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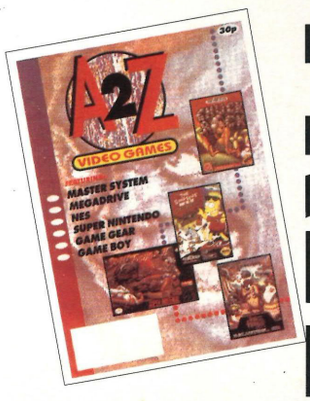

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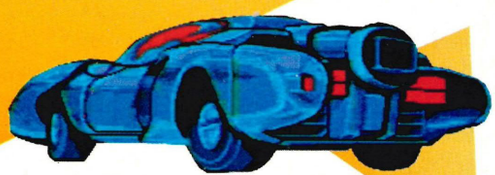

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Sega Zone

19 Bolsover Steet, London W1P 7HJ, Tel 071 631 1433, Fax 071 323 9343 **Editor** Amaya Lopez; **Art Editor** Alex Patrick; **Deputy Editor** Vivienne Nagy; **Production Editor** Lisa Collins; **Designer** Marco Crisari; **Staff Writer** Martin Pond; **Contributors** Colin Trowell, Dave West, Rik Haynes, Michael Horsham, Duncan MacDonald, Tyler Martin, David McCandless, Patrick McCarthy, Daniel Pemberton, Andy Stout, Asim Syed; **Advertisement Manager** Sara Parker; **Sales Executive** Marcella Smith; **Ad Production Manager** Liz Whittaker; **Publisher** Jane Parbury; **Publishing Director** Teresa Maughan; **Group Art Director** James Egerton; **Group Production Manager** Jim Bulley; **Newstrade Circulation Manager** Sean Farmer; **Subscriptions Manager** Norman Diamond; **Managing Director** Alistair Ramsey; **Chairman** Felix Dennis; **Published by Dennis Publishing Ltd., Repro** Ebony; Heathlands Industrial Estate, Heathlands Road, Liskeard, Cornwall (Tel 0579 46880); **Printer** Garnett-Dickinson, Eastwood Works, Fitzwilliam Road, Rotherham S65 1JU (Tel 0709 364721) **Distribution** SM Distribution Ltd.

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Cover Illustration: Barry Jones

Bong!! Here is the *Sega Zone* news. Bongg!! And there's quite a lot of it. Bonggg!!!! And Martin's got earache. Bongggggggg!!! (Do you think I should stop using his head as a hammer against this gong? Ed.)

Get Ahead With Sonic

We all knew that Sonic was the main man but now he's the mane man! Hairdresser Colin Watkins of Shepperton in Middlesex created this fabulous Sonic style on model Angela Greenwood in under three hours. Using permanent hair dyes mixed to the exact depth of colour this tonsure-tastic hairdo lasts for four weeks.

Colin's speciality is animal hair cuts, but his ten-year old, Sega-mad son, Leon, has persuaded his dad to try out characters from his fave Sega games. Colin has already done Tails on Leon and Dr Robotnik and Chuck Rock are about to hit a head near you soon! If you don't fancy a permanent Sonic at £60 then why not have a wash-in, wash-out Sonic for that special occasion (ideal for weddings, job interviews and Aunt Agatha's 80th birthday party) for a mere £12?

Contact Colin at Salon 2000: 0932 787623

I wouldn't mind him with a portion of chips.

Spider-Man – Return Of The Sinister Six

Watch out! Here comes a *Spider-Man*. You can't keep a good superhero down, as you well know. Just when you thought that all the baddies had been polished off good and proper, they're back again. The fiendishly tentacled Doctor Octopus is planning the crowning caper of his criminal career – to rule the world! To this evil end he's enlisted the help of some other undesireables – no, not wheel-clampers – but Electro, Sandman, Mysterio, Hobgoblin and Bird Man, and together they are the Sinister Six.

Spider-Man – Return Of The Sinister Six from Acclaim will be web-slinging its way onto your Master System (£34.99) and onto your Game Gear (£29.99) at the end of May.

Master System chart

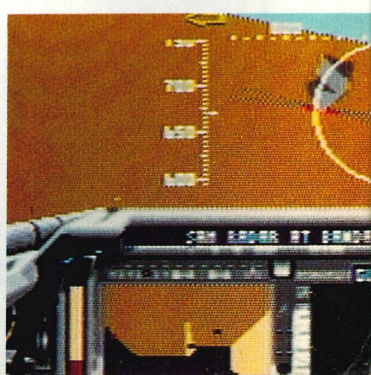
1	*Sonic 2*	Sega
2	*Lemmings*	Sunsoft
3	*Taz-Mania*	Sega
4	*Mickey Mouse*	Sega
5	*Transbot*	Sega
6	*Leaderboard*	US Gold
7	*Speedball*	Virgin
8	*Action Fighters*	Sega
9	*Heavyweight Champs*	Sega
10	*Prince Of Persia*	Domark

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

Red Hot Porno Filth

Back in the old days when the kids would cut loose by sweeping a few chimneys and hiding from Dr Barnado, board games were all the rage. Now, thanks to Supervision – the publishing label for Waddingtons – the youth of today can experience the thrill of long, slow games with no shooting or platforms. Itching for a slice of the entertainment software market they're planning to release a number of titles on the Mega Drive. The first games to appear, probably around the end of the year, will be *Monopoly* (the game of property development), and *Scrabble* (the game of making words out of letters). Sounds a bit snoresville when you put it like that, doesn't it, but apparently the games will be radically 'console-ised' for the '90s audience (those little houses in *Monopoly* are now shaped like cardboard boxes, etc). Still, we're reserving judgement until we've seen the virtual version of *Hungry Hippos*.

In a different vein they're also releasing CD-Rom versions of the popular educational video, *The Lover's Guide*. We've studied a pre-production Mega-CD version at some length and can relate that it's all very tastefully done - though we could have done without the endoscopy footage of Dr Robotnik. Available from September from dodgy men in pubs and the special interest shelf at Smith's.



Barcode Wars

Love 'em or loathe 'em, one thing's for sure – you can't ignore them. Yes barcodes are here to stay. Those little stripey black and white marvels appear on groceries, the front of magazines, more groceries, they're everywhere. And now they're set to appear in the handheld games world with a new machine called the *Barcode Battler*. Basically it's a sort of dualling robots game, but it's got a built-in barcode reader which lets you input data via a selection of special 'weapon' cards bearing, yes that's right readers, a barcode! A particular card might have information about a certain shield, say, but the spooky part is, any old barcode will also work. The game's been such a cult smash in Japan that a brand of noodle with a barcode which happened to give you some well 'ard weapon, sold out within days. Due out in May, the Battler will be 'significantly cheaper' than other handheld machines. 'Rah!

Krusty's Fun House

Krusty's Fun House seems a somewhat peculiar name for a game which is basically about rat catching. *Krusty Is The Pied Piper* would have seemed lots better as far as I'm concerned. Still rat-trapping à la Krusty is slightly more varied than just luring them to a watery grave with your penny whistle. Basically poor old Krusty is suffering from an infestation and his house is no longer funny. With the help of the other Simpsons his task is to whip the rodents arses by trapping, tricking and outwitting them. Gives a whole new meaning to the, well -loved, phrase rat-arsed.

Krusty's Fun House will be available from Acclaim for the Master System (£34.99) and Game Gear (£29.99) at the end of May.

Game Gear chart

1	*Sonic 2*	Sega
2	*Lemmings*	Sunsoft
3	*Alien 3*	Acclaim
4	*Mickey Mouse*	Sega
5	*Taz-Mania*	Sega
6	*Streets of Rage*	Sega
7	*Prince Of Persia*	Domark
8	*Super Off Road*	Sega
9	*Batman Returns*	US Gold
10	*Super Kick Off*	US Gold

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F-15 Strike Eagle II

If you'd like a bit more action than the wind beneath your wings can provide then *F-15 II* should give you a run for your money.

There are a variety of missions over land and sea, which pit you against ground-to-air missile crews and enemy aircraft.

If your idea of fun flying is on a charter flight from A to B then this may not be for you, but if you're into a lot of diving, soaring, pitching, tangling, flattening and other adventurous things ending in '-ing' then watch out for this. *F-15 II* from Microprose is out in late Spring.

Hardball III

Al Michaels Announces *Hardball III* – that's all-American baseball to you and me. New features include play-by-play commentary by Al himself as well as 'team effort' play where your team-mates back you up. *Hardball III* from Accolade will be out in April, priced £39.99.

Sponsorship News

Continuing its plan for total global domination, Sega is all set to sign the first ever sponsorship deal for the FA cup. The package, worth up to £30 million, embraces all FA competitions; the FA Cup, Charity Shield, FA Trophy, FA Vase and the Set of FA Steak Knives – plus the England World Cup team. One of four main backers, Sega will be shelling out about £1 million per year for the four-year contract!

Sega Zone's bid for sponsorship of the Annual Eccleston Pancake Toss has been shelved pending a final tot up of the whip round.

Mega Drive chart

1	*Streets Of Rage*	Sega
2	*Road Rash*	Electronic Arts
3	*Mickey And Donald*	Sega
4	*Sonic 2*	Sega
5	*John Madden '93*	Electronic Arts
6	*Desert Strike*	Electronic Arts
7	*WWF Wrestling*	Flying Edge
8	*Powermonger*	Electronic Arts
9	*Taz-Mania*	Sega
10	*World Cup Italia '90*	Sega

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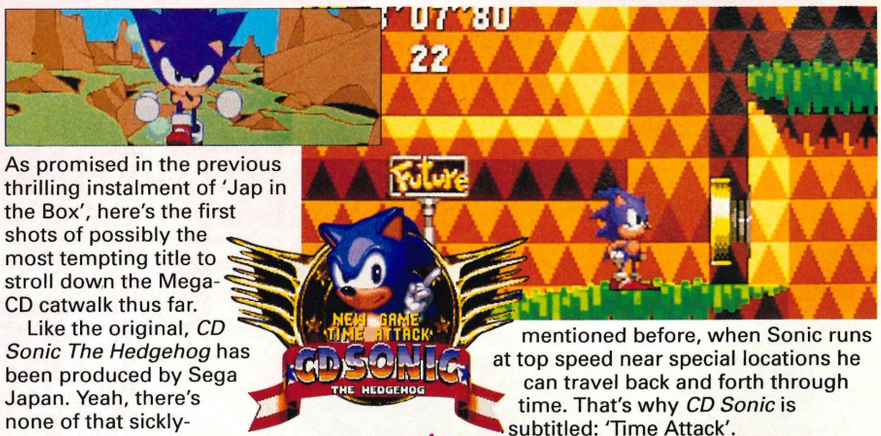
JAP IN A BOX

With the European debut of the Mega-CD just around the corner, RIK HAYNES and MASAKI OJI sift through the latest CD-ROM releases in Japan to see if Sega's black box of tricks has really been worth the wait...

CD Sonic



As promised in the previous thrilling instalment of 'Jap in the Box', here's the first shots of possibly the most tempting title to stroll down the Mega-CD catwalk thus far.

Like the original, *CD Sonic The Hedgehog* has been produced by Sega Japan. Yeah, there's none of that sickly-sweet Yankee cuteness in this strapping romp. Nevertheless, it goes without saying that the cuddly forest animals never harm their spikey blue pal with a habitual speed problem.

Once a year, the people from the planet Kiseki apparently visit the forest. Sonic wanted to hear their exciting adventure stories, so nasty old Dr Eggman set some fiendish traps to capture him. Emmy tried to follow her hedgehog hero and was trapped instead. Result? Sonic has to rescue his girlie.

In the animation sequence before the start of play, Sonic runs through the forest, jumps on chains and goes for a swim. He also runs into a huge rock and breaks it with a spin attack. It even looks like he can fly!

All the enemies and stages have been designed especially for this super CD version. It's not clear if, like *Sonic The Hedgehog 2*, this game will use the nifty 'Blast Processing Mode' to turbo-charge spikey and his fellow characters. As we mentioned before, when Sonic runs at top speed near special locations he can travel back and forth through time. That's why *CD Sonic* is subtitled: 'Time Attack'.

Mi-Ke, a famous Japanese pop group, is going to belt the theme song out. Sadly, Sega isn't sure when *CD Sonic* will actually appear in the shops. Set for a March 1993 release, some mysterious hiccup has caused an annoying delay. Stranger still, a playable demo has already been sent out to the leading video game journalists in Japan. What's going on?

Have the designers of *CD Sonic* booked a one-way trip to the Bermuda Triangle? (*'Bermuda Triangle. It makes people disappear. Bermuda Triangle. Don't go too near!' Singer-songwriter Barry Manilow temporarily standing in for the Ed.*) Is Sega waiting for the Mega-CD to be firmly established in Japan, USA and Europe before rolling out the big guns? Are they having trouble finding a suitably zany voice for Sonic himself? Somebody knows the answer... but they're staying silent.

CD Sonic • Sega • Mega-CD • CD-ROM • ¥TBA • TBA 93/94

Bare Knuckle II

For many years now, Japanese gamesters have been keen to stuff their portable CD players with remixes of famous video game tunes. Why shouldn't they treat the best Mega Drive beat 'em-up any differently? *Bare Knuckle II*, that's *Streets Of Rage 2*, on audio compact disc features such tantalising tracks as 'Spin On The Bridge', 'Walking Bottom' and 'Never Return Alive'.

Yuzo Koshiro, generally regarded as Japan's Mister Songwriter when it comes to composing a ditty that really does justice to a power-up or hi-score table, recently spent many late nights in the studio perfecting the right 'sound' for *Bare Knuckle II*. He declares The Prodigy, Essex's top techno act responsible for a string of chart hits like *Everybody In The Place* and *Charly*, has been a great influence on his work. Motohiro Kawashima, a teacher of music theory and close friend of the youthful Koshiro, wrote three songs included on the CD.

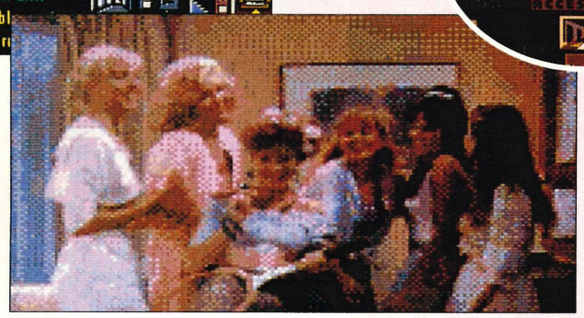
Koshiro adds: "As this is the second series of *Bare Knuckle*, I thought I should start with rap and house music. I upgraded the program and scattered tricky sequences all over the music. I think the result is quite unique."

Bare Knuckle II • Alfa (ALCA-443) • audio CD • - • ¥2,000 • February 1993

Ground Zero Texas

Crikey! The next interactive TV caper from Sega and Digital Pictures, creators of *Night Trap*, is reportedly already in production.

Ed Newmyer, writer of the first *Robocop* movie, has been hired to 'script-direct' *Ground Zero Texas*. *Night Trap*'s script was written by Esquire editor Terry McDonnell and apparently cost over $3 million to make because every branch in the storyline had to be taken care of. It looks as if we'll be seeing a lot more of these live-action interactive video games from now on...



Ground Zero Texas • Sega/Digital Pictures • Mega-CD • CD-ROM • ¥TBA • TBA 93/94

Cindy Crawford Joins Sega Zone Team*

Hey! Cast your wandering glances over below for a hat-trick of Sega video game gossip...

Vay

A long time ago – *In a galaxy far, far away...? Ed.*– There was a beam of light rushing across the galaxy. It destroyed everything it touched. "Is it good or evil," asked the frightened masses? The wise thought they should seal its power. So the 'Armour or Comet' lost its beautiful silver colour. Time passed. A new battle began.

The main character in this off beat RPG is a prince called Hiberger. Just as the royal wedding ceremony gets into full swing, Jeel and some soldiers from the Force Of Darnek storm in and kidnap Hiberger's fiancée Elin. The prince thinks he can use the power of the legendary armour to save his lost love. Thing is, he has to find it first...

If *Vay* isn't the style of game that gets your bum comfortably stuck in front of the screen, Sims also has the racy *Outrun 2019* and soccer-succulent *Kick & Rush* coming soon.

Vay • Sims • Mega-CD • CD-ROM • ¥TBA • April 1993

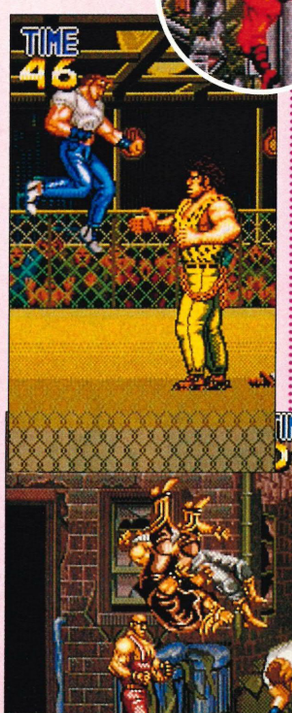
Outrun 2019 • Sims • Megadrive • 8Mbit • ¥8,800 • March 1993

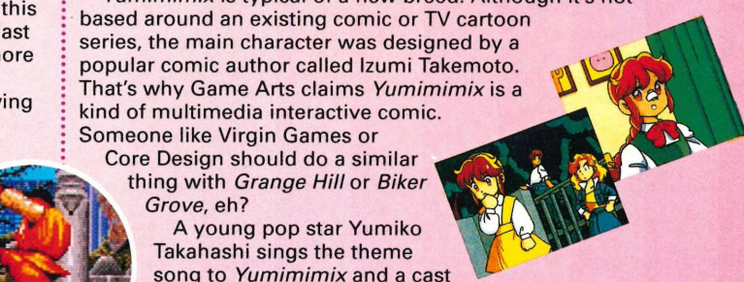
Kick & Rush • Sims • Game Gear • 2Mbit • ¥4,500 • April 1993

Final Fight CD

And because we liked this beat 'em-up so much last month, here's some more lovely piccies of *Final Fight* CD for your viewing pleasure...

Final Fight CD • Sega/Capcom • Mega-CD • CD-ROM • ¥8,800 •





Yummimix

An average 15-year-old student, the chirpy Yumimi wakes up one morning and nothing seems to be different from usual. After the obligatory 'teenage girl in the shower' scene, found in many Japanese games of this ilk, she gets dressed and makes her way to the local high-school. Then, she sees something rather peculiar...

The rest of this tale isn't particularly obvious because Game Arts doesn't want to talk about it and spoil the fun for players. However, we can exclusively reveal that Yumimi is magically, or should that be tragically, transformed into a unicorn! As you can imagine, the story goes a bit wild from here. Or does it? Thanks to the wondrous capacity of CD-ROM, this adventure has reportedly got about 12,000,000,000,000,000,000 possible plot developments. Will there be a happy ending? You'll have to play the game to find out what happens next...

Yumimimix is typical of a new breed. Although it's not based around an existing comic or TV cartoon series, the main character was designed by a popular comic author called Izumi Takemoto. That's why Game Arts claims *Yumimimix* is a kind of multimedia interactive comic. Someone like Virgin Games or Core Design should do a similar thing with *Grange Hill* or *Biker Grove*, eh?

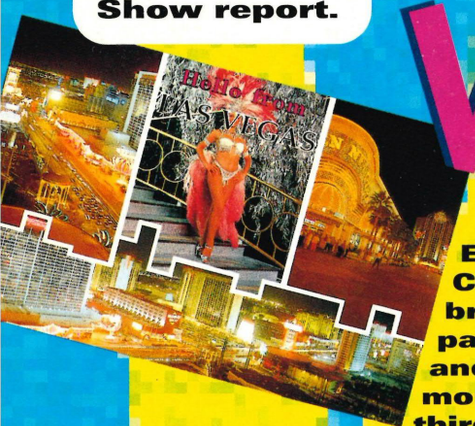
A young pop star Yumiko Takahashi sings the theme song to *Yumimimix* and a cast of professional actors have provided the character voices.

Game Arts is also working on the impressive Mega-CD overhaul of *Silpheed*. It came out in 1985 on the NEC PC-88SR home computer, but the 1993 upgrade is brimming over with confidence, glorious 3D graphics and a rather smart soundtrack. *Silpheed* is sort of like *Afterburner III* or *G-LOC*... only it's much better!

Yumimimix • Game Arts • Mega-CD • CD-ROM • ¥7,800 • Out Now

Viva Las Vegas Part 2!

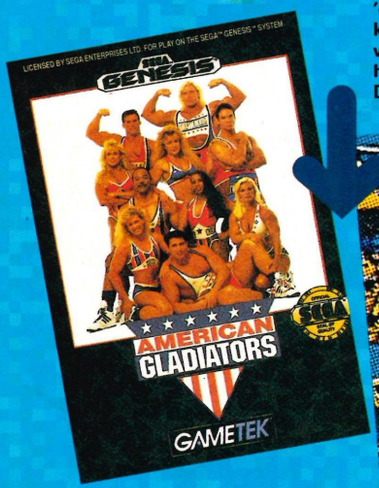
Despite her furtive visits to Gamblers Anonymous, we couldn't prevent AMAYA LOPEZ dashing back to Las Vegas to bring you Part 2 of the Consumer Electronics Show report.

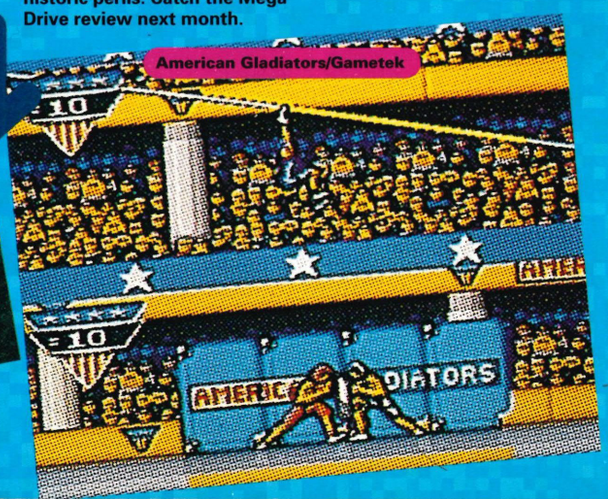


Every Winter Las Vegas plays host to the Consumer Electronics Show. Last month, we brought you the first part of our CES report, packed with Sega's home-grown goodies for '93 and the first batch of third party offerings. This month, it's time to get it on with the remaining third parties, all cosily housed in Sega's Village of peace and love...

Gametek

The company who brought us the lovely Vanna White and her *Wheel Of Fortune* on Mega Drive had on display another Mega Drive, game show conversion, this time of the popular American TV quiz, **Jeopardy**. Claiming to be the US' longest running game show, I could hardly contain my excitement when I realised that not only does *Jeopardy* feature the digitized torso of Alex Trebek, the host with the most, but also the same digitised studio set and theme music as the TV show. The game's already out in the States and a Game Gear version should be available in May. It's doubtful whether the game will make it over here officially, but more frightening is the fact that UK software companies could take inspiration from Gametek and develop console versions of the likes of *Blankety Blank* or *Going For Gold*. What should reach our shores, however, is **American Gladiators** featuring the divine Nitro, Ice, Laser, Gemini, Gold and Blaze in a Mega Drive game guaranteed to have your pectorals pounding. This little gem is already out in the States as is **Gadget Twins**, a cutesy platform romp through 12 levels of oceans and atmospheres (reviewed last issue). Also on show was **Humans**, Imagitec's *Lemmings*-like stone-age save 'em up where your goal is to keep your tribe alive as they wrestle with a wealth of prehistoric perils. Catch the Mega Drive review next month.





JVC Musical Industries

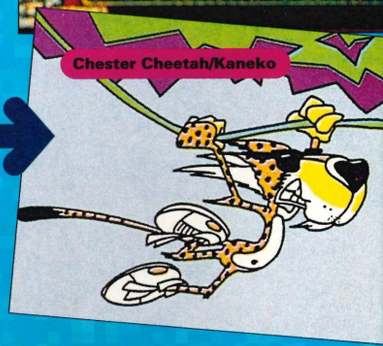
Busily developing for the Mega-CD, JVC was displaying its conversion of Lucasfilm's excellent graphic adventure, **The Secret Of Monkey Island**. Currently storming the American charts since its release back in January, the game looked great although being used to the PC version it took me time to get to grips with the joypad control system. JVC announced its commitment to Sega's CD-Rom and had three other smart titles on show: **Wonder Dog**, a beautifully animated, cutesy cartoon adventure; **Wolfchild**, the conversion of Core Design's mutant arcade adventure and another game from Core, this time the split screen racing game, **Jaguar XJ220**. All games are now out in the States and should be over here by the Spring.

Kaneko

The company was showing **Chester Cheetah... Too Cool To Fool** on the Mega Drive starring the popular hepcat from a '60s TV show in a cartoony escapade on a Harley Davidson.

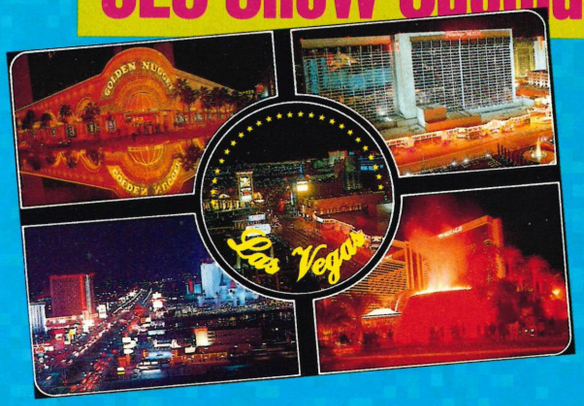
Koei

Famed for its intricate historical strategy sims, Koei is now working on a variety of Mega Drive titles. **Aerobiz**, a business strategy game, casts you in the role of airline CEO where you take part in the cut-throat world of negotiating slots, buying aircraft and slashing ticket prices in a bid to avoid Freddy Laker's fate. The game will be released in the States in April. Already available is **Inindo**, a role-playing adventure set in Japan where you play... wait for it... a young ninja hellbent in defeating Nobunaga and his merry band of warlords. **P.T.O**, thankfully not a page-turning sim, but an abbreviation for Pacific Theater Of Operations *(I knew that. Ed.)* tests your mettle as you're plunged into some of the hairiest battles of World War 2. Koei has used its extensive wargame experience in *P.T.O.* and recreated historically accurate battle maps. In an attempt to let bygones be bygones, you can choose to side with either the Yanks or the Japs. *P.T.O* is to be released in May. Further off is **Unchartered Waters**, an rpg adventure, where you play the part of a Spanish or Portuguese sea explorer, sailing around the world, trading, looting and seeking oranges in order to prevent the big 'S'. *(Scurvy. Ed.)*



Konami

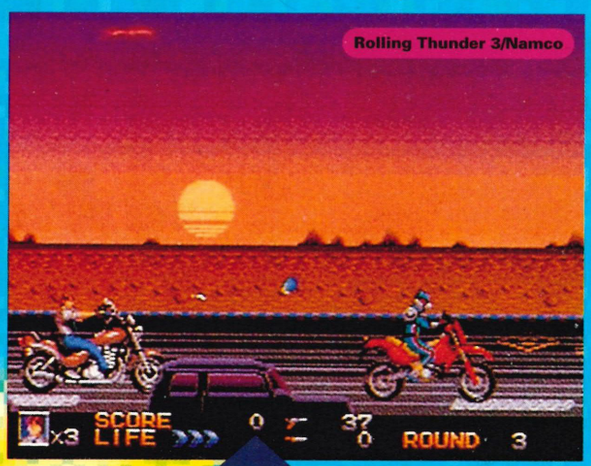
The bods from Konami were languishing in the comfort of a hotel suite on the Vegas strip, no doubt to fit in a spot of inter-show betting. The good news is that Konami is joining the ranks of the 'double take' publishers who release both Nintendo and Sega titles. The company will be concentrating on Mega Drive products for the time being although it is also currently developing a CD game. Already available in the States and on display was **Turtles – The Hyperstone Heist** (reviewed last issue), **Tiny Toon Adventures – Buster's Hidden Treasure** and the conversion of the Konami arcade smash, **Sunset Riders** (check out our review on page 36). *Turtles* and *Sunset Riders* should be available in the UK by late April and *Tiny Toons* is scheduled for a May release. In addition the company has created a new cutesy character who will star in **Rocket-Knight Adventures**. Rocket-Knight can fly at high speed, weild a sword, float and slide through water and hang by his tail. He's on a mission to rescue the Princess Sherry and save the kingdom of Zebulos. *RocketKnight* won't be ready until October but it's certainly shaping up to be a top class game.



Championship Bowling/Mentrix

Mentrix

The company was showing its forthcoming Mega Drive sports sim titles. **Championship Bowling**, is the only ten pin bowling sim in existence and all bowling features have been been catered for so left-hand rollers need not fear embarrassment. The game has just been released in the States, whilst **Nolan Ryan Express** due out in June, is a baseball sim featuring Mr Ryan, the oldest pitcher in the business, (or Nolan to his friends).



Rolling Thunder 3/Namco

Namco

The creators of the inimitable *Pacman* were showing Mega Drive versions of **Rolling Thunder 3** and **Splatterhouse 3**. *Rolling Thunder 2* was a goodie but let's hope *Splatterhouse 3* proves better than its rather sad predecessor when they both hit the States in July.

Dracula/Sony

Psygnosis

Apart from Amiga and PC versions of *Lemmings 2* which will be coming to console formats later this year, there was also a playable demo of the Mega-CD version of **Bram Stoker's Dracula**, which the Psygnosis team is programming for Sony Imagesoft and which we previewed in detail last month. There was also the innovative **Microcosm**, also on Mega-CD, which features a savoury journey through the human body along with the honey nut fruit loops, egg McMuffins, Pop Tarts and whatever other delights you happen to have scoffed for breakfast. Both titles should be available in the UK in April to coincide with the Mega-CD's launch.

Sage's Creation

Sage had a rather curious title, a fishing sim by the name of **King Salmon** for both the Mega Drive and Game Gear. Basically you go out in your boat and try your luck at luring the lickle fishie wishies to your hook, the king salmon being the most prized catch. The game is already out in the States as is **Devilish**, the company's *Breakout*-style jaunt, also on Mega Drive and Game Gear.

F-15 II Strike Eagle/MicroProse

Pirates/MicroProse

MicroProse

Good news is that MicroProse has been developing for Sega systems and will be releasing software later this year. It was great to see a demo of **F-15 II Strike Eagle**, which should be out here in May. Also planned for the Mega Drive is **Pirates**, a fab swashbuckling romp through the high seas. No date has been confirmed for *Pirates* as yet but MicroProse hopes it will be released some time in the Summer.

Speedway Pro Challenge/Renovation

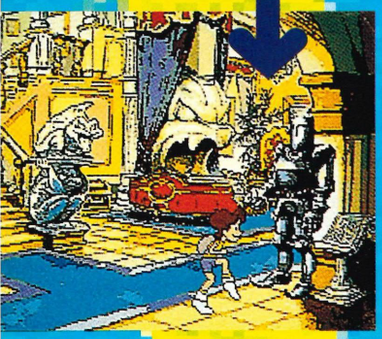
Renovation

Developing for the Mega-CD as well as the Mega Drive, **Road Avenger** is Renovation's first CD product. Coded by the Wolf Team, which produced *Cobra Command* and *Time Gal*, the game is a futuristic driving sim guaranteed to strike terror into the heart of the DVLC. Driving knows no bounds as you tear through beaches, factories and even hotel lobbies in an attempt to catch the road terrorizing scum. Already out in the States, *Road Avenger* boasts over 30 minutes of full motion animation, 360 degree scrolling and hair raising sound effects. The company is releasing a Mega Drive Formula One racing game called **Speedway Pro Challenge** which will feature 16 different international tracks. Also out in March on the Mega Drive is **Elemental Master**, a futuristic shoot 'em up.

CES Show Special

Sierra/ Dynamix

At the Dynamix stand was a Mega-CD version of the infantile PC game **Willy Beamish**. Although neatly animated, the dialogue is enough to send you reaching for the sick bag after a nano second of play. To compensate, **King's Quest V, Stellar 7, Space Quest** and the curious **Mixed Up Mother Goose** will be available later this year.



Aero The Acrobat/Sunsoft

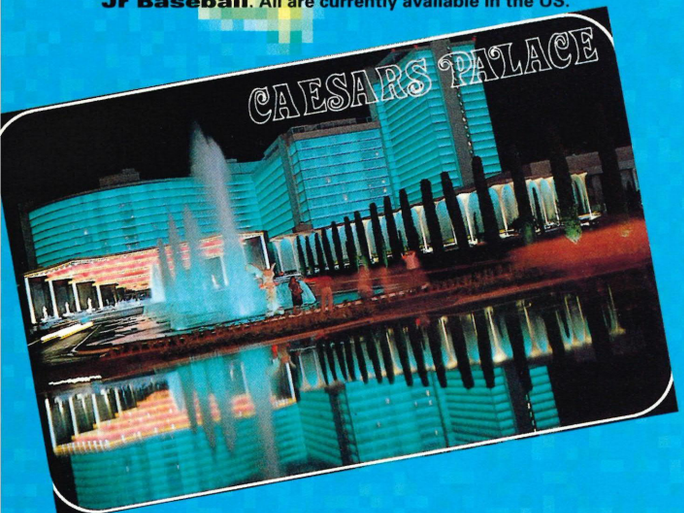
Sunsoft

On display were **Superman** (reviewed on page 26) and **Taz-Mania** but more interesting were the announcements that Sunsoft made at the show. The company is currently working on a cartoony character of its own creation, **Aero The Acrobat**. Not only is Aero superbly agile but he also is a bat. Tough with a cool exterior and a bubbly soft centre, Aero must save his circus from the cruel Edgar Ektor. Sunsoft is hoping to make a TV cartoon series and a whole range of merchandise featuring the nimble bat but we'll have to wait until next Autumn to see the games. Due for release in March is the Mega Drive version of **Master Blaster 2**, a sci-fi arcade adventure and a new Batman Mega Drive game, **Revenge Of The Joker**, is already available. But perhaps best of all was the news that Sunsoft is also developing a Mega Drive version of the excellent Disney film, **Beauty And The Beast**, which will hit the States in the Autumn.

Gods/Mindscope

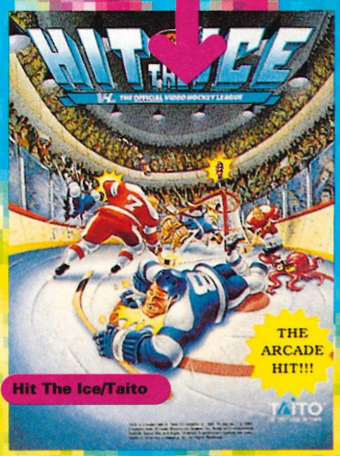
Software Toolworks

Although the company's Mega Drive products (on the Mindscape label) aren't distributed in Europe, the fab **Gods** was on show as was **Outlander**, the *Mad Max* game of the racing circuit (reviewed last issue) and a new baseball sim, **Cal Ripken's Jr Baseball**. All are currently available in the US.



Taito

Arcade giants Taito had several Mega Drive titles on show including **Hit The Ice**, an ice hockey sim, a romp through Bedrock with **The Flintstones** and some frenetic driving in **Chase HQ II**.



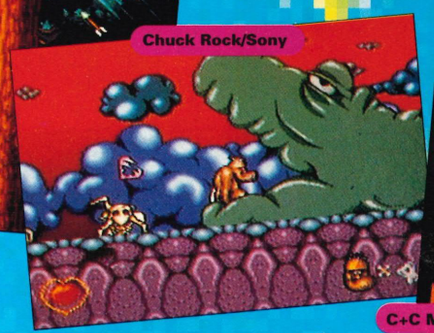
Hit The Ice/Taito

Takara

Takara has begun converting coin-ops for the Mega Drive and soon to be released is **Fatal Fury**, the arcade beat 'em up and **King Of The Monsters**, a Godzilla type smash 'em up with you competing to become the greatest Super Monster ever made.

King Of The Monsters/Takara

Hook/Sony



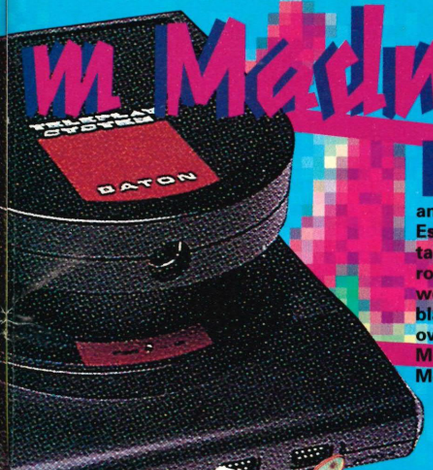
Chuck Rock/Sony

C+C Music Factory/Sony

Sony Imagesoft

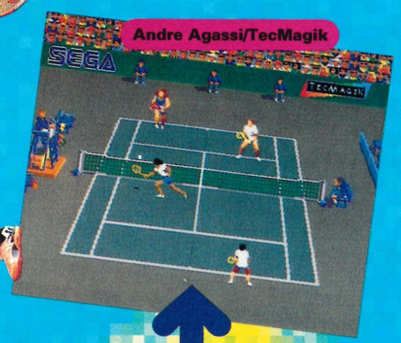
Sony was exhibiting a wealth of Mega-CD products in a luscious suite at the luxurious Mirage Hotel. For starters there was **Bram Stoker's Dracula** featuring digitised video of real actors and digitised film sequences, which should be out both in the States and over here in April. Then there was **Sewer Shark**, a bizarre futuristic shoot 'em up through a city's ponky sewer system avoiding vicious vermin and mutant nasties, again featuring digitised actors. Also on show were smart CD versions of **Chuck Rock** and **Hook** which like *Sewer Shark* are already available in the States as are the first two **Make My Video** series of CDs, one starring **Kriss Kross** and the other, **C+C Music Factory**. Basically your task is to edit and mix video footage of these great stars' own videos along with the chance to incorporate scenes from famous films, plus computer animation and special effects. Then you get judged on your efforts. In addition Sony announced a deal with the major national sports network in the States, ESPN. This will give the company the right to use footage of NFL and baseball games and allow you, as the player, to interact with the ESPN broadcast. Also planned are some meathead film tie-ins with Stallone and Arnie. Stallone is currently making a mountain-climbing cum hostage rescuing jaunt entitled **Cliffhanger** whilst Arnie's method acting will be put to the test in **The Last Action Hero**. Both films will be out in the Summer and the respective games should be released in the States in the Autumn.

m Madness



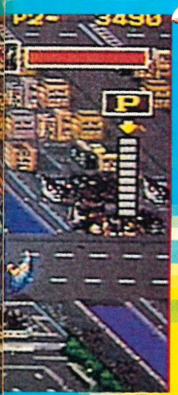
Baton technologies was showing off the modem it's had developed for the Mega Drive and the NES. Called the **Teleplay System**, it features a 2400 baud modem, an AT-keyboard attachment and a serial/parallel expansion port. Essentially, it allows you and a friend or even a total stranger to take part in a bit of head to head aggro – whether you're down the road, around the corner or even in another town. Since your rival won't be able to watch your moves, you'll be able to move in and blast him without a pico second's warning. Until now only PC owners have been able to indulge in this type of gameplay but Mega Drive owners will not only be able to compete against other Mega Drive gamers but also against NES owners for a spot of cross format gaming. The Mega Drive modem fits neatly into the cartridge slot and all you have to do to play, is dial your opponent's phone number, press a button and hey presto, you're off. The system automatically connects the remote user, which could see a new trend in game gate-crashing. The Teleplay System will be launched in the States in June and will be packaged with **Terran Wars**, a futuristic shoot 'em up, for a mere $90 (that's about 60 quid). Baton plans to release another eight titles by next Christmas. The catch, of course, is the size of your phone bill – but think what you'll save on all those 0898 numbers.

Andre Agassi/TecMagik



TecMagik

Taking time out from his hectic filming for a certain brand of coffee, Wimbledon champion, Andre Agassi made a personal appearance at TecMagik's hotel suite to promote the Genesis release of **Andre Agassi Tennis**. Happily sipping his cup of golden nectar, Agassi promptly choked when I informed him it was Red Mountain. As for the game itself, it features four different types of court surfaces and three different modes of play (in addition to doubles) and a special "skins" option. Agassi is already out in the States but we'll have to wait until June to see it here. Sadly, there was no sign of **Sylvester And Tweetie** which is set to be TecMagik's next big licence after Agassi.

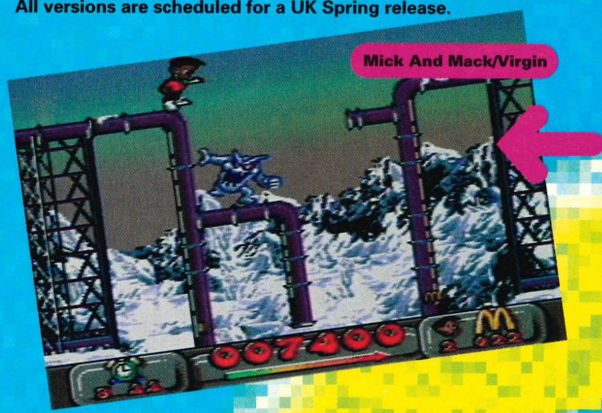


US Gold

Pride of place for US Gold was the fabulous **Flashback** on Mega Drive, developed by Delphine Software, the French team of programmers responsible for *Another World*. *Flashback* tells the tale of Conrad Hart, a trainee agent, captured by aliens who try to erase his memory. The game is a quest through different worlds, defeating nasties, avoiding traps and retrieving Conrad's memory in a series of flashbacks. The game looks absolutely stunning boasting the glorious film-like animation we've come to expect from Delphine but we'll have to wait until May to see it here. In the States it has been packaged with an exclusive Marvel Comic book. Also on display was the Mega Drive version of **Strider II** which will also be available on Master System and Game Gear. All versions are scheduled for a UK Spring release.

Flashback/US Gold

Mick And Mack/Virgin



Virgin

On display were several Mega Drive titles: **Another World,** Delphine's superb arcade adventure (reviewed on page 58), the God sim, **Mega-Lo-Mania**, the lovable **Global Gladiators** with the not quite so lovable and slightly spooky Ronald McDonald (reviewed page 42), and **Mohammad Ali Heavyweight Boxing** (reviewed page 50) was graced by a slightly distressing signing by its star, now a shadow of his former self. New games on the horizon include **Chi Chi Pro Challenge Golf**, where the famous maestro Chi Chi Rodriguez challenges players to the golfing duel of a lifetime and also a Sega CD version of **The Terminator** where Arnie's moving dialogue can be experienced at the same time as the game. Both games will hit the States in the Spring.

T-HQ

THQ has snapped up some rather enviable licences for the Mega Drive, all of which were proudly on show. Kicking off with **Wayne's World**, a direct port from the SNES version with huge sprites and slightly irritating "NOT!" samples. Far more appealing was **Thomas The Tank Engine**. Totally different to the SNES version, it comes complete with whistle and Travellers' Fare sarnies.

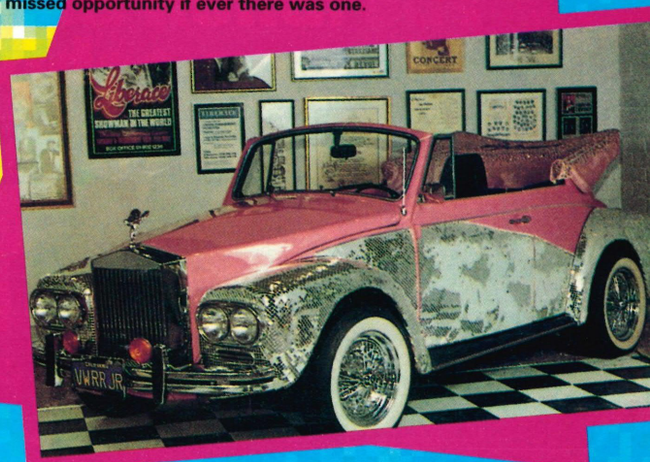
Battletoads/Tradewest

Tradewest

Hurrah! Tradewest has been busily converting the excellent **Battletoads** for the Mega Drive and Game Gear – and our amphibian heroes looked every inch as impressive on Sega as you can see from our cover review. Both versions will hit the States in March. Also being developed for both Sega and Nintendo systems is a new toads game – **Battletoads The Coin-Op** and for those of you who can't get enough of the dudesome threesome, you can hold your breath for *Battletoads* the film which'll be out later in the year. The company has just released an Am footie game **Pro Quarterback** and a driving sim entitled **Championship Pro Am**. On the cards for the Spring is another driving sim entitled **Danny Sullivan's** (who he?) **Indy Heat**.

The Liberace Museum

Who better to have a museum erected for himself in Las Vegas, than good old Liberace, the master of bad taste. (They do that in America, you know, there's no hanging around hoping that you'll be asked one day when you're 98 – you just go straight ahead and set up a museum dedicated to your good self.) The Liberace museum is a strange little set-up. You traipse around a set of three buildings, accompanied by the maestro's music, marvelling at the assortment of fine pianos, cars, jewels, outrageous outfits and foxfurs and reassuring yourself he was colourblind. If Liberace were alive today he'd have the only rhinestone shellsuit in existence. A missed opportunity if ever there was one.



Catalogue Argos!

WIN

Remember

* The competition closes on April 30th, 1993.
* It's not open to employees of Dennis Publishers or Argos.
* Oh, and make sure you check it's OK with the billpayer before you ring, you little blagger.

What's the kerraziest, spookiest shop in town, with hardly, if any, sale displays, no sales assistants, and, on the face of it, no goods either!? It's Argos of course, *Sega Zone*'s favourite catalogue store chain. We go down Argos the whole time during our lunch hour, you know, hanging out, pouring over the shower fittings section, or choosing a new look from their couture pages – we love it. And come April 3rd we're going to be down there a whole lot more, 'cos as of then they'll be flogging the new Mega-CD pack complete with the games *Cobra Command*, *Sol Feace*, and a collection of old Mega Drive classics (*Revenge of Shinobi*, *Golden Axe*, *Streets of Rage* and *Columns*). And all for £269.99 – worra barg!

Anyway, they're so chuffed about it all they're sponsoring this rather lovely compo, see?

Prizes:

* One Mega-CD pack for the lucky winner.
* Twenty Mega Drive joypads for the not-quite-so-lucky runners up.

How to enter

All you have to do to win is study the three questions here and work out the correct answers from the choices given (Hint: the answers can be found in the latest Argos catalogue). Then, ring up the phone line printed below, state the letters corresponding to your answers when prompted, and leave your name and address. Then it becomes a waiting game.

1) Which of the following objet d'art was too tacky to be featured in the Argos catalogue?

a) 'Muscular nude man with little baby' picture clock.
b) An ornamental musical waterglobe. Contains two doves in a snowstorm of glitter, and plays the theme from Love Story.
c) Royal divorce souvenir carved from Harry's milk teeth.

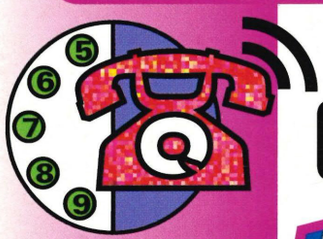
2) Which of these pictures has the correct description?

a) Beautronix Lean Machine, a ten-pad electronic muscle stimulator. **pg424/5**
b) The Remington Bogey-B-Gone. **pg427/9**
c) The Terry Waite Wet 'n' Dry Beard Tidy. **pg425/23**

3) What on earth is this woman wearing?

pg 418/10

a) A waterproof electronic wimple.
b) A compact fold-up softhood hairdryer.
c) The Nit-B-Gone, personal DDT fume tent.



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Erogenous ZONE

Send all your ramblings to: Erogenous Zone, Sega Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

We love our readers, even the ones with ginger hair and no dress sense. We especially love the ones who take the trouble to put crayon to paper and write us these smashing letters.

DEAR SEGA ZONE

Having experimented with Nintendo & Super Nintendo, I've finally got round to buying a Mega Drive with which I'm delighted – stacks of games available at cheapish prices. It's got everything the SNES hasn't. The only moan I have is why are the goddamn handsets so short; no wonder there are problems with kids sitting too close to the TV etc. Apart from that, I'm dead chuffed with the MD and my two fave games at the mo are *Desert Strike* (yeah, nuke the rotters) and *NHLPA '93*. If you guys at the office want to send any of your old games I'd be delighted to receive them!!!

Helen Juggins, Southampton.

You're right, Helen, ideally I like to be in the next county when I'm playing a game. What's more, new working regulations for Sega Zone *staff insist that no reviewing is to take place without the use of an inch-thick lead screen which protects users from all electromagnetic radiation, static shocks, visual output etc. We all feel a lot safer because of it (though, of course, graphics scores have taken a dive).* **Ed.**

DEAR SEGA ZONE

Hi! It's me again! (Yes I know you've never had a letter from a Neil Martin before – you printed it in your January ish', but it was from a Nev Martin – some dozy git mis-read me signature.) Anyhow, here are some more questions since you were completely worse than useless at answering my last ones.

1. Can you get *Dynablaster* for the Mega Drive?
2. That vegan, Bartholomew Ward is a femme-boy, isn't he? Meat tastes nice and I don't want some snotty-nosed, green, vegan-git knocking my dad (a butcher) out of business – so get stuffed, Bart.
3. Have you heard this one? What do you call a Welsh farmer with more than two sheep? The answer is – a pimp. Ha, ha, ha.
4. Why did you say *Streets Of Rage 2* was an exclusive? *M.M. Sega* had it in their December ish?

Neil Martin, spokesperson for John Major's armpit hair.

Okay, okay, we 'll try to surpass last month's answers.
1. *Dunno. Not at the mo anyway.*
2. *Now, now, this will all end in tears, you know. We told you we're not going to take sides in this debate (still if your dad got us some cheap scrag end though...)*
3. *No, no we hadn't heard that one before .*
4. *No one would buy it if wrote: "Oh no, déjà vu! It's another* Streets Of Rage *review". Anyway, we were the first to see the game, it's just that at that time* Mean Machines *was on sale before us. That's all changed and we're now out before them.*

Ed.

DEAR SEGA ZONE

I've got a few questions for you to answer:-

1. Why hasn't *Star Control* been recognised as the world's greatest game?
2. Why was there NO free gift or poster in issue three?
3. Why do you look as if you're about to frenchie that letter in the Erogenous Zone picture?

Oly Tipper, Staffs.

VR ZONE

An occasional column where readers write in to discuss the sociological and philosophical implications of the latest advances in Virtual Reality.

Dear Sega Zone

When will there be a virtual reality headset available which is compatible with my Game Gear. Have I invested in the right hardware to keep up to date with the new technology? By the way I love Take That and Brussel sprouts. Cheers me dears!

Mark Dobson, Exeter.

Oh dear, perhaps we were really asking too much of this column. A tad ambitious perhaps? Still I suppose the sociological and philosophical implications of sprouts is something anyway. As for you Mark, I think I'd be better off trying the common or garden reality before I moved on to the virtual stuff. **Ed.**

Dear Gear-Haters

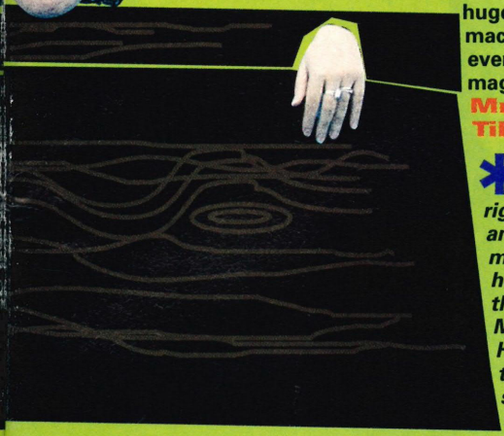
RE – The absolute sparseness (we're talking chrysanthemums in the Sahara here!) of up-to-date Game Gear reviews. Where are they? The Xmas edition of *Sega Zone* had a rather dapper Sega's Grotto section which mentioned Game Gear titles such as *Chuck Rock, Terminator* and *Alien 3* – all splendid titles I'm sure you will agree.

But have I seen reviews of *Alien 3* for example? – no I have not! And if anyone says I have, I will be forced to rub my chin vigorously whilst shouting things such as 'Oh yeah, chinny rub rub' or 'Tutencamoooon'.

So *SZ* get yer finger out and give us GG'ers a break.

Yours, kept in the dark,

Ian Chappell, Raynes Park.



Reviews and *Skill* Zone are both hugely dominated by the 16-bit machine. Please try to keep everyone happy and share your mag between all systems.
Mr W. Nicholson, E. Tilbury.

✱ *Yes, we had a meeting about this because, you're right, there is a case to answer. We agreed that there must be some accountability here and it must come from the top. That's why I've had Martin publicly flogged. However I have also agreed to go into the stocks to show you just how sorry I am personally. If you could see your way clear to cutting out this picture and gobbing on it, I'd be very grateful.*

Fact is though, we are committed to reviewing games for the Master System and Game Gear, but often the software companies only seem interested in showing off the Mega Drive versions, and as for tips, we're limited to whatever gets sent in by you lot.

Actually, though Ian, we did review Alien 3 *(and you can Jimmy Hill as much as you like) and the other two were out before our time. And as for you Claire, it sounds like you'll be wanting to take out a subscription to our sister mag* Game Gear Puzzle and Adventure Game Tips Zone.

For the rest of you 8-bit owners though, hand on heart we will be trying harder. Slurp, slurp, creep, creep. **Ed.**

Dear Sega Zone

I am writing to say how much I like your magazine, the only problem is that I have a Game Gear and though you have lots of tips and cheats for the Mega Drive you have none for me. I have also noticed that the Game Gear tips are mostly for beat 'em ups, whereas I usually buy puzzle and adventure games. If you don't do anything I'll take my custom elsewhere as Game Gear puzzle and adventure tips is all I buy the mag for.
Claire Broomfield, Leeds.

Dear Sega Zone

I agree with them. After getting a yearly subscription I have just realised that you are really just another Mega Drive magazine.

More questions. When is anyone going to write to say how wonderful we are? I know, I know, I'm not one to moan as you know, but sometimes it's all too much. To the questions in hand.
1 *Have you played* Rolo To The Rescue *or what, Oly?*

2 *Well, you know what it's like: Macca puts in another four figure expenses claim, I get my phone bill, and the sandwich man comes around to get us to settle our doughnut tab and suddenly the budget's gone. We did try though, Viv was up all night baking a load of rock cakes which we were going to bag up, one for each reader and Patrick knocked off a load of his erotic potato prints for a cheap and cheerful poster. Our greedy ad team scoffed the cakes and Special Branch seized the prints before they'd even dried. Soz.*
3 *For your information, Oly, I'm gazing at that letter in a wistful and interested manner, you oaf. Frenching it indeed! I mean think of the paper cuts. Anyway, if you think that's bad you should see what Martin does to the mail if we don't get there first – the post bag ends up looking like one big lump of papier maché.* **Ed.**

O-ZONE

Worried about pollution and acid rain? Losing sleep over global warming and the selfish ignorance inherent in our throw-away society? Then put down that valium and panic no more. *Sega Zone*'s fuel efficient and CFC-free recycling spot, the O-zone, is back to make the world safe for David Icke again.

Dear O-zone

I own a small cetacean which has been a close companion for a number of years. However since I bought *Ecco* for my Mega Drive my lovely Flipper has become a bit redundant. I'd hate to see him go to waste so if any of your other readers have access to a factory processing ship or similar, I'm sure that despite his small size he'd make a good few hundred lipsticks. Awaiting your reply.
Lisa Benning, Charlton.

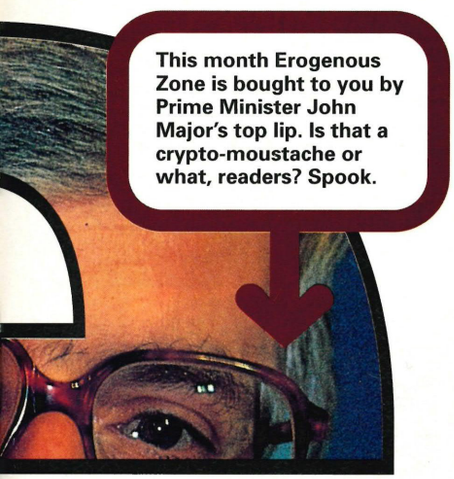
✱ That's the spirit, "We are the world, we are the children," and all that. If you want to make a bid for Lisa's all-swimming, all-clicking lump of Max Factor, then write to:

**Ozone,
Sega Zone,
19 Bolsover St,
London, W1P 7HJ.**

DEAR SEGA ZONE

Have just finished reading your mag and I think it's cool. I must compliment you on the excellent review of *T2*, even though it could have been longer, and I love the comments made by the Ed. *(What, even this one, jockstrap-breath? Ed.)* I think *Sega Zone* is well worth every penny. I was wondering if you had any cheats for *Sonic 2* on the Mega Drive?
Shah Miah, Inverness.

We just put this one in to show we're not hated by all our readers. Thanks a lot mum... sorry, SHAH, I mean thanks a lot Shah. As for the Sonic 2 *cheat, I'm afraid that's turning into a bit of a Holy Grail. If anyone does know one we'll give you an awful lot of money, and Tip-Master Pemberton has kindly agreed to be your slave for a day.* **Ed.**



This month Erogenous Zone is bought to you by Prime Minister John Major's top lip. Is that a crypto-moustache or what, readers? Spook.

ZONE

Amaya Lopez is at the stake!

Dear Sega Zone
Firstly, I don't know about other readers, but I think the answers you give to letters are pathetic. Basically, you're all just a bunch of smart arses that enjoy sticking witty comments in your mag.

Secondly, on the subject of your mag at the same time I bought it, I bought another Sega magazine. Compared to the other mag, yours is crap. It is the worst £1.95 I have ever spent. Do us a favour and give up.
Paul Stevenson, North Yorkshire.

✱ *Your words hurt me, Paul. They cut me to the core. But we'll never stop what we do, never! As long as there's breath in my body I'll never cease the struggle. Even if we can stop just one grubby faced street urchin from wasting their last few pennies on a game that isn't very good, then it will all have been worth it. But I forgive you, Paul, I forgive.* **Ed.**

WHAT WOULD YOU GIVE FOR A MAGAZINE WITH:

No mindless shoot 'em ups
Not a single rad hedgehog
Absolutely no ninja amphibians
No chance of a little fat git with a mustache
Nary a pirouetting street fighter in sight

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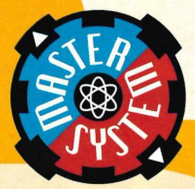
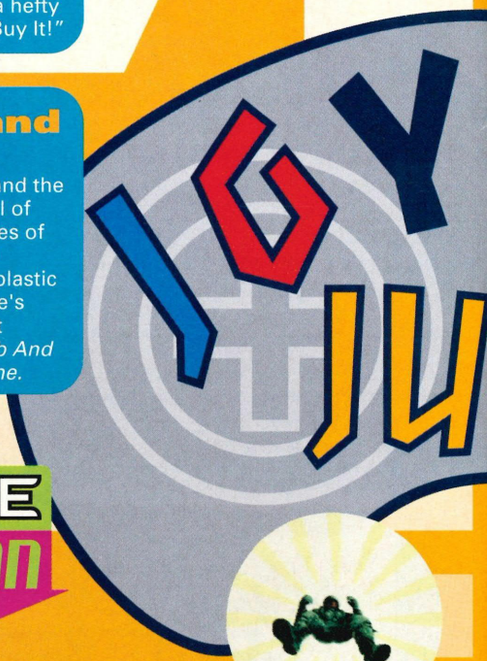


Fresh and Springy

If a game gets an overall score exceeding 90, it's the same as a freshly-picked Batavain lettuce – crisp and succulent – so it gets a Mega Zone and a hefty wink meaning "Buy It!"

Damp and Curly

Score below 50 and the game takes on all of the soggy qualities of that six week old courgette in the plastic bag in your fridge's 'crisper'. The cart equivalent of *Bob And The Big Box Game.*



"When April with his showers soote*. March's drought has pierced to the roote. Then merrie pilgrims go along.To worship at the shrine of *Pong*". A bit of a medieval flavour to things this month as the jury stops its juring for the moment and slopes off to Canterbury to recreate the world of Geoffrey Chaucer and his fabulous *Canterbury Tales*. God only knows why.
(* soote = sweet)

AMAYA LOPEZ

"I'm the Ed so I get to be Geoffrey Chaucer," said Amaya, adjusting her Walkman and hefting her frame up on to her thoughtfully-named and faithful donkey, Nob. "Who is Geoffrey Chaucer anyway?" asked Macca. "Pah and pish-posh!" said Amaya. "He was a poet and he wrote the *Canterbury Tales* in about 1387 and helped to make English the trendy language. And as we're wordsmiths all, I thought we'd go to Canterbury like pilgrims did in the Tales and live and speak like them – or else!". Grumbling slightly, the happy convoy moved off.

Amaya's hard at it with Mick And Mack. (Her weekend job on an Amazonian timber mill is starting to suffer.)

VIVIENNE NAGY

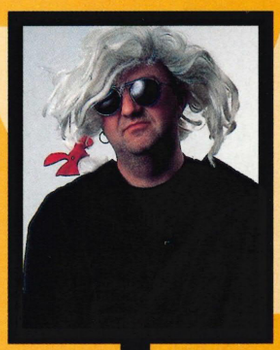
"Hey-ho for the open road," sang our Viv as she got on a skateboard, "Canterbury, here I come". "They didn't have skateboards in the 14th century, Vivienne," exclaimed Amaya in her most imperious tone. "Dismount, forthwith!" "But, I'm wearing a wimple and chastity belt, too, for authenticity," chimed Viv, winningly. "Nevertheless, *The Canterbury Tales* has no mention of skate-punks." said Am. "Well, could I dress as a Mod and go on my scooter, then?" asked Viv hopefully. "Of course you can," said Amaya displaying an astounding grasp of medieval history, "Mods must have been around then, they're ages old."

Viv's been wrapped up in Another World – so no change then. She's on a dirty cell protest till US Gold send Flashback.

MARTIN POND

"Hurrah!" shouted Martin, "I'm Chantecleer the Cock! Who's first, then?" Martin was wearing a chicken suit fashioned from the innards of his Mum's best pillows which he'd glued onto one of his best cardigans. Feathers were flying everywhere as Martin strutted about at the head of the motley convoy boasting of his prowess in the trouser department. "You'd look more impressive," said Vivienne, "if it wasn't for that old, pink rubber glove on you head." "That's my wattle," said Martin through his makeshift beak, looking only slightly crestfallen. It makes the chicks go wild for my cock-a doodle-doo, yes indeedy!"

Hardman Martin has been playing tough-guy Renegade. He also eats raw steak and offal and snarls at people. What a guy.



PATRICK MACARTHY

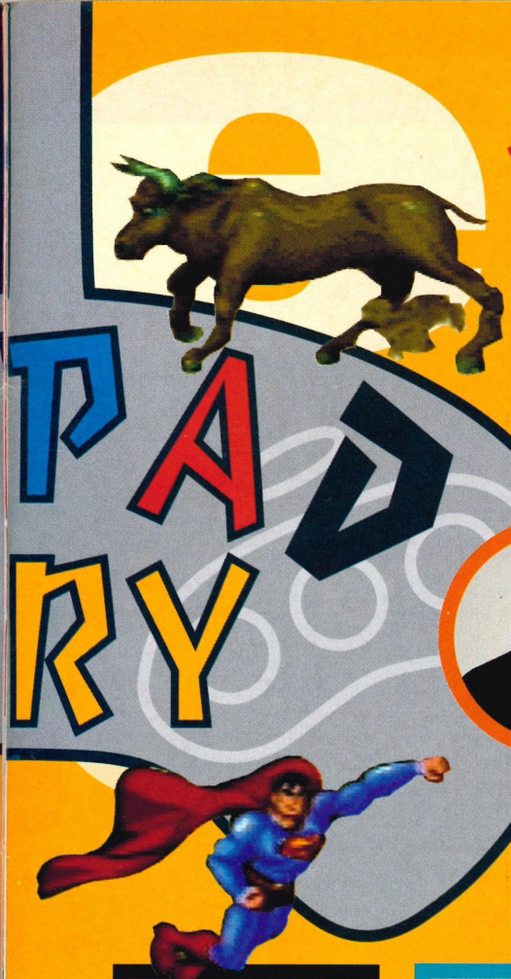
Patrick sighed a deep sigh and regarded himself and the rest of his 'merrie band' as they joined the A2 at the Kidbrooke roundabout in south-east London. Several times, Patrick's wimple had caught in overhanging branches, and his flowing robes were dragging in the mud as Albert, the Ox he rode, plodded on. "Still, only 30 miles to the Little Chef where I can have my favourite tea and crumpet," mused the gentle goliath of the joypad. Just then, Albert let go a thunderous postern blast. "Hey, nonny no," thought Patrick, grimly.

Patrick's taken time from a busy schedule of staring into space and dribbling to play gridiron game, Pro Quarterback.

DANIEL PEMBERTON

Pembers, though, was in a boisterous mood in his role as a medieval beggar, capering about in his rags and displaying the underarm scabs and plaguey running sores he had cultivated especially for the trip. "Oi be a beggar, an' no mistake, a-harrrr, hurff, hurfff, hurrf." Pembers coughed up some spittle flecked with blood before gamboling playfully over to a group of young mothers who had been pointing at the merrie pilgrims as they passed by. "Give us a groat and oi'll show 'ee me buboes – a finer set you're not loikely to see this side o' Malmesbury! A-haarrr, hurfff, hurff, hurfff!"

Daniel hasn't had time to play any games, what with his new promotion – Amaya's been using his bum as a bike stand.



END ZONE

Graphics

Sound

Addictiveness

Playability

A witty and entertaining summing up by your reviewer.

OVERALL 90

Out: Soon **Price:** Yoinks
Publisher: Teledisc

score zone

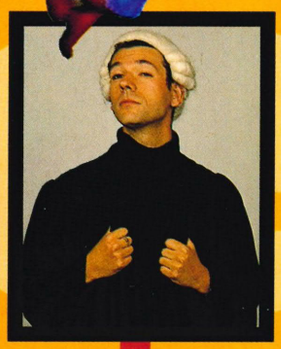
Anyone who thinks that GMTV is any good will obviously need a bit of help with the scoring system we use here at *Sega Zone* Towers, as will avid fans of *So Haunt Me!*, *Challenge Anneka* and *The Paul Daniels Magic Show*. The rest of you should find it easy enough to follow.

Graphics: The score on the graphics bar is supposed to give you an idea of the quality of the animation and the stills in the game. We don't do things by halves here, you know.

Sound: Apparently the GMTV-ers actually want this one explained. This score here refers to the quality of the sound in a game. Happy now?

Playability: Too hard to take home, or soft as warm lard and hardly worth playing. Practice needed, or a bit of a doddle? Here's where you get the gen on that little conundrum.

Addictiveness: Do we really need to explain this? Oh, alright then. This is for anyone who watches and enjoys Les Dennis. This score tells you to what extent the game is unputdownable or unpickupable, okay?



MIKE HORSHAM

"With a fol-de-riddle and a fiddle-de-reee, here are the pilgrims of Canter-bur-eeee," sang Michael the minstrel in dulcet tones as the caravan moved on.

"I'll sing you a tale of a motley band, who travel the length and the breadth of the land.

"Some dress in rags and others in silk, some will drink wine and others drink milk.

"Some ride an ass and others an ox, some keep a collection of bogies in a box.

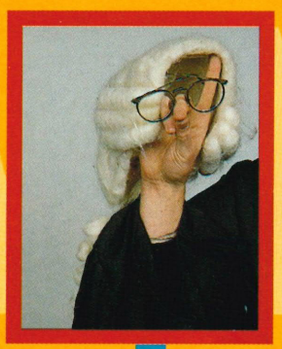
"Some have a liking for music and fun, some eat their earwax stuffed in a bun".

Our own Rennaisance man, Michael is just superhuman in every way. What else would he be playing but Superman?

DAVID 'MACCA' MCCANDLESS

Just then, Macca bounded up to Patrick (and Albert) and introduced himself with a simultaneous leap, whistle and fart. "Cheer up, for I am your jester/And you can call me Fester Bestertester". "Do you always speak like that?" asked Patrick. "'Tis no crime. To speak in rhyme," answered Macca, smugly. "True," said Patrick, "but it can be annoying." Macca capered a little and struck Patrick lightly on the head with his pig's-bladder-on-a-stick, "Annoying? Mayhap. But never crap!" "Don't bet on it," muttered Patrick, darkly.

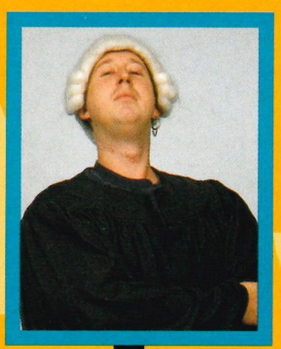
Like an ungrateful child at Chistmas, Macca soon got bored with the Mega-PC and is now playing with the box.



ANDY STOUT

"Who does that with their earwax and bogies, then?" asked Andy, as juggernaut after juggernaut thundered past the odd-looking assortment who, by now, were busy having tea in a lay-by on the Sidcup bypass. "Poetic licence, dear boy," said Michael with an airy wave of the hand. "But I'm hungry," wheedled Andy, "and those policemen who have just pulled up don't look as though they're going to invite us to dinner." "No, they don't, do they?" said Michael, as the hapless crew held out their wrists as one, to receive, once more, the grand order of Her Majesty's handcuffs.

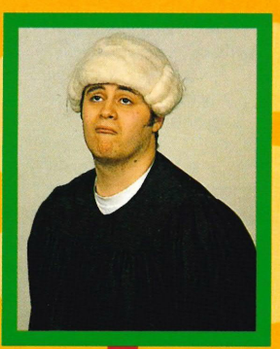
Peace-loving metal freak and veggie Andy wouldn't hurt a fly. He vents his feelings on Muhammad Ali and his own eardrums.



DUNCAN MACDONALD

Dunc was deep in conversation with Amaya. "Look, I'm sorry Amaya..." he began. Amaya cut him off with an exclamation of sheer joy. "Wow, Dunc!" she swooned. "You look fab. What are you supposed to be? No, don't tell me. A farmer, right? All that mud, and the smell! So authentic! Where did you get that smock? It's brilliant! And the hat! It looks just like it must have in the olden days!". "Thank you, Amaya," said Dunc, very politely, "but I was just trying to explain that I didn't have time to change into my cossie." "Oh," said Amaya, a little abashed.

When Duncan's not NFI he's with the Battletoads. Forget F-plan diets: Fly-plan provides far more protein.



RIK HAYNES

"Fear not, gentle maidens!" cried Rik as he cantered over to where Pembers was busy with his clothes "For I, a parfait and gentle Knight shall assist you in the riddance of this pesky varlet! Too long has fair England been poxed by the pestilence of his kind. I shall smite him with my trusty sword. Have at thee, foul imp! "Steady on, Rik," said Pembers as Rik unsheathed his mighty battle-axe, "I'm only pretending." "Begone, beggar!" screamed Rik wielding steel. Pembers exited swiftly. "Now," said Rik turning to the grateful women "who wants to see my battle scars?"

Rik's quite saddle-sore from playing Sunset Riders. People think he's polite, but we know why he always stands up on the tube.

Ninja Turtles, eh? They're yesterday's news, as everyone apart from Mrs Doris Bidwell of Kent knows. But who could take their place? Aha! Well, how about the BATTLETOADS? DUNCAN MACDONALD checks it out.

The Turtles analysis...

So there you are... just catching on in Wales but tragically out of date everywhere else. And you may have noticed that the trend in Scotland is now turning towards what two of the interviewees called 'the turds' – meaning, of course, The Toads. *The Battletoads* to be precise. They're cool, *The Battletoads*. They came out ages ago on the NES as an anti-fashion reply to the Turtles and were a massive hit – which isn't surprising really, given that *Battletoads* was about the only decent game you could get for the 8-bit Nintendo. In fact it was better than decent... it was actually a total corker. And now it's been converted to the Mega Drive – a little late maybe, but who's going to quibble about the odd six months or so?

The Turtles went out at about the same time as New Kids On The Block. Of course there are some people who say "No! The Turtles have not gone... they will be with us forever!". But, of course, we know the truth, and just to prove it , I toured the whole of Great Britain and interviewed everyone I met, posing them questions from my comprehensive *Turtle Questionnaire*. Here's what happened...

IN SCOTLAND...

Me: Hello, what do you think of the Turtles?

Scottish Bloke 1: Och, they dinna can, wass yesterday, divvun years ago man. Ha ha. Ma wee brother man, even he says it's goon.

Me: Hello, are you still into the Turtles?

Scottish Bloke 2: D'yuz wanna a ruddy chinnin'? Of cooos arm nay inta yen bloody Turtles, man. Thems yessday man, yessday.

Me: Er, hello, what do you think of the Ninja Turtles?

Scottish Bloke 3: Heh heh heh, yuz jookin'. Even ma wee sister of three divvun wear her tootle costume nay more, ya silly moo. I'm into yon Turds, man.

Me: Hello, I'm doing a survey about the Ninja Turtles.

Scottish Bloke 4: Are ya livin' in the past or sumthin' man? Turds are todays reptiles, ya turtles are deeed.

IN THE SHETLAND ISLANDS...

Me: Hello, I'm trying to find out if anyone is still into the Turtles.

Shetland Person 1: Ye'll nay find any fans a' those wee rodents on these isles, ye mark my words, we're all too busy try'na get rid of David Bellamy after th' oil spill.

Me: Hello, would you like a free plastic Ninja Turtle?

Shetland Person 2: Aye, an' would ye like a smack in the mouth, ma wee fella?

IN NORTHERN IRELAND...

Me: Hello, what do you think of the Ninja Turtles?

Belfast Geezer 1: Quack! get dain! *(Everyone ducks as a bomb goes off up the street.)*

Me: Are you at all interested, these days, in the Turtles?

Belfast Geezer 2: Quack! Get dain! *(Everyone ducks as a hail of bullets gets sprayed across the road.)*

Me: Um, what would you say if I said "Ninja Turtles"?

Belfast Geezer 3: Ai'd say yuz abait two years ait of date, pal. They've even shtopped makin' the fillums... Quack! Get dain! *(Everyone ducks as a mortar shell soars overhead.)*

IN ENGLAND...

Me: Hello, I'm trying to find out if the Turtles are still popular...

English Chap 1: Not in this neck of the woods they're not mate. Not in any neck of any other woods either, I wouldn't reckon.

Me: Hello, are you a Turtle fan?

English Chap 2: Take a stroll, geezer, take a stroll.

Me: Hello, I'm doing a Ninja Turtle survey...

English Chap 3: Bit late aren't you? Try Wales.

IN WALES...

Me: Hello, do you like the Turtles?

Welsh Bloke 1: Donatello, man! Leonardo! Got a bloomin' Turtles T-shirt on I yav, man.

Me: Hello, what do you think of the Mutant Ninja Turtles?

Welsh Bloke 2: They're me very fay-vor-ite they are, man. I've videoed *all* the cartoons, I 'ave. Watch 'em all day long, I do, watch 'em all day long and into the evening, man. Even stopped listenin' to me New Kids On The Bloomin' Block album, I 'ave.

Me: Hello, I gather the Turtles are just becoming popular here.

Welsh Bloke 3: I got into them first, I did man. Last week it was... you ask my mate Owen. We was out in 'is dad's tractor, see, we was listenin' to the radio. Radio Llanggwellyn it was. They played a Turtle song. A rap song, man. "That's for me," I said to Owen – right there an' then on the tractor. Turtles. They'll be big, or my name ain't Taffid Llwyllynnnegg. Donatello 'e's called isn't it? The Turtle?

The plot of the game

The Battletoads and Professor T. Bird are halfway through their four light year voyage to take Princess Angelica back to her home planet (Earth). However, because the journey is so boring, Angelica and Pimple (he's one of the three battletoads) decide to take a journey in the Toadster, the Battletoads' rather nippy little cruiser. A bad move? Of course, it was a bad move... if it hadn't been a bad move there wouldn't actually be a game to play. So what went wrong? Well, try this: "The Toadster gets tractor-beamed aboard the Dark Queen's spaceship and Angelica and Pimple are taken away to the Dark Queen's base on Ragnarok's World." Get the idea? And that means that there are two Battletoads left. Given that this is a two-player game, it doesn't take a genius to work out that the remaining two toads have to go to the rescue. Unless you're in one player mode of course, in which case it'll just be the one.

So how's the whole thing work?

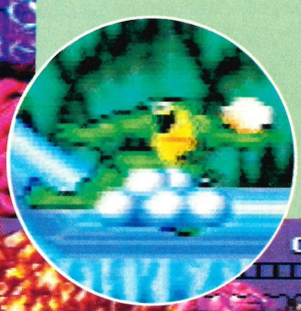
There are 12 levels, all of them very different. Level one, for instance, is a right to left scroller, level two is a top to bottom scroller (you're being lowered into a pit) and level three is a non-stoppable "right to left while you have to avoid things on your jetbike" scroller, and so on (some levels are small, others are gigantic).

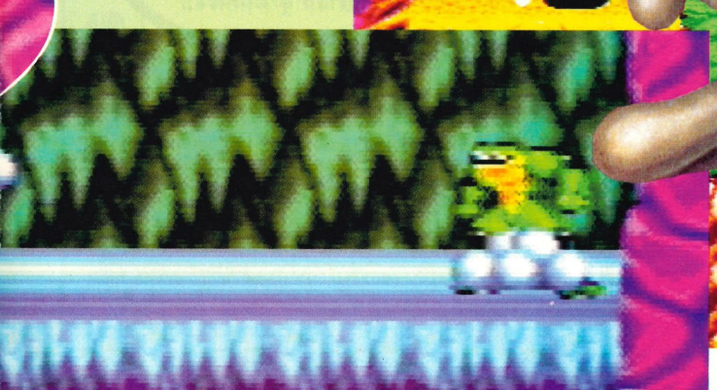
You don't really know what form a level is going to take until you get there – and by then you generally haven't got many lives left from the previous level, so you have to start again. Standard fare, the cynics among you might say – but what they don't know yet is that (a) the *Battletoads* game is actually funny and (b) the two-player mode is one of the most enjoyable two-player modes of any game you could care to mention. (Including *Streets Of Rage 2*.)

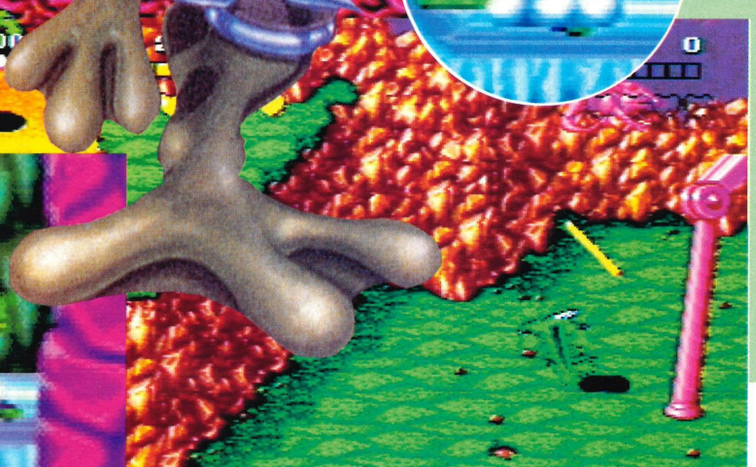
Yes, you can bash each other, as well as everything else.

So Battletoads makes you laugh, does it?

Yes.







Could you elaborate slightly?

There are loads of little animated sequences for the toad sprites – gaping jaws on seeing something scary, frantically pulling back on the handlebars of a jetbike in an attempt to slow it down (not that it does slow it down). It's all a bit like a cartoon on the telly, really – and by that I don't mean that the artwork is stunning in a *Mickey Mouse* fashion, because it isn't... by *Mickey Mouse* standards, the *Battletoads* graphics could even be described as slapdash. But the point is that *Battletoads* oozes CHARACTER. It's really got a personality all of its own. It's the sort of game you warm to, and the sort of game in which you actually want to get involved with the characters because they're so 'quirky'. With a *Mickey Mouse* game I personally couldn't care less whether Mickey lives or dies, because he's such a goody goody girly. *The Battletoads,* however, aren't goody goodies, as you'll realise when you see their special fighting moves.

THE SPECIAL FIGHTING MOVES

Apart from the regular punch, about nine squillion different moves are available... but they're not all available at once. It depends where you are, what's going on around you, what level you're on and so forth. Oh, and what follows isn't a complete list by any means – it's just a taster, to give you the idea.

THE BIG BAD BOOT: it's big, it's bad, and it's a boot. If your standard punches don't seem to be getting you anywhere very quickly then call this one into play. Whatever finds itself on the receiving end will quite literally be kicked off the edge of the screen.

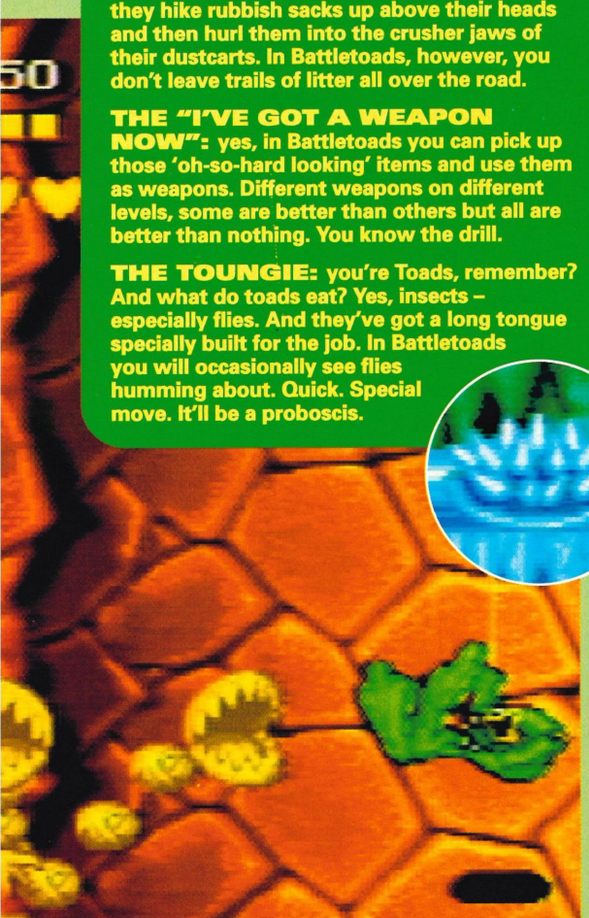
THE KISS MY FIST: if the Big Bad Boot was on the end of your arm instead of the end of your leg, and it wasn't actually a boot at all, then this is what you'd get. It's basically a mega punch. It does serious damage and is amusingly animated. (As are all the moves.)

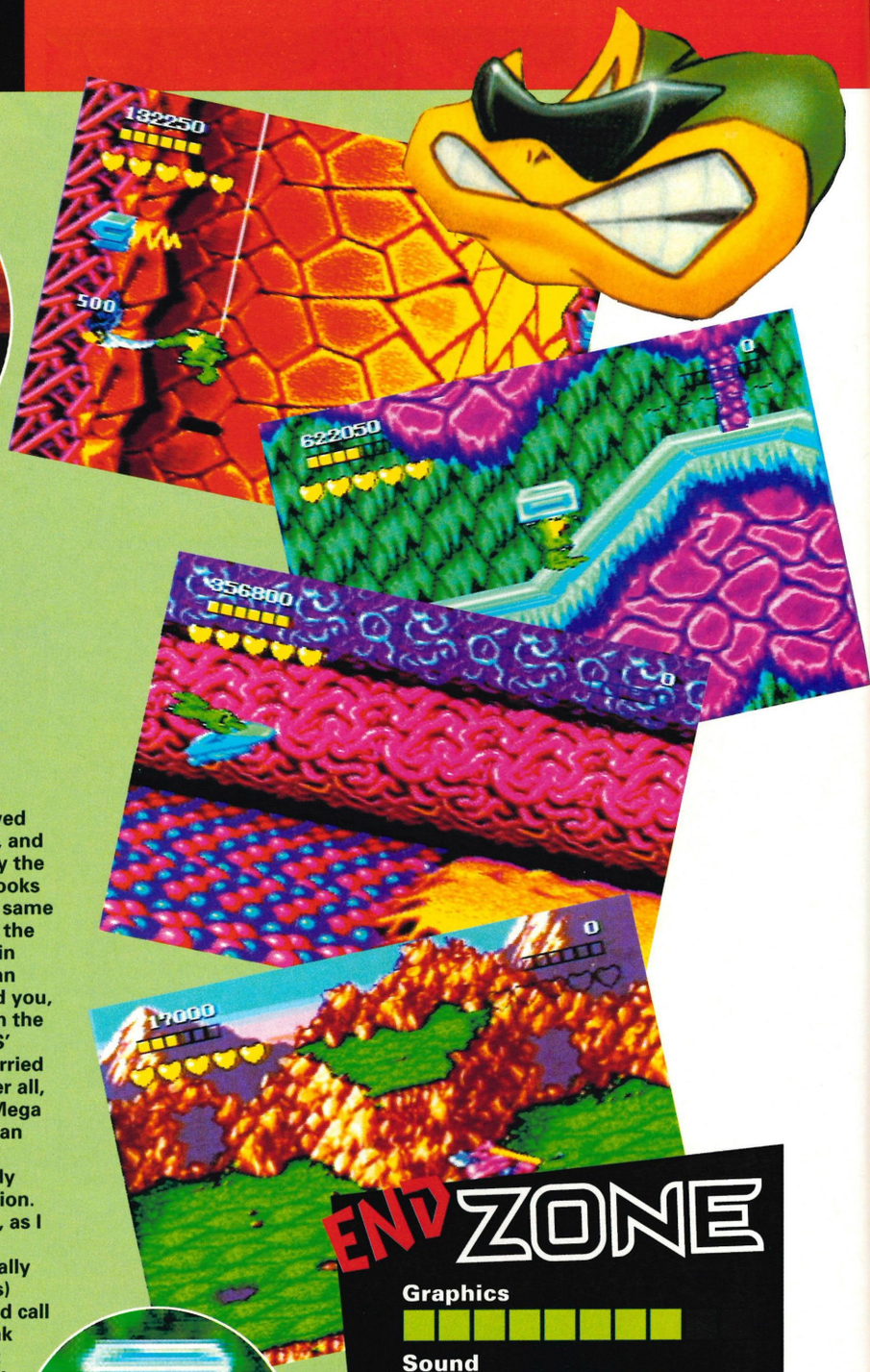
THE NUCLEAR KNUCKLE: imagine clasping your hands together and swinging them over your head in a downward arc onto the skull of one of your enemies. Now imagine it in cartoonland. Well done, you've just accurately visualised this little move.

THE TAKE OUT THE TRASH: aptly named, because this is what dustmen do... they hike rubbish sacks up above their heads and then hurl them into the crusher jaws of their dustcarts. In Battletoads, however, you don't leave trails of litter all over the road.

THE "I'VE GOT A WEAPON NOW": yes, in Battletoads you can pick up those 'oh-so-hard looking' items and use them as weapons. Different weapons on different levels, some are better than others but all are better than nothing. You know the drill.

THE TOUNGIE: you're Toads, remember? And what do toads eat? Yes, insects – especially flies. And they've got a long tongue specially built for the job. In Battletoads you will occasionally see flies humming about. Quick. Special move. It'll be a proboscis.





So this toads lark is quite cool, is it?

You betcha! I loved the NES version, and this plays exactly the same. In fact it looks pretty much the same too – apart from the fact it's actually in colour rather than just purple. Mind you, this 'pretty much the same as the NES' stuff had me worried for a while... after all, you'd expect a Mega Drive version of an NES game to be tarted up virtually beyond recognition. And *Battletoads*, as I said, isn't. The graphics (especially the backgrounds) aren't what you'd call 'crisp', and I think that maybe a bit more work could have gone into that department. But like I said earlier, the whole point of *Battletoads* (apart from its playability, which is abundant) is its character – and it's lost none of that in the conversion. It's also quite hard (deceptively simple at first but nightmarish later on) which means that it'll last you for some time. And there's nothing wrong with that, especially when you actually have a laugh along the way. Highly recommended. E

END ZONE

Graphics

Sound

Addictiveness

Playability

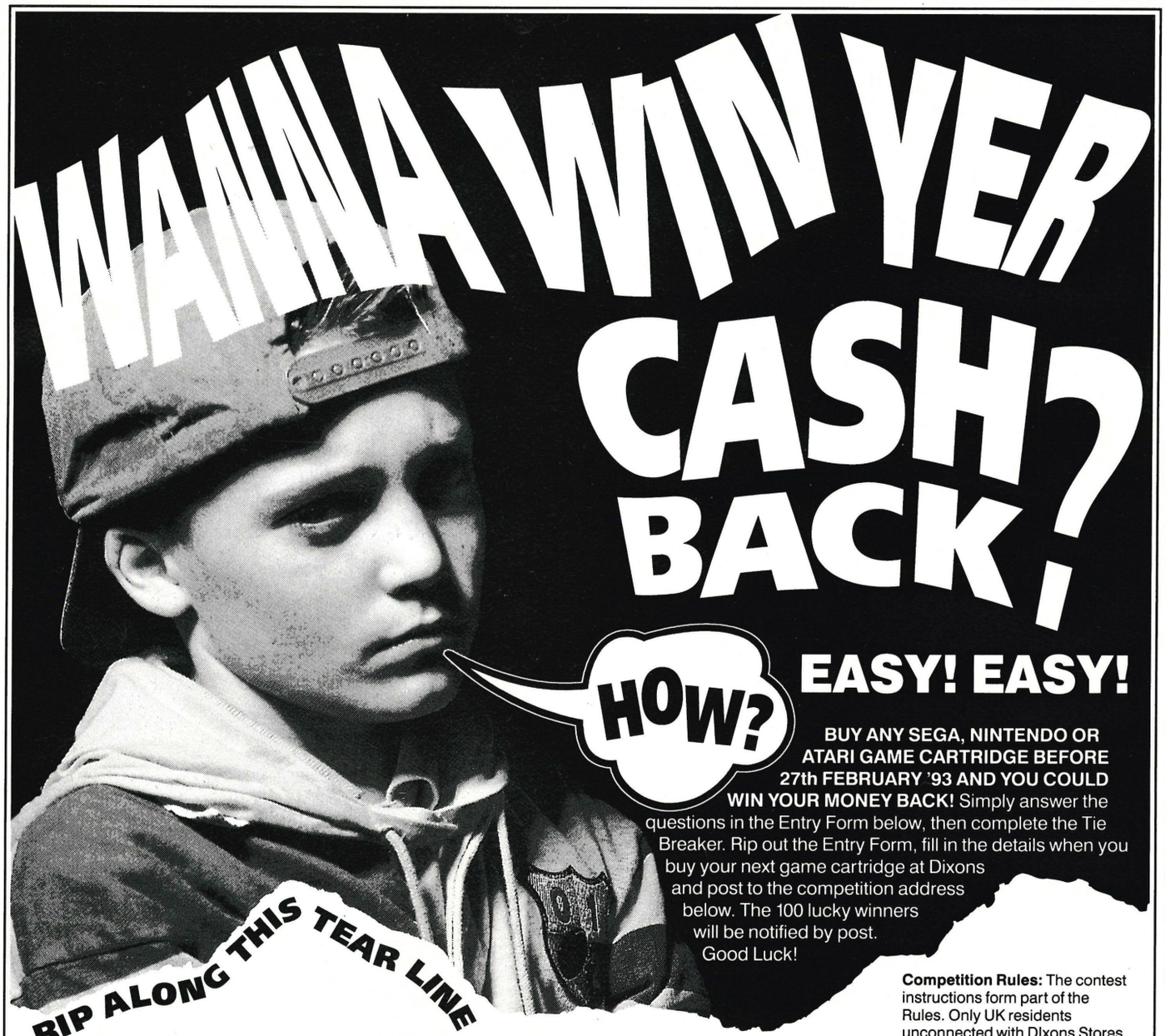
Brillo game despite the less than crisp graphics.

OVERALL 90

Out: Now On Import
Out Officially: May
Publisher: Tradewest

Dixons Dixons Dixons Dixons

WANNA WIN YER CASH BACK?



HOW?

EASY! EASY!

BUY ANY SEGA, NINTENDO OR ATARI GAME CARTRIDGE BEFORE 27th FEBRUARY '93 AND YOU COULD WIN YOUR MONEY BACK! Simply answer the questions in the Entry Form below, then complete the Tie Breaker. Rip out the Entry Form, fill in the details when you buy your next game cartridge at Dixons and post to the competition address below. The 100 lucky winners will be notified by post. Good Luck!

RIP ALONG THIS TEAR LINE

Ecco, Edmond Honda, Mr W and Tails are all characters in video games. Which video games are they from?

Ecco .....

Edmond Honda.....

Mr W .....

Tails .....

That was easy wasn't it? Now complete the **Tie Breaker** in 10 words or less.

If I won my money back I would .....

.....

.....

What games system do you own? .....

If you're under 16, get your Parents or Guardian to sign 'ere .....

What's your name?.....

How old are you?.....

What's your address?.....

.....

.....

Postcode.....

What's your phone number? .....

Get the store to fill in this bit:

Title of Game Cartridge .....

How much it cost.....

When you bought it .....

Branch stamp

Competition Rules: The contest instructions form part of the Rules. Only UK residents unconnected with DIxons Stores Group and their servants or agents are eligible for entry. All parts of the Entry Form must be correctly completed. The money-back prize will be awarded to the first 100 entrants with correct forms who, in the opinion of an independent panel of judges, provide the most apt and original completion of the Tie Breaker. The judges' decision is final and no correspondence will be entered into. Competition closes 27th February 1993. The winners will be notified by 1st April 1993. Dixons reserve the right to request proof of purchase from any winner. A list of winners will be available after 1st April by sending a stamped addressed envelope to the competition promoter. PROMOTER, Dixons Stores Group Ltd, 46-50 Uxbridge Road, Ealing, London W5 2SU

Post your stamped entry form to: Home Electronics Marketing, Dixons Stores Group Ltd, 46-50 Uxbridge Road, Ealing, London W5 2SU

SZ

Dixons – No 1 FOR GAMES SOFTWARE

RAINBOW ISLANDS

RAINBOW ISLANDS, huh? One reviewer sprang to mind. "Got an irrelevant joke about Zippy and Bungle?" asked the Ed. "Yup," NICK GRIFFITHS assured her.

As a child, I never got into *Rainbow*. Like *Magpie* vs *Blue Peter*, it was always so very *ITV*. ITV's presenters had perms and were more childish than their counterparts on the other channel. Geoffrey of *Rainbow* admittedly gave the perm a wide berth, but you did get the impression that he honestly thought the puppets were real.

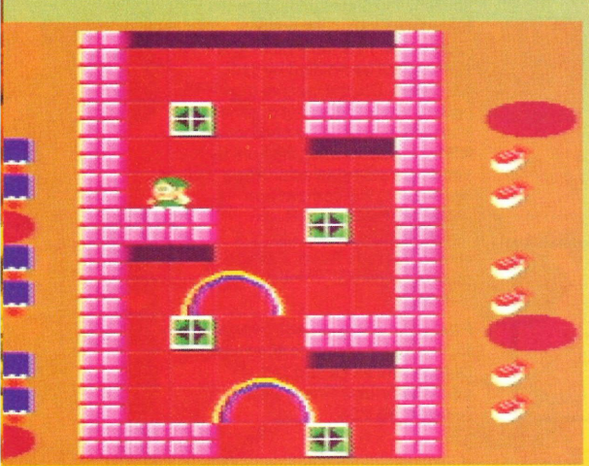
Of an evening, he would return home to his wife, ignore her, and begin chatting to the flies on his trousers. "Hello, Mr Zip!" he would say. "Hello, Geoffrey!" the flies would respond (in Geoffrey's head).

Relevant

So this is *Rainbow Islands* which, unhappily, is unconcerned with the ITV children's series *Rainbow*. It's a platform puzzle game, the sequel to *Bubble Bobble*.

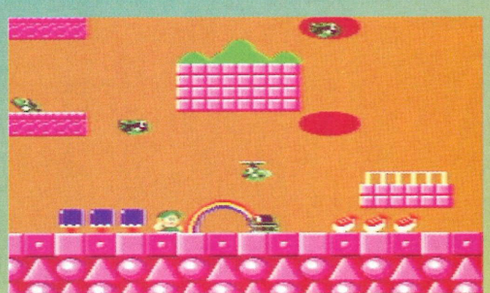
You are Bub (or is it Bob?), a squat child with bright eyes that suggest a sickening obsequiousness. Bub is the sort of son that an American parent would be proud of – except that his head is as tall as the rest of his body, which is scary. And he has green hair, which suggests that... well, you know the joke.

Bub wanders gaily through *Rainbow Islands*, distributing killer rainbows. This is the caring '90s (supposedly), and children are not meant to be prone to violence. If they are to dispense with errant insects on Insect Island in the first level, they shall do it with rainbows – previously known for their mystical qualities, crocks of gold and general unviolentness. Now they have become lethal, scythe-edged portents of death to all earthly ephemera, which is a pity.



Up above the streets and houses...

Rainbow flying high...



Paint the whole world with a rainbow.

Left a bit, right a bit

You'll probably be too young to remember Anne Aston of *The Golden Shot*. Ah, well. The aim in *Rainbow Islands* is to collect untold millions (slight exaggeration) of pick-ups, to accumulate points and to access various killing devices, eventually reaching the seventh and final island. This involves travelling upwards via platforms. If an overhead platform is too high for jumping, lay a rainbow and walk over it, to increase your height. Still not high enough? Lay another rainbow! Simple.

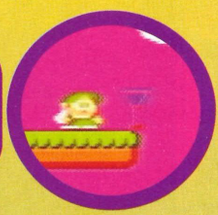
That's the strength of this game: its enormous simplicity. A cow could play *Rainbow Islands*. It's also ludicrously colourful, especially for the Master System, which was given a child's watercolour set for Christmas and has since refused to delve into the Caran D'Ache party pack.

The main drawback is that it's repetitive. While the levels vary in design and the baddies increase in ferocity, until they're finally breathing fireballs at you, as opposed to gazing longingly into your large eyes, there's no escaping the walk-jump-lay a rainbow-jump-lay a rainbow-walk-etc. ad infinitum technique. Sheesh, I hate this type of game – I'd rather engage an OAP in conversation at the start of a long bus journey – but my generosity prevails...

Big Mac, Fries To Go

Pot
For storing things. (100 pts)

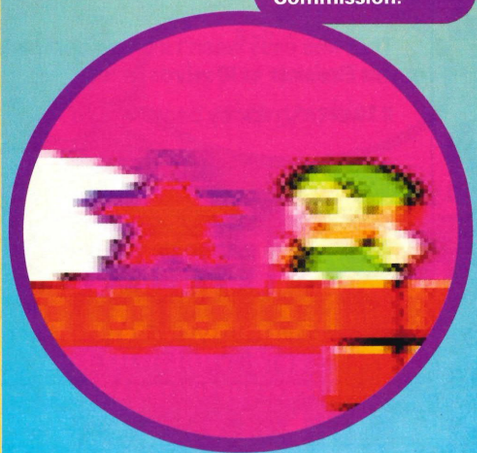
Cocktail
The end bit of a male chicken. (500 pts)



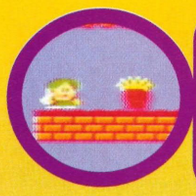
Medallion
Worn by men with hairy chests. They are very fashionable. (900 pts)

Milk-shake With Angry Face
At least, that's what it looks like. (5000 pts)

Star
All stars are smart bombs, no matter what their colour. All the stars in *Rainbow Islands* live together in perfect harmony. They have no need of an Equal Opportunities Commission.

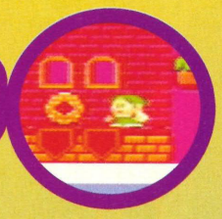


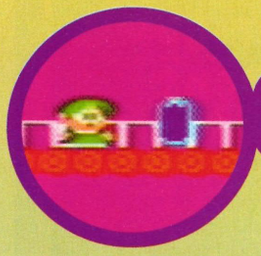
There are loads of pick-ups in *Rainbow Islands*. Some of them are reminiscent of large fries from McDonald's, and some of them aren't. Here is but a sample.



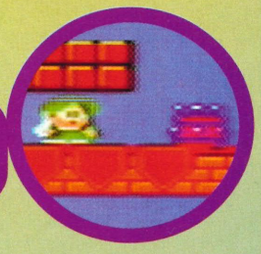
Large Fries
Served with a (cynical) smile at McDonald's. (300 pts)

Donut
Or doughnut. (700 pts)



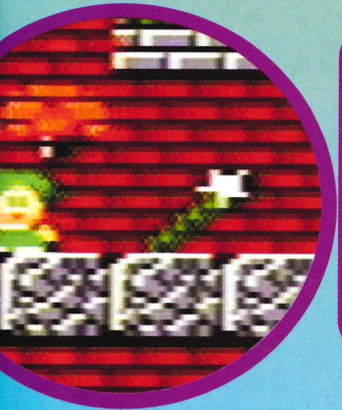


Jewels
Blue (800 pts)
Red (900 pts)



Crowns
Red (8000 pts)
Orange (9000 pts)

Yellow Spaceman
Rainbow the yellow spaceman (doesn't sound as hard as 'shoot the yellow spaceman' or even 'speak harshly to the yellow spaceman', does it?) and a load of lightning appears, zapping all the cute baddies.



Wand
As Bub (Bob?) jumps, a load of stars shoot out, killing all around him. This is more like the violence we have become accustomed to – none of this noncey rainbow stuff.

The boss – He's In Charge

A Spidey
Not to be confused with Spiderman (aka 'Spidey'), this spider doesn't wear a leotard, doesn't climb sheer faces, and isn't at all interesting.

B Rainbows
Not to be confused with real rainbows, which distribute crocks of gold.

C Platforms
Zzzzzzzzzz.

D Bub (Or Bob?)
Not to be confused with a real child – real children's heads aren't the size of Pluto.

E Life Meter
Not to be confused with, er... Hang on, I can't fit the already tiresome 'Not to be confused' gag in here.

Insect Island – Spidey

Combat Island – Choppy

Cups Of Tea

Some things are my cup of tea, and some aren't.

PG Tips
The Joe Bloggs of teas, from Ceylon. Preferable to other brands, 'cos there are monkeys in the advert, which is funny.

Darjeeling
A subtle tea with a delicate flavour. Teas are graded (just as gold is graded in carats) in terms of flushes. This does them no justice. Darjeeling is a fave of tea experts.

Jasmine
Served in all Chinese restaurants, since it is Chinese. Aromatic, slightly flowery and refreshing. Definitely my cup of tea'.

Orange Pekoe
A bitter tea, to be avoided by those who prefer a more subtle, relaxing 'cuppa'.

Platform Puzzle Games
Not my cup of tea at all.

END ZONE

Graphics
Sound
Addictiveness
Playability

Richard of York gave battle in vain. He obviously never played this cute platform puzzle thing.

OVERALL 80

Out: April **Price:** £28.99
Publisher: Sega

Superman

The Americans call him Superman, Man Of Steel. DUNCAN MACDONALD (who isn't American) calls him Superman, Ponce In Shiffon. So who's right? And what's the game like? Read on...

Superman's not exactly a 'modern' hero, is he? I mean, while most other super heroes have been revamped into angst-ridden psychos and suchlike, Superman still remains what he's always been: a virtually indestructible goody goody ponce who wears a dress (sort of). Mind you, saying that Superman hasn't been revamped is maybe a bit misleading, because in the real world of comics he's been killed off, as you may be aware – and you can't get much more revamped than that now, can you? Still, in the meantime, it's as if he never went away seeing as here he is on this Sega cart. So what's he up to in console world? Is he as poncey as he is in the comics? Yup. Is he still wearing a dress? Yup.

Children are being kidnapped

This is the title of level one... i.e. it's a bit like *Moonwalker* except that instead of Michael Jackson, you've got Superman in tow. And you know what he's got to do, don't you? Yes, he's got to save the children. Which takes me back to the point I was making a moment ago: a proper Super Hero, i.e. a modern Super Hero wouldn't actually have to SAVE the children at all... as he'd be the one who had kidnapped them in the first place. But I won't go on and on about Superman being a ponce, Superman wearing a dress and Superman not kidnapping kiddies because you'll want to know about how many levels there are, how good the graphics are, how hard the game is and so on...

Not very big

You couldn't call Superman the largest game in the world, because there are only five levels. However, when you consider the fact that the first three levels are split into stages you could, if you wanted to, say that Superman has ten levels. But I don't want to say that Superman has ten levels. Why? Because the inter-level stages aren't very big, that's why – compare them to something like Sonic and they pale into picoscopic insignificance. So think of Superman as having, as I originally said, five levels. Each level begins with a shot of the front page of a newspaper proclaiming whatever has 'gone wrong'. (Children Kidnapped! Bodies Found In Station! Lois Lane Kidnapped! And so on). Then you get a rather badly animated sequence of Clark Kent changing into Superman in a telephone box, and then it's into the game. Scrolling beat 'em up with a bit of shoot 'em up bunged in.

Right to left and up and down

That's how it goes. Some of the levels are right to left scrollers and some are top to bottom scrollers. And some are both. And there's not a lot more I can add to that really, is there? (Although if you can think of a way to make this paragraph longer, please send your ideas to The How To Make Dunc's Superman Review Longer Compo at the usual address... you could win a prize). E

Power-ups and icons

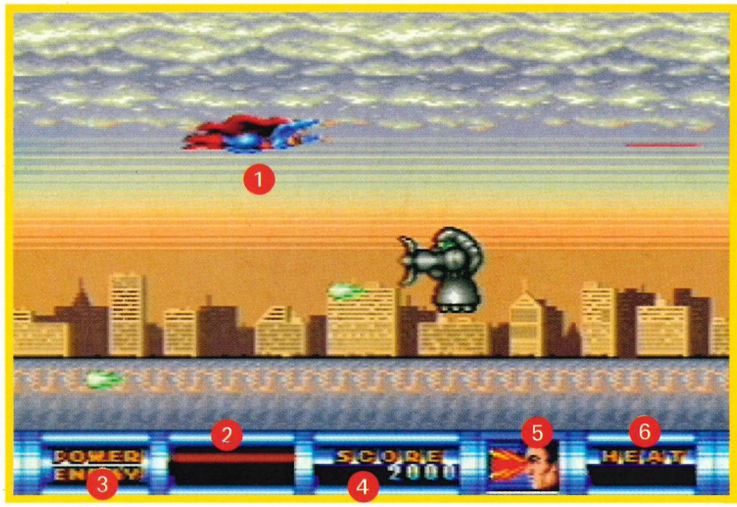
In *Superman*, power-ups don't really come into it as he's either got a power or he hasn't... depending upon which level he's on. However, there are icons to pick up. So what do they do? If they don't actually upgrade his weapons? (Which he hasn't got anyway)?

1 Yellow and red Superman™ logo.
This refills Superman's energy bar. If Superman is poorly, this icon will make him feel a bit better again.

2 Blue Superman™ logo
If Superman doesn't seem to have anywhere else to go on a level, it'll probably be because he has to 'go downstairs'. If this is the case, then you can be sure that this icon will be hanging around somewhere. What it does, is replace Superman's current Super Power (generally Sonic Punch) with Super Spin so he can spin through the floor. Hey presto – downstairs.

3 Red Superman™ logo
This icon sort of does the opposite of the last one: i.e. it replaces Superman's current Super Power (very often Super Spin) with Sonic Punch instead. So, if Superman lost the Sonic Punch ability because he needed Super Spin, he can get Sonic Punch back again a little later when he comes across one of these. (Super Spin isn't much use in a fight, as you can imagine).

4 Black and white Superman™ logo
Points basically. 3000 points to be precise. And points are pretty useful because they give you more continues (and you only start with two continues, so you will want more).



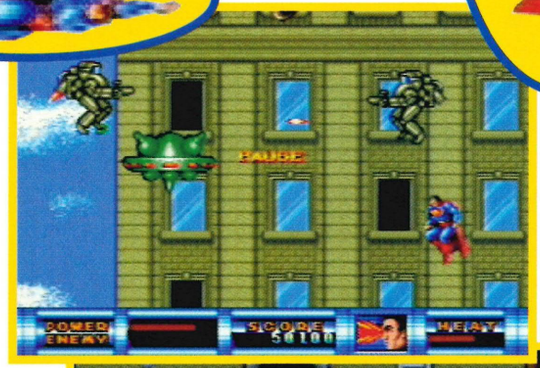
1 Superman.
2 Superman's energy bar.
3 Boss's energy bar.
4 Points so far.
5 Super power currently in use. (Sonic Punch, Super Spin or Heat Vision).
6 Super power bar. This bar needs to be full if you want to use your super power, but it takes an age to fill up again after you've used, for instance, the Sonic Punch.
(Consequently Superman can only be "Super" occasionally... the rest of the time it's best to think of him as just "Man".)

Weapon selection

Or Super Powers Selection to be more accurate – because Superman doesn't actually use 'weapons'. So what powers has he got? Let's break them down...
(1) Heat vision: laser beams come out of Superman's eyes.
(2) He's very strong: Superman is very strong and is capable of pulling off something called a Sonic Punch.
(3) Spinny thing: Superman can spin round so fast he turns into a human drill and can pass through floors.
(4) He can fly: Superman can fly.
And that's it. It's not a very large list, I know, but it's very comprehensive because when you combine all those powers you end up with something unstoppable, Superman for instance. But there's a 'but', and it's as follows... you can only use a super power if the level will allow it. For instance, only on level one (stage two), level three (stage one) and the whole of level five can Superman actually fly: for the rest of the game he has to make do with walking and jumping. Silly, eh? Surely the whole point of Superman is that he can fly all the time? But there you go, that's life.

General moves

When he's not flying (which is most of the time if you don't include the final level), Superman can do what just about any other sprite in just about any other game can do: he can run, he can jump and he can punch. One handy thing about his jumps is that on the upward spring he extends his arm and fist above his head, meaning that anything above him gets whacked... and on landing he inflicts damage with his foot, if you ensure the D-Pad is held down at the same time.



I wonder if Batman ever has days like this.

Pretty nifty for a dead geezer. Supes packs a good left hander.

The opinion

And now we get to the praisy or slaggy off part. Er. What can I say? What I might tell you is that this game was apparently very well received by the critics in the States. All I can say to this is "WHY???" Let's face it, Superman's not exactly pushing any limits. In fact, you could say it was totally bog standard. Or maybe even slightly sub-standard. There's nothing clever about it at all in the graphics department, and as well as not being very big, it's also not particularly difficult or addictive. In fact, this really is a game that I can only recommend to fans of the subject matter: i.e. to fans of Superman. And even then I'm not actually recommending it. I'm simply saying that if you're stupid enough to buy and enjoy a game just because it's got your favourite super hero in it, then good luck to you. It's a shame though, because even if Superman is a ponce, and even if he does wear a dress, surely the programmers could have cobbled together something a little more impressive, when they were developing it. "Tis a waste of a licence.

END ZONE

Graphics
Sound
Addictiveness
Playability

Not the most impressive Superhero license in the world

OVERALL 68

Out: April Price: £39.99
Publisher: Virgin

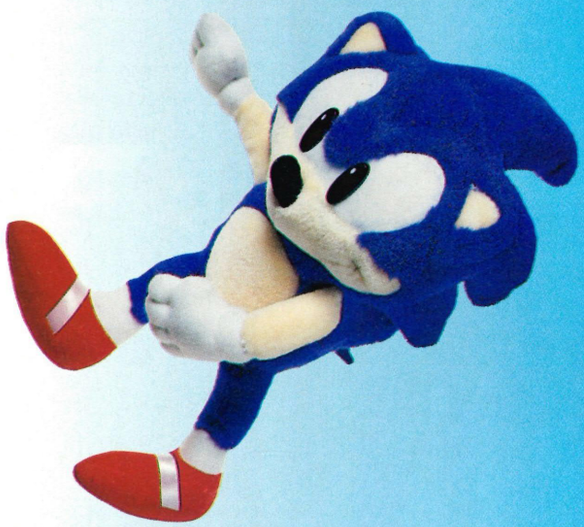
competition

WIN

Super Sonic

Sonic 2 baseball jackets, *Sonic 2* wall

the format of your choice, 10 cuddly



So you're a *Sonic The Hedgehog* fan, right? You have "Blue, spikey and proud of it" tattooed across your forehead. Your favourite crisps are hedgehog flavour. You dodge traffic with the best of them, showing off your tyre marks like some people show off operation scars. Your diet consists of bread and milk with the odd worm thrown in for protein and of a Sunday afternoon you're found in the woods, curled up into a little ball under a mound of leaves. Your mother's concerned that you've let yourself go just 'cos you've the odd flea or two.

Now there's *Sonic 2* and your slavish addiction has even more scope - 'cos now there's Tails too. But before your mother skins you for a fox-fur coat, perhaps there's an easier way. To win the very latest in fan-tastic Sonic memorabilia, enter our Super Sonic compo! You don't have to change your lifestyle or be a worry to your family, just answer these three simple questions.

The questions

1 Which was the first commercial supersonic airliner?

- **A** Concorde.
- **B** Spitfire.
- **C** Kitty Hawk.

2 What is a sonic boom?

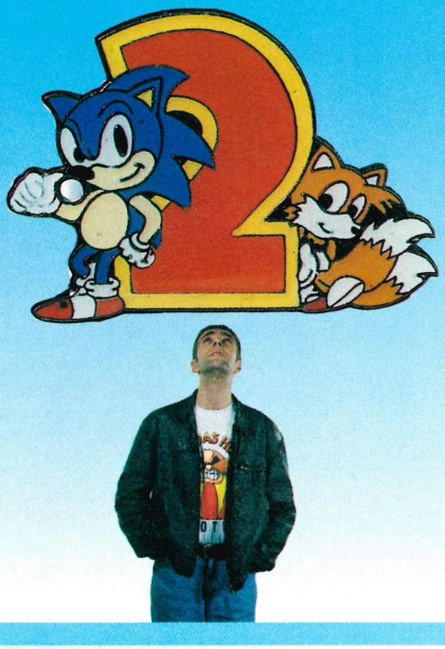
- **A** Sega's marketing success.
- **B** An explosive noise caused by a supersonic aircraft.
- **C** A hedgehog population explosion.

3 Who is Tails' bosom buddy?

- **A** A top hat.
- **B** Sonic The Hedgehog.
- **C** Heads.

clock featuring moustachioed miscreant Dr Robotnik, 10 *Sonic 2* carts on

Sonics, 10 *Sonic 2* T-shirts, 5 *Sonic 2* mugs, and 50 *Sonic 2* pin badges.



Rules

* The price of using the old dog and bone – it's outrageous. As calls cost 38p at normal times and 46p at expensive times, it's wise to ask the bill-payer's permission first.
* The Ed's decision on who wins is final. (A Jiffy bag stuffed with used fivers and addressed to, 'The most beneficent goddess of the universe' usually points her in the right direction though.)
* The competition is not open to Dennis or Sega employees.
* That's it, except that the compo closes on 10 March 1993.

How to enter

It's as easy as falling off a log. Just phone up the competition line on 0839 121150. You'll be asked to answer the questions and when you've done that, just leave your name, address and daytime telephone number.

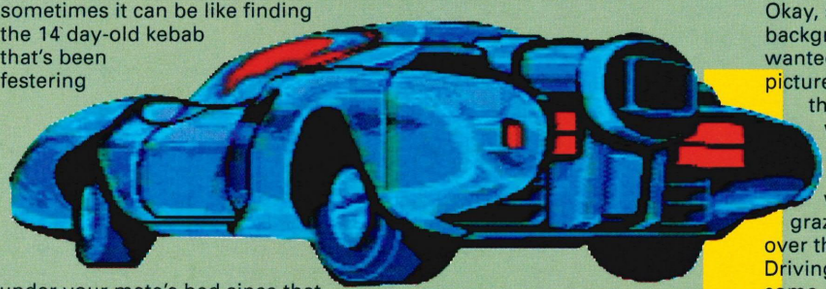
0839 121150

Outrun 2019

ZONE GROAN

A bemused ANDY STOUT, asked: "What? You mean that *Outrun 2019* isn't the 2019th version of the game then?" "No," said the Ed, "it just feels like that."

Reviewing games is just like eating when it comes down to it. Once in a while you chance upon a gourmet banquet that tickles and cossets the palate as it glides lovingly round your mouth. Other times, it can be just a quick and satisfying snack, that leaves you with a small feeling of contentment. Then again, sometimes it can be like finding the 14 day-old kebab that's been festering under your mate's bed since that night you woke up to find the traffic cone jammed into the video recorder. Yes, that's *Outrun 2019* – two weeks worth of mouldering doner under the lumpy mattress of life. (*Thanks metaphor king .Ed.*)



The future! What future?

Come on, no way is the future going to look like this. If it was, I'm sure Judith Hann would have told us about it on *Tomorrow's World*. By the year 2019, men will have landed on Mars and decided it's a really nice place to dump nuclear waste, Milton Keynes will have been blown up by a rogue architect's terrorist group and games programmers will have stopped off-loading piles of complete toilet on the unsuspecting public.

Potnoodle supreme

Okay, you scream, what has this go to do with the game and what are the differences between this and other *Outruns*? (*Erm, actually we don't care. The Readers.*) Tough, you're going to find out anyway. Well, there are some nerdy jet effects when you keep your sweaty little thumb on the throttle too long. There are a few ramps to jump (eek), invisible flyovers (double eek), cars with death heads painted on the back (triple eek with knobs on), and yet more thoroughly annoying soundtracks. Does this sound like a good reason to shell out nigh on forty notes? I should think not. *Outrun* as a driving game was outdated sometime back in the neolithic, and the endless succession of pointless, inane follow-ups is as pathetic as it is cynical. Okay, some of the backgrounds are nice, but if I wanted to look at pretty pictures I'd look out the bloomin' window and gaze at the herds of wildebeest grazing majestically over the plains. Driving games have come a long way since the days of keeping your thumb jammed on accelerate and a couple of rudimentary gear changes. Certainly the games shouldn't be able to be completed in 40 minutes, even in easy mode. Alright, whacking the option setting to hard makes life a bit trickier with a smidgeon more traffic and shorter time limits, but that certainly doesn't make it anymore playable. Blech. Calling this a fortnight-old kebab is actually a bit of a compliment. This is well and truly a Potnoodle amongst computer games.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 29

Out: April **Price:** £39.99
Publisher: Sega

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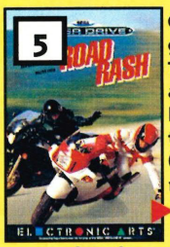

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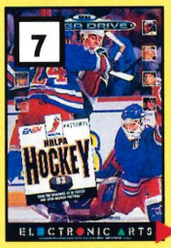

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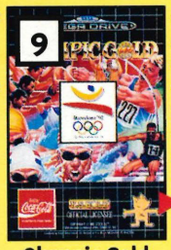

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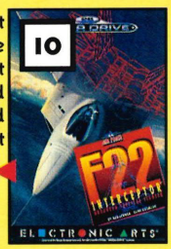

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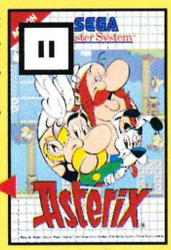

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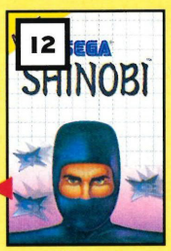

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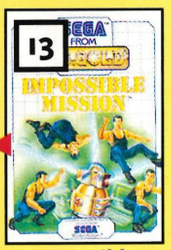

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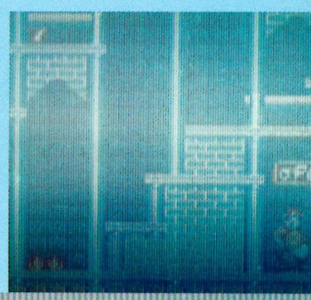
GAME GEAR

TALESPIN

ZONE GROAN



What's this: 'Mumble, mumble, roll, roll'? It's the sound of Rudyard Kipling turning in his grave. NICK GRIFFITHS rubbishes TALESPIN on Rud's behalf.

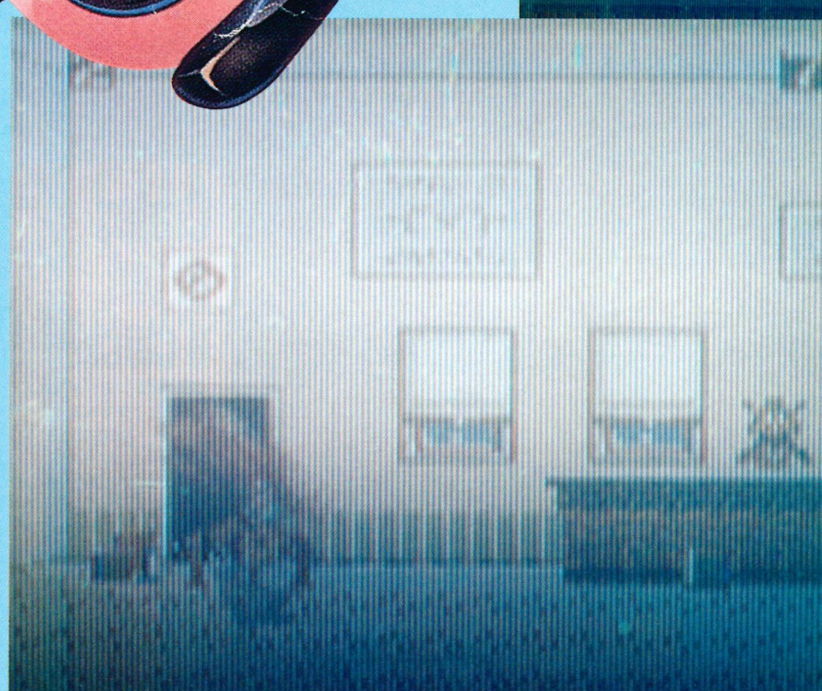
When Rudyard Kipling wrote *The Jungle Book* back in 1762 (ish), he could never have known that one of his characters – the fat bear known only as Baloo – would be reduced to this, the ever-so slightly less than interesting *Talespin* game.

The same, he could never have guessed that his youngest son, the equally eccentrically named Mister, would become the most popular cake baker in creation, and that Mister Kipling's TV adverts would be voiced-over by a man who holds the world record for storing marshmallows in the back of his throat. Rud, if he was alive today, wouldn't be very happy.

Size of a small thing

Talespin is out on the Mega Drive and now it's been shrunk for the Game Gear. From being quite big, it is now quite small. So small, it's hard to make out detail. The Game Gear screen looks not unlike a blurry, colourful thing.

There are two characters to choose from. You can play as Baloo, who is fat and easy to see, or you can be Kit, who is neither. Kit might be a monkey or a bear or squirrel or a brown thing. Each shoots a ball-type object of indistinct origin. The instructions maintain that Baloo's ball-type object is a paddle ball – unlikely, since paddle ball is a crap game played by small children who have yet to discover 'fun', in which a ball on a piece of elastic bounces repeatedly off a bat until one time it doesn't. The day a paddle ball becomes a weapon is the day soldiers back-comb each other to death.



At the dentist, (*Look, it's a customs hall. Ed.*)

Doing 'it'

The aim, then, is to collect cargo crates. Anyone who collects stamps might find some excitement in this. Such people are known as philatelists – the Latin for stamp is 'phil'. (*Clever! Ed.*)

Talespin is a multi-level platform game with vague mazey, puzzley elements – though not enough to take it out of the ordinary. The 'action' takes place first in the jungle, then in various suburban scenarios, often under the ground (Baloo has an unrealistic ability to breathe underwater for prolonged periods). Adding to the thrills, there are two types of crate: the 'cargo crate', ten of which must be gathered before you may exit the level, and the plain old 'crate', with no writing on the side, which may be moved around to add extra height to your jumps.

Meanwhile, snakes spring at you and other small, blurred things shoot at you. Neither is of great consequence, since it's hard to tell when you've been hit or what you've been hit by – the sprites are simply too small amid the ambitious backgrounds – and you seem to be able to take innumerable shots to the head without departing this mortal coil.

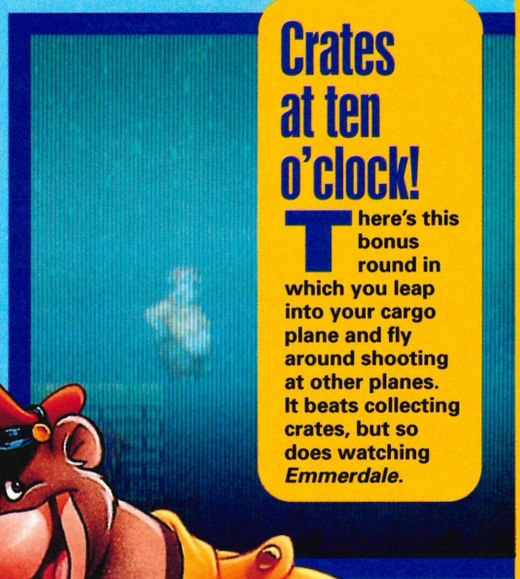
Anything to be declared?

At the end of each level, Baloo (or Kit) wanders into a dentist's waiting room. *(That's supposed to be a customs hall. Ed.)* Looks more like a dentist's waiting room – you can almost picture the ashen faces staring at 1932 copies of *Woman's Realm. (Take it from me, it's a customs hall. Ed.)*

It's impossible to go through the green channel at customs without looking guilty. Shiny, happy-faced Philip Schofield can't manage it; even Gordon the Gopher's face reddens. Once, customs stopped Gordon, took him into a small room, stripped him and shone a torch up his bum – and found Philip Schofield's hand! Crazily, that wasn't deemed illegal, since Philip Schofield is allowed to bring both of his hands into the country.

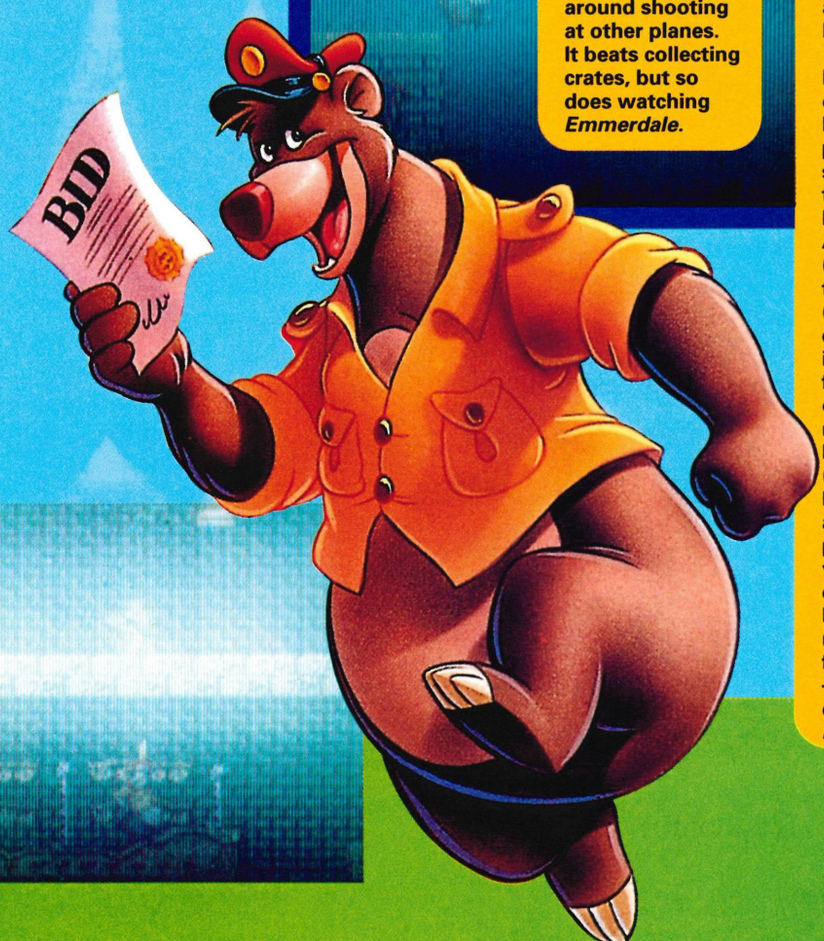
Baloo is attacked by a Blur... a crate or something.

Baloo (or Kit) is no different. Waddling through customs, ten or more crates clutched in his clammy mitt, he has the look of a bear who drinks tea from a posh cup without extending his little finger. He's confronted by a villain who tries to kill him (unorthodox customs technique). Baloo simply looses his ball-type thing repeatedly, jumps occasionally, and wins. It's not exactly a challenge requiring pinpoint accuracy. Handy, since the collision detection is duff.



Crates at ten o'clock!

There's this bonus round in which you leap into your cargo plane and fly around shooting at other planes. It beats collecting crates, but so does watching *Emmerdale.*



Rudyard Kipling's son bakes exceedingly good cakes

Rudyard Kipling was hoping that his son, Mister, would follow in his footsteps to become a really famous author. However, Mister would spend more time in the kitchen with Mrs Kipling than he did tapping away on his word processor. By the age of seven, Mister was supplying crudely formed yet delicious and scrumptious apple tarts to the local baker.

Now he is a legend, literally, in other people's lunchtimes, providing a selection of cakes that includes the Blackcurrant & Apple Pie (pictured here), the Bakewell Tart (moist sponge covered in soft icing, with jam filling and a cherry on top), up to the more adventurous Fondant Fancies (rich icing over a light sponge, with a tantalising pocket of yummy cream). Mr Kipling may not be a famous author – but you can't eat *The Jungle Book.*

Over To You, Rud...

Rudyard Kipling wouldn't be impressed. The original Baloo was a bear of a bumbling, if sensitive nature, who befriended the young Mowgli and protected him against the jungle's many hazards. In *Talespin*, he has become a bear who collects crates.

If you could see what was going on properly, if the game was less than easy (there are even three continues available), if the theme was better than unimaginative, if the music wasn't so crass, if... The best that can be said of *Talespin* is that it's presumably for kids and that the puzzle aspect of finding the different crates is a saving grace. E

END ZONE

Graphics ■■■

Sound ■■■■

Addictiveness ■■■

Playability ■■■■

Like British Rail, uninteresting, involving platforms and cardboard sandwiches.

OVERALL 40

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

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Sunset Riders

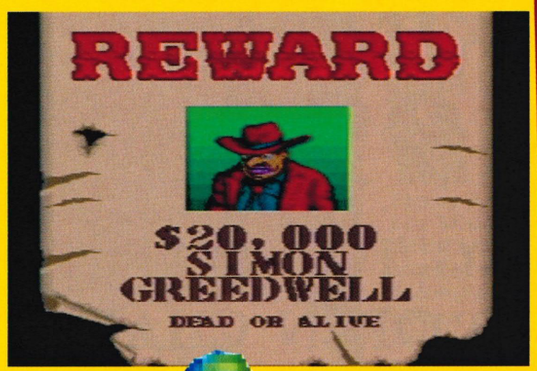
"Okay, does anybody like watching Westerns, listening to country music and scoffing spicy beans around the campfire?", asked the Ed.
"No way," announced RIK HILLBILLY' HAYNES, "but I do live near Eastwood."
"Who? Clint Eastwood? Erm, the man with no name?", responded the Ed in a very unconvinced tone.
"Don't be silly," explained the boastful young man, "Eastwood in Essex, there's plenty of cowboys around these here parts!"

Stage one

Reechforem Gulch
Stop by the saloon for a pleasant surprise and turn this outlaw's paradise into a ghost town.

Boss (Stage one) Simon Greedwell

Yet another banker causing the community grief and despair. Greedwell is so tight, he wants to be buried with his money when you finish him off. (*Fat chance, fat boy! Ed.*)



Stage two

The Chatahoochie Choo-Choo
Make your way along a moving train. Watch out for the overhanging telegraph poles.

Boss (Stage two) Paco Loco

Huge Mexican bandido who probably smells like a filthy dog, picks his nose in public and snores loudly. A few blasts from your trusty piece should cut him down to size.

Yee-o-ow! How many times have you sat back in the armchair with a bag of popcorn and screamed out "I could do that!" as Lee Van Cleef or John Wayne blasts a blaze of gunfighting glory through your fave cowboy film on a Sunday afternoon? (*Personally I preferred Deputy Dawg with Muskie and Vince. Ed.*) Well partner, the chance to prove your quick-draw, tobacco-chewing, whisky-drinking, sharp-shooting skills is well and truly here at last.

Sunset Riders, a video game brought in from the arcades, is a Wild West shoot 'em-up in the true Spaghetti Western tradition of blood, guts and lust. You, and a friend if you've got a spare joypad, fulfill the classic role of bounty hunters out to nab outlaws – dead rather than still alive – and claim a handsome reward for the effort.

Encountering just about every Wild West cliché ever committed to cinematography, the idea is to

Stage three

TP City
With such a noisy gun battle in progress, there's bound to be the occasional avalanche cropping up.

Boss (Stage three) Chief Scalpen

Is this *Pet Cemetery 3* or what? In a spooky place like this, things are seldom what they seem to be...

Stage four

Powder Keg Pines & The Rose Mansion
With so many henchmen on screen at the same time, avoid getting caught in a deadly cross-fire.

Boss (Stage four) Sir Richard Rose

It's Mr Big! Hollywood loves an English villain and Konami does too! As Sir Dick is rather sneaky, make sure you've really finished him off before claiming the reward. May the lord have mercy on his soul.

Bonus stage

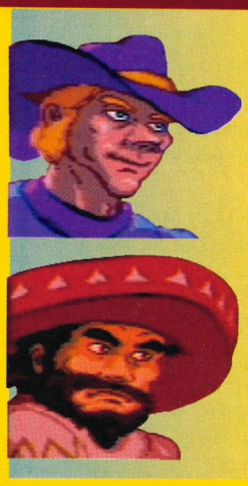
Riding on horseback on the trail of some goodies makes the Pony Express sound like a picnic. Hurrah! Try to grab some extra cash and lives thrown by the blonde babe in the chuck-wagon. Remember! You have to collect a 'star' in the previous stage in order to qualify for this freebie frenzy.

blast past the bad guys before they get you. As the next gunfight scrolls into view, it's possible to pick up power-ups, money and hugs. Each stage comes complete with catchy music, thumping sound effects and the obligatory showdown with a diehard boss. The person with the largest stash of cash at the end of the game wins. It's that simple!

Fans of the coin-op could be disappointed with this conversion. An exact copy, it ain't. Some of the sampled speech is missing and the animation isn't quite as smooth. A most exhilarating horse-riding sequence, one of the original's best features, has been relegated to a lacklustre bonus stage. The four sections of the game are pretty easy to complete.

Nevertheless, 'the spirit' of *Sunset Riders* has been served up with a generous helping of playability. Saddle up, cowboy! (*Or cowgirl. Ed.*) E

There are two kinds of bounty hunter my friend...



Billy Cool

Favourite sound-bite from a Spaghetti Western:
"When a man's got money in his pocket, he begins to appreciate peace."

Cormano Wild

Favourite sound-bite from a Spaghetti Western:
"When a man with a 45 meets a man with a rifle, the man with a pistol is a dead man."
(*What happens if he meets a woman with a 45, then? Ed.*)

Versus mode

Having trouble convincing your pals that you're the fastest gun in the world? Put it to the test in a special 'best of three' shoot-out. Obviously for two-players only.

Boys and girls come out to play...

Damsel in distress

Every stage has one of these predictably defenseless dames! They must be rescued before you can go after the boss.

Fat bloke

Cowardly yellow-belly who runs away at the first sign of any trouble. Luckily, he leaves his purple leather pouch behind.

Masked gunfighter

A gang of crooks, criminals and creeps. These are the foot-soldiers of *Sunset Riders*, armed with pistols, rifles and sticks of dynamites.

Desperado with a purple shirt

If they get too close these blaggards will try to stab or incinerate you.

Renegade indian

When they're not using you for target practice, these mischievous Native Americans are charging around with sharp tomahawks in their hands. Handy Hint: arrows can be deflected with a well-aimed shot.

Saloon girl

Always good for a cuddle, kiss and bonus gift.

And critters, too...

Cow

How can you have a Wild West adventure without the bog-standard cattle stampede? Jump on the back of the rampaging bovine and escape to safety.

Prairie dog

Vicious beast who rapidly leaps in and attacks without hesitation. Keep your distance, amigo!

And if *Sunset Riders* was a movie, this would be the cast...
Billy Cool – Kevin Costner
Cormano Wild – Robert De Niro
Simon Greedwell – Paul Robinson from *Neighbours*
Paco Loco – Bunny from *Eldorado*
Chief Scalpen – Woody from *Cheers*
Sir Richard Rose – Sir Anthony Hopkins or Alan Rickman
Damsels In Distress – alternate between the charming and gorgeous Christina and Gail from *Neighbours* or Sophie from *Home And Away*.

Chorus

Here's an optional suggestion for a singalong tune when playing *Sunset Riders*...

Riding on the range.
"I've got my hat on. I've got my boots... dusty.
I've got my saddle on my horse. He's called... Trigger of course.
I wanna be a cowboy and you can be my cowgirl."
I Wanna be a Cowboy by Boys Don't Cry (1985)

There'll never be any hoss as good as trigger.

Collectibles

Bullet
Adds rapid firing to your six-shooter or rifle.

Dynamite
Produces a satisfyingly big bang but don't hold on to it for too long.

Gun
Hey gringo! Two-fisted firepower is up for grabs.

1-Up
Seize an extra life, stranger!

Star
Allows entry to the bonus level at the end of each stage.

Coin
Mo' money, man.

Purple leather pouch
Can contain any of the above. Shoot it to reveal the contents.

Come out Tonto! I forgive you, I understand it was only a fling.

END ZONE

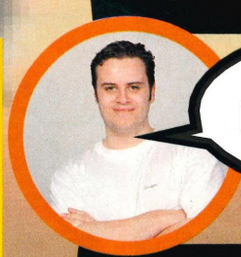
Graphics

Sound

Addictiveness

Playability

The gringo from *Sega Zone* says no.



A fistful of fun! I just wish there was more of it...

OVERALL 84

Out: April **Price:** £34.99
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PC The Action?

We asked a small selection of readers and they said their cats preferred DAVID 'MACCA' MCCANDLESS to any other *Sega Zone* reviewer. "Something's fishy here," we thought, but we let him review the brand new Mega-PC anyway as he's a bit techie like that.

You've all heard about PC owners. They wear cardigans with oval leather patches on the elbows. They wear furry moccasins and eat digestive biscuits. They smoke pipes. They play flight sims and, worst of all, they enjoy them. Man, you wouldn't catch a Mega Drive anywhere near a PC. Er, except in the Mega-PC, that is. It's a 'newie' – half PC, half Mega Drive and it's all yours, if you want it, for £995.

Techie speccy

PCs are so techie – you would not believe it. People who find the Mega Drive's 'stick cart in and go' method 'mildly complicated' will have ten times more trouble with a PC. First, you have to install the game on your hard disk, set it up to configure with your 'system', load a mouse driver, change directory and then eventually load the game.

All that glitters...

The Mega-PC looks, well, very much like a PC: a cream-coloured box about the size of a good CD player, with a telly on top. The box has a sliding door, not unlike the bathroom doors some rich people have. Slide it to the left and a disk drive appears. To the right, the Mega Drive port is revealed with a reset button and joypad slots. Wow. Sliding the door also flicks between PC and Mega Drive mode. So, one minute you can be in word-processing techie speccy nightmare world and the next on the last level of *Streets Of Rage 2* with no lives and no energy left and – oops, you've just died.

It's Beige!

Counterpoint

Deep in the five-storey cardboard box, which is the Mega-PC's packaging, are a couple of small disks containing 'Counterpoint' – Amstrad's graphic environment for non-techies. DOS, with its complicated commands and black and white screen is a real nightmare for anyone's first plunge into PCs. So, Amstrad have supplied a lovely icon-based primary-coloured 'Hello' for you when you turn on the system.

Using the mouse, you can set the time (PCs have an inbuilt clock) and section out all the games or whatever on your hard-disk into folders and directories so you can skirt DOS altogether. There are also some help and advice screens, so Amstrad's hotline doesn't become too jammed with panicky four o'clock in the morning calls from fledgling PC owners.

Keyboard

PC games require you to type things in. If you can't type then it rattles quite nicely, so take it along to a football match or something.

Mouse

Give it to one of your grandparents and see what happens.

Joypad

Gamesplayer: "Where's the black? You know, the black 'cool' joypad? I don't want this beige one. I want a black one! Where's the black one? What are the lads gonna say when they see me playing *Road Rash 2* with a beige joypad. Huh?"

Joystick

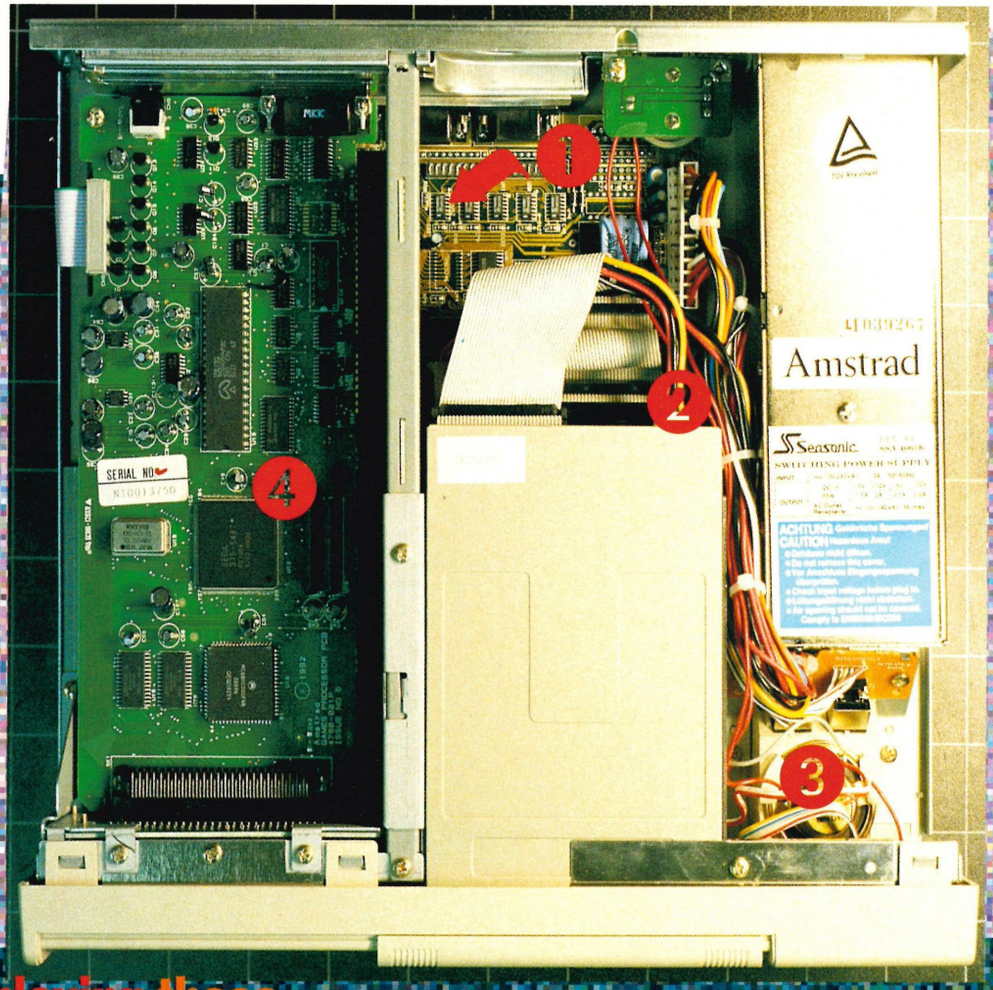
Gamesplayer: "Wot's this? A what? A joystick? *(Oh shut-up! Ed.)* This is the beige joystick for PC games. You move it in one direction, it stays there until you move it back. Excellent for flight sims. A pile of old jobs on a stick for beat 'em ups."

1 1 Mega Byte RAM

This is how much this PC can remember. It's not much really. Most games require at least 2 MB. This puts most modern games – ie. the best – out of your reach. You can buy more memory chips though. They're quite cheap but a pain in the glands to install.

2 40 MB Hard Disk

Not too big. Then again, not too small. 40MB is the rough equivalent to 40 floppy disks. You'll get about three or four games on that, as well as maybe, a word-processor or a very small game.



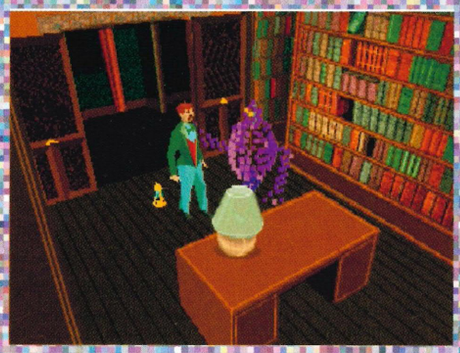
3 Sound Board

PCs are actually made without sound chips. A tiny tinny speaker manages realistic beeps – and that's it. No rocking electric guitar, no speech and – get this – no explosion noises. Luckily, Amstrad slipped an okay sound-board into this beast to give your PC games a bit more 'noise'.

4 CPU

This is the most important chip. It controls everything, including the speed of the games. The Mega Drive has a 16-bit 68000 chip running at 6.7 mhz. The PC has a 80386SX chip chugging up an immense 25mhz (PCs come in two sorts: SX and DX – DX is the turbo version). So, basically, in a fight, the PC chip could easily break all the spindly metal 'legs' off the Mega Drive chip. But Mega Drive games on the Mega-PC will not run mega fast. (*Mega! Ed.*)

You could be playing these

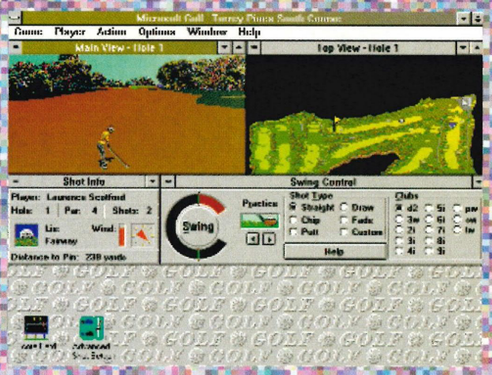


Alone In The Dark

Amazing real-time flowing vector graphics and painted backdrops make a very scary adventure game. It's French, but it's good.

Ultima Underworld 2

Outstanding 'Virtual Reality' dungeon game with 40 miles of dungeons and freedom to do what you want, how you want and with any brand of Body Shop massage oil you want.



Links 386 Pro

The ultimate golf game, with incredible digitised scenery and detail. Makes *PGA Golf Tour II* play like a game of marbles.

Star Wars

Incredibly filmic and atmospheric Luke SkyWalker sim that makes *Super Star Wars* on the SNES as authentic as Anthea Turner.

How? When? Why??

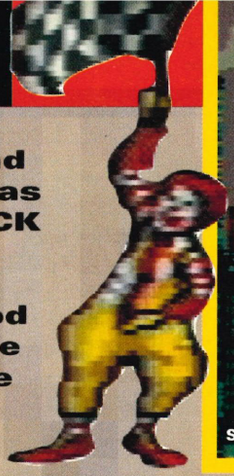
The question is, why? We already know how – a Mega Drive, a PC and a piece of sellotape. We also know when – the Mega-PC will be squatting smugly on your shop shelves right now, just as you're getting bored of reading this and are turning the page. But the question remains: Why oh why oh why?

If you want to join the anoraked ranks of techies, then buy a PC. If you want to be 100% cooler in your gamesplaying choice, then buy a Mega Drive. If you want to be simultaneously half-techie and half-cool (lukewarm) and are disgustingly rich, then buy them both.

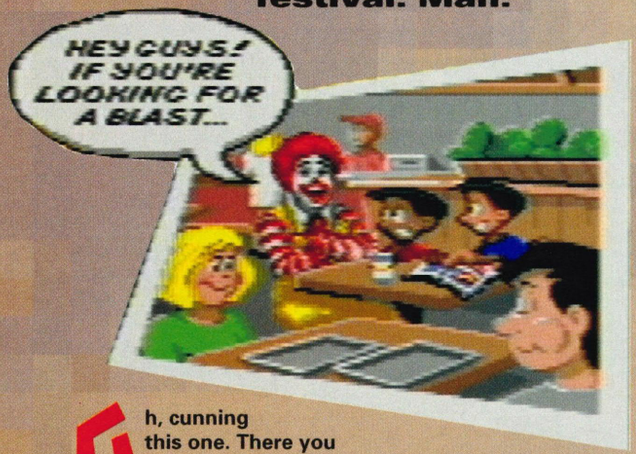
Amstrad's pitch is the dad-mum-daughter-son angle. Mum and dad use the PC for business, databases, word processing – all that kit. Meanwhile, daughter/son play *Desert Strike* and *Sonic 2* and giggle and all that. Then they all gather around the fire, toast marshmallows and sing about chestnuts.

What they forget is that for dad, a word-processor is as addictive as *Kid Chameleon*. And a database is even more addictive than that. So, in the ideal household, there'll be more arguments over the Mega-PC than there are teeth in Janet Street-Porter's mouth. So, for £995 you're getting less valuable gamesplaying time on the Mega Drive and a psychologically-scarred childhood to boot. You're also getting a bottom of the range PC and a Mega Drive which you could shop around for and get at least £200 cheaper. E

Being an environmentally sound sort of person, ANDY STOUT was the man to review MICK AND MACK from his unbleached cotton hammock, behind the wholefood veggieburger stand, beside the Balinese craft stall at the local peace festival. Man.



Seen any strange characters in clown outfits around?



Gh, cunning this one. There you were thinking that *Global Gladiators* might have something to do with men and women dressed in ridiculously tight leotards prancing around the screen playing games like Catch The Cabbage or Full Contact Scrabble, when suddenly the golden arches appear and you realise that you're in the realms of corporate sponsorship.

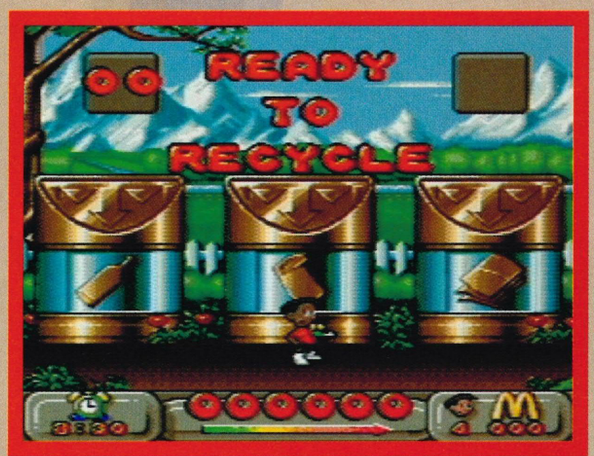
McDonalds, sensing a wee bit of damage to their image on the green, being nice to animals and indigenous Amazon tribespeople front *(Shurely shome mishtake? Ed.)* release a console game to restore their dented reputation. What an absolutely corking idea that will convince every console owner in the entire world that McDonalds is really just your average caring, sharing global burger conglomerate. Hmm, got me well and truly convinced.

This could be the straw that broke the camel's back (especially if it was tied to a six ton anvil) and the game that let a whole new breed of corporate-sponsored carts ooze slimily onto the market. What next? The Gold Blend game where you have to zap your neighbour's coffee into the Nether Dimensions so she'll be forced to come round and beg you for a cup? The Andrex game where you have to strangle endless numbers of cute labradors. The Durex game where you have to fit a... *(Snip. Ed.)*

Go on then, how unbelievable is the plot?

Mick and Mack, two average all-American kids who probably think an environmental disaster is the air-conditioning failing to work, are sitting in a certain well-known burger emporium, one day, when suddenly a grown man in a clown suit appears before them.

Personally, I'd have called the police, you read about people like that in the papers. Anyway, Ronald McDonald (for it is he) spirits them off to various parts of the world, equipping them with only a meagre splat gun for company, and puts them to fighting the horrors and nasties causing environmental catastrophe. This is a work of fiction of a standard normally associated with Booker prize winners and expense claims, and certainly wouldn't have happened if they'd gone for a flame-grilled Whopper.



Which can did I throw my big mac meal into?

Like, splat, man.

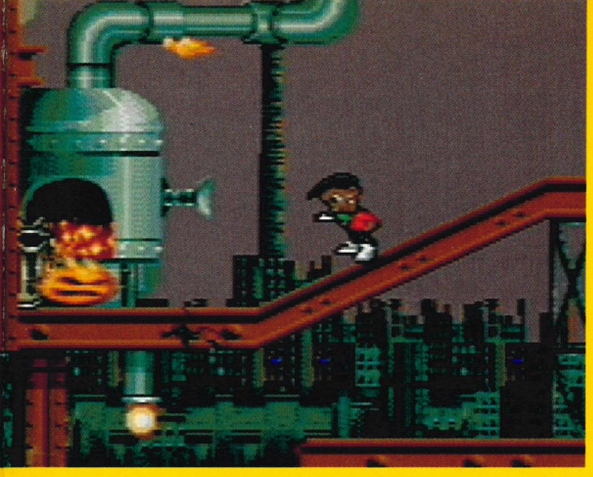
As a game itself, *Mick And Mack* isn't too bad. In fact, it's rather good. It's sort of platformy, with a chewy centre of shooting and maiming things and a light frosted coating of locating the odd power-up.

Four worlds await our intrepid pre-pubescent eco-warriors, where they have to face such amazing ironies as having to gloop beavers 'cos the beavers are chopping down the trees. (You can imagine it all too clearly: "No, we did not chop down the rainforest, it was a herd of migrating beavers.") They also have to kill polar bears (very sound), and various other things that'll probably bar them from Greenpeace membership forever.

Slime World is the first hazard, a grungy, grolly

MEGA DRIVE

Mick And Mack As T



infested primordial erm, well, world of slime really. *(Brilliant. Ed.)* And it's here, that you notice the one real thing that makes *Mick And Mack* a bit tricky. Basically, your goo gun that fires off gobbets of gunk at the slimey monstrosities as they ooze and squelch ominously towards you, has rather a nasty recoil. One moment there you are, happily wreaking havox amongst the amoeba community. Next, your own weapon has pushed you off the edge of a cliff and into the deadly embrace of warm gloop. Major bummer.

Slime World is brilliant (though for true irony I'd go for the ideologically unsound beavers in the Mystical Forest), with a froody cartoony feel and some excellent sounds, but unfortunately, the rest of the game never quite reaches the same level. Playable though it is, there's rather a meagre scattering of power-ups (bit like searching for a vegan in a burger bar, really) and despite the odd secret room, bonus screens and hidden platforms, a certain lack of variety in the gameplay as a whole.

Image Consultants

But why stop here? If a mere console game can make McDonalds seem an environmentally sound organisation, surely it could rehabilitate the image of almost anyone. Among those in production already are:

1 Hussain Huzzah!
Arabic ruler travels round world rescuing cuddly animals, restoring world peace etc.

2 Exxon Eco Warriors
Dedicated team of environmentalists employed by oil company in global battle to halt oil spillages.

3 Privatised Railroad Tycoon
Take control of nationalised transport industry, lower fares, make things look clean, and make the trains run on time.

4 The Fur Trade
Preserve endangered species only asking for their fur when they die, contented, of old age.

5 Royal Rumble
Loving, close-knit family battle against evil tabloid editors and save the nation. Democracy as we know it, etc.

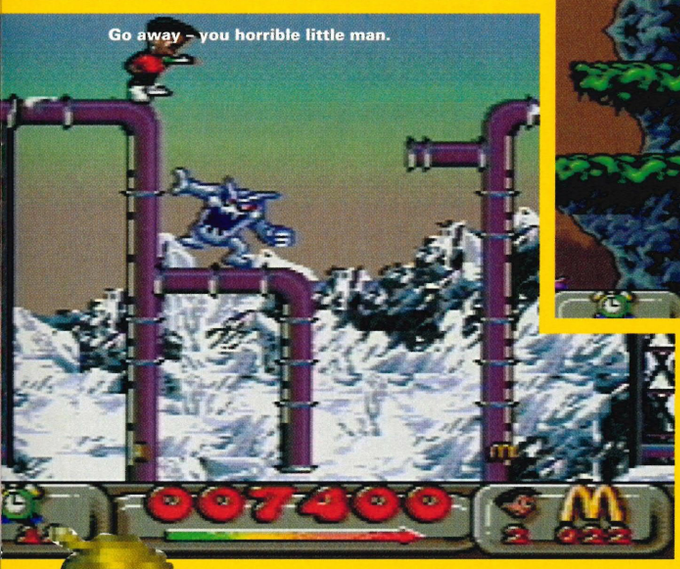
Special sauce?

Okay, so I haven't been inside a McDonalds for about ten years, but after playing this I feel that I want to. I feel that I need a large portion of french fries for the state of my mental health. If I don't get one of those hot apple pies soon with a thick strawberry shake, I might just get upset.

In fact, I want to work there and stick gold badges onto a name tag saying ,'How may I help you'. McDonalds is the way, the truth, and the life. I am converted.

All praise the great and glorious Ronald for bestowing his bounteous burger wisdom onto the planet.

Cobblers to it. Veggieburger with cheese please. E



Go away – you horrible little man.

The gunge from this slime machine sure is tasty.

END ZONE

Graphics

Sound

Addictiveness

Playability

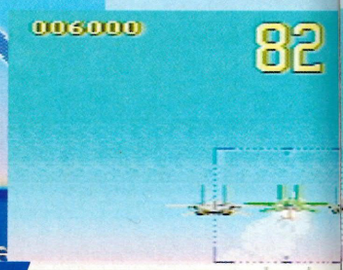
Save the planet? Eat more burgers more like.

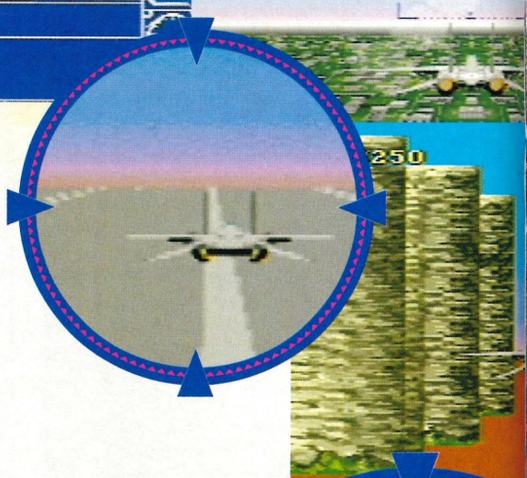
OVERALL 80

Out: Month **Price:** £39.99
Publisher: Virgin

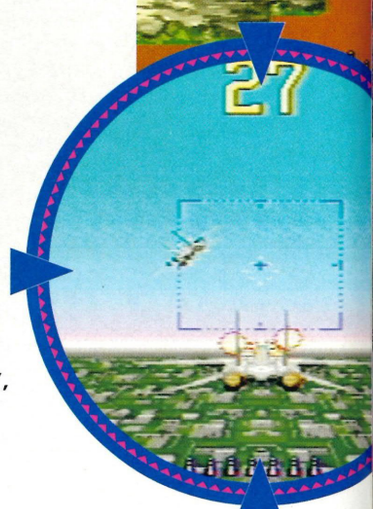
he Global Gladiators

G-LOC? A security device for a horse? Or perhaps, a special kind of lock cunningly shaped like the letter "G"? Wrong on both counts, matey-pie. G-LOC AIR BATTLE is the newie from Sega for the Mega Drive and MICHAEL HORSHAM gets to, "fly that bird, Chuck", one more time.





G-LOC Air Battle



Deja vu

Seen *Afterburner*, then, in all its guises? Featuring that meaty F-14 Tomcat viewed from the rear, a-swooping and a-gliding across various scenarios. Well, if you have, you might be forgiven for thinking that you've stumbled into some kind of parallel cart-world where similar scenarios flit before your mesmerised eyes. It's not just the fact that the plane you are flying looks a lot like an F-14, nor is it the familiar view from the rear, nor is it the screen animations or the range of armaments or even the fact that your kite is fitted with, ahem, an afterburner. Well, yes alright then, it's all those things that serve to make it just a tad similar to that family of flight-sim-'n'-shoot 'em ups which grew out of that arcade-based, mania for spinning you all over the shop in a big cage. There are some subtle differences, like the fact that your plane is not an F-14 it's an A8M5 MkII Zeek. Which makes for a world of difference, I can tell you.

In the beginning there was quite good animation

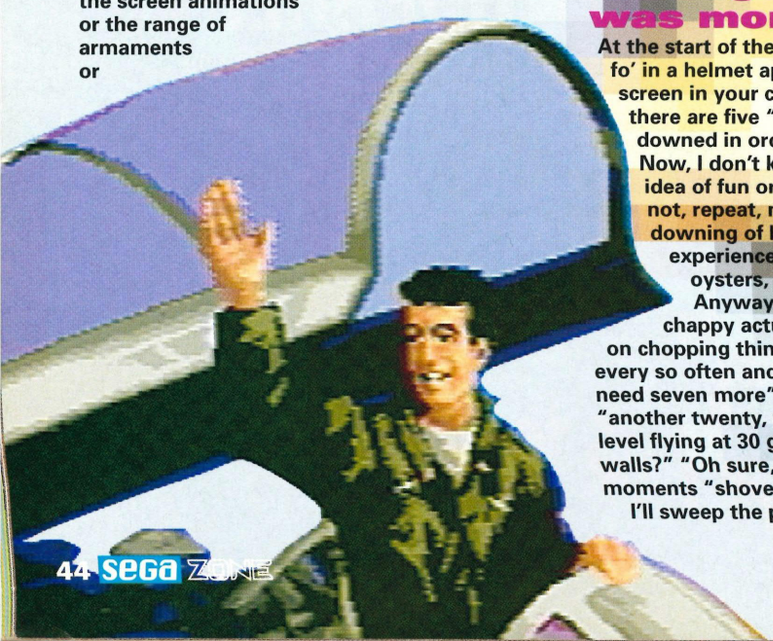
Starting up *G-LOC*, the whole thing looks quite promising. You're presented with an overhead view of what is obviously a darkened war room replete with illuminated maps which zoom in and pinpoint the targets you are required to bomb.

"Great! Another detailed and absorbing flight sim", you think as the Sega equivalent of Doctor Strangelove pushes buttons at your behest whilst wearing what look like fingerless mittens and shows you just which bit of a foreign land you'll be bombing. Unfortunately, for the rest of the game it seems that most of the engaging and interesting detail is in this start-up sequence.....as I shall explain.

In the second bit of the beginning there was more animation

At the start of the mission some gung-ho 'mo fo' in a helmet appears on the little vid screen in your cockpit and informs you that there are five "bogies" that need to be downed in order to continue the mission. Now, I don't know about you lot, but my idea of fun or even defending the realm is not, repeat, not in any way linked to the downing of bogies. If I want that kind of experience I'll go and eat half a dozen oysters, thank you very much.

Anyway, it turns out that this little chappy actually means planes. He keeps on chopping things along by popping up every so often and telling you things like "we need seven more" or in extreme cases, "another twenty, please" and "ready for low level flying at 30 ground targets, avoiding the walls?" "Oh sure," you think at these moments "shove a broom up my behind and I'll sweep the plane out while I'm at it."



But verily, I say to you, it was not all bad, Guv.

Good points about *G-LOC* include the fact that with the joystick set to "free", the enemy planes "drift" rather convincingly across your sights, and by twitching this way and that with the joypad, and judiciously employing your afterburner, it's possible to hasten their paths into the line of your auto-locking sight and even to chase other miscreant aviators who try to escape. All this highlights the animation which although jerky and achieved using the minimum of frames, is nevertheless robust and quick enough to look just about OK.

So just what is a G-LOC?

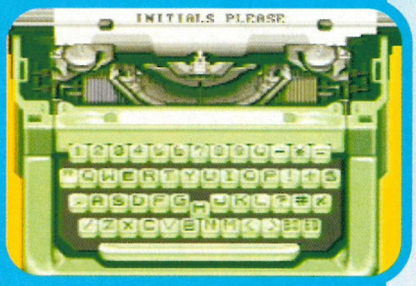
If you've ever been "in the cockpit" with a handsome RAF flying officer, zooming at low altitude over the lochs of Scotland or the sand dunes of the Gulf, you would have heard him make some strange noises as he banked into turns. "Unh! Uhn! Ugh! Ugh!" – he would have gone. This wouldn't be just because you're sitting on Biggles' lap, it's because he's continually forcing the blood up into his head to stop himself suffering from G-LOC, or loss of consciousness due to the effects of G-Forces. So, now you know

And yea, bits were good, but other bits were bad.

On the face of it, *G-LOC* looks alright, but in practice it's a combination of some good ideas with some rather lame gameplay.

The lame parts of the game can be summed up as thus:

1) The sights on your plane lock automatically onto the target and go red.
2) A voice sample tells you to "Fire!"
3) If you unleash one of your air to air missiles at this point - you can't miss.
4) er.....
5) That's it.



So, that's how the game continues, over and over again, with your commander piling on the mission targets just like in *Catch 22* – just when you think you've finished you get another bunch of baddies to despatch within a given time limit.

And something was remembered....

Oh yes, another thing that makes it bit easy, is that the enemies who fire air-to-air missiles at your plane are different colours from the rest. So, the element of surprise is, shall we say, a little diminished.

Oh yes and something else, too.

Oh yes, and another thing is that you have to land your plane on the aircraft carrier, but that bit really is dead easy with big arrows pointing the way to a perfect landing.

And God said, let there be guns!

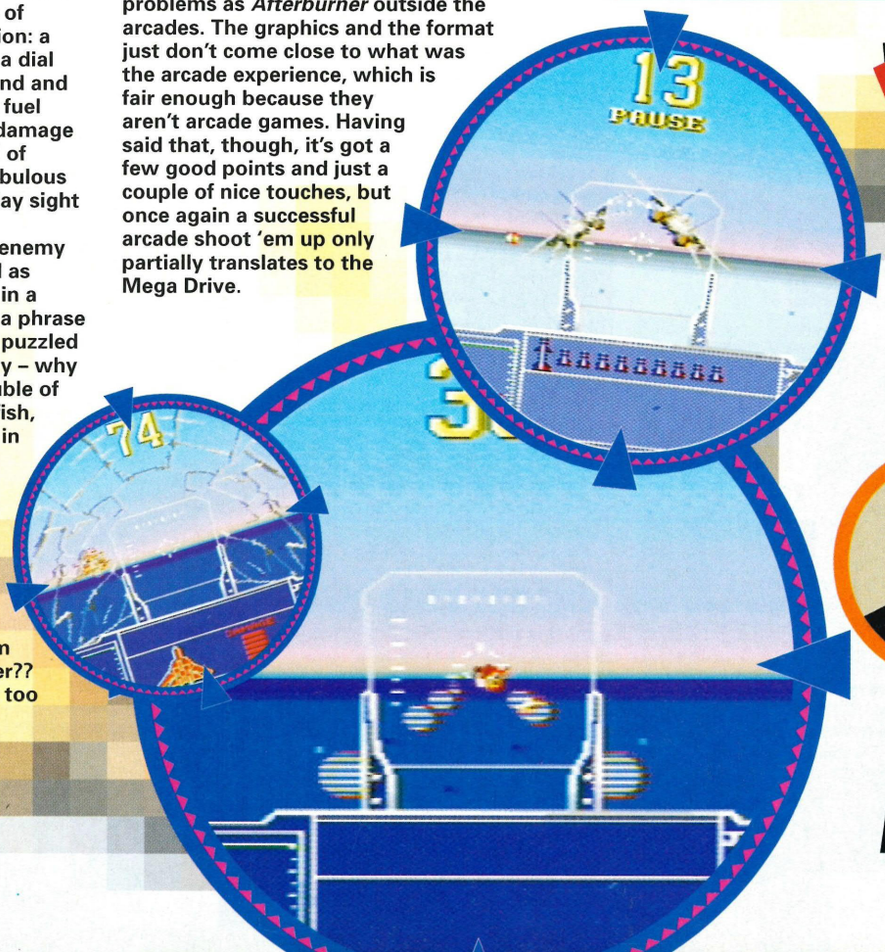
Armament consists of a couple of M40-A1 Vulcan Cannons, effective at close range, and some ground-to-air and air-to-air missiles. Now, when you pass from level to level you are able to use the score you've built up to purchase more weaponry for the next stage. A good idea, on the face of it, but it's quite easy to build up a good few points on the first bit and then arm your plane to the teeth, which in turn makes the next bit a tad easier. Soundwise, the armaments make quite a chunky and dangerous noise which is good news.

Before the cockpit crows thrice, you shall deny me!

The cockpit boasts a limited range of instrumentation: a radar screen, a dial that goes round and round a lot, a fuel gauge and a damage measure, and of course this fabulous head-up display sight which makes shooting the enemy about as hard as shooting fish in a barrel. That's a phrase that's always puzzled me by the way – why go to the trouble of catching the fish, putting them in a barrel and then shooting the varmits??? Why not just bop them over the head when you drag them out of the river?? Or am I being too literal??

And lo! A concluding paragraph filled the heavens

Ultimately, *G-LOC* suffers from the same problems as *Afterburner* outside the arcades. The graphics and the format just don't come close to what was the arcade experience, which is fair enough because they aren't arcade games. Having said that, though, it's got a few good points and just a couple of nice touches, but once again a successful arcade shoot 'em up only partially translates to the Mega Drive.



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 70

Out: Now **Price:** £39.99
Publisher: Sega

Slots Of Fun

Our fave Japanese corporation – of all time, ever – is well into making smart arcade machines, too. In a special show report from the recent Amusement Trades Exhibition International (ATEI) at London's Earls Court 2, RIK HAYNES took a look at some of the sparkling new Sega creations on offer...

Same as it ever was

Way back in 1937, just before Hitler invaded Czechoslovakia and everybody in Britain was walking around with a gas mask by their side, ATEI was the place to see exciting new bowling games, photo booths and 'grab-a-gift' crane machines. More than 50 years later, Capcom used the same event to launch a 'themed' photo booth in conjunction with Polaroid. No longer do you have to wait forever for that colour pic of you and your mates to be ready, thanks to 'Instant Memories'.

Meanwhile Sega had the *UFO Segasonic* crane machine. This amusement machine is so nice, punters get consolation prizes even if they don't manage to fish out a cuddly little replica of *Sonic The Hedgehog*. It certainly pays to practice beforehand. Perhaps you could make a workable mock-up with a Meccano set and some old teddy bears sitting in a goldfish bowl? Be warned, though! The generous free prize function can be deactivated by means of a crafty DIP switch change and there's no way to tell if it's been done before you pay up. Anyway, expect to see a few of these redemption games hanging around your local chippie, shopping centre and multiplex cinema. In Japan, Sega is a tad more ambitious; with the *Segasonic UFO* being pitched as the perfect playground accessory for toy shops, 'fancy goods retailers' and fashion boutiques. Sega also has also a bigger version known as the *Dream Palace*. This massive carousel has a moving platform that circles around as you try to grab a prize.

Sega's other new venture is a rather surprising move into the fast food! Its popcorn maker, may come with a Sonic tie-in later this year. And, if you're wondering, somebody else was promoting yet another bowling game to an already bowling-bulging world. The more things change, the more they stay the same.

Sonic in white slave shocker

Now we've grabbed your attention, here's the latest update on the will-it-ever-happen *Sonic The Hedgehog* coin-op saga. There are rumours that our spikey blue pal will be appearing in electronic entertainment emporiums real soon now. We've heard that the arcade video game will be based around the Mega Drive version of *Sonic 2.*, only it will be bigger, better and probably brighter to boot. Sadly, however, there was no sign of this beast at the recent ATEI.

Thing is, Sega is a massive company with a load of different divisions each doing their own thing at the same time. It can get very confusing for the employees, let alone outsiders! We promise to bring you any further information the minute, nay second, we have it. So readers, watch this space. *(As hackneyed journalists say when they rap up a particularly uninformative news story! 'Disgruntled' Ed.)*

Golden Axe 2 - The Revenge of

It's taken a few years, but *Golden Axe* is back in two new adventures. And Sega can't do you a better deal than this, luv! *Golden Axe 3* on the Mega Drive will be released in Japan at the end of March while *The Revenge Of Death Adder* has already reached British arcades. Essentially, they both

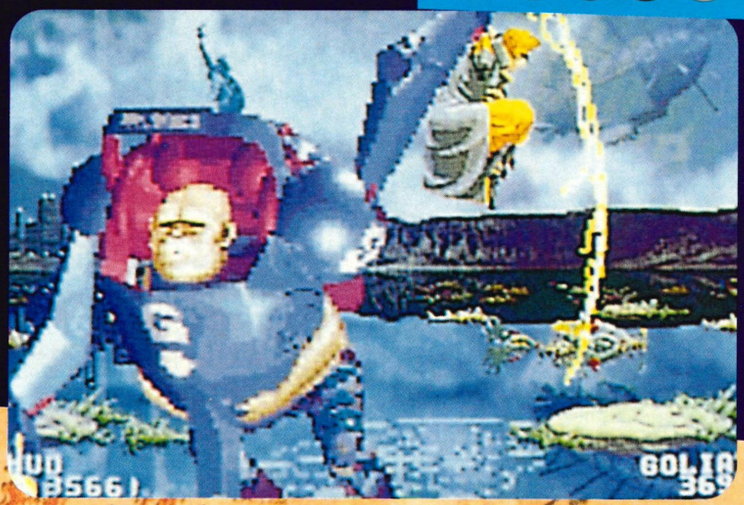
Holsse

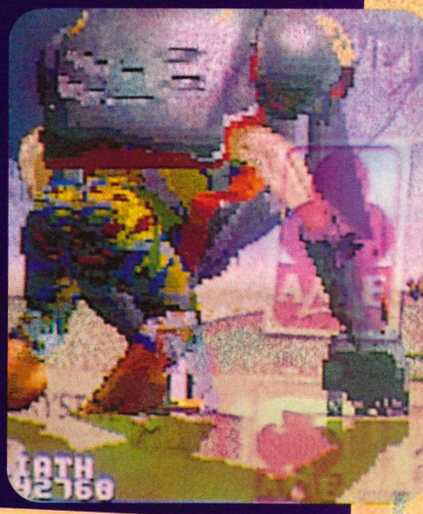
At last! A beat 'em up that's playable and radically different from Capcom's much copied *Streetfighter 2.. (That's impossible Ed.)* Remember *Time Traveller*? Despite its neat visual gimmickry, the world's first three-dimensional hologram video game was a bit light on gameplay. *Holosseum* is here to redress the balance. Zany American inventor Rick Dyre also devised the laserdisc coin-op *Dragon's Lair* and a voice- activated robot called Fnork. Although the images in these hologram machines aren't strictly holographic, they come a pretty close second. Being in 3D also radically affects the way you control the martial artists in *Holosseum* as they clobber one another with a steady supply of leg reapers, neck scissors and whirlwind kick. There's a lot of variation in the moves and some good sampled speech, too. F-A-B.

offer more of the same. A dashing young man, giant, female tribe fighter and munchkin man are out to hack other creatures into small bitesize pieces ready to be marinated and chucked on the barbie. They can also pass the time away in the battle arena. Will Stemblade score Dora? Will Little Trix be extraordinary careful with his three pronged fork weapon? Will there be a *Golden Axe 4*? Will England make it through to the World Cup?

Dark Edge

If you like a mouthful of chops served up on a pseudo-3D platter with a lavish helping of sprite scaling and fisticuffs, this is almost certainly the fighting feast for you. Hmmm... yummy! It's the 25th century and the computer-controlled sewage system, or something remarkably similar, has gone mad with power. So a group of ultra-mean humanoid freaks must go one-on-one before a final fight with the evil digital dictator. There's plenty of bruisers, like the biomonster, Blood, zooming around the screen, and any self- respecting *Streetfighter 2* fanatic has the ability to quick punch, fierce kick, squat attack, throw and jump their way to victory and a decent hi-score rating. Yep, *Dark Edge* could make a great conversion over to the Mega Drive or Mega-CD. Are you listening Auntie Sega, eh?





Death Adder

Puyo Puyo

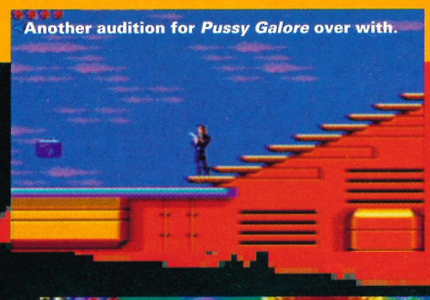
Haven't we gone one *Tetris* clone too far? I'm afraid that I have to tell you that the answer is no. According to Japanese players, this puzzling joint-production between Sega and Compile is worthy of your time, effort and cash. It's also coming out on the Mega Drive but how can you possible keep a straight face when you go to your local newsie and ask your friendly local retailer for a copy of *Puyo, Puyo?*

Title Fight

Have you ever wanted to smack some clever so-and-so in the face! Take your frustrations out on this brilliant boxing sim cleverly called *Title Fight*. Thanks to a clever two-fisted control mechanism, it's possible to hook, uppercut and body blow your opponent into a punch-drunk pile of jelly. Just make sure you stay clever and keep clear of any lustful groupies after the big one...

Looney Tunes

What's up, doc? Why are Bugs Bunny, Daffy Duck, Porky Pig and the Tazmanian Devil racing against each other? *(Just for fun, perhaps? Ed.)* It doesn't really matter as *Looney Tunes* is one of the best sports events to appear in arcades since the *Track And Field* coin-op by Konami. As a bonus, even more famous 'toons' make cameo appearances during each stage of the game – including Tweety Bird, Sylvester, Fudd, Roadrunner and my personal fave, Marvin The Martian. If this romp doesn't make it over to your Mega Drive or Game Gear, I'll eat my mouldy old trainers. *(Yuk! Ed.)*


Another audition for *Pussy Galore* over with.

JAMES BOND

The Duel

I warn you: this is no ordinary lighter.

JAMES BOND is slick, cool and suave, has a way with the ladies and a license to kill. PATRICK MCCARTHY's just a surly skinhead. We love them both equally, though. *(Do we? I don't think so. Ed.)*

Where's Q when you really need him?

An evil, evil person – the kind of horrible criminal you see hanging about outside your school dressed as a lollipop man – has done a terrible thing. First I should point out that he's apparently an arch-enemy of James Bond, although he must be a fairly minor one, or we'd have heard from him before. Of course, he's probably still starting out in his career and in a couple more years he'll be a household name and all that... he's probably out 'networking' even as we speak... where was I? Right. He's kidnapped a world-famous scientist and his daughter. They always take the daughter too, don't they? Just in case the hero isn't too motivated at the thought of rescuing a snobby old scientist who stinks of citrus, with hairy ears and a dribbling lower lip. (Have you noticed how many scientists look like that? We have, but then our offices are full of them.) The point of the kidnapping is to force the professor to clone all the major adversaries from Bond's past, so that when Bond eventually comes to save the prof, they do their very best to kill him.

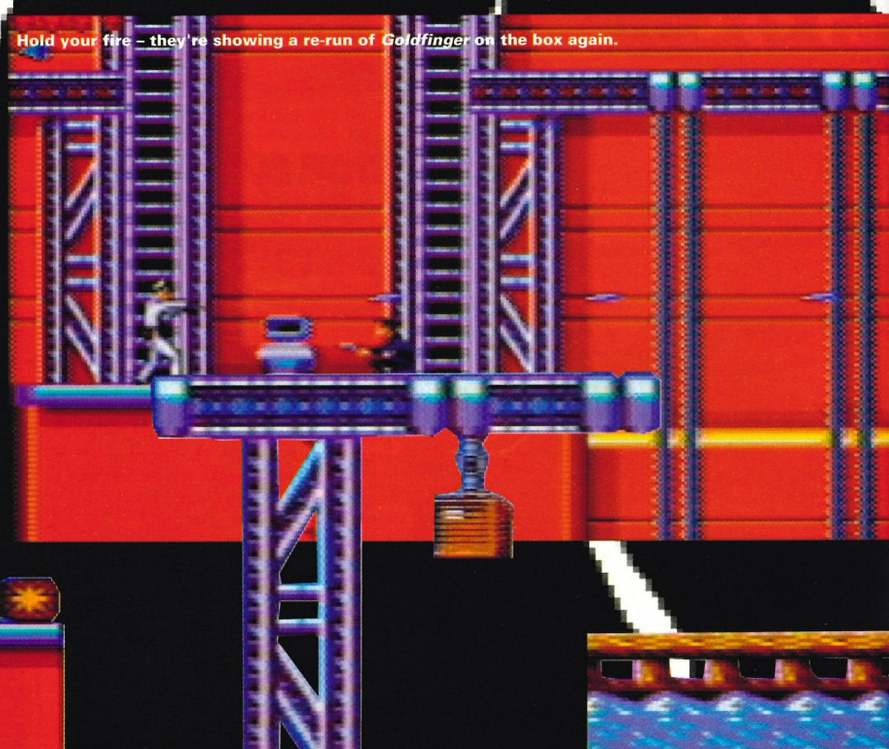
All this takes place on a small, isolated and very private island in the Caribbean, which the aforementioned evil man bought some years ago using the profits from his record company business and his airline. *(Are you sure you got all this from the manual? Ed.)*

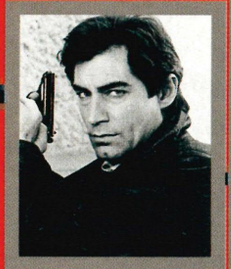
It starts on a very big and hazardous oil-tanker. Once you've removed the wind-blown flecks of crude oil from your suit the game moves into a jungle section, a volcanic cavern and a space shuttle, before a final confrontation with Mr Big.

There's the usual nonsense about saving the chick, with scantily-clad, submissively posed bimbos dotted about all over the shop. They're hidden in big cabinets which you have to shoot to open, like a gun-toting version of Paul Daniels and they spring out like the tacky magician's assistants they've probably always wanted to be. (Not that I get too involved with these games, or anything.)

See those sprites go

When I say "Watch those sprites go", I'm not talking about the baddie sprites whizzing about on the screen. Unfortunately, it's the static sprites I'm referring to–the power-up briefcases and so on. On a number of occasions Mr Bond has arrived at the top of a ladder only to find the thing he intended to collect is no longer with him. However, it's not permanent–they re-appear just as you touch them, before vanishing again because you've touched them. It's not very good though, is it?


Hold your fire – they're showing a re-run of *Goldfinger* on the box again.



Comparison study: the great James Bonds

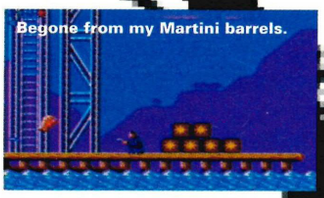
Everyone always goes on and on and on and on and on and – *(Alright, we get the idea. Ed.)* about who the best James Bond is, how Sean Connery's the best because he's clearly got the biggest willy and how Timothy Dalton looks too much like a monkey. We decided to conduct our own completely scientific and mathematically precise survey on the subject. The processing of the data was made easier by the fact that we have so many disgraced ex-scientists working here (I'm afraid we can't reveal why they all lost their jobs and government research grants, but let's just say that bushbabies, cow-gum and sellotape were involved). This is how the James Bonds came out:

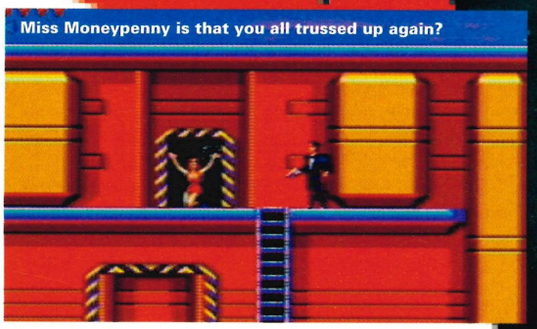
	Sean Connery	Timothy Dalton	Master System Bond
Animal magnetism	9	0	1
Quality of suit	7	1	1
Association with peanuts*	0	-9	0
Total	16	8	2

So there you have it. A resounding victory for Mr Connery. The fact that Timothy Dalton earns less points than the Master System *James Bond* is less to do with the Master System's exquisite portrayal of the character than 'Percy' Dalton himself.

There's plenty to get you thoroughly wound up in all these sections, ranging from large heavy objects dropping on your head when your sprite can't possibly move fast enough to get out of the way, to people shooting at you from portholes who can't be shot back, to people standing alongside an object, happily shooting you, while all your shots hit the object itself. The graphics are passable but flicker horrendously on occasion and the sound is more like that from a poor Game Boy game.

It's not very good, I'm afraid. It had plenty going for it in its Mega Drive incarnation featuring excellent, though slow, animation, nice little details in the gameplay and okay sound-effects. It lacks most, if not all, of these features as a Master System game and isn't worth splashing your hard-earned dosh on. (Or even your parents' hard-earned dosh.) E


Begone from my Martini barrels.


Miss Moneypenny is that you all trussed up again?

Animation now

On the Mega Drive, *James Bond* is so well-animated it's not true. He's more animated than George Lazenby, Roger Moore and Timothy Dalton put together. He changes his gun from hand to hand when he changes direction. He re-loads his gun from magazines in his pocket. He could hide in doorways and generally stroll about like a bit of a dude. The pay-off for this level of detail is that he moves pretty slowly. Why am I saying all this to you, the Master System owner? Because I'm a bast and I want you to know exactly what you're missing.

All you get from the above list of lush animation effects in this version is the bit where he changes his gun from hand to hand when he alters direction. However, it really takes a push on the pad to make him change direction and usually there's a delay even then – a bit annoying when there's a large crate dropping towards your head.

Basts from the past

Now, tape me up to a spacehopper and call us Siamese twins if I'm wrong, but I get the feeling that some of the people you're up against may have a familiar ring: Oddjob, Jaws, the Voodoo Doctor *(Isn't he from WWF? Ed.)* and the near-legendary Yoyo are all there. Well, alright, I've never heard of Yoyo either, but I'm positive he (or she) is very 'hard'.

END ZONE

Graphics

Sound

Addictiveness

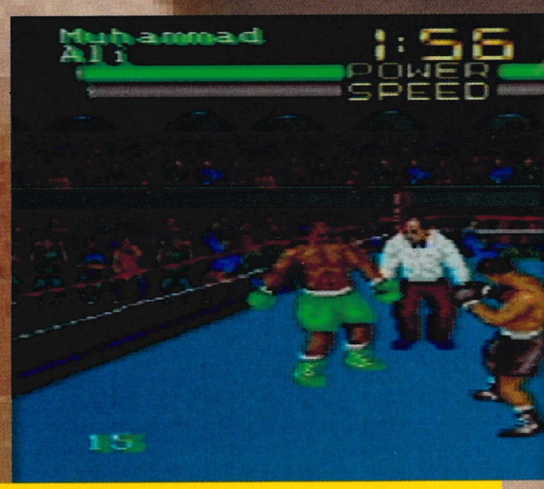
Playability

OVERALL 61

Out: 007 April **Price:** £34.99
Publisher: Domark

Muhammad Ali Heavy Weig

Oh dear, another boxing game. Oh dear, it stars the rather antique Muhammad Ali. Oh dear, we've given it to ANDY STOUT to review. "Hang on a sec," he says, "*MUHAMMAD ALI HEAVYWEIGHT BOXING* is actually quite nifty." Blimey!



Can't hit me you great wassock. My granny's a better puncher than you. What's your middle name, Nancy?

Reader: Erm...Who?
Andy: Ali. Muhammad Ali. He was a brilliant boxer back in the '70s.
Reader: Really. That's almost interesting. Not quite, but almost as interesting as knowing that the latin name for a werewolf is versipelis.
Andy: Cor! Wow! How bloomin' amazing!
Reader: Look, you're being sarcastic now.
Andy: 'course I am. How can you not have heard of Ali? The man was a legend. Beat Henry Cooper for the World Heavyweight Championship and dazzled the media with his wit and charm.
Reader: When?
Andy: Err...'74 or 'round there somewhere. I dunno.
Reader: 1974! I wasn't even a sperm then. Not even a hint of a sperm. Blimey, my father's testicles hadn't even dropped in '74.
Andy: So?
Reader: So what the bloomin' heck is Virgin doing releasing a game based on a has-been.
Andy: Well, apparently a lot of people still reckon he's the greatest.
Reader: Was the greatest you mean.
Andy: Yeah, okay, *was* the greatest.
Reader: I mean, he's not exactly Frank Bruno is he.
Andy: No, good point. He's not Frank Bruno. Then again, he's not bloomin' David Icke either.
Reader: Thank God for that.
Andy: You mean thank the spinning, shimmering, turquoise-coloured energy fields for that, don't you?
Reader: Er, quite. Look, I'll give you a game if you just shut up about the Ali bloke.
Andy: Okay then. Just remember what they say, 'You can take the mountain to Muhammad, but you still can't get him to speak properly.'

Smart bomb

Despite protests from the smart-tendency in the office, this review will be compiled without any use of the word smart – which shouldn't be that difficult really as it's about boxing. Yes, no more will that over-used, over-ripe adjective grace these pages. Remember kids, it stands for Smarmy Moronic Anally-Retentive Tripe. So there!

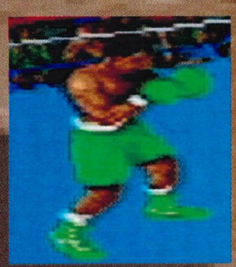
On the box

Previous boxing games (like last month's *George Foreman* effort which was complete cobblers) have had little style, little substance, and a lot of standing around smacking people in the gob. *Muhammad Ali* is a wee bit different. You can move around the ring (thanks to a 3D polygon technique used in the odd flight simulator, if you must know). You have a few more punches and evasive manoeuvres in your arsenal, and you can still smack people in the gob with maximum prejudice.

Options abound (but why not ahop, or aleap – I guess we'll never know) such as exhibition matches and tournaments. You can also choose to fight over 15 rounds of five minutes if you're feeling particularly hard, or if you're feeling a bit limp and wimpy, three rounds of about a minute each. The best option is being able to switch from the arcade version (hitting lots of buttons as fast as you can) to the 'simulated' version (hitting lots of buttons as fast as you can and hoping that you actually hit something this time). However, you still haven't got quite the range of moves you get in the average karate kill frenzy (only nine different punches and four evasive manoeuvres), but with the graphics coming in nearly as good as the sound it's all a significant improvement to standing with your feet rooted to the spot trogging away at someone.

Unfortunately, it's a wee bit on the simple side. Some of your rather mean looking opponents turn out not quite to be the basts you expected and end up on the deck with just a quick shuffle.

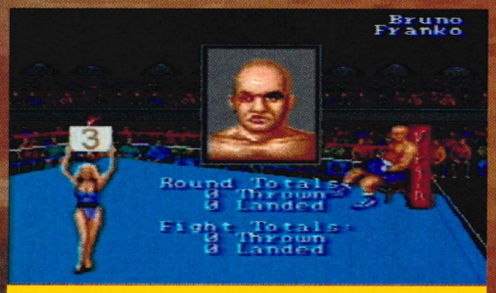
Still, best boxing on the Mega Drive so far.



Hear and destroy

If you were forced to name the best thing about *Muhammad Ali* by being tied to the front of an InterCity 125 heading towards a leaky radioactive barrel just fished out of the sea from the Sellafield region, it would have to be the sound. Crowds howl, women get whistled at, people shout 'Go on, hit him', the boots shuffle softly over the canvas etc.This is rather smart *(Ha! Got you hypocrite. Ed)* The sound is digitized from actual boxing matches – great when you land an uppercut with the sound of a claw hammer thunking into raw steak.

ht Boxing



Bruno Franko gets his face pummeled. (Who could that be a dig at? Subtle beggars these programmers.)

Well, it's a male-bonding thing when it comes down to it. Two men establishing their comradeship, honour, virility, and – Oi, get your tongue out of my ear.

Down on the canvas, to you I spit. Another crappy, Ali couplet (*Yeah, right. John Betjeman eat your heart out. Ed.*)

Reality n' all that stuff

Okay, so you can do all the punching and maiming things with this game, but boxing's not just about hitting people is it? (*Are you sure about this? Ed.*) Look, honestly, it's not. Boxing's an incredibly complex, multi-level sort of thingy, so to make it even more realistic they should have added these options.

1. Panto season: where your boxer hangs up his gloves and spends the winter at the King's Theatre, Portsmouth doing *Jack And The Beanstalk* with the cast of *'Allo 'Allo.*
2. Goolie grabber: allows your man to grab tightly onto your opponent's testicles and twist mercilessly.
3. Bribe ref: slip the referee a couple of thousand big ones so he looks the other way while you're performing the above manoeuvre.
4. Brain damage: collect points for neutered neurons.
5. The Noel Edmonds option: give up boxing altogether and co-host early Saturday evening show with cuddly Noel (note: 330 brain damage points required before you can even think of that).
6. The Tyson manoeuvre: less said about that the better.
7. Steroid city: take steroids in the city. (*Brilliant. Ed.*)
8. Pre-match: cast aspersions on your opponent's parents, credit rating, personal hygiene, sexual orientation, poodle etc.

Fact

Float like a butterfly sting, like a bee – used to be Ali's catchphrase. He came up with his famous doobery, because he kept forgetting his name. Ali rhymes with bee, y'see. However, not a lot rhymes with Muhammad, that's why he kept introducing himself as Wolfgang.

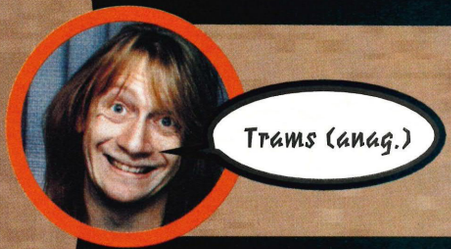
END ZONE

Graphics

Sound

Addictiveness

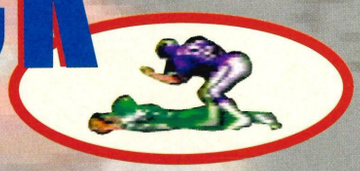
Playability



OVERALL 80

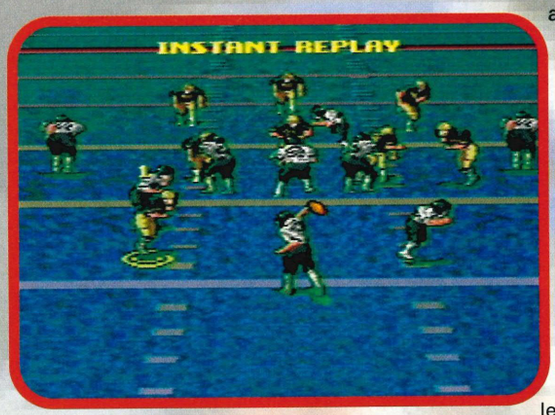
Out: April **Price:** TBA
Publisher: Virgin

Pro Quarterback



"Please don't make me review any sports games for a while," said PATRICK McCARTHY. "I don't think I can take much more and it may just drive me over the edge toward suicide." "Great," said Amaya, "here's PRO QUARTERBACK, then."

Sometimes I wonder about games companies, I really do. They're either incurable optimists or totally out of touch with reality. To bring out an American football game at the moment, you have to be convinced that the game has some feature that's pretty darned good and that isn't included in any other game. After all, let's face it, there are one or two others around that are quite good.



So what exciting new feature does Tradewest's *Pro Quarterback* have that any of these games don't? About all I've noticed so far is a warning on the back of the packaging: "Warning," it says in big red letters, "This Game Is Too Real". After reading that, I loaded it with some trepidation...I wasn't sure I could cope with something that was "Too Real". I'm still trying to come to terms with things that are simply real – like rent bills, lacing my shoes and people asking to borrow my Preparation H on the Tube.

I'm sorry, but about the only 'real' things about this game are the things available on the options screen – and they're limited. Apart from the obvious option of selecting what teams you'll play, you can choose between a one or two-player game, with two players able to play as team-mates as well as opponents. Other options include the chance to select a period length of 15, ten, five or, for those get-up-and-go media types among you, two minutes. You can also select the field conditions, switch the sound effects on and off, and switch the player ID on and off.

"What the hooting heck does that mean?" you're probably squawking at the moment. During the game, Player One is drawn to your attention by having a large number 1 on his head, while the somewhat less fortunate Player Two has to go through life with a large number 2 on this head - which makes him unpopular on the team bus and does nothing whatsoever for his chances of picking up chicks, ho ho. Anyway, you can switch this off. Blimey.

And that's it - no playoffs or season options. Nothing but one-off exhibition matches. No levels of difficulty, and given that the different teams all seem to play to the same abilities, no way of making the game more challenging by selecting harder teams to play, either. It doesn't do a lot for its long-term appeal.

Unfortunately it doesn't even earn a few points from the shallow and superficial ones among us in the short-term appeal, one-night stand-type stakes. As far as I can gather this TOO REAL business seems to mean limited play selections (26 offensive and 18 defensive); graphics that look quite good in stills but are jerky as hell when they start moving; and a ridiculously difficult kicking meter that even makes converted extra points a rarity.

Running plays are fairly difficult to achieve anything with, but passing plays are pretty easy. Defensively it's a little more difficult, but this just tends to make games a slug-fest of scoring rather than the tactical battle of coaching geniuses that we experts prefer. *(Hwahhh hwahhh hwaarghhh. Ed.)*

Although it has one or two decent bits of animation, they all take place when the action has stopped. There's no discernible difference between teams, and within a few minutes I'd found a couple of plays that work every time, which doesn't do much to recommend a game. In bygone days on computer formats this might have been bearable as a budget game, but you don't get budget games on the Mega Drive. Don't waste your money.

The teams

Although you can pick any of 28 teams, it doesn't make much difference to the gameplay - players all perform to the same standard and you have no way of interacting with the teams. As an occasional dabbler in the ancient art of arthroscopic surgery, I was a little disappointed to find that this "too real" lark means that even when injuries occur, it makes little difference - no replacement players come on, and somehow I don't think it would change anything if they did.

Graphics

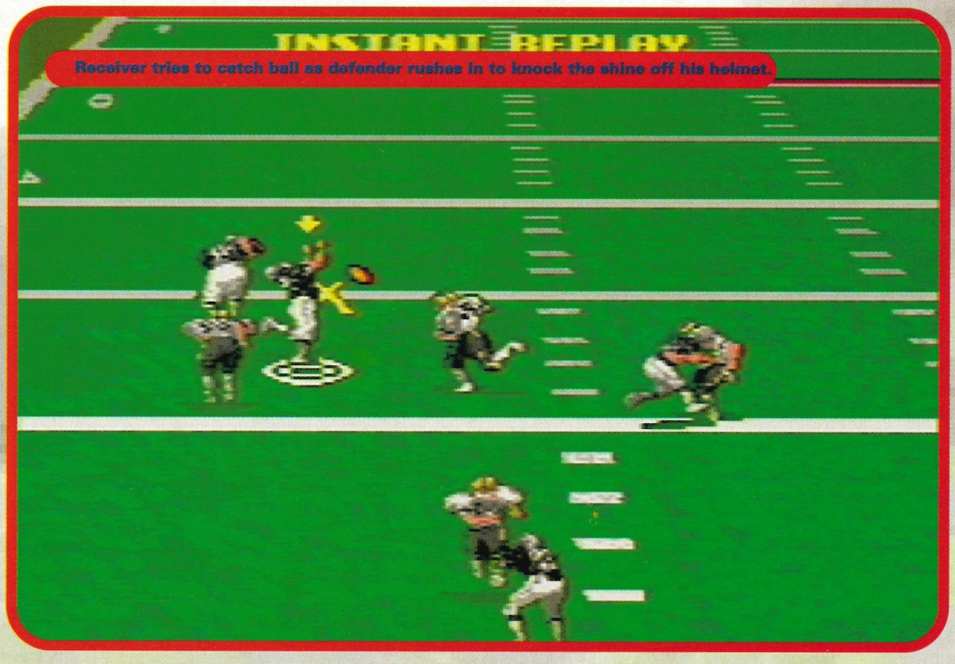
Some aspects of the graphics are pretty good. The pitch is quite well done - the snowy pitch looks very snowy, the muddy pitch looks muddy and the rainy pitch looks - well, blue. *(Ahem).*

The players also look quite good - when they're not moving. As soon as they start running sideways they look a bit ridiculous, and there are massive jumps in continuity when tackles are made - sprites heading in one direction end up somewhere else as if by magic. Anyone trying to jump vertically for a catch finds they can also miraculously hang and travel about in mid-air in a way that would make even Michael Jordan weep. Once a tackle is made, the player underneath disappears completely into the turf, like Wile E Coyote after half a mountain's dropped on his head.

Details, details

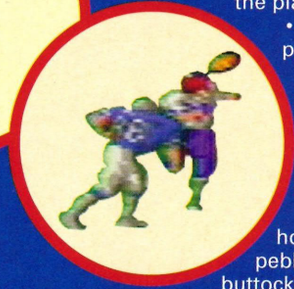
There are some quite neat touches after plays: a dramatic tackle or a sack prompts the one doing the tackling to launch into the kind of pointing, taunting and generally unsportsmanlike behaviour that we British frown upon.

Likewise, missed or dropped catches can cause the receiver, desperate to appear keen and retain his place in the team, to fall to his knees and pound the turf like a wrestling referee who's come to the wrong stadium. Alternatively he'll attempt to rend his garments and tear out his hair. If only he wasn't being such a method actor he'd realise he's still wearing his helmet. Coaches never fall for that stuff anyway. I'd fire the bum.

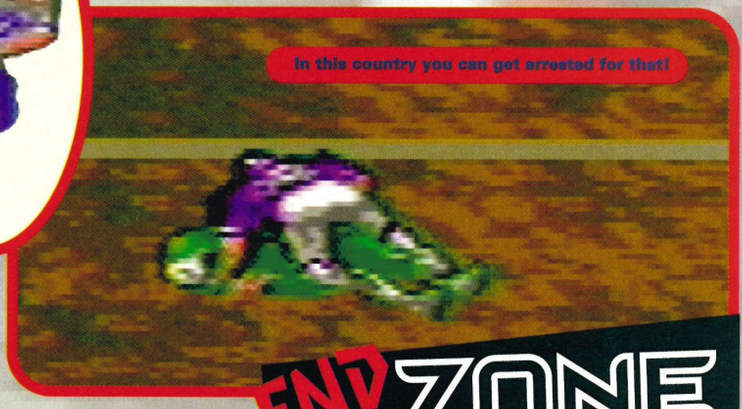


The elements

As an agricultural expert and part-time land-reclaimer (I've spent more weekends with my finger stuffed into a dyke than any stripling Dutch boy), I was interested to see that a wide variety of field conditions are available to you as a potential game-winning sportsman. I thought I'd share with you the effects of these surfaces on your players:



- Natural grass: lumps of pitch stuck in the teeth; nasty creepy-crawlies in your pants; picnickers all over the place.
- Artificial turf: hideous, ligament-popping injuries to the knee and ankle; sense of foolishness due to colour-coordinated turf.
- Mud: wobbly knees; loss of confidence due to inablility to achieve forward motion; occasional drowning in deeper mudholes.
- Dirt: very high cleaning bills; horrible grit-scarring to face and arms; pebble-shaped indentations in the buttocks. *(That's cellulite. Ed.)*
- Rain: painful chafing at the crotch from damp underwear; expensive haircuts in ruins; three-foot "knees" in shorts.
- Snow: hysterical laughter, followed by burning sensation in the fingertips, then tears from those caught by icy snowballs.



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 45

Out: Now **Price:** £39.99
Publisher: Tradewest

Master of Darkness

PATRICK MCCARTHY often staggers around the office with blood pouring from his mouth (mainly because Amaya keeps 'paying' him with a cosh). It was enough of a reason to give him MASTER OF DARKNESS, though.

The time: the late nineteenth century. The place: old London Town. The weather: a wight ole pea-souper an' no mistake, gavna. The streets are knee deep in horse crap. The city is chock-a-block with mobs of violent dancing chimney-sweeps, maniacs in Michael Crawford masks and scalpel-wielding mass-murderers. Everywhere you go, people try to sell you drugs and violins under the assumption that you're a detective. This is fair enough. They're only harmless freemasons out having a bit of a laugh with the lads. But something totally unacceptable is also afoot...evil Count Dracula himself is out and about, sinking his teeth into virgins' necks, draining them of their blood and then popping down the snooker hall to hustle a living without even tidying the bodies away. And now his ghoulies are all over the place. I blame boxer-shorts - ho ho. (*You're fired. Ed.*)

This is where you step in. You are Ferdinand Social, peculiarly-named psychologist and investigator of the paranormal. There you are, sitting having a quiet game of *Monopoly* on your Ouija board, when a message tells you to get out there and do something about the evil going down (man). For the good of the game, and totally against your better judgement, you do as you're told.

Naturally, you're immediately plunged up to your neck in a platform game in which you're attacked on all sides by the undead, the never-alive and the audience from *You've Been Framed*. Of course, being a platform game, there are baddies galore strolling about with a penchant for provoking pain. A large proportion of them, however, stroll about with their hands in their pockets like the chorus boys from *Half A Sixpence*, and are curiously slow to react to your presence.

To counter this, there are others who whizz about the screen in a manner far too fast to deal with unless you have one of the better weapons. It doesn't help that some of them are very difficult to see - the Game Gear isn't the greatest source of light known to man, and having black shapes dashing about on an 'atmospheric' dark screen is a bit silly. There are some sections where it's difficult to distinguish between solid floor and gaping chasm for the same reason.

The graphics seem to be virtually identical to the Master System version, with no allowance at all made for the difference in viewing conditions.

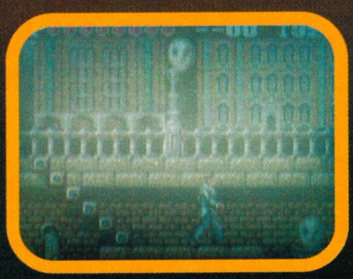
But back to the weapons. One of the annoying features of the game is the total inadequacy of some of them, and the illogical nature of their effectiveness - you'd think a gun would be better for finishing off an adversary than a hammer, for example, but this isn't the case. It's a case of waiting until you see what the power-ups are, before you pick them up, and waiting for them to disappear before you proceed if it turns out they're power-downs.

To gripe even further, the control system is a major pain on occasion. To use your secondary weapons you have to simultaneously press up and fire. If you're standing on a staircase at the time it's almost impossible to avoid going up the stairs - usually to be hit by a bast waiting at the top. When you add to this the fact that it's sometimes fiddly even to get onto the staircases, you have a fairly high irritation factor.

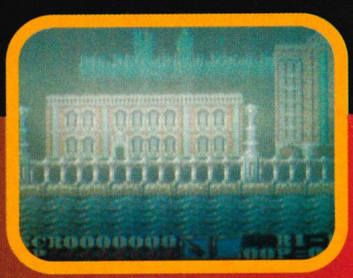
There also isn't a password facility, so however far you get into the game, you still have to go through those boring bits each time you re-start.

So, it's a fairly run-of-the-mill platform game, with no original features, boring gameplay and an irritating control system. It doesn't sound too hot, does it? It's not.

A foggy day in London town.



Or is it just the screenshots?



Yes, it's the screenshots.

That's the worst-painted Smiley face, I think, I've ever seen.

Special weapons

These all come in limited supplies. They either get replenished by your picking up another icon for the same weapon, or get changed to something else by your picking up a different one. They come in two varieties - the reasonably effective and the rather foppish:

The reasonably effective

gun

"Ha ha! A gun, eh? At last, a chance to wreak havoc and mayhem. I'm going into a shooting frenzy - quick, press Fire!...Oh." (A bullet makes its way rather sluggishly across screen and doesn't really do a lot of harm when it gets there, either.) What a disappointment.

boomerang

"Wow. Far out. Rolf Harris impressions here I come....Hang on a bit, shouldn't this come back?"

The rather foppish

bomb

"A bomb doesn't sound very foppish," you're probably thinking to yourself. It's not the bomb itself that's foppish, it's the way you throw it. It's the bomb's high, lobbed arc that gives the bomb its foppish reputation. Also, it doesn't do a great deal of damage, for a bomb. It doesn't leave central London at a standstill, that's for sure.

Standard weapons

Apart from the knife with which you start, weapons are collected by whacking the masks that are liberally sprinkled about the levels. There are two types of weapons: standard and special weapons. Standard weapons are used simply by pressing fire. They come in two varieties - the rather crap and the reasonably effective:

The rather crap

knife

You expect this to be crap, really. It's your starting weapon and was probably only intended as a gentleman's letter-opener, or something. Naturally, it takes a fair few stabs with it before the stabee gives up the ghost (or, in the case of the ghosts, gives up the person).

sword

Unlike the knife, you'd expect the sword to be a little more than something to clean your fingernails with, but apart from meaning that you don't need to get as near to the person you want to stab in order to stab him, it's still quite ineffective.

The reasonably effective

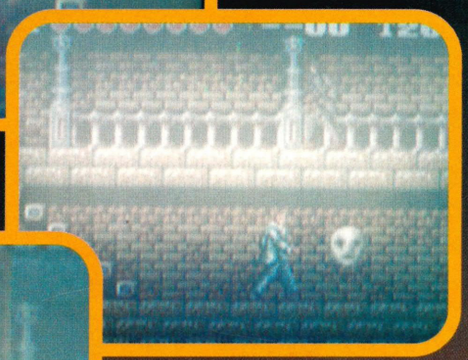
hammer

I'm not sure whether this is a hammer or whether it's a yoyo *(It's a hammer, dork. Ed.)*, thanks to its high-quality depiction. Whatever it is, it's pretty good for picking people off at a reasonable distance, and it only requires one (admittedly somewhat noncey) swipe, too.

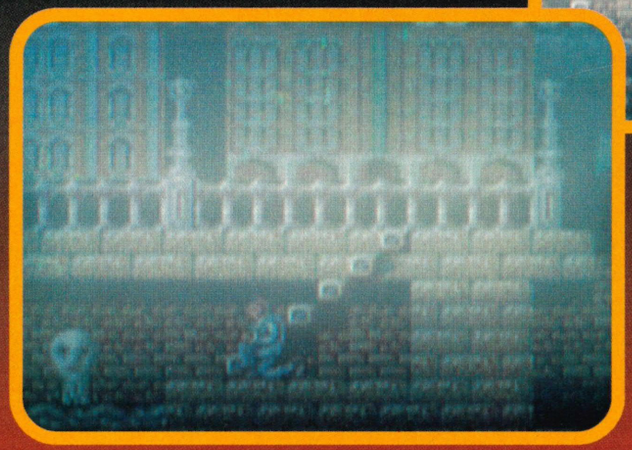
maniac's axe

The oversized axe is my favourite weapon - it kills everything with one huge swing - although you do have to get a bit closer to your intended victim. (Try buying him some chocolates or something). I think I might buy an axe for everyday problem solving, actually.

Another action-packed screen to whet your appetite.



A smaller version.



We did get to other levels, but we're making a statement.

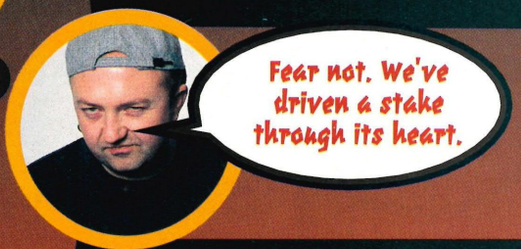
END ZONE

Graphics

Sound

Addictiveness

Playability

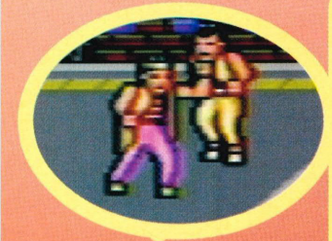


OVERALL 55

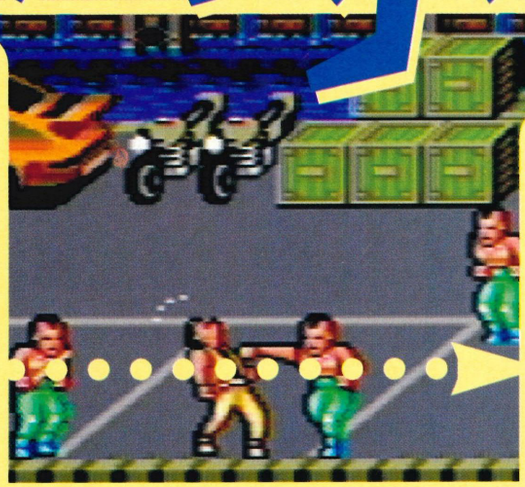
Out: Now Price: £29.99
Publisher: Sega

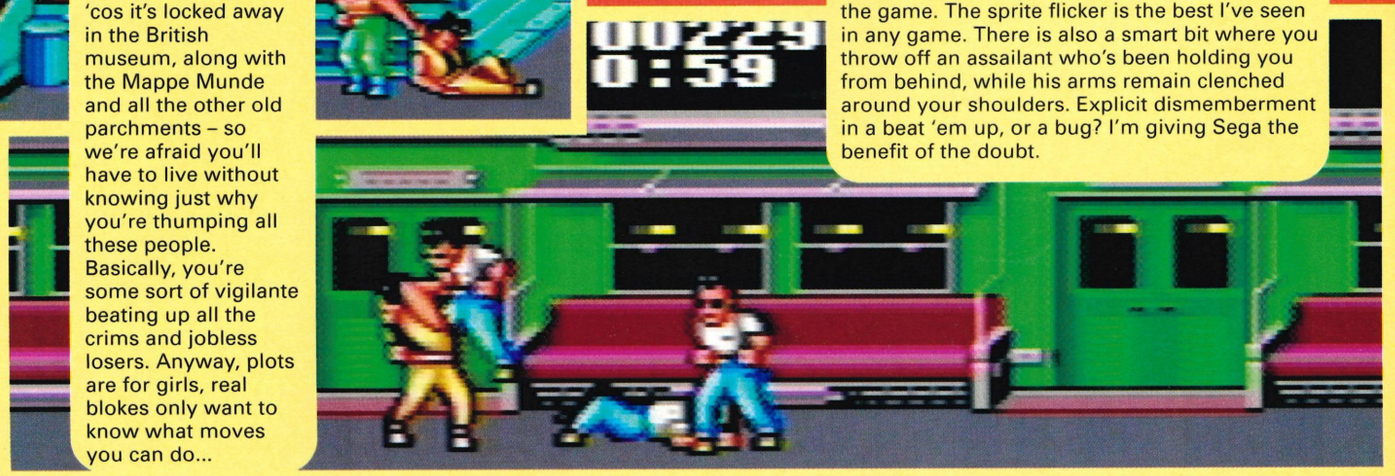
Thanks to those watery-eyed old nostalgics at Sega, Taito's classic coin-op RENEGADE is about to haemorrhage onto the Master System. A brutal inner city fist-fest, it needed a reviewer who'd grown up on the streets, someone who'd experienced the shady world between the lawful and the criminal. Still on the run from Lewisham library, we knew, MARTIN POND was the geezer.

Renegade



Super, smashing, lovely, another beat 'em up. And this one's older than dirt, too. Oh joy. *Renegade*'s one of those isometrically-viewed button bashers. Hence, you can walk or run – both up and down as well as left and right. There's a good few moves, five levels set in various scenes of urban decay, and a marvellous motorbike riding sub-game which is like *Road Rash* viewed side-on (through heavy fog whilst wearing an eyepatch). Now, we would tell you the plot but Sega couldn't get us the press release – probably 'cos it's locked away in the British museum, along with the Mappe Munde and all the other old parchments – so we're afraid you'll have to live without knowing just why you're thumping all these people. Basically, you're some sort of vigilante beating up all the crims and jobless losers. Anyway, plots are for girls, real blokes only want to know what moves you can do...





Since the days when *Renegade* was the belle of the arcades, it's been wheeled out on virtually every machine bar the Mega-CD. When a game gets this old and whiskery, it really deserves to be taking things easy – putting its feet up somewhere with a tartan rug on its lap, having the dribble wiped off its chin as it tucks into a plate of boiled white fish. It doesn't need to be paraded around on every new format like some beat 'em up version of David Bowie.

Gameplay is as follows: a bunch of baddies wander on screen, shuffle about while flickering a lot, and occasionally shamble up to you with an eye to roughing you up. Sometimes, you're riding a motorbike kicking off other roadusers who also flicker a lot – but that's it. Basically, you just move around thumping the buttons as fast as you can. Trust me, it's a fast lane to boredom city and arthritis-ville. Thing is, there are quite a lot of moves but memory space is spread so thinly between them that each has only a couple of animation frames each. And I'm not happy about it.

I don't want to sound totally negative about the game. The sprite flicker is the best I've seen in any game. There is also a smart bit where you throw off an assailant who's been holding you from behind, while his arms remain clenched around your shoulders. Explicit dismemberment in a beat 'em up, or a bug? I'm giving Sega the benefit of the doubt.

Moves

A six-step plan for making the streets safe for decent folk:

Back kick

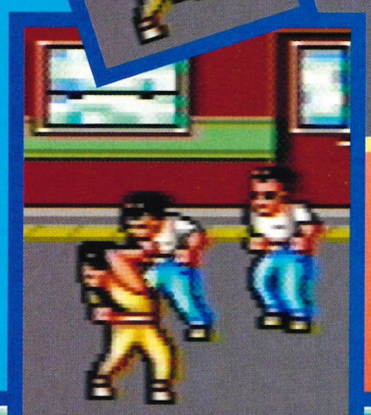
Back kick: the problem here requires a grass roots solution. These people don't need increased policing levels, they need more youth centres and leisure facilities. They need to develop a sense of worth in themselves and pride in their community. Still, having said that, a boot to the kidney's wouldn't go amiss either.

Punch

Punch: keep these workshy scum off the streets and in the intensive-care units, with the traditional five-knuckle shuffle.

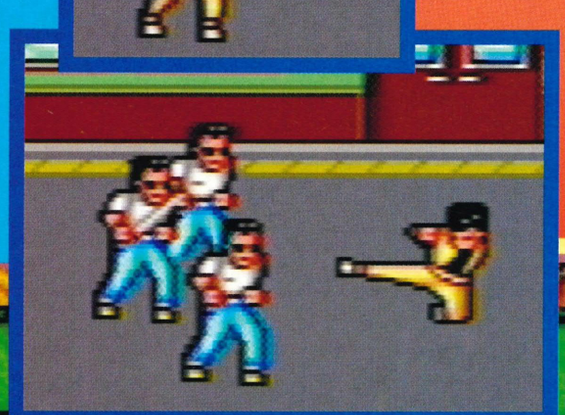
Knee to the knackers

Knee to the pants: welcome this prodigal son back into the fold of a loving state with some caring, sharing patella-to-gonad contact. Look, this hardened recidivist is weeping with emotion. It makes it all worth while doesn't it?



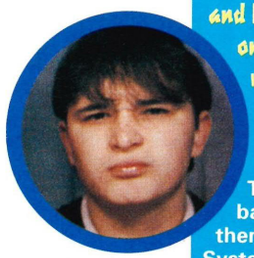
Throw off

The shrug off: call me a sentimental old fool, but I have this crazy dream that one day we'll all live in a country where we can all throw people off our backs like this, whenever we goddam please! People say I'm a dreamer, but I'm not the only one.



Flying kick

Flying kick: I hope one day you'll join us and the world will be as one...



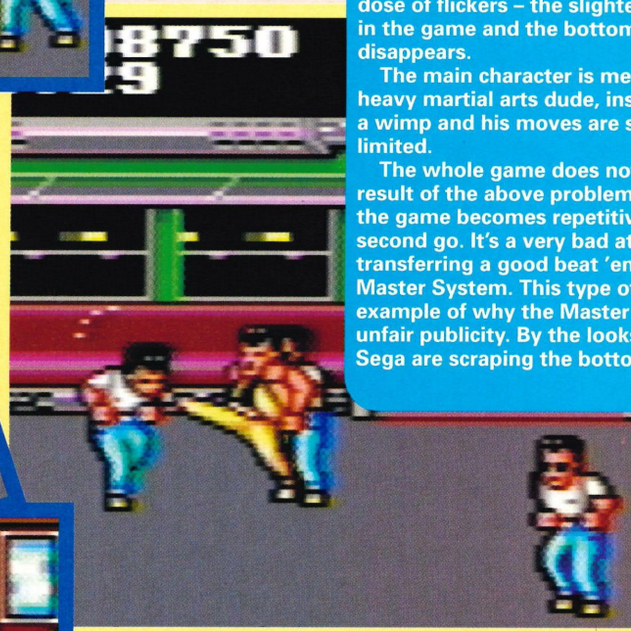
Colin Trowell is a freelance draught excluder, and lapsed Welshman. When he's not playing on his Mega Drive and reading his favourite mag, Sega Zone, he enjoys carving office stationery from root vegetables. This is what he said about Renegade...

The thought of playing *Renegade* took me back to my much-loved speccy days. Even then, it was a blinder, but sadly the Master System has not kept up with this tradition. Basically, it's a big toilet jobby.

The graphics are dull, with no detail at all – much like the sets of *Emmerdale Farm*...err although I don't watch it of course?? The sound is pathetically poor. You and the other baddies move as fast and as smooth as my 89-year-old nan. The game also suffers from a dose of flickers – the slightest bit of movement in the game and the bottom of the screen just disappears.

The main character is meant to be a big heavy martial arts dude, instead, he looks like a wimp and his moves are slow and very limited.

The whole game does not play well as a result of the above problems and the fact that the game becomes repetitive after, ...oh the second go. It's a very bad attempt at transferring a good beat 'em up onto the Master System. This type of game is an example of why the Master System gets such unfair publicity. By the looks of this game, Sega are scraping the bottom of the barrel.



END ZONE

Graphics

Sound

Addictiveness

Playability

Ooh! Can I play *Titanic Blinky* now?

OVERALL 47

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

Another World

MEGA ZONE

MEGA DRIVE

"However will I cope in ANOTHER WORLD?" thought VIVIENNE NAGY. "I usually have enough trouble with this one. You know the kind of thing; not being able to do a thing with your hair, having to crush slugs that invade your kitchen in the middle of the night, outwitting huge, hairy beasts that have had one pint of lager too many..." *(You should feel right at home. Ed.)*

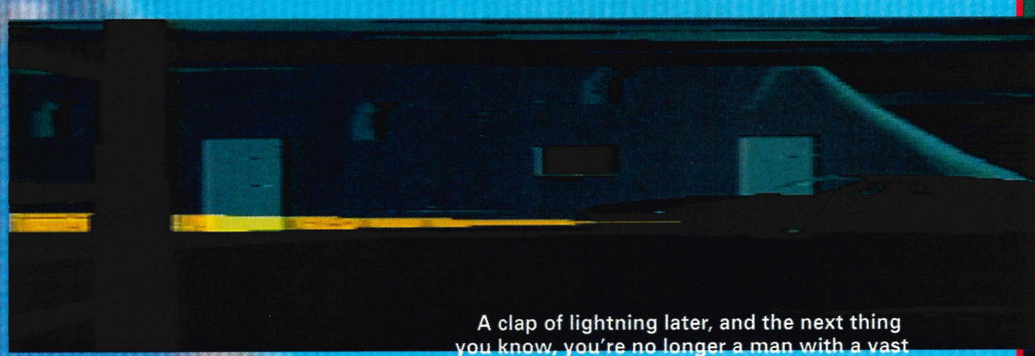
Another World is not A. N. Other Video Game. It is quite unlike any other type of game in gaming history. Known as *Out Of This World* to the Americans, it is that and far more besides. It's not usually the done thing to prejudge a game before you play it, even if it has appeared on other formats, yet its recent outing on the SNES and more previously on the Amiga meant that it was greeted with whoops of delight when it arrived in the office.

As it's universally acknowledged as 'a classic,' it's extremely difficult to give a new perspective on it. You probably all know that: *Another World* is an example of the cinematique genre as perfected by the programmers Delphine; the idea is you're taking part in a film so there are suddenly whole sequences over which you have no control which are set off by reaching a certain point in the game; that it's arcade adventuring par excellence; and that it's rather fab. Still, for those of you innocents who've never heard of it before, I'm going to begin at the beginning. The more experienced among you can get ready to suspend your disbelief.

The plot

The plot is revealed in a cinematic sequence and it goes a lot like this: A flash car screeches to a halt outside a faceless laboratory. The professor – for it is he – gets out and taps in a secret code to get into the building. The computer cleverly processes a bit of his DNA (or underarm odour or bumfluff) before he is allowed to enter and next thing you know, he's at his desk interacting with the hardware. (No sniggering at the back, please.)

What he's actually setting up is an experiment to run a particle accelerator which is somewhere along the lines of a time machine. Just as this is about to kick into operation you cut to back outside the lab. In good time travel tradition there's a bit of freak weather going on which is about to pervert the course of your experiment.

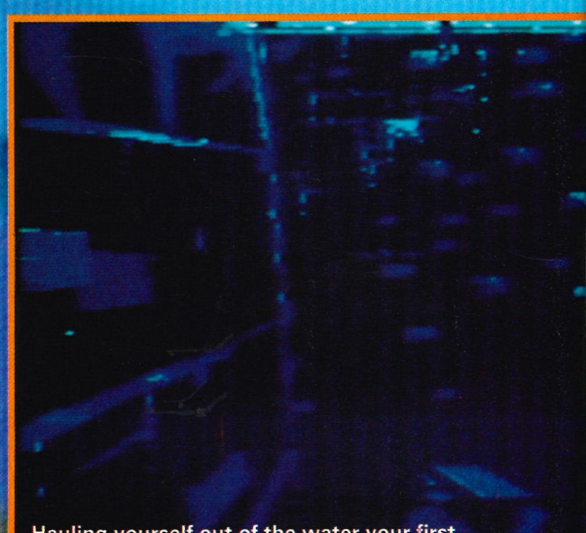


A clap of lightning later, and the next thing you know, you're no longer a man with a vast intellect, an equally alluring bank balance, a Ferrari (and consequently all the pulling power of Magnum, although sadly minus the chest hair). Now, you're a rabbit-eyed pipsqueak who finds himself in another world, in a trunk-like thingy underwater and about to drown if you're not careful. This is where you take control of the game and try to get yourself back to the real world, as fast as you possibly can.

The characters

Another World is about a scientist called Professor Lester Knight Chaykin. Do not be fooled by his crusty-sounding title for Les is probably one of the youngest Profs ever. He's not quite in the *Doogie Howser* league of unbelievable youthful cleverness, but he's probably in his mid-late twenties if he's a day. He's also a bit of a dude as, unlike most of the professors I've come across – who drive 2CVs, wear tweed jackets which don't quite stretch round their portly tums complete with yesterday's supper stains, suck their teeth and boom rather than speak to you – he drives a Ferrari, wears white deck shoes, rather casual grey trousers and a black T-shirt to compliment his shock of orange hair.

He also has orange eyes which is a bit peculiar but I'm willing to put that down to the effects of being spooked into another world – but then again staring at a computer screen all day can do that to your irises too.

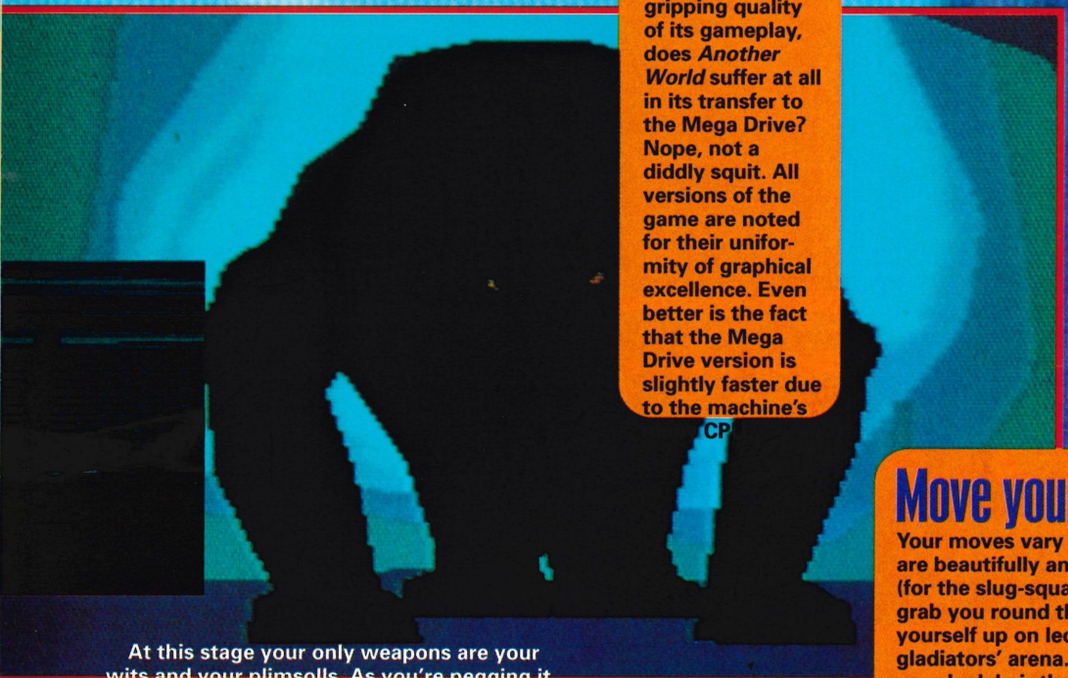


Hauling yourself out of the water your first task is to crush a load of poison-flicking slugs and then you have to outwit a hairy wolf-cum-lion-cum-prairie dog.

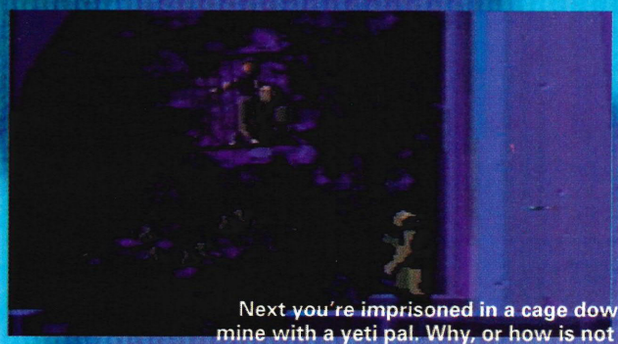
A quality control officer asks:

Is the Mega Drive version as good as those on the Amiga, PC and SNES?

With a title that's built its name on the superbness of its graphics and the gripping quality of its gameplay, does *Another World* suffer at all in its transfer to the Mega Drive? Nope, not a diddly squit. All versions of the game are noted for their uniformity of graphical excellence. Even better is the fact that the Mega Drive version is slightly faster due to the machine's CP



At this stage your only weapons are your wits and your plimsolls. As you're pegging it from the wolf creature it's a case of out of the frying pan into the fire as two yeti-like creatures shoot wolfie.



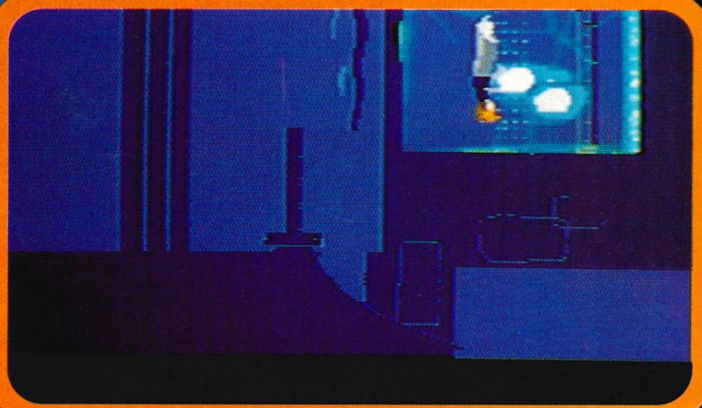
Next you're imprisoned in a cage down a mine with a yeti pal. Why, or how is not the issue. How to get out of the cage is! To get out you must use the D-pad to rock left and right till you crash down on the baddie yeti's head. With an invitation to "My caruba!" from your pal (which could mean "Would you care to dance?" or "Look! There's a handy gun!" or more likely "Let's get the hell outta here!" you grab said gun (by crouching beside it, a film style sequence kicks in showing you picking it up) and it's onto the next bit of the adventure.

Another World combines several different game genres. It has a shoot 'em up element yet even your weapon is not as straightforward as it may seem and has several functions.

There are lots of puzzle elements. Everything must be done in the correct sequence and a good bit of lateral thinking is the order of the day. You cannot finish the game without your yeti pal for example, so you need to keep him alive. There are points where you have to set things up for later, eg. you see a guard's reflection in a sphere above him and must shoot it down to kill him as you can't do this if you meet him face-to-face.

Move your body, baby

Your moves vary according to which stage of the game you're in and are beautifully animated. You can walk, jump, run, duck, kick, stamp (for the slug-squashing), knee someone in the goolies when they grab you round the neck, swim, roll around on the ground, pull yourself up on ledges and even ride around in a tank thingy in a gladiators' arena. In the gun recharging room you get more 'lift' to your lank hair than from any diffuser and maximum strength volumising mousse.

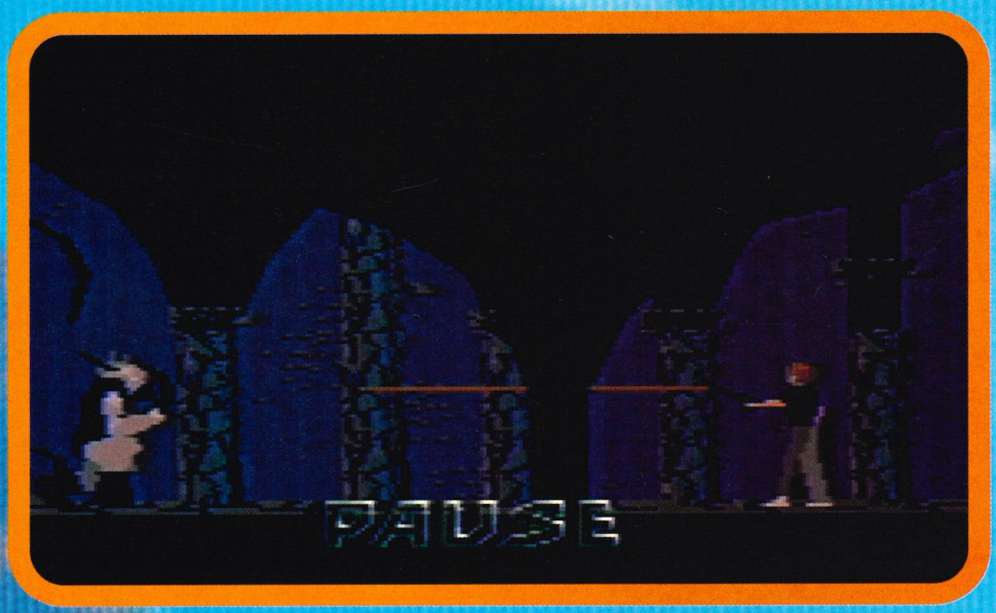


A Sega Zone Reader Says

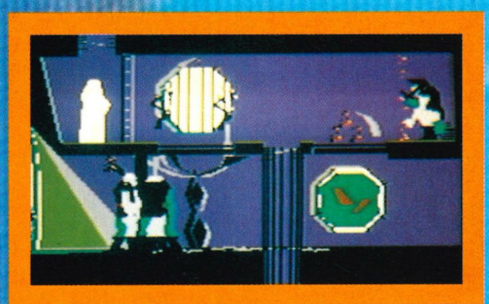
Yet another ground-breaking innovation from the mag that gives you, the reader, what you want. (*So when are we going to see full frontal nude pics of Martin then? A Poor Misguided Reader.*) Never you perv. Back to the matter in hand. We plucked a random *Sega Zone* reader off the streets. He is David West from Widley in Surrey. Sixteen-year old David has a Game Gear and goes to Rodborough School. He's into platform games, shoot 'em ups and snooker and wants to travel the world working with defenceless animals and children.

Dave says: *Another World* is out of this world. Right from the start there's a fine opening sequence with crisp graphics and smooth animation. Littered throughout are little pre-level animation sequences which add a nice touch to the game. The difficulty level is perfectly pitched and some of the puzzles you have to work out are real toughies! Although you only have one weapon its variety of features is enough to keep you entertained for hours and it does everything for you except make you a nice cuppa when you've finished! Saying that the inhabitants of the 'other world' are friendly would be like saying my Granny's faster than Linford Christie; some of them are devastatingly cunning and conceal themselves amongst the dirt on the floor. If you step on them they pull you under to a certain death. Graphically *Another World* is superb and the gameplay is excellent. However, the sound is not quite as good but this does not spoil the game at all. I don't normally like this type of game but I loved this one!

Packing a mighty pistol



Is it a gun?
Yup, it sure is. Use it to shoot people – it makes their flesh fade away and their bones crumble – and strategically placed objects like overhead spheres.



Is it a shield?
Yup, it's that too. Hold the fire button down that bit longer and then release the small energy ball to make a shield. It gives you the added protection you don't get from a certain brand of deodorised soap.

Is it a super weapon?
Oh yes, indeedy. Hold it down for double the time and then release. It produces laserbolts mighty enough to blast through rocks, yetis and walls.

END ZONE

Graphics

Sound

Addictiveness

Playability

A very meaty game in every way. Worth giving up your social life to get your teeth into this one!

OVERALL 94

Out: May **Price:** £39.99
Publisher: Virgin

MAIL ZONE

TERMINATOR 2 JUDGEMENT DAY

The only er...thing ever to have said "Make my day" to Arnold Schwarzenegger and lived; he's well 'ard.

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OUR PRICE ONLY: £11.99 (MS) · £13.99 (MD)
Reference: DQ04A (MS) and DQ07A (MD)

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Reference: DQ02A (MS) and DQ05A (MD)

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Reference: DQ03A (MS) and DQ06A (MD)

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Send me the following immediately or risk the wrath of a reader!

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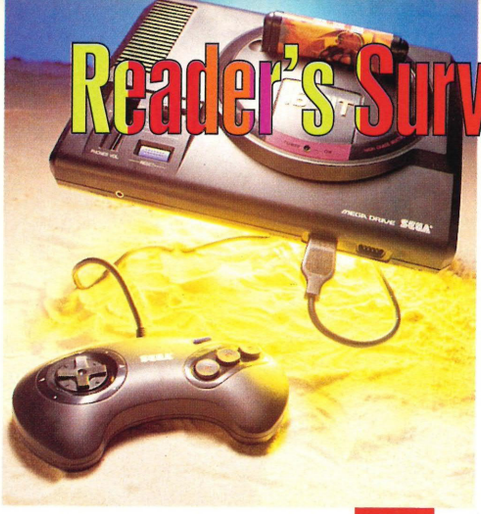

Reader's Survey

WIN

Three Mega Drives!

This has got to be the easiest way of winning a compo ever. You can't possibly get any of these questions wrong because... there aren't any right answers! Spook, eh?

What to do!

1. Fill in the survey.
2. Write your name and address in the coupon.
3. Tap your heels together three times and say, "I wish I was in Kansas".
4. Send off the completed form to: SEGA ZONE SURVEY, 19 Bolsover Street, London W1P 7HJ to reach us by April 30, 1993.
5. Cross your fingers and hope like mad that you're one of the three lucky persons out of the bag on the closing date who get the Mega Drives!

All about you

1. How old are you?

Under 10	1 ☐	
10-14	2 ☐	
15-19	3 ☐	
20-24	4 ☐	
What *older!!!*	5 ☐	(5)

2. Sex. Yes, please!

Male	1 ☐	
Female	2 ☐	(6)

3. Where do you live?

Scotland	1 ☐	
Wales	2 ☐	
Northern Ireland	3 ☐	
Northern England	4 ☐	
Midlands	5 ☐	
South East	6 ☐	
South West	7 ☐	
Eire	8 ☐	
Foreign Climes	9 ☐	(7)

4. Are you?

At school/college	1 ☐	
University/FE	2 ☐	
In full-time/part-time employment	3 ☐	
Unemployed	4 ☐	(8)

5. How much do you earn a year?

Pocket money	1 ☐	
Under £1,000	2 ☐	
£1,000 - £4,999	3 ☐	
£5,000 - £8,999	4 ☐	
£9,000- £12,999	5 ☐	
£13,000- £16,999	6 ☐	
£17,000-£20,999	7 ☐	
£21,000 plus, like everyone at Sega Zone *(Dream on! Ed.)*	8 ☐	(9)

You and your gear

6. What Sega hardware do you own?

Game Gear	1 ☐	
Master System	2 ☐	
Mega Drive	3 ☐	
Mega CD	4 ☐	(10)

7. Any other hardware?

_____ (11)

8. What Sega hardware do you intend to get your mitts on in the next six months?

Game Gear	1 ☐	
Master System	2 ☐	
Mega Drive	3 ☐	
Mega CD	4 ☐	(12)

9. Any other hardware?

_____ (13)

10. How much do you spend on carts per month on average?

Under £30 (less than one cart a month)	1 ☐	
Between £30 and £50	2 ☐	
Between £50 and £70	3 ☐	
More than £70	4 ☐	(14)

11. Where do you get your games?

Local specialist retailer	1 ☐	
Chain store (eg. Virgin, Comet, Our Price, Dixons, etc)	2 ☐	
Grey import shop	3 ☐	
Mail order	4 ☐	
Swap them with friends	5 ☐	
Buy secondhand from small ads	1 ☐	(15)

12. What influences your choice of game?

Rave *Sega Zone* reviews	1 ☐	
Friend's recommendation	2 ☐	
Advertising	3 ☐	
Film licence	4 ☐	
The look of the box	5 ☐	(16)

Reader's Survey

13. How many hours a week do you spend playing your Sega?

- Under 4 hours 1 ☐
- 4-8 hours 2 ☐
- 9-12 hours 3 ☐
- 13-18 hours 4 ☐
- 19-25 hours 5 ☐
- More than 25 hours 6 ☐ (17)

14. Roughly how many of your friends play console games?

- None 1 ☐
- Around a quarter 2 ☐
- About half 3 ☐
- About three-quarters 4 ☐
- Everyone I know! 5 ☐ (18)

15. So what are your five favourite games of all time?

1: _____
2: _____
3: _____
4: _____
5: _____ (19)

16. Do you think that the price of carts is?

- Disgustingly expensive 1 ☐
- A bit pricey 2 ☐
- Fair 3 ☐
- Quite reasonable considering the time I spend playing them 4 ☐ (20)

You and your mag!

17. How many other people read your copy of *Sega Zone*?

- None 1 ☐
- 1 2 ☐
- 2 3 ☐
- 3 4 ☐
- 4 5 ☐
- More than 4 6 ☐ (21)

18. Please rate the following bits of *Sega Zone* where 1 = crap and 10 = mega:

- Cover ☐ (22)
- UK News ☐ (23)
- Jap News ☐ (24)
- Erogenous Zone ☐ (25)
- Features ☐ (26)
- Joypad Jury ☐ (27)
- Skill Zone ☐ (28)
- NFI ☐ (29)
- Cart Show ☐ (30)
- Reviews ☐ (31)
- Previews ☐ (32)

19. How many of the last six issues of *Sega Zone* have you read?

- 6 1 ☐
- 5 2 ☐
- 4 3 ☐
- 3 4 ☐
- 2 5 ☐
- 1 6 ☐
- None, it's my first time. 7 ☐ (33)

20. What makes you choose a particular games magazine?

- Cover price 1 ☐
- Cover gift 2 ☐
- Cover story 3 ☐
- Games reviewed that issue 4 ☐
- What's available on the shelves 5 ☐ (34)

21. Do you read any other games mags? If so, which ones?

- None! 1 ☐
- *Sega Mean Machines* 2 ☐
- *Sega Force* 3 ☐
- *Sega Pro* 4 ☐
- *Sega Power* 5 ☐
- *Mega* 6 ☐
- *Megatech* 7 ☐
- *Megadrive Advanced Gaming* 8 ☐
- *CVG* 9 ☐
- *Games Master* 10 ☐ (35)

22. How do you rate *Sega Zone* with the other magazines you buy?

- It's better by miles than anything else in the cosmiverse 1 ☐
- It's slightly more rad than other mags 2 ☐
- They're all the same 3 ☐
- Not quite as good as some others I could mention 4 ☐
- Completely crap (which begs the question – why are you reading it?) 5 ☐ (36)

23. What types of cover gifts would you like to see on *Sega Zone*?

- Money-off vouchers 1 ☐
- Games-related/tips books 2 ☐
- Videos of games reviews or tips 3 ☐
- Groovy toys/gizmos 4 ☐
- Badges 5 ☐
- Stickers 6 ☐

You and your spare time

24. You don't spend all your time gaming. What else do you do?

- Play sport 1 ☐
- Go to the cinema 2 ☐
- Watch TV 3 ☐
- Watch videos 4 ☐
- Listen to the radio 5 ☐
- Listen to records/CDs/tapes 6 ☐
- Read books 7 ☐ (37)

25. How much do you spend on the following in an average week?

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Clothes	☐	☐	☐	☐	☐	(40)
Shoes	☐	☐	☐	☐	☐	(41)
Toiletries	☐	☐	☐	☐	☐	(42)
Going out	☐	☐	☐	☐	☐	(43)
Playing sport	☐	☐	☐	☐	☐	(44)
Records/CDs/tapes	☐	☐	☐	☐	☐	(45)
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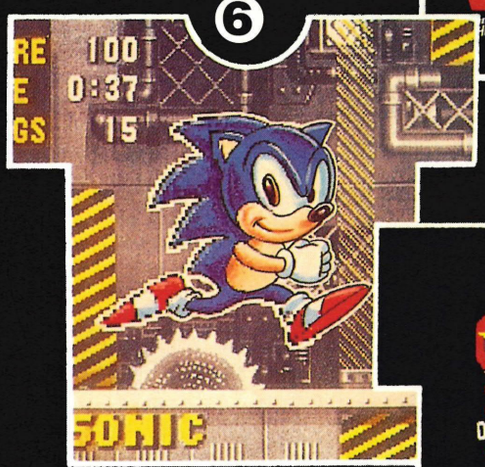

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SKILL ZONE

Deary me. That DANIEL PEMBERTON chappie still hasn't got the hang of writing these boxy bits and filling them up with lots of interesting conversation. Instead he simply burbles on about how we want you to send in all your top tips, hints, maps, cheats, complete solutions and 'Scooby Doo' face masks to us.
Oh do you want to be doing this for nothing? Oh no. The best contribution of the month wins the sender a mind-blowing £50 in cash. Take note of the 'I don't like...' box before sending stuff in to:

SKILL ZONE, SEGA ZONE, 19 BOLSOVER ST, LONDON, WIP 7HJ.

I Don't Like...

- Letters without the full name (no poncy initials please) and address of the sender.
- Letters without the name of the game or the machine the cheats are for.
- Anything to do with *Sonic 1* level select.
- Cheats copied from other mags.
- Ponce-master Axel Rose.

Woody Pop

Thanks to **Michael Moody** for supplying us with the following useful info on *Woody Pop*: On any screen with a train going past, if you manage to get a diamond ball, try to manoeuvre the ball into the hole where the train emerges from. If you succeed, you will be transported to a warp screen where you can get loads of points and an extra life.

Chuck Rock

Gasp, gag, choke! It's really annoying, 'cos normally I don't get many Game Gear cheats, and then when I do, I don't get one, I get three in a row! Its a bit like buses really. Anyway, thanks to **David Stoyel** for these codes.

LEVEL 2: 7G09M
LEVEL 3: NN6E33
LEVEL 4/5: 84AKC

Dragon's Fury

Oh goody! Some rather handy tips and stuff from **Richard Taylor** for this spooky pinball game.
First, if you enter LIBYFWJID3 you will have a score of 999,999,990. If you then put the ball into play, you will be transported into the final stage. To complete this you must hit the Dragon King 16 times when the guards are furthest away from him. Hold the ball up with the flippers so you don't lose the ball. After you have hit him 16 times the guards will disappear and the dragon will move around the screen, hit him a further 32 times and he will be destroyed. Now hit the ball through the door in the middle of the screen and you will have now completed *Dragon's Fury*.

Sonic 2

Hmm. Sounds a bit suspect this cheat for a zone select on *Sonic The Hedgehog 2* (courtesy of **Ella Bisset-Johnson**) but worth a try anyway. First off, when the title screen appears, simultaneously press and hold down buttons 1 & 2, while at the same time pressing down and left on the joypad. As soon as Tails' eyelid is fully closed press start. Apparently this may need a bit of practice before you can get it to work.

Level Select

Go to Sound Test, play 19, 65, 09 and 17, then press START. When Sonic appears with Tails, press START and A together twice for Level Select.

Fourteen Continues

For 14 continues go to the Sound Test, play 19, 65, 09, 17, 01, 01, 02 and 04. Then highlight Player Select and START the game.

Supersonic

When you've collected 90 rings, go to the Level Select Screen, then go to Sound Test at the bottom and play tracks 04, 01, 02 and 06 and then select level to start.

How To Fox Sonic

Hurrah! We've got a fandabidozee selection of cheats for *Sonic 2* on the Mega Drive. So what are you waiting for, here's what to do...

Quackshot

"To get a score higher than you would believe possible", said **Matthew Barnes**, "follow these mind-numbingly simple instructions."

Travel to the Viking Long Ship and go to the stage with the crows nest lifts. Halfway through the level there are two pulleys. Ignore these and travel down the rope to collect the extra life.

Keep going and fall off the rope to lose a life. You will then be sent back to the start of the stage. Then repeat this; by collecting all the cash bags and getting the bird, you will rack up 22,000 points every time.

Prince Of Persia

More handheld fun with the man many love to call **David Stoyel** . This time It's codes for the game that has appeared on more formats than Tony Slattery has on *Whose Line Is It Anyway*, It's of course, *Prince Of Persia*.

LEVEL 2: GLFIFT
LEVEL 3: GKEHEP
LEVEL 4: JMGJGA
LEVEL 5: GICFCH
LEVEL 6: LMGJGC
LEVEL 7: NNHKHI
LEVEL 8: POILIO
LEVEL 9: OMGJGF
LEVEL 10: RNRLIY
LEVEL 11: QIJLGI
LEVEL 12: TKIOIR
LEVEL 13: DDFICQ
PRINCESS: DDGICO

Krusty's Super Fun House

The man they call **Irfan Akhtar** has come up trumps with a rather handy password for this Simpson spin-off. He suggests that if want to make the game a lot easier you should simply enter the password SMAILLIW.

Why would you want to do that? Well not only do you get infinite lives, but all the doors should open as well. Hurrah!

Alex Kidd In Miracle World

This is the LAST TIME I'm going to print anything for that poxy short bloke with sideburns bigger than his head. No, I'm not talking about the sender of this tip, **Kevin Lea**, but Alex Kidd. So don't even bother thinking about sending in anything okay? I definitely won't print any from now on (probably). Good, now I've got that off my chest. Anyway here's what to do in the Janken matches.

A) Stone Scissors
B) Scissors paper
C) Stone Scissors
D) Paper Paper
E) Stone Stone
F) Stone Scissors
G) Paper Paper

Ecco The Dolphin

Mark Stoneham from the Game Genie Hotline has bought this rather smart cheat for *Ecco* to our attention. It gives you invincibility and an infinite air supply. You go to the password screen and choose a level (it doesn't matter which). When the name of the level chosen comes up on the screen push UP, DOWN, LEFT, RIGHT and then press and keep holding A & START until the level starts. When it does it will be paused but you can unpause it by pressing START again.

Shinobi II

Andy Stout reckons that if you want all the crystals and the ninjas, you'd be well off to enter 9FB63 when there's a password screen.

Universal Soldier

Ben Parkin suggest that if any body is having trubs with *Turrican*... sorry I mean *Universal Soldier*, then they should enter BYTCM as a code 'cos it'll take them to the last level. Also **Matthew Landless** suggests you try JLEPH, PKSNO, CWBPW, CMUDG, SFTNP and MKSNS as codes. **Dominic Smith** says enter RWRZS for invincibility.

Sonic 2

Mark Gallery has a tip on how to finish the Aqua Lake Zone, Act 2. All you have to do is when you are halfway through Act 2 you come to some diagonally-inclined springs. Go up in the air bubble and go right until you come to six rings, stop at the end and do not go down. Jump right through an invisible wall, keep on going until you fall off the edge and then jump right and keep on walking. This misses out all the shooting arrows and stuff. Hurrah!

Lemmings

Adrian Liddiard has completed all 120 levels of *Lemmings*, and rather thoughtfully has sent in all 120 codes!. Hurrah!.These, by the way, are for the UK version and probably won't work on imported versions (Not that I think there are any). Apparently, well according to **Ross Drayton**, these should work on the Game Gear as well!

Level Fun Tricky Taxing Mayhem

1 RCEJTHOD ECWMZTGM GGFDYQBC
2 TGNBVLWM YQBDGNBU ZSFKUJSF FLWNCXPG
3 ZTGNBUIQ JTHPGFDY LXPGFDYR FECWMYRD
4 BDGMZSEJ RDHPGFEC CFKVKUJT HOEBVKUI
5 TGMZSFKU WMZSEJTG GMYRCFKU QBCEJSEI
6 JSFKVLWN MZTHPGGF JTHPFECX RDHPGGFE
7 BUIQBCFK DZSEIRCE PFDZSFLX CXOEBVKU
8 UJTGMYRD IQBCFKVL OECWMZTG IQABDHPF
9 HODYRCFK WMYRDGMY NBUJSFLW DYRCEJTG

10 VKVLWMZS RDGMZSFK MZSFLWMY NCXOEBUJ
11 FLXPGGGG VLXODZTH RCFKUJSE THOECXPF
12 GFECXPGF PFECXPFE IRCEJSEJ DYRRCEIRD
13 DZSEJSFK BUJTHOEC SEJTHOEC GNBUJTHO
14 UIQAABCE XOECWNBU WMYQBFGM DZTHODZS
15 JSEJTGMY JSFVKUJ YQAAAAAB DZTHODZS
16 QABDGNBU THODZTGM DHODYRDG EJTHPFDZ
17 IRCEIQAA YQBCEIRD NCWNCWMY SFKVLWNC
18 BCFLWMZT HPFDZTHP QAABDHPG XPFDYQBD

19 GMZSFLWM FEBVLWNB GGGFDYQA GNCWMZTH
20 ZSEIRCFK UJTHPFEC AABDGMYR ODYQBCFL
21 UJSFKVKU WNCWNBVL DHODYQAB XOECWMYQ
22 JSEJSEIR WMYRCEJT DHODYQBD BCFLXPGF
23 DGNCWMYR GNBUIQAA GNCXPGGG EBVKVLWM
24 DHPFDYQA ABDGMZTH GFDZTHPG YRDGNBVK
25 AABDHODY ODYRCEJS GFECWMYR VKUJSFLX
26 QBDHPGFE FKUIQBDG CEIQABDG PFDZTHPF
27 CXODYQBD NBVLXPGG NCWMYRCE DZTHPGFD

28 HPGGFECX FDYQBDGN IRDHODZS YRCFKVLW
29 ODZSEJTH BVLWMZTG EJTGMYQB NCWNCWNC
30 PFECXODY NBUIRDHO DHODZTHP WMZTHPFE

Ecco the Dolphin

This month's lucky winner is: **Steven Sharkey** from Cumbria, who sent in a very handy tip for *Ecco*.

Last month we gave you more codes than you could shake quite a large stick at, but this time, thanks to **Steven Sharkey**, we can show you a rather cunning way of choosing your level and infinite lives!!.

First go to the password screen and enter the word P.L.E.A.S.E followed by any of the following letters:

E.E – Ice Zone
F.F – Island Zone
G.G – Pterandon Pond
H.H – City Of Forever
I.I – Under Caves
K.K – Depp City
O.O – Last Fight
Q.Q – Origin Beach
U.U – Marble Sea
W. W – Open Ocean
Z.Z – Ridge Water

For example if you entered P.L.E.A.S.E.R.R you would start off on the Cold Water level.

If you fancy infinite lives then enter N.I.H.P.L.O.D.S, which happens to spell DOLPHIN backwards with an S at the end!. This gives you infinite lives which makes the game a tad easier. Also try the following codes courtsey of **Lee Pembroke**, **Richard Gibbs** and **Tetsuo Ngomi**. VYDLXREZ, AGMIXRES,DPOXAPEW, POUTAEJ, MINABEPEB and COFHVRES.

Tribbite Circle – REHEBPEA (Level 18)
Dark Water – YBDIBPEE (Level 19)
Deep Water – MPEMEPEU (Level 20)
City Of Forever – AAOJGPLD (Level 21)
The Tube – JUMFKMLB (Level 22)
WELCOME TO THE MACHINE – QDDCKMCF (Level 23)

The last fight code is TSONLMLU, but be warned!. Using this (and any of the other codes) could spoil your gameplay, especially this one as you only get it after you've completed the game.

Streets Of Rage

Not really a cheat this, but if you want the bad ending, consult **Dominic Smith**'s carefully chosen words. When both players get to the boss and he asks you whether you want to join him, one player should say 'Yes' and the other 'No'. The players then fight it out against each other, and whoever is left standing is again asked the question by the boss. The player should say 'No'. You'll then fight Mr Big. Defeat him, and you'll become Mr Big, the leader of all the no-gooders, and the ending will be different.(It's a crap ending normally anyway).

European Club Soccer

The foolish **Matthew Moore** sent us a letter but instead of starting it with 'Dear *Sega Zone*', he used the name of a lesser Sega mag, I daren't mention. Anyway luckily he had a couple of codes to this fabbo game, which I thought I'd use.

Quarter Finals 2nd leg = R8BSQBDFLQ
Semi Finals 1st leg = OSNTABDGHA
Semi Finals 2nd leg = KWNTQBDHCA
Final = J8NUABDIAE

Also thanks to **Karl Smith** for the following codes:

E8CAQA6BCA, LGCBQA6DGA, JOCCQA6FCA, AWCDQA6HHC and M3CEAA6ICA.

Ecco The Dolphin

More underwater japes, as **Jeff Taylor** tells us that has found a great cheat for *Ecco The Dolphin* on the Mega Drive.

Apparently you can make passwords up from the letters A+N. For example, if you want to get to the final fight, simply enter NAAA NAAA.

Re-arange the letters and experiment to find other levels.

Streets Of Rage

Any would be hard lads (and ladettes) out there having problems with the handheld version of *Streets Of Rage* had better thank **Jonathon Owen** for his rather fabbo guide to this rather good beat 'em up.

AXEL: The best character. Use the jump kick for most of the time by pressing button two and then button one.

BLAZE: Not as good as Axel but not bad. Her leg toss is the best move in her repertoire.

Power Tips
The power-ups are hidden in various objects on every round.

Round 1 = Telephone boxes
Round 2 = Traffic Cones
Round 3 = (See list)
Round 4 = Crates
Round 5 = Vases

Round One: Waste the punks and the fast blokes at the start of the round. When the fat bloke with the pipe comes on, waste him and pick up the pipe. Keep pressing button 2 to swipe.

Boss: A pushover if you've got the lead pipe still. Just go to the top right hand corner and keep pressing buttton 1. If you lose the pipe use the same strategy , but you might lose some energy.

Round Two: Be careful not to fall down the holes in the bridge, but use them to your advantage by disposing of enemies by knocking them down there. The ninjas are very difficult, so use the special move or jump kick.

Boss: Pretty difficult. Don't try to throw him, but dodge him and repeatedly jump kick him to his death.

Round Three: This round's a bit harder. Make sure you keep collecting your energy and weapons as you'll need them for the ninjas.

Boss: This level is the hardest in the entire level. The best tactic is to work away on just one of them using the jump kick and knocking them to the ground with the special move. The bottom left hand corner is the best place to stand to inflict pain on these ninja women.

Round Four: As with round 2, use the scenery to your advantage. When confronted by an army of ninjas or fire-blowing dwarves kick or punch them into the moving machines to kill them. The round one boss is a halfway boss.

Boss: Exactly the same as round 2

Round five: The last round, and boy is it tough. Mr Boomerang makes another appearence and so do all the usual bad guys. A lot of lives are needed especially for the first of bosses. The ninja women return from round three, but they are a lot harder this time. When you beat them the doors to Mr Big's office open.

Boss: First of all the normal henchmen will come out in pairs. After you have killed the eight henchmen, Mr Big, himself will appear clutching his machine-gun. Dodge the bullets and then jump kick him from behind. After a few hits he'll keel over and die, and you'll be able to watch the fairly naff end sequence.

Weapons:
Knife = Pretty good, long range or short range.
Pipe = The best. Long range and powerful.
Popper Shaker = Useless, get rid of it!

Crap Cheat Corner

More cheats of the useless, but quite interesting kind here. Yup, it's the Crap Cheat Corner, which is full of... erm... crap cheats (and I mean cheats, not stuff like "If you want to make *Sonic 2* harder tie your shoelaces together and jump around your house singing *Everything I Do* while playing the game.") Send them to: **Crap Cheat Corner, PG Tips, Sega Zone, 19 Bolsover St, London, WIP 7HJ.**

Sonic 2

Steven Bailey (who wants me to say hello to **Ben Pryce**, **Nick Morris**, **Johnston**, **L.P** and **Nigugz Bowen**) suggests that you go to the OPTIONS screen and select sound 7E on the sound test. Now all music and sound in the game is deleted. Now select a music test you like (05 for instance.) Now press and hold RESET and you'll be able to hear that music while you hold RESET down. Great for breaking the ice at 'listening to sound while pressing reset' parties apparently. The crap tip is: if you want to finish the game collect lots of rings and don't die. Yeeees. Don't call us.

Aladdin's Lamp

Ooo. It's the Game Genie corner again. Not a very good response this month, with me only reviewing a couple of letters. Anyway remember that you're probably thinking "Oh, I won't send my codes in, there's no way I'd win or anything!" Well you'd be wrong, because it's soooo easy to win the cart of your choice, just ask **Neil Brathwaite** who walks off with a copy of *Mega-Lo-Mania* for his codes. (The first code though is from **Cheryl Humble**.) So get sending in your original codes (we can check if you've nicked them from somewhere) to: Aladdin's Lamp, The Game Genie Bit, at the usual *Sega Zone* address. Anyway here are those codes:

Sonic The Hedgehog

CODE:	EFFECT:
NY3T AALL	Start with 100 lives
AT3T BA4R	Start with 4 chaos emeralds + 4 conts
A23T BA4R	No special stage
HCRA BJXO	1 ring equals 512
9CRA BJXO	Collect the rings, finish the level and watch the score
CHLT AJGL	Sonic goes Hedgehopping (watch him die)
SEOT CABY	Who needs shoes?
9CRA BOXG	Some rings explode into animals. While others make you lose all your rings.
NCLT BYE6	Makes the crabs go mad.
AY3T BA4R	Start with 5 emeralds and 5 continues.

Slider

"I have some passwords for *Slider* on the Game Gear," Wrote **Booker** (PLEASE use your full names!). They're for levels 2-99. 99 is the last level. Here they are:

LEVEL	PASSWORD	LEVEL	PASSWORD	LEVEL	PASSWORD	LEVEL	PASSWORD
2	AJAJ	24	AAGG	46	ANCP	73	JNPF
3	JJJL	25	JAPI	47	JNLB	74	AGGM
4	AACC	26	AJGP	48	CEAG	75	JGPO
5	JALE	27	JJPB	49	LEJI	76	APGF
6	AJCL	28	CAEG	50	AGAG	77	JPPH
7	JJLN	29	LANI	51	JGJI	78	CGEM
8	CAAC	30	ACEG	52	APAP	79	LGNO
9	LAJE	31	JCNI	53	JPJB	80	EAAE
10	ACAC	32	ALEP	54	AGCI	81	NAJG
11	JCGE	33	JLNB	55	JGJK	82	EJAN
12	ALAL	34	ACGI	56	APCB	83	NJJP
13	JLJN	35	JCPK	57	JPLD	84	EACG
14	ACCE	36	ALGB	58	CGAI	85	NALI
15	JCLG	37	JLPD	59	LGJK	86	EJCP
16	ALCN	38	CCEI	60	AEEI	87	NJLB
17	JLLP	39	LCNK	61	JENK	88	GAAG
18	CCAE	40	AEAE	62	ANEB	89	PAJI
19	LCJG	41	JEJG	63	JNND	90	ECAG
20	AAEE	42	ANAN	64	AEGK	91	NCJI
21	JANG	43	JNJP	65	JEPM	92	ELAP
22	AJEN	44	AECG	66	ANGD	93	NLJB
23	JJNP	45	JELI	67	JNPF	94	ECCI
				68	CEEK	95	NCLK
				69	LENM	96	ELLB
				70	AGEK	97	NLLD
				71	JGNM	98	GCAI
				72	APED	99	PLJK

Sonic 2

Arron Kostilete has a rather handy hint for Sega's best selling game and It goes something like this:
On the title screen go up to options and put player mode on TAILS ONLY then press START. Collect enough rings so you can enter the special stage, then collect as many rings as it takes to get an emerald. Wait until the game resumes then press RESET. Once this is done you will be back at the beginning, when It asks you for PLAYER 1, PLAYER 2 or OPTIONS. Go to OPTIONS and pick TAILS ALONE mode again. Press START, now when you go to the special stage you will be able to collect the second emerald, as your first one is still saved. Repeat until you have nearly all the emeralds. Just before you collect the last emerald change into SONIC ONLY on the OPTIONS screen. Then you will be able to collect all the emeralds on Level 1 without losing any lives.

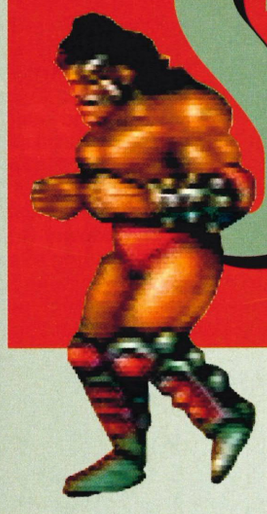
Sonic 2 Game Genie Codes

If you're lucky enough to own a Game Genie, and you're clever enough to be able to work it, then why not try these codes?

Player 1 Code	Player 2 Code	Effect
SAST-DA1A	SATA-DAVW	Each ring worth 8
NN8A-AAD2	NN8A-AAD8	Start with 99 lives
JW3A-CA4J	JXGA-CA7G	Infinite lives

Two Player Code	Effect
CBVT-CAE2	Rocket jump
982T-CAF8	Sonic stays invincible for longer after being hit
ALTA-CA8N	Sonic becomes invisible and invincible after getting hit (must have at least one ring)
ALTA-CA9J	Once invincible Sonic stays that way until the end of the level
ATTT-CA4W	Sonic doesn't lose rings when hit
ATTT-CA5G	Tails doesn't lose rings when hit

Street



MEGA DRIVE

A bunch of street hoodlums, a paleolithic caveman and a whirling dervish. Put them together and what do you get? (Clue: not the latest additions to the cast of *Eldorado*.) It's this month's ultra skill, er, Skill Zone with a selection of hints and tips for *Streets Of Rage 2*, *Chuck Rock* and *Taz-Mania*.

Miscellaneous Hints

If you finish the game on the hardest mode, you will get a special code! (which we'll lee to you to discover).

Stage 1:

1-1:**Jack:** Hit him, then pick up the knives and use them on him.

1-2: **Electra:** Jump kick her. Watch her lightning whip.

1-3:**Barbon:** Hit him and he will block your punch. Then, do your special move . Defeat all the other guys on the screen first, and he will be easier.

Stage 2:

2-1: **Motorcycles:** Jump kick them or use your special move on them. With a little practice, they won't be an problem at all.

2-2:**Kakuyo & Ryokurou:** Use every move you can muster for these two.

2-3:**Jet::**Jump kick him and do your special moves. Don't let him get close to you, or he'll pick you up and do major damage.

Stage 3:

3-2: Break the arcade machines to find items!.

3-5: **Kusangi:** Do not jump, or he will turn invincible (only while your're in the air).

3-6: **Beano:** Trap him on the right side of the screen, constantly using your special moves.

3-7: **Vehells:** If you are fighting him with a partner, have one person stand on either side of him punching him (back and forth). If not, constantly punch him.

Zamza: Keep moving and wait for him to jump in front of you. When he does, hit or kick him while staying away from him.

Stage 4:

4-2: **Big-Go and Big Ben:** Trap these guys on the right side of the screen. Don't let them charge you, or they will hit you with their fire breath.

4-3: **Elevator:** Watch out for shadows on the ground. Don't let the enemies drop on top of you.

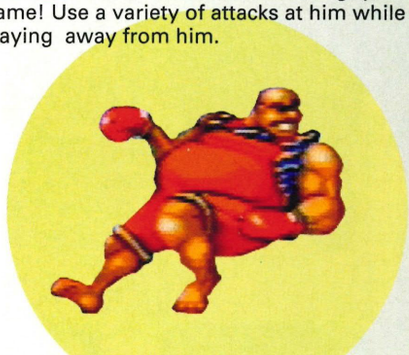
4-4: **Ababade:** Kick him and then jump. After that, do your special move.

ts of Rage 2

Stage 5:

5-2: Raven & Eagle: Grab these two and throw them.

5-3: Mach: Jump kick him and watch out for the bombs.
Yagasira: Do not jump kick him or he will become invincible.
R.Bear: This is one of the hardest guys in the game! Use a variety of attacks at him while staying away from him.

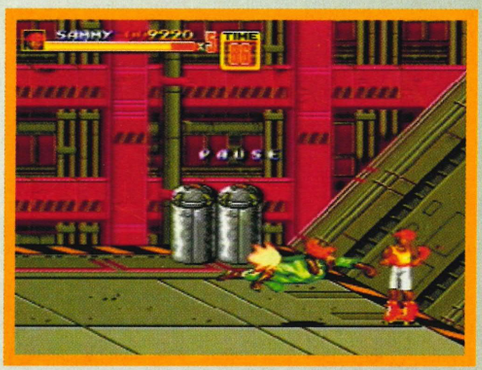


Stage 6:

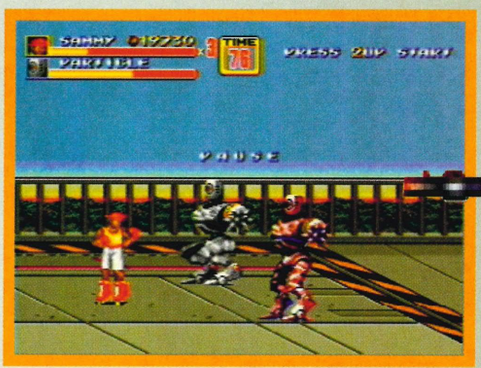
6-1: Genyosai: Watch for shurikens. Jump kick him and try to get in close and throw him. Don't let the other guys on the screen double and triple team you!

Stage 7:

7-2: Griphis: Jump kick him.

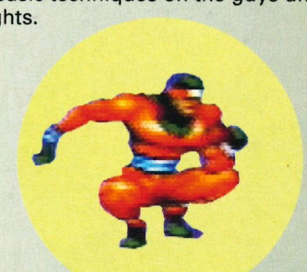


When you come to an area with tons of enemies, stay in the left or right corner, attacking them.
Molecule & Partical: Trap these two off the screen. They are hard to defeat if you don't.



Stage 8:

Stage 8 is basically the first seven stage bosses with tons of other bosses to fight. Use the same basic techniques on the guys until the end fights.



Shive: Shive is the hardest guy in the game. This is your basic fight for life. Don't let him get too close, while constantly punching and kicking him. Special moves are all but useless with this guy, as he has a way to avoid everything. With a little practice, you will defeat him.

Mr. X: Trap him in the corner with your special move!. If you do it correctly, he will never even get a chance to attack you!

GAME GEAR

Taz-Mania

The Badlands:

Keep ahead of the barrelling boulder with the whirling Taz Tornado. The Bush Rats kick down loose rocks. Stay out of the rockfall and leap over the geysers. Don't pass up snacks or you'll run out of energy. Jump over the ravine to exit the level.

The Mine:

From the start, keep the D-pad held in the up position throughout this level. If you do not press up, you'll get lost in the maze.

The Snowy Slopes:

The slopes are cluttered with tree stumps, rocks and branches. A mob of Bush Rats chase you through the snow. Jump on the Bush Rats to defeat them. You can take the high slope or the low slope, it doesn't matter.

Iceland:

Jump from one frozen chunk to another. You can control the distance of the jump by holding the jump button down. Jump on the penguins to get them out of your way. If you fall into the ice water, spin to break out. Collect the fish to regain energy.

The Iceman's cavern:

Move close to the iceman to get his attention. Then step backward to get him to follow you. When he is standing on a stream vent, do spinning jumps to trigger the stream vents from below. Repeat this patten until he melts.

The Sky-Cross:

Press button 2 repeatedly to make Taz pump his arms and fly. Weave through the floating Bush Rats. Fly into the yellow to recharge your energy. Continue right until you land on ledge. Break through the walls by using the Tornado Spin. Head right to exit the level.

The Jungle:

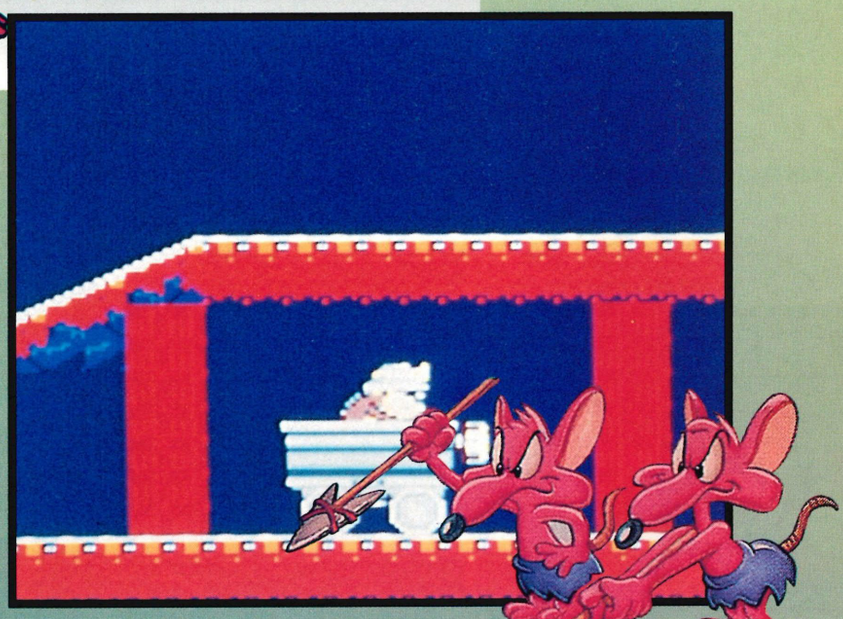
Jump on the floating logs to ride them down stream. Leap onto the rocky outcrops before the log sinks. Continue all the way right to find Francis X. Jump on Francis X to exit this level.

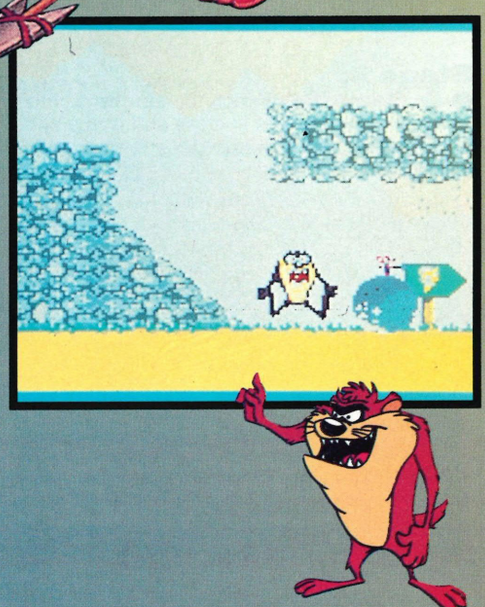
The Taztec Ruins:

Climb all the way to the upper left. There you will find a statue of Taz. Jump onto the statue, now jump up to the ledge that is above you. Walk to the left, right above you is an area with statue heads, jump and spin onto this ledge (very tricky to do). Next, jump and spin to the far left. You will land on some more ruins, just below you is a ledge of a cliff. Land on this ledge to exit the level.

LAST LEVEL:

Walk all the way to the far right. Jump on the green platforms. Continue up the platforms to the upper left of the screen. When you reach the top, walk to the left. Try to avoid the bird that is flying around, you can not kill it. Once you reach the ledge on the far right, jump and spin to the right. If you jump far enough, you'll land on a birds nest. Touch the egg in the nest to finish the game.





Chuck Rock

GAME GEAR

Round 1-1:
Pick up the small rock and proceed to the right of the screen. Use the rock as a stepping stone to get to the higher ledges. Continue right to the exit.

Round 1-2:
Keep on going right and pick up the small rock. When you reach the lake, jump on the geyser and let it take you across the lake. Once you reach the other side, drop your rock into the water. Quickly jump on the rock you threw, then jump on the grey ledge on your right. Continue right to the exit.

Round 1-3:
Go right and pick up the small rock. Walk on to the tail of the alligator, throw the rock onto its head and he will boost you (like teeter-tooter) to the high ledge above you. Once you're on the ledge, let the red bird take you to the other side of the gap. Go up and over the hills. When you are on the other side of the hill, pick up the big rock and go to the right. You will then be standing in front of some thorns. Throw the big rock into the middle of the thorns and next jump on the rock to avoid the thorns. Pick up the rock and use it to boost yourself up to the ledge above you using the alligator (throw the rock on the alligators head while standing on his tail). Now, go left until you get to the rock ledges, next go right to the exit.

Boss 1: Triceratops
Pick up the small rock, put the rock on the highest ledge. Jump onto the same ledge you put the rock on. Pick up the rock and throw it at the boss. Then jump down and repeat pattern.

password 7G09M

Round 2-1:
Go right, swimming through the water. Continue right and out of the water. Use the large rock to get up the next ledge on the right. Jump back in the water and head right. Once out of the water you will be on the ledge with a big toad. Jump on the big toad to boost you to the next ledge. Keep going to the right to get to the exit.

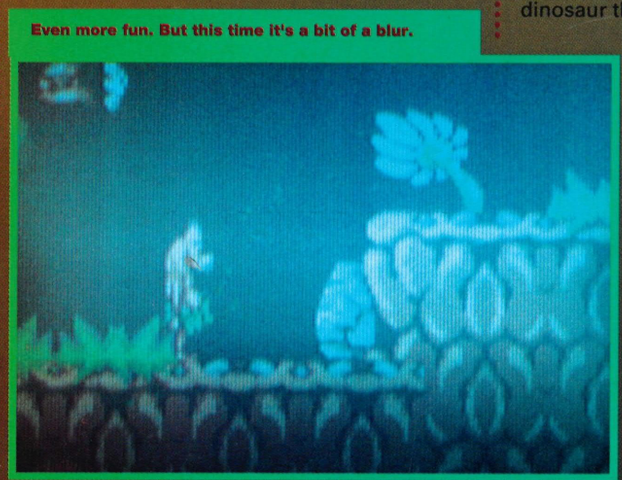
Round 2-2:
Head to the right going under water. Continue right above land and you will reach a geyser. Jump onto the geyser and ride it to the right. Keep going right to the exit.

Round 2-3:
Go right and pick up the small rock, continue right and use the rock to get to the higher ledges. Head right and look for a hidden giant toad hidden behind some plants. Jump on the giant toad to boost yourself up to the ledge on the right. Continue right to find the exit.

Boss 2: Plesiasaurs
Swim down and underneath him, then swim to the upper right corner. Turn and face him while you repeatedly kick him in the back of the head. After defeating him, swim up and out of the water to get air.

password NN6E3

Round 3-1:
Head all the way to the right and find the exit. Be careful of the stalactites and the green dinosaur that go small when you hit them.



Even more fun. But this time it's a bit of a blur.

Round 3-2:
Just head all the way to the right to find the exit. Use the small woolly mammoth to boost you to higher ledges.

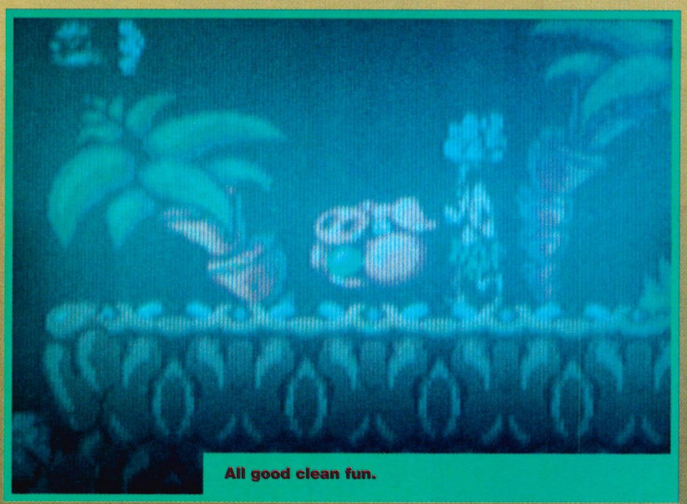
Round 3-3:
Head all the way to the right to the exit. Watch out for the brown hedgehogs (they throw out dino eggs).

Boss 3: Giant Mammoth
Hold left on the D-pad while he is sucking you in. Then, stand in the middle of the screen. Jump and kick him in the nose when he is jumping back and forth. Now head left all the way to the left of the screen and repeat this pattern.

password 84AKC

Round 4-1:
Watch out for the fly skeletons, carry a rock to avoid them. Use the green balls to boost you to higher levels. Head to the right to find the exit.

Round 4-2:
Head all the way to the right, it's easier to keep jumping over the enemies on this level.



All good clean fun.

Round 4-3:
Walk as fast as you can to the right. Do not stop to destroy any enemies.

Round 4-4:
Walk as fast as you can to the right. Do not stop to destroy any enemies.

LAST BOSS: Tyrannosaurs
Jump off any ledge to the right and kick the boss. Make sure you have enough room on the left to escape his attack. It takes 10-12 hits to destroy him.

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1 the owl

This totally brilliant Mega Drive joypad from Cheetah gives you eight-directional fingertip control, three light-touch fire buttons, three instant-access turbo-fire buttons and an adjustable, three-position slow motion function. Ace!

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2 alien 3 joystick

Part of Cheetah's Characteristick range (including Bart, Batman and Termie 2), the Alien 3 joystick mutha has eight-directional control and highly sensitive light-touch fire buttons. Comes in Master System and Mega Drive versions. Scary!

WORTH: £16.99

3 gear master™

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the Cart Show

Welcome to The Cart Show, your at-a-glance guide to what's on offer for your Mega Drive, Master System or Game Gear. All the carts are listed in alphabetical order, with a score and a brief summary for each one to help make your 'which cart' decision that much easier.

6 page pull-out game guide!

Games so good that we dare not gauge their greatness get one of these – Mega Zone

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

ABRAMS TANK
Sega/£39.99 ✱ Nothing to do with ex-smart pop guru Colonel Abrahams, this is a tank battle sim that, despite a rubbery feeling to the controls, tries to do something new (but only half succeeds). ✪✪✪

AFTER BURNER 2
Sega/£34.99 ✱ Classic arcade coin-op transfer that does not suffer in the transition to the Mega Drive. Fast, slick and deadly.
✪✪✪✪

ALIEN STORM
Sega/£34.99 ✱ *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf* thrown in. Great fun in two-player mode, with deliciously slimy sprites. Good fun, but not very original.
✪✪✪

ALIEN 3
Acclaim/£39.99 ✱ Mindless violence a-go go in this gory and challenging shoot 'em up film licence. ✪✪✪✪✪

ALISIA DRAGOON
Sega/£44.99 ✱ Magical platform game in which smart graphics are overshadowed by almost unplayable difficulty level. ✪✪✪

ALTERED BEAST
Sega/£34.99 ✱ Until recently, bundled with your Mega Drive, which always seemed odd since it was crap. Dull beat 'em up. ✪✪

AQUATICS
Electronic Arts/£34.99 ✱ Everybody's favourite underwater agent, James Pond, returns as host of the 'Aquatic Games', a series of eight alternative watersports events. Colourful, fun and very competitive, for up to four players.
✪✪✪✪✪

ARCH RIVALS
Acclaim/£37.99 ✱ Basketball crossed with a beat 'em up which looks (and plays) a little flatly. Nice idea that fails to get off the ground.
✪✪✪

ARCUS ODYSSEY
Renovation/£44.99 ✱ An original and highly addictive graphic adventure. It's varied enough to ensure that, even in the most unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold.
✪✪✪✪✪

ARNOLD PALMER GOLF
Sega/£34.99 ✱ Fine golf simulator, which may not be high on action (not that golf itself is exactly high on action), but it's certainly well animated and realistic. Fairly nifty for those of you who fancy a more laid-back sports sim.
✪✪✪✪

ART ALIVE
Sega/£29.99 ✱ Sega's pathetic attempt to produce an art package totally misses the point. A completely useless range of colours and brushes means you're better off splashing your cash around somewhere else. ✪

688 ATTACK SUB
Sega/£39.99 ✱ You can play either a Russian or American sub commander in a range of missions. Complex gameplay, nifty graphics and a whole load of sampled speech make this a rewarding game. ✪✪✪

AYRTON SENNA GP
Sega/£34.99 ✱ Fairly good race game starring everyone's most hated driver, Ayrton Senna. All together now, there's only only Nigel Mansell, one Nigel Mansell ... (*Actually, Ayrton's a very nice lad. Ayrton's mum.*) ✪✪✪

BACK TO THE FUTURE II
Sega/£39.99 ✱ Poor and unimaginative console version of the poor and unimaginative film. Not at the 'best game ever made in the history of the world' end of the scale, more in the 'Why?' department, really. ✪

BAD OMEN
Hot B/£35.99 ✱ A pretty funky *Breakout* clone with a dash of pinball thrown in for good measure. A pretty good game all in all.
✪✪✪✪✪

BART VS THE SPACE MUTANTS
Flying Edge/£39.99 ✱ Interesting mixture of arcade platform game with a few puzzles thrown in for good measure. It's a good use of the licence, but it's pitched very hard and there's something stilted about the animation. Its really best suited to the serious Bart fans among you.
✪✪✪

PGA TOUR 2
Electronic Arts/£39.99 ✱
The latest version of this sporting classic now has seven courses and new improved digitised golfing slacks.

BATMAN
Sega/£39.99 ✱ The Lycra-clad lovely with the collection of 'toys' to make Inspector Gadget and James Bond green with envy, dons his utility belt and anti-gravity boots for an adventure on the Mega Drive. Okay beat 'em up that follows the film quite closely, yet has no special features to make this game outstanding. ✪✪✪

BATMAN RETURNS
Sega/£39.99 ✱ Very playable platform beat 'em up with bags of gothic atmosphere. A variety of gadgets and weapons makes for laffs galore.
✪✪✪✪

BATTLE SQUADRON
Sega/£39.99 ✱ Run of the mill shoot 'em up. Nothing special. ✪✪

BONANZA BROTHERS
Sega/£34.99 ✱ Okay puzzle cum-arcade-adventure game.
✪✪✪

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

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

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

CENTURION
Electronic Arts/£39.99 ✱ As the title suggests, this is a strategy shoot 'em up which requires a large amount of thought, guile and planning to be able to achieve the ultimate goal: complete and utter world domination.
✪✪✪✪

CHAKAN
Sega/£39.99 ✱ Scary platform slash 'em up with an unpleasant looking hero and a big dollop of sword and sorcery. An usual plot and some nice backgrounds all add to the game's atmosphere.
✪✪✪✪

CHIKI CHIKI BOYS
Capcom/Sega/£39.99 ✱ A cutesy shoot 'em up with an icky sweet name and graphics. Really only suitable for kids.
✪✪✪✪

the Cart Show

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

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

CORPORATION
Virgin/£39.99 ✱ In-depth and slightly frustrating space age RPG that tips more than a passing nod to *Blade Runner.* Good fun for the serious RPG-er. ✪ ✪ ✪ ✪

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

D.ROBINSON'S COURT
Telnet/£39.99 ✱ Like most basketball games on the MD, it's not really that good, but it's not that bad either. ✪ ✪ ✪

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

DESERT STRIKE
MEGA ZONE

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

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

DOUBLE DRAGON
Ballistic/£29.99 ✱ Cartoony graphics and predictable gameplay leave you feeling a bit limp. The whole shebang looks a little tired and old now, and despite the low cover price you're left thinking "Big, fat, hairy deal." ✪ ✪ ✪

DOUBLE DRAGON 3
Acclaim/£39.99 ✱ Very lame two-player beat 'em up, with some pretty backgrounds. ✪

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

EA HOCKEY
MEGA ZONE

Electronic Arts/£39.99 ✱ Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some brillantly detailed graphics, coupled with the highly addictive game of ice hockey make this particular Mega Drive a definite 'must have'.

ECCO
MEGA ZONE

Sega/£39.99 ✱ Spooky, off-the-wall dolphin sim and puzzle game. Totally original and fab, thanks mainly to the excellent animation and fiendish conundrums.

EVANDER HOLYFIELD BOXING
Sega/£49.99 ✱ Yet another appaling boxing sim – don't bother (especially since Evander isn't World Champ no more). ✪ ✪

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

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

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

F-22 INTERCEPTOR
MEGA ZONE

Electronic Arts/£39.99 ✱ Yet another classic Mega Drive game from EA. Loads of action keeps your interest alive without sacrificing the quality of the graphics. It's got more balls than the entire English rugby team. I have to say its simply brill-o.

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

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

FATAL LABYRINTH
Sega/£29.99 ✱ Famous old game that still pulls in the players. A bit of a classic. ✪ ✪ ✪ ✪

FATAL REWIND
Electronic Arts/£39.99 ✱ This one's an original and clever platform blow 'em-away. It includes some very nice touches, including an instant replay of your recent destruction which you can take over and play at any point, thus changing your own destiny. This makes for a superior game. ✪ ✪ ✪ ✪ ✪

FERRARI GP CHALLENGE
Acclaim/£39.99 ✱ Get your thinking caps on... Now let's see if you can guess what this game's about. I'll give you a wee hint – there's a strong vein of *Formula One* in it. ✪ ✪

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

FORGOTTEN WORLDS
Sega/£34.99 ✱ Mindless blaster cart that offers a good pump of the trigger finger – if anything else. ✪ ✪

NEW ENTRY GADGET TWINS
Gametek/£39.99 ✱ Don't be put off by the rather basic-looking graphics; this game has a fair dollop of playability and some amusing animations. Two-player simultaneous option makes it a hoot (so long as you've got a chum). ✪ ✪ ✪

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

NEW ENTRY GEORGE FOREMAN'S KO BOXING
Acclaim/£39.99 ✱ Boxing game featuring the boxer turned preacher turned boxer again. Hard to believe, but this is actually worse than the Master System version. ✪ ✪

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

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

GODS
MEGA ZONE

Mindscape US/£39.99 ✱ Even faster than the computer original, this excellent arcade adventure has lots of levers to pull, secrets to discover and baddies to kill. However, it's not available in this country so you'll have to get it on import.

GRANADA
Ubi Soft/£34.99 ✱ Travel through the world of *Coronation Street,* drinking milk stout, gossiping with old people, finding out the latest gos on Curly and Angie. Nah, just kidding. *Granada* is a plain old shoot 'em up (unfortunately), with enough challenge and originality to make it worth a look. (Just.) ✪ ✪ ✪

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

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

HELL FIRE
Sega/£34.99 ✱ Average arcade shoot 'em up. Nothing new. ✪ ✪

HERZOG ZWEI
Sega/£34.99 ✱ Not unlike *Risk,* this is an odd cart that attempts to mix both arcade and strategy action. Not sure it works. ✪ ✪

HOME ALONE
Sega/£39.99 ✱ The dirt says hot, the label says not (which means that it doesn't live up to the hype). Between conception and playing, a tinge of mediocrity has crept into the gameplay. Rather slow and two-dimensional. ✪ ✪

THE IMMORTAL
MEGA ZONE

Electronic Arts/£39.99 ✱ Despite the fair hefty price tag, *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market – incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not – save your pennies and buy this game.

INDIANA JONES AND THE LAST CRUSADE
US Gold/£39.99 ✱ Quite polished but uninspired platform beat 'em up. Sadly, not that much better than the excellent Game Gear version despite the eight more bits. ✪ ✪ ✪

IT CAME FROM THE DESERT
Sega/£39.99 ✱ Based on an old 1950s B-movie about giant ants and just as crap. ✪

JAMES BOND: THE DUEL
Domark/£39.99 ✱ Good graphics and beautifully animated, but nothing whatsoever to do with duelling. Locations include an oil tanker, jungle, volcanic cavern and a space shuttle before the final confrontation with Bond's arch-rival wotsisname. The gameplay becomes increasingly more challenging as you progress. Pretty smart all in all. ✪ ✪ ✪ ✪ ✪

JAMES POND
Electronic Arts/£39.99 ✱ Not to be confused with James Bond, who is very smooth and not a fish. This is the first outing for the aquatic-based super-spy. Pond is licensed to gill and must save as many trapped lobsters as possible from their doom in this eco-adventure. Not as good as its sequel. ✪ ✪ ✪

JAMES POND II: ROBOCOD
MEGA ZONE

Electronic Arts/£39.99 ✱ James Pond, Bubble 07, is back in an adventure so festive that it has everything but fairy lights hanging from it. Silky smooth graphics and animation, as well as an oh-so-sweet storyline. A Mega Drive cart that's well up to the usual EA standard.

JENNIFER CAPRIATI TENNIS
Shekhana/£39.99 ✱ Fairly competent tennis game, which could perhaps have benefited from being fine-tuned and speeded up. Lots of young ladies in skimpy sportswear, though. ✪ ✪ ✪ ✪

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

JOE MONTANA FOOTBALL
Sega/£34.99 ✱ Original Mega Drive American footie game that now looks a little dated. ✪ ✪ ✪

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

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

JOHN MADDEN '92
MEGA ZONE

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

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

KING'S BOUNTY
Electronic Arts/£34.99 ✱ A graphic adventure kinda game where you build armies with fantasy creatures and set off exploring continents. Suffice to say it's very good. ✪ ✪ ✪ ✪

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

KRUSTY'S SUPER FUN HOUSE
Acclaim/£39.99 ✱ An excellent puzzle game with lots of platform frolics. Would have been equally good without the occasional cameo by Bart and his clan, but still a must if you're into thinky games. ✪ ✪ ✪ ✪

LANDSTALKER
MEGA ZONE

Climax Ent./Sega/£47 ✱ Marvellous isometrically viewed arcade adventure. The doyen of the Japanese games press.

POWERMONGER
MEGA DRIVE MEGA ZONE

Electronic Arts/£39.99 ✱ Absorbing icon-driven strategy game in which you control up to five armies in a 3D battle environment. It all happens in real time, it's quite involved and it's definitely not for the hard of thinking.

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SUPER KICK OFF

US Gold/£29.99 *

The grand-daddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through.

LEADERBOARD

US Gold/£39.99 * Disappointing and dated golf game. Lacks the atmosphere and feel of real golf *(Eh? Ed.)*. Go for *PGA* if you feel the need for virtual putting. ✪ ✪ ✪

LHX ATTACK CHOPPER

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

LOTUS TURBO CHALLENGE

Electronic Arts/£39.99 * Not technically the best Mega Drive driving game, but it still manages to breathe some life back into the genre. If you like your games graphically brilliant, this won't disappoint you. ✪ ✪ ✪

MARBLE MADNESS

Electronic Arts/£39.99 * A rather excellent conversion of the old arcade classic. Simple but effective, you guide your marble around six increasingly difficult courses. ✪ ✪ ✪ ✪

MARIO LEMIEUX HOCKEY

Sega/£39.99 * No, no, no, not *that* Mario. Mario Lemieux is a Yankie ice hockey star who plays for the bizarrely named Penguins. The game's okay, except you find yourself remembering how good *EA Hockey* is. ✪ ✪ ✪

NEW ENTRY MEGALOMANIA

Virgin/£34.99 * An excellent introduction to the God-sim, with more digitised speech than the rest of the Sega catalogue put together. Gameplay is more a matter of juggling resources and manpower, than real strategy, but a good cart for your collection anyway. ✪ ✪ ✪ ✪ ✪

MERCS

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

MICKEY AND DONALD WORLD OF ILLUSION

Flying Edge/£39.99 * Adorable platform romp, mercifully free of any nasty violence. An excellent two-player simultaneous action feature allows Mickey and Donald to interact with one another in a way that would leave Minnie feeling all rejected if she ever knew

MICKEY MOUSE

Sega/£39.99 * Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures – who, unlike other fluffy woodland creatures, aren't altogether friendly. Mickey must journey through a variety of terrains to a final conflict with the witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound, too. All in all, this is an outstanding Mega Drive game.

MICRO MACHINES

Codemasters/£39.99 * This spooky old race game puts you in control of these diddy little cars, boats, and helicopters charging around kitchen table tops, green houses and the like. Very unusual, and very lovely. ✪ ✪ ✪ ✪ ✪

MIDNIGHT RESISTANCE

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

MIGHT AND MAGIC

Sega/£49.99 * A menu-driven adventure of the first class. *Might And Magic* is especially nice for the bearded games players who are into dex points. ✪ ✪ ✪

MIKE DITKA POWER FOOTBALL

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

MOONWALKER

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

MYSTIC DEFENDER

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

NINJA GAIDEN

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

NFL SPORTSTALK FOOTBALL – STARRING JOE MONTANA

Sega/£39.99 * Better than *Joe Montana 2* in most respects, yet you still feel let down by the controls when trying to switch between players in a hurry. It's a very good game, but in the kingdom of American football the *John Madden* games still wear the crown. ✪ ✪ ✪ ✪

NHPLA HOCKEY

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

OLYMPIC

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

OLYMPIC GOLD

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

PACMANIA

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

PHANTASY STAR 2

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

PHANTASY STAR 3

Sega/£49.99 * This is almost the spitting image of *Phantasy Star 2*. Rather too expensive for a sequel that is so like the original. ✪ ✪ ✪

PHELIOS

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

PITFIGHTER

Tengen/Domark/£39.99 * Bare-knuckle fighting is violent, illegal and very dangerous. It's also a stonking Mega Drive game. Almost the same as the real thing (not that we'd know). One of the best single location beat 'em ups around. ✪ ✪ ✪ ✪ ✪

POPULOUS

Electronic Arts/£39.99 * Here, not unlike the plot of *Sim City*, you get to play God. But unlike *Sim City* you get to develop a race of people in competition with another race. A classic game and a must for egomaniacs. ✪ ✪ ✪ ✪ ✪

QUACKSHOT

Sega/£39.99 * Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform adventure game starring one of the fave Disney characters (in this case Donald Duck). Superb graphically but slightly too slow to make it a classic. ✪ ✪ ✪

RAIDEN TRAD

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

RAMBO III

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

REVENGE OF SHINOBI

Supervision/£40 * Leaps and bounds ahead of pretty much anything on either console or computer. This little baby is one of the best games of its type (ie Ninja-type thing with flying pointy silver bits and so on). ✪ ✪ ✪ ✪ ✪

RINGS OF POWER

Electronic Arts/£49.99 * Odd little RPG game from EA. Either you love it or hate it. Most have hated it. Poor graphics, poor gameplay – bit of a poor game all round, really ✪ ✪

RISKY WOODS

Electronic Arts/£39.99 *Ghouls 'N' Ghosts* meets classic TV prog in which contestants name tunes, *Name That Tune*. Rohan the brave young adventurer sets out to free a load of monks who have been turned into stone cladding by the evil Draxos. Collect tags and keys to throw at the gatekeeper who only lets you pass once you've repeated his little tune.

ROAD RASH

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

ROAD RASH 2

Electronic Arts/ £39.99 * This is an excellent update of *Road Rash* with a split-screen, two-player option and an exciting nice new chain to hit people with.

ROLO TO THE RESCUE

Electronic Arts/£34.99 * Cutesy-puzzley elephant sim from the people who brought you *James Pond*. ✪ ✪ ✪ ✪ ✪

SHADOW DANCER

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

SHADOW OF THE BEAST

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

SHADOW OF THE BEAST 2

Electronic Arts/£39.99 * More of an update on the original *Shadow Of The Beast* than a sequel. Okay if you have a few years to spend on it. ✪ ✪ ✪

SHINING IN THE DARKNESS

Sega/£49.99 * An okay kinda graphic adventure, but not a patch on *The Immortal*. The only way it scores over its better EA partner is that you can save your position within the game. ✪ ✪ ✪

NEW ENTRY SHINOBI III

Sega/£39.99 * Also called *Super Shinobi II*, this is the sequel to one of the best ninja games ever. It's not very original and the controls are a bit fiddly, but animation and sound is fab. ✪ ✪ ✪ ✪ ✪

SIDE POCKET

Sega/£39.99 * Not very good. Addictive in a funny sort of way, with the promise of fantasy friends (ie half-clad girls to perv over) on title screens, but a lack of control over the cue angle makes it frustrating not fun. ✪ ✪

SONIC THE HEDGEHOG

Sega/£34.99 * One of the best, if not *the* best, games around, *Sonic* is destined to become as famous as *Pac-Man*. Amazing graphics, sound and some of the smoothest and fastest animation ever.

SONIC 2

Sega/£39.99

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

SPEEDBALL 2

Virgin/£39.99 * Classic game that falls down a bit in conversion, but still manages to stay up there with the best of the new crop. ✪ ✪ ✪ ✪ ✪

SPIDERMAN

Sega/£39.99 * An initially cumbersome control system could put you off at first, but it's worth plugging away. Once mastered, Spiderman jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and great sound with a fair splash of humour make this one of the best Spidey licences. ✪ ✪ ✪ ✪ ✪

STAR CONTROL

Ballistic/£39.99 * Stonkingly playable and great fun, especially in two-player mode. Great re-working of an old-fashioned kinda game. It's a little bit pricey, though, but hell – it's worth it. ✪ ✪ ✪ ✪

STARFLIGHT

Electronic Arts/£49.99 * One of those games that tries to mix a little bit of shoot 'em up with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA has saved *Starflight* from being too boring. ✪ ✪ ✪

STREETS OF RAGE 2

Sega/£44.99 * Sega's answer to *Streetfighter II*. Fab two-player head-to-head option and a plethora of smart moves make this a bit of a bright shining star among the best of the beat 'em ups.

STRIDER

Sega/£44.99 * Above-average adventure. Good graphics and ear-bending sound make this adventure game a real treat to play. ✪ ✪ ✪ ✪ ✪

SUPER HANG ON

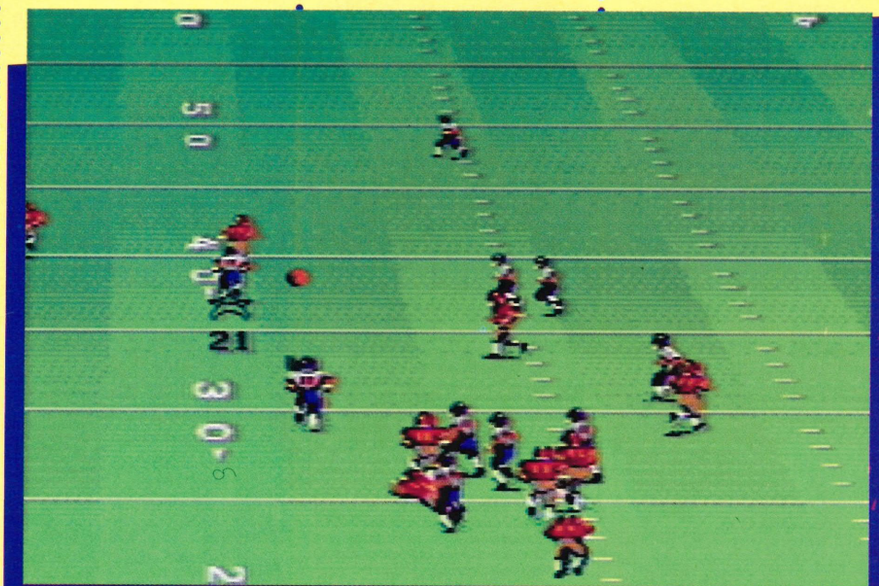
Sega/£34.99 * Sega's attempt to duplicate the success of *Road Rash*. Unfortunately, its not done very well. ✪ ✪

SUPER HYDLIDE

Sega/£39.99 * Crap arcade adventure, with awful graphics and a playability that kills any interest quicker than a short sword between the shoulder blades. ✪

NEW ENTRY SUPER KICK OFF

US Gold/£TBA * An enormous number of options and quite a fast game too, but not half as compellingly addictive as a really good soccer game should be. ✪ ✪ ✪



JOHN MADDEN '93

Electronic Arts/£44.99 * With the teams brought up to date and the programme debugged, John Madden '93 has inherited the title of best American Football game from its predecessor. Lots of digitised *bon mots* from Mr Madden, too.

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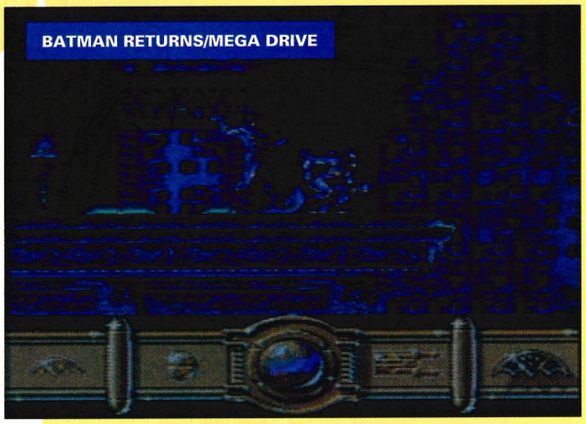

SUPER LEAGUE BASEBALL
Sega/£34.99 ✱ Baseball game that isn't as super as the title might suggest. ✪ ✪

SUPER MONACO GRAND PRIX
Sega/£36 ✱ Fab Grand Prix simulator. Compete in all 16 rounds of the World Championship, pre-qualifying in each for a grid position. The control system takes some getting used to, but you'll be able to race with the best of them when you do. ✪ ✪ ✪ ✪ ✪

SUPER MONACO II
Sega/£49.99 ✱ Improves on the original only in cosmetic ways. Not worth shelling out for if you own *SMI*. ✪ ✪ ✪ ✪

SUPER OFF ROAD
Accolade/£29.99 ✱ For 'arcade classic' read 'cheap licence'. Cynic? Never. Not a bad version of the off-road racing game, but it does all look a tad old now. ✪ ✪

SUPER REAL BASKETBALL
Sega/£34.99 ✱ No it ain't. ✪

SUPER THUNDERBLADE
Sega/£34.99 ✱ Ancient game with loads of really blocky 3D graphics. Sadly, it's looking its considerable age. ✪

SWORD OF VERMILLION
Sega/£49.99 ✱ Very expensive, but very good. One of the best RPG games available for the Mega Drive, if not *the* best. Easy to use, with loads of action and a high rate of play, means that you never get bored. A game for everyone, not just for the seriously bearded. ✪ ✪ ✪ ✪ ✪

NEW ENTRY TAILSPIN
Sega/£34.99 ✱ Fairly sedate platform romp with that all-important simultaneous two-player option. It's a bit of a naughty cash-in on the TV cartoon really, 'cos it smells so much of wee. ✪ ✪ ✪

TAZ-MANIA
Sega/£39.99 ✱ Classic cartoon game featuring the tearaway Tasmanian marsupial of TV fame. Top class action and animation – quite simply, a top class game. ✪ ✪ ✪ ✪

TECMO WORLD CUP
Tecmo/£34.99 ✱ A sorry excuse for a football game. In a game of two halves, this sad effort doesn't make it to half time. Total utter rubbish. ✪

NEW ENTRY TEENAGE MUTANT NINJA TURTLES: THE HYPERSTORE HEIST.
Konami/£39.99
Not a bad little walk-along beat 'em up, really. The animation is very good and quite funny, and there's a two-player option and a dash of digitised speech too. ✪ ✪ ✪

TERMINATOR
Virgin/£34.99 ✱ Well, it all looks very nice, but it's about as shallow as a kiddies' paddling pool. Low on variety and low on challenge. Not one to keep you up all night. ✪ ✪

TERMINATOR 2
Acclaim/£39.99 ✱ Just like the arcade version, with a high Arnie count and the chance for some fab simultaneous two-player action. An excellent reason for getting yourself a Menacer light gun for your Mega Drive. ✪ ✪ ✪ ✪ ✪

THE DUEL: TEST DRIVE II
Accolade/£39.99 ✱ Unimpressive and dated driving game in which you avoid police and Sunday drivers as you hurtle about in a sports car. No two-player option, very few roadside sprites and precious little playability. ✪ ✪

THUNDER FORCE 2
Techno Soft/£34.99 ✱ Fast and smooth scrolling shoot 'em up crammed with excellent sound and graphics – one of the ultimate shoot 'em ups. ✪ ✪ ✪ ✪ ✪

THUNDERFORCE 3
Techno Soft/£35.99 ✱ Kersplat, pow, spagoo! This is the real thing – a shoot 'em up to end all shoot 'em ups. Amazingly fast and smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games. Pretty far out – and really rather hot with a piquant sauce. ✪ ✪ ✪ ✪ ✪

TOEJAM AND EARL
Sega/£39.99 ✱ The much vaunted *Toe Jam And Earl* is like a *Sonic* House mix. So laid-back its horizontal. Funky tunes, spaced-out graphics and rad sampled speech. A graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting manner. Cooler than cool, this not-so-dynamic duo expose Sonic and Mario to be the '70s throwbacks they always were.

TOKI
Sega/£34.99 ✱ Monkey spit, eh? It's dreadful to clean off your clothes.The coin-op and 16-Bit versions were great – even the Lynx remix was ace – so why, oh why has Sega changed pretty much the whole game? ✪ ✪ ✪

TRUXTON
Sega/£34.99 ✱ A straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion with sound and graphics to match the original. ✪ ✪ ✪ ✪

TURBO OUT RUN
Sega/£39.99 ✱ Oh dearie, dearie me. A very poor and very dated game (from an arcade game that is, itself, very dated). You'll probably have a lot more fun playing with the cardboard box it comes in. ✪

TURRICAN
Ballistic/£39.99 ✱ *Turrican* is truly vast and really rather brill. A conversion that stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two-finger salute and then saunters off into the nearest bar to start a fight. It's that cool. ✪ ✪ ✪ ✪ ✪

TWIN HAWK
Sega/£39.99 ✱ The same as every other Mega Drive shoot 'em up before it, except this came last and thus isn't as original as the shoot 'em ups used to be. If you get our drift. ✪ ✪ ✪

UNIVERSAL SOLDIER
Accolade/£34.99 ✱ Good game with fast-paced action and a billion nasties. It has an excellent mix of power-ups, tortuous mazey bits and hidden blocks. However, we can exclusively reveal that it's really *Turrican 2* in disguise with a very convincing wig. ✪ ✪ ✪ ✪

WHERE IS CARMEN SANDIEGO?
Electronic Arts/£49.99 ✱ This one is otherwise known as *Where In The Game Is Carmen Playability*? Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. Hmmm. ✪ ✪

WINTER CHALLENGE
Ballistic/£34.99 ✱ Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathalon, downhill, cross country and ski-jump without having to embark on a bone-crunching Thompson's winter holiday. A sim so real you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive.

WONDERBOY 3: MONSTER LAIR
Sega/£39.99 ✱ Typical platform game with Wonderboy once again having to rescue his hapless and helpless girlfriend. Neat puzzles, good graphics and sound keep this from being simply just another *Wonderboy* game. ✪ ✪ ✪ ✪

WRESTLE WAR
Sega/£34.99 ✱ One of the best wrestling games currently available for the Mega Drive. Large graphics and sprites result in a very playable game. ✪ ✪ ✪ ✪

WWF
Acclaim/£37.99 ✱ Marvellous wrestling game with all your bikini-clad WWF favourites and zillions of moves. Learning all the various keypress combinations is a bit of a nightmare, though, and not for the cack-handed. ✪ ✪ ✪ ✪ ✪

XENON II
Sega/£39.99 ✱ Unfortunately this is not as good as the Amiga version, but it's still a merry little blast 'em up jaunt through deep hyperspace. ✪ ✪ ✪

ZANY GOLF
Electronic Arts/£19.99 ✱ Despite the low cover price, which is possibly the only good thing about it, this is still a real pile of steaming brown and smelly stuff. ✪

ZERO WING
Sega/£39.99 ✱ Tough shoot 'em up that scores with impressive graphics. One of the best. ✪ ✪ ✪ ✪

ZOOM
Sega/£29.99 ✱ Small scale arcadey puzzle game, which is not unlike *Qiz*. Makes you squint a bit 'cos it's so titchy . ✪ ✪ ✪

ACTION FIGHTER
Sega/£12.99 ✱ Cheap and tacky. Full of, er... action and fighting. ✪ ✪

AERIAL ASSAULT
Sega/£29.99 ✱ Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to the 'vacant' frequency. ✪ ✪ ✪

AFTER BURNER
Sega/£29.99 ✱ The classic arcade game makes a disappointing appearance on the 8-Bit. ✪ ✪

ALEX KIDD IN HIGH TECH WORLD
Sega/£29.99 ✱ Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. ✪ ✪ ✪

ALEX KIDD IN LOST STARS
Sega/£29.99 ✱ Yet another adventure for the Kidd. For AK fans only. ✪ ✪

ALEX KIDD IN SHINOBI WORLD
Sega/£29.99 ✱ Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling, however little variation makes this a rather dull game. ✪ ✪ ✪

ALIEN STORM
Sega/£29.99 ✱ Absolutely awful game. Poor conversion of the Mega Drive original. Avoid like the plague. Shame on you Sega ✪

ALIEN SYNDROME
Sega/£29.99 ✱ Shoot 'em up, beat 'em up kinda thing. Rather uneventful. ✪

ALTERED BEAST
Sega/£29.99 ✱ One of the oldest games around. Rather a crap fighting fantasy beat 'em up. Very poor. Avoid ✪

AMERICAN BASEBALL
Sega/£14.99 ✱ One- or two-player mode available. Standard sports management programme plus active play sequences gives you enormous control over your team. ✪ ✪ ✪ ✪

AMERICAN PRO FOOTBALL
Sega/£29.99 ✱ Not just American football, not just American good football, but *American Pro Football*. Says it all, really. ✪ ✪ ✪

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

AYRTON SENNA'S GRAND PRIX
Sega/£29.99 ✱ Kind of like the original, but with enough new twists and effects to make it a pretty good game. ✪ ✪ ✪ ✪

AZTEC ADVENTURE
Sega/£12.99 ✱ Everything to do with arcade adventures in Brazil, and nothing at all to do with trying to see Roddy Frame in concert. ✪ ✪ ✪

BACK TO THE FUTURE III
Acclaim/£32.99 ✱ How long is a piece of string? Can't say, can you? Equally, you can't tell how long a console game should be. One, two or three levels? But there certainly aren't enough in *BTTF III*. As a graphic adventure kinda game, *BTTF III* is fine – it just doesn't go very far. Three levels ain't value for money. ✪ ✪

NEW ENTRY BATMAN RETURNS
Sega/£34.99 ✱ Quite stale platform beat 'em up with the caped crusader taking on the penguin. The 8-bit graphics struggle with Tim Burton's gothic vision of Gotham. ✪ ✪

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

BART VS THE SPACE MUTANTS
Flying Edge/£29.99 ✱ Pretty smart conversion of the old NES game once again finds the young dude with the yellow skin trying to fend off an alien invasion single-handed. ✪ ✪ ✪

BASKETBALL NIGHTMARE
Virgin/£29.99 ✱ Standard basketball game with the twist of playing against various mythical and fantasy creatures. Rather like playing against the England basketball team. ✪ ✪ ✪

BLACK BELT
Sega/£12.99 ✱ Cheap, but unoriginal, beat 'em up. ✪ ✪

BLADE EAGLE 3D
Sega/£9.99 ✱ Stonkingly cheap and cheerful, but also stonkingly crap. ✪

BOMBER RAID
Sega/£29.99 ✱ Take that, Jerry Hun-trousers! Standard 'jolly japes in this RAF kinda shoot ' em up. ✪ ✪

BONANZA BROTHERS
Sega/£29.99 ✱ Smart multi-layered arcade action puzzle game. With traps to overcome and swag to be half-inched. ✪ ✪ ✪ ✪ ✪

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

CALIFORNIA GAMES
Sega/£29.99 ✱ Surf's up on the Master System. A classic game but a poor conversion. ✪ ✪

CAPTAIN SILVER
Sega/£29.99 ✱ Follow the adventures of Captain Silver as he puts wrongs to rights, does good and generally gads about being heroic ✪ ✪ ✪

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

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

CHASE HQ II: SCI
Sega/£32.99 ✱ Good-guy cop game with loads of bad guys to be blown away and cars to be skidded. Humm... okay, I suppose. ✪ ✪

CHESS
Sega/£34.99 ✱ What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. ✪ ✪ ✪

CHOPLIFTER
Sega/£24.99 ✱ Classic horizontally viewed shoot 'em up that, despite being as old as the hills, is still pretty damn playable. ✪ ✪ ✪ ✪

CHUCK ROCK
Virgin/£34.99 ✱ Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little playing time. ✪ ✪ ✪

COLUMNS
Sega/£24.99 ✱ Sega's answer to *Tetris* finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive. ✪ ✪ ✪ ✪

CYBER SHINOBI
Sega/£29.99 ✱ *Shinobi* goes electronic but retains the same old beat 'em up formula. ✪ ✪ ✪

CYBORG HUNTER
Sega/£29.99 ✱ Earth-bound shoot 'em up that really has little new or exciting to offer you. ✪ ✪

DARIUS II
Sega/£32.99 ✱ *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em up. ✪ ✪ ✪ ✪

DICK TRACY
Sega/£29.99 ✱ Despite – perhaps in spite of – Warren Beatty and Madonna, the film was a pretty hopeless turkey. Surprise, surprise, the Master System game lives up, or rather, down to it nicely. ✪

DONALD DUCK
Sega/£32.99 ✱ Absolutely brill graphics and really sweet animation as you play our guy Donald. Loads of platforms to jump on and baddies to bash. All a bit easy, though. ✪ ✪ ✪ ✪

DOUBLE DRAGON
Sega/£29.99 ✱ Pretty poor beat 'em up. It's not really worth shelling out 30 notes for this. ✪ ✪

DRAGON CRYSTAL
Sega/£29.99 ✱ Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door. ✪ ✪

ENDURO RACER
Sega/£9.99 ✱ Cheap price. Crap game. This is real blockovision stuff. ✪

ESWAT
Sega/£29.99 ✱ A classic beat 'em up kinda thang in which you are out to rescue some poor sap who's gone and got himself kidnapped. Serves him right. Bog standard. ✪ ✪ ✪

F-16 FIGHTER
Sega/£17.99 ✱ If this is a flight sim, I'm a cabbage. I'm not and it ain't. ✪

FANTASY ZONE
Sega/£12.99 ✱ Not as good as the Mega Drive version, but not bad for all that. Opa Opa must save his planet by blowing everything he sees up. Weird, druggy shoot 'em up. ✪ ✪ ✪ ✪

FIRE AND FORGET
Sega/£29.99 ✱ Bog standard fighting fantasy fare, full of buxom maids and mad wizards. ✪ ✪ ✪

GAIN GROUND
Sega/£29.99 ✱ Not unlike that old arcade chestnut *Qix*, where the object of the game is to section off large areas of a given space. Plays better than it sounds. ✪ ✪ ✪

GALAXY FORCE 2
Sega/£29.99 ✱ Sega's massive coin-op has been converted on to the Master System. The 3D scrolling is just as crisp and sharp, with great arcade-quality sound. ✪ ✪ ✪ ✪ ✪

GANGSTER TOWN
Sega/£24.99 ✱ Poor *Oppo Wolf*-style shoot 'em up. Not worth it. ✪

G-LOC
Sega/£29.99 ✱ Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you, that isn't hard. ✪ ✪ ✪

GAUNTLET
US Gold/£29.99 ✱ Faithful conversion that retains all the playability of the original. Two-player mode brings the game to life. Still a good buy, despite its age. ✪ ✪ ✪ ✪

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GEORGE FOREMAN'S KO BOXING
Acclaim/£29.99 ✱ None too interesting, viewed-from-the-side boxing game. It's got some nice ideas with stats and super punches, but it's just not very playable. ✪ ✪

GHOSTBUSTERS
Sega/£29.99 ✱ Not nearly as good as it could have been. Only for hardened fans of the movie/cartoon series. If there are any of you left out there? ✪ ✪

GHOULS 'N' GHOSTS
Sega/£29.99 ✱ Loads of monsters to splat and power-ups to collect. ✪ ✪ ✪

GLOBAL DEFENCE
Sega/£12.99 ✱ Slow, uneventful and downright dull shoot 'em up. ✪ ✪

GOLDEN AXE
Sega/£29.99 ✱ An okay version of Sega's prize beat 'em up, but suffering from the same easiness that marred the Mega Drive version. Looks nice, though. ✪ ✪ ✪

GOLDEN AXE WARRIOR
Sega/£32.99 ✱ Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior*. (*Inspired. Ed.*) ✪ ✪ ✪ ✪

GOLFMANIA
Sega/£32.99 ✱ Have you a mania for golf? If so, this is the one for you. Golfmania, maniagolf, geddit? (*Things are getting worse. Ed.*) ✪ ✪ ✪

GREAT FOOTBALL
Sega/£24.99 ✱ Very poor, not at all great, etc. Maybe *Crap Football* would have been a better title. ✪ ✪

GREAT VOLLEYBALL
Sega/£9.99 ✱ There's only one 'great' thing about this steamin' pile of jobs – and that's the price. ✪

HANG ON
Sega/£9.99 ✱ Brave attempt at a Master System bike racing game that just suffers from the 8-Bit's lack of memory. Too slow, too blocky, too bad. ✪ ✪

HEAVY WEIGHT CHAMP
Sega/£24.99 ✱ Pricey boxing sim that fails to deliver fairly dramatically. Large sprites chug around the screen like a couple of heavy goods vehicles. ✪

HEROES OF THE LANCE
US Gold/£29.99 ✱ Play an assortment of eight characters, one at a time, who together must quest through deep, dark, very unpleasant dungeons. Standard plot, but very well executed. ✪ ✪ ✪ ✪

IMPOSSIBLE MISSION
Sega/£29.99 ✱ Arcade platform adventure, with one of the biggest dollops of puzzle-solving you are ever likely to come across. Terrific non-blasting action. ✪ ✪ ✪ ✪ ✪

INDIANA JONES/LAST CRUSADE
US Gold/£29.99 ✱ A standard platform adventure with the added attraction of Indiana Jones, who's after the Holy Grail and who owns a jolly nice piece of headgear. US Gold has managed to produce a bit of a corker. ✪ ✪ ✪ ✪ ✪

JOE MONTANA FOOTBALL
Sega/£29.99 ✱ Yankie footie sim, bit blocky and a bit slow. Not that hot, but probably the best you're gonna get on the Master System. ✪ ✪ ✪

JUNGLE FIGHTER
Sega/£29.99 ✱ If you fancy a bit of fighting in the jungle then this is for you. If you're more of a 'fighting in the greengrocers' kinda guy, I'd look elsewhere. ✪ ✪

KLAX
Sega/£32.99 ✱ Classic arcade puzzle game that suffers not at all in its conversion to the Master System.In fact , it fairs rather well in the conversion. ✪ ✪ ✪ ✪ ✪

KUNG FU KID
Sega/£12.99 ✱ Loads of flying backflip death-chops in this average, under age beat 'em up. ✪ ✪ ✪

LASER GHOST
Sega/£29.99 ✱ Brill graphic arcade adventure thang, in which you attempt to save Katerine's stolen soul. (She's already got her funk back.) Worth a look. ✪ ✪ ✪ ✪

LEMMINGS
MEGA ZONE

Sega/£24.99 ✱ Classic puzzle game in which you save suicidal lemmings who are two Scotch eggs short of a picnic. Impressive 8-bit version, to boot.

LINE OF FIRE
Sega/£29.99 ✱ Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay do nothing at all to lift this game in any way whatsoever. Is there no salvation? ✪

LORD OF THE SWORD
Sega/£29.99 ✱ Yet more leather-bound sword and sorcery adventure. Only for the serious grebo. ✪ ✪

MARBLE MADNESS
Domark/£29.99 ✱ Arcade classic that works well on the Master System. Guide your marble down a series of increasingly difficult and tortuous paths. Mind you, if you've seen one version of *Marble Madness* you've seen them all. ✪ ✪ ✪

MAZE HUNTER 3D
Sega/£9.99 ✱ Into the screen version of the wrinkly old classic *Pac-Man*. Big, fat, hairy deal. ✪

MERCS
Sega/£32.99 ✱ Bit flicky and a bit blocky but, having said all that, not a bad little shoot 'em up. ✪ ✪ ✪

MISSILE DEFENCE 3D
Sega/£9.99 ✱ Naff version of an ancient game, with the added crappo-schlappo factor of you having to wear a ridiculous pair of 3D glasses. ✪

MONOPOLY
Sega/£29.99 ✱ The board game that only ever makes an appearance on Boxing Day can now be found on the Master System. Great, if you like that kinda thing. ✪ ✪

MOONWALKER
Sega/£29.99 ✱ The man with the chimp makes a console appearance and is just as poncey as he was on the big screen. Okay, but all rather sweet and sickly. ✪ ✪ ✪

NEW ZEALAND STORY
Tecmagik/£34.99 ✱ Excellent conversion of the cutesy platform arcade classic. ✪ ✪ ✪ ✪ ✪

NINJA
Sega/£9.99 ✱ We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story. ✪

NINJA GAIDEN
Sega/£32.99 ✱ This does not take place in a garden. Smart ninja bash – high on action, high on gameplay. ✪ ✪ ✪ ✪

OLYMPIC GOLD
US Gold/£34.99 ✱ Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal (if you have one). Average. ✪ ✪ ✪

OLYMPICS
Sega/£34.99 ✱ Bloody expensive *Track And Field* sim that is as uneventful as it is expensive. Not a very good outing at all. ✪ ✪

OUT RUN
Sega/£29.99 ✱ Slow, blocky and about as much fun as a kick in the groin with a large hob-nailed boot. ✪

OUT RUN 3D
Sega/£9.99 ✱ Almost the same as *Out Run* but – you guessed it – the whole thing's in 3D. ✪

OUTRUN EUROPA
US Gold/£29.99 ✱ *Out Run* but with a subtle difference. You play an international spy who's had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Gripping stuff. ✪ ✪ ✪ ✪

PHANTASY STAR
Sega/£39.99 ✱ Classic arcade adventure game with more quests to go on than I've had hot dinners. ✪ ✪ ✪ ✪

PITFIGHTER
Domark/£32.99 ✱ Noncey, snorey one- or two-player beat 'em up with dodgy controls and minuscule sprites. A chore to play and only slightly better than having to compete in the real thing. ✪ ✪

POPULOUS
MEGA ZONE

Tecmagik/£34.99 ✱ Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. This near-legendary game shapes up well on the Master System. Potter around 5,000 worlds and act in a generally Godly manner. A superior game

POWER STRIKE
Sega/£12.99 ✱ Shoot 'em up galore. Loads of things that go bang, but not much here for the high of brow. ✪ ✪

MASTER SYSTEM

MEGA ZONE

PRINCE OF PERSIA
Domark/£24.99 ✱ Outstanding conversion of an outstanding game. A brilliant fence 'em up (opponents clash in true cut-and-thrust sword-fight fashion) which has you as the Prince, frantically racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your beloved Princess against a tight time limit. Lavish sprite action.

PREDATOR 2
Acclaim/£29.99 ✱ Run of the mill shoot 'em up. It is undeniably most remarkable for the seeming absence of the eponymous villain. ✪ ✪

PRO WRESTLING
Sega/£24.99 ✱ Sorry kinda cart, with loads of block-o-vision sprites and little playability. Brave attempt, but... ✪ ✪

PUTT AND PUTTER GOLF
Sega/£29.99 ✱ Crazy golf game that is fun for a little while, but unfortunately soon begins to wane in the interest department. The game is fine, for those of you who are into Kiss Me Quick hats. ✪ ✪

R-TYPE
Sega/£29.99 ✱ Fine version of the old shoot 'em up classic. Fast, fun and full of juicy bits. Has to be said that its a bit easy, but worth checking, out, though, just 'cos it looks nice. ✪ ✪ ✪

RAMBO III
Sega/£29.99 ✱ Pretty damn poor version of the awful 'blood and guts, 'He drew first blood', Gawd bless you America' Sylvester Stallone film. Real *Oppo Wolf* territory. ✪ ✪ ✪

RAMPAGE
Sega/£29.99 ✱ The old corker in which you play an old hirsute B-movie monster (ie King Kong).You stomp about and proceed to knock down the whole of New York. Nice animation and a dash of classic action make this a stonker. ✪ ✪ ✪ ✪

RASTAN
Sega/£29.99 ✱ Average game, it has to be said, which is not worth the relatively high cover price. ✪ ✪

RC GRAND PRIX
Sega/£29.99 ✱ Get yourself all rigged out with your helemt and go-faster stripes for a motor racing game with a difference. Not a Porsche or Ferrari in sight – you dash round in a remote-controlled car. Not bad for all its bizarreness. ✪ ✪ ✪

RUNNING BATTLE
Sega/£29.99 ✱ Very, very poor. Awful sound, graphics and flick animation. Use it to prop up a wobbly table, or you could use it as a doorstop. ✪

SHADOW DANCER
Sega/£32.99 ✱ One man and his dog. Above average ninja beat 'em up, but, let's face it – if you've seen one ninja 'em up, you've seen 'em all. ✪ ✪ ✪

SHADOW OF THE BEAST
Sega/£34.99 ✱ Huge, classic graphic adventure, where you play the mutated homeboy in the fetching blue underpants. This plays rather less well. Shame. ✪ ✪ ✪

SHINOBI
Sega/£29.99 ✱ Yer, yer, yer. Been there, seen that, got the T-shirt, washed it on a boil wash, too small, so flushed it down the toilet. Yawnsville, Arizona. Yes it's all very pretty, but also all very old. ✪ ✪

SLAP SHOT
Sega/£29.99 ✱ Above average hockey game that has the Master System steaming with the effort of moving those sprites about. ✪ ✪ ✪

SMASH TV
Acclaim/£34.99 ✱ Crap conversion of a fab game. Graphics are in a sad and sorry state and the sound effects are in an even worse state. Avoid. ✪

SONIC THE HEDGEHOG
MEGA ZONE

Sega/£29.99 ✱ Sonic the punk hog is back and he' s back with a vengence. He's even better on the Master System in some respects than he was on the Mega Drive original. Much easier and slightly slower, but with a better playability factor over a larger playing area. Sonic will certainly make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous – a first. This is a classic conversion. Classic game. In fact, classic full stop.

SPACE HARRIER
Sega/£29.99 ✱ Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em up balls up. ✪

SPACE HARRIER 3D
Sega/£9.99 ✱ My mind has gone bye-byes, (*Whats new. Ed.*) The cup of derogatory remarks no longer runneth over.I cannot think of anything to say about this game except : Sad, sad, sad, sad, sad, sad, sad. ✪

SPEEDBALL
Mirrorsoft/£29.99 ✱ Not unlike the excellent film *Rollerball*. This is a highly violent cross between hockey and volleyball. It's the two-player option that makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you. ✪ ✪ ✪ ✪

SPEEDBALL 2
MEGA ZONE

Virgin/£29.99 ✱ Yet another excellent version of Renegade's stylish but violent game of the future. Quite sedate compared to the 16-Bit versions, but marvellously playable anyway. The two-player sports sim for the Master System.

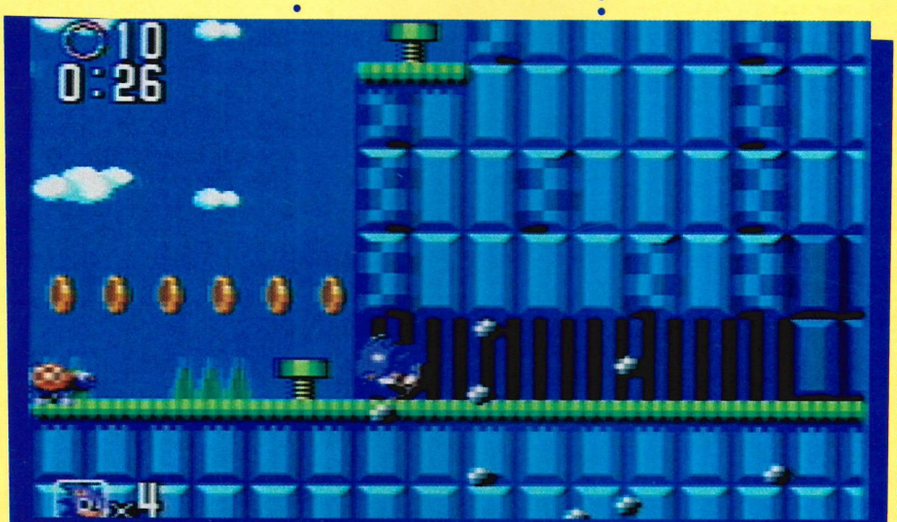
SPELLCASTER
Virgin/£29.99 ✱ Animated sword and sorcery action adventure set in Japan, with ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System. ✪ ✪ ✪ ✪ ✪

SPIDERMAN
Sega/£29.99 ✱ Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this one to watch out for. ✪ ✪ ✪ ✪ ✪

SPY VS SPY
Sega/£17.99 ✱ Weak game, with little humour and playability. Not really worth the time or the money. ✪ ✪

STRIDER
Sega/£29.99 ✱ Classic space-age beat 'em up, with every kind of bad guy to be overcome, defeated and deftly disposed of. Good stuff. ✪ ✪ ✪ ✪

NEW ENTRY STRIDER II
US Gold/£29.99 ✱ Large number of athletic moves make for quite varied gameplay but otherwise this platform beat 'em up is fairly run of the mill. ✪ ✪ ✪



MASTER SYSTEM

MEGA ZONE

SONIC THE HEDGEHOG 2
Sega/£29.99 ✱ Sonic and his new found bosom pal, Tails, in more fun and frolics with the evil Dr Robotnik. Immensely playable, frighteningly addictive and a fabulous reason for giving up your social life and waiting for your skin to go very pale.

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SUBMARINE ATTACK
Sega/£29.99 ✱ Underwater shoot 'em up. Okay, but nothing to write home about. Dive , dive, dive, dive for the nearest better game instead. ✪ ✪ ✪

SUMMER GAMES
Sega/£29.99 ✱ *Track And Field* clone that is, frankly, disappointing. Not really worth it – go for *Olympic Gold* instead. ✪ ✪

SUPER MONACO GRAND PRIX
Sega/£29.99 ✱ Forget baked bean tins and a plate. *(Sorry, I didn't realise I'd even remembered them. Ed.)* Much more arcade-bound version of the Mega Drive hit that's worth a look if you fancy a bit of armchair racing. ✪ ✪ ✪

SUPER SPACE INVADERS
Domark/£29.99 ✱ Fun kinda game, which, surprise, surprise is based on the ancient great, great grand-daddy of all computer games. New meanies and end of level monsters make for an enjoyable and very playable game. ✪ ✪ ✪ ✪

SUPER TENNIS
Sega/£9.99 ✱ Not so sure about the 'Super' bit. And certainly no relation of the Super NES game of the same name. In fact, this game could more accurately be called 'Not So Super Tennis'. ✪

TAZ-MANIA
Sega/£29.99 ✱ Let's twist again... the demonic whirling dervish spins on to the Master System. Unfortunately it'd be better if he just buzzed off, 'cos this is a disappointingly limp game that gives the Master System a bad name – Peregrine, for example, or maybe Jeremy Beadle. ✪ ✪

TECMO WORLD CUP '93
Flying Edge/£29.99 ✱ Recognisably football with functional controls, but bugged to jiggery. Shame. ✪

TEDDY BOY
Sega/£9.99 ✱ Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaaahh! Retch. ✪ ✪

TENNIS ACE
Sega/£29.99 ✱ Ironically, slightly better than *Super Tennis*. But not much. ✪ ✪

THUNDER BLADE
Sega/£29.99 ✱ Fast and furious chopper action. *(Please! Ed.)* Standard *Air Wolf*-style shoot 'em up. ✪ ✪

TRIVIAL PURSUIT
Domark/£32.99 ✱ A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages (handy if you're playing people from other countries) and a score screen that charts everyone's rating in the various categories. Disadvantages include the extremely slow pace and irritating humour. ✪ ✪

ULTIMA 4
Sega/£39.99 ✱ Role-playing game in the vein of *Dungeons & Dragons*. You roam the countryside earning money, partaking in jolly japes, meeting people with silly names, etc. Very freeform game that allows a great deal of variety. ✪ ✪ ✪ ✪

VIGILANTE
Virgin/£29.99 ✱ Ninja-inspired, multi-screen, beat 'em up. Good visually, plenty of action and screens. Plenty of fun, but just how many more ninja games can we take? ✪ ✪ ✪ ✪

WIMBLEDON
Sega/£29.99 ✱ With all the usual choices of hard, lawn or clay courts, tournament or single matchplay, this is an initially difficult, but an ultimately rewarding tennis game. First Wimbledon, next the cardboard-acted coffee ad. ✪ ✪ ✪

WONDERBOY
Virgin/£24.99 ✱ The original outing for Wonderboy now looks a little dated, but there is still a bit of a stonking game in here. ✪ ✪ ✪

WONDER BOY IN MONSTERLAND
Sega/£29.99 ✱ Massive, cutesy platform game with a small element of RPG. Not hugely difficult to complete, mind, so the rock hard among you may feel you haven't got your money's worth (you whinging tight wads). ✪ ✪ ✪

WONDERBOY III
Virgin/£29.99 ✱ Yet another Wonderboy game. Again, the same old formula rears its ugly head. It's nothing amazingly new, but quite well put together. ✪ ✪

WORLD CLASS LEADERBOARD
US Gold/£29.99 ✱ A reworked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over 18 holes. ✪ ✪ ✪

WORLD CUP ITALIA 9'0
Sega/£24.99 ✱ Awful, brown and smelly game. One of the crappiest footie sims around. ✪

WORLD GAMES
Sega/£24.99 ✱ Yet another *Track And Field*-type game with very little in the way of new elements to offer. ✪ ✪

XENON II
Image Works/£29.99 ✱ Potentially a game of greatness, let down by some very ropey collision detection. But, for all that, there are some very nifty graphics and sound. ✪ ✪ ✪

YS
Sega/£32.99 ✱ Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown. ✪ ✪ ✪

GAME GEAR

ALIEN 3
MEGA ZONE

Flying Edge/£29.99 ✱ Addictive platform shoot 'em up, possibly the best of the genre, featuring an awful lot of hardwear to experiment with. Very exciting and atmospheric, with a digitised Sinead O'Connor.

ALIEN SYNDROME
Sega/£24.99 ✱ Quite addictive plan-view shoot 'em-up, with lots of weapons, killer gametes hunting you down, and a maze of rooms containing people to rescue. A kiddies' version of *Alien 3*, really. ✪ ✪ ✪

AX BATTLER
Sega/£29.99 ✱ Lots of battling with axes. Simple, huh? Uneventful hack and slash job. ✪ ✪

CHASE HQ
Taito/£25 ✱ Standard race and shoot game that makes *Outrun* look truly ancient. Unfortunately it's all a bit easy. ✪ ✪ ✪

CHESSMASTER
Sega/£19.99 ✱ What a stonker of a game. Although chess is chess is chess, if you want to play it on your Game Gear, this is the only cart for you. ✪ ✪ ✪ ✪ ✪

CHUCK ROCK
Sega/£24.99 ✱ *Chuck Rock* is an instantly playable platform game with lots of humorous touches like belly-butts and cool caricature graphics. Great fun. ✪ ✪ ✪ ✪

CRYSTAL WARRIORS
Sega/£24.99 ✱ A *Zelda* clone if ever there was one, and it's a pretty funksome one at that. ✪ ✪ ✪ ✪ ✪

DEVILISH
MEGA ZONE

Genki/£20 ✱ Somewhere between pinball and an excellent shoot 'em up, *Devilish* puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards. A spooky little gem.

NEW ENTRY DEFENDERS OF OASIS
MEGA ZONE

Sega/£34.99 ✱ If you like RPGs and you've got a Game Gear then this cart is a dream come true, if you're not convinced about RPGs then don't bother – it'll be a total snore.

DONALD DUCK/DIME CAPER
Sega/£29.99 ✱ Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares – it still looks very nice. ✪ ✪ ✪ ✪

DRAGON CRYSTAL
Sega/£24.99 ✱ 'In days of old...' Fire-breathing action, but with no sign of Puff. Nothing special. ✪ ✪ ✪

NEW ENTRY EVANDER HOLYFIELD'S REAL DEAL BOXING
Sega/£29.99 ✱ Unusual boxing game featuring a view of your disembodied gloves floating about before your opponent and an excellent character generation section. ✪ ✪ ✪

FACTORY PANIC
Sega/£24.99 ✱ Odd little puzzle game, but worth a look if puzzles are your particular thing. ✪ ✪ ✪

FANTASY ZONE GEAR
Sega/£24.99 ✱ Flawed handheld version of *Fantasy Zone*. Not good. ✪

G-LOC
Sega/£24.99 ✱ Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. ✪ ✪

GEORGE FOREMAN
Flying Edge/£28.99 ✱ Okay-ish boxing game that fails to hit the spot. *(Groan. Ed.)* Better than some, but not as good as others. ✪ ✪

HALLEY WARS
Sega/£24.99 ✱ Not a bad little shoot 'em up, with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of zooming triangles. ✪ ✪ ✪ ✪

INDIANA JONES AND THE LAST CRUSADE
US Gold/£29.99 ✱ The graphics are rather sparkly; Indy himself has a rather smart, swaggering way of walking and the backgrounds are varied and atmospheric. The difficulty is pitched about right, too. It's a (whip) cracker! ✪ ✪ ✪ ✪

JOE MONTANA FOOTBALL
Sega/£24.99 ✱ Hup, hup handheld. Loadsa Yankie footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad. ✪ ✪ ✪

KLAX
Domark/£29.99 ✱ Classic game that makes a welcome appearance on the GG. ✪ ✪ ✪ ✪

MARBLE MADNESS
Domark/£27.99 ✱ Identical to the Master System version, but smaller. ✪ ✪ ✪

MICKEY MOUSE
Sega/£24.99 ✱ Scaled-down version of the excellent Mega Drive game. Retains the high standard of graphics and animation, with ear-curling sound effects. ✪ ✪ ✪ ✪

NINJA GAIDEN
Sega/£24.99 ✱ Nothing to do with hardy perennials and everything to do with kicking people in the teeth. One of those near legendary beat 'em ups. ✪ ✪ ✪ ✪

OUTRUN
Sega/£24.99 ✱ Naff conversion of the ancient pub-bound coin-op with little of any interest to offer. ✪ ✪

OUTRUN EUROPA
US Gold/£24.99 ✱ A technically adept game that combines the best bits from other driving games. Lots of different vehicles and the ability to ram, shoot and punch other traffic help sustain interest. ✪ ✪ ✪ ✪

PENGO
Sega/£19.99 ✱ Version of the much used and extremely dated *Pac-Man* gameplay. Unfortunately, *Pengo* shows its age – give this game a bus pass and a zimmer frame, someone. ✪ ✪ ✪

NEW ENTRY PREDATOR 2
Acclaim/£29.99 ✱ One of those isometrically viewed 3-D shoot 'em ups. A tad uninspiring and a nightmare to hit a target coming in on the diagonals but otherwise not bad. ✪ ✪ ✪

PSYCHIC WORLD
Sega/£19.99 ✱ Mind-bending action – well worth looking at, partly for the low price and partly for the puzzley, arcadey action. ✪ ✪ ✪ ✪

PUTT & PUTTER
Sega/£19.99 ✱ The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole-in-one in this game. ✪ ✪

SHINOBI
Sega/£24.99 ✱ The classic slash 'n' dash over four levels survives the transition to the Game Gear well. Ultra-smooth graphics combine handsomely with a varied gameplay. ✪ ✪ ✪ ✪

SLIDER
Sega/£24.99 ✱ Dull and uneventful puzzle game that owes more than a passing nod to *Pac-Man*. Very poor. ✪ ✪

SMASH TV
Acclaim/£29.99 ✱ Excellent arcade game that has sadly been reduced to a frustrating chore through conversion to the Game Gear. Squinty graphics and a dodgy control system are the villains of the piece. ✪

SOLITAIRE POKER
Sega/£24.99 ✱ More like *Patience* than *Poker*, but still a well-executed little cart. This will definitely be your bag if you're into hair-tearing puzzle games. ✪ ✪ ✪

SPACE HARRIER
Sega/£24.99 ✱ Into-the-screen shoot 'em up, that, quite frankly, looks and plays in a very dated manner. ✪ ✪

SPIDERMAN
Sega/£39.99 ✱ Quite standard fare, this – all the action takes place on loads of different platforms. The game has nice, smooth animation and sound. Reasonably good stuff, but nothing to cream your panties over. ✪ ✪ ✪

SPIDERMAN VS THE KINGPIN
Acclaim/£24.99 ✱ Spidey hits the streets big-time. A superb conversion of the Mega Drive smasheroonie. A pretty steep learning curve sets just the right level of challenge and playability. ✪ ✪ ✪ ✪ ✪

NEW ENTRY SHINOBI II
Sega/£29.99 ✱ Well animated ninja beat 'em up, which may not be hard enough to make it value for money. ✪ ✪ ✪

SUPER KICK OFF
US Gold/£27.99 ✱ Is there any format currently known to man that *Kick Off* hasn't been on? I er... hmmm... I doubt it, somehow. Can I look forward to playing *Kick Off* on my faithful scientific calculator, my digital watch or maybe my abacus? A brillo pad version of the old faithful footie game, which, despite the small screen is easily viewed and played. ✪ ✪ ✪ ✪ ✪

SUPER SPACE INVADERS
Domark/£27.99 ✱ A lot more fun than you'd expect. Many nifty new touches with numerous configurations of aliens that do weird things like bisect or grow when shot, dazzlingish backgrounds and a dramatic cattle mutation round!! ✪ ✪ ✪ ✪

TERMINATOR
Virgin/£25.99 ✱ With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned into your trigger-finger for this five-level fightorama. As tough as Arnie himself, except it doesn't hug babies. ✪ ✪ ✪ ✪ ✪

SUPER MONACO GP
Sega/£19.99 ✱ One of the few Grand Prix games available for any handheld, and also one of the most disappointing. Best you stick to the real thing (if you can afford the car, that is). ✪ ✪

SUPER WONDERBOY
Sega/£19.99 ✱ Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Should keep even the most cynical gamer involved for hours. ✪ ✪ ✪ ✪

WORLD CLASS LEADERBOARD
Sega/£24.99 ✱ *The* classic golf game. The animation is super smooth, sexy and functional. In a well-supplied genre, it is truly one of the better golf handheld games around. ✪ ✪ ✪ ✪

GAME GEAR

MEGA ZONE

SUPER OFF ROAD
Virgin/£27.99 ✱ Speedy four-wheel buggy driving game in glorious microscope-o-vision. Dabble with your specifications (oo-er!) after each race and collect turbo nitro power-ups and bags of cash en route.

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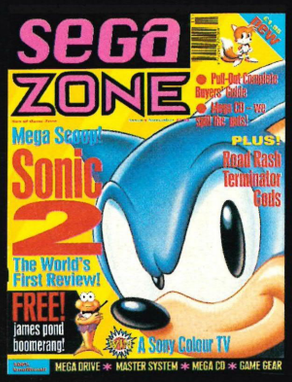

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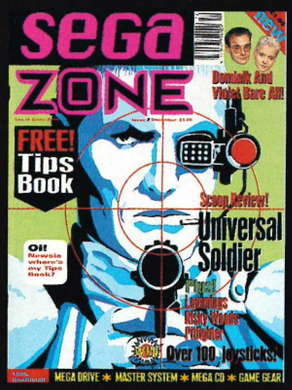

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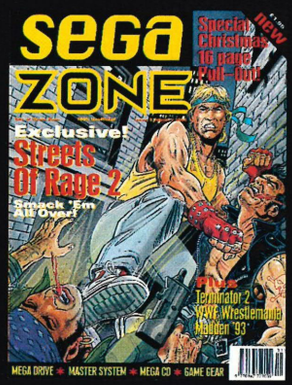

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freeloader

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hard ZONE

* **Mega Drive** with five great games including *World Of Illusion, Super Off Road Racer, Sonic* and *Revenge Of Shinobi*. Only £165. Phone 081 861 786 and ask for Anthony.
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* For sale, **Mega Drive with seven games,** *Sonic, JM '92, Ghouls Ghosts, Road Rash, Arch Rivals, Decap Attack* and *Wrestlemania*, plus two joypads. £220. Phone Ian after 4pm on 0579-51447.
* **Game Gear for sale** with carry case, four games, Master Gear and PSU. Games inc-*Spiderman, Sonic* and *Donald Duck*. A bargain at £140. Contact Marc on 954 3303.
* **Sega Game Gear,** mint condition. Mains adapter, rechargeable battery pack, thirteen top games and case. Worth £350, sell for £250 ono. Phone 081 909 3430.
* For sale, **Sega Game Gear** as new, complete with magnifier, adapter and three games – *Sonic 2, Shinobi* and *Mickey Mouse, Castle Of Illusion*. £125 or swop for Mega Drive and games.
* **Game Gear for sale,** 18 games, carry case, Master Gear, TV tuner, battery pack, gear to gear cables. Worth £760, will sell for £455 ono. Call 0895 832633.
* **Master System II for sale**, fully boxed, excellent condition, one year old, plus two top games including *Sonic 2*, control pad, joystick. Worth £948, sell for £65. Contact 0252 629956.
* **Master System II** *Sonic 1&2*, plus three more games and Quick shot Joystick. All this for £130. Phone Mitch on 0492 622643.
* **Sega Master System II** for sale. Two Games, two joypads, only £50. Tel: 0837 55019. Please ask for James.
* **Sega Master System** plus two control pads, light phaser, two built in games (as new), *Moonwalker, Indiana Jones (Last Crusade), Alex Kidd, Shinobi World, Ghostbusters, Cyber Shinobi* and *Fantasy Zone*. £150 ono. Contact Alan on 0905 774 427
* **Mega Drive** with nine games, *F22, Mercs*, and *SMGPII* are amongst others. A second control pad is also included for an overall price of £300. Phone Mark on 0905 820240 before 6.00pm.
* For sale **Master System** + two games, plus light gun and two control pads, £55. *Donald Duck* and *Mickey Mouse* both £20. *Shinobi, Indiana Jones* and *California Games*, all £15 each. If interested phone Daniel on 0408 633220.
* For sale **Game Boy and Master System II**. Game Boy has five games and the Master System has six games. All boxed, £110 each. Phone Leon on 0737 644620. May swop.
* **Sega Master System II** for sale. Two control pads and six games including *Sonic, Sonic Guide Catalogue* and four Sega mags. Boxed in good condition. £130 ono. Phone 041 779 4418.
* **Sega Game Gear for sale** with three top games: *G-Loc, Halley Wars* and *Mickey Mouse*. Also PSU and dust protector. All for only £135 ono. Tel 05395 58446.
* **Sega Master System** for sale. One joypad, four games incl: *Asterix, R-Type, Outrun* and *Alex-Kidd In Miracle World*. Excellent condition, £170. Ring Darren on (Cumbria) 818512.
* **Game Gear for sale** with Master adaptor, Wide Gear, stereo headphones, PSU, loadsa mags and twenty games. Worth over £700, bargain at only £450. Write to Marc Church, 82 Dovercliffe Road, Old Swan, Liverpool, Mersyside, LI3 5YD.
* **Mega Drive for sale** with eight games including *Growl, Sonic, SMGP* and *Two Crude Dudes*. Sell for £250, or swop for Amiga 500/600 with games. Phone 0245 359101.
* **Mega Drive** and three games: *F22, James Pond II, Magical Flying* Hat Jap converter and two joypads. All boxed, sell for £150 ono. Phone 051 724 6676.
* **Sega Mega Drive** with eleven games including: *Pitfighter, F22, Streets Of Rage*. Two pads and Master converter. All for just £300. Tel 0604 843704 and ask for Jay.
* **Mega Drive for sale.** Excellent condition, as new (works with all games. Sold with *Sonic, Immortal, F22, Mercs, Spidey, Mickey, Streets Of Rage* and *Super Monaco*. All reasonable offers considered. Telephone 0536 520546.
* **Sega Master System II** for sale. Three great games: *Moonwalker, Shinobi* and *Alex Kidd*. Great condition, no scratches, hardly. used, £70 ono. Phone Suraj on 0480 457778.
* **Mega Drive for sale.** Two joypads, 13 games: *Sonic, Pitfighter* etc. Sell for £250. Also Game Gear, five games, Master Gear converter £100. Will sell both for £300. Contact Zeke on 0462 677631.
* **Sega Mega Drive** including five games inc *Sonic* and one control pad. Sell for £225. Tel 0753 675111 (anytime).
* **Mega Drive and games:** *Desert Strike, Strider, Robocod, Mickey Mouse* and *Altered Beast*. Plus joypad, £160. C64 computer, two joysticks and 50 games, £20. Phone Oliver on 071 351 6488. Evenings only 5.30-8.30pm.
* **Game Gear for sale.** Five games including *Sonic, Olympic Gold, Mickey Mouse* etc. All boxed and in great condition. Worth £230, sell for £150 ono. Ring 0344 487273, after 4pm and ask for Sammer.
* **Sega Game Gear** with six games, carry case, A/C adapter and ear phones for sale. All offers will be considered. Please ring 0895 234703 and ask for Mark.

soft ZONE

* **Mega Drive games** for sale. *EA Hockey, Streets Of Rage, Joe Montana II, Tazmania*. All A1 condition, £22-25 each. Phone 0603 737583, after 5pm and ask for Michael.
* **Mega Drive games** for sale. *Altered Beast* £10, *Sonic* £20, *Revenge Of Shinobi* £20 and *Decap Attack* £20. Contact Darren Edds at 37 Astor Cres, Ludgershall, Andover, Hants, SP119RG.
* Mega Drive Games for sale. ***Robocod* £22.50, *Sonic 2* £25, *DJ Boy* £12.50.** Phone 041 886 7445 and ask for Graeme.
* **Free sex,** not. But if you have *Terminator* or *Chuck Rock* instructions for the Mega Drive, I will buy them off you for £2.00 each. Phone 0344 22548 after 3pm and ask for Lawrence.
* Mega Drive games for sale. ***Phantasy Star 3*** £25, ***Altered Beast*** £10, ***Immortal*** £25, ***Sonic*** £15, ***Super Hang On*** £15. Phone 0483 892223
* **PC Engine games** for sale. Tel Wayne 0443 431995
* Mega Drive games for sale. ***Road Rash, John Madden '92, Quackshot*** and ***Super Monaco Grand Prix***. £20 each. All boxed with instructions. Phone 0734 791806.
* Mega Drive games. ***Streets Of Rage,*** very good condition and only used once. Fully boxed with instructions and ***Sonic*** poster, only £25. Phone after five on 0203 317738.
* Mega Drive games going cheap, £15 each: ***Alex Kidd In The Enchanted Castle, Altered Beast, Arrow Flash, Mystic Defender, Thunder Force II*** and ***Sonic*** for £20. Also Game Gear plus mains adapter. Tel 0223 249675.
* Mega Drive games inc: ***Gynoug, Spiderman*** and ***Robocod.*** Nine games in all for £215. Also Mega Drive music tapes, high quality and well mixed. £5 each. Tel 0483 36277.
* Game Gear game, ***G-Loc*** £13. Also Master System converter and ***Line Of Fire*** for the Master System £35. For both ring 0982 562519.

pal ZONE

* **Wanted.** Interesting pen pal. M/F like any music, any sport, any thing. Photo if possible. 13+ (must like writing and fun). Say hello to me, Caroline, at 6 Smithy Moor Lane, Stocksbridge, Sheffield, S30SFJ.
* **Please, please, please** write to me! A girl, insane, needs to talk to someone now! Girl or boy 13+. Write now please!. Write to Emma, 1 Green Land View, Wrad Green, Barnsley, S. Yorkshire, S70 5J2.
* Hello, **I want a pen pal.** Must be

male and mad on Sonic and Sega, who hates Nintendo. Ring now 0327 40474 and ask for Robert. (Remember mad on Sega.)

* **14 Year old girl** looking for similar aged male pen pal, into Mega Drive and the Shamen. So write to Sylvia Finlay, 107 North Park Street, Firhill, Glasgow G20 7AF.
* **I need a female pen pal,** aged 11 yrs. Must have a Game Gear. So write to Natalie Skyrmel, 41 Chandlers Reach, Llantwit Fardre, Pontypridd, Mid Glam, CF38 2NJ.
* **Nicola 12,** wants a cute male aged 12-15 from anywhere in the galaxy. Interested, well grab pen+paper and write to Nicola Drummond, 22 Carnegie Close, S/S Tyne + Wear NE348JZ. Please send recent photo.
* **Lonely lad,** into console games and Public Enemy, seeks a 15-18 year old girl please hurry, I'm depressed and bored. Write to Paul, 40 Lyttelton Road, Aigburth, Liverpool, Mersyside, I17 OAS.
* **13 Year old boy seeks female** friend, please write to Steve, 13 ST Ninians Road, Arbroath, Angus, DD11 5DG.
* **I'm a mad Sega fan,** aged 18 but I'm unloved by everyone except my parents. Write to me, Lee Skillicorn, 36 Penrity Street, Barrow-in-Furness, Cumbria, LA14 9RB.
* **Female pen pal wanted,** must be aged between 11-13. Please write to: Adam Simmonds, Yorks, York Road, Totland, Isle Of Wight, PO39 OMB.
* **14 year old female** looking for 14+ boy pen pals. Interested in anything. Write to Kelly Rossington, 4 Merleswen, Dunholm, Lincoln, LN2 3SL.
* **Is there an 18-21** good-looking babe out there who is hooked on *Sonic*? Well this is your lucky day. Only Mega Drive babes need answer. Write to David Impett, 37 Newry Street, HolyHead, Anglesy, Gwynedd, LL65 1HP.
* **Mark Lacy needs** M/F penpal aged 13-15, likes most sports. Send photo if possible and (must have sense of humour). Write to Mark Lacy, Indefatigable, Plas, Llanfair, Lanfair Pwll, Gwynedd, LL61 6NT.
* **Yo!** all you babes out there. I'm a 14 year old boy looking for an attractive girl 12-14 (blonde and cute). Please send photo. Write to Peter Carr, 11 Axholme Road, Thingwall, Wirral, L61 1BL.

want ZONE

* **Master System II games** wanted, any two good games. I would pay £10 to £15 Phone Leigh on 0668 213364.
* **Wanted Master System** games – platform/shoot 'em ups and any boxing sims. Will pay £15 to £20. Also want first issue of *Sega Zone* with pink thing. *(Boomerang actually. Ed.)* Call Mike on 051 339 8821 (anytime).
* **Wanted Master System games:** Willing to pay from £10 to £15 for each. Please write to Mark Reynolds, 17 Trundel View, Branham, Bognor Regis, West Sussex, P022 OJZ.
* **Wanted Sega Mega Drive** with good collection of games or games only, will pay £10-£17.50. Also wanted Power Stick and Master System converter. Please tel 0527 32230. (thanks)
* **Wanted Game Gear with games,** will pay up to £150. Contact Mark, tel 091 2864690.
* **Wanted,** Sega Mega Drive to swop for my radio-controlled car: Optima, with spare: wheels, batteries, charger, tool box and tools. All worth £600. Ring Basingstoke on 0256 477918.

swap ZONE

* ***Ghouls 'N' Ghosts*** to swop for *Road Rash* on the Mega Drive, or will sell for £20. No saddoes. Phone 0375 371766 ask for Robert. on the Mega Drive.
* **Swop Master System 11,** including *Sonic* and *Cloud Master*, all boxed. For C64 in good condition. Cass only, no Disk Drive. Ask for Mark or Clara, anytime before 7pm.
* **Sega Magazines for sale,** *Sega Power, Sega Pro, Mega* and *Mean Machines*. All for £21. Phone 081 471 6625, after 5pm and ask for Faisal.
* **Any Sega Mega Drive games** for a cheap price. Preferably *James Pond 2, Moonwalker, Chuck Rock, Shadow Dancer* and *Tazmania*. Phone me on 0935 824241.
* **I will swop** my *Factory Panic* (Game Gear) for any game apart from *Shinobi, Mickey Mouse*, or *Olympic Gold*. Lose box for game or will sell for £10. Please phone after 4pm on 0452 526100.
* **Swop Game Gear and Mega Drive** plus *WWF, Sonic, Road Rash, Desert Strike, Euro Soccer*, for an Amiga or ST. Phone Peter on 0733 240750 between 4-6pm.
* ***Rastan Saga 2,*** to swop for *Golden Axe 2* on the Mega Drive, or will sell for £15. Phone Dave on 0375 371760.
* **Mega Drive games to swop:** *Golden Axe, Evander Hollyfield Boxing, Death Duel* and *Runark* (Jap), will swop for *Thunder Force IV, Grey Lancer, American Gladiators* or *F-1GP*. Tel: Karl on 081 367 1183.
* **I will swop** *StarFlight* on the Mega Drive plus £5, for *Tazmania*. Call James on 0795 426766 after 4.30pm.
* **Swop** *Golden Axe* and *Alisia Dragoon* together for any of the following: *Lotus Turbo, Super Off Road, Areo Blasters, John Madden '92, Crue Ball*, or *Populous*. Please write to Madeline Gruber, 11 Kilndale Terr, Kirkcudbright, Scotland, DG6 4BX.
* **Amstrad 464 with colour monitor** and 50!!! games. Will swop for four good Mega Drive games. Also comes with desk and joystick. Phone James on 37335, Johnstone, Scotland.
* **Swop my Mega Drive** with seven games and MS converter for one MEG Amiga with or without games. Ring James on 081 595 4763 after 4.30pm weekdays.
* **I will swop my Atari Lynx** with two games: *Roadblasters* and *Stun-Runner*, for a Sega Game Gear with two games (possibly *Sonic*) and AC adaptor. Call 0884 841208, after 6.00pm.
* **Swop Lynx** with eight games and many extras including carry case, for Mega Drive with a few games. Phone for more info, on 04014 531240 and ask for Rob (after 4pm).

fan ZONE

* ***Sonik Magazine.*** The Sega Fanzine packed with reviews, tips, competitions, offers and much more. Send your name and address with £1.50 to Paul, 40 Highcliffe Road, TwoGates, Tamworth, Staffs, B77 1EE.
* **Thousands of tips** and cheats in our monthly newsletter. Membership free. Send SAE including details of format and game to RAZ Help!, 62 Northdene Road, Leicester, LE2 6FH.

thing ZONE

* **Mags:** *CVG* issue's 128, 132, 134. *Game Zone* issue's 2, 7, 8, 9, 10, 11. *Games Master* issue 1, *Sega Pro* issue 11 and *Mega* issue 2. £20. Phone Marc on 0525 715430.
* **Forget the rest** come to the best! Tips, cheats, codes, secret levels etc. Send 50p + SAE stating required cheats (three games only) to J+S "Tipmasters", 30 Station Approach, Hayes, Bromley, Kent, BR27EH.
* **Master System** cheats and tips. Over 60, including *Sonic, Bart, Ninja Gaiden, Asterix*. Send your name and address with £1-00 to Paul Long, 40 Highcliffe Road, Twogates, Tammworth, Staffs, B771EE.
* **Mega Drive games club.** The No1 Mega Drive swop club. Monthly newsletter and games swops. Send a SAE to Mega Drive Games Club, 125 North Road, ST Andrews, Bristol, BS6 5AH or phone 0272 240399 NOW.

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Wtfi

Five months in, and still nobody's guessed what the initials NFI stand for. We've had some pretty close calls, but that's about it. But anyway, guessing what NFI stands for, isn't the main reason we're here – indeed no. The real reason for the existence of these pages (in case you're a new reader and don't know already) is to see what kind of games designers you lot would make... and you only need to possess four things to make yourself eligible for inclusion:

1. **A brain.**
2. **A dash of imagination/inventiveness.**
3. **Some bits of paper.**
4. **Some coloured pens.**

So you see, it's not that difficult... although numbers 1 and 4 seem to have stumped a few of you. Still, we won't harp on about that. However, what we will harp on about is this – it doesn't matter if you're crap at drawing! Okay? Got it? Comprende? We don't even give a toss if you're as crap as Rolf Harris' singing – the main thing is that you give it your best shot... and at the end of the day it's the idea that counts. Just one final note – please don't just use pencil as (a) pencils in the upper 'H' ranges don't reproduce very well, and (b) we don't want NFI looking boring and drab.

in short

This is the bit of *Sega Zone* where YOU are the artist and YOU are the writer. How come? Because you're a games designer, that's how come. If you have an idea for a game then all we ask you to do is (a) write down a basic plot and gameplay outline and then back it up with (b) lots of pretty pictures. In fact, it's even easier than that, because the pictures don't have to be pretty at all. You can be the worst artist in the world and still have a chance if your idea is good enough.
All we ask is that your pictures aren't drawn solely in pencil. Oh, one more thing... best idea each month wins the creator a cart.

Guess Zone

Before we start the main proceedings there's just time for a quick dip into the postbag to see if anyone has guessed what the initials NFI stand for. So, have they? Let's see...

Dear NFI

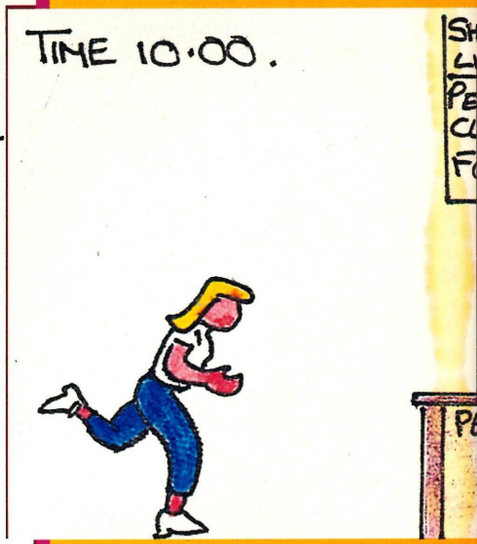
I think NFI means New Found Initiative. If it does, can you send me three decent Mega Drive games like *Centurian, Kings Bounty and Powermonger?*
Anthony Hall, Gt Yarmouth, Norfolk
Tough luck geezer, looks like you'll have to buy them.

Dear NFI

I think – or rather know – that I have come up with the ideal and correct answer as to what NFI actually stands for. It is, of course, New Formulated Ideas... or maybe New Found Ideas. So, I think the three free games (ideally *NHPLA Hockey, Thunderforce IV and Chuck Rock*) go to me.
Daniel Barber, Bury St Edmunds, Suffolk
Or don't, as the case may be.

Shopaholic

The best title I could come up with for this game is *Shopaholic*. It's based around the adventures of Kay, the main character. I've done a storyboard for you.
Anita Zazzi, Southgate, London.



The first level is a *Prince Of Persia* type affair with Kay having to run around the shop in order to collect all the items on her shopping list. The map gives you the position of all the required items, but automatic doors, wet floors etc. have to be carefully avoided. Of course, there is a time limit.

SOME OTHER WAYWARD GUESSES: **Never Feign Initiative, No F*****g Idea, Nigel Frederick Innes (sent in by someone called Nigel Frederick Innes – in case you hadn't guessed), No Favours Involved and Non Formulated Ideas.**

Wrong, wrong, wrong, wrong.

So, there you go. The three free games are STILL up for grabs. Will anybody ever guess the meaning of NFI? Will anyone ever win three free games of their own choosing? Only time will tell.

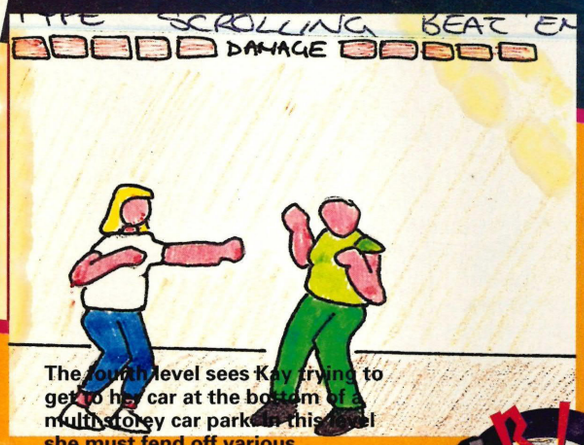
The Hunt for Mario

Dear NFI

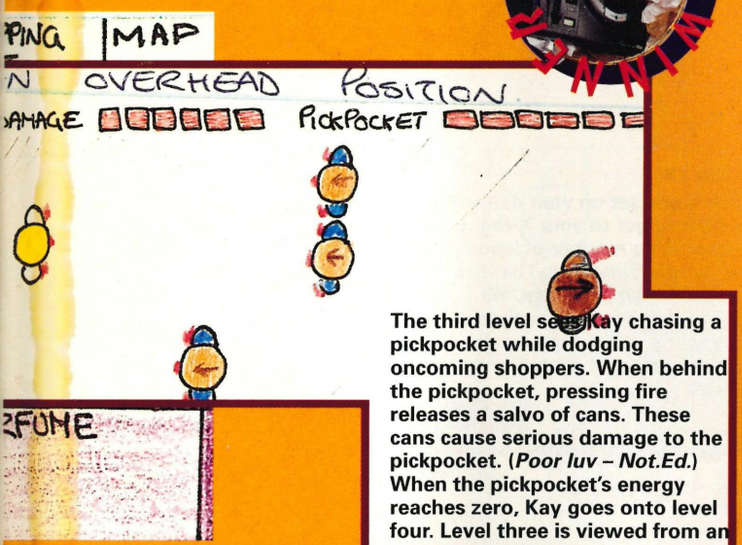
The *Hunt For Mario* is a mixed game between *Chase HQ* and the soon-to-be released *Streetfighter II*. The upshot of the game is this: after Mario has been giving Sonic jip, Sonic decides to go and deck the fat plumber. So, he gets in his newly acquired Ferrari-resembling speed machine – the Super Sonic Boom – and speeds out of his personalised bedsit only to find that Mario has bought the latest in the Porsche production line.

However, if Sonic ever manages to intercept Mario, the game zooms into an all-action fight scene. Even if you beat Mario, there are still plenty of car-chase and plumber-decking levels until the eighth level, where knocking Mario out results in him really staying down. What you then have to do is aim your car so that the unconscious Mario is exactly half way between your flip-up lights. Then stick your foot on the accelerator until you can see a mass of sinew and major body organs in your rear view mirror.

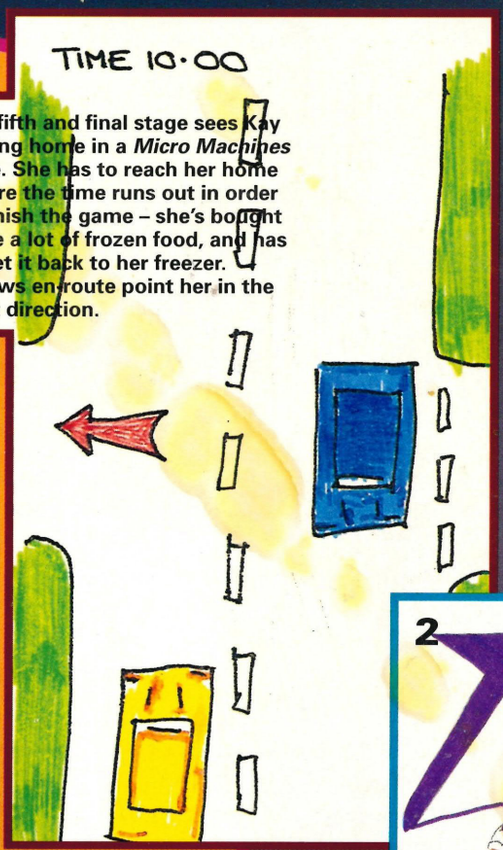
Chris Flitney, Kings Lynn, Norfolk.



The fourth level sees Kay trying to get to her car at the bottom of a multi-storey car park. In this level she must fend off various muggers etc. in a final fight-style scrolling beat 'em up.

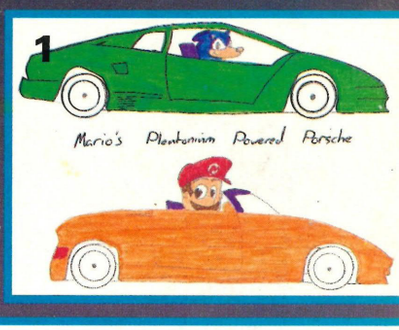


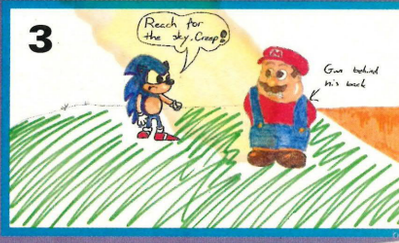
The third level sees Kay chasing a pickpocket while dodging oncoming shoppers. When behind the pickpocket, pressing fire releases a salvo of cans. These cans cause serious damage to the pickpocket. (*Poor luv – Not.Ed.*) When the pickpocket's energy reaches zero, Kay goes onto level four. Level three is viewed from an overhead position.



The fifth and final stage sees Kay driving home in a *Micro Machines* style. She has to reach her home before the time runs out in order to finish the game – she's bought quite a lot of frozen food, and has to get it back to her freezer. Arrows en-route point her in the right direction.

(1) The two cars that'll be racing in the Chase HQ bits. (2) The interior view. (Mario's behind Sonic at the moment.) (3) The start of one of the beat 'em up sections.





An NFI spokesperson says:

You win game of the month if only for originality. But there's one problem with your game... there's a missing level. You say that in level four Kay has to get to her car which is at the bottom of a multi-storey car park Well, what about the level in which she actually had to park it there? It should have been the opening level... and it should also be the longest, most arduous level in the game, taking anything up to nine hours to complete successfully. (And even then the car shouldn't quite be at right angles' to everything else).

(How terribly sexist. Women are just as good at parking cars as men. Ed.)

An NFI spokesperson says:

And all the publisher of this game has to do is get Nintendo's permission to put Mario in a game in which he gets killed by Sonic. And the chances of Nintendo agreeing to this? Let's think... hmmm... ah yes, about 900% unlikely.

Schoolboy Football

Dear NFI

I designed this game because there aren't enough football games on the Mega Drive. I call my game *Schoolboy Football*, because it takes place in a primary school playground. At the start you pick a five-a-side team from the primary fours, fives, sixes or sevens. Primary seven is the best, then primary six and so forth. When the interval bell goes for the first time, the game begins. When it rings for a second time the game is over, back to lessons. During the game there could even be fights – and the loser goes home, crying.
Michael Sutherland, Ross-shire, Scotland.

(1) Litter left in the playground.
(2) The ball.
(3) The goal.
(Some comprehensive annotations there. Well done. Ed.)

An NFI spokesperson says:

Believe it or not you've actually got the seeds of a brilliant idea there. You could follow the career of a footballer all the way from his early childhood (indoor two-a-side matches at kindergarten) through primary school (playground five-a-side as you suggest) through secondary school (nine/ten/eleven/twelve a side with occasional knifefights) all the way to signing with a real club and playing football at a professional level later in life.

You can't 'switch' between players like you can in most footie games, because you only play the one person – the onus on you is to play well enough to be nominated as centre forward. The game is over if at any time your previous performance in a match – at school level, especially – results in you being the last person picked for a side. Do well, however, and you'll do the picking of the teams yourself. And so on. Still, seeing as we've done the bulk of the work in this game design, you don't get a prize. Ho ho.

The Slobs

Dear NFI

Following is an idea for a console game – it's called *The Slobs*, and is based on the Harry Enfield characters Wayne and Waynetta, who are trying to save little Frogmella from the evil Social Services. *The Slobs* will only have about four levels of reasonable length – because I couldn't be bothered to think of any more. It will be a two player game, one player being Wayne and the other Waynetta and to get through the levels they must interact with each other. They both have a weight problem, so they can't jump more than three inches off the ground. To get across a gap one character must lie down and the other has to walk across their back. Then the one who's lying down has to be helped back up.

Special Moves: Wayne and Waynetta both have a plethora of special moves. Well, two, anyway...

Wayne: Toxic Pants. When Wayne activates his toxic pants he shouts "I haven't changed them for three weeks"... then everyone on screen dies.

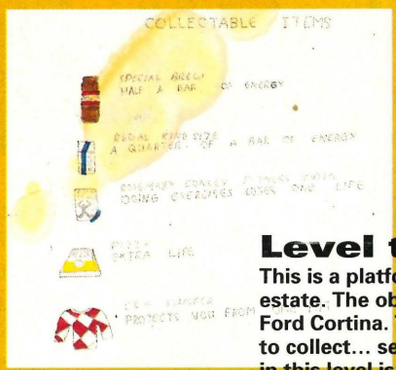
Waynetta: Breath Of Death. When you use this move, Waynetta opens her mouth and a ball of green gas shoots around the screen and kills everything.

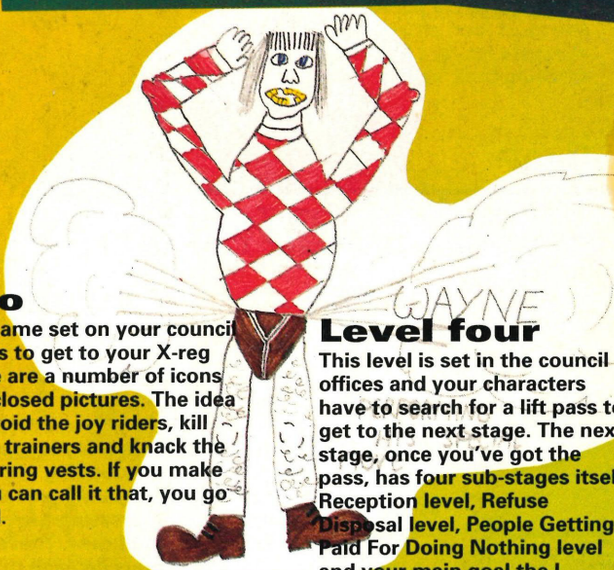
Wayne or Waynetta: to kill anyone nearby there's a special Fall Down Drunk move – they sway from side to side and kill anyone they touch before falling to the floor. This move can only be used three times per level, and uses up a bit of their energy.

If you don't move a character for a set length of time, he or she lights up a cigarette. Then if you try to move them again it tells you in digitised speech: "I am smoking a faaaaag!"

Level one

You fight the bailiffs. It's a shoot 'em up in which you can fire mouldy pizzas from under your jumpers. You have to protect your household possessions from the men with bowler hat and briefcases. *(You've obviously never seen a real bailiff then. Ed.)*





Level two

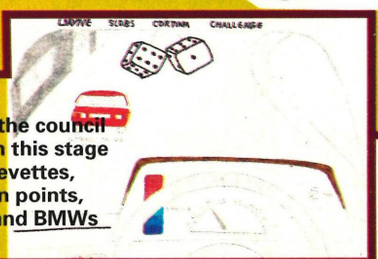
This is a platform game set on your council estate. The object is to get to your X-reg Ford Cortina. There are a number of icons to collect... see enclosed pictures. The idea in this level is to avoid the joy riders, kill the fellas in the big trainers and knack the geezers with the string vests. If you make it to the 'car', if you can call it that, you go on to the next level.

Level four

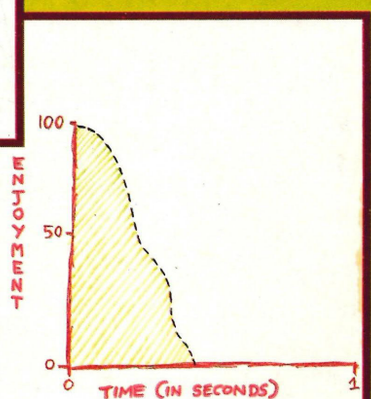
This level is set in the council offices and your characters have to search for a lift pass to get to the next stage. The next stage, once you've got the pass, has four sub-stages itself: Reception level, Refuse Disposal level, People Getting Paid For Doing Nothing level and your main goal the I Couldn't Think Of Anything To Call This Level level. (Got any suggestions? It's where little Frogmella is hidden).

Level three

It's a race against time to get to the council offices to save little Frogmella. In this stage you have to avoid hitting the Chevettes, Mk 1 Escorts and Skodas. To gain points, hit as many Porches, Mercedes and BMWs as you can.



David (and Darren) Inchcliffe, Peterlee, Co. Durham



An NFI spokesperson says: Yes, I've got a brilliant suggestion... call it the Give Up On This Idea, Get Back To The Drawing Board, And Try Again level. Why do I say that? Well, to illustrate my words what I've done is to draw a graph in which I've plotted enjoyment against time – it shows how quickly the novelty value of your game might wear off...

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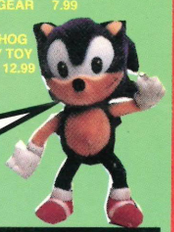

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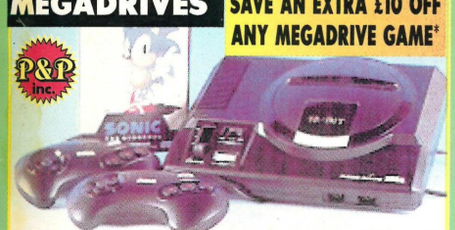

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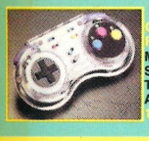

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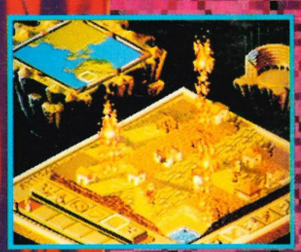

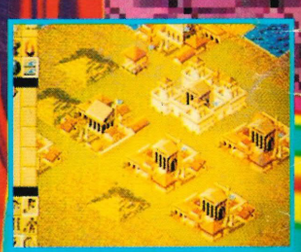

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