

SEGA

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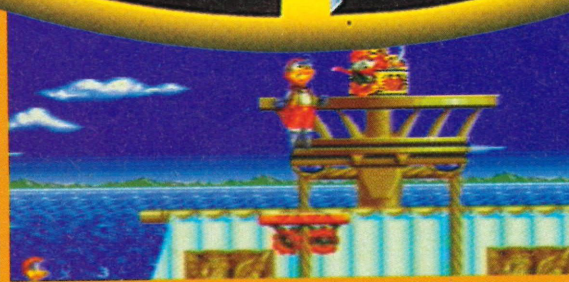
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MEGADRIVE  
AND  
MEGA-CD

# MEGATECH



INCLUDING : CASTLEVANIA, JUNGLE BOOK,  
SONIC AND KNUCKLES AND MORE.....

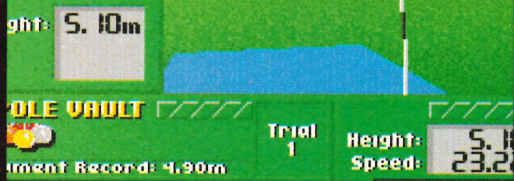


SEGA

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# MEGA DRIVE

ADVANCED GAMING



FEATURING:

JAGUAR XJ220

FIFA SOCCER CD

DAVIS CUP TENNIS

MARIO ANDRETTI RACING

APRIL ISSUE  
OUT NOW

# GAMES INDEX

NOW, WHO OUT THERE DOESN'T  
LIKE PLATFORM GAMES? ANYONE?  
OKAY THEN, ANYONE ACTUALLY LIKE  
PLATFORM GAMES? OH, A LITTLE  
BETTER. IN ANY CASE, DUE TO  
OVERWHELMING PUBLIC CLAMOUR  
WE'RE RE-PRINTING THE REVIEWS  
OF SOME OF THE BEST AND WORST  
PLATFORM GAMES FROM THE PAST  
YEAR. CLASSIC GAMES AWAIT YOU.

- ▷ **04** SONIC AND KNUCKLES
- ▷ **06** HIGH SEAS HAVOC
- ▷ **08** CHESTER CHEETAH
- ▷ **10** ROAR OF THE BEAST
- ▷ **12** THE JUNGLE BOOK
- ▷ **14** PINK PANTHER
- ▷ **16** AWESOME POSSUM
- ▷ **18** CASTLEVANIA
- ▷ **22** JOE AND MAC
- ▷ **24** BELLE'S QUEST



**MEGATECH**

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**THIS MONTH'S TOP TIPS**

1. Concept reviews simply do  
not work. If you must make a  
review different, at least make  
sure there is a little  
information about the game in  
there.

2. Always read MEGA. It is by  
far the greatest Mega Drive  
magazine around. This month  
sees a preview of the Mega  
Drive version of the SNES  
favourite Street Racer!

# MEGADRIIVE REVIEW



SEGA



8 MEG

## STYLE



PLATFORM

**PRICE** £49.99

**PLAYERS** 2

**SKILL SETTINGS** N/A

**RELEASE DATE**

**OUT NOW**



**Sonic the Hedgehog. Love him or hate him, he's here to stay. So, unfortunately, is Rich Lloyd even though we've tried and tried to hound him out of house and home. Can't have everything can you?**

# SONIC AND

**▶ How's this for a statement - 'Sonic And Knuckles is the most innovative cartridge ever made'. That may sound like a desperate attempt to get my name quoted in the adverts on TV (surely not - Lee) which are being shown left right and centre, but it also happens to be true.**

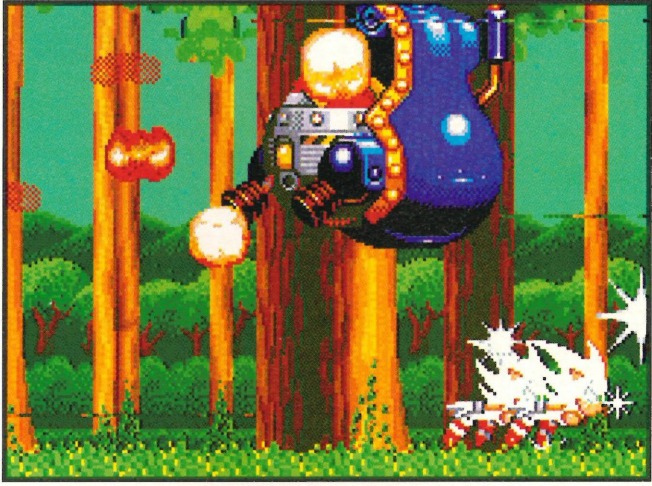
**You see, Sonic And Knuckles is not just the next game in the immensely popular Sonic The Hedgehog series but it is also the Sonic expansion pack that was rumoured to appear alongside Sonic 3**

## ● FIVE HNUCHLE SHUFFLE

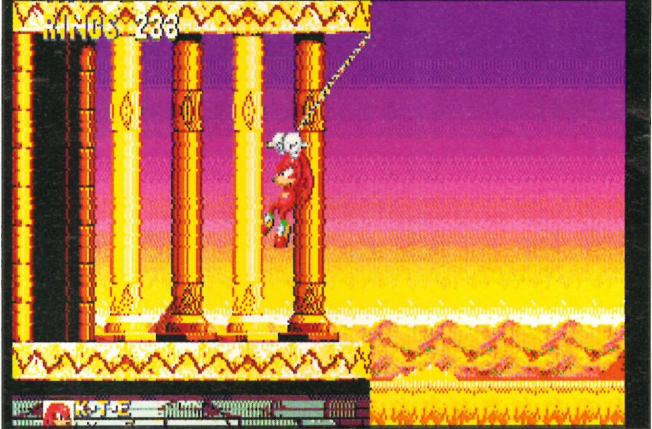
Everyone and his Gran has played the Sonic games and all of them have sold by the proverbial bucketload all around the world. The original Sonic was a relatively simple affair with Sonic running along platforms to kill Robotnik. Sonic 2 introduced Tails, a mutant fox who for some reason could spin his two tails around incredibly fast and take off with his amazing bottom helicopter. What made this stand out was the way it could be played by two players simultaneously. Using a unique split screen method the graphics were compressed in such a way that the split screen didn't affect playability by reducing the play area. It also had a completely bizarre bonus level where the players ran around massive three dimensional tunnels collecting rings and emeralds. Part three was pretty much the same and a new character called Knuckles was introduced. Knuckles couldn't be controlled in the main game as he was Robotnik's side kick but he could be controlled in the two player race mode.

Sonic has also appeared in other games like Sonic CD (which in my opinion was easily the best until this one), Sonic Spinball, and in the arcade he has not only got his own game but he's put cameo appearances in Rad Mobile and Daytona. What a mighty popular bloke.

Now comes Sonic And Knuckles, the most revolutionary of the series so far. Not only does it introduce Knuckles as a new main character who turns out to be a good guy after all but it is backwardly compatible with the other three Sonic The Hedgehog platform games!



▲ Can this possibly be the fastest animal on Earth?



▲ He runs, he flies, he climbs, he absails. It's knuckles, your user friendly Echidna



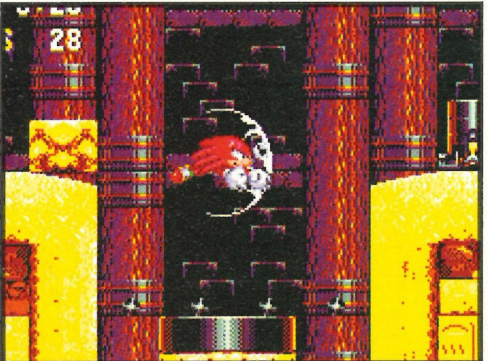
▲ Plug in Sonic and away you go!



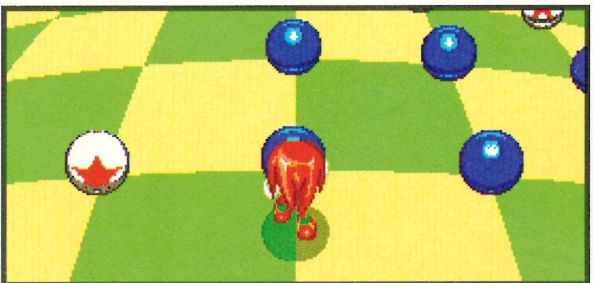
▲ Spin at the posts for extra points



▲ This is the new bonus stage and is dead hard to boot



▲ Is it a bird? Is it a plane? No it's a strange ant eating creature actually



▲ Does this ring any bells?



▲ Not a small chap!

# SONIC AND KNUCKLES



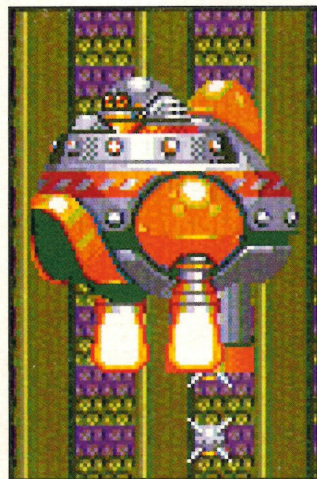
▲ Get all the Emeralds to become Super Knuckles



▲ Meet Robotnik in the Doomsday Zone. Can you get here?

## JULIAN COPE

As a game on its own there isn't really anything to write home about as this is virtually the same as all the others, apart from the addition of the new character and the fact that it is now quite difficult instead of being a complete walkover like all the others are. It is the unique plug through enhancement system that makes this little title earn its money as it adds much more life to the other Sonic games. If you like the series then you will love this and it will be an invaluable addition to your collection. If on the other hand you don't like platform games then avoid this at all costs. On the whole Sonic And Knuckles is a unique title that Sonic fans would kill for. Buy it now and if you don't like it, Lee will give you your money back (You what? - Lee)



## THE BACK OF LOVE

If you plug one of the Sonic games into the slot in the top of the cart and switch on you will be in for a treat as this cart allows you to play Knuckles in an enhanced version of the game! In Sonic 3 there were areas Sonic couldn't get to. Knuckles can fly and climb walls which means you can now get there! Also, some of the level layouts have been modified with new monsters, routes and harder bosses. Similarly it is possible to play as Knuckles the Echidna in Sonic 2 but now there is no two player option. Slot in a copy of Sonic 1 and you get a screen saying "No Way" but press all three buttons on the joy pad to access hundreds of individual special stages



▲ Clever stuff eh?

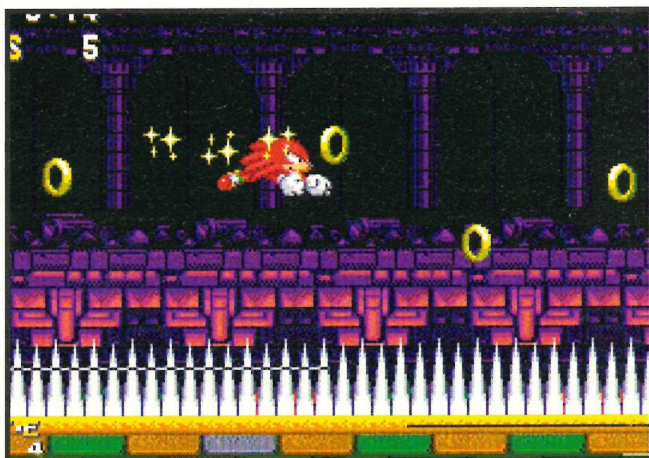


▲ It's that man again, this time with a new mate



▼ This could get a bit out of hand

◀ Knuckles can also play the Sonic 2 bonus stages



### THE SECOND OPINION

**THE JAGSTER**  
As a game in its own right, Sonic and Knuckles is a bit of a let down. It has neither the variety of levels, or two-player games of Sonic 3. However, with its plug-thru possibilities it can extend your Sonic game collection by four if you own the original games. For this reason, we highly recommend you get hold of a copy. It just makes you think how much effort goes into planning a console game. If they can think forward enough when programming Sonic 3 to expect S&K, just imagine what games they might produce by extending some of that effort into originality!

### RATINGS

REFLEXES STRATEGY  
CHALLENGE THOUGHT

**PRESENTATION**  
Looks great and works with every game under the sun!  
87%

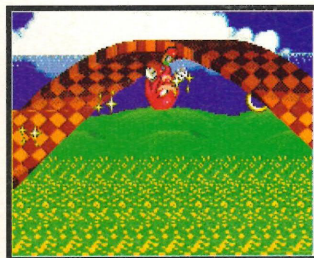
**GRAPHICS**  
The same old Sonic stuff as you would expect  
80%

**SOUND**  
Starts to grate after a while  
78%

**SHORT TERM PLAY**  
A new game that expands your old ones too! Great stuff  
93%

**LONG TERM PLAY**  
It will take ages to play all the games but it gets very repetitive  
89%

**OVERALL**  
It's pretty run of the mill on its own but is invaluable if you own any of the previous Sonic games  
90



# MEGADRIIVE REVIEW



BY DATA EAST



8-MEG

## STYLE



PLATFORM

**PRICE** £39.99

**PLAYERS** 2

**SKILL SETTINGS** 4

**RELEASE DATE**

IMP ORT



▲ I'd walk a million miles for one of your smiles, mammy!



▲ My, those things do look sharp! And what are those guys doing with that bubble gum?



Oo-ar me hearties! Cap'n Rich is the scourge of the high seas and he likes the odd platform game as well. Maybe that explains why he's not too keen on this!

# HIGH SEAS

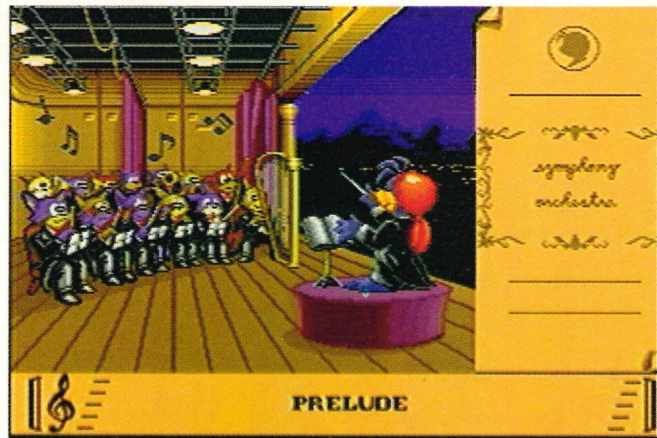


In the far away land of Cape Sealph a disaster has occurred! That old sea dog Brutal Bernard has stolen a treasure map which all of the pirates of the seven seas are after. Legend tells that this map is the only way to find a mysterious treasure chest containing a magical gem called Emeralda. This is no ordinary gem - its owner will gain the power to rule the entire world! So who is going to save us all from total domination by evil scoundrels? Why Cap'n Havoc of course! If he doesn't find the gem first then there is no hope for the rest of us and we don't want that now do we? In a stroke of unfeasible originality you get to control the hero of the story and to top things off this is another platform game. Could this be a rip-off of every game under the sun? Read on, dear readers, read on...



## CAPTAIN PUGWASH

Platform games have been coming in thick and fast recently, the best of which must be Sonic 3. Then we get this load of dross to look at! Data East has produced some phenomenally good games in its time and so I was looking forward to playing its latest platform game. To be honest, this has to be the worst platform game I have played to date, with the exception of Socket. First impressions are quite good, because the graphics are rather nice and all of the sprites are well animated, but when the gameplay kicks in things get very bad indeed.



▲ One of the best things about the game is the orchestra. Choose a piece of music and they all play along merrily. All together now...



◀ These four funny balls represent a restart point. It's a shame there aren't many of them in the later levels

# LIFE ON THE OCEAN WAVE



## SEAMAN STANES

There are 13 different levels in High Seas Havoc, each of which are set in various sea-related places. The game starts off in Cape Sealph and carries on through a pirate ship, through cities at night-time, underwater, through burning buildings and on until you end up at fort Bernardo and get to fight Brutal Bernard himself.

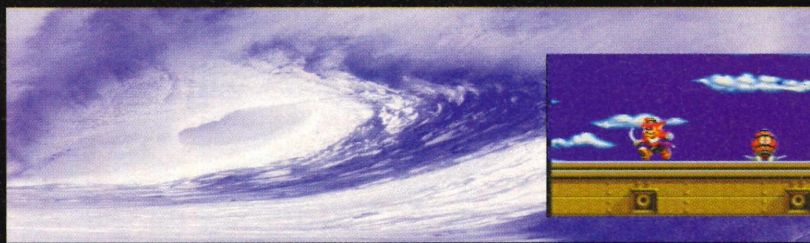
Some of the levels are quite big and there is the occasional tricky jump thrown in for good measure, but when you take into account that there are only a few restart points throughout the whole game, things begin to get annoying. In one stage you are being chased by a giant flame and there are lots of holes in the floor and flaming obstacles to avoid. This level is quite easy but it is also very large and if you die you have to do the whole thing all over again - very frustrating.

There is quite a lot of variety in the background graphics and enemies, but sadly the gameplay stays the same all the way through - jump between the platforms, pick up the diamonds and kill some baddies. Sadly, by today's standards this is not enough to constitute a fun game, when we have fast and original games like Sonic 3 being released.

The evil Bernardo, who bears a striking resemblance to Bowser from the Mario games, has found out the secret of the Emerald gem. With it he can rule the world! An ancient map



# HAVOC



▲ Cute or what?



▲ Hooray, the end of a level! But there are more...

## PIRATES OF PENZANCE

By now you should have already gathered that I don't like this game. It may look all right but it plays appallingly and just isn't fun at all. I'm usually a great fan of Data East games but this just doesn't cut the mustard – there is no excitement and it is highly unoriginal. If you buy this you will be very disappointed indeed.



▲ Look – it's Bowser in a funny hat

holds the key to the location of this powerful gem. Meanwhile Captain Havoc sails peacefully around the seas being a hero and not a nasty pirate as his name suggests. Surely fate will bring these two together? Of course it will, and this is how it all happens...



HER  
"YOU MUST PROTECT IT AND KEEP IT FROM BERNARDO. PLEASE HELP ME."

## MASTER BATES

Cap'n Havoc has two different types of attack. He can jump on his opponent's head like in every other platform game ever conceived, or by jumping twice he performs his special attack. The problem is that this attack has such a limited range it is probably one of the most useless attacks ever to be implemented in any game ever!

Most of the enemies are relatively simple to kill but at the end of each level there is a big boss, which reveals the other main flaw of the game – the ease with which this game can be completed. Once you have had a few goes it is very easy to suss out the way each boss moves, making the game incredibly simple. On the easiest stage the game is a complete walkover and one of our members of staff managed to complete the game without realising it! The other difficulty levels are slightly harder, but it is not enough.



▲ This isn't a rip-off of anything is it? Swinging platforms...sounds like an original idea, doesn't it?!



▲ Eek! Sliced and diced! Not very nice really, is it?



AS THE DAYS WENT BY, BRIDGET SLOWLY RECOVERED, AND THE THREE BECAME FAST FRIENDS.

IT'S UP TO HAVOC TO SAVE THEM.

## THE SECOND OPINION

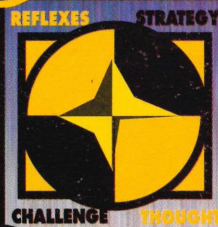


JAG

Great game, original in every way, super graphics, Mode 7 rotation...all statements that could NEVER be levelled at High Seas Havoc! What we have here is simply another well-worn trip down platform road – a place we've all been many times before. The only thing this game has going for it is that Data East coded the thing, and it should really know better. Die-hard platform heads will also be disappointed because the game does not pack any challenge at all. One for the bargain bucket at your local Co-op I suspect.

▲ You have to collect hundreds of diamonds. The excitement never stops

## RATINGS



**68%** PRESENTATION  
Four difficulty levels and a sound test give you a few options to play with

**65%** GRAPHICS  
Some nice intro screens and animation but the game is a bit bland

**74%** SOUND  
The music and sound effects are your bog-standard fare

**59%** SHORT TERM PLAY  
The game starts off pretty badly...

**44%** LONG TERM PLAY  
...And gets a hell of a lot worse!

**OVERALL**  
**38**  
One of the worst games I have had to play in ages. Steer well clear of this one folks.  
Thanks to Dream Machines 2 – 0429 859459

# MEGADRIVE REVIEW



KANEKO



8 MEG

## STYLE



PLATFORM

**PRICE** £39.99

**PLAYERS** 1

**SKILL SETTINGS** 3

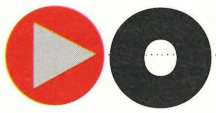
**RELEASE DATE**

**IMPORT**



We do have a laugh here, y'know. No sooner had **ANDY MARTIN** finished one review of a crappy old platform game, we decided it would be a hilarious idea to give him another. So we did! Ha ha!

# CHESTER C



One day a crazed mallard went on the rampage through the streets of Gorton, Manchester - pecking at washing-lines, flapping uncontrollably in heavy traffic and scratching at garden implements at the local B&Q. Feathers were scattered everywhere, some falling into a pile in the road in the shape of an animal - a cheetah. Manchester City Council gathered the feathers up and sold them to a cattle farmer from Chester (a village near Manchester), and the legendary 'Chester Cheetah' can now be viewed weekdays during office hours. For those of you under the age of 18, a second Chester Cheetah game is here.

## CHEESY CHEETAH

Chester Cheetah Too Cool To Fool was the first game in the series that has now brought us Wild, Wild Quest - a game similar in many ways to that particular pinnacle of programming expertise. Apparently Mr Cheetah is renowned in the USA for being a picture on crisp wrappers, proof indeed that ideas for computer games are becoming wafer-thin on the ground.

The typically tiresome plot for this particular gem is one of subterfuge and

subversion (?). It would seem that Chester Cheetah's obligatory arch-enemy has stolen the map for a place by the name of Hip City, ripped it to shreds and scattered it all over the United States - what surprising stupidity.

Nevertheless, such bizarre actions provide a welcome opportunity for Mr Chester Cheetah to star in his very own console platform game and hopefully sell a few more packets of crisps into the bargain.

▼ On seeing this particular bit an unsuspecting member of the public spontaneously combusted. Unfortunately, the cartridge was unharmed



▲ Hmm...

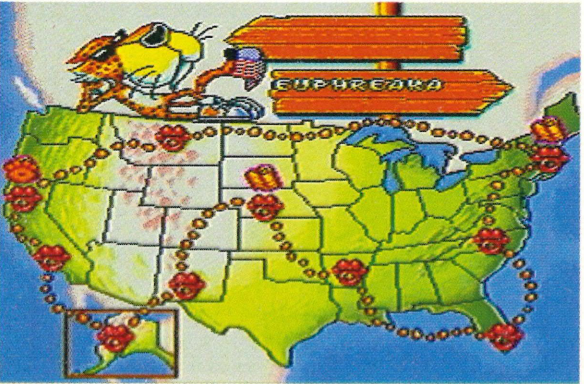
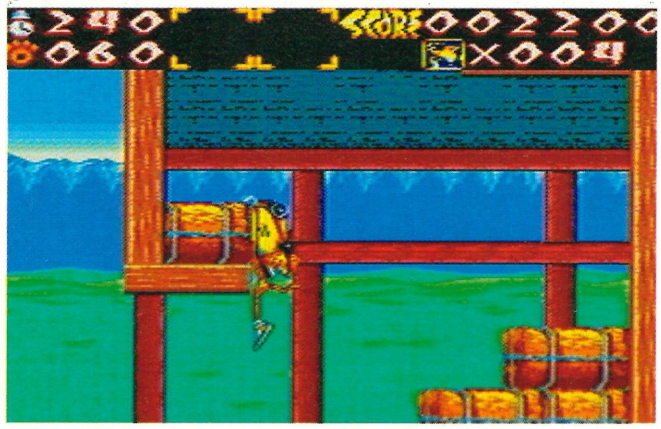
## CHESTER GREASER

Cheetah makes his way across the country to retrieve the pieces of the map, all of which lurk in some dark corner of each state. The states are represented by 'hilarious' titles (Not so Grand Canyon...I laughed my head off. Almost) and a basic platform game which takes the usual idea of varying the action between dry land and underwater sequences. All have a theme, depending on their individual names and the area of the country they reside in.

The player chooses between three states to begin with and more are opened up as these are completed. All contain an end-of-level boss to fight

against after the map is collected. After all that, the least you'd expect is a few decent graphics and at first Chester Cheetah delivers in that department. While the sprites and their respective animation are nothing short of hideous, the backgrounds are occasionally impressive in places but truly sub-standard in others. A lack of continuity? Yes, and the sound is just as bad, in fact even worse in places - if it isn't annoyingly repetitive it's grating and tuneless. However, at least it doesn't affect the gameplay...which does a pretty good enough job of being shite all by itself!

► You should see this thing move!



◀ Gameplay - it is unfortunate that screen shots fail to convey how much it is lacking

► This particular scene caused uproar in the office and the authorities had to be called in



▼ Yes, we have no potatoes





# CHEETAH WILD WILD QUEST

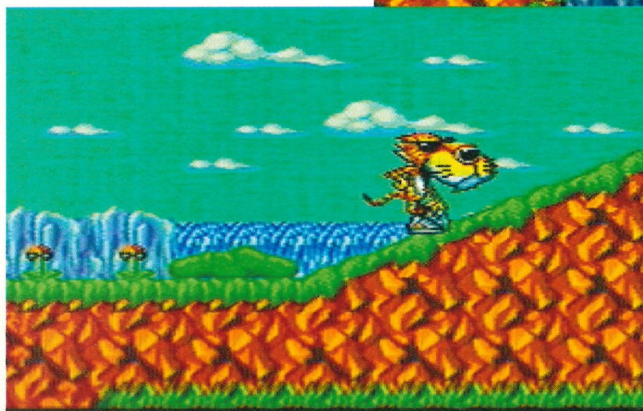


## FESTER FLEETER

Everything about this game becomes so annoying, so frustrating and so maddening the longer you sit and play it, that it absolutely defies description. There is NO gameplay whatsoever. It's completely unresponsive for a start, and then you realise just how badly the control method has been implemented. Chester is capable of a number of different moves, but each one is so confusing to learn that a fast reaction to many of the game's enemies is almost impossible.

But that's not the end of my complaints! Chester is killed on contact with any enemy he doesn't jump upon, unless of course he picks up some of those crisps he advertises and gains an energy bar. If you add to this the abysmal collision detection in places and the fact that the game that doesn't seem capable of deciding whether an enemy should be destroyed or not when Chester jumps on it, and you begin to have some idea of just how wound up you become after a few games.

▼ **Graphic: Pertaining to the art of writing, delineated, engraving, painting, etc. Well delineated, vividly or forcibly descriptive: Having the faculty of vivid description**



▲ **The left view is only available on a six-button pad. It's useless of course, but then it wouldn't be a Mega-CD game if it wasn't useless, would it?**



▲ **Mr Cheetah finally figures out what the long things that hold him up are used for**



▲ **I wanted to play for Manchester United as a kid y'know**



◀ **A hop, a skip and a jump from a tall building in a minute, I can tell you**

◀ **(INSET) Any orthodontists may feel the need to blink violently at this moment**

▶ **At this point I realised that tracing a path along the grain of wood would be much more constructive**



## ESTHER BLEATER

Let's have a look at this then. Take a bad idea, add a familiar character, a little dash of bad programming, a couple of bugs, garish graphics and flickery animation. Mix it well and serve with a sprinkling of suspect music and sound effects...lovely! Chester Cheetah Wild, Wild Quest is like playing with the contents of a farm animal's bowel. It is yet another example of just how indescribably poor ideas for platform games have become, and the second Chester Cheetah game to steer clear of when next buying or renting a game. Goodbye.



◀ **An oddly shaped mammal uses threatening behaviour in an attempt to make you switch off the game**

## THE SECOND OPINION



### THE JAG RETURNS

Oh dear. Our allies from across the pond just don't seem to have sussed this platform game thing out yet, do they? Chester Cheetah represents 16-bit gaming at its very worst. The old B-movie standing of "it's so bad it's good" does not even ring true for this poor excuse for a game. Andy has summed the game up perfectly with the terrible score he awarded to it. Thank your lucky stars that this will never receive a release in Europe.

## RATINGS



**55%** REFLEXES STRATEGY  
CHALLENGE THOUGHT  
**PRESENTATION**  
Pointless introductory screens and standard options

**46%** **GRAPHICS**  
Terrible sprites, occasional nice backdrop

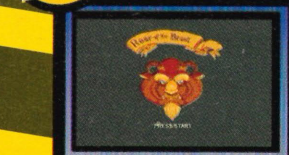
**36%** **SOUND**  
Not good by any means

**42%** **SHORT TERM PLAY**  
You try to be patient with it...

**17%** **LONG TERM PLAY**  
...And it kicks you violently in the groin

**OVERALL**  
I want me mam!  
**21**

# MEGADRIIVE REVIEW



SUNSOFT



8-MEG

## STYLE



BEATEM-UP

**PRICE** IMPORT

**PLAYERS** 1

**SKILL SETTINGS** 1

## RELEASE DATE

OUT NOW

## IMPORTANT WARNING!

The version of the game used in this review was an American import and may not work on an official UK MegaDrive



In what seems a shameless parody of his love-life, Julian Connolly gets to play the Beast as he tries to find love

# ROAR OF THE BEAST



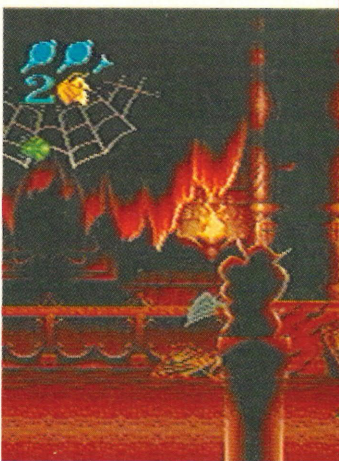
**S**o there you are right, the Beast of Disney's recent cinema success *Beauty and The Beast*, and you're not all that keen on the idea of being plug ugly. So off you trot and try and change things a bit, with the hope of falling in love with someone dead tasty. Hardly Tolstoy I'll grant you but this is the video game of a Disney cartoon of an ancient fairytale and certain things can get lost in the translation.

## BUT WHERE'S BELLE?

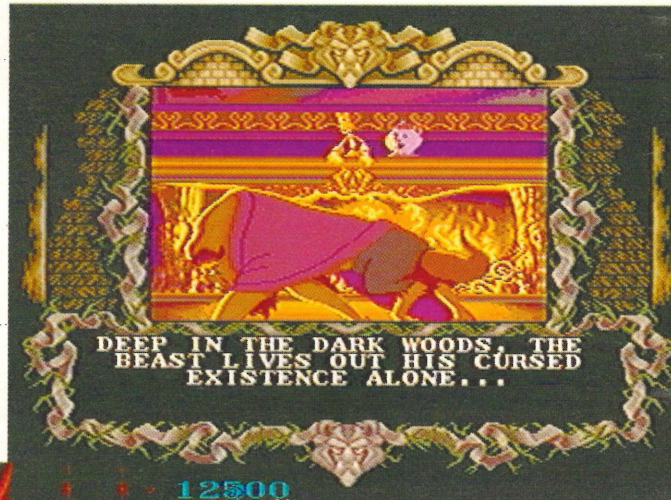
There are in fact two games based on the Disney film. Roar of the Beast is definitely the inferior of the two and seems to be aimed at young males with too much testosterone. Why do I say this? Because Roar of the Beast is all about abig chap beaten up lots smaller chaps and animals. That is all this game is. A sideways scrolling beat'em-up that is on about the same level as Bram Stoker's Dracula on the Mega CD.



▲ Yes he did. No he didn't. Oh, yes he did. Oh no he didn't. OH YES HE DID. OH NO...



▲ Like Batman the Beast has a rather melodramatic cape swing, here we see the Beast modelling the move



▲ Mmm, roast beast, smells good! Turn round and do your other side



## HEY, GOOD LOOKING

One thing it has got going for it is the presentation. Here at least Sunsoft have tried to emulate Disney's high standards. Backgrounds, sprites, animation, between level story-telling bits are all of impeccable quality. Sound is a bit ropey but somehow I don't think the Mega Drive could even come close to reproducing the glorious tunes from the film. All this is well and good but when you've played it for a while it occurs to you that something is missing, the gameplay.

## ROYAL VARIETY PERFORMANCE

For the most part you wander along in front of delightful backgrounds, pressing the attack button a lot whenever anything vaguely dangerous like a spider or a snake wanders into view. Bats, rats and bears make an appearance but all these are only in the castle. When you get into the icy forest you leap from branch to branch avoiding a few wolves and trying to hit them when you can. If things get tricky you can roar, which freezes most things to spot and makes you invulnerable for a few seconds. Make it through here and you're into the town trying to get all the valuables back that the nasty villagers have nicked. By now things have got terminally dull.

## GASTON? GASTON? THE BILL PLEASE

Not even the final battle with the muscular villager can redeem this appalling game. It is just so, so awful. It relies on quantity rather than quality, chucking a load of animals at you when it runs out of ideas. If you feel you must have a game based on *Beauty and The Beast* go for the other one, *Belle's Quest*, it at least shows some imagination. If it wasn't for the high standard of presentation, this game is just another anonymously naff beat'em-up.

## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

Lovely little story board bits between levels

84%

### GRAPHICS

Excellent in places, and these parts carry the slightly weaker areas

79%

### SOUND

The tunes are recognisable. The Mega Drive doesn't do them justice

70%

### SHORT TERM PLAY

You notice very quickly how little there is to do

30%

### LONG TERM PLAY

If you even bother with it in the long term I'll be surprised

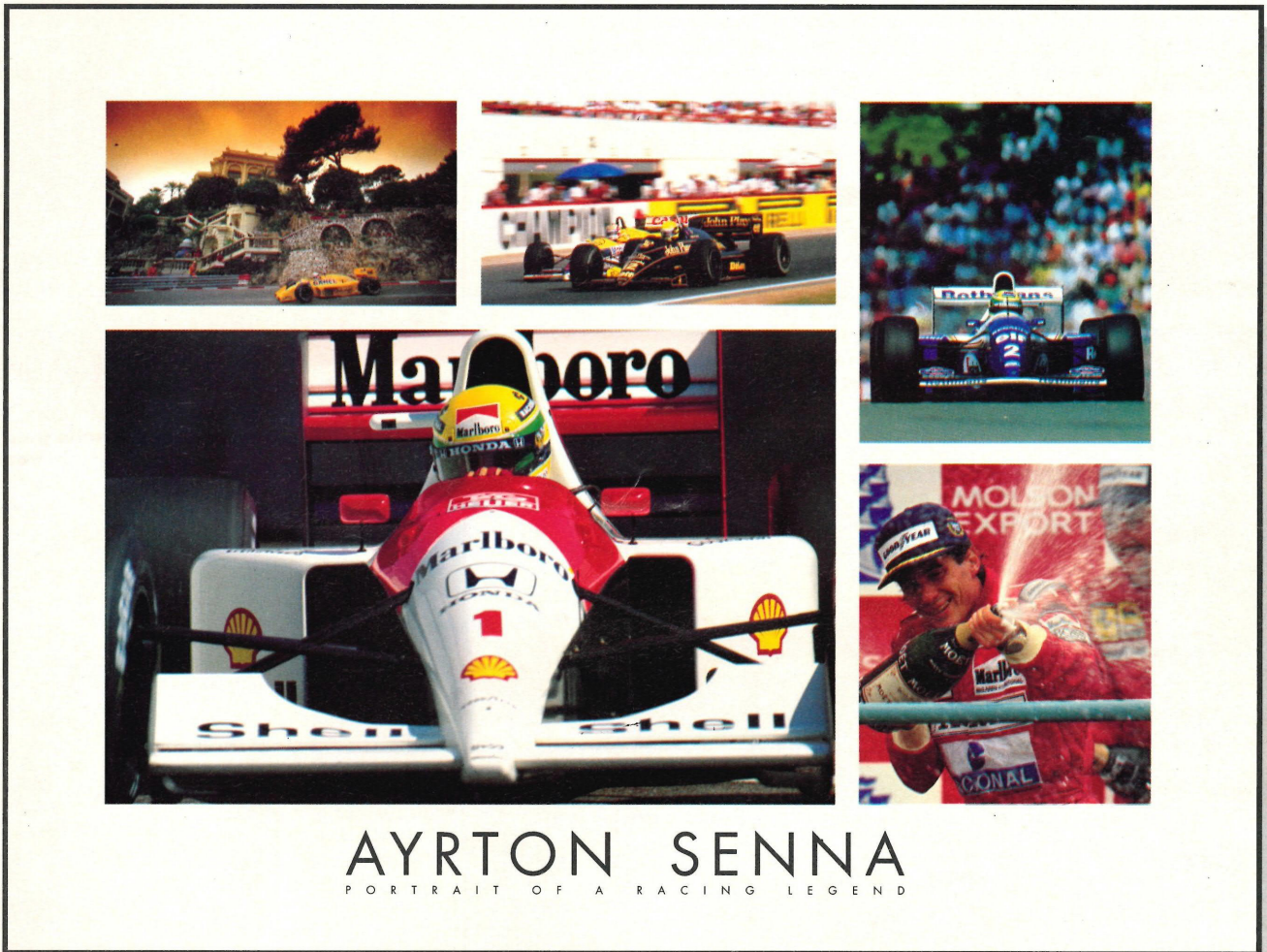
25%

## OVERALL

Lots of button pressing but not much else

40

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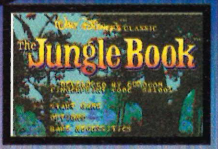
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# MEGADRIVE REVIEW



BY: VIRGIN



16-MEG

STYLE



PLATFORM

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

JUNE '94



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

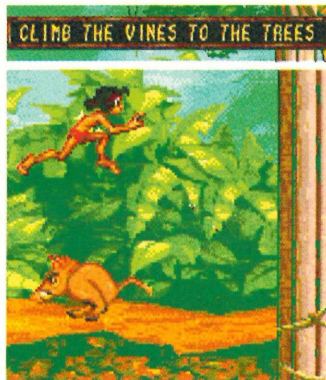
**D**isney and Virgin got off to a good start with the Aladdin collaboration and now both companies hope to repeat the performance with *The Jungle Book*. This shouldn't be too hard a task though, with this game resembling the acclaimed Arabian platformer in more ways than one – and that isn't simply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

## I WANNA BE LIKE YOU-HOO-HOO

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

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

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



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

▼ Hold tight, here we go!



# THE JUNGLE

## WITH A LITTLE HELP

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



## BEARING YOUR NECESSITIES

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

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

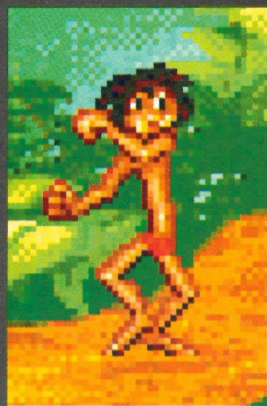
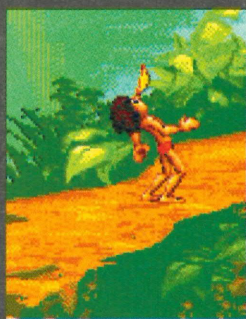
You can pick up bananas to throw at the jungle inhabitants or there's an even more effective boomerang lurking in the darker corners to offer some assistance. If all else fails though you can always stomp on their heads Mario-style. Whatever course of attack you favour, the enemy won't give up the fight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

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



## COULD YOU HURRY THINGS UP A LITTLE?

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



# LE BOOK



## FROM YOUR FRIENDS



▼ **Whoopee! Points, points and more points**



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



▲ **Oooh I've got itchy pits**

▼ **"Trussst in meeee, trussst in meeee." Who are you trying to kid?**



## SLAKE IN THE GRASS

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

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

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

## KHAN ABOUT TOWN

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

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

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

## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

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

90%

### GRAPHICS

It may look like *Aladdin* but the graphics are still gorgeous

93%

### SOUND

Great corny tunes and plenty of spot sound effects

85%

### SHORT TERM PLAY

Easy to get into and enjoyable to play

89%

### LONG TERM PLAY

Like *Aladdin* and *Cool Spot* this is far too easy

77%

### OVERALL

83

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

## THE SECOND OPINION

RICH

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



**MEGADRIVE REVIEW**



BY: TECMAGIK



8-MEG

**STYLE**



PLATFORM

**PRICE** £39.99

**PLAYERS** 1

**SKILL SETTINGS** 3

**RELEASE DATE**

**OUT NOW**



She's not pink and she's certainly not furry, but Allie West is every bit as cool as the Pink Panther, so who better to review the game?

# PINK PANTHER

**H**e's the pink Pink Panther, the rinky dink panther...blah blah blah. Yes, we all know the tune. Well, now we no longer just have a rippingly good cartoon, we now have a game to contend with as well. Before you get all excited that your favourite cartoon character is on your Mega Drive, take heed of our words...

**WHAT'S UP TC?**

The idea behind the game is really boring. You play the Pink Panther and your ambition is to achieve celluloid stardom and the only way to do that is to get onto a Hollywood movie set. OK, nice and easy, but Inspector Clouseau got there first and by crashing in on one of his scenes and reeking havoc, the Inspector is now chasing you through an abundance of sets to thwart your chances at fame.

The way this platform game is laid out is rather interesting, meaning you don't have to plod through the game in the same order every time – ah variation, the sweet smell of the word! You start the game on a Hollywood sound stage where you find yourself being attacked by some maniacal cameras.

From here you then move on to one of the sets, The Great Pinksby, and it is at this point that you can vary your route through the game by seeking out the different entrances to the other movie sets, which range from a haunted laboratory setting in Pinkenstein to an eerie Nottingham forest in Pinkinhood.

The entrances to the other sets are usually concealed, but it's not exactly hard to spot where they are once you get to them – actually 'concealed'

is bit of a strong word when trying to describe these 'hidden' passages. The only problem is that the further you progress into the game the easier it is to get confused as to how many of the levels you've completed, and with all the warp doors as well, you can find yourself transported back to a level that you've already come from. Some sort of order should have been included somewhere in all this mayhem to prevent the player from getting so confused.



Yuck, what side of bed did you get out of today?



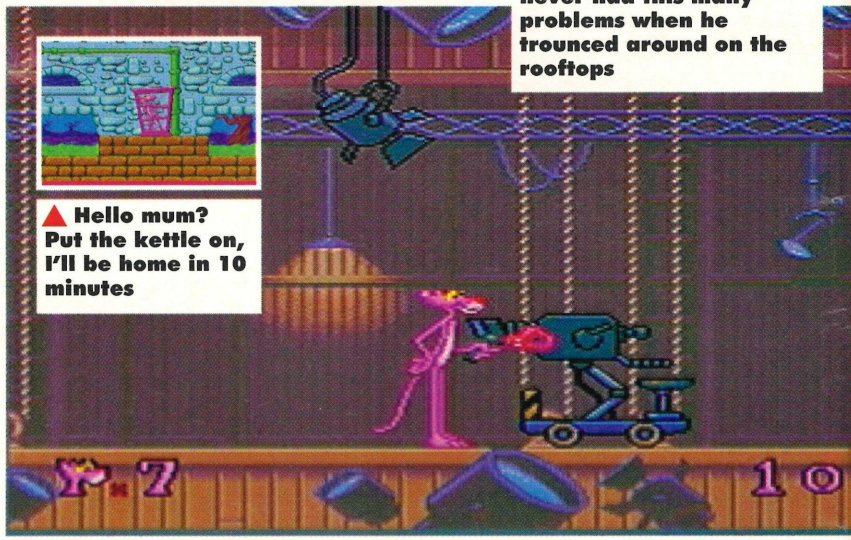
▲ This is my latest masterpiece – Pink Overkill



► Daw-gone dead, boy!



▲ Ooof! Dick Van Dyke never had this many problems when he trounced around on the rooftops



▲ Hello mum? Put the kettle on, I'll be home in 10 minutes



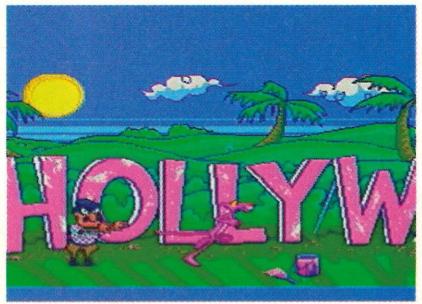
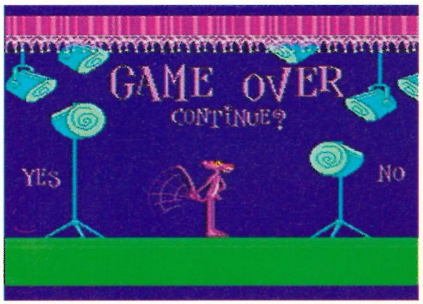
**RINKY DINK TO YOU TOO!**

We know that when the game was being developed the cartoon's original artist Frank Freleng helped immensely with the graphical content of the background graphics and the sprites. This explains why the graphics have such an uncanny resemblance to the cartoon's style, however it doesn't explain why the graphics are so poor in the process.

The sprites are so blocky and fail to move with any real fluidity, while the backgrounds are bland and lack any real depth or detail (apart that is for the Manhattan skyline level where the sky is made up of loads of parallax and the pink/ purple colouration is quite impressive).

The Panther himself does actually move quite well having the same quirky little movements seen in the cartoon, but these moves are limited leaving you with little to do except jump around a lot, run and punch out with a boxing glove a couple of times.

▼ No, no, I just can't get what they're trying to tell me



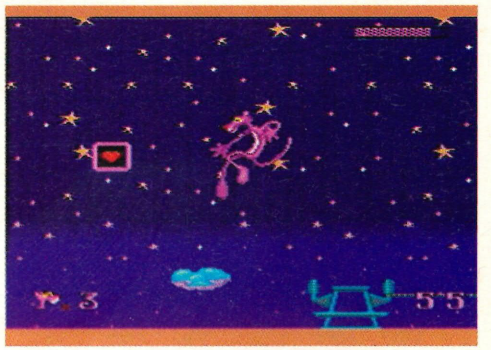
◀ Great intro, huh?



◀ Boxing Helena?



► What would a platform game be without bonuses?



# GOES TO HOLLYWOOD



## MUCH ADO ABOUT NOTHING



▲ A secret hideaway me thinks



▲ Out of my way, fiend!

◀ That carpet looks strangely familiar



▲ This is Inspector Clouseau as one of the Sheriff of Nottingham's archers in Pinkinhood. This guy is relentless, he turns up everywhere just like your annoying kid brother

▼ Smile for the birdie! Clouseau now jumps around like a blue-arsed fly armed with nothing but a blinding flash camera. Get out of my way!



▲ Now is that a bad disguise or what? Dressed as Igor the Engine (oh ha ha!) Clouseau rolls around knocking poor old Pink flat on his backside. Now I really AM getting annoyed

### YOU PESKY WABBIT!

As said, there are three difficulty levels in the game with an added option to choose the number of lives you play with, which ranges from three to an incredibly generous seven. Even on the hardest setting the game isn't really difficult...come to think of it, it's not really that challenging either, so why didn't I finish it in record time? Because when I wasn't being so darn bored with the repetitiveness of it all I was pulling my hair out with frustration (something which I don't enjoy as it took me a long while to get my hair as long as it is!).

Everything just gets in the way – from the platforms to the obstacles and the enemies, nothing really 'belongs' anywhere. However hard I try it's very difficult to describe just how disjointed and unplayable this game is.

Any good points? The music is superb. The full Henry Mancini theme tune has been lovingly recreated in all its original splendour and flounced up in some impressive disguises – for once I didn't want to turn the volume down.



▲ Kids will do anything for Dairylea



▲ Welcome to the next level (Sega TM)



▲ Percy Thrower really ought to sort out his garden



▲ I'm glad my roast never spits the stuffing back out of its arse

### HEY-ELP! HEY-ELP!

Throughout all the levels there's your usual array of annoying characters, and depending which of the three difficulty levels you play the game on the number varies. Apparently, the enemies are characters from the cartoons, but the only one I was at all familiar with was Inspector Clouseau who pops up from time to time in some pathetic disguise. He doesn't really do anything either, posing little threat to your game – in fact all he does achieve is to annoy the pants off the player by simply getting in the way – buzz off you horrible little man!

Also, what is it with the collision detection? If you're going to have the stuff then at least we want it to be consistent and not patchy as seen here – what did the programmers do, sit down and say, "Well I think some collision detection would look nice here, and here, and what do you think luvvy, am I going a bit overboard or do you like clutter?". To be honest the whole game seems to be patchy, with the gameplay throwing itself at you like a wet flannel – all limp and soggy. Yeah limp, that pretty much sums it all up.

### THE SECOND OPINION

**RICH**  
If someone was to sit down and design the most boring, shallow and unenjoyable game ever, then this is it. Normally I like the Pink Panther, but this is awful. This has to be one of the most tedious games ever designed – all you have to do is run around the levels looking for the exit using the odd item here and there. This game sucks big time.

### RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

**PRESENTATION**

Boring intro, fails to capture cartoon theme

**46%**

**GRAPHICS**

Blocky and uninspired

**51%**

**SOUND**

Great rendition of the Mancini theme

**84%**

**SHORT TERM PLAY**

Easy to get into but dull

**67%**

**LONG TERM PLAY**

Too frustrating for its own good

**2%**

**OVERALL**

Crap! What more do you want me to say?

**43**

# MEGADRIVE REVIEW



BY: TENGEN



8-MEG

## STYLE



PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

OUT NOW



Ever popular with members of the animal kingdom, or so he tells us, **JULIAN CONNOLLY** goes nose to snout with a marsupial, just like any other Saturday night really

# AWESOME POS

**T**he world is dying, ecologically speaking that is, but it is absolutely nothing to with each individual's carelessness compounded by the others'. Oh no, it is all down to the evil Dr Machino and his robot eco-destroyers. He is actually single-handedly responsible for the destruction and corruption of the earth's flora and fauna. Nothing to do with CFCs or huge oil tankers or anything.

The only person to have realised this is a Possum - that's right, one of those antipodean things. He's decided to save the world by simply running through roller-coaster-style levels, collecting all the rubbish that Dr Machino has callously dropped and rolling himself into a ball to wipe out the nasty robots who are cutting down the trees, or whatever. Some may of course argue that picking an animal whose idea of aggression is to pretend to be dead may not be the best idea that Tengen has ever come up with.

## DEJA VU

Awesome Possum certainly won't be accused of rampant originality, but it may well be accused of, erm, paying homage to a certain well-known blue hedgehog. The levels' designs are the first aspect of the game that reek of Sonic. Your fast-moving Possum has to run left to right, up and down ramps at reasonably high speeds, leaping to collect the rubbish that is handily deposited in mid-air. There is often more than one route through a level, with the second route generally being lower, flatter, but more tricky than the first.

Each of the four Zones also has its own contextually appropriate equivalent of the springs seen in Sonic. For example, the rain forest features bongo drums which will thrust you skywards (or whichever way they happen to be pointing) with gay abandon. To cap it all, the end of each level even has a banner which Possum has to break to signify completion.

Collect enough rubbish by this point and it is on to an enemy-free bonus level, where you get the chance to collect more rubbish.



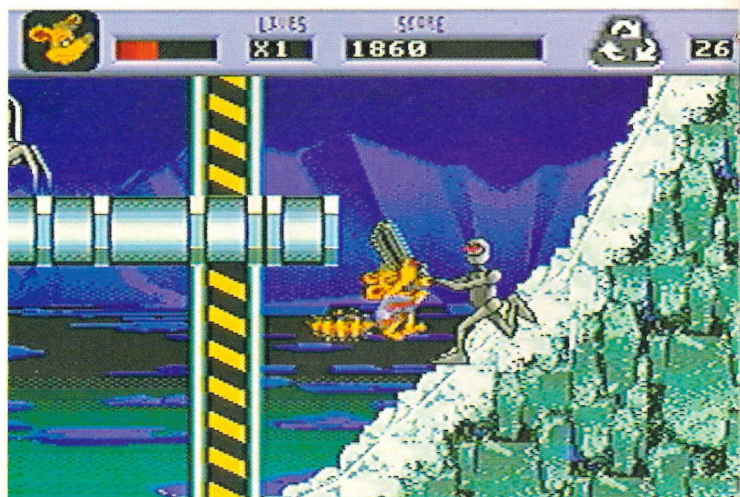
▶ Time to test your knowledge of all things Environmental, the answer to this one is really quite remarkable



▶ You never saw the Lone Ranger on something like this did you? Whether this sort of co-operation takes place in the real world is another question



▶ Through a cunning use of ballast and fresh water these Coke cans float at different levels in the water





# POSSUM KICKS DR MACHINO'S BUTT



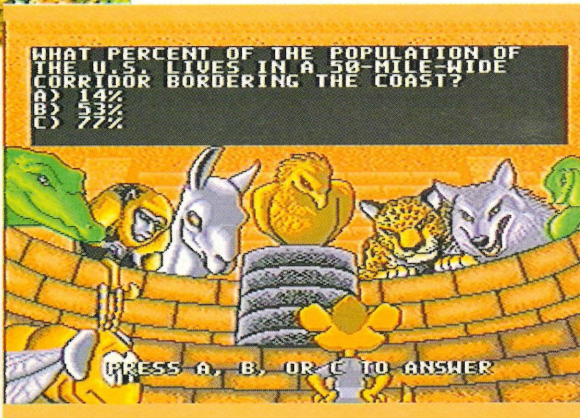
◀ Going bum-first onto a chainsaw is not a fate I'd wish onto anybody



## ROBBY THE ROBOT

Enemies come in whichever shape and size fits their environment, but they are all robots. Robots with chain-saws in the forest, mechanical electric eels underwater – you get the gist. The only way to get rid of them is, you've guessed it, to spin onto them from above. For the most part, spinning isn't the normal mode for a fast-moving Possum – using some kind of second sight he only breaks into a spin when there is an enemy below. Some of the bigger robots take more than one hit to get rid of. A pick-up is available to make him spin whenever he jumps, making things a little easier.

Pick-ups are also handy to make his jumps bigger, improve his health and the like. There is even a very natty set of red boots to make him run faster. What a coincidence! A health pick-up restores Possum's energy gauge to full, but the most effective way of doing this is to collect 50 pieces of rubbish. For every fifty, he gets an extra life and a replenished health gauge. This system often results in Possum scratching



around all over the level trying to find the fiftieth piece of rubbish before some git comes along and takes his last bit of energy. This does at least create a modicum of tension.

Checkpoints mean that he won't have to go back to the beginning of the level should he croak, but extra life pick-ups are scarce, meaning the best way to keep going is to become possibly the most efficient 'bin-man this world has ever seen and track down every bit of rubbish you can find. Situations occasionally arise where you've got a lot of energy and, say 49 pieces collected. In this case it is often best to use some energy to beat-up a few enemies and then collect the fiftieth piece when things get a bit sticky. It sounds strategic but, well, it isn't.

◀ The Arctic and what do we find? Penguins? Nope, a rat



## HEDGEHOG-ESQUE?



◀ Sonic's springs have been re-styled as bongos to fling Possum around...

▶ ...The already familiar see-saw makes an appearance...



◀ ...as does another Sonic fave the rocket-powered lifts...

▶ ...and does spinning through a loop look at all familiar? And clock the red boots pick-up



# MEGADRIIVE REVIEW



BY: KONAMI



8-MEG

## STYLE



PLATFORM

**PRICE** £44.99

**PLAYERS** 1

**SKILL SETTINGS** 3

## RELEASE DATE

**FEB 94**



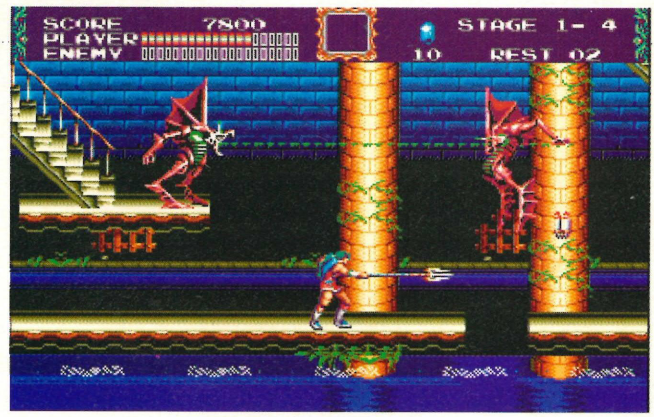
Dusk is coming. Quickly, festoon your body with cloves of garlic and crucifixes and huddle in your local church. That most unspeakable of all ghoulish freaks is about to rise from his earthy resting place. Yep, TOM GUISE is here to review Castlevania!

# CASTLEVANIA

**E**ver heard of the Belmont family? Ho boy, they really are a nasty bunch. Always storming haunted castles, stealing hidden portions of chicken from the undead and whipping giant floating eyeballs with their holy flails without so much as a 'by your leave'. Really! Of course, no-one suffers worse than poor old Dracula. Many a-time the Prince Of Darkness has sneaked down to the kitchen for a midnight snack, only to find all the chicken gone from his fridge and dog poo trampled all over the hall carpet and his pet floating eyeballs whipped to death. It's enough to drive a dark necromancer to an early grave! Well, unable to take it anymore, the Big D has moved home, turned ex-directory and tried to carve himself a new un-life, taking the popular Nintendo Castlevania series with him to the Mega Drive. Alas, he has been undone. This time it's the pesky Belmont grandchildren causing all the trouble. The poor Count's in such a state, he doesn't even laugh when he counts to ten anymore. Cheer up, Vlad. Look, it's a lovely sunny day outside. Oops. Shriivel.

## WELCOME TO TRANSYLVANIA!

Castlevania. It's a name that probably means nothing to your average Mega Drive owner, but ask anyone who owns a Nintendo and they'll tell you it's one of the most popular games series ever made for their machine. Following the adventures of the Belmont family of vampire-hunters and their quest to destroy Count Dracula, the mix of addictive platform action and spooky Gothic horror always proved a huge success. Ever since the games' creators Konami turned their single evil eye toward the Sega market, it was only a matter of time before the Von Belmont Family Singers made their appearance on the Mega Drive, and indeed here they are... except they're not, and in fact neither is Dracula. Confused? Well now is the time to reveal all.



◀ Gosh, this bloke's a bit big. As they say, the bigger they are the harder they fall

## KNIVES AND FORKS!

Harsh language alone is not enough to dispose of the forces of darkness. As any good vampire hunter knows, you need the tools of the trade. A range of sharpened stakes, some cloves of garlic, the odd crucifix - you know the kind of thing. Alternatively, you could use a spear or a whip. Yes, these everyday items are in fact potent vampire-killing weapons, especially when powered up by the various amulets that can be found in the various candelabras on each level. These candelabras also yield such special weapons as flying axes, boomerangs and some feeble blue wee-wee water. Best of all though is the mirror, which acts like a smart bomb and destroys everything on screen!



# IA: A NEW GENERATION



## TWO OF A KIND!

Meet Eric and John, our two vampire-hunters for tonight's show. Eric's specialist subject is the Alcarde Spear, which he can spin around his head or use as a pole vault, whereas good old Johnny prefers the ancient 'Vampire-Killer' whip as used by the famed Belmonts of old. This whip enables John to swing across ceilings and, as such, take routes through levels that poor old Eric cannot. For example...



Level five, and good old Eric has entered the Room of Eyeballs! Ooh!

Using the might of his Alcarde Spear, he can pole-vault up the level...



... and reach the top of this spiral staircase! However...



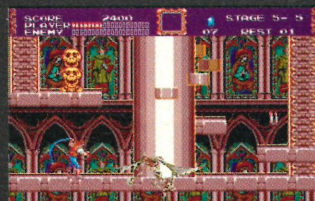
... when Johnny enters the Room of Eyeballs he can't pole-vault up. Hmm.



- Instead, he uses 'Vampire Killer' to swing across this chasm..

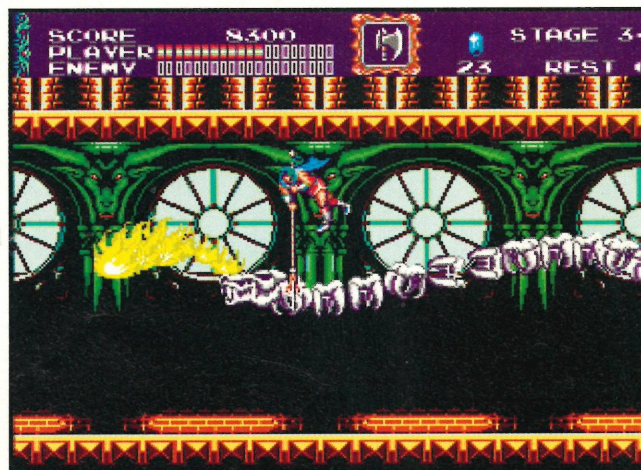


... and travel through a different level to reach the bottom of the stairs!



## BELMONT BABIES!

The reason Dracula isn't in the game is because he's dead. Having been vanquished by Christopher Belmont in the last episode - Castlevania IV on the SNES - the Godfather of Vampires has been lying in his coffin with garlic cloves shoved up his arteries for over three hundred years. And that is why the Belmonts aren't in it either, because they too are dead - from old-age. Not much of a story so far, but wait! Enter Elizabeth Bartley, an evil vampiress who intends to resurrect the Big D! Who can stop her? None other than the descendants of the Belmont clan, that's who. Yep, you guessed it - Castlevania: A New Generation is sort of like Muppet Babies or Tiny Toons, only with hell-hounds and zombies. Welcome to the Castlevania Kids!

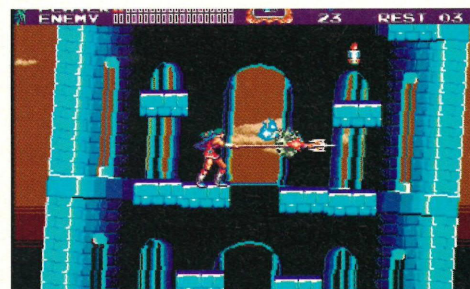


◀ I don't know what this is but whatever it is it sure doesn't look very friendly

## RISE FROM YOUR GRAVE!

In order to resurrect Dracula Lizzie has to travel across Europe enlisting the help of the forces of darkness. And that's where you, the player, comes in. Selecting from one of two Belmont Babies (although they're both in their mid-twenties), your chosen vampire-hunter has to travel across six levels brim-full of unholy creatures.

This might be The All-New Castlevania Show, but basically it's the same gaming formula that Nintendo-owners are familiar with. Negotiate each level, whipping or stabbing every beastie you meet, and crack open the numerous candelabras that line each level to reveal bonuses and weapon power-ups. But what's wrong with that? It's a tried and trusted success story after all.



## SEE ME! SEE ME NOW!

Now I'm not going to kid you, first impressions of Castlevania are not good. In fact, when you start playing it all you can think is "What has gone wrong?" The graphics seem quite horrific. Dull, ugly backdrops rendered in hideous purples and reds fill those initial levels together with barely-animated, boring-looking sprites with limited attack patterns. Likewise with the sound. Half-hearted tunes and completely awful spot-effects play throughout the game, all the more staggering when you consider what a visually and sonically spectacular treat Castlevania IV on the Super Nintendo is. Eagerly expecting something along those lines, I was mortified by the Master System-esque game that greeted me.

## BACK, FOUL DEMON! BACH!

Thankfully, though, those first impressions don't last as Castlevania is actually a good game. What it lacks in looks it more than makes up for in gameplay. Yes, it's just a case of strolling along whipping baddies and candelabras but the levels are extremely well designed coupled with some ingenious sections that really add an edge to the gameplay. Bizarrely enough, the graphics actually improve during some sections of the game too with an extremely impressive clockwork room in Germany featuring huge rotating cogs and wheels. The boss for this level is also brilliant – a giant humanoid made out of 3D cogs. It's all very reminiscent of the spectacular visuals from Gunstar Heroes. If only the rest of the game had looked as good as the giant cogs level or the following Palace of Versailles level, it might have matched up to my high expectations.



## ALTERNATIVELY



93

**SHINOBI 3**  
BY: SEGA  
PRICE: £39.99  
One of the best platform games. Graphics and sound are good, but highly addictive gameplay makes it.

▼ **Nothing is safe in this game. You would think bridges were sturdy, but obviously they're not!**



## GARLIC SOUP? NO THANKS!

I must say, I like Castlevania. It caught me and I just had to play it to the end. However, it is a very patchy game. For the most part the game is very easy, with few sections providing any challenge, that is until you reach the end when it suddenly gets tough. What's more, some sections can transform from being really simple to nigh-on impossible just because you die and don't have any weapon to face them with, forcing you to use the password system and replay the whole level again to get powered-up. Very annoying!

Overall, though, it is great fun – very playable and very addictive – but the really great bits of the game only show you what could have been. With better graphics and more levels, this could have been more than just good.

## LEVEL 5: THE PALACE OF VERSAILLES

Fun for all the family. Enjoy a stroll through the lovely palace gardens, complete with living shrubs and scythe-wielding bugs. Inside the palace, you can play with the axe-throwing suits of armour, and why not end a great day out by witnessing the ghost of Marie Antoinette, who is actually a huge bee in disguise. Kroinks!



## PICK A CARD, ANY CARD!

The quest to stop Dracula's resurrection is almost over when our knackered spear-maestro encounters none other than the Grim Reaper himself!

TIMED SEQUENCE  
DURATION: 5 MINS.



▲ Hello, Death here. Do you fancy see a card trick? Go on, I've brought my naughty pictorial cards.



▲ Okay, now pick a card. Don't tell me what it is. Now, using my psychic powers I can deduce that you picked these...



▲ ..huge rock boss from level 2. Thank you, Ladies and Gentleman. Thank you.



▲ Oh, you beat him, eh Johnny? Pah, well pick another card, go on. Yes, this time you've got the, um...



▲ ...the great big winged creature from level 3. Yup, my magical powers know no bounds!



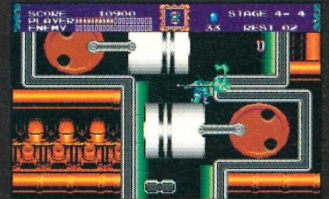
▲ Grief, you beat him too? Well, pick one more card, go this time you're doomed, because you've chosen...

# DRACULA GOES TO EUROPE!

To resurrect your very own Prince Of Darkness, you need to get only the very finest forces of darkness from around Europe. Thus, Evil Lizzie stops off at some more famous locales during her Dracula Revival Tour.

## LEVEL 4: GERMANY

Let's not forget, this Castlevania game is set in 1917 - 300 years after the last one. This would explain why all the skeletons on this level wear army helmets and there's loads of electric doors, cogs and huge pulleys. Then again, why are the heroes still wearing 16th Century frocks and using whips and spears? Spooky!



## LEVEL 1: DRACULA CASTLE

First stop: the ruins of the Count's palatial home in Transylvania.

The big D might have left this place long ago, but his groupies still frequent the area. Such loveable rogues as zombies, bats and werewolves can be found here.



## LEVEL 2: THE LOST CITY OF ATLANTIS

For only three hundred Transylvanian groats, you can enjoy a beautiful weekend at Atlantis. Why not meet the locals? Like the minotaurs or the aqua-people? And of course there are wonderful sights like the classical statues. Knock their heads off and use them for bridges.



▲ Hams! Yes indeed. And that, Ladies and Gentlemen, is magic!

## THE SECOND OPINION



LLOYD HOWE

Castlevania on the SNES was an excellent platform romp and the Mega Drive one follows suit. The ability to chose different characters is quite novel seeing as the other games in the series have always been limited to one character. Every step of the way monsters jump out and just when you thought you had seen all that the game has to offer something out of the ordinary comes along making the game one of the best of its type.

## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

Fairly average intro screens and the standard batch of options.

78%

### GRAPHICS

Patchy. Some awful backdrops and sprites, but some stunning bosses and backdrops.

80%

### SOUND

Haunting tunes that lack atmosphere and some hideous sound-effects. Oh dear.

65%

### SHORT TERM PLAY

Initially a little monotonous, but soon picks up. Very playable.

86%

### LONG TERM PLAY

You'll definitely play it to the end, but you'll wish there was more of it.

86%

### OVERALL

83

An extremely playable, highly addictive game. Brief glimpses of brilliance show you just how superb this game could have been.

**MEGADRIVE  
REVIEW**

**TAKARA**

TAKARA



8 MEG

**STYLE**



PLATFORM

**PRICE** £39.99

**PLAYERS** 2

**SKILL SETTINGS** 3

**RELEASE DATE**

IMP ORT



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

# JOE AND MAC

**T**hink back to a long time before Michael Crichton ever put pen to paper and came up with Jurassic Park. Think back to a time when there was no such thing as consoles, televisions and other electronic gadgetry that makes life what it is today. Think, what the hell did they do for entertainment? All becomes clear when you play Takara's latest conversion from the arcade, Joe and Mac.

**FRED AND BARNIE**

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



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



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



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

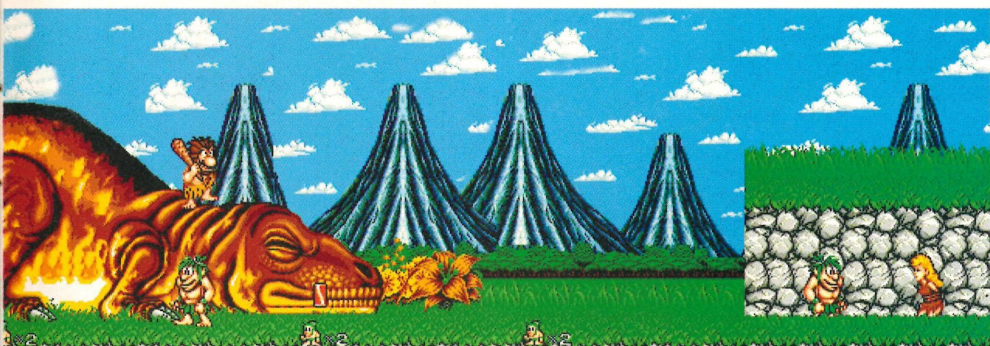


**ERIC AND ERNIE**

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

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





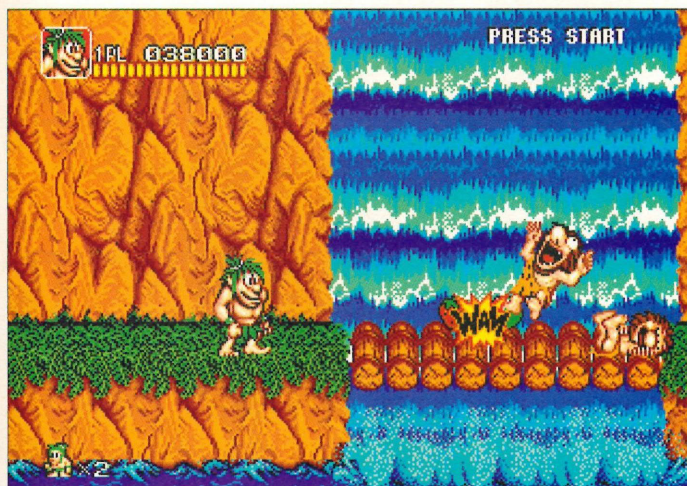
## ERIC AND BARNIE

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

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

When you've defeated the boss and rescued the girl, this is where you sad gits without a girlfriend get your monies' worth out of the game – in two-player mode, whoever killed the boss gets a free snog. This is

great until you realise that you can get cod at a fish market for a lot less money and just as good a snog.



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



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




**Anyone remember Donkey Kong? Well, this bit on the cliffs is a bit like that**

## ERNIE AND BARNIE

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

### THE SECOND OPINION

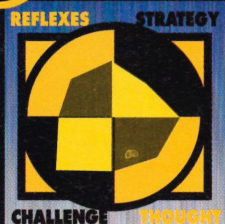


**ALLIE**  
Joe and Mac might have been fun a few years ago in the arcades, but then you'd simply toss in some loose change, have a quick blast and walk away to find something new to play on. Converting such an average game to a home console is a mistake because you discover the shallow gameplay after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



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

## RATINGS



### PRESENTATION

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

### GRAPHICS

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

### SOUND

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

### SHORT TERM PLAY

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

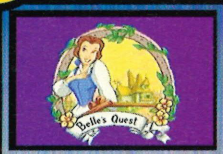
### LONG TERM PLAY

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

### OVERALL

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

# MEGADRIIVE REVIEW



SUNSOFT



8-MEG

## STYLE



ADVENTURE

**PRICE** IMPORT

**PLAYERS** 1

**SKILL SETTINGS** 1

## RELEASE DATE

OUT NOW

### IMPORTANT WARNING!

The version of the game used in this review was an American Import and may not work on an official UK MegaDrive



Appalled by the sheer macho crapness of *Roar of the Beast*, Julienne Connolly settles down for a little femininity. Ooh you are awful

# BELLE'S QUEST



**T**his is the *Beauty and the Beast* game for all the female gamers. Being charitable I think that Sunsoft deliberately made this one far better than the other to try and encourage more girls to play. Possibly. This time around our heroine Belle has to save the village, her father, herself and finally the Beast and I think it is all such jolly good fun.

## VILLAGE IDIOT

The game commences in Belle's home village. For some unfathomable reason the fountain has stopped working, meaning the ye olde shepherde's sheep may well dye (geddit?) of thirst. For the purposes of gameplay it is up to Belle to sort things out while avoiding the attentions of the muscular, but dim, Gaston. Questioning the inhabitants reveal what the problem may be but it turns out you have to sweet-talk Gaston into doing the dirty work. I mean suggesting that a woman would ever manipulate a man is frankly outrageous. Still say the right things to Gaston (about three multiple choice selections to be made) and he'll agree.

## A-MAZE-ING, BUT...

From info gleaned in the village you'll make your way through the dense forest. But if you haven't asked the right people the right questions you may never make it. Still, too late for that now. Once inside the Beast's castle you take your fathers place in his dungeon and after some minor interference from the plot you find yourself walking through a maze of locked door in the castle's



▲ Mmm, you're really pretty would you like to come home with me and see some puppies?

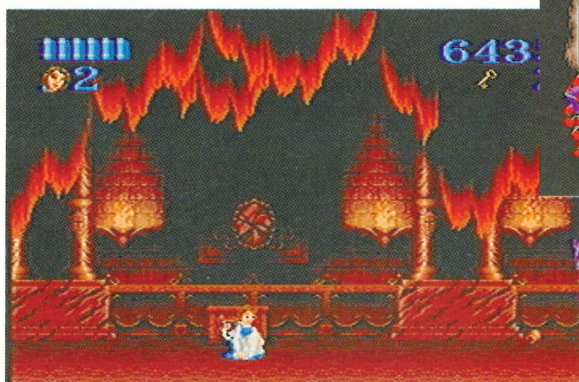


▲ This game's shelf life isn't very long...



▲ Hold still father or that big nasty wasp will bite your ear off!

◀ Oh no, where's my contact lense!



## THROUGH THE KEYHOLE

None of this is especially taxing, but it least it has plenty of variety, and for a younger audience the puzzles will probably be enough to keep them happy for a while. With an absence of violence, all Belle can do is duck or jump, this game that favours the female audience is by far the better of two. It keeps up the same high standard of presentation but manages to bring in a fair whack of gameplay. there are even some entertaining bonus sections that are hardly original but help break things up a bit.

## BEAUTY OR BEAST?

This is by far the best of the two games, and while not in any way a classic in its own right, I'm not sure Sunsoft could have done much more than they have. Male or female this is the one I'd have.

## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

Plenty of between level story interludes

84%

### GRAPHICS

Good in the main but the village looks very odd

78%

### SOUND

More tunes here but still not done justice

78%

### SHORT TERM PLAY

Small puzzles and attractive beginning draw you in

80%

### LONG TERM PLAY

Lots of variety here and loads to come back for

82%

## OVERALL

Soft and fluffy, and actually quite playable

78



# SENNA

## PORTRAIT OF A RACING LEGEND



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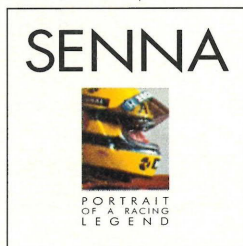
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# GAME INDEX



## MEGA-CD GAMES



### BATMAN RETURNS

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 19  
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!  
**MT RATING: 94%**

### BATTLECORPS

BY: CORE DESIGN  
PRICE: £39.99  
REVIEWED: MT32  
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.  
**MT RATING: 90%**

### CHUCK ROCK II: SON OF CHUCK

BY: CORE  
PRICE: £44.99  
REVIEWED: MT 26

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

**MT RATING: 86%**

### DOUBLE SWITCH

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

**MT RATING: 74%**

### DRACULA UNLEASHED

BY: VIACOM  
PRICE: £44.99  
REVIEWED: MT 27  
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

**MT RATING: 62%**

### DRAGON'S LAIR

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

**MT RATINGS: 85%**

### DUNE

BY VIRGIN  
PRICE: £39.99  
REVIEWED: MT 23  
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

**MT RATING: 73%**

### ECCO CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

**MT RATING: 92%**

### FINAL FIGHT CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 17  
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

**MT RATING: 94%**

### GROUND ZERO TEXAS

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree but set

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

**MT RATING: 85%**

### HOOK

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

**MT RATING: 80%**

### JAGUAR XJ220

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 16  
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

**MT RATING: 87%**

### JURASSIC PARK CD

BY: SEGA  
PRICE: £39.95  
REVIEWED: MT 26  
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

**MT RATING: 79%**

### KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kris Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

**MT RATING: 80%**

### LETHAL ENFORCERS

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

**MT RATING: 80%**

### LUNAR THE SILVER STAR

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

**MT RATING: 82%**

### MAD DOG McCREE

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

**MT RATING 61%**

### MICROCOSM

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

**MT RATING: 60%**

### MORTAL KOMBAT

BY: ACCLAIM  
PRICE: £39.99  
REVIEWED: MT31  
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.

**MT RATING: 69%**

### MY PAINT

BY: SADDLEBACK GRAPHICS  
PRICE: £39.99  
REVIEWED: MT32  
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.

**MT RATING: 2%**

### MYSTERY MANSION

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

**MT RATING: 65%**

### NHLPA HOCKEY '94 CD

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

**MT RATING: 91%**

### NIGHT TRAP

BY SONY IMAGESOFT  
PRICE: £44.99

REVIEWED: MT 17  
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.

**MT RATING: 79%**

### PRINCE OF PERSIA

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 10  
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.

**MT RATING: 70%**

### PRIZE FIGHTER

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

**MT RATING: 62%**

### RISE OF THE DRAGON

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

**MT RATING: 88%**

### SECRET OF MONKEY ISLAND

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

**MT RATING: 93%**

### SENSIBLE SOCCER CD

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT30  
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.  
**MT RATING: 96%**

### SEWER SHARK

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

**MT RATING: 87%**

### SHERLOCK HOLMES: CONSULTING DETECTIVE

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

**MT RATING: 79%**

### SHERLOCK HOLMES II

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

**MT RATING: 84%**

### SILPHEED

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

**MT RATING: 94%**

### SONIC CD

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

**MT RATING: 94%**

### SPIDERMAN VS KINGPIN

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

**MT RATING: 84%**

### TERMINATOR CD

BY: VIRGIN  
PRICE: £49.99  
REVIEWED: MT 26  
The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.

**MT RATING: 69%**

### THUNDERHAWK

BY CORE DESIGN  
PRICE: £44.99

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

**MT RATING: 91%**

### TOMCAT ALLEY

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

**MT RATING: 72%**

### WOLFCHILD

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

**MT RATING: 82%**

### WONDER DOG

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

**MT RATING: 82%**

### WWF RAGE IN THE CAGE

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

**MT RATING: 72%**



## MEGA DRIVE



### AEROBIZ

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

**MT RATING: 90%**

### ALADDIN

BY: SEGA

PRICE: £44.99  
REVIEWED: MT 23  
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

**MT RATING: 90%**

### ALIEN 3

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

**MT RATING: 94%**



### ANOTHER WORLD

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

**MT RATING: 86%**

### AYRTON SENNA'S SUPER MONACO GP 2

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

**MT RATING: 90%**



### BARE KNUCKLE III

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

**MT RATING: 90%**

### BARKLEY: SHUT UP AND JAM

BY: ACCOLADE  
PRICE: £44.99  
REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.

**MT RATING: 70%**

### BATMAN RETURNS

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

**MT RATING: 76%**



### BELLE'S QUEST

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

**MT RATING: 78%**

### BIO-HAZARD BATTLE

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

**MT RATING: 88%**

### BLOCK OUT

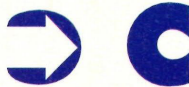
BY: ELECTRONIC ARTS  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

**MT RATING: 91%**

### BUBBA 'N' STIX

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

**MT RATING: 83%**



### CASTLEVANIA

BY: KONAMI  
PRICE: £44.99  
REVIEWED: MT 26  
The popular Nintendo series



makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

### CHAKAN

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

### CHUCK ROCK II

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

### COMBAT CARS

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: MT 32  
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard. **MT RATING: 62%**

### CORPORATION

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

## D

### DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6  
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action. **MT RATING: 83%**

### DAVIS CUP TENNIS

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 19  
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in. **MT RATING: 90%**

### DESERT STRIKE

BY ELECTRONIC ARTS  
PRICE: £39.99

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

### DRAGON

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 32  
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing. **MT RATING: 85%**

### DRAGONBALL Z

BY: BANDAI  
PRICE: £39.99  
REVIEWED: MT 31  
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well. **MT RATING: 75%**

### DRAGON'S FURY

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

## E

### ECCO THE DOLPHIN

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

### ETERNAL CHAMPIONS

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

### EX-MUTANTS

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy. **MT RATING: 89%**

## F

### F1 WORLD CHAMPIONSHIP

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

### F-15 STRIKE EAGLE II

BY: MICROPROSE  
PRICE: £44.99  
REVIEWED: MT 31  
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this. **MT RATING: 69%**

### FATAL FURY 2

BY: TAKARA  
PRICE: IMPORT  
REVIEWED: MT 30  
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie. **MT RATING: 67%**

### FIDO DIDO

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

### FIFA INTERNATIONAL SOCCER

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

### FLASHBACK

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 18  
Scientist Conrad Hart has to

uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long. **MT RATING: 94%**

## G

### GAUNTLET 4

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

### GHOSTBUSTERS

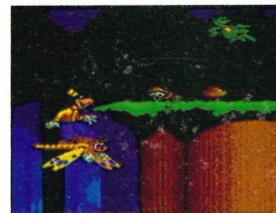
BY: SEGA  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages. **MT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

### GHOULS 'N' GHOSTS

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

### GODS

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



### GUNSTAR HEROES

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

### GYNOUG

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 5

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

## H

### HARDBALL '94

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: MT 32  
A decent baseball game that for some reason doesn't seem to be as good as the others in the series. **MT RATING: 74%**

## I

### THE INCREDIBLE HULK

BY: US Gold  
PRICE: £TBA  
REVIEWED: MT 32  
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it. **MT RATING: 82%**

### INTERNATIONAL RUGBY CHALLENGE

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

## J

### J-LEAGUE PRO-STRIKER

BY: SEGA  
PRICE: IMPORT  
REVIEWED: MT 19  
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese! **MT RATING: 93%**

### JEOPARDY

BY: GAMETEK  
PRICE: IMPORT  
REVIEWED: MT 30  
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.

**MT RATING: 55%**

### JOHN MADDEN '92

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 1  
Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

**MT RATING: 95%**

### JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 12  
Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

**MT RATING: 88%**

### JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS  
PRICE: £49.99  
REVIEWED: MT 23  
Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.

**MT RATING: 84%**

### JUNGLE BOOK

BY: VIRGIN  
PRICE: £44.99  
REVIEWED: MT 30  
Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

**MT RATING: 83%**

### K

### KING OF THE MONSTERS 2

BY: TAKARA  
PRICE: £39.99  
REVIEWED: MT 31  
Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

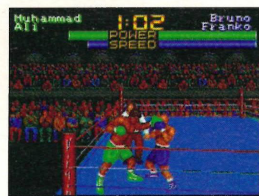
**MT RATING: 69%**

### KLAX

BY: TENGEN  
PRICE: £34.99

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

**MT RATING: 85%**

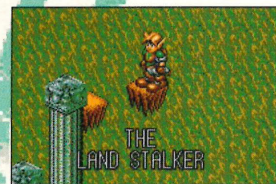


### L

### LANDSTALKER

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 23  
The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff - basically it's excellent.

**MT RATING: 93%**



### LEMMINGS

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 11  
Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

**MT RATING: 92%**

### LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 12  
Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

**MT RATING: 85%**

### M



### MARIO ANDRETTI

BY: EA  
PRICE: £39.99  
REVIEWED: MT 32

A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

**MT RATING: 40%**

### MARKO'S MAGIC FOOTBALL

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 30  
Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

**MT RATING: 73%**

### MAZIN WAR

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 18  
Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

**MT RATING: 90%**

### MEGA-LO-MANIA

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 13  
Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

**MT RATING: 92%**

### MEGA TURRICAN

BY: DATA EAST  
PRICE: IMPORT  
REVIEWED: MT 29  
Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

**MT RATING: 70%**

### MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 15  
Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

**MT RATING: 81%**

### MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE MEGATECH  
Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

**MT RATING: 84%**

### MICRO MACHINES

BY: CODEMASTERS  
PRICE: £34.99  
REVIEWED: MT 15  
Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

**MT RATING: 92%**

### MORTAL KOMBAT

BY: ACCLAIM  
PRICE: £49.99  
REVIEWED: MT 21  
A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat-'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of ornery gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

**MT RATING: 90%**

### MUHAMMAD ALI BOXING

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 15  
Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

**MT RATING: 92%**

### MUTANT LEAGUE HOCKEY

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

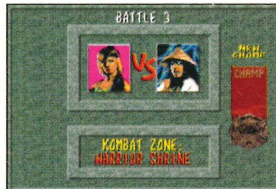
**MT RATING: 78%**

### N

### NBA JAM

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

**MT RATING: 86%**



### NHLPA HOCKEY '93



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

**MT RATING: 89%**

**NHL HOCKEY '94**

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

**MT RATING: 90%**



**PETE SAMPRAS TENNIS**

BY: CODEMASTERS  
 PRICE: £39.99  
 REVIEWED: MT 30  
 Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.

**MT RATING: 79%**

**PGA EUROPEAN TOUR GOLF**

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

**MT RATING: 90%**

**PGA TOUR GOLF 2**

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

**MT RATING: 94%**

**PHANTASY STAR III**

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

**MT RATING: 89%**

**POWERMONGER**

BY: ELECTRONIC ARTS

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

**MT RATING: 81%**

**PRINCE OF PERSIA**

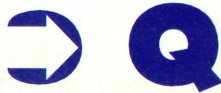
BY: DOMARK  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

**MT RATING: 82%**

**PUGGSY**

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

**MT RATING: 90%**



**QUACKSHOT**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 1  
 Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.

**MT RATING: 82%**



**RANGER X**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 19  
 A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters.  
**MT RATING: 94%**

**RAMPART**

BY: TENGEN  
 PRICE: IMPORT  
 REVIEWED: MT 13  
 Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

**MT RATING: 90%**

**RBI BASEBALL 4**

BY: TENGEN  
 PRICE: £39.99  
 REVIEWED: MT 31  
 A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.

**MT RATING: 77%**



**ROAD RASH 2**

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 12  
 More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

**MT RATING: 89%**

**ROBOCOD**

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 1  
 Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters.

**MT RATING: 85%**

**ROBOCOP VS TERMINATOR**

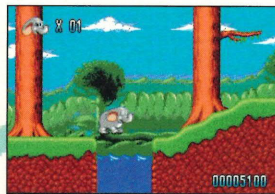
BY: VIRGIN  
 PRICE: TBA  
 REVIEWED: MT 24  
 Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.

**MT RATING: 90%**

**ROCKET KNIGHT ADVENTURES**

BY: KONAMI  
 PRICE: £39.99  
 REVIEWED: MT 20  
 Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.  
**MT RATING: 85%**



**ROLO TO THE RESCUE**

BY: ELECTRONIC ARTS  
 PRICE: £34.99  
 REVIEWED: MT 14  
 A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.

**MT RATING: 89%**

**ROLLING THUNDER 2**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 17  
 This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.

**MT RATING: 89%**

**RYAN GIGGS SOCCER**

BY: ACCLAIM  
 PRICE: £39.99  
 REEVIEWED: MT 32  
 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.

**MT RATING: 25%**



**SENSIBLE SOCCER**

BY: SONY  
 PRICE: £39.99  
 REVIEWED: MT 24  
 This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

**MT RATING: 80%**

**SENSIBLE SOCCER INTERNATIONAL EDITION**

BY: SONY IMAGESOFT  
 PRICE: £39.99  
 REVIEWED: MT 31  
 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.

**MT RATING: 95%**

**SHADOWRUN**

BY SEGA  
 PRICE: IMPORT  
 REVIEWED: MT 29  
 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking.  
**MT RATING: 95%**

**SHINOBI III**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 21  
 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.

**MT RATING: 93%**

**SKITCHIN'**

BY: EA  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.

**MT RATING: 83%**

**SOLDIERS OF FORTUNE**

BY: SPECTRUM HOLOBYTE  
 PRICE: £39.99  
 REVIEWED: MT 28  
 Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.

**MT RATING: 92%**

**SONIC THE HEDGEHOG**

BY: SEGA  
 PRICE: £34.99  
 REVIEWED: PRE-MEGATECH  
 If you don't know about this already, WAKE UP!!!

**MT RATING: 83%**

**SONIC 2**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 11  
 Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant – the 3D bonus game is a real wow! Not as easy as the first game.

**MT RATING: 95%**



**SONIC 3**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.

**MT RATING: 93%**

**SONIC SPINBALL**

BY: SEGA  
 PRICE: £49.99  
 REVIEWED: MT 24  
 Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.

**MT RATING: 86%**

### SPIDERMAN

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.

**MT RATING: 91%**

### STAR CONTROL

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: PRE MEGATECH  
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.

**MT RATING: 90%**



### STREET FIGHTER II SCE

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 23  
12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.

**MT RATING: 90%**

### STREETS OF RAGE 2

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 13  
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

**MT RATING: 94%**

### SUBTERRANIA

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.

**MT RATING: 90%**

### SUNSET RIDERS

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.

**MT RATING: 87%**

### SUPER KICK OFF

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 15  
Loads of options for different footy tournaments, various weather conditions, strip colours - the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.

**MT RATING: 75%**

### SUPER STREET FIGHTER II

BY: CAPCOM  
PRICE: £TBA  
REVIEWED: MT32  
It's SF with knobs on. Four extra characters and better gameplay make this the game of '94.

**MT RATING: 96%**



### TAZ-MANIA

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6  
Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.

**MT RATING: 82%**

### TMNT: THE HYPERSTONE HEIST

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

**MT RATING: 87%**

### TERMINATOR 2

BY: ACCLAIM  
PRICE: £39.99  
REVIEWED: MT 13  
Based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.

**MT RATING: 86%**

### THIRD WORLD WAR

BY EXTREME ENTERTAINMENT  
PRICE: IMPORT  
REVIEWED: MT 29  
Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

**MT RATING: 83%**

### THUNDERFORCE IV

BY: SEGA

PRICE: £39.99  
REVIEWED: MT 9  
More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.

**MT RATING: 94%**

### TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 17  
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.

**MT RATING: 94%**

### TOEJAM AND EARL

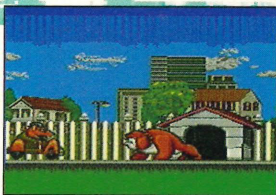
BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.

**MT RATING: 82%**

### TOEJAM AND EARL 2

BY: SEGA  
PRICE: £49.99  
REVIEWED: MT 25  
ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

**MT RATING: 91%**



### TWO CRUDE DUDES

BY: SEGA  
PRICE: £34.99  
REVIEWED: MT 5  
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action with great graphics, great fun, but dead easy.

**MT RATING: 84%**



### VIRTUA RACING

BY SEGA  
PRICE: £69.99  
REVIEWED: MT 29  
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least! Great fun, addictive but very pricey.

**MT RATING: 93%**



### WIZ 'N' LIZ

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 22  
Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

**MT RATING: 86%**

### WORLD OF ILLUSION

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.

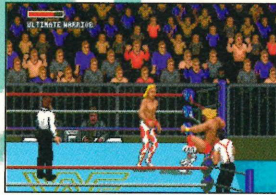
**MT RATING: 90%**



### WWF WRESTLEMANIA

BY: FLYING EDGE  
PRICE: £39.99  
REVIEWED: MT 13  
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

**MT RATING: 84%**



### ZOMBIES

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 22  
Eek! Assorted B-movie baddies are running amok and surprise, surprise - it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.

**MT RATING: 90%**



WE  
KNOW  
NEXT  
MONTH  
MAG  
MAY  
BE  
NEXT  
MONTH

# WE KNOW..

TO START THIS MONTH'S NEXT MONTH PAGE, AN APOLOGY. YES, WE ARE STUPID. AND YES, LAST MONTH'S NEXT MONTH PAGE SAID THAT THIS ISSUE WOULD BE ON SALE THE 30TH FEBRUARY. AND YES, WE REALISE THAT THE 30TH FEBRUARY DOESN'T EXIST AND ALL THAT. SORRY. JUST STOP THE LETTERS INFORMING US OF THE FACT!

AS TO NEXT MONTH'S MAG THOUGH, IT WILL BE OUT ON THE 30TH MARCH. THAT IS A DAY THAT REALLY EXISTS, ALTHOUGH THE CALENDAR ITSELF IS A MAN-MADE DEVICE, SO ACTUALLY THE 30TH FEBRUARY COULD EXIST, SO WE'RE NOT THAT STUPID AFTER ALL.

ANYWAY, NEXT MONTH. WELL AFTER THIS MONTH'S PLATFORM SPECIAL, HOW ABOUT SOME GUIDES? BEAT 'EM UPS PERHAPS? DRIVING GAMES? YOU DECIDE! IT'S YOUR CHOICE AND WE ARE SIMPLY THE PAWNS IN YOUR 'GRAND SCHEME OF THINGS'.

SO, UNTIL THEN....

NEXT ISSUE  
ON SALE  
31st  
MARCH