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elcome to the 50th issue of Megazone! To celebrate, we've put together this booklet of, what we reckon, are the 50 sexiest Sega games on the planet. All the games in this guide have altered the course of gaming history in some way by being original, innovative or just plain brilliant!

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In order to squeeze in as many games in as possible, sequels are lumped together. Bear in mind that all versions may not be available on all machines.



### Aladdin Virgin.....MD, MS, GG

The animation in this platformer is simply astounding and looks more like a cartoon than a video game. Some superb humorous touches too.



#### 

One of the first rotoscoped games (where a live subject is filmed and the movement is translated to a computer). Great depth and strange-but-functional graphics give it a movie-like feel.



### Bubba 'n Stix Core MD

Puzzle-packed platformer that'll drive you mad! Your companion, Stix, can be used to prod, stir and lever things, as well as in a number of more unusual ways...



## Cannon Fodder Sensible Software.....MD

A good mix of strategy and arcade skills are required to make it through all 72 phases of this excellent war game.

Don't get too attached to your troops as they start dropping like flies by the end.



### Castle/Land/World of Illusion Sega......MD, MS, GG

Mickey Mouse stars in this series of platformers, all of which are absolute gems. The superb animation and beautiful graphics quickly became a Disney hallmark. Castle and Land are every bit as good on Master System and Game Gear as the 16-bit World. The later co-stars **Donald Duck in a** simultaneous two-player platform game. The two must work together to overcome obstacles and, in singleplayer mode, the game map changes slightly in order for you to progress without assistance. Also, the routes change for each character, but unlimited continues make it a bit on the easy side.



Cool Spot Virgin MD, MS, GG

This gorgeous platformer stars the best-animated red dot ever! More amazing than the incredible animation on the Mega Drive is that it still looks incredible on the 8-bits.



Corpse Killer
Digital Pictures ......CD, 32X

Digital Pictures continues to support the Mega-CD with this light gun-based shooter (it works with both the Menacer and Justifier). Great full-motion video and a silly-but-fun plot.



# Desert/Jungle/Urban Strike Electronic Arts ......MD, CD, MS

Isometric 3D helicopterbased shoot 'em ups. Evertougher missions and the constant search for fuel and ammo offer perfect mix of strategy and action.



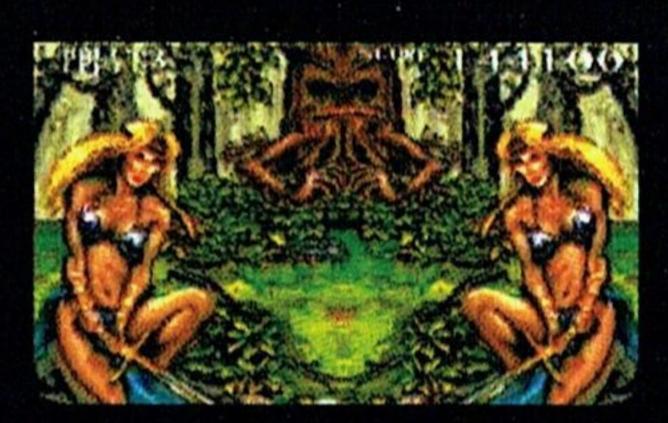
### Dr Robotnik's Mean Bean Machine Sega MD, MS

What at first seems a simple puzzler in the vein of Columns reveals itself to be a fiendish and playable game. The trick is you play against an opponent and it becomes unbelievably competitive.



### 

Classic ultra-violent firstperson-perspective shooter that's dripping in atmosphere. Use shot guns and chainsaws to slice your way through the twisted fiends from hell!



### Dragon's Fury/Revenge Tengen

On the surface, this offers little over competitors; you can't design your own tables, for example. Regardless, if pinball's your game then this is the best there is. It's just so darn playable.



# Dune 2: Battle for Arakis Virgin MD

Take control of one of three races battling to mine the 'spice' drug. Defend your installations and attack the enemy. Each race's different technologies adds even more depth to this fantastic game.



# Earthworm Jim Playmates ......MI

Bizarre in the extreme platform game. Well-thought-out design and genuinely funny plot make it also very playable. Stars a worm and some *very* odd characters...



# Ecco the Dolphin/2/CD Sega.....MD, CD, MS, GG

Tough and involved aquatic adventures – platformers without platforms, sort of. Features mind-blowing animation and some of the best music ever heard on a video game.



### Eternal Champions Sega....

Developed especially for the Mega Drive, this was the first 24 megabit cart and it shows. Huge characters and heaps of playability put it up there with *MKII* and *SFII*.



# F1/Championship Edition Domark/Acclaim ......MD, MS

The fastest racer on the Mega Drive. The formula one cars positively screech around the the track and what it lacks in graphical realism it more than makes up for in pure speed.



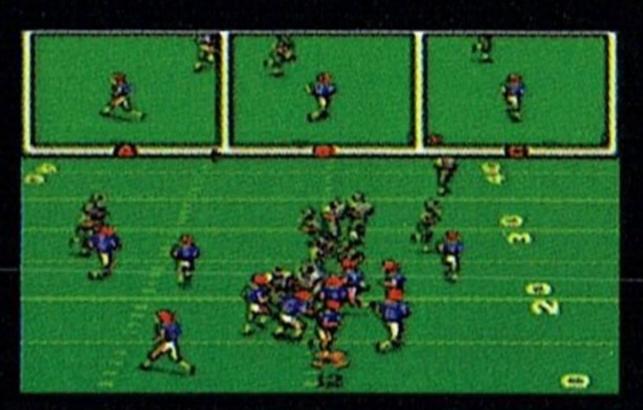
### FIFA Soccer/95 Electronic Arts.....MD

Excellent 3D graphics raise this above the plethora of average soccer sims. The 95 version features violence and you can deck other players when the ref's not looking.



### Flashback US Gold .......MD, CD

This superb rotoscoped platform adventure from Delphine combines amazingly fluid animation, a huge playing area, an absorbing storyline and just the right level of difficulty.



### John Madden NFL/92/93/94/95 Electronic Arts.....MD

The only gridiron game to consider. There main difference between versions is updated season stats. So, if you find an earlier version for next to nothing, get it.



### Landstalker Sega.....

The role-playing game for those who don't like role-playing games. Great 3D graphics, a huge playing area and fiendish puzzles make this the most challenging-yet-playable RPG on the market.



# Lemmings/2 Psygnosis ......MD, MS, GG

Classic puzzler in which you have to save suicidal little lemmings. Individuals are 'possessed' and made to dig, build, climb etc to create a safe route for his fellows.



### Lethal Enforcers/II Konami ......MD, CD

The first comes complete with the wonderfully named 'Justifier' light gun, this shoot 'em up features bank robbers, hostages and lots of gun power-ups. The sequel has a Western setting.



#### Mega-Lo-Mania Sensible Software.....MD

A 'God Sim' with the Sensible touch. Wage war with the opposing deities' tribes through 26 levels before you reach the ultimate 'Armageddon' battle.



### Micro Machines/2 Codemasters ......MD, MS, GG

Simply the most playable top-down racing games you'll find. Based on the miniature toy cars, you have to race a variety of vehicles, all with very different handling. In fitting with the 'toy car' aspect, tracks are based around the home, the garden and even in pool halls. The one-player game features a Challenge mode with evertricker courses and tougher competition. There's a huge variety of courses and some of the best two-player fun you'll find. The sequel, Micro Machines 2, is even better. It has twice the number of tracks and allows four players to take part simultaneously, thanks to the J-Cart design.



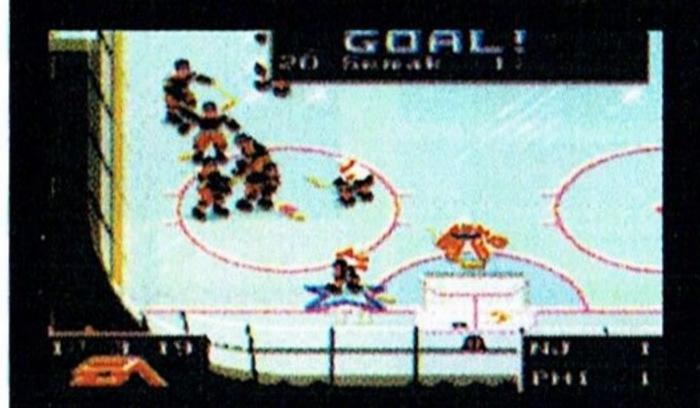
### Mortal Kombat/II Acclaim .....MD, CD, MS, GG

Superb playability, realistic digitised sprites, heaps of secrets blended together with that something extra – blood! Secret finishing 'fatalities' make for particularly gruesome endings!



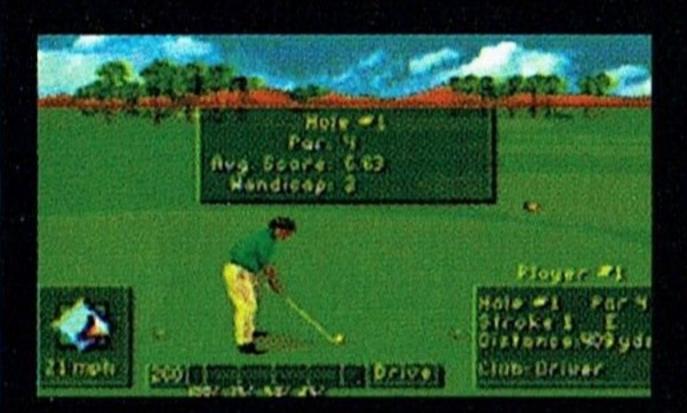
## NBA Jam/Tournament Edition Acclaim ......MD, MS, GG

Surreal basketball game with just two players a team. What it lacks in realism it more than makes makes up for in playability. Not much difference between sequels.



### NHL Hockey 93/94 Electronic Arts.....MD, MS

Master of the sports sim, Electronic Arts' effort at Hockey is as playable as the rest of them. The action is fast, frantic and furious. And the players fight, too!



### PGA Tour Golf/II/III/European Tour EA......MD, MS

Really, this series is like any of the other golf sims you care to mention – time your swing carefully using a power meter at the foot of the screen. it's just that these games do it best.



### Phantasy Star/II/III/IV Sega ......MD, MS

These epic RPGs are standalone games and have you, and your intrepid band, saving the world from evil and darkness. Yes, the plots are old but the games are great!



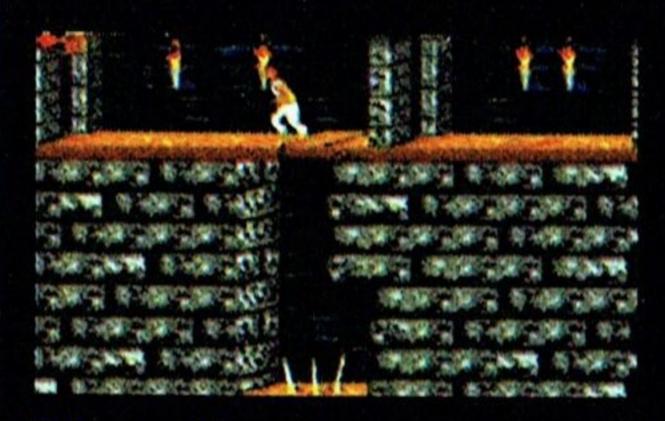
### Pitfall II Activision ......MD

The original *Pitfall Harry* appeared on the ancient Atari VCS console. This sequel is much more modern, and is compulsive playing. Nostalgia fans can find the entire prequel in a secret level!



### Populous/2 Tekmagik ......MD, MS, GG

The original 'God' game. Influence your tribe to go forth and multiply while spoiling your rival's plans through divine intervention and 'natural' disasters.



# Prince of Persia Sega.....MD, MS, GG, CD

Probably the first game to use rotoscoped animation. It's a real challenge, requiring pixel-perfect control. There's not much between versions, and the 8-bits compare well with the Mega-CD.



# Road Rash/II/III Electronic Arts.....MD, MS

These motorbike racers are brought to life by the ability to punch, kick and inflict injuries with chains. *II* gains a two-player option and *III* has upgradable bikes.



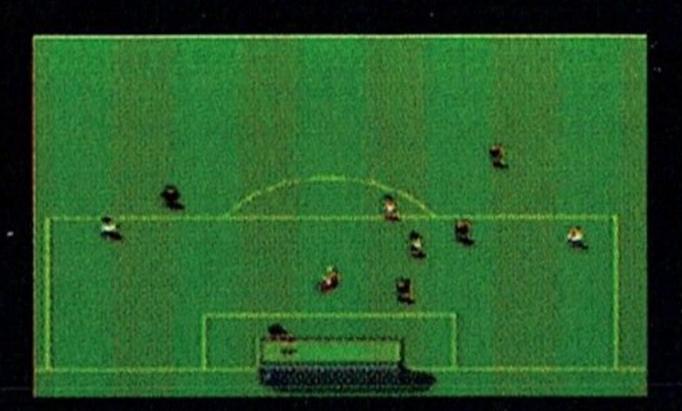
### Rocket Knight Adventures/Sparkster Konami MD

Bizarre platform games featuring a jet-pack-wearing, sword-swinging opossum called Sparkster. Heaps of bosses and incredible variety make this really stand out from the crowd.



# Rugby World Cup 95 Electronic Arts.....MD

In a league of its own literally - as the only other rugby game on the market is truly dire. The isometric 3D viewpoint works well with players running, diving and doing all the stuff that rugby players do. And even though the ball is often lost under a mass of seething bodies, it only reinforces the 'real thing' feeling. The initially complex control system is soon learned and it becomes an absolute dream to play. As well as intelligent passing and a variety of kicks, all the rules like scrums and lineouts are taken care of. Features all the teams for the '95 World Cup. Rugby union fans should not do without.



#### Sensible Soccer Sensible Software .....MD, CD

The players are tiny stick men, the graphics are nothing to write home about, yet this is one of the fastest and most playable games ever. Even if you hate soccer, take a look.



### 

Everything that role-playing games should be: absorbing storylines, lots of puzzles, and massive playing areas.

Warning: These are tough and will have you burning the midnight oil for many months!



## Sonic/2/3/Chaos/CD/& Knuckles Sega.....MD, CD, MS, GG

The original Sonic the Hedgehog is the game that sold a million Mega Drives. A state-of-the-art platformer which features innovative gameplay mechanics, superfast scrolling and is the yardstick by which other platformers are judged. Sonic 2 introduced sidekick Tails and a two-player mode. The most recent addition, Sonic & Knuckles, features a 'playthrough' mode where older games in the series can be plugged into the top of the cartridge and played using Knuckles, allowing access to previously unseen areas. There have been many Sonic clones, but none capture the originality of this classic.



### Speedball/2 Sega ......MS

A kind of mix between soccer and civil war. Score goals while inflicting GBH on your opponents. It's as if the sport had been invented just for the game. Which it was...



### Streets of Rage/II/III Sega ......MD, MS

Beat 'em up of the walkalong-and-kick-their-teeth-in variety. It's been done before, it's been done after, but this is the best it's been done. Two players can team up for double the carnage.



#### Sub-Terrania Sega.....MD

Complete a number of alien-annihalating missions – underground! Your ship is limited by fuel and working under the constraints of gravity, resulting in a hugely playable and fun game.



#### Taz-Mania/II Sega .....MD, MS

Starring the Aussie hero of the Warner Bros cartoons, these platformers have great cartoon graphics, superb comic animation and large playing areas.



# Super/Street Fighter II Capcom MD

The most playable beat 'em ups on the Mega Drive, these conversions are near arcadeperfect. Enormous attention to detail has been paid to the fighting moves and computer intelligence, which results in dream-like playability. Each character has its own range of special attacks which can take months to perfect. The sequel, Super Street Fighter II, is the largest Mega Drive game to date, weighing in at a massive 40 megabits! It features four new characters whose moves need to be learned from scratch, new backgrounds, and the old characters have had their moves fine-tuned for a fairer fight.



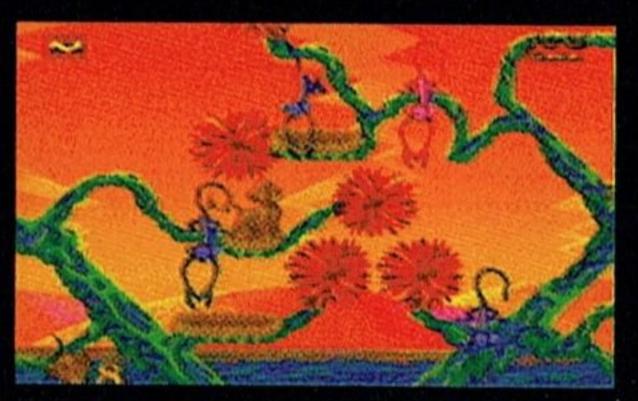
# The Chaos Engine Microprose MD

Superb two-player shoot 'em up/exploration game that has a bizarre mix of a Victorian setting with ultrafuturistic weaponry. When there's no second player, the computer takes control.



### The Jungle Book Virgin ......MD, MS

As you'd expect from a Disney adventure, graphics and animation is top-notch. The plot's bland – collect gems through 10 levels – but the gameplay's great.



### 

Playing as Simba the lion gives a different feel to the standard platformer and it's tougher than other Disney film tie-ins too. There's variety too – check out the 3D wildebeest stage.



### The Lost Vikings Interplay......MD

A puzzle game with platform elements. The trick is, each of the three Vikings has unique skills. All need to be utilised to successfully get through all the levels.



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Not really a series, but both star Donald Duck. Lucky Dime Caper is on Master System, Quackshot on Mega Drive, and needless to say, both have that Disney platform magic.



### Toe Jam and Earl/2 Sega ......MD

The funkiest games ever to hit the Mega Drive! Features Bermuda-short and baseball cap-wearing aliens. Both play differently, but are packed with hilarious moments.



### Virtua Racing/Deluxe Sega ......MD, 32

The car racing game that couldn't be done on the Mega Drive! In order to run this arcade smash in 16-bits, the Mega Drive version contains a custom-designed graphics chip, codenamed Sega Virtua Processor, to assist in pumping out the fast, 3D polygons. The computercontrolled cars don't make mistakes - and if you're to complete the course within the stingy time limits, neither must you! The split-screen two-player mode is a real scream. The 32X version, Virtua Racing Deluxe, has extra tracks and cars, plus the graphics have been revamped to take advantage of the superior colour palette.