect a full review next issue...hopefully.

RADICAL STEPS

US software developer Activision is firing on all cylinders as the release date of Radical Rex approaches. Radical Rex is a streetwise dinosaur (a T-Rex to be a little more accurate) who zooms around on a skateboard, breathing fire at anyone who may be interested and generally making a bit of a fool of himself.

As expected, it's another platform game, with the objective being to help Rex find the evil Sethron (who is trying to wipe out the dinosaur race for good) and destroy him. This takes place over five worlds and 10 levels, with the occasional bonus stage chucked in for good measure. Radical Rex is set for release this autumn.

PITFALL: THE MAYAN ADVENTURE

Activision is gearing itself for the autumn release of its new 16-meg game Pitfall: The Mayan Adventure. Older readers will undoubtedly recognise the name Pitfall from the hugely successful Pitfall Harry series and Activision has in fact hidden the entire Pitfall Harry game in a secret bonus stage in the new game.

Kroyer Films (of Fern Gully fame) was brought in by Activision to sort out the visuals and the animation of the game, and the results are nothing less than stunning. The plot of the game revolves around the Harry character who is battling through deepest jungles, performing various special moves and facing the wrath of crazed animals and ghostly Mayan warriors who have kidnapped Harry senior. The game spans 14 interconnected stages and at this early stage is shaping up to be one of the major releases of the year. Watch this space.

MEGAWORLD CHARTS

For chart information we have switched our attention to the giant chain of GAME stores who specialise not only in computer software but RPGs and board-games as well.

MEGA DRIVE

POS	NAME	COMPANY
1	FIFA SOCCER	EA
2	PGA EURO GOLF	EA
3	SONIC 3	SEGA
4	NBA JAM	ACCLAIM
5	ALADDIN	VIRGIN
6	REN & STIMPY	SEGA
7	MICRO MACHINES	CODEMASTERS
8	SUB TERRANIA	SEGA
9	MORTAL KOMBAT	ACCLAIM
10	JUNGLE BOOK	EA

MEGA-CD

POS	NAME	COMPANY
1	GROUND ZERO	SONY
2	LETHAL ENFORCERS	KONAMI
3	SONIC CD	SEGA
4	RAGE IN THE CAGE	ACCLAIM
5	NIGHT TRAP	SEGA

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FACT: I won't bore you but you might like to know that I had bought and was driving my first JAGUAR XJ6 Sovereign by the time I was 20, in the same year I had gone crazy and personally bought a sparkling green MERCEDES BENZ (SE CLASS), a red TURBO LANCIA, a stunning blue DAIMLER and on top of that an AUDI COUPE.

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MEGATECH RECOMMENDS

SHADOWRUN

Forget what you already know about Mega Drive gaming – the mighty Shadowrun has finally arrived. If you're an RPG fan and have been desperately looking for something to fulfil your role-playing needs, then this is it. Remaining faithful to the tabletop RPG of the same name, this Mega Drive outing takes us through the sprawls of Seattle and the dark mysteries of the matrix in a quest of epic proportions. Sound and graphics aren't too great, but if it's gameplay and value for money that you're after, this is the game you've been waiting for.
MT RATING 95%

VIRTUA RACING

The lunch-time crowd are split into two factions, the Sensible Soccer lot and the Virtua Racing mob. Office champion at both, the one and only JAG swears he has completed Virtua in the mirror mode, but then again he also swears aliens ate his hamster. Virtua Racing is brilliant, great, splendid – but it is expensive.
MY RATING 93%

SUB TERRANIA

Shoot'em-ups may be two a penny nowadays but this one is by far the best we've seen in a long time. With nine levels crammed onto a 16-meg cart, this is a very tough blaster – not only do you have to compete against hordes of aliens but there is also a strict fuel limit to watch out for and numerous tasks to complete. This game requires a lot of thought as well as a quick trigger-finger, making this one of my favourite games at the moment. There are lots of new ideas implemented in Sub Terrania, as well as lots of old ideas 'borrowed' from classic games such as Thrust. Thrill seekers will absolutely love this game – so get it now!
MT RATING: 90%

STREETS OF RAGE III (AKA BARE KNUCKLE III)

And back it comes – Streets of Rage III. Yes, it's still a scrolling beat'em-up and yes, a kangaroo can be played. Basically this is the same game as Streets Of Rage II but with improved graphics, better sound and a collection of new moves and characters. The scrolling beat'em-up bits scale new heights and if that's your thing then it's all here. Loads of violence and, if you're up to it, additional characters can be picked up along the way.
MT RATING 90%

RISE OF THE DRAGON

The Mega-CD market has sadly been lacking in graphic adventures…until now. OK, so Monkey Island was good but the only other one that springs to mind is Will Beamish which was terrible! Dynamix has now made up for that mistake by releasing Rise of the Dragon, which is not only a complex adventure but also has a good story-line. The CD access time is negligible making the gameplay fast and smooth.
MT RATING: 88%

THE THIRD WORLD WAR

Yes, another great Mega-CD strategy game arrives which is very good news for us because we're all sick to the back teeth of reviewing corny platform games. Despite the title of the game, the ultimate goal is to avoid war. A combination of politics, industrial espionage and economy management is called for, or alternatively you can simply opt to play the United States and start the largest battle since Kursk. The only drawback is the fact that the game is an American import and will probably never be released in this country.
MT RATING 83%

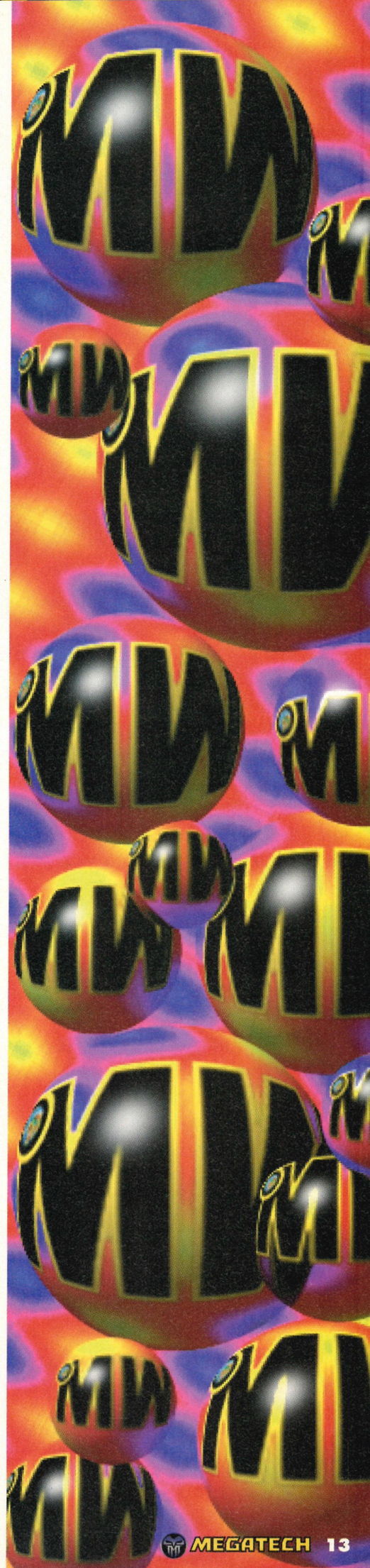
STINKERS OF THE MONTH

Glasgow Rangers FC – 0%
MICKEY'S ULTIMATE CHALLENGE – 57%
GRINDSTORMER – 54%
MANSION OF THE HIDDEN SOULS – 65%
REVENGE OF THE NINJA – 58%

VIRGIN WINS AGAIN

The recent ECTS was disappointing to say the least – for me anyway. On the other hand, I don't work for Virgin. Why Virgin, you ask? Well, this lot have just won (yet again) the accolade of Publisher of the Year, best fighters, best-looking PR people, toughest drinkers, the Premier League (Man United will be pipped at the post) and they will probably win the World Cup too.

Aladdin won Game of the Year and who do you think were the brains behind this game? Yes, you're right – Virgin and Dave Perry. Not content with all this, the bloke who owns Virgin is worth an absolute fortune and he has his own personal fleet of jet planes. I'll wager that impresses the girls down the pub on a Friday night. One question remains to be answered though – can anyone at Virgin beat Gerry at Sensible Soccer? Hold on a minute though – if they're so clever, how come they released Robocop Vs Terminator and Mick and Mac. Yes, I'll bet they would rather forget those two!



MEGATECH

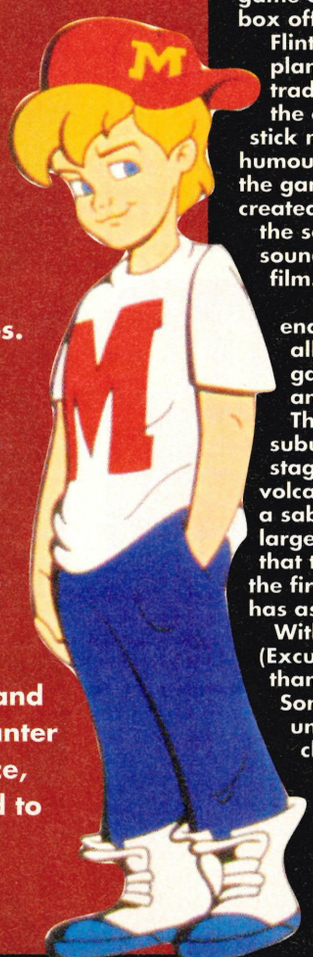
SPYCAM SPECIAL

ECTS '94 – NEW GAMES IN THE PIPELINE!

MORE MISSED FOOTY

This month held host to yet another European Computer Trade Show (that's ECTS to us) and as per usual the event was staged in the Islington Business and Design Centre, North London. The idea behind gatherings such as this is simple – get every major software, peripheral and retailer person connected with the computer (mainly entertainment) industry, chuck them all under one roof, give everyone a silly name tag that will impress all and sundry, make sure Gerry misses the FA Cup semi-final for the second year running, keep the bar open all day and something surely must gel.

Well, yes, it usually does. The majority of software houses have a go at outdoing each other with promotions on all the latest releases and games in the pipeline. This year the emphasis was more on quality than quantity as far as exciting new titles were concerned. Allie and Gerry managed to sink a few beers and have several bouts of jovial banter with anyone in striking distance, and this is what they managed to come up with...



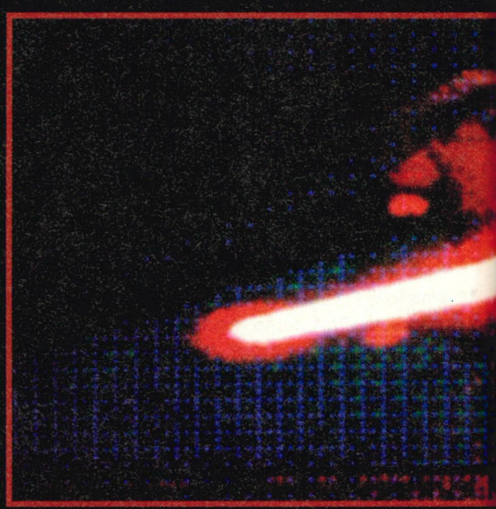
SONY

1994 looks as though it could be a big year for Sony. Rumours that Flashback CD could be withheld were finally quashed – the game will certainly receive a UK release but Sony may hand on to the product until the hype surrounding Another World II has subsided. Flashback is a great game and to miss out on the chance to play the game on CD would be a great loss to the European gaming public.

On the new game side of things, Sony has secured the license to develop the game of what could be one of the major box office hits of the year – the Flintstones. Sony has indicated that it plans to move away from the traditional image of the Flintstones (ie the cartoon known by everyone) and stick more closely to the brand of humour used in the film. The characters in the game will be based on the figures created by John Goodman and co, and the soundtrack will consist of sampled sound and music lifted straight from the film.

Sony promises that Fred will be endowed with many moves, as will all the characters who appear in he game, namely Wilma, Dino, Pebbles and of course Fred's sidekick Barney. The game will take the prehistoric suburbanites through all manner of stages, which range from a jungle to a volcano. End-of-level bosses will include a sabre-toothed tiger and one rather large woolly mammoth. It is expected that the Flintstones will be released in the first half of this year, but no price has as yet been decided on.

With the advent of the Sega Mouse (Excuse me...the Sega mouse? Rarer than a Celtic home win, I do believe!), Sony is plunging into an as yet unexploited area of the market – children's educational packages. Sony is all set to release the Computer Genius Starter Kit (or Fun and Games. Whichever title you prefer). This five-in-one package was developed by US Software house Tradewest and should be available in the UK by early summer. Basically, this is a collection of games designed to help the very young and to give them an early introduction to the world of computing and consoles.



The package will incorporate an easy to understand point-and-click interface and will include the following titles. Dynamite Drawing Board is, as its name implies, a simple art package that

PSYGNOSIS

Psygnosis did not make its presence felt at the ECTS, with only a small stand presenting very few exhibits. However, not to be out done by anyone (Especially in the south, eh lads?!), Psygnosis staged its own press day in its London office.

The majority of exhibits (for want of a better word) were concerned with PC and FM Towns engines, but the good old Mega Drive did manage to pop up here and there, for example, that gem

of a footy game Sensible Soccer was there being premiered in all its CD glory – see last month's preview for the full report listing all the major changes.

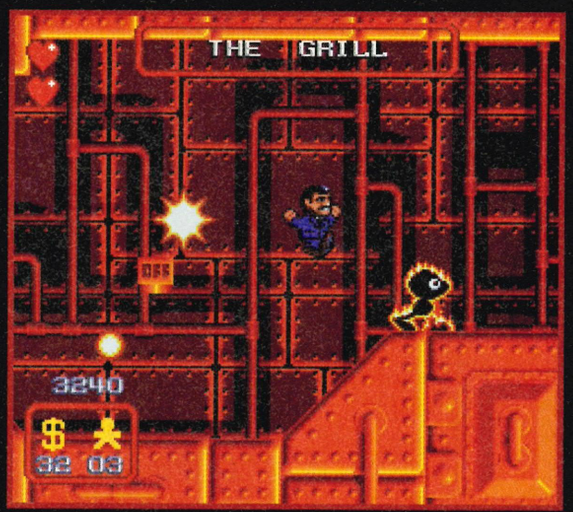
Swedish software developer Digital Illusions, best known in this country for Pinball Fantasies was present previewing Benefactor, the futuristic Turrican-like shoot'em-up. There's nothing too concrete on the Mega Drive front, but rest assured the game will be released late sometime this year.

Also on view was another game from DI, this time a platform affair going by the name of Flink. I only managed to glimpse some jungle/vegetation-type settings, but the game seemed to go down a storm with the French journalists present. More news on both games as it comes in.

The game that the majority of Sega parties were interested in was Second Samurai, the sequel to the Amiga hit of yesteryear, First Samurai. Unfortunately, we

didn't get the chance to actually play the game, as all that was on view was a running demo. This swooped through a few stages of Second Samurai, notably the two-player race section and one of the walking beat'em-up stages, which all looked very impressive at this early phase of production.

Second Samurai will be available initially for the Mega Drive with a Mega-CD edition to follow shortly afterwards.



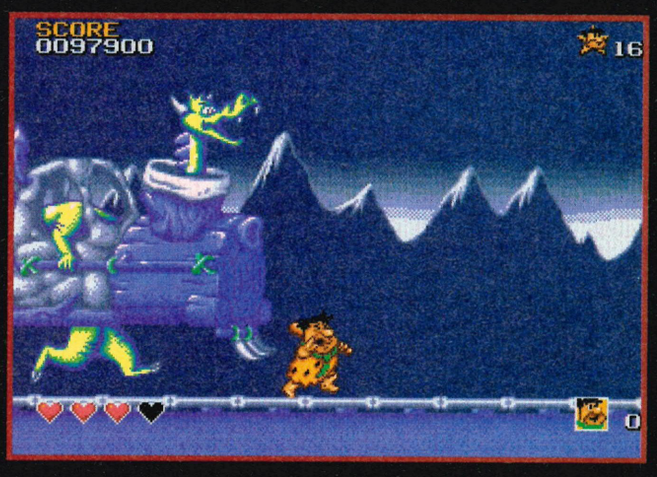
The screen shots shown here are from the previous Flintstones and Addams Family games – not to be confused with the new Sony releases

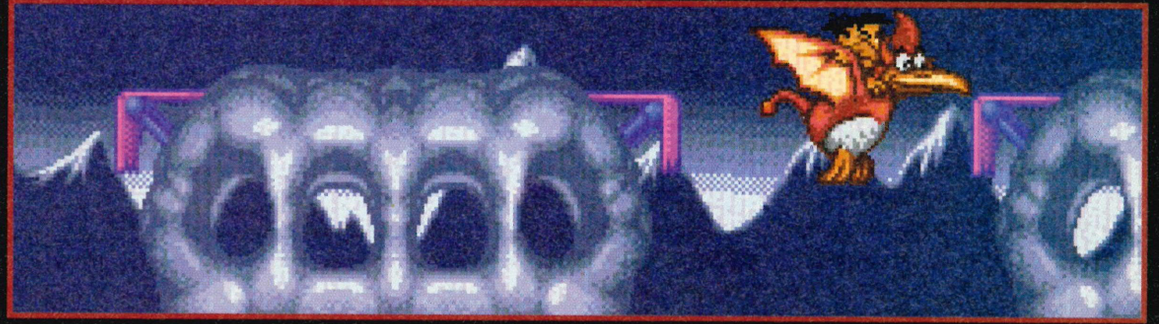
involves elementary colouring of pictures using a full range of colouring tools and special effects. Magic Music Machine gives the kids the opportunity to get their hands on a real music box...yes, it's time to look out the earplugs! This is capable of producing 15 rhythms and three tempos, with 15 instruments to choose from and 28 sound effects – dull nights will be a thing of the past! Does Sony know what it is letting itself in for?!

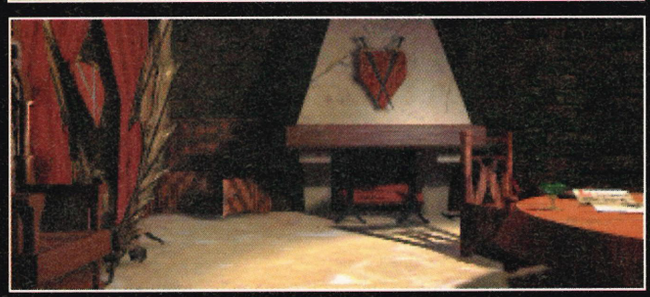
Next is Stylin' Stuff. I'm afraid I'm at a loss trying to describe this, so allow me to quote the Sony marketing people: "Budding Gaultiers can dress up the Fun and Games mannequin from a closet full of outrageously styled threads and accessories". Now you know! Fourth in line is Mix 'N' Match, in which you mess around with pictures of strange characters by rearranging their heads, arms etc. One for the budding Dr Frankensteins out there I imagine. Last but by no means least is Arcade Adventure – three games for the kids to play to get them hooked young. Nice one Sony!

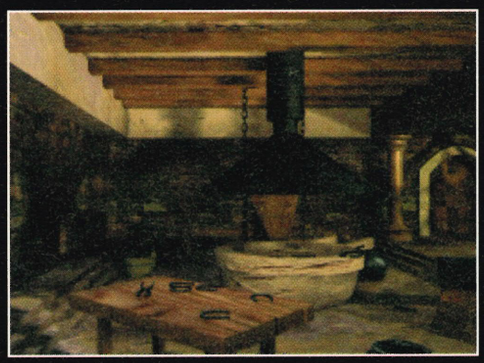
Sony also has plans to release a platform adventure. Any American readers will instantly recognise Mighty Max the inch-high adventurer from his massively successful cartoon series, but UK dwellers may take a little more persuading. Anyway, this little chap is all set to appear in his own game which will sprawl 25 levels packed with the usual villains. The completed game should incorporate a split two-player screen, plus all the usual special moves, jumps etc. Mighty Max is expected this coming summer, so keep your eyes peeled for the latest developments.

I almost forgot to mention another Sony product due for release this coming October. Addams Family Values is the game of the film and should be packed with all your favourite characters. AFV is a top-down 3-D scrolling game much in the same vein as The Chaos Engine, with loads of monsters to be killed and hours of great fun to be had. There are 14 levels to play over in a desperate attempt to save the baby from a crazed killer. Sounds like my type of game!







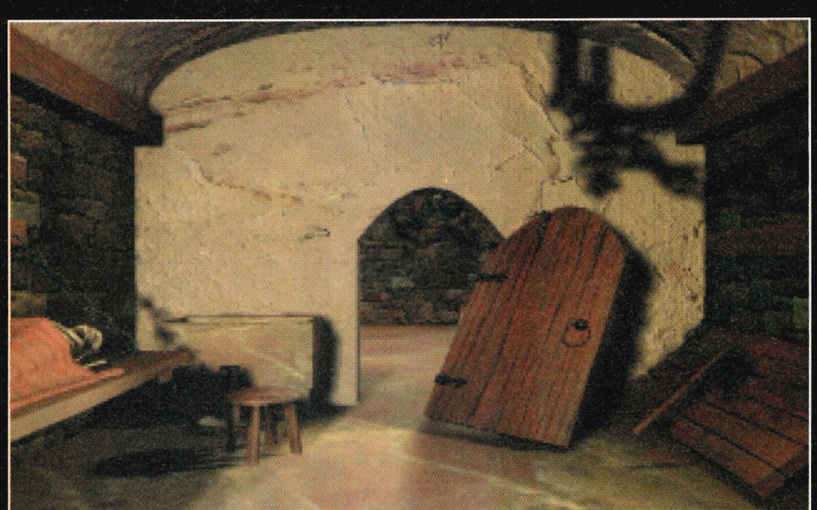


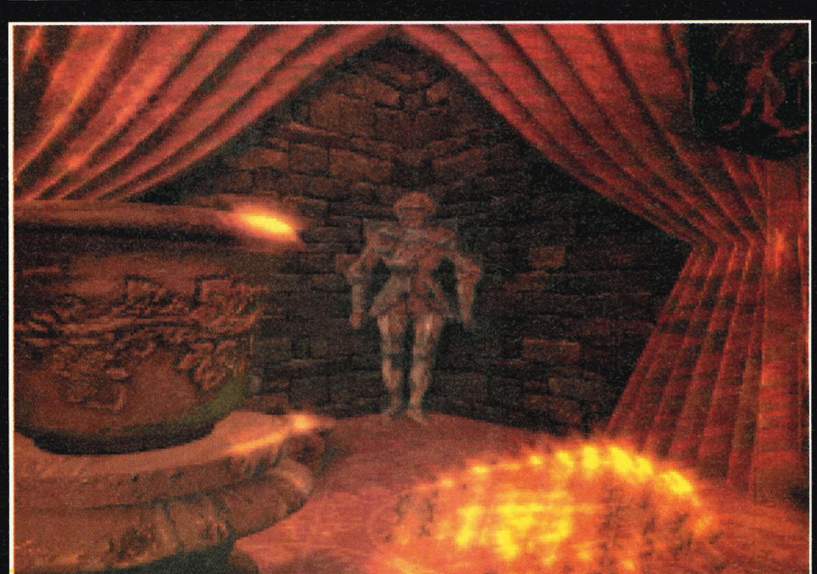
MINDSCAPE

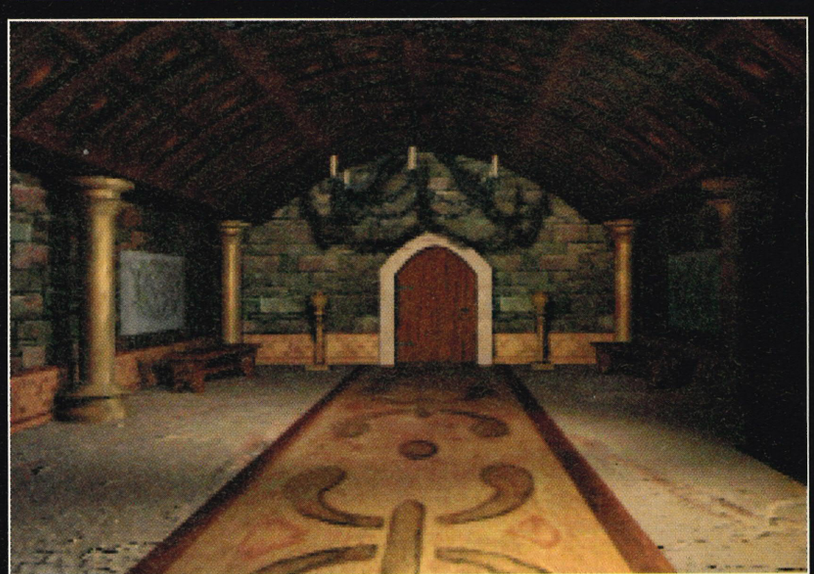
The Mindscape lot were happily showing off all their latest PC/Super Nintendo products and generally being all big-headed...until we showed up and asked a few questions about past classic releases such as Paperboy 2 and Super Battleship! Hurriedly they hushed us into a corner and offered us an exclusive look at the new RPG they have lined up for the latter half of the year, on condition we kept our mouths shut about a shady past. Fair enough we replied, let's have a look at this game then. And here it is...

Mega-CD get ready for Dragon Lines, a massive D&D affair that should occupy gamesplayers on those long winter nights. The game was originally programmed for the PC by French development team Cyro, and I'm sure you'll agree that the screen shots appear nothing less than fantastic. Actually, that was a little white lie from me there – these are PC screen shots, but the Sega-CD version of the game should be as close as is technically possible to the PC edition and the gameplay should be identical.

The game will use the usual first-person point-and-click engine that has proved itself time and time again in the past. The plot revolves around a certain Werner Von Wallenrod (played of course by yourself), who is investigating the death of his father. Suspicion naturally falls upon a bloke called Diakonov (aka the evil one), so off you set to explore the old house and tame the family dragon (it was at this stage that I became completely lost) and then proceed to do battle against all manner of mythical beasts and creatures. Yes indeed, just the thing I have been waiting for – it should fill the gap left by Landstalker and Luna rather well.







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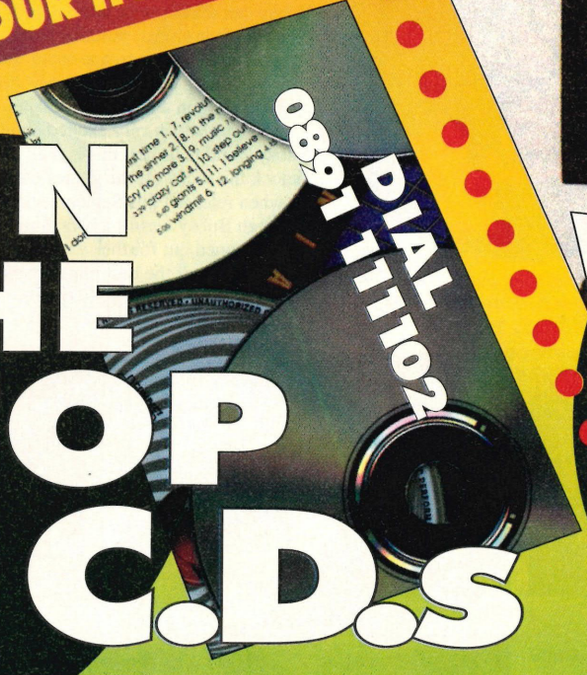

DIAL 0891 111102

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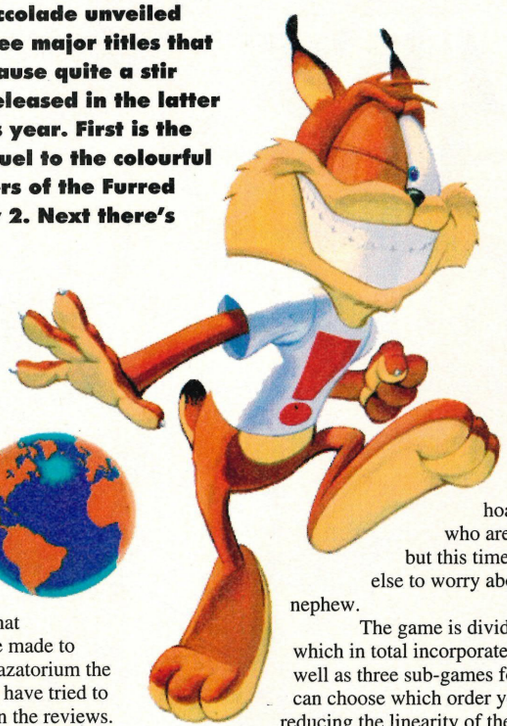
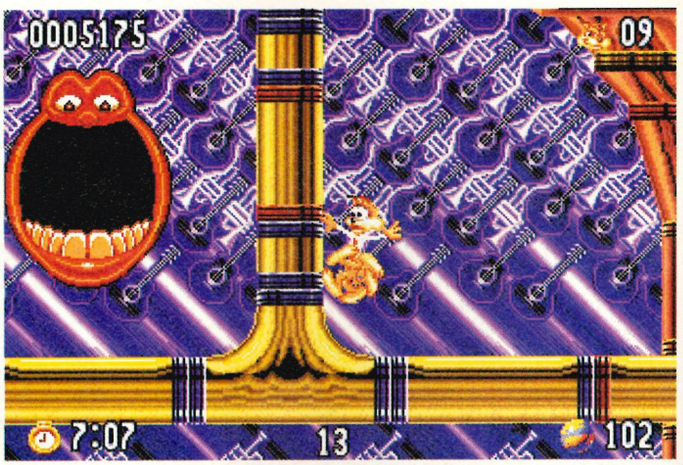
Max. duration 7.5 mins with multi-choice answers. If you don't pay the phone bill get permission from who does. Calls cost 39p a min. cheap rate or 49p a min. at all other times. Max cost £3.68. Rules/winners free by post from EarthBound, Enterprise House, High Street, Newcastle NE15 8LN. Winner picked at random on closing dates 20/6/94 to be notified by post.

ACCOLA

Recently at the European Computer Trade Show at London's Business Design Centre, Accolade unveiled three major titles that will cause quite a stir when released in the latter half of this year. First is the anticipated sequel to the colourful platformer Bubsy: In Claws Encounters of the Furred Kind which is cunningly called Bubsy 2. Next there's FireTeam Rogue, a weaving fantasy action adventure that offers beautiful graphics and a non-linear game design. Finally we have The New Breed, a highly stylised one-on-one beat'em-up utilising Motion Capture Technology and Silicon Graphics.





BUBSY 2: LOST IN THE AMAZATORIUM

The original version of Bubsy was hyped beyond belief when released early last year, however the actual game design faltered somewhat and the end product wasn't as special as we were made to believe. This time with Bubsy 2: Lost in the Amazatorium the developers have listened to all the criticisms and have tried to right all the game faults originally picked upon in the reviews.

The actual bobcat character was spot on though; cute, energetic and armed with a major attitude. His animations were fluid and extremely humorous while the inclusion of speech gave Bubsy a real personality. Graphically the game was also highly stylised and pleasing to look at with plenty of brash colour, detailed backgrounds and ingenious level designs. However, the gameplay was its downfall.

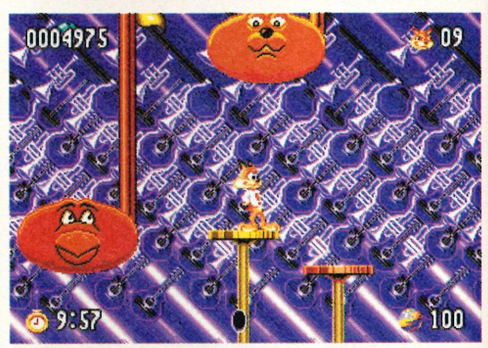
Although the game was enjoyable to play and in a similar vein to Sonic, it was a little too easy and lacked lasting variety. Also, like in Sonic, you often found yourself screaming through the levels at high speed with very little slapping you in the face to change the pace. But this has all been changed. This second coming is being developed at Accolade's US development offices by John Skeel, who also has the demanding task of overseeing the development of FireTeam Rogue and The New Breed. It sees the loveable feline chap once again trying to save humanity from a hoard of dastardly villains who are upsetting world peace, but this time Bubsy has something else to worry about – his niece and nephew.

The game is divided into five worlds which in total incorporate 15 individual levels as well as three sub-games for added variety. You can choose which order you play the levels in thus reducing the linearity of the game, plus there's a two-player mode where a second player can control one of the Bubsy Twins.

There is also a higher level of interactivity between Bubsy, the backgrounds and usable objects. Hidden in the backgrounds are more secret walls and tunnels, but Bubsy can also open pits and put out fires should they block his path. Further to this Bubsy can make use of numerous items such as diving suits, portable holes which give him an escape route back to the beginning of the level, smart bombs, a bazooka gun and even a biplane!

Accolade is very excited about Bubsy 2 and feels that this is really going to knock the socks off the games-buying public when released this September.

Although Bubsy wasn't a bad game, the creases have been ironed out for the sequel and with this we could very well have one of the best platformers on our hands that the Mega Drive has ever seen. Only time will tell.



DE IN MOTION

FIRETEAM ROGUE

FireTeam Rogue is an incredibly in-depth and complex action adventure that is based heavily in a fantasy universe boasting a bizarre mixture of technology, mythology and magic. The game has not been designed simply as a game, but as an entire universe with straddling story-lines, character development and a whole culture to bring the concept to life. According to the press release; "FireTeam Rogue blurs the lines between sci-fi fantasy, technology and magic in a similar way that Star Wars crossed back and forth across those boundaries".

The game is completely non-linear with a mass of levels intertwining with each other and offering the player a mass of gaming variety. There are platform-based levels as well as a flight simulator, role-playing and puzzle solving sections, and one-on-one combat stages thus satisfying the thirsts of all kinds of games players.

There are four main characters to take control of each with a unique history, attributes, alignments, weapons skills and quirks that give them real personality (see the accompanying box-out) – collectively they are FireTeam Rogue. Each character has a particular strong point such as flying or hand-to-hand combat and in turn performs better in the levels that focus on these skills. Due to the game's non-linear design you can opt to play as the main character, Chance, throughout the entire game or make use of the individual characters in their particular domains.

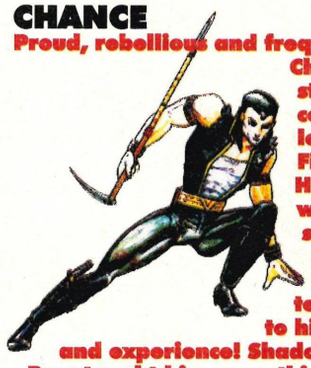
All the characters have a variety of weapons and special attacks but can also make use of other objects throughout the game such as shields, guns and swords. They can also interact with their surroundings by opening doors and picking up objects situated within the environment.

Graphically the game is very stylised and even though the actual programming is still in its infancy the research and background work that has gone in to FireTeam Rogue's creation is staggering. As you can see from the artwork studies a definite fantasy image is being created, with influence hailing from the classic JR Tolkien and Michael Moorcock fighting fantasy universes. John Skeel, the game's designer, offers that FireTeam Rogue "involves hand-to-hand combat, puzzle solving, mazes, role playing and piloting a flight simulator in a Zelda-style, retro-Star Wars-Tolkienesque adventure". Phew!

FireTeam Rogue is far from finished and is currently resting on a November release date. However from what we've seen so far it is shaping up nicely with a distinct graphical style and a refreshingly different approach to the gameplay. It is going to be interesting to see the final version.

SHADOWBLADE

Shadowblade is part thief, part ninja and the rest pure animal! Similar to a cat he has overactive senses including being able to see excellently in the dark and has an acute sense of hearing. He fights deftly with a sword but is extremely efficient with a variety of other weapons. He is also very agile thanks to his feline origins. He is a member of FireTeam Rogue for reasons of personal vengeance



CHANCE

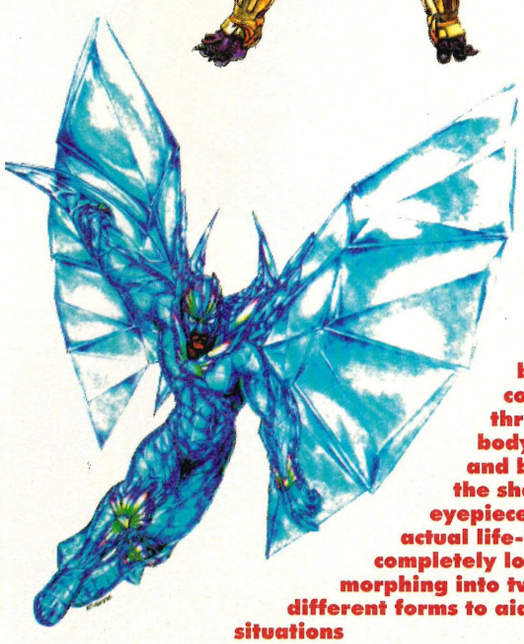
Proud, rebellious and frequently stubborn, Chance is the strong, courageous young leader of FireTeam Rogue. His alignment is with the good side, but apparently he can be tempted away due to his lack of years and experience! Shadowblade and Broc taught him everything he knows and thus is experienced in the martial arts

BROC

Although Broc is a huge character he is by no means cumbersome, and surprisingly enough he is also the logical thinker of the team. He is a competent fighter and possesses extreme strength. He prefers guns to silent weapons and harbours a dark, bezerker side that can be lethal

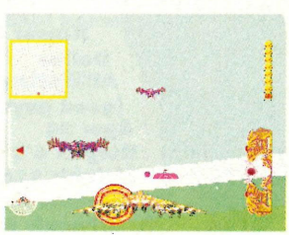
AJA DAE

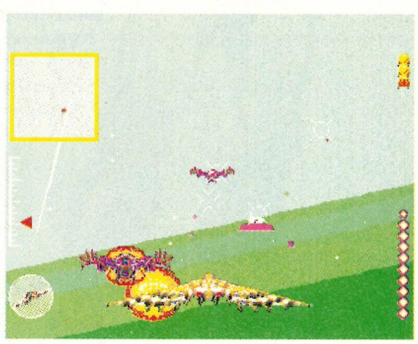
Aja Dae acts as the group's sensors, spotting disturbances and detecting new life forms. She often works closely with the ship's engineer to diagnose problems with the equipment. To top it all she is also a skilled fighter with a cool temperament. She also has a thing for Chance but this is a family magazine so that's another story...



ZEUT

Zeut is Chance's powersuit as well as his faithful lieutenant and steadfast companion. It cannot talk, but communicates through sounds, body language and by changing the shape of its visor eyepiece. The suit is an actual life-form and is completely loyal to Chance, morphing into two distinctly different forms to aid him in tricky situations





THE NEW BREED

Originally entitled Juggernauts, The New Breed is a one-on-one beat'em-up with a choice of eight unique characters which is designed for one or two players. "Another beat'em-up?" I hear you cry! Well, yes it is, but there's a new breed (excuse the pun) of beat'em-ups about to emerge that feature enhanced graphics and sprite animation thus lifting the staid beat'em-up idea to dizzier heights – and we have Virtua Fighters to thank for that.

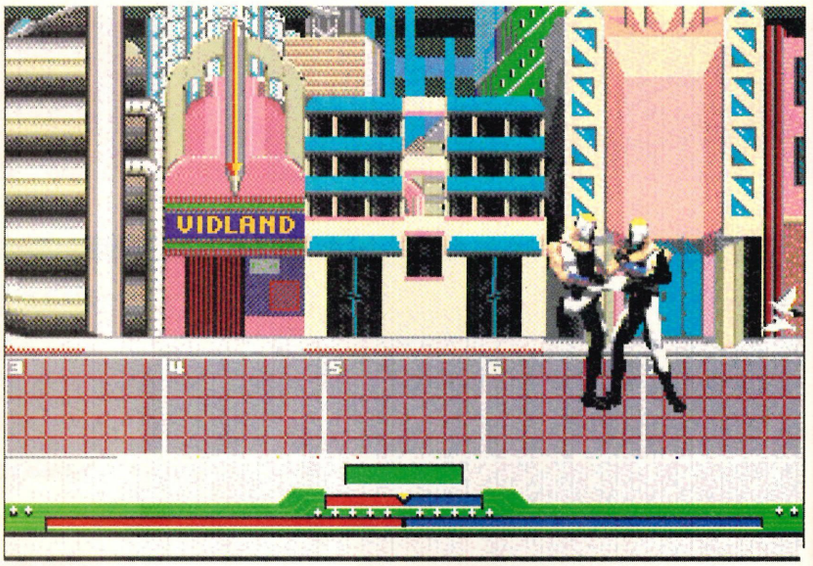
The New Breed utilises Silicon Graphics coupled with Motion Capture Technology to create fluid sprite animation with realistic movements rather than forced, jerky motions. Mirage's forthcoming beat'em-up Rise of the Robots is another example of enhanced graphical technology to bring a more realistic image to life on screen.

The Motion Capture technology utilises the abilities of 'real' actors adorned with light sensors who act out the fighting movements in front of a camera. The camera which is linked to a computer, picks up the movements of the sensors which are placed at key points on the actors' bodies such as the elbows, knees, wrists, ankles and so on. The computer can then generate wire-frame models based on the movements of the sensors that act far more realistically than a drawn sprite with individual frames of animation. Then by rendering Silicon Graphic images over the wire frame models you finally end up with a crisp and outstandingly smooth sprite that oozes personality.

At first the programmers were unsure whether the Mega Drive would be able to handle this process and still retain reasonable speed, and until recently this still hung in the balance. However, we have now seen the game running and although it is far from its top speed the sprite movement is incredibly fluid.

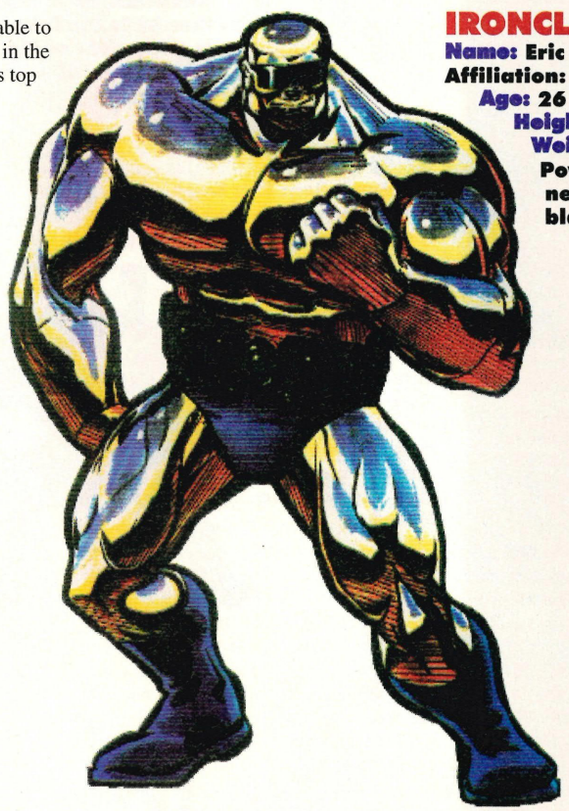
The game itself is set in the year 2015 and it boasts a complicated story about DNA strands and genetic engineering. To cut a rather long-winded story short, eight individuals were tested on by scientists to see what would happen if some of their DNA was altered. As a result the eight turned into lethal mutants with outstanding strength and powers beyond belief, unfortunately four of them were the bad guys and are now using their enhanced powers to take control of the futuristic city. Adopting a comic book, superhero style the game pits the four good guys against the four baddies and, as with all good beat'em-ups, you can play on either side of the flipped coin – as good or evil.

Again The New Breed is being produced by John Skeel in the States and as long as everything goes to plan we should see the title officially released in September. For more information on Motion Capture Technology read this month's feature on new-wave games which focuses on both Accolade's and Acclaim's use of this incredible process.



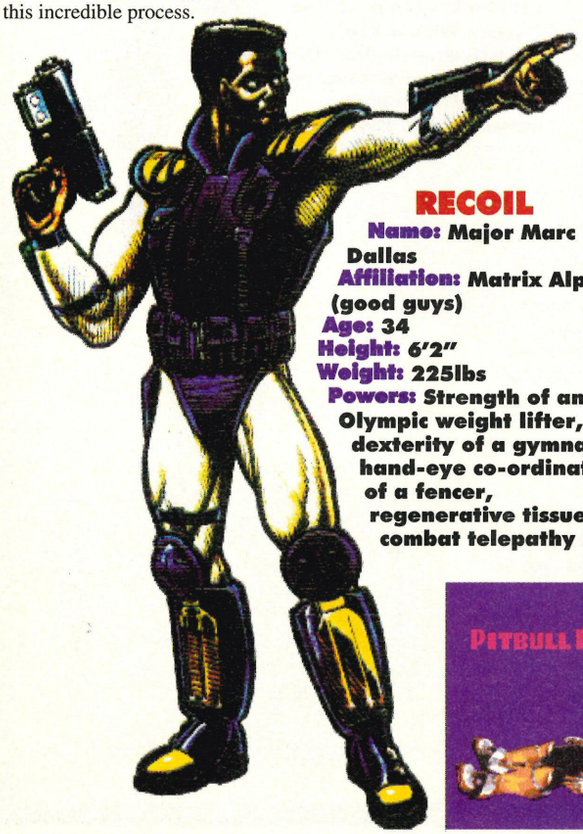
IRONCLAD

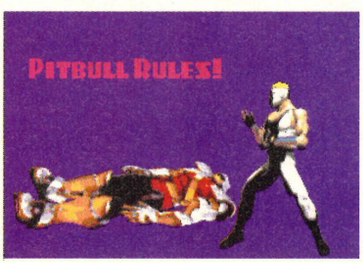
Name: Eric Rivas
Affiliation: Matrix Alpha (good guys)
Age: 26
Height: 7'4"
Weight: 572lbs
Powers: Incredible strength, near invulnerability, holds a black belt in aikido

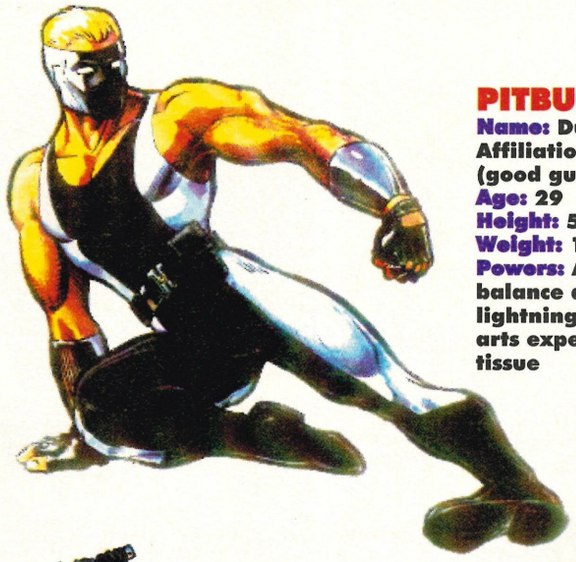


RECOIL

Name: Major Marc Dallas
Affiliation: Matrix Alpha (good guys)
Age: 34
Height: 6'2"
Weight: 225lbs
Powers: Strength of an Olympic weight lifter, dexterity of a gymnast, hand-eye co-ordination of a fencer, regenerative tissue, combat telepathy (!)





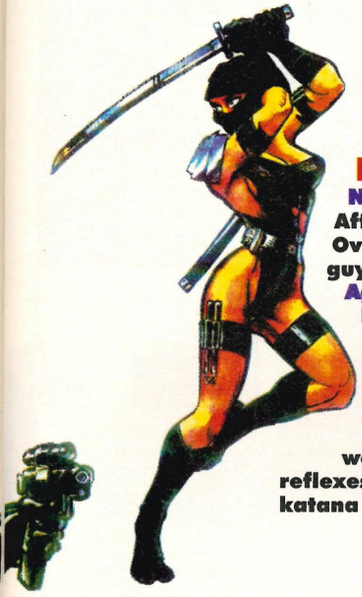


PITBULL

Name: Duke Richards
Affiliation: Matrix Alpha (good guys)
Age: 29
Height: 5'11"
Weight: 195lbs
Powers: Absolute sense of balance and motion, lightning reflexes, martial arts expert, regenerative tissue

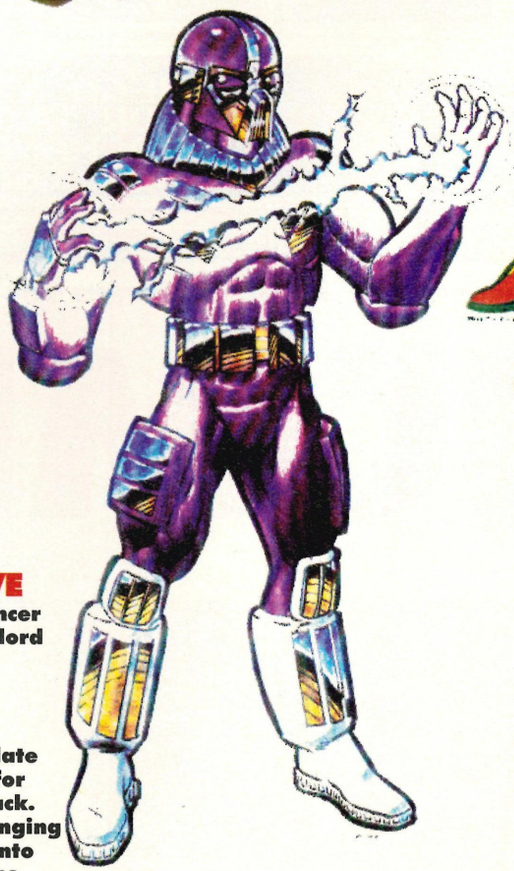
HOTSHOT

Name: Megan McKensie
Affiliation: Matrix Alpha (good guys)
Age: 23
Height: 6'0"
Weight: 135lbs
Powers: Projects beams of raw energy, limitless supply of energy but limited control. Can fly for limited periods, visor with cross-hairs for targeting, Olympic level fighter and marksman



BANZAI

Name: Kei Azuma
Affiliation: Overlord (bad guys)
Age: 19
Height: 5'10"
Weight: 115lbs
Powers: one of the most skilled martial artists in the world, outstanding reflexes, carries a katana blade



TRACER

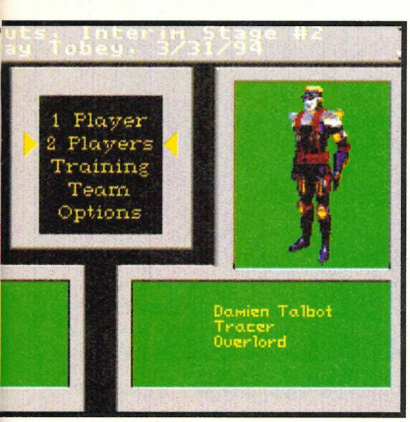
Name: Col Damien Talbot
Affiliation: Overlord (bad guys)
Age: 41
Height: 6'1"
Weight: 215lbs
Powers: Very strong, superhuman speed, regenerative tissue, subdermal armour plating

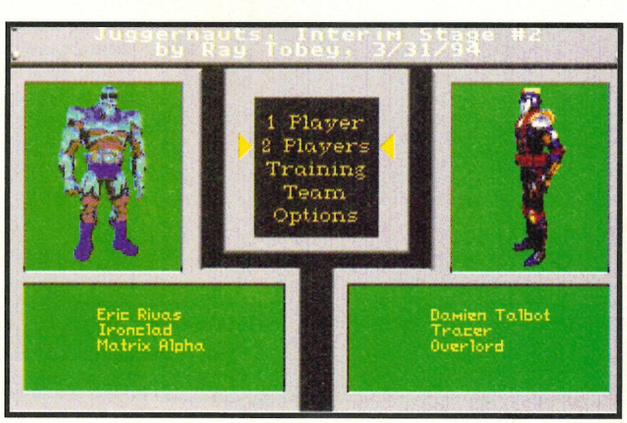
SHOCKWAVE

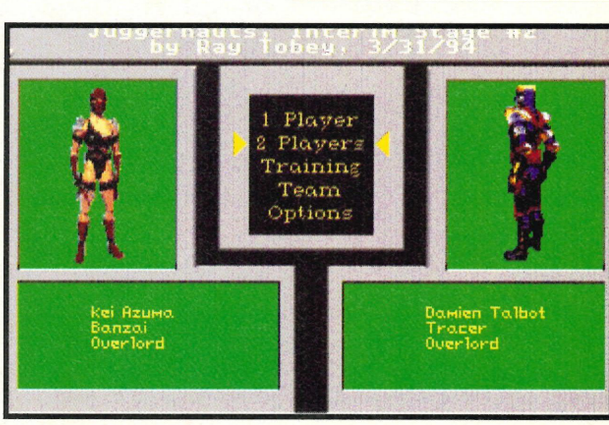
Name: Justin Lancer
Affiliation: Overlord (bad guys)
Age: 32
Height: 6'2"
Weight: 230lbs
Powers: Manipulate electrical fields for defence and attack. Teleports by changing his entire body into electrical patterns

GROUND ZERO

Name: Cody West
Affiliation: Overlord (bad guys)
Age: 25
Height: 7'6"
Weight: 643lbs
Powers: Incredibly strong, can walk through stationary objects, nearly indestructible, considerable speed, professional boxer







BY: ACCOLADE

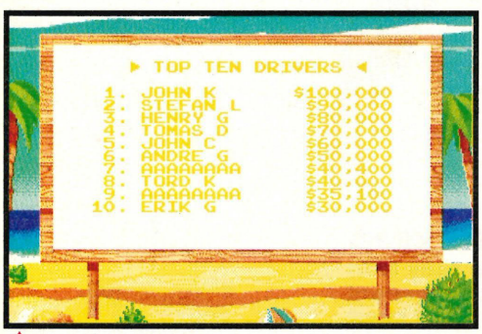
price: TBA
developers: IN-HOUSE
release date: JUNE 1994

With a large amount of quality driving simulations flooding onto the console market THE JAG decided he had better cast his experienced eyes over this little number from Accolade...he thought it looked very familiar.

PLANES, TRAINS....

Combat Cars should be hitting the shelves late summer and by all accounts it is shaping up to be a fine game indeed. The basic idea runs something along these lines; one track, six cars, race around track, come first, win money, enter shop, purchase fantastic add-ons, next race, win more money, enter shop…

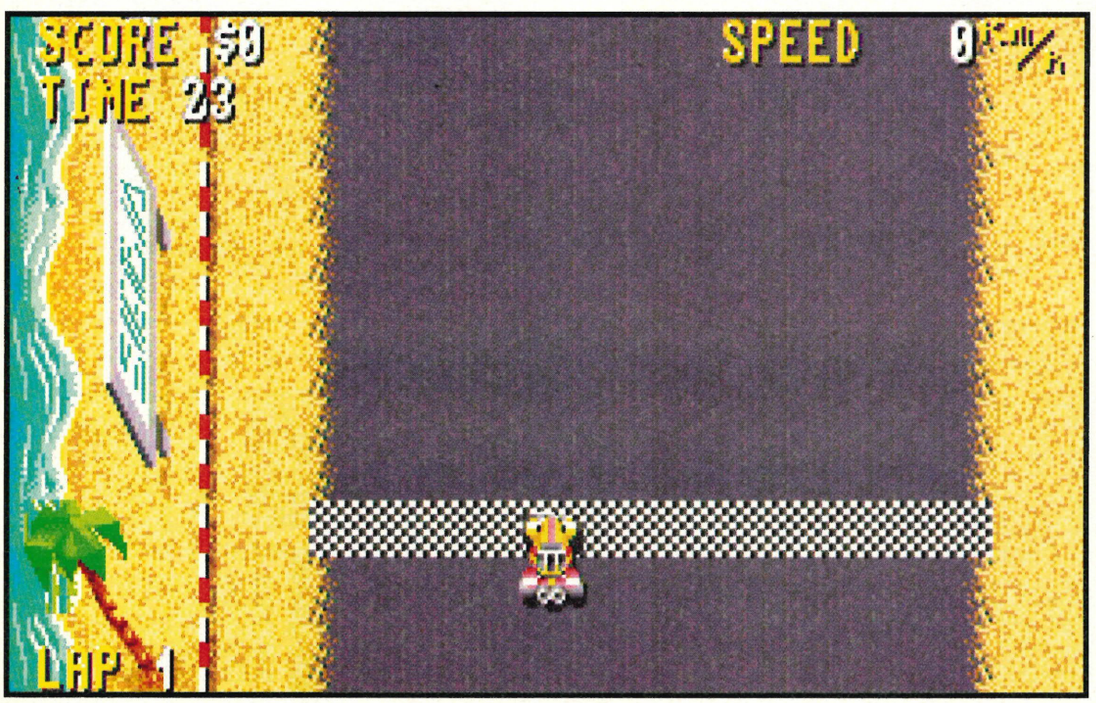
I may have managed to make this sound all terribly boring and formulated, however there is more to Combat Cars than simply a spot of fast automobile racing. The word 'combat' in the title should be the big give-away. Yes indeed, combat takes place between the cars – it's not bouts of fisticuffs but non-contact combat of the high velocity weapon type. Each car comes equipped with its own special feature which can come in very handy in those tight corners.



▲ **No Rich Lloyd, no Jag. Things will have to change around here**

▲ **Oh yes, one of those please. Thank you very much. Yes, I'll do my best to have a nice day. Bye now**

COMBAT



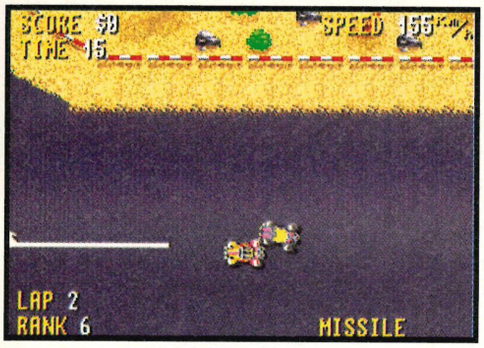
▲ **Indeed, the race may start and it may finish. This will be the start. Yes indeed**

SALLY FOURTH

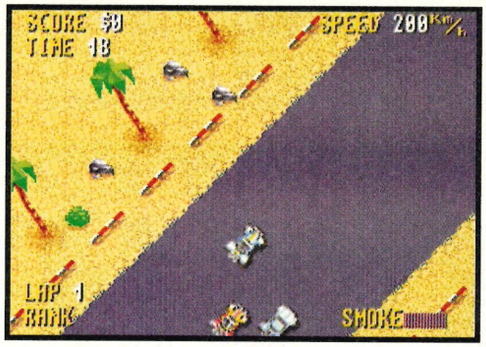
Weapons are the name of the game in this racing jamboree and with eight possible characters to choose from you can be sure they are going to be varied, very destructive and above all, fun. From the contestants' individual armouries we can choose from the guided missile, ideal for knocking that big-headed brat who has just overtaken you from the track and the single shot machine-gun. The latter is not the most accurate of weapons but when in a packed Z-bend this baby can cause utter chaos with the opposition.

Of course not all the weapons are projectile-based…no, no, no. One rather chubby contestant, who shall remain nameless, has the ability to lay mines anywhere he so wishes making him public enemy number one. Picture the scene; there you are out in front, only just mind, the all-American blond brat is bringing up the rear at an alarming rate. The next thing you are aware of is the car spinning out of control, straight off the track and smack bang into the crash barriers. Who left that flippin' mine there? None other than fatty of course.

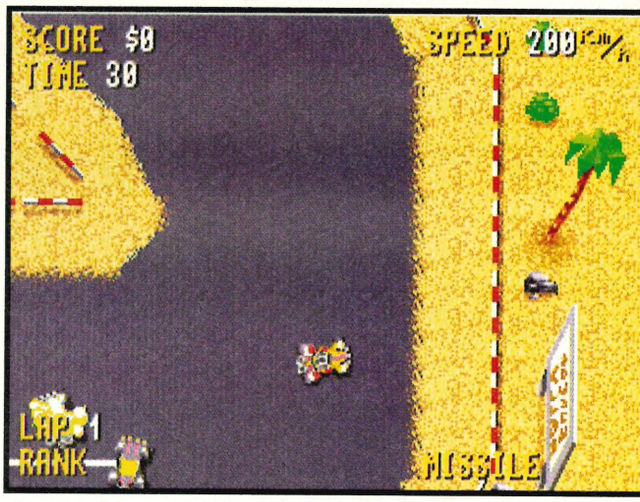
The option to play as fatty is also there, but the fun is taken out as we never get to see the results of who has hit the little package we left earlier on. There are lots of other racers equipped with the ability to cause confusion and raise the blood to boiling point. Yes, other sneaky racers are apt to lay a fine film of very slippery oil over the tracks, while the sweetest female driver is prone to blinding you with smoke as you whack into her as you go to overtake. Be prepared for lots of bruised ribs and damaged fenders!



▲ **It's the 'two car tussle' screen shot**



▲ **Another fine demonstration of my driving skills. Here I overtake on the outside**



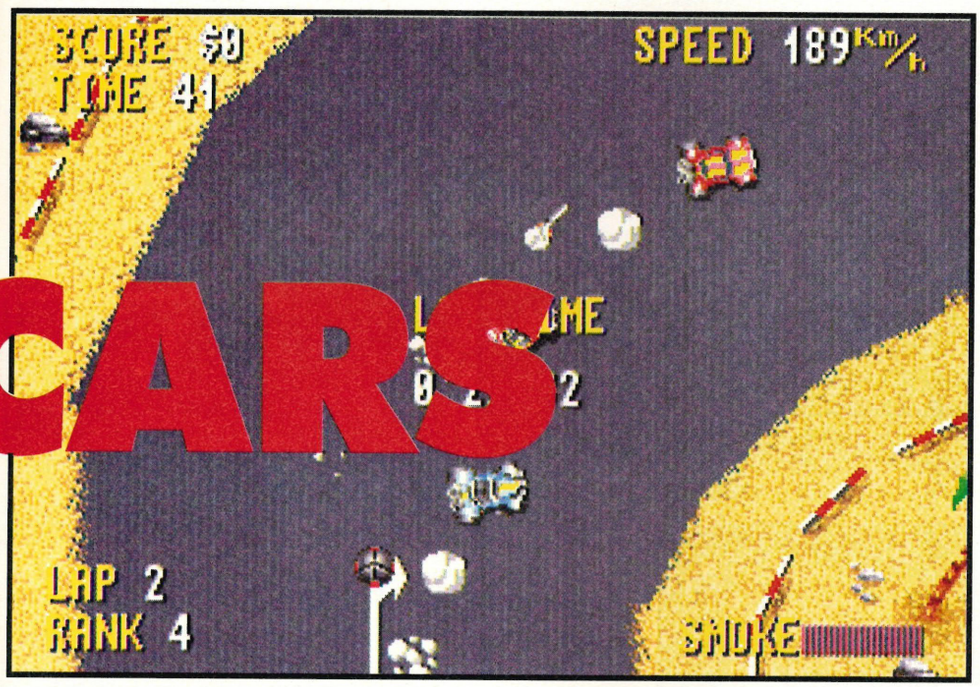
▲ **Oh I say, an explosion on the track. A fellow contestant has opted to use the old 'special feature' routine by the looks of things**

BEEN THERE, SWAM THAT, SNOGGED HIM...

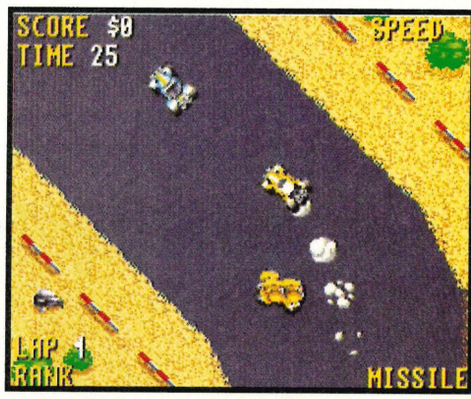
We've won the race, that all-important dosh is all ours, so what do we spend it on? Into the shop we troop to be greeted by the stereotypical large-breasted woman. Listen up Accolade we do not want this type of thing in the completed game, this is Europe not the good old US.

Anyway, the range of items which can be purchased in the shop enhance performance. Super-grip tyres are there for the taking, as are souped-up engines and weapon enhancers. After this it's back to the track and yet another course.

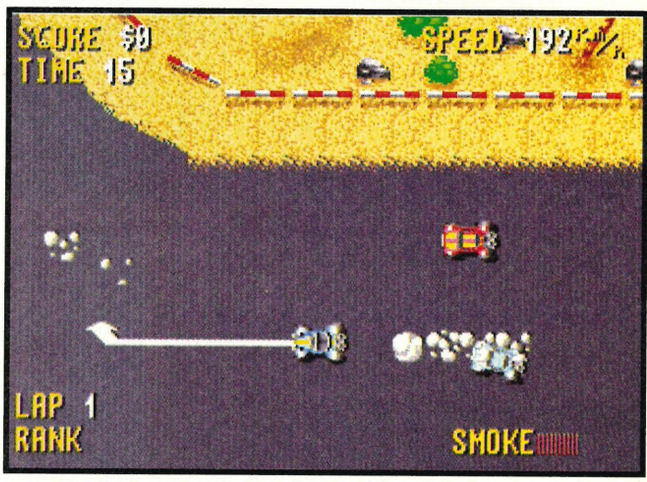
With a total of 24 tracks begging to be completed you can bet this will not be over in a couple of hours. The edition of the game pictured here will undergo certain changes before Acclaim decides on a release date – improvements pencilled in are more accurate sprite collision, a little brushing up on the graphics side and a password system enabling instant access to where you left off. Combat cars also incorporates a split-screen head-to-head option and a two-player team game. Keep your eyes open for a review of the complete game, hopefully next issue.

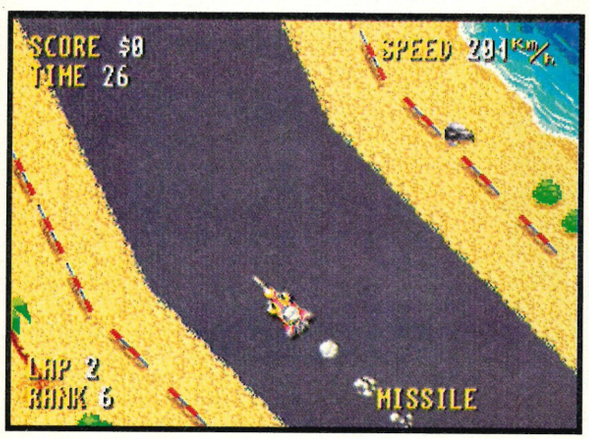


▲ **Over the line, dodge the missile, win the race. Easy!**



▶ **What next? My car has run over a mine carelessly dropped onto the track**



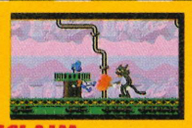


▲ **Revenge I think. One missile launched means one less car to worry me**

TWO'S COMPANY

▲ **It's the split-screen two-player game...as you may have guessed**

▲ **Yes, I won again. Is there anyone who can stop me? I think not!**



BY: ACCLAIM

price: TBA
developers: IN-HOUSE
release date: TBA

ITCHY & SCRATCHY

They fight and bite, and fight and bite and fight, fight fight fight, bite bite bite – it's the Itchy and Scratchy Show! Who are Itchy and Scratchy? Well, imagine Tom and Jerry with bazookas and machetes, and there you go!

STEAMBOAT SCRATCHY

Sunday nights have never been the same since SKY started showing an hour of the Simpsons on SKY One. OK, so it seems like they repeat episodes every other week, but most of them are hilarious so it doesn't really matter. Acclaim has already released two Simpsons-related games in the form of Bart's Nightmare and Krusty's Super Fun House. Both of these are good games in their own right, but Bart's Nightmare includes virtually every character from every episode making it more in tune with the series.

FIELD OF SCREAMS

Some of the more memorable scenes from the Simpsons come when Lisa and Bart sit down in front of the goggle box to watch Krusty the Clown's show. In the middle of each show Krusty always needs a beer and a fag, so he puts on the Itchy and Scratchy Show to pass the time. This is a cue for some of the most gratuitous violence imaginable! My favourite scene was called Steamboat Scratchy which was a brilliant rip-off of Mickey Mouse's first cartoon, but with a slight difference – there was Itchy, the cute little mouse, sailing along on his steamboat whistling merrily away to himself when suddenly Scratchy the cat jumps out from behind him and kneecaps him with a machine-gun. There's nothing like good family fun, is there?

▲ **Scratchy went to pieces when he felt the size of Itchy's chopper**

▲ **What the hell is going on here? Answers on a postcard please....**

◀ **Yet more sexual inuendoes as Itchy waves his balls about**

▲ **Is that a mast in the distance or are you just pleased to see me?**

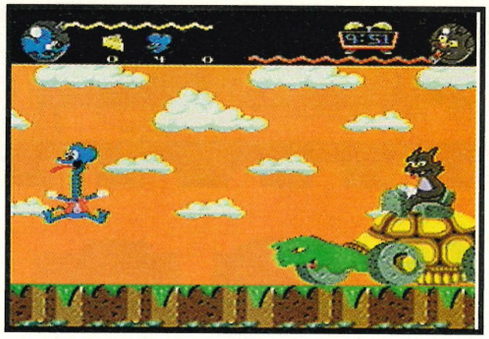
BARBER-SHOP OF HORRORS

In this game you take the role of Itchy and all you have to do is give Scratchy a good battering before he gives you one! If you've played Bart's Nightmare then you will probably have seen the sub-game where the gruesome twosome run around with giant hammers, knives and bazookas, and you have to clobber them senseless. Well, this game is pretty similar to that, except it is much gorier and there are loads of different weapons to use.

At the start of the game both characters are armed with giant mallets, but after running around the levels for a bit you will find other implements to use. The first thing you will probably find is a rock of some sort to throw about, but soon more effective weapons will be made available like axes, meat cleavers, and chain-saws!

After every level Scratchy tries to get revenge by attacking Itchy with a giant contraption or monster of some sort. On the first level he rides a giant tortoise that hurls bombs, and later on he comes along on a large wooden horse. Other weapons include a gigantic wooden pirate cat (!) and a yellow nuclear submarine. Each one of these has a different weak spot and they must all be approached differently in order to destroy them.

▲ Cats love Log™ from BLAMMO! They also like chopping up large rodents as well



▲ Doh! Be a pain in the arse to Scratchy by hitting his turtle's head

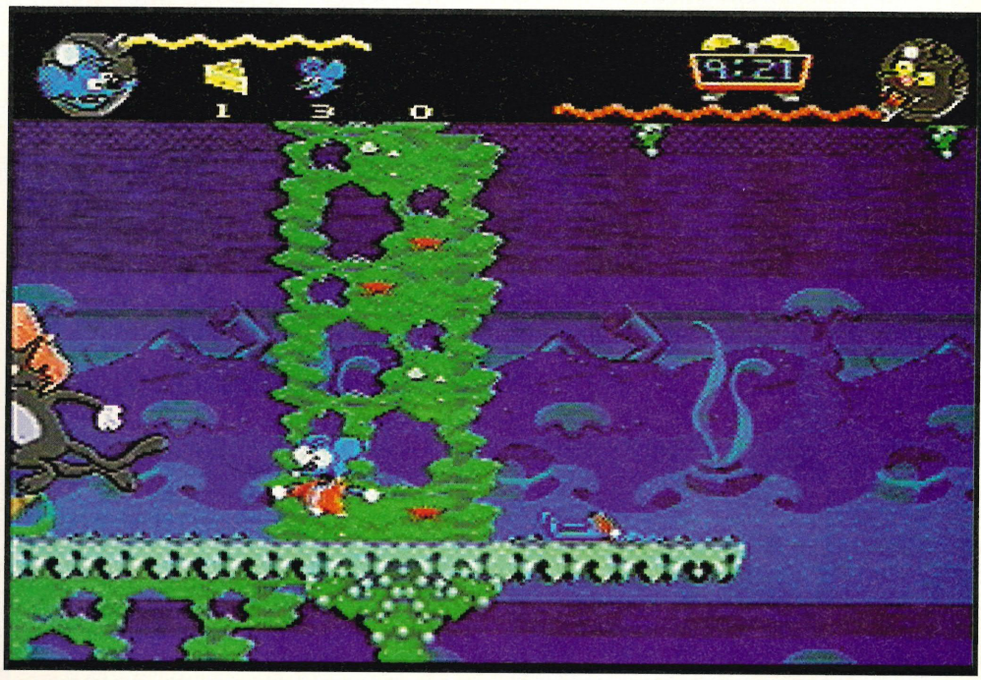
▲ Scratchy told Itchy to get stuffed, so he whipped out his giant turkey

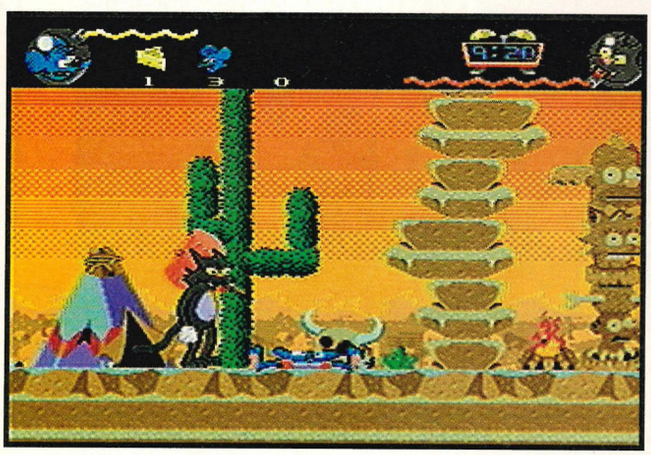
SCREAMS FROM A MALL

It seems strange that a game of this nature is being released just when we are having a major controversy about violence in videos and computer games – however just like the cartoon the violence in this game is so unrealistic and over-the-top that it is funny. Get hit with a mallet and your head will come flying off as your body collapses to the ground or lose a sword fight and watch as your torso waves goodbye to your legs. When Scratchy gets hit with the giant axe not only does he get cut in two, but his various parts bounce away and then his eyeballs pop out on their stalks. This may sound disgusting but then again, that's the whole point of it! If it didn't contain blood and mutilation, it wouldn't do the licence any justice whatsoever.

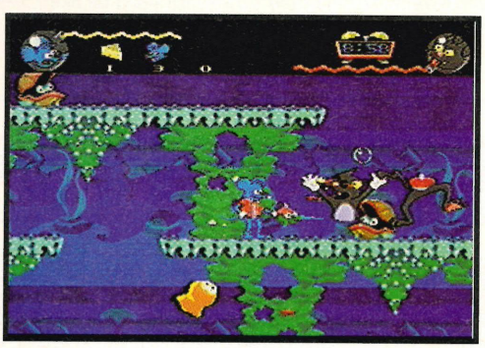
The version we saw of Itchy and Scratchy was quite an early preview copy and not all of the weapons or death scenes had been implemented. However, we did see enough to know that fans of the cartoon will have a riot when they see this game.

▼ Come back and fight, it's only a flesh wound!

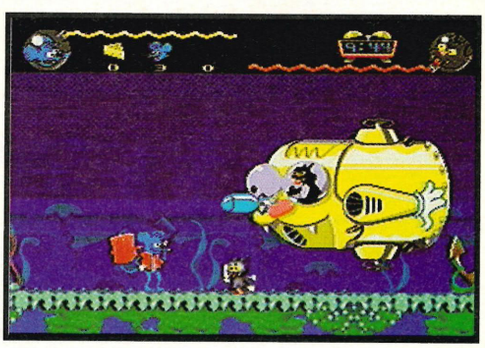




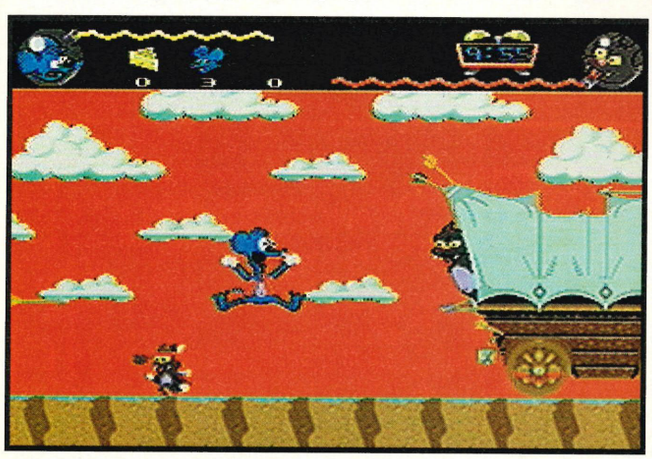
▲ Look closely and you'll see Krusty, Lisa and Sideshow Mel. Let's hope they didn't pay too much for the licence



▲ Look at the mussels on that

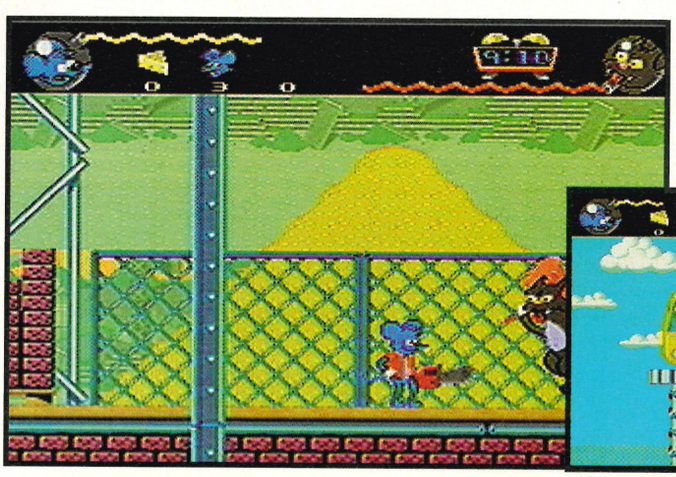


▲ We all live in a yellow submarine



▲ Itchy bites the dust again – this time due to baby Scratchy and his scalping antics

▶ Groovy! Is that a chain saw in your pocket or Madame Isabella's latest attachment?



▼ Hi kids! It's Krusty the Clown, everyone's favourite children's entertainer and chronic alcoholic

BY: SEGA

price: TBA
developers: IN-HOUSE
release date: AUGUST 1994

Sega really seems to be doing the business at the moment. Over the last few months we have been bombarded with some fantastic high-quality titles including Streets of Rage III, Sub Terrania and Virtua Racing. Normally the summer months are quiet on the software front, but not this time because Sega has quite a few aces up its sleeves. Just take a look at these two games for example, both of which should be out around August this year, crammed onto their 16-meg carts.

SEGA PREVIEWS

DYNAMITE HEADDY

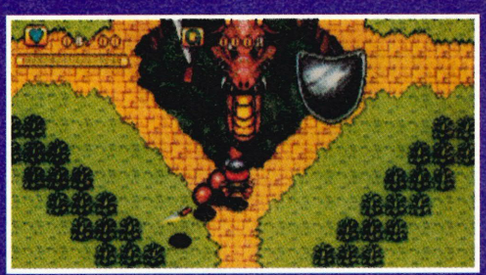
One of the best up-and-coming programming teams at the moment has to be Treasure. The name might not be immediately familiar but if I tell you that most of them are ex-Konami programmers then you should have no doubt about their talents.

These are the guys responsible for the grossly underrated Gunstar Heroes (the sequel to which should appear in the near future) and their latest venture is Dynamite Headdy. The story-line may be a bit strange, concerning a land of dolls where an evil Emperor has cast a spell on the world, controlling all the perfect dolls and banishing the broken ones. Dynamite Headdy is a knackered toy whose head has come off, who wants to put things right. Armed with a collection of different heads with various powers, Headdy and his three mates must travel through the six massive levels and their sub-levels. It's a bit like Raggy Dolls with guns really. Or not. Perhaps.

SOLEIL/RAGNASENTRY

To be honest, there is a distinct lack of action adventure games on the Mega Drive. The SNES has loads, the best of which is Zelda III, but the only one we've had recently is Landstalker. Lots of people have completed Landstalker, then rung me up to ask what to play next and to be honest I didn't really know...until now.

Soleil is a massive action adventure game viewed from above, with the gameplay taking place over a sprawling landscape filled with monsters. As usual there are many different characters to interact with, some of which are more helpful than others. The most striking thing about this game (apart from its size) is the quality of the graphics. Soleil seems to be shaping up nicely and should keep any would-be adventurers happy for quite a while.



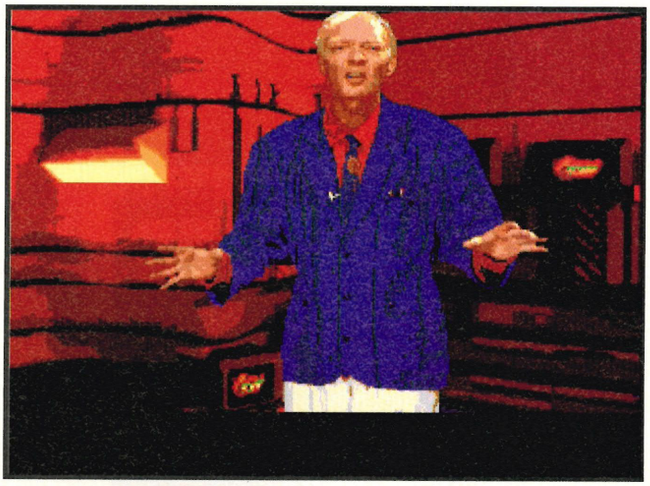
MEGARACE

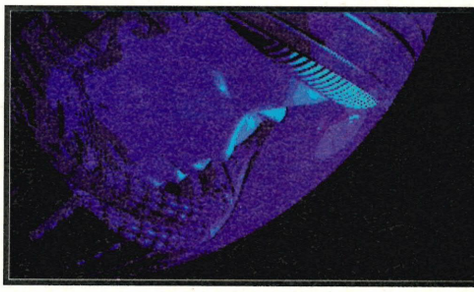
BY: SOFTWARE TOOLWORKS

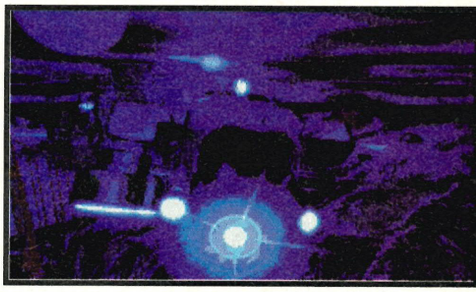
price: TBA
developers: CRYO
release date: JUNE 1994

MEGARACE

So near and yet so damn far! We were all set to review this ace CD title this month but the bugs weren't completely exterminated before our deadline. We did however manage to grab a look at it (bugs and glitches included) along with the full 10 minute intro sequence. We WILL have this for review next month, but until then drool over these incredibly detailed intro shots as well as the full in-game piccys!







RACING LINE

The game is completely finished now and the virtual reality race tracks are simply waiting for gamers to take the throttle by the short and curlies. According to the story-line you don't actually race the cars round the tracks yourself but are instead strapped into a virtual reality cockpit with the tracks, cityscapes and opposing drivers completely computer-generated.

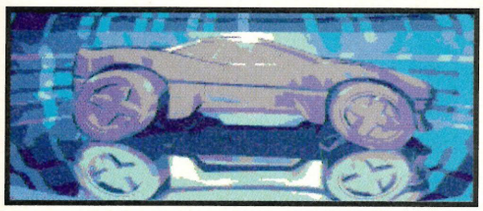
You are racing to win in one of the most prestigious game shows ever (this isn't your average Generation Game-type affair), battling it out in an alternative universe where anything can happen, as it often does in any computer game. The vehicles are equipped with all sorts of weapons which you'll need to destroy a quota of rival drivers, while the tracks are riddled with hazards, speed-ups and points – what do points make? Prizes!

MEGATROPOLIS

The game has a definite Running Man-cum-Bladerunner feel, with the inclusion of both the game show element and the soaring skyscraper cityscape. During the intro you soar smoothly between massive futuristic structures adorned with electronic billboards and bright lights as in the film Bladerunner. Also small flying vehicles glide in and out of view and you get a definite cyber-punkish 'Is this what the future will be like?'-type feeling from watching the detailed graphics.

Then there's the game show with the view switching between a full-screen image of the host, and people throughout the Megatropolis tuning in for the most popular TV show being broadcast – it's just like in the film Running Man.

The graphics are incredibly clear and even though there are very few colours being used at any one time, an excellent use of shading creates an eerie and clean picture. It makes you wonder why the graphics in some other CD games are so bad when the quality of the MegaRace intro and FMV are so clean.

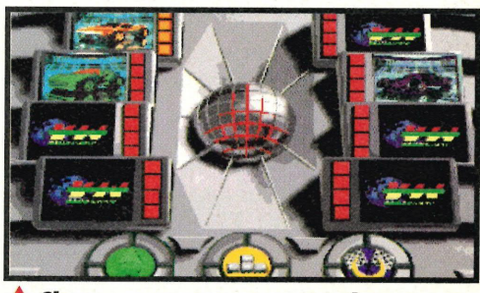


▲ **The T1000 does his famous car impression at Aunty Maud's 60th birthday party**

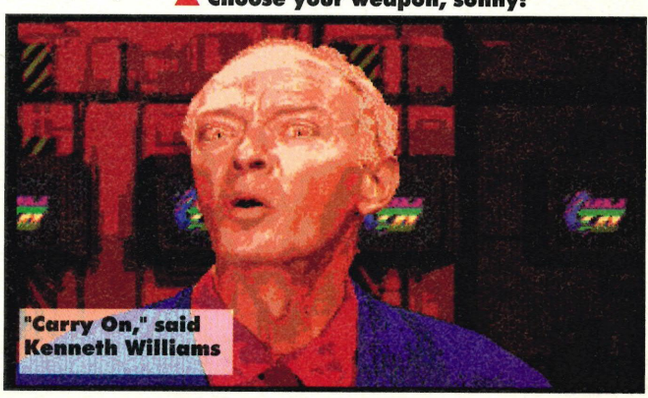
PRETENTIOUS GIT

Because the game is a complete conversion from the PC game it means that Mega Drive owners are subjected to a complete git who 'presents' the MegaRace game show. Waving his arms around like an utter loony and making Michael Barrymore look like a cardboard cut-out, this chap waffles on in his forced Brooklyn accent with a cheesy smug grin planted firmly from ear to ear.

He is also relentless in his pursuit to make you feel about as big as a microbe when you fail to win a race, rubbing it in somewhat by telling you that you're simply no good! He's quite funny to watch, but you'd really love to take a gun to his head just to shut him up – typical reaction to any game show host (Bob Monkhouse, you're next!).



▲ **Choose your weapon, sonny!**



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Take a friend to the zoo

Write to Mother Teresa

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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

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Run up a downward escalator

Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Do one thing to make the world a better place to live
Learn a new word every day
Only boil as much water as you need
Photocopy this ad and get someone else to do it
Tune into Caesar tomorrow morning at 4am
Buy a friend your favourite book
Tell someone you appreciate what they do
Buy your boss a present
Buy the next record you hear on Kiss
Wink at someone ugly
Talk about God with a friend
Make a million pounds
Walk on the grass
Tell someone your dreams
Do a cartwheel
Learn to fly
Stop someone getting AIDS
Put your name on a star
Say yes for a day
Run up a downward escalator
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Write to your MP
Put on a dress
Stop saying no for a whole week
Take your granny to the movies
Paint your toe-nails
Carry a flower all day
Feed someone else's meter
Write a poem
Visit an art gallery
Feed the birds
Shave your head
Dance in the front garden
Get on a bus you've never been on before
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Kiss 100fm

MEGADRIVE REVIEW

STAR TREK THE NEXT GENERATION

BY: SEGA

SEGA

16-MEG

STYLE

ADVENTURE

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 1

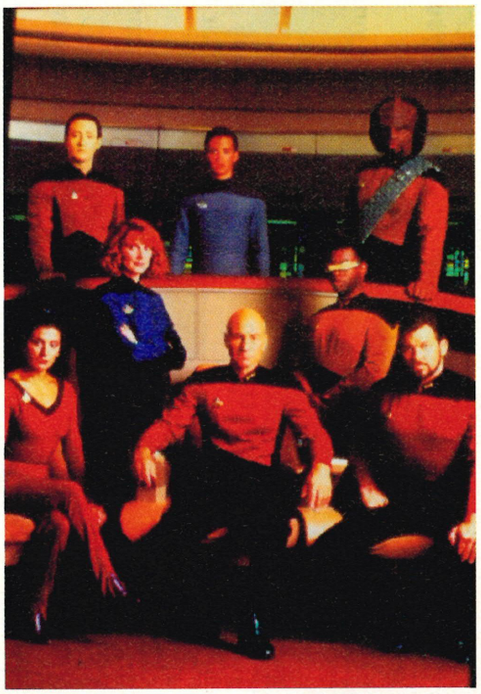
RELEASE DATE

IMP ORT

Kitted out with her communicator, trusty phaser, Klingon dictionary and six-foot cardboard cut-out of Commander William T Riker, ALLIE WEST gets ready to boldly go where no one has gone before...

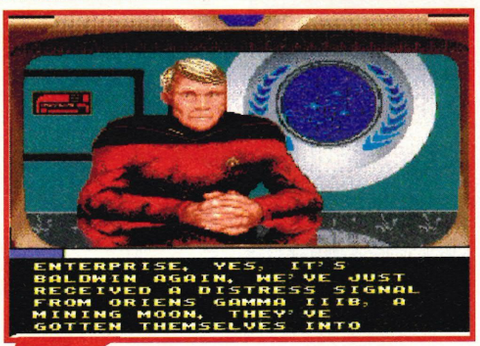
STAR TREK: T

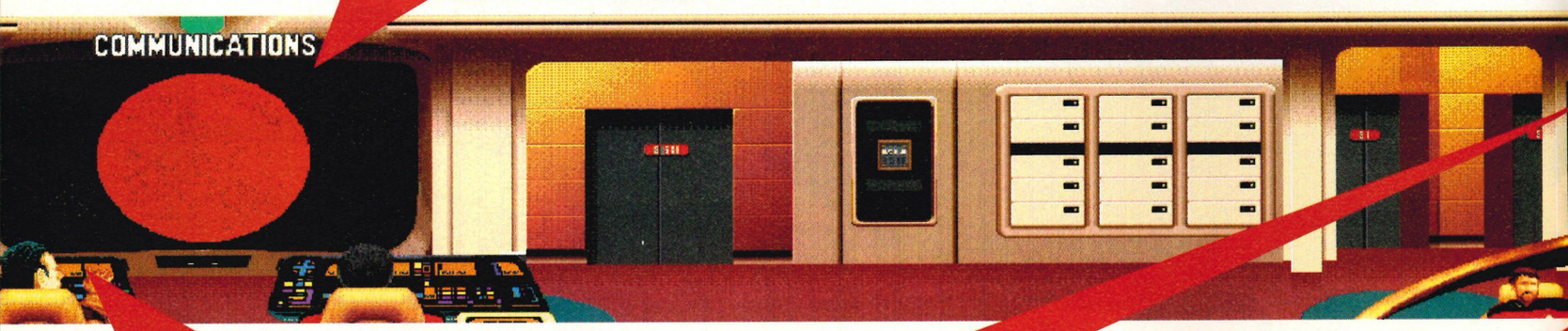
THANKS TO: TELEGAMES (0533) 880445

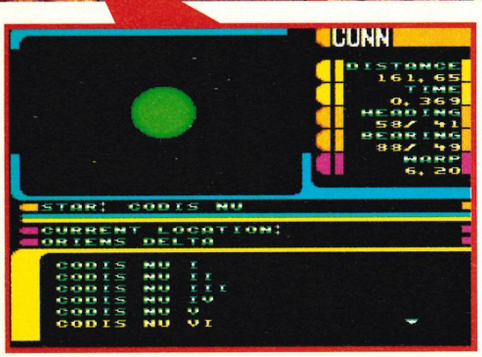


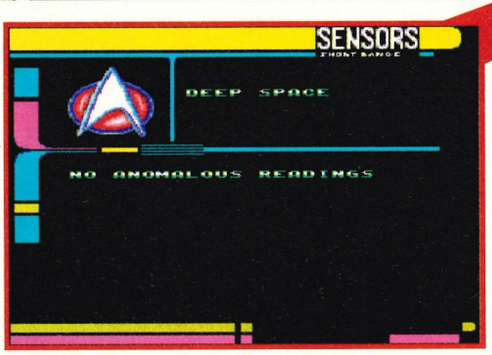
"Space, the final frontier. These are the continuing voyages of the Starship Enterprise; her ongoing mission to explore strange new worlds, seek out new life and new civilisations. To boldly go where no one has gone before..." My God, how sad are we? Here in the office we've just argued about how this famous saying is correctly worded, working out whether they were "seeking" out new worlds or "exploring" them. Then we quickly remembered that in the original series Captain Kirk and his crew boldly went where no "man" has gone before, but in the non-sexist Next Generation it was changed to "no one". Yes, we are indeed muppets, but there are millions of us out there and collectively we are known as Trekkies.

▲ Uh oh, someone's in trouble. Better jump into that superhero costume and get ready to roll









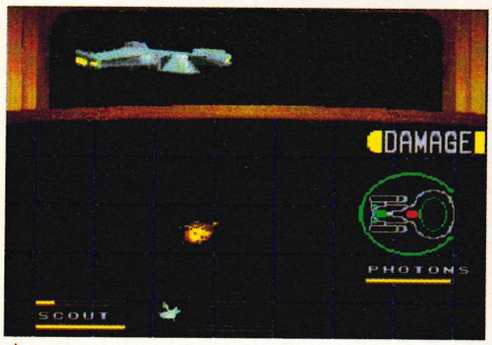
HE NEXT GENERATION

Hello, hello? Are you receiving?

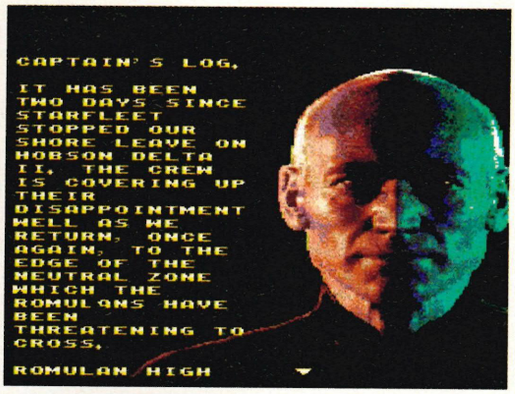
Du'IHchoHmoH mIv vam

The game is an action adventure that involves asteroids-style ship-to-ship combat, 3D isometric walk-around sections and plenty of character interaction. You are placed on board the USS Enterprise, Star Fleet's flagship commanded by Captain Jean-Luc Picard, effectively assuming the role of First Officer thus relegating the real Number One to the back benches. The Federation is in a desperate situation – the Romulans have invaded the Neutral Zone and more importantly Federation Space, and their very presence threatens the stability of intergalactic peace.

The Enterprise and her crew have been called upon to investigate the Romulan presence and at all costs save the universe from a bloody war. Under the ever watchful eye and the firm guiding hand of the captain, The Enterprise must travel through the stars in an attempt to unravel the



This is the battle sequence. Now is it just me or is this completely crap?

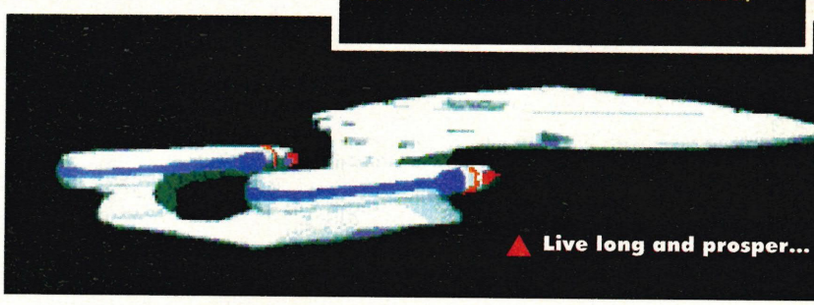


(Say in a Biggles accent) "Listen up chaps, here's what we've got to do. The universe is in trouble and we've got to save it – huzzah!"

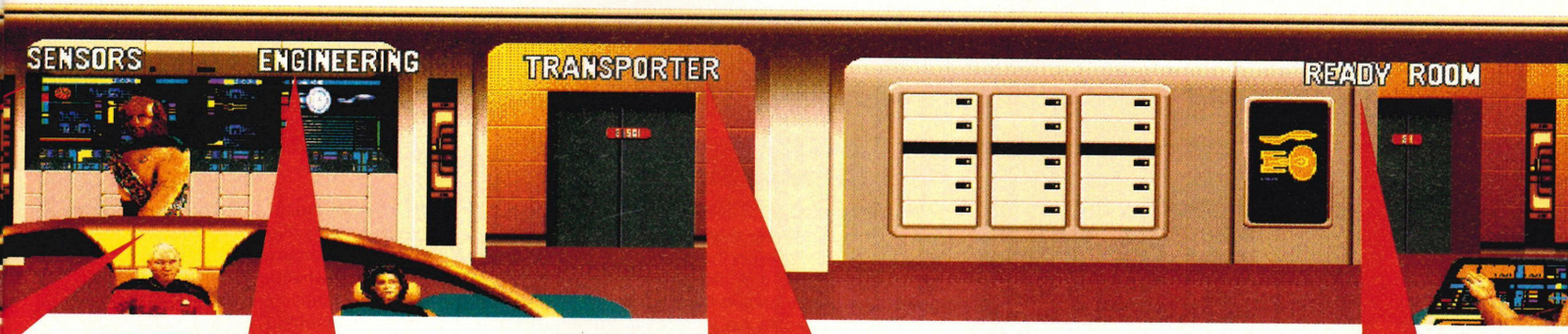
May she rest in peace...

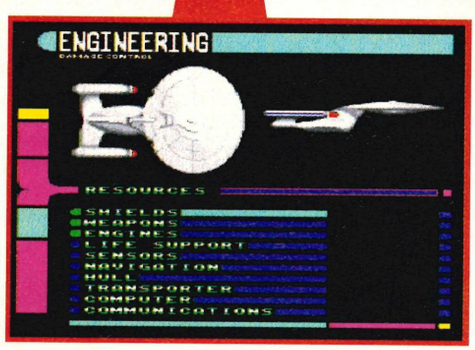
nuqDag 'oH puchpa"e'

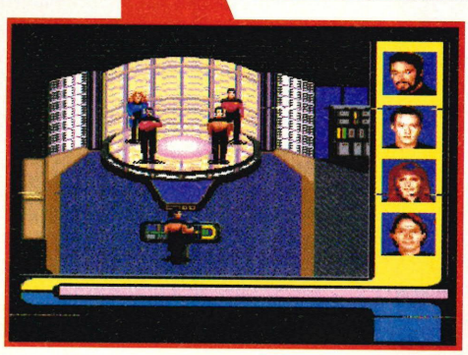
From the outset this game doesn't give us much to hope for. Where's the speech, the atmospheric moody dialogue and what is that awful racket in the background? Oh sorry, is that scratching-of-nails-down-the-blackboard supposed to be the theme tune? What's that big blue grainy blob moving jerkily past an even bigger blob with a few smears across it? Or is that simply there because the TV screen needs cleaning? Don't tell me – that's supposed to be a comet passing a planet, as seen in the intro to the TV programme. Oh dear. The only thing that is even remotely 'cool' is the way the Sega logo beams onto the screen accompanied by a thankfully realistic transporter sound effect. We're not starting out on the right foot here.

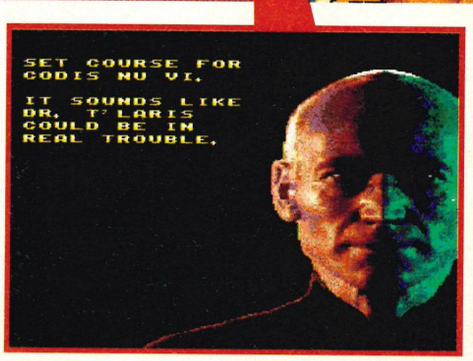


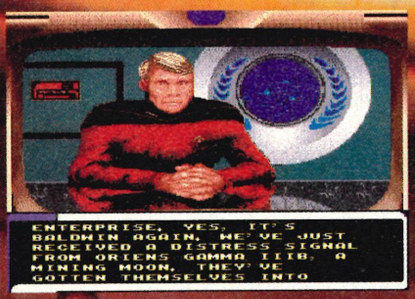
Live long and prosper...











Star Fleet Command likes sticking its nose into your business – nosey old whatnots!

Ha' DIbaH!

You start the game on the bridge and in all fairness the graphics don't look too bad… if you squint a little. Using the D-pad you can rotate the view 360 degrees around the bridge, enabling access to the view-screen, the conn, tactical, the ready room, the computer, the transporter and engineering all in one easy swoop (see the incredibly smart panoramic view on the previous pages). When you're not on an away mission, all other in-game activity takes place here on the bridge, with the view flitting backwards and forwards trying to keep on top of things.

The first thing you have to do is answer a distress call from one of the Federation planets. From there you disappear off into the captain's ready room to get your orders: "Lay in a course," he says. Well, actually he doesn't because this game is inexcusably devoid of speech, a feature which shouldn't have been too difficult to include in a 16-meg game.

Again if you squint hard enough you can see some sort of resemblance to the real-life captain, despite his face being a complete digitised blur – but he's bald and wears a Star Fleet uniform, so what more do you want from a game's graphics?! Off you trot back to the conn and instruct Data to set a course and speed to the colony (again, I think it's Data, but that's only because I know Data sits on the left-hand side of the view screen and not because the 'thing' slapped on the screen actually resembles the android).

Next it's WHOOSH! Bearing some sort of feeble similarities you hear a steady whirring as the Enterprise's engines kick in and amazingly you warp to your location, accompanied by a few dots whizzing by on the view screen as you bound through the stars. Mmmm.

This is a very poor reconstruction of the TV intro, don't you think?

When you sneeze it's best to do it into a hanky and not wipe it all over your face

You can alter the joypad configurations if necessary

Guess who?

naDevvo' ylghoS

WHOOP! WHOOP! WHOOP! Wow, that actually sounded like the real klaxon – maybe there's hope yet. A Romulan Warbird has come jerkily into view (Scaling? Pah! What's that?) and now sits motionless slap-bang in the middle of the view screen. When hailing or answering incoming communiqués, you are offered two possible replies and depending on whether you are a diplomatic player or a barbarian you have the opportunity to alter how the conversation progresses. Some answers will provoke the enemy while others will simply cause them to retreat, but the reply options aren't always dramatically different from one another and it is sometimes very hard to determine what response each reply will receive.

If you're lucky your reply will fail to annoy the adversary, however if he decides that today is a good day to blow you out of the stars then I'm afraid you will have to engage in a little action. Now there's nothing wrong with hands-on action in a game, after all, it gets pretty boring if there's no excitement – but the battle sequences are so embarrassingly bad that it makes you wonder what the developers were on when they designed this bit. The battle sequence had the potential to be so exciting – with the help of a little scaling, a cross-hair and a full screen as seen in Wing Commander it could have been excellent. But oh no, instead of all this you get a frighteningly bad Asteroids rip-off where you view the starships from above and activate the thrusters to move the Enterprise around a grid.

Excuse me! Have we missed something here? Since when has the Enterprise been able to turn on a dime, spin round in all directions and reverse at the drop of a hat? If I'm not mistaken, I'm sure this technically superior 24th century starship can also move up and down as well as from side to side.

THE SECOND OPINION

RICH LLOYD

Unfortunately this is no more than a very basic adventure game reminiscent of some of the average console RPGs. There isn't enough of an influence from the Star Trek: TNG universe – sure all the characters are there, but what really makes the programme are the relationships between them. None of the characteristics of the enemies come across, leaving you feeling a little let down by the whole thing. The game itself is built around very simple puzzle solving and exploration for the most part, with some very basic combat sequences. The overall package is essentially a big disappointment that should have been so much more.

nuqDaq yuch Dapol

Faced with a wide array of crew members, you can't help but test yourself on who you recognise...there's Riker I think (he's got a beard so it must be); that one's Geordie because he black and has something obscuring his face; there's Beverley because she's a fair-haired woman; oh and there's Worf because he's got a lump on his forehead. How bad are these pictures? Surely if the developers are going to digitise the characters from the series then they would get pictures that were in focus first!

You are able to pick just four crew members to take on a mission, and then you disappear off to the transporter room and beam down to the planet. Fortunately for my sanity, the developers at least got the sound effect right…hang on, wait a minute while I just pick myself off the floor from laughing hysterically because the sprites which are practically looming in mid-air look as though they are auditioning for the role of Charlie Chaplin with their feet turned sideways and standing as stiff as boards. When they walk, John Cleese would enrol them immediately into his Ministry of Silly Walks. Now let's talk about the perspective! Well, the sprites' legs wave around and the background moves, but they never make contact with the background at all!

Arghhh! Watch out for the big blob – oh my god, it's drooling all over me!

Your phaser is a nifty piece of equipment, blasting through stones, walls and doors

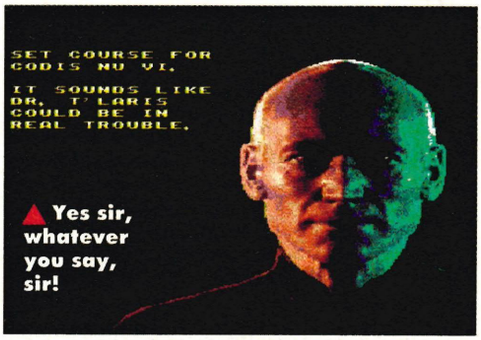
The Romulans like to sneak up in an attempt to intimidate you – don't let them get you down!

tlhIngan Hol Dajatlh'a'

OK, so I've ripped the game to shreds graphically, but what about the gameplay? Sadly, there's not much to get excited about there either. Sega has been boasting that there is over 100 hours of gameplay included here and to be honest I can well believe it – just consider how many planets you can visit and the number of chances you get to fight one-on-one with enemy ships. The problem is that everything is executed so appallingly. The idea of controlling the ship's navigational, tactical, engineering capabilities and so on is great, but the combat sequences are dire, relying heavily on luck rather than tactics.

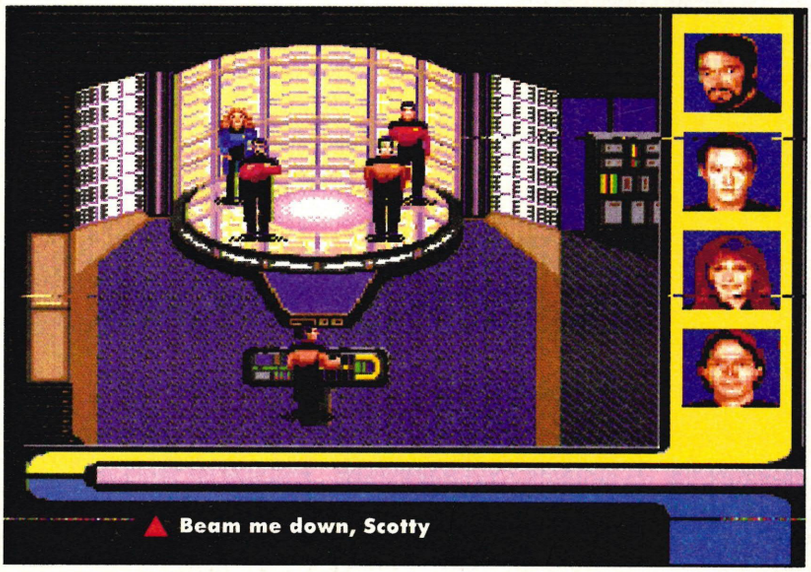
Once down on the planet you happily levitate around sprawling levels, phaser in hand just in case some bizarre blob materialises on screen, and pick up a few objects every now and again. You can send your crew off on different tasks, thus utilising their varying skills, but the control system is so awkward that you get frustrated and end up in a panic when confronted with a crisis. The phasers seem to be about as effective as throwing stones, and the bad guys (particularly the Romulans) obviously wear impenetrable armour plating.

Never have I looked forward a game quite as much as I did this one and unfortunately Echoes From The Past, Sega's licensed Star Trek: TNG game, is a complete let-down. I think I shall just sulk in the corner and watch episode number 76 for the 23rd time – it's the one where...



Yes sir, whatever you say, sir!

On the planet surfaces you are only allowed four people in your away team

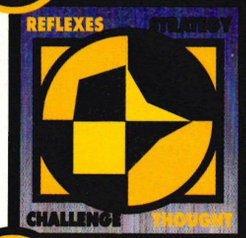


Beam me down, Scotty

IT'S LIFE JIM, BUT NOT AS WE KNOW IT!

Despite what you may think, our production editor didn't have a jelly-head attack with the headlines in this review – they are in fact written in Klingon. Yes, it is a proper language! To create an air of realism and continuity, a language was specifically developed to be used in the Star Trek movies and more importantly, The Next Generation series.

% RATINGS



PRESENTATION 34%
There's very little here that really resembles the series

GRAPHICS 43%
Grainy, flat, distorted and bland. The logo is just right though

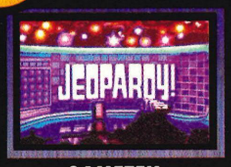
SOUND 46%
A couple of good sound effects, but no speech and an awful theme tune

SHORT TERM PLAY 50%
Interesting novelty factor...for about 10 minutes!

LONG TERM PLAY 40%
There may be 100 hours of play, but it's far too boring to find out

OVERALL 47
Annoyingly poor – this idea could have been turned into such a good adventure

MEGADRIVE REVIEW



GAMETEK

GAMETEK

8-MEG

STYLE

QUIZ GAME

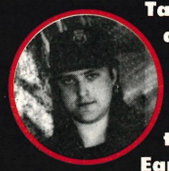
PRICE £39.99

PLAYERS 3

SKILL SETTINGS 0

RELEASE DATE

IMP ORT



Take DAVE RENTON, a handful of desperate American citizens, a liberal dose of the Fifth Amendment and let them loose on what has got to be the tackiest quiz show on planet Earth.

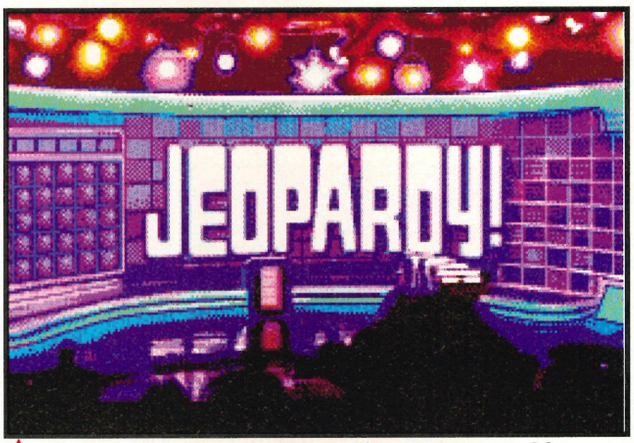
JEOPARDY!

If this is the "all-new '94 deluxe edition" I wouldn't like to see the original version of this game, unless this incarnation of Jeopardy! has been made more like the TV series of the same name – ie, tacky as hell. It may look crap and sound like a small rip in Sploote's speaker, but it is the only game I've seen in a long time that has brought the entire office to a standstill (including Pam and Amanda) – everyone crowded round, answers were being shouted back and forth, Rich was trying to rip out Lee's joypad to stop him answering questions on time, Lee was punching Rich (nothing to do with the game though) and a good old chuckle was had by all.

BERNIE THE BOLT

If you've never ever seen the TV show Jeopardy! then you've really missed out. An English version of this American game show was broadcast during daytime viewing and it has got to qualify as one of the tackiest-looking quiz shows ever produced, even beating Count Down and Wheel of Fortune. So to say it looks crap on the Mega Drive has got to be a compliment to the designers. Sky-blue and a sort of 'off' purple have been used as the main colours and they seem to clash together marvellously.

Right, now you know how tacky it is, what's the gameplay like? A bit like Trivial Pursuit and a bit like standing around in the pub next to a quiz machine and spilling your pint in excitement. Your selected player pits his wits against another player or the CPU in a race to gain the largest amount of money (or you can play our variation, in which you must lose the most money by entering wrong, but funny, answers).



Nice to see you, to see you, nice, great smashing super, I'd buy that for a dollar, didn't she do well, shut that door (repeat till fade...)

I do believe that it is the bolognese sauce dribbling down the front of your shirt

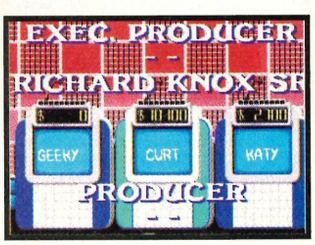
The excitement builds. It can't be true – you get a choice of which button to use as your buzzer

ANTHEA REDFERN

The game starts with straightforward Jeopardy! in which you are given six subjects to choose from. Underneath each of these are five screens containing amounts of money ranging from $100 to $500, in $100 stages. Needless to say, the higher the amount you go for, the harder the question and the more money you will lose if you get the question wrong.

Now when I say 'question', I actually mean answer, because this is what makes Jeopardy! totally different from any other quiz game that you will have ever taken part in. Stop me if I'm going too fast for you, but in Jeopardy! you are given the answer and you have to come up with the question to go with it. The guy doing the slug-balancing-on-top-lip act says; "It's wet and lies between Britain and America". You then press whichever button you chose as your buzzer and you'll be given a screen that says, "What is…". Where the dots are is where you'll input the answer; "The Atlantic".

There is one square that hides the Daily Double, which is where it gets exciting because your opponents aren't allowed to answer, while you are given the opportunity to bet as much money as you like, which will be doubled if you get the question right.



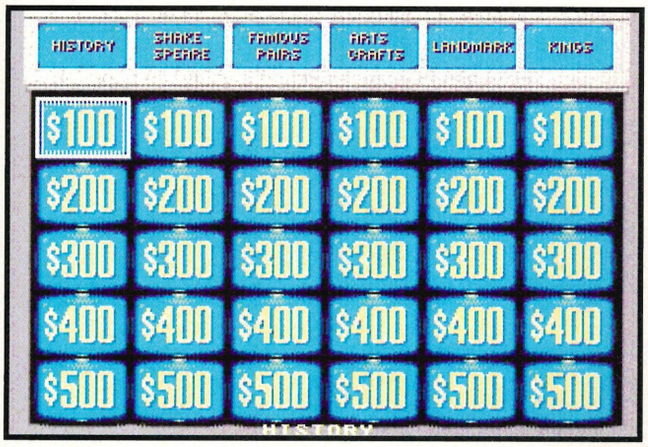
GIVE THEM AN OSCAR

As you can see from the above examples, the characters appearing in Jeopardy! are extremely talented actors

DELUXE EDITION

ROY WALKER

Once all the questions on the Jeopardy! board have been answered, it's time for Double Jeopardy! This exciting concept means that all the money on the board has now been doubled (ie, the money now ranges from $200 to $1,000). After playing this game of Double Jeopardy! to the usual rules and having run out of questions, the game moves on to the exciting climax…Final Jeopardy! This pits you against all of your opponents in a head-to-head (just like the rest of the game), but you can only take part if you finished with a positive amount of money in the bank. All participants then say how much they would like to bet and the answer is revealed. The person who has the most money after this final question becomes, wait for it, The new Jeopardy! champion...and then you all go back to sleep, are fired from your jobs and never work again.

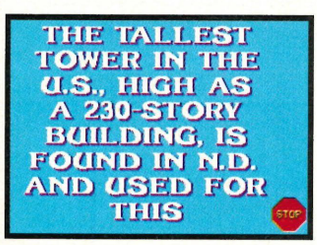


▲ **The scores are on the doors and my specialist subject is 'famous pairs'. Oh dear – sounds a bit rude, doesn't it?**

NAME YOUR OWN CRAP HOST

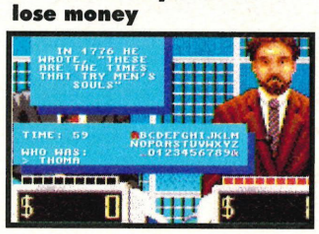
I suspect that Jeopardy! because of its dire graphics and sound is one that's going to be left on the shelves for a long time. However, it is a great game for mothers and fathers of Mega Drive youngsters who will have hours of entertainment when they invite the neighbours round for a quick session. The only problem with this version is that it's American and so you've got to spell in American and have a good working knowledge of American history and the Civil War, oh, and a complete list of American presidents wouldn't go amiss either.

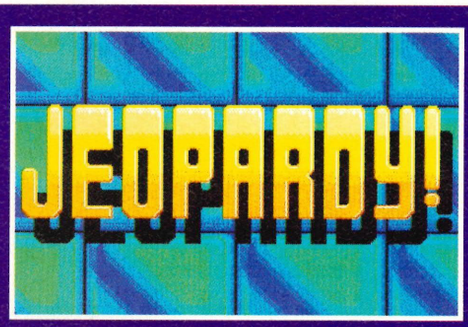
In all, if you like quiz games then this has got over 3,500 questions from 300 different categories that will push your knowledge to its limits. I enjoyed it, but Rich called me sad…



▲ **They could be talking about Rich's tackle here, so shall I buzz?**

▼ **Questions are answered by highlighting each of the individual letters – make a spelling mistake and you could lose money**





▲ **Jeopardy is just the first stage of the game and it enables you to get ahead with small amounts of cash**

▲ **Revealing the Daily Double square will give you an edge over your opponents if you answer correctly**

◀ **Double Jeopardy is the second part of the game. Here you'll be playing for real money. All the amounts on the previous screens are doubled. Give the wrong answer and you could loose $1,000**

▲ **The Grande Finale. If you've managed to survive the game with your credit intact, then this is your chance to become the NEW JEOPARDY! CHAMPION**

%RATINGS

PRESENTATION 20%
Worse use of colours I've seen on a Mega Drive

GRAPHICS 20%
Nearly the worse use of graphics I've seen on the Mega Drive

SOUND 20%
Definitely the worse sound I've ever heard on the Mega Drive

SHORT TERM PLAY 55%
No real short-term play – when you start you're there for the whole half-hour slot

LONG TERM PLAY 65%
One that you'll be getting out when the family are round for Christmas

OVERALL 55
True to the original TV series, but Trivial Pursuits would probably be a better bet

THE SECOND OPINION

RICH LLOYD

When this came out a few years ago on the Amiga it was a storming success, and rightly so, but that was ages ago and a lot of things have changed since then. When the cartridge version came out it pretty much got a right slagging across the board and the snazzy Silicon Graphics bits and the long-winded speech doesn't make it any better. There are a lot of other games you could spend your money on, or alternatively why not spend it on a night out because you might meet lots of new people and have much more fun than you ever would playing this load of tosh.

prize master

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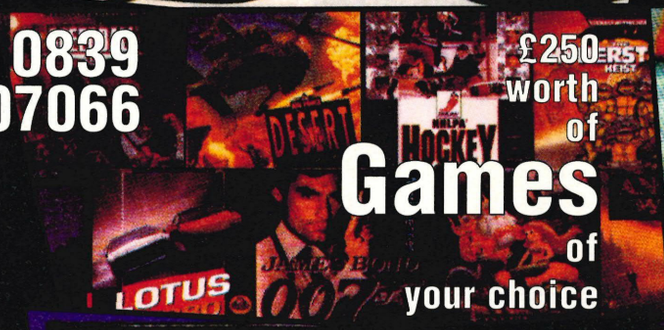

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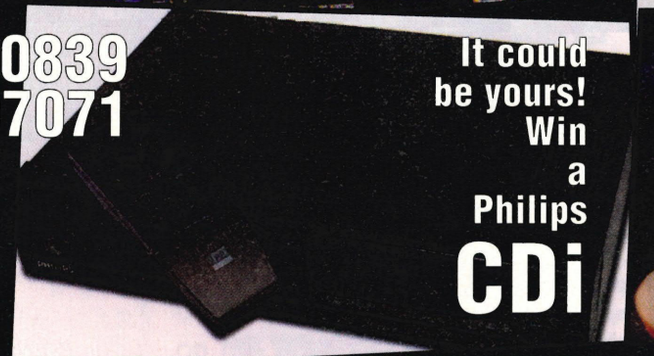

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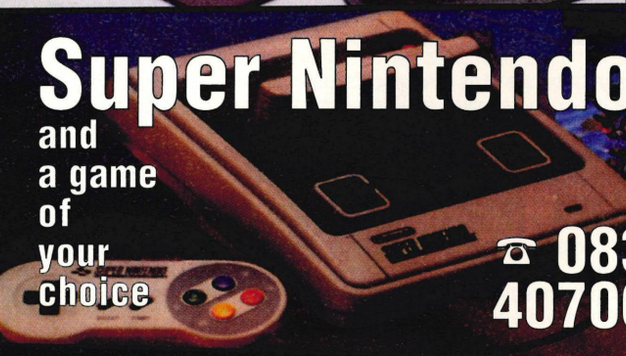

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SOME OF OUR LUCKY WINNERS

● Mega Drive & M/CD; A. Nicholl, Worcester. ● £250 games; L. Paul, Scotland. ● Super Nintendo; C. Wilson, Cornwall. ● Videos; E. Cooper, Wales. ● Mountain Bike; L. Hill, N. Ireland. ● Game Gear; D Strivens, Essex. ● Sports Kit; E. Evison, London. ● Amiga 1200; S. Jones, N. Yorkshire. ● Mega Drive; J. McLeod, London. ● Mega Drive & M/CD; P. Roe, Northumberland.

Calls cost 39p per min cheap rate, 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 31/8/94. All competitions have six multiple choice questions and tie-breaker. Where Instant Win is indicated there is no tie-breaker and prizes are won instantly by playing a deciding game. Nintendo/Sega/Amiga/Philips/Suzuki Vitara are

Lloyd's Barbershop

Hello dear readers, the escapades of the Oxfordshire barber continued this month. Fresh from his brush with steamroller-induced death, the Lloydman re-opened the barbershop once more. What he didn't expect was that his first customer would be a psychopathic killer with pyromaniacal tendencies. All the excess hair clippings strewn across the floor were perfect to start a horrendous blaze and in the ensuing disaster the shop was completely destroyed and the hairy Howe hero cruelly escaped unharmed.

Unfortunately he is still alive, but after all these attempts on his life it seems that he has finally got the message and left us all alone. No more will we have to put up with that strange cheesy aroma that appears just as he enters the room.

Before his untimely departure he managed to finish this month's lot of pages, and so here they are. "Will he ever return?" I hear you cry. If you want to see the Lloydster back at the helm of the world's premier forum for debate then drop us a line at

LLOYD'S BARBERSHOP, MAVERICK MAGAZINES
16-17 HOLLYBUSH ROW, OXFORD, OX1 1JH.

STEVENAGE

Dear Lloyd,
I felt compelled to write after reading the snippet in your April issue about Flashback on the CD. I was happily reading your mag when I saw said article and felt my trousers suddenly become very tight around the crotch area. However, my trousers became rapidly loose again when I read the words; "The main differences will be the quality of sound…the sound effects have also been resampled".

Now is it me or are Sega Enterprise a bunch of money grabbing *******s? I'm sick to death of seeing old carts being reproduced with new sound and the occasional FMV. Why don't these companies take an already successful game and give us NEW platforms and screens to run around on? If this idea occurred to these companies then the Mega CD would find the huge commercial market that it deserves and your letters page wouldn't be full of whining pre-pubescent teenagers going; "I'm selling my Mega CD coz it's crap".

Oh, and another thing, why do all the above-mentioned teenagers have to ask your opinion on games? I could be really bitchy and give examples but I won't bother, YOU KNOW WHO YOU ARE!!! If you can't make your minds up about what's good and what's not READ THE REVIEWS!! As for the much-coveted T shirt that everybody seems to drool over, I've never even read about one being offered. That's it apart from that I'm glad you've built a barber's shop on top of that hippy hallucinogenic's island that was here previously. He ignored my first letter! I was all geared up for a duel with Dominik Diamond after his rash 'I'm the best John Madden player in the world' comments a few months back and my letter wasn't even bloody printed! Cheek!
Chris Asherott, Merseyside

LLOYD: CDs again. What a palaver. Releasing slightly jazzed up games on CD is OK in my book if the price is lower than the cartridge and they come out roughly at the same time. Take EA and NHLPA '94 for example.

As for Tom not answering your letter, I can't really blame him. I think I'll stop this reply right now and talk about something completely different instead. Did you see that thing in the tabloids last week about how it is now 'official' that violent films can warp your mind? What a crock. No doubt in a few months this will be expanded to include games and we'll all be shafted...oh no, I liked Streets Of Rage III, off to the loony bin for me before I do someone in. By the way in today's computer games trade paper there is an article confirming that computer games are good for you. Hurrah! If you have any opinions on this then don't send them to me because I don't care.

EYNSHAM

Dear Lloyd,
Please do not take too much off, I only have a little bit left. I noticed in the last issue No 27 that you said you were getting too many letters from Welsh readers. So I came to rescue you from the dragons. You also say that you want letters from people anywhere in the world so here I am.

I was reading through the mag when I stumbled upon the preview of Virtua Racing. I read through the preview and was very impressed until I looked up and saw the price. Who in their right mind would pay £89.99 for a game no matter what game it is. OK, like I paid £60 for SF2 but I am talking about £30 more. People do not have money to run out to the shops and lash out £90 for a game. This is my first time writing to MegaTech and I would be proud if you printed my letter. I buy MegaTech every month and it is by far the best mag.
Noel Hayes, Co Offaly, Eire

LLOYD: Now I don't want to be predictable and start doing Irish jokes but did you know that when you put PTO on a letter you are supposed to actually put something on the reverse side of the paper? I've just been unreliably informed that Virtua Racing will actually cost between £64.99 and £69.99 which isn't as outrageous as we all first thought, but it is still a fair wad of cash. I'm not sure whether any game is worth this amount of money but basically Virtua is the best Mega Drive racing game, and if it is too expensive for you then go and play it in the arcade instead. If you can afford it then buy it and be happy.

EALING

Dear Lloyd,
I have been playing the electronic keyboard for some time and for about two years have been writing my own music. All my mates reckon it's really good and sit there saying things like "This would go really well with a game like Road Rash" and so on. As you've probably realised I would very much like to write music for computer games. I would be very grateful if you could give me any info on how to break into the industry or an address to which I can send a tape of my work that I have put together. Even if you don't print this letter I would be very grateful if you could send me a reply
Duncan Clapham, Leighton Buzzard, Beds

LLOYD: What you should do is make a few copies of your tape and send it to as many different software houses as you can think of. There are lots of them about and if you are up to scratch then you should get noticed. Be persistent so that the companies know that you are keen, but don't be annoying as it will only put them off.

YORK

Dear Lloyd, (Oh hell, a handwritten letter, can't you type?)
A couple of points for you – there I was, browsing through the various mags in the local post office (strictly

bottom shelf) when lo and behold, there was old Lester and Buddy on the front cover of your mag, "Ace!" I thought to myself, it's something to do with Another World (I'm quick like that). Having played it on my mate's PC a while back and loved it I was delighted when it came out for the Sega and I snapped it up quicker than you can say "MPs are faithful, law-abiding citizens who practice what they preach".

Anyway I got stuck into it and got pretty far into the game, but I am well and truly flummoxed at the following point: Old Lester has just got to the point where he pulls down a lever opening the Beast's holding cages on the level below, the sound of gunfire and guards being eaten is most gratifying but when I drop down the hole to observe with smug satisfaction the carnage I have wreaked, I am instantly shot despite various combinations of crouching, shooting, putting up shields, etc. How do I progress?

Also if you have printed a blow by blow layout of Another World in any of your past issues please could you let me know which one and I will gladly send you some wonga in exchange for said item. Many thanks and keep up the good work.
N Cannon, London
PS If you want Mr Blobby strung up for insubordination, send me his address!

LLOYD: I remember the place where you are stuck very well, but I don't seem to recall ever getting trapped there. All you do is drop down the hole and run like crazy to the right and then climb up through the hole in the ceiling and save your mate. It may take a few tries but if you do it quickly enough then you should encounter no problems.

ABERYSTWYTH

Dear Editor
Following your very disturbing news last month that Star Trek: TNG was not to be released in this country I felt compelled to put pen to paper and voice what many devout Trekkies will be screaming within the confines of their homes or crying over their Mega Drives.

Sega UK you say have deemed that there isn't a sufficient market for this game with a proposed tag of £60. Have the money men at Sega ever thought of contacting the Star Trek fan club and finding out how many members it has and thereby getting a base figure to work from. Since when has the price mattered to Sega anyway when games such as SFII (£60) and the forthcoming Virtua Racing (£80) are available?
Yours, a very sad Trekkie,
John Aldridge, Surrey

LLOYD: We were all a little disappointed to hear about it as well because there are quite a few Trekkies in the office. One member of staff who shall remain nameless so that I don't get into trouble (Eh, Allie!) actually bought a life-sized cardboard cut-out of Commander Riker! I'm sure there are loads of people who would buy a Star Trek TNG game. Let's face it, if the game is half-decent people will buy it anyway, whether they are Trekkies or not. Still, if you want a copy of it then check out the mail order companies that advertise in these very pages in a few months to get an import copy. Remember, bortaS blr jablu'DI'reH QaQqu' nay'!

LUTON

Dear Lloyd,
I felt I must write to someone to have a good old whinge and what the heck – you'll do. The reason for moaning is "Sonic 3". Bah!
I was one of those who was very impressed with "Sonic 2" and thought it was a significant departure from the original game, but with "Sonic 3" I feel that Sega have let me down. The "Giant Ball" bonus game is a great idea although I can't take to the "Gumball Machine" one, but that's about it! First they propose a ludicrous price tag of £60 which thankfully most retailers have knocked down to £45 and then when you have the game you find a rehash of "Sonic 2"

Sure the graphics are good and the speed sometimes phenomenal but the gameplay is the same, save for a few small touches. No doubt you will say that most people like it and I am in a minority, but then most people are bludgeoned into submission by Sega's marketing forces with "Sonic the Cartoon", "Sonic the Crisps", "Sonic the bog roll", etc.

Compared with the amazing "ToeJam and Earl 2" Sonic is a letdown, especially after "Sonic Spinball". If anyone wants a brilliant, long-lasting amusing game buy "TJ&E2", not "Sonic 3"
Alan Holloway, Bristol

LLOYD: Are you insane or something? What did you expect? Did you think it would be a shoot'em-up or something? I suppose you saw Rocky V and hoped it was a horror film because boxing would make it too similar to the others. Nightmare on Elm Street 6? I should imagine that'll be a light-hearted comedy about suburban life in America. I was also disappointed that Naked Gun 3 didn't cover the political situation in South Africa like I hoped it would.

What are you talking about anyway? You'd have to be a complete moron not to see that Sonic 3 is a vast improvement on Sonic 2. If I had to choose between Sonic 3 and TJ&E2 Sonic would win every time.

By the way, cheers for using an unfeasible amount of speech marks. I hadn't pressed the " and " buttons on my keyboard for quite a while and they were feeling a bit left out. """""". There, that's better!

ACRINGTON

Dear Lloyd,
I have only recently started to buy your magazine but this is my fourth time of writing to you. So if you would kindly answer these questions I would be much obliged. Either print them or send the answers please.
1) Is Alien 3 worth getting because where I live it is only £19.99?
2) Is Final Fight available on the Mega Drive and if so what is the rating?
3) What football team do you support?
4) Is there a chance that the price of games might decline?
5) What is your favourite basketball game on the Mega Drive
6) Which is better, J-League or FIFA soccer?
7) Have you got a cheat for extra lives in Jungle Strike without using an Action Replay?
8) Or have you got any cheats for Sensible Soccer, PGA Tour II or NHLPA '93?
Anthony Doyle, Rep of Ireland
PS Please, please print my letter because I desperately need the answers.
PPS Is Pelé's new Mega Drive game any good?
PPPS Are there any soccer management games coming out?

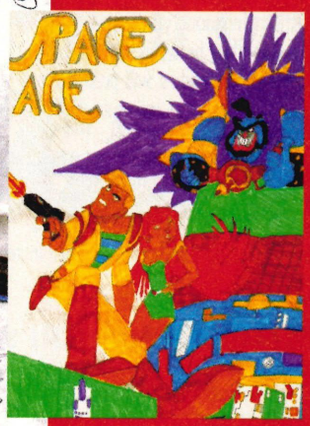
LLOYD: Oh joy, another long list of questions to answer. How I love writing the letters page. It's such a stimulating experience. Tell you what, I'll send a lucky reader a long list of boring questions and then they can answer it just to see how much fun it is. Am I nice to you or what? Right, on with the show.
1) It sounds like a bargain if you ask me, which you did, so it is.
2) It's on CD only, and Streets of Rage 3 is much better.
3) I don't! Shock horror, here is a man who hates watching 22 sweaty blokes kick a dead pig around a field!
4) It could, but don't hold your breath.
5) I prefer Konami's Hyperdunk.
6) FIFA.
7,8 and all the PSs) Nay, nay, and thrice nay.

TAUNTON

Dear Lloyd,
1) I have F1, do you reckon I should get Virtua Racing when it comes out?
2) When Syndicate comes out should I get it (Is it any good)?
3) Out of these games which is the best (list best to worst) F1, SF2, Puggsy, NBA Jam, Sonic 3, Another World, Fatal Fury?
4) Will there be another Eternal Champions like Fatal Fury 1 & 2 and Streets of Rage 1, 2 & 3?
5) Why don't you put some posters in your mag because that will make people buy it. If you do put Virtua Racing or Syndicate as one.
Dave Brennan, Cheltenham

LLOYD: Talk about getting straight to the point, I mean, let's just forget all the idle chit chat and usual stuff like "Please can you help me by answering my

Thanks to Robert Peters for the Zool and Freaky Frank works of art



Steven Mianta, age 14 is the creator of the colourful Space Ace picture

questions" or other pleasantries and just get down to the questions shall we?
1) If you can afford it.
2) If it is as good as the other versions then it will be a must-buy.
3) Talk about a hard question! Here goes; SF2, Sonic 3, F1, Puggsy, Another World, Fatal Fury, NBA Jam.
4) Probably.
5) What was that big piece of glossy paper in last month's mag then?

By the way Dave, judging by the Syndicate drawings you sent in I think you are a very disturbed young man!

ECCLES

Dear Lloyd,
It's me again! Just thought I'd write to you because I have a load more questions for you to answer.
Anyway, here goes:
1) I can get John Madden '92 for £14.99 and John Madden '93 for £19.99. Which one should I buy?
2) What games will be packed with Sega's new Multi-Mega?
3) Which game is the best out of Kick Off 3, Ryan Giggs and World Cup Soccer '94?
4) Is the answer to the last question better than FIFA?
5) Will other software companies do something similar to Codemasters' J-Cart?

Anyway, I must go now. Thanks again for answering my questions.
Howard Doupe, Merseyside

LLOYD: Hello again Howard. It's nice to see a friendly face every now and then – these repeated assassination attempts can really get you down you know.
1) The main difference between the two games is the updated statistics, so '92 at £15 is a great bargain. Why not shop around for '94 because that is much better.
2) The Multi-Mega, or Sega CDX as it is now known should come with Sonic CD and Ecco the Dolphin among other great games.
3) They are all pretty much the same.
4) FIFA is a good all-round footie game and will take a lot of beating.
5) Probably not because there are two four-way adapters available already and so most companies will assume that if you want multi-player extravaganzas that you already own one of them.

ROMFORD

Dear Lloyd,
Could you please answer these few questions? (No – Lloyd. Oh all right then.)
1) Will any of the following PC games be ported over to Mega Drive or Mega CD: Space Hulk, SimCity 2000, Prince of Persia 2, and Day of the Tentacle?
2) Why not put a Mega CD demo with your magazine once in a while? People without a Mega CD could buy a copy without the demo. (Also there are some amazing rave demos on the Amiga that would look good on a Mega CD demo.)
3) Now that Syndicate is being ported to Mega Drive, do you think that American Revolt will follow?
4) When will Monkey Island be out officially?
5) Virtua Racing is an amazing game, the speed and smoothness is very impressive and it's all thanks to the SVP chip, but could the Mega CD's hardware cope with the game? If it can will there be a conversion at a cheaper price? (£80-90 seems a little expensive.)
6) Is there any more news on the VR headset?
Thanks again for answering my questions
Martin Cadman, Doncaster

LLOYD: Questions, questions, endless questions. What's happened to all the lively debate and topical discussion? It seems that all the letters I get nowadays either consist of endless reams of questions about new Sonic games or so called 'humourous' letters from demented sheep like Arthur Johnson from Gwent. Get a life you sad individual!
1) No, no, probably, no.
2) Because it would cost an absolute fortune and we'd have to jack the price of the mag up by about two or three quid, resulting in endless complaints and other headaches.
3) The chances of American Revolt coming out on the Mega Drive are pretty slim. For those of you who don't know it is a data disc for the original Syndicate game. We have been told that Bullfrog doesn't want to release any upgraded games on the Sega format and it has decided not to release the data disk versions of Populous and Powermonger. I can only assume that this will apply to Syndicate as well.
4) It still hasn't been approved for official release.
5) The Mega-CD has some great custom facilities but it can't handle polygons so the chances of VR on a CD are zero.
6) No.

SWANSEA

Dear Lloyd,
Firstly, I would be grateful if you could print my letter. I'll start off by saying that I'm not proud to admit that I've got 27 games through piracy. My father bought the copier because we agreed that 40 pounds was too expensive to pay for a game. Nobody can ask Sega to lower its prices, because it would obviously not be making a profit (or sufficient profit).

I know how damaging what I'm doing is, and that if no one bought Mega Drive games Sega would go bust. However, I can't afford the games, so instead of not buying games and getting bored I copy them. I mainly do it as a form of rebellion. Sega has to come up with an answer to lower its prices, because if it doesn't it will in time go bust due to more and more people

pirating instead of buying its games. If Sega starts slapping on the new FX chip on every game that's released it might stop piracy, but correct me if I'm wrong – wouldn't the prices start rising?

If you reply Lloyd, please don't go on about how damaging pirating is because I already know that. Now could you please answer my questions…

1) What football team do you support?
2) Which is better for realism – FIFA, Super Kick Off or Ultimate Soccer?
3) What is your favourite all-time game on the Mega Drive and SNES?
4) Is it worth buying a Mega-CD for what games it has to offer and do you think the games will improve? For instance, take the SNES when it first came out – the games were a load of cow crap but now there are some damn good games on the market.

If you print this – thanks.
J McCabe (12), Dublin

LLOYD: It's a jolly good job you didn't include your full address otherwise you might have found yourself up the proverbial creek without the proverbial paddle and other proverbial things as well. Using these dodgy devices is highly illegal and you can even get nicked for owning one. Let's face it, if you don't get sent down soon, expect some lads with baseball bats to come a knocking on your door and they won't be collecting donations for the Boy Scouts! As you said, it damages the market so don't be a pillock.

1) Why is everyone so interested in my footy loyalties?
2) FIFA.
3) Mega Drive – either Sensi or SFII. SNES – Mystical Ninja II.
4) We can only hope.

TENTERDEN

Dear Sir/Madam,

I am a pupil at Buckhaven High School and I will be leaving this Christmas. I want to work with computer magazines when I leave school and would like to have my own console magazine. I have written to several console mags asking for information on how to go about it and I am waiting for a reply. I know I will need someone to publish the magazine for me if I am able to make this magazine. The problem is that I stay so far away and it will be hard to get the contents through every month. If you also find this a problem could you please put me in touch with a publisher nearer my area. Could you also please give me some helpful information that could help me.

Martin Black, Scotland

LLOYD: Hold on a minute, let me get this straight. You want to write an entire console magazine on your own and want us to publish it? Are you insane? Just how easy do you think it is? It's not just playing games all day you know. Judging by your letter I would hazard a guess that you don't have access to a word processor – a pretty useful tool in this industry. Instead of trying to make your own mag, why not just try and get a job on a well-established one already? Mind you, having a slight grasp of the English language might be useful.

ENFIELD

Just a few questions to ask:

1) When will the 24-meg version of Sonic 3 be out? I've looked everywhere but can't find it. Has Sega dropped it or is it still working on it?
2) If it finally does come out, how much will it cost?
3) Finally, in MegaTech 26 you said that a booster pack would be available that could turn the 16-meg Sonic 3 into the 24-meg Sonic 3 and give Sonic 1 and 2 more levels. When will it be out or has Sega dropped this idea?

Kev Roper, S Yorks

PS Even if this letter's not published I'd still like a reply!

PPS Excellent mag! Keep up the high standard!

LLOYD: I've got an idea – why not ask me the same question more than once? After all, I might not have understood it if you asked me just the one time. Why not just say, "Can you tell me what you know about the Sonic 3 24-meg upgrade?". Anyway, as we said in issue 26 which you have obviously read, you will hear about it as soon as we do. At the moment the idea looks likely, but is still unconfirmed. If you've got the level select cheat to work you will notice that there are quite a few levels that cannot be accessed – these are probably going to be on the upgrade if it ever appears.

VALLEY

Dear Lloyd,

Hi, first I'd like to say how great your magazine is – keep up the good work lads. Now I'd like to say a few words about the sad git Mr X, the bloke who was slagging you off last issue. Why don't you get a life, you sad plonker. It doesn't surprise me that he would write such a crap letter. After all he is Irish. I have a few Irish jokes that you might like:

1) How do you burn an Irishman's ear? Ring him up while he's doing the ironing.
2) Why did the Irishman take a car door to the desert? So he could wind the window down when he got hot.
3) How do you save an Irishman from drowning? Take your foot off his head.

Hope you liked the jokes, Lloyd.

Des, Man U fan, England

LLOYD: It is strange that you should raise the subject of Mr X, because last week he sent in a highly offensive letter that was so bad it kept us all in stitches and now currently resides on the notice-board! He is a complete loser – if you can't criticise without resorting to swear words then you are a very ignorant man, Mr X. As for what you said about the humungous you know what, well, I guess you must be an expert on such matters. All the other readers will probably not have a clue what I'm going on about, but I know you will matey!

Anyway, sorry for ranting on about him while answering your letter, Des, but these things have to be said. By the way, your Irish jokes were terrible. Please do not send any more in to us!

ORPINGTON

Dear Lloyd,

I live in Stockholm and I've been buying your magazine for quite a long time (soon I'll probably subscribe) and now I thought writing to you was a good idea. I am one of those proud Mega Drive and Mega-CD owners.

Here in Sweden, games are released a couple of months after they are in Britain, the prices are ridiculously high and the game sellers know about everything except the games themselves. Now at least Sony Imagesoft has opened its office here so its games are available in shops earlier.

When I buy your mag and read your reviews they make me feel like I'm playing the game itself, so the expectations of surchase a game vanish, so also my almost untouched CD (Eh? Lloyd).

But enough of the sad part of the letter. Here are some questions:

1) I love adventure games and I would be happy if you could give me an overview of some graphic adventures that haven't already been mentioned in your magazine.
2) An advertising mail order company in your mag sells a game named MYSTERY MANSION. I think it's a good adventure game. Am I wrong?
3) The unknown Cine Pak surely is a good add-on for the Mega-CD – it produces much more colourful and cleaner FMV. Do you know if any game under development is utilising the Pak?

Edoardo Larosa, Stockholm, Sweden

PS I thank you for your very best mag. I really appreciate your exist.

LLOYD: Another happy reader from across the water. The only decent CD adventures I've seen are Monkey Island 2 and Rise of the Dragon. I think this Mystery Mansion game you are talking about is Mansion of the Hidden Souls, which isn't much cop – I finished it in two hours. A few games already use the Cine Pak compression technique – Double Switch and Tomcat Alley – and no doubt many more titles will use it more effectively in the future.

By the way, I really appreciate that you exist as well. Cheers.

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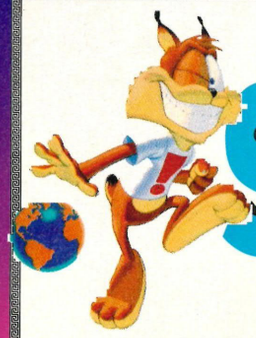

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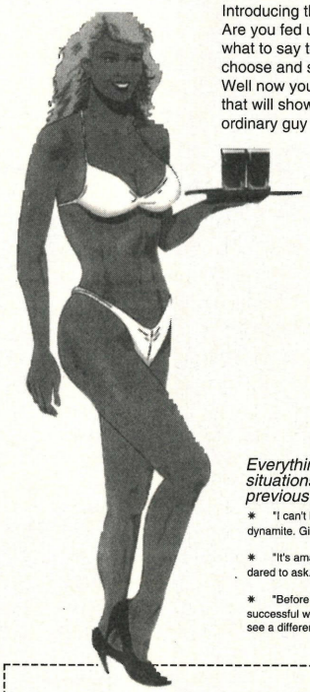

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VS MODE

FMV

MAD DOG McCREE
AMERICAN LASER GAMES
61%

Yep, you guessed it – this is a conversion of the immensely successful arcade game of the same name. Following the same story-line, you wander through various Wild West localities, gunning down every Tom, Dick and Dirty Harry that foolishly sticks his nose out to get a gasp of fresh air. The acting is a bit ropy and the awful American Western accents are gut-wrenchingly painful.

GROUND ZERO TEXAS
SONY
85%

This is by far the closest any game has come to the 'interactive movie' category with a whacking $3 million being spent on flash film locations, a cast of thousands (sort of) and oodles of special effects and explosions. The game unfolds quite dramatically thanks to some believable acting and a strong story-line, while the FMV is surprisingly crisp. All in all this makes Ground Zero Texas compelling to play.

LETHAL ENFORCERS
KONAMI
80%

Night Trap aggravated the Mary Whitehouse lobbyists because of its gory content, but Lethal Enforcers really twisted the knife in further with the inclusion of blatant violence against frighteningly realistic characters. It didn't help matters when a life-size six shooter was packed with the game – the fact that the gun was either shocking pink or a namby-pamby pale blue failed to discourage the wave of criticism directed at the game.

SEWER SHARK
SEGA
87%

The first of the into-the-screen shoot'em-ups to be released out of the four on trial here. One of the features this game has that is different from the other three is the inclusion of fast-paced flying sequences rather than just being stuck behind a cross-hair and a static screen. This game is far more frantic than the others, leaving you with very little leeway for mistakes, making this an incredible white-knuckle ride.

SHOOT 'EM-UPS

This month we take a look at some CD offerings, namely those interactive into-the-screen shoot'em-ups that usually have plenty of FMV but hardly any gameplay! You know the ones, they've been causing quite a cuffuffle because of their use of 'real' actors – it's OK to shoot small, five-colour sprites into a million pieces, but if it's a real person then you're treading on very thin ice indeed. The controversy continues, but the games fortunately continue to roll...

GRAPHICS

There has been a lot of criticism about the quality of FMV in CD games and whether it's really worth putting FMV in at all, due to it always being of such poor quality. This may be true, but we are only talking about a Mega Drive for God's sake and let's face it – if you wanted to see a top-quality bit of movie footage wouldn't you go to the cinema?

MAD DOG McCREE

Grainy, grainy, grainy. The graphics are heavily distorted due to a severe lack of colour, and any detail or features in either the backgrounds or the main characters are hard to distinguish. In fact, the whole picture is so bitty that it actually puts a real strain on the eyes as you endeavour to stare into the screen looking for the bad guys. An over-enthusiastic use of red and orange also makes this extremely bland.

2/5

GROUND ZERO TEXAS

This is surprisingly close to watching a real action movie with masses of explosions, buildings crumbling, people getting flung across the screen and some pretty scary aliens clad in fetching rubber suits. The FMV is a little grainy, but nowhere near as bad as that seen in Mad Dog. There is a greater use of colour making the overall image all the more believable and you can actually see all the bad guys thanks to a crisp image.

4/5

LETHAL ENFORCERS

The backgrounds are all static digitised pictures which are horrendously grainy and are badly digitised. There is also very little colour variation, leaving the overall image grey and bland. The big joke though is the appallingly bad sprites, which sidle into view like cardboard cut-outs rather than realistic characters aiming to blow your brains out. In fact you get more personality from a Punch and Judy show than you do from Lethal Enforcers' cast of, ooh, five. Very lame indeed.

1/5

◀ When fixing your roof try and keep your footing or else you'll end up like this chap in Mad Dog McCree

◀ Playing Lethal Enforcers is enough to put you off flying for good – as if I wasn't petrified of it already!

▶ That's a nice helmet! Please Mr Sewer Shark tell me where I can get one

▲ Welcome to Texas sonny. Now listen carefully, I shall tell you this only once! That's a Jeep, and I'm a hunchback

SEWER SHARK

The representation of the sewers is superb, creating a real feeling of speed as the backgrounds hurtle out of view. The creatures that hurl themselves into your line of fire are also quite impressive and move with frightening speed, adding to the white-knuckle ride sensation. Also, there's some great live footage from the game's cast, all of which is surprisingly crisp and colourful.

4/5

SOUND

Ah, the joy of CDs...what did we do in the olden days without them? Perhaps the only thing that you can't really fault with CD games is the sound, including the crisp, digitised speech and outstanding quality soundtracks. However, we've heard some really bad soundtracks on CDs, so don't take everything for granted.

MAD DOG McCREE

Probably the only decent thing about this game is the excellent speech and clear realistic gunshot sounds. The old codger who introduces you to the wicked ways of the West tends to talk a little too much, but at least you can hear what he's saying. The CD has problems with graphics, but it certainly doesn't have a problem with the frighteningly believable audio effects.

4/5

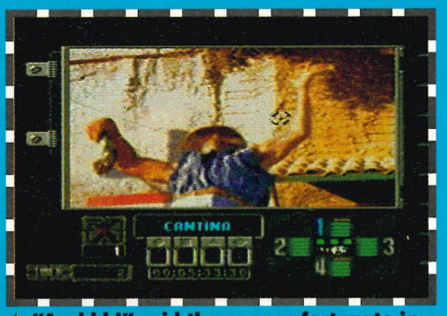
GROUND ZERO TEXAS

There is some superb speech in this game, coupled with some pounding explosions, bangs and crashes. One thing that really sets Ground Zero's sound apart from the other games is the incredibly atmospheric soundtrack that creates an extremely tense aura. Also, during the later stages of the game there are some bizarre alien sound effects that could easily have been pinched from Dr Who.

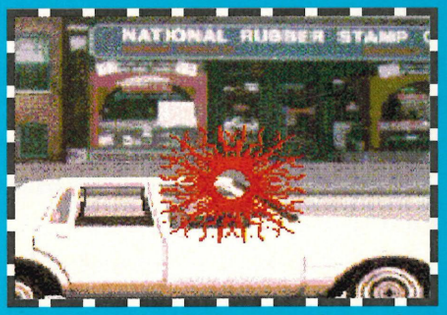
5/5

VS MODE

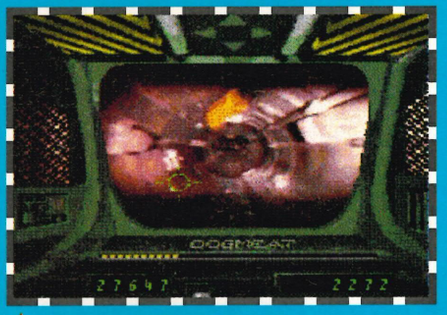
▲ "Wibble" said the old codger in Mad Dog McCree



▲ "Arghhh!" said the poor unfortunate in Ground Zero Texas



▲ "Rat-a-tat" said the gun-toting road-hog in Lethal Enforcers



▲ "Splatt!" said the disembowled verminous creature in Sewer Shark

LETHAL ENFORCERS

Considering this is on CD, the music isn't all that hot but at least there is a considerable amount of clean speech and spot sound effects. The gun shots are quite realistic and are executed with satisfying gusto, and when you reload the gun you are presented with quite a hefty 'chik-chik' for your troubles. Averagely bearable – at least we didn't have to turn the volume down.

3/5

SEWER SHARK

You can't really go wrong with CD games when you're taking the sound into consideration, and Sewer Shark again gives us little to moan about. There is masses of digitised speech, although some of it is a bit difficult to hear over the din of the game's other spot sound effects and soundtrack, while the sound of the guns and explosions have considerable weight behind them. The music is quite tense and you have a co-pilot regularly shouting instructions at you, thus increasing the panic factor even further.

4/5

DIFFICULTY

You spend £200 on a Mega-CD, another £50 on a game and then you finish it in under an hour – now doesn't that just annoy the pants off you? It does us and we don't have to buy the damn things in the first place – the games that is, not the pants!

MAD DOG McCREE

If you are proficient at the arcade game then you'll whiz through this like a speeding bullet, but even if you're new to this type of game you'll soon be sharp-shooting with the best of 'em. At first it's quite hard to see where the bad guys are emerging from due to the crap graphics, but a little cursor above the characters offers a blatant helping hand. We finished this within a couple of hours of play using the joypad, but for a greater challenge you could use the Menacer with its dodgy aim.

2/5

GROUND ZERO TEXAS

Initially you're not really presented with that much of a challenge, then you realise that this was simply to break you in gently. As you progress the levels become increasingly more difficult, requiring faster response times and reflexes in order to beat the bad guys. The game isn't complex – after all, you just stare at the screen and hope you can get the hits in quicker than your (incredibly fast) opponents!

4/5

LETHAL ENFORCERS

In two-player mode this isn't difficult, but for one player the baddies can get hits in quite quick and the aim on the guns is a little askew. The target practice sections are quite tough and require quick but careful shooting. However trying to hit the targets rapidly and managing to reload is extremely tricky. One thing we did like about this game is the end-of-level bosses who are a complete pain to beat in the later stages.

3/5

SEWER SHARK

When your co-pilot shouts out a load of instructions it's not always easy to hear what he says – and he only tells you once! Also, the creatures are not always that simple to kill and coupled with the game's speed it's all too easy to get into a real panic. One thing you can be sure of is that you're not going to finish this too quickly – the game is easy to get to grips with, but it's surviving for a long period of time that's the problem.

5/5

DEPTH OF GAMEPLAY

A good story-line always adds to the

	GRAPHICS	SOUND	ENJOYMENT	DIFFICULTY	DEPTH
MAD DOG McCREE	2	4	2	2	3
GROUND ZERO TEXAS	4	5	5	4	5
LETHAL ENFORCERS	1	3	4	3	1
SEWER SHARK	4	4	5	5	4

atmosphere and tension of a game, but unfortunately good story-lines are very rarely encountered. As the plot thickens you should become intrigued as to how the saga ends. It helps if you've got a fair few levels to get through first before the conclusion or else it's like reading the final page of a book before you even glance at the cover-lines!

MAD DOG McCREE

The story-line is weak, claiming that you just happened to be in the wrong town at the wrong time and only you can save the little community from destruction. Oh, there's a poor, blonde damsel in distress thrown in for good measure. Basically you've got to shoot lots of things and you never really feel like you're that involved at all, but there are a wide variety of locations so take your camera along for those holiday snaps.

3/5

GROUND ZERO TEXAS

This game comes on two disks and believe me it makes use of them. In each level there are four locations to constantly keep an eye on by flicking your view backwards and forwards, and the completion of each level takes you on to another set of locations, and so on. By the end of the game you feel like you've toured the States and a few alien planets besides! Also, the story-line gets more intense, so it really is like immersing yourself in a movie plot.

5/5

LETHAL ENFORCERS

The gameplay is about as deep as a puddle. The story-line is non-existent and the characters have about as much personality as my six-foot cardboard cut-out of Star Trek's Captain Jean-Luc Picard. Hang on what am I saying? It's a shoot'em-up, pure and simple, bloody and violent. The game quite happily rolls along at its own pace, presenting you with target after target, but you have very little incentive to finish it due to the lack of a cinematic feel.

1/5

SEWER SHARK

The game has got an OK story-line and you feel like you've got a mission to accomplish. Also, your boss keeps popping his head up every now and again to hurl insults at you, so again you are driven onwards to prove him wrong! There are quite a few levels to this game and it is intriguing to know what lies ahead – when you finally get to the end you feel a sense of relief and need to sit back and take a deep breath to recover.

4/5

ENJOYABILITY

There are two definitions of enjoyment – actually enjoying the game so much that you want to play it continuously till the end of time, or enjoying playing it simply so you can take the piss out of it because it's unfeasibly bad!

MAD DOG McCREE

This is one of the most successful arcade games of all time, but I don't think we can say the same about this version. At first there's a novelty factor, as all the memories of time spent wiling away the hours in arcades come back, but in the stark light of day this really isn't that much fun – the graphics hurt your eyes and the game is far too easy to offer any longevity. Making use of the Menacer can't even save this one – it's dull.

2/5

GROUND ZERO TEXAS

This is the most enjoyable of the interactive shoot'em-ups to play, with an ever-expanding story-line, a responsive control system, clean graphics, believable acting and fast-paced gameplay all managing to keep your attention. Also, you don't feel like you're mindlessly shooting faceless character after character for hours on end – here you're actually involved in a little town's dilemma, where the situation continually changes and unravels further the more levels you complete. Quite addictive.

5/5

LETHAL ENFORCERS

Despite its faults, this game is enjoyable, especially in two-player mode – it's quite a sight seeing two grown people waving plastic guns around in front a TV screen and then screaming obscenities when a baddie gets away! The game is painfully straightforward and you are required to do little more than pull that trigger as quickly as possible, but it is satisfying to be able to turn your brain off for a while and blast anything that pops up, be it an innocent bystander or not!

4/5

SEWER SHARK

This is one of those games that is instantly accessible as well as enjoyable, and its 'in your face' design grabs you by the short and curlies and won't let go. The game happily speeds by at 100mph, oblivious to whether you're managing to keep up with it or not. What makes this game so enjoyable is the fact that it is so intense, keeping you perched on the edge of your seat. However, when you make a mistake it's over all too quickly.

5/5

GAME OVER

MAD DOG McCREE

No matter how hard you squint at the screen or how frantically you wave your Menacer around, you just can't get the same atmosphere playing this small-screen adaptation as was experienced in the arcades. However, considering how much has been crammed into the game this is a smart conversion and offers a good opportunity to hone the old reflexes. Unfortunately, it pales into insignificance next to the likes of Ground Zero Texas.

13/25

GROUND ZERO TEXAS

The main beauty of this is the way the whole thing has been presented – it is just like a movie from the opening credits to the incidental plot twists. You actually 'feel' for the characters as they interact and chat to you between action scenes, while the over-the-top cinematic FMV and stunt sequences drive you to finish the game simply so you can see how much more of the town is going to get obliterated! $3 million was spent on this game, and it shows.

23/25

LETHAL ENFORCERS

This was great in the arcades and was one of the first interactive-style shoot'em-ups to emerge, so it has a nostalgia factor and as it stands this is a good conversion from the arcade game. However, it looks incredibly dated now and even if it is mindless fun there's no depth to be found. Also, one of the other major gripes is that this is incredibly pricey thanks to the inclusion of the gun, and if you want to experience the full enjoyment of the game you'll have to fork out some more cash on a second gun to play the two-player game.

12/25

SEWER SHARK

At the end of the day this is still one of the best CD shoot'em-ups we've played. It's hectic, frustrating, fun, compelling and challenging...all the things a good game should be. The only gripe is that it is so damn hard – you're not given any gap for errors, so if you make a mistake that's it, 'Game Over' man! But it is good fun and provides a change of pace to the standard walk-around interactive shoot'em-up that the other three offer.

22/25

MEGA-CD REVIEW

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Ah, life is sweet...the sun is shining, it's a bank holiday weekend, we get paid tomorrow, the World Cup is just around the corner (even though Scotland will be absent) and Sensible CD has just arrived. There was only one person in the office fit to review this sacred item – the Jag.

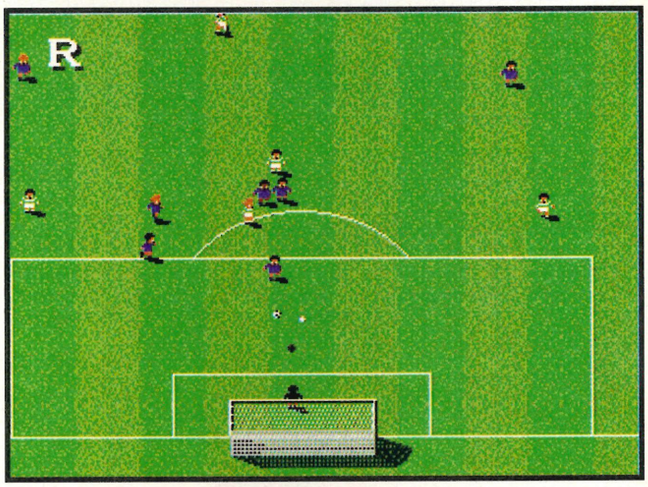
SENSIBLE S

OK folks, sit up and take heed. This will be said once, and only once, but the outcome could change the way you choose to spend your leisure time in the foreseeable future. The mighty Sensible Soccer has raised its beautiful head once again, enabling us mere flesh and blood mortals to take our lowly place and worship at the foot of this mighty game. We can take great pleasure in devoting long mornings, days and nights to this game, and as a consequence lose all our non-footballing friends we may have acquired over the years. After those long dull winter months, the summer has finally arrived bringing with it the sheer art and beauty that is the World Cup and Sensible Soccer CD. Yes, the gods are indeed smiling and many a game of Sensi is about to kick off.

NOT THE VIEW

Last November witnessed two landmarks in the history of the Mega Drive – the two most acclaimed football games ever to be released onto the Sega 16-bit console arrived on the scene and both made the headlines. The first of these, FIFA Soccer, was an instant hit for Electronic Arts and was praised for its fantastic graphics, superb stadiums and very realistic representation of the noise one is likely to hear when visiting any of the major football grounds dotted around the length and breadth of this great country.

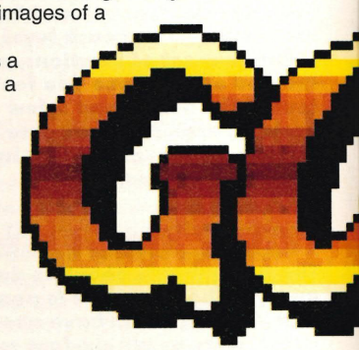
Here at Maverick we all came to the conclusion that although FIFA was stunning in presentation, it was severely lacking in the gameplay department. I know many gamesplayers will disagree, but after many hours of playing the game this was our unanimous decision. The only game released on the Mega Drive that simulates all the realism and sheer pleasure that is the game of Association football is Sensible Soccer. As unbelievable as it may sound, Psygnosis has stepped in and improved it. Impossible? No, not quite.



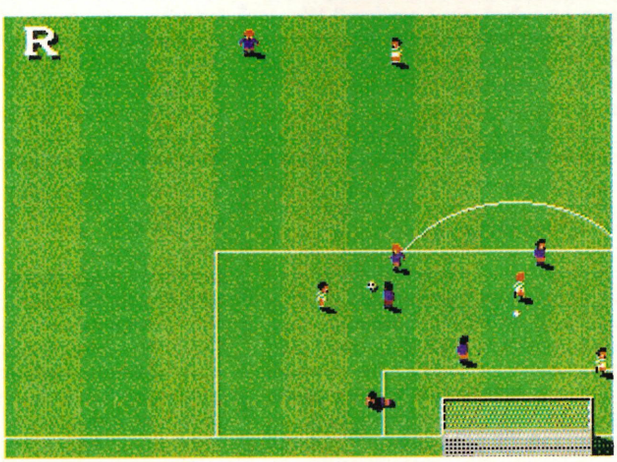
▲ The Cardiff defence is in tatters as the Celtic forwards keep up the pressure. Pity they can't do this sort of thing in the league every week

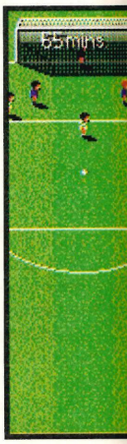
WHEN SATURDAY COMES

So how can anyone improve on the greatest console game of all-time? By leaving the gameplay completely untouched, that's how. Psygnosis has simply crammed the game onto a CD and added a few new touches that add to the overall feel and atmosphere of the game. The first of these improvements are seen on the introductory scenes, as we have come to expect of a Mega-CD game. This adds nothing to the gameplay, but the images of a camera zooming over Wembley Stadium and the Rose Bowl, plus a fleeting image of the FA Cup and a ball bursting the net, should get any footy fan ready for the forthcoming feast of soccer. This is all presented in a television sports programme-type of way, which will doubtlessly appeal to avid footy fans, myself included. Well done, those lads at Psygnosis!



▼ What can I say? That was on the cards as any neutral observer in the ground will tell you





▲ Once again the Celtic attack has drawn the Cardiff 'keeper off his line. A short pass was made and another goal looks to be a certainty

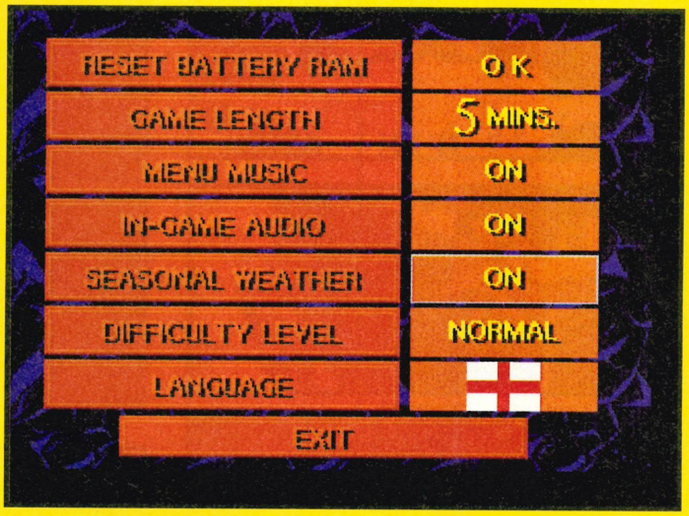
OCCER CD

THE ABSOLUTE GAME

The cosmetic changes do not end with the fantastic opening screens. Before each match we are treated to yet another overview of Wembley, then the camera pans down into the stadium and through the tunnel leading into the arena, accompanied by the noise of the fans. The chants, boos and other such gestures of those darlings of the terraces to whom the game owes everything (Yes, Ken Bates, are you listening?!) have been sampled from footy grounds around Britain and added to Sensi's soundtrack. The fans will applaud a good move, boo a dodgy refereeing decision and scream "Oooohhhh" when the upright is smacked or the ball screams past the post. They are even prone to knocking out the odd chorus of "1-0, 1-0, 1-0" when one team is up by a single goal, and "You wot, you wot" (I gather you know the rest) when the ref allows a bad tackle to stand. All very realistic and atmospheric. Seemingly Psygnosis had to censor certain chants – come on lads, what about realism?!

When goals are scored and trophies presented (trophies are what one receives when games are won, as Jag knows better than anyone in the MegaTech office), rendered scenes are available to view if you so wish. Unfortunately, this little group of sequences were missing from our copy of the game, but all the gameplay – the element that makes Sensi into the master that it is – was present.

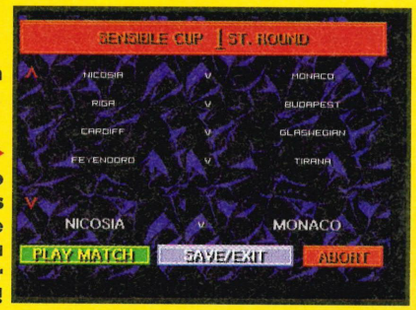
LIVE FROM LANCASTER GATE
(YOU'LL ALL BE THRILLED TO KNOW)



First, the options menu. It looks as though a Cup is on the cards. The Maverick office can vouch that there's nothing better than playing in your very own Cup at lunch-time

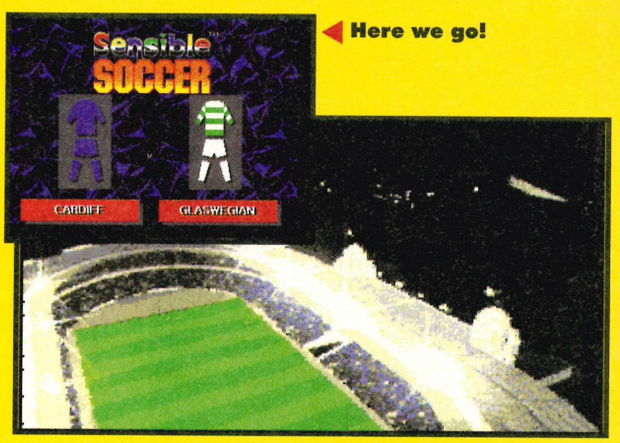
Let's see now...away goals, yes. Two legs per round, thank you. Three rounds, mmm. Choose the teams then

Pick a team. Go on – any team you fancy. Morton isn't included so I'll play Glaswegian (aka Celtic)



Celtic plays away to Cardiff. This shouldn't pose too much of a problem for Celtic then!

The classic Celtic line-up, apart from a few discrepancies. We have big Pat in goal and the maestro controlling the midfield



Here we go!

Another corner. One wonders just how long Cardiff can soak up this vast amount of pressure?

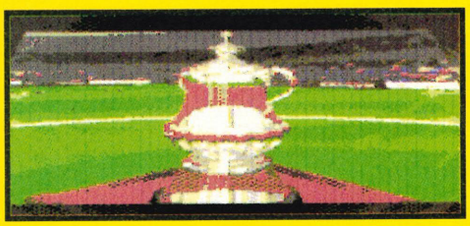
Up the tunnel

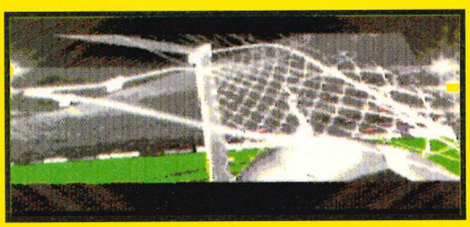
Looks like Cardiff has rented out Wembley for the night. Nice one lads!

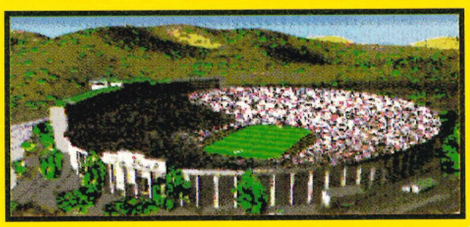
A quick word from our sponsor as we wait for the national anthems to be played

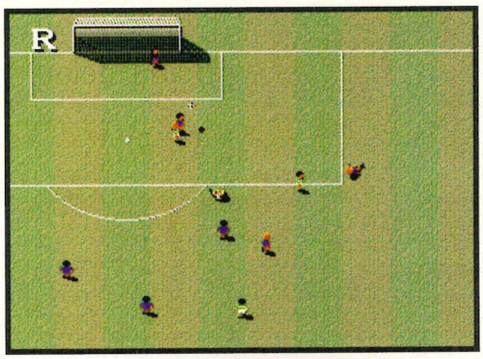
...AND HE DOESN'T MISS FROM THERE

Well, you've read all about it, so here it is – the great intro which pans over Wembley (or what's left of it after the Scottish fans decided that bits of the seat of English football would look much better plonked on mantlepieces all over Scotland) and then onto the Rose Bowl, the venue for the '94 World Cup final. Plus you get a fine view of the flag of Britain flying over one of the twin towers, the FA Cup and of course the ball in the back of the net. Look and enjoy!









McStay hits a fine shot from the edge of the 18-yard box that no 'keeper in the world could have stopped

A dreadful tackle. Surely this man is playing for the wrong Glasgow team

Yes, chalk up another for Celtic...

...And make that another

WE HOPE IT'S CHIPS

So what would entice your average CD owner to buy this game? All the new cosmetic touches may add to the atmosphere and look good, but at the end of the day money talks and even the mighty Sensible Soccer must bow down to this fact. The great news where price is concerned is that Sensible CD will retail for a paltry £34.99 – cheaper than the console edition! The logic behind this price decision is simple – if CD owners want to play a football game, let's give them the best there is but keep the price down, which is the same marketing principle that Electronic Arts has applied to many of its great sports titles when they first hit the CD format (and it has worked very well).

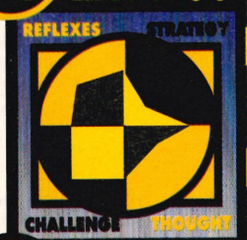
I still swear the pitch scrolls much smoother than on he cart version and the players move better…

THE SECOND OPINION

RICH

The best just got even better...and cheaper. A mere 35 quid for the CD version of the best footie game of all time has got to be good news, and if you've got a Mega-CD unit I can think of very few reasons for not buying this – unless of course you can't stand football. The graphics are possibly smoother than those of the cart version, the CD sound adds enormously to the atmosphere and the pre-rendered pretty bits, while pointless and typically CD-ROM, are all very good and add to the overall quality of the product. It's smart. Stop reading my drivel – just go and buy it!

%RATINGS



PRESENTATION 95%
First class. Cups stadiums, Match of the Day...it's the best!

GRAPHICS 90%
Graphics are a bit small, but who cares? Not me!

SOUND 90%
The sweet sound of footy fans – just brilliant

SHORT TERM PLAY 99%
No one could play this and not become totally addicted

LONG TERM PLAY 100%
Yes, oh yes, oh yes! More, more, more!

OVERALL 96
The best console game yet. The console is definitely the home for this type of game

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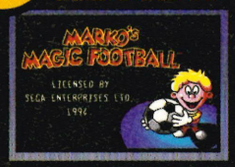
MEGADRIVE REVIEW



DOMARK

DOMARK

16 MEG

STYLE

PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

JUNE '94

When we see a game about magical balls, who else could we get to review it but good old RICH LLOYD?

MARKO'S MA

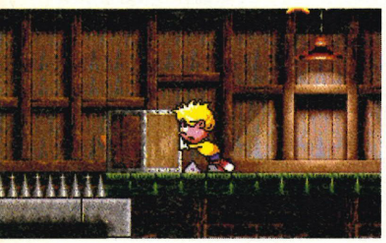
Marko's Magic Football is, surprisingly enough, about a kid named Marko who owns a football that has...wait for it...magical powers. You didn't expect that, did you?! Quite how his football got its magical properties is beyond me, but it did – a sort of Paul Daniels of the spherical world. So we have Marko innocently playing with his ball, meanwhile on the other side of town Colonel Brown is busy experimenting with strange slimy substances, mutating harmless cute animals into ferocious slime beasts. Can you spot the connection yet? Yes folks, the Colonel unleashes his creations on suburbia and only Marko stands in their way. Quite why the armed forces couldn't take over is unknown, but a 10-year-old kid with a large stuffed pig's bladder will obviously do the job better than anyone else anyway.

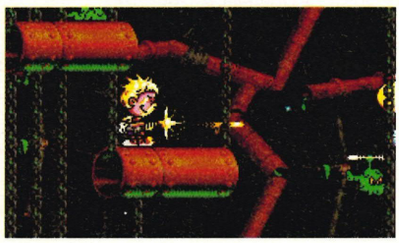
COULD IT BE MAGIC?

The first noticeable thing about this game is the quality of the graphics. The animation is brilliant and is perhaps some of the best I've seen on a Mega Drive cartridge yet. The whole game has a distinct cartoon feel to it which means that most of the sprites and backgrounds look pretty simplistic, but Marko himself has a lot of different frames of animation as do most of the slime monsters.

▲ Don't try this at home, kids. Playing footy on a window-sill can cause all manner of problems

▲ Now that's not very nice. The phrase 'eat my balls' takes on a whole new meaning





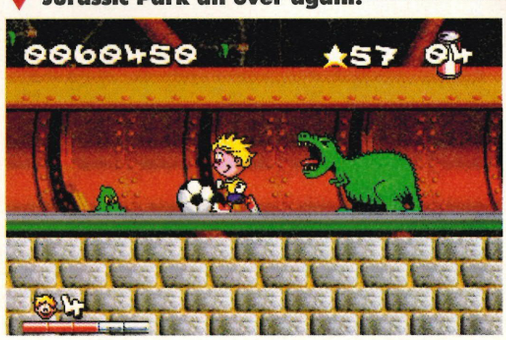
▲ This is Marko's infected town. Crap players will revel in the fact that they now have the password to level four as well

RELIGHT MY FIRE

The quest to save downtown suburbia is not a simple as you might think. The place is literally swarming with deranged gunge monsters, although most of them can be sorted out by simply booting the ball at them. If the ball is not on the screen then simply lift your leg and, lo and behold, it magically appears out of your shorts and plonks down on the ground in front of you. This amazing trouser teleportation may go to explain the title of the game, because it is in fact the only thing the ball does that is even remotely magical.

▶ Believe it or not, Marko hasn't fallen head over heels – he's performing his devastating overhead kick

▼ Jurassic Park all over again!

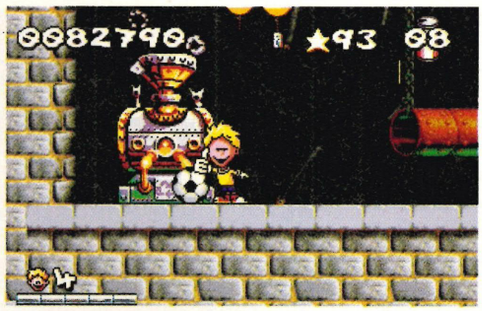


GIC FOOTBALL

EVERYTHING CHANGES

Marko is quite an athletic little chappie and has a couple of nifty moves. As well as just dribbling the ball about and having it drop out of his pants, he can boot it really hard at the enemies. He can also play that old favourite game 'keepie uppie', where you repeatedly kick the ball in the air with one foot. This may not sound particularly impressive in itself, but from this position he can perform a powerful bicycle kick that can kill gungy dinosaurs instantaneously.

Marko can also chip the ball up into the air, then onto his head and keep it there for an indefinite length of time. Jumping when the ball is on his head causes it to go flying up into the air hitting any bad guys that might happen to be directly above him. "What else can this legendary ball do?" I hear you cry. Well, it also serves as an incredible impromptu trampoline that can catapult the soccer star to unfeasible heights.



Isn't that the same gunge machine seen in Mick and Mack? Is this the same game?

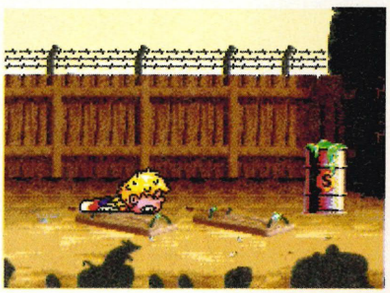
I FOUND HEAVEN

Not all of the levels require Marko to rid the area of the local beasties. In some there are sewage cans dotted around and as these are the cause of the mutations they have to be destroyed. The levels can only be finished by turning off the slime machine that is hidden somewhere, but on certain levels this cannot be done until all of the slime canisters have been found and destroyed. Thankfully, none of them are hidden overly well and so this is not too arduous a task.

Yikes! Flaming death was only just avoided there by legging it down this rope. Smell that singed hair

The kid is really good at the old footy skills. Look how hard he concentrates to keep the ball on his head

Seeing as he's only a kid, Marko isn't very strong. Just as he was about to destroy a slime canister, not only did his ball burst but someone smacked him from behind as well



IT ONLY TAKES A MINUTE

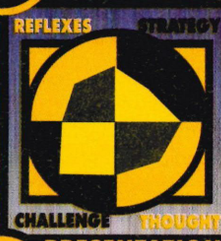
Cosmetically, Marko's Magic Football is a great game that looks wonderful and sounds OK. My main gripe is the speed at which the game runs. At some points it seems to be tediously slow and Marko doesn't reel off the attacks as fast as he could do – at that speed he couldn't even score against a Scottish goalkeeper, let alone anyone else! Some of the monsters require more than one hit before they die and seeing as it takes ages to get the ball back again to kick it, the chances are that Marko will get hit and lose some of his precious energy points. This can get quite annoying, especially as some of the restart points are hard to locate.

THE SECOND OPINION

ALLIE

We've seen so many footy games of late thanks to the advent of the World Cup that the situation is getting a little out of hand. Therefore it was actually quite a relief when this came into the office – OK, so it has a football in it but I have never been so relieved to see a platform game! The game looks good with a brilliant main sprite made up of some really fluid animation, while the background graphics are colourful and detailed. As for the gameplay, what we have here is a lengthy and enjoyable romp with an amusing character line-up, smooth controls and a challenging design. However, it does tend to get a little monotonous, because although there are a lot of levels there is very little variety. But hey, it's fun so who cares?

%RATINGS



PRESENTATION 84%
Stylish intro and cartoon feel

GRAPHICS 86%
Some excellent animation let down by some blocky backgrounds

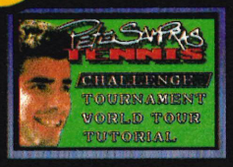
SOUND 78%
The usual annoying music that we've come to expect

SHORT TERM PLAY 80%
Getting to know how to use the ball can be quite a laugh

LONG TERM PLAY 78%
Once you've sussed the controls there's not much else to learn

OVERALL 73
A good-looking game that's let down by sluggish movement and repetitive gameplay

MEGADRIVE REVIEW



CODEMASTERS

8 MEG

STYLE

SPORTS

PRICE £39.99

PLAYERS 4

SKILL SETTINGS 1

RELEASE DATE

JUNE '94

Swapping her pinafore for a cute little PE skirt, ALLIE WEST gets ready to take to the court for a smashing game of tennis. Grab your rackets, then...

PETE SAMP

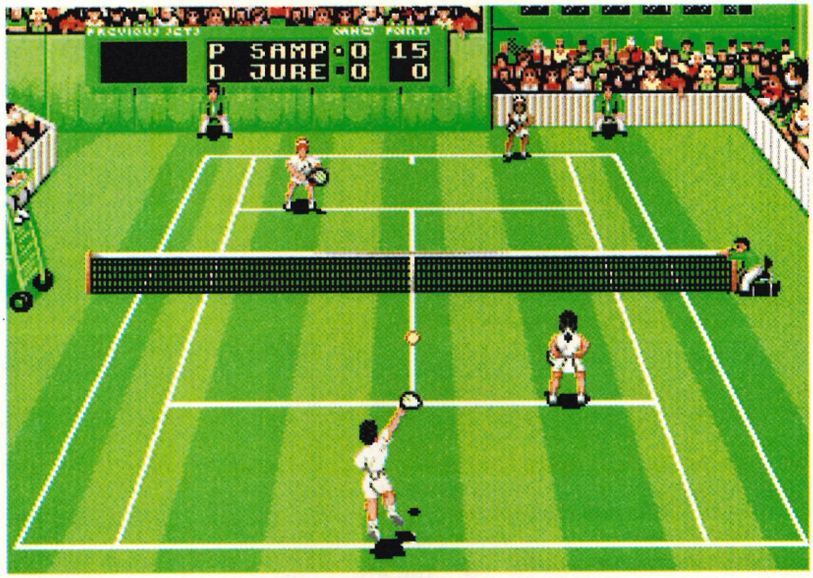
Initially this game was to be called Tennis All Stars until the powers-that-be at Codemasters disappeared into a darkened room with number one tennis ace, Pete Sampras. A few cartons of Robinsons Barley Water and no doubt one or two punnets of strawberries down the road, Sampras endorsed the Codies' game and voilà, here it is for review.

BALLS TO THE LOT OF YOU

There's not very much you can actually say about a tennis game without sounding really condescending – after all, everyone knows what's involved. This tennis sim from Codemasters is pretty much the same as every other tennis game for the Mega Drive – there's matchplay and tournament options, two-player modes and doubles options but nothing to shout home about.

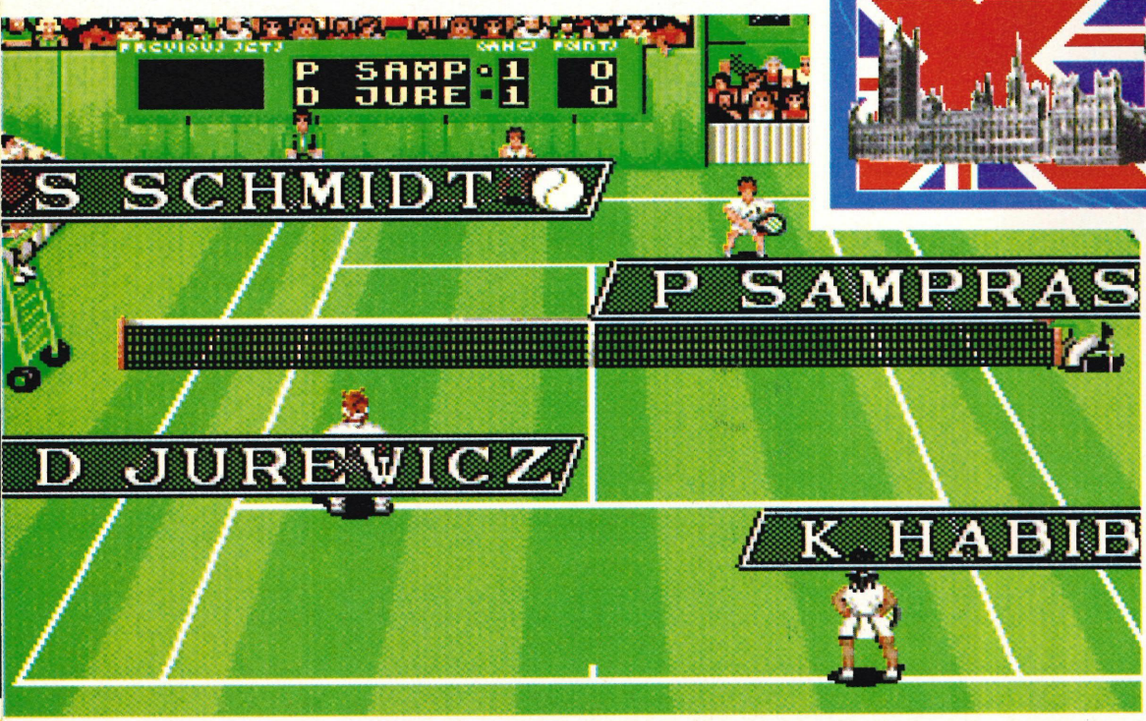
You could rant and rave about the fact that the game has varying court conditions or four-way multi-play, but even that's been done before so what's new? For starters the game has been endorsed by none other than the world's number one player Pete Sampras, who is up for grabs in the games character line-up even though no other 'named' players show their faces.

The big difference that sets Pete Sampras Tennis aside from the haze of other tennis titles is the cartridge itself. Almost double the size of a standard Mega Drive cart this game comes with its own multi-play adapter. Pete Sampras Tennis is the first of a new range of games emerging from Codemasters' workshops to be put onto a J-Cart which is a cartridge with two extra joypad ports built into the casing for multi-way play. Smart, eh?



▲ I wanted to watch tennis not the bloody ballet

▲ The world is your playground



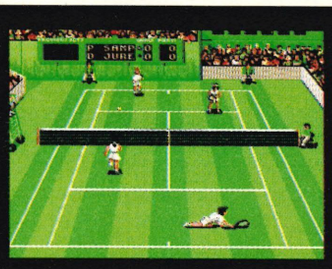
▲ With Pete Sampras on your side, how could you possibly lose?

STRAWBERRIES AND CREAM

The game is presented really well with a wide range of detailed option screens boasting plenty of colour and some nice sprite animations. There's nothing more boring than having to wade through wads of text and Codemasters has overcome such downfalls by including lots of little icons to flick through when setting up a game.

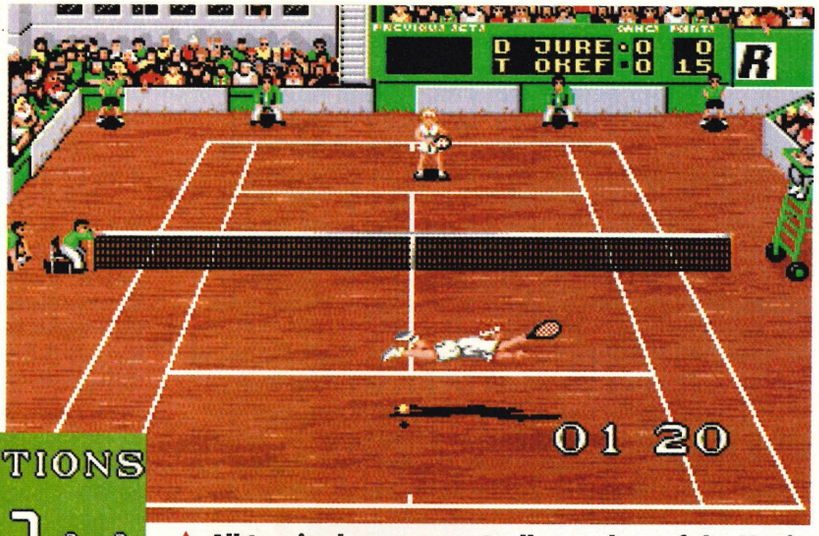
On the court the whole image is still clean and detailed, with small but recognisable sprites, and a cartoony feel to the background. However, the perspective is awkward making it confusing if you are playing furthest from view at the top of the court. Even though there's a shadow on the ground indicating the position of the ball, the skewed view poses problems when trying to make contact with the racket – you find yourself over-compensating and clumsily charging past the ball.

PRAS TENNIS

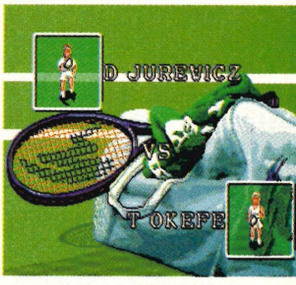


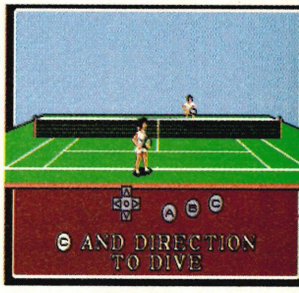
WHAT A RACKET

The sound quality is one of the game's strongest features, consisting of complex digitised speech, safe plinky-plonky music that wouldn't be out of place playing at the Co-op, and some fairly realistic crowd cheers that make you feel like you're on the Centre Court yourself. The speech isn't just spot effects either – the line judges and commentators are quite chatty and constantly inform you of all faults and scores. The speech is a little mechanical with the voice forcing out the sentences in a monotone fashion, but considering how bad the Mega Drive is at handling most audio this is very impressive and injects atmosphere into the game.



▲ **All tennis players are actually members of the Magic Circle and practice their levitation techniques on court**





▲ **You are hammering it out in the tournament for the coveted top prize, but who'll shine victorious?**

FOR PETE'S SAKE

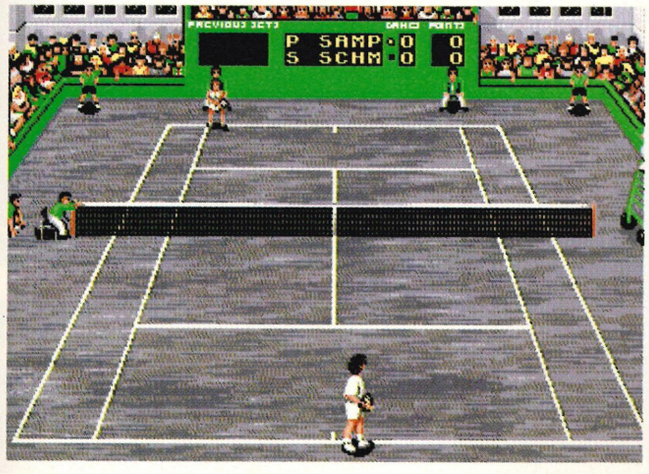
The controls are easy to work out thanks to an informative manual and a foolproof tutorial mode. Fortunately for the beginners you have an automatic serve which eases the embarrassment of being unable to make contact with the ball. However after some practice you can move your way up to a manual serve, and by adding some overenthusiastic after-touch you find yourself showing off to your friends by serving some storming aces.

Your players are talented enough to be able to perform all the important moves such as lobs, smashes, backhands, volleys as well as the good old knee-grazing dives simply at the push of a single button, so there's no clumsy button combos to learn.

All of the players have differing attributes and skill settings thus giving you a variety of difficulty levels to tackle, Sampras is obviously the best player, but even he can easily be beaten by the other computer players most of which are really tough.

The only thing that does take some practice is the exaggerated after-touch and shot power that, until you get to grips with its sensitivity, will have you whacking the ball off into the adjacent Porta-loos or the hot-dog stand. The computer players also prove to be tough competition, but this only increases the longevity of the game, increasing your will to beat them.

Overall the game is very friendly and extremely playable, but it lacks the speed and fluidity of Davis Cup. There are some nice features such as an instant replay and slow-motion playback but this fails to cover up the average game underneath.



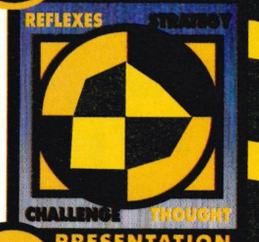
▲ **All quiet on the Western front**

THE SECOND OPINION

RICH LLOYD

Although the presentation is excellent, the speech clear and the graphics well up to standard, this game still fails to really impress. For some reason Davis Cup was always in the back of my mind, and I was pining for a game of it as I played this. That isn't to say Sampras Tennis is bad, it's just that it doesn't really play as good a game of tennis as the Domark effort. Even with its extensive tournament options and challenging gameplay and four-player option, it still trails in second place in the race of Mega Drive tennis games.

%RATINGS



PRESENTATION 80%
Lots of nicely designed and user-friendly option screens

GRAPHICS 77%
The perspective on the pitch is askew, but other than that, it's good to look at

SOUND 83%
Lots of excellent speech and some realistic crowd cheers

SHORT TERM PLAY 78%
Controls are nice and simple but the computer players are rock 'ard at first

LONG TERM PLAY 82%
Long-winded tournament options, with a Crazy mode for added variety

OVERALL 79
Good tennis sim with fast gameplay, but lacks the real vigour of Davis Cup

MEGADRIVE REVIEW

BY: US GOLD

US GOLD

8 MEG

STYLE

SPORTS SIM

PRICE £39.99

PLAYERS 4

SKILL SETTINGS 4

RELEASE DATE

MAY MAY

Being an all-round footy expert and loyal Greenock Morton fan THE JAG was handed the task of reviewing the mighty Sensible Soccer...and very pleased he was. However we decided that his work over the past few months had been so good that when this football game arrived it would be our pleasure (and only fair) to let the lad play this for hours too. Was he still smiling at the end of the day?

WORLD C

It was written that the winter did turn to spring, then to summer. In this summer was a land they called Amerika and in this mighty land they called Amerika were many mighty stadiums. So it came to pass that many men and the tribes of men would gather in the stadiums in the land called Amerika, and that they would do battle and before the battle was won there would be much wailing and gnashing of teeth from many of the tribes as only one tribe would be crowned. The tribe who prevailed in battle would be therefore known as World Champion as it had indeed overcome many demons and sons of demons.

However Breetan had been cast into the wilderness for years to wander and wail for it had no warriors to match the Eetalians and Geermans. All it had was one named Tay-lor who was banished and eaten by Wolves.

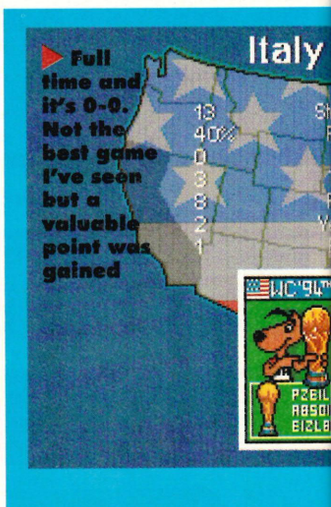
The above text is the effect the dreaded disease 'World Cupus' can have on the normally rational. Yes, it's not long to go now before we can go to the off-licence and stock up on beer, chuck out all the non-football types and settle down for three weeks of uninterrupted football, beer, arguing, crisps and hangovers. The FIFA World Cup has finally arrived at last after a four-year absence...and a Mega Drive game is never far behind any large sporting event.

The World Cup is not just any small sporting event but the single largest event in the world, larger even than the Derby and the Queen's Speech (the more patriotic of you may find that last statement difficult to believe but alas, the truth it is) and as such competition was fierce in the bid to win such a lucrative title. So who do you think triumphed in this mother of all battles? Renegade of Sensible fame...no, US Gold of Italia '90 fame. Yes, the software house who brought us the incredibly dreadful official game of the '90 Finals has been permitted to have another crack at the sport.

Choose your country from here. Anyone you fancy playing can be called up. If you feel that way inclined whack in Scotland or England from the customised team stats

The Irish have it in the net again

Typical Latino! A simple tap and down he goes screaming



Full time and it's 0-0. Not the best game I've seen but a valuable point was gained

Oh I say. That deserved at least a booking, ref!

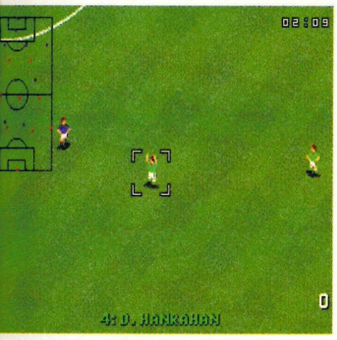
WORLD RECORD

We should never judge a software house by its past record (most of the time anyway) and I wasn't downhearted when I heard that US Gold was producing the game especially after the fine job it did on Winter Olympics. Straight from the kick-off things were looking promising with the nice little World Cup logo and an official FIFA logo just to remind us who won the licence.

So then it was onto the options screen, and to the next options screen, and to the next, and yet again...which confirmed my deepest held suspicions; this game (as was FIFA Soccer) is intended for the American market and we all know that your average American knows as much about our sacred game of footy (sorry, soccer) as I do about sheep farming in the Falklands. They are obsessed with stats, offensive plays, defensive plays and all that other rubbish that your average Brit immediately skips – unless you subscribe to that stupid gang of people kicking about our island fortress who embrace all things American.

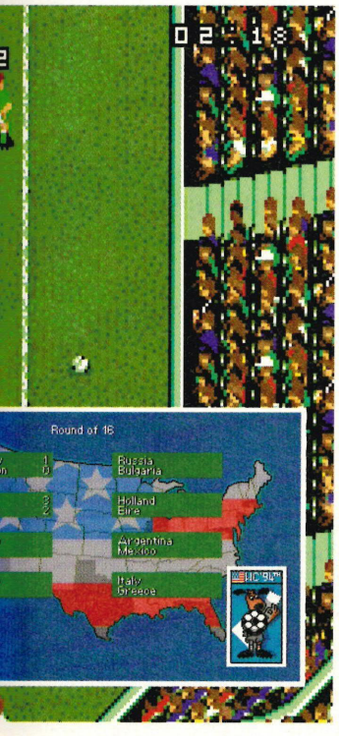
Everything you would ever want to muck around with on a game can be done; player kits, skin colour, haircuts, boots, and so the list continues. This of course may appeal to a certain quarter of the market, but I wanted to steam in and get a half-decent game of footy underway. Sure, options have their place (the replay option is very good) but are they really that important when applied to football – a game that is by its very nature incredibly simplistic.

UP USA '94



▲ **Tommy Coyne screams for it**

▼ **The Italians step for the throw in**



THE HAND OF GOD

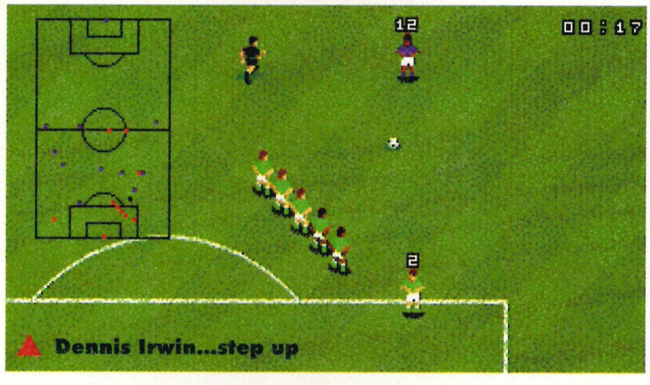
A quick butchers at the screen shots will confirm the statement that World Cup '94 is one these look-down scrolling affairs much in the same vein as the Kick Off series. However all similarities sadly end there. In the cream of the console football games the players have the ability to dribble, make short passes, punt the ball up the field and hit all manner of shots on goal. In fact the aforementioned are absolute requirements before any football game can be taken seriously. Unfortunately many of these features are sorely missing from World Cup '94.

The players can only run in straight lines. Expect blinding runs up the wings followed by a superb cross? Not a chance! The players in this game have only one pass feature and the ball simply 'flies' to the feet of his nearest team member. Attempting to run up the field and beat a few opposition players will result in your team gaining a free kick which for some uncanny reason always seems to be kicked backwards despite the fact that the directional cursor is placed directly within the opposition's six-yard area.

The gameplay is nothing short of appalling and despite the proud boasts of 3,000 frames of animation the players' movements have more in common with a cardboard box than a set of footballers playing their hearts out for cup and country.

The one major annoyance was the ref's tendency to award a free-kick every 10 seconds or so. When pressed, the tackle button will throw one your players into a bone-crunching lunge at his opposing player which results in a free-kick eight out of 10 times. This is not conducive to free-flowing football at all. In one game the number of my players sent off actually numbered five.

The computer-controlled opposition seems to have the ability to 'steal' the ball, but simply stealing it back is an impossible task, even when the players score goals the celebrations are nil. The ball simply hits the back of the static net and that's about it really.



▲ **Dennis Irwin...step up**

ARE YOU SURE?

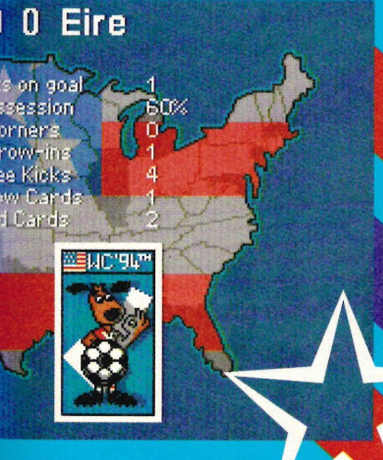
The first game the US plays in the World Cup this season will be against the very underrated Swiss. In my book the US aren't much cop (even though they beat England last year) so my money will be on the Swiss.

▶ **And here they line up...go on Switzerland**

◀ **Be serious; 2-0 to the Americans? Being a little generous are we chaps?**

▶ **My first game and Eire face the Italians. On we go**

▼ **And out step the teams into a lukewarm response from the large crowd**



▼ **The obligatory toss of the coin**

THE TEAMS LINE-UP

In the space of six months football fans have at last found something to cheer about – going from the emptiness experienced pre-FIFA, to the dizzy heights reached with Sensible Soccer. Here we take a look at how US Gold's hyped up World Cup Soccer compares when up against the two heavyweights...

SENSIBLE SOCCER

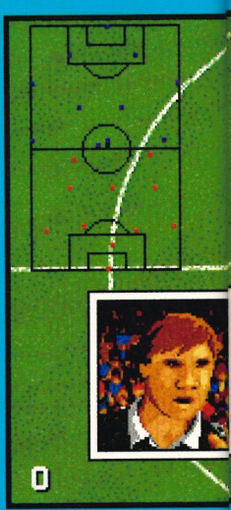
In my opinion simply the best console game released to date with superb gameplay, fast flowing action an army of teams to choose from. Without a doubt the best football simulation to be found anywhere. On the downside the sprites may be on the small side and it is a little old.

9/10

FIFA SOCCER

The choice of many players and the majority of the specialist press. Superb graphics, fluid animation and the best-looking football stadiums to be found anywhere with a noisy crowd. However in the gameplay department I found FIFA lacking. The game did not realistically simulate football and I never had the feeling that the players were under my complete control. Far too many Americanisms, but as they say one's man meat...

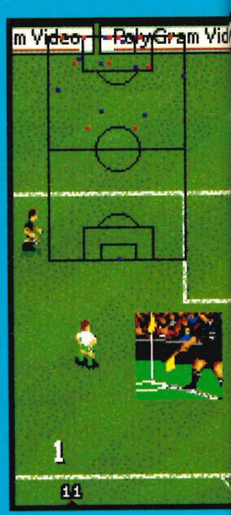
7/10

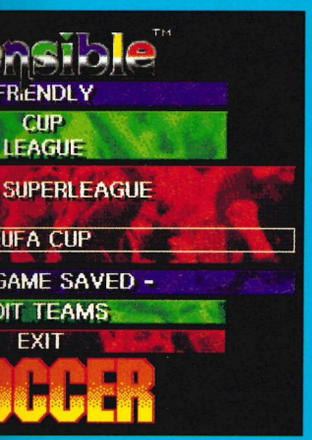


WORLD CUP USA '94

The most eagerly anticipated release of the year turns out to be a major disappointment. Shabby gameplay and wooden players are overlooked in favour of kit colours and official logos. Very unrealistic and has the look of a rush job written all over it. A great pity.

3/10



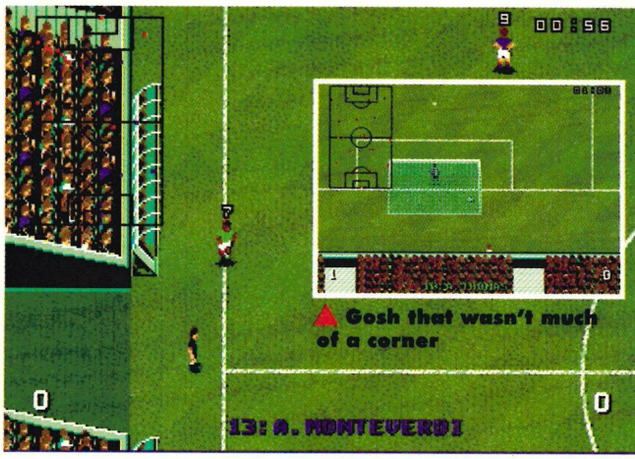


RAY WILKINS IS BALD

To state I was bitterly disappointed with World Cup would be a classic use of the word 'understatement'. Early versions of the game appeared promising and with the official licence behind them surely US Gold would been under loads of pressure to produce a top quality product.

The game was developed by Manchester-based software House Tiertex who do not have the best reputation in the software world and I'm sorry to say the game has 'rushed' written all over it. The game appears to be more interested in nice little FIFA logos and kit colours than in the act of playing football and it's far too American for my simplistic tastes.

I'm off to find a quiet corner and have a good long cry. US Gold I am really sorry but this game is simply third rate and I'm confused as to why many other magazines have praised it to the heavens. Roll on the European Championships.



Gosh that wasn't much of a corner

And the young lad has been shown the red card. Quite unbelievable

THE SECOND OPINION

RICH LLOYD

When I first played this I didn't really think it was up to much, and then I played Sensible Soccer straight afterwards just to compare the two. The difference between these games is unbelievable. Sensi is a fast, smooth, playable game that is a delight to play, and World Cup Soccer isn't. Playing it makes you feel like you are chewing a brick. Having a quick game is nigh on impossible because there are thousands of options and statistics screens to wade through first. On the field the game mainly involves you passing the ball as soon as one of your men touches it before he gets cropped to the ground by a dodgy opponent. Having a root canal would be more fun than this.

What about that for a goal? Yes, I thought that impress

Bloody stats, I've had enough of them. Before kicking a ball in this game you will have to wade through about four screens of them. Have a little look at what thrills await you. From the player stats to the customise strip screen – yes fellow footy fans, this has everything you've always wanted from a football game – the chance to design your very own strip

% RATINGS

PRESENTATION 70%
All the logos and other nauseating nonsense the Americans love

GRAPHICS 40%
Wooden players and a crowd of cardboard cut-outs:

SOUND 40%
Yet gain awful. The crowd sound more like cricket spectators

SHORT TERM PLAY 30%
It takes so bloody long to clear the options screen

LONG TERM PLAY 20%
Go for a real footy game like Sensi Soccer

OVERALL 45
My disappointment cannot be hidden thus it gets the score of 45 per cent...and some may find that a little on the generous side

MEGADRIVE REVIEW

TAKARA

TAKARA

8 MEG

STYLE

PLATFORM

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 3

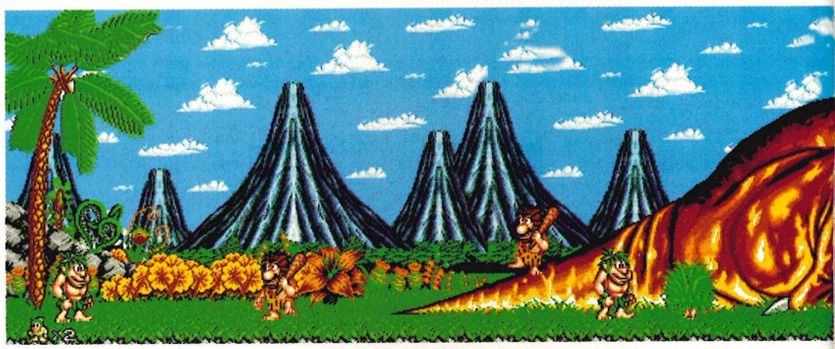
RELEASE DATE

IMP ORT

DAVE RENTON takes a trip back in time to meet some historical inaccuracies and rescue some subservient, half-naked women in yet more clichéd sexist pap.

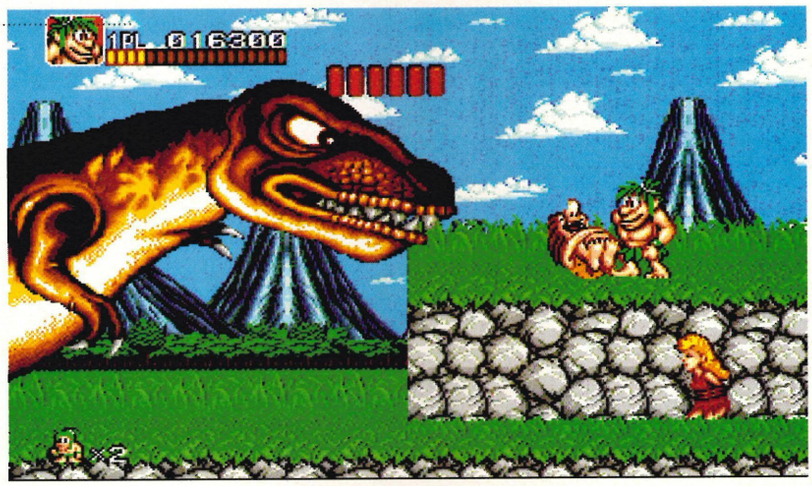
JOE AND M

Think back to a long time before Michael Crichton ever put pen to paper and came up with Jurassic Park. Think back to a time when there was no such thing as consoles, televisions and other electronic gadgetry that makes life what it is today. Think, what the hell did they do for entertainment? All becomes clear when you play Takara's latest conversion from the arcade, Joe and Mac.



FRED AND BARNIE

This game features two Stone Age dudes who run about wielding great rocks, boomerangs and an assortment of other Neanderthal-type macho implements, just like they didn't do back in the good ol' days when you had brontosaurus wandering all over the place and standing on little old ladies and two-year-old kiddies. Usually Joe and Mac are your everyday regular cave guys who like nothing more than to just sit around eating bronto burgers and drinking pteranadon milkshakes. That is until one day, when while the chaps are out at the local mart some bad dudes creep into the camp and make off with the aforementioned caveman-type delicacies and the women. If you've ever seen 1,000,000 years with Raquel Welch, then it's a bit like that – the good guys are blonde-haired gods and the bad guys are scrawny, dark-haired types with body odour and a bad attitude.



▲ **Unfortunately, Marc the T Rex didn't expect the reaction his fearsome presence demanded**

▲ **A prime example of whomping a boss and not being able to get away quick enough**

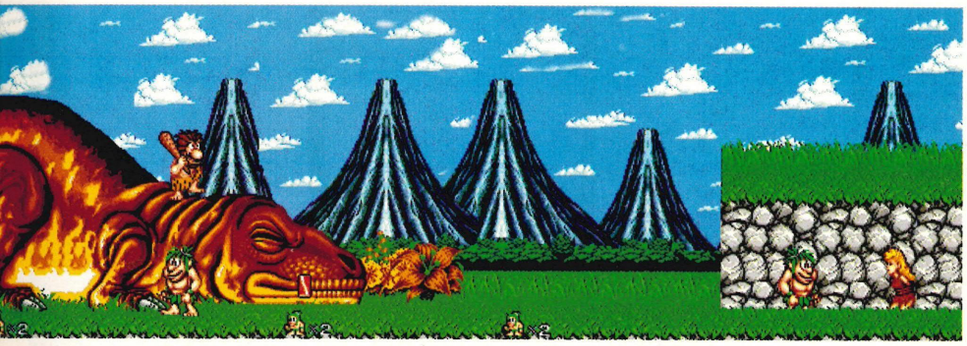
◀ **Another example of not being able to hit and run when facing a boss**

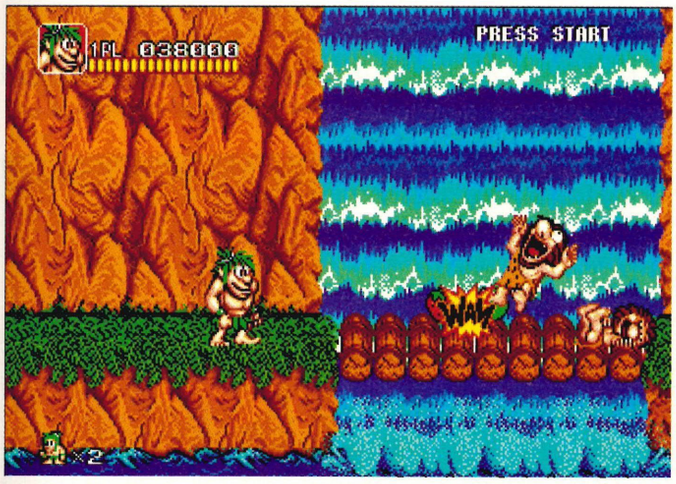
ERIC AND ERNIE

Guiding Joe (and Mac in the two-player game), you must leg it across country and through various dangerous zones to rescue the women who are conveniently tied up at the end of each level. On the way you must outwit (or is that beat the living daylights out of?) the bad guys, who will attack you with various caveman inventions such as helicopters. Various dinosaur nasties are there to get in your way and you can pick up all the usual bonuses like weapons and food.

End-of-level guardians come quick and fast as opposed to thick and fast, and no sooner have you finished off one than you're on to the next. Using all of your skills (and even these might not be enough), you have to leap at them and hurl your weapon, which is where the nifty power-up action comes in handy. By holding down whichever button you've chosen as your weapon, Joe (or Mac) will start ferociously spinning their arm. If you leave it too late, this spinning action will exhaust the poor chap and he'll have to sit down for several seconds to recover, thus leaving you exposed to attack. However, if you get it just right – whammo, the bad guy is knocked into next week.

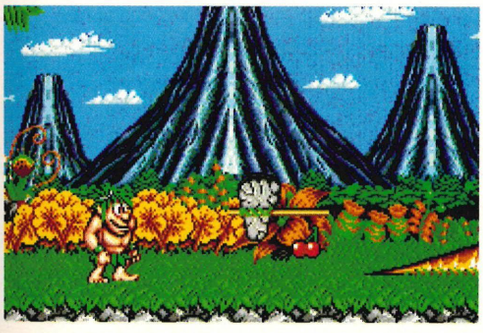
AC





▲ **Is it just me or do these cave people like being wammed and whopped?**

▼ **Decisions, decisions, do you take route A or route B. Who cares?**



◀ **Now I could make some rude comment here about big choppers and a nice pair of cherries, but it's rude and so I won't**

ERIC AND BARNIE

The action takes place on a side-scrolling screen and after certain of the levels you are given two options as to which direction to take – no linear plot here, no siree! This gives you the chance to play the game all over again when you've finished it, just going a different way than you went the first time around.

The game scrolls quite well and the colours are bright and cheerful. If I do have to complain about anything graphics-wise, it has to be said that the main character sprites are a little on the slow side while everything else seems to be moving twice as fast as you. This is a little unfair and complaints should be made to the Sprite Helpers and Initiates of Turbographics in Entertainment Union. This slowness of movement means that the game becomes frustratingly hard, especially in one-player mode where the end-of-level bosses are ridiculously fast.

When you've defeated the boss and rescued the girl, this is where you sad gits without a girlfriend get your monies' worth out of the game – in two-player mode, whoever killed the boss gets a free snog. This is great until you realise that you can get cod at a fish market for a lot less money and just as good a snog.

ERNIE AND BARNIE

I've written around 700 words about this game, when one could have sufficed – BAD. There is nothing to differentiate Joe and Mac from all of the other boring platform games out there on the great Mega Drive rubbish tip in the sky – Takara should definitely have left this one in the arcades. Vote with your cheque book – don't even bother getting it out.

THE SECOND OPINION

ALLIE

Joe and Mac might have been fun a few years ago in the arcades, but then you'd simply toss in some loose change, have a quick blast and walk away to find something new to play on. Converting such an average game to a home console is a mistake because you discover the shallow gameplay after playing for longer periods. That's not to say the conversion isn't any good, because it is. The graphics are excellent and very similar to those of the arcade original, although they move very slowly and this is when boredom sets in. I do wish programmers would get it into their heads that people will not put up with conversions of substandard arcade machines. Why don't they try and make an original game for a change, or is that too much to ask?

%RATINGS

PRESENTATION 70%
The game looks great, pity it doesn't play as well

GRAPHICS 70%
Good use of colour and excellent boss sprite links

SOUND 50%
When it's good, it's excellent, but when it's bad it's dire

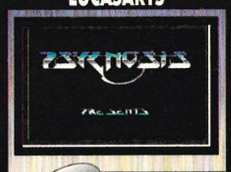
SHORT TERM PLAY 30%
If you're playing it on your own, I'll give you 20 minutes

LONG TERM PLAY 40%
Play it with a friend and you'll be looking for something else to do within an hour

OVERALL 45
far too slow and easy to be worth your money

MEGA-CD REVIEW

LUCASARTS



CD-ROM

STYLE

PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 0

RELEASE DATE

OUT NOW

Being that little bit older (and wiser...and probably a more experienced lover to boot) than the rest of the team found lurking in the MegaTech office, THE JAG swears he can remember when the Beast was still single and the Amiga was state of the art...and so it was given to him the task of reviewing Beast II.

SHADOW OF

Ever since the advent of the home computer for entertainment purposes Liverpool-based software house Psygnosis has always been at the forefront of development with a number of hard hitting games. It brought us the cute and incredibly stupid Lemmings...complete with data disks, and was at the cutting edge of CD technology with Microcosm. From Puggsy to Brian the Lion, Psygnosis has always associated itself with quality, so why it had to go and spoil its reputation with the release of Beast II on CD is beyond me!

THE SUMMER OF '69

Karamoon is a country we visited in the dark past in the first Beast adventure which burst onto an unsuspecting and truly gob-smacked Amiga audience way back in 1987. No game worth its salt should be without a sequel and of course Psygnosis instantly recognised this canny marketing ploy and Shadow of the Beast II appeared on the Amiga – here was a userbase simply waiting to lap up all the latest in half meg technology…and the best is what they received.

In Shadow of the Beast II we are cast back into Karamoon; a strange mystical land filled with many dangers and evil beings. This time around the evil Maletoth (who our brave warrior had escaped from in the first game) had found new power in the form of his mage Zelek. The evil Maletoth had coveted the baby of the brave warrior's sister and had taken the child for himself. With a weary heart and a little luck the brave warrior set out once more to face the evil and destroy it for all time.

The fantastic intro screens were hailed as classics – actually they are present in this CD version of the game and in all fairness are still very pleasing. Also the 16-odd layers of parallax gave new meaning to the expression "Get a load of those backgrounds"!

▲**The first evil dragon must be destroyed because it hides a vital clue**

▲ **One of the Beast's small servants prepares to meet its end**

NEVER TRUST A HIPPIE

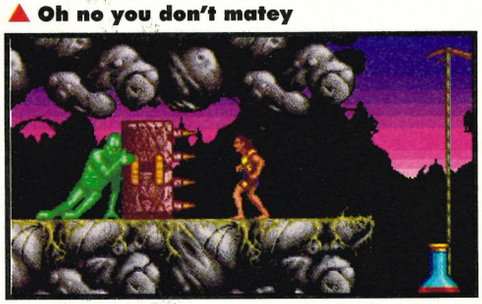
Of course it has to be asked 'Why did Psygnosis produce this game?'. No one enjoyed the Mega Drive version of it and they sure as hell won't rush out in their droves for a copy of this. Taking a very old game and hyping it up a little (it actually took ages to complete the CD conversion) is not what it's all about. Beast II no longer has the appeal it was once renowned for and simply flogging a game on its past glories will simply not work. Nothing can tempt me to recommend this game in any way at all. Platform games have never been so dull.

▲ **A grateful serf thanks me for my assistance**

▲ **Behind these doors lies the secret of my mission**

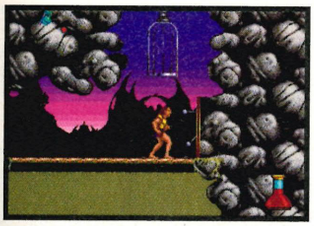
▲ **The things one finds in rivers these days**

▲ **Oh no you don't matey**

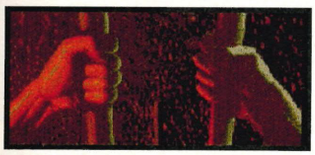


▲ **Goodness he's a big chap**

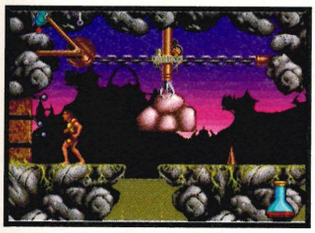
THE BEAST CD



▲ Just like buses – everything arrives at once



▲ One of the 'between-phases' inserts is shown here



▲ The rock puzzle can take some time to work out...if you're a bit on the stupid side

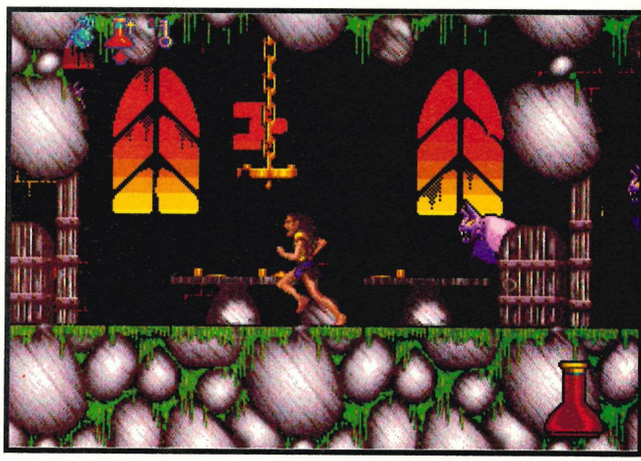
NAME OF THE GAME

Despite what you may or may not have read about this game it is for all intents and purposes a scrolling platform game. Kicking off the game with not a lot more than a small axe it's up to you (as the warrior) to venture through all the lands of Karamoon and to find Zelek, destroy him and rescue the baby.

Throughout the game many new and improved weapons can be picked up and put to good use against the hordes of evil beings determined to stop your rescue attempt. Unlike your conventional game of this type however, all manner of perplexing and teasing puzzles must be solved and items collected from the various characters which you bump into along the way.

This might look good on paper, but the game is programmed in such as way that the puzzles and items must be collected in a set manner – there's none of this 'use your initiative' stuff here. Do it how the game wants it done or don't bother doing it at all.

▲ It's the end of the line as the Beast Lord captures the warrior



▲ Giant vampire bats tear chunks from the warrior

▼ Wait until this has turned to stone before killing it

◀ The mage contemplates an evil deed

IN THE YEAR 2525

So we've determined that Beast II is a platform game, but one looming question remains to be answered; is the thing any good? Well, to answer honestly, I played the game to death several years ago and freely admit that I thoroughly enjoyed the experience. Today though I look for something a little deeper and more state of the art.

Graphically, as the average Mega Drive/CD game stands Beast II can hold its own with the majority of platform games and the difficulty curve has been toned down just a little for the younger Sega audience (the majority of complaints levelled at the Amiga version were that it was too difficult by far) but it still lacks the edge that made the game a success in the '80s. All the sounding off about parallax and half mega bytes may have impressed the masses in 1988, which was the original release date of Beast II, but now your average games whiz kid will look at you in a strange manner and then ask about CDI and the latest Power Mac.

The scrolling platform market is incredibly overcrowded and Beast II CD really amounts to nothing more than flogging a dead horse. The puzzle element, which although original in its heyday, has been overtaken by the more recent releases such as Bubba 'n' Stix and the scrolling section is simply a case of 'seen it before and done it'.

THE SECOND OPINION

RICH LLOYD

When this came out a few years ago on the Amiga it was a storming success, and rightly so, but that was ages ago and a lot of things have changed since then. When the cartridge version came out it pretty much got a right slagging across the board and the snazzy Silicon Graphics bits and the long-winded speech doesn't make it any better. There are a lot of other games you could spend your money on, or alternatively why not spend it on a night out because you might meet lots of new people and have much more fun than you ever would playing this load of tosh.

%RATINGS

PRESENTATION 85%
Despite being a little on the old side Beast II still has that old magic. Top of the class for the artists

GRAPHICS 70%
Once great...now sad, beaten and old. They really should have started from scratch and gone for Beast III

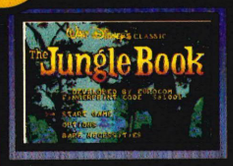
SOUND 50
Arghhh! Do the musicians who stick this music in really think we are all heavy metal fans. I hate rock music. Sack it

SHORT TERM PLAY 60%
Passes the odd 15 minutes painlessly I suppose

LONG TERM PLAY 50%
Just too old and past its sell-by date to be much fun anymore. Best left in the old nostalgia banks where it rightly belongs

OVERALL 50
Despite what we were told no one believed that this game would amount to anything. We were proved correct. A total write off.

MEGADRIVE REVIEW



BY: VIRGIN

16-MEG

STYLE

PLATFORM

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE JUNE '94

Swinging between the wardrobe and the chandeliers in a grass skirt with a banana clenched firmly in her teeth is one of ALLIE WEST'S favourite pastimes. These bizarre bedroom antics obviously stood her in good stead when we needed someone to have a look at Virgin's latest offering.

THE JUNG

Disney and Virgin got off to a good start with the Aladdin collaboration and now both companies hope to repeat the performance with The Jungle Book. This shouldn't be too hard a task though, with this game resembling the acclaimed Arabian platformer in more ways than one – and that isn't simply because it's yet another platform game! How does the song go, "I wanna be like you"? It sure does...

WITH A LITTLE HELP

Friendly faces like Bagheera, Baloo and the General from the Dawn Patrol make appearances throughout the game offering assistance in their own unique ways. Usually it's just to give you a piggyback across a stream or wide gap, but every little bit helps.

I WANNA BE LIKE YOU-HOO-HOO

Originally, The Jungle Book development was overseen by famed programmer Dave Perry – yep, the very same Dave Perry who brought us Cool Spot and, what a surprise, Aladdin. The game was moving along quite nicely but with Perry's departure to the good old US of A the programming fell to another bunch of Virgin fortunates.

The main design of the game hasn't really changed all that much from the original preview version we had a look at, and it is clearly obvious where the Perry-isms remain. For a start the animation of all the sprites is beautiful, with fluid, complex movements and a realism that is outstanding – just as was seen in both Cool Spot and Aladdin. The actual game design is a bouncy platform affair consisting of sprawling levels and plenty of action...in fact, and we're not being cruel here, this IS Aladdin but with different graphics. That's not such a bad thing after all considering

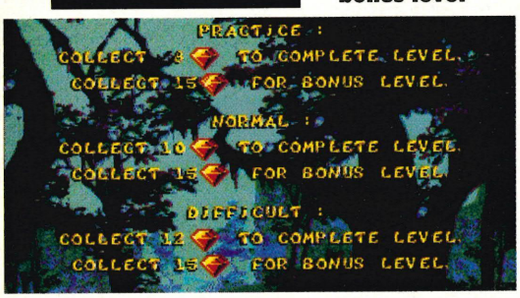
BEARING YOUR NECESSITITES

The game sees you taking control of the little man-cub Mowgli as you fight your way through the creepy-crawly jungle to get back to the Man Village – a plot-line which detracts somewhat from Rudyard Kipling's original tale.

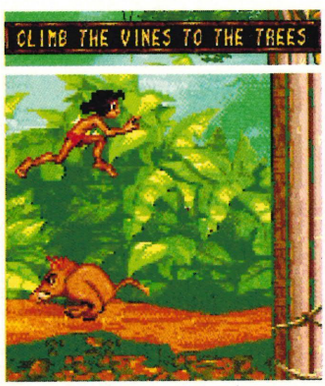
With the help of nothing much apart from a wicked throwing arm and a cheerful bounce in your step you are left feeling fairly vulnerable (and that's not simply because you're wandering around in just your red underpants).

You can pick up bananas to throw at the jungle inhabitants or there's an even more effective boomerang lurking in the darker corners to offer some assistance. If all else fails though you can always stomp on their heads Mario-style. Whatever course of attack you favour, the enemy won't give up the fight easily even on the beginner mode – the coconut-throwing monkeys take more than one banana in the eye to defeat and will give a hearty chase if you knock them from their tree-top perches.

Help is at hand however, with the appearance of your old faithfuls such as Bagheera, Baloo and the Dawn Patrol to give you a little push or piggyback in the right direction, but don't get too excited because sadly their assistance is half-hearted.



▼Like Cool Spot you have items to collect, but exceeding the first quota will lead you to a bonus level

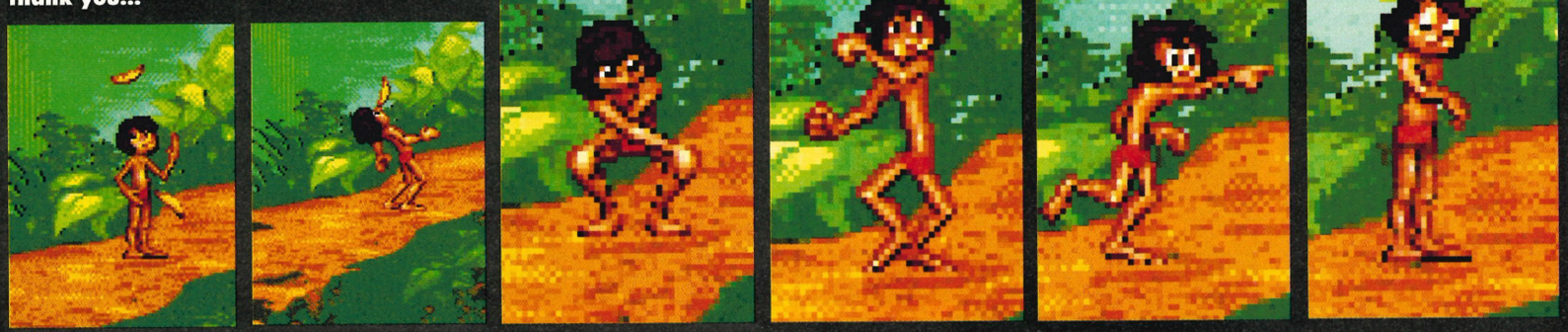


▲The running demo acts as a tutorial mode, using a couple of the levels as examples

▼Hold tight, here we go!

COULD YOU HURRY THINGS UP A LITTLE?

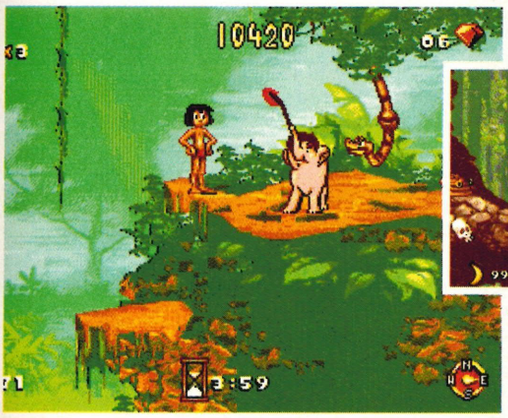
Ladies and gentlemen, I proudly present Mowgli: man-cub of a thousand faces. I thank you...



LE BOOK

Nee-naw-nee-naw-nee-naw

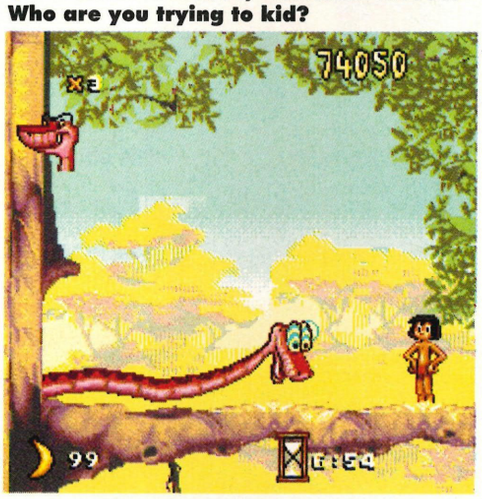
FROM YOUR FRIENDS



▼ Whoopee! Points, points and more points

◀ Waving a flag all day can get a little tiring so put this chap out of his misery and activate the restart point

▼ "Trusssst in meeee, trusssst in meeee." Who are you trying to kid?



▲ Oooh I've got itchy pits

THE SECOND OPINION

RICH

To say this game bears a passing resemblance to Cool Spot and Aladdin would be a bit of an understatement, but seeing as those are both excellent games I can't really complain. Graphically this game is superb with some great animations and sprites that capture the feel of the animated film perfectly. Unfortunately there isn't really much to do and the game isn't the most challenging one ever, but if you like platform games then you can't really go wrong with this.

SNAKE IN THE GRASS

Graphically The Jungle Book is superb. Yes, it may resemble Aladdin but we can hardly grumble after all the raving we did about the style and look of that game. Again we see some incredibly fluid animation with all the emphasis not simply resting on the main sprite – the backgrounds are also gorgeously detailed as well as flamboyantly colourful.

The levels vary enough in content and colour so as not to become repetitive (clever really when there's only so many ways you can depict a jungle setting) and the enemy characters appear in rotation with new faces popping up in each level. There's also plenty of humour included in true Disney style – either in the quirky little movements of Mowgli such as when he gets bored and balances bananas on his nose or looks at his watch, or the monkeys who wave their arms around like windmills, screeching and squawking when hit. Even the music and spot sound effects are of a high quality with the Bear Necessities tune cheerfully bounding along in the background and the haunting title tune eerily playing over the intro sequence.

We've said it before and we'll say it again; Virgin and Disney is a quality pairing. There are downfalls though – this will be a little too similar to Cool Spot and Aladdin for some people's liking, and to top it all you will be able to complete this in a short space of time like the other two Virgin platformers. However, The Jungle Book is fun to play as well as being super to look at. As platform games go, this is one of the better ones.

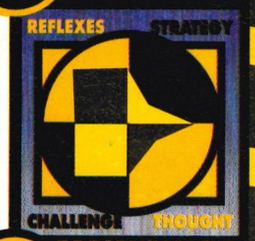
KHAN ABOUT TOWN

The objective of the game is similar to Cool Spot in that you need to find a quota of items to exit each of the levels, in this case it's not spots but precious gems. There are in fact two quotas which can be achieved on each of the levels; the lowest allows exit to the next level while the second one which is higher takes you into a bonus level thus offering more incentive to search the levels rather than quickly whizzing through in the fastest time possible. This means the game isn't as linear as it first appears.

The main levels are quite large and sprawl off in all directions making you climb, crawl, leap and swing through every nook and cranny to find your treasure. You can reach the higher parts of the levels by either jumping off your enemies' heads (which kills two birds with one stone by rendering them unconscious in the process) or by making use of the flora and fauna – there are numerous stationary vines that act as ladders while other vines blow happily in the breeze and allow you to bridge wide gaps. You can also catapult yourself to the heavens by jumping on see-saw-type contraptions that, rather surprisingly for a jungle setting, materialise at regular intervals throughout the game.

On your search for the gems you can also pick up various items of fruit for a higher score. There's also the good old extra energy bonus and a useful compass which gives hints to the location of all those luscious jewels. Despite all the help however, the game is still quite tricky on either of the difficulty settings with the enemy onslaught coming thick and fast. Thankfully though the collision detection is spot on and the missiles that you hurl hit home every time. Even swinging through the trees is a breeze with little Mowgli's grip not faltering once and his quick responses to direction changes proving to be a God-send when trying to get out of a tricky situation rather sharpish.

%RATINGS



PRESENTATION 90%
Superb linked scenes and cartoony intervals make this a joy to behold

GRAPHICS 93%
It may look like Aladdin but the graphics are still gorgeous

SOUND 85%
Great corny tunes and plenty of spot sound effects

SHORT TERM PLAY 89%
Easy to get into and enjoyable to play

LONG TERM PLAY 77%
Like Aladdin and Cool Spot this is far too easy

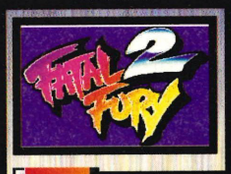
OVERALL 83
Good fun, great to look at and fun to play, but it's all been done before

MEGADRIVE REVIEW

FATAL FURY

Mindless violence apparently affects the brain and turns you into a right loony, so who better to review this than someone who is beyond help? Enter RICH LLOYD, reviewer extraordinaire...

TAKARA



12 MEG

STYLE

BEAT'EM-UP

PRICE TBA

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

IMP ORT

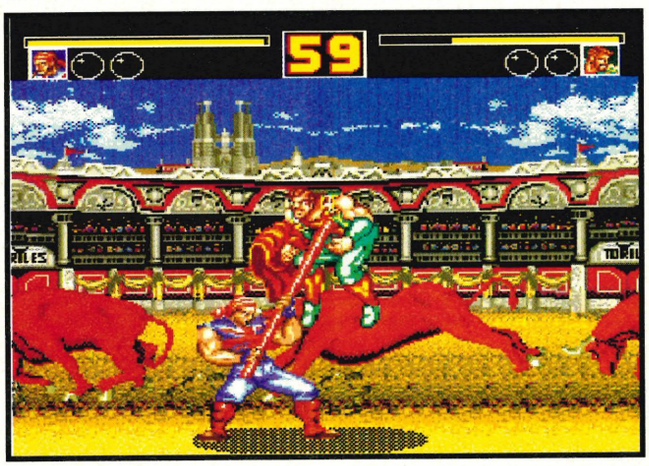
There's nothing people like more than watching two other people beat each other stupid. Well, perhaps there is, but you know what I mean. Boxing is one of the most watched televised sports at the moment and many of the most popular films have major fight scenes in them à la Jean Claude Van-Damme etc. This is also reflected in computer games, what with Street Fighter II being the most popular arcade game ever and the countless inferior rip-offs that have appeared on every computer format imaginable.

On the Mega Drive there are only really three fighting games worth talking about – SFII, Mortal Kombat and Fatal Fury. In my opinion SFII stands head and shoulders above the other two, but both Mortal Kombat and Fatal Fury had their good points.

IT'S A RUCK

The original Fatal Fury told the story of two brothers, Terry and Andy Bogard, and their mate Joe Higashi who were trying to avenge the murder of the brothers' father. They knew that the person responsible for his death had organised a massive no holds barred combat competition and so they all entered it with the aim of finally meeting the murderer. The evil bloke behind this ruthless slaying was Geese Howard and needless to say he got what was due to him at the end of the first game. The winner was proclaimed to be King of the Fighters and a jolly good time was had by all.

With South Town free from Geese's clutches, everything seemed to be normal again. However, in a dark land far away mysterious forces were at work plotting the downfall of Terry and his chums. Out of this darkness stepped Wolfgang Krauser who set up the second King of the Fighters tournament – so begins Fatal Fury 2.



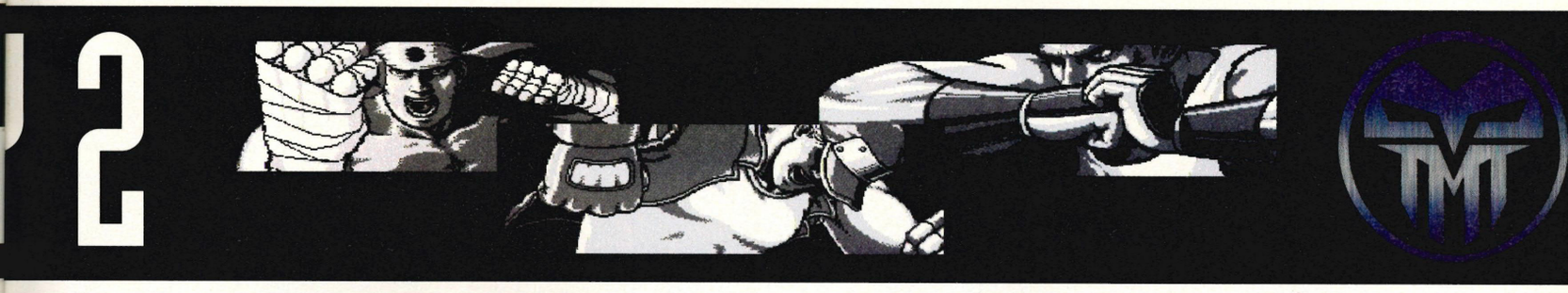
That's a fancy pen top!

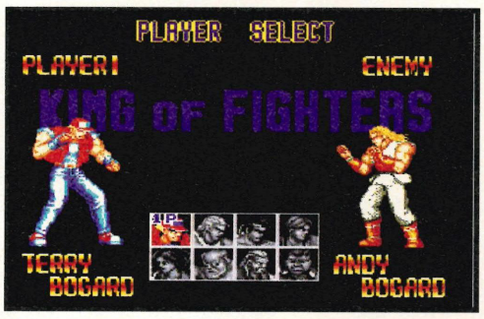
In two-player mode you can choose any character, including the bosses

In the survival match you must choose your team, which will then fight in a series of one-to-one matches against your opponent's team

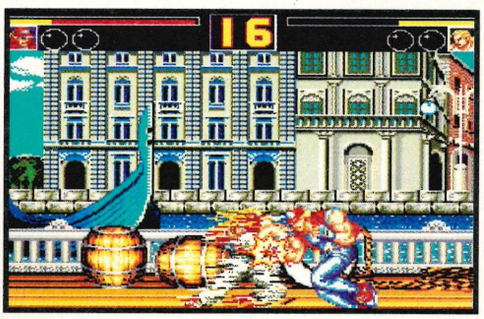
CALL THE ROZZERS

It doesn't take a great deal of brains to work out that Fatal Fury 2 is another in a long line of beat'em-ups. The arcade version of this game was pretty good and held its own against the many other fighting games around, but that was in part because it was on the Neo Geo system and not the humble Mega Drive. Thankfully, the conversion to the Mega Drive has gone quite well and even though the game size has been reduced from about 120 meg in the arcade to 12 meg on cartridge, all of the features have remained intact and the game is almost exactly the same as the arcade version!





▲ There are loads of blokes to choose from and four bosses to fight against as well



▲ In a clash of the Titans, both Bogard brothers do a special move at the same time. Who will emerge victorious? Do we care?

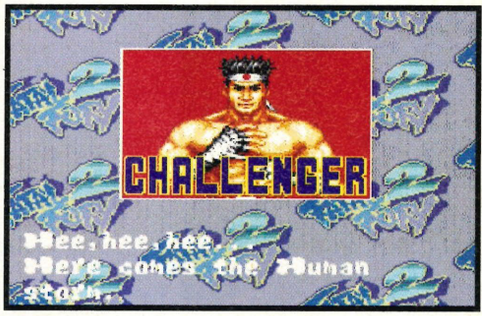
▲ The winner! Terry wins yet another round and revels in the glory, but for how long?

TAL FURY 2

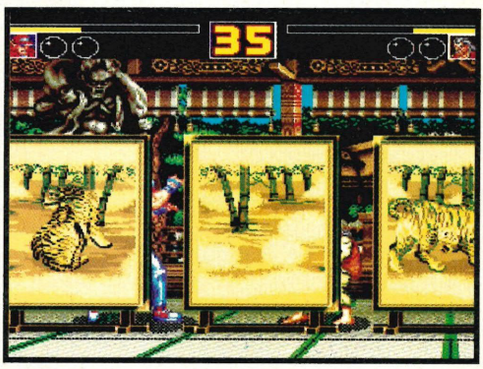
SO YOU THINK YOU RE HARD

A game like this would be a bit boring if all it involved was merely jumping around and kicking and punching, so it is a jolly good job that there are lots of complicated special moves to get to grips with as well. Each character has four special moves they can perform and they are all unique. Terry, for example, has in his repertoire a burning knuckle technique where he jumps forwards, thrusting his flaming fist into the face of his opponent. Other ridiculous physical feats include Andy's fireball attack, Joe's machine-gun punch and Cheng Zan's belly blow. These moves can be pretty effective if timed correctly, but sometimes your opponent will be able to block and counter your attacks successfully.

As is usual in this type of beat'em-up game, fights are won simply by giving your opponent a good kicking and as a result reducing their energy bar to nothing. Just before one of the fighters keels over dead, their energy bar will flash red. When this happens they can perform a super attack in a final bid for glory. These moves are unfeasibly hard to execute but it really does pay off when they work!



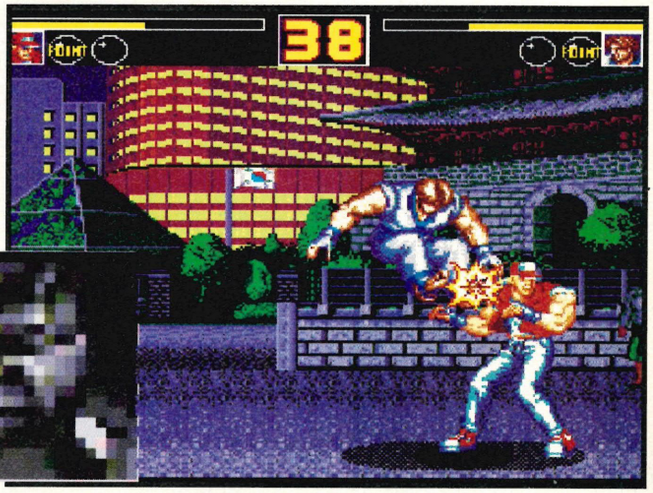
▲ Boo! Someone else has come along and our Tezza will have to do him over as well

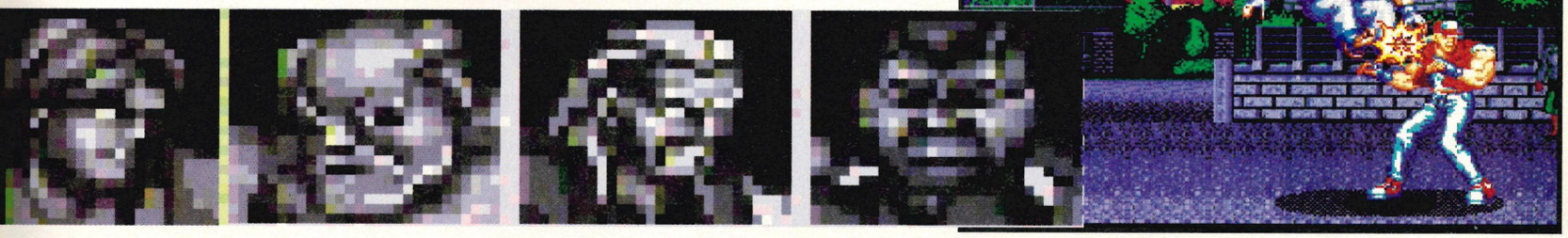


▲ What's going on here? I've been booted into the background behind these funny screens!

▶ Andy avoids the fat bloke's green ball in spectacular style and breaks the world high-jump record at the same time

▼ Smell my feet, Bozo

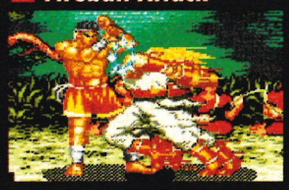




I LIKE TO MOVE IT, MOVE IT!

ANDY BOGARD

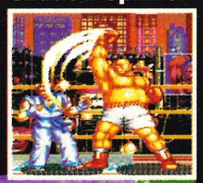
▲ Fireball Attack



▲ Shadow Splitter

AXEL HAWK

Back Dash Smash Bomber ▶



▲ Flaming Power Punch

BIG BEAR

▲ Giant Bomb

◀ Super Drop Kick

BILLY KANE

▲ Cudgel Stabber

Cudgel Spin ▼

CHENG SIN ZAN

◀ Belly Blow

Thunderball Bomb ▼

JOE HIGASHI

JUBEI YAMADA

KIM KAP HWAN

LAWRENCE BLOOD

MAI SHIRANUI

◀ Tiger Kick

Slash Kick ▶

TERRY BOGARD

◀ Super Spine Crusher

▼ Rice Cracker Slasher

◀ Crack Shot Kick

Burning Knuckle Punch ▼

◀ Half Moon Slash

Aerial Slam ▶

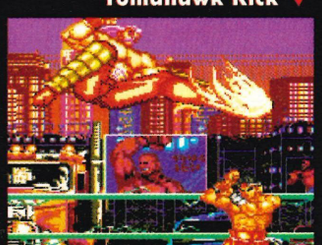
WOLFGANG KRAUSER

▲ Bloody Spin

▼ Bloody Sabre

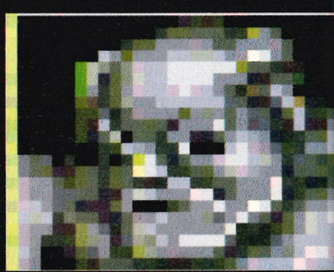
▲ Low-Level Blitzer

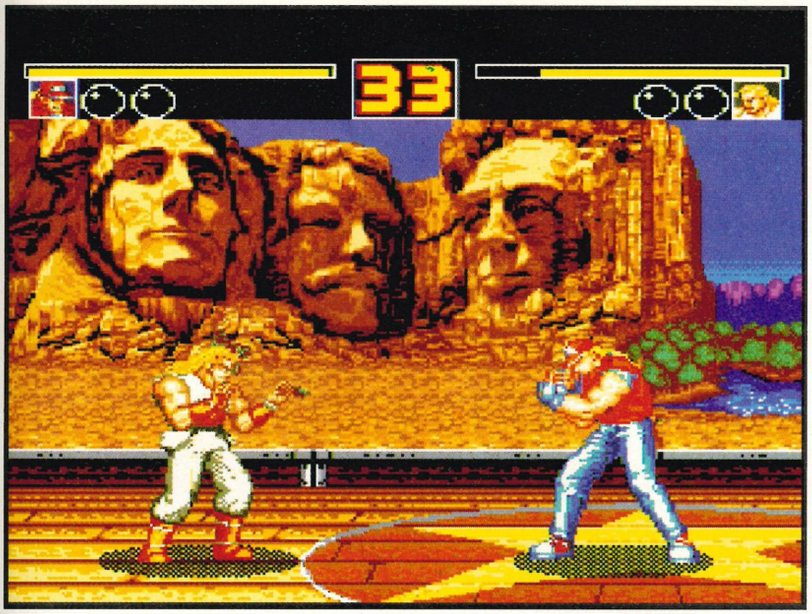
Tomahawk Kick ▼



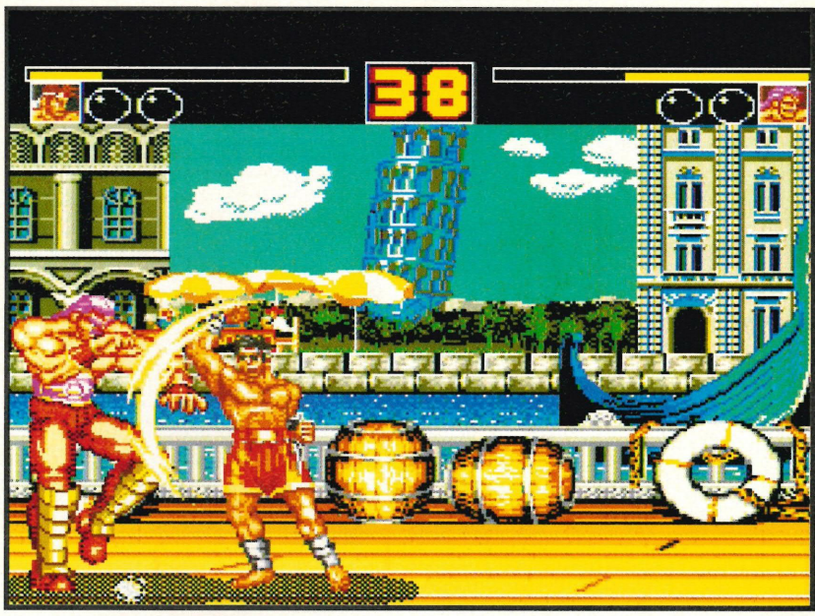
Dragon Fire Dance ◀

▼ Deadly Fan





▲ **Believe it or not, this game actually uses the Mode button on a six-button joypad – hurrah! It had to get used eventually, didn't it? Shame all it does is make you taunt the other bloke though**



▲ **Arghhh, the Leaning Tower of Pisa and a gondola in the canal. But hang on – there isn't a canal near the tower, and where's the cathedral that should be next to it? Facts? Who needs them?!**

ARE YOU LOOKING AT ME?

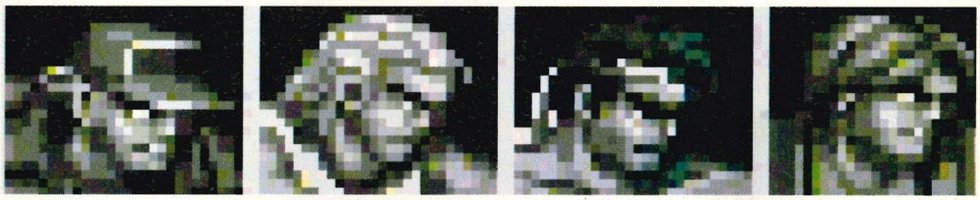
Fans of the original Fatal Fury will love this because basically it is just more of the same with knobs on, but to be honest I still prefer Street Fighter II which presents more of a challenge. I finished this game within an hour on normal mode, and the hardest difficulty setting isn't that much more of a challenge.

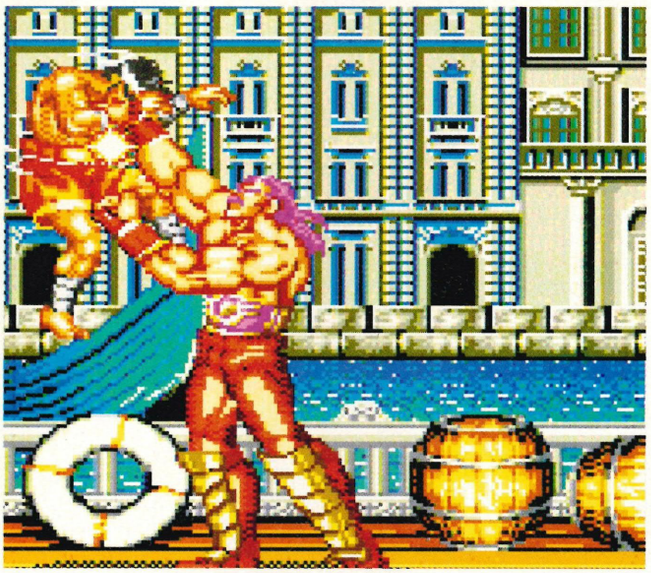
Gameplay-wise, most of the characters can be defeated simply by repeatedly hitting them with a fireball or projectile of some kind and kicking them if they try to jump over it. On my first go I got through to the eighth stage without losing a single round! I'm the first to modestly admit that I am completely and utterly brilliant at games, but to be able to sail through a game this easily seems a tad ridiculous to me.

COME AND HAVE A GO IF YOU THINK YOU RE HARD ENOUGH!

Fatal Fury 2 is an improvement on its predecessor in every respect – the sprites are bigger, the backgrounds are animated and the sound has been improved upon (even though the speech sounds a bit garbled), but unfortunately this is all let down by the lack of variety in the gameplay. There aren't even any bonus rounds this time which is a great shame.

So, we've waited ages for this game to come out and there is nothing particularly special about it at all. It looks good and plays reasonably well, but we've seen it all before and we've seen it done better. If you like this sort of fare then you could do a lot worse, but it isn't going to make anyone who dislikes beat'em-ups start appreciating this genre.





▲ **Wolfgang is a bit hard. I trained for years to fight him and all he does is kick me in the goolies. All that training for nothing...**

THE SECOND OPINION

ALLIE 'GRASSHOPPER' WEST

This is noticeably better than the original Fatal Fury with a more responsive control system, more elaborate special moves and a better character line-up, but it still lacks the intuitive gameplay seen in Street Fighter II. FF2 includes similar special attacks but they are slightly less natural to perform and fail to blaze across the screen with the same flamboyance as in SF II. This game would have been great a year ago, but we have come a long way down the line since this type of cartoony beat'em-up was 'fashionable' or enjoyable at least. Oh and by the way, Richie finished it in an hour – that just about sums it up.

% RATINGS

PRESENTATION 82%
Some nice intro screens and intermission bits as well

GRAPHICS 80%
Some nice, large, well-animated sprites that move a bit quickly as well

SOUND 69%
Boring music and some dodgy sampled speech

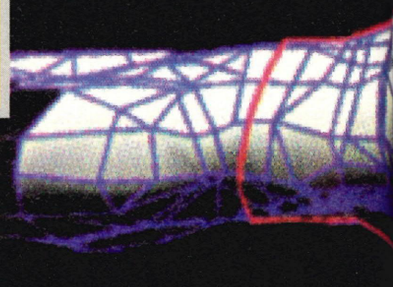
SHORT TERM PLAY 79%
Fun to play and learn the moves

LONG TERM PLAY 63%
Hardened players will find this a doddle

OVERALL 67
An improvement on the first one but it still doesn't cut the mustard

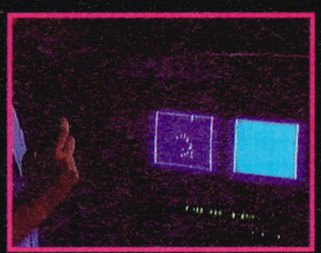
The war is on. The standard of technology seen in consoles has improved tenfold within the last year. If you take in to account that this time last year a Mega Drive game of such high quality as Virtua Racing was only a twinkle in some young hopeful's eye, it is quite astounding how far things have progressed. Now, we have software developers trying to outdo their competitors every which way, with new and improved pieces of hardware – the SVP chip, the Mega-32 upgrade, the Saturn, Project Reality, the Jaguar, 3DO. How much further will the list go on? As for the Mega Drive itself, there's only so much hardware Sega can put out before the market is flooded. The next step now is to make the games as advanced as possible by pushing the machine and its infinite upgrades to the limits, utilising the latest in programming software and incorporating new ideas into the development of the games.

PUTTING THE WHEELS IN MOTION



We've seen cinematic-style full-motion video emerge on the Mega-CD and despite the many flaws it is impressive, especially when you consider that it is being generated by a mere 16-bit machine. We've also seen complex polygon-based games such as Virtua Racing slap the cynics in the face, thanks to a clever little chip called the SVP. Who would have ever believed a couple of years back that Mortal Kombat and its complex digitised sprites would ever make it on to the humble Mega Drive?

Things are forever changing, but you don't always need new chips and add-ons to improve the standard of games. It isn't simply the machines which we play the games on that are advancing technically – the software which the games are written on is also improving, thus offering developers more scope when writing games.



The reflective sensor on the actor's body is captured by high-speed cameras

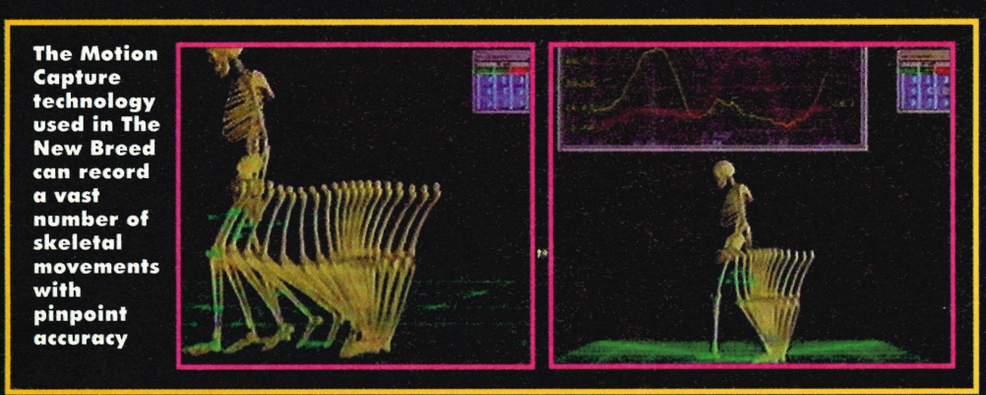
Arcade games have a lot to answer for with regard to this rapid progression. With the world's games arcades bursting at their seams with the likes of Ridge Racer, Daytona, Virtua Fighters and Galaxian 3, the desire to bring a similar quality of game in to the home has been fuelled. With the prospect of Virtua Fighters and possibly Daytona emerging on the Mega Drive through the Mega-32 upgrade within the next year, the dream is becoming a reality. Unfortunately, the technology and hardware needed to generate such games as these is very expensive, as we have recently seen with Virtua Racing's weighty price tag due to its use of the SVP chip.

First an actor's image is captured from all angles and fed in to a computer

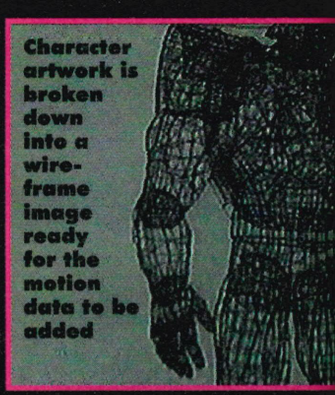
Until new hardware becomes more affordable we will see an increasing number of developers trying to find new ways to push the existing technology to its boundaries. The race is now on to achieve a similar quality of game without utilising any fancy hardware before the wave of 'Super' consoles and their games hit the market-place.

As it stands the Mega Drive is admittedly a clever piece of equipment, but it is by no means capable of generating the kind of polygons, sprites or speed seen in games such as Virtua Fighters or Daytona. So just how are developers going about achieving their goals?

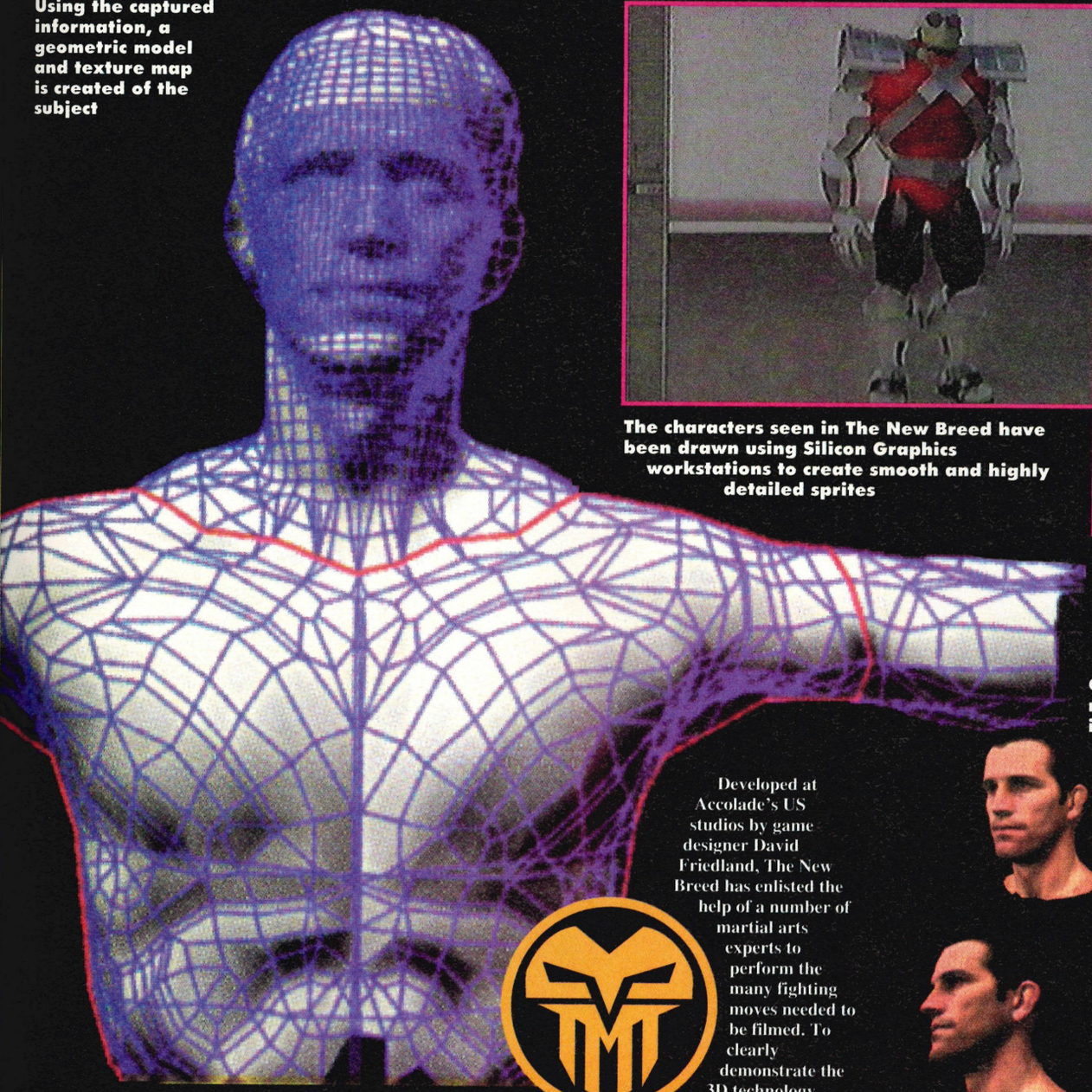
Software developers are giving it their best shot in an attempt to follow in the footsteps of Virtua Fighters. Mortal Kombat 2 is already in development so again we'll see more fluid digitised sprites with more enhancements to bring the console version closer to the



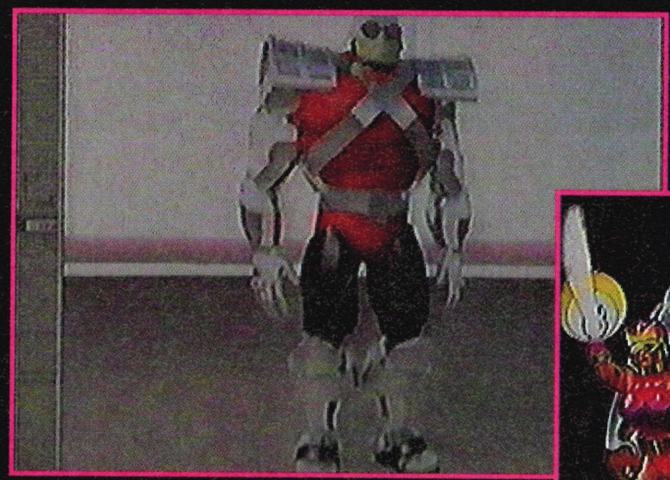
The Motion Capture technology used in The New Breed can record a vast number of skeletal movements with pinpoint accuracy



Character artwork is broken down into a wire-frame image ready for the motion data to be added

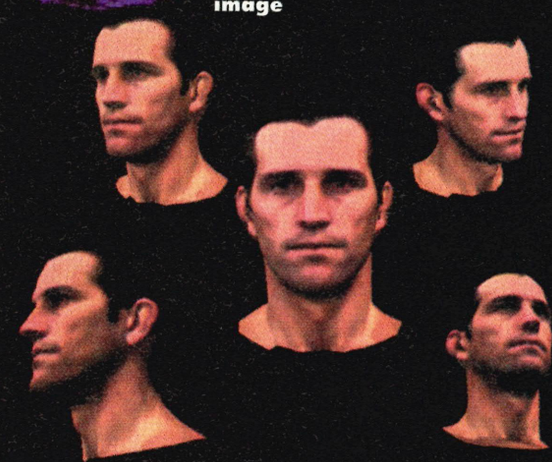


Using the captured information, a geometric model and texture map is created of the subject



The characters seen in The New Breed have been drawn using Silicon Graphics workstations to create smooth and highly detailed sprites

(Below) The New Breed characters are very comic book in style, adopting the typical superhero image

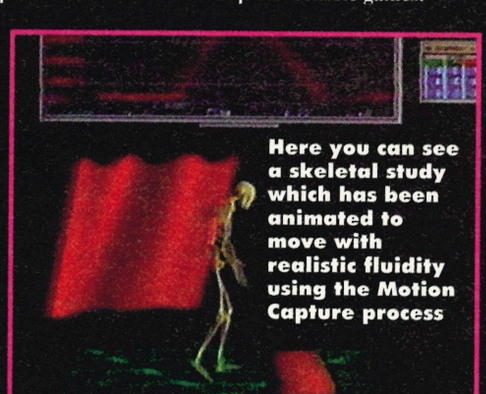


Colour is added to the geometric model to create a fully rendered image

arcade one. Another major new game we are going to see this year is The New Breed from Accolade, which utilises a process called Motion Capture technology. This process isn't exactly what you would call revolutionary – it has been used within PC games for a while, however it is only now that we are beginning to see this technique in console games.

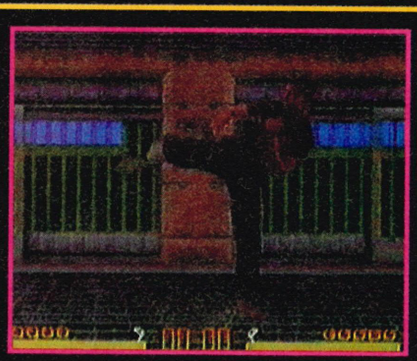
Developed at Accolade's US studios by game designer David Friedland, The New Breed has enlisted the help of a number of martial arts experts to perform the many fighting moves needed to be filmed. To clearly demonstrate the 3D technology being used, the developers chose fighting techniques such as Aikido where the movements incorporate a lot of twisting and spinning kicks.

The fighting manoeuvres were filmed using high-speed cameras by a company called Bio-Vision which is pioneering Motion Capture, with the whole project overseen by Dwayne Mason, Bio-Vision's technical coordinator. He explains how the Motion Capture process works, "Basically, we take small reflective markers and position them on predetermined landmarks on the body such as the elbow, knee or hip. We have six specially designed high-speed

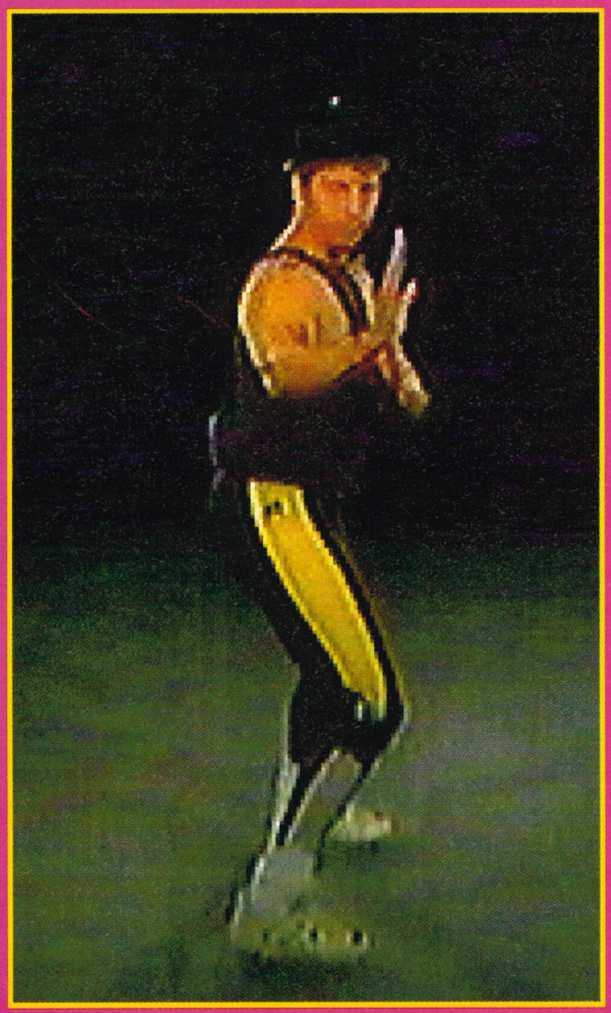


Here you can see a skeletal study which has been animated to move with realistic fluidity using the Motion Capture process

Real martial arts experts were called upon to perform the masses of fighting moves seen in The New Breed

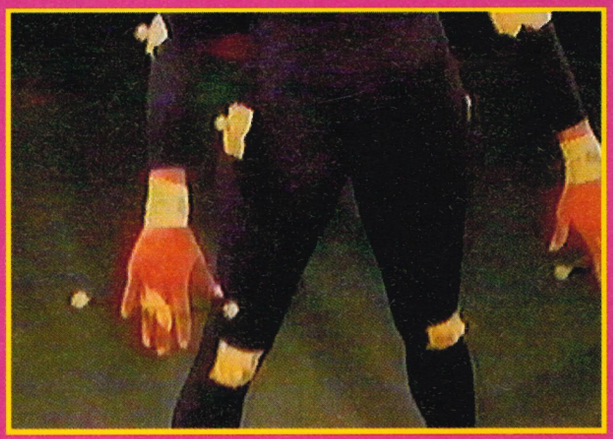


THAT'S SHOW BUSINESS



To record the fighting moves the actors are placed in a dark room surrounded by high-speed Motion Capture cameras

The actors have reflective sensors placed in specific locations across their bodies to show the amount of movement in these key areas, such as the knees and elbows

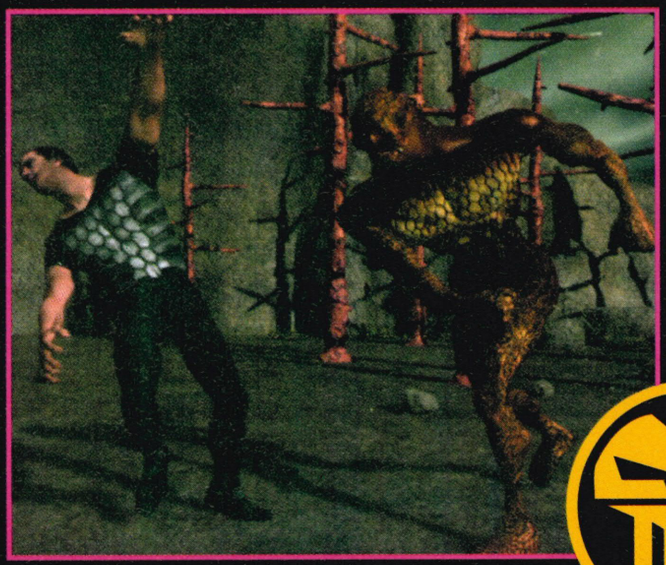


Sensors attached to a hat are placed on the actor's head in order to pick up complete body movement

Juggernauts is now called The New Breed and its producer, David Friedland, acted as one of the martial arts fighters seen in the game

Dwayne Mason supervised the Motion Capture for Accolade's The New Breed

The final stage in the process involves adding rendered graphics to the wire-frame models



cameras to track the motion and then with our software we go through a process where we draw up a 3D plot for each marker for each frame. The way it applies to video games is that you get a very fluid motion."

Acclaim also uses a similar technique for some of its many PC titles, and it hopes that the technique can be used across a wide spectrum of entertainment platforms.

Motion Capture technology is carried out as follows. Using real actors, a complete image of the person is scanned from all angles and the information fed into a computer. From this the developers can obtain a complete breakdown of the actor's physique in the form of a wire-frame model which can be manipulated and viewed from any angle and still be geometrically correct.

Animating the model is slightly trickier and involves the actor performing the required movements in front of a camera, with a series of sensors placed on specific areas of the body. The sensors (which are wireless) feed information in to a computer, and simultaneously capture over 50 bone rotations at 30 frames a second for a full real-time effect.

This data is then added to the wire-frame images. By analysing the sensor movement captured from the actors, the computer can then manipulate the wire-frame models with realistic accuracy, thus generating smooth and believable characters on screen.

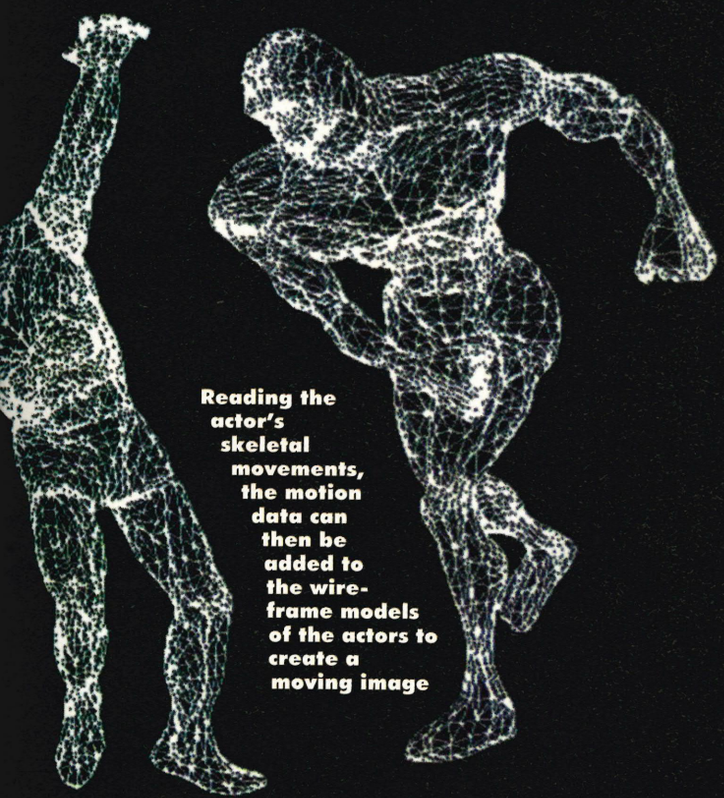
Finally, a fully rendered skin is placed on top of the wire-frame mesh to complete the image. Once in motion the overall movement is so realistic that the effect is quite staggering, however the machines required to run a completely realistic image with extreme fluidity and detail are far more powerful than your average Mega Drive, but hopefully this won't be the case for long.

Continuing the pursuit for higher and greater things, Acclaim has also recently signed a deal with Sega to combine Motion Capture technology with Titan, a high-performance hardware system developed by Sega for use in the design of arcade games. Titan features three Hitachi 32-bit RISC chips and

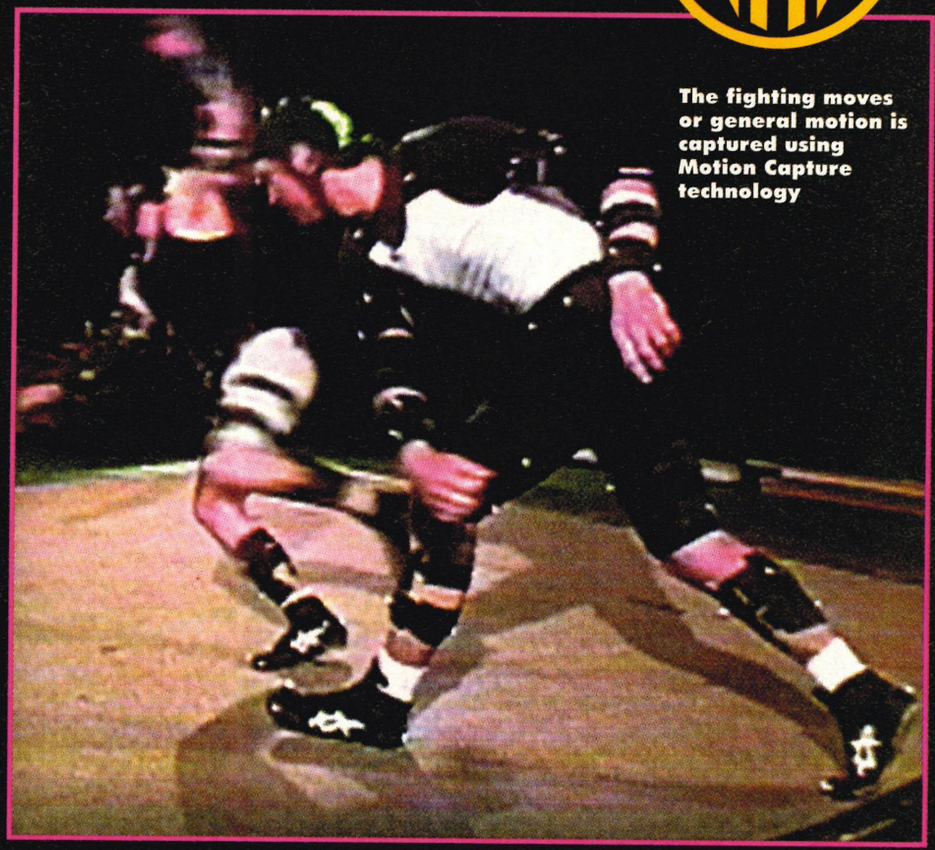
allows the arcade machines to generate outstandingly advanced 3D graphics coupled with phenomenally realistic audio.

The Titan technology is to be used in the forthcoming Mega-32 as well as the Saturn, although not on such a grand scale as that seen in arcade machines. What this means is that the Titan process will in theory allow arcade games to be converted on to other home-based Sega hardware which incorporates the Hitachi RISC chips.

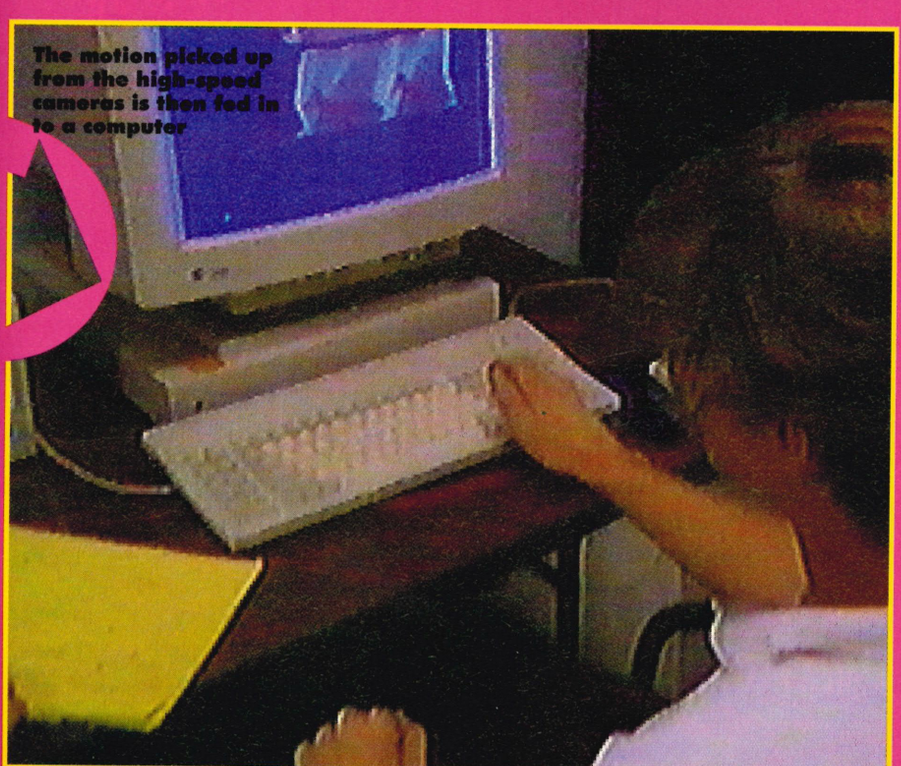
With this further progression it seems that it will only be a matter of time before the technology becomes so powerful that we will no longer require arcade machines – home consoles will be perfectly capable of generating arcade-quality games themselves. Virtua Racing made it, Virtua Fighters is on the way but sadly it will be a while before we see Galaxian 3 in the home!



Reading the actor's skeletal movements, the motion data can then be added to the wire-frame models of the actors to create a moving image

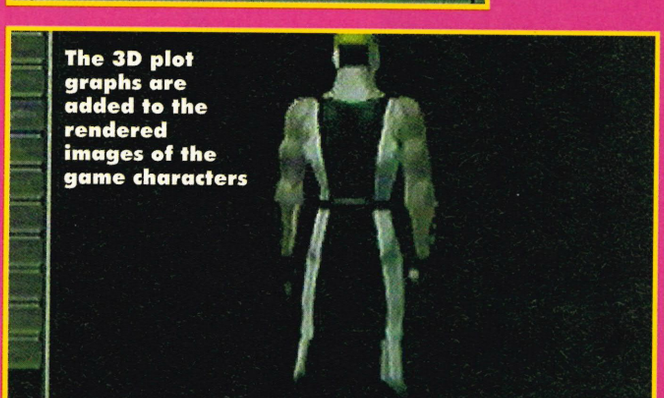


The fighting moves or general motion is captured using Motion Capture technology



The motion picked up from the high-speed cameras is then fed in to a computer

The sensor movements are broken down into 3D plot graphs so the developers can clearly see the fluidity of the movements



The 3D plot graphs are added to the rendered images of the game characters

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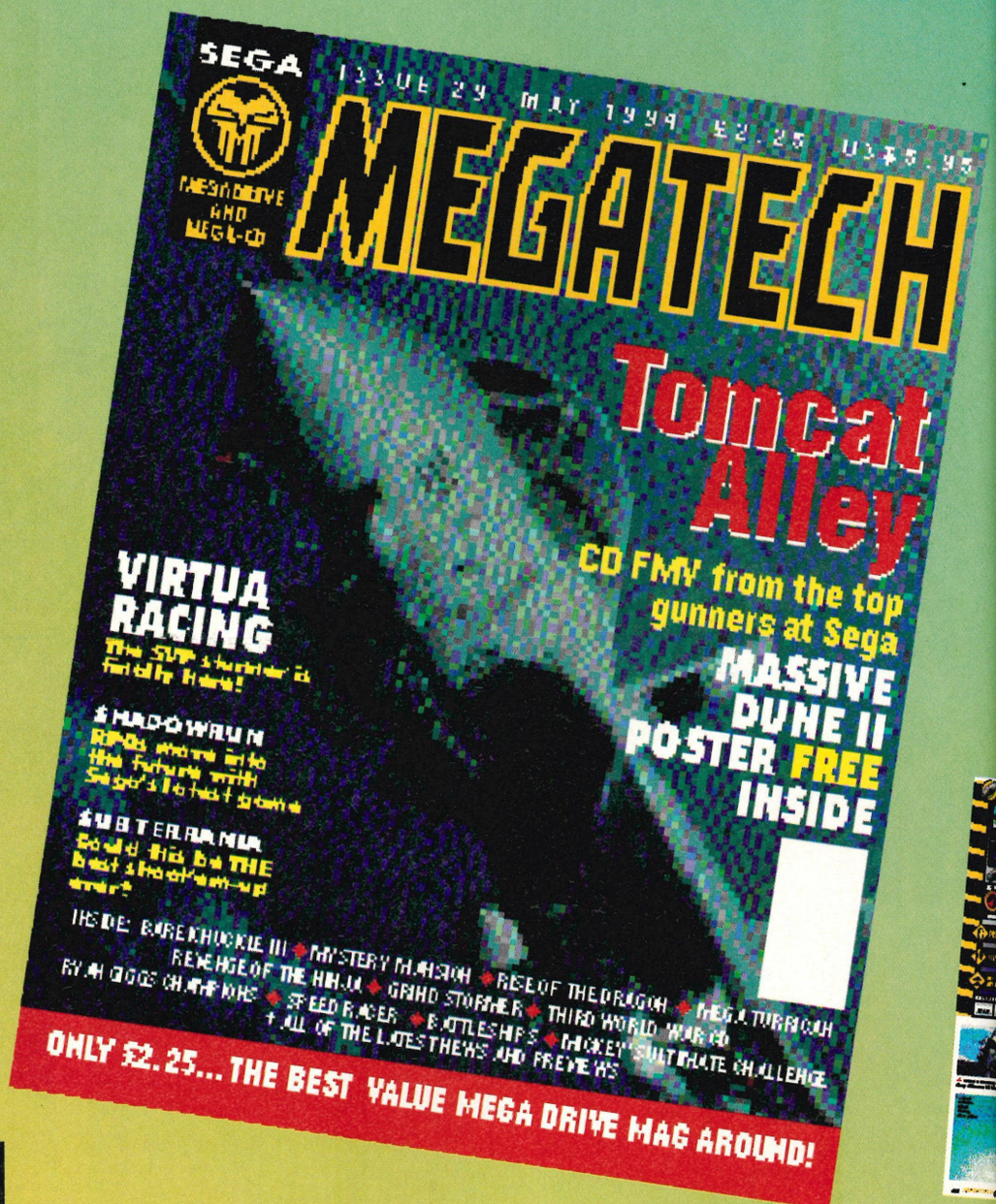

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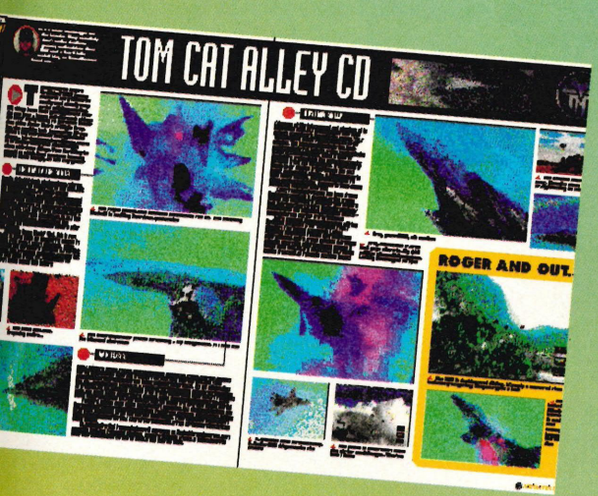

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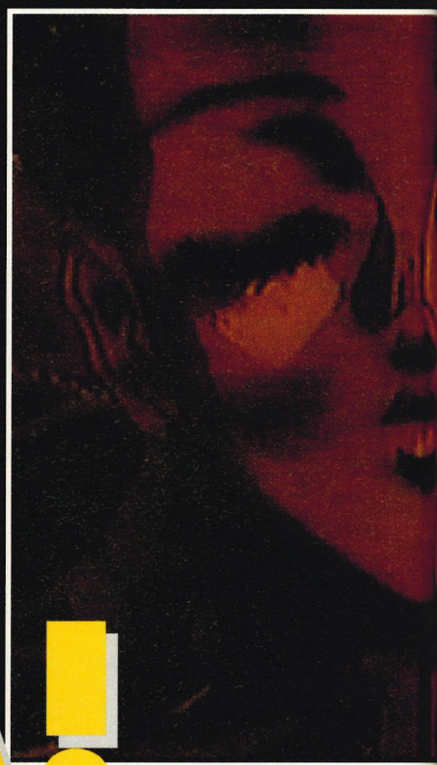
In Japan the term 'Manga' refers to graphical novels which are immensely popular over there, but over here we associate it with Anime – animated films. Island World Video knew it was onto a winner when it released the highly acclaimed Akira on video and it was such a roaring success it launched the Manga label on which it has released many other quality titles. Even if you haven't seen them the chances are you have still heard of other titles like Fist of the North Star, Crying Freeman, Doomed Megalopolis and 3X3 Eyes. Fans of these films will be overjoyed to know that there's a host of other new titles to be released this summer.



MANGA! MANGA! MANGA!

BATTLE ANGEL ALITA

BATTLE ANGEL ALITA
CERTIFICATE 15
PRICE: £10.99

Drawing influence from films such as Blade Runner and Mad Max, Battle Angel Alita is set in a gloomy futuristic world. Earth has been turned into a rotting trash heap where all the scum and misfits from society have been abandoned. High above is the fabled city of Zarem, a place that everyone wants to escape to.

Among the mechanical trash a cybernetic scientist, Dr Ido, found the pathetic remains of a little cybernetic girl who had been left to rot for centuries. He restored the girl and called her Alita, but soon found that Alita had no memory of her past life. At first glance she is a sweet little girl but she soon discovers that she has some quite unusual abilities as she gets caught up in the underground world of criminals and bounty hunters.

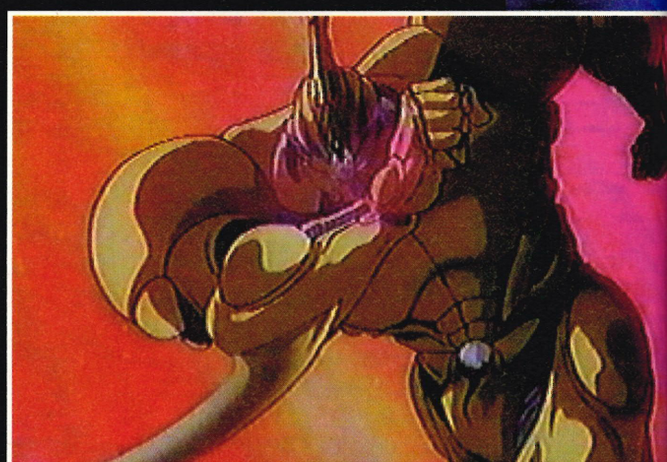
THE GUY

THE GUYVER
CERTIFICATE: 15
PRICE: 12 TAPES AT £5.99 EACH

Manga maniacs will love this brand-new series. Every month a new episode will be released gradually telling the tale of how Sho Fukamuchi accidentally became the most powerful weapon of death and destruction of all time.

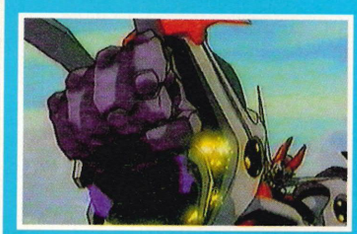
The Chronos Corporation was known to be performing various genetic experiments but its main research surrounded three mysterious Guyver units which no one had managed to activate. A scientist stole the units and in the fight that ensued our hero stumbled upon one of them, activating it in the process. As a result Sho was encased in Bio Booster Armour and became the Guyver.

Chronos naturally wants the unit back and it soon becomes necessary for them to send in their genetically mutated army, the Zoanoids. This leads to all manner of mayhem as Sho finds out how to use his new powers while protecting his school-friends from the monsters. Things get more complicated when Chronos works out how to activate the remaining units and plan world domination. It's all gripping stuff, and as an added bonus on the inlay of each video is an episode of Hellkat, a new comic strip by Tony Luke and Alan Grant.



VER

DANGAIOH



DANGAIOH
CERTIFICATE 15
PRICE: £12.99

If there's one thing Anime fans love it's a feature jam-packed with mecha-related action. Basically what that means is that there are lots of giant robots, cyborgs, androids, transformers, and very big guns! I think you get the picture. Dangaoih is slightly different however, because the main characters are four young psychic warriors who can unite to form the most powerful weapon in the universe. Together they must use their powers to stop the bloody tyranny of Captain Garimoth and his evil henchman, Gil Burg. The four warriors have had their memories erased so that they can concentrate solely on their mission, but will Garimoth's trickery find weaknesses hidden in their forgotten pasts?

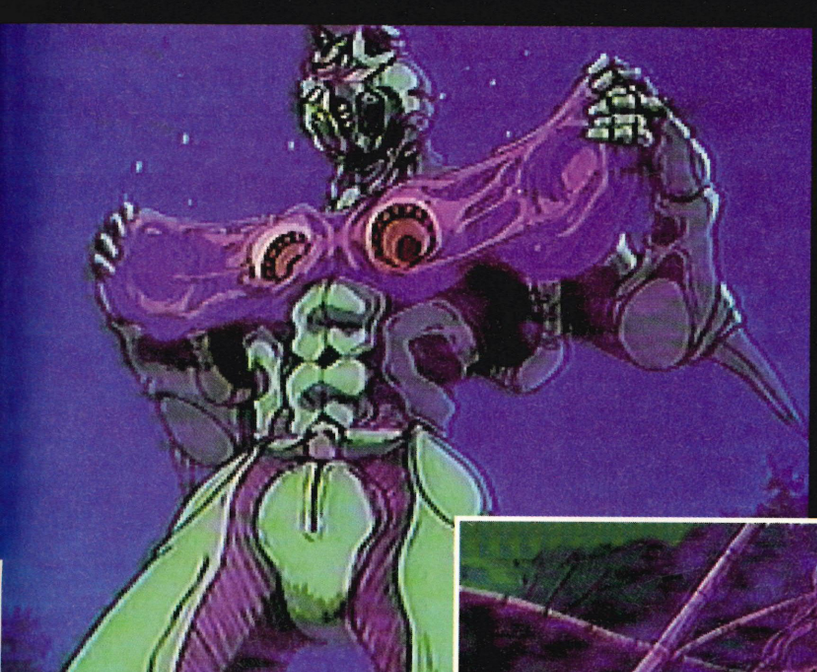
MERMAID FOREST

MERMAID FOREST
CERTIFICATE 18
PRICE: £18.99

Mermaid Forest is the third of the Rumik World series, the first two parts being Fire Tripper and Laughing Targets. These are individual stories all created by Rumiko Takashi who is more famous for writing the Ranma 1/2 stories.

According to legend if man eats the flesh of a mermaid he can become immortal. This isn't really as good as it sounds as Yuta found out in the sixteenth century when he became immortal and has since watched his family and friends die, while he has become isolated in a lonely hell.

For hundreds of years his sole purpose was to find a kindred spirit, in the form of an immortal woman. His worries seemed to end when he met a girl called Mana, but others had different reasons to be interested in her. Dr Shina and his hideous assistant have been robbing graves and performing disgusting medical experiments in order to find the secret behind invulnerability. When Yuta discovers this he must see if an immortal man can survive against the other horrors induced by the mermaid flesh.



MORE MANGA!

This small insight into the latest Manga releases may have whet your appetite for some animated fantasy fun, but if you can't wait until they are on the shelves of your local video retailer then why not check out some of the other titles available now:

Akira
Bubblegum Crisis
Crying Freeman
Dominion: Tank Police
Doomed Megalopolis
Fire Tripper
Fist of the North Star
Gigolo
Heroic Legend of Arislan
Judge
Laughing Target
Legend of the Overfiend (Urotsukidji) Parts 1-3
Lensman
Odin
Professional Golgo 13
Project AKO
RG Veda
Ultimate Teacher
Vampire Hunter D
Venus Wars
Wicked City

TECHNIQUE ZONE

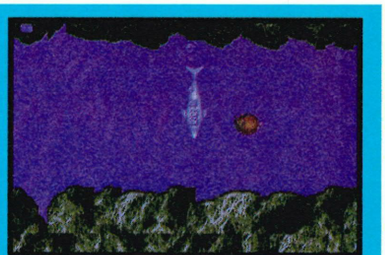
Welcome back yet again to the area of the publication known as Technique Zone. This is the place where zones and techniques can come and relax in a hassle-free relaxed atmosphere. Here they can mingle sociably with fellow techniques and zones, enjoy a few drinks at the bar, visit one of the many nightclubs in the area or simply have a quiet walk along the beach. Whatever you desire can be arranged right here at Technique Zone.

VIRTUA RACING

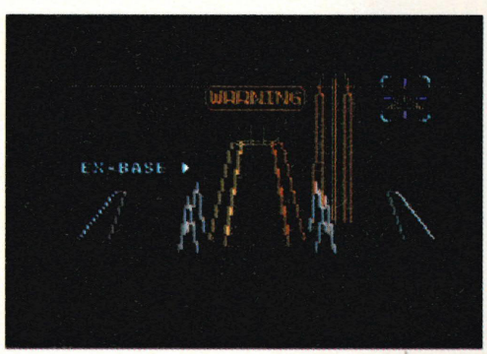
That most splendid of car games comes complete with a rather noble art form known as 'cheat' included in the game. Now we know why the thing costs so bloody much – that SVP chip rubbish was just a cover up, it's all down to cheat.

So with the cheat in hand (which could, if you're lucky, be worth two in the bush) you should allow you to play in the mirror image mode – use a little imagination to work out for yourself just what that is! All you have to do to activate this cheat is make sure you come first on all courses on normal or difficult setting, then hold down the A button on the course select screen. That about wraps it up. Bye.

ECCO THE DOLPHIN



Yes my friends, Ecco is back to his old tricks...saving his mates, protecting the innocent, getting the beers in. Most unlike Rich I must say. Ecco has had more tips written about him than Pam has 'had' men, which is no mean feat, dear chaps. If you are having the occasional spot of trouble with Ecco, wait until the Next Level screen appears, then when it does hold down A and Start. The game should now pause. When it is unpaused, my dear readers, you will find the dolphin is now very tough and can beat up anyone who fancies a go.



RANGER-X

Rangers? Who mentioned Rangers? Not on this page you don't mate. This Technique Zone is strictly a Rangers-free zone I'll have you know. Oh sorry, you were talking about Ranger-X, the shoot'em-up. That's different – come on in and make yourself comfortable.

So you fancy something a little different. What about an extra level for the game? You do! Well, that's great.

OK, simply head to the options screen and press A, B, C, A, B, C, A, B, C. Select easy level and head straight into the game. A completely new stage is now yours.

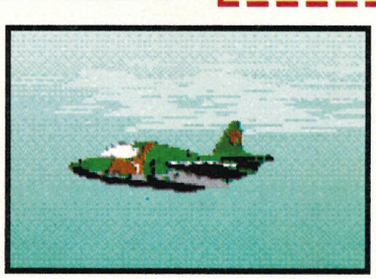
THUNDERHAWK

LETHAL ENFORCERS

Arghhh! I've heard that this game can induce violent tendencies in those who have never displayed such anti-social behaviour – in fact a riot broke out at the local convent only last week after Sister Mary was seen clutching a copy of Lethal Enforcers. She was reported as saying, "This'll go down a storm after the pubs have closed on a Sunday". After that there was nothing...until that fateful day when six priests were badly beaten up and several members of the Oxford Utd firm treated for head wounds.

Things could have turned out very differently however if the women of the cloth had known about this cheat. When fighting with bosses, simply take aim and shoot the weapon they are holding. Obvious? Hmmm, not really. If the weapon is hit they cannot return fire and subsequently lose vast amounts of power. Or something along those lines.!

Hurrah, the summer is just around the corner and we all know what that means – long hot nights down at the park drinking lager from cans around the fire, tripping over big logs (eh?) in the dark. Ah, let those good times roll once more...



Sorry, I got a bit sidetracked there. Back to Thunderhawk, that great shoot'em-up from Core Design which is correctly judged to be the saviour of the Mega-CD. Try this little gem of a tip – to obtain infinite armour and weapons, pause the game and push Up, Right, Left and Down. Go forth and destroy.

CHUCK ROCK CD

Hooray for Chuck Rock on CD which is just the same as Chuck Rock on cart but with more animated screens. Anyway, who cares – we all loved it. The fact remains that this is the Technique Zone and therefore a technique is required. Technique, my backside – what about a batch of passwords? That'll do nicely. Here we are then:

Level Two: GJFKFN
Level Three: PDPKKN
Level Four: JWNTXF
Level Five: TSFNVP

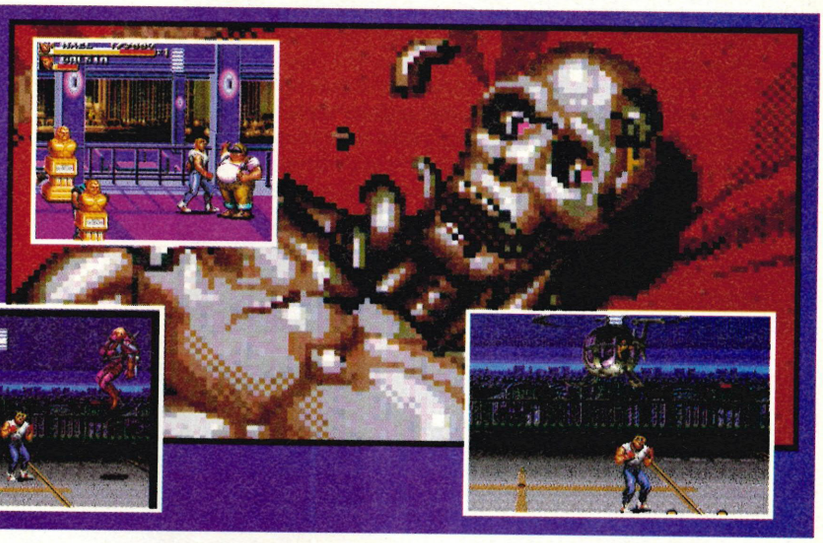
If that doesn't do the trick, CND will charge about £60 for the spirit of free love and peace at Glastonbury this year. That's not the way it ought to be.

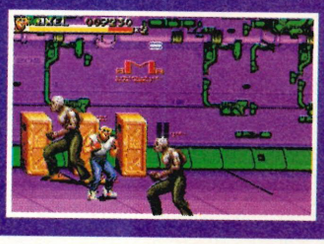
TECHNIQUE ZONE

STREETS OF RAGE III, AKA BARE KNUCKLE III

We stumbled across this little darling by a mere freak of nature (namely Rich) on a sunny Saturday morning when the bees were a-humming and the birds a-singing. It involves the kangaroo and a large tub of pineapple yoghurt.

When you complete the first stage of the second level, refrain from dispensing instant death to the large creature with the funny legs and boxing gloves. No, leave it alone but batter the daft clown to death. This will result in the kangaroo running away. Right, listen closely. When you lose a continue, the opportunity to select another character will present itself and guess what? Yes, you can now play the animal. Storm in there and waste a few people.





SONIC 3

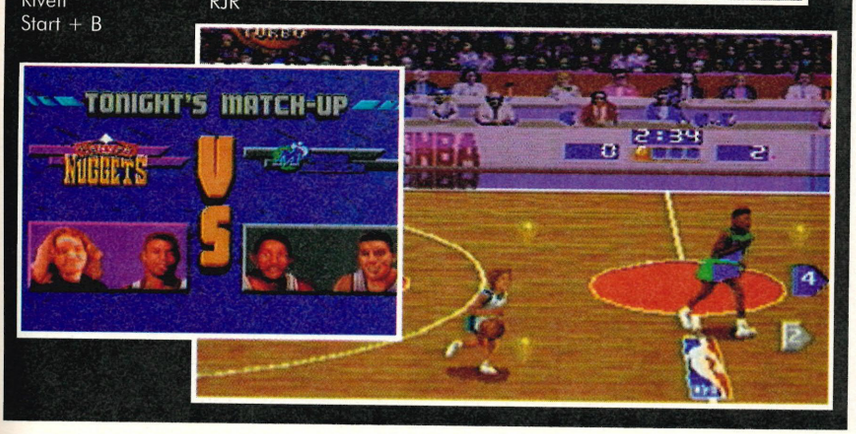
For all of you out there who don't have a Game Genie or Action Replay, here is how to access the Sonic 3 level select!

After the blue Sega has appeared after you switch on, as soon as Sonic starts to roll towards the screen hit Up, Up, Down, Down, Up, Up, Up, Up and you should here the standard Sonic chime. It is very difficult to do though, and may take you SEVERAL attempts. After the chime, if you press down at the main menu, it will scroll down and reveal a sound test option where you can pick your starting level. Holding A as you press Start on a level will start the usual Sonic debug mode which has appeared in previous Sonic games. Now you can all stop whining!

NBA JAM

Want some famous non-basketball players on your team? Well, on the name entry screen enter the following initials. The final letter of each set of three must be entered by positioning the cursor over the letter, then holding Start and pressing the button (or buttons) shown. We know who the first two people are, any ideas about the rest of 'em?

Bill Clinton Start + A	ARK
Al Gore Start + B	NET
Mark Turmell Start + A + B	MJT
Sal Divita Start + C	SAL
Air Dog Start + A	AIR
Chow-Chow Start + C	CAR
Kabuki START + A	QB
Rivett Start + B	RJR



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SHADOW OF THE BEAST 1 2 &3	0891 445 943
MORTAL KOMBAT	0891 445 987

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TECHNIQUE ZONE

VIRTU

Virtua Racing is undoubtedly the best racing game to grace any 16-bit console to date. In the following pages we present a walk through on how to beat each track in normal mode and thus activate the little cheat (listed elsewhere in the magazine) that will allow you to play the game in mirror mode. Good old Jag managed to skive off for three whole days compiling this little guide. Was it worth it? You be the judge...

THE BEGINNER COURSE

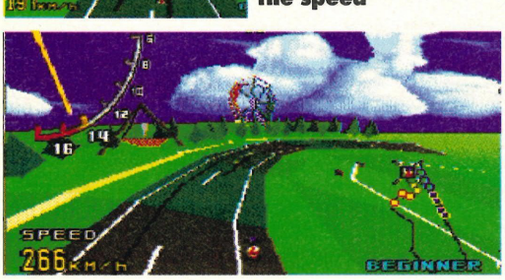
This is the first and possibly the easiest course and as such should be treated as an experimental course for finding your way around the controls. This walk-through is intended for players using the automatic gears option and not the smart-arse manual selection.

From what we can tell so far, this course is best tackled using the floating view of the car. Opposing cars offer minimum harassment and irritation except when lapped. Only then can they hamper your movement but nothing too serious is likely to be encountered. A large percentage of this track can be negotiated at full speed and the brakes should never really need to be used. Good luck

Here you are in the pits. You can't mess this stage up so rev up the engine to maximum and get ready to go

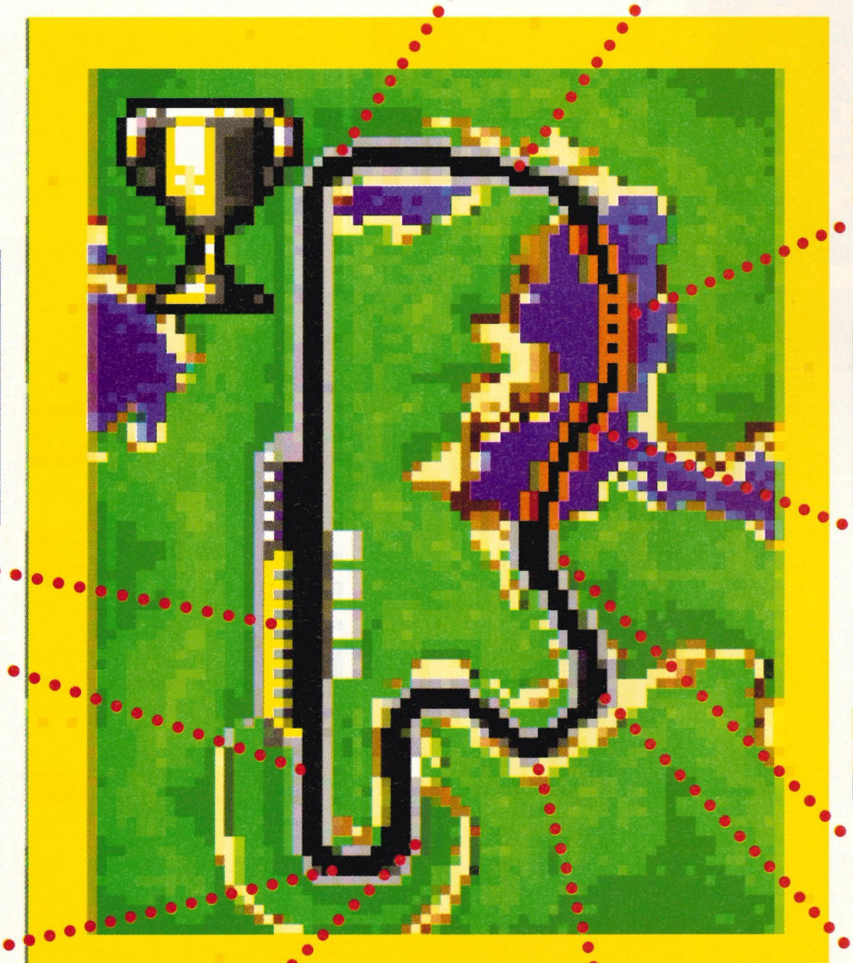
Over the line we go – in first place...hopefully!

Use the same tactics on this corner that you used for the previous one. Do not use the brakes, simply ease up on the speed



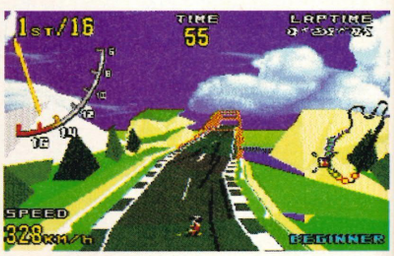
When you hit this bend take your finger from the accelerator and allow the natural momentum of the car to carry you around the corner. If the car slips, hit the speed button again and this will keep the car on the track

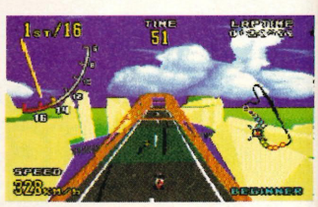
This corner is very flat and as such should be taken at full speed. Keep as close to the inside as possible



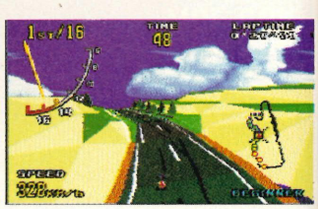
This is the first of the tricky corners and it should be taken at full speed. However when it is cleared, ease up on the speed

Keeping to the inside, take this first bridge at full pelt. You should have attained at least sixth place by now





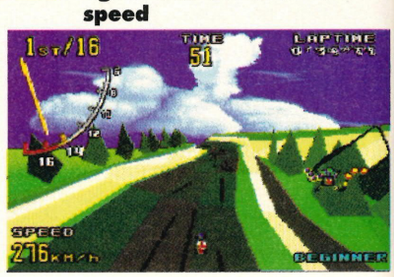
Take the next bridge at full speed



Yet more full speed at this small bend

The first of three large corners. Hug the inside of the track and keep the speed at full

Hug the inside of the track again and travel at full speed

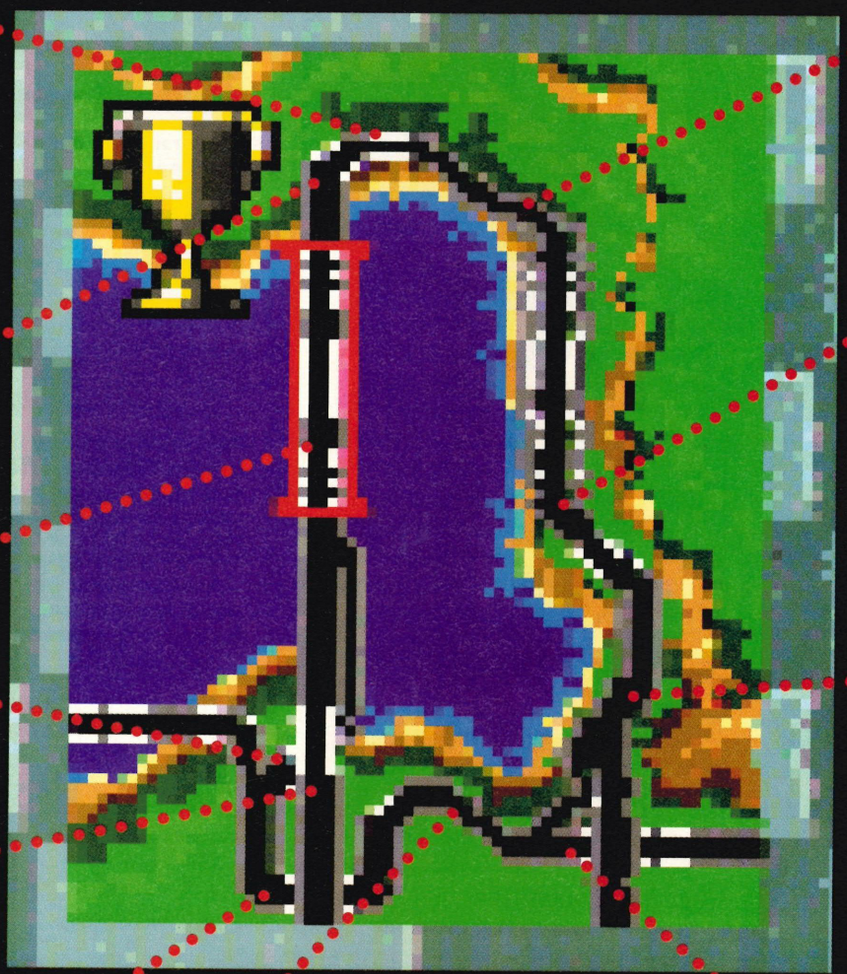


JA RACING

THE MEDIUM COURSE

In my opinion this is the most difficult by far of the three courses for a number of reasons. The first and foremost reason is your starting position – which is 16th out of a possible 16 starters! It's trouble from the start as you tussle with another 10 or so cars to get into a leading position. If you fail to get into at least sixth position in this early battle, the chances are you will never complete the race. The best way around this problem is rather obvious – take it easy on the speed and simply keep an eye on the car in front.

Once you have managed to bypass the chasing pack and you are free from any other cars cluttering the track, you can then get down to the real business of catching the leaders. However, once the immediate problem of attaining a pole position is solved there lies another even larger task ahead – the safe negotiation of the many very tight corners and keeping on the single-lane track that makes up the majority of this course. As with the Beginner course, use the float view when racing on this track.



Keep the pressure up – don't let your speed slip as you enter the small tunnel

Keep your foot down as you hit this bend

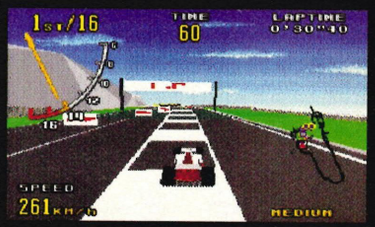
The long bridge run. Full speed ahead (erm...)

It's under the flyover to the start line

Kick off, start or whatever

This corner and the next can be taken at full speed. Then it's onto the straight

Slow down when you hit here. The barriers are not as solid as they appear. Get ready to take the next very tight corner



Keep your eyes to the right and be ready to hit the single lane. Easy on the speed

Around the corner and into the straight

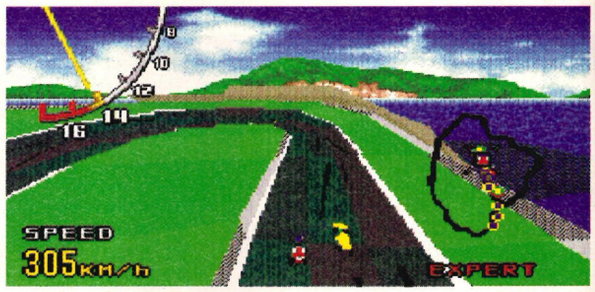
This bend can be taken if you stick to the left-hand side of the track

You're now into the rock pass which can be taken at full speed, but get ready for some fancy driving

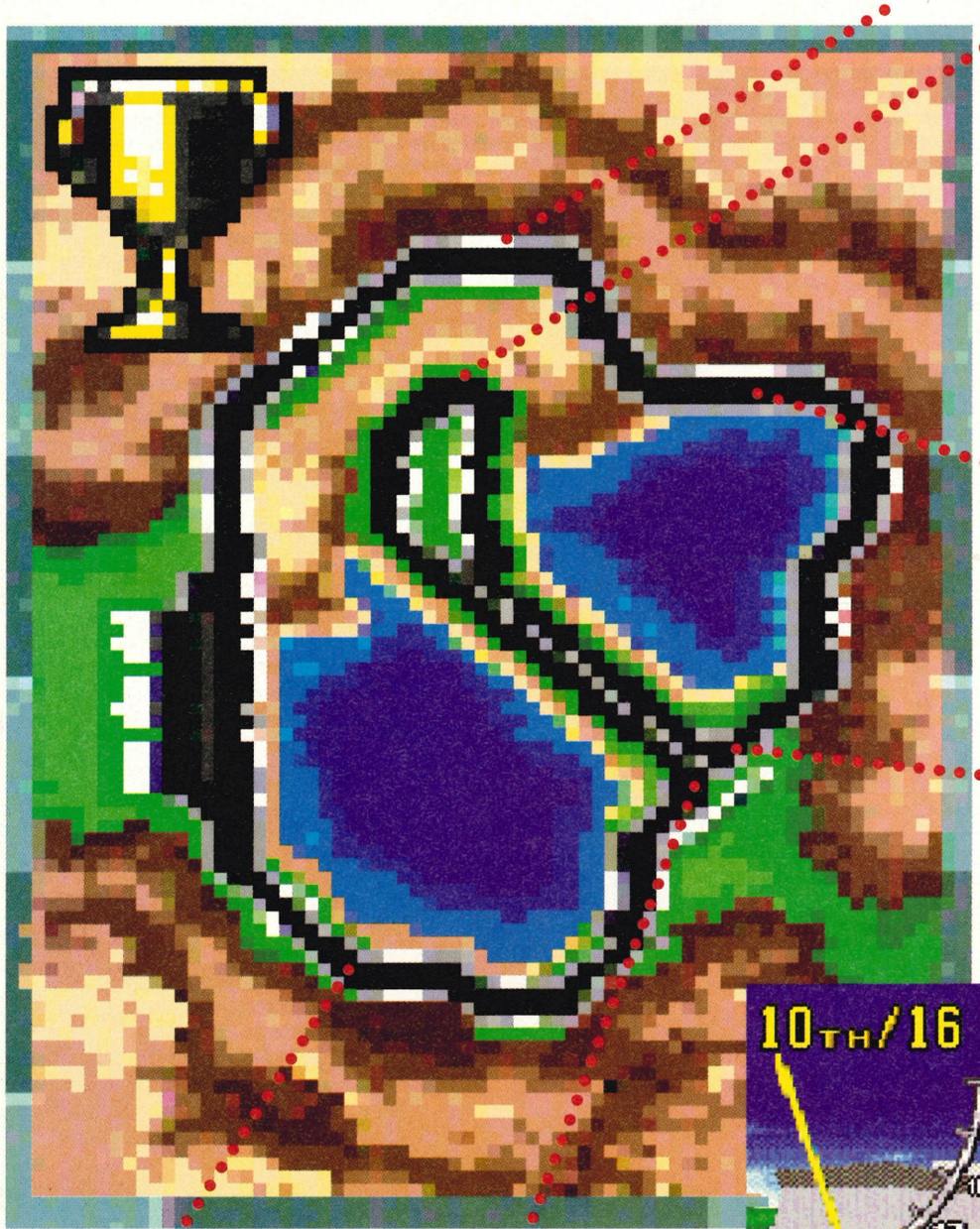
TECHNIQUE ZONE

THE EXPERT COURSE

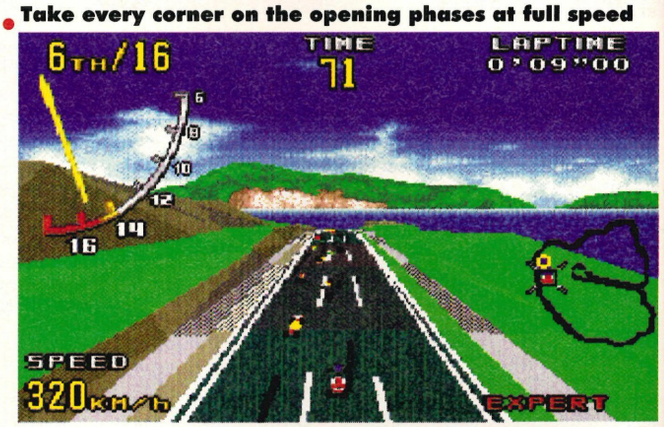
I found that this course is by no means the most difficult and is also the most pleasurable to race on. None of the simplicity of the Beginner course or the frustration of the Medium course is present – all you'll find is great racing. The majority of the course can be taken at full speed, but the tight twists require skilful braking and handling of the car. Graphically this course is the most impressive which is lucky because I find the best way to win here is to use the overhead view. Once again there will be a considerable amount of jostling for a leading pack position, so make sure you are up there or once again you will be banished to a dismal fifth or sixth place, or even worse not finish the race at all.



Another very bad corner – hit it at full speed, jam on the brakes and drag the car around, hugging the inside of the track



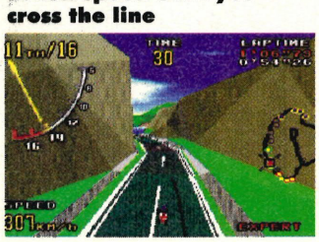
Take every corner on the opening phases at full speed



The first checkpoint – have you made up a little time perchance?

This area is known in the office as Sonic Corner and is the first of two notorious crash black spots. Approach this at full speed but brake as soon as you hit the corner and pull round. Opinion in the office differs on this, but I have won the race many times and beaten Rich on a one-to-one so I reckon I'm pretty qualified to comment. Yes, I put my hands up and say I've seen it done, but with such a high rate of failure, this method isn't highly recommended

The same applies here as the previous stretch – go at full speed until you cross the line



After the small encounter it's plain sailing all the way as we hit the rocky pass. Full speed all the way

MEGASELL

Don't forget, fellow gamesters – all classified adverts are now FREE! Yep that's right, we require no wonga whatsoever to include your ad in our esteemed pages.

FOR SALE

Mega Drive games – Euro Club Soccer £16, Ecco £24, PGA2 £26, Micro Machines £26, Mega-lo-Mania £25, Dragon's Fury £16 and others. Will swap any for Royal Rumble, NHL '94, EA Soccer, Gauntlet 4.
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Atari ST games for sale, all under £10. Also, Mega Drive Golden Axe 2, Sonic, World of Illusion, Shadow Dancer, Alien 3.
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Three Sega Mega Drive games, namely Budokan, Another World, James Pond 2 – £50 or will split, willing to swap for Aerobiz.
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Mega Drive, Mega-CD, top games and several MegaTech issues. Serious offers only, call for more details. Minimum price £450.
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Mega Drive and Mega-CD, two joypads, about 14 Mega Drive games (including FIFA Soccer and Mortal Kombat), eight CD games (including Sonic CD, Thunderhawk and Silpheed). £300 ono.
Richard Tiernan, 24 Norbury Road, Kingstanding, Birmingham, West Midlands, B44 9NB
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Mega-CD and Mega Drive (boxed), plus 24 top games including Street Fighter II, Landstalker, Lunar CD, Gods, Thunderforce IV. Also, Action Replay Pro, CDX Pro, three joypads and loads of mags. £500 no offers.
Kevin Downey, 1 Herald Walk, Knights Manor Estate, Dartford, Kent, DA1 5ST
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Mega Drive games for sale: Ecco, Zombies, Phantasy Star3, ToeJam and Earl 2, Sonic 3 – all for £20. Sonic 2 – £10, Sonic 1 – £5.
Dan Ashton, Cliffash Cottage, Idridgehay, Belper, Derbyshire, DE56 2SE

Super Kick Off £20, Jungle Strike £25. Both games boxed and with instructions. Issues three, four and six-18 of MegaTech, all in good condition – £10.
Andrew Haines, Greystacks, Burtons Lane, Chalfont St Giles, Bucks, HP8 4BN
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Mega Drive, two joypads, FIFA, NBA Jam, PGA II, Sonic and carrycase for £120.
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Stephen Young
Tel: 0670 815834

Mega Drive and 13 games. Will sell all for £400 ono or separately (prices negotiable). All boxed and must be collected.
Andrew Bedford, 48 Parish Ghyll Lane, Ilkley, LS29 9QP
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Mega Drive and three games (E-SWAT, Phellios, WWF), plus one joypad – will sell for £60 ono. Boxed with instructions.
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For sale: Mega Drive and Mega-CD with three joypads, Street Fighter II, Jungle Strike, Thunderhawk, Lethal Enforcers and five other titles. Will sell for £350 ono.
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Mega-CD, 11 games including Night Trap and Thunderhawk, worth over £430 will sell for £250. All in excellent condition.
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Mega Drive, boxed, good condition with two six-button pads and one normal pad, Jap converter and nine games including Street Fighter II, LHX, Flashback and EA Hockey. Includes external speakers and MegaTech issues four-28. £290 ono.
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Tel: 0346 513688

Swap Sonic 2, Ecco, Shadow Dancer, Winter Challenge, Summer Challenge. Want Side Pocket for Shadow Dancer. Also want General Chaos, Road Rash 2, Jungle Strike.
Paul Penrose, 178 Seaford Way, Cotmanhay, Ilkestone, Derbyshire, DE7 8UE

Will swap Mega Drive with seven games for an A500+ or A600.
Ben Price, 33 Northbrook Road, Aldershot, Hants, GA11 3HE
Tel: 0252 330966 after 6pm

Swap Landstalker for Street Fighter II or Jungle Strike.
Gareth Mitchell, 23 Cherry Tree Avenue, Church Lawton, Stoke On Trent, ST7 3EL

Swap my Road Rash 2 for your Tiny Toon Adventures or FIFA Soccer.
Thomas Berwick, 142 Stenhouse Street, Lowdenbeath, Fife
Tel: 0383 515111

Swap my six-button SG ProPad 2 (boxed and with instructions) for one of these games – Lemmings, Side Pocket, Dragon's Fury, Desert Strike (good condition).
Kevin Rowlands, 1 Ger-Ty-Mawr, Carway, Llanelli, Dyfed, SA17 4HR

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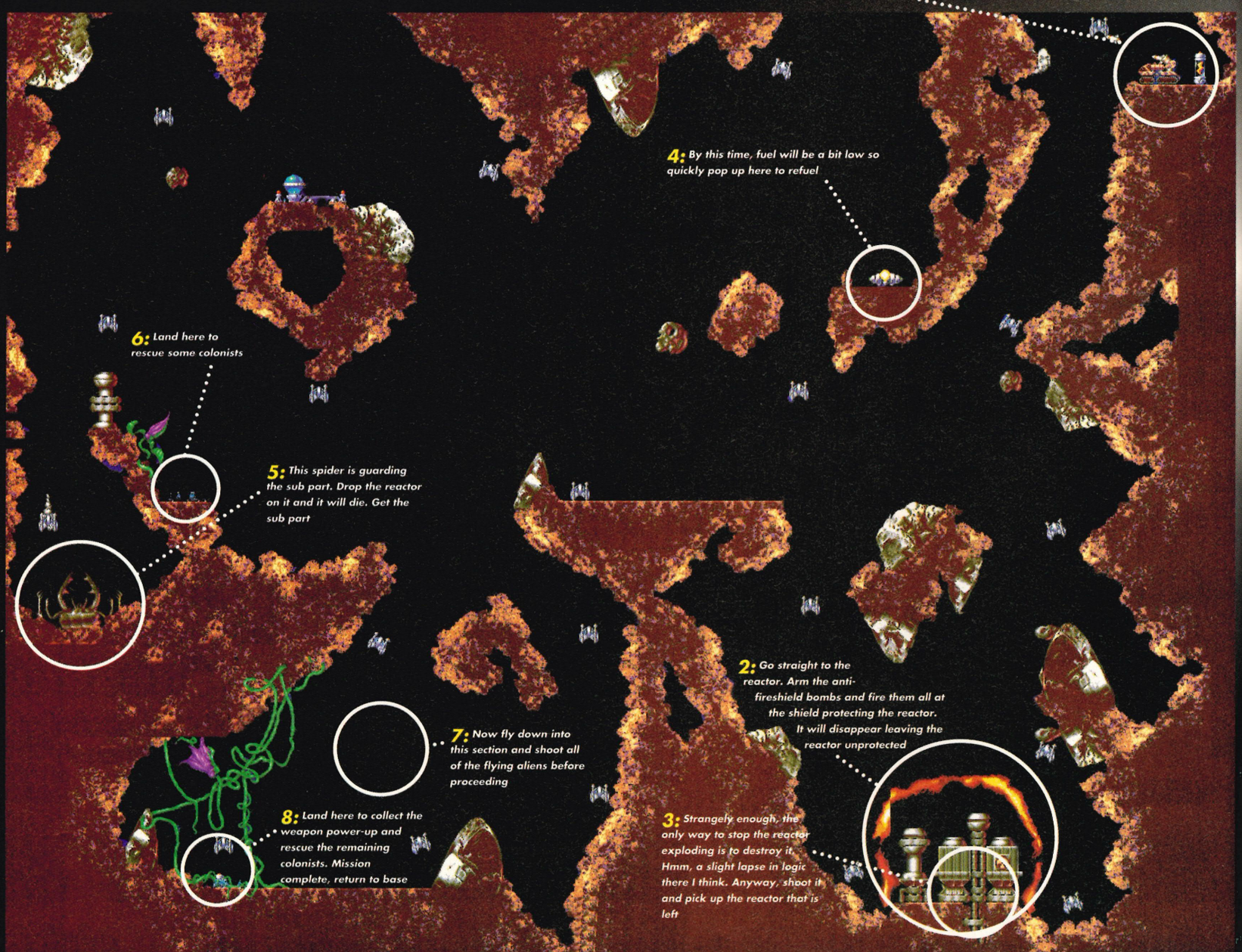
TECHNIQUE ZONE

SUBTER

Shoot'em-up action doesn't come any finer than this. It may be remarkably similar to Thrust, but Subterrania is a damn good game with lots of things to do. The first few levels are pretty straightforward because you get told what to do, but as you progress the information given becomes more and more vague. Fret no more, dear readers, because we at MegaTech are proud to present the solution to the second half of the game.

LEVEL FIVE

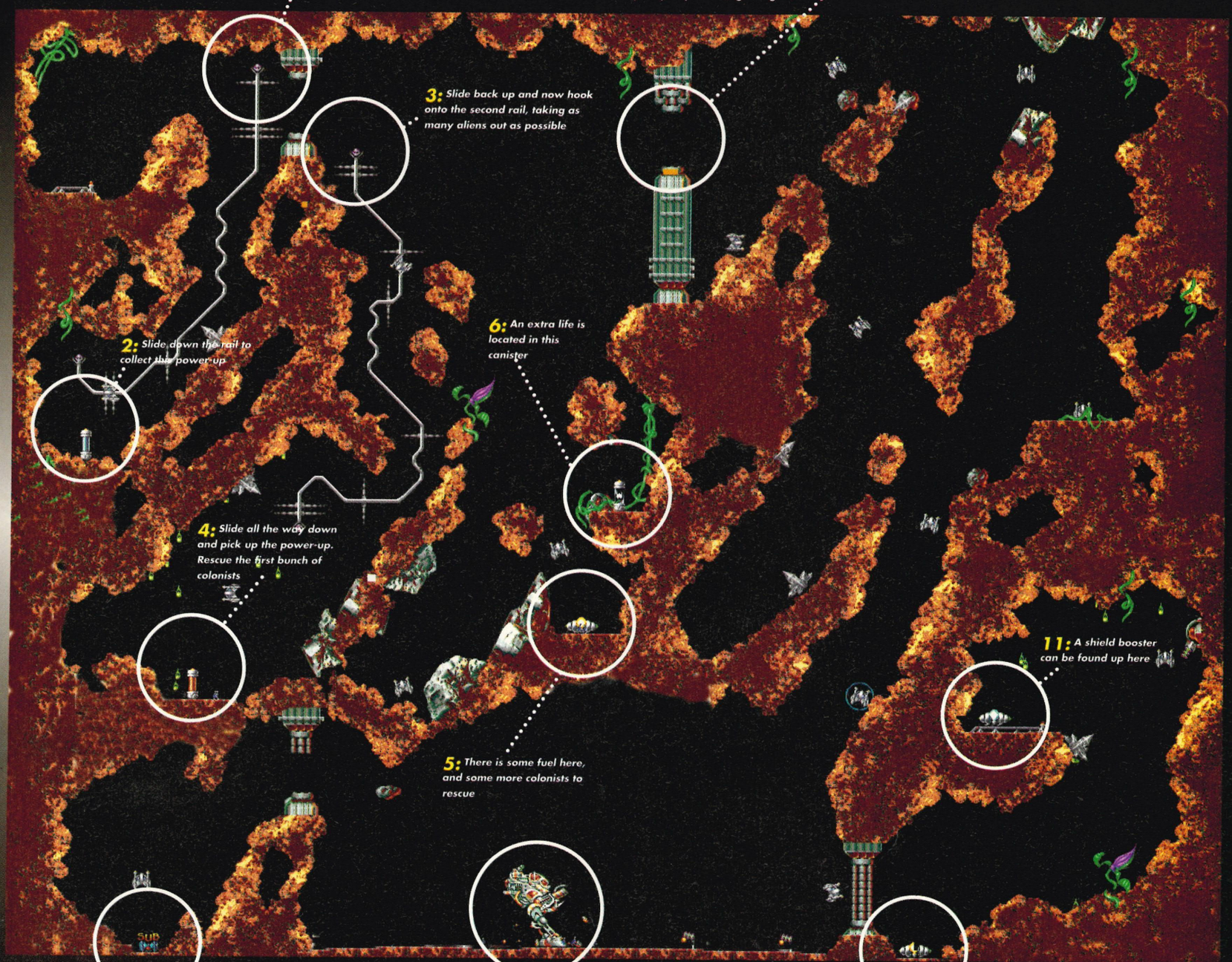
On the first six levels it is necessary to rescue all of the trapped colonists and to pick up a sub piece. On this level things are a bit harder because there is a giant spider that cannot be killed by conventional means guarding the sub piece. To add to your problems, a nuclear reactor is about to melt down and is leaking deadly radiation everywhere!

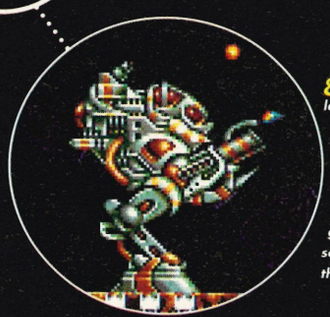


RANIA

LEVEL SIX

This is the level with the final sub part and is the last time HQ can give you any clues as to what to do. The only special objective is to destroy the guardian.



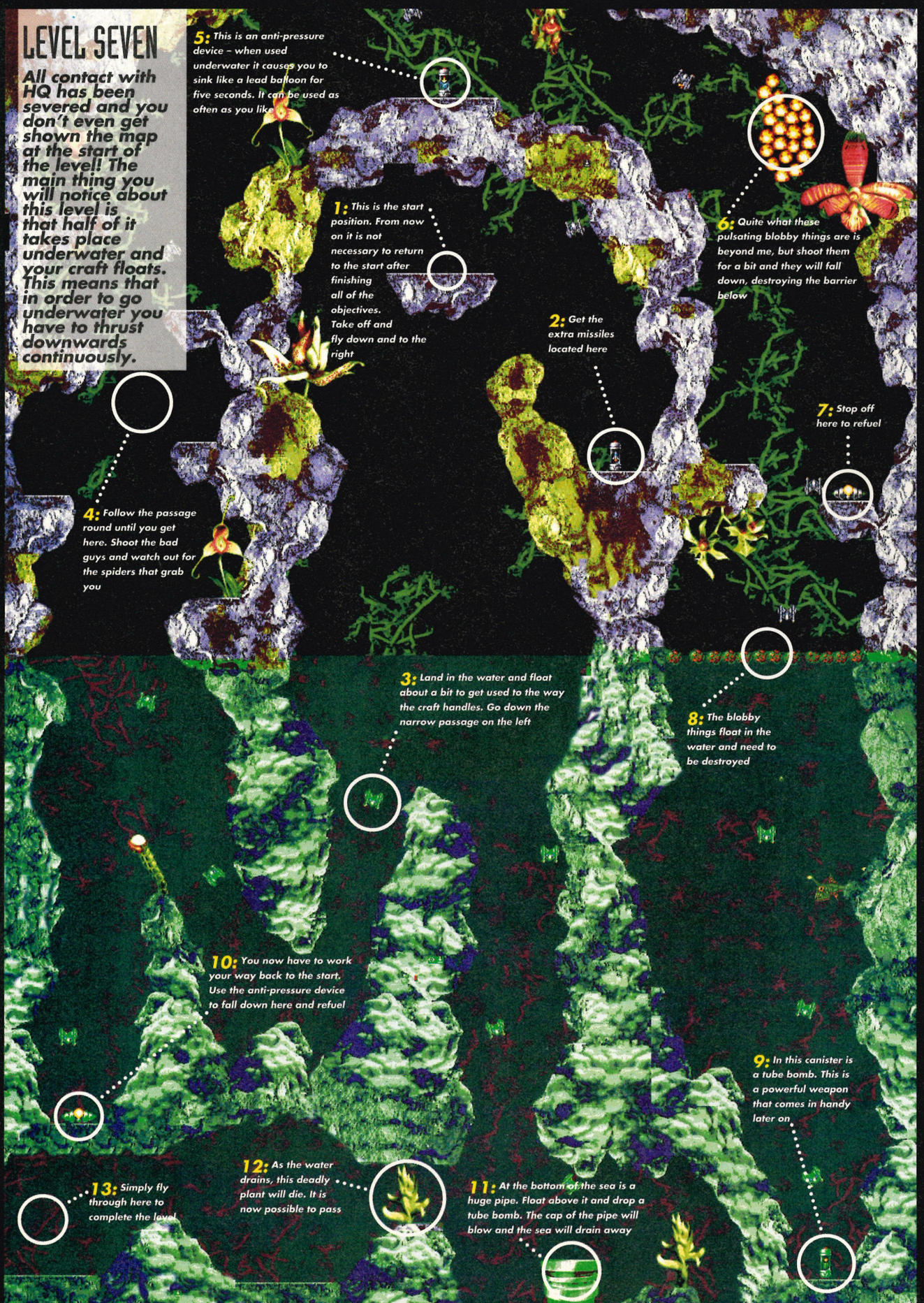


8: In case you didn't already guess, this large bloke is the guardian that has to be destroyed. He has a very big gun so the best tactic is to shoot him from afar, preferably with a fully-charged Mega weapon. If it looks as if you are about to die then don't forget – crashing into a bad guy causes them a lot of damage and sometimes is the most effective way to kill them

TECHNIQUE ZONE

LEVEL SEVEN

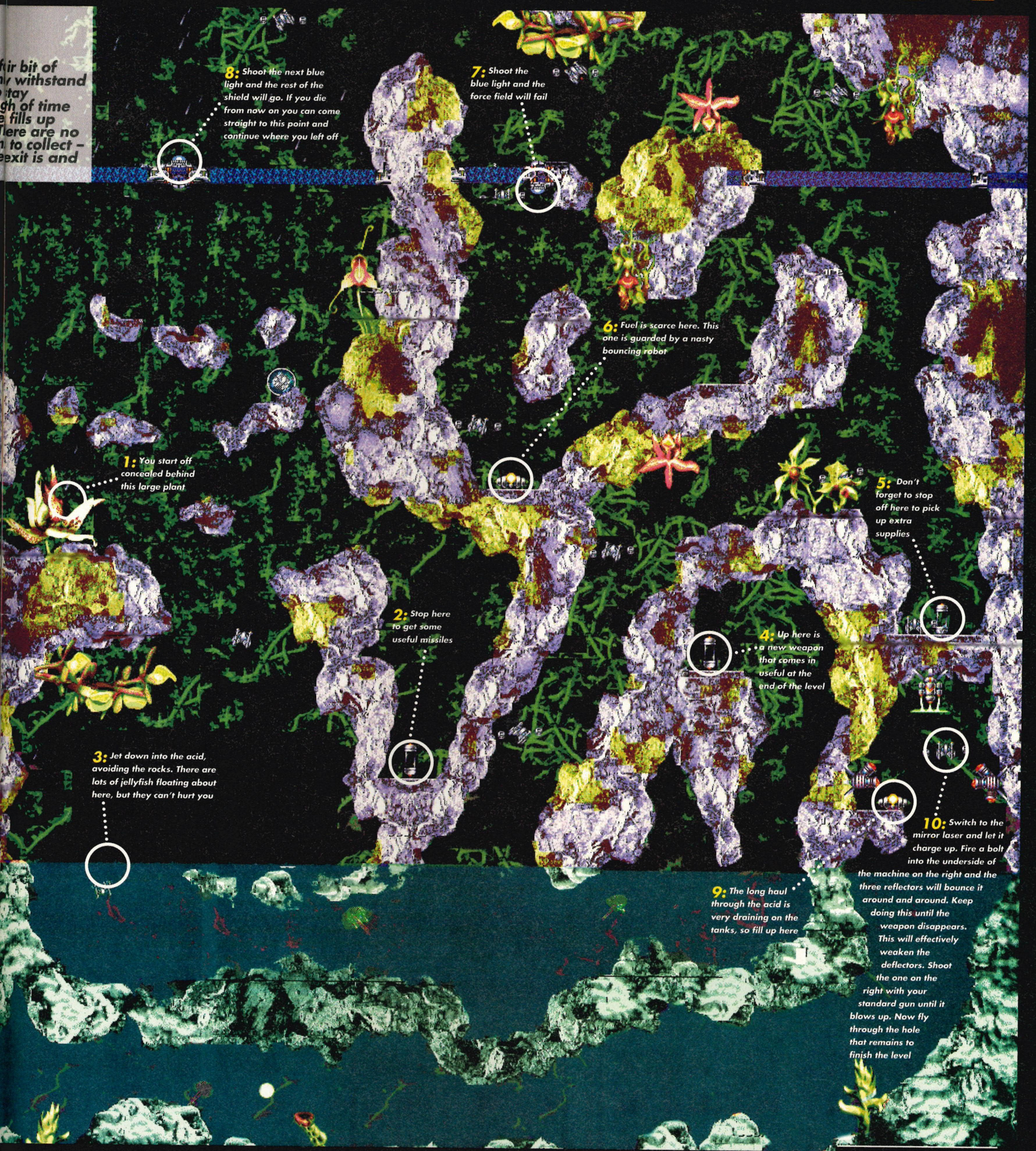
All contact with HQ has been severed and you don't even get shown the map at the start of the level! The main thing you will notice about this level is that half of it takes place underwater and your craft floats. This means that in order to go underwater you have to thrust downwards continuously.



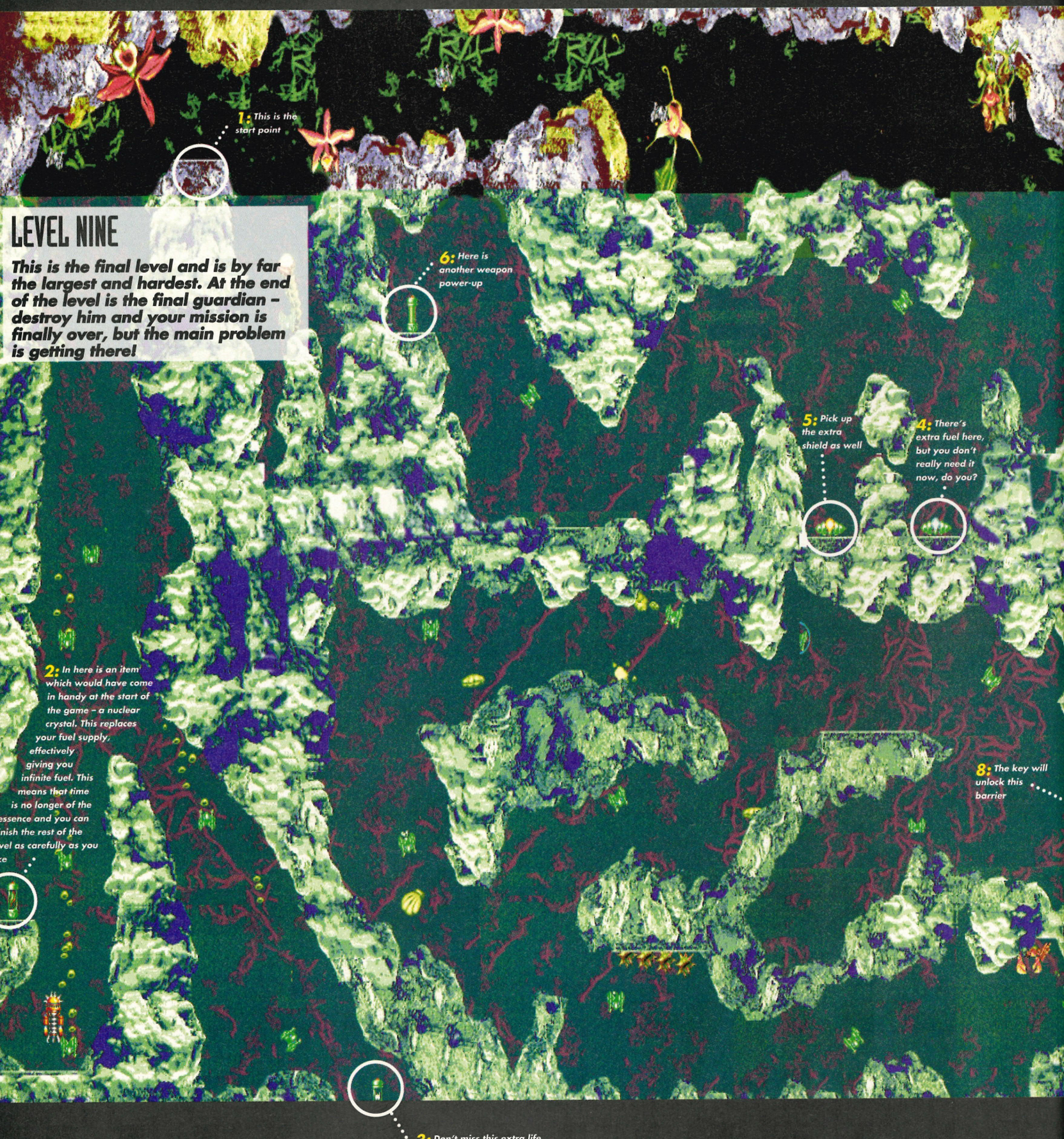
LEVEL EIGHT

On this level there is a acid and the sub can o it for so long. Try not t underwater for any le because if the acid me you die straightaway. people to rescue or ite just work out where th how to get to it!

TECHNIQUE ZONE



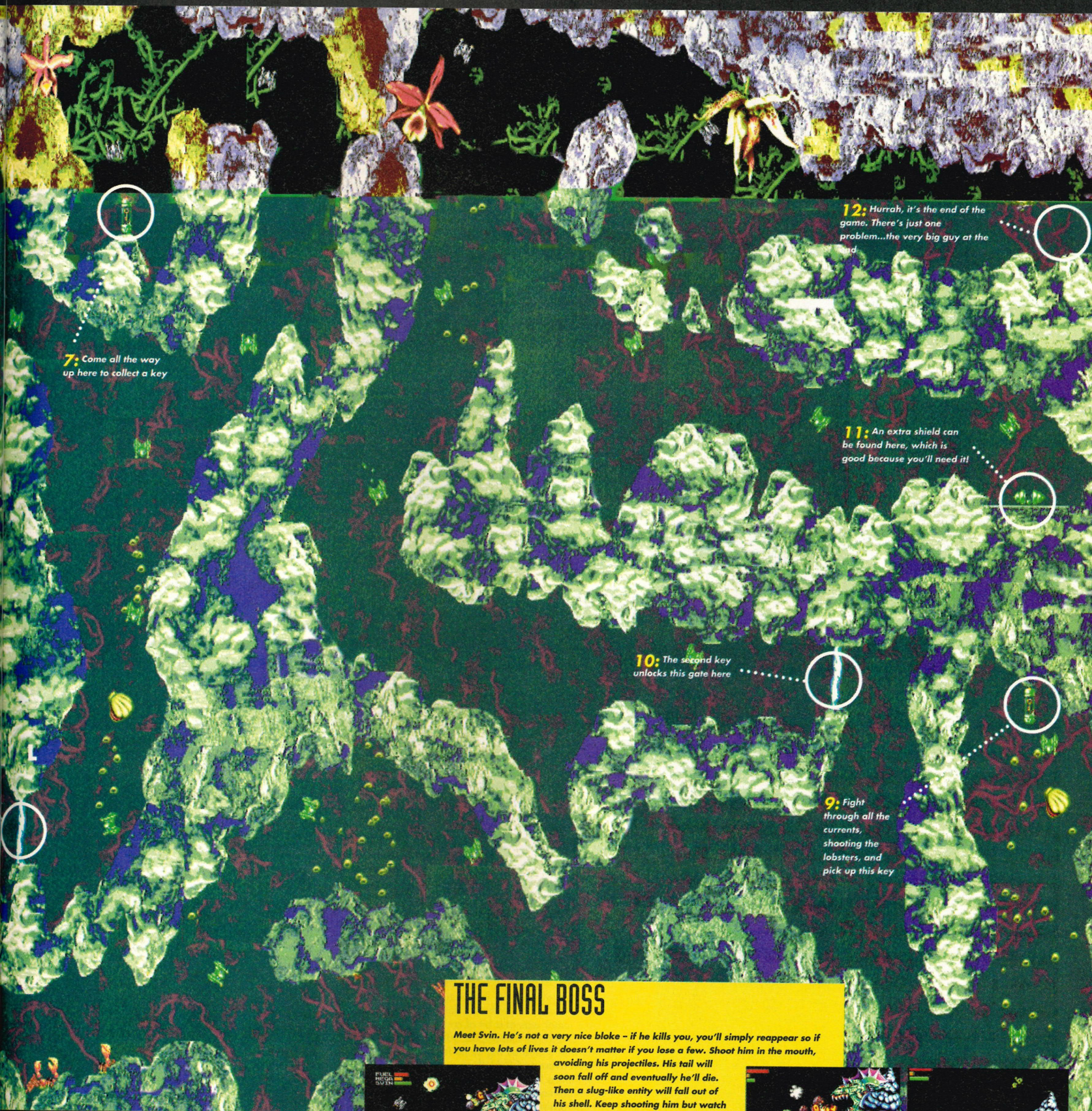
TECHNIQUE ZONE



LEVEL NINE

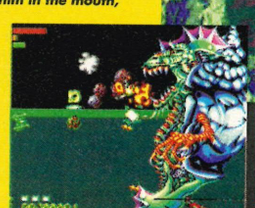
This is the final level and is by far the largest and hardest. At the end of the level is the final guardian – destroy him and your mission is finally over, but the main problem is getting there!

TECHNIQUE ZONE



THE FINAL BOSS

Meet Svin. He's not a very nice bloke – if he kills you, you'll simply reappear so if you have lots of lives it doesn't matter if you lose a few. Shoot him in the mouth, avoiding his projectiles. His tail will soon fall off and eventually he'll die. Then a slug-like entity will fall out of his shell. Keep shooting him but watch out when his tentacles spin because that means he is going to rush towards you and throw you around. Finish him off, then it's game over!



GAME INDEX

Welcome to the MegaTech Game Index, the ultimate buyers' guide for Mega Drive and Mega-CD games. We've trimmed off most of the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit!

By the way, the high scores will be back in a different guise and the entry form is directly below. See it? Good...

NAME:
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GAME:
DIFFICULTY SETTING:
LEVEL:
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GAME:
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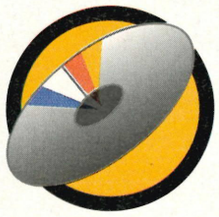


MEGA-CD GAMES

Disc games, official and unofficial here revealed. Backward writing already enough of this. Forward gear engage...

BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19

The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

MT RATING: 94%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

CLIFFHANGER

BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT 27

Extremely poor conversion of a pretty good film. You get to guide Sylvester Stallone up and down the mountains through many different yet tedious stages.

MT RATING: 49%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27

Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23

Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21

CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17

The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD – all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26

Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS
BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.
MT RATING: 80%

LUNAR THE SILVER STAR
BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.
MT RATING: 82%

MAD DOG McCREE
BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes.
MT RATING 61%

MICROCOSM
BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.
MT RATING: 60%

MYSTERY MANSION
BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.
MT RATING: 65%

NHLPA HOCKEY '94 CD
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.
MT RATING: 91%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 17
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.
MT RATING: 79%

PRINCE OF PERSIA
BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required. This CD version would have benefited from more levels.
MT RATING: 70%

PRIZE FIGHTER
BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.
MT RATING: 62%

RACING ACES
BY: SEGA
PRICE: £44.99
REVIEWED: MT 27
Surely this must be the worst game ever reviewed in MegaTech? It has nothing going for it whatsoever – even the box artwork is bad.
MT RATING: 8%

REVENGE OF THE NINJA
BY RENOVATION
PRICE: IMPORT
REVIEWED: MT 29
More CD FMV from the developers of Time Gal. Boring interactive movie-type game with some great cartoon graphics and clean sound, but is devoid of riveting gameplay - what a surprise. Kept Lloyd amused for an hour or so though.
MT RATING: 58%

RISE OF THE DRAGON
BY DYNAMICS
PRICE: IMPORT
REVIEWED: MT 29
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all fun game to play but it's sadly over all too quickly.
MT RATING: 88%

SECRET OF MONKEY ISLAND
BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.
MT RATING: 93%

SEWER SHARK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE
BY SEGA
PRICE: £44.99
REVIEWED: MT 16
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II
BY SEGA
PRICE: IMPORT
REVIEWED: MT 21
Same format as the first one, but the three cases are longer and the game comes on two CDs.
MT RATING: 84%

SILPHEED
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.
MT RATING: 94%

SONIC CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.
MT RATING: 94%

SPIDERMAN VS KINGPIN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 24
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.
MT RATING: 84%

TERMINATOR CD
BY: VIRGIN
PRICE: £49.99
REVIEWED: MT 26
The cart-based game wasn't really as good as everyone first thought, but it sure was a lot better than this effort. The FMV is taken from the film, but you can't tell because it looks so appalling. All you do is run around shooting robots which eventually gets quite tiresome.
MT RATING: 69%

THUNDERHAWK
BY CORE DESIGN
PRICE: £44.99
REVIEWED: MT 22
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, with a raucous rock soundtrack to boot. A real 'must have' for Mega-CD owners.
MT RATING: 91%

TOMCAT ALLEY
BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Marketed as an air-combat sim this is actually just some nice FMV footage of planes exploding and cloud-splattered blue skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style though and if we admit it, quite fun at times.
MT RATING: 72%

WOLFCHILD
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.
MT RATING: 82%

WONDER DOG
BY JVC
PRICE: £39.99
REVIEWED: MT 12
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.
MT RATING: 82%

WWF RAGE IN THE CAGE
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 26
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.
MT RATING: 72%

MEGA DRIVE GAMES

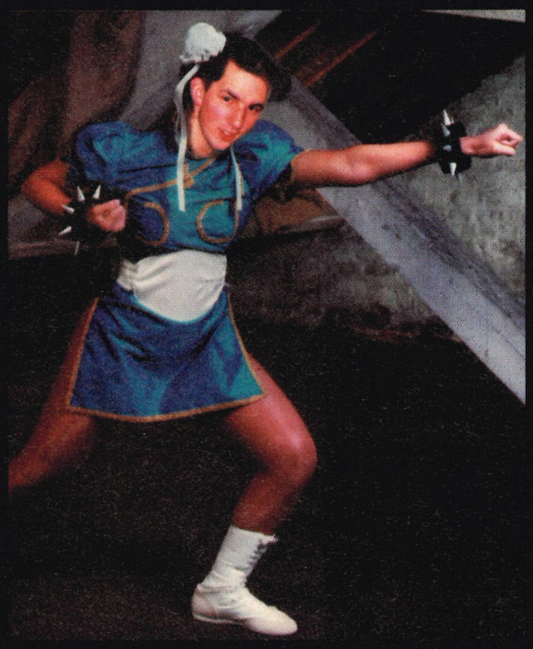
If you're after a game for Sega's 16-bitter, these are the top titles to look out for!

A

AEROBIZ
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 21
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!
MT RATING: 90%

ALADDIN
BY: SEGA
PRICE: £44.99
REVIEWED: MT 23
Probably the most gorgeous-

WIN AN AMAZING CHUN-LI COSTUME



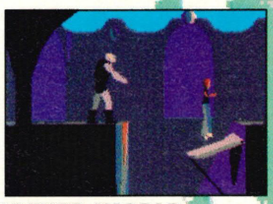
Who's your favourite Street Fighter II character? Is it the dashing Ryu, the mighty Blanka, the dextrous Dhalsim or that rather cute Chun-Li? Lloyd loves Chun-Li and we mean *'Lurve'* with a capital L. This is the woman of his dreams; in fact he idolises her so much that he had a special little Chun-Li costume made just so he could prance around in the attic practising his lightning kicks and fireballs. Little does he know that we have photographic proof of his fantasy role-playing! However, even though we think this is all highly amusing we are in fact quite worried about his cross-dressing and have therefore confiscated the costume. Instead we have given him a man-sized box of Kleenex to console him as we offer the outfit in this competition.

To win this dashing little dress, belt and boots simply answer this easy question.
Q: From which country does Chun-Li originate?

Answers on a postcard or sealed envelope to:
Show us your legs Rich,
MegaTech,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%

ALIEN 3
BY ARENA
PRICE: £39.99
REVIEWED: MT 9
Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.
MT RATING: 94%



ANOTHER WORLD
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 14
A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.
MT RATING: 86%

ART OF FIGHTING
BY: SEGA
PRICE: £44.99
REVIEWED: MT 28
A completely unoriginal beat'em-up game that 'borrows' heavily from other favourites. Competent but poor sound, awkward sprites and no challenge leave it lagging behind similar games.
MT RATING: 65%

AWESOME POSSUM
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 26
Tons of speech make this game seem good at first, but the gameplay soon shoots it in the foot. Run a bit, jump a bit, then run a bit more. It tries to be 'green' with lots of environmental questions for you to answer, but unfortunately this only serves to make it even tackier than ever.
MT RATING: 49%

AYRTON SENNA'S SUPER MONACO GP 2
BY: SEGA
PRICE: £49.99
REVIEWED: MT 6
Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.
MT RATING: 90%

B

BARE KNUCKLE III
BY SEGA
PRICE: IMPORT
REVIEWED: MT 29
Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual run-of-the-mill bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.
MT RATING: 90%

BARKLEY: SHUT UP AND JAM
BY: ACCOLADE
PRICE: £44.99
REVIEWED: MT 27
Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous basketball player, but it is just an average game.
MT RATING: 70%

BATTLESHIPS
BY MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 29
Twist on the classic Battleships theme. Graphically this is very poor with a considerable lack of detail and variety. As for the gameplay, strategy fans will be disappointed with its lack of depth.
MT RATING: 55%

BATMAN RETURNS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.
MT RATING: 76%

BELLE'S QUEST
BY: ACCLAIM
PRICE: £39.95
REVIEWED: MT 26
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.
MT RATING: 78%

BIO-HAZARD BATTLE
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.
MT RATING: 88%

BLOCK OUT
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.
MT RATING: 91%

BUBBA 'N' STIX
BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT 27
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.
MT RATING: 83%

C

CASTLEVANIA
BY: KONAMI
PRICE: £44.99
REVIEWED: MT 26
The popular Nintendo series makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family.
MT RATING: 83%

CHAKAN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.
MT RATING: 73%

CHESTER CHEETAH: WILD WILD QUEST
BY: KANEKO
PRICE: £39.99
REVIEWED: MT 28
One-player platform game starring the familiar cheesy character who advertises crisps. Throw in bad programming, bugs, garish graphics, flickery animation and no gameplay whatsoever, resulting in a very poor product indeed.
MT RATING: 21%

CHUCK ROCK II
BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.
MT RATING: 86%

CORPORATION
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.
MT RATING: 87%

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL
BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court

action. Strikes the right balance between realism and fast arcade action.
MT RATING: 83%

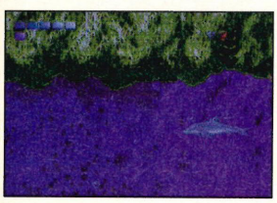
DAVIS CUP TENNIS
BY: DOMARK
PRICE: £39.99
REVIEWED: MT19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.
MT RATING: 90%

DESERT STRIKE
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.
MT RATING: 93%

DRAGON'S FURY
BY TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.
MT RATING: 91%

E

ECCO THE DOLPHIN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.
MT RATING: 94%



ETERNAL CHAMPIONS
BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.
MT RATING: 82%

EX-MUTANTS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.
MT RATING: 89%

F

F1 WORLD CHAMPIONSHIP
BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.
MT RATING: 94%

FIDO DIDO
BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.
MT RATING: 82%

FIFA INTERNATIONAL SOCCER
BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.
MT RATING: 92%

FLASHBACK
BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.
MT RATING: 94%

G

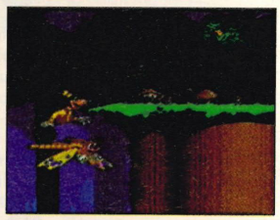
GAUNTLET 4
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op from the mid-'80s finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.
MT RATING: 94%

GHOSTBUSTERS
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.
MT RATING: 86%

GHOULS 'N' GHOSTS
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.
MT RATING: 93%

GODS
BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.
MT RATING: 89%

GOOFY'S HYSTERICAL HISTORY TOUR
BY: ABSOLUTE
PRICE: £39.99
REVIEWED: MT 28
12 levels of platform game in which you have to guide Goofy through a museum and get it cleaned up for tomorrow's exhibition. Unfortunately, Pete is after Goofy's job so he's going to make it harder for Goofy. Good plot, eh? Due to it being a Disney game, full advantage has not been taken of the slick, professional graphics to show the death of Goofy. Real shame.
MT RATING: 34%



GRINDSTORMER
BY TENGEN
PRICE: IMPORT
REVIEWED: MT 29
Bog-standard scrolling shoot'em-up with mediocre graphics, stupidly huge weapons and bugger all gameplay – its one redeeming factor is its toughness. Placed next to the likes of Sub Terrania this looks pitiful.
MT RATING: 54%

GUNSTAR HEROES
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.
MT RATING: 95%

GYNOUG
BY: SEGA
PRICE: £39.99
REVIEWED: MT 5
Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
MT RATING: 91%

H

HIGH SEAS HAVOC
BY: DATA EAST
PRICE: £39.99
REVIEWED: MT 28
Fun on the high seas in a very frustrating two-player platform game with four skill settings and 13 levels. Just when you think it won't get any worse, it'll disappoint you. Pretty bog-standard.
MT RATING: 38%

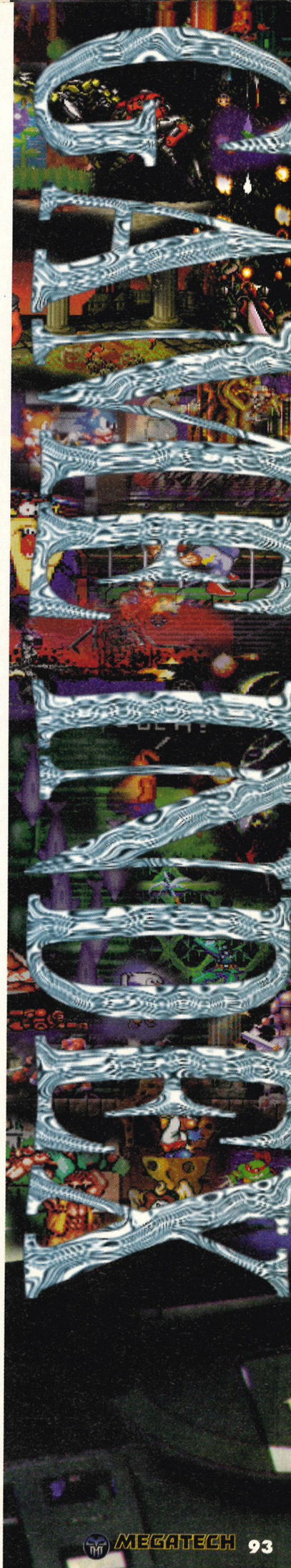
HYPERDUNK
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 27
Fun basketball game where you can pull off some truly stupendous shots. Great with a Sega Tap – get your mates round and plug this in for a few laughs.
MT RATING: 68%

I

INTERNATIONAL RUGBY CHALLENGE
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque Rugby simulation allows you to play in the big three international Rugby Union tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.
MT RATING: 75%

J

J-LEAGUE PRO-STRIKER

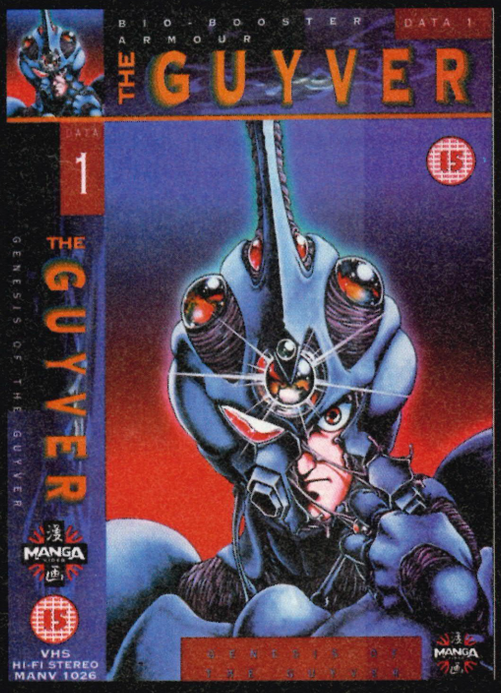


WIN A GUYVER VIDEO COURTESY OF MANGA

Manga releases an inordinate amount of Japanese anime videos each quarter but few are as superb as one of the latest releases titled The Guyver. Past releases from Manga include the highly acclaimed Fist of the North Star, Venus Wars, Crying Freeman and Legend of the Overfiend. This latest offering is an exciting tale of The Guyver, a bizarre alien bio-booster armour suit that interacts with humans to transform them in to powerful warriors with superhuman strengths. The quality of the animation is superb while the story unfolds at a rapid pace keeping you enthralled through every minute. This is anime at its best, and we have five copies of the video to give away.

To win tell us the name of another Manga video release. (Hint: the videos are sold all over the place including HMV, Our Price and WH Smiths so you should be able to find some!)

Answers on a postcard or sealed envelope to:
Lady Godiva,
MegaTech,
16-17 Hollybush Row,
Oxford,
OX1 1JH.



BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19

J-League Pro-Striker is a Japanese import, but until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese League, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

MT RATING: 93%

JOHN MADDEN '92
BY: ELECTRONIC ARTS

PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay of JM '94 are inferior to the previous versions.

MT RATING: 84%

K

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%

L

LANDSTALKER

BY: SEGA
PRICE: £39.99
REVIEWED: MT 23

The Mega Drive's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.

MT RATING: 93%

LEMMINGS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

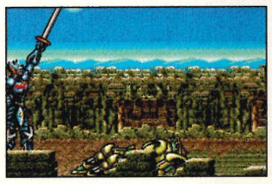
LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

MT RATING: 85%

M



MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-lo-MANIA

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MEGA TURRICAN

BY DATA EAST
PRICE: IMPORT
REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKEY'S ULTIMATE CHALLENGE

BY HI TECH EXPRESSIONS
PRICE: IMPORT
REVIEWED: MT 29

Puzzle game aimed at the younger age range but lacks real depth even for the kiddies. The graphics are grainy and far from the usual Disney standards while the sound is grating, the gameplay is also of a poor standard. Far too expensive for what it fails to offer.

MT RATING: 57%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%

MORTAL KOMBAT

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of

the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the right-there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

MUTANT LEAGUE HOCKEY

BY: EA
PRICE: £44.99
REVIEWED: MT 27
Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

N

NBA JAM

BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27
Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%

NBA SHOWDOWN

BY: EA
PRICE: £49.99
REVIEWED: MT 27
Accurate basketball game that is perhaps too accurate for its own good because it seems the fun factor has been ignored. For basketball enthusiasts only.

MT RATING: 38%

NHLPA HOCKEY '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10
Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22
Electronic Arts' latest hockey update features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.

MT RATING: 90%

NORMY'S BEACH BABE-O-RAMA

BY: EA
PRICE: £44.99
REVIEWED: MT 27
Terrible platform game from the programming team that bought us ToeJam and Earl. Mind-numbingly tedious action as you guide Normy through time and to Hell and back.

MT RATING: 38%

P

PGA EUROPEAN TOUR GOLF

BY: EA
PRICE: £44.99
REVIEWED: MT 27
The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

MT RATING: 90%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13
Seven 3D courses based on real-life PGA Tour venues are the settings for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.

MT RATING: 94%

PHANTASY STAR III

BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH
Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

MT RATING: 89%

PINK PANTHER GOES TO HOLLYWOOD

BY: TECMAGIK
PRICE: £39.99
REVIEWED: MT 28
The Pink Panther and Inspector Clouseau are the predictable stars of this rather dull platform game that takes you through various Hollywood sound stages and a variety of different sets. Graphics are and uninspired and the only saving grace is the great rendition of the Pink Panther theme.

MT RATING: 43%

POWERMONGER

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14
Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.

MT RATING: 81%

PRINCE OF PERSIA

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27
Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

PUGGSY

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21
Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

MT RATING: 90%

Q

QUACKSHOT

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1
Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.

MT RATING: 82%

R

RANGER X

BY: SEGA
PRICE: £39.99
REVIEWED: MT 19
A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the common herd of shooters.

MT RATING: 94%

RAMPART

BY: TENGEN
PRICE: IMPORT
REVIEWED: MT 13
Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

MT RATING: 90%

ROAD RASH 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

MT RATING: 89%

ROAR OF THE BEAST

BY: SUNSOFT
PRICE: £39.95
REVIEWED: MT 26
This is the blokes' version of the two Beauty and the Beast games (see also Belle's Quest), which naturally means it has got lots of fighting and general macho hardness in it. It also means that the game is very repetitive and boring.

MT RATING: 40%

ROBOCOD

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters as only an exceptionally gifted fish can.

MT RATING: 85%

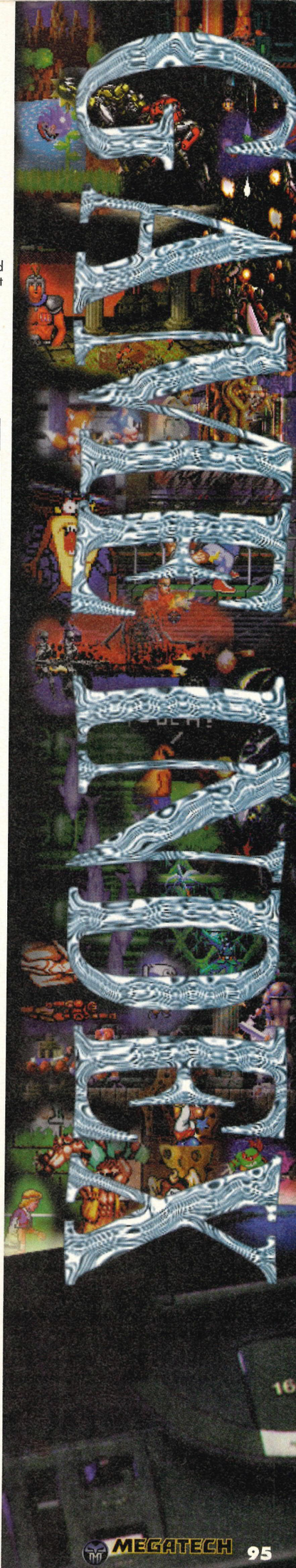
ROBOCOP VS TERMINATOR

BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24
Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for any prospective serial killers out there.

MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
PRICE: £39.99



WIN A HYPERCOLOUR T-SHIRT FROM CODEMASTERS

Codemasters is still buzzing after the success of its Cosmic Spacehead game and to celebrate we have been given some Cosmic Spacehead Hypercolour T-shirts (you know the ones, they change colour when you get all hot and sweaty – poo, niff!) to give away in a competition. Hopefully you've all seen the game Cosmic Spacehead, it's a cute adventure game that is probably more suited to the younger generation of Mega Drive games players but nevertheless it's all good fun. Now you can trounce around in a really cool T-shirt if you can answer one simple question – it's probably best to wear the T-shirt in PE lessons just so your mates can see how smelly you really are!

All we want to know is, what is the name of Codemasters' very famous egg?

Answers on a postcard or sealed envelope to:
Egg Head,
MegaTech,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

REVIEWED: MT 20
Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent, with lots of big bosses and original, inventive levels, although it's a bit easy.
MT RATING: 85%

ROLO TO THE RESCUE
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14
From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc and use their varied skills to help him find the keys and bits of map. Its simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.
MT RATING: 89%

ROLLING THUNDER 2
BY: SEGA
PRICE: £39.99
REVIEWED: MT 17
Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who is at the bottom of the plot and eliminate them. This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.
MT RATING: 89%

SENSIBLE SOCCER
BY: SONY
PRICE: £39.99
REVIEWED: MT 24
Sensible Software's classic football simulation finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.
MT RATING: 80%

SHADOWRUN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 29
Superb RPG based upon the text-book games of the same name. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega Drive has been lacking for a long while.
MT RATING: 95%

SHINOBI III
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Joe Mushashi's third visit to the Mega Drive produces one of the best MD action titles around! Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans – there's even a horseback section and a level where Joe takes to a rocket-powered surfboard in order to take on his arch-enemies, the Zeed.
MT RATING: 93%

SKITCHIN'
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.
MT RATING: 83%

SOLDIERS OF FORTUNE
BY: SPECTRUM HOLOBYTE
PRICE: £39.99
REVIEWED: MT 28
Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.
MT RATING: 92%

SONIC THE HEDGEHOG
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
If you don't know about this already, WAKE UP!!!.
MT RATING: 83%

SONIC 2
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! It's a bit easy to complete, though definitely not as easy as the first game.
MT RATING: 95%

SONIC 3
BY: SEGA
PRICE: £39.99
REVIEWED: MT 27
Surprise, surprise, it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character called Knuckles. The best one of the series so far.
MT RATING: 93%

SONIC SPINBALL
BY: SEGA
PRICE: £49.99
REVIEWED: MT 24
Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. However, there's not really enough there to warrant the asking price.
MT RATING: 86%

SPIDERMAN
BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
The nasty King Pin has planted a bomb under New York and blamed your friendly neighbourhood Spiderman! As Spidy, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel super-villains in the one game that really makes good use of the character. Loads of challenging levels, excellent fun.
MT RATING: 91%

STAR CONTROL
BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
It's up to you to take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player Mega Drive games ever. Learning the tactics and using the wild weapons is great fun.
MT RATING: 90%

STREET FIGHTER II SCE
BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
After much controversy and a very long wait, this legendary game eventually arrived and delivered everything that was promised. 12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best Mega Drive beat'em-up to date. If you don't own a copy of this game then I advise you to get it now. Best with two six-button pads.
MT RATING: 90%

STREETS OF RAGE 2
BY: SEGA
PRICE: £44.99
REVIEWED: MT 13
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.
MT RATING: 94%

SUB TERRANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but once you've got the hang of it you'll find this hard to put down. Excellent graphics and sound.
MT RATING: 90%

SUNSET RIDERS
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. This is excellent fun, but a bit short with only four levels available.
MT RATING: 87%

SUPER KICK OFF
BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15
Conversion of that seminal piece of soccer software. Loads of options for different tournaments, various weather conditions, strip colours – the lot. Plus you get real teams, British and Continental (although not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory. Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment. £45 is a bit steep, isn't it?
MT RATING: 75%

T

TAZ-MANIA
BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Another Saturday morning cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.
MT RATING: 82%

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
Much like the popular coin-op, this is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.
MT RATING: 87%

TERMINATOR 2
BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13
This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game. Watch out – the third level is so hard it's mega-annoying!
MT RATING: 86%

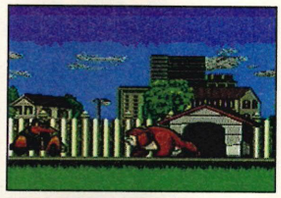
THIRD WORLD WAR
BY EXTREME ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 29
Extremely in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.
MT RATING: 83%

THUNDERFORCE IV
BY: SEGA
PRICE: £39.99
REVIEWED: MT 9
More space shoot'em-up action in Thunderforce IV, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.
MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
One of the best platform romps around – takes all the best bits from the genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though, despite its loveliness.
MT RATING: 94%

TOEJAM AND EARL
BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
ToeJam and Earl are two 'spaced out' aliens who have crash-landed on a strange world which consists of 20-odd levels arranged like floors in a department store. Lots of wacky noises, kooky graphics and the two-player option make the very basic gameplay fun.
MT RATING: 82%

TOEJAM AND EARL 2
BY: SEGA
PRICE: £49.99
REVIEWED: MT 25
ToeJam & Earl's second outing on the Mega Drive is a massive 16meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. The idea is to trap all the horrible humans who are causing havoc on Funkotron, but you can have loads of fun (on your own or, even better, co-operating with a friend) just exploring the wild and wonderful planet and meeting all TJ & E's funky friends. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.
MT RATING: 91%



TOM AND JERRY
BY: SEGA
PRICE: £39.99
REVIEWED: MT 28
What should have been a classic beat'em-up game of cat and mouse failed to come across. If you're looking for real Tom and Jerry, give this a miss and go watch the older cartoons.
MT RATING: 42%

TWO CRUDE DUDES
BY: SEGA
PRICE: £34.99
REVIEWED: MT 5
One or two players can be the crude dudes and fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoony, comical beat'em-up action is the order of the day, with our two heroes grabbing anything they find to club the opposition into submission. Great graphics, great fun, but dead easy.
MT RATING: 84%

V

VIRTUA RACING
BY SEGA
PRICE: £69.99
REVIEWED: MT 29
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP capabilities off at least! Great fun, addictive but very pricey.
MT RATING: 93%

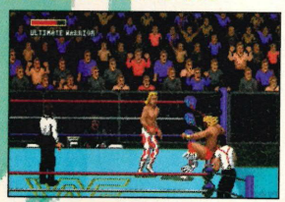
W

WINTER OLYMPICS
BY: US GOLD
PRICE: £49.99
REVIEWED: MT 26
One of the better multi-player sports sims, but it still isn't as good as it could have been. There are lots of events, some of which are really good fun, but single players will tire of it very quickly. A game for four players only.
MT RATING: 65%

WIZ 'N' LIZ
BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22
Manic and super-fast game where the aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay
MT RATING: 86%

WORLD OF ILLUSION
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. Definitely aimed at younger players.
MT RATING: 90%

WWF WRESTLEMANIA
BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Recreates pretty well the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and successfully gets across the excitement of the 'real' thing.
MT RATING: 84%

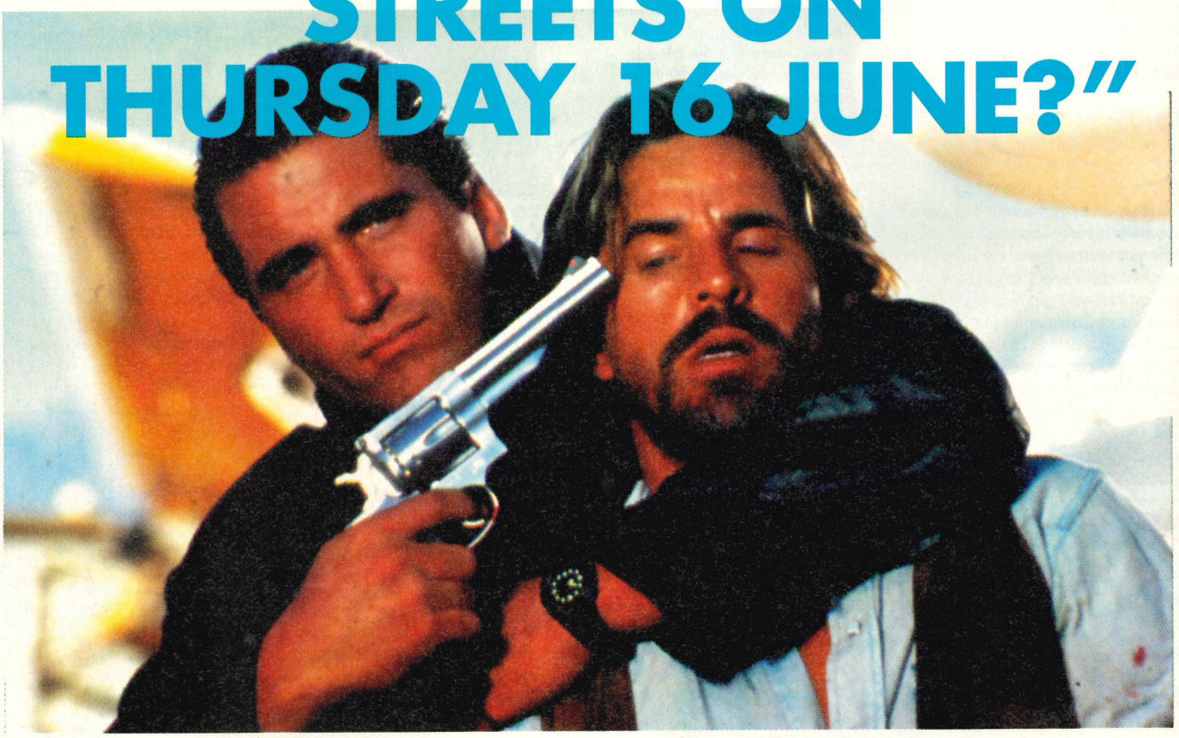


Z

ZOMBIES
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-movie baddies are running amok and it's your job to round up the civilians before heading for the next stage. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect as you go.
MT RATING: 90%

NEXT MONTH

"IS THAT A GUN IN THE SIDE OF MY HEAD OR ARE YOU JUST PLEASED THAT THE NEW MEGATECH HITS THE STREETS ON THURSDAY 16 JUNE?"



NEXT ISSUE OF MEGATECH HITS THE STREETS ON THURSDAY 16 JUNE

Another month draws to a close and what a fine month it has been. Rich has been flolloping around in a pair of flip-flops singing a merry tune, Gerry has been learning all about English governments and why the Scottish people are not allowed to rule themselves (do the words 'chimp' and 'a gun' suggest anything?) and Allie has, well to be brutally honest nobody really knows what the hell she does, but she seems happy (if a little naïve). Everything has been going swimmingly with only one possible blot on the landscape – what to fill the back page up with. Usually it is the 'What's in next month' spot, but I thought that I'd treat you to something a little different this month...

As you may or may not know, our very own Rich Lloyd is very nearly a nuclear scientist. No, it's true – when the little squashy pillow was but a lad, he trotted off to university to study some very advanced subjects, in between consuming copious amounts of beer. Now, where do you think that got him? Into a highly paid job working towards making the world a safer place perhaps? No, he ended up here, writing waffle that nobody ever reads anyway for a salary that just about allows him to go out to the pub five nights a week. Rich, we at MegaTech would like to salute you for being, erm...for being you, really. There can only be one. Salute!

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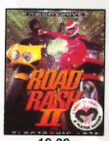
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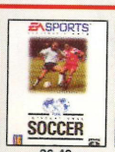
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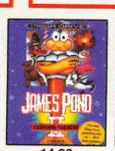
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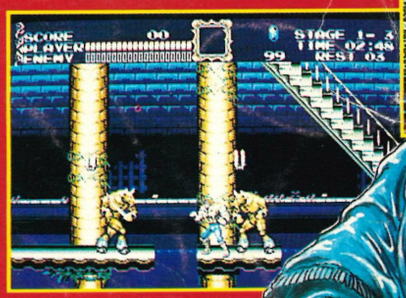

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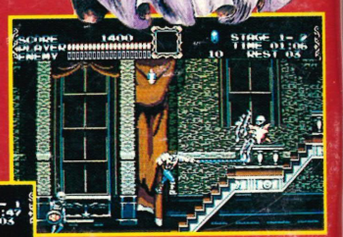

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