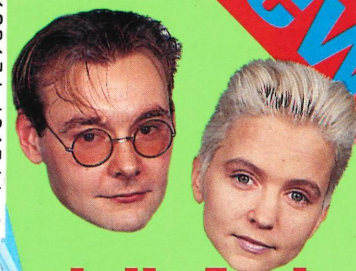


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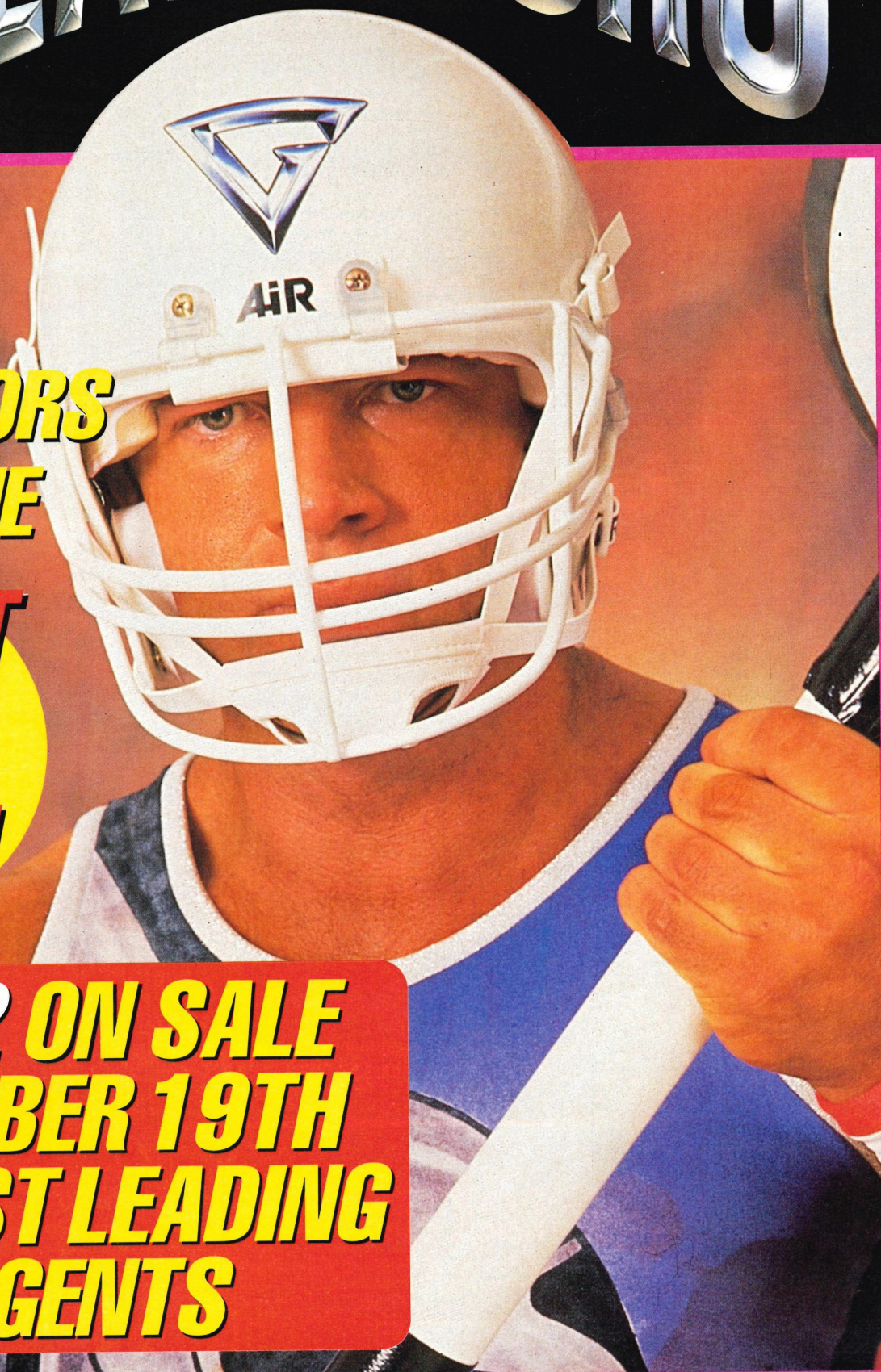
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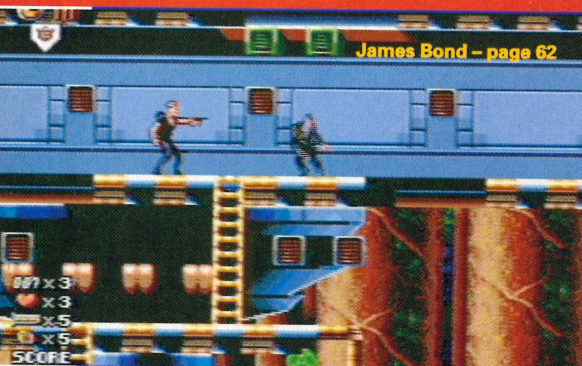
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# Content

issue number two  
december 1992



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## SEGA ZONE

19 Bolsover Street, London, W1P 7HJ  
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### 91 Back Issues

Whatdd'ya mean, you missed the first issue of *Sega Zone*? (And the fab boomerang. Ed.) Well you can order it now and back issues of our old man, *Game Zone*, while stocks last.

### 96 NFI

What on earth's all this NFI business, you may well ask? Stone us if we understand it – it's a load of crap sent in by you reader-type people.



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Do you have an uncontrollable and inexplicable fear of newsagents? If you have, why not bypass them completely by taking out a *Sega Zone* subscription and receiving a free gift to boot.

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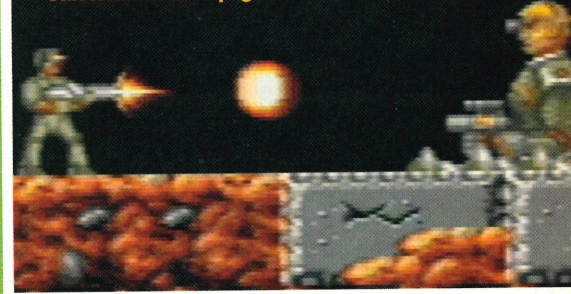
Acclaim/Mega Drive

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Does Accolade's fab conversion of *Universal Soldier* recreate Van Damme and Lundgren's battle of the beefcakes? Or does it bear an uncanny resemblance to *Turrican 2*? Duncan MacDonald reveals all.

Universal Soldier - page 16

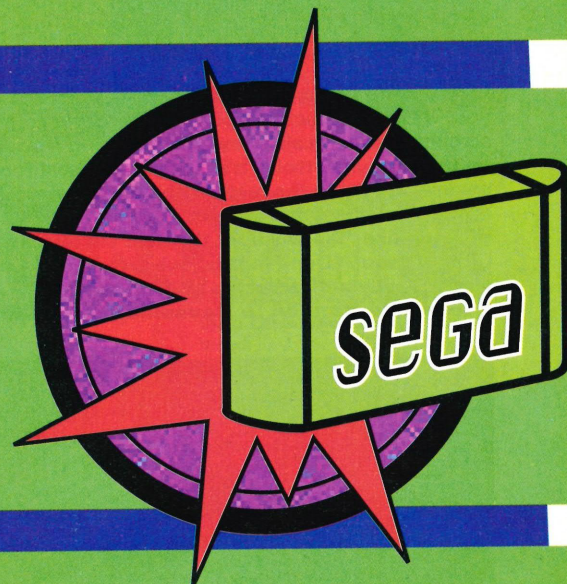


## 46 Head To Head

Dominik 'Joystick In My Pocket' Diamond and Violet 'High Heels' Berlin interrogate each other in a dog-eat-dog interview, revealing scandalous incidents about their sex lives. (Are you sure? Ed.)

## 47 The Cart Show

Eight bootiful bumper pages packed with *the* definitive guide to Sega games. This is the bit where we tell all you gamers what's hot and what's not on Mega Drive, Master System and Game Gear.



## TIP-OFF

Most of you will have noticed by now our fab December cover gift — a 100-page book stuffed with every Sega tip and cheat beyond your wildest dreams, and even some smart complete solutions. Unfortunately, this offer is limited to the UK only.

## 80 Alien 3 Complete Solution

All the maps and tips needed to help Sigourney Weaver grow a decent hairdo and also get you through Probe's stomach-churning, gut-bustin' tactical shoot 'em up.

# NEWS

**W**elcome once again to the *Sega Zone* news pages. For the last month the *Sega Zone* chequebook news hounds have been scouring the four corners of the globe, rooting out the top stories from America, Japan and the local arcade. Meanwhile after keeping a 24-hour vigil on the major software houses, our papparazzi have taken these screenshots at ranges of over half a mile. Why we don't just ring up the software companies and ask them for a press release and a piccie is anyone's guess.

## POWERMONGER

Electronic Arts



Are you the type of power hungry fascist who stomps about your bedroom in a Napoleon Bonaparte outfit, muttering to yourself about the day you can drive your armies across the land, putting rival armies and peasants to the sword as you go? No of course you're not, not unless you're mental anyway. Still if you fancy pitting your strategy skills against the computer on a simulated 3D battlescape, then watch out for EA's *Powermonger* on the Mega Drive.

The game's a bit like *Populous*, if that means anything to you, with you directing your various forces across a scrolling isometrically-viewed map, using a pointer to click on the various buttons. It's all very medieval too, with your soldiers armed to the teeth with pikes, swords, bows and arrows, catapults and cannon. So whether your motto is a Winston-like "We will fight them on the beaches", or a Galtieri-esque "Don't hurt us, we give up," *Powermonger* is sure to test your leadership skills to the full.

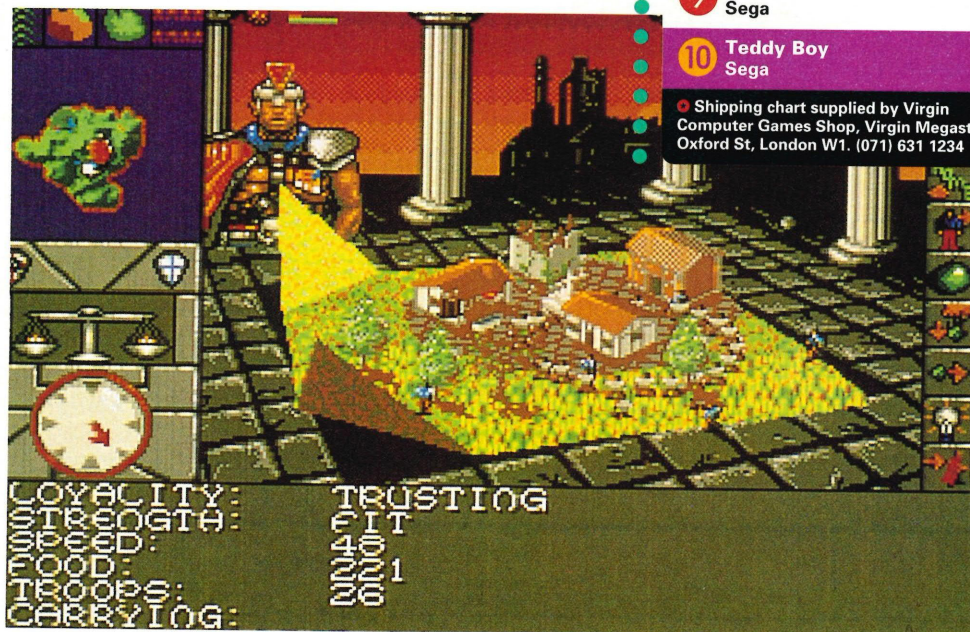
\* Available from EA in November, price £tba.



## chart

- 1 Enduro Racer  
Sega
- 2 Prince Of Persia  
Domark
- 3 Terminator  
Virgin
- 4 Chuck Rock  
Virgin
- 5 Sonic The Hedgehog  
Sega
- 6 Asterix  
Sega
- 7 Simpsons  
Acclaim
- 8 Olympic Gold  
US Gold
- 9 Ninja  
Sega
- 10 Teddy Boy  
Sega

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. (071) 631 1234



## SONIC TO HOG STOCKINGS

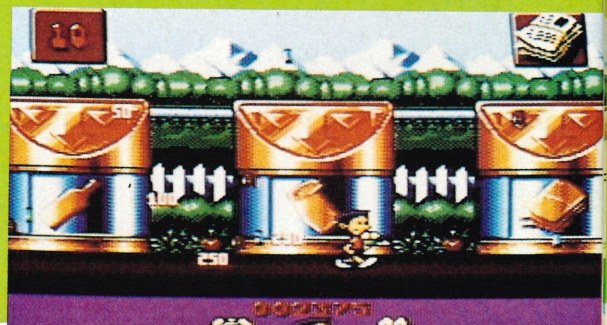


## MICK AND MACK Global Gladiators (Virgin)

**N**ow, as we all know, Ronald McDonald hasn't exactly had a great press from the environmentalists. No one's suggesting the orange-haired one personally hacks down acres of tropical rainforests, displacing thousands of Amazonian Indians, but let's just say when Greenpeace hold their annual conference they don't have a Happy Hat Party down at the local McD's.

However, Virgin is preparing to set the record straight with an environmentally-based platform game featuring Ronald himself. It's called *Mick And Mack: Global Gladiators* and it comprises of 12 levels packed with smelly old pollution which you have to mop up. Apparently it's got eight-way parallax scrolling, 250 frames of animation for the main sprites, four different landscapes, all in a sesame seed bun.

\* Available in Feb '93 from Virgin, on Mega Drive, Master System and Game Gear, prices £tba.



**S**ega video games have been tipped by toy store Hamleys as the Number One best-seller for Crimbo 1992. "This is definitely the year of Sega video games," says Peter Skinner, Hamley's mouthpiece, before adding



"We're very much looking forward to the launch of *Sonic 2*. We think it promises to be the big one for Christmas". He's probably right too. But it's a far cry from the crimbos we remember here at *Sega Zone*. In those days the top choice on most letters to Santa was a blown-up pigs bladder. All this 16-bit techy stuff only detracts from the true spirit of Christmas.

Still the prezzies that kids in Japan are lusting after are even spookier.

Apparently the top ten toys which Japanese 7-12-year olds have been badgering their parents for include electronic diaries, word processors, fax

machines and personal phones. Consequently Sega's toy division is bringing out a mini word processor, enabling Japan's youth to lark about typing in reports and invoices. However, as yet there are no plans to release it over here, so if you feel the urge for some red-hot, office-utility action then you'll have to go East.



## CHIP CHAT

**I**t's the greasy spoon part of news where we give you the beef on the latest Sega secrets.

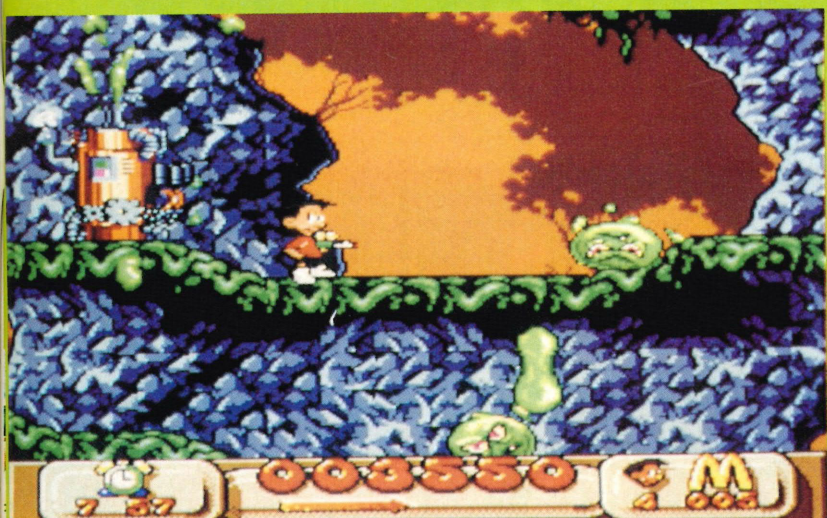
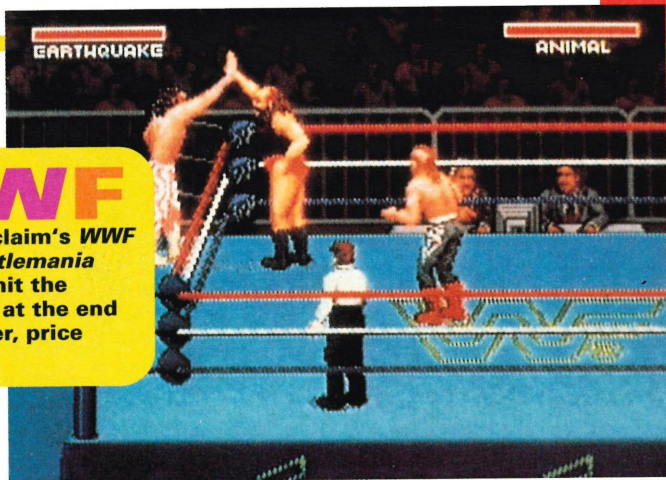
Good news for those of you who are hankering after a new game but are too skint to buy one. There are now 150 Sega titles available for rental from video stops, with many more in the offing. However Sega UK has decided to adopt a tough stand on renegade video rental outlets who hire out Sega software without a licence to do so. Sega bosses are vowing to hound any unauthorised outlets through the courts. Authorised cartridges are clearly marked with special stickers so if you see any stickerless ones up for rental then tell our Sega. You could get a community trust action award or at the very least you could earn yourself the nickname 'dobber'.

Manchester based company, Ultra, is currently working on a secret project. We can reveal that the boffins are developing a two way converter which will allow you to play Game Gear games on the Lynx and Lynx games on the Game Gear. This could mean an added boost for the Lynx which has suffered from lack of software availability. However, at the same time being able to play Lynx games on the Game Gear also could ultimately mean curtains for Atari's baby. As yet no release date or price has been touted for the converter, although it's unlikely that it'll be ready in time for Christmas.



## WWF

Hurrah! Acclaim's *WWF Super Wrestlemania* will finally hit the Mega Drive at the end of November, price £39.99.



## chart

- 1 Spiderman  
Acclaim
- 2 Senna Monaco  
Sega
- 3 Popils  
Domark
- 4 Wimbledon Tennis  
Sega
- 5 Marble Madness  
Virgin
- 6 Super Kick Off  
US Gold
- 7 Olympic Gold  
US Gold
- 8 Paperboy  
Domark
- 9 Sonic The Hedgehog  
Sega
- 10 Mickey Mouse  
Sega

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## chart

- 1 Euro Club Soccer  
Virgin
- 2 Alien 3  
Acclaim
- 3 Terminator  
Virgin
- 4 Tazmania  
Sega
- 5 Senna Monaco  
Sega
- 6 Chuck Rock  
Virgin
- 7 Olympic Gold  
US Gold
- 8 Simpsons  
Acclaim
- 9 PGA Golf Tour  
Sega
- 10 EA Hockey  
EA

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**Who's got something fresh and frisky to share with us? Where can you find a toilet seat fully equipped with automatic buttock washer? Why is Sonic into soccer? Let RIK HAYNES and MASAKI OJI be your guides to the latest games, gadgets and gossip from Japan...**

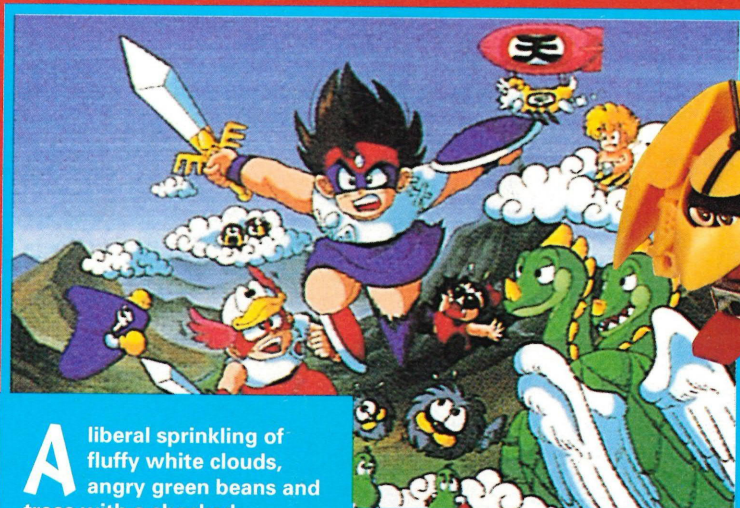


**Can you kick it? Yes, we can!**

It's certainly about time players with portable battery-scoffing machines, ie Game Gears, had a chance to take Streets Of Rage, a fine example of ultraviolence, on their holidays with them.

The brutal black-eye and harrowing head-butt gameplay is by Axel Stone and Blaze Fielding, and the game's accompanied by a kickin' soundtrack from Yuzo Koshiro. It's known as Bare Knuckle in Japan.

\* Available from Sega sometime soon.



A liberal sprinkling of fluffy white clouds, angry green beans and trees with a shocked expression on their faces are just three of the incidental ingredients in this curious cart of complete cuteness for the Mega Drive, called Chiki Chiki Boys. Caramba! Based on the 1990 coin-op by, would you credit it, Capcom. (That's enough crummy Chiki Chiki chat! Ed.) \* Available now on import from Sega.



## RAMPANT ROBOT

What's only 3cm big and snugly hides inside your trouser pockets? (Erm, I give up! Ed.) The M3 Psycoroid from Bandai. This neat toy, which costs about £12, is worthy of any James Bond gadget ever invented... (except for the ultra-slick zip-opening device used on the babe's dress in Live And Let Die).

Japanese school kids are using these daring droids as mini sumo wrestlers during highly competitive breaktime bouts outside the tuckshop. This robo buddy can jump, walk, turn left and right and his feet have rubber soles to prevent any unwanted slipping or skidding. There are lots of holes on the bodywork, so it's possible to add different kinds of weapons and weights for a Dick Dastardly-style unfair advantage. With a flick of the right button, your cute little robot can also be magically transformed into a powerful magnet. Not bad for what is apparently the world's smallest remote-controlled toy in the world. Or is it? Send your counterclaims to the usual address...



## SPORTY SONIC

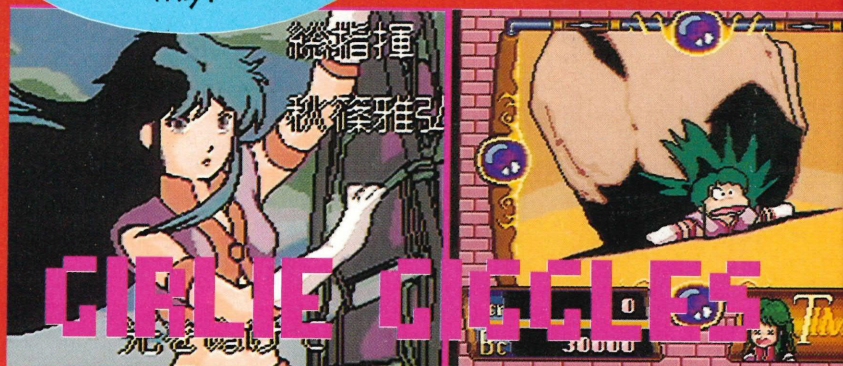
Hurrah! Our sushi-slurping friends have finally seen the light and are now enjoying the stupendous sport of soccer. The professional football league doesn't start over there until next spring but soccerwise Sega - remember it produced those wacky quiz spots during ITV's coverage of this year's tragic European Championships - has steamed in and signed a major sponsorship deal with JR East Furukawa, one of the new Japanese teams tipped for the top.

Even Sonic The Hedgehog has taken the plunge and started kicking a ball around in his spare time. As an integral part of Sega's corporate identity across the globe, the spiky-haired video game champ is currently making special guest appearances on the player's strip during friendly pre-season matches. It looks like Gary Lineker won't be the only well-loved character speeding around the gleaming green pitches of Japan...



### NIPPON NATTER (PART TWO)

Chee-zoo oh moht-tah, oh-bohn gah ah-ree-mahs kah = Do you have a cheese tray?



# We're Not Worthy!

9年12月6日。  
び  
新  
星、10,000人夢体験。

**S**ega World... Party On... Excellent. (Oh, shut up! Ed.) Somebody has a cunning plan to sell even more copies of *Sonic The Hedgehog 2*. Sega of Japan is going to turn Tokyo's Ryogoku Kokugi-Kan, the Wembley Stadium of sumo wrestling, into a brilliant video game theme park called *Sega World - Legend of Planet Mega*. Trouble is, this grand event will only last for one day in December and every single one of the privileged 10,000 visitors must have a copy of the sexy *Sonic* sequel to get past the bouncers outside. Sneaky, eh? (Um, I'd like to see the ticket touts beat this scheme! Ed.)

## Nippon Natter (PART THREE)

Foo-jee-sahn nee nah-bah-roo  
nah wah,  
moo-zoo-kah-shee dehs kah?  
(Is it difficult to climb  
Mount Fuji?)

## JAP NEWIES

*In The Wake Of Vampire* • Sega  
• platform • 2Mbit • Out Now  
*Junker's High* • Sims • Megadrive •  
racing • 8Mbit • Out Now  
*Super Chase HQ* • Taito • Mega Drive •  
Racing • 4Mbit • Out Now  
*Teki-Paki* • Toaplan • Mega Drive •  
Puzzle • 2Mbit • Out Now

T-10	Metal Fists	5000
JT-60	200	
T-15	600	
IFTR	1200	
TSRTT	4000	

## CARD SHARK



When you're not beating the living daylight out of your fave Sega video game, it's relaxing to have a quick game of strip poker with the local bimbos. (Sexist bast! Ed.) Wouldn't it be great to impress your pontoon pals and bridge buddies with a few aces featuring our chum *Sonic* on the back? Well, by answering this simple question, such a dream deck of cards could be yours!

Which actor played the role of 'The Joker' in the cult 1960s TV series of *Batman*? Write down the answer to this unfeasibly simple question on the back of a postcard and send it to: **Sonic In Strip Poker Shocker! Sega Zone, 19 Bolsover Street, London W1P 7HJ.**



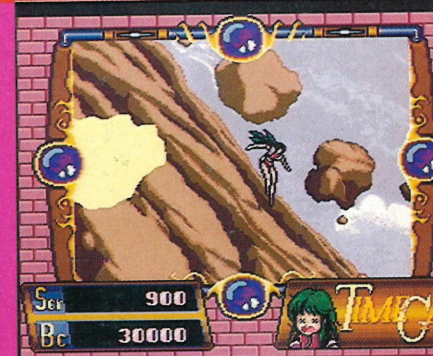
I'm sorry to report the Sega Master System is, in fact, a dead and buried video game format in Japan. So, don't bother looking for any red hot exclusives on this page.

**W**olf Team, the prolific software developer most recently responsible for *Thunder Force FX*, has just released another graphical epic on the Mega-CD. Crikey! *Time Gal* has been converted from Taito's tasty laserdisc coin-op made back in 1985. Blimey! Amazingly, this rollicking time-travel romp is still popular among video game fans in the arcades of Tokyo. Cor!

Like *Dragon's Lair* and *Space Ace*, *Time Gal* is a rather linear adventure enlivened by dreamy presentation. Gosh! Make the right move on your joypad at the right time and you're treated to the next spectacular scene or breathtaking sequence. (Sounds great, what's the drawback? Ed.) Your responses must be quick and precise, otherwise you'll never finish the game! Snivel. That point

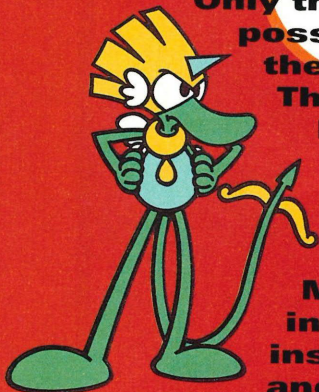
aside, we're happy to say this Mega-CD version is exactly like the original. Yippee! Moreover, playing *Time Gal* is almost like watching a cartoon on TV. Oof! It's not that surprising really, considering the designer is a famous Japanese animation artist. Ooyah!

\* Available now from Wolf Team/Taito on Mega-CD.

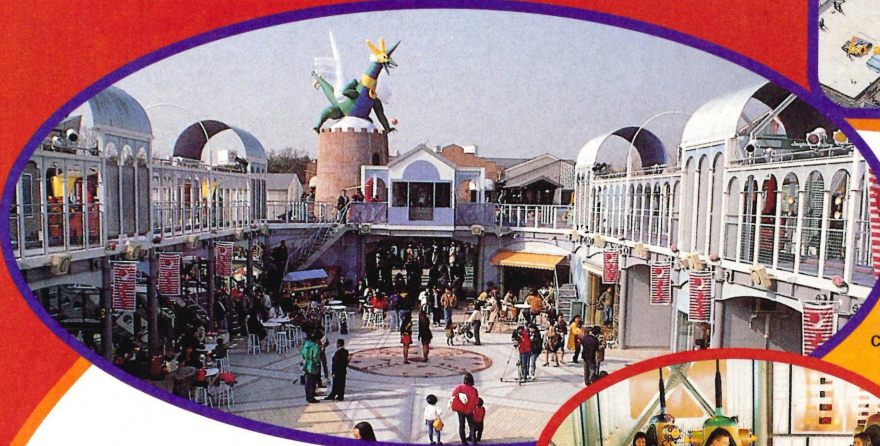


# That's entertainment

Only the Japanese could possibly think of calling their hottest new Theme Park **WONDER EGGS!** What does Wonder Eggs stand for anyway? **RIK HAYNES** and **MASAKI OJI** found a hole in the fence and popped inside for a bit of a peek and the odd poke around...



An aerial view of Japan's incredibly popular new Theme Park



It's an absolute stonker and no mistake! Over 250,000 visitors have flocked to Wonder Eggs since this place opened during the summer.

Considering its compact size, that impressive figure compares favourably to the attendance of Tokyo Disneyland or the ice-cream van near the Tower of London.

In Japan, it's customary for con-op makers to construct their own arcades. Think of it as the ultimate in market research, where the public pays for the privilege of giving away vital information on what's hot and what's not. The likes of Sega, Konami, Taito and Jaleco each have their own flash and fabby establishments to tease and tempt teenagers away from their manga comics, local McDonalds and Mega Drives. Slurp! That's why Namco uses Wonder Eggs, a sort of Disney World meets Blackpool Pleasure Beach, to test out its latest wares on a very willing and sophisticated public. Yeah, they've seen it all before but are always hungry for new thrills and spills.

Here the world's leading entertainment experts can play

video games and other exciting new concepts months before they actually go into production. And, depending on the crowd's reaction, some of them will never make it to the streets of Rio, Rome and Riyadh. If only Sega would do the same thing in Southend, eh?

Namco has been at the hard-hitting, cut-and-thrust leading-edge of the amusement business for ages. Seriously though, Namco is great. Through a successful partnership with Atari Games, this company has produced a string of video game classics including *Xevious*, *Gauntlet* and *Final Lap*. The latest instalment of this popular racing game (*That'll be Final Lap 3, then? Ed.*) includes four newly designed circuits - England, France, Sanmarino and Spain. This is horribly small fried potato chips (*With ugly black burnt bits? Ed.*) compared to some of the stuff on show at Wonder Eggs.

Star attraction of this surreal leisure location is *Galaxian*, a giant shoot 'em up where up to 28 players can pretend to be in the

middle of an interstellar war sequence from *Battlestar Galactica*. It really is a blast, honest!

Thanks to the record number of fans, Namco has already produced a cutdown six-player version for the typical arcade,

shopping mall, multiplex cinema or sports centre site.

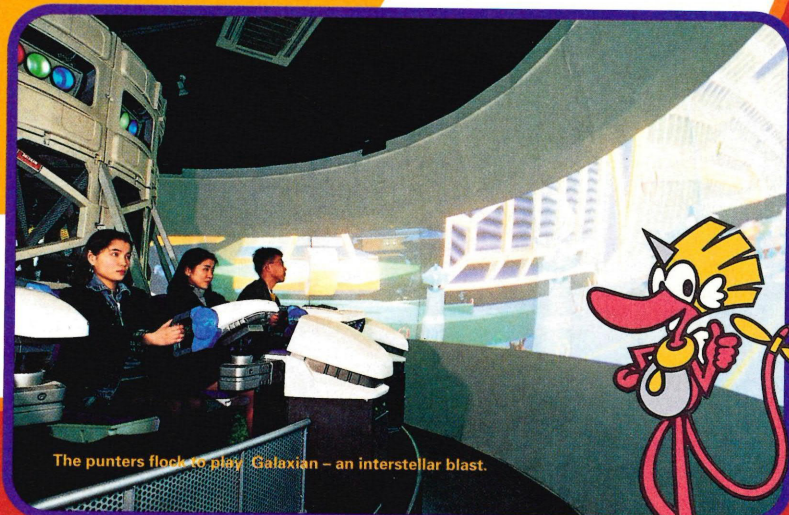
Kids and adults will love it. That's the thing about these video games for the nineties - they appeal to both sexes and all age

groups. If you prefer your carnage to be a little more sedate, *SimRoad* is a realistic simulation of, erm, driving a car. Where else could you comfortably sit behind the steering wheel of a red Eunon

Roadster sports car and trash other drivers on the motorway without fear of pain or prosecution?

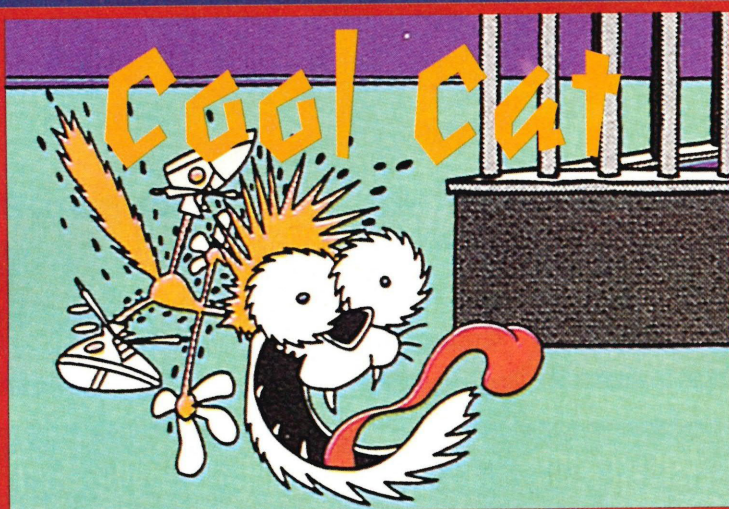
All these rides have one thing in common - they employ the latest computer graphics technology to woo the customer and leave them gasping for more. The bigger the thrill, the more expensive that hit is going to cost them. With less orders for games and sims of the *Stealth Fighter* and *Cruise Missile* variety, the industry has already set its sights on the next generation of all-dancing, all-singing entertainment stimulators. Testing grounds like Wonder Eggs hold the key to the future. Heigh-ho!

Have you figured out the reason for the strange name of Wonder Eggs yet? This is the place where wondrous ideas hatch out. Get it? No, neither did we.



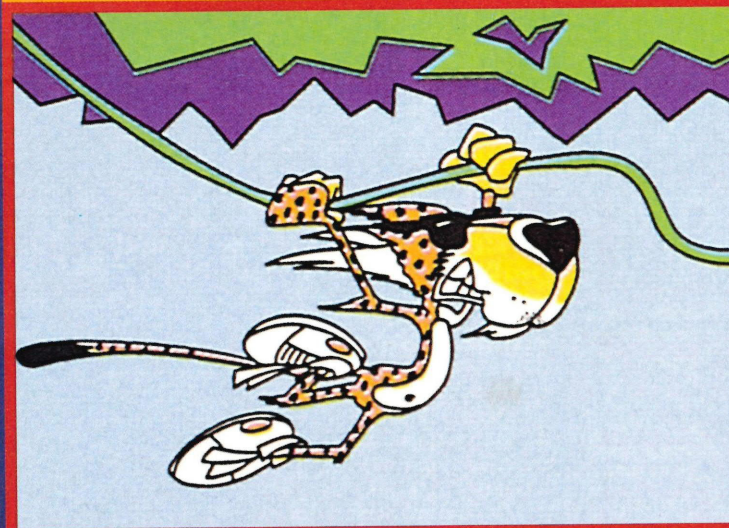
The punters flock to play *Galaxian* - an interstellar blast.





**Y**o chicks, welcome to Hip City. Hmmm... sounds like Chester Cheetah, the new video game character from Kaneko, who's been mysteriously transported from a 1960s nostalgia TV show like *The Monkeys* or *Banana Splits*. In his first adventure, *Too Cool To Fool*, our chum Chester must escape from Four Corners Zoo and head for the supreme coolness of the aforementioned Hip City on his moped, erm, sorry... *Harley Davidson*. Mean Eugene, The Zoo Keepin' Fiend, wants to nail your tail without fail. Bad karma, man! Spotty Chester must enlist the help of his friends, Hip-O and Funky Monkey, and collect the hidden pieces of his motorcycle. Just find your bike and you can go where you like. Groovy!

\* Available now from Kaneko on Mega Drive, price £tba.



## US NEWIES

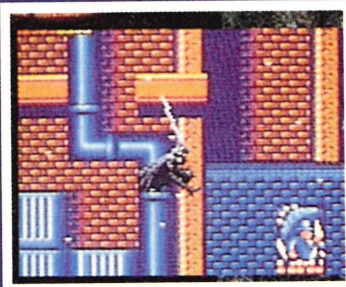
Coming soon to an import store near you

### \* AMERICAN GLADIATORS

Gametek • Mega Drive • Sports • 8Mbit • Out Now

### \* BATMAN RETURNS

Sega • Game Gear • Platform • 2Mbit • Out Now



### \* RAMPART

Tengen • Mega Drive • Puzzle • 4Mbit • Out Now

### \* CAPTAIN AMERICA AND THE AVENGERS

Data East • Mega Drive • Beat 'em up • 8Mbit • Out Now



## Separated at birth



## COWABUNGA

Those lean, green, money-making machines are back! Just when skint parents thought they'd seen the very last of the *Teenage Mutant Ninja Turtles*, Konami bounces back with more mutated mayhem from the heroes in a half shell. Hey kids, it's actually a bit of a landmark video game because this top coin-op company has never released anything on the Mega Drive before. Yet more portions of piping-hot savoury software snacks are expected to follow next year. Yummy!

\* Available from Konami on Mega Drive in December, price £tba.



## SEGA AT THE MOVIES PART ONE

**T**ake a close look at *Terminator 2*, during the tense scene in the arcades just before Arnold Schwarzenegger and the bad guy have their first shoot-out. After he gets totalled by Missile Command, young scamp John Connor has a go on Sega's *Afterburner* monster shoot 'em up machine. As the original script puts it, John is shooting down MiGs at Mach 2. In case you're wondering, *Afterburner* was chosen because of its immense size, as director James Cameron needed something bulky for the Connor boy to hide behind. Other video games seen during this brief sequence include *Trog*, *Arch Rivals* and *Space Invaders*. *T2* is now available on video for about £12.99 and Acclaim is currently converting the smart coin-op from Williams Bally Midway over to the Mega Drive and Game Gear. Meantime, have you spotted a Sega video game lurking in the background scenery of *Casablanca* or *Eldorado*?



## USE THE FORCE

Pinball, the James Dean of video gaming, is big business again thanks to a series of recent licensing deals with blockbusting movies like *The Addams Family*, *Terminator 2*, *Star Trek*, *Hook* and *Lethal Weapon 3*. Now that roasty old sci-fi chestnut, *Star Wars*, has joined this illustrious list. In customary fashion, the midget droid R2-D2 frantically jumps up and down in excitement. Plenty of thrills and squeals to be had in this clever Data East/Lucasfilm collaboration.



# erogen ZONE

Send all your ramblings to: Erogenous Zone, Sega Zone,

**T**here's no getting out of it – it's time for *Sega Zone's* letters pages, which masquerade under the name 'Erogenous Zone' for tax evasion purposes. After our first issue, we were literally inundated with mail. Granted, it was mostly final demands and poison pen letters, but there was the odd item of printable correspondence.

*Dear Sega Zone,*

Who is that hunk of a man in those Sega ads. What a spunk, 100% pure British beefcake! Even though I'm only 11 he makes me feel like a woman, and I mean W-O-M-A-N. Have you got his name and address so I can write to him?  
**Jenny Fielding, London.**

\* Well Jenny, we rang *Sega* and they said your dreamboat's name is Peter Wingfield and you can write to him at *Sega HQ*. The address is **Sega Europe, Marketing and Beefcake Dept, 16 Portland Rd, London W11 4LA**. By the way, our roving reporter Rik Haynes says he was at a party last Christmas when he got off with Peter by accident, believing him to be one of the Nolans. Anyway, according to Rik he was useless, and it was like kissing wet squid. But don't let us shatter your dreams. **Ed.**

*Dear Sega Zone,*

What's going on? Last month I was an avid reader of *Game Zone* and the proud owner of an Atari Lynx,

## zodiac zone

### scorpio

If it's your birthday this month, you'll be interested to know that you share a star sign with Wor from *Gynoug* – the winged battle master with the power to control the magical forces of nature. (However, we must point out that he was born on the cusp, so you may not immediately recognise any of these traits in yourself.)

This could be a bad time of year for love, mutants and plumage loss. Look out for an upside-down coconut-half dangling from a tree which will provide fun and good times around the middle of the month.

but this month my life is in tatters. Suddenly there's *Sega Zone* and *Game Zone* (Nintendo), but no bloody *Atari Lynx Zone*. It's not right and it's not fair. The Lynx is an ace machine and all the rest aren't. I have seen medical evidence suggesting that the emissions from the *Game Gear* screen leave your sperm count in single figures – fact.  
**Ben 'Spunky' Rogers, Bath.**

\* One word springs to mind here Ben, and that word is 'loser'. Yes, technically the Lynx is a good machine, but sadly it's not been provided with much back-up from Atari – either in terms of marketing or new releases. Consequently not many people have bothered buying one... except you, Ben. You're the man who put all his money on red and it came up black, if you get my drift. Still, perhaps you could start

your own fanzine for Lynx owners. The other two both live in Bristol, so it won't be too expensive for you to mail your mag to them either. **Ed.**

*Dear Sega Zone,*

You are my dream come true! I own a Mega Drive and a Game Gear and although I loved *Game Zone* dearly, I was totally bored by all the useless Nintendo coverage. However, I have to say that when I read the *Joypad Jury* thing in your first issue I couldn't believe what a dopey bunch of misfits and freaks make up your staff. I mean, honestly – what a shifty looking crook that David McCandless is. Tell him from me, he needs a

haircut and a proper job. Still, even he looks like Aled Jones compared to Patrick McCarthy. Is that man actually wearing a stocking mask in those verdict pictures or is it my imagination? Trust me on this one – I think you'd scare off less of your younger readers if you got those reviewers who look like they've been featured on *Crimewatch* to write under a 'face de plume'.

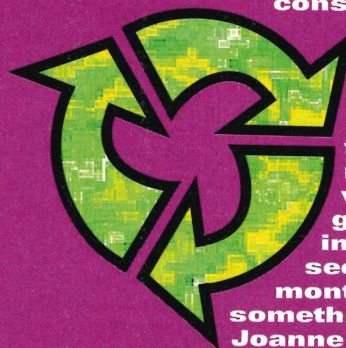
And finally, how old is Daniel Pemberton? None of the other *Sega* mags employ foetuses, so why do you? Get rid of all this dead wood and bring back Lord Paul – at least he was anatomically correct, if nothing else.

**Yours Mark Ferguson, Godalming, Surrey.**

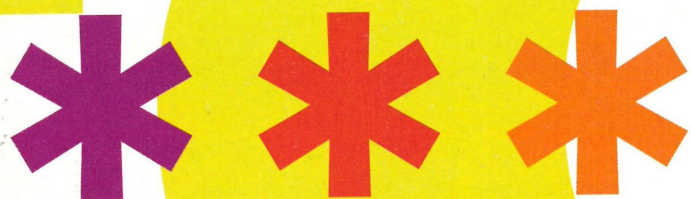
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**H**ere we are back at our very own recycling slot, where readers put their non-biodegradable odds and sods up for trade, with a suggestion for an alternative use. In this way we hope to stave off the threat of global warming and generally staunch the tide of pollution. Anyway, last month's utilitarian item – a plant support stick made from Sooty's wand – went down like a lead balloon. Basically, nobody wanted it and consequently it

will now have been burnt in the *Sega Zone* coal-fired furnace, releasing large volumes of greenhouse gases into the atmosphere in the process. Still, let's see if we can do better this month with a handy something sent in by Emma and Joanne Keating...



# ous



Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

\* How rude! For your information, all my staff are dedicated professionals hand-picked by a pressgang from the UK's top arcades. There's not one of them I don't trust implicitly. (Though admittedly Patrick does look like John McVicar, and we always make a point of counting the silverware after he's left the office.) Ed.

## Dear Sega Zone,

Why are you so rubbish? I've had a more entertaining and informative read from a book of log tables. And your screenshots in the *Terminator* review looked like you'd held up the telly in a Photo-Me booth.

**Simon Hutchins, Cleethorpes.**

**PS** And my boomerang didn't work.

## Dear O-zone,

We've enclosed a pair of underpants which our grandad left in the dirty clothes basket when he came to stay last Easter. Mum was going to throw them out, but we thought you

could hang them up from the rear-view mirror of a car, thus masking any stale odours such as petrol or cigarette smoke. Or, alternatively, if you didn't have a car you could liven them up with a squeeze of Jif and use them in place of those posh lemon-scented disposable facial wipes.

Keep up the good work with the mag, and saving the planet and everything.

**Emma and Joanne Keating, Bishop's Stortford.**

\* Want to make a bid or trade for Jo and Emma's excellent, Earth-saving car freshener-cum-facial wipe. And let's face it, what right thinking person wouldn't? Then write to: O-Zone, Sega Zone, 19 Bolsover St, London W1P 7HJ.

\* Yes, this is more of what we want! Readers opening up a forum of debate on the letters page. If anyone can answer Simon's question, please write in to the normal address and you could win a big money prize (or even a badge). Ed.

## Dear Sega Zone,

I saw that *Watchdog* programme the other day and I was shocked to see an item about some toe-rag who set up a Mega Drive cartridge-swapping company from his council flat in Manchester, only to then pocket all the games along with his handling charge. I'm not very rich and I certainly don't want to subsidise some horrible spiv (especially what with Christmas coming up and all), so how can I protect myself from this sort of skullduggery? Oh, why can't we all just love each other?

**Sean MacGregor, Portsmouth.**

\* Yes, it was a dreadful business, wasn't it? Let's hope they punish the Mancunian swine under the full remit of Islamic law. Still, since he probably ended up with 500 unwanted copies of *Fire Shark*, no doubt the dodgy git has learnt his lesson already.

Anyway, we rang husband-and-wife consumer champions John Stapleton and Lyn Foulds-Wood and passed on your query, Sean, but all they would say was something about sheep being meant to be fleeced. So not much help there.

However, the Sega Zone lawyer tells me that if you give money to a mail order company advertising in our mag and then (through act of God or act of crim) they won't send you the goods, Dennis Publishing reimburses your loss. That's because Sega Zone, your caring, sharing games magazine, is a member of the Mail Order Protection Racket (or should that be the Mail Order Protection Scheme?) Ed.



**T**his month Erogenous Zone is brought to you by that wibbly wobbly flap of loose skin dangling under roosters' throats, the wattle. (Hold up, that's not very erotic and sensual. The SZ team.) What? You mean you don't get hot flushes when you watch Foghorn Leghorn? (Eughh! No we don't! SZ team.) Ha, ha neither do I of course, er, I was just... anyway moving swiftly on...

## Dear Sega Zone

As a life-long vegetarian I was appalled to read a letter in your pathetic mag having a go at people who choose not to murder fellow creatures for their dinner. How about a game where meat-eaters have to cope with clotted arteries, aggressive and lustful tendencies and diseases of the digestive tract in later life?

**Rebecca Gillard, London.**

\* Yeah, smart idea. You could call it Sonic The Bowel Cancer. We'll have a word with Sega and check they can get the licence from Dewhursts The Butcher - you've definitely got one hot idea on your hands.

Thanks for the input, Reb. Your Sega Zone badge is in the post - and well deserved too. We've also put in a pound of pig's liver and half a ton of tripe as a special thank you. Ed.

**O**nce again, Amaya Lopez, our very own resident Claire Rayner, talks a reader through a personal, emotional or sexual problem. This week the editor with a heart of lard gives advice to a young man from Leeds who wishes to remain anonymous.

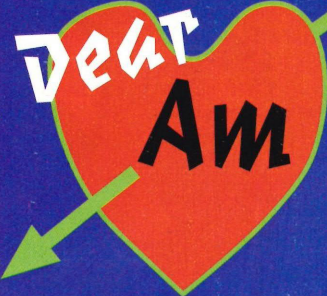
## Dear Am,

I am afflicted by a verruca, and it's making my life a misery. My right foot is in fallow and is as clean as a baby's bottom, but come November I fear I'm going to have a bumper harvest on the left one. Recently I got a close friend to bite them out and suck out the poison, but they just grew back even bigger than before. My mum says I shouldn't worry and that verrucas are just nature's Blakeys, but I just feel so unclean. My girlfriend won't let me near her without a verruca sock and they make me wear a bell at school. What can I do? Underneath these unsightly

blemishes I'm still a human being! Help me please, Amaya. **Anon. (Name and address supplied.)**

**Dear Anon,**  
Oh my God - you freak! And I've touched your letter too! Now you listen to me, Adrian Jenkins - never write to me again, you filthy leper. Eughh, I'm going for a shower. Am.

If you have a problem of a personal nature and would like it to be ridiculed in a national publication, write to: **Dear Am, Sega Zone, Dennis Publishing, 19 Bolsover St, London W1P 7HJ.**





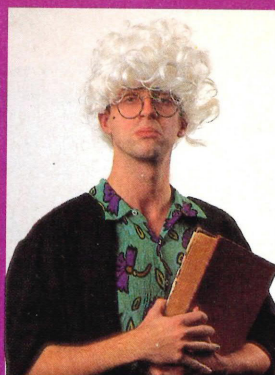
### Justice Amaya Lopez QC

He should be put to death, as that, as far as I'm concerned. Tails indeed – it's tantamount to fraud! You buy, in good faith, a game called *Sonic The Hedgehog 2* from your local software supplier, and what happens when you get it home? You turn on your machine and you're confronted by a squirrel who has – as far as I can make out – two tails. Why isn't this cartridge called *Sonic The Hedgehog And His Jolly Good Friend Two-Tails The Squirrel*? It's the gas chamber for this rodent, I'm afraid.



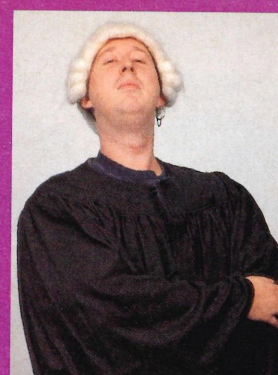
### Justice Vivienne Nagy QC

While I agree with the basic sentiments of my learned friend, I have to point out that she has a few of her facts wrong. Well, she has one fact wrong, anyway – Tails the two-tailed squirrel isn't in fact a squirrel, he's a fox. I know I am correct – it is my job to always be correct. However, the main content of my learned friend's summing up speech is acceptable. There is a picture of 'Tails' on the box, but nowhere does it warn you what you are actually getting. Misrepresentation.



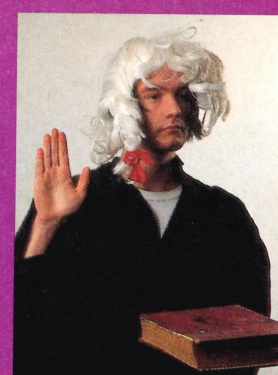
### Justice Martin Pond QC

But Tails is a squirrel, surely? I understand Japanese, you see, and it just so happens that in Japanese the word for 'fox' and the word for 'squirrel' are the same: Kyaakkihaaaha. I would venture that the person who translated the manual got mixed up. Tails is evidently a squirrel. And, in agreement with my Right Honourable friend, Justice Amaya Lopez QC, I would conclude that he should be gassed for his crimes. Or hanged, at the very least. Or maybe injected (lethally).



### Justice Duncan MacDonald QC

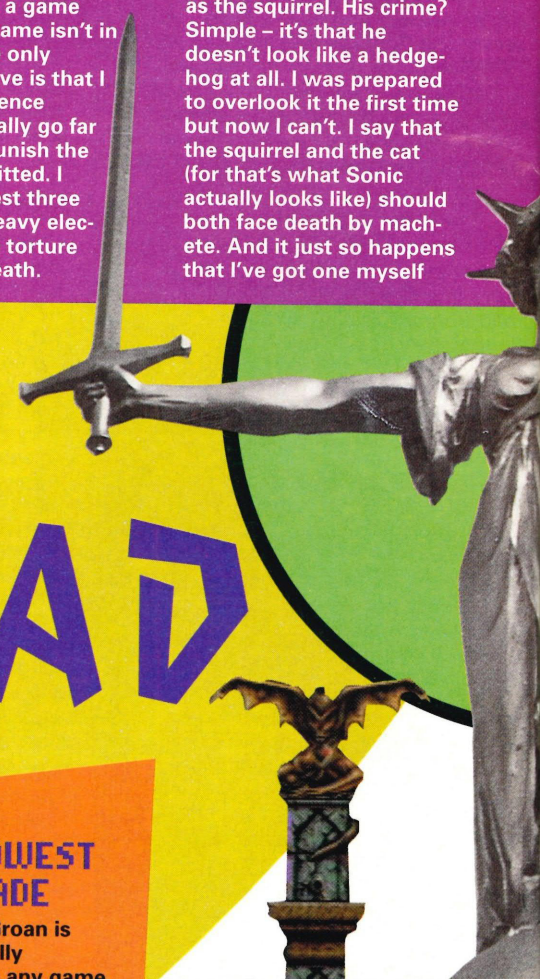
Yup, he's squirrel alright. I'm in total agreement with my last honourable friend on this one, and I'm in total agreement over the sentence too – death. There can be no lesser penalty for appearing in a game when your name isn't in the title. The only problem I have is that I feel the sentence doesn't actually go far enough to punish the crime committed. I would suggest three months of heavy electrical testicle torture and THEN death.



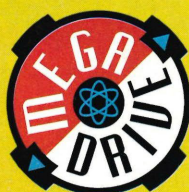
### Justice Macca McCandless QC

The two-tailed squirrel has got off too lightly. Torture and death indeed! Is that the best our legal system can come up with? And anyway, what about the hedgehog? As far as I'm concerned, he's as guilty as the squirrel. His crime? Simple – it's that he doesn't look like a hedgehog at all. I was prepared to overlook it the first time but now I can't. I say that the squirrel and the cat (for that's what Sonic actually looks like) should both face death by machete. And it just so happens that I've got one myself

# MEGA DRIVE



# JOYPAD



## THE JOYPAD JURY ARE CURRENTLY PLAYING

**Amaya**, after her recent holiday in the US of A, our Editor is hooked on *California Games*.

**Viv** has been playing *Barbie Goes Shopping* on the NES non-stop all month (traitor).

**Martin's** always too busy playing with himself to play games.

**Dunc** has been challenging all-comers at *Sensible Soccer* on the Amiga in preparation for its appearance on the Mega Drive.

**Macca** loves *Universal Soldier*.

**Rik** has been trying out *Art Alive*. His latest masterpiece "Mummy and daddy outside my house" is the talk of the office.

**Michael** has been satisfying his high-brow urges with a daily diet of *Pitfighter* and *Final Fight*...

**Patrick** continues to raid the *Sega Zone* games cabinet for any American sports sim games he can lay his hands on, especially *NHLPA Hockey* and *Joe Montana 3*.

**Jane** is undergoing therapy for a bad case of *Lemmings* addiction.

## THE LOWEST ACCOLADE

The *Zone Groan* is automatically awarded to any game scoring below 30. For a game to score such a pathetic amount, it's got to be seriously crap. And this is how we celebrate.

# ZONE GROAN

X

**O**ur reviewers, who are all qualified QCs, were all appalled to learn that Sonic has a chum in *Sonic 2*. In case you haven't read the review yet, we'd better explain. Sonic's now got a sidekick – he's called Tails,

## SCORE ZONE

Want an explanation of our scoring system? Of course you don't, because it's blindingly obvious to all but amoeboids. Still, maybe you are an amoeba, so here goes...

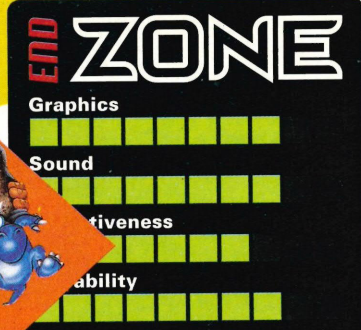
**Graphics:** This score is out of ten, and tells you whether the graphics are (a) good or (b) crap. Rather than separate animation and stills, this score represents an amalgamation of both. If the stills are brilliant, but the animation is crap the score will end up being somewhere about the five mark. (If you want it more in-depth then READ THE BLOODY REVIEW).

**Sound:** So obvious, we can't be bothered to say any more.

**Addictiveness:** Again, blindingly obvious and scored out of ten.

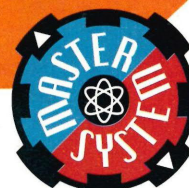
**Playability:** A bit more complicated – after all, some games are so simple that they're instantly playable, while others become very playable once you've mastered them. (Although some games aren't playable at all, even after five months of "intensive".) Again, read each review and you'll learn so much more than just looking at the score.

**Overall:** The overall score isn't necessarily an average of the other four, but it's generally pretty near. However, this overall score is out of 100 rather than ten. This is simply because we want to confuse you.



**OVERALL 83**

Out: Now Price: £39.99  
Publisher: Electronic Arts



**MASTER SYSTEM**



**GAME GEAR**



**JURY**

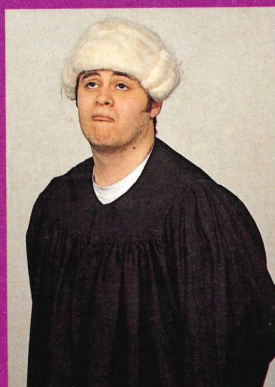
**LANDSTAKER**



**MEGA ZONE**

**THE HIGHEST ACCOLADE**

If the overall score of a game equals or exceeds the magical figure of 90, then it's automatically awarded the Mega Zone accolade. This is another way of saying "buy it". Yes, honestly – it's really that good.



**Justice Rik Haynes QC**

I am in total agreement with all my learned colleagues. I have, at home, a stuffed model of Sonic. I gave this stuffed Sonic model to my young cousin, Sarah (6). And do you know what she said? She said this: "Euuukkk, it's a horrible pussy cat." I was forced to agree, so we both carried the offending item into the garden, tied it to the washing line and beat the stuffing out of it with a rake. Most satisfying.



**Justice Michael Horsham QC**

I can at last imagine what it must have felt like to be part of a lynch-mob in the wild west, and I cannot help myself feeling sorry for the hedgehog/cat and the squirrel/fox... after all, they are on trial here with *no counsel of defence*. But that will change herewith, for I shall take the role myself. In the absence of the defendants, I ask you to consider this, er... oh dear, I can't think of any clever twists. Okay then, kill them both.



**Justice Patrick McCarthy QC**

What more can I add? My learned colleagues seem to have covered everything I was going to highlight myself. There is a breach of the Trades Descriptions Act (section 15, sub-section 9). So are there any other charges to be brought? Indeed there are. Here's one – I saw a bloke at Chessington Fun Park dressed up in a Sonic costume, and I almost puked on the spot. Needless to say, I chinned the blighter.



**Justice Jane Goldman QC**

In conclusion, I will sum up. (1) Sonic is guilty of not informing us that there is a fox in his game (2) It would seem that the fox is possibly not a fox after all. (3) Some doubt has also been cast on Sonic's credentials – hedgehog or cat? We say cat. (4) People are dressing up in Sonic costumes and hanging about at zoos – an unsavoury state of affairs for which there can only be one punishment. Hands cut off.

and he's in the one-player and two-player games. So you can't get away from him. And that's all you need to know really, apart from the fact that the loveable little critter is about to be put on trial...

# UNIVERSAL SOLDIER

Sega Zone Presents...

## Tony, Bobby and Wendy

A play in which three ordinary people live out part of a day of their lives and occasionally get interrupted by a narrator.



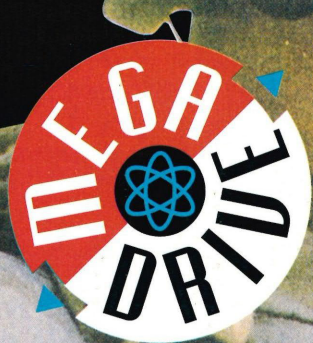
## Scene One the decision

*Bobby, Tony and Wendy discover that not only do they all quite like Billy Ray Cyrus, but that they all have Rolf Harris's autograph. An instant bond is formed.*

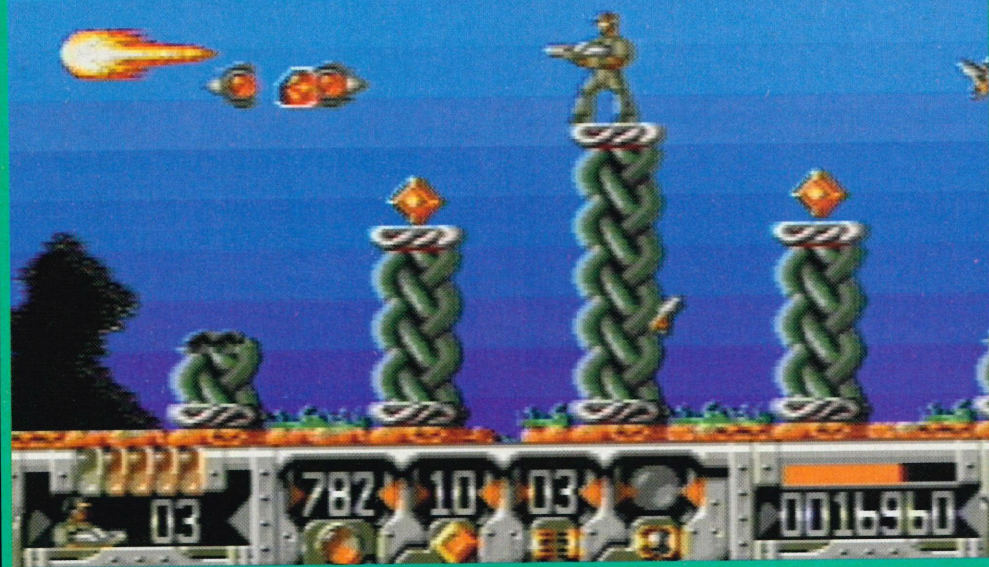
Bobby: I know, seeing as we're such good friends now, and have so many things in common, let's go to the pictures together.  
 Tony: What do you reckon, Wendy?  
 Wendy: Yes, magic! What shall we go and see?  
 Tony: Hmmm, how about that new Disney cartoon feature, *Beauty And The Beast*? There are loads of songs, loads of dance scenes, and lots of new cartoon friends to meet.  
 Bobby: Eh? Are you some kind of poof or something? It's a queer's film.  
 Wendy: Yes, it's too girly even for me.  
 Tony: (*Embarrassed.*) I was only joking.  
 Bobby: Let's go and see *Universal Soldier* with Jean-Claude Van Damme and Dolph Lundgren.



We gave DUNCAN MACDONALD Accolade's new film licence, UNIVERSAL SOLDIER to review and he came up with this rather pathetic 'play'. Why do we let him get away with it?



Here we have the trophy given to Jean Claude Van Damme when he won the Bejam Award For Best Frozen Squaddie



Bobby: Excellent. So, er, you've got lots of cash have you?

Wendy: Yes, I get sent a weekly allowance of £2,000 from my millionaire father who works in Saudi Arabia.

Tony: Oh yes? So it's just you and your old mum at home, is it?

Wendy: No, my mum works in New Zealand on a sheep farm, so I'm on my own most of the time. Just me, the Sega, 90 rooms, 1,000 acres of woodland, several motorbikes and the swimming pool.

Bobby: Excellent!

Tony: Seconded!



## Scene Four in the shop

*A choice has to be made and has to be made quickly.*

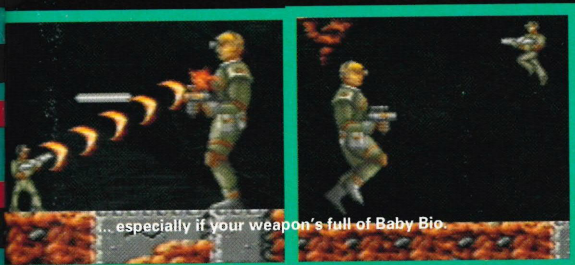
Wendy: What's the most recent game you've got for the Mega Drive, Mr Shopkeeper?

Mr Shopkeeper: Got a new one in this morning, as it happens my lovely – it's called *Universal Soldier*.

Wendy: Uncanny. We've just seen the film.

Mr Shopkeeper: That is indeed uncanny, my little darling.

Wendy: I'll have a copy of it please. Here's a £100 note. Keep the change for being such a jolly, friendly man.



to scratch my eyebrow and my sleeve got caught in your hair.

Bobby: Hey, did he just try to put his arm round you?

Wendy: No – he slipped, apparently.

Bobby: Yeah, I'll bet. Leave her alone and watch the film, you giant jobbie.

Wendy: Oh Bobby, you're so masterful.

## Scene Three after the film has finished

*The threesome discuss their next course of action.*

Bobby: So what's it to be now then?

Wendy: I know, let's go back to my place and play on my Mega Drive.

Tony: Got any good games?

Wendy: No, but I was going to buy one today anyway. Let's go to the shops, buy one, and *then* go to my place.



Wendy: Yes! Excellent choice, Bobby.

Tony: Yes – a film in which the two stars are semi-naked musclemen – an excellent choice for one so non-gay as Bobby.

## Scene Two at the pictures

*Bobby, Tony and Wendy are sitting comfortably in the back row of screen five at the local Odeon.*

Wendy: (Gasp.) So Jean-Claude Van Damme and Dolph Lundgren are actually dead, are they? Or am I getting muddled up?

Tony: No, they are dead. They were killed in the Vietnam war...

Bobby: But they've been brought back to life and now they're even harder than ever.

Wendy: Amazing! So they must be virtually indestructible. (Shuffling noises.) Hey, what's going on?

Tony: Sorry, my arm slipped – I was just trying



## Scene Five

### back at wendy's gaff

Wendy inserts the Universal Soldier cartridge into her Mega Drive and the excited trio gather around the TV screen.

Wendy: Hey, look – there's a password option. That's handy. Anyway, let's start. Who wants to go first? Tony?

Tony: Give me the joypad...

(Bobby and Wendy look on as Tony takes control of the main sprite and lets off his first salvo of bullets.)

Bobby: Hey, those dead nasties left some power-ups. Get them before they float away!

Tony: You didn't think I was going to just leave them there, did you?

Wendy: Gosh! They've got different symbols on them. I wonder what they all mean?

Tony: We'll soon find out. I'll take them one at a time and see what happens. (He takes one.)

Bobby: Wicked! A sound sample happened when you picked it up.

Wendy: Yes, it was a bit muffled though. What did it say, Tony?

Tony: "Lager," I think.

Bobby: It was "laser" actually, Tony.

Tony: Wow! You're right. Look – an energy bolt. I'll try the others.

The Narrator: Before long, Tony had been through all the power-up icons and has discovered exactly what they do. In case you're wondering exactly what he discovered, we'll show you here and now.



1 **Laser:** This power-up gives you a laser. It's slightly on the puny side at first, but...



2 **Multiple:** This gives you multiple bullets. You know the ones – they spread out in a fan-like manner. Triple-shot to begin with, but...



3 **Bounce:** This gives you 'bouncy shot' – a shot that rebounds off everything and goes all over the shop. A bit weedy at first, but...



4 **The Power-up:** The weapon you're using is instantly ninjafied. Laser beams become laser bolts, triple-shot goes to five-shot, bouncy shot is a blur of carnage.



5 **Smart Bomb:** Smart by name and smaaart by nature, this kills everything onscreen.



6 **Shield:** This little beauty means that for a limited time, you're as indestructible as a very indestructible thing.



7 **One-up:** This gives you an extra life, you clot. Is there any more that I can say?

Something else Tony discovered was that button C fired out a screen-high wall of death – to both the left and right-hand side of his sprite. Everything in its path was toasted... and if there were any power-ups to be released, they would be. However, he also discovered that the supply of these 'side-shot wall of death things' was limited, to say the least – three shots per life, unless he found any replenishment icons along the way.



The final thing Tony discovered was the fact that by pressing the B button and holding Down on the D-pad, his sprite turned into a spinning disk with spikes on it – rather like a buzz-saw or a shuriken. And what's more, this buzz-saw/shuriken could get through those really weeny tunnels with low ceilings that otherwise would have been totally impassable.



It's good, but it's really *Turrican 2*.

## Scene Six

### uncertainty

Tony discovers how large the game is, but Bobby expresses some doubt about its strict adherence to the plot of the film.

Bobby: This is nothing like the film at all.

Tony: Yes, I was thinking much the same thing. In the film, Jean-Claude and Dolph never rolled up into little, spikey buzz-saw type things, did they? Or did I miss that bit?

Wendy: No, they definitely didn't roll up into little buzz-saw type things at any point.

Bobby: And the main game sprite doesn't look like either of them anyway, does it?

Tony: It's a good game though, for all that...

Bobby: Yes, it's dead hard and very big. This level's enormous. It scrolls left and right... and up and down.

Tony: I keep on getting lost. And the nasties are coming at me thick and fast wherever I go. If it wasn't for all the invisible blocks containing the power-ups and one-ups and stuff I'd be jiggered. It's quite a brilliant game, but it's nothing to do with the film.

Wendy: Yes, it's weird. I can't put my finger on it, but something very strange is going on.

The Narrator: And Wendy, unbeknownst to her, has hit the proverbial nail on the head. This game is very good. It's got about a trillion levels (all of which scroll in both directions for ages), it's got an excellent mix of power-ups, it's got fast-paced action, it's got 'hidden blocks', it's got torturous mazy bits and it's stuffed full of roughly a billion trillion nasties. So what's the 'strange thing that's going on'? Well, the more observant among you may already have noticed. This game isn't actually *Universal Soldier* at all – it may be called *Universal Soldier*, and it may claim to be the game of the film, but in actual fact this game is an old computer game called *Turrican 2*.

## Mega Swiz Alert!

Accolade is pulling what's known in the trade as 'a fast one'. They may have added a couple of different (and token) levels, they may have changed some of the end of level nasties, they may have changed the sound and they may have altered some of the backgrounds, but at the end of the day this is still *Turrican 2*. It's called *Universal Soldier*, but it isn't. All I can say is that *Turrican 2* is a very enjoyable game, whereas *Universal Soldier* doesn't really exist. Spooky or what? ☹

## END ZONE

Graphics



Sound



Addictiveness



Playability



# OVERALL 88

Out: Now Price: £34.99  
Publisher: Accolade

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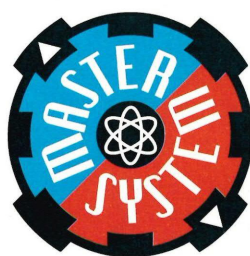
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Preparing to review **SONIC 2** on the Master System, **MARTIN POND** took to spiking up his hair with gel, eating bread and milk and sleeping in a pile of leaves. It's lucky we didn't let him do Sega's other new platform romp, *Chronic Halitosis The Dung Beetle*.

It's been over a year now since Sonic first grabbed the gaming world by the back of its underpants and pulled upwards with all his might. So just what has the spiky blue bundle of fun been up to in the interim? Has he spent all his time playing 'roadside pizza' with his hedgehoggy pals and crank phone-calling Mario? Has he been paying discreet visits to Miss Tiggywinkle while her husband was at work? Course not, dopey. Sonic's been working out – honing his body to a finely sculpted ball of muscle, ready for the next ring-collecting frenzy as he once again confronts the evil Dr Robotnik.

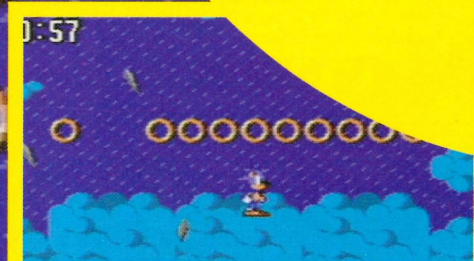


## the new messiah

So just how different is *Sonic 2* to the original? Well, for starters it's bigger. There are now seven zones (featuring play areas set underground, underwater and in the stratosphere) and each one ends on a punch-up with an end of level villain. What's more, in addition to all that running, jumping and rolling himself into a ball, Sonic has learnt some new tricks since his last outing. I don't mean weedy card tricks or saying 'sausages' or anything, I mean the sort of hair-raising stunts that would make even the Milk Tray Man stuff his face with all the soft centres and knock off early. At various points in the game, Sonic does loop the loops, gets sucked through pipes, floats around in a giant atlas-sphere and runs across water like he was Baby Jesus himself. He also has a rollercoaster ride on an old mine cart and takes to the skies on a hang-glider. And all without the aid of a hair-net!

## fox hunt

Despite being natural enemies in the wild, Sonic's bosom pal is a fox called Tails. If you read last month's issue, you'll know that in *Sonic 2* on the Mega Drive there was the option of playing Sonic or Tails or, with the help of a friend, playing both at once. Well, sadly you get none of this on the Master System version, although there are other bonuses. Tails has been relegated to a cameo role in the between-level screens and is used solely as a plot development tool. Apparently he's been kidnapped by Dr Robotnik, who no doubt intends to turn him into a natty stole for Mrs Robotnik or to flog him to the Master of the Quorn Hunt. Anyway, it's bad news for Tails, and it's up to Sonic to save his hide.



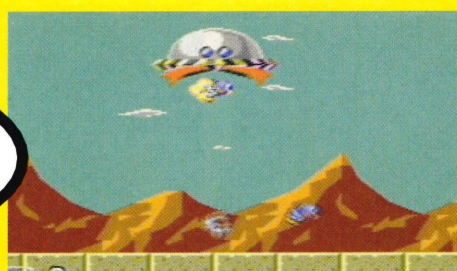
Sonic does his Aled Jones impression.



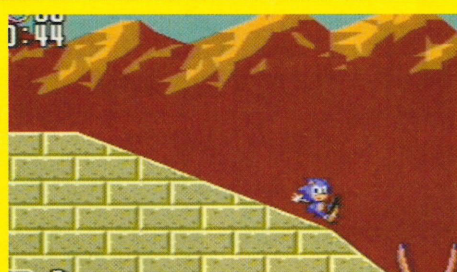
Sonic locked in mortal combat with a chick.



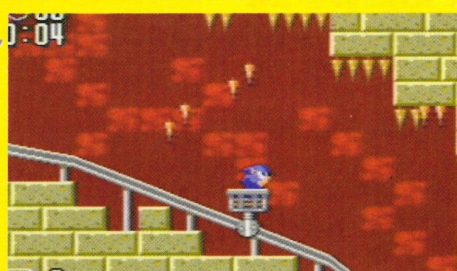
A rather lovely game with a smashing box.



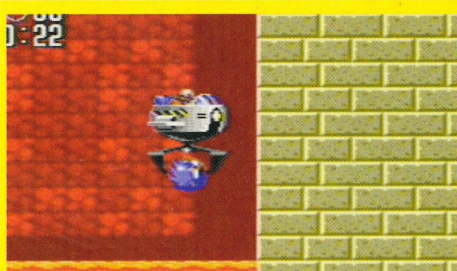
## The Toytown Five make a bid for freedom.



**Sonic stops on a sixpence.**



## Sonic's pit closure nightmare.



**Saved by Doctor Robotnik.**



## Sonic goes ballistic.



## Our spikey hero passes Checkpoint Robotnik.

## sonic mega star

When you think about it, this sequel couldn't not be a good game really, could it? Sonic *is* Sega's flagship sprite, and there's no way a large, multi-national company with a budget greater than that of many of the smaller African nations is going to scrimp on its figurehead. Who knows how much money they invested in *Sonic 2*'s development, but it would probably keep you and I in sticky buns for a very long time.

The thing is, the sales war between Sega and Nintendo is fought with champions – Sonic vs Mario. For the consumer, the corporate image of these two companies is all bound up with these two characters. Sadly for Nintendo, Mario seems to be lagging behind. There's no particular reason why a small nocturnal mammal with a penchant for eating earthworms should be inherently more cool than a moustachioed blue-collar worker, but somehow he just *is*. Perhaps it's because any character who so closely resembles Lech Walesa as much as Mario is bound to lose out in the cuteness stakes. Or maybe it's because I can't imagine myself getting off with Mario like I can with Sonic. Who knows? (*Guess whose tea gets the extra bromide dose today? Ed.*)

## sonic summary

For many people, *Sonic* was the ultimate platform game. The sequel is more of the same, with some extra thrills thrown in. As you'd expect, it runs at an impressive rate of knots, and the movement's as smooth as silk. There are tons of secret rooms and hidden bits, and there are many, many different routes to get across each level. On the downside, the enemy sprites seemed to be a bit thin on the ground, and the game has no level code system. (Not that I ever need to resort to girly passwords anyway. Course not. But if you weren't a ninja platform god, like myself, you might find it a bit frustrating.) *Sonic 2* is an excellent game all round – immensely playable, frighteningly addictive and a fabulous reason for giving up your social life. ☒



## sucrose overdose

One of the things that might make you gag over this game is the yucky cuteness of it all. Sonic himself is so adorable as to make the Andrex puppy seem like a mangey fleabag, and there's an unsettlingly high count of small mammals and fluffy birds. You get to rescue bunnies, sparrows, gerbils, and bush babies – it's like Beatrice Potter's yuckiest, soppiest dreams come true. If you gave Richard Gere an old sock and a roll of tape and let him loose in level two, he'd be in pervert heaven. So if you do like your games a bit rough around the edges (or if you're a diabetic), you might find the whole thing a bit too icky-sweet.

# END ZONE

## Graphics

□ □ □ □ □ □ □ □

## Sound

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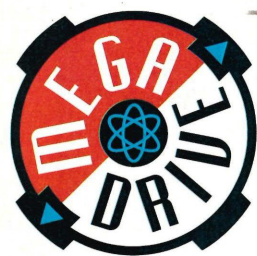
## Addictiveness



## Playability

**OVERALL 90**

**Out: Now Price: £29.99**  
**Publisher: Sega**



# RISKY WOODS

**PATRICK MCCARTHY** has an unpleasant habit of playing nude crown-green bowling on the central reservation of the Hammersmith Flyover, so he knows all about **RISKY WOODS**. (Nice try, but still pretty pathetic. Ed.)



**Y**ou are Rohan, young warrior, brave adventurer and designer of clothing that fits into a matchbox, and you have recently arrived in the Woods, which have been rendered unto a state of Riskiness by dint of all the monks who previously resided therein being unfashionably turned into stone-cladding. This, if nothing else, has angered home-owners by reducing the value of houses in the entire street.

The godless bast who did this goes by the name of Draxos The Huge-Schlanged Wonderstud when he's out discovating, or just plain Draxos when he's at work. The lack of positive role-models has affected the local populace, who have turned into hideous monsters who habitually go for



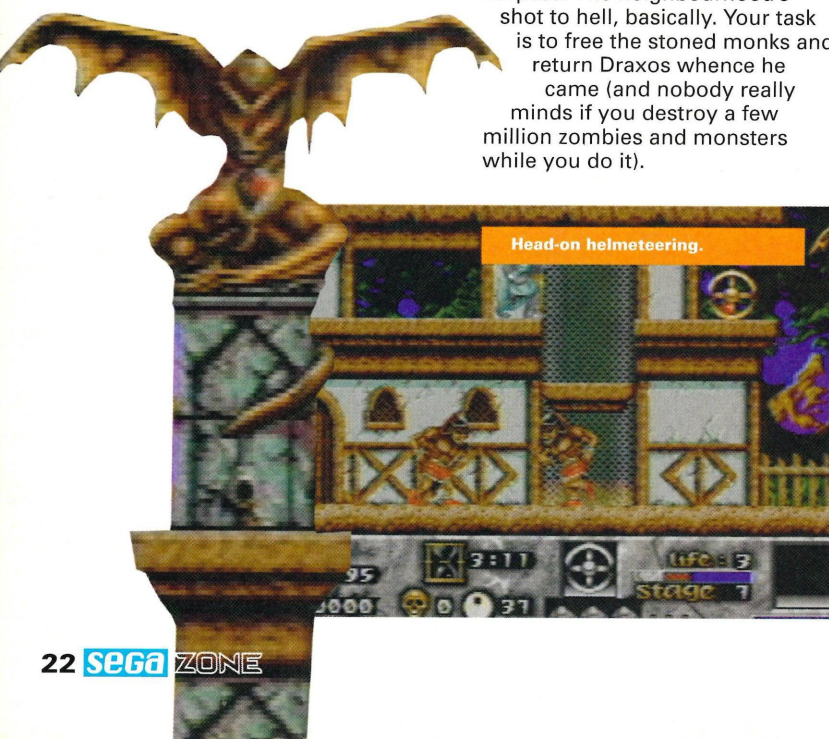
drinks with psychotic rotting corpses. The neighbourhood's shot to hell, basically. Your task is to free the stoned monks and return Draxos whence he came (and nobody really minds if you destroy a few million zombies and monsters while you do it).



## Star Profile: Rohan, Our Hero

Rohan first became famous for making a range of clothing that can be rolled up really small and placed into a matchbox. (In fact, that's where he keeps the suits of armour he puts on at a moment's notice.) He later branched out into matches that could be folded up and placed in a matchbox, but they never really caught on.

Rohan was born in December, and his star sign is Sagittarius. Like all Sagittarians, he's charming, witty and incredibly good at football. His hobbies include standing chicks up, being popular and winning grands prix with uncompetitive cars. At the weekends he likes to wipe out legions of baddies or watch TV.



## medieval-type po



### star, battery

Although you'd think the star would land you a top of the bill role in *Cats*, or something, all it does is give you a measly 5,000 points. The battery is a weird choice for an icon, but has a distinctly un-weird effect. It's 5,000 points again.



### apple

If you're unlucky, this will just give you a 10,000 point bonus. On the other hand, if you're lucky it puts you to sleep, which restores your energy. The downside of this sleeping business is that it costs you time, by removing it from the time limit.



### fire djinn

The fire djinn sends a fire spirit to follow you around for a while, wiping out enemies willy-nilly. A djinn is actually a mythological spirit who can assume human or animal form and influence man by supernatural powers. (Phew!)



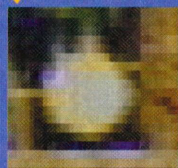
### gate keys

These come in twos and you need them both to form one gate key to put in the gate at the end of the level. When you've put the key in the gate, you'll have to mimic the tune played by the gatekeeper on your joypad.

## wer-ups — what do they do?

**arrow, cross**

The arrow icon has nothing whatsoever to do with weapons. All it does is give you a 10,000 point bonus or send you back to an earlier point in the level. This isn't really worth picking up at all. The cross looks spooky and supernatural, but it's yet another 10,000 point bonus.

**jewel, ring**

"I know what these do," you're probably thinking, "I combine them and use them to propose to the next monk I free, and he'll follow me everywhere, beating people up for interfering with the man he loves." Wrong, wrong, wrong. You get 50,000 points.

**potion, heart**

These little luvvies give you units of energy. The potion gives you six units, while the heart gives you three.

**lightning**

Wah! This is the kind of fabbo power-up a hero comes to expect, the lightning icon gives you temporary invincibility.

**miniature rohan**

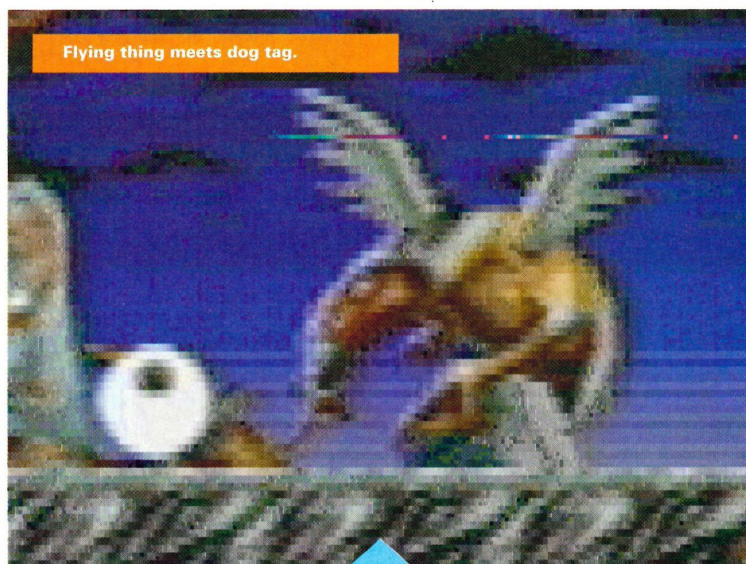
If you're lucky enough to see a mini Rohan appear from a chest, grab it quickly. If you manage to pick this little chappie up three times you get an additional life and a continue. Schmert!

**hourglass**

The hourglass icon gives you an extra minute of time to complete the level. And let's face it, against a really tight time limit, one minute can mean the difference between success and failure at this level, Des.

**skull icons**

Skulls turn your staff into a magic weapon. (Maybe I should get one. Ed.) Ho-ho. Not that kind of staff. The effect it has depends on what you're wearing when you use it. The better the armour you're wearing, the less the skull takes from your life total when you acquire it and the more damage your staff does when you use it.

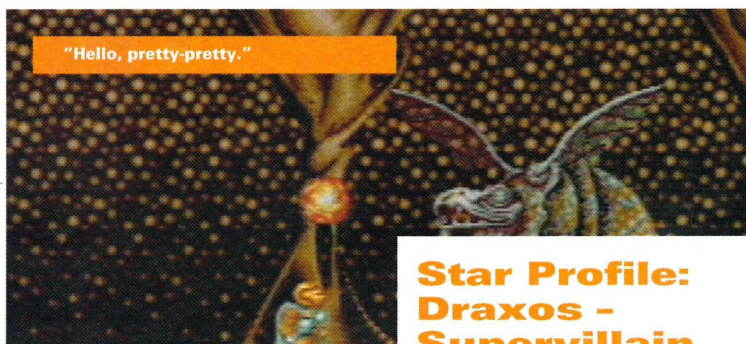
**pet name tags**

See these things that look like name tags for the larger dog? They fall all over the shop whenever you kill the baddies. (So *who* says crime doesn't pay?) If you collect 33 of them, Rohan whips out his foldable silver armour and dons it, which halves the damage monsters can do to him. Collect 64 of them and he puts his gold armour on, which protects him completely from taking any damage from those awful beasts.

Unfortunately (there's always an unfortunately, isn't there?) every time a monster gets you, you drop a tag. And if the number you're

carrying drops below that required, Rohan takes the armour off again.

This presents something of a tactical poser. Do you hang about, killing lots of people and hoping to get enough tags to get some armour, or do you press on against the time limit? You have to bear in mind that you have to bend down to pick up the tags, and as anyone who's shopped in Finsbury Park can tell you, you're in a very vulnerable position when you do that — open to attack from other baddies. The choice, as Colin from *Blind Date* would say, is yours.

**Star Profile: Draxos - Supervillain**

Draxos' mother named him after her favourite brand of toilet-cleaner, hoping that he would grow into a supervillain as a result. It worked. He first rose to infamy after the notorious 'baseball with kittens' incident.

His astrological star sign is Scorpio. Like all Scorpions, he's short-tempered, distant and violently drunk after 7pm. His hobbies include macrame, Scalextric and knitting jumpers from anal hair. At the weekends he likes to turn monks into stone. His latest cookbook, *101 Ways With Children's Flesh*, has topped the non-fiction charts for several weeks.

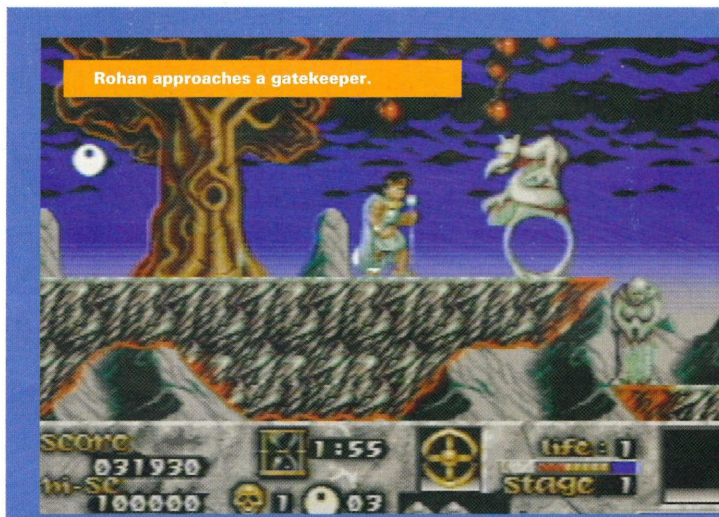




## blimey, what a complete bast

See this monster? I hate him (or her... let's say 'it' to be on the safe side). It attacks quickly and determinedly, and it's bloody hard to hit, because there's a delay when you're hit before you can fire again (while you wince), and it strikes at a quicker rate than you can *and* takes a fair few hits to kill.

It's an absolute, totally frustrating, completely wind-uppy



flying bast. It'll get you more uptight than, er... a very uptight thing. I must admit it's the first time I've ever slapped my monitor's face.

## gatekeepers

**T**he gatekeepers guard the end of each sub-level. To get past them you need to use your gate-key, then copy the sequence of notes the gatekeeper chants with your joypad. These start off as three-note punky powerchords and gradually evolve into full-blown Mozart symphonies as you progress through the game. When the gatekeeper explodes, he releases weapon icons which allow you to change from using weedy old knives to axes, boomerangs, fireballs and lots of other death-dealing delights. Gatekeepers are nothing but scummy arms dealers, when you think about it. They should be called Kashoggis.



## risky resumee

As soon as I saw the 'twixt-levels screen, as we old-timers call it, I felt moved to shout: "Blimey, *Ghouls And Ghosts* or what?" Which is weird, because it doesn't look anything like it. (*Yes it does. Ed.*) The speed the baddies come haring at you and the incredible rate at which you can hurl your knives (or axes or whatever) also reminds me of *Gods*. The graphics are good and atmospheric, with blood-spattered house walls and great end of level bast.

Each level, or zone, consists of two stages of combat, in which you must free all the monks and reach the end before the time limit, and a cave in which you have to kill the guardian. There are only four zones in all, and the layout of the levels is very simple – there's no puzzling your way through huge, convoluted levels here. Instead, it's the furious rate of play that poses the challenge and you certainly won't finish it in a hurry.

My only complaint, and it's a minor one, is that the whole point of the game is to amass points, and the high score table doesn't save your scores. Blegh! Other than that, it's schmert. ☒



## chests and sacks

Littered throughout the game you'll find big sacks, and even bigger chests. If you fire at the sacks you'll usually find hatfuls of 'name tags' come pouring out, but occasionally you'll get other goodies. The chests, on the other hand, are normally chocka with points bonuses or mediaeval-type power-ups – napalm, Uzis, pictures of Vera Duckworth naked. You know the kind of thing.



A good, hectic platformy, er....thing.

END ZONE	
Graphics	■■■■■■■
Sound	■■■■■■■
Addictiveness	■■■■■■■
Playability	■■■■■■■

## OVERALL 90

Out: December Price: £39.99  
Publisher: Electronic Arts

**Please telephone to confirm before ordering.**  
**All games are UK or USA versions.**

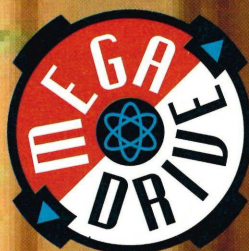
# Home Alone



## winter wonderland

The outside sections of *Home Alone* form a sub-game boasting all the thrills of the winter Olympics – you move between the houses like Nanook of the North on your trusty bobsled. Note that if you hit a snowman, and send him 'walking through the air', you can pick up some extra goodies. You can find out which house the robbers are turning over by hunting down their swag-mobile.

Ever since dobbing his mum in for poll tax evasion, MARTIN POND has lived 'home alone'. Sadly, he's so petrified of night-time intruders that he now goes to bed fully clothed, armed to the teeth, and wired up to ten sticks of dynamite. We knew there'd be problems if he had to review Sega's HOME ALONE on the Mega Drive, but we made him do it anyway.

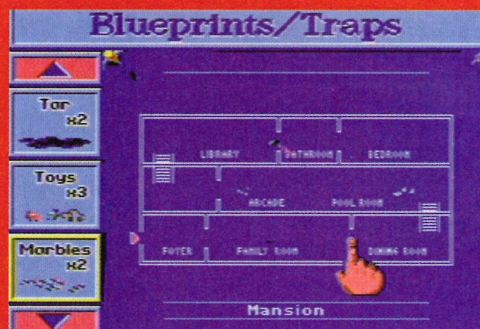


**H**ome Alone is a puzzley arcade romp which bears more than a passing resemblance to a public information film on the dangers of accidents in the home. You play precocious brat Maccaulay Culkin who's left to his own devices when his long-suffering family manage to give him the slip over Christmas. Then every mummy's nightmare comes true, when the neighbourhood becomes the target for a pair of burglars named Hank and Marv. However, although our young hero looks about as hard as Little Lord Fauntleroy, he's actually a member of the Charles Bronson Neighbour Watch Scheme. Hence he takes the law into his own hands and sets about defending the street.

You have to knock up enough traps and weapons to persuade the witless robbers of the error of their ways. If Hank and Marv strip a house of all its valuables, they flood it and leave. If they do this to every house then you've lost the game (along with your standing in the community, presumably).

## household death traps

If you don't fancy confronting the intruders, man to brat, you can also go to an empty house and start laying some booby traps. A few seconds work on this blueprint screen and you can turn a cosy home into the sort of lethal death trap that causes *Watchdog's* John Stapleton to have nocturnal emissions. Here's what John said about some of the accidents that can befall Hank or Marv (or sometimes even young master Culkin).



## tool up

The weapons in *Home Alone* are cobbled together from everyday objects you find lying around the home, such as ice cream scoops, rubber bands and hairdryers. Then, using the fab Computer Aided Design package shown here, you can assemble up to 22 different weapons of mass destruction. So you can knock up a Pepper Mortar, a Snowball Bazooka, a Lord Bayonet or even a Sticky Back Plastic H-Bomb. It's like a *Blue Peter* guide to anarchy and murder! Best of all is that when you use each type of weapon on the baddies you're treated to an amusing sequence of them undergoing great suffering – it should satisfy the evil sadist in all of you.



## a word from esther...

Poor Macaulay! A latchkey kid with no one to tell him when to go to bed, no one to force him to have a bath and no-one to make him eat his sprouts. It must be a living hell. And look what these terrible men have done here – hung him up on the wall so that he has to squirm himself free. It makes my blood boil, he's such an adorable, innocent, young man too. How could anyone be so horrid to such a gorgeous, golden-haired, angel-cake of a boy? Oh dear, help me Pudsey, I've started to lactate...



Maccauley scours the house, looking for refuge...



... and decides to stub himself out in a massive ashtray.

## Review bit:

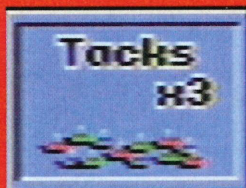
Ooh, no! I really felt an urge to love this game. It's got a lot of interesting and original ideas, I enjoyed setting the traps, and the DIY firepower was ace.

Somehow, however, between the conception and the playing stage, a tinge of mediocrity has crept into the gameplay. The smashing-looking screens you can see dotted around these very pages actually all seem very slow and two-dimensional when you're in them. The sledging sequence is another good idea that turns out to be quite lame in reality (the bit earlier on about 'all the thrills of the winter Olympics' was a red herring I threw in to keep you all on your toes). If you've got more disposable income than the Sultan of Brunei, it might be worth splashing out on this cart just for its originality. Otherwise maybe you should wait until it comes out on rental. **E**



## blow torch

Left in a doorway, this innocuous household tool could easily 'de-eyebrow' a small child.



## tacks

These could be mistaken for sweets and swallowed by an innocent infant.



## toys

A baby could pull off that teddy bear's eyes with a pair of pliers and swallow them.



## marbles

Left on the floor someone could slip up on these and hurt their head, especially if it was a toddler.



## home sweet home

Patrolling your neighbourhood is like flipping through an old copy of *House And Gardens* – there are five different homes, each with their own style of interior design and their own peculiar hazards. The Modern House is all hi-tech chrome furniture with an aggressive robotic maid running about, the Colonial House is full of olde worlde charm but has a resident ghost, and the Prefab Estate House is wall-to-wall lino with an awful shell-suited dole boy lurking around.



The dirt says hot, the label says not.

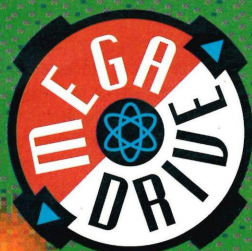


END ZONE
Graphics
Sound
Addictiveness
Playability

# OVERALL 67

Out: Now Price: £39.99  
Publisher: Sega

# Side Pocket



Ask yourself a question: if you were going to do a pool game on the Mega Drive, how would you go about it? Thought about it yet? Okay, then let's have a multiple choice quiz entitled 'How I Would Do A Mega Drive Pool Game'. Your quizmaster? **DUNCAN MACDONALD**. The game this quiz is dedicated to? **SIDE POCKET** from Data East.

**A** I suppose it'd be viewed from above... and obviously there'd be a one player against the computer option and a two player head-to-head option. Er, but I can't think of anything else.

**B** I'd make it viewed from above and I'd include a couple of different types of game to make the whole thing a bit more interesting. Er... the first game would be standard nine

tasty chicks. They'd be real babes. Fantasy friends, animated in some cases. You'd only get to see them all by getting through the levels. And I'd have an extra sub-game too, called the 'Trick Shot' game. How it would work would be as follows. There would be 19 ready set up tables and you'd have to pot all the balls on each with ONE shot. Some would be straight-forward. Some would be hard.

Some would seem impossible, but they wouldn't be - even though there would be objects such as wine glasses in the path of the white ball.

Each time you successfully completed a new trick shot, part of a juggled-up picture of one of the dream babes would be revealed on a separate screen. The idea would be that once the trick shots were all completed, you'd see

the whole picture (once the parts had been unjuggled of course). The babe would be naked, needless to say, and she'd be holding a very large... (Snip. Ed.)

ball, in which you simply have to knock the balls in the holes in their numbered order. I'd make that the two-player game. For the one-player game, I'd make it so that the whole thing was a bit more 'consoley'. You'd have to get a certain number of points to progress to the next 'level'.

**C** I agree with the last bloke. I'd make it so that the Mega Drive nominated certain pockets occasionally and that you'd have to put the ball in the nominated pocket for extra points. Oh, and I'd make it so that you got points for potting the balls in the correct order - although you would be able to pot them in any order if you needed to. I'd also make it so that if you missed a pot, you lost a 'life', of which you'd have maybe 10. That way, if you were really crap you'd never get off level one.


**D** Personally I'd bung in loads of pictures of tasty chicks all over the place, and I mean really

## the answer...

A, B, C, and D are all correct - *Side Pocket* has all of these features. But there's one thing you need to know - *Side Pocket* is not actually very good. It's highly addictive, in a funny sort of way (what with the promise of all those fantasy friends to perv over) but at the end of the day the lack of control you have over the 'cue angle' soon makes the whole thing frustrating rather than fun.

Imagine if Steve Davies could only turn in increments of ten degrees. He wouldn't be a millionaire sports personality,

Loads of babes, loads of sound, loads of options but not much fun.

would he? He'd be working in Billingsgate fish market. *Side Pocket* is fun to piddle about with, it's got good sound and music, but it's got about as much lastability as a choc-ice in a microwave. 



## END ZONE

Graphics	
Sound	
Addictiveness	
Playability	

**OVERALL 70**

Supplier: Shekhana (081) 3408565 Price: £39.99

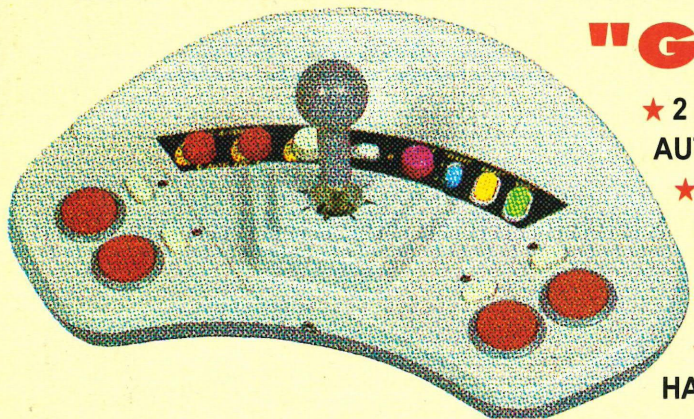
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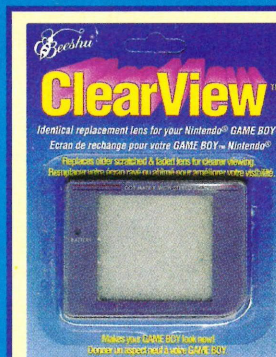
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# Chuck

Oh no! Here comes a grotesque, knuckle-dragging mobile beer-belly with neanderthal tendencies. Yes, it's **MARK HOLMES** reviewing **CHUCK ROCK** on the Game Gear. Aiiiiieee!

# Rock

## On Safari

Chuck has to trog through four levels of vertically-scrolling prehistoric platform hell, each with three sub-levels. All of these different habitats are infested with many a weird, exotic and extinct creature. Get through all of them and you're up for the final confrontation with Terry the Terrible Tyrannosaurus.

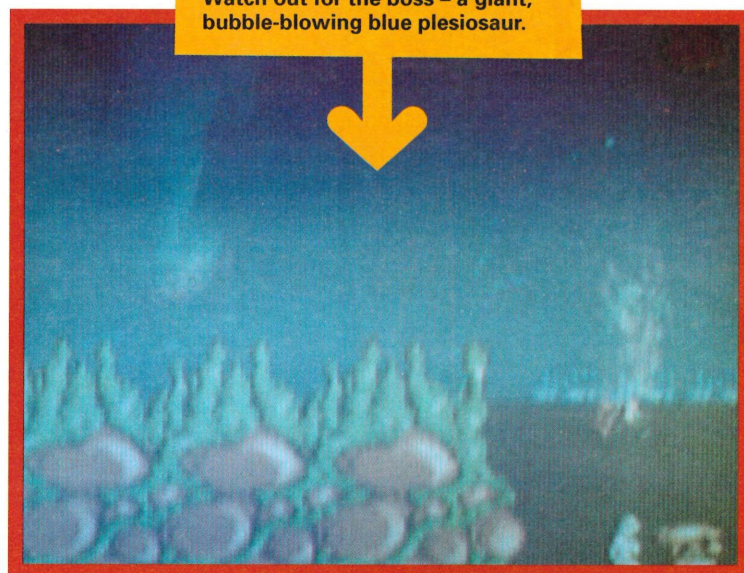
### level 1

Chuck starts his quest on his home patch – the swampland jungle. Dinosaur eggs hatch out, releasing vicious baby dinosaurs, pterodactyls give hassle from the air and seed pods hatch into perambulating plants. An end of level confrontation with a stomping triceratops awaits.



### level 2

Level two is set in underwater caverns, the domain of ghostly giant jellyfish, snappy lobsters and monster swordfish. Chuck's manic doggy paddle is a joy to behold, but he can only stay underwater for a short time before drowning. Watch out for the boss – a giant, bubble-blowing blue plesiosaur.



**C**huck Rock is a lovesick caveman who is driven by a primeval urge pulsating beneath his leafy loin-cloth. His missus, Ophelia, has been half-inched by Stone Age smoothie Gary Gritter, and Chuck is determined to track her down because he's got no-one else to wash his fig leaves.

Our Chuck is a fine figure of a caveman – with his jutting jaw and

bloated belly, he looks like a Neanderthal Bruce Forsyth after a week-long binge on brontoburgers and beer. But Chuck's impressive frontage isn't all flab. His stomach muscles are like coiled springs waiting to be released, harnessing the power of the most awesome weapon known to the prehistoric era – the belly-butt! A quick stab at button one unleashes the full fury of Chuck's steel-banded stomach, usually despatching any foes in his path with a single well-aimed pelvic thrust.

Chuck is also surprisingly agile for a chap of his bulk. His rock-hopping leaps are quite impressive, and he can execute a pretty flamboyant flying cave-kick. But despite this airborne agility, our bulky buddy lacks speed across the ground – the penalty for having knuckles that drag on the ground, no doubt.

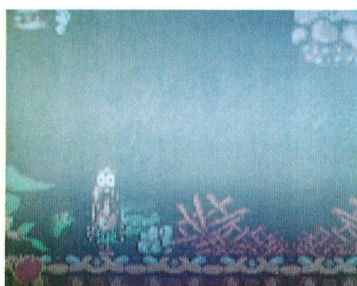
## boulder dash

As a Stone Age man of the most advanced variety, our Chuck has a natural ability to deal with rocks of all shapes and sizes. He can pick up rock, he can carry rock and, of course, he can *chuck rock*.

Rocks can be found littered around all the levels, and come in two sizes – big and small. Picking them up is a simple case of pressing down on the D-pad whilst simultaneously pushing button 1 – no probs.

Although a rock held aloft will protect Chuck from airborne attack, he can't execute his death-dealing belly-butt when he's carrying stone. So what's the solution? Yes, you've got it – *chuck rock*. A quick stab at button 1 and Chuck hurls the rock onto the offending nastie, killing it stone dead.

Rocks are also the key to the more puzzly bits of the game. Chuck can use them as portable stepping stones by lobbing them at the bottom of high cliffs. Lava pools can also be traversed by putting a rock into the lava – the rock will sink slowly, allowing you to hop on and off to the other side.



## eat 'em up

To maintain his stamina, Chuck needs to eat as often as possible. The hungry Neanderthal has to pick up the tasty treats which have been left lying around the landscape – he gets a satisfying bonus each time he walks over a piece of food. Bouncing hearts can also be picked up to replenish his health.

## level 3

The Ice Age has arrived, and Chuck must negotiate the freezing waters of underground ice caverns. Watch out for falling icicles, strange beasts encased in blocks of ice sliding around and snowball-throwing baby dinos. To get to the next level, you'll have to beat an enormous, snowball-firing, vacuum-powered woolly mammoth!

## level 4


Next up is the spooky prehistoric boneyard. Skeletal and rotting-on-the-bone creatures attack our cunning caveman and dead dinos hang from the walls. The weird, floating fried eggs and red carnivorous blobs that appear from the floor are enough to put the willies up the hardest of caveman ninjas.

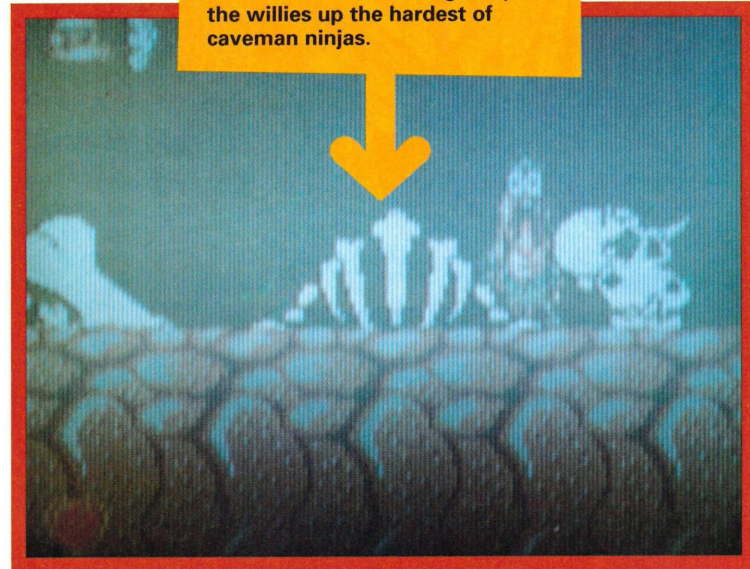
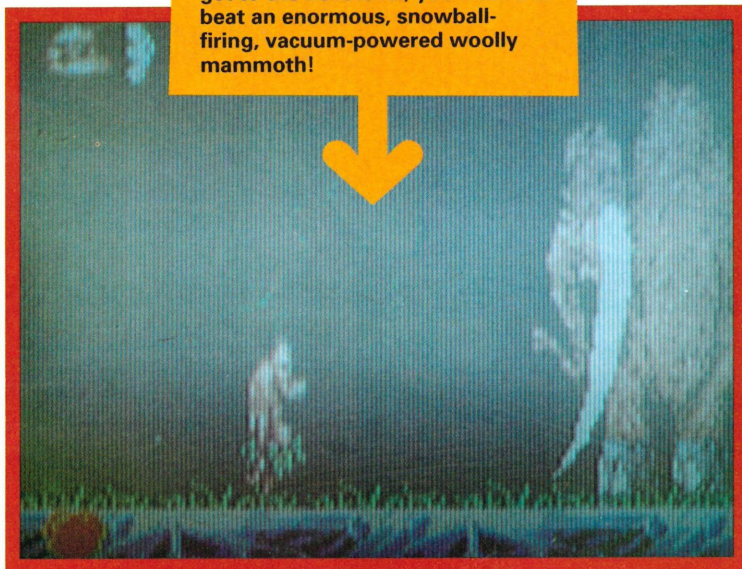
## he's a rocker

Chuck Rock is instantly playable, and once you've got the hang of picking up rocks, belly-butting and cave-kicking, you're away. None of the puzzly bits are too difficult to solve, so the frustration factor is low, while the enjoyment factor is high. The password system is also a definite boon, enabling you to bypass levels you've already conquered – smart.

The graphics throughout the whole game are pretty cool. Chuck himself has been drawn in the best cartoony-caricature style. With his jutting jaw, protruding paunch and 'wot you lookin' at?' expression he blows wimps like Fred Flintstone and Captain Caveman into the weeds. The

diverse nature of the wildlife our caveman hero encounters on his travels is also a definite plus. The creatures get stranger and stranger as you progress, so you're always looking forward to the next bunch of weird beasties.

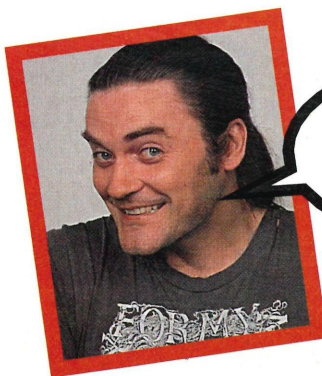
The only drawback is the fact that Chuck himself is no Linford Christie, especially when he's carrying a massive rock, so if you're into superfast sprites this is not the game for you. However, the idiosyncratic belly-butt and smart visuals are enough to elevate *Chuck Rock* above the common herd of platform games. More power to his belly! 



## dinosaur-u-like

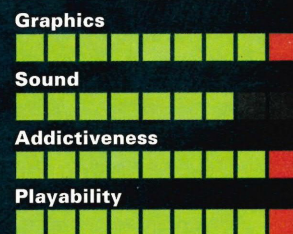
There are a few creatures prepared to help Chuck along his way. Pterodactyl air-lifts, projectile-tusked woolly mammoths and unravelling snakes can be activated by belly-

butting these slumbering beasts, enabling Mr Rock to pass otherwise insurmountable obstacles. Crocodiles and giant frogs can also act as catapults for the same effect.



An above average platform game – great fun, great belly.

## END ZONE



# OVERALL 86

Out: Now Price: £24.99  
Publisher: Sega



It was a time before mystery and McDonald's. Blood-thirsty beasts occupied every dark, damp, dreary place off the beaten tourist track. Only the fearless Ryle, a treasure hunter with cute pointy ears and wacky haircut, was prepared to do some daring deeds of, ahem, do. With a friendly little devil named Friday in your backpack, you play the role of Ryle on a foolish quest to filch the Emperor's goodies.



IMPORT

# LANDSTALKER

Woe and ye! Sega of Japan has sallied forth with **LANDSTALKER**, a goodly fantasy romp featuring a mighty 16 megabits of monster-mashing mayhem. **MASAKI OJI** and **RIK HAYNES** take a sneak peek at this cunning cartridge caper.

## swords...

Ryle's tool can be upgraded to a magical sword like Sword of Fire or Sword of Earth. The magic effect basically gives the sword more attacking power to vanquish his enemies. Alternatively, he can run away.

## samurai sensation

What's it all about then? Following in the tradition of computer games like *Cadaver*, *Landstalker* has the pseudo-3D look of *Populous* and *Marble Madness*. So there's a real sense of depth. As for the gameplay, it's a laugh exploring your lovely surroundings, and that's exactly what Ryle does best! He'll think nothing of climbing mountains, breaking into houses and stealing anything he needs, getting drunk down the local tavern, slaying ugly creatures with his sturdy sword and grabbing all the cash he can carry. (Hmmm, Ryle seems to be a bit of rough diamond. Ed.) Yes, and he's not the only one. This is the first video game from Sega and Climax to sport DDS520 graphics. (What are you talking about? Ed.) The world of *Landstalker* is built with enormous numbers of lozenges, using the technically advanced Diamond-Shaped Dimension System. (Oh, I see. Where does the 520 come in then? Ed.) Although it was originally going to have this number of screens, there are now over 600!

## where's me map?

It's not surprising that Ryle suffers from very sore feet during his arduous tasks and travels. The massive island in *Landstalker* consists of 10 main parts: Dungeon of the Volcano, Village of Masan, Dungeon at the Bottom of the Waterfall, Temple in Swamp, Village of Gumi, Port Ryuma, Thieves Camp, Town of Mercator, Tower of Mill and the Green Maze. And that's not all! The town of Mercator itself consists of four parts: Castle Mercator, Catacombs, Underground Prison and Harbour of Mercator.

The game starts in the Dungeon of the Volcano. Here you can experience how you control Ryle - sort of like a training ground. Trouble is, Ryle tends to get trapped and become unconscious. Then a mysterious girl saves him. She turns out to be Fara, the chief's dreamy daughter from the Village of Masan. With the spark of a sexual chemistry set, the adventure really begins.

## Aiiiiiiiiiiii!

Eeeck! There are lots of different types of monsters crawling about. For example, Mono-Eyes are very powerful but not so quick, Lalba will make surprise attacks from underground and Glow Ghosts will stick with Ryle like bubble gum on your trainers. A big blister on thy accursed bum! If Ryle is anything like Conan the Barbarian, he should probably shag 'em or kill 'em (or do both, if possible).

**puzzles...**

There are heaps of puzzles to be solved as well as hot, pumping arcade action in this game. Who could ask for anything more?

**dungeons...**

These babies are bloody huge in this game. There are lots of strong monsters and nasty traps too.

**shopping...**

Yes, you can go shopping in *Landstalker*! Ryle simply picks up the desired object, takes it to the shopkeeper and haggles over the price. (I wonder if Ryle can shoplift or bribe an adult to buy some cigarettes? Ed.)

**and other things...**

Important items, like swords and magic potions, might be hiding underneath something else – they won't become visible until Ryle walks behind the object.

**monster in my backpack**

Thank God it's Friday. Our devilish pal will appear when Ryle is badly hurt or needs information. He's also got pointy ears and a goofy haircut. When he finally creeps out of the backpack, Friday flies above Ryle's head.

**sega saga**

Methinks 'tis a goodly video game. All the characters in this game – even the really grotesque and weird ones like the ogres with purple skin – move as if they are actually alive. Just watching them merrily doing their own thang can be enormous fun. Gasp in awe as Ryle swings his sword and jumps off a cliff. Sometimes, just to show off to the audience and impress the girls, he'll also climb up stairs or use a rope. Wow! You can only enjoy this sort of top entertainment with the effective isometric 3D perspective of *Landstalker*.

**step by step**

So how do the clever Japanese programmers actually go about making a fairy tale set like this? First they draw the rough idea of the landscape on the paper. Then, utilising 3D graphics tools, they painstakingly input the data for the height of every character and object in the world. By doing this, the software creates a wireframe map, like the neat computer simulations seen in movies such as *Star Wars*, *Alien* and *Escape From New York*.

Once this has been done, artists draw and paint the images utilising a graphic package called *Mirage Type 3*. The finished article looks better than an Airfix plastic model diorama! Simple, eh?

**reaching a climax**

Gadzooks! The folk who designed this game call themselves Climax! They also worked on the *Shining* and *Dragon Quest* series – the biggest ever video game hit in Japan.

**what's what**

**title:** Landstalker

**publisher:** Sega

**developer:** Climax

**format:** Mega Drive

**cart size:** 16Mbit

**type:** Fantasy Action RPG

**out:** Now

**price:** (Japan) ¥8,700



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## SUPER

A console game featuring monster trucks belting around dirt tracks for fame and fundage? RIK HAYNES is convinced **SUPER OFF ROAD** is a major contribution to road safety... not!

We've all seen those impressive and absolutely enormous four-wheel drive off-road trucks on glitzy American TV shows beamed in from satellite over the past few years. It certainly seems a glamorous and exciting life, racing these loud powerful vehicles around gruelling circuits filled with all sorts of tight corners, water jumps, pits, bumps and steep banks. Thanks to Virgin Games we can now experience the frills and fun for ourselves.

Unfortunately, *Super Off Road* has been somewhat overlooked on other video game systems. It's actually a rather good laugh. This game is fast, petite and even more enjoyable than the original coin-op. And you can play it on the bus too. When it comes to racing games on the Game Gear, nothing else comes close. Not that we've been exactly spoilt for choice, eh?

It's a right rollicking racer-chaser and no mistake. You, and a friend using a comlink on the smart two-player option, are gradually introduced to each of the imposing tracks on the *Super Off Road* circuit. These are a true test of skill and endurance. The rotation and acceleration controls do take a bit of getting used to, though. Trying to avoid getting totally wasted on the backbreaking bends is also a big challenge. It's all too easy to get yourself into a spin when overtaking the other four bumper buggies. (Isn't that half the fun? Ed.)

With a wham, bang and a thank you mam, you should finally manage a place among the first three trucks past the start/finish



## OFF ROAD

line and grab some prize money. If not, you'll have to kiss another precious credit goodbye. Lose three of these tokens and it's game over.

After each race, there's a chance to dabble with your fiddly bits and pump up the automotive strength of the truck. Should you go for a few 'turbo' nitro power-ups or improve your acceleration? Yeah, it helps if you take Mechanics at school but you'll need heaps of cash to do a good job. Bonus items like extra nitros and bags of cash can also be collected when you're racing around the courses.

Thanks to the wonders of today's top technology, these speedy races have been filmed in glorious microscope-o-vision with very small trucks seen from every conceivable angle as they belt around the scrolling mud tracks. A hint of motion blur actually adds to the illusion of frantic speed. The music and spot effects wouldn't sound out of place in a creaky TV sitcom.

(This is the bit where you sum up. Ed.) Oh, okay - this is a hand job and a half! And, best of all, this cart has been developed in Britain. Hurrah! ☐



Almost as much fun as the bumper car ride at Blackpool.

### ten things you won't see...

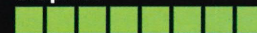
- 1 Traffic jams
- 2 Sunday drivers
- 3 Car parks
- 4 Reliant Robins
- 5 Any nice men from the AA
- 6 Trainspotters
- 7 Police patrols
- 8 Zebra crossings
- 9 Speeding fines
- 10 Crap graphics

### ten things you will see...

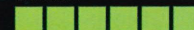
- 1 Pile-ups
- 2 Fiendish drivers
- 3 Dirt tracks
- 4 Big trucks
- 5 Power-ups
- 6 Babes
- 7 Speeding vehicles
- 8 Water hazards
- 9 Cash rewards
- 10 Brill graphics

### END ZONE

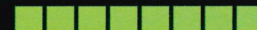
Graphics



Sound



Addictiveness

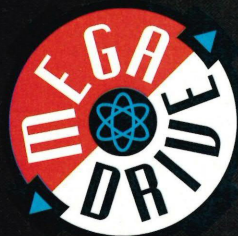


Playability



SCORE 90

Out: Now Price: £tba  
Publisher: Virgin



ELAN SE



MAX SPEED: 137 MPH  
0-60 MPH: 6.7 SECONDS  
0-100 MPH: 23.1 SECONDS  
MAX POWER: 165 BHP  
MAX TORQUE: 148 LB FT

EQUIPMENT  
ELECTRIC WINDOWS  
CENTRAL LOCKS  
ELECTRIC SEATBELTS

"Prepare for the next race." Putting on his helmet, MOHAMMED AHMED jumped into the seat of his getaway car to give LOTUS TURBO CHALLENGE a whirl on the Mega Drive.

# TURBO CHALLENGE



## wow, look at that go!

One thing you need in a driving game is *speed*! Who wants to drive a game that scrolls along like a Skoda? Well, *Lotus* is quite fast, though not *the* fastest. The road update isn't particularly smooth, but it's not that bad. One thing that does seem to suffer is the perspective, especially when you encounter the fog and night level. When you come out through a tunnel, there's a sudden change in the road's graphics - it doesn't flow and seems like it's been cut off too soon. You don't sway with the bends, which usually means a great feeling of 'being there'. It can be a little disorientating and weird on the eyes.

## what a body!

The graphics are quite impressive, with a fair amount of detail in roadside objects such as the trees and the rocks that appear in the middle of the road. Best of all are the weather effects, which are very atmospheric - the rain crashes down around you and the snow falls on the windscreen blurring your vision. But somehow the cars don't look quite right. In the distance, they're blurry to such an extent that sometimes it's difficult to distinguish between a car and an oil slick. The animation on the cars could've been a bit better too. Cars jerk a little as you approach them, and there is no evidence of any wheel movement, losing some of the realism.



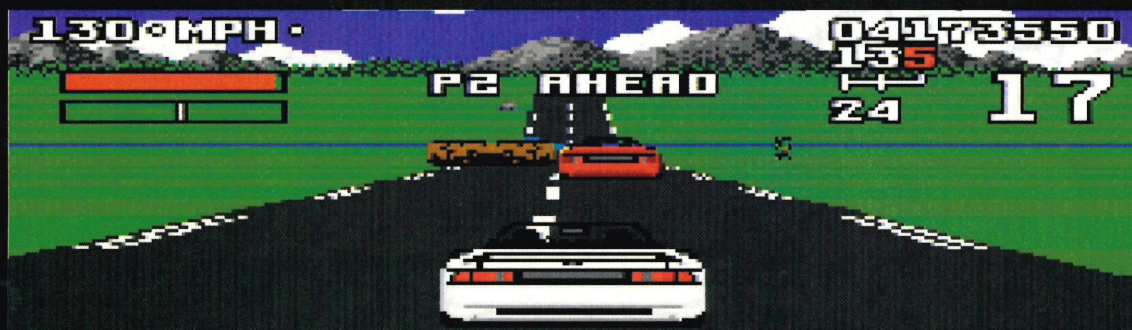
**A**s you may all know, *Lotus Turbo Challenge* is a conversion of the famous Amiga game. Now it's here on your trusty Mega Drive. It's basically an attempt at an arcade racing game, with checkpoints and the like and loadsa different stages to speed through. Although this may seem like just *another* racing game, it has to be said that this certainly breathes some life back into the old genre.

In this game you can play either a one or two-player game. There's a split-screen display for the two players, so you can race against each other. This normally results in many an argument as you crash into your opponent repeatedly.

## check the stats

Before you start the game you are given full details on both cars. The game features the two Lotus production cars - the Esprit Turbo and the Elan. Before you press Fire to begin the game, you're given full details of both cars, accompanied by an impressive side view shot of the car.

Acceleration times are given as graphs, along with all the engine specifications. Impressive huh, though I don't know what use they are once you start zooming around the circuit.



## did you hear that sound?

Unfortunately there isn't a roaring soundtrack to bop your head to, except for little tunes in between levels, which are quite jolly but nothing to scream about. The sound effects aren't very good at all. The car doesn't roar – it warbles as if it were swimming, and it doesn't screech around bends but gives a loud murmur (Ooh! It sends a shudder down my spine). There is some sampled speech, but it sounds like someone with cotton wool in their mouth.

## manoeuvring

The car handles very well, and speeding round a tight corner doesn't pose any problems. The sensitivity on the joypad seems to be just about right, making dodging all the easier.

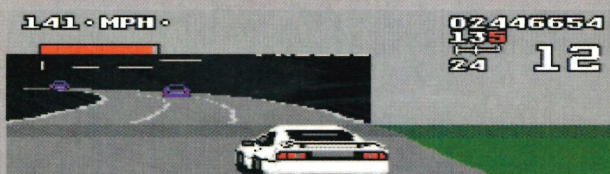
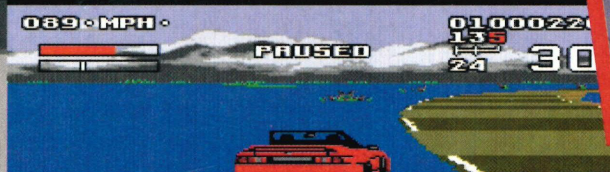
Another good thing is the way the cars don't crash to a halt – it's rather more like bumper cars, as Lotus aren't too keen to have their little beauties smashed to smithereens onscreen. Okay, maybe it's not very realistic, but it helps the game a lot and stops you banging your fist on the table.

The playability is the game's strongest feature, and it's virtually the only thing that stops this game from becoming another run-of-the-mill driving game (usually meaning a failure).

## addictive or what?

Yes this game is addictive. The first few levels may seem a bit easy, but believe me it can be very frustrating. The time limits are so, so tight, you'll find yourself coming back for more simply for the satisfaction of beating that nasty time limit. Sometimes you'll find yourself so close to the checkpoint you can almost touch it, only to find yourself short by about a centimetre.

The tracks are well organised, with loads of winding roads and extremely sharp bends which can sometimes prove to be too tough. Perseverance (and patience) is the name of this game.



## so is it a Ferrari or a Skoda?

So how does it stand up to other Mega Drive-ing games? Well it's not the best, and it's not perfect technically, but it's still a good game. Especially in two-player mode. Beating an opponent to the tape is immensely satisfying.

If you like your games graphically superb, this won't really disappoint you. It has enough special effects to warrant buying it. There are other driving games that are better, such as *Super Monaco GP 2*, which is great for real thrill-seekers, but this can hold its own when it comes to using imagination, and will appeal to those who like to see something new. Add to this two-player frolics and everything suddenly seems brighter. The inclusion of two of the sexiest cars on the road, seen by some people as dream cars, has to be a major plus point.

The addition of music whilst playing would've really made a big difference, as the in-game sound is the game's worst point – it really is bad. The Mega Drive's potential hasn't been fully utilised, which is a shame as it could've been better. Definitely not the best driving game, but not the worst either. I would recommend that you try before you buy.



Good, but not that good. Try before you buy.

## END ZONE

Graphics	■■■■■■■■■
Sound	■■■■■■■
Addictiveness	■■■■■■■■■
Playability	■■■■■■■■■

## OVERALL 79

Out: December Price: £39.99  
Publisher: Electronic Arts



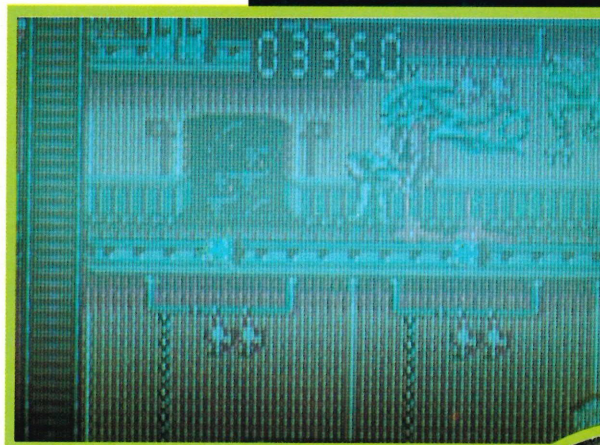


# ALIEN 3

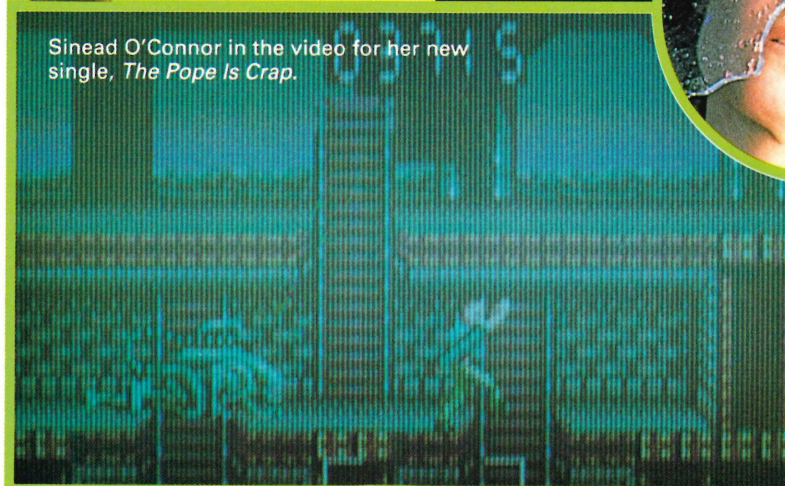


When Acclaim sent us **ALIEN 3** on the Game Gear, we had no idea who could review it. "Let me do it!" begged **MARTIN POND**, "I loved that *Alien* film, especially when they find him

all cold and pale by the river, but Elliot's love makes him better!" Boy, is he in for a shock.



Sinead O'Connor in the video for her new single, *The Pope Is Crap*.



h no, this game isn't about adorable ET at all – it's about that butt-faced carnivore who preys on plucky Sigourney

Weaver. There's me expecting big eyes and vulnerability, and what do I get? More teeth than Esther Rantzen, acid blood that can remove even hard-to-shift stains without scratching and an unpleasant habit of bursting out of people's tummies at the most inopportune of moments.

The action takes place in the maze of tunnels and cells in a deep-space penal colony, where the day-to-day dangers of bending down for the soap have suddenly paled into insignificance compared with the unpleasanties of an alien infestation. All the inmates have been strung up for use as alien incubators, and it's down to Ripley to save them all before they succumb to the horrors of xenomorph indigestion.

## the bitch is back

Now not many games have a female leading role, do they? You occasionally get girly sprites in some of the cutesier platform games, and sometimes you get a boy sprite who looks like a sappy old girl, but it's very rare to actually get a rock-hard female sprite.

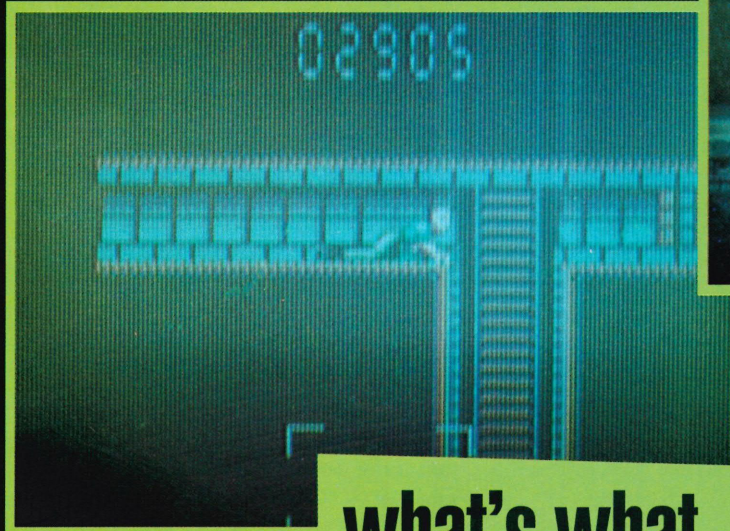
The Ripley sprite in *Alien 3* is a totally different kettle of fish, though. Not for her the Laura Ashley frocks and a life of making jam and knitting – she's more Bodicea than Felicity Kendal. God she's fantastic, but then I've always I've always been a sucker for a shaven head, combat fatigues and a tattoo. (*You're chucked. Martin's Chick.*)





## face-huggers

Certain rooms in the labyrinths of the base have been used as nurseries by the mummy xenomorphs and are chock-a-block full of farm fresh, free range alien eggs. Get too close to one of these pods and it launches out an adorable baby alien which scuttles about like it was going out of fashion. However, before you start getting all maternal about the cheeky young scamp, you should bear in mind that, given half the chance, it will attach itself to your head. If you've ever had a spot, you probably have an inkling of how distressing it can be if you get an unsightly, face-hugging alien before a big date.



## gun fetish

Probe, the developers, have achieved a horrible feeling of confinement as you clamber about the labyrinthine airducts, so this might not be the best game for claustrophobics. You can only see as far as the next bend, and horrid surprises lurk in every shadowy recess.

Luckily, Ripley comes equipped with a marvellous baddie diviner – a bottom-of-the-range motion tracker which will detect anything moving in your near vicinity. So although stationary aliens fool the system, as soon as one as much as yawns, an evil murderous-looking dot appears on the screen.

With its detailed animation and more of a strategy element than your average platform shoot 'em up, *Alien 3* looks set to be a bit of a popular hit with the kids. (Especially the weirdo ones with a gun fetish.) Look out for a full review next issue.

## what's what

**title:** Alien

**publisher:** Acclaim

**developer:** Probe

**format:** Game Gear

**type:** Tactical shoot 'em up

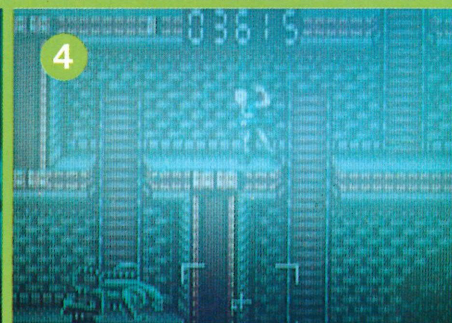
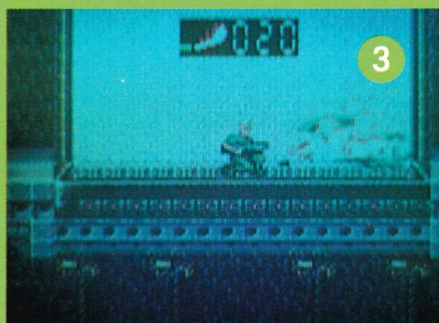
**out:** January 1993

**price:** £29.99

## weapons

If you subscribe to *Which Assault Rifle?*, if you like to relax at home in full camouflage, and if people often say of you "I don't understand – he was such a quiet lad, he'd never hurt a fly", you're just going to go bonkers over the hardware in *Alien 3*. The various weapons all have different pros and cons, so it's not just a question of selecting the biggest, most phallic one, and the whole thing's very realistically done.

You're able to shoot in any direction (just like real people with joints can!) and you can also fire either up or down when you're standing on a ladder, or left or right when you're crawling through a tunnel. The down side of this realism is that each weapon only has a limited number of shots, so a certain amount of prudent stock control is required.



### 1 pulse rifle

A rapid fire weapon with a rapid response time and a reassuringly large magazine. The best weapon for getting served first in the pub, but unfortunately you'll need quite a sustained burst to finish off an alien.

### 2 bazooka

With the risk of catching some shrapnel if used in enclosed spaces, and a rate of fire similar to that of a musket, this weapon initially seems less than ideal. However, it is the most potent item in your armoury and it's all but guaranteed to take all the fight out of an oncoming alien. It's also good for blowing up the automatic doors, which is immensely satisfying and makes you look really flash too.

### 3 flamethrower

Ideal for a range of DIY chores around the home including stripping paint, toasting xenomorphs and reducing face-huggers to piles of smoking soot. Limited range, but the marvellous hissing noise and the diverging fan effect of the flames make it the weapon of choice for crap shots and pyromaniacs everywhere.

### 4 hand grenade

Uh-oh – this one's a bit of a 'You'll never take me alive, copper,' last resort sort of weapon. Each grenade tends to bounce off walls and floors like a veritable rubber ball, and has an unerving habit of coming to rest at your feet. Still, the chances of being blown into tiny, bite-sized Ripley pieces are very much reduced with some careful positioning, and you can lob them through open hatches to clear a room below, without having to make a personal visit.

**W**elsh peripherals giant Konix has been churning out innovative and radical designs for years. It does loads of Sega stuff –

joysticks, adaptors, battery packs and screen magnifiers. Every model is a miracle of ergonomic styling, as you'll know if you've ever used one of them.

Konix has given us a load of goodies to pass on to you. The company couldn't decide exactly how many prizes to give us, so we counted the number of sheep visible from their storeroom window and hit upon the figure of 108 joysticks. Then ten were worried by a passing pitbull and ran off, hence the figure ten for the battery packs. Check these out...

## Prizes

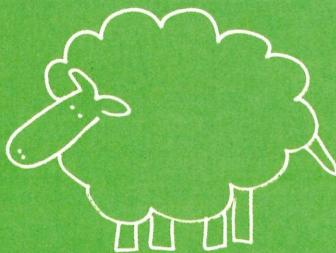
### 54 Speedking Master System and 54 Mega Drive Joysticks

Konix doesn't just throw its peripherals together, you know – each one is the product of years of extensive waggling, research and user trials. Konix redesigned the joypad from scratch, arriving at these radical, new concept sticks. They fit snugly in the left hand, with the buttons conveniently placed by your fingers, leaving your right hand free to control the steel-shafted, non-slip knob. It's just like an extension of your body. What's more, all the Speedking models have been tested to destruction by teams of hyperactive children fed on M&Ms and Tizer, ensuring that every one of the high specification micro-switches has been flicked at least one million times each. No wonder the Speedking range has sold three million units worldwide!

### 10 Game Gear Re-Chargeable Battery Packs

No more running your Game Gear off that JCB generator – now there's a quieter way to play your favourite carts when you're miles from the electric grid, without forking out for new batteries every five minutes. Yes, you can play your Game Gear for over two and a half hours until the screen is fading. Then you plug it into the mains and, by a mystical process, magic Ju Ju is sucked into the batteries, revitalising them. (*Liar. Ed.*) Anyway, you can recharge them again and again, until you eventually grow old and die.

# Waggg



## tell me how I win

All you have to do to get your hands on one of these big money prizes is answer the simple questions printed on the right.

## now what?

Sussed out which answers are the right ones? Now pick up Mr Bell's finest invention and dial 0839 121151. Listen carefully to the message and give the answers in your clearest telephone voice. Then all you have to do is leave you name and address and state whether you would like to receive a Mega Drive Speedking, a Master System Speedking or a Game Gear rechargeable battery pack if you win.

## questions

**1** Which of the following innovative designs found most success on transport networks in the 20th century? Is it?  
**A** The Hindenberg.  
**B** The Tacoma Bridge.  
**C** The Train à Grande Vitesse (TGV for short).

**2** Which of the following novel approaches to age-old engineering problems was made possible through the study of ergonomics and wind-tunnel testing? Was it?  
**A** Sanitary towels with wings.  
**B** That pushbike that got the gold in the Olympics.  
**C** The round teabag.

**3** Which of the following is the best example of man and machine in perfect harmony? Is it?  
**A** Mr Bean and his Mini.  
**B** That bit in *Some Mothers Do 'Ave 'Em* where Frank is putting up a deckchair.  
**C** You and the Konix



# 0839

sticks\* and battery packs too!

le it



x 54



x 54



x 10

just a little bit

121 151

### rules

\*Don't forget that calls will cost you 36p per minute cheap rate and 48p per minute at 'Get-off-the-phone-don't-you-know-it's-peak?' rate.

\*Entries must be phoned in before Tuesday, December 15 1992.

\*Employees of Dennis Publishing and Konix will have to find other ways to enjoy a good waggle, 'cos they can't enter this compo.

\*The Ed's decision is completely and utterly final. (So there.)

# Super Space Invaders



What have cattle mutilation, **SUPER SPACE INVADERS** and **NICK GRIFFITHS** got in common? No idea? Well you'll have to read this review to find out, won't you?

**N**ot so long ago, people thought that *Space Invaders* was the ultimate in technological innovation. Those same people still boil their smalls in a large saucepan, push hoops around with a stick in the mistaken belief that they're having fun, and wear trainers that *don't* have large tongues poking out at odd angles. The twits!

## timeless blast

So *Space Invaders* is back yet again, but this time it's 'Super'. Super as in Superintendent Wexford, who used to be simply Intendent Wexford, but now he's really good at waiting. Or as in supermarkets, which used to be plain markets until they got bigger. Anyway, you get the general idea.

You may groan at the thought of revamping this old classic, especially as it's now possible to zap huge, spacey things in 3D, with spaceships tied to your head and aliens making pots of tea in the kitchen, but *Space Invaders* is timeless.

## invader update

This game adds many nifty new touches: numerous different configurations of alien, aliens that divide into two, aliens that grow when shot, dazzling(ish) backgrounds, level selects and end of level bosses. The saucers that fly along the top of the screen now drop power-ups when hit: time stop, vertical and horizontal laser bars, high power shots and fire flowers (spiralling shots). But the best of all the new additions is the cattle mutilation round.

## cattle mutilation round

Basically, a load of flying saucers zip around over a field of six cows, trying to airlift them off into space. You try to shoot the saucer and miss the cow, rescuing it. If you hit the cow by accident, it goes "Ouch!" (strangely inappropriate) and then the poor bovine explodes.

Which sick mind thought this up? Which meat-craving carcass of humanity dreamt of such depravity? Which vacuum cleaner of Quorn deemed cows so dispensable? No idea, but it's great fun. Imagine, though, if the aliens escaped with a cow. *Imagine* if they escaped with Dan Quayle too! They'd invade like a shot, saying "Moo" a lot, while mis-spelling the word 'potato'.

## sound sequel

There are 12 levels and Normal and Advanced modes of play, plus a link option. The graphics are top and the sound is fine. The main criticism is that the bosses are way too blummin' accurate and fast. The only way to defeat them is to dispense with strategy altogether and fire like your imminent appearance on *Jim Davidson's Lucky Break* depended on it. That serious.

*Super Space Invaders* may not make the whole sandwich for you, but it deals in sliced loaves and even provides a range of healthy fillings.



More fun than you'd expect.

## END ZONE

Graphics	
Sound	
Addictiveness	
Playability	

**OVERALL 82**

Out: Now Price: £27.99  
Publisher: Domark



**E**lectronic Arts, the Hammer House of Horror of the gaming world, has an unhealthy obsession with the more twisted, revolting things in life. Not only are they shortly to release a Mega Drive version of *Shadow Of The Beast 2* - an arcade adventure featuring a hairy, drooling werewolf-thingy - they've also got hold of loads of video nasties which they want to share with you. In fact, they're soooo nasty you've got to be over 18 to enter this competition.

Raise your glasses please!  
It's Freddy's  
far  
performance

# Video Nasties

Yes, go and hide behind that sofa, you can win...

# Questions

**50** copies of *Freddy's Dead - The Final Nightmare* - filmed partly in stomach-churning 3D spook-o-vision.

If you were a werewolf, what would be your worst nightmare?

- A** Distemper.
- B** Silver bullets.
- C** De-fuzzing your bikini line.

Why would you be unwise to shake Freddy Krueger by the hand if you were introduced to him at a party? Is it because he's got...

- A** One of those horrid 'wet fish' handshakes.
- B** Knives on the end of his fingers.
- C** Smelly fingers.

What was Freddy Krueger's profession when he was still alive. Was he...

- A** A salesperson on the Clinique counter of a department store.
- B** A knitwear model in the Grattan catalogue.
- C** A school caretaker and part-time serial killer.

Fill in the coupon to the right with your name, address and the answers to the following questions (just put the letter corresponding to each answer in the appropriate space). Then pop the coupon in an envelope and mail it to:

00h, Stop It, Stop It, You're Scaring Me! compo, **Sega Zone**, Dennis Publishing, 19 Bolsover St, London W1P 7HJ.

# Rules

**1** The competition ends on December 31, 1992 and is not open to employees of Dennis Publishing or Electronic Arts (even the undead ones).

**2** The Ed's word is final.

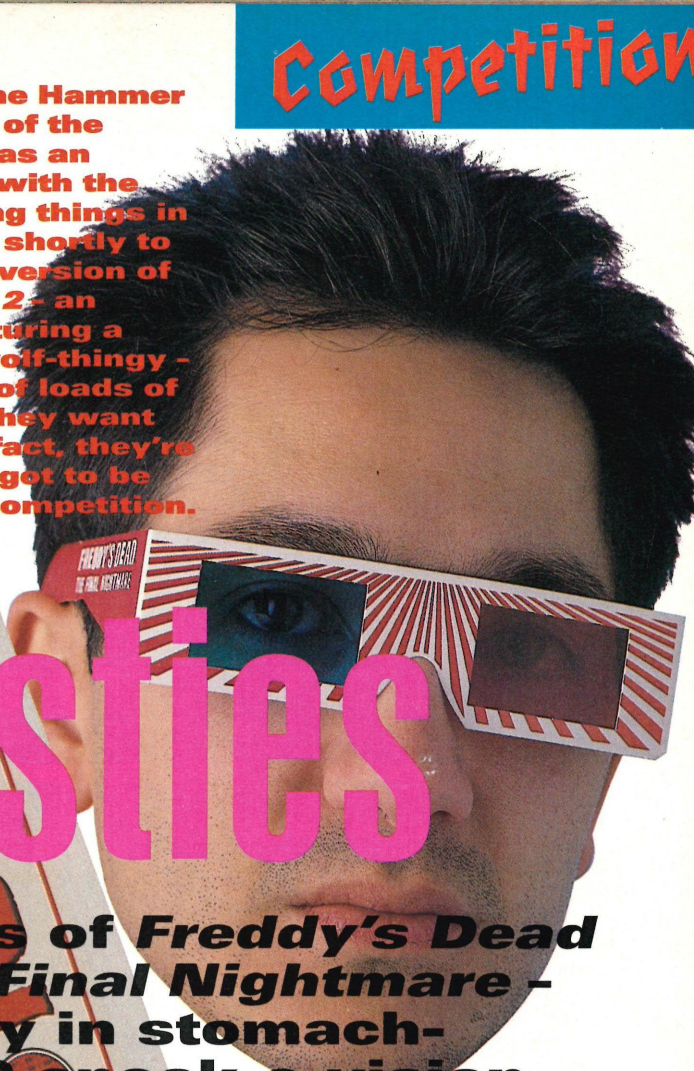
- 1 .....
- 2 .....
- 3 .....

Name .....

Address .....

☐ I am over 18 years old, with no history of madness in my family

# Answers

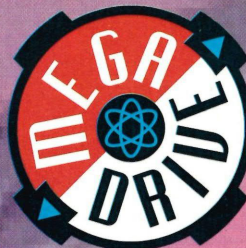




### spiny sea-dragon

Spits stuff at you. Inform it that spitting is rude and it apologises and sinks back into the sea, considering itself told off.

In which NICK GRIFFITHS confronts Ken Barlow, while his shadow reviews Electronic Arts' **SHADOW OF THE BEAST 2** and gets all indignant about it.



# Shadow Of

Last year, I sneakily followed my shadow to the island of Anglesey, a notorious druid hangout. There it donned robes, chatted freely with other shadows dressed in identical garb and began lancing poultry with – and I think this is probably symbolic – the yellow ochre pencil from a set of Caran D'Ache pencils. All the while, the other shadow druids were chanting the lyrics from Sonia's *Greatest Hits* album.

Then Ken Barlow from *Coronation Street* turned up and it turned out he was the head druid. Much like a Big Soup on low heat, the plot thickened. That was when I was discovered, crouching behind a small stone effigy of John Noakes and Shep.

Several shadow druids, including my own – that's loyalty for you! – grabbed me and held me fast while Ken Barlow approached, accused me of lusting after Deirdre and sacrificed me on the spot. So I'm actually Nick's shadow

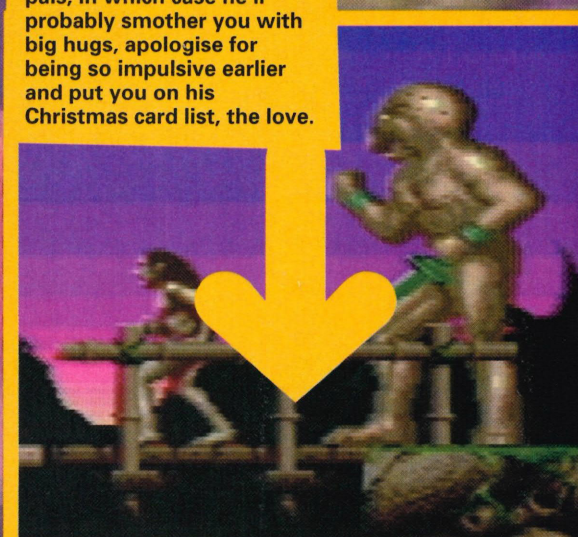
### slime-producing thingy

Wanders up and down aimlessly, producing slime. Suggest to it that there must surely be more to life than that and it nods slowly in realisation, then returns home to watch the omnibus edition of *Home And Away*.



### bald chap with pointy sword

Has a habit of running you through with his sword, which tends to hurt. Cannot be killed, possibly unless you've rescued one of his pals, in which case he'll probably smother you with big hugs, apologise for being so impulsive earlier and put you on his Christmas card list, the love.



writing this, dressed in his skin. Hahahaha, etc! (You're weird. Ed.)

### the review

The bizarre thing about this *Shadow Of The Beast* is that there isn't a shadow in it, which, as a shadow, I find insulting. At least if you're going to call it *Shadow Of The Beast*, there should be a really sexy hero shadow (me, say) who blows away all the baddies with a suitably witty one-liner and then gets the girl. Not here. Here we get a Neanderthal Man in Tarzan's loincloth, jogging along, hitting things with a large yo-yo. (That's his mace. Ed.) Well, it looks like a large yo-yo to me.

*Shadow Of The Beast 2* is, of course, the sequel to *Shadow Of The Beast*. Basically, the plot has you trying to rescue your baby sister from Beast Mage, the little tinker responsible for your beast-like form in the original.

So how does it compare to the original? The graphics are pretty good, the hero's animation is excellent, though the backgrounds are only okay-ish. Stranger than the strangest anomaly is that you can collect gold coins and points, yet nowhere on screen is there a record of these. You might as well collect birds' eggs.

The gameplay is a mixture of (in descending order) beat 'em up, puzzle and roleplay, with an admirable emphasis on the puzzling. You jog along amiably while young female bystanders make quips about what's under a



### two geezers with axes

Take ages to kill, seemingly due to their diet of suet pudding with treacle and their insistence on hanging around together. Down the pub their friends whisper about them and discuss their possible sexuality.



### big worm

Cannot be killed, again possibly until you've accomplished some other task. No idea what that might be, but probably has something to do with watering the garden regularly and not going fishing.

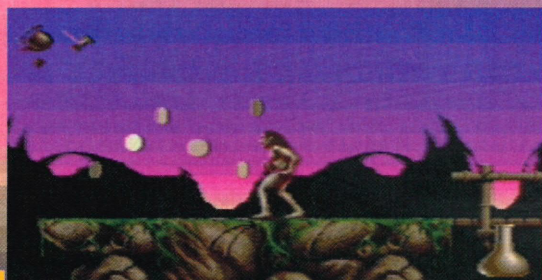
the two pulley systems and work out how to use the levers, but why won't one pick up the rock? And how do you operate the other's lift?

Everything in this game has a precise order of operation, and until you work that out, you're an imminent resident of loincloth heaven. And there are no continues. It's a harsh world out there, as my gran used to say. She also used to say there's more than one way to skin a cat, which would explain the rugs.

Back to *SOTB2*. (Please, Ed.) It's a game of patience and of puzzling out, with large helpings of slightly mindless action in between. If you're prepared to sit in front of the same screen for ages, intent only upon the elation of successful problem solving, buy it – either way, it's more of the same from *Shadow Of The Beast*, as opposed to an upgrade. But as my gran used to say, "It's more of the same from *Shadow Of The Beast*, as opposed to an upgrade." Wise woman.



# The Beast 2



Neanderthal's loincloth (boxer shorts, in case you're interested) and, when confronted, you go hell for leather with your large yo-yo.

Winning is all down to strategy (and having several years to spare). I spent 373 days travelling right at the start, always either getting bumped off or stuck. Seven of those days, admittedly, were taken up watching complete videoed series of *Strike It Lucky* and *Every Second Counts*, but that's too long a time to be spent getting nowhere. Not that that's stopped Paddy Ashdown.

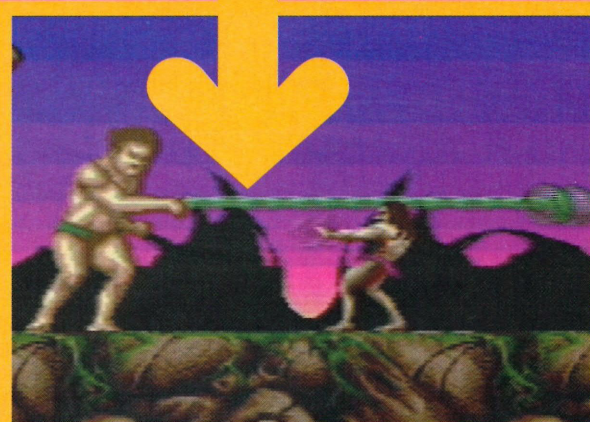
Then I hit upon the brainwave of travelling left instead, and suddenly everything fell into place. Sort of. You large yo-yo a few piranha and a couple of big blokes with even larger yo-yos, avoid the slime and the spikes and come across a dragon that asks you to save its pal, except it won't say where, how or why. So you go back the other way and find the inn and get the bottle of unidentified liquid. Then you find

### outsized bloke with yo-yo

His yo-yo is much bigger than yours. He taunts you to this effect until you produce the perfect 'Round The World' (a yo-yo manoeuvre, not that I'd know) at which point he runs off sulking.



Not guilty of being hugely interesting.



## END ZONE

### Graphics



### Sound



### Addictiveness



### Playability



## OVERALL 79

Out: Now Price: £39.99  
Publisher: Electronic Arts

# HEAD TO HEAD

A warning to very old people:

**T**his interview with **DOMINIK DIAMOND** and **VIOLET BERLIN** took place in **REAL LIFE...** and in **REAL LIFE**, people do tend to use swearwords occasionally (especially people called **Dominik Diamond**). So, if you're offended by swearwords, be warned here and now: Don't read on.



**Dominik Diamond**

**Violet Berlin**

Use this card to deflect a question back to the questioner.

## About This Interview

This interview was conducted by Violet Berlin and Dominik Diamond – that's to say they actually asked **each other** the questions while we adjudicated. It worked like this: all the questions were written on cards which were shuffled and laid face down on a table.

Dominic and Violet were given a pair of dice, which they had to take it in turns to throw. If the dice came up with an **EVEN** number, Dominic got to pick up a card and ask Violet a question. If the number came out **ODD**, the reverse applied... Violet picked up a card and asked Dominik the question. If either player picked one of the hidden 'Bounceback' cards, they could retain it (like you do with 'Get Out Of Jail Free' cards in *Monopoly*) and use it to deflect a dodgy question that came up later... in other words the person who asked the question might have to answer it themselves. (Unless they had a Bounceback card of their own, of course).



**(Violet throws a five...)**

**Violet:** "What sort of music do you hate?"  
**Dominik:** Hate? Er, any manufactured 'teen idol' music. Take That basically. Which is a shame, because they're actually f\*\*\*\*\*g corking blokes. (He said sarcastically. Ed.) No, forget about Take That. I hate f\*\*\*\*\*g Hip Hop - I HATE banal f\*\*\*\*\*g dance music shit. But I do like Take That. Really.

**(Violet throws a seven...)**

**Violet:** "What was the last album you bought?"  
**Dominik:** The last album I bought was *Revenge Of The Goldfish* by the Inspiral Carpets. Which is brilliant. It's the best. It's fab.

**(Violet throws a three...)**

**Violet:** Ah! Okay then, "What's the biggest lie you ever told and did you get away with it?"  
**Dominik:** Aha, telling *Gamesmaster* I knew every single thing about computers there was to know. And yes, I did.

**(Violet throws a seven...)**

**Violet:** Oh no, another Andy Crane one: "Andy Crane... Why?"  
**Dominik:** Er... why not? Ha ha. Actually I say that, but this is actually the most w\*\*ky f\*\*\*\*\*g thing, right. You know you get all these stories about people at school who write smartarse f\*\*\*\*\*g answers? Well there was this guy where I was who was doing, like, 'S' Level philosophy and he got the question "Why?" yeah? And he put "Why not?" and he got, like, a f\*\*\*\*\*g distinction. Wanker, eh? So... Andy Crane, Why? Well, someone has to stick their hand up Edd The Duck's arse, don't they?

**(Dominik throws a six...)**

**Dominik:** Hmm. "Do you drive? And if so, what car do you currently own?"  
**Violet:** No I don't drive, but I have got a car, although I shouldn't be driving it, but I am taking lessons... and it's a ten year old Escort.

## VITAL STATISTICS



**eyes:** Brown  
**hair:** Mousey brown  
**distinguishing marks:** Scars on face and interesting mole on inner thigh, 8" from his golden joystick.  
**sperm count:** Panda or gerbil? Definite gerbil - copious amounts of sperm.  
**fave erogenous zone:** Not toes! Likes having his nipples nibbled.  
**fave Sega games:** *NHLPA Hockey*, *Madden '93*, *Evander Holyfield Boxing*, head to head bit in *Sonic 2*.  
**worst habit:** Swearing.  
**fave vegetable:** Joey Deacon of *Blue Peter* fame.  
**worst TV programme:** *The Word*.  
**fave TV presenter:** Jonathan Ross.  
**fave bands:** Manic Street Preachers, Inspiral Carpets, Teenage Fan Club.  
**dream date:** Going out with all the *Sega Zone* people and downing a few bottles of Beaujolais. (Creep. Ed.)

**(Violet throws a three...)**

**Violet:** Ah, yet another *Star Control* card... "Yehat Terminator. A nippy little beggar with a force field. In the right hands it's deadly." Brilliant.

**(Dominik throws an eight...)**

**Dominik:** "Do you believe in any religions?"  
**Violet:** Yeah, I believe in the religion of Bastone. It's a very small cult which, er, which has only got three followers. And I'm the high priestess. (Blimey. Ed.) No, I'm not really religious.

**(Violet throws a three...)**

**Violet:** Oooh, "Do you believe in magic?"  
**Dominik:** Yeah, most definitely. White, black, the whole f\*\*\*\*\*g shebang. Yeah, it's out there, it's alive, and it's f\*\*\*\*\*g scary. I have had really scary ghost experiences in Bristol - in my girlfriend's flat - there was some really weird shit going on there. I was a complete and utter cynic before, but the sort of things that happened in that house just totally freaked me out. And Paul Daniel's is f\*\*\*\*\*g cool. Ha ha ha.

**(Violet throws a nine...)**

**Violet:** Ha ha. "Sum up *Gamesmaster* in less than ten words..."  
**Dominik:** Uuum... An antidote to the... hopeless, preening... er... 'take yourself seriously'... umm... bollocks youth programmes. (That was twelve words. A Reader.)

**(Dominik throws a four...)**

**Dominik:** Ah, the penultimate question. "Would you ever go bungee rope jumping?"  
**Violet:** No. Never. Too scary. I've flown an aeroplane. I'd do a bungee jump if I was inside an aeroplane or a space pod or something and the rope was attached to that.

**(Violet throws a five...)**

**Violet:** Yes. Another *Star Control* card. "Chenjesu Broodhome. For long range combat there's none better." Excellent.

## VITAL STATISTICS



**full name:** Violet Green Berlin  
**occupation:** Co-presenter of *Bad Influence*  
**age:** 23  
**star sign:** Capricorn  
**eyes:** Green  
**hair:** Peroxide blonde  
**distinguishing marks:** None but I'd love to get a tattoo of a sprig of mistletoe or a violet on my ankle.

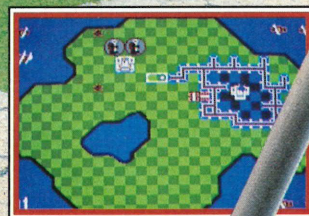
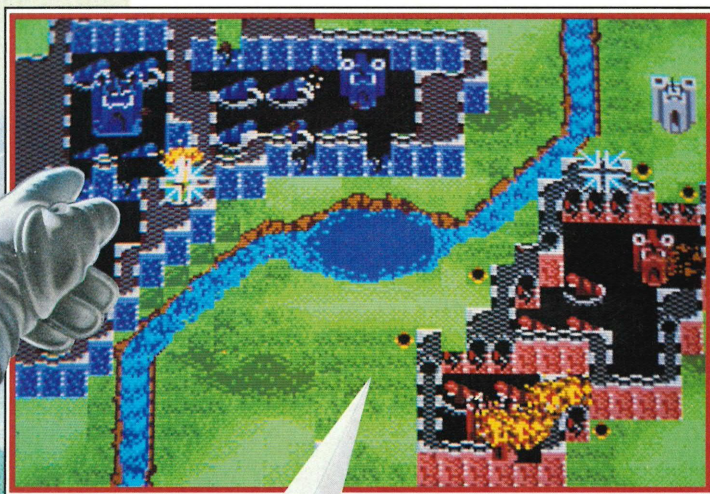
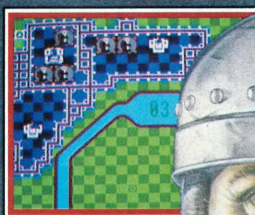
**strangest chat-up venue:** The Anglo Saxon section of The British Library (so I went back the next day).  
**fave erogenous zone:** The Scrambled Egg Zone  
**fave Sega games:** *NHLPA Hockey*, *Universal Soldier*.  
**worst habit:** Biting my toenails.  
**fave vegetable:** Spinach  
**worst TV programme:** *The Word*, *The Big Breakfast*.  
**fave TV presenters:** Carol Vorderman, Bob Monkhouse, Bruce Forsyth, Cilla Black.  
**fave band:** The Sugar Cubes, Ultra Cynic, Family Foundation.  
**dream date:** 1066



Or, to be more precise, Dominik And Violet DON'T Play *Star Control*. Yes, as the more observant of you will have noticed, Violet is extremely lucky: not only did she get the run of the dice for most of the interview (therefore avoiding heaps of questions), but she also picked up ALL of the *Star Control* cards. Her *Star Control* attack force was made up of four ships, while Dominik's consisted of, er, precisely no ships whatsoever. In other words, Violet won without even having to play the game. It's almost spooky, really. Dominik was gutted.

# RAMPART™

*"It's Medi-EVIL!..."*



Rampart allows two players simultaneously to travel back in time to the middle ages. Seven rounds of dynamic battle action, medieval destruction, and three levels of difficulty guarantee a game that is exhilarating, challenging and downright addictive.

**SEGA™**  
Master System™

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DOMARK

**TENGEN**  
VIDEO GAMES

SEGA  
ZONE





# Universal Soldier

# NFL Sports Talk

People often say that **PATRICK MCCARTHY** looks as if he knows a lot about choreographed assault and battery. So we asked him to look at the latest yank footie sim for the Mega Drive - **NFL SPORTS TALK FOOTBALL - STARRING JOE MONTANA**.

**N**FL Sports Talk Football - Starring Joe Montana is Sega's latest attempt to overthrow John Madden '92 as the mongrel's dongles of American football games on the Mega Drive. It's the third in the series of Joe Montana games, but the first time his name has taken second billing in the title (although he's still the only player who gets mentioned by name). It features instant replay, as before, but now has selectable views, enhanced graphics and animation and the option to play through an entire 16-game season in league form.

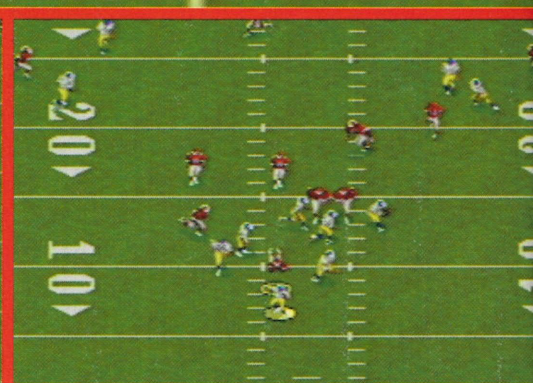
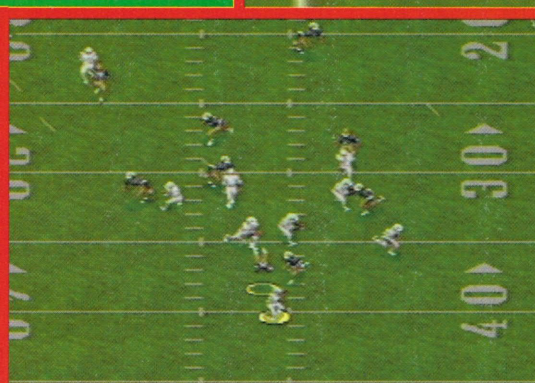
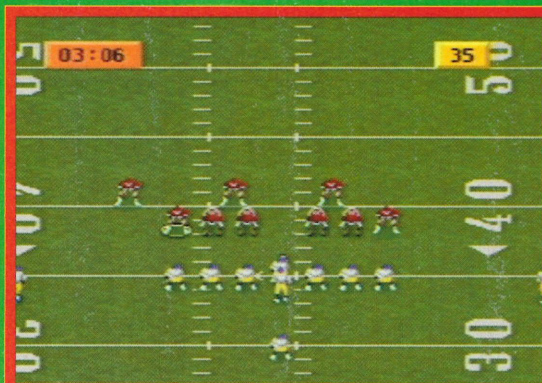
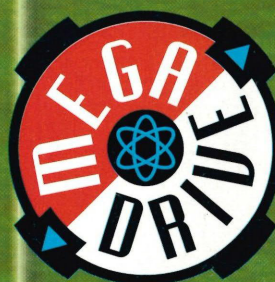
## player selection and control

Joe 2 had pretty awful player-selection controls. There's nothing

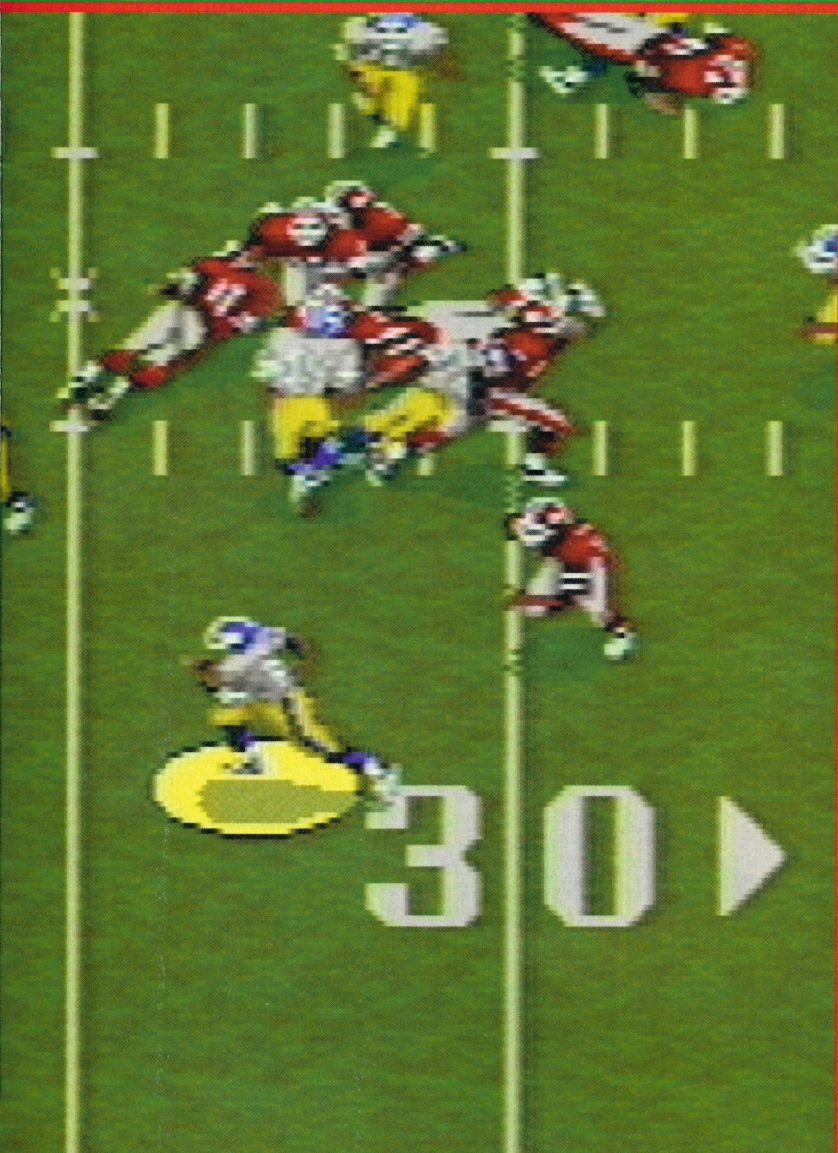
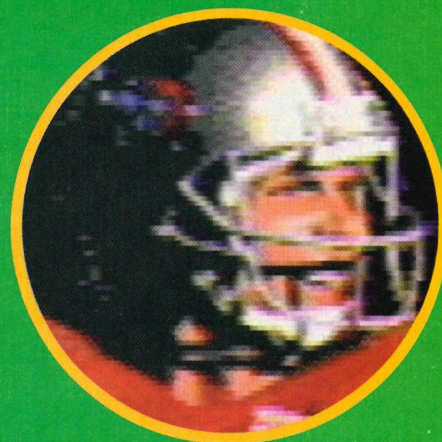
more infuriating than seeing an opponent's player happily running downfield while you're hammering away on the button that's supposed to give you control over the nearest defender, only to see him pass, untouched, into the end zone. Watching the replay in disbelief, you see that the computer selected someone 30 yards away from the action, who was diving to tackle a corner flag, as you put your thumbs out of joint battering the buttons. Joe 3 is better than Joe 2 in this respect, but still by no means as good as you'd expect.

## crikey, it's got multiple views!

Unlike real sports games, where you invariably end up stuck behind a 7'2" overweight monster



# Ik Football



in a cowbot hat, you can watch and play *Joe Montana 3* from four different views: vertically (or up the screen) from behind the offense (à la *John Madden*); vertically, facing the offense (or behind the defense, if you want to be a pedant); horizontally (that's sideways on, to you and me) or from a blimp above the stands (these fat Americans get everywhere). This approach was first seen in *Mike Ditka's Ultimate Football* on the PC, actually. (We're not interested. Ed.) Sorry.

Of the four views, the vertical ones are most useful. I never have liked the sideways-on view of *Montana 2* – it has the effect of narrowing the playing area and, as everybody knows, "Football's a game of space, man." These three views all have the zoom-in option, which is a feature in itself. The blimp view doesn't, and is a bit of a waste of time from a playing point of view, because it's so high up it's like watching ants running about in brightly-coloured helmets. It's really intended for those who prefer just to coach their teams, but even so it's rather too zoomed-out.

## zoom-in mode

*Joe 3* has retained the zoom-in option, boldly pioneered in *Joe 2*. Once the play is underway, an area of the pitch is enlarged (along with all the player sprites). It has the drawback of limiting the amount of pitch visible around the ball-carrier (or ball) and this makes it something of a mixed blessing. It's great to watch, and bearable on running plays, but it

makes passing difficult because you can't position your receiver in advance. When you're defending, it also makes it difficult against the run – often you can't see where your players are to make the tackle. However, you can always switch it off if you don't like it.

## play options

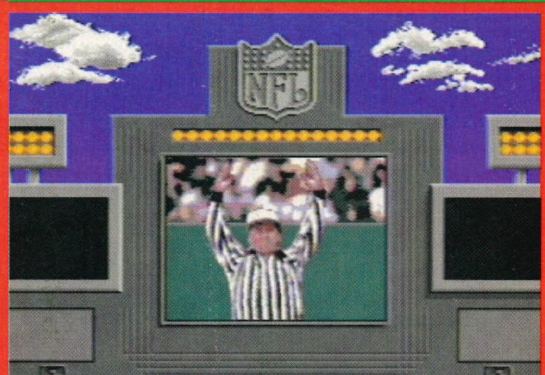
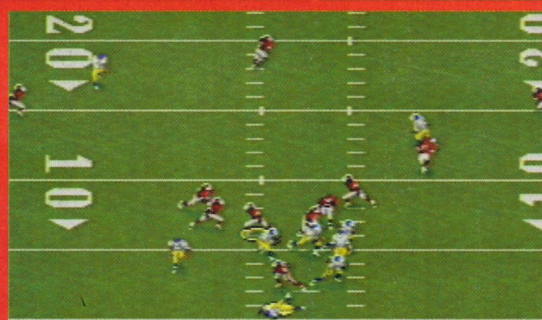
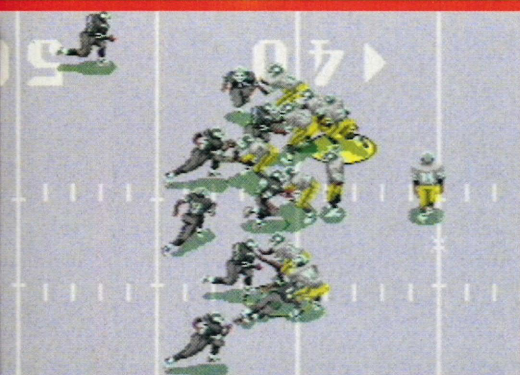
There are many ways to play *NFLST*. As well as the usual choices of one or two-player battering, there's the additional option of donning your Joe Gibbs hat and headset and just coaching, leaving the computer to execute your calls.

You can also choose to play a one-off exhibition match between teams of your choice, or pick one team and try to play through an entire 16-game season, hopefully making it into the play-offs and winning the championship. In order to make this less of an ordeal there's a password facility, with mercifully brief passwords.

## spritely players

The player sprites have been refined from *Joe 2* – they're now taken from real American football film clips, and are incredibly detailed – right down to you being able to see which way the players have laced up the flies on their shorts. On zoomed-in mode, the quality really is excellent.

The only areas in which it's graphically weak are the in-game indicators. Until you're used to it, it's hard to see who's got the ball, and it's impossible to tell from the



## PASSING STATS



COMP. / ATTS.:	1 / 1	3 / 8
COMPLETION PCT.:	16	0
INTERCEPTIONS:	0	0
LONGEST PASS:	0	65
FIRST DOWNS:	0	0
GROSS YARDS:	- 1	68
SACKS / YARDS LOST:	3 / 18	0 / 0
NET PASSING YARDS:	- 19	68

TOTAL

arrow whether you're in your own or the opponent's half of the field, because it doesn't point to either of the teams, but sideways.

## let's see that play again

Joe 3 has now gone the way of John Madden '92, and features an instant replay facility. It's not as refined as Madden's - its not possible to isolate a single player or 'rewind the tape', but it does have a slow-motion and stop-motion effect.

## sports talk

The commentary is the major selling-point of this game, and is pretty good, as far as gimmicks go. It's best

not to listen to it too much as you play, though, because you can easily be thrown by the commentator saying "Drops back to pass..." as a running play comes thundering up the middle. The rest of the sound effects are nothing to write home about though, and once you get tired of the commentary and switch it off there's not much atmosphere.

## play-calling

Play-calling in Joe 3 couldn't be simpler. Well, alright, I'm lying - it could be simpler. Move your D-pad vertically to select your players, then press B to select the various formations. Press C to decide whether you want your quarterback in shot-

gun formation or not (shotgun makes him stand further back from the line, hopefully to give him more chance to throw a pass). Move the D-pad horizontally at any point in the previous steps to get the plays up, (or remove them again), and move it vertically again to cycle through the available plays. Simple, eh?

It's also possible, after all that, to 'flip' the play, or completely reverse it, so that a run to the left becomes a run to the right. One of the nice touches is that the defensive selections move about to echo these changes - if the offense puts three wide receivers on the right, the defense will put their covering cornerbacks there automatically.

## customised teams

Each team is firmly based on its NFL counterpart, and if you know anything about the game you'll be able to spot your favourites from their numbers. Unfortunately I didn't really notice a great deal of difference between the various teams - those with great running backs in real life, for example, didn't seem all that different to those who have the running back equivalent of Don Brennan.

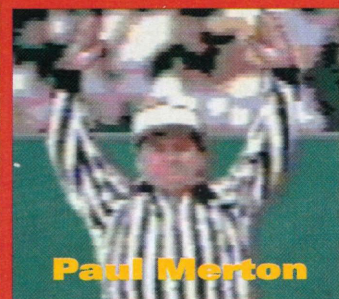
## lies, damned lies and statistics

NFL Sports Talk Football comes with a whole host of in-game statistics, which you can view at the end of every quarter. They include both offensive and

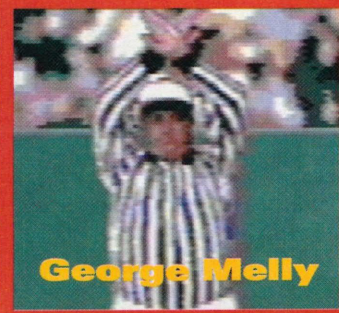
defensive stats, and cover everything from rushing yardage and number of tackles made, to the combined weight of hamburgers consumed by the nose-tackles in tons.

## oooh! famous referees

Digitised referees have a habit of popping up to tell you what's going on. If you're really lucky you may get one of the celebrity refs - like Paul Merton or George Melly. (They're nothing like them! Ed.)



Paul Merton



George Melly

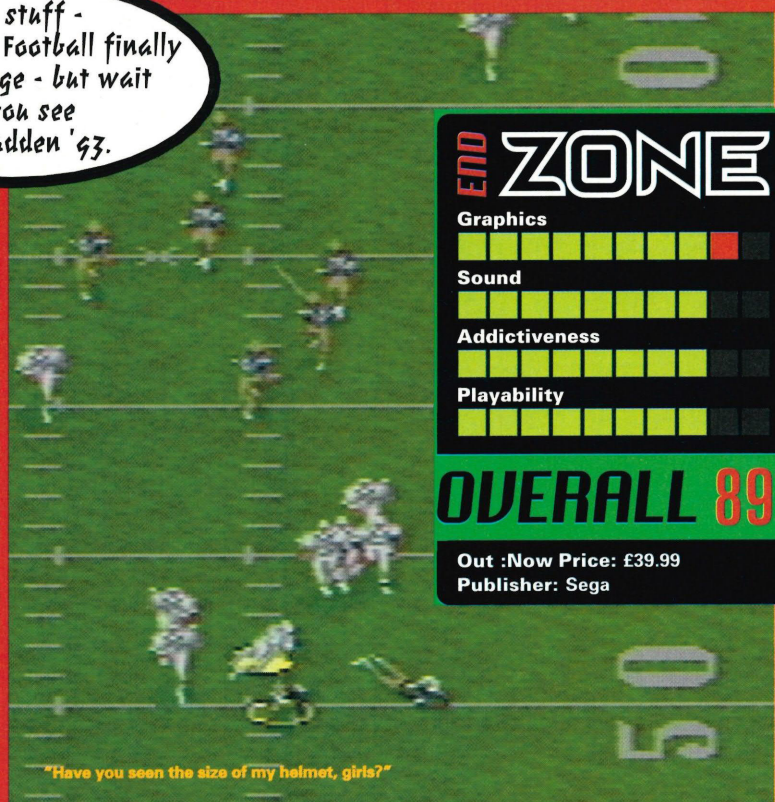
## end zone

The original Joe Montana Football was rather poor, featured simplistic gameplay and average graphics, and was extremely easy to beat. The second in the series, Joe Montana Sports Talk Football, stunned the known universe by being the first console game to feature play-by-play running commentary, changed the playing viewpoint to sideways-on and improved on the original's gameplay. Unfortunately, once you looked past the commentary, it wasn't that good a game and never seriously challenged Madden. Since then the play-by-play commentary approach has also been seen in Sega's Sports Talk Baseball, and now appears once again in enhanced form - featuring more sampled speech and a smoother flow. But as we all know, whether it's a shoot 'em up boasting thundering in-game music or a sports game featuring play-by-play commentary, it's no good having a fabbo soundtrack if the game itself is the proverbial crock of cow poo.

In most respects, NFL Sports Talk is far better than Joe 2, that's for sure. One of the main problems with Joe 2 was the 'select the player nearest the ball' option. Joe 3 has improved over Joe 2 in this area, but still provides too many occasions where you feel, when trying to switch between players in a hurry, that you're being let down by the controls. Anyone who's played either of the John Madden games will notice the difference and won't be impressed. It's a shame too, because it excels in the graphics and animation departments. If Sega could only sort the controls side of it out, they'd have a truly stunning game. As it is, it's still a very good game, but it doesn't claim Madden's crown.



Good stuff - Joe Montana Football finally comes of age - but wait 'til you see John Madden '93.



"Have you seen the size of my helmet, girls?"

## END ZONE

Graphics



Sound



Addictiveness



Playability



# OVERALL 89

Out :Now Price: £39.99  
Publisher: Sega

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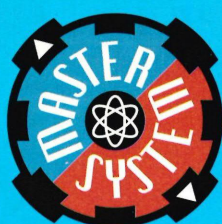
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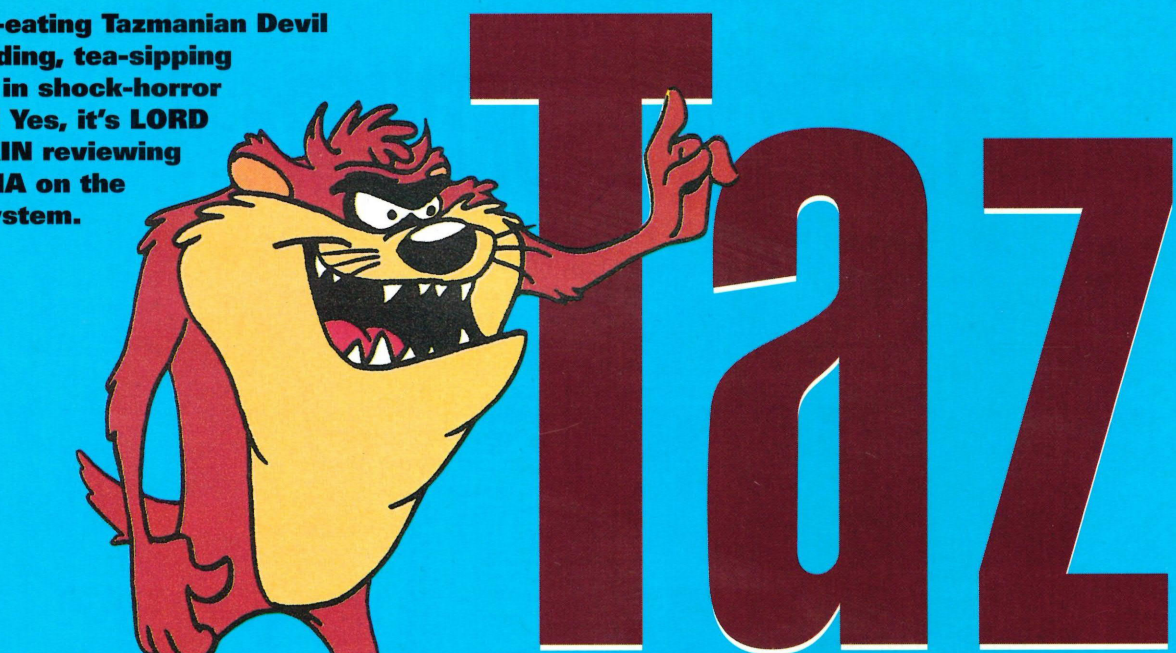
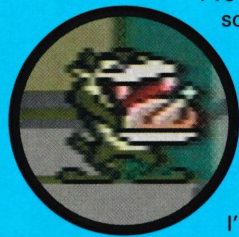
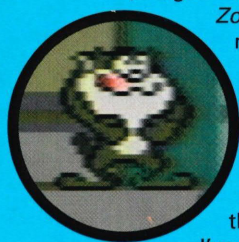


**Hairy, fire-eating Tazmanian Devil meets balding, tea-sipping aristocrat in shock-horror exclusive! Yes, it's LORD PAUL LAKIN reviewing TAZ-MANIA on the Master System.**

It's a sad fact of life, but everyone round here always wants to review the Mega Drive games. Just 'cos they're big, beefy and violent (the games, not the Sega Zone crew) and make a lot of noise (the games, not the Sega Zone crew... 'though on second thoughts... ) Me,

I've always had a soft spot for the Master System. I have, honestly – it's there just below my third rib – look, I'll take off my shirt and show you.

(I think that's quite enough of that. Ed.) I've also got a soft spot for the Tazmanian Devil (which I won't bother to show you right now, since I hardly know you). So when the Master System version of Taz-mania on landed on my desk, I was as happy as Michelle Pfeiffer's underwear.



## eggscuse me

The scenario of Taz is a tad different from your usual run-of-the-mill game. There's no rescuing chicks from gun-crazed drug fiends. Oh dearie me no.

It's all to do with food, you see. There's this bird which lays huge eggs, and what do huge eggs

mean? Yes – huge omelettes. So young Tazzy, a lad who always thinks of his stomach first, sets off to find the egg and treat himself to a massive blow-out. Hmm... maybe it's not so different from the usual scenario. (Chicks, eggs – geddit? Oh, never mind.)

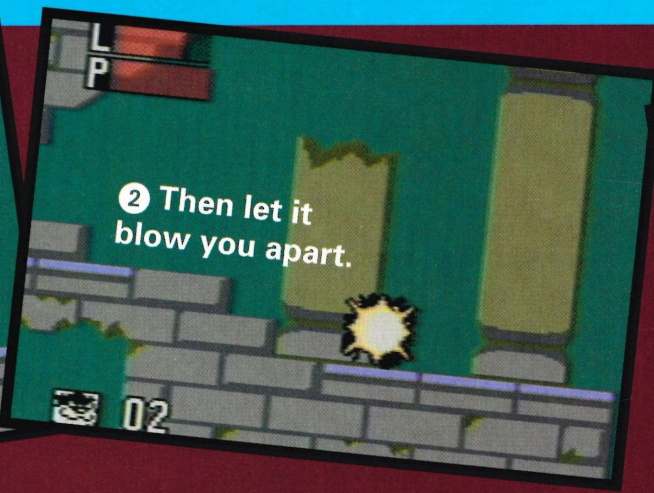
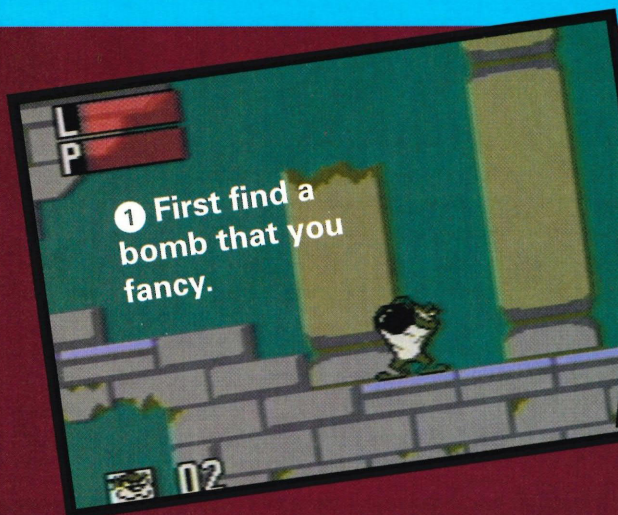
## make like the devil

The action in Taz-mania is fairly platformy. In fact it's very platformy. No piece of land in Taz-

mania seems to stretch for more than about three feet. If you're a hopeless hopper or leaper, you're not going to get very far in this game. Mind you, if you've got 300 metres of spare bridging you want to unload, Taz-mania is obviously the place to go.

## three steps to heaven

As Eddie Cochrane memorably sang, there are three steps to heaven (though obviously that was three steps too many for our Eddie, who opted to be driven there instead). For Taz, the three steps are as follows...



# Mania



picked up. Food = good, bombs = bad is a simple rule to go by.

## the devil you know

A word that would not spring to mind to describe this game is 'varied', except perhaps in the sentence: "This game is not very varied". Each level, despite different landscapes, basically consists of a not-very-complicated maze of platforms populated by far too few baddies and far too many power-ups.

Ultimately, the game becomes little more than a memory test. There might be the occasional jump you can't manage on the first attempt, but you're far more likely to die through boredom than enemy action. Most of the baddies come in ones or twos and are usually found near power-ups, so your energy never drops too low. You may lose a life falling off a platform (usually because you've gone brain-dead and can't raise the enthusiasm to jump), but being gnawed to death by a bat? Do me a favour! With the exception of end of level nasties, the only time I got killed by a sprite rather than a drop was when I was talking to someone about football

and wasn't watching the game.

Even when the platformy elements get a tad tricky, there's usually a one-up not too far away to make up for lost lives, so things just get repetitive. Start level. Collect one-up. Fall off platform. Start level again. Collect one-up. Fall off platform. It's like some sort of recurring nightmare. You can't get over the gap because it's too tricky, but you can't die because of the one-up. You just keep going until you make the jump or throw the Master System out of the window in frustration.

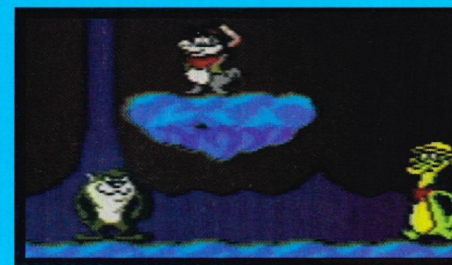
## sympathy for the devil

I suppose that at this stage I ought to make lots of comparisons between the Mega Drive version (which clocked up the scores on the doors a few months back) and this Master System conversion. Unfortunately Amaya's taken the Mega Drive cart home, so I can't. (That girl plays too many console games for her own good. She's even rumoured to sleep with a Mega Drive under her pillow.) However, what I remember of it is that it was crammed with humour and graphics, but thin in the gameplay department. And easy – very easy.

On the Master System the game is, if anything, easier. It also has less humour. Taz goes into a spin for speed and violence, but it's not a patch on the Mega Drive

version's hyperspin. He can still pick up bombs and food, but there was no sign of the flame-producing chillis. More importantly, there was no sign of any backgrounds.

There's still life in the Master System, as games like *Asterix* and *Lucky Dime Caper* have shown. However, *Taz* is another case of "Heh, it's only the Master System – kids' stuff, no need to try too hard." A few dabs of humour (including the old chestnut of the hero tapping his foot if you don't use him for a while) and a couple of nicely-drawn sprites are no compensation for a game that any serious button-basher will complete in an afternoon.



As well as platforms to contend with, there's the occasional baddie to do battle with. Some of these are of the irritating, follow-you-around-until-bashed variety, but most are simply cannon fodder (or Taz fodder, if you like)..

There are also objects to be

③ Then stand around with your feet on the ground stomping and fuming.



Disappointingly limp game. The sort of thing that gives the Master System a bad name.

## END ZONE

### Graphics



### Sound



### Addictiveness



### Playability



## OVERALL 71

Out: Now Price: £29.99  
Publisher: Sega

# INDY AND THE LAST CRUSADE

**VIVIENNE NAGY** has always had a fascination with whips. Walnut whips are her fave chocs, she prefers Mr Whippy ice cream to Hagen Dazs any day and she's always fancied beating a load of MPs into submission with a three-line whip. So we set her loose on **INDY AND THE LAST CRUSADE** on the Game Gear.

**K**ids can be cruel, can't they? Yet you'd think the young Indiana Jones could take the strain. Sadly not. He never could understand why the other kids ran after him shouting, "Give us a 99 with two Flakes and heavy on the strawberry sauce."

Spurned, Indy turned from his contemporaries to look for more intelligent pursuits – he spent hours contemplating the fluff in his navel, its tensile strength, burning properties etc, and he made beautifully-sculpted models out of earwax. Although strange, solitary and downright weird, these activities were also very character-building and made Indy the type of square-jawed, hat-wearing, whip-cracking, thirst-quenching kinda guy he is today. A man who tweaks the nose of terror, farts in the face of danger, tickles the test... ('*Snip*' is probably the most appropriate word here. Ed.) ... and then changes his underpants quickly when no-one's looking.

Indy knows no fear. And it's just as well really, 'cos in his latest, most perilous

adventure on the Game Gear, *Indy And The Last Crusade*, he must face death-defying leaps, the perils of a watery grave, death by stalagmite, stalactite, elephant's tusk and various other spikey objects, a head-butting giraffe, gangs of gun-slinging villains, great balls of fire and ankle-biting rats, to name but a few.

## the scenic route

On the Game Gear, *Indy* has six 'scenes' (or levels) and you have an 80 second time-limit in which to complete each level. There's a vertical bar indicating the state of your health – when you're hit, or touch anything bad, this decreases. If the life bar bottoms out or you run out of time before you complete the level, you crumple up and disintegrate in much the same way as a lit Amaretto paper. Fortunately you have six little Indy lives and you're allowed to continue a couple of times, even when it's Game Over time. Generous to a fault, I say, but who I am to look a gift life in the mouth?

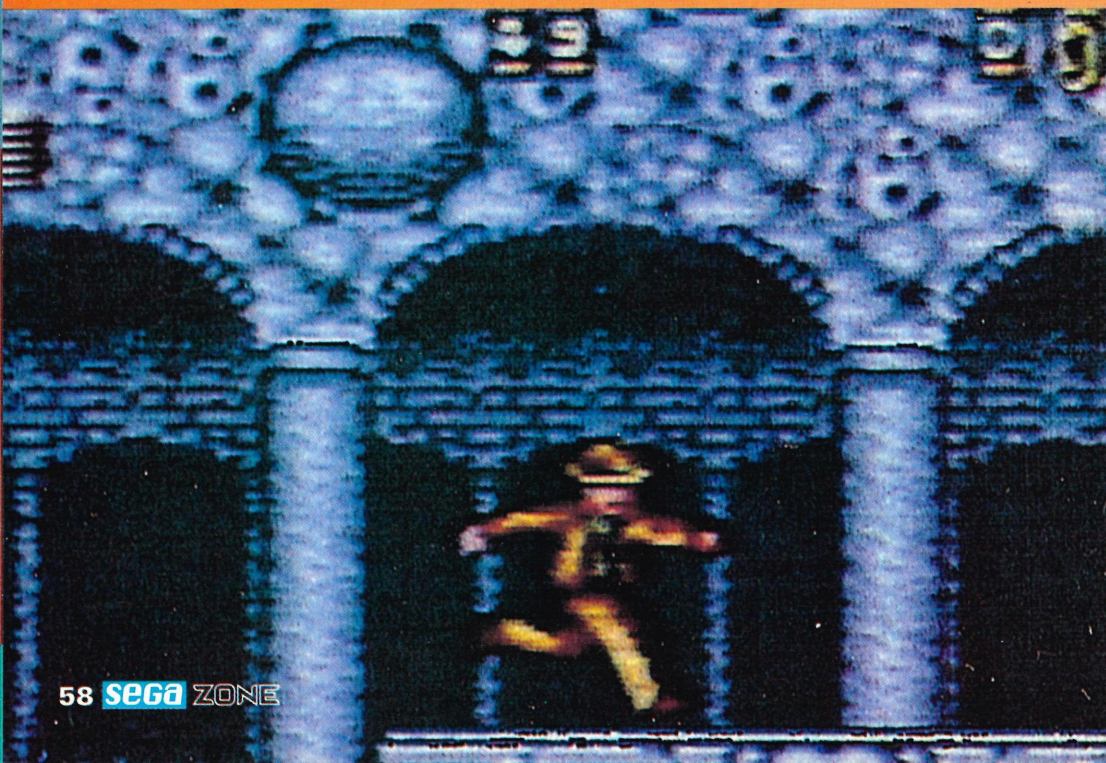
## scene one

Here you're in a biggish cave with wooden beams supporting scaffolding-like structures – it all reminds me of pleasant visit to a Welsh slate cavern. When you've come to a dead end and want to move on a vertical plane instead, you'd better learn the ropes (or at least how to climb them). Collect whips and keys en route. This level doesn't pose too many probs, although there's a tricky bit where your rope is blocked by a baddie bast merrily climbing up and down.



## scene four

Indy has to scale the inhospitable exterior of Castle Grunwald. He needs all the stealth and nimbleness of a cat-burglar to skip from ledge to ledge, dodging the pesky rats scuttling around on them, avoid the occasional fireball, scramble up ladders and scale the ropes. It's a bit of a toughie, this is, and some of the jumps need to be very precisely executed, or it's a time for a zoom-in close up of the ground.



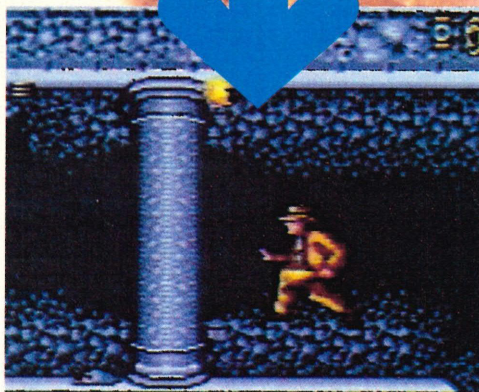
## scene two

An atop-of-a-train chase with the added twist that you're on the wagons of the Dunn And Duffy Circus. Sadly, this has been done a number of times and it really is a bit duff. The screen doesn't scroll, so there's no sense of movement and very little tension – you can take it easy, admiring the giraffes and heffalumps who stick their necks and tusks out of the skylights. The action's provided by gun-sliding cowboys and knife-throwing indians, yet it's still a major let-down compared with the other levels.



## scene three

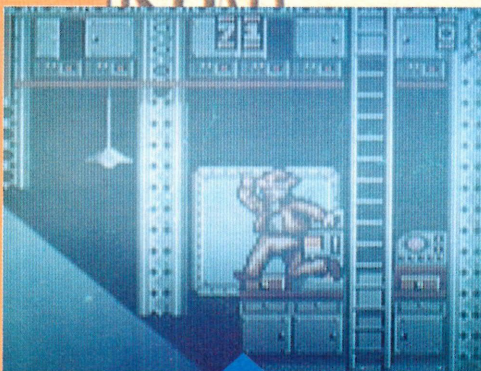
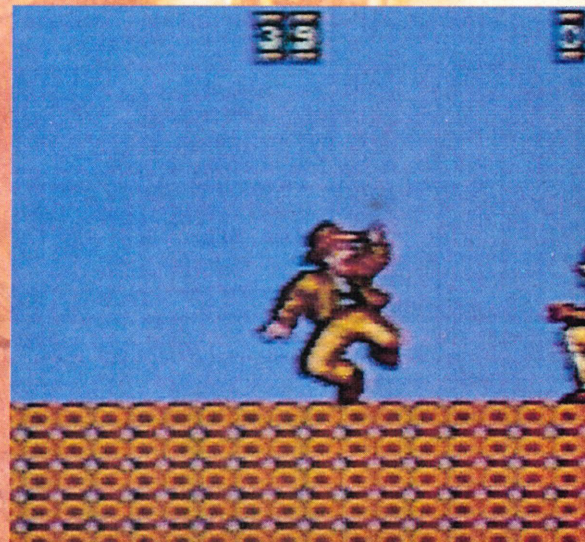
In the catacombs the pressure hots up. Although you must tread very warily to dodge the fireballs and jump over the sneaky, ankle-biting rats, you have to crack on to defeat the time limit. It's not the kind of gentle stroll you'd attempt on a Sunday after too much roast dinner. In the backgrounds there are lovely, eerie reminders of those who had too many Yorkshire puds – there are long-forgotten skeletons suspended from the walls – and if Indy misses his footing, he plunges down upon piles of skulls.



## whipper snapper

There's no in-game tune and very little sound, except for gunshots and whip-cracks (which can be a blessing), but graphics announcing each new level are unfortunately accompanied by an extremely irritating tune. As for graphics and animation, *Indy* is a little bit of a star. Indy himself has a smart, swaggering way of walking – swinging his shoulders in a very macho manner – and the backgrounds are varied and atmospheric.

The difficulty is pitched just about right – hard enough to provide a challenge, but not too difficult for you to abandon the game in frustration. The large number of lives and continues helps with this, and except for level two the game's not too easy – the time limit sees to that. It's a (whip) cracker!



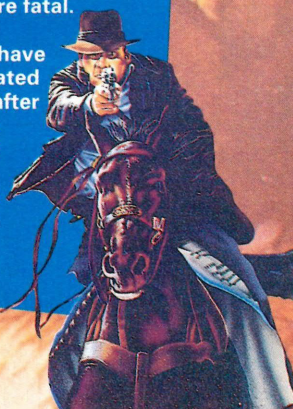
Indy won't whip you into a frenzy, but it's still a fine example of a platform adventure.

## scene five

Imagine you're on a cross-channel ferry. You looked forward to stocking up in the duty free shop, going to the cafeteria with the orange vinyl seats and getting your teeth into those watery, microwaved, scrambled eggs. Sadly, you've got yourself locked in the car park levels (minus the cars), and there are some sharp-shooters out to get you. Oh, and you're feeling a teensy weensy bit seasick as it's quite a choppy crossing (this choppiness being faithfully reproduced on the Game Gear).

## scene six

"It's a rat-trap and you've been caught," so said the existential Boomtown Rats song. In this case, the rats are the ones doing the catching. These blighters' bites are fatal. Maybe the rats (which look like harmless little grey semi-circles) have been crossed with rabid, uncastrated pitbulls, because you're a goner after just one little nip. Indy must also negotiate the perils of unfinished flooring – concrete pavements peter into nothingness, there are rat-infested segments of cracked earth and spook alphabet slabs.



## END ZONE

Graphics



Sound



Addictiveness



Playability



# OVERALL 85

Out: Now Price: £29.99  
Publisher: US Gold



**First prize** is a complete Indiana Jones outfit, comprising of a jacket made of genuine dead cow, a spivvy fedora hat and a hard-wearing yet chic T-shirt.

**M**y, how they love *Indiana Jones* at US Gold. All the staff have seen the films about 50 times each, some have even begun to dress as Indiana Jones, and a couple of the programmers have gone as far as to have plastic surgery to look like child side-kick Short Round. No wonder they put so much love and affection into developing their *Indy* film licences. Take a look at their new platform game - *Indiana Jones And The Last Crusade*. It's a corker and, by complete coincidence, it's been reviewed on the Game Gear not a million miles from this very page. Anyway, US Gold is so keen to pass on its love of Indy that it's coughed up these great prizes...

**Ten runners-up** will receive a genuine dead cow Indy sports bag, perfect for carrying around a Holy Grail or Ark of the Covenant or even a swimming kit.



## Just Like Indy Questions

Lucasfilm recently began licensing the Indiana Jones 'look'. What are his trademark togs and weapon?

- A** Leather jacket, fedora and a bullwhip to lash people with.
- B** Pak-a-Mak, balaclava helmet and a damp towel to lash people with.
- C** Spangly boob-tube, US Gold bum bag and a broken bottle.

Which of the following sentences best sums up the plot of *Temple Of Doom*?

- A** Indy has to rescue some brats from an Indian Death Cult, and find a sacred stone.
- B** Indy goes to the chip shop for a fish supper.
- C** Indy has to go to the post office on a thrill-packed quest for a TV licence Form.

Which of the following actors was originally offered the role of two-fisted hardman Indiana Jones, but turned it down.

- A** Harrison Ford.
- B** Tom Selleck.
- C** The geezer who plays Dieter off *Eldorado*.

### How to Win

First study the questions written below. Now, ring up the compo hotline number and, when prompted, give the letter corresponding to the answer for each question. Don't forget to leave your name and address too.

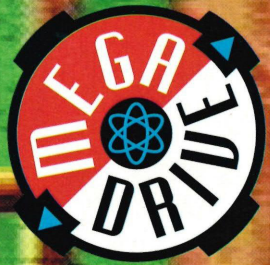
**Ten more runners-up** will get a genuine dead cow Indy bum bag, just like he wore in the films.

### Rules

- 1** The competition closes on Tuesday December 15 1992, and is not open to evil Nazis, members of Strange Indian Death Cults or employees of Dennis Publishing and US Gold.
- 2** Make sure you ask the bill-payer first.
- 3** The Ed's word is final.

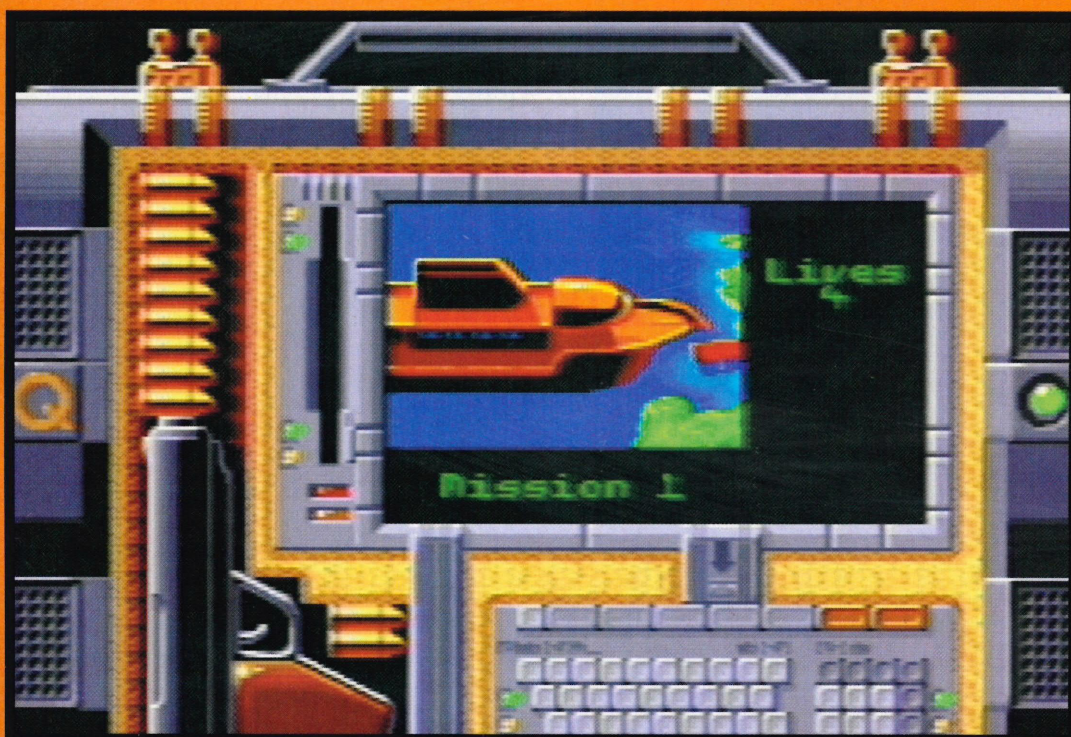


# 0839 121 150



# James Bond The Duel

**JAMES BOND - THE DUEL** has nothing whatsoever to do with duelling, so we felt justified in giving it to **PATRICK MCCARTHY**, who has nothing whatsoever to do with console games.



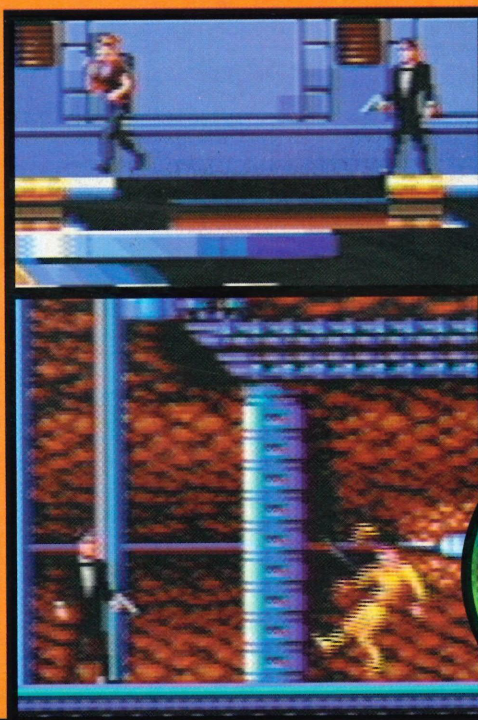
It's probably no surprise to you to find out that *James Bond - The Duel* is a horizontally and vertically-scrolling platform game. It certainly wasn't a surprise to me, but then very little surprises me anyway. (Boo! Ed.) Ooooh... excuse me a minute, I have to go and change my pants.

*James Bond* isn't based on any particular film, and therefore it's been left to the scenario-writers to work their own particular brand of genius. And guess what the little darlings have come up with? A baddie has kidnapped someone. Just like every other platform game ever made. It's astonishing how they do it, isn't it? Year after year these quality plots just keep on coming.

Of course, the plot has to make you feel involved, and good about the fact that you're blowing away lots of people, so it helps if the kidnappee is helpless and related to the hero - a beautiful female cousin with no arms and legs, for example. Failing that, they should either be a good friend of the hero's mother, a scientist who has performed dangerous pioneering work in the radioactive puppy-rearing industry or maybe someone who once had a Saturday job in the same newsagents as the hero. But let's get that plot in full, eh? (You'll have to turn the page to do that. Ed.) ➔

## the plot

An unnamed arch-enemy of James Bond has stolen away a professor and his lovely sex-change daughter Susan. (You'll have to excuse Patrick's flights of fantasy – he's lying about the sex-change bit. Ed.) He's removed them to a small Caribbean island, forced the professor to make a cloning machine and used the machine to produce Bond's enemies. Of course, if he hadn't kidnapped the professor to make the baddies, he wouldn't need the baddies to protect him from Bond, but there you go. Several questions spring to mind here: 1 Where do these professors get all these beautiful daughters? Who do they make them with? There are never any beautiful mothers around. Do they build them themselves? 2 If they do, is it legal? 3 Why on earth do these baddies bother to kidnap the daughter? They must know by now it's like a red rag to a bull to we platform heroes, thinking of that poor innocent chit of a thing in the hands of those cads. Who'd give a toss if the professor only had a beautiful son? (Apart from Timothy Dalton, of course.) (What are you saying? Ed.) Call me an old-fashioned gent, but if I was a baddie I'd kill the beautiful daughters and avoid all that trouble.



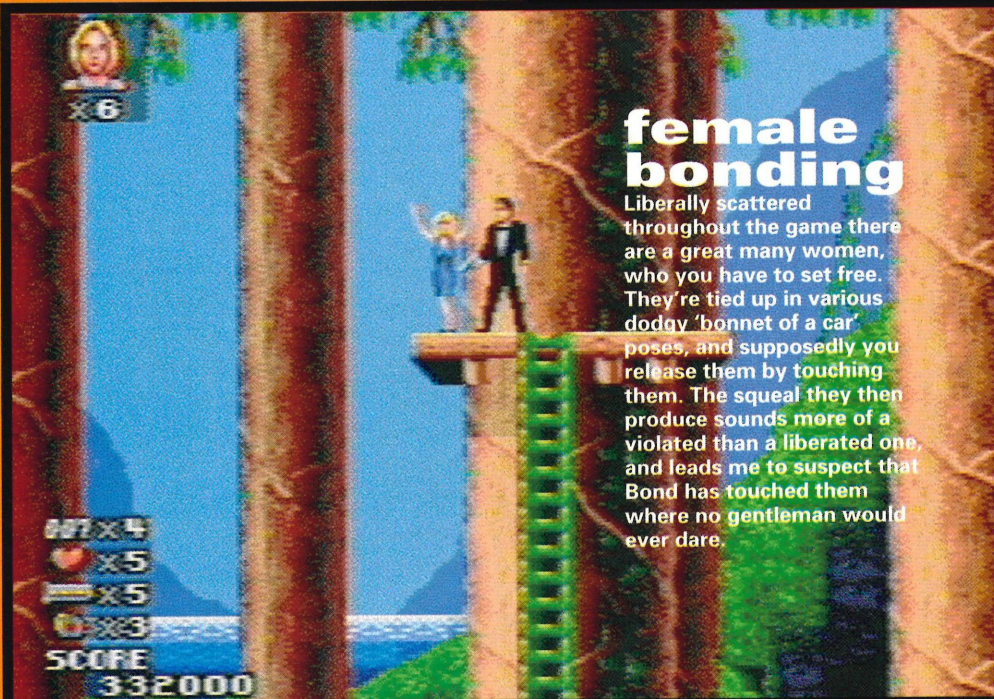
## baddies

When I see the state of some of these poor devils I can only feel pity for them. Poor, senseless inadequates who wander about with absolutely no sense of self-preservation, they resemble nothing so much as those deaf, dumb and blind German sentries in World War II films. (Except that they actually get to fire their guns.) They do die nicely, though.



## female bonding

Liberally scattered throughout the game there are a great many women, who you have to set free. They're tied up in various dodgy 'bonnet of a car' poses, and supposedly you release them by touching them. The squeal they then produce sounds more of a violated than a liberated one, and leads me to suspect that Bond has touched them where no gentleman would ever dare.



## famous scientists

What is it with these world-famous bloody scientists? Why do they insist on working in areas of such sick, bizarre and peculiar specialisation? Do they wake up one morning as normal schoolchildren and suddenly think, "Wait a minute! I want to have specialist knowledge that cannot fail to benefit the human race (except if it accidentally falls into the wrong hands)," before setting out on a career of perverse experimentation with small furry creatures?

They must understand by now that as soon as they achieve any kind of success, they'll be kidnapped and whisked away to some horrible little cubby-hole by platform game baddies. And there's no guarantee that the long-suffering heroes who have to fight their way through these things will make it. What if the cart gets bought by someone who's crap at computer games? They're stuck forever then, aren't they? And it bloody well serves them right.

## location shooting

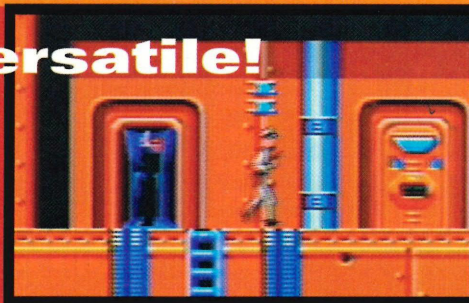
The game is set in four different areas of a Caribbean island. You, as Bond, must fight your way across a large and inhospitable oil tanker, through a large and inhospitable jungle with some post-modern architectural bits, through a large and inhospitable volcanic cavern and then into a large and inhospitable space shuttle for the final showdown with your arch-enemy.

Among the cloned famous baddies you'll face are Oddjob, Jaws, the Voodoo Doctor and Yoyo. (Who? Ed.) There are plenty of chicks kneeling about, tied up, but fortunately for the morals of the nation's youth Bond doesn't do to them what he does in the films.



**he's so versatile!****● reloading your gun**

James Bond doesn't have one of those poofy, infinitely-stocked pistols. He has a proper, reloadable one, and carries a few spare magazines with him – *Marie Claire*, *For Women*, you know the sort of thing. Luckily he also carries some gun clips. And when his bullets run out, he actually stops to reload. Fab, eh? Dead minions are a good source of ammunition, because a lot of them drop ammo clips when they die – make sure you get to them

**● doorway ducking**

Any time you see a big opening, it's worth thrusting yourself into it by pressing Up. It doesn't always get you anywhere, but it's fun to do. Then you can pop out before shooting.

**● angular shooting**

In addition to the usual straight ahead stuff, you can shoot people at funny angles – up and right, and so on.

**● athletic pursuits**

It's not unusual to see James doing somersaults, climbing ropes and swinging along ropes like a teenager. (Except most teenagers these days spend all their time playing computer games, of course).

quickly afterwards, as their discarded clips blow up after a while.

**● changing direction and crouching**

Change direction while standing upright, and you switch your gun from one hand to the other. It doesn't sound much, but it's pretty fab when you first see it. Crouching is fun too, because you look just like Bondsy when you do it, but you can't actually change direction or move about while crouched. Luckily, the baddies are so stupid they shoot over your head, then walk past you and you can shoot them in the back. (*Isn't this the way it should always be done?* Ed.)

**he's so animated!**

James Bond is artfully – some would say beautifully – animated, with a great many frames of animation to each move. The payoff for this, of course, is that sudden changes of direction take rather longer than normal. But once you get used to the idea, it's no big deal. There's even an element of 'cool' about it, as you turn smoothly and shoot someone or crouch down just as the baddie shoots. Hand-grenade throwing sequences, even though they take about ten minutes, are a mini work of art. (*Don't get carried away.* Ed.) Well, it's pretty good. The more you play, the more you get into the game and the more atmospheric it seems.



Well worth a look.



that make a game, with the only slightly naff aspect being our hero's inability to change direction when crouched.

The in-game sound is good too – there are smart gunfire noises and nice 'clattering about' footsteps, which don't sound quite appropriate when you're walking on the jungle floor, but ring with authenticity on the boat and the various platforms.

The four levels, without providing any difference in the basic gameplay, provide an increasing challenge as you progress. "Only four levels – that's not many!" You may cry. Well, Mr Count 'Em Up, that depends on how good or crap you are at playing this kind of thing, doesn't it? Anyway, if you do complete the game you can always make it harder for yourself by switching to Hard or Manic mode. Ludicrous plot aside, this is a pretty smart game, all in all. [E]

**debriefing**

The first thing that strikes you about the game is that it has good graphics and that it's beautifully animated. Bond moves very well, baddies move quite well (if a little stupidly) and everybody slumps heavily to the ground in authentic fashion when they're shot.

The 'reloading the gun' bit, the 'passing the gun from hand to hand' bit and the 'hiding in doorways' bit are the kind of fab little details



END ZONE	
Graphics	■■■■■■■■■
Sound	■■■■■■■■■
Addictiveness	■■■■■■■■■
Playability	■■■■■■■■■

**OVERALL 88**

Out: Now Price: £39.99  
Publisher: Domark

# Master Of

THERE WAS AN  
INVESTIGATOR OF  
THE PARANORMAL,  
A YOUNG PSYCHOLOGIST  
NAMED  
FERDINAND  
SOCIAL.



**Cor blimey, if it ain't a game set in Old London Tahn. Who better to look at the 'fing', than the pearly queen himself, MICHAEL HORSHAM. The game? It's MASTER OF DARKNESS, innit?**

 ur hero in this platform-based caper through the gloomy streets of Old London Town is a strange cove and no mistake. For a start his name is Ferdinand Social. For seconds, London is increasingly populated with dead bodies drained of their blood, while ghouls and nasties stalk the streets. So what does Social do? Move to Milton Keynes like any normal person? Oh no – he wants to hunt Dracula, the geezer at the bottom of all the bloodletting.

**woo00ooo00!!**

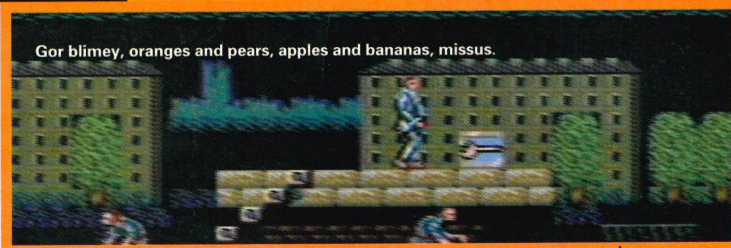
So, dressed in a rather fetching blue car-coat, Social moves through the cityscape, killing and maiming as he goes. Except he's killing and maiming the 'children of the night' as The Count often

calls his ever so slightly anaemic followers. So that's okay then.

aaajjeeeeee!!

Platforms are platforms are platforms really, and this one is no different. What would the average punter expect to find in it, then? A range of baddies that come at you from fairly predictable directions? We got 'em. A range of baddies that come at you from fairly unpredictable directions? We got 'em. Power-ups? We gottem. A range of different weapons accessed by battering at flashing skulls? We definitely got 'em.

The most atmospheric things in the whole shebang are the flapping bits of paper adorning the flaking brickwork of Old London Town. You can fair feel the wind whipping its way down the



# Darkness

back streets and up the left leg of Jack the Ripper's strides.


# hijssssssssss!

For a Master System game, the animation is okay, indeed in parts it's quite atmospheric, and the screen gives you all the bits of information you need. The amount of lives and energy you have left, which weapons you're carrying and the time limit you have to complete your particular stage are all displayed.

**grroooooaargh!!**

Just about the only tactical part of the game involves deciding whether to take or leave certain of the weapons you uncover as you blast your way along the levels. You might be quite happy swinging your way through the advancing zombies with your bloodaxe, when suddenly and unwittingly you've swopped it for what looks like a fruit knife. Although you *can* swop between the two lots of weapons you're carrying, the other might be an equally useless potato peeler or something. Strangely, the chopper appears to be more powerful in dispatching the baddies than the gun. So what's the message? Beware the weapons, and plan your offensive a bit.

**yip-boink-yip**

Few complaints about this game, as far as it goes. A few odd things, like the unpredictable weapon-swopping and an irritating tendency to call the River Thames the Thames River detract slightly from the overall enjoyment, but these are niggles. On the whole, with its playable levels and reasonable graphics, you could do worse than spend a while hacking through this bunch of undead baddies. 



# END ZONE

## Graphics



## Sound



## Addictiveness



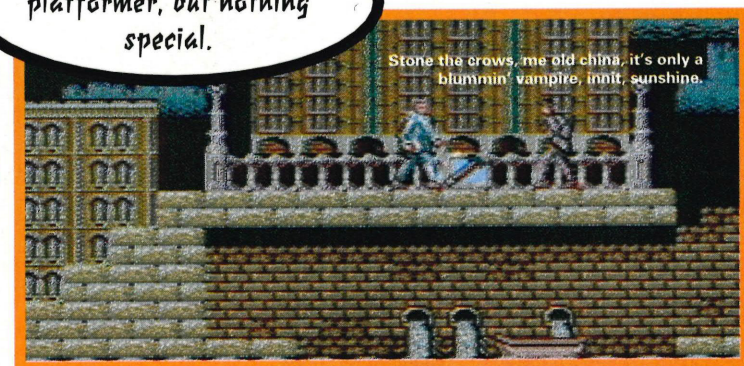
### Playability

**OVERALL 70**

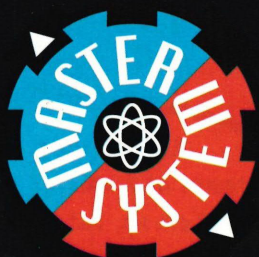
**Out: Now Price: £29.99**  
**Publisher: Sega**



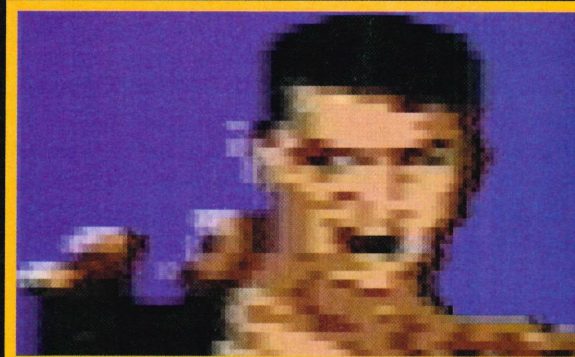
A playable  
platformer, but nothing  
special.



My old man said follow the van, and don't dilly-dally on the way



**MARTIN POND's promising career as a pugilist in the brutal world of illegal prize-fighting was dashed when his doctor warned him that the continued punishment might be too much for his hair-do. As consolation, we gave him Domark's new beat 'em up, PITFIGHTER.**



# Pitfighter

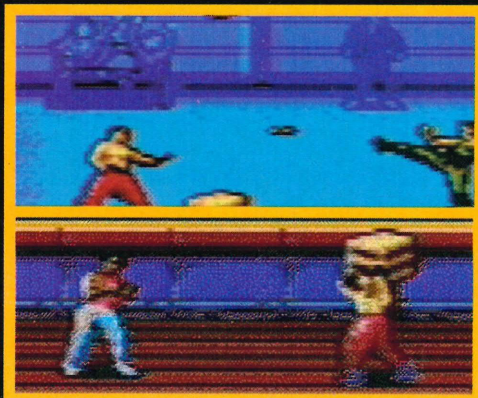
**W**hen *Pitfighter* first burst into the arcades, it rapidly caught the attention of the punters because of its stunning visuals. Yawny old cartoon graphics were blown out, in favour of fully digitised photos of real actors and actresses. (Obviously we're not talking Ralph Richardson and Dame Judy Dench here, but they were bloody hard-looking.) Anyway, the whole thing was fab – you could practically smell the blood and the sweat, the testosterone and the Vapo-Rub – it was just like a real pitfight!

Next came the 16-Bit computer versions – the digitised pictures were retained, but the whole thing ran at a much more sedate pace. And now *Pitfighter* has finally arrived on an 8-Bit console...

## scrap! scrap!

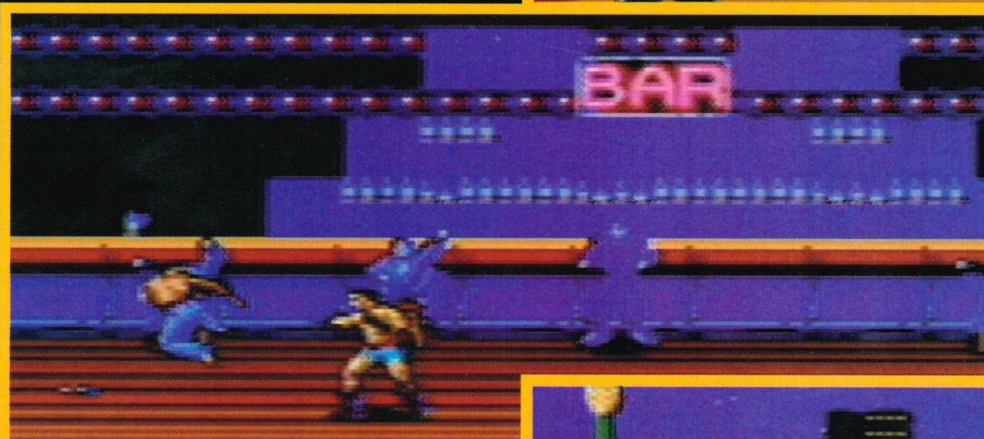
The game can be played either as one player against the computer or, if you have a similarly aggressive, red-meat-eating friend, there are a number of two-player options. Basically, each bout takes the form of a one-on-one, no holds barred fight in which you have to hit your opponent until they don't get up any more.

All the fighters can punch, kick, jump about and move into and out of the screen as well as left and right. Each character also has a special combat move, although it can only be used three times per fight. Unfortunately, none of these individual moves involves rolling up in the foetal position and whimpering softly, which was my immediate inclination.



## the venue

Of course, when you're organising a venue for a brutal, gladiatorial contest to the death, you can't go and book the local church hall. No, the fights have to take place in warehouses, alleyways, bar-rooms and kebab shops. Anywhere, in fact, where life is cheap and the audience is lairy.



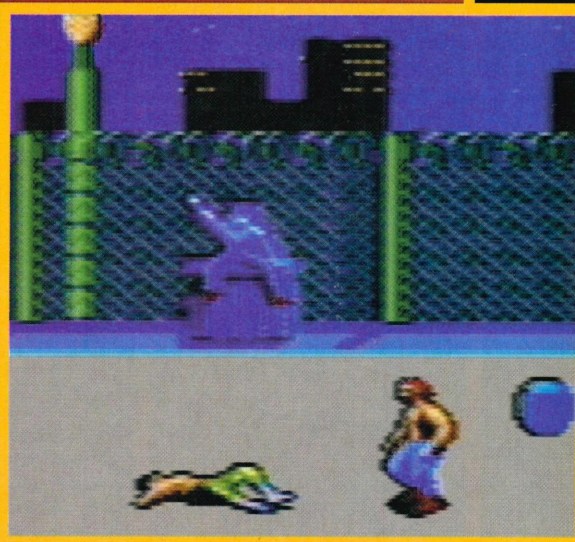
After the punters tired of karaoke, the landlord began booking an improvisational dance troupe which would thrill the crowd with interpretations of European monetary union

## weapons

In addition to the performance-boosting pills you find lying around, there is an assortment of objects which can be picked up and thrown. These include crates, knives, shuriken and pillows. (*Are you sure about that last one? Ed.*) Well, I don't know – it may have been a cushion I suppose, but whatever it was the stuffing definitely looked jolly firm, and it could certainly do you some damage if it caught you unexpectedly from the wrong angle. (*Girl. Ed.*)

## money

If the god of aggro is smiling upon you and you win, you'll pick up a fight purse, a bonus for each KO, and a special 'brutality bonus'. This is awarded by the judges, according to how much of a bast you were, so contestants who fight by the Queensberry rules tend to miss out



here. Such is the vicious nature of this game that there is no 'sensitivity bonus' for pitfighters who provide stricken opponents with tea and sympathy.





## opponents

Your opponents are a rum-looking bunch of sportsmen by anyone's standards. They all look like they prefer nothing better than an evening spent dining on raw offal or castrating lambs with their bare hands. Each one also has a special combat move, with varying degrees of sophistication. Chainman Eddie's tactic, for instance, is to crouch down and run headlong at an opponent. Cunning, eh?

Anyway, if you do cream all six of the opposition you get to lock horns with pitfighting's head honcho. His name's The Executioner, and as you can see he appears to have signed a sponsorship deal with Guido's Leather And Rubberware Emporium.



An ambitious attempt at a master system beat'em up, but a bit of a chore

## referee's decision

Mindless and sad though the arcade version of *Pitfighter* was, it did have the benefit of excellent digitised pics. Sadly, the graphics on the Master System bear almost no relation to these, and you find yourself developing a nasty squint trying to eyeball the miniscule sprites. The controls are a bit dodgy too, and it's a real nightmare trying to judge when you're in line with your opponent.

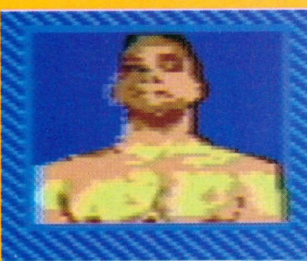
Another niggle was the rather noncey words of macho advice you're given between bouts, including such cliches as "Show no mercy", "There can be only one" and the rather obvious "Last fighter standing wins". There's nothing that would really be of any comfort or use in later life, no "It's the taking part that counts", or "Never eat the yellow snow". Perhaps Domark should get in touch with its feminine side.

Playing the two-player game is quite a laugh, especially since you both get the choice of controlling any of the ten contestants. And I liked the fact that you could pick up and lob objects about (even if you do need your opponent to leave you alone for a good few seconds if you're to do it). However, on the whole I found the game a bit of a snore. **E**

## Rogues' Gallery

### Ty

Pitfighter's Mr Sensitive, Ty is a trained kickboxer whose party piece is the flying kick. Previous employment includes a stint as Chuck Norris' hairdresser and a cameo role in the film version of *The Little Mermaid*. His hobbies include eating fibre, going to bed early with a cup of Horlicks and listening to *The Archers*.



**Ty**  
Kickboxing Champion  
Ht: 5'11"  
Wt: 186  
Special Move: Flying Kick



**Buzz**  
Mr Pro Wrestler  
Ht: 6'2"  
Wt: 226  
Special Move: Power Body Slam

### Buzz

His Pro Wrestler's special move is the body slam. Previous employment includes three years as a nightclub bouncer and two years as a sleeping policeman on a housing estate in Toxteth. Hobbies include punching masonry, colouring things in and collecting bison.

### Kato

A karate black-belt and black-tutu at ballet, Kato specialises in the combo punch – a combination uppercut, left hook and nipple tweak. Previous employment includes one day as an entertainer at a children's party, followed by four years for GBH. Hobbies include gutting fish with his teeth and kicking things.



**Kato**  
3rd Degree Black Belt  
Ht: 5'9"  
Wt: 176  
Special Move: Speed Combo Punch

No Pain, No Gain

END ZONE

Graphics



Sound



Addictiveness



Playability



OVERALL 72

Out: Now Price: £32.99  
Publisher: Domark

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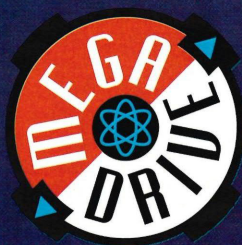
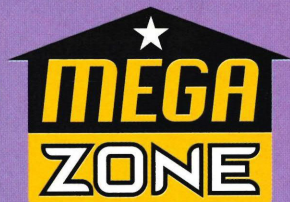
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Intrepid reviewer **JANE GOLDMAN** is in a sorry state. She's jittery, hasn't slept much and has been neglecting her friends and family. She hasn't combed her hair for days and whenever she tries to do anything, she can't concentrate because she sees funny little creatures dancing in front of her eyes. The *Sega Zone* doctor has diagnosed a terminal case of **LEMMINGS** addiction.

## Lemmings In Action

At the touch of a button, you can turn a useless, aimlessly wandering lemming into a lemming of action. For instance...



### climber

This lemming can scale any wall or steep hill that stands in his way, for the duration of the round. You can give him other tasks to do once he's climbed an obstacle.



### floater

Thanks to his handy umbrella, this lemming can float down safely from high up places.



### bomber

This little chap will explode after a count of five, destroying whatever he's standing on (unless it's made of an indestructible substance). He won't hurt other lemmings.



### blocker

A bit of a nightclub bouncer, this lemming – he will prevent other lemmings from walking past him.



**Y**ou'd be forgiven for thinking that I'd spent too many weekends waving my arms about to loud, beeping synthesiser music in a field in Salisbury under the influence of dodgy substances, but you'd have it all wrong. It's just the effect that *Lemmings* has on you.

It's been quite a while since *Lemmings* shot to the dizzy heights of fame on all the home computer formats. Now, mantelpieces of awards later, console owners can at last get a piece of the action.

If you've seen the game before, you'll most likely know that it's possibly one of the best, most frantic and most addictive puzzle games ever made, and you've probably dashed out and bought it already. But if you haven't, here's the beef...

Each level features a different enclosed terrain that's a couple of screens wide. They're all very different, yet they all have a) an exit, and b) a trap door through which a specific number of lemmings will drop at various rates of speed. Your job is to guide the lemmings safely to the exit.

Left to their own devices, the lemmings will merely wander aimlessly in a straight line until they either plummet off a ledge (possibly to their deaths,

depending on its height) or hit an obstacle, at which point they will turn around and continue to walk in a straight line in the other direction. Not entirely dissimilar to the *Sega Zone* staff after a particularly rousing evening at the pub. come to think of it.

It's up to you, as the lemmings' guardian angel, to get the little blighters organised. With the mere tap of a button, you can gift a chosen lemming with one or more useful skills and powers which will help him make it to the exit, and possibly help guide his pals to safety too. Sounds easy? Well, it *is* quite easy to start with, but just you wait as *Lemmings* has a stonkingly well-programmed learning curve.

Before you know it, you'll have

become something of an expert, at which point the terrains get trickier, the action speeds up and all the skills and commands will be available to you. Unlike most puzzle games, there's often more than one way to work your way out of a situation, so it really is a question of using your brain and skill in a straightforward way.

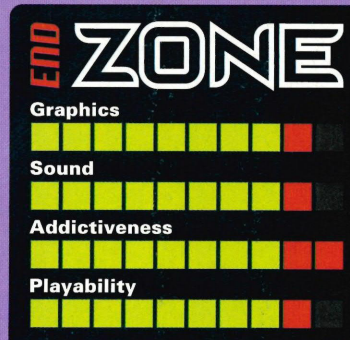
There are 180 levels to conquer, and each has a password, so when you have to tear yourself away to attend to minor annoyances like eating and sleeping, you can pick up right where you left off.

The other thing you'll probably be grateful for is the handy Sound Options function, which allows you to switch off the background music. The music consists of renditions of all-time irritating, jolly favourites and a few all-new ones. These are all played at an unnervingly high octave and speeded up to fever-pitch to create the cheesiest, most manic score ever to assault your eugs – guaranteed to drive you insane.

The graphics are cute and sharp, and although the lemmings themselves are quite tiny and the backgrounds quite detailed, it's all been done with such skill that things never get confusing.

The thing that sets *Lemmings* apart is gameplay that's perfectly paced and totally different from any other game (except, of course, the flurry of *Lemmings* rip-offs that appeared after it was first released), and, of course, fiendish addictiveness. Try it once and you're hooked.

The only way to avoid this terrible illness is to steer clear of *Lemmings* altogether. And if you hear any of your close friends muttering "Alright, so I play *Lemmings* now and again... I can handle it," it's probably too late.



**OVERALL 92**

**Supplier: Shekhana**  
**(081)3408565 Price: £29.99**



A hideously addictive game that's totally different and guaranteed to get even the most reluctant puzzler hooked.

**builder**

Has twelve bricks with which to build a little staircase in the direction that he's facing. If you don't give him a new command, he'll go back to being an aimless wanderer.



## miners

These dig in various directions, but can be stopped by giving them another task to do. They all revert to being normal lemmings once they've finished digging.



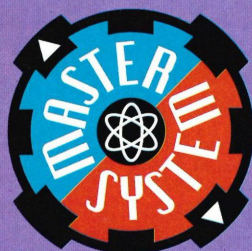
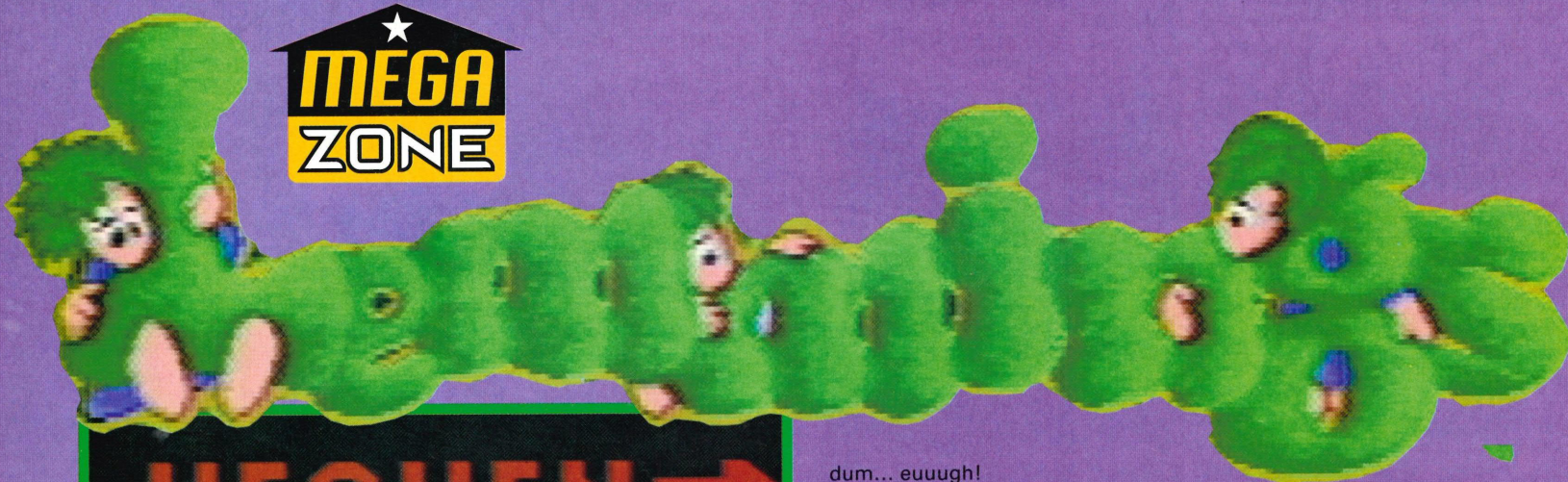
## basher

This lemming is a determined little blighter – he'll dig horizontally through anything in his way.



**digger**

No, stupid, this is not an Australian cousin of the European lemming – it's simply one which burrows straight downwards.



**When we went round to NICK GRIFFITHS' house to give him LEMMINGS to review on the Master System, he was sat in a darkened room listening to his Leonard Cohen records. "Oh,**

**what's the point? What's the point in any of it all?" he quipped as we removed his belt and shoelaces.**

**S**o the readers already know all about the game itself, then? (Yup. Ed.) About how the lemming chaps try to kill themselves, pretty dimly, and you have to stop them in a puzzle-game sort of way? (Uh-huh. Ed.) And about how the lemmings are so cuddly you could draw one on the front of a Mother's Day card? (In a roundabout sort of way, yes. Ed.) And how... (Look, they know how the game works, right? Ed.)

So the idea then, is to put to paper the differences between the Mega Drive version and the Master System version? (At last! Ed.) Well, there aren't really that many. Can I make something up instead... (No, get back to the game, please. Ed.)

The obvious difference is in the graphics. The Master System doesn't throw itself at you in a blur of spontaneous vibrancy and wilful colour, hugging you in its (freshly washed) sleeping bag of gorgeousness. Hmm, but then neither does the Mega Drive...

exactly. Anyway, the definition and colour, as you'd expect, aren't as good, but this version is still very impressive for an 8-bitter.

You pick up one of the eight lemming types: builder, blocker, digger... hang on, you already know that - deposit it on the requisite lemming and work your way round the course. Erm... perhaps the Lemmings have something to add...

**Lemming One:** Dum-de-dum-de-

dum... euuugh!

**Lemming Two:** Tarum-te-tum-tarum... euuugh!

**Lemming Three:** Papom-ti-pom-papom-widdle-doo-py-doo-doo-doo... euuugh!

...Obviously not. I could tell you that the music's dead cool and that some bunch of computer beardies will undoubtedly have a Top Ten hit with the techno-ambient club remix *Lemmings* 12-inch of *Ten Green Bottles*. And that *Lemmings* is *Lemmings* is top, so if you can only afford the Master System version, that's fine - no need to sell dodgy Scottish Dominik Diamond accents to impressionable young people simply to afford that Mega Drive version. Be happy with what you've got and pine not for your neighbour's satellite dish.

END ZONE

Graphics	■■■■■■■■■■
Sound	■■■■■■■■■■■
Addictiveness	■■■■■■■■■■■
Playability	■■■■■■■■■■■

**OVERALL 90**

Out: Now Price: £24.99  
Publisher: Sega



They're cute, they're cuddly - Lemmings are dead, erm... spuddly.

## spot the difference



Not a lot of difference.



Not a lot of difference.

## 8 page pull-out game guide!

★★★★★ Greatest show in town  
★★★★ Better than average  
★★★ Hmmm... not bad...  
★★ Zzzzzzzzzzzzzzzzzzzzzz  
★ Less fun than washing up a three week old grill pan with a toothbrush.



**Acclaim/£37.99**  
Basketball crossed with a beat 'em-up that all looks (and plays) a little flat. Nice idea that fails to get off the ground. ★★ ★

**Sega/£39.99**  
Okay beat 'em-up that follows the film quite closely, but fails to add that extra ping that makes a game outstanding.  
☆☆☆



**Sega/£39.99**  
Faster and bigger than the first *Sonic*, but otherwise not radically different. Still, they're both must-haves for your cart library, and the sequel also has the added bonus of two different types of two-player simultaneous action. Buy, buy, buy.





## BATTLE SQUADRON

Sega/£39.99  
Standard run of the mill shoot 'em up. Nothing special. Er... that's about it really.

## BONANZA BROTHERS

Sega/£34.99  
Okay puzzle-cum-arcade-adventure game, with loads of levels and secret rooms to explore.

## BUCK ROGERS

Electronic Arts/£49.99  
Based on the old Buster Crabbe movies. This is a smart, if complex, RPG game. From picking your adventuring companions to doing battle against the evil space monster, you roleplay and game for all you are worth. Good combat, good animation, good stuff.

## BUDOKAN

Electronic Arts/£39.99  
Martial arts sim. All the karate moves are very realistic, which may be why the animation is so slow. Only for die-hard karate fans.

## BULLS V LAKERS

Sega/£39.99  
A very high quality sports sim. This time it's basketball and comes packed with animation and sound of a very high standard. Great, addictive stuff.

## CALIFORNIA GAMES

Sega/£29.99  
"Everybody's gone surfing, Cal-i-for-ny-ay." Shorts, surf, sun and sex (*There's no sex in it, is there? Ed*) all on your Mega Drive. Okay fun, okay conversion.

## CENTURION

Electronic Arts/£39.99  
As the title suggests, this is a strategy shoot 'em up which requires a large amount of thought and planning to be able to achieve the ultimate goal - namely world domination.

## CHUCK ROCK

Virgin/£39.99  
Much better version than on the Master System, but still rather flat, especially when compared to something like *Mickey Mouse In The Castle Of Illusion*.

## COLUMNS

Sega/£29.99  
Cheap cart, but it's a pretty simple game. Made famous on the Game Gear and Master System, *Columns* is an addictive enough puzzler.

## CORPORATION

Virgin/£16  
In-depth and slightly frustrating space age RPG that bears more than a passing nod to *Blade Runner*. Good fun for the serious RPG'er, but unless you're a fan of dex roles and hit points this will leave you cold.

## CYBERBALL

Sega/£34.99  
Space age American footie game. Nice graphics, but if you want a real football game look elsewhere.

## D. ROBINSON'S COURT

Telnet/£39.99  
Like most basketball games on the MD, it's not really that good, but it's not that bad either.

## DARK CASTLE

Electronic Arts/£34.99  
An EA slip-up - and boy, have they. This game is bound to become the Mega Drive version of *Ace Of Aces*. It's that bad. All very sad, awful graphics and sound that hurts.

## DECAPATTACK

Sega/£34.99  
Massive and complex graphic adventure. *Decap* is highly addictive and very well put together. Nice one, Sega.

## DESERT STRIKE

Electronic Arts/£39.99  
The Gulf War makes it onto the Mega Drive. Fast and furious chopper action (oo-er) in the desert. You must rescue as many Americans (the good guys, who believe in truth, freedom and Pepsi) from the Arabs (the bad guys, who eat babies and smell). Simple and very addictive.

## DICK TRACY

Sega/£39.99  
The conversion of a rather overrated movie into a none too brilliant game. Average in all respects.

## DJ BOY

Sega/£34.99  
Long awaited but ultimately very disappointing beat 'em up with a badly-set learning curve that results in a near impossible playability factor.

## DOUBLE DRAGON

Ballistic/£29.99  
Cartoonish graphics and predictable gameplay leave you feeling a bit lettuce-like (ie limp). The whole shebang looks a little tired and old now, and despite the low cover price you're left thinking "Big, fat, hairy deal."

## DYNAMITE DUKE

Sega/£34.99  
Below par, into-the-screen shoot 'em up, which was originally a big hit in the pubs. This conversion onto the Mega Drive looks very weak.

## EA HOCKEY

Electronic Arts/£39.99  
Electronic Arts' Ice Hockey is amazing. Ultra-smooth animation and some amazingly detailed graphics coupled with the highly addictive game of ice hockey make this one game any Mega Drive owner must have. Violence galore, including frequent punch-ups combined with authentic sound make this a dream to play.

## E HOLYFIELD BOXING

Sega/£49.99  
Yet another appalling boxing sim - don't bother.

## EMPIRE OF STEEL

Flying Edge/£34.99  
Graphically highly original shoot 'em up that mixes space age ships with Victorian designs. Unfortunately the playability doesn't quite live up to the graphics. It's a case of nice to look at, real bummer to play.

## ESWAT

Sega/£34.99  
Highly unoriginal, dated-looking beat 'em-up. No plot, just a fair workout if your brain is in your trigger finger.

## EUROPEAN CUP SOCCER

Tecmagik/£34.99  
Very good footie game based on the Manchester United games on the Amiga. It's closer to *Super Soccer* than *Kick Off* in looks and animation, but not quite as fast, and hampered by a slightly strange control system. Still quite smart though.

## F-22 INTERCEPTOR

Electronic Arts/£39.99  
Yet another classic Mega Drive game from EA. The first flight sim that was any good at all on any console anywhere in the world. Loads of action keeps interest alive without sacrificing the graphical quality. More balls than the entire English Rugby team, *F-22* is simply brill-o.



MEGA  
ZONE

MEGA  
DRIVE

## GODS

Mindscape US/£39.99  
Even faster than the computer original, this excellent arcade adventure has lots of levers to pull, secrets to discover and baddies to kill. However, Sega don't see it that way so you'll have to get it on import.

## THE FAERY TALE ADVENTURE

Electronic Arts/£39.99  
Once upon a time, a long time ago, there was a game called *Faery Tale Adventure*. Graphic-cum-movement-cum-combat game. *Faery Tale* is a brave stab, but if you want a fantasy game grab *The Immortal*.

## FANTASIA

Infogrames/£39.99  
Mickey Mouse. We all know the alternative use of the word. This game isn't quite that - it looks really sweet, yet the gameplay stinks. Awful collision detection and a learning curve which resembles Mount Everest. Great to look at, crap to play.

## FATAL LABYRINTH

Sega/£29.99  
Famous old game, that still pulls in the crowds, or erm... players. A bit of a classic.

## FATAL REWIND

Electronic Arts/£39.99  
An original and clever platform blow 'em away. Nice touches, including an instant replay of your recent destruction which you can take over and play at any point, thus changing your own destiny, make for a superior game.

## FERRARI GP CHALLENGE

Accclaim/£39.99  
Let's see if you can guess what this game's about. I'll give you a hint - there's a strong vein of *Formula One* in it.

## FIRE SHARK

Sega/£34.99  
Rip-off cart based on *1943*. Nothing special. In fact, if truth be told, just something rather crap.

## FLICKY

Sega/£39.99  
Sometimes the simplest ideas are the best, and sometimes they're just plain boring. *Flicky* is the biggest pile of smelly brown stuff ever. Don't waste your money.

## FORGOTTEN WORLDS

Sega/£34.99  
Mindless blaster cart that offers little but a good pump of the trigger finger.

## GAIN GROUND

Sega/£34.99  
Human contestants are dragged into a maze full of android nasties in this uninspiring strategic shoot 'em up.

## GALAHAD

Electronic Arts/£39.99  
Passable arcade adventure with a slight puzzly aspect. Not much to set it apart from all its fellow platform romps though, except a femme-boy hero.

## GALAXY FORCE 2

CRV/£40.00  
A lame conversion. Very certainly not a good buy. Far more fun could be had from playing with a lightly floured and greased stoat.

## GHOSTBUSTERS

Sega/£34.99  
Very old and tired platform formula with acceptable, rather than outstanding, graphics and sound.

## GHOULS 'N' GHOSTS

Sega/£44.99  
Nowhere near as good as the Super NES version. Once again you are out to rescue a chick from the local evil wizard (yawn).

## GOLDEN AXE

Sega/£34.99  
Highly faithful coin-op conversion of an arcade classic. Now looking old and dated. Pathetically easy.

## GOLDEN AXE II

Sega/£34.99  
The chick in the G-string is back. Unfortunately *Golden Axe II* isn't that different from *I*. So unless you're a real fan, I'd stick with the original.

## GRANADA

Ubi Soft/£34.99  
Plain old shoot 'em up, with enough challenge and originality to make it worth a look. (Just.)

## GRANDSLAM TENNIS

Telnet/£34.99  
Not bad at all, even though this is just a blatant copy of *Super Tennis* on another format.

## GYNOUG

Sega/£39.99  
Original shoot 'em-up that finds you flying round as a dude with wings fighting strange creatures and ancient forces.

## HARD DRIVIN'

Tengen/Domark/£34.99  
Not so much *Hard Drivin'* as really rather easy drivin'. A bit crap really.

## HELL FIRE

Sega/£34.99  
Average arcade shoot 'em up. Nothing new.

## HERZOG ZWEI

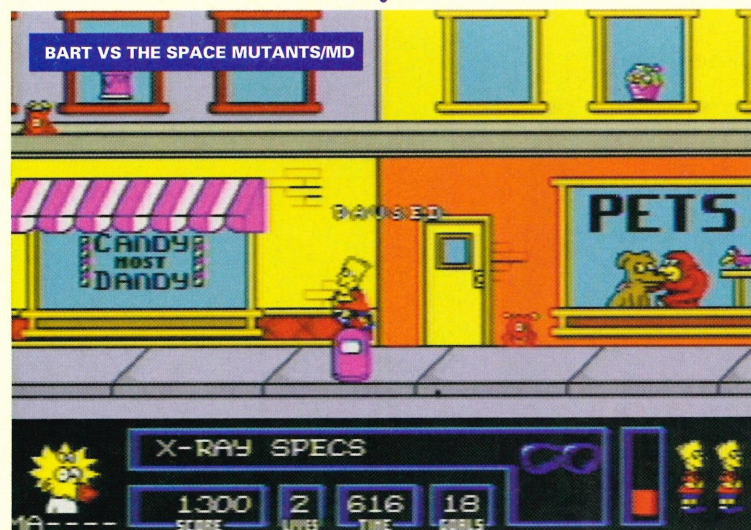
Sega/£34.99  
Despite the fair hefty price tag, *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market - incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not - save your pennies and buy this game. It really is the dog's.

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## IT CAME FROM THE DESERT

Sega/£39.99  
Based on an old 1950s B movie and just as crap.



## JAMES DOUGLAS BOXING

**Sega/£34.99**  
Not a bad boxing simulator, but as with all boxing simulators, it suffers from a lack of variety.

## JAMES POND

**Electronic Arts/£39.99**  
First outing for the aquatic-based super spy. Save as many trapped lobsters as possible in this eco-adventure. Not as good as its sequel.

## JAMES POND II: ROBOCOD

**Electronic Arts/£39.99**  
James Pond, Bubble 007, is back in an adventure so festive that it has everything but fairy lights hanging off it. Silky smooth graphics and animation as well as an oh-so-sweet storyline. A Mega Drive cart that's well up to the usual EA standard.

## JEWEL MASTER

**Sega/£34.99**  
A rather standard fighting fantasy game in which you collect rings to give you extra special powers. Nothing original, pretty pictures and okay muzak.

## JOE MONTANA FOOTBALL

**Sega/£34.99**  
Original Mega Drive American football game that now looks a little dated.

## JOE MONTANA II

**Sega/£39.99**  
Smart sequel to *JM1*. Boasting more sampled speech than any other game, and with a much improved play system, some rate it higher than *John Madden*, the original.

## JOHN MADDEN FOOTBALL

**Electronic Arts/£39.99**  
If you're into American football this is a must. Even if you aren't, it's worth learning the rules just so you can play. Amazingly smooth graphics, great sound and intelligent gameplay make this a game not to be missed.

## JOHN MADDEN '92

**Electronic Arts/£39.99**  
Take all the best bits from the original *John Madden* game (in other words, take it all). Improve upon that and you've got *JM '92*. If you already have the original, then the high cover price might put you off lashing out the major league cash. If, however, you have yet to get a US football game for your Mega Drive, then you'd be advised to go for this one above any other. Excellent stuff.

## KID CHAMELEON

**Sega/£34.99**  
This is an original kinda platform game in which, instead of collecting loads of different shaped guns to blow the bad guys away, you collect different shaped helmets. (It's true - I kid you not.)

## KING'S BOUNTY

**Electronic Arts/£34.99**  
A graphic adventure kinda game where you build armies with fantasy creatures and explore continents. Suffice to say it's very good.

## KLAX

**Domark/£34.99**  
Klax must have been out on more formats than any other game. Okay if you like arranging fast-moving coloured blocks into ever-more-complex patterns.

## KRUSTY'S SUPER FUN HOUSE

**Acclaim/£39.99**  
An excellent puzzle game with lots of platform trials. Would have been equally good without the occasional cameo by Bart and his clan, but still a must if you're into thinky games.

## LAST BATTLE

**Sega/£34.99**  
*Last Battle* is a beat 'em up game in the style of so many ninja games before it. Violent and bloody, it's expertly animated and has a variety of levels to keep your interest.

## LEADERBOARD

**US Gold/£39.99**  
Disappointing and dated golf game. Lacks the atmosphere and feel of real golf, and doesn't really push the Mega Drive either. Go for *PGA* if you feel the need for virtual putting.

## LHX ATTACK CHOPPER

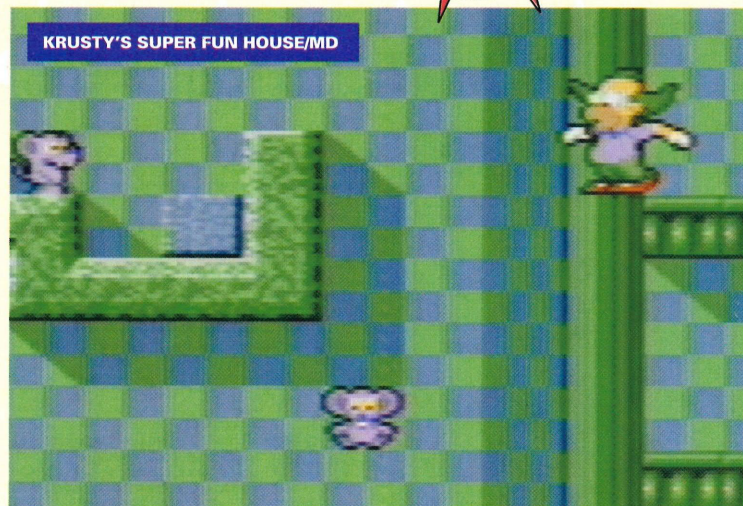
**Electronic Arts/£39.99**  
Excellent helicopter simulation that sets a new benchmark standard for Mega Drive flight sims. The best way to learn how to handle your chopper!

## M1 ABRAMS BATTLE TANK

**Sega/£39.99**  
A cross between simulator and shoot 'em up has you in charge of a battle tank in the midst of a Third World War battle zone. Smoothly scrolling 3D action.

## MARBLE MADNESS

**Electronic Arts/£39.99**  
An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses.



## MARIO LEMIEUX HOCKEY

**Sega/£39.99**  
Not that Mario - Mario Lemieux is a Yankee ice hockey star who plays for the bizarrely named Penguins. Okay, except you find yourself remembering how good *EA Hockey* is.

## MERCS

**Sega/£39.99**  
Superior coin-op conversion that has you playing the part of the only mercenary on the block who can save the free world. Lots of violence, combined with an over-the-shoulder viewpoint, makes for a pretty addictive shoot 'n' splat game.

## MICKEY MOUSE

**Sega/£39.99**  
Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures, Mickey must journey through a variety of terrains to a final conflict with the Witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound too. All in all, an outstanding game.

## MIDNIGHT RESISTANCE

**Sega/£39.99**  
Smart(ish) undercover spy shoot 'em up. Nothing original plot-wise, but nice graphics.

## MIGHT AND MAGIC

**Sega/£49.99**  
A menu-driven adventure of the first class. Especially nice for the bearded games players who are into dex points.

## MIKE DITKA POWER FOOTBALL

**Accolade/£34.99**  
Difficult to get into, but once there a worthwhile play. Not as good as *John Madden*, but let's face it, will anything be as good as *John Madden*?

## MOONWALKER

**Sega/£34.99**  
A straightforward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero, the rather twee gameplay is saved only by excellent graphics and sound.

## MYSTIC DEFENDER

**Sega/£34.99**  
*Ghouls 'N' Ghosts* rip off that totally fails to deliver.

## NINJA GAIDEN

**Sega/£39.99**  
Classic beat 'em up which appeared on the Mega Drive after appearing on every other machine. Especially good for those who like breakin' head.

## OLYMPIC

**Sega/£39.99**  
Guess what this is about. Yup, that's right. It's about flower arranging. (Poor joke, poor game.)

## OLYMPIC GOLD

**US Gold/£34.99**  
Okay *Track And Field* restyle that, while fun in multi-player mode, leaves you in one-player mode thinking that it's really time to wake up and smell the cutlery.

## OUTRUN

**Sega/£39.99**  
An old classic that dates very badly. The plot is, of course, near legend. You must dash across the States in a kind of road-movie-cum-hippy-dream.

## PACMANIA

**Domark/£34.99**  
Classic old arcade game. Our old friend, the little yellow blob, trundles round eating pills and avoiding ghosts. Great graphics, sound and enough of an update to keep gaming interest alive. *Pac* for the '90s.

## PGA TOUR GOLF

**Sega/£39.99**  
Converted from the original PC version, this realistic golf simulator suffers little in the 'downgrade' to the Mega Drive. This one's easy to learn, hard to master. A true sporting classic, old chap.

## PHANTASY STAR 2

**Sega/£59.99**  
Despite the hefty price tag, this graphic adventure is worth every penny. A massive playing area offers all kinds of possibilities that can be explored for ages.

## PHANTASY STAR 3

**Sega/£49.99**  
This is almost the spitting image of *Phantasy Star 2*. Somehow it's rather too expensive for a sequel that is so like the original.

## PHELIOS

**Sega/£34.99**  
Horizontally scrolling shoot 'em up that has little new to offer any serious gamer.

## PITFIGHTER

**Tengen/Domark/£39.99**  
Bare-knuckle fighting is very violent, very illegal and very dangerous. It's also a bit of a stonking Mega Drive game. With loads of digitised graphics and sampled sound, you get almost the real thing. One of the best single location beat 'em-ups around.

## POPULOUS

**Electronic Arts/£39.99**  
Here, not unlike *Sim City*, you get to play God. But unlike *Sim City* you get to develop your own race of people in competition with another race. A classic game.

## QUACKSHOT

**Sega/£39.99**  
Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald Duck) in a scrolling platform adventure. Superb graphically, not bad gameplay-wise, but slightly too slow to make it a classic.

## RAIDEN TRAD

**Ubi Soft/£34.99**  
A sadly sluggish shoot 'em-up that really has nothing new to offer. Oh dear.

## RAMBO III

**Sega/£29.99**  
Crap film, crap actor, crap game. Nuff said?

## REVENGE OF SHINOBI

**Supervision/£40**  
Leaps and bounds ahead of pretty much anything on either console or computer, this little baby is one of the best games of its type.

## RINGS OF POWER

**Electronic Arts/£49.99**  
Peculiar little RPG game from EA. Either you love it or you hate it. Most people have hated it. Poor graphics, gameplay, actually it's a bit of a poor game all round.

## ROAD RASH

**Electronic Arts/£39.99**  
Not an unpleasant skin complaint contracted from too many hours in the saddle, but a rather nifty motorbike racing game. Far superior to just about anything around right now, *Road Rash* is a true 'must buy' game.

## SHADOW DANCER

**Sega/£34.99**  
An arcade conversion which owes a lot to *Super Shinobi*, but doesn't stand comparison. Both graphics and sound are fine, but *Super Shinobi* wins hands down.

## SHADOW OF THE BEAST

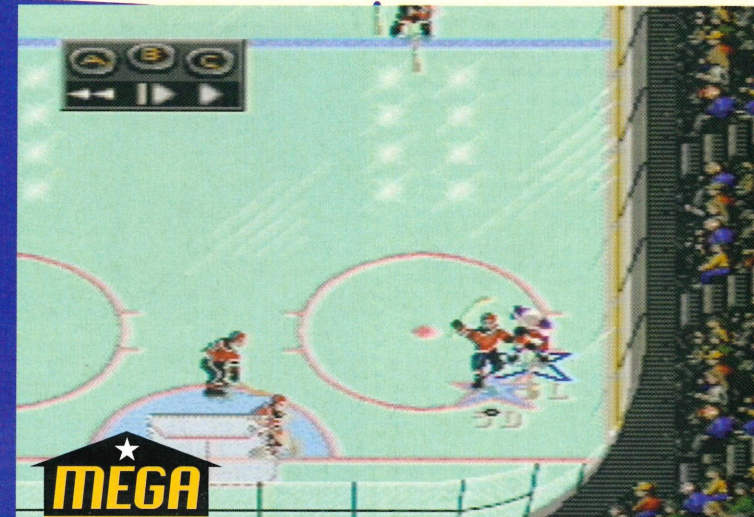
**Electronic Arts/£45**  
Trog around the inside of a really large tree in search of revenge for your mutation from a mild-mannered home boy to green, slimy thing. Classic game with stunning graphics, let down somewhat by disappointing gameplay. Think hard before splashing the cash.

## SHINING IN THE DARKNESS

**Sega/£49.99**  
Unfortunately for these guys, this game was released at the same time as *The Immortal*. An okay kinda graphic adventure, but not a patch on *The Imm*. The only way it scores over its better EA partner is that you can save your position within the game.

## SONIC THE HEDGEHOG

**Sega/£34.99**  
One of the best, if not the best, games around, Sonic is destined to become as famous as Pac-Man. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic.



## NHPLA HOCKEY

**Electronic Arts/£39.99**  
Basically *EA Hockey 2*, but featuring teams from the North American NHL League and loads of additional animation (including even better fighting sequences). Absolutely faaaaaaaab!



## SPEEDBALL 2

Virgin/£29.99

Yet another excellent version of Renegade's stylish but violent game of the future. Quite sedate compared to the 16-Bit versions, but marvellously playable anyway. The two-player sports sim for the Master System.

## SPEEDBALL 2

Virgin/£39.99

Classic game that falls down a bit in conversion, but still manages to stay up there with the best of the new crop.

★★★★★

## SPIDERMAN

Sega/£39.99

An initially cumbersome control system which could put you off at first, but it's worth plugging away at it. Once mastered, Spiderman jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and sound with a fair splash of humour make this one of the best Spidey licences.

★★★★★

## STAR CONTROL

Ballistic/£39.99

Stonkingly playable and great fun, especially in two player mode. Great reworking of an old-fashioned kinda game. It's a little bit pricey though, but hell it's worth it.

★★★★★

## STARFLIGHT

Electronic Arts/£49.99

One of those games that tries to mix a little bit of shoot 'em up with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA has saved *Starflight* from being too boring.

★★★★★

## STREETS OF RAGE

Sega/£34.99

Widely regarded as the best 'em up for the Sega. Little new in the plot department, but for animation, range of movements and pure blood and balls style, you just can't beat it.

★★★★★

## STRIDER

Sega/£44.99

Above-average, horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat.

★★★★★

## SUPER HANG ON

Sega/£34.99

Sega's attempt to duplicate the success of *Road Rash*. Er... they failed.

★★★

## SUPER HYDLIDE

Sega/£39.99

Crap arcade adventure, with awful graphics and a playability that kills any interest quicker than a short sword between the shoulder blades.

★★

## SUPER LEAGUE BASEBALL

Sega/£34.99

Baseball game that isn't as super as the title might suggest.

★★★

## SUPER MONACO GRAND PRIX

Sega/£36

A completely fab Grand Prix simulator. You have to compete in all 16 rounds of the World Championship, pre-qualifying in each for a grid position. The control system takes some getting used to, but you'll be able to race with the best of them when you do.

★★★★★

## SUPER MONACO II

Sega/£49.99

Smart sequel that improves on the original in mainly cosmetic ways. Not worth shelling out £50 for it, if you own the original.

★★★★★

## SUPER OFF ROAD

Accolade/£29.99

For arcade classic, read cheap licence. Cynic? Never. Not a bad version of the off road racing game. Does all look a tad old now though.

★★★★★

## SUPER REAL BASKETBALL

Sega/£34.99

No it ain't.

★★★

## SUPER THUNDERBLADE

Sega/£34.99

Ancient game, with loads of really blocky 3D graphics. Sadly it's looking its considerable age.

★★

## SWORD OF SODAN

Electronic Arts/£39.99

Below-par sword and sorcery graphic adventure which is rather easy to complete. Bit of a let down at nearly £40.

★★★

## SWORD OF VERMILLION

Sega/£49.99

Very expensive, but very good. One of the best RPG games available for the Mega Drive, if not the best. Easy to use, with loads of action and a high rate of play, means that you never get bored. A game for everyone, not just for the seriously bearded.

★★★★★

## TAZ-MANIA

Sega/£39.99

Classic cartoon game featuring the tearaway Tasmanian marsupial. Top class action and animation - quite simply, a top class game.

★★★★★

## TECHNOCOP

Razorsoft/£34.99

You are a good cop, out to clean up the city of dirty crims. You have a big gun that goes bang and makes the baddies fall over. That's about it, really. Not really up to much. In fact, about as smelly as Martin Pond's used verruca bandages. Yeuch.

★★★

## TECMO WORLD CUP

Tecmo/£34.99

Simply one of the sorriest excuses for a football game anyone has seen in a very long time. In a game of two halves, this sad effort doesn't even make it to half time. Total rubbish.

★★

## TERMINATOR

Virgin/£34.99

Well it all looks very nice, but it's about as shallow as a kiddies' paddling pool. Low on variety and low on challenge. Not one to keep you up all night.

★★★

## THE DUEL: TEST DRIVE II

Accolade/£39.99

Unimpressive and dated driving game in which you avoid police and Sunday drivers as you hurtle about in a sports car. No two-player option, very few roadside sprites and precious little playability.

★★

## THUNDER FORCE 2

Techno Soft/£34.99

Fast and smooth scrolling shoot 'em up crammed with excellent sound and graphics - one of the ultimate shoot 'em ups.

★★★★★

## THUNDERFORCE 3

Techno Soft/£35.99

Kersplat, pow, spagoo. This is our kind of game. This is the real thing - a shoot 'em up to end all shoot 'em ups. Amazingly fast, amazingly smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games, pretty far out.

★★★★★

## TOEJAM AND EARL

Sega/£39.99

The much vaunted *Toe Jam And Earl* is a bit like a *Sonic* house mix. This game's so laid back it's horizontal. Funky tunes, spaced out graphics and rad sampled speech. Pretty far out, man. A graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting way. Cooler than cool, this not-so-dynamic duo expose *Sonic* and *Mario* to be the Seventies throw-backs they always were.

★★★★★

## TOKI

Sega/£34.99

Monkey spit, eh? It's dreadful trying to get it off your clothes. The coin-op and 16-Bit versions were great - even the Lynx remix was ace - so why, oh why has Sega changed pretty much the whole game? Slow, dull and rather pale.

★★★

## TRUXTON

Sega/£34.99

A straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion with sound and graphics to match the original.

★★★★★

## TURBO OUT RUN

Sega/£39.99

Very poor and very dated. Not worth the cardboard box it comes in.

★★

## TURRICAN

Ballistic/£39.99

*Turrican* is truly vast and really rather brill. A conversion which stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two-finger salute and then saunters off into the nearest bar to start a fight. It's that cool.

★★★★★

## TWIN HAWK

Sega/£39.99

Average shoot 'em up. The same as every other Mega Drive shoot 'em up before it.

★★★

## VAPOR TRAIL

Ubi Soft/£44.99

Yet another arcade shoot 'em up conversion. Fine as far as it goes, it just doesn't go very far. Truly dull.

★★

## WHERE IS CARMEN SANDIEGO?

Electronic Arts/£49.99 Otherwise known as *Where In The Game Is Carmen Playability?* Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game.

★★★

## WINTER CHALLENGE

Ballistic/£34.99

Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathlon, downhill, cross country and ski-jump without having to embark on a bone-crunching Thompson's winter holiday. A sim so real you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive yet.

## WONDERBOY 3: MONSTER LAIR

Sega/£39.99

Usual platform game with *Wonderboy* once again having to rescue his girlfriend. Neat puzzles, good graphics and sound keep this from being just another *Wonderboy* game.

★★★★★

## WORLD CUP ITALIA '90

Sega/£29.99

Under-par footie simulator which, like so many other footie sims, is disappointing mainly because the animation lets it down so badly.

★★

## WRESTLE WAR

Sega/£34.99

Probably the best wrestling game currently available for the Mega Drive. Large graphics and sprites result in a very playable game.

★★★★★

## XENON II

Sega/£39.99

Not as good as the Amiga version, but still a merry little blast 'em up jaunt through deep space - keep those laser canons blazing.

★★★★★

## ZANY GOLF

Electronic Arts/£19.99

Despite the low cover price, this is still a real pile of brown and smelly stuff.

★★

## ZERO WING

Sega/£39.99

Tough shoot 'em up that scores with impressive graphics. One of the best.

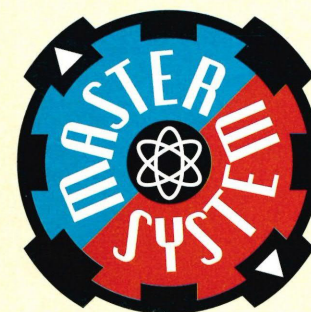
★★★★★

## ZOOM

Sega/£29.99

Small scale arcade puzzle game, not unlike *Qix*.

★★★★★



## ACE OF ACES

Sega/£32.99

Oh dear, oh dear, oh dear. I've seen some crap in my time, but I think *Ace Of Aces* must take the Golden Turd Award for True Awfulness.

★★

## ACTION FIGHTER

Sega/£12.99

Cheap and tacky. Full of, er... action and fighting.

★★

## AERIAL ASSAULT

Sega/£29.99

Very unimaginative shoot 'em up. A case of holding down the Fire button and tuning your brain to vacant.

★★★★★

## AFTER BURNER

Sega/£29.99

Classic arcade game makes a disappointing appearance on the 8-Bit.

★★

## ALEX KIDD IN HIGH TECH WORLD

Sega/£29.99

Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure.

★★★★★

## ALEX KIDD IN LOST STARS

Sega/£29.99

Yet another adventure for the Kidd. For AK fans only.

★★

## ALEX KIDD IN SHINOBI WORLD

Sega/£29.99

Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling, however little variation makes this rather dull.

★★★★★

## ALIEN STORM

Sega/£29.99

Absolutely awful game. Poor conversion of the Mega Drive original. Avoid like the plague. Shame on you Sega.

★★

## ALIEN 3

Acclaim/£18

Mindless violence a-gogo in this gory and challenging shoot 'em up film licence.

★★★★★

## ALIEN SYNDROME

Sega/£29.99

Shoot 'em up, beat 'em up kinda thing. Rather uneventful.

★★

## ALTERED BEAST

Sega/£29.99

One of the oldest games around. Rather a crap, fighting fantasy beat 'em up. Very poor. Avoid.

★★★★★

## AMERICAN BASEBALL

Sega/£14.99

One or two player mode available. Standard sports management programme plus active play sequences gives you enormous control over your team.

★★★★★

## AMERICAN PRO FOOTBALL

Sega/£29.99

Not just American football, not just American good football, but *American Pro Football*. Says it all really.

★★★★★

## AQUATICS

Electronic Arts/£34.99

Everybody's favourite underwater agent, James Pond, returns as host of the 'Aquatic Games' - a series of eight alternative watersports events. Colourful, fun and very competitive, with up to four players.

★★★★★

## ASSAULT CITY

Virgin/£29.99  
An atmospheric, shoot 'em-up. Very colourful and action packed, if a little low on originality.

☆☆☆

## ASTERIX

Sega/£29.99  
Smart version of Goscinny and Uderzo's original comic books. Graphics and animation that are absolutely brilliant. Rather disappointing sound and FX, but more than made up for by great playability. Great game.

☆☆☆☆☆

## AYRTON SENNA GP

Sega/£34.99  
Fairly good race game staring everyone's most hated driver, Ayrton Senna

☆☆☆

## AZTEC ADVENTURE

Sega/£12.99  
Everything to do with arcade adventures in Brazil, and nothing to do with trying to see Roddy Frame in concert.

☆☆☆

## BACK TO THE FUTURE II

Image Works/£34.99  
Collision detection that truly sucks and sprite flicker that gets on your nerves after 30 seconds. Avoid, it's crap.

☆☆

## BACK TO THE FUTURE III

Acclaim/£32.99  
How long is a piece of string? Can't say, can you? Equally you can't tell how long a console game should be. One, two or three levels? But there certainly aren't enough in *BTTF III*. (You lost me somewhere. Ed.) As a graphic adventure kinda game, *BTTF III* is fine as far as it goes, it just doesn't go very far. Three levels ain't value for money.

☆☆

## BANK PANIC

Sega/£12.99  
Otherwise known as the 'I don't get paid enough, why is my overdraft so bloody big?' sim. Uneventful bank job jaunt.

☆☆

## BART VS THE SPACE MUTANTS

Flying Edge/£29.99  
Pretty smart conversion of the old NES game, once again finds BS trying to fend off an alien invasion single-handed.

☆☆☆

## BASKETBALL NIGHTMARE

Virgin/£29.99  
Standard basketball game with the twist of playing against various mythical and fantasy creatures.

☆☆☆☆

## BATTLE OUT RUN

Sega/£29.99  
Rather similar to the arcade version of *Chase HQ*. Bog standard road racer game which, while low on originality, is very playable.

☆☆☆☆

## BLACK BELT

Sega/£12.99  
Cheap, but unoriginal, beat 'em up.

☆☆

## BLADE EAGLE 3D

Sega/£9.99  
Stonkingly cheap and cheerful, but also stonkingly crap.

☆☆

## BOMBER RAID

Sega/£29.99  
Take that, Jerry Hun-trousers. Standard 'jolly japes in the RAF' kinda shoot 'em up.

☆☆

## BONANZA BROTHERS

Sega/£29.99  
Smart multi-layered arcade action puzzle game. With traps to overcome and swag to be half-inched, *BB* suffers little in its conversion from the Mega Drive.

☆☆☆☆☆

## BUBBLE BOBBLE

Taito/£29.99  
Cute, bubble-blowing brontos, monsters and over 100 platforms. Great gameplay should make this more than a challenge for most games players.

☆☆☆

## CALIFORNIA GAMES

Sega/£29.99  
Surf's up on the Master System. A classic game and a poor conversion.

☆☆

## CAPTAIN SILVER

Sega/£29.99  
Follow the adventures of Captain Silver as he rights wrongs, does good and generally goes about, acting in a heroic way.

☆☆☆

## CASINO GAMES

Sega/£29.99  
Roulette, blackjack poker and craps, to name but a few in this pointless gambling sim.

☆☆

## CHASE HQ

Sega/£29.99  
Various vehicular chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness.

☆☆☆☆

## CHASE HQ II: SCI

Sega/£32.99  
Good-guy cop game with loads of bad guys to be blown away and cars to be skidded. Humm... okay, I suppose.

☆☆

## CHESS

Sega/£34.99  
What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics.

☆☆☆

## CHOPLIFTER

Sega/£24.99  
Classic horizontally viewed shoot 'em up that, despite being as old as the hills, is still pretty damn playable.

☆☆☆☆

## CHUCK ROCK

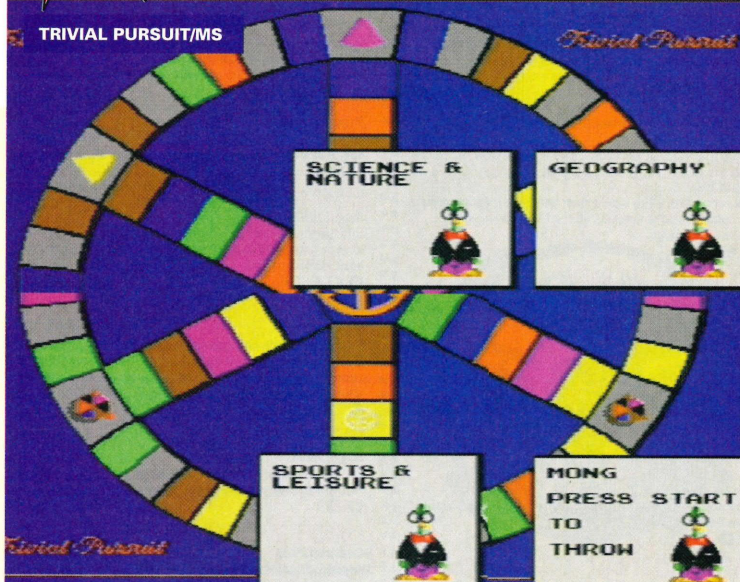
Virgin/£34.99  
Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little play. Not worth getting very excited about.

☆☆☆

## COLUMNS

Sega/£24.99  
Sega's answer to *Tetris*, finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive.

☆☆☆☆



## CYBER SHINOBI

Sega/£29.99  
*Shinobi* goes electronic but retains the same old beat 'em up formula.

☆☆☆

## CYBORG HUNTER

Sega/£29.99  
Earth-bound shoot 'em up which really has little new or exciting to offer you.

☆☆

## DARIUS II

Sega/£32.99  
*Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em up.

☆☆☆☆

## DICK TRACY

Sega/£29.99  
Despite - perhaps in spite of - Warren Beatty and Madonna, the film was a pretty hopeless turkey. Surprise, surprise - the Master System game lives up, or rather, down to it nicely.

☆☆

## DONALD DUCK

Sega/£32.99  
Brill graphics and really sweet animation as you play our guy Don. Loads of platforms to jump on and baddies to bash. All a bit easy though.

☆☆☆☆

## DOUBLE DRAGON

Sega/£29.99  
Poor beat 'em up. It's not really worth shelling out 30 notes for this.

☆☆

## DRAGON CRYSTAL

Sega/£29.99  
Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door.

☆☆

## DYNAMITE DUKE

Sega/£29.99  
Poor 'shoot everything that moves' game. High quality graphics and sound, but only for you if you're trigger happy.

☆☆

## ENDURO RACER

Sega/£9.99  
Cheap price. Crap game. This is real blockvision stuff.

☆☆

## ESWAT

Sega/£29.99  
A classic beat 'em up kinda thang in which you are out to rescue some poor sap who's gone and got himself kidnapped. Bog standard.

☆☆☆

## F-16 FIGHTER

Sega/£17.99  
If this is a flight sim, I'm a cabbage. I'm not and it ain't.

☆☆

## FANTASY ZONE

Sega/£12.99  
Not as good as the Mega Drive version, but not bad for all that. Opa Opa must save his planet by blowing everything he sees up. Weird, druggy shoot 'em up.

☆☆☆☆

## FIRE AND FORGET

Sega/£29.99  
Bog standard fighting fantasy fare, full of buxom maids and mad wizards.

☆☆☆

## THE FLINTSTONES

Grandslam/£29.99  
All really rather sad. Pathetically easy and with absolutely no long-lasting appeal.

☆☆

## GAIN GROUND

Sega/£29.99  
Not unlike that old arcade chestnut *Oix*, you must section off large areas of a given space. Plays better than it sounds.

☆☆☆

## GALAXY FORCE 2

Sega/£29.99  
Sega's massive coin-op has been converted onto the Master System. The 3D scrolling is just as crisp and sharp with great arcade-quality sound.

☆☆☆☆

## GANGSTER TOWN

Sega/£24.99  
Poor *Oppo Wolf*-style shoot 'em up. Not worth it.

☆☆

## G-LOC

Sega/£29.99  
Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you, that isn't hard.

☆☆☆

## GAUNTLET

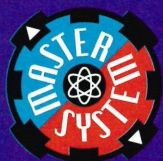
US Gold/£29.99  
Faithful conversion which retains all the playability of the original. Two-player mode brings the game to life. Still a good buy, despite its age.

☆☆☆☆

## GHOSTBUSTERS

Sega/£29.99  
Not nearly as good as it could have been. Only for hardened fans of the movie/cartoon series.

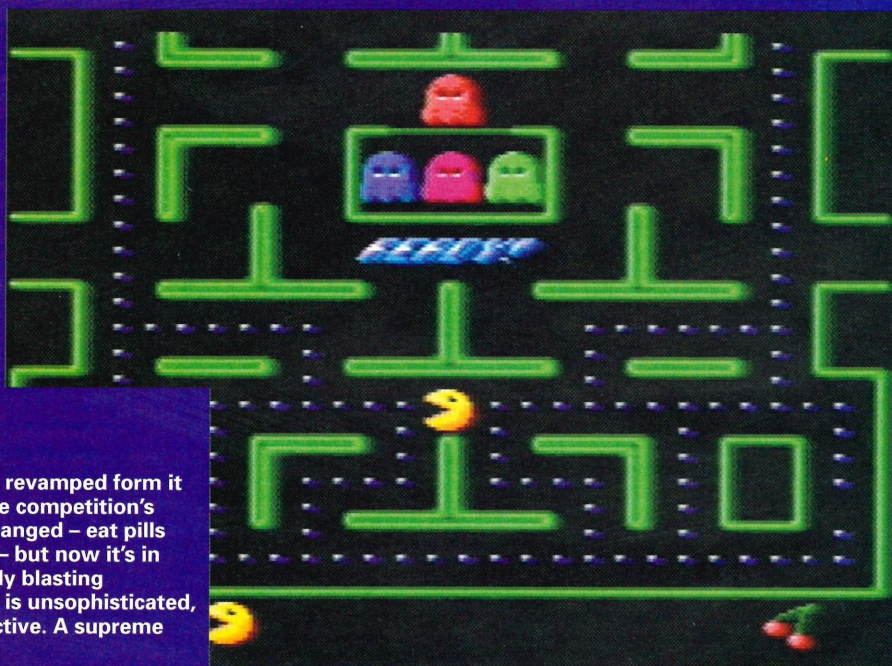
☆☆



## PACMANIA

Tecmagik/£29.99

An old game, but in its revamped form it still pours beer over the competition's heads. The aim is unchanged - eat pills while avoiding ghosts - but now it's in glorious 3D with a really blasting soundtrack. Playability is unsophisticated, but it's still mega addictive. A supreme arcade conversion.





## GHOULS 'N' GHOSTS

Sega/E29.99  
Loads of monsters to splat and power-ups to collect.  
☆☆☆☆

## GLOBAL DEFENCE

Sega/E12.99  
Slow, uneventful and downright dull shoot 'em up.  
☆☆

## GOLDEN AXE

Sega/E29.99  
Okay version of Sega's prize beat 'em up, but suffering from the same easiness that marred the Mega Drive version. Looks nice though.  
☆☆☆☆

## GOLDEN AXE WARRIOR

Sega/E32.99  
Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior*. (Inspired. Ed.)  
☆☆

## GOLFMANIA

Sega/E32.99  
Have you a mania for golf? If so, this is the one for you. (Things are getting worse. Ed.)  
☆☆☆☆

## GREAT FOOTBALL

Sega/E9.99  
Very poor and not at all great. Maybe *Crap Football* would have been a better title.  
☆☆

## GREAT VOLLEYBALL

Sega/E9.99  
There's only thing that's 'great' about this pile of old jobs – the price.  
☆☆

## HANG ON

Sega/E9.99  
Brave attempt at a Master System bike racing game that just suffers from the 8-Bit's lack of memory. Too slow, too blocky, too bad.  
☆☆

## HEAVY WEIGHT CHAMP

Sega/E24.99  
Pricy boxing sim that fails to deliver fairly dramatically. Large sprites chug around the screen like a couple of heavy goods vehicles.  
☆☆

## HEROES OF THE LANCE

US Gold/E29.99  
Play an assortment of eight characters, one at a time, who together must quest through deep, dark, very pleasant dungeons. Standard plot, but the whole thing is very well executed.  
☆☆☆☆

## IMPOSSIBLE MISSION

Sega/E29.99  
Arcade platform adventure, with one of the biggest dollpops of puzzle solving you are ever likely to come across. Great non-blasting action.  
☆☆☆☆

## INDIANA JONES/LAST CRUSADE

US Gold/E29.99  
A standard platform adventure with the added attraction of Indiana Jones, who is after the Holy Grail. US Gold has managed to produce a bit of a corker.  
☆☆☆☆

## JOE MONTANA FOOTBALL

Sega/E29.99  
Yankie footie sim, bit blocky and a bit slow. Not that hot, but probably the best you're gonna get on the Master System.  
☆☆

## JUNGLE FIGHTER

Sega/E29.99  
If you fancy a bit of fighting in the jungle then this is for you. If you're more of a 'fighting in the greengrocers' kinda guy, I'd look elsewhere.  
☆☆

## KLAX

Sega/E32.99  
Classic arcade puzzle game that suffers not at all in its conversion to the Master System.  
☆☆☆☆

## KUNG FU KID

Sega/E12.99  
Loads of flying backflip death-chops in this average, under age beat 'em up.  
☆☆

## LASER GHOST

Sega/E29.99  
Brill graphic arcade adventure thang, in which you attempt to save Katherine's stolen soul. (She's already got her funk back.) Worth a look.  
☆☆☆☆

## LINE OF FIRE

Sega/E29.99  
Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay do nothing to lift this game in any way whatsoever.  
☆☆

## LORD OF THE SWORD

Sega/E29.99  
Yet more leather-bound sword and sorcery adventure. Only for the serious grebo.  
☆☆

## MARBLE MADNESS

Domark/E29.99  
Arcade classic that works well on the Master System. Mind you if you've seen one version of *Marble Madness* you've seen them all.  
☆☆☆☆

## MAZE HUNTER 3D

Sega/E9.99  
Into the screen *Pac-Man*. Big, fat, hairy deal.  
☆☆

## MERCES

Sega/E32.99  
Bit flicky and a bit blocky, but for all that not a bad little shoot 'em up.  
☆☆☆☆

## MISSILE DEFENCE 3D

Sega/E9.99  
Naff version of an ancient game, with the added crappo-schlappo factor of you having to wear a ridiculous pair of 3D glasses.  
☆☆

## MONOPOLY

Sega/E29.99  
The board game that only ever makes an appearance on Boxing Day, can now be found on the Master System. Great, if you like that kinda thing.  
☆☆

## MOONWALKER

Sega/E29.99  
The man with the chim, makes a console appearance and is just as poncey as he was in the film. Okay, but all rather sweet and sickly.  
☆☆

## MS PAC-MAN

Tengen/E29.99  
All really rather boring. This is traditional *Pac-Man* with nothing new to offer. (Yawn.) Next....  
☆☆

## NEW ZEALAND STORY

Tecmagik/E34.99  
Excellent conversion of the cutesy platform arcade classic.  
☆☆☆☆

## NINJA

Sega/E29.99  
We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story...  
☆☆



## NINJA GAIDEN

Sega/E34.99  
Smart ninja bash – high on action, high on gameplay.  
☆☆☆☆

## OLYMPIC GOLD

US Gold/E34.99  
Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal. Average.  
☆☆

## OLYMPICS

Sega/E34.99  
Bloody expensive *Track And Field* sim that is as uneventful as it is expensive. Not a very good outing.  
☆☆

## OPERATION WOLF

Sega/E29.99  
Traditional kill-or-be-killed action. Six levels of *Oppo Wolf* are all well animated and scroll smoothly. Fine if your brain is in your trigger finger.  
☆☆

## OUT RUN

Sega/E29.99  
Slow, blocky and about as much fun as a kick in the groin with a hob-nailed boot.  
☆☆

## OUT RUN 3D

Sega/E9.99  
Almost the same as *Out Run* but, hey – you guessed it – the whole thing's in 3D.  
☆☆

## OUTRUN EUROPA

US Gold/E29.99  
*Out Run* but with a subtle difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Good stuff.  
☆☆☆☆

## PAPERBOY

US Gold/E34.99  
Above average conversion of one of the oldest games around. Worth adding to your collection, only if you like that kind of thing!  
☆☆

## PHANTASY STAR

Sega/E39.99  
Classic arcade adventure game with more quests to go on than I've had hot dinners.  
☆☆☆☆

## POPULOUS

Tecmagik/E34.99  
Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. This near legendary game shapes up well on the Master System. Potter around 5,000 worlds and act in a generally Godly manner. A superior game.  
☆☆

## POWER STRIKE

Sega/E12.99  
Shoot 'em up galore. Loads of things that go bang.  
☆☆

## PRINCE OF PERSIA

Domark/E24.99  
Outstanding conversion of an outstanding game. A brilliant fence 'em up (opponents clash in true cut-and-thrust sword-fight fashion) which has you as the Prince, racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your Princess against a tight time limit. Lavish sprite movement, excellent graphics and hugely addictive gameplay make this a must.  
☆☆

## PRO WRESTLING

Sega/E24.99  
Sorry kinda cart, with loads of block-o-vision sprites and little playability. Brave attempt, but...  
☆☆

## PUTT AND PUTTER GOLF

Sega/E29.99  
Crazy golf game that is fun for a little while, but soon begins to wain in the interest department.  
☆☆

## R-TYPE

Sega/E29.99  
Fine version of the old shoot 'em up classic. Fast, fun and full of juicy bits. A bit easy, but worth checking out just 'cos it looks nice.  
☆☆☆☆

## RAMBO III

Sega/E29.99  
Pretty damn poor version of the awful 'blood and guts, Gawd bless you America,' Sylvester Stallone film. Real *Oppo Wolf* territory.  
☆☆

## RAMPAGE

Sega/E29.99  
The old stonker in which you play an old B-movie monster (ie King Kong) and proceed to knock down the whole of New York. Nice animation and the odd dash of classic make this a bit of a stonker.  
☆☆☆☆





## RASTAN

Sega/£29.99

Seriously average game. Not really worth the relatively high cover price.

☆☆

## RC GRAND PRIX

Sega/£29.99

A motor racing game with a difference. Not a Porsche or Ferrari in sight – you dash round in a remote-controlled car. Not bad for all its bizarreness.

☆☆☆

## RUNNING BATTLE

Sega/£29.99

Very, very poor game. Awful sound, graphics and flick animation. About the only use you can have for this is to prop up a wobbly table.

☆

## SHADOW DANCER

Sega/£32.99

One man and his dog. Above average ninja beat 'em up, but for all that, let's face it – if you've seen one, you've seen 'em all.

☆☆☆

## SHADOW OF THE BEAST

Sega/£34.99

Huge, classic graphic adventure, that despite looking amazing plays rather less well. Nice graphics, shame about the playability.

☆☆☆

## SHINOBI

Sega/£29.99

Yer, yer, yer. Been there, seen that, bought the T-shirt, flushed it down the toilet. Yawnsville, Arizona. All very pretty, but all very old.

☆☆

## SHOOTING GALLERY

Sega/£24.99

Loads of different things to shoot at. Almost as much fun as a major traffic accident. But not quite.

☆

## SHOOTING GAMES

Sega/£24.99

Loads of different things to shoot at. Almost as much fun as a maj... (Yer, yer, okay. Ed.)

☆

## SLAP SHOT

Sega/£29.99

Above average hockey game that has the Master System steaming with all the effort of moving those sprites about. Brave effort, but...

☆☆☆

## SMASH TV

Acclaim/Etba

Crap conversion of a fab game, with laughable graphics and awful sound effects. Avoid.

☆

## SONIC THE HEDGEHOG

Sega/£29.99

Sonic the punk hog is back and he's even better on the Master System in some respects than the Mega Drive original. Much easier and slightly slower, but with a much better playability factor over what feels to be a larger playing area. Sonic will sure make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous. And that must be a first. This is a classic conversion. Classic game. In fact, classic full stop, really.

## SPACE HARRIER

Sega/£29.99

Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em up balls up.

☆

## SPACE HARRIER 3D

Sega/£9.99

Sad, sad, sad.

☆

## SPEEDBALL

Mirrorsoft/£29.99

Not unlike the excellent film, *Rollerball*, this is a highly violent cross between hockey and volleyball. It's the two-player option which makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you.

☆☆☆☆

## SPELLCASTER

Virgin/£29.99

Animated sword and sorcery action adventure, set in Japan. With ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System.

☆☆☆☆

## SPIDERMAN

Sega/£29.99

Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this one to watch out for.

☆☆☆☆

## SPY VS SPY

Sega/£17.99

Weak game, with little humour and playability. Not really worth the time or the money.

☆☆

## STRIDER

Sega/£29.99

Classic space age beat 'em up. With every kind of bad guy to be overcome and disposed of. Good stuff.

☆☆☆☆

## SUBMARINE ATTACK

Sega/£29.99

Underwater shoot 'em up. Okay, but nothing to write home about. Dive, dive, dive.

☆☆☆

## SUMMER GAMES

Sega/£29.99

*Track And Field* clone that is, frankly, disappointing. Not really worth it – go for *Olympic Gold* instead.

☆☆

## SUPER MONACO GRAND PRIX

Sega/£29.99

Forget baked bean tins and a plate. Much more arcade-bound version of the Mega Drive hit that's worth a look if you fancy a bit of armchair racing.

☆☆☆

## SUPER MONACO II

Sega/£30.00

Sad, sad, sad game that is almost as playable as a dead puppy. Please avoid. Shame on you Sega.

☆

## SUPER SPACE INVADERS

Domark/£29.99

Fun kinda game, which, surprise, surprise is based on the ancient grand-daddy of all computer games. New meanings and end of level monsters make for a playable game.

☆☆☆☆

## SUPER TENNIS

Sega/£29.99

Not so sure about the 'Super' bit. And certainly no relation of the Super NES game of the same name. In fact this could be more accurately called Not So Super Tennis.

☆

## TEDDY BOY

Sega/£29.99

Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaaahh! Retch.

☆☆

## TENNIS ACE

Sega/£29.99

Ironically, slightly better than *Super Tennis*. But not much.

☆☆

## THUNDER BLADE

Sega/£29.99

Fast and furious chopper action. (*Please! Ed.*) Standard Air Wolf-style shoot 'em up.

☆☆

## TIME SOLDIERS

Sega/£29.99

Warp through various time segments of history, hitting various people on the way. Almost a good game, but not quite.

☆☆

## TRIVIAL PURSUIT

Domark/£32.99

A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages and a score screen which charts everyone's rating in the various categories. Disadvantages include the extremely slow pace and irritating humour.

☆☆

## ULTIMA 4

Sega/£39.99

Role-playing game in the vein of *D&D*. You roam the countryside earning money, partaking in jolly japes etc. Very free-form game that allows a great deal of variety.

☆☆☆☆

## VIGILANTE

Virgin/£29.99

Ninja inspired, multi-screen, beat 'em up. Good visually, plenty of action and screens. Plenty of fun, but just how many more ninja games can we take?

☆☆☆☆

## WANTED

Sega/£24.99

Not by us it isn't.

☆☆

## WIMBLEDON

Sega/£29.99

Fresh cut strawberries and the taste of mown grass – it must be Wimbledon. With all the usual choices of hard, lawn or clay courts, tournament or single match play, this is an initially difficult, but ultimately rewarding tennis game.

☆☆☆☆

## WONDERBOY

Virgin/£24.99

The original outing for WB now looks a little dated, but there is still a bit of a stonking game hiding away in here.

☆☆☆

## WONDERBOY: DRAGON TRAP

Virgin/£29.99

Attractive sound and interesting graphics make Wonderboy a winnah! Horizontal scrolling, cute, fighting fantasy graphic adventure.

☆☆☆

## WONDERBOY IN MONSTER LAND

Virgin/£29.99

Possibly the best Wonderboy game, but only just. Smart graphics and a sense of humour seem to edge it above the others. Worth a look, if you've never seen a *Wonderboy* game.

☆☆☆☆

## WONDERBOY III

Virgin/£29.99

Yet another WB game. Again, the same old formula raises it's ugly head. Nothing new, but quite well put together.

☆☆

## WORLD CLASS LEADERBOARD

US Gold/£29.99

A reworked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over eighteen holes.

☆☆☆☆

## WORLD CUP ITALIA 90

Sega/£24.99

Awful, brown and smelly game. Really one of the crappiest footie sims around.

☆

## WORLD GAMES

Sega/£24.99

Yet another *Track And Field*-type game with very little new to offer.

☆☆

## XENON II

Image Works/£29.99

Potentially a game of greatness, let down by some very ropey collision detection. But for all that, there are some very nifty graphics and sound.

☆☆☆☆

## YS

Sega/£32.99

Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown.

☆☆☆☆



## AX BATTLER

Sega/£29.99

Lots of battling with axes. Simple, huh? Uneventful hack and slash job.

☆☆

## CHASE HQ

Taito/£25

Standard race and shoot game that makes *Outrun* look truly ancient. Unfortunately it's all a bit easy.

☆☆☆

## CHESSMASTER

Sega/£19.99

What a stonker of a game. Although chess is chess is chess, if you want to play it on your Game Gear, this is the only cart for you.

☆☆☆☆

## COLUMNS

Sega/£19.99

*Tetris*-style stack game which proves to be just as addictive. Well worth a look, 'cos it's very bright and colourful too.

☆☆☆☆

## CRYSTAL WARRIORS

Sega/£24.99

A *Zelda* clone if ever there was one, and it's a pretty funksome one at that.

☆☆☆☆

## DEVILISH

Genki/£20

Somewhere between pinball and an excellent shoot 'em up, *Devilish* puts you in charge of a *Black Out*-style paddle which you must use to destroy nightmare versions of graveyards. A spooky little gem.

## DONALD DUCK/DIME CAPER

Sega/£29.99

Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares – it still looks very nice.

☆☆☆☆

## DRAGON CRYSTAL

Sega/£24.99

"In days of old..." Fire-breathing action, but with no sign of Puff. Nothing special.

☆☆☆

## FACTORY PANIC

Sega/£24.99

Odd little puzzle game, but worth a look if puzzles are your particular thing.

☆☆☆

## FANTASY ZONE GEAR

Sega/£24.99

Flawed handheld version of *Fantasy Zone*. Not good.

☆

## G-LOC

Sega/£24.99

Conversion of a far from brilliant game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes.

☆☆

## GEORGE FOREMAN

Flying Edge/£28.99

Okay-ish boxing game that fails to hit the spot. (*Groan. Ed.*) Better than some, but not as good as others.

☆☆

## HALLEY WARS

Sega/£24.99

Not a bad little shoot 'em up, with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of zooming triangles...

☆☆☆☆

## INDIANA JONES AND THE LAST CRUSADE

US Gold/£27.99

Graphically very nice, but the gameplay lacks a certain 'je ne sais quoi'.

☆☆☆☆



## SUPER KICK OFF

**US Gold/£29.99.**

The grand-daddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of Kick Off itself shines through. Great football fun. Eer we go, eer we go...



## AYRTON SENNA'S GRAND PRIX

**Sega/£29.99**  
Kind of like the original, but with enough new twists and effects to make it a pretty good game.

☆☆☆☆



## JOE MONTANA FOOTBALL

**Sega/£24.99**  
Hup, hup handheld. Loads a Yankee footie action, surprisingly easy to see and with a fair dollop of playability. Joe Montana ain't bad.

☆☆☆☆

## KLAX

**Domark/£29.99**  
Classic game that makes a welcome appearance on the GG.

☆☆☆☆

## MARBLE MADNESS

**Domark/£27.99**  
Identical to the Master System version, but smaller.

☆☆☆☆

## MICKEY MOUSE

**Sega/£24.99**  
The scaled-down version of the excellent Mega Drive game loses little in the conversion to the GG. It retains the high standard of graphics and animation with some ear-curling sound effects.

☆☆☆☆

## NINJA GAIDEN

**Sega/£24.99**  
Nothing to do with hardy perennials and everything to do with kicking people in the teeth. One of those near legendary beat 'em ups.

☆☆☆☆

## OUTRUN

**Sega/£24.99**  
Naff conversion of the ancient pub-bound coin-op with little of any interest to offer.

☆☆

## OUTRUN EUROPA

**US Gold/£24.99**  
A technically adept game that combines the best bits from other driving games. Lots of different vehicles to hit the road with and the ability to ram, shoot and punch other traffic help sustain interest.

☆☆☆☆

## PENGO

**Sega/£19.99**  
Version of the much used and extremely dated Pac-Man gameplay. Unfortunately, Pengo shows its age—give this game a bus pass, someone.

☆☆☆☆

## PSYCHIC WORLD

**Sega/£19.99**  
Mind-bending action—well worth looking at, partly for the low price and partly for the puzzley, arcadey action.

☆☆☆☆

## PUTT & PUTTER

**Sega/£19.99**  
The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole-in-one in this game.

☆☆

## SHINOBI

**Sega/£24.99**  
The classic slash 'n' dash over four levels survives the transition to the Game Gear well. Ultra-smooth graphics combined with a varied gameplay.

☆☆☆☆

## SLIDER

**Sega/£24.99**  
Dull and uneventful puzzle game that owes more than a passing nod to Pac-Man. Very poor.

☆☆

## SMASH TV

**Acclaim/£29.99**  
Excellent arcade game which has sadly been reduced to a frustrating chore though conversion to the Game Gear. Squinty graphics and a dodgy control system are the villains of the piece.

☆☆

## SOLITAIRE POKER

**Sega/£24.99**  
More like Patience than Poker, but still a well-executed little cart. This will definitely be your bag if you're into hair-tearing puzzle games.

☆☆☆☆

## SONIC THE HEDGEHOG

**Sega/£29.99**  
What can you say about Sonic? More classic than a very classical thing. Sonic is brilliant on every format. Some even go as far as to say this is the best version yet. Sonic's a star. Real minty.

## SPACE HARRIER

**Sega/£24.99**  
Into-the-screen shoot 'em up, that, quite frankly, looks and plays in a very dated manner.

☆☆

## SPIDERMAN

**Sega/£39.99**  
Quite standard fare, this—all the action takes place on many platforms. The game has nice, smooth animation and sound. Reasonably good stuff, but nothing to cream your pants over.

☆☆☆☆

## SPIDERMAN VS THE KINGPIN

**Acclaim/£24.99**  
Spidey hits the streets in a major way. A superb conversion of the Mega Drive smasheroonie. A pretty steep learning curve sets just the right level of challenge and playability. It's the dog's bollocks (or, more precisely, the spider's, er... reproductive organs).

☆☆☆☆

## SUPER KICK OFF

**US Gold/£27.99**  
Is there any format that Kick Off hasn't been on? I.E.R... hmmm... I doubt it somehow. Can I look forward to playing Kick Off on my scientific calculator, my digital watch or maybe my abacus? A brillio pad version of the old faithful footie game, which, despite the small screen is easily viewed and played.

☆☆☆☆

## TERMINATOR

**Virgin/£25.99**  
With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned to your trigger-finger for this five-level fighterama.

☆☆☆☆

## SUPER MONACO GP

**Sega/£19.99**  
One of the few Grand Prix games available for any handheld, also one of the most disappointing.

☆☆

## SUPER WONDERBOY

**Sega/£19.99**  
Cute and detailed with nice graphics, Super Wonderboy is highly playable. Will keep you involved for hours.

☆☆☆☆

## WOODY POP

**Sega/£19.99**  
Not a bad Breakout game, but still a Breakout game.

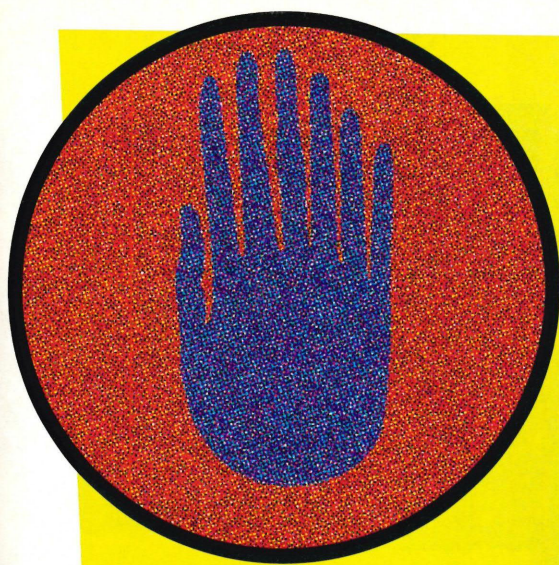
☆☆

## WORLD CLASS LEADERBOARD

**Sega/£24.99**  
The classic golf game. The animation is both smooth and functional. One of the better golf handheld games around.

☆☆☆☆





# SKILL ZONE

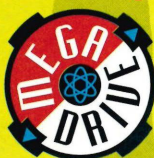
**W**e tried to get **DANIEL PEMBERTON** to write this month's Skill Zone, but he'd scarpered off to France, with the law in hot pursuit after an unsavoury (and highly illegal) incident with an under-age Yorkshire Terrier. But who needs the vile little tadpole, anyway? We don't need him to tell you that this is the bit where we print your hints, cheats, tips, guides, solutions and maps. And we're perfectly capable of informing you that every tip, cheat, hint, guide etc printed will win the sender a completely trendy Skill Zone badge, with the best contribution of the month winning the sender a staggering £50!! But please take note of the things said in the 'we get very cross...' bit if you want to stand a chance of winning the dosh. Send all your stuff to:

**SKILL ZONE**

*Sega Zone*

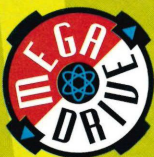
19 Bolsover St,  
London W1P 7HJ

## Steel Empire



An extremely short tip this. If you simply want to start on the second stage, on the title screen hold down B and press Start. You should now be whisked off to stage two! Hurrah!

## Two Crude Dudes

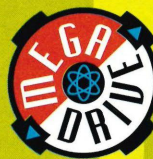


Another short tip which has been sent in by loads of people. In fact, not only has it been sent in by virtually every beat 'em up fan in the western world, it also works in virtually every two-player beat 'em up in the western world, including *Streets Of Rage* and *Pitfighter*. Once your player is on his last continue and he is about to die, simply swap joypads and press Start on joypad two. You'll now have an extra three credits as player two. Yeeeeeehar!

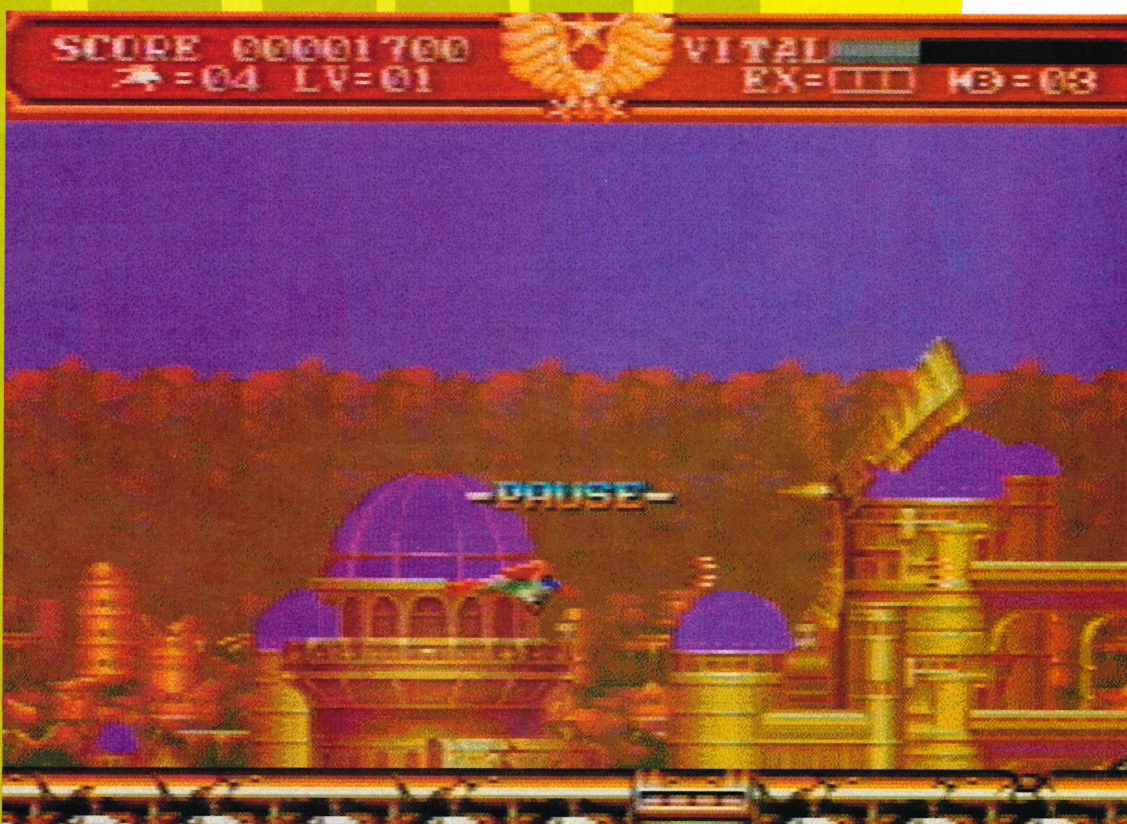
## We get very cross...

- \* With people who don't send in their full name and address.
- \* With people who don't enclose the name of the machine or game the cheat is for.
- \* With people who don't write legibly.
- \* With cretins who copy cheats from other mags.

## Arch Rivals

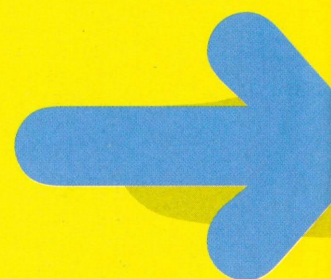


Apparently if you hold down A and Start while you're in the lockers at the beginning of the game, you should automatically get the ball when the game starts. In the other quarters (eg half-time and stuff), just hold down A while the commentator appears for the same effect.

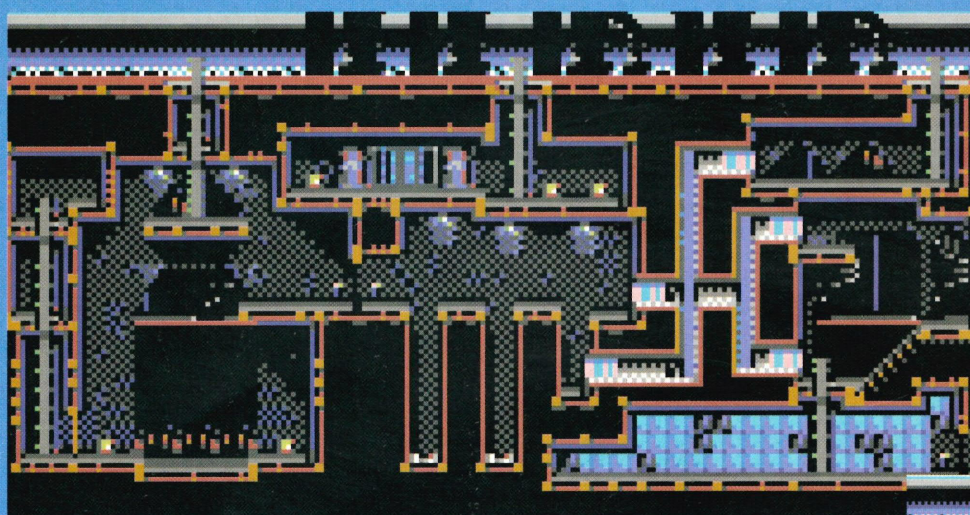


Caption

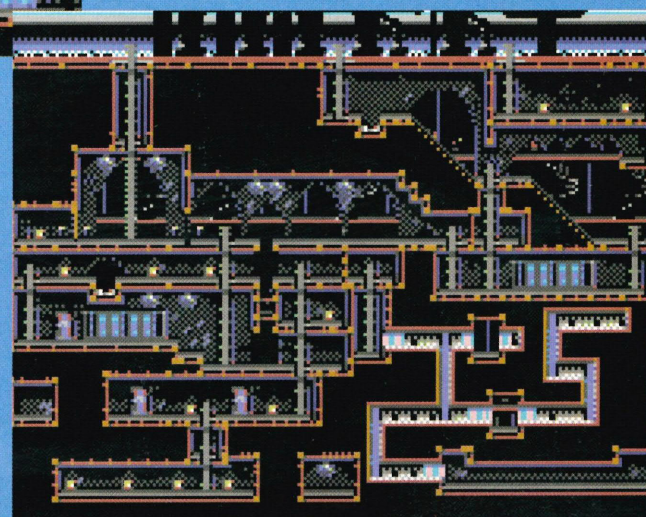
# Weapon



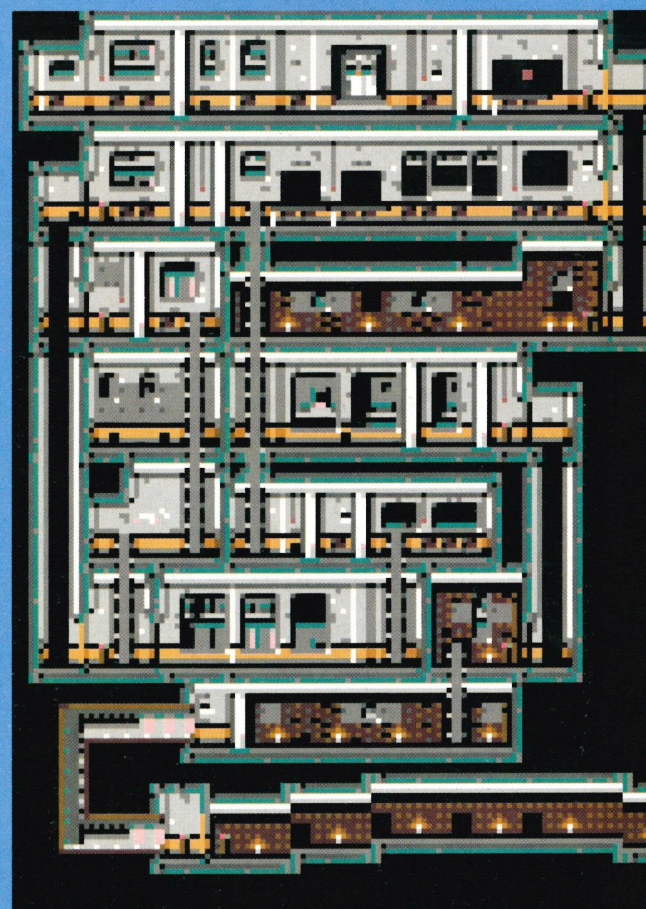
level 1-1



level 1-2



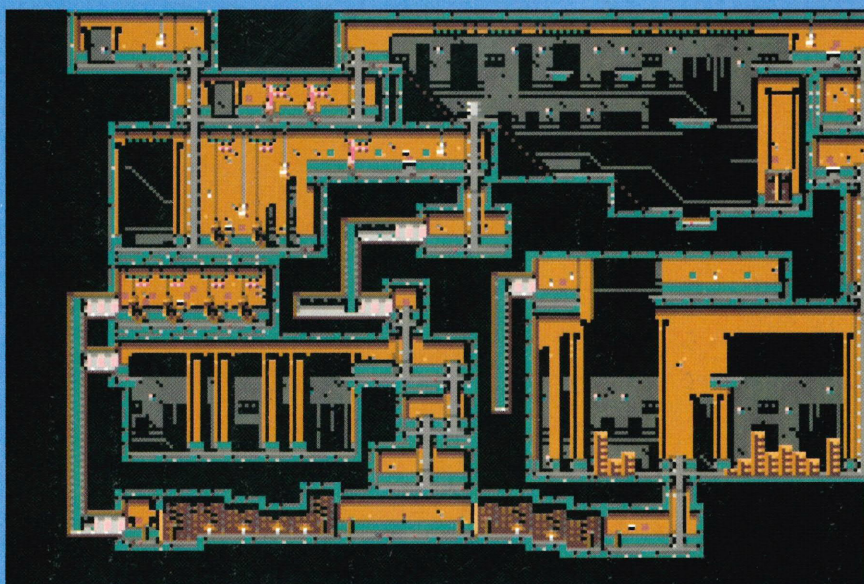
level 2-2



# Alien 3

How's about this, then? We've only gone and got a load of ALIEN 3 tips and maps straight from the horse's mouth! JOE 'JONATHAN' BONAR, Senior Producer at Probe Software, has kindly provided us with these handy hints and maps for the first five levels, excluding the boss levels.

level 2-1



**H**ere's a bit about the weapons you can get your grubby hands on (in order of their usefulness).

### the pulse rifle

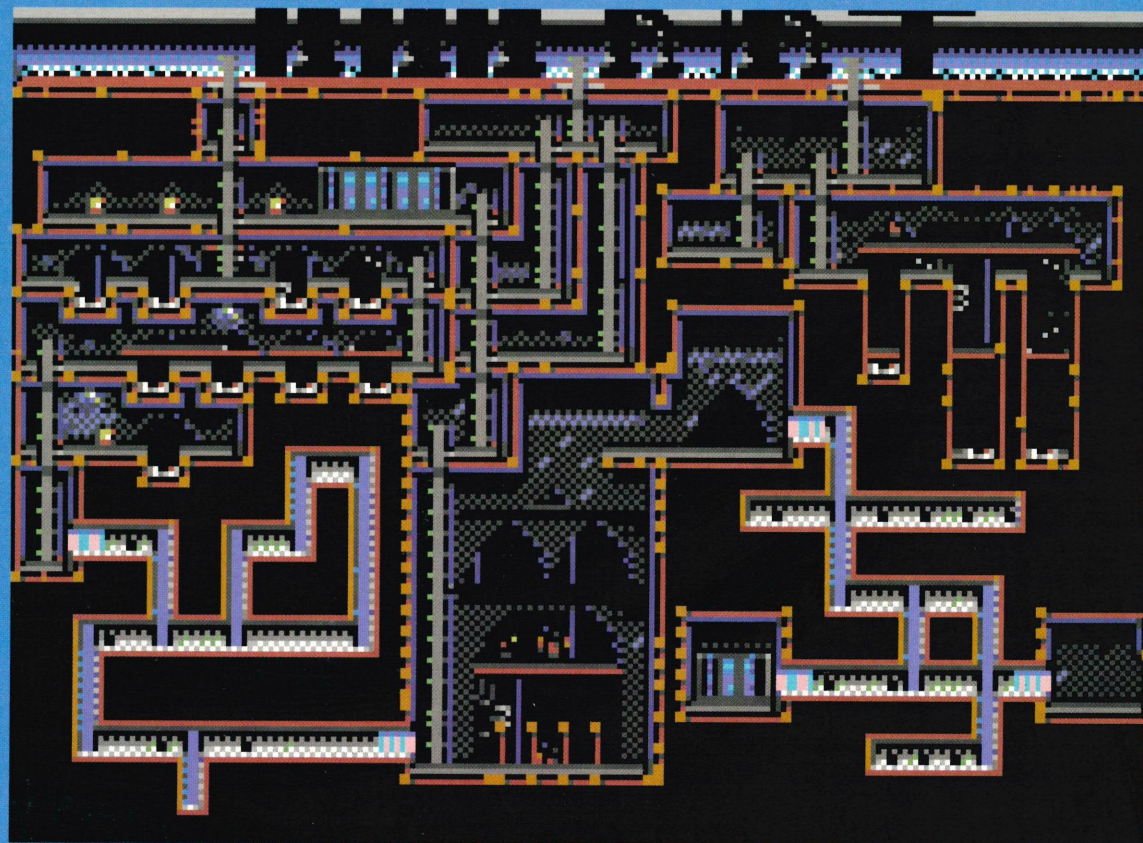
Very fast – this is the best weapon for instant response. BUT you'll need to keep your finger on the button for longer to kill things – so you waste more ammo. So it's best to use this one in short, controlled bursts".

### the grenade launcher

A blinder. Very powerful, doesn't mess about (although it messes the Aliens about a treat). It takes a little while to aim the gun before it lets rip. But when it goes, WHAM! On early levels, kills all known Xenomorphs dead in one shot. On later levels, even with this baby you'll have to bash out at least two of the bastards. Blows up doors (when it's a pain to simply open them – besides, they're worth points!)

### the flamethrower

Quite nice (makes a good hissy sound too). Although it's very powerful, but not as meaty as the grenade launcher, you've got to let the alien scum get close enough so you can see the whites of their eyes (have they got 'em?). Good up ladders (and down) as it covers a reasonable area (unlike the other weapons, which only have a small projectile).



### hand grenade

Dodgy. Very much a last resort weapon. It's ranged, so it doesn't explode on contact, therefore positioning yourself carefully is very important.

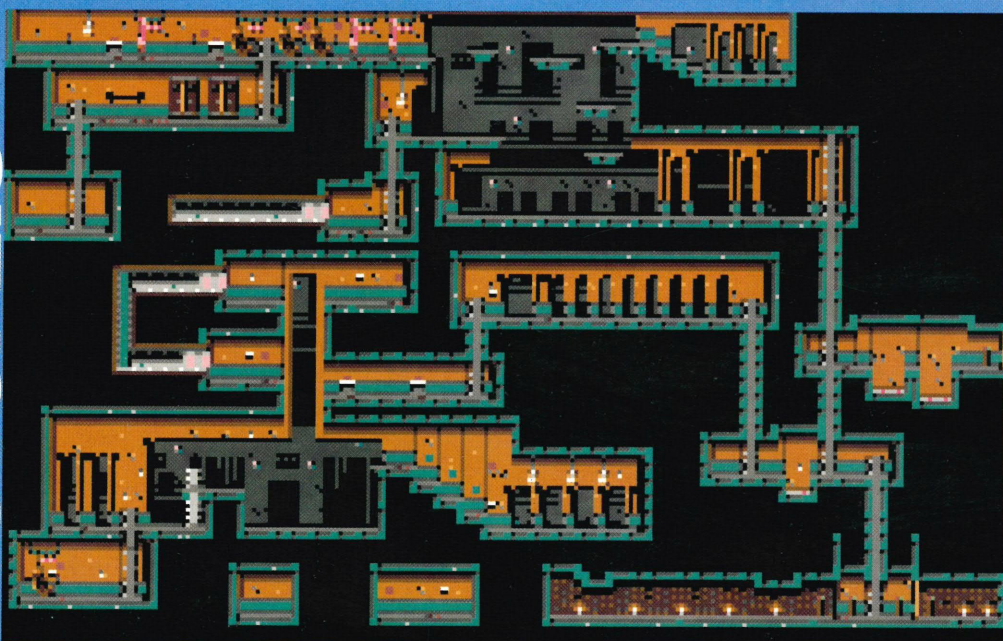
### weapons - general

When you've collected something, it's gone for that particular go. So if you're full of ammo for your pulse rifle and you pick up another, it is wasted. Save them by simply jumping over them.

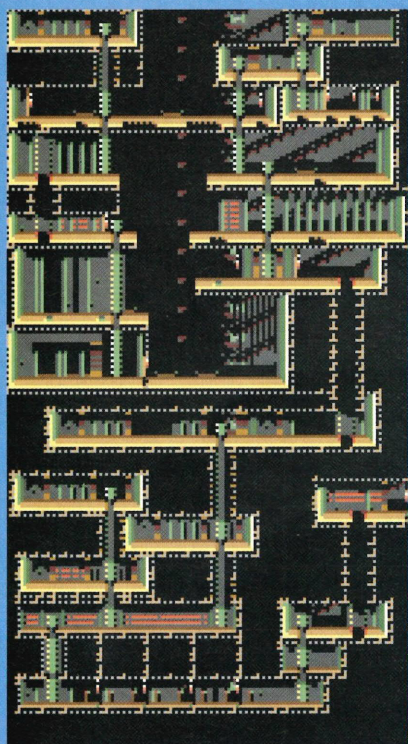
## face huggers

**H**ere are some unbelievable (but true) facts about those unsightly face-huggers...

- ① They only appear from level four onwards.
- ② They are most prevalent on the Alien Nest level – nasty.
- ③ Eggs won't launch a face-hugger at you unless you get too close. They are still if you are sufficiently distant, but as soon as they start to twitch, beware – you're walking on stoney ground (or slimey ground!)
- ④ Eggs will close up after a launch, and will cause more blood-curdling, hand-like nightmares if you don't scoot fast.
- ⑤ Here's a weird one – face huggers can't seem to grab hold of you if you're on a ladder. It's not a terribly useful piece of information, it's just an interesting biological foible.



level 3.1



## the levels

**A**t the Probe Labs, when we captured the *Alien 3* game for intensive scientific study, we carefully labelled each level according to its type.

### mission

Rescue the prisoners and kill things.

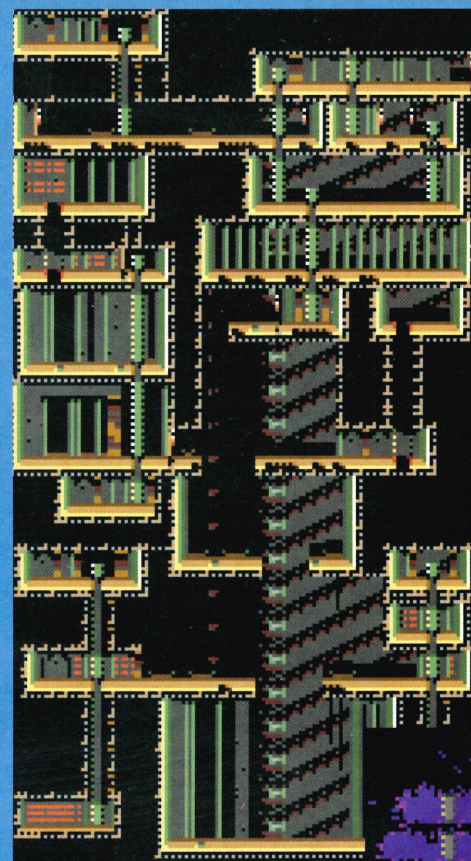
### rescue

Get the people and then try to get out alive.

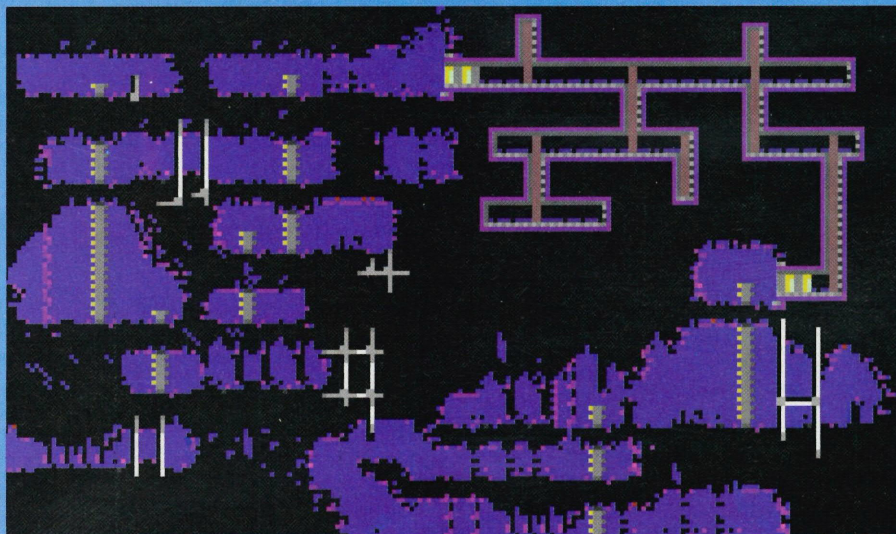
### mayhem

Kill aliens and find the exit.

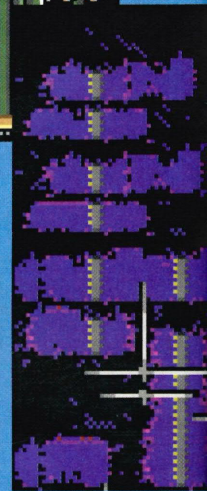
level 3.2



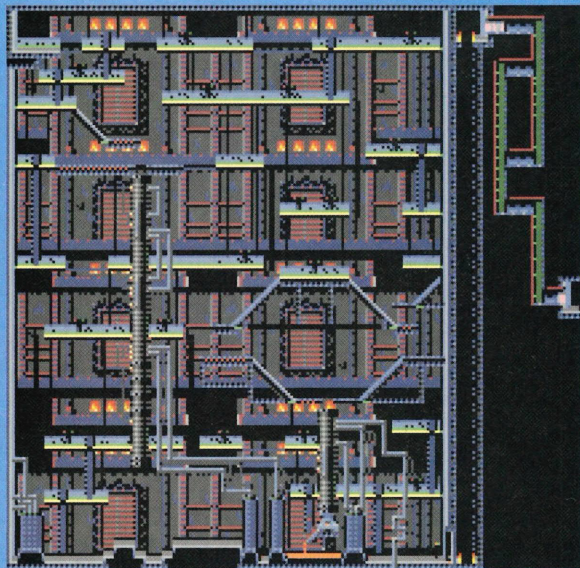
level 4.1



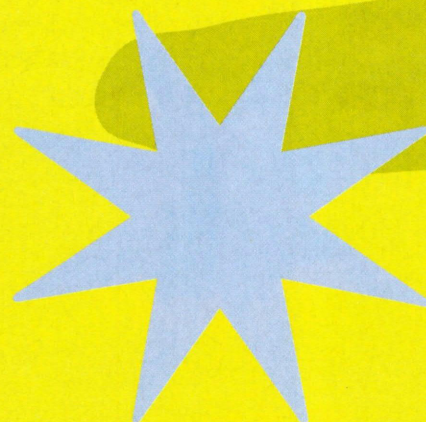
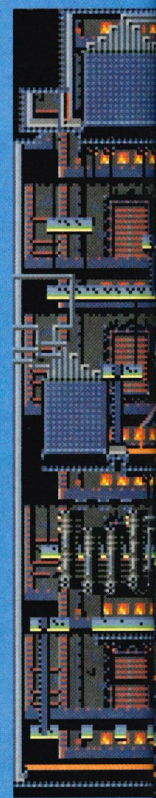
level 4.2



level 5.1



level 5.2



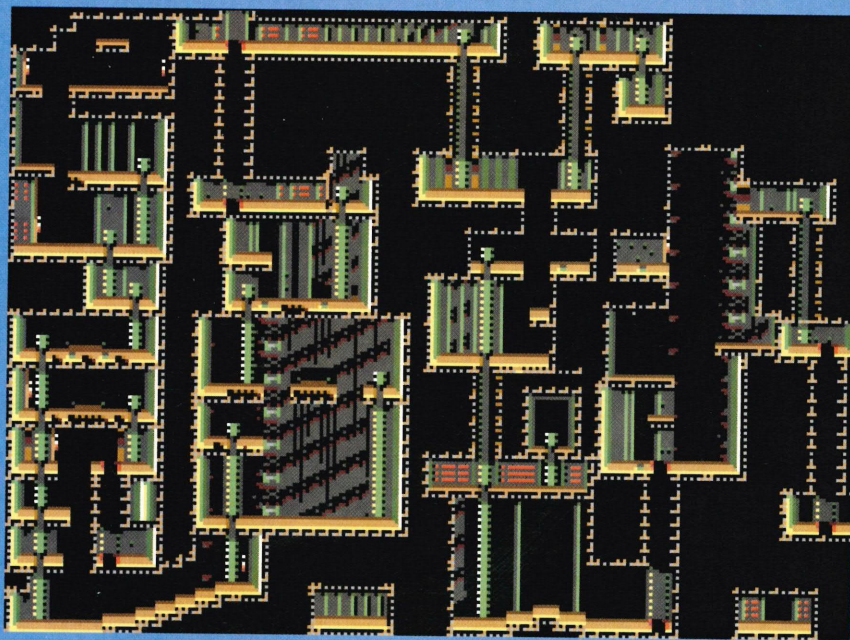
1 On later levels, you'll usually find some energy hidden near the start of a level.

2 Here's a good one - if you finish a level, WITHOUT GETTING HIT ONCE, you'll be given some serious points in the end of level tally-up.

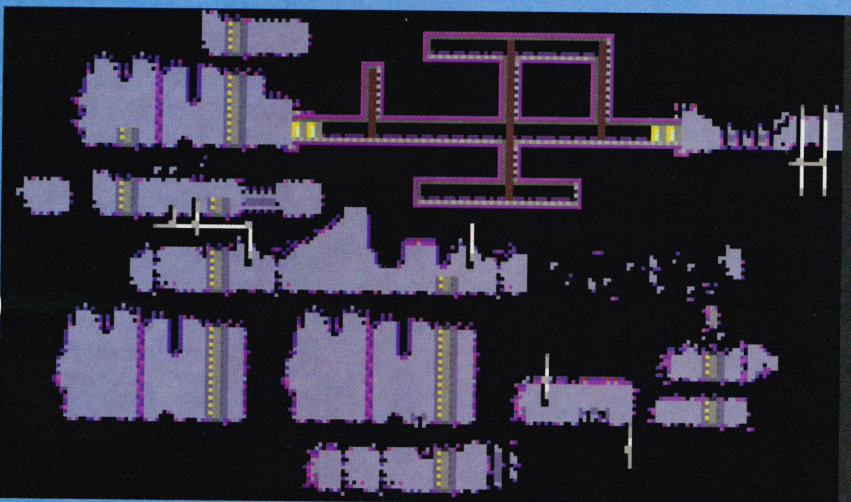
3 If you die and restart a level, you are given the equivalent of a pick-up if your amount for any item is below a certain value. This could be useful for tactical hara-kiri.

4 If you manage to kill everything on a level, you'll be given loads of points (not a special bonus or anything - just lots of points) and the satisfaction of clearing a 'wave'.

level 3.3



level 4.3



the

**bosses** little word about the bosses. A stupid question first, though: "Are they stupid?" An answer: "Yes, but they're also very angry."

1 The bosses follow a set path and perform a set sequence of actions. They spit either left or right, and when they jump they spit down - a nasty spray of smelly acid!

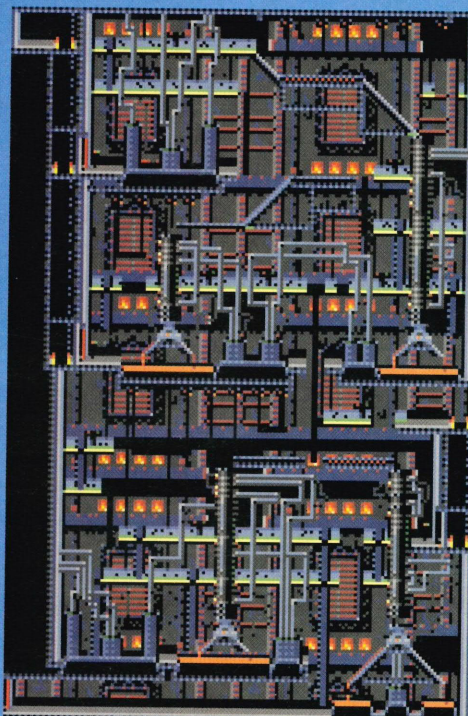
2 Don't ever waste ammo shooting aimlessly (not that you would, eh?) You've only got a finite amount to use, and once you're out there's no more... is there?

3 After a fixed period, you are given some more ammo - chosen by the *Alien* technicians at the Probe labs to be the most useful for you at the time.

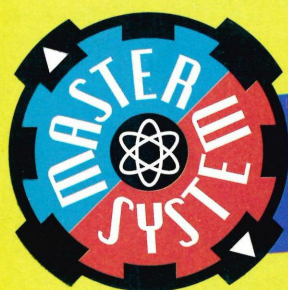
4 There are other objects of desire hidden everywhere. Have you ever tried jumping into walls?

5 You can't blow up boss doors, so don't waste your time trying. Okay?

level 5.3



# Spellcaster



**Supertip guy FERNANDO REYES** is a whopping £50 better off, thanks to his map for the pyramid level of **SPELLCASTER** on the Master

**System and accompanying hints on the more difficult aspects of the game. So take it away, Fernando...**

## items and equipment

X-ray glasses are pretty superfluous, but if you want to find them, look at the small house to the right of the pier before Danoura Ocean is calmed down. Instead of using them, you could deep dive everywhere when at the twenty five squares Danoura Ocean. If you are allergic to sea water, use the x-ray glasses to minimise the number of times you should need to deep dive. If you're not bothered you could abandon Danoura, leaving behind some treasures. Five squares contain goodies worthy of a swim and in at least two of them you must have a bath.

Kuma's necklace is worthless. (The one Kuma wears before Kane's final battle.)

The decisive battle can be faced without body armour or leg armour, and you could do away with the trident as well. However, as part of the excitement is finding them, search the pyramid thoroughly. More specifically, be a high flyer when inside the dungeons. At least two false walls should be meticulously demolished.

## pyramid level map

If we agree that the entrance is on the second level, then the exit is on the fourth level. You will find the walls that Kane needs to demolish fully in the main path, and the other very near to it inside the gallery that contains something which anybody can see is unique. (The upstairs and downstairs galleries are not fully mapped, but are only indicated, as are all dead ends.)

Note: This map is not to scale.

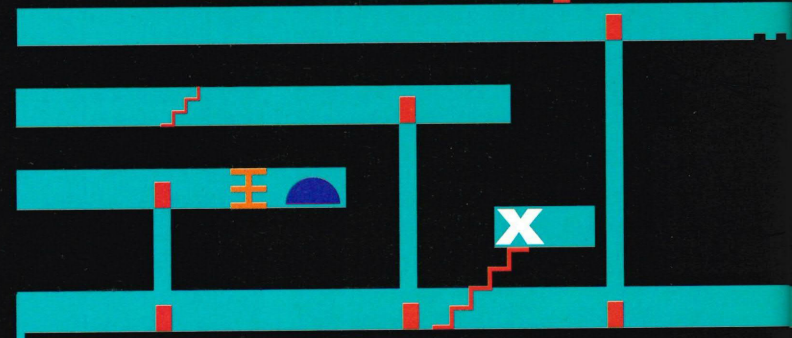
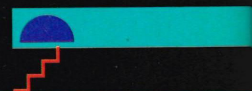
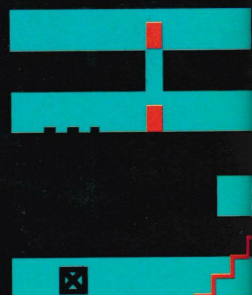
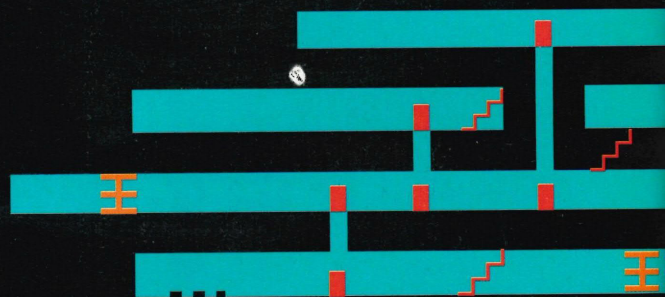
## spells

In Action, the spells that are really useful are Indra, Mars and Makiri. In Adventure, Hakuji and Nobota are totally useless. Use Indra right on the tail for dealing with the flying "ciento pie". Also use Indra for quickly getting rid of the flying fire at Kashima Shrine.

The rest of the enemies can be dealt with using 'ki' or concentrated unfocused 'ki' and the help of Mars for avoiding an untimely death - the more energy the better. (Asaka-Dragon is the only one that presents any

## SPELLCASTER

sega master system

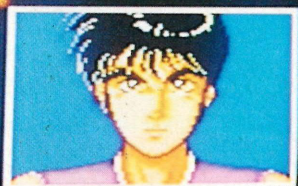


**PYRAMID**

**SOUTH ENTR**



UTSUHO: "KANE, YOU  
ARE THE ONLY ONE  
WE CAN TRUST!"



difficulty in technique.)

When going to Mount Hinokami, use Makiri for crossing the corridor full of fire and reset it quickly any time Kane is sent down to the lava, so first get enough energy.

## passwords

Get a password before dealing with the Thunder God – if you're not careful it could leave the screen, leaving you stranded and open-mouthed.

## general

Display all your fighting skills with a back-up of at least 300 energy units. When opposing a newcomer, first use your strength (with no help from Kane's energy) until you discover the weak points of the enemy or die. If you die, re-enter immediately and practise again. When you are sure, add energy to the balance sheet. Remember that after re-entering, you will have to face Kane at his full strength but energy can only be recovered post festum. (Eh? Ed.) A different approach? Get a password before adventuring into new grounds.

In action, Kane, when he goes underground or underwater, can return to where he came from by jumping high up below the spot where he arrived from. This technique is essential at least once while underground. (The exception is when he perforates a huge rock underground.)

## password

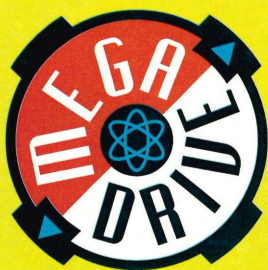
eerTDn5hFGZdORxMCy61wOSC

r=small R  
l=small L  
n=small N  
o=zero

## cash-up

If you want to earn yourself a useful £50, send in your tips, hints, cheats, maps or any other stuff to: **Skill Zone, Sega Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.**





Trust Technosoft to come up with another smart shoot 'em up! **THUNDER FORCE IV** jockeys **MASAKI OJI** and **RIK HAYNES** help trainee starfighters sort it out with this player's guide..



Robocop and Terminator have got nothing on the robot who surfs along the surface of the water. Wait until you're halfway through the stage on planet Strite, just after the encounter with that dragon-like enemy, then go down to the bottom of the screen and destroy this pesky robot. The Rail Gun is pretty useful here.

Want to take care of the boss sprite? Go to the upper-left corner of the screen when the crystal in the massive monster's stomach turns red and the boss dives beneath the water. Quickly escape to the right when the core tries to attack you. Switch to the Hunter weapon and let rip.

## general hints

- 1 Carefully adjust your speed, by pausing the game then pressing A on the joystick, to avoid nasty obstacles like those big bombers in stage three. And hey, kids – remember it's not always a good idea to hack along at maximum speed.
- 2 Rearrange the order of the first four stages, so that you play the most difficult one first. If you lose too many ships in this stage, simply reset the game and start again. This way, you don't waste the precious game continue option. Erm, it's a good idea to avoid being hit by enemy fire too. Hmmm... you can gain extra ships by picking up the one-up items. (Arrgh! This isn't top tips from Viz. Ed.)
- 3 On the title screen, push down buttons A and Start at the same time. This will take you to the configuration mode, where it's possible to change the difficulty level and listen to all the music and sound effects.
- 4 Finish the game at any level and it will go back to the title screen. Hit the configuration screen and you can listen to even more soundtracks when the music test mode is selected.
- 5 Want to cheat? Of course you do! Pause the game then hit Up, Right, A, Down, Right, A, C, Left, Up and B on the joystick. Press Up and your ship will have all the lovely weaponry available. Alternatively, tap Right to get the Claw.



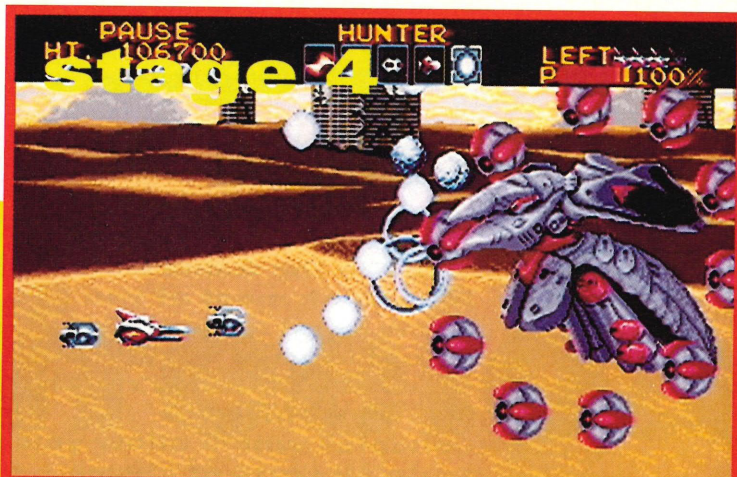
Don't worry too much about the first boss in this stage. It spits out a lot of bullets, but it's pretty easy to dodge these sluggish projectiles provided you don't lose your head and panic. Just shoot the sucker before it corners you. The big boss is armed with two gigantic guns. After one of these barrels has been blasted, both beefy beasts will start firing laser beams and even more bullets at you. Set the speed of your ship at 50%, making it easier to steer clear of the flying flack, and aim for the core crystal-like thingie sitting in-between these guns.

# Thunder



A crosshair appears on the screen when you're about halfway through this stage. This means enemy guns are trying to target your ship. Move your ship in a circle to avoid being shot. At the last bit of stage three, lots of bombers will fly over in formation. They're travelling too fast to take many risks, so use the strapping Hunter blasting equipment and, erm, let rip.

The boss will fire a laser wave when you move in front of it. Keep out of the way and use the Hunter to launch a counter-attack. After your ship is behind the boss, the second battery will fire missiles. Switch to the Rail Gun or Back Shot. The core weak point is revealed once these two batteries have been smashed. It's easier to bang the core from behind. Oo-er!



Watch out for the crafty enemies who appear during the sand storm – especially the one that fires the red beams. The kamikaze DD2 enemy is also a tough nut to crack. It doesn't fire anything, but when your ship lines up vertically with the DD2, it frantically charges at you.

The middle boss has two balls around its head. Double oo-er! Get out of the way when its balls start flashing. You also have to keep an eye on its tail. Thankfully, the sand storm will cease once you've dispatched this rascal. Later on, the big boss is protected by a group of orbiting spheres. Aim at the main body – not its pretty balls. (*That's enough 'ball' talk. Ed.*) Be careful not to collide with the missiles and small red beams which follow your ship.

## The Weapons

### ① twin shot

Available from the start of play. Strong enough for small enemies, but you wouldn't want to try it with a boss enemy.

### ② blade

Upgrade of the Twin Shot when you grab the right power-up.

### ③ back shot

Take care of enemies in your back passage. Also ready for action from the very beginning of the game.

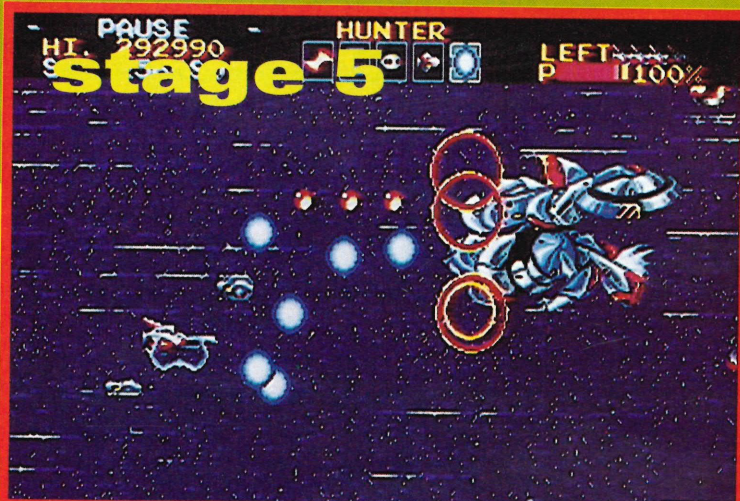
### ④ rail gun

Upgraded Back Shot that shoots a laser beam from your behind. (*That's enough about your anus. Ed.*)

### ⑤ snake

Just like any good *Gradius*-style ground-hogging missile. Trouble is, it only flies on ahead of your ship.

# Thunder Force IV



At the end of stage five, you get a special super version of the Claw weapon. It's different from the type on offer before. If you don't fire your weapon for a while, the energy will be stored. When you finally decide to shoot your load, a more powerful beam will spurt out. Obviously it takes you a bit longer to recuperate, so use this stroke sparingly.

### ⑥ freeway

We've never seen a weapon like this in any *Thunder Force* before! Difficult to use effectively.

### ⑦ hunter

Not quite up to the destructive powers of other weapons, but at least this baby automatically finds its target. Good choice for cads and cowards.

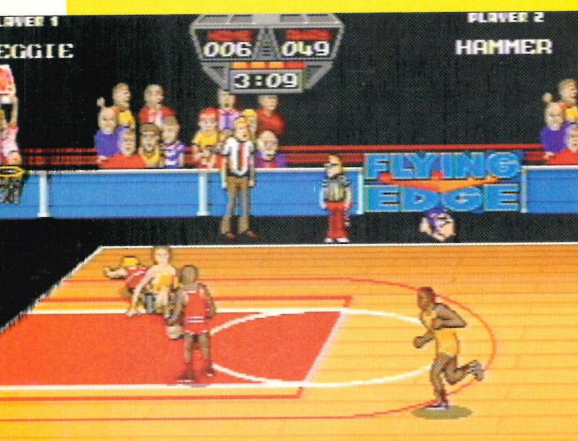
### ⑧ claw

Friendly little chummies who will help protect your spacecraft and save the day.

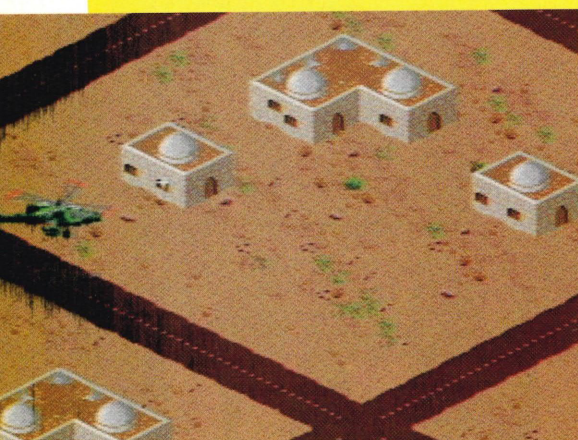
### ⑨ shield

Only gives a limited amount of invulnerability, but it's better than a smack in the mush!





Stand by for locker room larks in *Arch Rivals*.



Get ten extra lives in *Desert Strike*.

## Gley Lancer



When the title screen appears, simply press **Up, Down, Left, Right, B** then **A** on your controller. If you're successful, the screen will change colour and an ultra-tough 'Mania' level will appear in the menu options. During play, don't destroy the boss in the first stage. After avoiding its attack for about a minute, a capsule will appear from the right-hand side of the screen. Shoot it and pick up the one-up token that appears in its place to gain an extra life. At the end of stage five, move your ship to the bottom-right corner of the screen and wait for two extra life capsules to appear. Shoot the last upper beam generator at the start of stage six and an extra life capsule will appear right behind it. It's essential that you don't lose any ships on stages five and six if you wish to activate this trick.



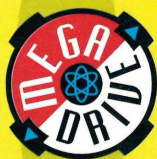
## Space Harrier



Here are all the codes to *Space Harrier*, courtesy of none other than **Eric Pang**, who actually can't get past stage nine of this game. Interesting, eh? Not really, but at least we've got some codes:

**Stage 1:** DOZZER – no code  
**Stage 2:** COCHINE – EAGF  
**Stage 3:** LINDJM – CHFA  
**Stage 4:** (BONUS) – no code  
**Stage 5:** HARM – DGBC  
**Stage 6:** BES – HBGA  
**Stage 7:** TAPES – FBHE  
**Stage 8:** (BONUS) – No code  
**Stage 9:** CHIICE – BFCH

## Dragon's Fury



If you fancy 99 balls, just hold down **A, C** and **Left** on the joystick. Then, with these buttons held down, press **Start** and, instead of having just three balls, you'll now be the proud owner of a stonking 99

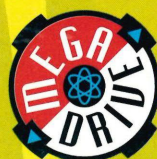
balls! Thanks to **Miles** and **Peter Seddon** for that one!

## Desert Strike



More cheat-related frolics with **Miles** and **Peter Seddon**, who this time come up trumps with a rather handy cheat for ten lives. Simply enter the password **BQQQAEZ** for ten lives!

## Shadow Of The Beast



A hard game, yes. But no longer – thanks to this rather handy immortality cheat from **David Mooks**. He tells us that you should play the game as normal and get a score high enough so that you'll be on the

hi-score table. Then, when your score is high enough, kill yourself. Then enter your initials as **ZQX** on the hi-score table. Then press and hold **A, B, C** and **Start**. Then start the game and, although it looks the same, the life counter will loop (eg it'll go down to 0 and then back up to 12). But watch out! If you fall down any large pits there is no escape. You have to reset the game, which can be very, very annoying!

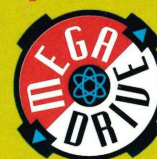
## Alex Kidd In Miracle World



Australian **Joey Adsett** says that at the first shop by the invisible box go to the first octopus, press **Pause**, put on the invisible box and **Unpause**. Then press **Down** and punch the octopus and he'll be dead.

Then get on top of his pot and press **Down** to be transported to a secret land.

## Splatterhouse 2



Don't get mad – get even! On the title screen, press **Down, Down, B, Down, Down** and **C**. The screen will change and you'll be able to play any stage you like. Hurrah – gore splatter frenzy ahoy!

## aladdin's lamp

**G**reetings and welcome once more to the Game Genie bit. I think most of you know what a Game Genie is, but in case anyone out there doesn't, they're fab bits of kit for your consoles which allow you to do all sorts of clever things with your games. If you've got any original (and I mean original) codes, send them in to: **Aladdin's Lamp, The Game Genie Bit, Skill Zone, Sega Zone, 19 Bolsover Street, London W1P 7HJ**. The best code each month will win the sender a game of their choice, thanks to those awfully nice people at **Hornby Hobbies**. So get scribbling! No new codes yet, but here are some that **Hornby Hobbies** have provided...

## Sonic The Hedgehog

\*With his ready to roll attitude, **Sonic** is the reigning king of video game characters. We have some excellent Game Genie codes to help you beat the evil **Dr Robotnik** in this fast and furious challenge. **SON Code 4** lets you keep your star mist through the entire level. Rack up points and extra lives with **Codes 5 to 11**. **Code 13** lets you easily access the level select menu by holding down **A** while pressing **Start**. But this must be done at the title screen, while **Sonic** is waving his finger! For the ultimate game, try codes **12, 13** and **14**, so you can take **Sonic** wherever you want to go!

SON	CODE KEY IN	EFFECT
1	ATBT-AA32	Master Code Must Be Entered
2	AE3T-AACL	start with 1 life
3	AY3T-AACL	start with 5 lives
4	AE0T-CABE	once invincible, stay invincible
5	SCRA-BJX0	each ring counts as 2
6	SCRA-BNX0	each ring counts as 3
7	SCRA-BTX0	each ring counts as 4
8	SCRA-BYX0	each ring counts as 5
9	SCRA-BZX0	each ring counts as 6
10	SCRA-BGX0	each ring counts as 7
11	SCRA-BAX0	each ring counts as 8
12	GJ6A-CA7A	Infinite lives
13	AJ3A-AA4G	Level select menu
14	AY3T-BA4R	start with 5 chaos emeralds

# freeloader

**We're only on the second issue of Sega Zone and the Freeloader entries are already flooding in. Last week, staff writer Martin Pond was asphyxiated in a freak accident while attempting to sort them out - the pile slipped, and it took two JCBs to dig him out. So be warned - get your FREE ads in quick to avoid disappointment.**

## hard ZONE

\* **NES for sale** with *Mario 1, 2 and 3, WWF, The Simpsons* and *Goal*. Worth £300, sell for £175 ono. Phone Adrian: 0737 833787, after 6pm. May swap for Mega Drive.

\* **Game Gear and Master Gear converter**, five games: *Mickey Mouse, Donald Duck, Psychic World, Ninja Gaiden, Flintstones* plus power adaptor, all for £150 (no offers). Phone 0992 300850 after 6pm.

\* **Mega Drive for sale** with two control pads and five games including: *John Madden, Golden Axe, Mickey Mouse, Sonic* and *Strider*. Bargain at £250. Phone 0777 706360 (Retford).

\* **Mega Drive for sale**, boxed, only four months old. With an arcade power stick, one joystick and eight great games including *Sonic* and *Quackshot*, £195. Tel 0322 668966.

\* **Sega Game Gear** plus seven good games, power adaptor, magnifier, only six months old, guarantee remaining, excellent condition, all boxes and instructions, £160 no offers! Phone Mark on Doncaster 752410.

\* **Nintendo (NES)** for sale Loads of games worth up to £300. Sell for £150 ono or swap for Sega Mega Drive with games. Call Martin on 0255 861647.

\* **Nintendo** with *Castlevania* for sale. Yours for £65. Phone 010 271 331 125 689 after 12pm (Simon).

\* **Mega Drive**, two control pads, *Altered Beast* - £80. *Robocop, Streets Of Rage, Populous, Road Rash* - £20 each. *Sword Of Sodan, Arrowflash, Shadow Dancer* - £17 each. Or the whole lot for £180. Phone Robert on 0405 839916.

\* **Atari Lynx** with *Viking Child, Xenophobe* and *Ninja Gaiden*. As new, £120 ono. Phone Phil on 0480 473324.

\* **Amstrad CPC 464** computer and keyboard plus games, £100. Phone Lee on 0924 405110.

\* **Game Gear**, six months old, includes games: *Mickey Mouse, Joe Montana* etc. Fully boxed, includes AC adaptor. Sell for £170

ono. Call after 4pm, David: 0795 473717.

\* **Atari 520 STFM** with joystick, mouse, cover and mat plus over £300 worth of games and numerous magazines. The whole lot for £279.99 ovno. Phone 0252 315756 after 4pm.

\* I will sell my **Mega Drive** with three great games and two control pads and all leads for £150 - a real bargain! Phone Aaron on 0602 273865.

\* **Master System 2** with Light Phaser, six games including *Sonic* and *Afterburner*. One control pad, Quickshot joystick and joystick, £100. Phone 0454 617664 and ask for Ian or Stu. Cheers!!

\* **PAL Mega Drive** for sale with four games and Jap games converter. Tel: 0249 657168, ask for Robert.

\* For sale, **Nintendo System** with *Turtles* for £40, *SMB3* £20, *Zelda 2* £20, *Soccer* £15, *Trojan* £15 *DK Classics* £15, *SMB-Duckhunt* and *Zapper* £40. RL Pro Am £15. Phone David on 0707 43376.

\* **Spectrum 128k** for sale with loads of games and processors. Also has two interfaces. Got all the leads and other things like joysticks, all for £65 -£75. Phone Ian after 6pm on 0934 712124.

\* **Nintendo NES** and *Zapper*, two joypads with eight games including *Super Mario Bros 1 & 3* and *Duck Tales*, seven months old. Boxed with instructions. Cost £305 new, sell for only £160 ono. Ring Elwin on 0602 228993.

\* **Nintendo NES** with *Mario 3, Duck Hunt* and a light gun, £90 (open to offers). Phone 0296 848151, ask for Karl.

\* **Game Boy** for sale with link cables and seven games including *Tetris, Mario Bros, Double Dragon*. Sell for £100. Phone Joe, 0243 822401.

\* **Spectrum+2** for sale with joystick and over 30 top class games. Sell for only £50! Call Alex in Shrewsbury on 0743 368032. (Only if you live in the West Midlands.)

\* **Nintendo** for sale with *Mario, Duck Hunt, zapper* and ten other

games worth £450. Sell for £250 ono. Phone Craig on 0903 892123 for more information.

\* **Game Gear** for sale, with *Columns, G-loc, Halleywars, Shinobi* plus magnifier, battery pack, carry case, mains adaptor and car adaptor. Phone Lee on 0483 276191.

\* **Mega Drive**, two joypads, three games including *Mickey Mouse, Ghouls 'N' Ghosts* and *Strider*. Sell for £125. Bought two months ago, instructions and safety cover. My Mega Drive converts Jap writing. Contact me on 081 801 8293 (ask for James).

## soft ZONE

\* **Game Gear Super Kick Off** for sale, £29 ono (or swap for your decent Mega Drive game). Boxed with instructions, in immaculate condition. Phone Blackpool 0253 591157.

\* **Mega Drive games** for sale: *James Pond 2* £30, *Golden Axe 2* £25, *California Games* £25, *Moon Walker* £22, *Decap Attack* £22, *Dick Tracey* £22, *Castle Of Illusion* £30, *Toe Jam* £28. Phone 0925 34643.

\* **Famicom game: Super Smash TV** for sale (American version), only £30. Ring now on 081 6793581, ask for Kerry. Will also consider swaps for any other decent game.

\* **Master System games: Wonder Boy In Monster Land** £10, *Italia '90* £7.50 plus two other games at £7.50 apiece. Must be able to collect. Ring Jamie on 081 6410337.

## want ZONE

\* **Atari Lynx games** wanted, especially *Viking Child, Warbirds, Ninja Gaiden, Scrapyard Dog* and *Cyberball* plus any other sports games (although any games considered). Prices negotiable. Phone Rob 0226 289023

\* **Super Nintendo games** wanted - UK or US only. Will buy or swap

them for my Amiga games (originals, boxed). Will also sell Amiga games for good prices. Phone 0702 202698.

\* **Wanted: Amiga** - no games, just machine, PSV + modulator. Will exchange for customised Lynx + games and accessories + £20. Phone Paul on 0742 582477 for more details. Amiga must work well!

\* **Wanted: Sega Master System 2 games.** Will pay between £5 and £10. Reply and send your lists to: Victoria Crump, 80 Meadow Rd, Yeovil, Somerset BA21 5PP.

\* **Wanted!** I am willing to pay up to £4 for the **Game Gear instructions to Sonic**. If you have them please, please write to this address. Will also pay £10 for *Wonderboy*. Stuart Welsh, Tanglewood, 15 Abbotts Rd, Mannamead, Plymouth, Devon PL3 4PD.

\* Will pay cash for **PC demos** using Soundblaster samples and VGA graphics only (eg *Dragnet* on the Desert Island BBS). Will pay £15 per demo. Call Ben on 0303 243356.

\* **Mega Drive games** wanted. Pay up to £20, must be in good condition. Send your lists, with phone number please, to: Mr S Perkins, 16 Warwick Place, Tewkesbury, Glos. GL20 5EG.

\* **Wanted: Actraiser** (American version only) in good condition with all instructions. Will pay £20. Ring 0235 526313 after 4pm, ask for Gareth (other games considered).

## pal ZONE

\* Is there an **18-21 year old female** out there who's into the Smiths or Mozza? If so, write to Colin Williams, 13 Jackson Close, Haskayne L390 7LD. P.S Must be single!

\* **14 year old boy seeks sexy female contacts.** Interests: *Dragonlance*, books, writing, running, Mega Drives... Please write to Andrew, 9 The Avenue, Long Levens, Gloucester GL2 0BP. Please hurry - I'm extremely depressed and lonely!

\* **16 year old female**, very attractive, wants to hear from boys in the south. Got to be tall, dark and handsome. Recent photo required. Please hurry - I'm bored and depressed!! Emma O'Brian, 6 Lynton Close, Penketh, Warrington, Cheshire WA5 2QB.

\* **16 year old Super Nintendo owner** wants to hear from all those gals and guys from the south!! To talk about anything. Photo (recent) required. Write to: Dominic Reynolds, 87 Shackleton Close, Old Hall, Warrington, Cheshire WA5 5QF. Hurry!

\* **Lisa, 14**, wants m/f penpal 13+, enjoys playing Mega Drive games and having fun. Write to: Lisa, Cheshire Cheese Pub, Ancoats Oswald St., Manchester M4 7DW. 100% reply.



\* Hi! I'm a fun-loving girl looking for male penpals 13 or over. I am 13 years old. Write to Tash, 85 Lady Lane, Chelmsford, Essex CM2 0TH. See you soon!!!

\* Hello to everyone at Limavoy Grammar School (class 2R). Well, most of them anyway, especially my sexy girlfriend Nuala. From Brett, your Hunny-Bunch!

\* Lisa! I have not got a dirty mind and never will have!! Anon!

\* This letter is to say Hi to all you 'doods' who read *Game Zone* and to all my mates at Brookly. Dead sound and all that, from Antony Stevenson in Liverpool.

## fan ZONE

\* "Predator Fan Club" - at last, a fan club for fanatics of the *Predator* films. Newsletter, merchandise etc. Just £5 to S Clarke, 5 Trevallis Park, Liskeard, Cornwall.

\* **Console World.** The new, all-format fanzine. Free 'everlasting' cigarette with issue one (you must state that you are over 16). Send £2 to: 26 Westmere Drive, Mill Hill, London NW7 3HE.

## mong ZONE

\* Just saying hello to: Flappy, Horn, Spotty, Rabbit, Jellybaby, Thrush, Boot, Peggie, Fish Monger, Das, Ingwer, Keske and finally OB, the East African Camel's Hide. Bye bye from Bean (Ryan Simkins from Stratton in Swindon)!!

\* "Read me!" Brand new postal adventure. For more info on this great game, write to: Tony Bradford, 36 Bankpark Grove, Tranent, East Lothian, Scotland EH33 1AU or phone 0875 610 164.

\* Greetings, Earth dudes. Wanted: female, blond, cute 13 year old (as a penfriend of course!) Interested? Then grab a pen and start scribbling to me, Tony Ashley, at 42 Salmond Rd, Andover, Hants SP11 8HG. PS Please send a photo if possible.

## swap ZONE

\* **Mega Drive games.** Swap my *Rambo 3*, *Thunderforce 3* and *Shadow Dancer* for *Gynoug*, *Devil Crash*, *Robocop* and *PGA Tour Golf*. I will pay £3-£4 extra if necessary. Phone Barry on 0463 241699.

\* **Super NES swap.** *UN Squadron* (okay) for *Smash TV* (okay). Please phone 03552 36401 between 7pm and 9pm and ask nicely for John.

\* An **EA Ice Hockey** for *Magical Hat*, *PGA Tour Golf*, *Wrestle Wars* or *Donald Duck*. Phone Rhys on 0483 417326 after 5pm.

\* Swap my **Game Gear** and five games (still under guarantee) for a PC Engine GT handheld. If interested, phone 081 801 3176

and ask for Adam (London only).

\* **Megaman**, *Zelda* or *Snake*, *Rattle And Roll* up for swaps. Tel. Tim on 0472 823589 after 5pm.

\* Will swap **Super Marioland** or *Motocross Maniacs* for *Choplifter 2* or *Paperboy*. Phone Alex on 0394 276374 after 4.30 pm.

\* I will swap **Super Marioland** on my Game Boy for *Ducktales*. Contact Natasha on 0733 267542.

\* Will swap **Spiderman**, *Ishido*, *Rambo 3*, *Wrestle War*, *Hellfire*, *Shinobi* and *Sonic* for *Fantasia*, *Pacmania*, *Hockey*, *F-22*, *Strider*, *Arcus Odyssey*. Sale considered. If interested write to: K Wong, 64A Alexandra Rd, Edgbaston, Birmingham B5 7NN.

\* **Mega Drive and Famicom games** for swap. All good titles, only decent games wanted. Free swap. Phone Tom on 0222 747301.

\* Games wanted: *Speedball 2*, *Lakers v Celtics*, *California Games* and *Pitfighter*. Wanted: Atari Lynx or Sega Game Gear and Master System cartridges. Will buy or swap (Blackpool area only) Tel Mike on 0253 301875.

\* Swap **Olympic Gold** (Game Gear) for *Super Monaco GP* or *Outrun Europa*. Ring Chris on 061 2243690.

\* I want to swap my **Atari STFM 520** plus a Master System with over 10 games and extras for a Mega Drive with 5-6 games. Call Richard on 0935 27889.

\* Will swap **Might And Magic** for another RPG (MD). Will also swap *Ghouls 'N' Ghosts*, *Heavy Nova* or *Turrican* for *Chuck Rock*, *Quackshot* or *Castle Of Illusion*. Contact Andre on 081 3003191.

\* Swap **Nintendo with four games** for Mega Drive or Super NES, both with one or two games. If interested, ring 701-5242.

\* Swap Tamiya - **Toyota Celica** radio-controlled car, extremely

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\* **Nintendo for swaps!** Will swap for Game Gear games. Nintendo is in good condition and comes with *Burai Fighter*. Phone Owen on 0622 630422.

\* Swap my **Master System 2** and Amstrad CPC 464 and 30 games, altogether worth £220. Will swap for Mega Drive with one game - good deal or what! Call Richard on 0953 605249.

\* **Mega Drive to swap** for PC Engine handheld, with a couple of games. Mega Drive with nine games including *Blockout*, *Tetris* and *Mercs*. Also Super NES/Super Famicom games wanted. Phone Mark: 0773 715875.

\* Swap my **Master System 2** with two games. Alex Kidd and Game Gear with one game. Phone Keith on 0474 703403 after 6pm.

\* Swap my **Wrestle Wars (UK)** for your *Monaco GP* or *Road Rash*. (Must be in the UK.) If interested, phone Jamie on 0786 64797 after 4pm.

\* Swap **PC Engine (PAL)** and 26 games for Neo-Geo and games. Telephone 0298 814943, ask for Ian. (Other offers welcome.)

\* Swap **Game Boy with six games:** *Castlevania*, *Tennis*, *Spiderman*, *Hook*, *Super Mario-land* and *Bart Simpson*. Will swap for Lynx 2 with games, or sell for £80. Phone James on 0621 81817.

\* Swap **C64 Spec 48 Sega** in good condition with games for two Amigas or STs or one of each, and if you apply you get a 2600 FREE! Go for it!! Phone Philip on 0626 69822.

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\* **Cart And Change - swap all your unwanted games** for just £2 each. Monthly lists, extensive stock of games. Details/swap form, send SAE to: CXC, 20 Heath Close, Dewsbury WF12 8RE.

## thing ZONE

\* Trezeta black **speed-skating roller boots**, size six with new bearings. Phone 021 7441988 and ask for Ryan. Offers around £40.

\* Here is a **little cheat** for *Castlevania* on the NES. To get 10 lives use HELP ME as your code. Thanks to Chris Surridge from Newingreen Hythe, Kent.

\* **Amazing cheats** for Game Boy, NES, Super NES, Mega Drive and Master System games. Write, including sellotaped 20p and SAE: 34 Wells Close, Tonbridge, Kent.

\* **Free Tips!** Mega Drive, Master System, Game Gear, Super NES, NES and Game Boy. Simply send an SAE to Peter Comiskey, Clonmany, Co. Donegal, Eire. ALL letters answered, so hurry up.

\* **Lazy?** Fancy buckets of dosh for some easy work from home? (No phoning involved), any age, genuine offer. SAE for details: B Sheena, 16 Poplar Road, Oldbury, Warley, West Midlands B69 4AR.

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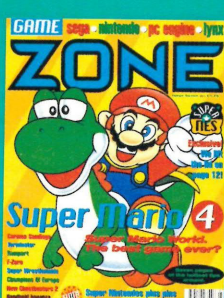
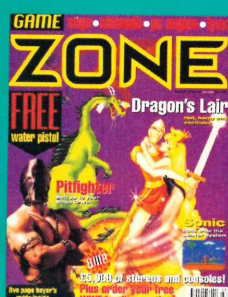
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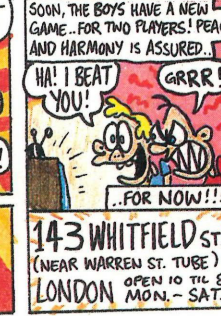
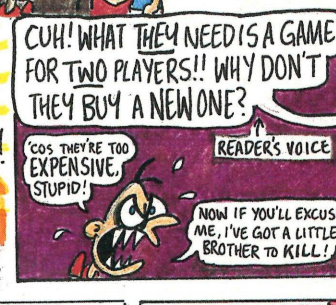
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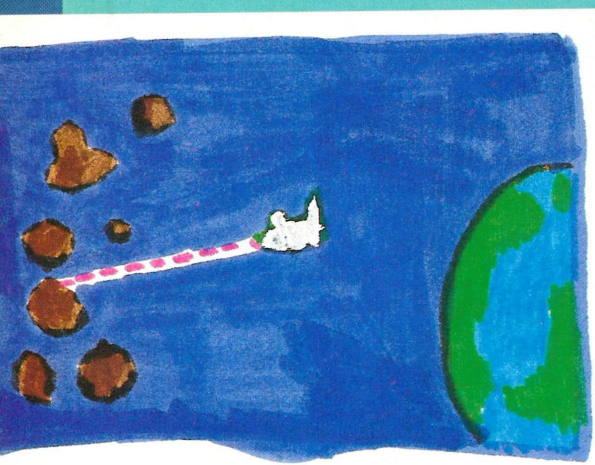
# NFI



**S**o what's it stand for then, this 'NFI'? That's what you all seem to be wondering. Well, we're not going to tell you - you're going to have to keep on guessing. And the guesses so far? Here goes: **Sarah Mann of Brighton** thinks: **Nine Fat Irishmen**. **Sven Jansson of Stockholm** thinks: **No Fun Intended**. **Steve McDougall of Merseyside** thinks: **Never Fish Inland**. **Flight Lt Farquar of Biggin Hill** thinks: **November Foxtrot India**. And those are just a few - the other guesses were even more pathetic.

## dear NFI,

Here's my idea for a shoot 'em up. I couldn't think of a name for it, but my brother reckoned *Meteor Strike* would be pretty good.



You control a spaceship and you have to destroy all the meteors that are heading towards planet Earth. If too many get through, the Earth is destroyed and the game is over.

This is the bonus screen. If you shoot enough meteors on the other screen (the main game screen, my other picture), you come here and can shoot spaceships instead of meteors. There could be another bonus screen too, but I can't think of one at the moment - maybe it would be a mega nastie. Anyway, what do you think?  
**Barry Worsefold,**  
*St Ives, Cornwall.*

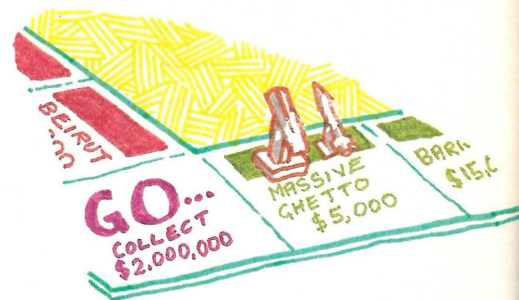
### An NFI Spokesperson Says:

Er, you've just re-invented a game called *Asteroids*. And, to be horribly frank, we think that the original version of *Asteroids* is about five thousand times better than yours anyway, so get back to the drawing board.



## dear NFI,

I'm very keen on board games and I think that if you somehow mixed a board game with a shoot 'em up in the way that *Devil Crash* mixed a pinball table with a shoot 'em up, you could be onto a winner. So here's my game, based on the traditional board game of *Monopoly*, but called *Monopoly Wars*. (I'm not very good at thinking of names.) (I'll go along with that. Ed.)



The game would start out in pretty much the same way as a traditional game of *Monopoly* - you're given £1,500 in cash and you have to invest it in property. However, unlike the normal *Monopoly* there's no Mayfair, Old Kent Road, Regent Street etc. Instead of buying up the streets of London, the aim is to purchase such things as barracks, tank factories, aeroplane workshops or whatever.



Mind you, if anyone ever does come up with the correct answer, we're going to send them three free games. That's over a hundred quids' worth of software if you want to think of it in terms of cold, hard cash.

But enough of what the initials NFI stand for, and onto what these pages are all about - your own ideas for console games. What we ask you to do is pose yourself this question: "If I was a games designer, what type of game would I design?" You may well have something in mind

already - after all, the most suitable person to design a console game is somebody who plays a lot of console games in the first place. (Unless they're incredibly thick and unimaginative, of course.)

Once you've got your whole concept in mind, the next step is to apply it to paper - we're after a written outline AND diagrams here. "Oh no," you may be crying, "I've got loads of fab ideas, but I'm the most useless artist in the entire history of the universe." Fear not though, because your pictures will

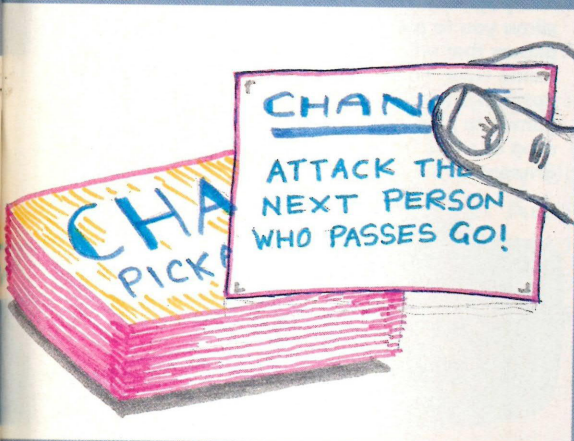
give us something to take the piss out of and if the idea is good enough it'll shine through your appalling presentation.

But what about prizes? Well, the best idea each month wins the sender a free game. But there's more. What we're going to be doing eventually is to tie this whole section in with a leading software house. We'll build up a portfolio of your best designs, send them to the software company in question and, well, anything could happen. It depends on how skill you are really, doesn't it?

Instead of buying houses and hotels for your properties, you buy defences such as bunkers, sandbags and SAM sites. You don't need to own a whole set of properties before you start building all the extras, but if you do own a whole set, the extras you buy for it are much cheaper as a result - meaning you can plough the remaining cash into attack forces.



Let's say player one owns a set of barracks and has defended it with some sandbags. What he can do then is plough some money into troops. The more money he invests, the better the soldiers and the better they're equipped (especially if he also owns an armoury and lorries to move equipment between his properties). For argument's sake, let's say that player two has invested in a tank factory and a cruise missile site. So what happens next?



Just like in real *Monopoly*, the players throw dice and move their counters around the board. Let's say that player two throws a double six and lands on Chance. He picks up the Chance card and it says: "Some of your tanks must attack player one's barracks immediately." So player two has to click on the tanks he wants to deploy, and off they go. (The centre of the board has randomly-generated terrain, so they may find it tough going unless they risk going round the edges.)



Everything moves quite slowly in *Monopoly Wars*, so as the tanks are trundling towards the barracks the game is continuing. Let's assume that player one, meanwhile, lands on Community Chest and it says: "Your barracks receives an anti-tank artillery unit." Player two's tanks are up the creek and he has to hope he lands on another Chance and gets a "Cancel Previous Orders" card before his tanks reach their destination. However, player three (you can have up to four players in my game) lands on Go, which gives him a cash injection of an extra four thousand billion pounds. He invests this money in his bomb factory and produces 18,500 megaton nuclear devices. If he wants to, he can now destroy the entire board, unless the other players sign some sort of agreement which allows him to win the game anyway.

So what do you reckon? I know it sounds like a game would be over within minutes, but a lot more goes on than I've explained

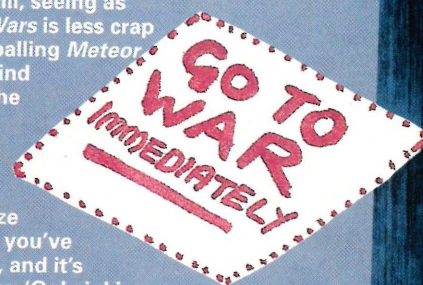
here. There are small troop skirmishes and suchlike near the beginning of games (before any of the players are particularly powerful).

Another twist would be that you could play 'conventional modern warfare' style games or 'old-fashioned medieval' type games with spears and that. I think it would be excellent. I'd definitely buy it.

Gary Whiting,  
Glasgow.

#### An NFI Spokesperson Says:

Yes, obviously. However, you might find that the rest of the world wouldn't. Still, seeing as *Monopoly Wars* is less crap than the appalling *Meteor Strike*, you find yourself in the rather fab position of being this month's software prize winner. Yup, you've won a game, and it's *Meteor Strike*. (Only joking, you can have a proper one.)



Send your game ideas and storyboards to:

**NFI,**  
**Sega Zone,**  
**19 Bolsover Street,**  
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Oh, but do take note that we've only got two pages, so be as concise as possible or we'll have to go crazy with the 'editorial scissors'. Get it?

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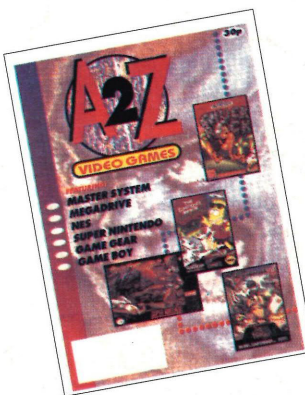
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