sega ZONE

Son of Game Zone
£2.25
Issue 8
June 1993

See Page 32

100% Unofficial

Mega Games!

Jungle Strike

Flashback

Splatterhouse 3

Cool Spot

Tiny Toon Adventures

Andre Agassi Tennis

Mega Drive 2 Exposed!

FREE! Sonic Badge

Oi! Where's my Sonic badge, Newsie?

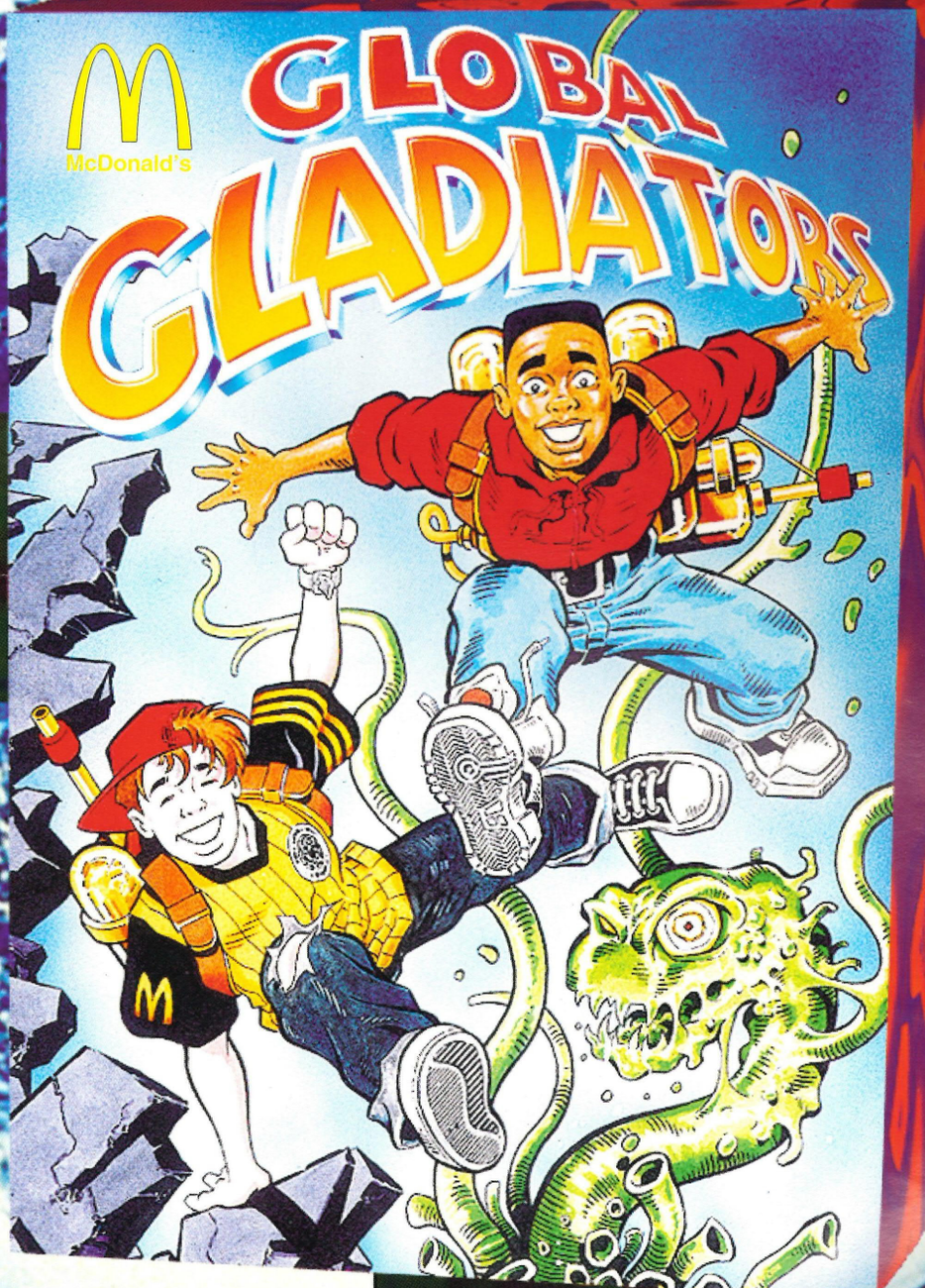
Warning! Badge pins are sharp and not suitable for kids under 36 months!

Street Fighter II' Champion Edition

Knockout World Exclusive!

MEGA DRIVE | MEGA CD | MASTER SYSTEM | GAME GEAR

AWESOME! IT'S THE GLOBAL GLADIATORS



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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** Anne Marie Allen, Jeremy Daldry, Rik Haynes, Michael Horsham, Duncan MacDonald, David McCandless, Patrick McCarthy, Daniel Pemberton, Asim Syed; **Publisher** Tim Ponting **Advertisement Manager** Sara Parker; **Sales Executive** Marcella Smith; **Publishing Director** Bruce Sawford; **Group Art Director** James Egerton; **Group Production Manager** Jim Bulley; **Circulation Director** Sean Farmer; **Managing Director** Alistair Ramsey; **Chairman** Felix Dennis; **Published by Dennis Publishing Ltd., Repro** Ebony; **Printer** Heron Print; **Distribution** Comag

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ANDRE AGASSI TENNIS P.42

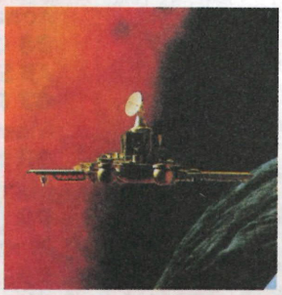
Old hat, out-of-date, past its sell-by-date, green, crumbly and covered in a film of mould. But don't fret or worry, that's not how anyone would describe News, it's the piece of Wensleydale we found down the back of the fridge.

Sega's Space Odyssey

Sega is set to cross the final frontier by setting up a satellite broadcasting system which can beam game software directly into your home.

In a small step for a huge, multi-million pound conglomeration, Sega is joining forces with two of the largest cable television companies in America, Time Warner and Tele-Communications (TCI) to create a great step for console-owning kind.

To be run as a subscription gaming service, Sega's attempt to boldly go where no other games company has gone before could be ready for lift-off by September in the States, but due to 'low-cable penetration' in Europe, it may be light years before we feel the effects over here.



Sega in spaaaaaace!

Users could also play games head-to-head with other gamers in their own homes and Sega may even offer exclusive new titles or back catalogue stock to its new subscribers.

Beam us up Sega.

Budget Bonanza

Transbot and *Ninja*, despite being yonks old, are doing storming trade in the stores, because Sega has released them on a budget label at the slashed down price of **£9.99.**

Wot a barg!

Chip Chat

A rather downtrodden console games journalist was too exhausted after the rigours of the ECTS report to write any more Chip Chat, so you can just bog off and turn to page 6 instead.

Master System chart

1	**Sonic 2**	**Sega**
2	**Lemmings**	**Sega**
3	**Taz-Mania**	**Acclaim**
4	**Speedball 2**	**Virgin**
5	**Castle Of Illusion**	**Sega**
6	**Tom And Jerry**	**Sega**
7	**Transbot**	**Sega**
8	**Land Of Illusion**	**Sega**
9	**World Class Leaderboard**	**Domark**
10	**Ninja**	**Sega**

Shipping chart supplied by Virgin Games Centre, 100 Oxford St, London W1. Tel (071) 637 7911

Sun-sational Survey Shocker!

The Sun, the newspaper that tells it like it is – with a few 'embellishments', shall we say, for spice – has published the findings of its Mega Guide Readers' Quiz in a piece entitled "Computer-mad kids spending five hours a day playing games."

The most ludicrous question was "Have your fingers ever fallen off while playing a computer game?" Sadly, 14.5 per cent said they had and a further one per cent didn't know whether their fingers had fallen off or not.

Unfortunately, for *The Sun* 90 per cent of respondents said they had never skived off school to play video games – irritatingly depriving them of an even more sensationalist headline.

TIP ON THIS!

Are you one of those people who gets infuriated when you get stuck at a particularly tricky point in a game? Through no fault of your own you're transformed from a docile Dr Jekyll into a rabid Mr Hyde. You can't eat or sleep for fretting about it and you are slowly developing a peptice ulcer due to a build up of bile.

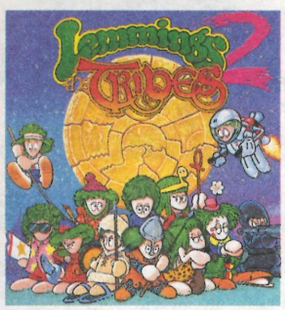
Fear not, apart from our totally excellent *Skill Zone* once a month, we've got 20 tips books, worth £9.95 each, from those generous people at Kuma Computers. Corish's *Console Games Guide* covers all systems while *Awesome Sega Mega Drive Secrets II* is just for the Mega Drive. The 20 best reasons as to why you deserve one, will win. Please state which one you'd like. Answers on a postcard please, to the usual address.

Sing-A-Long-A-Lemming

Max Bygraves move over, 'cos it's time to sing-along-a-Lemming!

Lemmings the single, by SFX, was launched on May 4 to coincide with the advent of *Lemmings 2* the Tribes on PC and Amiga, although Sega owners will have to wait until Christmas, snore!

Not only is it a superbly funky riff, man, but there are many different level solutions to the new game on the B side of the 7", 12", CD and cassette versions! "Cynical marketing ploy, moi?" says Psygnosis.



The Lemming Chorus.

Moving The Goalposts

Continuing our series of famous Sega players, here's that guru of the goalposts, that swami of the saves, it's that Chris Woods, Sheffield Wednesday and England goalie par extraordinaire. On the other hand, he could be a blithering butterfingers and a total plonker. (Well our crystal ball is broken and we can't tell whether Sheffield Wednesday or Arsenal is going to win the Sega-sponsored FA Cup.)

Pond Pootles OFF

How we cried! Staff writer Martin Pond, our little bundle of floppy hair, checked shirts and sunshine, has cleared the half-eaten biscuit and chewed biros from his desk and left us. No longer content to be a little fish in a big pond, Mr Shaken But Not Stirred has found fresh pastures yonder (well about two feet away actually) as Deputy Editor of *Game Zone*. Good luck, Martin. We'll all miss you! (Sob!) *(What? Miss that verruca-infested slacker who sticks masticated chewing gum under his desk? Good riddance to bad rubbish! Ed.)*

Ski Virtually

Does the idea of biting cold, the blinding glare of sun on snow and the possibility of coming home several pounds heavier due to the gypsum on your broken limb put you off taking to the piste? The other alternative is the thumb-wrenching prospect of the local dry ski slope. However, put these primitive settings aside, for in the future you'll be able to learn to ski virtually.

NEC has developed an experimental Virtual Reality Ski Training System which can train from beginners up to early intermediates.

In addition to a virtual reality headset there are two mobile steel plates, on which the prospective skier stands on, a slope simulation machine and the requisite ski poles.

In response to the virtual ski slope which you see in your headset, the plates move to mimic all the sensations of skiing and you gradually learn to manoeuver and adjust your weight or balance while you are travelling either up hill or down piste.

A sensor monitoring the blood flow through your fingers estimates your stress level and the course adjusts itself accordingly to either become easier or more difficult.

You can expect to see the Virtual Reality Ski Training System in a lesiure centre/arcade near you towards the end of 1994.

Sonic And Mario Caught Interfering With Jumbo!

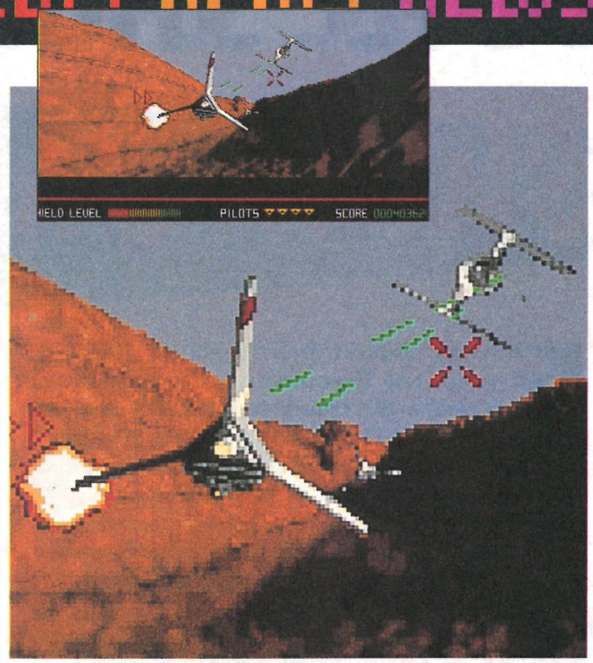
Not *that* kind of jumbo!

Did you know that when you use your Game Gear or Game Boy on an aeroplane its electrickery could interfere with the sensitive air traffic radio signals? This interference could muck the aircraft's system up to such an extent that Sonic or Mario could indirectly be responsible for a mid-air collision!

As a result the air safety watchdog IATA (International Air Transport Association) has advised a ban on the use of handhelds during taxi, take-off, initial climb approach and landing.

State Of The Cart

Are your carts and CDs in disarray? Do they lack the necessary plastic pack which keeps them in pristine condition and prevents them from being trodden on by little bruv, pee'd on by the cat and slobbered on by the dog? If so, then you could do with some video game storage cases from Boxtapes Unlimited. A clear pack of three costs £3.99 and a rainbow of colours pack costs £4.99. For CDs there are Pro-Series CD Preservers and a CD2 at £1.99 which, funnily enough, holds two and a CD8 at £4.99.



Rebel Assault

Have you got what it takes to fly with the Rebel Alliance? (*A handlebar moustache, a starched scarf and the ability to say "Chocks away!" in plummy tones? Ed.*) No, apparently it takes a smattering of qualities which the Cowardly Lion, Guy Fawkes and Eddie The Eagle lacked. (*A decent growl, a good defence lawyer and talent? Ed.*) No, courage, loyalty and quick reflexes but in addition to all that you need The Force 'cos *Rebel Assault* is an intense arcade action game based on a *Star Wars* theme, with 15 heart-palpitating levels of fast 3D FMV (full-motion video) fighting in the air.

Rebel Assault from LucasArts is their first release for CD-Rom technology only and will be available on Mega-CD in the Autumn.

Mega Drive chart

1	Streets Of Rage 2	Sega
2	Road Rash II	Electronic Arts
3	PGA Tour Golf	Electronic Arts
4	European Club Soccer	TekMagik
5	Lemmings	Sega
6	Mega-Lo-Mania	Virgin
7	Desert Strike	Electronic Arts
8	Sonic 2	Sega
9	World Of Illusion	Sega
10	NHLPA Hockey	Electronic Arts

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We Hef Bin Expecting You, Meester Bond

As you'd expect from anything bearing the Bond name, *James Bond: The Duel* was launched stylishly on 007 April with a pleasure cruise up the Thames. After seeing off some villains in a dramatic speedboat chase round the vessel, 007 arrived in the nick of time for drinks and a presentation featuring the new single and video by The Games Doctor, also called *James Bond: The Duel*.

Following an elegant luncheon, the party adjourned to the casino for craps, blackjack and pontoon with glittering prizes of *Duel* cartridges.

On a sporting note, Domark is launching a new label entirely dedicated to sports games – Champions Of Sport – and *International Rugby* will be its first offering on the Mega Drive.

Game Gear chart

1	Sonic 2	Sega
2	Lemmings	Sega
3	Alien 3	Acclaim
4	Streets of Rage	Sega
5	Taz-Mania	Sega
6	Super Kick Off	US Gold
7	Super Off Road Racer	Domark
8	Chuck Rock	Sega
9	Super Space Invaders	Domark
10	Prince of Persia	Domark

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Show Business

Every April the first of two annual European Computer Trade Shows (or ECTS as we in the biz call them) takes place in London. *Sega Zone's* roving reporters joined the software publishers, speccy programmers and sun-kissed PRs to gush over goodies and drool over celebs.

Watch this spot!

Chuck Rock II/Core Design

Behold The Conquering Heroes

Dun, dun, dun, dun, dun, dun dah! A small fanfare to accompany the results of the games industry's Oscars – the prestigious European Computer Trade Show Awards. No less than 80 of the world's leading computer and video games magazines (including *Sega Zone,* mags from the USA, Japan, even Hungary) took part in the voting and there was a special *Going Live!* Viewers Award. And now the Sega winners!

TITLE
Where In Time Is Carmen Sandiego?
CATEGORY:
Best Education/ Productivity Title
PUBLISHER:
Electronic Arts

TITLE:
Sonic 2
CATEGORY:
***Going Live!* Viewers Award**
PUBLISHER:
Sega

And last, but by no means least, Electronic Arts is ECTS Software Publisher Of The Year!

Codemasters

Frequently seen hobnobbing with the stars, ECTS was no exception for the Codemasters as proto-Take That heart-throbs **Worlds Apart** were checking out **Micro Machines** on their stand. After Worlds Apart's success with *Heaven Must Be Missing An Angel,* reaching 29 in the charts, and the newly released *Begging To Be Written* we can likewise expect *Micro Machines* to storm the console charts in May – not half console pickers! Other superstars to keep your eyes peeled for include that lovable ovum **Dizzy** in **Fantastic Dizzy,** which should be out on the Mega Drive, Master System and Game Gear in September. Master System and Game Gear *Micro Machines* should also hit the shops in September.

Phwoar... tasty graphics...

Core Design

Core Design has finally joined the merry band of Sega publishers and at the show displayed a range of corkers to come. **Thunderhawk** on the Mega-CD certainly looked impressive: a 3D helicopter combat sim that actually seems to use the machine's hardware capabilities: loads of hardware scaling and rotating sprites have been used for the enemy vehicles and protruding scenery such as buildings and trees. It should be available in September. The company is also busy developing the sequel to *Chuck Rock,* **Chuck Rock II: Son Of Chuck**. Neanderthal larks abound as Chuck Junior tries to save his dad who's been kidnapped by his arch rival in the motor business, Brick Jagger (groan). Armed with only a club and a bumper pack of Pampers, the gutsy tot journeys through six hazard-ridden, platformy levels gearing himself up for the final showdown at the Datstone Car Company. Like its predecessor, *Chuck Rock II* will appear on all Sega Formats including the Mega-CD and should roll into the shops in August. Slightly further off is **Bubba 'N' Stix**, a tale of an ordinary zoo-keeper's attendant called Bubba who is kidnapped with his lorry load of animals by an alien spaceship. Crashlanding on the wrong planet, Bubba finds himself joined by an alien stick who is willing to help him get back to earth. The game's a horizontally scrolling puzzle adventure that shows how a long, thin stick can be a far more flexible friend than your average Access card. Bubba can use Stix to smash enemies over the head, as a platform to walk over, as a baseball bat, a javelin and even a snooker cue! Sounds like a goodie to us but it won't be hitting the Mega Drive and Mega-CD until January 1994.

Accolade

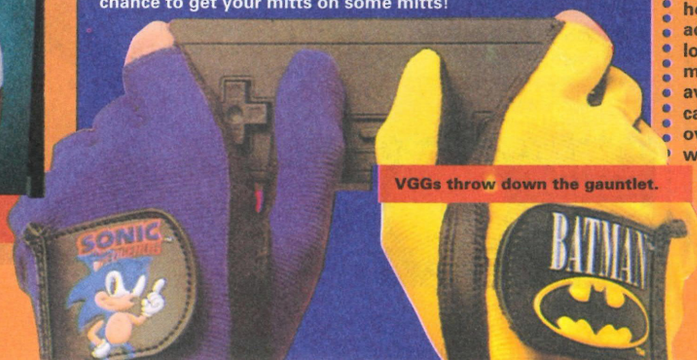
That bundle of fluff and furball of fun, Bubsy The Bobcat hosted the wild-catty-est party of ECTS. Arriving in a white limousine, the man, er, cat himself had a luscious lovely on his arm (oh well alright, it was Maria Whittaker). To keep the party in full swing the guests could get their thighs round a bucking bronco, get their teeth into candy floss from the candy floss machine and get their knitting needles into the mounds of yarnballs lying around Bubsy's den (by Kaffe Fassett's standards there was enough for three zig-zag jumpers, a poppy patterned shawl and two embroidered cushions featuring Ming vases). As well as **Bubsy In: Claws Encounters Of The Furred Kind** watch out for **WarpSpeed** – a new genre of space game where you have to save the earth from an onslaught of aliens and unspeakable terrors who are slipping in through Black Holes. Also on the Mega Drive, the sweaty delights of **Summer Challenge** are almost upon us and it's nearly time for tee-ing off with **Jack Nicklaus Power Challenge Golf** (see next issue for full reviews).

Warp Speed/Accolade

Who's that gorgeous creature? *(Bubsy. Ed.)*

Hand In Glove

VGGs (or video gaming gloves) are all the rage in Spain and are soon to go on sale over here, thanks to Barcelona-based company, Consola Center. Ideal for stopping that joypad slipping out of your sweaty paws, it comes complete with a reinforced padded digit to guard against gamesplayer's thumb. Watch next issue's News for a chance to get your mitts on some mitts!



VGGs throw down the gauntlet.

Mega-CD Multi-Play!

Now you've got your Mega-CD and exhausted the delights(?) offered by the accompanying software, whither do you turn for more games when so few compatible versions are in the shops? Enter one handsome piece of black plastic cartridge, the ProCDX, which fits neatly into the Mega Drive slot. To solve all your Mega-CD nightmares, the **ProCDX**:

- Plays US and Japanese CD games on any Mega-CD
- Has a simple plug-in cartridge so you don't have to modify your machine
- Lets you use a European Mega-CD with an import Mega Drive
- Allows any combination – any CD game, any Mega-CD or any Mega Drive. This unbelievably useful gadget (which of course is *NOT* endorsed by Sega) costs £49.99 and is out now.

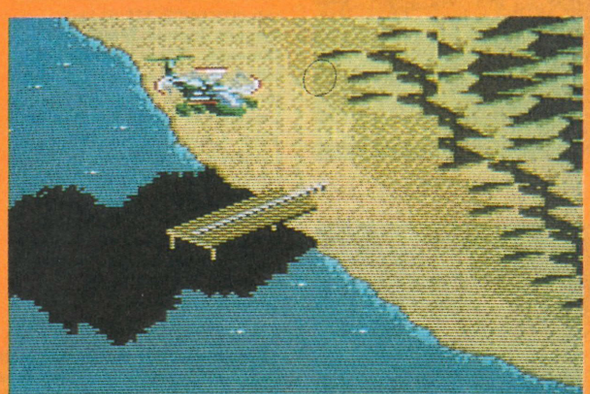
Cyber-Hire

Cyber-Hire was sharing a perch with Gem at their stand. It had a Virtual Reality machine featuring V-TOL, Virtual Take Off and Landing, a Harrier dog-fighting sim. The intrepid Vivienne Nagy donned a flying suit to take the enemy on. The picture shows her *before* she tried it out. *(For 'intrepid' read 'scared witless'. Ed.)*

The new Virtual Viv machine.

Domark

Whilst bopping to their swinging Games Doctor James Bond single, the bods from Domark were spinning a whole host of Sega titles. Pride of place went to the **James Bond: The Duel** titles and the company's Mega Drive flight sim which is shaping up neatly, **MiG-29**. Mega Drive and Master System versions of *Bond* are already in the shops and a Game Gear version is scheduled for a July release. Domark is also releasing a rugby sim, entitled funnily enough, **International Rugby**. It should hit the Mega Drive in July and whilst we're on a sporting theme, **Formula 1 Champions**, a Grand Prix racing romp, on all formats is also in development and will be out in August. The company is also currently working on Master System and Game Gear versions of the brilliant but ideologically dodgy, **Desert Strike** due for September release.

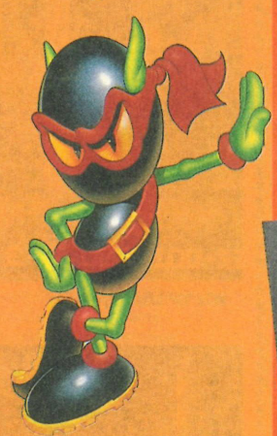


Desert Strike/Domark/MS

MiG-29/Domark/MD

Gremlin

With the slogan, "Hey you... Don't play that, play this!" (familiar to those of us wrinklies who remember Madness from the first time round), Gremlin unveiled its new Mega Drive game **Madness – House Of Fun**. Based on an old Amiga game called *Harlequin*, the main character has been revamped to appear much like the nutty boys themselves and is called Nutz. With more than 20 levels of puzzley platforms it also features many classic Madness tracks. Next off the starting grid is **Nigel Mansell's World Championship** – a pole position view racing game no less – which should zoom onto the Mega Drive in July and **Zool**, alien ninja and defender of the Nth dimension who'll find his way onto Sega formats in August.



Zool, Ninja Of the Nth Dimension/Gremlin

Hornby Hobbies

Nothing new from Hornby was launched at the show although we heard that there are some very interesting new developments in the pipeline as we speak.

These include a new system adaptor for the Mega Drive, perhaps in the same vein as the SuperDeck which has been developed for the SNES. Hornby was keeping mum about what the adaptor will actually do, perhaps like the SuperDeck it'll be a multi-converter which allows you to play Japanese, American and European games on your Mega Drive? On the Game Genie front, Hornby is hoping to get the **Master System** and **Game Gear Game Genies** into the country as soon as possible, with the estimated time of arrival of the reportedly ultra-cute Game Gear gizmo being in time for the annual prezzie-fest at Christmas. Hurrah!

The company is also looking at distributing Triax's new **6-button Turbo Touch** joypad for the Mega Drive, hoping to leap on the *Streetfighter 2* bandwagon. More news as we have it.

Fire-Side Attractions

The bods from Fire are right off the mark with this development which (until now!) has been shrouded in the mists of secrecy: they're developing a **Street Fighter II joypad** and **joystick** for the imminent Mega Drive version of that fab arcade game! The joypad (the **Stalker**) will be slightly larger than a standard pad and will have eight selector buttons to choose your character (and, as it's a Championship Edition, on a two-player game both players can elect to be the same character). Then there are four pre-programmed buttons for you to select each character's special moves (for example Ken's dragon punch would be button one, the fireball would be button two, etc. etc.). And finally there will be three more buttons for the normal moves. The joystick (the **Hunter**) will have the same combination of buttons and will retail for £29.99 while the Stalker will cost £24.99 and they'll all be found under the Heatseeker banner.

But there's more... Fire has patented an equally exciting **Smart Card Stick** for the Mega Drive! By day, this is, to all intents and purposes a humble, ordinary joystick, but when the going gets tough, just by popping in a smart card this joystick transforms itself into a ninja stick with preprogrammed moves for particular games. *Fatal Fury?* You got it! *Street Fighter II?* You betcha! *Thunderforce IV?* And many, many, more! The cards themselves will retail at £4.99 and negotiations are on with the likes of Konami and Capcom to be able to use the same game packaging for the credit card-sized, er, cards. For want of a better name so far, the Smart Card Stick will retail for approximately £34.99 and will also be available as part of the Heatseeker range.

And last but not least they're bringing out a mouse to be used in conjuction with the Mega-CD. It'll cost £19.99 and, like the joysticks and joypads listed above, will be available in the summer.

And just look at all this fab **Sonic** stationery we spotted at the Fire stand too. Expect to see a completely new range of **Sonic 2** stationery in late summer as well as a deluxe version of the existing range. And to coincide with the launch of **Street Fighter II** on the Mega Drive there's going to be another new range of stationery featuring your fave fighters.

JVC

Already a runaway success in the states, **The Secret Of Monkey Island** on the Mega-CD looked every bit as fab as the brilliant game deserves. Sadly it won't be available in the UK until the summer. Also in the pipeline are two titles developed by Core Design, already popular on other formats, **Wonderdog** and **Heimdall**, which should hopefully hit the streets within the next couple of months.

ECTS SHOW REPORT ECTS

Konami

Konami's entry to the Sega world has been marked by some high quality Mega Drive product, namely **Turtles: The Hyperstone Heist, Sunset Riders** and the fab **Tiny Toon Adventures** (reviewed this ish, page 46) which were all on display. The next big Konami biggie is **Rocket Knight Adventures** starring a mouse called Sparkster who's getting loads of hassle from hordes of alien pigs. Luckily our Sparkster's got a jet-pack strapped to his back and a sword to help him get porking across sideways scrolling platform-ridden levels. There's tanks and cars packed with the evil swine but Sparkster has a variety of special moves including the smart ability to fly diagonally into his enemies.

RocketKnight Adventures is scheduled for a September release but catch an in-depth interview with the game's top Japanese programmer in next month's ish.

RocketKnight Adventures/Konami

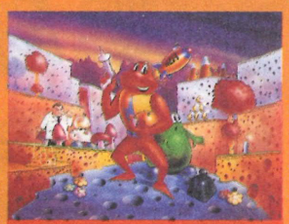
MicroProse

Busily preparing itself for the company's first Sega release, MicroProse had the Mega Drive version of **F-15 Strike Eagle II** quite prominently on display and pretty smart we thought it looked too. Placing you in the hot seat at the controls of a jet fighter, it offers four different levels of difficulty and six game worlds, spanning the globe from Europe to the Middle East and even the Arctic circle. Expect it some time in those hot and glorious (we hope) summer months, and Master System and Game Gear flight fans need not fret as *F-15* will appear on these formats next year. As for the swashbuckling romp, **Pirates Gold**, there's no news yet as to when it'll be released over here. MicroProse has also got two other newies for next Christmas, **Pinball Deluxe** and a game destined to have the smartest sountrack yet, **Impossible Mission**.

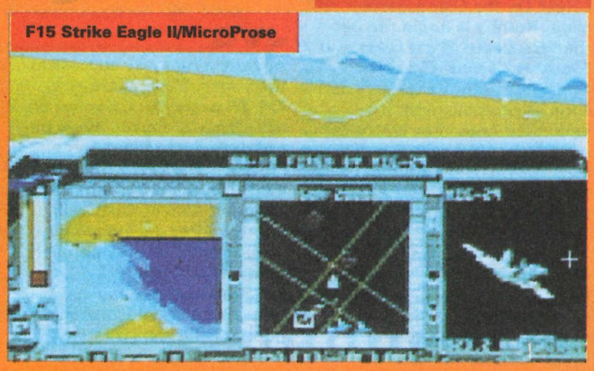
Millennium

The delectable James Pond was displayed in the sequel to *Robocod*, **Operation Starfish** where he pairs up with trainee agent Finnius Frog to stop the evil Dr Maybe mining the world's cheese supply. The Pond sprite was dashing about faster than the hallowed Sonic himself and Finnius will provide a sexy two player option. The dairy product-ridden levels (yeuch!) should emerge on the Mega Drive in September.

Meanwhile **Beastball**, a futuristic sort of American footie game for the Mega Drive is also in the works.



James Pond 3: Operation Starfish/Millennium



F15 Strike Eagle II/MicroProse

Mindscape

At the moment Mindscape does not have a licence to publish Sega games in Europe, but negotiations are underway and if all goes well the **Miracle** keyboard for the Mega Drive will be available in the summer. Then you'll also be able to buy **Gods, Cal Ripken Baseball** and **Outlander** for the Mega Drive which at the moment are only out in the States.

Psygnosis

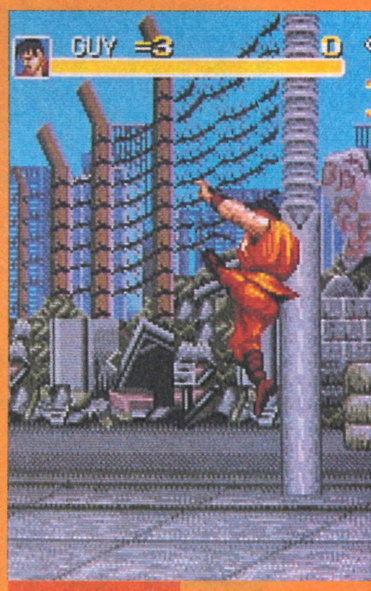
As well as that lovable little spacehopper **Puggsy** (see full review next ish), Psygnosis was also showing bunny-wabbit loving magicians **Wiz 'N' Liz** whose pet rabbits have been at it fairly constantly since they arrived on the planet. A miscast spell has flung them far and wide, but the little lapins can't fend for themselves. Only by collecting vegetables to put in the magic cauldron, collecting letters to crack the code can Wiz 'N' Liz save the fluffy wuffy bunny wabbits! With a split-screen two player game, *no* baddies and eye-bogglingly speedy, *Wiz 'N' Liz* will be out in July. And we've also got **Lemmings 2: The Tribes** to look forward to on all Sega formats around Christmas time. Hurrah!

Sega

There was really nothing we hadn't seen before at the Sega stand, which incidentally looked more like an elaborate shop housing loads of games and Sonic merchandise, than it did a stand. The Mega-CD was up and running with titles like the fabulous **Final Fight**, (full review next ish) and **Night Trap** (reviewed on page 30) and a host of Mega Drive, Master System and Game Gear titles we'd already previously reviewed.

There was no sign of the Activator peripheral (sniff) or the Virtual Reality machine (sob) or the LaserActive player (boo hoo hoo) which we got wind of at the Las Vegas show. Even worse, than this the men from Sega were keeping their lips tightly sealed about **Street Fighter II Championship Edition**, with no official news being given to the press. Lucky then, that we have *Sega Zone* moles in every port, eh?

The latest rumour they've picked up is that **Sonic 3** will be launched in September. However, we did glean some official news and that's that the huge Sega centre packed with laser games, merchandise and scrummy hedgehog eateries will definitely open in Bournemouth in July.



Final Fight/Sega

Sierra

Sierra is set to make a big splash into the swimming pool that is the Mega-CD. *(How profound. Ed.)* Expect to see the likes of these on a Mega-CD near you somewhere in the future: **King's Quest: Absence Makes The Heart Go Yonder**, an enchanted quest in the magical kingdom of Daventry; **Space Quest: Roger Wilco And The Time Rippers**, featuring a sanitation engineer turned swashbuckler; **The Adventrues Of Willy Beamish**, with Willy and his pet frog, Horny; **Stellar 7**, a fighter tank high-tech battle; **Mixed-Up Mother Goose**, kiddies can unscramble their fave nursery rhymes; **Police Quest: The Kindred,** billed as an all-action 'training tool for police forces'; **Leisure Suit Larry In The Land Of The Lounge Lizards** in which you ramble, gamble and meet the girl of your dreams and finally **Rise Of The Dragon** where you stalk an evil drug lord on the streets of LA as renegade private eye Blade Hunter.

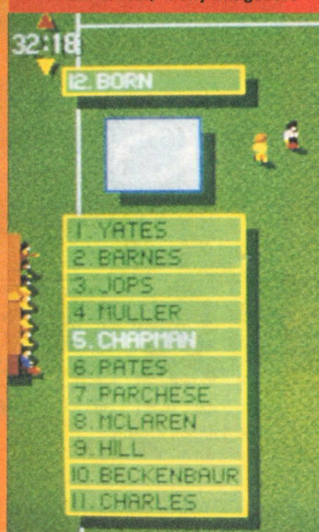
Wiz 'N' Liz/ Psygnosis

Lawnmower Man II/Sales Curve

Sales Curve

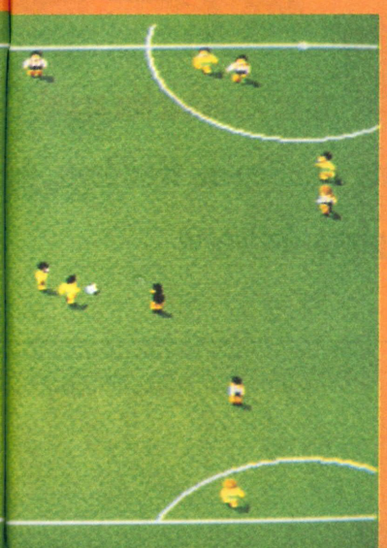
The Sales Curve is moving into Sega publishing with its development of **Lawnmower Man II** on the Mega-CD, scheduled for the start of next year to coincide with the film. It'll incorporate original film footage, a 3D VR world and 10 game-playing styles. Mega Drive, Master System and Game Gear versions are planned as is a MD version of the puzzler, **Troddlers**. More news on *Lawnmower Man II* next ish.

SensibleSoccer/ Sony Imagesoft



Sony Imagesoft

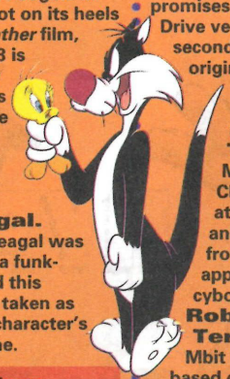
Sony Imagesoft is setting itself up as a force in the world of Sega. Its list to date includes a wealth of Mega-CD *Sewer Shark* (see review last ish), *Hook* and *Chuck Rock* (both reviewed this ish) and *Dracula* (pre-viewed in issue five) which should be out at the end of May. One to look out for is the game of **The Last Action Hero**, the license of the Arnie film, due out in the States in June. This is the latest collaboration between film-makers and game developers. *TLAH* will include everything from CD-like sound and elaborate animated images, but as to when it will appear here, don't hold your breath! Similar treatment is destined for **Cliffhanger**, a movie due out in the States this summer starring Sly Stallone. Sony has scored a first by scooping console rights to Renegade's **Sensible Soccer.** Sony will be able to publish all Sega formats including Mega–CD and the Mega Drive game will be out by early autumn. **Microcosm**, the spooky CD game, dealing with all manner of bodily functions will be released in October.



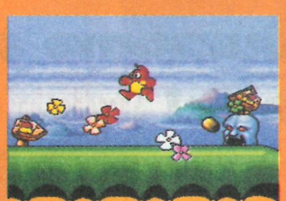
Looks as if James Pond is quite taken with our Viv.

TecMagik

In a show which revealed very little that we didn't already know, TecMagik not only managed to pull a cat out of the bag for ECTS, but also a coffee-drinking Wimbledon winner, a lickle yellow bird, an all-action film star and one Pink Panther. The titles **Andre Agassi Tennis, Sylvester And Tweety, Steven Seagal** and **Pink Panther** are TecMagik's awesome foursome! The long-awaited **Agassi** is out now on Mega Drive and Master System (the reviews are in this very ish). In **Sylvester And Tweety,** Tweety "tawt he thaw a puddy cat" and now the cat is out to catch him! This game will be available on Mega Drive (16 Meg) and Master System (two Meg). The punters were drawn by Henry Mancini's mesmeric **Pink Panther** music for the 8 Meg Mega Drive game. A new cartoon series begins in September and hot on its heels will be a *Pink Panther* film, so the end of 1993 is looking decidedly rosy. The graphics which aroused the most interest on the stand were those from the future 16 Meg **Steven Seagal.** Screen star, Mr Seagal was filmed moving in a funk-some manner and this footage has been taken as the basis for the character's moves in the game.



Down in one.



Plok/Tradewest

Tradewest

Although there were just Nintendo versions on the stand, Tradewest assures us that the Mega Drive version of **Super Off Road Baja** should be available in August, **Battletoads/Double Dragon,** an adventure where the toad bros team up with twins Billy and Jimmy Lee should be out around Christmas and **Plok** – a weird character who can explode and reform his body parts at will – should be out early in 1994 .

US Gold

The Goldies were on form with their Sega product. On show was the marvellous **Flashback** (reviewed on page 38) and up and coming versions of **Robocod** on the Master System and Game Gear which looked brill. James Pond, fish-like charisma oozed from the Master System – why the game almost looked like the Mega Drive version. Both formats should be available in June. Two other goodies for these machines were also on display – Sega conversions of Lucasarts' **Star Wars.** Fans of Luke Skywalker, Harrison Ford and Princess Leia can take their pick as they battle their way their way through the game including some spectacular 3D flight sim sequences until the showdown with the evil Darth Vader himself. The force will be with you some time in the Summer.

Virgin

Virgin's games are queueing up this year: coming shortly: **Two Tribes: Populous II** on the Mega Drive, (one of the first products in the world to use the **Sega Micro Trackball**) and **Global Gladiators** and **Superman** on the Master System and Game Gear Summer: **Super Off Road**, comes to the Master System. Winter: **Another World** on the Mega-CD promises more than the Mega Drive version as it has a second storyline. Once the original adventure has been completed, you become Buddy the alien. **The Terminator** on Mega-CD features a CD soundtrack and atmosphere enhancing animated sequences from the film. A further appearance for the cyborg one in **Robocop Meets Terminator** – a 16 Mbit high-octane blaster based on Frank Miller's comicbook. A banana-throwing bonanza sees Mowgli bearing his necessities on Mega Drive and Master System in **The Jungle Book.** The frogtabulous **Battletoads** are busting onto the Master System. Christmas: **Dinoblades** rolls onto the Mega-CD. Featuring roller-skating dinosaurs bearing hockey-sticks, this comic beat 'em-up has a vast range of comic animations and expressions. Of all the parties *the* hot spot was the **Cool Spot** party. Guests were fed bowlfuls of red M&Ms and watered with a fruity red cocktail and the Chosen Ones appeared live.

Where's Spot? Oh yeah, on Martin's chin.

Missing In Action

Two important publishers were AWOL at the show, namely Acclaim and Electronic Arts. Here's what they would have had to offer...

Acclaim

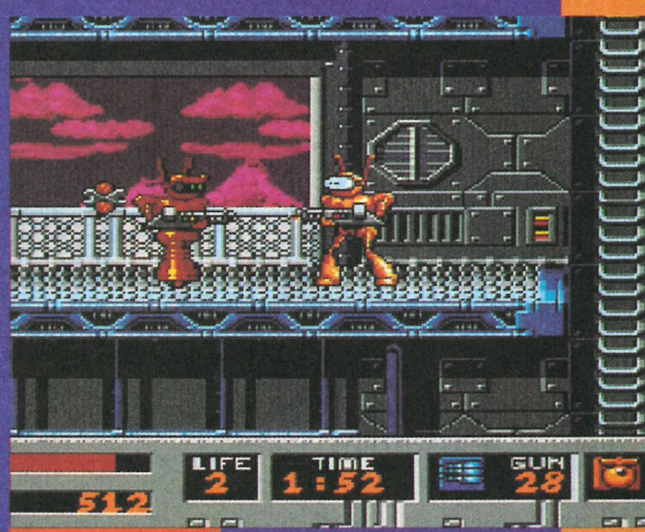
Acclaim has a wealth of titles up its very long sleeve: **Bart Vs The World** on the Master System and Game Gear, **Crash Dummies** on the Master System, **WWF Steel Cage Challenge** on the Game Gear and **NBA All Star Basketball Challenge** on the Mega Drive (all due in June), **Terminator 2 - The Movie** on Master System and Game Gear (out in August). But by far the biggest Acclaim title to hit the streets in September is the coin-op conversion of the mighty **Mortal Kombat** on all Sega formats. Yep, the arcade beat 'em-up smash which caused such a stir in the States with its huge helping of gratuitous gore, will have to be toned down to get past the Mary Whitehouse board of Sega censors. Actors were filmed and the images then digitised to provide accurate martial arts moves – and the animation's certainly looking neat. Stay tuned for more news next month.

* SYLVESTER AND TWEETY ARE TRADEMARKS OF WARNER BROS. COPYRIGHT 1993

Mortal Kombat/Acclaim/GG

Electronic Arts

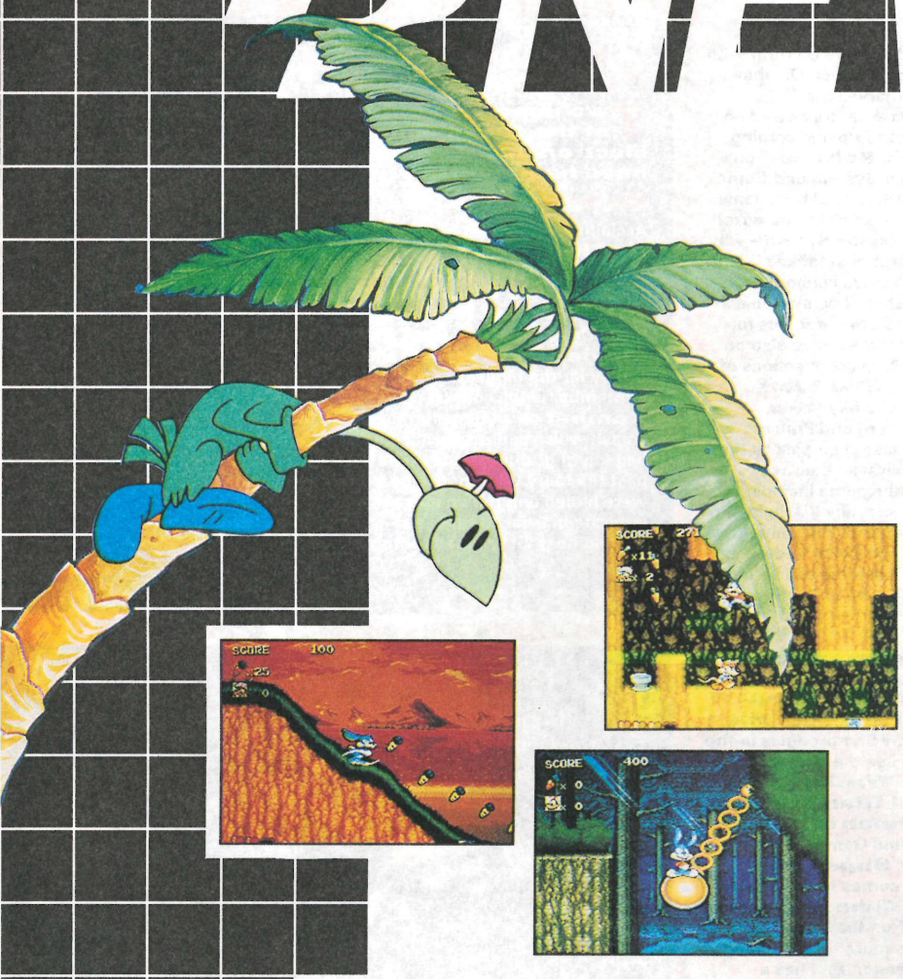
Apart from **Jungle Strike** the long-awaited sequel to *Desert Strike* (previewed on page 52), EA has **B.O.B.** coming up on the Mega Drive in June, a huge platform puzzler starring a super cool alien android called, er Bob. Planned for a July release is **Techno Clash**, a futuristic shoot 'em where hi-tech meets magic to bring some frantic two player action.



B.O.B./Electronic Arts

NEW

MEGA



Join Buster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold..

Buster's Hidden Tr

TEENAGE MUTANT HERO TURTLES®

THE HYPERSTONE HEIST™

The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again?

preserve the rights of citizens freedom, d

and on-time pizza delivery!

KON

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TITLES

GA DRIVE

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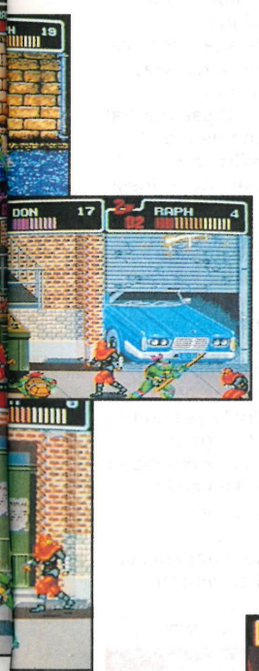
SUNSETRIDERS

Available soon!

It's Spaghetti -Western action all the way, in this wacky Wild West shoot 'em up.



an they

nocracy

On foot or on horseback, you'll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.

OFFICIAL SEGA SEAL OF QUALITY

AMI®

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Jap in a box

RIK HAYNES and MASAKI OJI sift through the latest video games from Japan... home of sushi, sumo wrestling and a soft drink called Sweat!

New, improved and thoroughly absorbent

After much press speculation, Sega has finally launched cheaper, cosmetically-revamped models of the Mega Drive and Mega-CD in Japan.

As expected, there are no major differences in specification and the new hardware can play existing video games. Mega Drive 2 has no modem socket, headset jack or volume control. Instead of using headphones, you can output stereo sound through the DIN cable. It now comes with the 6B Fighting Pad controller for use with Capcom's *Streetfighter II: Champion Edition*. It's a good buy at ¥12800 (£73).

The Mega-CD 2 is smaller, lighter and has changed from a front-loading to top-loading system.

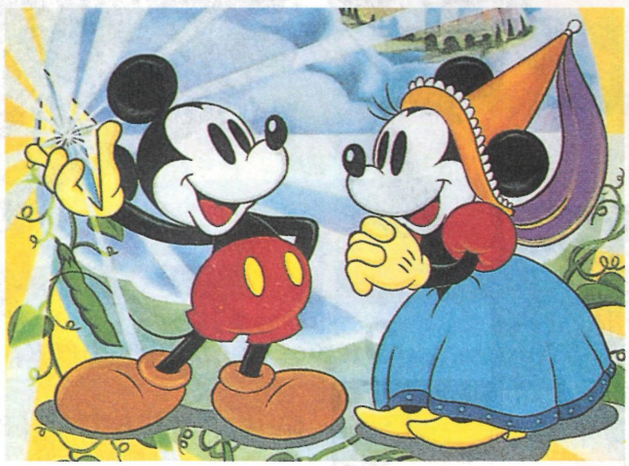
The old Mega Drive can still be connected to a Mega-CD 2.

At only ¥29800 (£170), it's a staggering ¥20000 (£114) cheaper than the Mega-CD!

Land Of Illusion

The world's most loveable rodent is risking life, limb and his lunchbox again. Mickey Mouse must recover a stolen gem from an evil Phantom and his army of baby dragons, spiders, snakes and sea urchins. Indeed, he'll do absolutely anything for a snog with Minnie Mouse!

This sequel to *Castle Of Illusion* features more levels, animation and music. It's a good job our hero can pick up useful items like the magic flute, cloud shoes and a shrinking potion to squeeze into the Tiny Cavern. If all else fails, Mickey has a mighty bounce attack to knock out tough obstructions and opponents. Can he avoid the pitfalls and perils of Donald Duck's Harbour Fortress, King Goofy's Toy Palace and King Horace's Blacksmith Castle? Of course he can!



Published by: Sega
Cart size: 4 megs
Price: ¥3800 (£22)
Out: Now

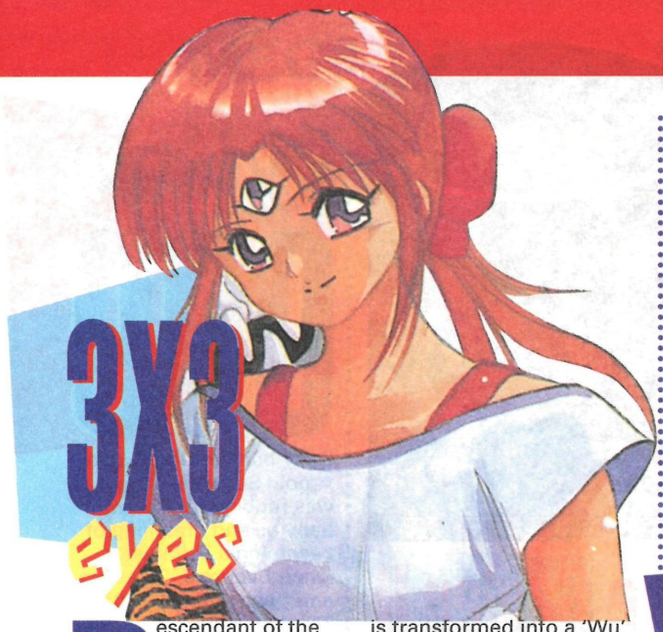
Ranma nibunnoichi 1/2

Ranma has a real identity problem. His father is a panda. Even worse, he turns into a girl when cold water is poured over him. As you would expect, hot water instantly returns his manhood. (*And I thought Pai from* 3x3 Eyes *had problems! Ed.*)

Taken from the popular comic by Rumiko Takahashi, *Ranma Nibunnoichi 1/2* on the Mega-CD is a typical Jap adventure game. It's your decision on what Ranma will do in various situations. He/she often has to fight his, erm, her way out of a tight spot.

The rules of these martial arts engagements are simple - PUNCH wins against special attack, loses against kick. KICK wins against punch, loses against special attack. SPECIAL ATTACK wins against kick, loses against punch. Takahashi's work is still published in *Shoyen Sunday*, one of the most successful Manga books in Japan. Like *3x3 Eyes* and *Cyborg 009*, this game features the same character voices as the TV version but that's not a lot of use unless you:
(a) Speak fluent Japanese.
(b) Are familiar with the original cast.
(c) Give a toss anyway.

Published by: NCS
Price: ¥8300 (£47)
Out: Now



3X3 eyes

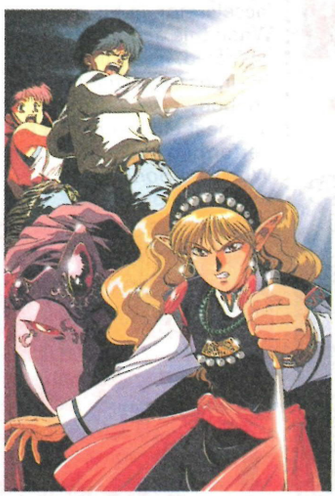
Descendant of the 'Sanjiyan Nukara', Pai looks like any ordinary teenager until a third eye appears on her forehead and she magically becomes a very powerful and violent goddess. (*Choosing the right mascara must be a nightmare. Ed.*) One day, Pai's boyfriend Yakumo Fuji is transformed into a 'Wu' zombie after she scoffs his spirit. While Pai and Yakumo make a cute if slightly unconventional couple, they want to be human. Perhaps an understanding occult magazine editor, kung fu master and exorcist can help them out?

3x3 Eyes, already out on video in the UK, is based on a extremely popular Manga strip by Yuzo Takada.

The video game is similar to other Japanese RPGs – seemingly full of endless walking, talking and fighting.

Utilising the Mega-CD's unique capabilities, Sega's designers have employed the voices of actors and incorporated plenty of animation to keep the player entertained. Pai's piercing screams of anguish are particularly effective but some of the visuals would benefit from a makeover.

Nonetheless, it's sure to be a hit in Japan.



Hi yaaaaaaa.....

Published by: Sega

Price: ¥8800 (£50)

Out: May

Virtua Racing Sega's stonking Grand Prix coin-op, should hit the Mega Drive this Christmas...

TV times

Here's an exclusive look at Japanese video game adverts on the box. This month...

It's another glimpse of Japanese 'idol' Yumiko Takahashi and her amazing presentation of the Game Gear and a floppy hat!

Doraemon

Cartoons, like fashion trends and Australian TV stars, come and go. A few, however, continue to pull on the heartstrings of young and old alike. (*Aaah! Ed.*) The Yanks have *Garfield*. The Brits have *Danger Mouse*. The Japs have *Doraemon*. And those clever people at Sega have the license to convert this classic to the Mega Drive and Game Gear. Over 50 million copies of the comic have been sold in Japan. The TV show is adored to this day and *Doraemon* has inspired everything from cuddly toys to crunchy breakfast cereals. Not bad for an atomic robot cat who spends most of his time in the fourth dimension, eh? Like *Garfield*, 'robocat' is always plucking his master out of danger with a charming wink, smile or wisecrack. He can also fly if a propeller is stuck on his head.

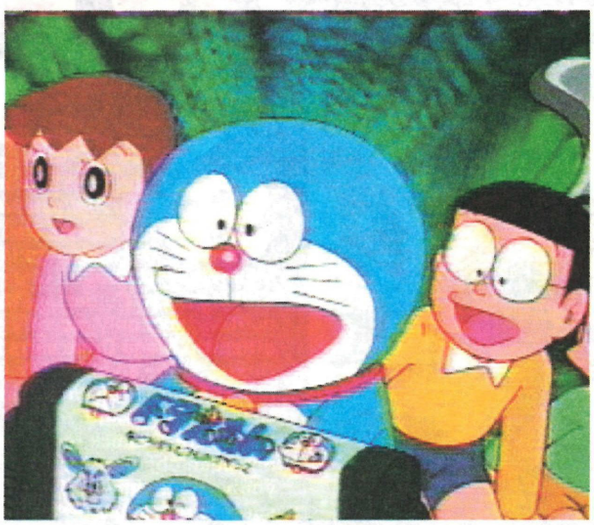
The video game, spread across seven challenging stages, is similar in style to *Sonic The Hedgehog*. *Doraemon* must rescue Nobita and his friends from the clutches of a nutty bunch of rhinos, dogs, hippos, bunnies, lions and broken egg shells. Smart!

Published by: Sega

Cart size: 4 megs

Price: ¥6800 (£39)

Out: Now



Japanese titles, publishers and release dates may be subject to change in the UK.

Sega has gained a slight technological edge over its rivals with a mouse accessory for the Mega Drive which can also be used as a trackball. Segamouse costs ¥5000 (£29). *Switch* on the Mega-CD is the first to support it.

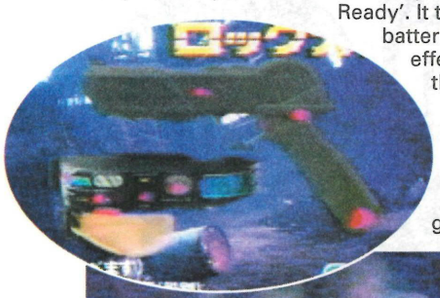
SWITCH

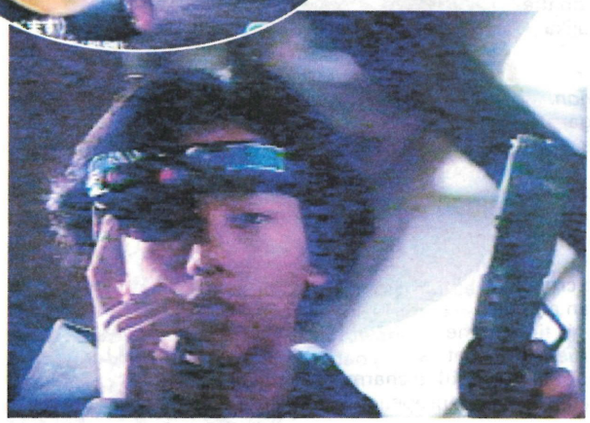
Soz for the mix up in last ish. The pics for *Annet Again* were mixed up with the pics for the *Experanza* story. We promise it won't happen again. Soz.

Sega's shootout

In a surprising move away from video games, Sega has unveiled a toy gun. *Virtual Shooting Lock-On* consists of a laser pistol and head-mounted unit to register 'hits' and display your number of 'lives'. If somebody is aiming at you, the unit sounds a warning beep. When you turn it on, a sampled voice says 'Get Ready'. It takes two AAA batteries in the grip and the effective range is more than 55 meters.

This light, reasonably priced (¥5800/£33) and safe toy gun might totally change the survival game craze.





Shining Force Gaiden II

There's not much information available on this sequel because it's currently under development. By painstakingly piecing together scraps of paper left next to the programmer's shredding machine, we've managed to ascertain **three vital facts:**

1) It is said there are some changes in game-play so that *Shining Force Gaiden II* will be easier to handle.

2) The 'Sword of Haja' has been stolen and Sypress forces are after the thief.

3) This type of RPG can whip Japanese gamers into a frenzy.

Published by: Sega

Cart size: 4 megs

Price: ¥5500 (£31)

Out: July

Cyborg 009

Body-builder-turned-actor Arnold Schwarzenegger was rubbing himself with baby oil and dreaming of becoming a Terminator when *Cyborg 009* was hip and trendy in the 1970's. The comic book and animated TV series is now showing more unsightly cracks and wrinkles than *Ultraman*, *Doraemon* and the others making a comeback in video game form.

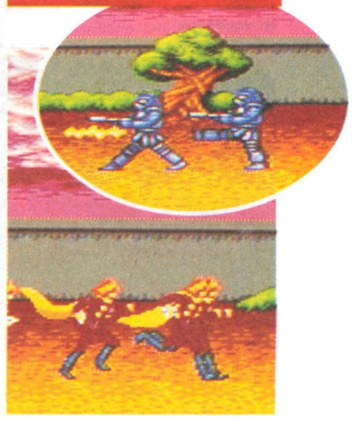
For *Cyborg 009* Riot has opted for a simple arcade romp enlivened by flashy sequences to regularly reveal the background story. In the original, bad guys wanted global domination by creating superhuman cyborgs.

Luckily, these noble 'droids immediately decided to revolt against the baddies and make our planet a better place. There were nine rebellious robots in the team and 009 had an 'accelerator' in his body. When this gadget was activated, he could move 25 times faster than anybody else. Yes folks, this neat party trick can be performed in the game. Who said *Sonic* had a monopoly on speed?

Published by: Riot (Telenet Japan)

Price: ¥7800 (£45)

Out: Now



JAPANESE SEGA CHART

1 • *Puyo Puyo* by Sega/Compile on Mega Drive
2 • *Sonic 2* by Sega on Mega Drive
3 • *Yumimi Mix* by Game Arts on Mega-CD
4 • *Bare Knuckle II* by Sega on Mega Drive
5 • *Magin Saga* by Sega on Mega Drive
6 • *F-22 Interceptor* by EA-Victor on Mega Drive
7 • *Sonic 2* by Sega on Game Gear
8 • *Shining Force Gaiden* by Sega on Game Gear
9 • *J. League Champion Soccer* by Game Arts on Mega Drive
10 • *G-LOC* by Sega on Mega Drive

I'm forever blowing bubbles...

Sigh! Sob! Scream! Where's *Landstalker* gone? (*You really need to get out more, boys! Ed.*) *Puyo Puyo*, also available on the Game Gear, will appeal to fans of *Tetris* and *Columns*. Meanwhile, *J. League Champion Soccer*, *Magin Saga* and *Shining Force Gaiden* are three fun titles. Japanese punters have only recently seen *F22 Interceptor* and the other top Mega Drive carts from Electronic Arts. Will *Desert Strike* and *Road Rash 2* storm the charts next month? *Bare Knuckle II* is just *Streets Of Rage 2*, *G-LOC* isn't very good and *Yumimi Mix* is a weird schoolgirl adventure. A quick reminder that the Sega Master System has been obsolete for quite some time in Japan. And if you've never heard of *Sonic 2*... our congratulations on successfully avoiding last year's hype!

MEGA DRIVE ✪ SUPER NINTENDO ✪ NES ✪ GAMEBOY ✪ GAME GEAR ✪ MASTER SYSTEM ✪ ATARI LYNX ✪ P.C GAMES ✪ AMIGA ✪ COMMODORE ✪ SPECTRUM ✪ MEGA CD ✪ NEO GEO ✪ P.C ENGINE ✪ ST

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EROGE

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

Welcome once again to Sega Zone's most popular column. Yes it's official, according to our survey, the punters find Erogenous Zone a right rivetting read and no mistake missus. So, hold onto your funny bones, here's more of what you love best. (Lies, damn lies and statistics, eh readers? Ed.)

Dear Sega Zone

I would like to put an ad in the *Freeloader* section of the mag, but have made a complete mess of the coupon. I know you can be sarcastic and mean to the kids so please be kind to me as I am the 31-year-old mother of three! If I write out the ad below again I hope you will accept it. PS. I used to live in Bolsover St.

K. Slate (Mrs), Crouch End (Freeloader entry enclosed).

We value you all our readers, especially the more mature ones and those who've experienced the miracle of childbirth. We wouldn't dream of being mean to you, Mrs Slate and we don't even know the meaning of the word sarcastic – hell, we don't know the meaning of a lot of words.

And as for the thought that we might be horrid to our younger readers just because they're probably not very hard, well it's appalling. PS. How interesting that you used to live in Bolsover St – small world! **Ed.**

Dear Sega Zone

My Nana has sent me a copy of *Sega Zone* issue six. She bought it at Menzies in Cleveleys and didn't notice the free tips book was missing. She lives in Blackpool and mailed it to me here in Liverpool. I don't have a receipt or anything so I can't go down to my local newsagents and ask for another tips book.

It would upset her If I rang her and told her that the book was missing and I don't want to upset her as she is very kind.

So, if possible, please could you send me a copy of the tips book from that issue. I would be extremely grateful.

Matthew Edwards, age eight, Liverpool.

So you and your Nana have cooked up this scam to sting us for a tips book eh Matthew?

What a nasty piece of work you must be, and as for your Nana – what a vicious, evil old harridan she sounds. Well you can go and whistle for your tips book, you little gob-shite. **Ed.**

Howdy Sega Zone

Before I begin, I'd like to say that your mag is ace, top one. I never read any other title 'cos they're not up to your standard (lickey, lickey). Keep up the most excellent work.

Now I must get down to the serious hardcore:

a) Does Dom Diamond, you know, go up the down escalator?

b) Does Duncan McDonald 'The fat lard-bottom' go boppin', as me and my chums have spotted him at Rock World on his hot feet, burnin' up the floor, suckin' up the bass, and we would like him to slow down!

SJ, North Wales.

I can only make sense of every other word in your letter but here are the answers to the questions I think you asked:

a) I think whether or not Dominic kicks with the left foot is a matter between him and the Lord only (with the possible exception of Patrick Moore).

b) Yeah that'll be him, he loves dancing in Rock World in North Wales, doing those things you talked about. And he's promised to save the last 'ewes excuse-me' for you. **Ed.**

Dear Sega Zone

I think your mag is brill at reviewing games. I have been conducting secret midnight experiments with many other magazines and yours was the best.

Please tell me which game is the best out of *Streets Of Rage 2, Sonic 2* or *Ecco The Dolphin.* When will *Street Fighter II* be released on the Mega Drive and is it any good. I thought I should say "keep up the good work."

Christian Dunham, Kent – that's Pop Larkin country!

Well that depends on whether you like puzzle-based games with an aquatic theme, or cutesy platform games with lots of small fury animals, or extreme violence.

You see Christian, one man's meat is another man's Double Dragon 3.

Street Fighter II *looks all set to be a very lovely game indeed but as to when it's coming out all I can really say is, if ifs and whens were pots and pans there'd be no need for tinkers.*

Hope that's cleared it all up. Or better still look out for the preview in this issue. **Ed.**

Dear Amaya

Having read your magazine for the last few issues, I am very aware of all the women's rights issues you manage to work into the mag. I find it fascinating, and I must say I'm all for it. I even took the trouble to go and look up feminism in the dictionary to find out what makes you girls tick!

Anyway, now that I truly and fully understand the intricacies of the battle of the sexes, I was curious as to know your feelings on sexism in the games industry as a whole.

Michael Nob, Cleveland.

The games world is no more sexist than the average stag night attended by Saudi construction workers, say. Things will only get better when there's more girls working in development and on the mags and less testosterone.

Still, now that everyone's sussed that, there's a lot of moulah to be made out of those of us cursed with a double X chromosome, they'll no doubt be actively trying to recruit more women. I hope so – I've had it up to here with my freelancers male bonding, if I have to listen to them playing firemen in the loos one more time... Ed.

Dearest, darling Amaya

My little cupcake, my gorgeous Mr Kipling's individual fruit pie, my petite brains faggott in gravy – you're the tops! Of the various Sega Mag editors you are the least male of all of them. What a sad case Scott Warren is to fancy Violet Berlin. I can't understand it. If me, Violet and Alf Roberts were the only survivors of a nuclear war, I'd be the one trying to father a race of portly Mancunian shopkeepers. To misquote Nixon, Ich bin ein butt-face, eh Violet?

Amaya Lopez Fan Club (Birmingham Chapter)

Hey, I'm nobody's brains faggott, I am a WOMAN! And I think your being a bit hard on sister Violet too. Don't forget one man's meat is another man's Susan Tully and all that. Catchyouselater. Ed.

NOUS ZONE

Dear Sega Zone

I am writing to ask you for a job. I live in Londonderry where very few people read your magazine because you can never get them in the newsagents. It makes me mad because I buy every edition and I love 'em.

The job I'm asking you for, is for me to go door to door, or stand in the streets selling your magazines. You just have to mail me the mags every month and I sell them and send you the money. I could even be a sort of roving reporter, then you could add a Londonderry News page, to the UK and Japanese ones.

If you do give me a try could you please send me an ID card in case people think I'm trying to swiz them. Please reply.

Bernard McGowan, age 15, Londonderry.

What an enterprising young man, you are Bernard. Thanks for bringing the holes in our distribution network to our attention. It's bad enough that there are still Kalahari bushmen who have trouble getting hold of their copy of the world's most well 'ard yet informative Sega mag, but people in Ireland!

Anyway, welcome aboard Bernie, here's your press/ID card. Write back and tell us how you want to be paid (dry roasted or salted) and don't forget expense claims must be accompanied by receipts and polygraph test results. **Ed.**

Dear Sega Zone

Can you help? I believe there is *Sonic* wallpaper and/or bed linen available. If this is so, can you let me know where I can obtain it?

H. Perrins (Mrs), Crayford.

No, I'm afraid our boy's not really cracked the soft furnishings market yet. The wallpaper was probably an epilepsy risk or something. Still, it's not all bad news, when I was talking to Sega's merchandising people about my idea for a Joe Montana *Jockstrap – an idea that the visionless philistines turned down, I might add – they told me about all these other* Sonic *goodies that are in the pipeline. Apparently, there's going to be stationery, a comic, wallets, rucksacks, training shoes and canvas bumper shoes (whatever they are) and a Sonic The Martyr Crucifix for you God-bothering types.* **Ed.**

Dear Sega Zone

Myself and all my nutty friends are slowly going kerrazy because of your lack of really good character games such as *Taz-Mania* or *Asterix*. So come on boys and girls pull your socks up. If you don't do something about it, we will personally come down there and shove *Streets Of Rage* right up your console. So watch it.

Dog Food Dan, Bad Ben, Crazy Conk and all the other hard nuts from Bashchurch, Shropshire.

How rude. What do you call Cool Spot, *dopey, Scotch Mist?* **Ed.**

This month *EZ* comes from Sooty's hot sweaty entrance. (The one at the back, where Matthew Corbett puts his fist.)

Uh, the couch with David McCandless

An occasional column where the grungy freelancer tries to sort out your personal, emotional or sexual problems, but often ends up talking about fire-arms.

Dear Macca

I have been a big fan of yours for ages, the sheer amount of violence in your blood fascinates me. I too, am of a violent nature. I am not the mercenary type that you are. I am a NINJA!

I prefer to sever the heads of my victims with my Katana, beat them with my staff and inflict severe pain with my martial arts techniques!

What a team we would make, a merc and a ninja. We should get together and do a spot of killing! (*Look here, this is outrageous. Ed.*)

Name a day and a time and we shall rock the world (and perhaps destroy it) in a wrath of destruction.

By the way, I love my girlfriend but I'm afraid of intimacy. How can I express my feelings without feeling emotionally vulnerable?

Dangerous Derek 'The Ninja' Muir, Blackburn.

What a poor mixed up kid you are, Derek. Luckily, I've penned a couple of self-help books for readers such as yourself who are perplexed by the minefield that is relationships in the nineties. I've popped a copy of each in the post; the first, a self-analysis book to put you more in touch with your feelings, is called "I'm OK, You're Dead Meat, Bitch" and the second, a study of the psychology of relationships, is entitled "The Man Who Mistook His Wife For A CIA-Trained Killer And Blew Her Away." Tell you're a girlfriend help is on its way.

Macca.

PRESS

Affix photo here.

The bearer is an authorised *Sega Zone* official. He is NOT trying to rip you off and if he charges you £5 a copy we're sure it's just to cover his overheads.

Please give the bearer a free hand in all his news-gathering activities, ie. pushing to the front at car crashes and posing for a picture with the victims, lurking about your daughter's bedroom with a telephoto camera and propping up the bar.

Call the Boots/Zone competition lines and WIN WIN WIN. Thanks to everyone at Boots for supplying the great goodies below.

Win Win Win!

Win the new Sega Mega CD. 10 runners-up win copies of EA's John Madden '93 (on Mega Drive).

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Put your best foot forward and discover an Aladddin's Cave of high-tech computer game technology at Boots.

The Sega Mega CD is the latest state-of-the-art introduction to the market and is now available from more than 60 top Boots stores.

Superb arcade graphics and CD stereo sound put the Sega Mega CD onto a new games dimension, making it the ultimate Mega Drive

accessory. The CD-based games feature interactive computer graphics, real film footage and greater depth of game play. The hardware has a faster processing power than the Mega Drive and virtually unlimited memory – it even plays standard music CDs.

But that's not all you'll find at Boots. let your imagination run riot with the full range of Sega and Nintendo software.

And to help you choose from this bewildering array, the 220 stores which stock computer games all have charts of the latest and best titles.

But the service doesn't stop there. Thousands of software titles are available on a special order service, including Sega, Amiga, IBM/PC compatible, Spectrum, C64, Atari and Amstrad. An extended range of accessories and hardware, including Sega Mega CD, is also available to order. Any game ordered can be delivered to store in two days, whilst hardware and accessories can be available in four days.

Games Centres have been introduced to more than 45 of Boots' 220 computer games stockist stores, giving the customers the chance to try

the latest games before they buy. There are 'demonstration' or 'play' facilities on Sega Megadrive, Sega Gamegear, Nintendo NES, Super NES and Gameboy.

And if you're still struggling to find exactly the right game, specialist consultants are on hand to offer help and advice.

All games are competitively priced and Boots carries out regular checks to make sure customers get value for money. Keep a look-out for regular special offers in your nearest Boots stockist.

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

MEGA ZONE

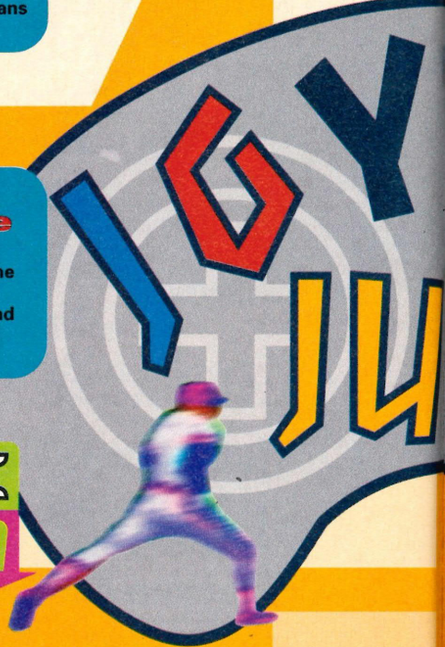
Snappy and memorable
If a game gets a score over the 90 mark then it is the equivalent of a Brucie style catchphrase "The scores on the doors!" It gets a Mega Zone badge which means – buy it!

IMPORT

IMPORT

Vapid and forgettable
Should a game score below 50 it takes on the attributes of a Roy Walker catchphrase and should be avoided at all costs.

ZONE GROAN



Things are looking good up at *Sega Zone* Towers these days, but just to hone things even further Amaya 'John Harvey-Jones' Lopez organised a brain-stem storming session around the oak table in the *Sega Zone* board room. What was she looking for? Catchphrases! That's what. As she said: "Strings of memorable words to fire the imagination of the *Sega Zone* readers and make them love me, er, I mean, us even more."

AMAYA LOPEZ

"Right, you lot", said Amaya settling herself regally at the head of the table, "I want you to take a leaf out of the book of Roy 'Ooh, stop it with those funny catchphrases, you're making my sides hurt' Walker and come up with some witty stuff. Think about 'Nice to see you - to see you nice', think about 'What do points make? Prizes!' and Sir Roy Walker's fabulous mantra 'Say what you see!' The catchphrase is the way to the readers' hearts. Trust me, trust my instinct. Here's mine to kick us off '*Sega Zone* is quite good, actually.'

Too many nights spent with **Cool Spot** has made sure that Am's nodding off on duty.

VIVIENNE NAGY

"*Sega Zone* is quite good, actually!!!!!" gawped our Viv. "Blimey! It's not exactly a world beater is it? I can't see that up there with Cooper's 'Just like that!' or Basil Brush's mighty 'Boom! Boom!' Luckily, I've just been to Hungary and I picked up a nifty little phrase or two which might just do the trick. Sew a button on this! "Nbrigny szah! Moltolnya cyzywygti! Pok!" declaimed Viv. "What d'you think?"

Amaya looked not a little impressed. "Sounds gooood" she cooed "what's it mean?"

"Um, well, it's, er, untranslatable, actually," said Viv, "Soz."

Agassi Tennis has got Viv a-lobbin' and a bobbin' all over the shop.

MARTIN POND

Amaya turned to Martin, who was quaking in his flippers, his diving mask steaming up. "El Pondo," she said "have you any pearls of wisdom for us, catchphrase-wise?

"Mmmf gllmphh," said Martin.

"Mask off?" suggested Amaya, sweetly.

"Phew, thanks," said Martin "Yes, I have, actually. I've been giving this a lot of thought, you know, running it past my friends and that, having meetings all week, lunching, you know the usual creative thing that we in the media do all the time"

"Get on with it, Gringo," snarled Am.

"Right." Martin struck a poetic pose, "here goes! Read *Sega Zone* - *Sega Zone* Read!"

Night Trap's girlie action has captured Mart's heart.

PATRICK MACARTHY

"You don't think it's a little Brucie-esque, Martin?" asked Amaya. But Martin was back pretending to be under-water. Patrick stood preparing to deliver a summary of his ideas for the *Sega Zone* catch-phrase think tank.

"What have you got for us, Pat?" prompted Amaya, winningly.

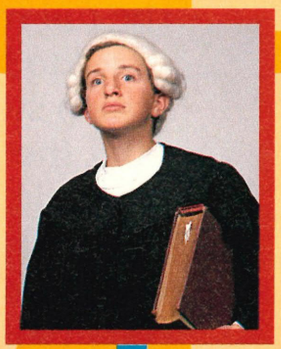
"A*** P***" shouted Patrick, smilingly. "A bit strong," soothed Am, "try again."

"Alright, what about - 'W*** and S*** all read S*** Z***'

"Doesn't really trip off the tongue does it Patrick?" pondered Am, "but I like the way you're thinking. Go on."

"K**** eat H***** with R***** on a W*** S*** doodlebug - but *Sega Zone* doesn't!"

Patrick's too busy with **Splatterhouse III** to do anything else.



DANIEL PEMBERTON

"If you will allow me," piped the small Pemberton-esque one, "I have a catchphrase which is above those we have already heard, in tone, quality, wit and also in memorability." The Zoners were agog.

"Having applied my not inconsiderable brain power to this problem it has become apparent that there are rules to be observed to make a catchphrase work. It should draw the audience in, make them feel part of something larger than themselves, but above all it should be funny! There, that is it – my catchphrase." said Pemberton proudly.

"Bit long Pembers," sighed Amaya in disbelief, head in her hands.

Deadly Moves has occupied Pembers' every waking moment, well nearly every waking moment, you know how they are at that age.

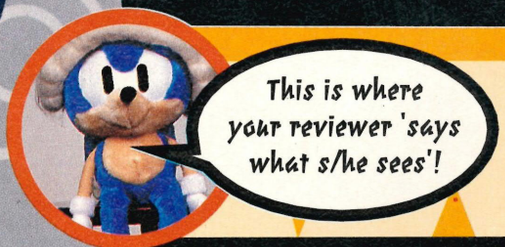
END ZONE

Graphics

Sound

Addictiveness

Playability



OVERALL ??

Out: Sooncome **Price:** £??.99
Publisher: Ronco

score zone

Scores are what we are about in this little section, and to aid your understanding of the crucially difficult method we employ, here's a brief outline of what the different categories mean.

Graphics: This score refers to both the animation and the stills in a game, just so you get the complete picture.

Sound: Guess what this score bar is for. Go on, guess. Bet you can't. Go on, three guesses then. Go on! Give in? Give in? Alright, it's for the sound quality.

Playability: Just a little more difficult this one. It's to do with whether or not the gameplay is, well, playable, or not and is based on the amount of skill you need to get going on the game.

Addictivenes: Again perhaps a bit too subjective for some tastes, but more or less a measure of the game's ability to lock into your subconscious and keep on a-callin' you back for that 'one last go'.

Overall: The overall score isn't necessarily an average of the other four, but it's generally pretty near. However, this overall score is out of 100 rather than ten. This is simply because all we really want to do is bewilder and confuse you. Only joshing, we would never do that to our readers.

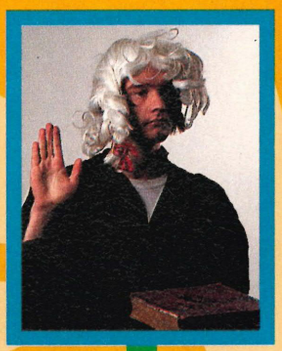
Catchphrase of the week!

Remember kids! "Sega Zone? A* P***!"**

MIKE HORSHAM

"Catchphrases, eh? Tricky, tricky, tricky," mused Michael. "I suppose we could rework some old catchphrase that everyone has forgotten. Arthur Askey's cheery 'Hullo playmates!' could become 'Hullo *Sega Zone* Mates!' No?" Michael looked up, expectantly. The assembled Zoners shook their heads in unison. "What about," said Michael pacing the floor and suddenly seized with enthusiasm "what about the magnificent Jack Warner's 1930's radio catchphrase 'Mind my bike!', we could rework that as 'Mind my *Sega Zone*!' Silence greeted Michael's brilliant idea, yet again. Eyes were raised heavenward.

Michael has been getting into **bowls.** No, it's not a Sega game or the one that's played on grass, he's just been getting into bowls.



DAVID MCCANDLESS

Macca reeled into the room clutching a pint of sweet cider and a guitar with three strings on it.

"What's happening, dudes?" he enquired.

"A*** P***" shouted Patrick from his position on the window sill.

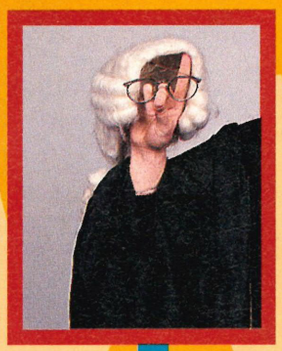
"A think tank to find a *Sega Zone* catchphrase to rival that of Roy 'Mr Funny' Walker's," said Amaya, "and you're late."

"I've got a catchphrase, though" said Macca "it works every time."

"How does it go?" chorused the assembled.

"Like this - 'Buy me a drink and you can be in my band' - I've got twenty eight new recruits this lunchtime already." At this Macca fell gently sideways and passed out.

Flashback makes Macca go all funny on a regular basis. Don't tell his Mum.



NICK GRIFFITHS

"Ever wondered, " pondered Nick, " why we spend so much time here thinking up things like catchphrases?"

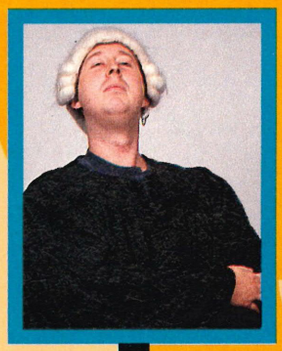
"A*** P***" shouted Patrick from his vantage point outside the window.

"I'll tell you why," continued Nick "it's because the magazine is a breeding ground of ideas and creativity, of talent, raw and undiluted. The kind of place where a man can forge his dreams from the base metal of inspiration, where he can feel the free wind of the creative urge in the hairs of his soul..."

"Nick," interrupted Amaya "you haven't got a catchphrase have you?"

"Not as such," said Nick in a small voice.

King Salmon gets the vote of our Nick who is even now nursing two thumb blisters the size of melons.



DUNCAN MACDONALD

"Geez!" said Dunc breezing into the board room hung with portraits of the great former editors of *Sega Zone*. "Catchphrases Dunc - we need 'em. What've you got? said Am dynamically. "Blimey! Catchphrases, eh? Smaaart!" said Duncan, wielding a cheeroot. "But to the tell you the truth I'm a bit NFI so it's really a case of catchyouselater!" "Nothing there then," said Am dejectedly. "Nope!" said Dunc "A*** P***!" cried Patrick as he swooped past the window on the end of the flagpole rope "A*** P***! You b********s!"

Outside dusk was falling and still the catchphrase remained an elusive goal.

Round of golf anyone?

RICK HAYNES

Just then, Rik awoke from his deep slumber and looked around. "Still here then are we?" he asked sleepily, "have we got a catchphrase yet?"

"A*** P***!" shouted Patrick, now safely back inside the building.

"Now you're talking!" exclaimed Rik. "A*** P***! I can see it now! If Benetton can get away with those posters and Roy 'I'm a comedian' Walker can pass off 'Say what you see!' I don't see why A*** P***! shouldn't do the job for us! What do you think Amaya, oh glorious editorial one?"

"A*** P***!" said Amaya, head in hands once again.

The effort involved in playing **Sewer Shark** keeps Rick feeling kinda drained.

STREET FIGHTER II

CHAMPION EDITION

For an exclusive this huge we needed somebody big, somebody rough, tough and fearless. Somebody lean, mean and nasty. Someone who could stare down the throat of STREET FIGHTER II CHAMPION EDITION without so much as flinching. We got ANDY BUTCHER. Oh well, at least he's big.

After all the rumours, the denials and anticipation, it's official. On March 10 this year, Sega and Capcom announced that *Street Fighter II*, the biggest selling arcade game of all time, seller of more Super Nintendos than all those flash adverts with the nice animation, spawner of more lucrative merchandising than anything since *Batman - The Movie* and best beat 'em-up ever, is coming to the Mega Drive. No longer will your SNES-owning friends be able to sneer at your trusty slab of black plastic and never again will you have to pour pound coins into the pockets of your local arcade's owner. And now, totally exclusively, *Sega Zone* brings you a sneaky look at what you can expect...

The Mega Drive version of *Street Fighter II* promises to have all the original arcade graphics, all the music, all the voices – just about everything, in fact. But on top of all this it will be the *Champion Edition*.

Street Fighter II Champion Edition is kind of a *Street Fighter II*, 2. Capcom completely overhauled the game and made many changes and additions to make a game even better than the original game.

The most obvious difference is that you can now play any of the four 'bosses' from the original and both players can choose the same character for two-player games. But beyond these surface details the game has changed in more subtle ways. All the characters have had their abilities evened out and tweaked, to make the fights more equally matched and some have had major changes made. For example, Ryu and Ken are now different and choosing between them is no longer just a matter of fashion sense.

The ranges of all the moves in the game have been adjusted to represent the actual on-screen graphics, avoiding the problems of feet and fists passing harmlessly through your opponent's body. It's now much harder to 'dizzy' opponents and moves do less damage the more they're used in one fight – this aspect encourages the use of a variety of techniques.

The changes are many and varied and all should go towards making this version of *Street Fighter II* the definitive one.

The characters are what *Street Fighter II* really revolves around, so here they are in all their glory, complete with the major changes made in *Champion Edition* for all you *Street Fighter* experts.

Chun Li uses her Whirlwind Kick to fly into certain doom at the hands of Honda's 100 Hand Slap. Oh Well...

Ryu

Ryu is the 'James Dean' of the bunch – all mean, moody and inarticulate. Both Ryu and Ken were disciples of the mysterious Grand Master Sheng Long and were once firm friends. However, after beating Sagat in the original *Street Fighter* tournament, they went their separate ways. Ryu returned to his home in Japan and dedicated himself to the perfection of his Shotokan Karate, living a solitary existence in his remote dojo and learning to harness the elemental powers of firestorms and hurricanes. Now, he has returned, stronger than ever before.

Wos 'e like?

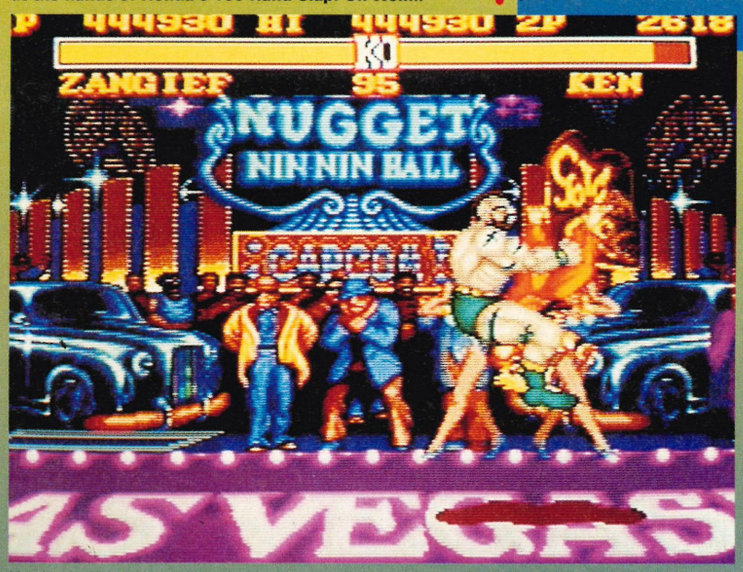
Ryu, being one of the original characters from *Street Fighter I*, is a good all-rounder. He has a wide range of moves, some powerful, some fast, together with a couple of throws. Speed-wise he's kinda in the middle, being a sort of 'standard' which you can measure the others against. His key weakness in his technique's lack of range. However, this is more than made up for by his special moves.

Make a move

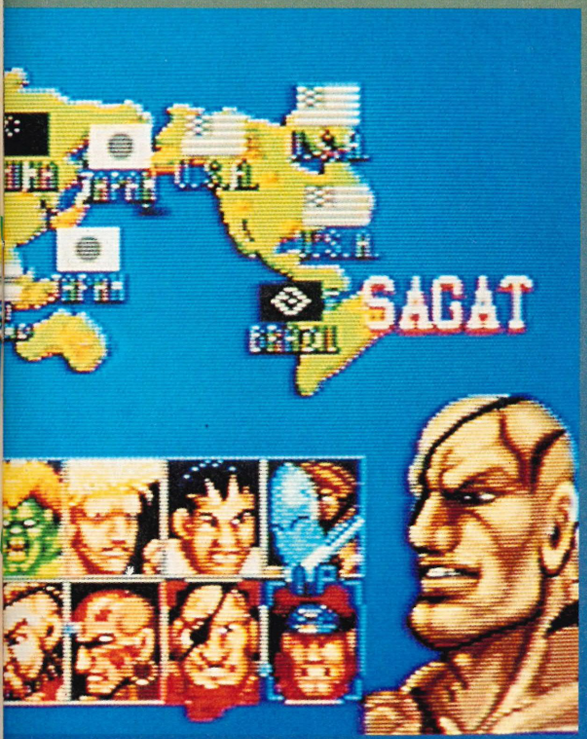
Ryu has three special moves – the Fireball throws a ball of mystic energy at his opponent. The Hurricane Kick hurls him across the screen in a deadly spin and the Dragon Punch launches Ryu upwards with a lethal uppercut that makes him immune to all harm.

All new and improved

Ryu's attacks are now more powerful, his Fireballs fly faster than ever, and his Hurricane Kick is more potent, knocking down opponents with a single hit!



Ken's skull is about to learn the hard way what happens if you let Zangief get close enough to use his Spinning Piledriver...



My, what a pretty bunch of violent psychopaths...

Oops, this could be nasty – Blanka's Rolling Attack meets Bison's Flaming Torpedo.

Chun Li

Every game should have a vengeance-driven maniac, and *SF II CE* has three. The evil Major Bison killed Chun Li's father, so she has spent years training in the art of Wushu in order to enact her revenge on the evil drug-smuggling dictator. A natural acrobat, Chun Li has undertaken extensive weight training, and claims to be 'the strongest woman in the world'. She is the only woman in the *Street Fighter* tournament.

Wa' she like?

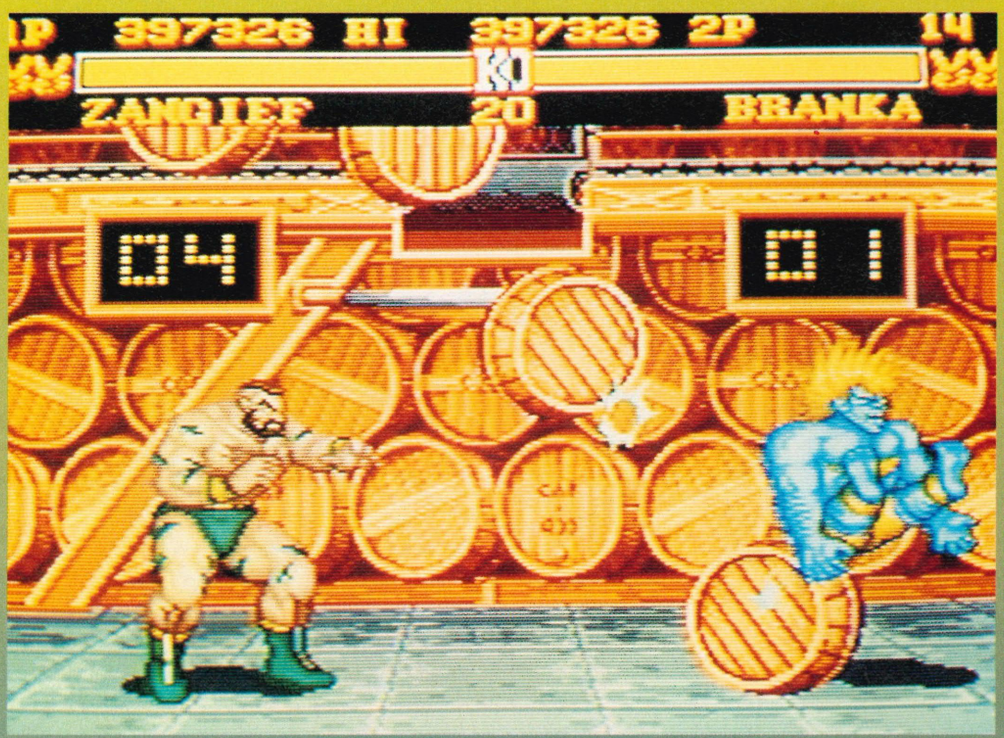
Chun Li is one of the fastest of the World Warriors. Her attacks are fast, with several long-ranged kicks. Her aerial ability is superb and she is one of the few characters able to do a mid-air throw. Her weakness is her reliance on leaping attacks, which can leave her open to carefully-timed counters.

Make a move

Chun Li has two special moves. In the Lightening Kick her leg moves so fast it becomes a blur, surrounded with flickering energy. Her Whirlwind Kick flings her across the screen in a similar way to Ken and Ryu's Hurricane Kick, but she performs it while upside down!

All new and improved

Chun Li has two new flip kicks to confuse her opponents. Her Whirlwind Kick is faster and her Lightening Kick starts and stops faster, and both do more damage, even when blocked. As if all that wasn't enough, she's even been speeded up slightly. Phew!



Zangief and Blanka take part in one of the bonus levels, smashing barrels to bits. Or the other way 'round...

Edward Honda

A champion Sumo wrestler in his native Japan, Edward Honda entered the *Street Fighter* tournament to prove that Sumo is not only a true martial art, but that it is the best. Initially, he wasn't taken seriously, but his size and power soon made the other World Warriors change their opinion.

Wos 'e like?

Big and strong. He's deadly up close, with a variety of throws and bone-crushing holds. He also has some long-range sweeps and hand attacks. His weaknesses are his poor jumping ability and his difficulty with airborne attacks.

Make a move

Honda has two special moves – Honda throws *himself* – head first, the lunatic – across the screen with the Sumo Headbutt. The infamous Hundred Hand Slap lives up to its name with his arm moving so fast it becomes little more than a blur as he pulverises his unfortunate opponents.

All new and improved

Honda is now faster and stronger than before and his defence has been improved. His Sumo Headbutt is amazingly fast. Most deadly of all, he can now move whilst performing the Hundred Hand Slap.

Guile's Flash Kick does a spot of reconstructive surgery on Ryu's face...

Ken

The other student of Sheng Long, Ken spent the years after the original *Street Fighter* tournament living it up on the beach with his girlfriend. Surfing, partying, building up a nice dose of skin cancer, you know the kind of thing. Ken, as you can guess, is a bit of a lad. However, he also considers himself the greatest fighter of all time. Now, sick of people calling him a Ryu-clone, he has allowed his reckless nature to come to fore in his style. He is determined to prove himself better than Ryu...

Wos 'e like?

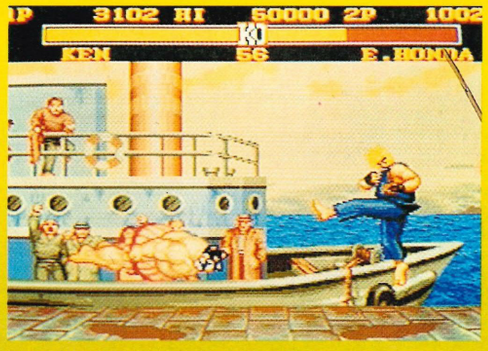
Originally exactly the same as Ryu, but see 'all new and improved' below.

Make a move

Again, the same as Ryu (they did have the same teacher, after all), but...

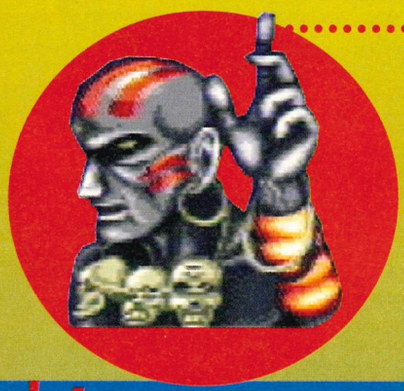
All new and improved

Ken's new Hurricane Kick moves faster and his Dragon Punch has a longer reach, able to hit opponents that would be out of range for Ryu. He's also faster than before.



Sumo Headbutt versus Hurricane Kick...

Sonic Boom frenzy in a Guile vs Guile grudge match.



Dhalsim

Dhalsim is a master of Yoga and he entered the *Street Fighter* tournament to test his perfection of mind, body and soul, in an attempt to reach a higher state of consciousness, (presumably by reducing his opponents to a lower state of consciousness). By controlling the nature of his physical existence, Dhalsim can stretch his limbs to incredible lengths.

Wos 'e like?

Dhalsim is one of the hardest of the characters to use, but one of the most powerful. His attacks have longer ranges than any other character and he has some vicious Yoga Spear and Yoga Mummy attacks, performed after jumping into the air. However, he's quite slow and his jumping is a bit pitiful. He also suffers in close attacks, despite having nasty hold, headbutt and knee attacks.

Make a move

Dhalsim's special moves both use his mystical ability to breath fire – Yoga Fire shoots a small burst across the screen, whereas Yoga Flame generates a long static burst, like a flamethrower.

All new and improved

Dhalsim's attacks have speeded up and he's now able to use the Yoga Spear and Mummy at any point in a leap, instead of only at the top, as before.

Dhalsim eats Lightening Kick...

... And Balrog gets a taste of a Dragon Punch.

Guile

Second of the revenge-crazed threesome, Guile is an ex-special forces commando. His best buddy Charlie and he were captured by Bison while on a special mission in Thailand and Charlie was killed, while Guile escaped, barely alive. Having fully recuperated, Guile has entered the *Street Fighter* tournament to spread love and happiness amongst all mankind. Okay, I'm lying – he's entered the tournament to give Bison a good kicking, really.

Wos 'e like?

Guile is the archetypal jack of all trades but master of none. Even more of an all-rounder than Ryu, he has quick attacks, strong attacks, long-range attacks, short attacks and lots more attacks besides. He can also perform a mid-air throw.

Make a move

Guile has two special moves – by whipping his arms forwards at incredible speeds he produces a Sonic Boom that flies at his opponent. By flipping head-over-heels he performs the Flash Kick, which is perfect against airborne targets.

All new and improved

Guile's Flash Kick has been improved and he can now hit twice as one movement. He also has a new flying knee thrust, which is very fast.

Blanka

As a child Blanka was lost in the Brazilian rain forests – this was before they were all cut down – and raised by wolves. In a mysterious accident he was mutated and gained the ability to channel huge charges of electricity through his skin (and you thought throwing fireballs was silly). His reasons for joining the *Street Fighter* tournament are unknown, probably because he can barely speak a word. He growls well, though.

Wos 'e like?

Blanka is fast, vicious and strong, with numerous long-ranged attacks and great jumping ability, as well as a nasty headbutt and the famous Face Bite, which is just what it sounds. His main weakness is his lack of defence.

Make a move

Blanka has two special moves – the previously mentioned Electricity, which fries anyone who touches him and the deadly Rolling Attack, where he flings himself at his opponent whilst curled into a ball.

All new and improved

Both of Blanka's special moves are now faster and his Rolling Attack now stops over his opponent's fallen body, instead of rolling past it. He's also far less vulnerable to being attacked whilst rolling, which was one of his previous weaknesses.

Zangief

A huge Russian wrestler, Zangief entered the tournament to prove Russian superiority. He trained by fighting grizzly bears in the Siberian wastes. The battle-scarred Zangief is one of the fairest of the World Warriors. He refuses to cheat and even develops moves to avoid techniques used by others that he regards as unfair. There's always one who spoils your fun.

Wos 'e like?

As a wrestler, most of Zangief's ability lies in throws and holds that make the most of his size, so to utilise his moves he must get in close to his opponent. If he can manage this, he's even more dangerous than Honda. However, keep him at bay and he's in trouble. Unfortunately he's very slow and is the second worst jumper of the bunch, better only than Balrog

Make a move

Of Zangief's two special moves, the Spinning Piledriver is one of the most damaging in the game and the other, the Spinning Clothesline, sees Zangief spin around at a horrendous rate, his arms out to either side.

All new and improved

Zangief's defensive abilities have increased, giving him better chances to move in close. Always having seen the missile attacks of other fighters as unfair, his Spinning Clothesline is now immune to them and he can move whilst performing it. His Spinning Piledriver is easier to perform and has a longer range, but now bounces the victim away at the end, preventing Zangief from 'cheating' by immediately getting another throw or hold in afterwards.

Sagat falls foul of a graceful Swan Dive...

... But teaches Balrog all about Tiger uppercuts.

Bison suffers with a carefully timed Dragon Punch.

Vega

Vega acquired his wealth of fast moves by battling bulls in the pastures of Spain. He is incredibly vain, believing himself to be amazingly beautiful and wears a mask while fighting to protect his face. He's the only World Warrior to use a weapon, in the shape of a bladed gauntlet. The nonce.

Wos 'e like?

Vega is blindingly fast, very acrobatic and is a rival to Chun Li in his aerial technique. He also has a fair range to his attacks, a back flip to avoid trouble and is the only other character with a mid-air throw.

Make a move

Vega's two special moves are the Tumbling Claw, a deadly roll finishing with a thrust of his claw and the Wall Climb, where he does just that, and then launches into either a swan dive or air suplex throw.

All new and improved

Aside from a little tweaking Vega remains unchanged.

Bison vs Bison grudge matches never last long...

Fancy a new pad?

If you've played *Street Fighter II* before you will probably be crying, "how are the controls going to work with only three buttons?" (*Street Fighter II* uses three kick buttons and three punch buttons, for all you people who've been on Mars for the last five years.) Not very well is the answer. The START button will be used to switch between kicks or punches, which will obviously limit the full potential for combination moves, as well as the speed of response which is extremely vital to *Street Fighter*.

But never fear, oh worried consumers, your friends at Sega have come up with a solution – The new SIX button joypad! Of course, you'll have to buy one, but it'll probably be a worthwhile investment, as the rumour is that Sega will soon make it the standard Mega Drive controller. Capcom is also producing a Mega Drive version of their Fighter Power Stick joystick and it won't be long before a flood of controllers arrive in your stores. Isn't capitalism a wonderful thing?

Sagat

The third and final retribution-crazy psychopath, Sagat once dominated the original *Street Fighter* circuit as the greatest kick-boxer ever. But Ryu beat him, burning a scar along his chest with a near-lethal Dragon Punch. Sagat was humiliated and returned to the jungles of Thailand to train for his revenge.

Wos 'e like?

As you'd expect from a kick-boxer (if you had any sense), Sagat has a range of devastating kicks and knee attacks, all of which are powerful and fast. Due to his ridiculous height he also has a long reach.

Make a move

To counter Ryu's techniques Sagat developed the Tiger Uppercut, which is very similar to the Dragon Punch he hates so much and Tiger Fireballs, which are the only missile weapons that can be thrown either high or low.

All new and improved

Sagat's Tiger Uppercut no longer leaves him so open to attack. He now has a new throw and a new special move, the Tiger Knee, which introduces Sagat's knee to his opponent's face at great speed.

Major Bison

The Grand Master of the *Street Fighter* tournament, dictator, drug smuggler, terrorist, murderer and all-round party guy, Major Bison has entered the tournament again to destroy his opposition once and for all. His hobbies include killing small furry animals and taking over the world. Nice chap.

Wos 'e like?

Major Bison's pretty nasty, as you'd imagine, with a variety of moves suited to an evil baddie type, including the most powerful throw in the game, superb leaping and flaming punches, which aren't special moves, he just does them for the pose. His does have some weaknesses, though – for power, wealth and flashy cloaks.

Make a move

The dreaded Scissor Kick propels him across the screen, legs, er, scissoring and can cause two hits,. The Flaming Torpedo laughs in the face of blocks and aerial attacks, and the Head Stomp, er, stomps.

All new and improved

Like, he needs to be?

Vega's awesome mid-air Suplex is about to give Zangief a nasty neck-ache...

So there you have it – the first full run-down of the characters, moves and changes in *Street Fighter II Champion Edition*. But for all that, will it be any good? Basically, will the Mega Drive be able to handle it? The first thing to notice is that the graphics, whilst undoubtedly the best that could be done, and in many ways better than I would have expected, aren't up to the quality of the arcade. But then Capcom obviously can't change the technical specifications of the machine and they *are* very good for the ol' MD. The sound is probably going to be more of a let-down. By all accounts, in the early demos in the States this was the weakest side of the game. Admittedly, these versions were only 80% finished, but I for one can't see the aurals being up to much. The animation is also rumoured to be a mite on the jerky side in comparison with the SNES.

However, all this doom and gloom aside, this is Capcom's first Mega Drive game and probably their biggest for some time, if not ever. I've no doubt that the finished version will be as polished as is possible for the Mega Drive. And when it comes down to it, *Street Fighter II* is a great game – that's what will count in the end. Not comparisons between formats. As long as it captures the playability of the original, it'll be superb. And that is the one thing that even the earliest pre-production copies are said to have done. E

Balrog

Balrog was a top-ranked boxer until he lost his title shot after a controversial fight. Unable to continue in boxing he turned to the no-holds-barred *Street Fighter* circuit, training in a nasty gym in Las Vegas.

Wos 'e like?

Balrog, trained as a boxer, uses no kicks. He is very strong and his attacks have a long range. His jumping, however, is very weak and his sheer size makes him an easy target.

Make a move

Balrog has two and a half special moves, just to be different. The awesome Turn Punch can do horrific amounts of damage if powered-up for long enough, the other one and a half are variations on the same move – the Dashing Uppercut and the Dashing Hook Punch, both of which have tremendous range.

All new and improved

To counter his lack of kicks Balrog now uses low blows and he has now developed a vicious headbutt for close fighting.

How long?

Street Fighter II Champion Edition **is set for a simultaneous American and Japanese release sometime in June. A UK date has yet to be set, but we'd expect it before Christmas, hopefully mid Autumn. While there are no plans as yet for a Mega Drive/*Street Fighter II* bundle, if we are going to see it, it will probably be around Christmas.**

Deadly Moves

IMPORT

'DEADLY MOVES,' asked JEREMY DALDRY, 'isn't that a Pickfords' simulator?' 'Ha, de, ha, de, ha.' Sang the *Sega Zone* team in close cut harmony.

Let's be truthful here, the Mega Drive of late has dragged behind the SNES somewhat in the beat 'em up stakes. *Streets of Rage 2*, yer all very nice. *Fatal Fury* is okay but ho hum. However, there isn't really anything to touch *Street Fighter II*. Not yet anyway. And is *Deadly Moves* likely to champion the cause of the great Mega Drive one in the beat 'em up stakes? Well, no actually, but it comes quite close.

Tell us why it comes close jeremy.

Well, it's a one-on-one which is a plus point. So, if you have a friend, or can maybe rent one for an afternoon, you can choose head-to-head combat with any of the various combatants.

On the negative side the control system is a bit rubbery, with the special moves all having similar joypad/key combinations so it's all too easy to jump into your opponent, receiving major damage, when you should really use a fire ball and blow the bloomin' bast away.

On the plus side, however, everytime you beat an opponent you gain a little bit of knowledge, which is, as the song goes, a dangerous thing. Your strength, jump, life force and the like are slowly increased until you have enough knowledge to take on Ranker himself.

The problem is that this makes it all a bit easy. (I finished the entire game in two sittings.) It's probably best to build up your powers and then move onto the next challenger.

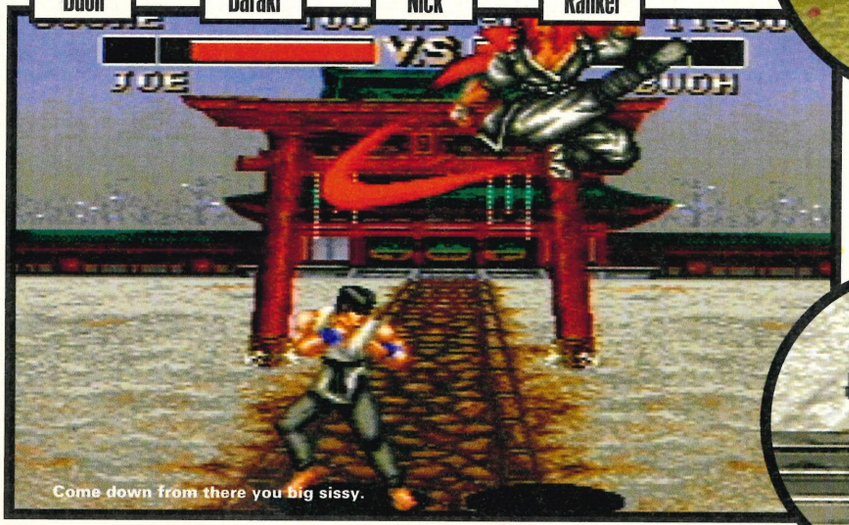
So is it any good?

In short, it's alright. The graphics are pretty good with impressively large sprites that, rather less impressively, slow down when you attempt any of the more complex moves. It is easy, stonkingly easy in fact, however, on the plus side there is a two-player option, so you might just be able to squeeze a little extra fun from the whole thing.

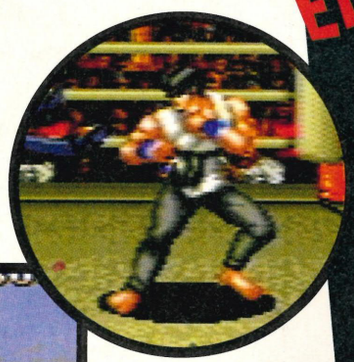
On the whole it's okay, but not brill, rather easy and certainly no *Street Fighter II*.

I'm a little teapot, here's my spout!

Fiendishly clever these orientals.



Come down from there you big sissy.



END ZONE

Graphics

Sound

Addictiveness

Playability

Good game. Though it's nowhere near the standard of Streetfighter II.

OVERALL 71

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Night Trap

As part of his Christmas bonus MICHAEL HORSHAM asked if he could be locked in a house near a vineyard with a gaggle of semi-clad young ladies, one of whom had appeared in an American sitcom with a young black man less than three foot tall who looked considerably younger than his years. His wishes were nearly granted with the arrival of Sega's NIGHT TRAP on the Mega-CD.

USA? No way!

I don't want to go and live in America, not if it's anything like the world portrayed in *Night Trap*. For a start, all the girls wear next to no clothes at all and they say things like 'Paaardeeeee!' in cute voices at the drop of a hat. Next, some of the people wear dodgy white sports suits and scarves over the outside of their jackets when they're *inside the house*. What's more, some of the 'kids' wear sun- glasses at night *in the kitchen*. Mad! It's true, I've seen it in *Night Trap*.

The acting

The premise of *Night Trap* is as follows: the Sega-controlled attack team, to which you've been seconded to on some kind of YOPS or work experience programme, has received word that five civilians have gone missing around the Lakeshore vicinity. Not only that, but there are a further five young ladies who are about to arrive at the house where you are based. Now, the people that own the rambling house are the Martins, an eerie couple with an overwrought delivery of their lines which gives away the fact that they are the evil ones. Here is the sample line delivered with full stage directions by Victor Martin, chief villain. Cue Victor with much rolling of the eyes and... "Welcome (dramatic pause) to our little (look around dramatically) retreat. (raise eyebrow).

I've heard that the movie upon which this 'game' is based cost three million to make. Three million what, I'd like to know? Potatoes perhaps? The quality of the acting places it somewhere between the worst of *Murder She Wrote* crossed with something horrible from *Night of the Living Dead*.

How does it work?

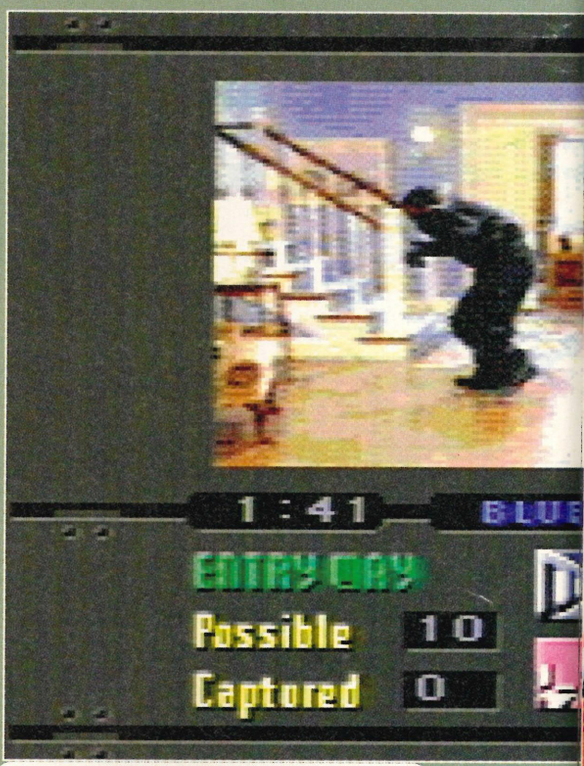
The gameplay consists of being in control of a series of hidden cameras and traps with which you are supposed to track the occupants of the house and wait for them to get near your booby traps. To work the booby traps you must key in the correct access colour-code which, just to make things difficult, changes continually. In theory, you keep track of the current code setting by eavesdropping on conversations around the house. Which sounds easy, but if you lose track at all, it just gets damnably difficult.

Emmm... nice pad.

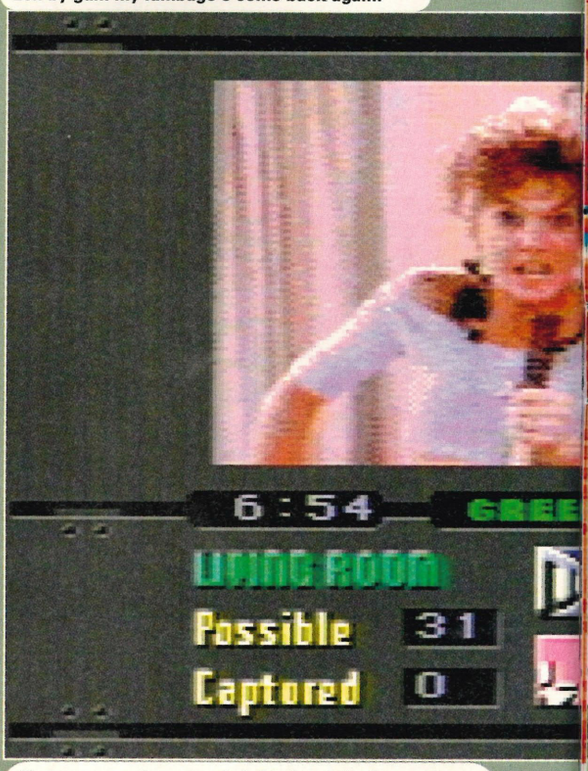
Nice grainy pic, very Monet-ish.

Oh my gawd Harry!

Come out where ever you are.



Eeh by gum my lumbago's come back again.

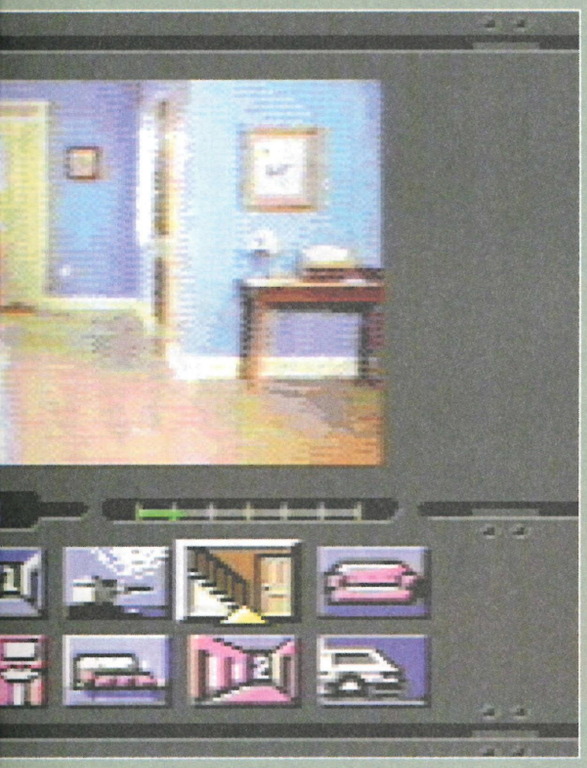


Someone or other gets their big break in the movies in suggestive tennis racket incident.

Home improvements

For some reason, the Martins have extensively booby-trapped their 'lovely home' with an unimaginative array of trap doors bought from their local Homebase or B&Q no doubt.

At one point, I managed to trap one of the prowling villains with the old moving-wardrobe-which-pushes-you-onto-the-bed-which-then-catapults-you-out-of-the-window trick. Flashy, I suppose, but ultimately unconvincing. And that is the core of the problem with *Night Trap* - it just doesn't cut the mustard. Who all these black clad figures are, is never explained. Why they simply disappear into thin air whilst moving between rooms is not clear, either. The last and most impenetrable mystery is how there can be an excess of forty intruders in the house and yet none of them can be seen.



The Look

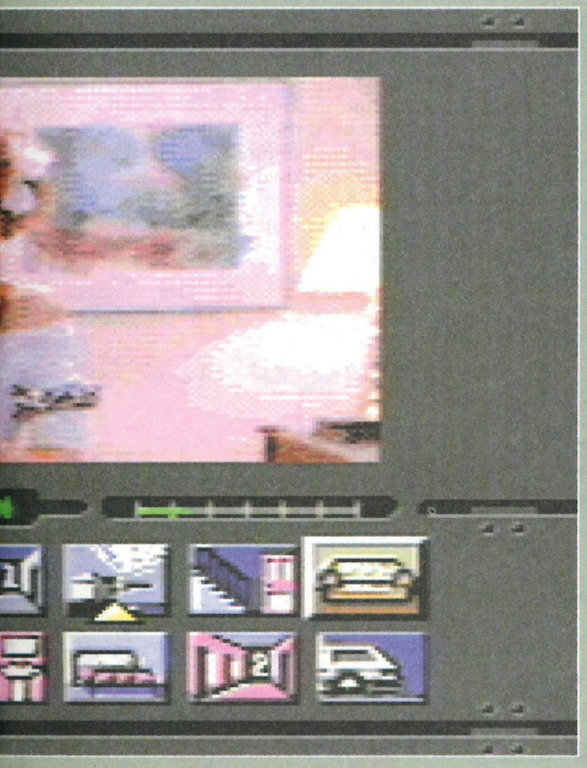
The graphics are digitised from a real-time, real live piece of videotape and so you might expect a quality image up there on the letterbox-format surveillance screen. Unfortunately, the degree of detail on the screen lacks a certain crispness and the colours are quite blurry, but maybe that's supposed to ape the grainy security camera quality of the SCAT operation. At any rate, it looks impressive enough initially, but the lack of definition is mildly irritating in a way which doesn't normally happen with your traditionally-designed game.

Ouch! What disgusting wallpaper.

We're coming to get you.

The sound

For some reason the sound in *Night Trap* suffers from the kind of short slap-back echo which made Gene Vincent's records sound great but does nothing for dialogue and there's a lot of dialogue in this game. Worse still, is the song Night Trap itself, which is sung by Popsie. It's an awful sub Michael Bolton vapid dirge which is done no favours at all by the quality of the game sound.



Success!

On the few occasions I managed to capture one of the malformed alien ninja-style gits who are infesting the house, the result was just a cloud of dust and a momentary glimpse of a trapdoor closing. Yawn!

Your task made easy

The controls are quite simple really, even if the gameplay isn't. The cursor moves about on the screen so that the various camera locations can be selected, and er, that's about it. Apart from the fact that button B fires the traps and C changes the codes.

And finally

The thing is, that after repeated playing, the structure of the game didn't reveal itself. Nothing seemed to follow a logical pattern and I was consistently left with the feeling that I was missing something. Perhaps I was. The Mega-CD is supposed to offer a new world of gameplaying, and in terms of the potential of the graphics and sound, I suppose it does. But, in this case, the gameplay is the thing which needs sorting out. This is potentially a cracking idea, but if this is as far as the concept goes I'd rather get back to the plain old Mega Drive. E

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 58

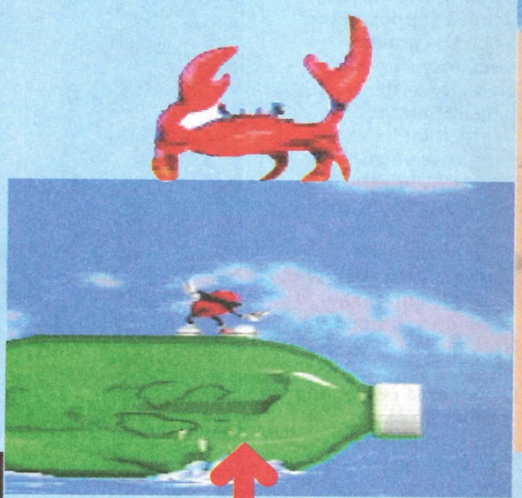
Out: TBA **Price:** £49.99
Publisher: Sega

COOL SPOT

COOL SPOT, the latest Mega Drive platform game from Virgin, was in dire need of being peered at in the mirror and worried about. Since we've all got the peachy soft complexions of a Pears Girl here at *Sega Zone*, we thought we'd better let MARTIN 'DESIGNER ACNE' POND do the dirty.

What's this got to do with Snow White?

So who is *Cool Spot*, we hear you ask? Well, he's a cheeky chappie based on the red circle from the 7-Up logo and used to advertise that popular beverage in America. It makes you wonder why they didn't plump for the excellent Fido Dido like they did over here, doesn't it? A less promising marketing figure than Spot is hard to imagine – short of the Fray Bentos Offal Man. Double-weird that he should be picked to star in his own video game. Still, all credit to Virgin, they've crammed as much personality as possible into what is, after all, just a red circle. With the simple addition of some limbs, shades and some street-level mannerisms, they've elevated Spot from a simple geometric shape in a primary colour to someone with more depth of character than Hamlet.



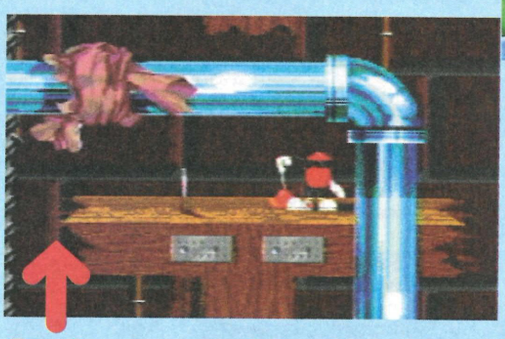
Surfs up

Have you seen that film *Big Wednesday* starring gnarly tubes Jan Michael Vincent, the Zen of surfing and donkey rides on the beach? Fab isn't it?

Well, that's what *Cool Spot*'s all about. He's a bit of a beach bottom, you see and the game begins with him surfing into town on a two-litre 7-up bottle to the tune of Wipeout. Check out the first three levels of tanga-busting fun...

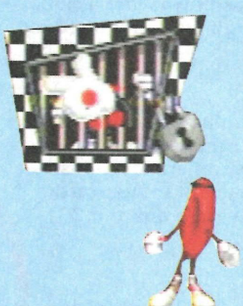
Beach

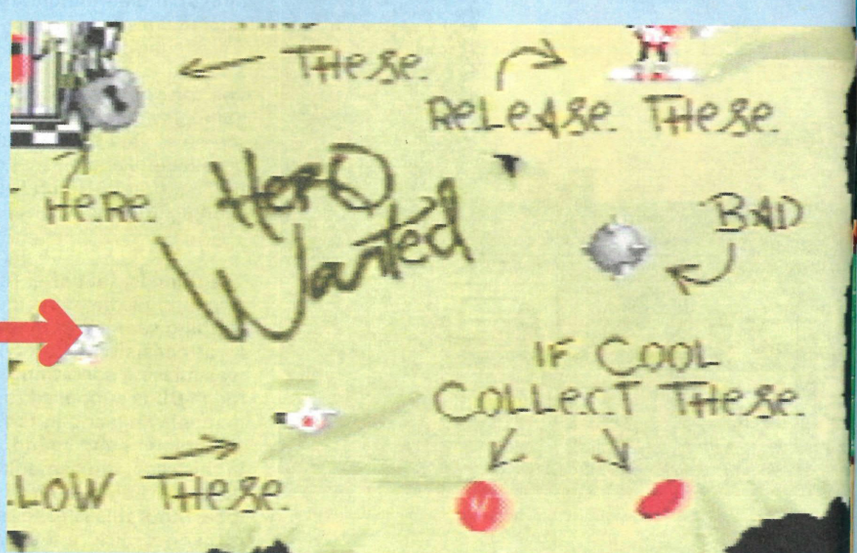
Spot's in his element here. You have to run along the dunes, avoiding the sand flies and these crabs which pop out of the holes. There's also a bit of red hot crustacean action especially for all you swingers who get off on lobster, etc: when you shoot the hermit crabs you get to see them in their pants! Look at the mandibles on this baby! Phwoar, it's just like *Baywatch*! (*Have you been rubbing yourself down with the Shippams again? Ed.*) At the end, to reach your caged comrade you have to leap from balloon to balloon.



So how cool is Spot?

It's an unwritten law in video games these days that any sprite left idle for too long must get up to all sorts of shenanigans. You stop playing *Beefo The Friesian* for five seconds while you consult the manual and when you pick up the joypad again there's Beefo picking wax out of his ears with a biro lid, or playing pocket billiards. *Cool Spot* is guilty of this console cliché but in his defence he does display a large repertoire of habits, including yawning, gum-blowing, yo-yo-playing, and shades-cleaning.





Sex slaves

Your enemy in this game is Wicked Will, a hunter of rare beasts who is out to capture some of Spot's family so he can mate one with that thing on Nigel Kennedy's neck. Other than that, you don't know much about him except a) he probably drinks R. Whites (if not, Panda-brand) and b) he's incarcerated all of *Cool Spot*'s pals in little cages placed at the end of each of the eleven levels.

Plumbing and electrics

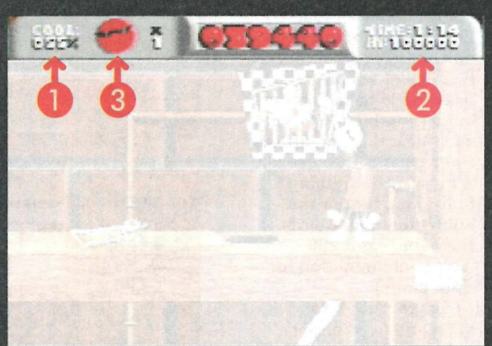
This is the underneath-the-floorboards level. Hazards include spiders, mouse traps, pointy upturned tacks and weird mice in stripy pyjamas who throw cheese at you. Say to yourself: "I fear no dairy product" and hurl yourself into the fray.

Docks

The next level is down at the docks, awash with ropes, rotting timbers and hazards such as flies, fish and lonely sailors. Every rope has inch worms crawling up and down it and filthy seafood scum lie in wait on every platform. There are those spiky sea-hedgehog things (*Sea urchins. Ed.*), crabsticks, and oysters that'll give you more than just a day off work. The layout is all very non-linear with loads of wrong turns and dead ends, so you may have to make a map or scale model to work out the best route.

Lets get fizzical! (tee hee)

Your only weapon against your enemies comes from the power of carbonation. Yes, you can shoot lemonade bubbles in any of eight directions, from the handy vertically down to the ever popular Nor' by North-East. My mate Cheesey from school used to be able to belch the words to the Lord's Prayer thanks to 7-Up's power of carbonation. Not that that's relevant of course. (*Quite. Ed.*)



1 **Cool Rating.** This is your score on the dude-o-meter, a numerical figure based on how much of a geezer you are. The rating is governed by how many red dots you pick up and it goes from 0 to 100 – ie. Lenny Kravitz/David Essex level.

2 **There is a deadline for you to finish the game by.** Finish the level with time to spare and you could get yourself a productivity bonus, an extra life. Oooooohhh!

3 **This shows you Cool's health rating.** The more hits he takes the more flaccid and limp he gets and no amount of '12 Inches O' Lead' cream will help.

Bonus

Look, here's a bonus level. You have to leap from bubble to bubble to the top of this pop bottle. You can't hang around though, 'cos they burst and sometimes you get sort of trapped inside them. Excellent. We've not seen gameplay like this since the Andrews Liver Salts licence.

Viv

Cool Spot is one cooooool game. A game has to be pretty addictive to have me loading it up first thing after I've got into the office and even before I've had a cup of tea! I've even nipped in to have a go when Martin's had to stop playing to answer the phone – I just can't get enough! Every aspect of it has me tingling with goosebumps from the supergroovy summery music to the out-and-out hipness of Spot himself. He's my hero! And he's just sooo bendy!

Although *Cool Spot* is essentially a platform game, it doesn't actually seem like one which is all to its credit, as you tend to get a bit bored of the genre after a while. For example, hanging off balloons rather than jumping onto obvious platforms is a neat twist. There are 11 levels (there are seven different settings so some are repeated but the routes through them are different) and as well as being challenging, they are a delight to look at.

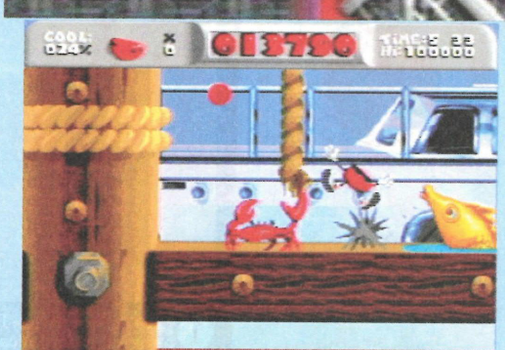
The difficulty of the game is pitched well. Puzzles seem impossible at first but there is a definite learning curve so you do make progress at a fairly speedy rate. In our review copy Virgin kindly got rid of the pause function and there was no cheat mode (although they assure us that there will be one in the games you buy in the shops) so we had to go back to the start after our three lives were up (boo hoo!). This means there's been pretty much marathon seshes since it came in... in fact I'm beginning to break out in spots all over again...

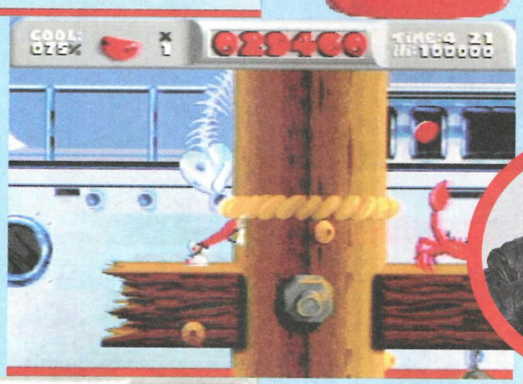
And so...

I don't understand it. By rights Spot should have no character whatsoever. He's devoid of any discernible facial features bar a mouth and yet you can't help but think: *Cool Spot* what a little geezer. It must be something hormonal, that or the animation (apparently the game's got 250 frames of animation for Spot alone).

So whether he's swinging from under balloons, climbing ropes, or flicking his fingers in that endearing way low-income street kids do when they want to give themselves arthritis in forty years, he does it with style and aplomb.

The sounds are good, and the music will have you pirouetting about your bedroom. The backgrounds look fab, in a scaled-up Lilliputian kinda way and were incidentally selected for use in that Touch video by TCO (*Tell us something we don't know, Mr Snore. Ed.*) But it's all a bit of an enigma really. An enigma wrapped in a mystery, shrouded in a... er, shroud. As a game it's really not that original a concept, but no one in the office can stop playing it. Spook, eh?





END ZONE

Graphics

Sound

Addictiveness

Playability

Playable platform fun for red circle fans everywhere.

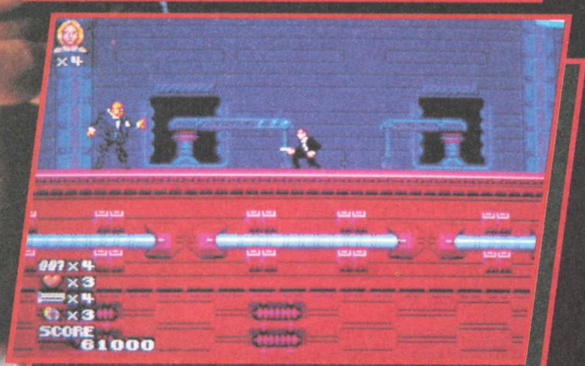
OVERALL 90

Out: Now **Price:** £39.99
Publisher: Virgin. Game Gear and Master System versions are on the way too.

HE'S BACK... JAMES BOND

007™ in THE DUEL

SHARP GREETINGS FROM BONES



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007

APRIL

SEGA

MEGA DRIVE

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Flashback

MEGA ZONE

"If Delphine's FLASHBACK had come out a month earlier," mused DUNCAN MacDONALD aloud, "then *Another World*, its predecessor, would actually have been its sequel." But, as usual, nobody in the office was listening to him.

Another World, although you may not have seen it yet due to the fact that it's only just been released itself, was (or is) rather smart. However, there *have* been criticisms levelled at the gameplay, such as the fact that the game is too 'linear'. It looks very cool, admittedly, and initially you feel as if you're totally in control. However, as you get further into the proceedings you realise that you aren't in control. Not totally, anyway. It's a series of set-pieces – scenes if you like – in which you have to make the right joypad decisions at exactly the right time. It's a little bit like those old laser-disk games... you know, *Space Ace* and *Dragons Lair*. Basically, the 'freedom' in *Another World* is a wee bit lacking.

And in Flashback it's not, yes?

Precisely. In *Flashback* you're free to do as you choose. If you see an alien you want to kill, you can go about doing it in any way you see fit – and there are often several options. And if you want to go off exploring, you can do that too. There are moments when you'll need a certain item to progress, obviously, but then there are in all games. Basically, you shouldn't assume that *Flashback* is like *Another World*, even though they have a similar look.

So what's it all about?

Here's the blurb. Conrad Hart, a research scientist working on a thesis, discovered that certain individuals on earth – top ranking members of society such as military strategists, politicians and millionaires – had an overly high molecular density. His investigations continued. What he didn't know yet was that these people weren't in fact 'people' at all, but extra-terrestrial creatures who had taken on the outward appearance of human beings in order to infiltrate and eventually dominate Earth.

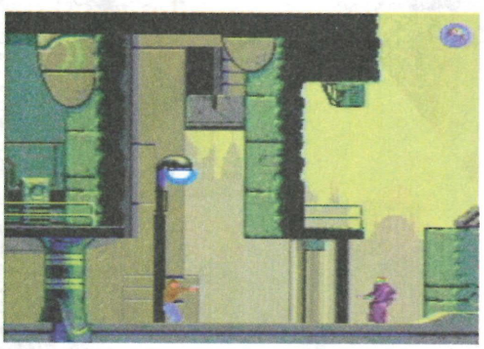
Conrad's investigations were soon noticed by these beings, resulting in his kidnap, the erasure of his memory and his imprisonment in a high-security mental hospital.

Remembering only enough to know that he must escape, he stole a hover bike and briefly found freedom... until he was struck by a pursuit ship's laser bolt. The pursuit ship assumed that Conrad had been killed, and so peeled off, but Conrad had only been rendered unconscious. When he came round he was amazed to find that he was no longer on Earth. He was on Titan.

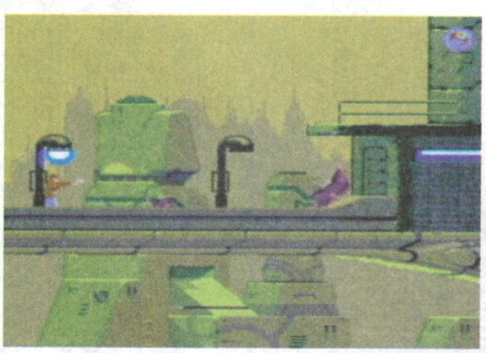
How did he know he was on Titan?

I'm not sure, but I didn't write the story so you can't blame me. But anyway, that's how the game starts – with the above story illustrated in a long animated intro sequence culminating with Conrad waking up on Titan. And then **you're** in control. **You** are Conrad. You know nothing, because your memory has been jiggered by the aliens. So you have to explore and hope that things will eventually begin to make sense.

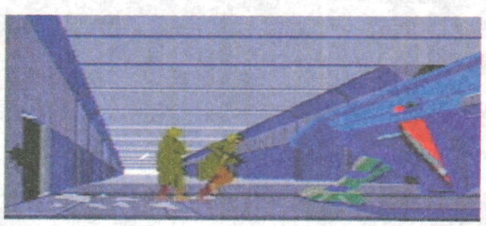
Time for a storyboard (which might slightly spoil the first couple of levels for you, so you may want to keep your eyes closed).



Oi you! Were you looking at my bird?



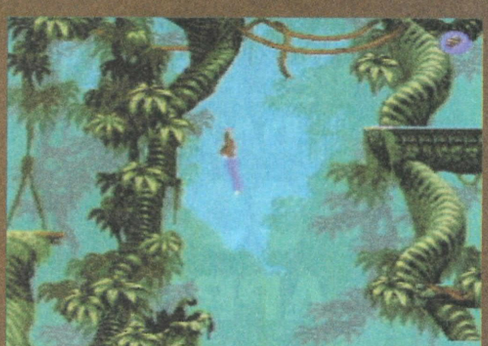
Well you won't do now, will ya.



Chapter one

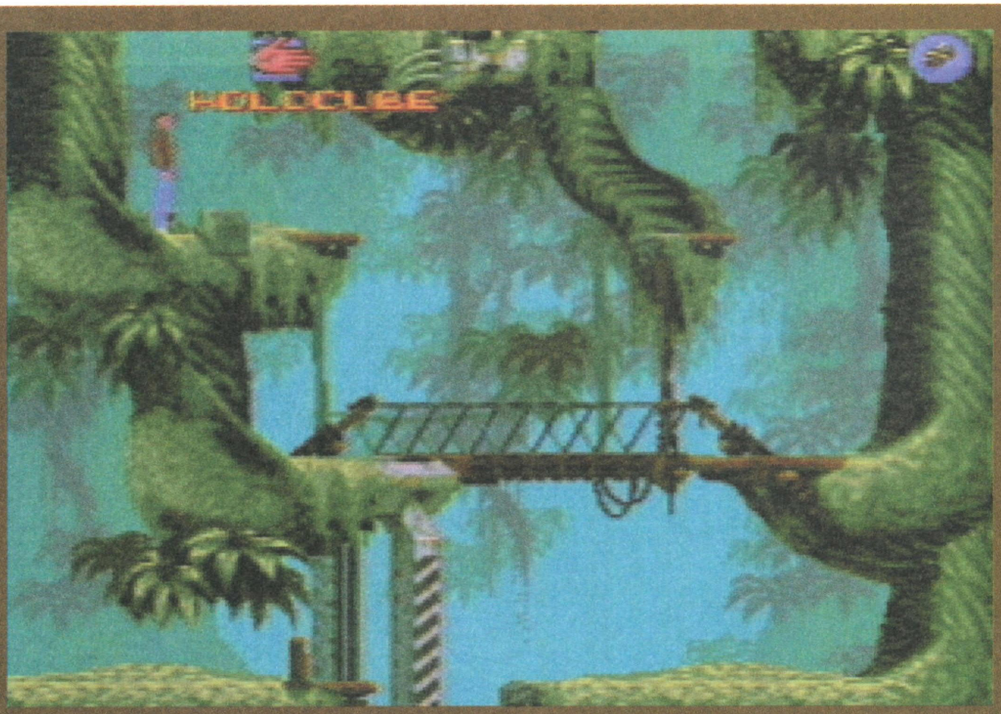
Conrad comes round

This is the beginning of the game, when Conrad wakes up. It'd be nice if you could press the B button and kill the butterfly, but you can't... this is one of the numerous (and fab) Jap-style but French drawn animated sequences that you just sit back and watch.



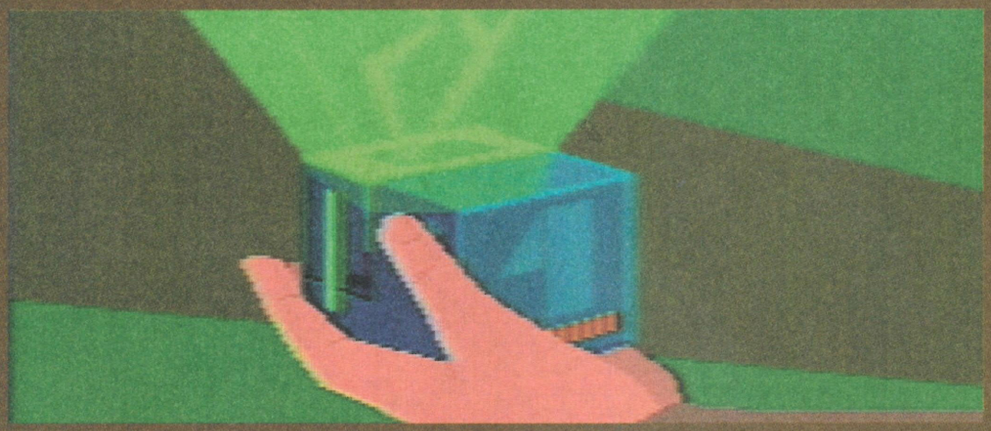
Conrad's first move, a daring death defying leap (Well almost.)

And now you're in control. So where do you go? What do you do? That's the beauty of Flashback... you simply don't know, you just have to find out as you go along. Here we see Conrad making a bad first move. He's just leapt to his certain death. Clot.



Conrad happens upon a box-like thing. (*It's a holocube, silly. Ed.*)

So you start the game again and this time Conrad's first moves have been a bit more sensible... he's clambered down some platforms and has found something. See! It says 'Holocube'. But what exactly is it? Well, once Conrad has picked it up he can activate it and find out...



What does the holocube do then?

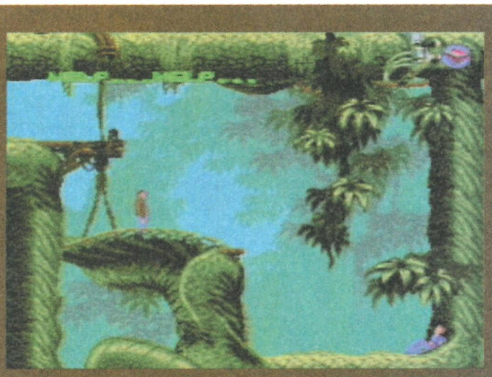
Cue another animated bit. (You can skip through the animations, by the way, if you so desire.) The holocube contains a message recorded by Conrad himself. He can't remember recording it, though, because he can't remember, well, anything whatsoever.

Conrad encounters his first alien

The holocube doesn't really help a great deal, so Conrad ventures on. Before very long he stumbles across an alien with a gun: Conrad can see him, but he can't see Conrad. So what should he do? Try talking? Or shoot first and ask questions later. Better safe than sorry, eh?

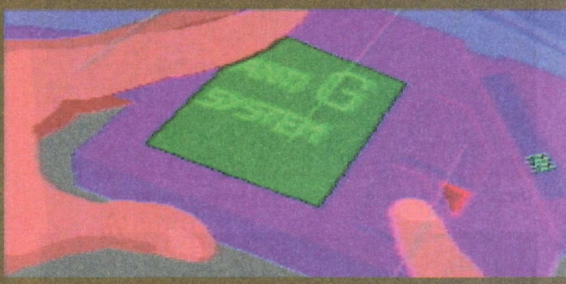
A shooting match ensues, Conrad is the conquering hero

Leaping from the platform, Conrad draws his handgun (a rather nifty handgun with unlimited ammunition) and rolls onto the ground in front of the alien. As he turns, the alien fires and Conrad is hit – but his shield can take four impacts. The alien's can't. The alien dies.



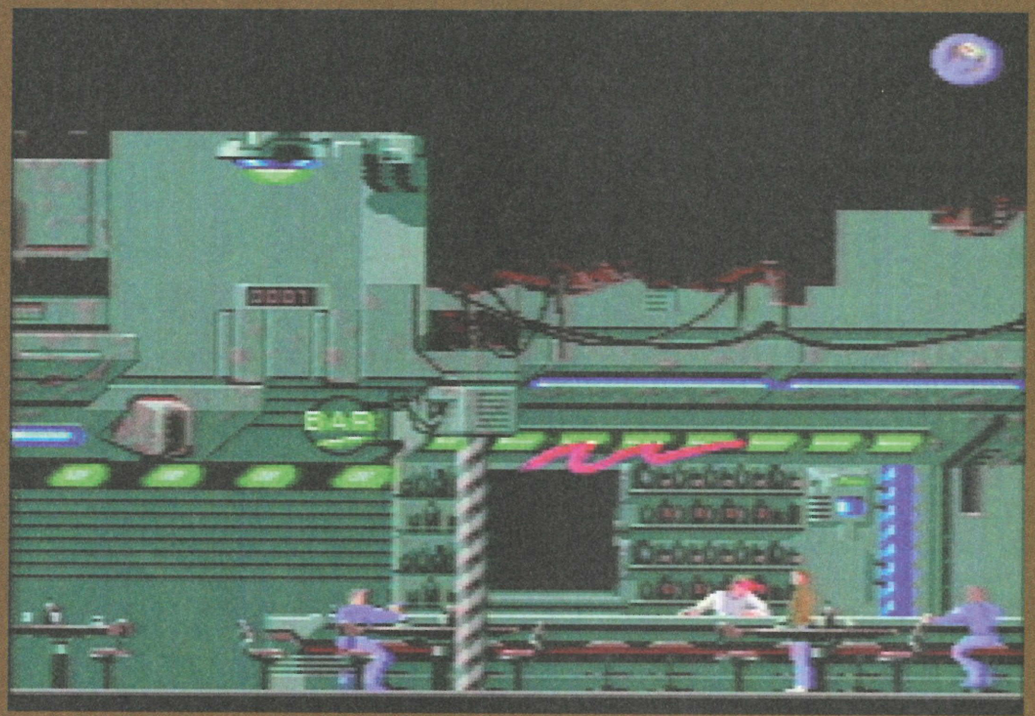
Conrad bumps into injured geezer

(Later...) Conrad happens upon an injured man and is given his first quest... he has to go and find a 'transporter'. At last, some direction to his life. And what's the betting that once the mystery item has been recovered, Conrad will be given something extremely useful...



Conrad bungy jumps with his gravity belt

And yes, after a lengthy search Conrad retrieves the transporter, receives the 'useful item' and eventually (after a lot more exploring, killing and talking) takes a leap, with the aid of his new gravity belt, into the unknown. So what's going to happen now? Read on...

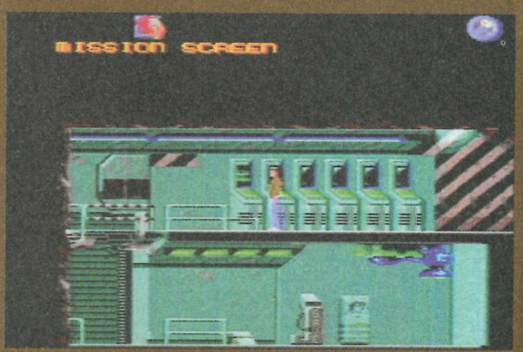


In the city somewhere

Conrad finds himself in the 'bowels' of Titan. Guess what's there. Only a blinking city, no less. But are the inhabitants friendly? Or should Conrad shoot them on sight? He doesn't know and it all adds to the fun... creeping about with his gun drawn and so on.

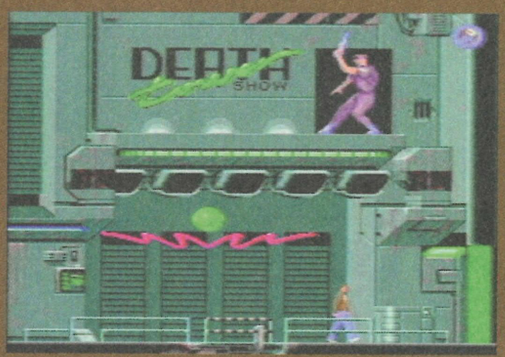
Transportation travesty

Using the subway system. (You actually have to wait for trains and use a map.) Conrad is on his way to the job centre. He doesn't know yet that there's red tape to contend with, but he will in a minute. Get this form, get that form, this form, that form and so on.



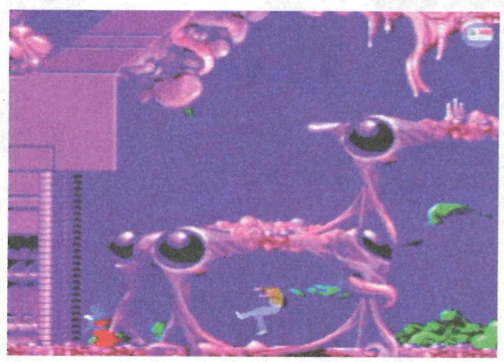
Down at the job centre

But finally, Conrad gets his first job. An easy one. Just a messenger. To get the full 1,500 credits, however, he's forced to take several jobs and they get harder and more dangerous as time goes on. (Or, if you prefer, they become even more fun and violent as time goes on.)



Outside TV studio

Conrad wants to get to Earth, and discovers that there is a way... there's a 'game' show in which the person who survives wins. (Just like in *The Running Man*.) And the prize? A ticket to Earth. Unfortunately, Conrad needs ID papers to get onto the show.

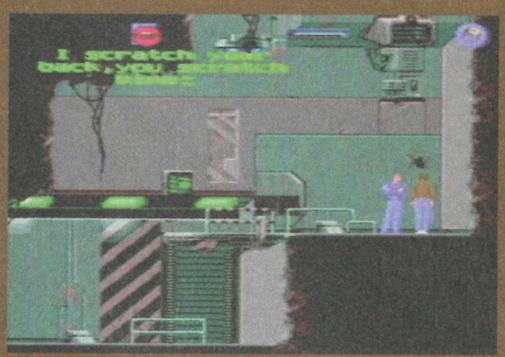


Uggh! This is worse than Fosset's wall of death.

Oh no Conrad's entered 321 instead (Not really)

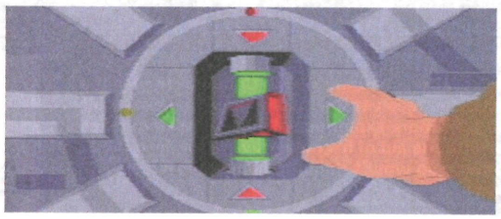
Conrad eventually earns more than enough cash and is able to pay the forger. A quick subway ride takes him to the game show studio, where he hands his papers over to the woman on the door. Cue lights, cue cameras, roll credits, cue other things. (Etc.)

Going up!



Forger to the rescue

Conrad, luckily, hasn't killed this bloke. Why luckily? Because he's a forger, that's why. For a fee of 1,500 credits, Conrad will be able to get the necessary identification papers and then go for the show. So how Conrad he get 1,500 credits? He gets a bloomin' job, that's how.



And so on...

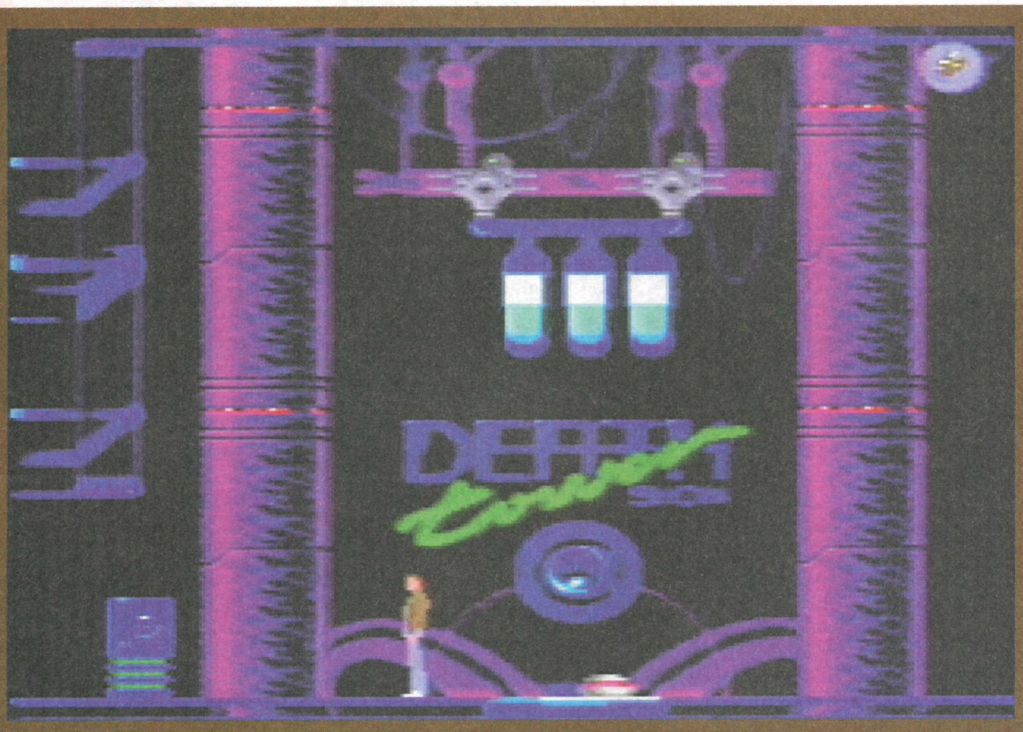
Yes, and on it goes, with the story winding this way and that way, with Conrad travelling to Earth... and beyond.

There are handy TempSave points within the game, plus a password system for those moments when the Mega Drive just has to be turned off (someone doing the hoovering, a powercut or whatever).

The animation

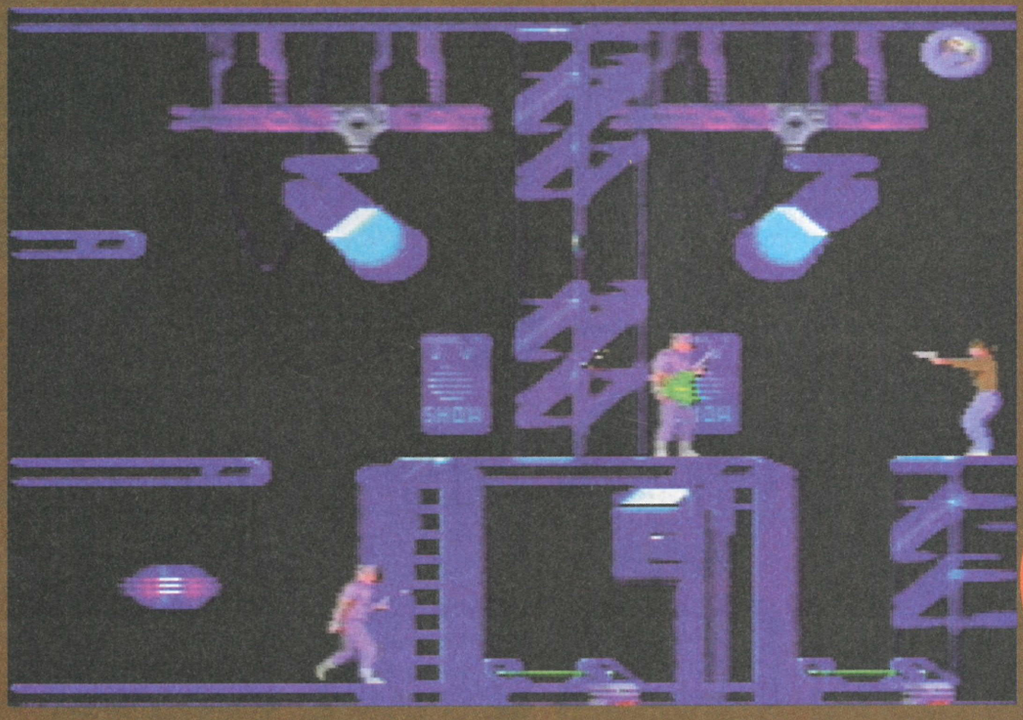
Five words should convey the animation in this game to you: Better Than *Prince Of Persia*. Yes, Conrad and ALL the characters in the game move just like real people. It's quite amazing to look at, as it happens. Your gran, for instance, will probably believe it's the work of the Devil. But it's not the work of the Devil, it's simply the work of some artists who had the foresight to actually **videotape** the actions of real people performing all the in-game moves. The animation frames were copied from this video. Realism. Conrad can take standing jumps, running jumps, roll, walk, run, fall over when he runs into a wall, haul himself up onto platforms, lower himself down from platforms, hang from his fingertips from platforms, drop to the ground, get blasted backwards/forwards when he gets hit by a bullet, draw his gun, tiptoe forwards with gun at the ready, roll with his gun readied, kneel with his gun readied and even pistolwhip people with his gun if they're close enough.

And of course he can shoot his gun too. (And just the animation of him doing this is a sight to behold – spent cartridges fly from his clip while wisps of smoke plume out from anything that gets hit by his bullets. Amazing stuff... and the sound does perfect justice to the graphics).



Conrad's 15 minutes of fame on the game show

Hmmm. So what's Conrad meant to do here? Maybe the idea is just to explore the set and see what happens. Lots of nice platforms to practice jumping off, in any case. Climbing practice too. This game show lark looks like a doddle. Eventually, Conrad finds a lift.



Things start to get nasty

Uh-oh, things aren't quite so sedate up here on this level. In fact, not to put too fine a point on it, Conrad's up pooh creek without a paddle. Or without any shields, anyway... and there's no power point to recharge his shield generator. If he gets hit once, it's curtains!

The actual game

What can I say? Superb? Yup, that'll do I suppose... *Flashback* is superb. Dare I say it's actually better than *Prince Of Persia*? Yes I do, because in many ways it is. The story, for instance, actually unfolds bit by bit as you're playing the game.

The scenery changes regularly throughout the game. The 'interaction' parts, too, are great. You have to talk to people – or use certain items from your inventory in a certain way.

And, of course, all the animated cartoon sequences between the levels only add to what is already excellent.

Flashback is just totally fab beyond words, basically. The graphics, the sound and the gameplay. You want atmosphere? It's here. You want action? It's here. You want thinky bits? They're here too. If anything was a 'must buy', then it's *Flashback*, guaranteed.

There's just one word of warning, however... don't play the game on the EASY setting, because it's not the sort of game you **want** to be easy. Use the NORMAL or (preferably) HARD setting. Trust me. I know. Really. E

END ZONE

Graphics

Sound

Addictiveness

Playability

Totally fab game, a definite must have for the games cupboard.

OVERALL 94

Out: Now **Price:** £44.99
Publisher: US Gold

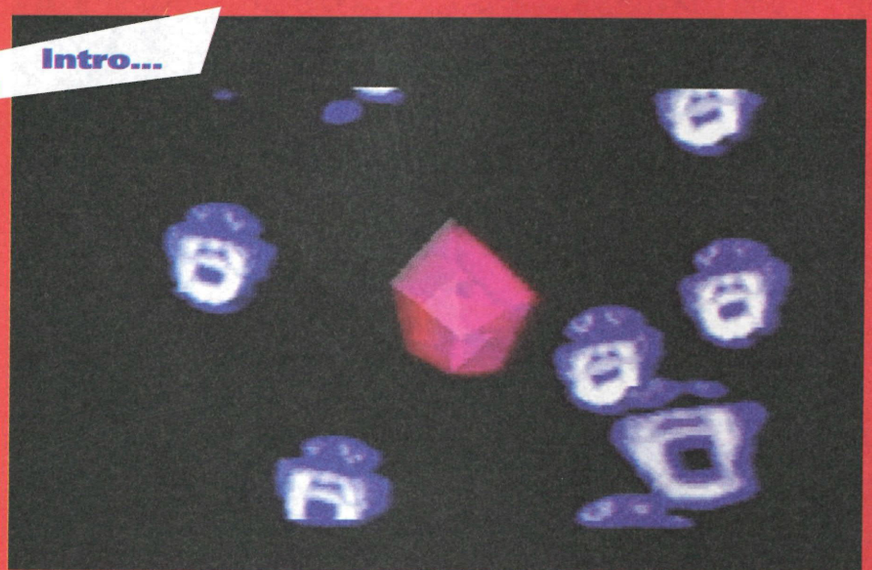
IMPORT

Splatterhouse Part 3

Exploding heads, possessed children, decapitated limbs, vomiting monsters, demonic teddybears. The best things to see in *Evil Dead 3*? Nah, it's just the latest video game from the company responsible for *Pac-Man*! RIK HAYNES warmed up the chainsaw for a foul feast of blood, guts, gore and more gore...

Here comes the horror

Welcome to the everyday story of an axe-wielding homicidal maniac and part-time martial arts expert called, prepare yourself, Rick. (*I suppose that's marginally better than Jason or Freddy. Ed.*) Like any self-respecting anti-hero wearing a mask, he must walk around a haunted house and slug it out with a stack of gruesome monsters before his wife Jennifer and son David are slaughtered by the dark forces of evil. Along the way, there's the usual assortment of full moons, unexplainable physic powers, creepy basements, gross special effects and beastly things that simply refuse to die. So, readers, the screenplay goes something like this:



Ugly faces trickle, in slow motion, past a stupid spinning thing. Then a picture of a girl who looks like Pilar out of *Eldorado* appears. The intro finishes with a picture of a nasty bloke and scrolling *Splatterhouse Part 3* titles in bright red. That should get you in a squeamish mood.

Carry on... creaturing

The beasties in this game have no names as far as I can see. So, after munching my way through a whole box of Black Magic chocs, I decided to name the beastie after my fave soft centres. So read on and enjoy and try to stop drooling over these beauts.

That power-up feeling

Books provide an extra life.

Chickens increase Rick's energy.

Blue globes extend and increase Rick's monster power.

Black Magic
Electric geezer has plenty of deadly tricks up his sleeve, eurgh, tummy. (Stage 5 Boss)

Caramel
This strange birdlike creature is either poking its tongue out, trying to give you a deadleg or doing other tiresome stuff.

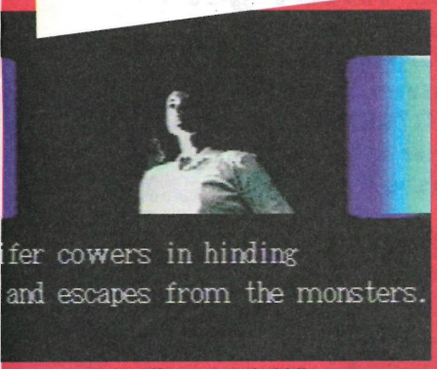
Chocolate Brazil
Slam this beast up against one of the sidewalls and keep beating the crap out of it. Beware of yet another exploding head, though! (Stage 2 Boss)

Contin-ental Truffle
After a couple of slaps and punches, this hunchback's head becomes unfeasibly large.

Hazel Cluster
Fat slob with a huge gob. Oh, Rick must be quaking in his boots. (*Except, he's not wearing any footwear! Ed.*)

Midnight Almond
This horrifying brute grows tenfold after bursting out of its embryo. Knock it around for about ten mins and it will eventually burn up. (Stage 4 Boss)

Next a rapid sequence of digitised screens and scary music fade in sprinkled with some spooky sampled sound effects...



Jennifer cowers in hiding.

cut to stage one mansion's first floor...

Obviously the ghostly inhabitants of this gloomy gaff don't appreciate fine art.

shortly...

Rick nails the end-of-level boss. This repulsive critter loses its head after a good beatin'/kickin'. Yuk.

later on...

It's not long before a devilish spirit enters the body of David's teddybear!

more of the same for the next couple of hours until Rick's ultimate confrontation with 'The Mask' on stage six.

Sorry Namcot, the action in this corny *Friday the 13th* style 'slasher thriller' is just too repetitive – even by Hollywood standards! Hmmm... a nightmare for all the wrong reasons. Sad. E

END ZONE

Graphics

Sound

Addictiveness

Playability

Monte-limar
Gaaah, this odious fellow seems to have an upset stomach and somehow feels compelled to share it with us.

Straw-berry Delight
A mutant teddybear giving you the finger? Whatever next? (Stage 3 Boss)

Toffee and Mallow
When you kill this one, it twitches helplessly around on the floor for a few seconds. You've got to laugh.
(Stage 1 Boss)

Truffle and Nougat
Follow this pesky ghostie while it's white but keep clear of the big claw that pops out. I Bet you're really getting worried now.

OVERALL 61

Out: Now on import **Price:** ¥6,800 (Japan) **Publisher:** Namcot
Supplier: Games HQ
(Tel: 0702 603215)

Andre Agassi Tennis

VIVIENNE 'CAFFEINE' NAGY got up from her desk to make a roasted bean beverage. In walked a rather scruffy tennis heart-throb. "Anyone for ANDRE AGASSI TENNIS?" he beamed. How could she refuse?

***Andre Agassi Tennis* has some unique features which haven't appeared in tennis games up till now.**

The one and only Agassi

The after touch.

After pressing either A (soft shot), B (hard shot) or C (lob), depress left or right on the joypad to direct your shot. Okay, I know it's not a totally new concept and in other tennis games you sometimes have to press the D-pad before you choose your shot, but it is jolly useful for getting the ball in nonetheless.

Skins feature

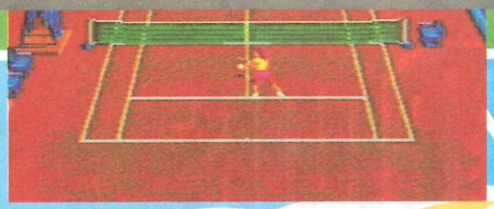
Points mean prizes, (actually they mean loads of cold, hard, American dollars for each shot returned is worth money – an ace equals $1,000 for example – and whoever wins the point wins the amassed dosh). A nice idea, but seeing as you never see any of the dosh you may as well just play to win points.

The ball machine.

I could have done with one of these during the tennis-playing phase of my childhood. The back wall of my house didn't quite angle the lobs high enough. Here you can practise lobs, forehands and backhands and the positioning of the shot on your own instead of suffering humiliation under the eagle eye of your opponent.

The F-Factor

Or the Fine-Figure-Of-A-Man-Factor as it's also known, (which is the fact that this game has been done with the full co-operation and hands-on direction of that luscious hunk of unshaven hunky beefcake, as if you didn't know that already).



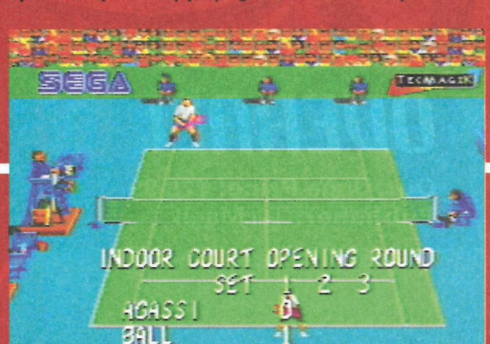
What a load of old balls.

Here he is, the golden boy himself.

Tennis players court in the act shocker!

Agassi's opponent does Tina Turner impressions.

Spook! Why are they playing on a two-tone carpet?



So it's Wimbledon fortnight again and old Andre is out to defend his crown, well, his big silver trophy anyway. Chances are though, that rain has stopped play, so what better way to relieve the boredom while waiting for him to get back on court than to read a review of his very own tennis game which, with nigh on perfect timing, has been brought out at the same time.

Andre Agassi Tennis is a 4-Meg one-or-two player game, featuring singles and doubles and has a digitised umpire so you can always hear what the score is without having to register the points that flash up on the screen.

"Andre Agassi Tennis takes the same nerve and strategy it takes to be a world class tennis player." Andre Agassi

Basically when you play *Andre Agassi Tennis*, what you see on screen is a trapezium masquerading as a tennis court, 'cos of perspective. The base line of the court which is nearest to the top of the screen is short and parallel to the bottom base line which is longer, so the two sides (where the tramlines are) slope out, getting wider as they do so. Agassi doesn't take into account the player's viewpoint of the game. Play a straight shot without using the D-pad to angle the shot and if you're at the edge of the court, it will be out, because it's aiming straight ahead within the parameters of the screen, ie. up and outside of the trapezium, not straight ahead in relation to the court itself (ie. down the tramlines).

The game also doesn't really take into account that, as a reasonably intelligent person playing a game of tennis, you know where the court is and that you would be aiming in the general direction of it, which is what *Super Tennis* assumes. In that game, if you press R when serving from near the centre of the baseline at the bottom RHS of the screen, the shot will go to the RHS of the top LHS service box. Do that in *Agassi* and it will be wildly out. By moving your player further left you can achieve a smiliar effect in *Agassi* but with not nearly so many variations of positioning.

Oops, I've just gone and commited the cardinal sin. Mostly when we review games we try to block other consoles out of our minds and look at things in the Sega context only. For some reason it doesn't work like that with tennis games. Anyone who brings out a tennis game cannot avoid comparisons with *Super Tennis*, the nadir of the console tennis-gaming world.

You may say "It's not fair! You can't compare a Mega Drive game with a Super NES game!" On the other hand I say, "Why should we always patronise the Mega Drive by saying, 'Oh it's not the Super NES, poor love'". In addition to that I'd also say "Tough! They're both 16-bit machines and as there are relatively few tennis games for the Mega Drive it'll just have to stand up and take the comparison like a man."

The main problem with *Agassi* is that it's not one of the most pick-up-and-playable of tennis games as the control system needs a good bit of getting used to. The music is irritating and uninspiring, though the digitised speech is a plus. The sprites all look quite different and athletic even though they (spookily) have no faces. The animation is good although sometimes you get the impression that your racquet doesn't make contact with the ball.

It's not easy, but it's still a good bet if you like tennis and are prepared to work at playing it, but at the end of the day, it's all a matter of personal preference. What is one man's meat, will always be another man's poison. As far as I'm concerned, on a scale of steak to arsenic, it's probably hamburger. E

One woman's hamburger

Some of the disadvantages of Agassi:

- **It's not very pick-up and playable; just getting lined up with the ball is hard enough, let alone returning it. Seems a bit hit and miss. Conversely, you could claim this makes for lots of challenge and longevity.**
- **Four courts: grass, clay, indoor and hard. The ball should react differently to each, but it's not really that noticeable.**
- **The size of the court is quite small only taking up half the screen (unlike *Grandslam* which is on the same large scale as *Super Tennis* and it doesn't scroll).**
- **You can't bounce the ball up and down or throw it up and catch it in a disarming and psychologically intimidating fashion.**
- **It's difficult to interact at the net which renders net play almost impossible.**

END ZONE

Graphics

Sound

Addictiveness

Playability

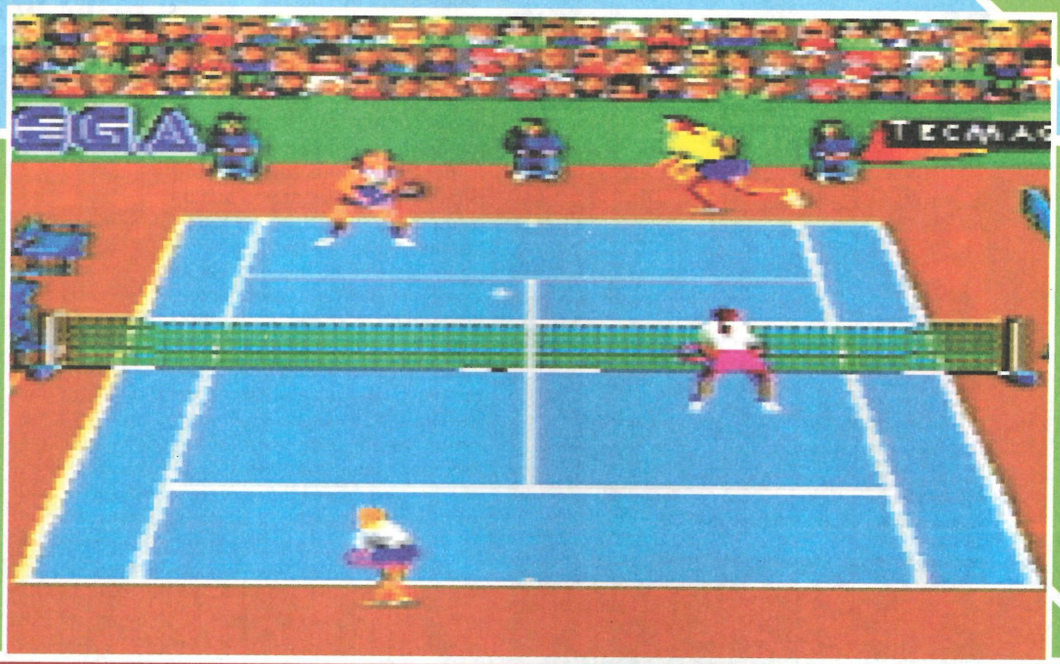
If you're keen on tennis and games that require a good bit of getting into, then this should provide satisfaction plus lots of longevity.

OVERALL 74

Out: June **Price:** £39.99
Publisher: TecMagik

Andre Agassi Tennis

"That's the best thing I've had served to me all week. "Served, geddit? It's a play on words. Ha, ha, ha, ha. "We had to give ANDRE AGASSI TENNIS to ADAM PETERS to review. Just to shut him up.



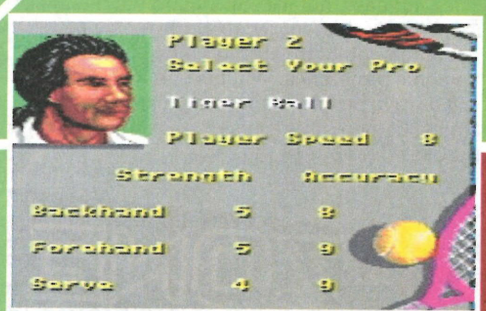
Yes, yes, yes these reviews are all very well, but I want to know exactly what happens when I buy the game. What do I get for my money? What experiences do I get for my money. What joy or misery awaits me? Okay, here goes...

You're in the shop and you've just handed over £29.99 of your hard-earned/inherited/stolen (delete where applicable) money. The sullen-looking person behind the till hands you a small plastic bag containing the game box, a receipt and a one penny coin. Overjoyed, you race straight home.

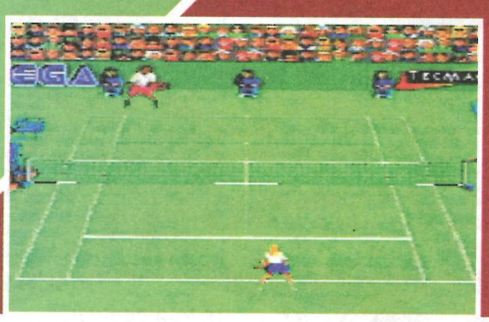
Open the box

You get home, wrench open the box and jam the cartridge in the machine. You select a one-player single match on a grass court, featuring Andre Agassi (you) playing against Tiger Bull (the computer). Within a couple of minutes you've worked out that the two buttons offer hard or soft serves, together with a hard, straight return or a lob. You've also worked out that this game is going to take a lot of practice. The computer opponent seems infinitely better than you at getting into the right position and getting shots back over the net. One of the main things you're struggling to adjust to is the speed at which Andre moves. You tap the joypad gently to the left, expecting him to move a few feet in that direction and instead, he hurtles right across to the other side of the court. It must be all that coffee he drinks.

"Oh no, " shouts Andre, "it's that invisible rotweiler again."



Carefully select your potential world beater.



Assume the position for a blistering return.

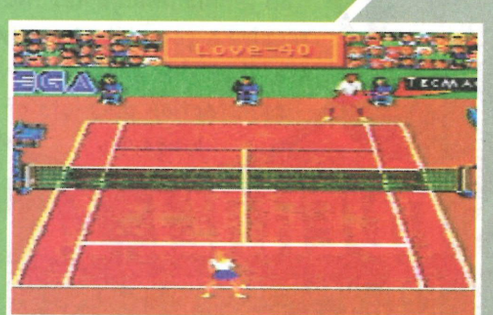
After a humiliating 6-0, 6-0 defeat at Mr Bull's hands, you retire to the locker room to study the instructions and menu options. After playing around with the different options (eight players with differing abilities, tournaments, various court surfaces, etc) you come to the conclusion that the doubles matches are *AAT*'s best feature. Partly because doubles games are easier for beginners to get into: your computer-controlled partner brilliantly returns shots you wouldn't stand a hope with. And partly because of the different options for two-player doubles action: play as a team or take control of players on opposing sides for a human/computer v human/computer tussle.

Play the game

A few days later, with your play vastly improved, your friend Chris pops round and sees the *AAT* cart in your machine. "What's good about that game?" he asks. "There's a nice selection of options, decent graphics and practice makes near-perfect. When you get to grips with the game you can start building up really long rallies. There's a certain tactical element in the way you can 'steer' shots a bit as you hit them."

"And what's bad about the game?" asks Chris. "It's quite tricky to get into. Initially you're hopeless and you need an interest in tennis and a lot of patience to develop to the extent that you can compete on even terms with the computer. And you don't really have that much control over the way you hit the ball."

"Oh," replies Chris. "Have you got any chocolate?" E



Get distracted by the court changing colour.

END ZONE

Graphics

Sound

Addictiveness

Playability

Decent enough tennis sim, if you like that sort of thing.

OVERALL 68

Out: June **Price:** £29.99
Publisher: TecMagik

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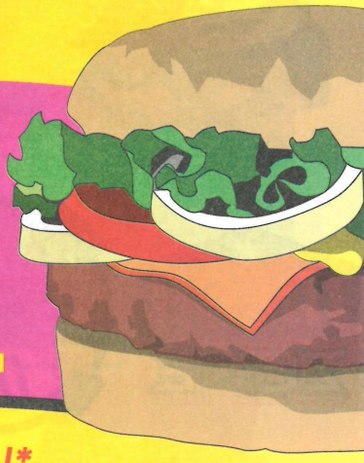

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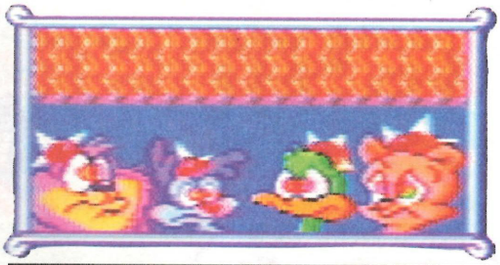
TINY TOON Adventures

MONTANA MAX GETS DR. GENE SPLICER TO HELP HIM SEARCH FOR THE TREASURE.



DIZZY DEVIL, PLUCKY DUCK CALAMITY COYOTE AND HAMTON ARE BRAINWASHED BY THE MAD SCIENTIST, DR. GENE SPLICER.

MEGA ZONE

MEGA DRIVE

Tiny, toony and completely loony, that's AMAYA LOPEZ. She's also got more rabbit than Chaz and Dave's Missus. So, no way could we stop her from hogging TINY TOON ADVENTURES the minute it appeared in the office.

After *Turtles* and *Sunset Riders*, Konami brings *Tiny Toon Adventures – Buster's Treasure Hunt* to the Mega Drive in undoubtedly its best Sega title to date. In a totally different game from the SNES version, Buster Bunny springs onto the screen in a bid to save his friends and stuff that irritating little geezer, Montana Max, once and for all.

Monty's up to his usual tricks. Having stolen Buster's treasure map, he enlists the help of the loony scientist with an unnervingly large head, Dr Gene Splicer. The Doc has invented a helmet with magical powers which allows Monty to control the wearer via a special remote control device. So Monty takes control of all those lovable Tiny Toon characters: Dizzy Devil, Plucky Duck, Calamity Coyote, Hampton Pig, Babs Bunny (his babe), Fifi and Shirley the Loon. Not to be daunted Buster rallies the remaining toons to his side: Gogo Dodo, Sneezer, Concord Condor and Little Beeper.

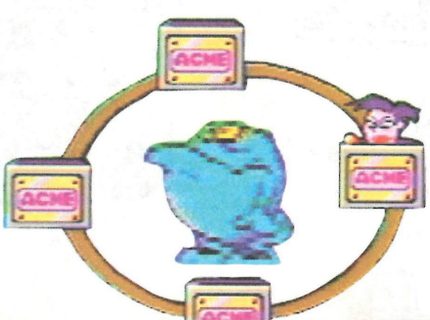
As Buster your task is to save your disloyal chums and find that hidden treasure before that meddlesome Montana gets his mitts on it.

A borrower and lender be

When I first plugged in the cart, I thought I was hallucinating. The whole game had such an immediate *Sonic* feel to it, that I felt there must be some mistake. The blues and greens of the Green Hill Zone level were there as were the platforms and swinging spiky metal muthas. In addition, Buster's attributes were also of a suspiciously hedgehoggy nature. Okay, so he's not a selfless product of the Eighties, preferring crunchy, herbivorean sustenance to nine carat gold but nevertheless, when impatient at my reflexes, Buster tapped his foot and grimaced in such a spookily *Sonic*-like way, that he left no doubt as to the fidelity of a certain hedgehog mother. It only remained for me to witness Buster spinning at top speed to completely shatter my Victorian image of the Sonic family.

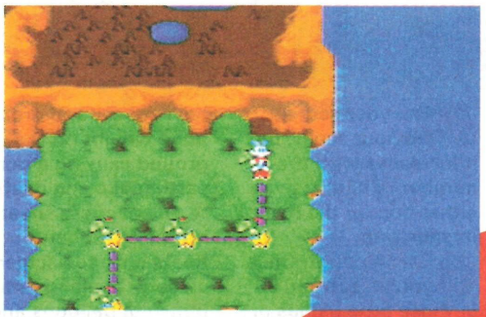
Later on, I quivered at the possibility of a love triangle, when striking similarities with that other moustachioed character, (whose name escapes me now) began to emerge. The underwater level is curiously reminiscent of M... M... Ma *(Mario. Ed.)*, yes, Mario (boo hiss) as is the inclusion of Buster's helper, Gogo Dodo, begging to be a Y... Y... Yo *(Yoshi. Ed.)* substitute. Not to mention the map style of progressing onto the next level. Hem hem.

Having got that off my chest, that's really the only major criticism I have of *Tiny Toon Adventures*. Its gameplay isn't particularly original but, what the hell, it borrows from the best and the ensuing romp works so well that even the hallowed Bobby Davro would be proud of it.



THEN MONTANA MAX AND HIS HENCHMEN KIDNAP BABS BUNNY, FIFI AND SHIRLEY THE LOON.

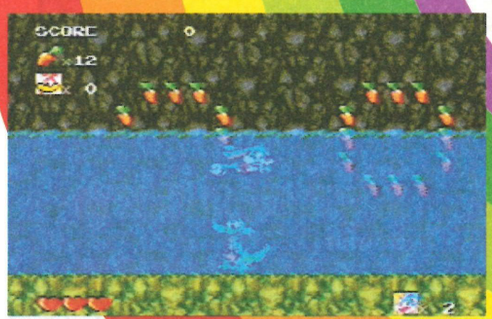
BUSTER BUNNY, STAY OUT OF MY TREASURE HUNT.



One world down, three trillion to go...

Ear we go, ear we go, ear we go...

Praise the Lord, this dodo's alive and kicking.



Where's the dolphin friendly toona?

Buster, if we've told you once, we've told you a thousand times: no more wide-mouthed frog jokes.

They're playing our toon

So what's in the gameplay? A wealth of different worlds including the forest level, underwater level and lava cave level boasting loads of stages and hordes of nasties so cute, hell they deserve their own damn cartoon. There are two different types of enemies, those that can be bumped off with a hop, skip and a jump and those that are about as approachable as a culture of myxomatosis.

Variety is the name of the game here as there's a splendid assortment of foes, offering neat comic touches. From the Zebedean mice on springs to the ghoulish witches who lob great beef tomatoes at you to the puffa fish-come-frog things which blow lethal smoke rings. These are all headbuttable but the mini lava stickmen and the spiky skateboardy things are not. There are more health hazards here than on a packet of fags, ranging from the obligatory spikes to collapsing logs, swinging pendulums, sizzling lava and odd tin cans and rolling rocks. As you progress, there's the opportunity to call up a special helper toon – at the shake of a rabbits's tail, Buster produces a whistle, blows it and then along comes one of the tiniest toons in existence ready to wipe the screen clean.

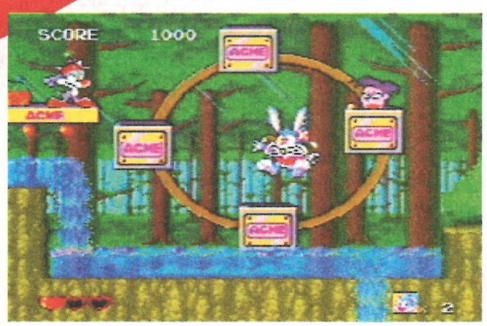
Throughout, there are strong puzzley elements as you try to figure out which turning you should take next and invariably end up in the same place. It certainly comes as a welcome relief to find Gogo Dodo generously spotlighting the exit to the map and the next level. Every so often you'll come head to head with a true arcade romp in the 'boss stages'. Here's where you'll meet one of your toon friends who has been brainwashed by the Doctor like Dizzy Devil or Calamity Coyote, wearing the helmet that has turned them into your enemy. It can get quite tricky to kill the Doc as you have both him and the deranged toon gunning for you like there's no tomorrow.

At last – it's the little Sneezer bonus!

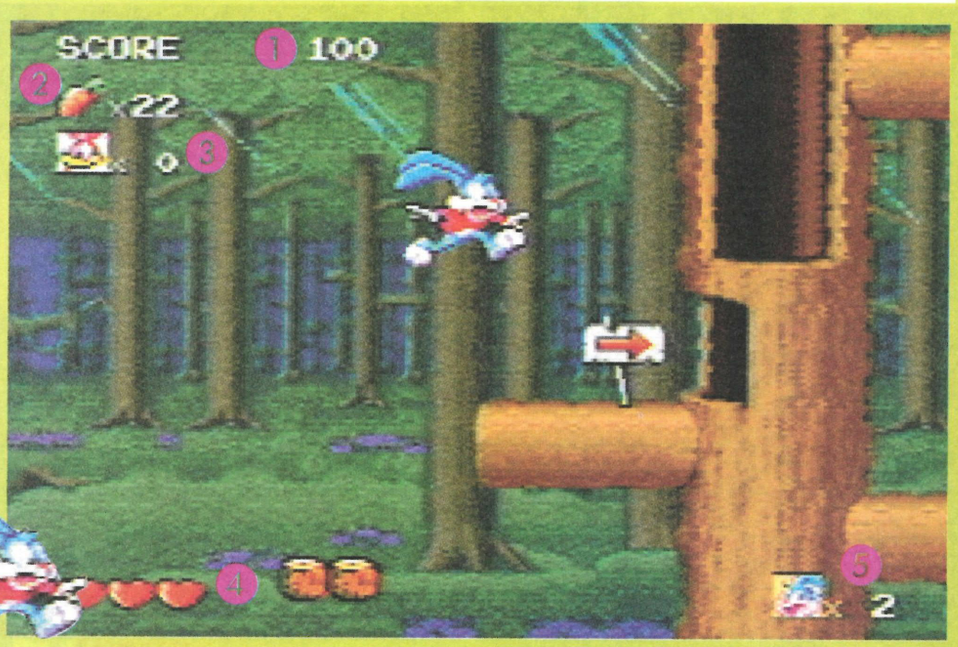
Don't do it Buster, things aren't that bad.

Buster's special line in logarithms.

The tomato witch has an eerie effect.



Dr Splicer gives Buster a ride to remember.



Run Rabbit Run

1. Er... your score. Obvious really, but it increases with the number of baddies you either bop on the head or slide into.
2. Carrot count. Once you've accrued 50 of these little babies or 18 carrot gold, you'll be rewarded with a special helper bonus to help you in your hour of need. Any unused carrots contribute to your points score.
3. Special helper count. You gain one of these either by amassing carrots or uncovering a special helper bonus. There are three helpers in total: Little Beeper, Concord Condor and Sneezer. When you reckon you're about to peg it, if you've got one of these handy bonuses, you need to hit the A button as fast as your little digits can manage it. Little Beeper or Road Runner's lovechild will speed across the screen and put paid to any of the nasties on-screen. If you've picked up Concord Condor then he'll appear and drop a huge weight on the ground causing a mini-earthquake and death to all enemies. Sneezer, on the other hand, floats onto the screen sweetly hanging onto a bunch of balloons and sneezing so hard that the baddies are blown away in a bogie laden whirlwind.
4. Your energy bar. You begin a level with three little hearts but lurking in hidden places are extra hearts in bubbles which you can use to replenish lost energy. Be skillful enough to find a bell bonus and your energy will be increased by one heart, up to a maximum of five. Lose all your energy hearts and you've lost a life.
5. This fetching inset of Buster shows the lives you have remaining. Find a special Buster Bunny bonus and you gain an extra life. Bump into a crystal bonus and you'll be invincible for a short period of time.

YOU'RE A DIRTY RAT, MONTANA MAX?

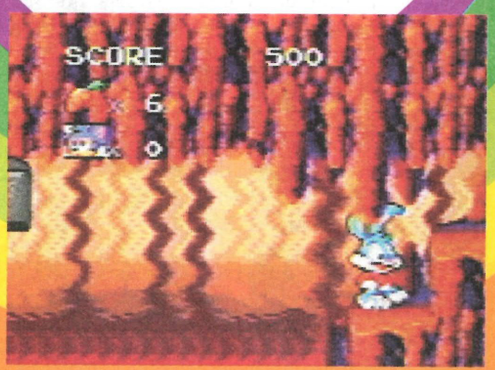
Hey Big Buster

Buster himself is lovingly animated as are all the rest of the characters. He can hop, jump, crawl, spin at high speeds, swing down poles by the skin of his ears and gobble carrots faster than a Moulinex multi-chef. In addition, his swimming skills are top-notch and the underwater level is a joy to behold. The graphics in general are marvellous with luscious backdrops swilling with molten lava or dripping with perilous icicles.

As for the sound – well it's truly fab. Not only is the soundtrack swinging with some funky Latin beats guaranteed to have you lamabading around the room like an extra from *Strictly Ballroom* but the sound effects are also top. Take when Buster comes swilling down a tubular hollow tree trunk: he pops out with all the gusto of one of those unsavoury-looking tarts from Kelloggs. Then, when he's swimming around later, the underwater gurgling is simply superb. The effects are not only realistic but comic. They have you oohing and ahhhing, drooling and dribbling, nay almost gagging with glee. Each stage has its own boppy music and the special boss stages, belt out the kind of music Toona Turner would kill for.

All in all, the game is huge. It boasts a cunningly crafted learning curve and though initially it may seem easy to hardened platform freaks, it has so many hidden extras, that you can't help going back for more. Fortunately, there are reams of passwords to be collected en route and there is also what seems like an infinite number of continues.

Blending the finest ingredients of the best games around, adding a smattering of scrummy graphics and sound, *Tiny Toon Adventures* has simmered into one of the best Mega Drive platformers to date. It certainly gets my vote. E



The Lava Cave? Yikes, I'm outta here...

Buster gives it a bit of that ole Sonic charm.

Never trust a big, fat, green thing.

END ZONE

Graphics

Sound

Addictiveness

Playability

The stuff real platformers are made of. Breedin' brilliant!

OVERALL 90

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

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Sewer Shark

IMPORT

"Let me get this right, this is a game where you spend all your time up to your neck in a crack filled with sewer-hunting rats?" said JEREMY DALDRY.
"Yes indeed," quipped AMAYA. "You should feel right at home, then."
"Gww. I don't mind admitting that cut me to the quick," replied JEREMY..
"Ha!" Responded AMAYA.*

Dead rat ahead.

What have these poor rats ever done to you? I mean, they don't have the most pleasant of lives do they? It's not as if they are estate agents, with an interest in amateur dramatics, living in a nice cosy two-up, two-down in the Home Counties. Oh no. Instead, they spend their time wandering round endless miles of damp, cold and probably very smelly sewers. And then to add to their misery you charge through their home (not a very pleasant home, for sure, but their home none the less) and try and blow them up. Not very considerate, in an ideal world, I think we should ask them out for a drink.

Ever since they hyped All Bran, these sewers are murder.

Ideal world

But of course we don't live in an ideal world. And because we don't live in an ideal world Ratigators are there to be given a laser enema. *Sewer Shark* is a shoot 'em up, in which you 'shoot the tubes' of a huge and rambling sewer system, in an attempt to deliver supplies to human outposts based deep in the heart of the sewer system. While you are on your glorified delivery round you have to hunt bugs and blow away as many of the Ratigators as possible. You are guided to the highest density of Ratigators by incoming comm-link messages from Catfish and other Sewer Shark pilots. These pilots give you a three-digit course based round the face of a clock. If you follow these co-ordinates you remain safe. If not, you smack into a very large wall and are mopped up with a roll of Kleenex.

The tube

Graphically *Sewer Shark* is rather nice. Loads of digi pics make up the walls of the sewers and once you're in a game-playing trance you very nearly get a sense of speed. Smooth enough, fast enough,

Act of faith

When looking at Mega-CD games we, as reviewers, must of course comment on the graphics, sound, playability and all that malarkey. But because of the very nature of the format we must now think a lot more about the acting and the script. And here we face a scary thought dear reader, that the moron, anal retentive, soft metal listening crowd who write console games manuals will now be allowed to write the scripts for Mega-CD games. A scary thought indeed. And if *Sewer Shark* is anything to go by, we should be frightened out of our pants. The acting is rubbish, with special mention given to the guy who plays Ghost. He cleverly manages to bring to the part all the emotional intensity of a fridge. And as for the script...

Red alert, huge toilet jobby approaching.

Cast in stone

Ghost

Your rather foul mouthed co-pilot who christens you with the call sign Dog Meat. (Probably because you're his chum.) There has obviously been a deep emotional scar somewhere in his past that results in him being so deeply unhappy. Not the type of young man who you could take home to meet your mother.

Falco

A hard chick and very good friend of Ghost's, Falco is your true 21st century proto-feminist. She knows what she wants and knows how to get it. What she seems to want is, at present, in Ghost's trousers. And we're not talking about his loose change here.

Catwhisker

Large robot tennis ball who scouts ahead of you searching out the highest density of ratigators and then guiding you to them. You'd think that if the technology was there to produce free-floating, intelligent, flying, tennis balls (with a personality) then they could produce a robot *Sewer Shark* pilot and therefore save you a lot of unnecessary hassle.

Commissioner Stenchler

A rather odd character, this, who spends most of his time eating his face. Supposedly your boss, but somehow also your enemy. Bit like working at *Sega Zone* really. All very strange.

Ratigators

These are the little spuds you're after. Hundreds of them. It does beg the question, 'What have they ever done to you?'

* That intro was donated by the Empire School of Stilted Dialogue, Computer Science and Home Economics, Tottenham Court Road, London.

with a suitably impressive opening sequence, everything is all very 'enough'.

However, where *Sewer Shark* falls flat on its ass is in the playability department. *Sewer Shark* is the most basic of basic shoot 'em ups.

There are no power-ups to collect and if you take the wrong turning down the wrong sewer there seems to be nothing you can do to get yourself back on course. Also, there are staging points where if you haven't got a certain number of points you're retired to a desk job. However, you have no idea when these staging points are coming up. And then, of course, there are re-charging points where you can restore your energy bar. But it seems you can only do this once a game. Very odd.

Donkey bottom

So apart from the silly call names, what is *Sewer Shark* really like? Well, it's okay. It's better than *Road Avenger* and *Cobra Command* thanks to the interaction with the game, which is better than the other games where you all you really have to do is punch a certain button at a certain point. However, it's still a case of the graphics doing all the work and the gameplay lacking behind.

If I bought *Sewer Shark*, I wouldn't feel too ripped off. However, I get the feeling that this is one game that's gonna age very quickly and in a couple of months time the games that are in production for the Mega-CD will greatly improve upon *Sewer Shark* and put it truly in the shade. E

END ZONE

Graphics

Sound

Addictiveness

Playability

Better than the majority of Mega-CD shoot 'em ups, but with a short active life.

OVERALL 77

Out: Now on import
Price: £39.99
Publisher: Sony/Imagesoft

DUNCAN MacDONALD once dreamt that all the animals in the Serengetti National Park refused to pose for the tourists until they were given a salary rise. This made him the ideal person to write the preview of JUNGLE STRIKE from Electronic Arts.

Free wallpaper with game. (*Untrue. Ed.*)

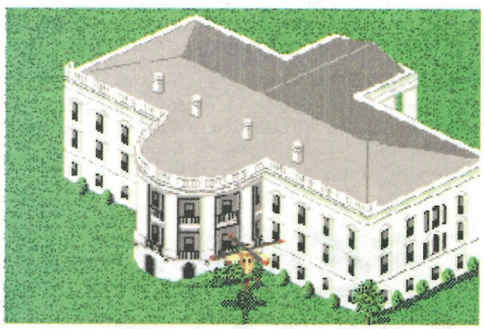
It's sequel time

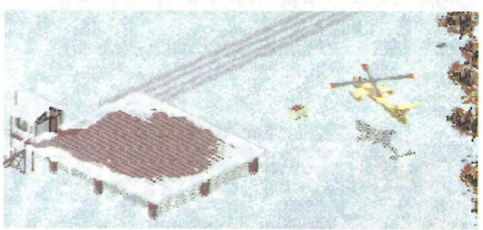
When writing about a forthcoming sequel, it often seems necessary to say things like "but of course, not all of you will have seen the original so I'd better explain where it was coming from." However, this isn't the case with *Jungle Strike*. Why? Because I reckon **everyone** has seen the original, that's why. *Desert Strike* has been in the charts since April last year and has been bought by over 200,000 people. You're probably one of them yourself (and even if you're not, you'll know someone who is). So there you go. No time wasted on a pointless retrospective.

What's the plot?

In *Desert Strike*, as you'll recall, you were a lone Apache pilot who had been assigned the task of defeating a mad military dictator called General Kilbaba. Well, in *Jungle Strike* you're still on your own, but this time you're up against General Kilbaba's son and a powerful South American drug baron... they've joined forces, you see, and are planning to destroy Washington DC with the nuclear weapons they're constructing. "But I'd *like* Washington DC to be destroyed," you may be thinking, and I have to admit to feeling the same way myself – but unfortunately there's not going to be any option at the beginning of the game in which you can 'pick sides'.

You either fight for the President of the United States or you don't fight at all.





Where does it all take place?

The game, this time round, is set in various countries on the American continent – meaning that there's a variety of backdrops rather than just the sandy landscapes of the original. And of course this will all add to the addiction, because you'll find yourself wondering exactly what the next scenario is going to look like and each time you do reach a new scenario you'll have to learn new skills. Good stuff.

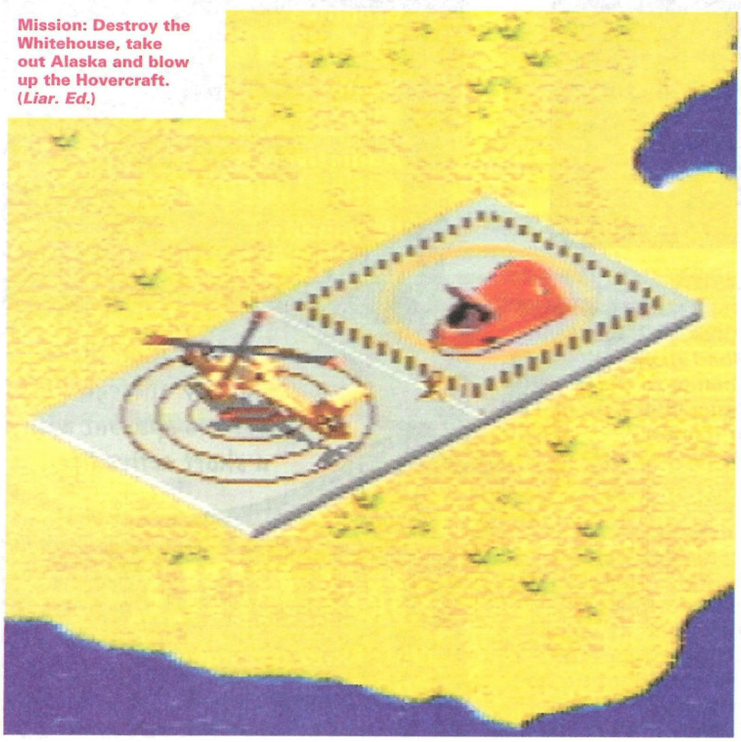
What's my helicopter really like?

Aha, now here's where things get even better. In other words, you're not just limited to one vehicle in *Jungle Strike*, because as the campaigns progress there's the chance to use various craft; such as a Comanche helicopter, an assault hovercraft, a stealth fighter and even a motorbike. Yes, even a motorbike. Needless to say, all of the above are armed, although some are armed to a lesser extent than others. (You can probably guess which is armed to the least extent).

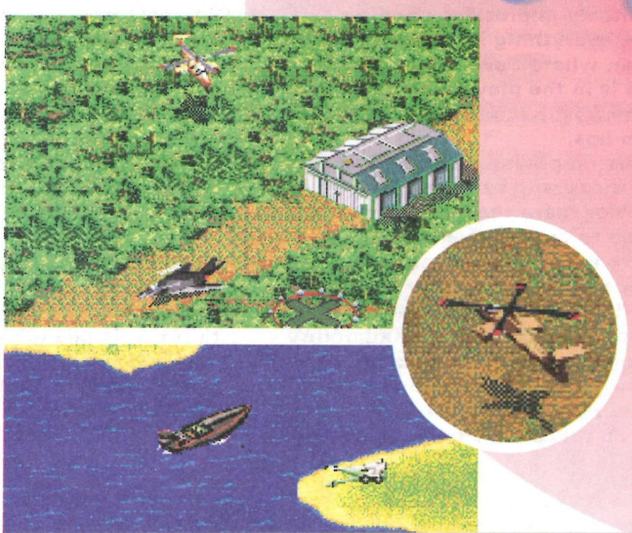
What will attack me?

The answer to that is simple: "Everything will attack you." Enemy helicopters, enemy planes, enemy tanks, enemy SAMs, enemy troopers, enemy submarines, enemy boats, enemy hovercrafts, enemy triple A, enemy self propelled guns... you name a piece of military hardware, basically, and it's in the game and will also try to fry you. Think about what you got in *Desert Strike*, double it, and you'll be about there.

Mission: Destroy the Whitehouse, take out Alaska and blow up the Hovercraft. (*Liar. Ed.*)



Mission: Destroy the Stealth bomber and then crash into the water. (*Simply not true. Ed.*)

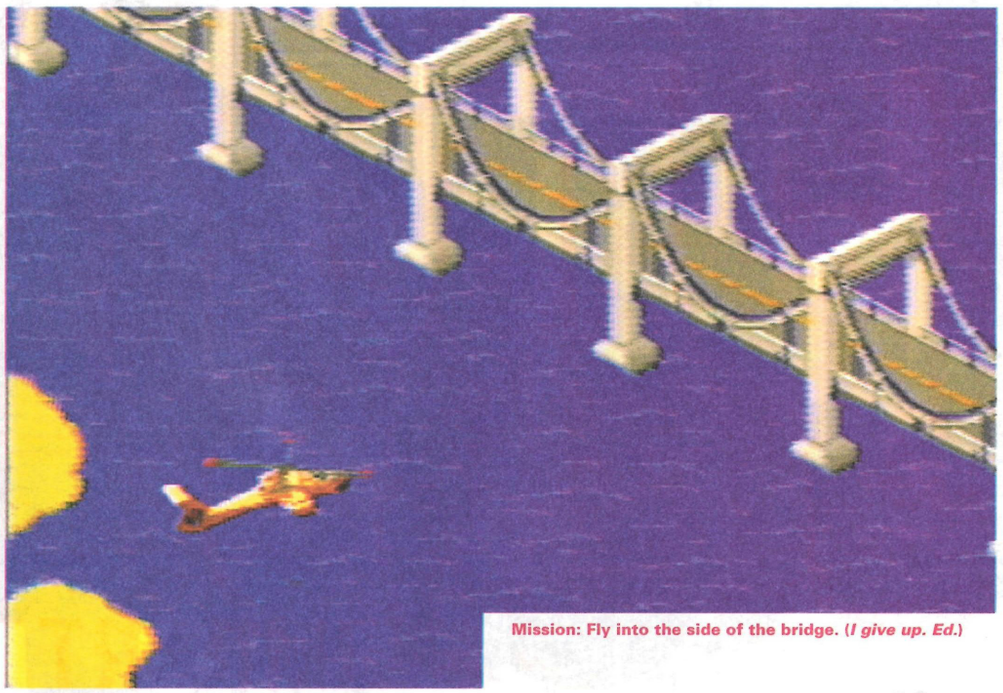


And the actual game's bigger too?

Much bigger. As I've said. In fact, it's going to be coming on a 16 meg cart, so you can work out exactly how much bigger for yourself. In case you can't work it out, though, maybe I'd better spell it for you. There are going to be nine campaigns, each of which will be split into six or more missions. (In other words there are *lots* of missions.) Furthermore, each campaign will take place on a radically different landscape, ranging from tropical rainforests to snowfields to mountains. There are heaps of new sounds and loads of neat little graphical touches (such as burning soldiers falling out of lookout towers). Yup, *Jungle Strike* is, at the risk of repeating myself, very big.

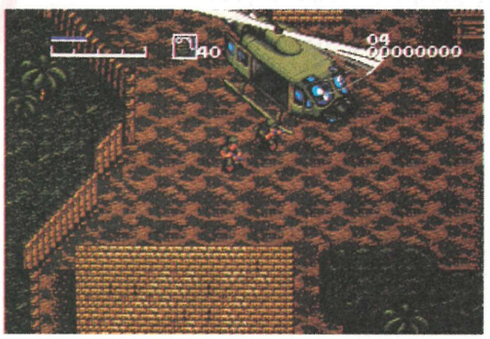
What sort of missions can I expect?

Okay, so you want some appetite whetters. How about the mission where you need to land your helicopter on a small heavily-defended island and nick an Assault Hovercraft. Or the mission where you have to fly along a jungle river... a nightmare, because the problem with jungles is that there are lots of places for well-camouflaged enemy troops to hide. You only spot them when the bullets start flying – unless you're REALLY concentrating. Or how about one of the night missions? Yes, *Jungle Strike* plunges you into near total darkness, although every time something blows up you get a flash of light that bathes the whole landscape for a couple of picoseconds, just like during a thunderstorm. It looks excellent. Or how about the mission where you're actually **in** Washington DC? The buildings and monuments are massive (especially the Whitehouse), and one of the objects is to STOP these items being destroyed. I could go on and on... rescue hostages, recover nuclear weapons, take out submarines, elude and neutralise the Drug Baron's private army. But I won't bore you with the details, as you know the drill anyway: you're told what to do, although the order in which you do it is more or less up to you.



Mission: Fly into the side of the bridge. (*I give up. Ed.*)

Bigger and better than Desert Strike.

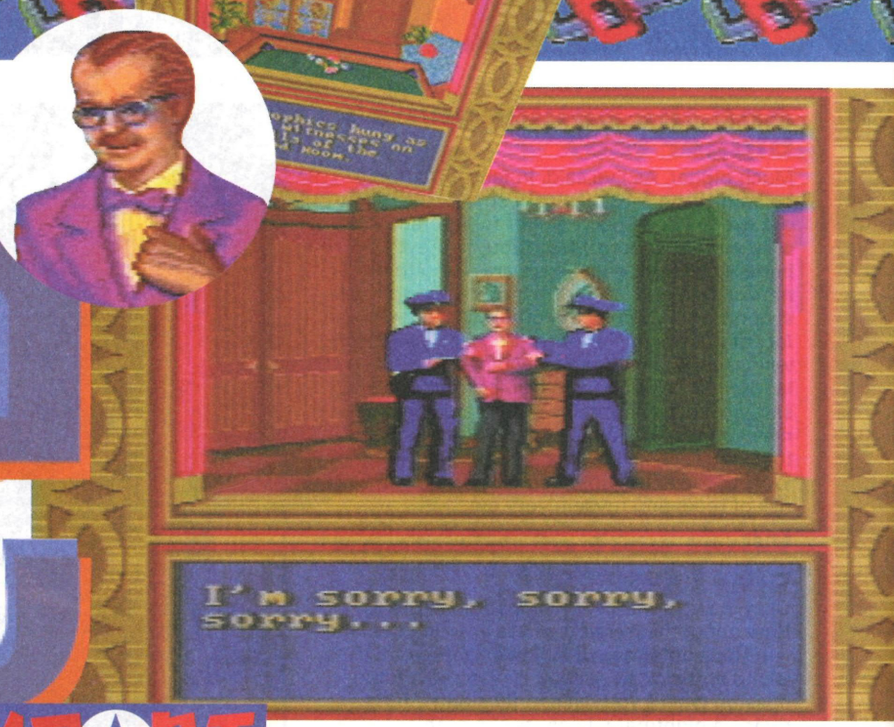


...So basically it's like *Desert Strike*?

Yes, but it's much bigger, much better and much more involved. However, being the sequel to *Desert Strike*, there are obviously going to be similarities. But what did you expect? A game in which you had to leap from platform to platform and save Blinky the squirrel from the evil Mr Badger? No, of course not. You expected something like this and you won't be feeling ripped off from what I've seen of the game. Oh, and before I finish I'd better point out one thing that you *won't* be able to tell from the screenshots... the animation on everything is even better than before. Smart, eh?

CLUE

IMPORT



A mind like a steel trap and with trousers to match, MICHAEL HORSHAM took to CLUE, the Mega Drive version of the famous Parker board game *Cluedo*, like a duck to an oven... but... but...

Cluedo, that stalwart of family Christmasses round at our house, has now made it onto the screen in the shape of this little game.

It makes you wonder though, how this game, which, let's face it, is a bit of a classic among board games – ranking alongside *Colditz* and *Monopoly* for my money – managed to make it onto the cart. It all seems, well, a bit pointless, really. Sorry, but there it is.

Who

Here's the deal: Mr Body is dead, murdered, and you have to find out whodunnit. You have some clues already but you need to piece it all together by closely observing the game and piecing together any other clues. That is, choose the weapon, the place, how the murder was done and who the murderer was. Gottit? Right, now try to stay awake.

Dunn

One of the good things about playing a board game is that in between goes, you can have a bit of a laugh with your fellow competitors. Joshing about with them, cheating, looking at their cards while they're out of the room, that sort of thing. But you'd have to be a pretty sad individual to enjoy playing this on your own, up against the computer, waiting for it to have its go five times before you get a go. Because the cart offers you the chance to assign up to five other players for the computer to run, it can take ages for it to come around to your go.

It?

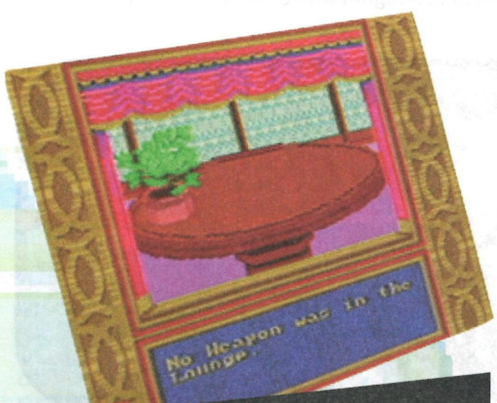
The five knuckle shuffle works its way into the game with each throw of the dice. Keeping your finger on the A button makes the hand, which appears on screen, roll 'em for ya and in the process, imitate that gesture which we've all made to the referee or the opposing supporters at the other end of the football field, accompanied by the cry 'YOOOAANKAAAAH!' Amusing for the first twenty 'throws' or so, but the novelty soon wears off.

What's the point of whodunnit?

The thing is, I just don't see the point in transferring this game to the Mega Drive, apart from the fact that you can play it on your own, (and where's the fun in that?). The whole thing just repeats all the elements of the board game.

My main gripe about the game is the fact that the computer shows you a set of cards which eliminate certain locations, suspects and weapons. However, you might want to keep looking at these cards while you are thinking things through, so you have to make a note of what your computer cards say, which means that you might as well have a set of cards in the first place, or better still the board game, which still manages to retail for half the price of the cart.

Plus the hand with the dice annoys me, why don't they give you a real dice to throw, fahchrissakes? Come to that, why not just print the gameboard on cardboard?



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 60

Out: Now on import
Price: £37.00
Publisher: Parker Brothers
Supplied by Shekhana
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RENTALS...RENTALS...RENTALS...RE

TRY before you BUY

Baffled by the whole rent-a-cart lark? Why is it some video stores have tons of new titles whilst others merely house half a dozen dog-chewed copies of *Fire Shark*? And what's Sega's stance on the issue? TIM MURRAY, rentals boy extraordinaire, reveals all...

So, you've bought the game, enjoyed yourself for a few weeks or, if you're unlucky a few days and now you've either mastered and completed it, got stuck or just plain bored stupid with the thing.

Where do you go from here? Everyone, or at least anyone with at least half a brain, should have realised by now that Sega games are a little bit expensive. Forking out £40 every few weeks for a game you will have mastered maybe within days, let alone weeks, can be a bit of a drain on the old finances. And this is assuming you've actually got any enjoyment out of the game. One player's great game is another's turkey. The one everyone's talking about just may not be your cup of char. Or maybe the game you've just shelled out £40 for is just a pile of old jobs.

Obviously you should be reading a decent games mag (*ie. Sega Zone. Ed.*) whose reviews you can trust to try to avoid those tricky situations of wasting tons of money on a pathetic cart and becoming a laughing stock. You could always swop or borrow your mates' games. But this often leads to furious negotiations and niggling rows that make parliamentary debates seem feeble in comparison. Everyone's been in that sad situation of either frantically trying to get a decent game back or trying to palm off something dodgy and get a goodie in return.

So what options are left? You could rob a bank and spend all the loot on games, but the likely result is an appearance on *Crimewatch* and a lengthy spell in jail, where Mega Drives are pretty hard to come by. Then again, you could always wait for the likes of Sega to reduce the price of games to a reasonable, affordable amount. But really, I mean c'mon, are you sure? This is entering the realms of fantasy.

The only sensible route left is renting. This gives the opportunity to try a game out before buying, or just saves vast amounts of cash and helps the needy and poor (*Like me. Ed.*) who haven't got endless reserves of cash available to buy lots of games.

The rental wrangle

Anyone who has popped into their local video store in the last year or so should, by now, have noticed that more and more games are being offered for rental.

At first it was strictly illegal. Sega, and for that matter Nintendo and any other publisher, own the copyright to their games and can make up their own minds as to whether they allow rentals or not. But video stores paid little attention to this. They just went right ahead and rented the games out. The publishers, who were, in the main, traditionally opposed to even the merest mention of the word 'rental' were faced with a stark choice. They could clamp down on the nasty video dealers and prosecute under copyright laws, or turn a blind eye and let it happen. Some just sat waiting for it to go away. Unfortunately for them, video store owners can be a pretty persistent bunch. They'd kicked off video rental in much the same way in the early '80s by firmly refusing to sell films at exorbitant prices and renting them instead.

All this changed last year when, in the face of increasing demand from, in the main, video stores, the men from Sega said: "Yes! We're a great bunch and you can rent out our games." Basically Sega decided to follow the age-old adage that runs along the lines of 'if you can't beat 'em let 'em do it', or something like that.

Obviously the company's angle is the 'try before you buy' line. Games fans rent a game from a video store for a few days, get hooked and then scrape together enough money to actually go out and buy it.

Unfortunately, life's never that simple and, yes you've guessed it, there was a catch. Sega didn't want its new games, the big money-spinners, to be rented out, losing the company money and devaluing the market. And obviously Sega wanted a few bob for allowing people to rent out its games. So video stores who want to rent out Sega games have to apply for a licence, bung Sega a few quid (£440 plus VAT to be exact), and then they're off. Sega controls the games the stores are allowed to rent out. There is an official list of official games that you can officially rent out. And that's official. The list is regularly updated, and, to be fair, Sega is building up a fair-sized catalogue of games.

"Sega didn't want its new games, the big money spinners, to be rented out..."

The list currently stands at 88 games for the Mega Drive, 90 for the Master System and 37 for the Game Gear – making a grand total of 215 games. On the Mega Drive side, and this is just as true for the other formats, they range from the very decent, like *Afterburner 2*, *Arnold Palmer Golf*, *Batman Returns*, *Chakan*, *Joe Montana II*, *Kid Chameleon*, *Mickey Mouse*, *Revenge Of Shinobi*, the obligatory *Sonic* and *ToeJam And Earl*, on to the halfway decent, down to the mediocre, average efforts and end up at the completely hopeless, scraping the barrel titles like *Art Alive*, *Altered Beast*, *DJ Boy*, *Home Alone* and *Super Real Basketball*.

"Sega controls the games the stores are allowed to rent out..."

It's obvious that some of these, especially those that fall into the 'slightly crap' category have been put there in the hope of getting rid of the spare stock that must be hanging around in warehouses up and down the land as Sega tries to work out just how to dispose of them. On the one hand, many are as old as some very old hills, but there are a few goodies amongst them and renting out any game is better than nowt.

Stop press

Sega has just granted the 500th official rental licence to a chain of video stores in Scotland, entitled Global Video. Hurrah for liberty, egalité and freedom of choice!

Illegal eagles

"The offending shop is threatened with stern, heavy duty legal letters..."

That's the legal side of it. More or less, all rental of games goes through video stores, and there are several hundred who've taken up the official licence. Rentals cost around £2 or £3 for a night, or, if you're lucky a few nights, but, as Sega rightly says, it does give people a chance to have a look at games. But let's face it, if you intend to keep going with a role-playing game right to the very end by the time you've solved it you could have afforded to buy it – probably about a 100 times over. Sega's big hope is that if a game's good enough, people will still buy it.

Outside the official scheme there are plenty of other stores involved in the not-quite-so-official

Phwoarrr, video stores on the game...

RENTALS...RENTALS...RENTALS...R

New vids on the block

Sega has announced the fact that it will be releasing for the first time ever (cue drum roll...) two titles simultaneously for retail and rental purposes. Both these are Mega Drive games: Atomic Runner and Sidepocket.

There will also be 13 more new rental titles appearing over the next few weeks – and the good news, is that these games are all pretty damn recent releases and include a few gems well worth looking out for.

On the Mega Drive, there'll be:

Klax,
Hard Drivin'
G-Loc,
Lemmings,
Pacmania,
Paperboy,
Pitfighter,
Senna's Monaco Grand Prix
Taz-Mania.

Whilst on the Master System you'll be able to hire

Klax and
Pacmania.

rental scheme, also known as the completely illegal scheme. This one's a lot easier to explain. Video stores just rent out Sega games, without permission. Sega only gets the price of the game, and the video store earns piles of money by renting out all the latest releases, completely illegally and unofficially. This may be preferable for many games players, who can see all the biggest titles as soon as they come out. But, surprise, surprise, Sega doesn't go a bundle on it.

In fact, the company positively detests it. But one thing's for sure and that's that this situation is not going to continue. Right now, the Sega police are scouring the country looking for any offenders, and if they root them out they're in trouble. Big trouble. They could be tortured and put in Sega jail for the rest of their lives. In fact, Sega will probably throw away the key. What usually happens is that the offending shop is threatened with stern, heavy duty legal letters telling it to stop in no uncertain terms. If the chaps don't stop they'll be taken to court, given a slap on the wrist and an injunction, forbidding them to rent out games.

The scheme's now been in effect for almost a year, and, in most cases, it seems to have taken off. Many video stores have taken a staunch 'bog off Sega' attitude, but Sega's legal clout will soon see them off.

Others have dreamed up dodgy exchange or swop schemes, but according to Sega they've not come across anything that isn't an illegal rental scheme.

Third party views

As far as other companies go, their policies range from the completely open to the absolutely never bloomin' ever. Accolade, and its Ballistics range, who has been having one or two legal run-ins with Sega in the States, fall into the 'completely open' bracket. The company doesn't give a monkey's who rents its games out. Anyone can do it and Accolade has been very supportive of the video stores, and the whole concept of rental. They are the only publishers to really actively encourage rental, and it doesn't seem to have harmed their business or pockets as much as most of the other publishers fear. Accolade games you should be able to find at most video shops include *Winter Challenge*, *Universal Soldier* and forthcoming goodies like *Bubsy*, *Summer Challenge* and *Hardball III*. Many other publishers fear rentals and the effect it could have on profits, or don't see it as an integral part of their gameplan or frankly, just aren't too bothered. Electronic Arts has been thinking about it and it would give the scheme the boost it really needs, but at the minute there's been no official announcement.

But at least a company like EA has looked at the possibility. Sad Nintendo owners have got absolutely no hope. The company is violently sick at the slightest hint of rentals and has often gone on the record as saying it will never let it happen. They too have been clamping down on anyone renting their games.

So what of the future? The video shops want to see Sega follow the route that video has. This means rental first, then a few months later sell through (ie videos you can buy in Smiths, Our Price, Woolies and all leading video stockists as the ads say). This probably won't happen. Sega may, at some stage experiment by releasing a game simultaneously, but it certainly won't be an everyday occurrence.

One benefit that some have suggested is that rental may actually improve the quality of games. The theory is that if you get the chance to 'try before you buy' and the game is crap you won't buy it (unless you're a masochist or something). Therefore the onus is on the likes of Sega to come up with bigger and better games. It will take a while to see if this is actually true, but if it only slightly works out then that can't be a bad thing.

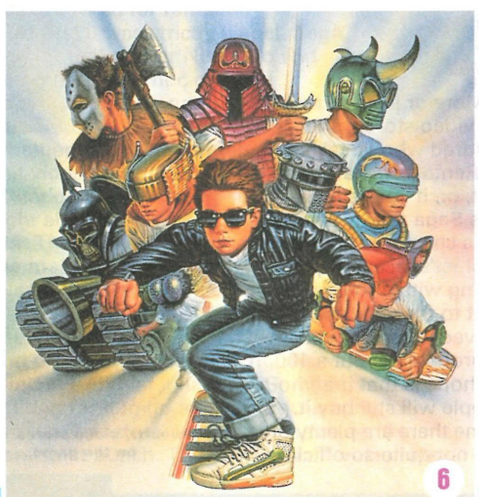
Another distinct benefit is that as well as renting out games most video stores are selling them as well. If you keep your eyes peeled you should be able to pick up an ex-rental title for a fairly cheap price and it should be in fairly decent nick too.

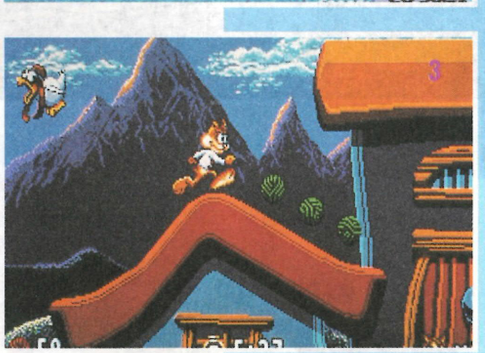
The official Sega rental scheme has been in force for less than a year and whether it stays remains to be seen. However, with little hope of anyone freeing up the rental issue it's all there is at the minute, and the clampdown on anyone renting without the licence means any opposition will soon fail.

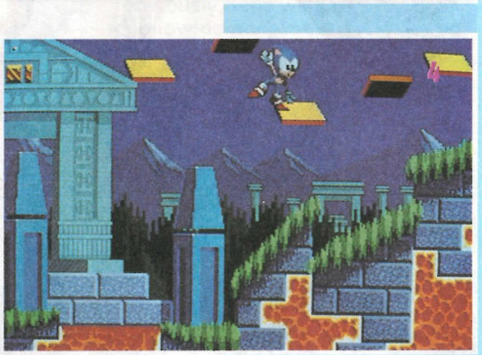
But at least it's an option and that makes a trip to your local video store well worthwhile.

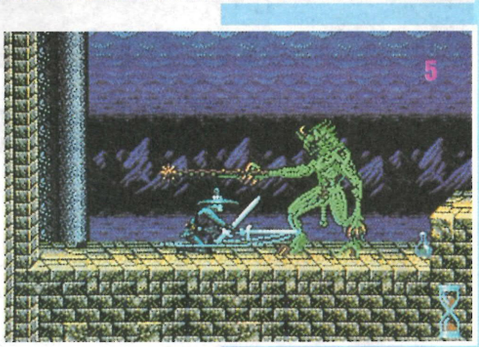
Tim Murray is News Editor of Video Home Entertainment.

"Sad Nintendo owners have got absolutely no hope..."









1 Castle Of Illusion/Sega
2 Winter Challenge/Accolade
3 Bubsy/Accolade
4 Sonic/Sega
5 Chakan/Sega
6 Kid Chameleon/Sega

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EXCLUSIVE STING INTERVIEW & WCW TOU

Yes, yes, we know that half a page isn't exactly a huge amount of space to review a Mega-CD game in. But as we've already done huge, great reviews on both Mega Drive versions of *Chuck Rook* and *Hook*, which are almost identical to the Mega-CD, it would be a shameful waste of space to give them any more. So there.

Cavemen and pirates. Not the most natural of connections you might make. But then again JEREMY DALDRY and gainful employment is an equally strange combination, but if that works...

Chuck Rock

We all know the story of this rather smart platform game, don't we children? Chuck has been slobbing out in front of the TV while his wife, Ophelia Rock, has been washing his smalls. Up pops Ophelia's old flame and arch bad guy, Gary Gritter, bops Ophelia on the head and drags her off for a bit of pre-historic slap and tickle. This understandably upsets Chuck and off he sets, with the aid of a large wobbling beer belly, to save his true love.

So, what are the differences?

Well, the graphics are slightly better, there seems to be a richer hue to them. Which I know sounds all very stupid, but it's true. This is pure speculation here, but it seems the graphics in the game have been touched up so that they are less flat and have more depth. Anyway, if this is true and it's not just my eyesight going, it's all very minimal and hardly stretching the Mega-CD. What does use the Mega-CD's special abilities is the new intro. The sound has been vastly improved also.

The intro

The intro boasts some rather stilted animation and very flat commentary, with no attempt at lip sinking with the characters. But it is quite funny. Once. All very pretty but it doesn't do a great deal for the game itself.

The musak

This is what CD's are good at, isn't it? (Yes. A technical minded member of the *Sega Zone* team.) And with *Chuck Rock* we are presented with a kicking sampled version of that well-known *Chuck Rock* theme. Listen to it boppers. But all in all after you've watched the intro, danced round the console to the music what are you left with? *Chuck Rock*, plain and simple. Which was a good ol' game on the Mega Drive but when you think what the Mega-CD could do, I was left with a rather empty feeling. Sad hey? E

I taught Mary Poppins everything she knew.

Bo Bo was depressed. His nose job had gone terribly wrong.

Hook

We all know the story of this rather poor platform game, don't we children? Peter has become a father, which is something of an achievement for the boy who never grew up.

However, putting his personal biology aside, Captain Hook envious of Peter's happiness has turned up and kidnapped Peter's children. And Peter, rather than taking the enlightened approach and saying he never really liked them anyway, heads off to Neverland to rescue them.

The whole thing is somewhat complicated by the fact that Peter has forgotten that he was ever, 'The Pan' in the first place.

So, what are the differences?

Hur, well there aren't any except for the intro and the musak. Same old story, or what?

The graphics are exactly the same, with the introduction of new improved linking screens. But even with the Mega-CD technology they aren't that good...

The intro

The intro to the game is actually, exactly the same as the Mega Drive version, graphically. All that has been added is some truly awful sampled speech. Totally out of sink and sounding nothing like either Julia Roberts or Robin Williams the sampled speech adds little or nothing to the actual game. There are new inter-level screens, but these are just digitised clips from the movie and don't really add very much to the game as a whole. So that leaves...

The musak

This is what Sony would no doubt claim to be a big selling point, but just turns out to be annoying in the extreme. Technically, it's all very clever. What they've done is put in the film soundtrack as if it was one long sample. Clever, I hear you cry and indeed it is. But the soundtrack, while no doubt being very atmospheric for the film, does absolutely nothing for the video game. Strange but true.

Hook was never a good game and when it is coupled with the potential of the Mega-CD, such as improved intros and music, it just doesn't match up to what we might have expected. All you get is a disappointing conversion. E

Peter you're sooo masterful.

Help! I've wandered off the set of the Dire Strait's video.

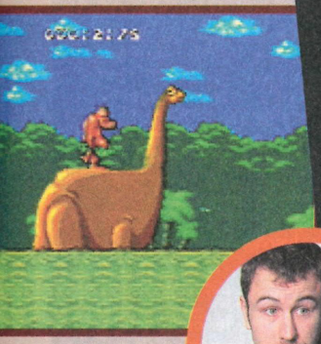
END ZONE

Graphics

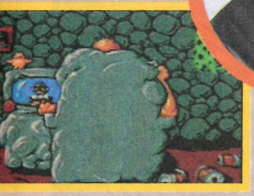
Sound

Addictiveness

Playability



An okay game but if you've got the Mega Drive version I wouldn't bother. There's nothing new here.



IMPORT

OVERALL 74

Out: Now on import
Price: £39.99
Publisher: Sony/Imagesoft

ZONE GROAN

IMPORT

END ZONE

Graphics

Sound

Addictiveness

Playability

A very poor conversion to the Mega-CD. It should have stayed in never to be released land.

OVERALL 40

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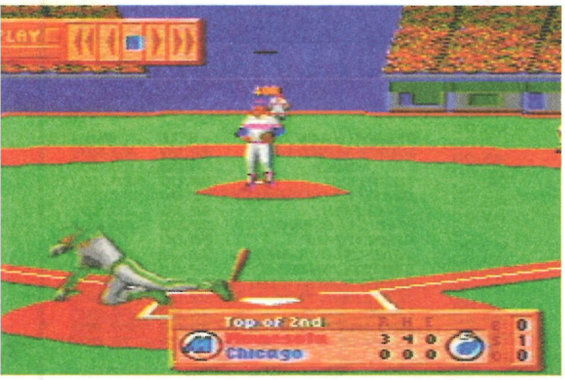
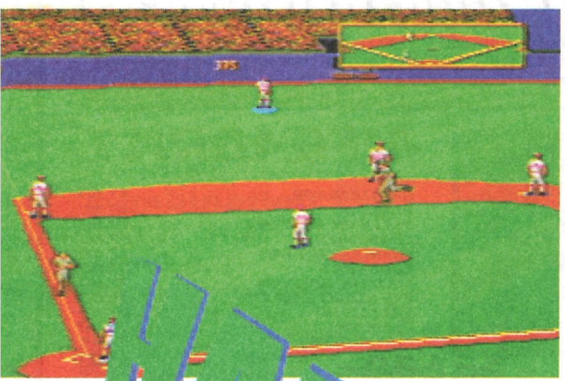
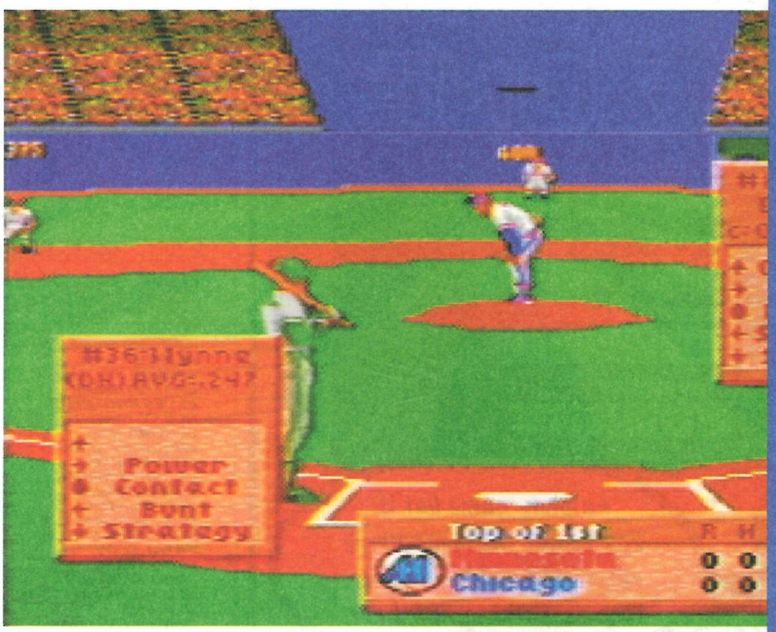
HARDBALL III

"Ho-hum. Another day, another baseball game. Another boring review that nobody wants," sighed Amaya. "I know, Let's give it to PATRICK McCARTHY- it's always fun to spoil his day."







Summer is almost with us and it won't be long before those of you who like your sport in a sitting position and were contributing to the EC cellulite mountain at the age of ten will turn your thoughts to a summer sport. It's a timely moment for Accolade to release this, the 610th Mega Drive baseball game. I'm not quite sure why there are so many baseball games around and not one single cricket game, although the handy phrase 'cultural imperialism' does spring to mind.

Like Sega's own *Sports Talk Baseball*, *Hardball III* boasts play-by-play commentary. *Hardball III* is a conversion of the PC game of the same name and every feature on the PC version is included here. You have the usual one-and two-player options for exhibition games and the choice of every baseball team currently in existence as well as the two new teams who are joining the National League this season. You also have the added bonus of impressive and extensive team-editing facilities. You can save highlights from any game and view them later at your leisure and there's also a full batting practice mode.

The game isn't licensed by the baseball gods, so players aren't 'real' (unlike *STB*), but if you know anything about baseball you'll be able to spot the players and if you have the patience you can alter them yourself, or make up teams based on famous tap-dancers, or something like that.

The graphics are good but they aren't as sharp as *Sports Talk Baseball*. The player-sprites are scaled, so they get smaller as they run into the out-field, giving a better feeling of distance. The view also changes smoothly to frame the action and there are zoomed-in digitised bits for close plays.

Playability is much better than the original *Hardball*. Unlike the original, *Hardball III* doesn't have any problems with view reversing and player-control. In *Hardball III* there are three different initial views to select. The active fielder is now highlighted and you can change control between players. There is also an indicator on the pitch which shows where the ball will bounce. All very good stuff.

Baseball or cricket - which one's the hardest?

Baseball

Baseball is basically rounders with spitting. Fielders wear half a cow on their hands to help them catch the ball and can walk to first base if they're hit by a pitch. They also wear uniform trousers that look suspiciously like girlie lycra leggings.

Cricket

If a bowler deliberately takes your head off in cricket you don't get a free run, in fact you're lucky if he doesn't walk up to you and spike your hand while you're unconscious.

And cricketers catch balls travelling at 120mph with their *bare* hands and give pale smiles when their fingers are re-set. I rest my case.

Season play

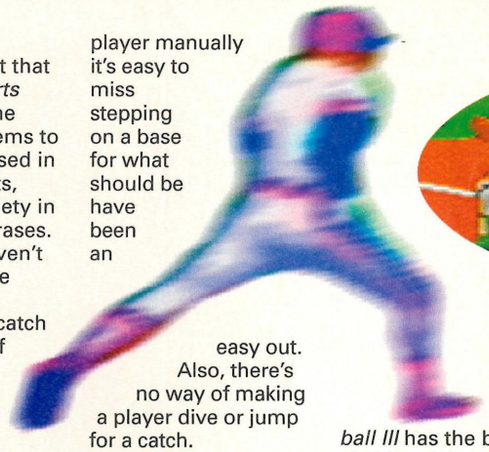
Once you've 'bought' the team you want to control and edited the players to your heart's content, you'll probably want to try playing a complete season. There are three different season lengths for you to choose from, ranging from a quick 13-game season, an 81-game half-season or the full 162-game marathon. The other teams' results are simulated by the computer a week at a time as each of the seasons progresses.

You can play games for other teams at any point, simply by 'buying' them just for that game, then selling them afterwards. In the same way, you can sell your team for a few games and allow the computer to simulate their games if you want the season to go a bit quicker. Win your division and you'll take part in a best-of-five game Championship Series. If you win that it's off to the modestly-titled best-of-seven World Series.

You can save your game or season at any-point and come back to it later after you've washed your hair or whatever. In this respect it's better than *Sports Talk Baseball*.

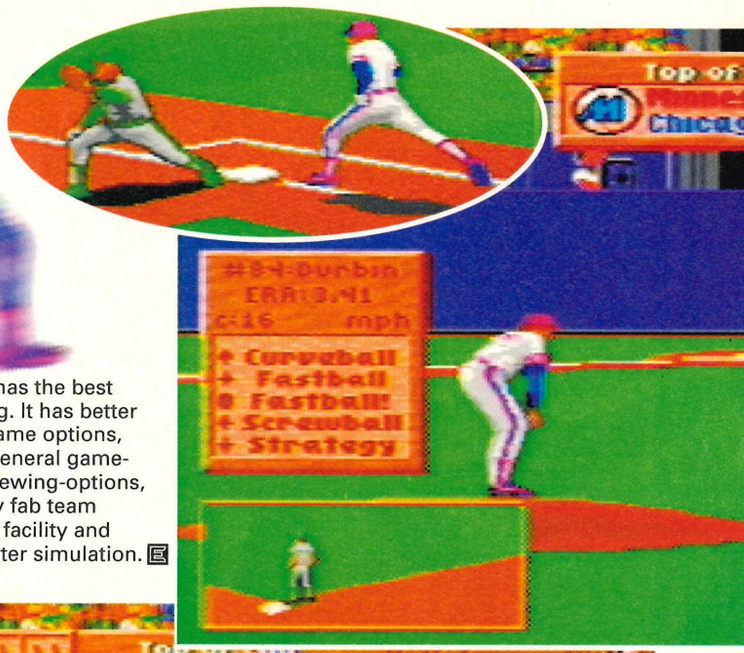
Soundwise, *Hardball III* is not that different to *Sports Talk Baseball*. The commentary seems to have been digitised in shorter segments, giving more variety in the potential phrases. Unlike *STB*, I haven't noticed the game waiting for the commentary to catch up, either. Also if the commentary gets on your nerves you can switch it off.

I have no complaints about the pitching - pitch selection and control have always been *Hardball's* strong point and this version has wisely kept the same method. The only complaint I have about the playability is that there's no button to make a player automatically run to a base and when guiding the player manually it's easy to miss stepping on a base for what should be have been an easy out.



Also, there's no way of making a player dive or jump for a catch.

Comparing *Hardball III* and *STB*, I'd say *STB's* only edge is that it has 'real' players and is slightly easier and more arcadey. *Hardball III* has the best pitching. It has better save-game options, more general gameplay, viewing-options, a pretty fab team editing facility and has better simulation.



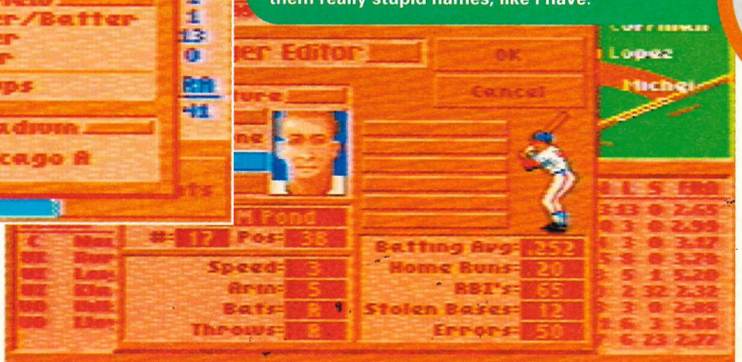
Game options

At any point in a game you can access the options screen. Most of the possible selections here are self-explanatory, but among other things you can choose to have your opponents always throw their pitches over the middle of the plate (which makes batting a little easier and might well peeve a human opponent) and you can switch off individual statistics (which is the John Major 'grey-out' option, and makes everyone part of a classless society).

Team editing

You can edit just about anything you want with your teams, except length of moustache and hat size. You can select your team's basic fielding positions and make up custom ones if you're feeling crazy. You can turn your feeble pitcher into a strikeout king by upping his strikeouts. You can lower his earned run average to zero, making it dashed difficult for opponents to score runs against him and you can choose what pitches he'll be able to throw and which ones he'll be best at.

You can turn batters into sluggers by adding home runs to their totals, or make them speed-merchants by allocating absurd numbers of stolen bases. You can make everyone either left- or right-handed; bat left, right or switch (ie either hand) and even pick a new face for them. Best of all you can give them really stupid names, like I have.



END ZONE

Graphics

Sound

Addictiveness

Playability

Er... a good baseball game.

OVERALL 82

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

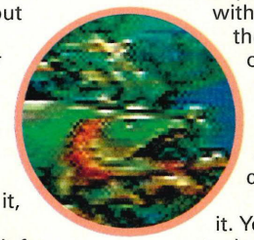
King Salmon "The Big Catch"

A fishing game for the Mega Drive! "Ooooh!" Cried NICK GRIFFITHS. "Mumble, mutter, mutter," moaned everyone else.

ZONE GROAN X IMPORT

Fishing is all about knots: tying knots, spending ages not doing very much and not having many friends. And it's about line: choosing the correct weight of line, casting the line and line about the size of fish you've caught. *(Yes, yes, very clever. Ed.)* It's about carp: catching carp and not wiping your wellies on the carp-et. *(Right. Ed.)* It's about boating: not boating for John Ma... *(Look, this isn't funny. Ed.)*

So there's this game called *King Salmon*, which is a fishing sim – not the most obviously lucrative simulation in the world. In it, you take to your boat and either sit watching your bait for ages, or you boat around following lots of herring.



It's as realistic as can be, given that the Mega Drive isn't made of water, with fish floating in it. You get to choose from five types of lure (spoon, spinner, plug, live herring, plastic herring) and there are various line lengths and depths available to the discerning fisherperson. Until you find the correct combination, you'll catch tiddler salmon or nowt at all.

When something bites, a little chap with a hat appears on the screen. That's you, that is. While reeling the fish in (using realistic techniques!) you're presented with problems, such as the fish making a run, or diving for the bottom, which you must deal with given the options available. It's certainly not easy.

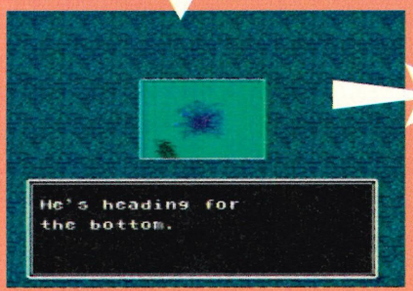
That's pretty much it. You fish for nine computer hours (around 35 minutes real-time). If you land enough weight of king salmon, you move on to second, third and fourth tournaments, with a chance to 'break the world record' in the last.

Summing up, *King Salmon* is flipping slow moving, with the odd burst of vague excitement. The graphics are duff and the soundtrack is sea shantily Roger Whittaker-esque. It's a game for fishing enthusiasts (a misnomer) only – and even then it's realistic enough to be realistically tedious.

Pierre goes fishing

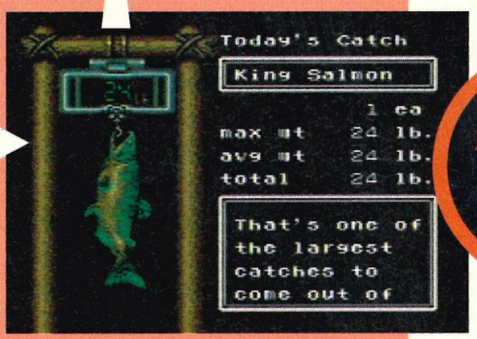
"Heheheh! Keep your hand things off zees fish, English person. My nom is already on zees fish here, and zat nom is Pierre!"

"Hey, looky 'ere English Algernon or whatever nom it is you have. I 'ave zees fish on ze line and I am reeling zee fish een. Heheheh!"



"Sacre bleu! Pierre, he head for ze bottom! (Just like me weez all ze sexy ladeez.) I 'ave ze choice to free or tighten up ze drag, or to pull up ze rod. I choose to free ze drag. Hey, English Algernon, we board your Royal Navy type boats and park big lorries in roads!"

"Heheheh! Zees fish is mine!"



"Hey, you English Algernon person – 24 pounds! Ees big one, no? Heheheh! We take our cuisine to your country and zen catch all your fish and cheeps! (Pierre begins to dance while singing an impromptu song about Gerard Depardieu, the famous actor.)

END ZONE

Graphics

Sound

Addictiveness

Playability

I don't want to carp on, but angling for laughs is more fun than this.

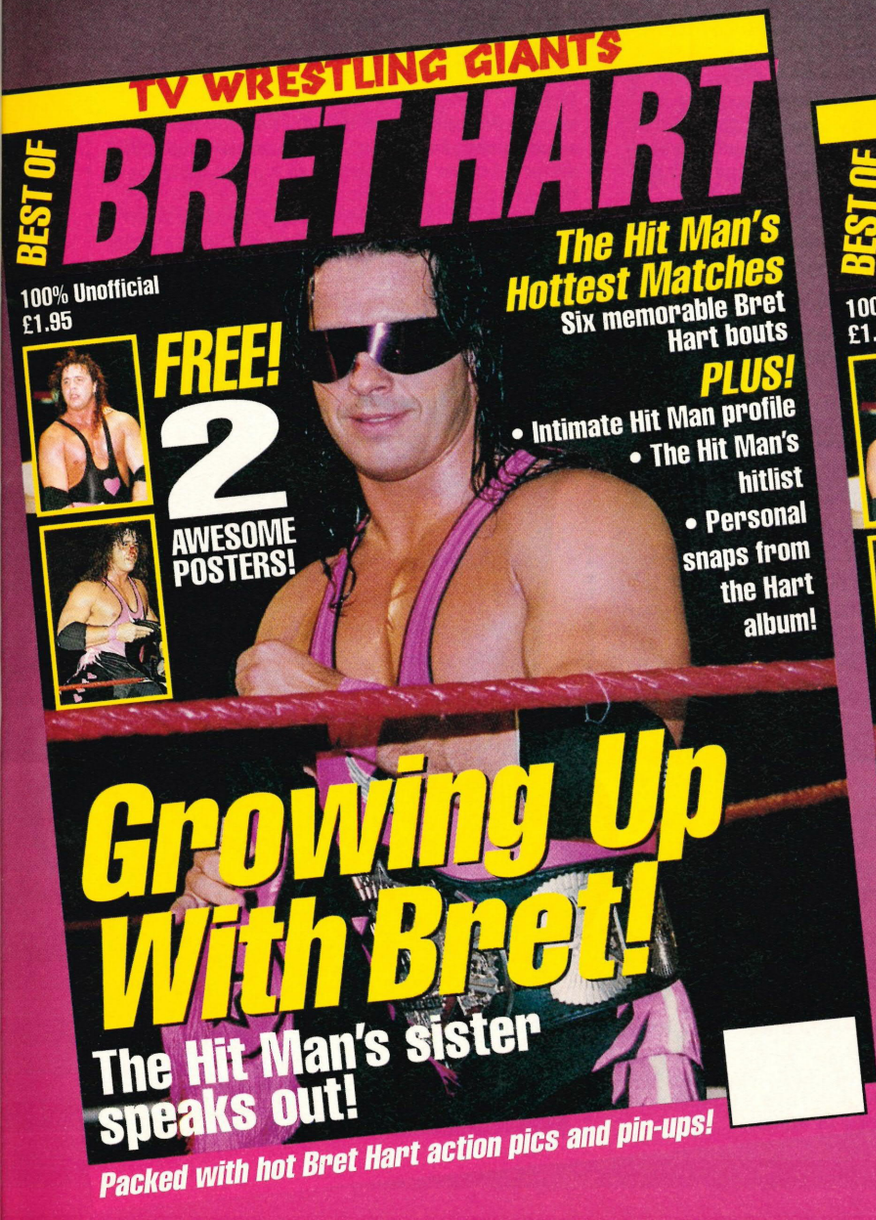
OVERALL 42

Out: Now on import
Price: £39.99
Publisher: Vic Tokai Inc
Supplier: Shekhana, tel: 081 340 8565

CAN YOU AFFORD TO MISS BEST OF BRET HART?

ON SALE IN ALL GOOD NEWSAGENTS FROM MAY 20TH!

ALL YOU NEED TO KNOW ABOUT THE WWF'S HOTTEST GRAPPLER! TV WRESTLING GIANTS - BEST OF BRET HART IS A BLINDING FULL COLOUR MAG DEVOTED TO THE FORMER CHAMP! IT'S JAMMED WITH TWO FREE GIANT HIT MAN POSTERS, DROOLSOME PIN-UPS AND LOADS OF PERSONAL FACTS ABOUT BRET HART!



MEGA DRIVE ZONE GROAN

PAPERBOY 2

EXTRA! EXTRA!

Coming from a wealthy and privileged background, MICHAEL HORSHAM didn't really understand the concept of PAPERBOY 2 for the Mega Drive. "How is it possible to have a paperboy?" he asked. "Wouldn't he just blow away in the wind?"

If he's a paperboy should he be called Russell?

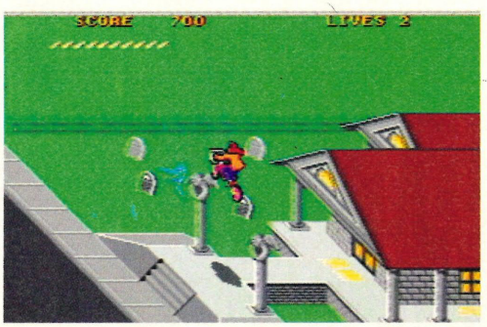
Here's the concept as I understand it. You take a game that's a good decade old, one that was around when Spandau Ballet were in the charts a lot, Charles and Di had just got hitched and *Space Invaders* was still wowing them in the pubs and arcades. Take that game and then re-hash it for a newer system like the Sega Mega Drive. And Bob is your rather familiar, ageing, creaking Uncle.

Paperboy takes a flying leap...

Does the paperboy like wrap music?

Don't know. But then that's not really the issue is it? The issue is whether this game's got good graphics, good sound and good gameplay. The plot of *Paperboy 2* is a bit dull to say the least – the paperboy is given the task of delivering papers with opportunities to score points by tossing his broadsheets at sundry obstacles as well as the requisite doormats, porches and letter boxes. But the animation, sound and graphics aren't really up to much at all. Sorry.

avoids sewer monster...



trespasses on a porch...

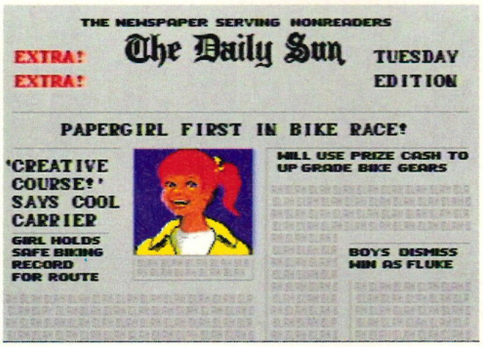
comes a cropper...

Is Russell a quireboy, then?

It's not that the game is completely devoid of charm or humour. The obstacles dotting the paperboy's world are good for a minor titter, once. The luminous pink pig on the barbecue spit that gets up and runs away is funny. So is the dog and the old dear with the bloomers.

In fact, there are some nice touches as you troll down the street on the old BMX. For example, the little doo-dahs like the robbery in progress at the petrol station or you get the chance to knock the pensioners off their swinging seats. Better still, you can knock the geezers on the unicycles off their smug perches.

The fact is, you get some kind of a result by chucking a paper at just about anything including groups of small children playing. (*I'd like that. Ed.*)


THE NEWSPAPER SERVING NONREADERS

EXTRA! EXTRA!

The Daily Sun

TUESDAY EDITION

PAPERGIRL FIRST IN BIKE RACE!

'CREATIVE COURSE!' SAYS COOL CARRIER

GIRL HOLDS SAFE BIKING RECORD FOR ROUTE

WILL USE PRIZE CASH TO UP GRADE BIKE GEARS

BOYS DISMISS WIN AS FLUKE

makes the news...

All these paper gags crease me up

The street you work on in *Paperboy 2* has a huge number of babies in runaway prams just waiting to be saved by a deftly-thrown newspaper. There are other equally unlikely scenarios to overcome, including the usual suburban sewer monsters, four-wheel drive trucks that are there just to run you over, zombies from the graveyard and curious, dried tangled things which I can only assume are tumbleweed. There is a lot to be found in this game but still it comes across as a little like having to *be* a paperboy in real life.

and stars in dodgy 'girl gag'.

Paperboy is a girl

The best thing about *Paperboy* is that it has a two-player option and it gives you the chance in a non-racist, non-sexist, caring kinda way, to be either a boy or a girl, which is a bit of step forward but makes a nonsense of the name of the game. All this, doesn't stop the game from being just a trifle on the dull side either, in spite of all the little jokes. E

END ZONE

Graphics

Sound

Addictiveness

Playability

Sadly, this game is paper thin in terms of addictiveness, graphics and sound.

OVERALL 45

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

DANIEL PEMBERTON is a strange chappie. Most normal people would write in their intros something like how wonderfully fabulous Skill Zone is and how we need all your top tips, cheats, maps, solutions, guides and second-hand cardigans for Martin Pond's collection. They might also mention that the best contribution of the month will win the sender a staggering £50 in cash, which is a lot of wonga in anyone's book. But not Daniel. He wanted to write about how to make a 'Thunderbird 2' out of an old Flora margarine tub and some sticky backed plastic. Luckily, we didn't let him and we flogged his design to *Blue Peter* to provide the £50 prize. Ha Ha. Anyway, I suggest you send off all those tip-related things (After reading the 'I don't like' box off, of course.) to:

SKILL ZONE
Sega Zone
19 Bolsover Street
London
W1P 7HJ

SKILL ZONE

PLEASE don't send in any more cheats for *Sonic 2* or *Ecco*. If I get one more I'm going to scream. Got that? Good.

I don't like . .

- Letters without the full name and address of the sender.
- People who don't send in the name of the game and the machine the cheat's for.
- Unreadable handwriting.
- Cheats copied from other mags.
- 2 Unlimited.

Terminator 2

Quite a hard game this, isn't it? Yeees. Well luckily for us that ever so nice chappie known as **Matthew Francis** has sent us a rather handy cheat for the game, which goes something like this:

To skip each level on the *Terminator 2* arcade game, all you have to do is wait until the T2 logo appears on screen then press **UP, DOWN, LEFT and RIGHT**. Once you've done this you should hear 'Excellent.' (You might have to try this a couple of times before it works.)

Now start the game and begin to play, then **PAUSE** the game and press **A, B and C** simultaneously. This should skip the present level and with this cheat you should be able to finish the game easily.

Ringside Angel

Thanks to **Brian Pearce-Young** we've got a couple of cheats for this rather dodgy boxing sim and they go something along the lines of this: If you fancy fighting your own character, pick Cuty Suzuki and hold down **A and START** on the fighter select screen. If, on the other hand if you'd prefer to get rid of the computer match animation, simply hold down **START** and press any other button.

Marble Madness

If you fancy a level select with gumption on this game, then you could do a lot worse than listen to the wise words of old-time tipster **Jonathan Handford**. He suggests that first off you go to the options screen and choose **TEST FX-C**, and then **TEST TUNE-6**. Then go to **START LEVEL** and you should be able to choose whatever level you feel like starting on. Hurrah!

Rolo To The Rescue

"In the forest," writes **Paul Kitson**, "on the 3rd or 4th level with the big slope, jump over the top of the waterfall and run back from the other side. Rolo goes through the break in the wall and comes out in the air above the three extra lives that the rabbit can't reach. If you keep on repeating this, you'll have loads of lives in one go."

Also, when you get to the bonus screen with the big hedgehog on it, use the hoover to suck up the small hedgehog and spit it back out behind the big one. Then go into the transporter. Now, all the hedgehogs are your friends, which is rather handy as they won't try to kill you anymore and they can climb onto Rolo's back. You can now change into them to get through small passages.

Putt And Putter

Graham Webber has a rather short, but to the point, cheat for *Putt And Putter Golf* on the Game Gear.

He says that on the demo you should press **BUTTON 1** and hold it **DOWN**. With1 held **DOWN,** press **START** to and hey presto you have a secret options screen.

Terminator

Go to the main Terminator screen and hold down **BUTTON 2** and press **BUTTON 1**. The screen should turn black for a couple of seconds. While the screen is black you should press **LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN and DOWN**. Two zeros should appear. By pressing **LEFT** and **RIGHT** you can select the level you'd like to start on.

Apparently, this might also work on the Mega Drive, so it's worth a try. Many thanks to **Matthew Jeffreys** and **Stephen Beverly** for that.

SKILL ZONE

Valis III

Brian Pearce-Young makes another appearance on these hallowed pages, this time with a dodgy old cheat for *Valis III*.

If you fancy looking at some pretty pictures on the title screen hold **UP and LEFT, A, C and START**. You should now have an options screen where you can look at the in-game piccies.

Or instead, you could try holding **A, B, C and START** on the title screen to select a map. When a blank screen appears let go of all the buttons. Then you should press **START** to change the map number.

Xenon II

"Here's a cheat for *Xenon II*," writes **A Burton** and **P Visscher**, (PLEASE send in your FULL names.) "When you go into the shop, go to the exit sign on the selling bit and hold **C** and press **A** and hold them down until the buying bit comes up. It should say '**MORE**' in the bottom right box. If you then press **A** on it, you can buy extra lives and stuff." (Although the homing missiles and bombs are best.)

"Also, on the selling bit, press **C** to increase the amount of cash you have."Sounds more than a bit dodgy, I know, but it's definitely worth a try!"

Shinobi 2

Stephen Beverly has sent in loads of tips, and here's some of his codes for the ninjascopic beat 'em up *Shinobi 2*.

107F7 – All ninjas collected.
3FF76 – All ninjas and all crystals collected.
Also, if you're having problems finding the crystals, then try looking in following places:
Factory: Top left in pipes.
Castle: Bottom left over wall.
Building: Top right swing up.
Canyon: Down through water to bottom right.

Alien 3

Ronan O 'Driscoll has a cheat that might interest you. So, if anyone needs a bit of a hand on this fabbo game then listen up.

Start the game and go to the options screen and select your options. Next, put a joypad in control port 2. Now, you should press **C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN**. You should hear a sound. Put your joypad in control pad 1 and start the game. **PAUSE** the game and press **C, A and B** then **UNPAUSE** it. You should then rather craftily skip to the next level.

Streets Of Rage 2

Mackie came up with this cheat for infinite lives using Pro Action Replay (it sounds confusing but works nevertheless).

Enter this code **FFEF830004** and then go through the usual procedure. Go to the number of lives setting and enter a number. Whatever number you enter you will get five lives. Play through and when you die it will go down to four lives and remain locked at this number so that the result is infinite lives!

Win £50 Zone

Super Monaco GP 2

Stephen Beverly has sent in a staggering amount of *Super Monaco GP 2* codes and as if by magic here they all are. Your points are written in brackets at the end of the codes, e.g. (6). So, very well done you win this month's cash prize.

Round 1 - USA
VCOL - QKSI (0)
IFDS - WRKQ (1)
JMGH - PZEE (2)
HRPF - FQIE (6)
UJLI - QIDB (10)

Round 2 - Brazil
APWM - WYOT (9)
EXCP - DTCD (10)
SUHU - OARU (12)

Round 3 - San Marino
BGZY - YXJG (14)
VIIW - ZVSX (18)

Round 4 - Monaco
XKOK - EDBP (15)
ZPJM - HMOR (16)
RUQU - QIFI (20)
IYTH - MHKU (24)

Round 5 - Canada
DTOP - AQNH (19)
DTOP - WQNR (22)
SCFA - NERB (26)
TISI - IVMX (30)

Round 6 - Mexico
SCWA - NVMN (26)
RJEA - QEFY (36)

Round 7 - France
KVTR - ZNUA (29)
EFNG - LGCE (36)
EFNG - DGWX (42)

Round 8 - Great Britain
GDUF - QOID (31)
ZQQY - APOL (39)
RIPI - XUFJ (48)
IDF0 - EJEE (68)

Round 9 - West Germany
BTBT - IZJG (38)
MWHC - HIGE (45)
PUPA - VVXE (78)

Round 10 - Hungary
WGLB - OTQT (40)
GSNS - QJIK (47)
TKXW - VWDU (58)

Round 11 - Belgium
GSFS - YNKF (41)
DMPG - OOCD (49)
HLSR - ICKK (64)

Round 12 - Italy
TZVL - GSDC (37)
IATR - EAEJ (52)
CMND - WOND (55)

Round 13 - Portugal
ESUG - XNWL (45)
KOKJ - ZETZ (60)
PCQL - QYXU (102)

Round 14 - Spain
PNVU - SMXW (51)
AFCD - AOLD (86)

Round 15 - Japan
CDCD - INNS (53)
YRWY - KBLY (60)
IWNJ - PEVZ (92)
RBXB - CTRX (122)

Rolo To The Rescue

The incredibly inventive **Greg Taylor** has given us this astounding code for the Game Genie which gives you invincibility, infinite lives and a full map!

Plug the Game Genie cart and the game into your machine and then turn the Game Genie off.

Enter this code: **DJ8AADYE**. Now press **START** on the joypad. When Rolo and friends walk on, turn the Game Genie on. Press **START** and the screen should go black. Press **A** on the joypad. Go back to the title screen with Rolo walking on. Turn the Game Gear off and press **START**.

Now you will have invincibility, infinite lives and the full map even though the Game Gear is still turned off. Spooky!

Rings of Power

If you are running low on money and have little or no trade goods, head for co-ordinates **6' 5', 6' 1'** and you will be standing on a ruin. Press **B** to enter the ruin. Now open the chest and get the stuff inside. Press **C** to leave. Unlike most chests that take forever to shut again this one shuts instantly. You can now go in and out as much as you like and collect loads of money and goods. I also provided a list of what some of the goods can do as the instruction book doesn't tell you what they can do .

Balm - Refill energy
Mana - Refill magic
Dragst - Call dragon
Boatst - Call boat
Flipst - Transports you to nearest gateway
Gateset - Use in a gateway
Sand - Give to man in glassworks
Flags - Give to man in magicina (you need five)
Flower - Give to archer in speed
Corpse - Brings you to necromaniacs' grave

Thanks must go to **Ian McHuire** as he was the provider of all these wonderful, fantastic hints and stuff.

Road Rash II

Snore. I'm sure that I'm going to receive millions of codes for the rather fabby, although not much different to the original, game that many know as *Road Rash II*, but this month I've only got one, but it's a rather good one. Why is it such a good one? I hear you cry. Well it gives you the top of the range nitrous bike, on level 3.

And here it is:
02VR 310H
Or alternatively you could try the following code:
01JB 2IET
Anyway, thanks to **Peter Bryans** for those.

Alien 3

There are some jolly stupid people in the world these days, and the person who sent me a cheat for infinite lives is one of them. The reason for this is because he/she forgot to enclose their name, although they did enclose their address. So thanks to whoever lives at 12 Wych Hill Park, for the following cheat.

First off, play a two-player game and make sure you've both got a high score. Then, when one of you dies, enter your name as '**ALIEN**' and you should now have infinite lives. Hurrah!

Team USA Basketball

"To get to the finals of the tournament," wrote first-time tipster **Matthew Power**, "go up to the top of the options screen and turn the match type to **TOURNAMENT**. Then select the time for each half. Go to **RESTORE TOURNAMENT** line and press **A**. You should then see a password screen, where you could do a lot worse than entering one of these codes:

P4T3DB9, ODR1BBQ, FDT32BV, ROT7LBY, YNT76B9, 08TWNBN and SXT7RCO.

LHX Attack Chopper

Here's more codes than you could shake a medium sized root vegetable at, courtesy of **Michael Rofe**, who incidentally adds that the codes are for the very hard skill level.

Libya: CBAAEC, CBCAQHC, CBCAAVA, CBCAQXA, CDCABFC, CDCAJEC. CBAAIFC or CDCARHC.
Vietnam: CDCKAZCC, CDKABRA, CDKERTC, CDKEIIE, CDKEQLE, CB4EYKA, CDKEZSC or CB4EAZC.
Europe: CB4EIYC, CB4EQ6C, CB4EY4C, CB4ERLE, CB4EZKE, CB4EJYG, CB4EBJE or CB4ER6G.

Dragon's Fury

If you fancy around **999, 999, 900 points and 32 balls** and who wouldn't really given the half the chance, then I'd suggest that you enter the following password, which has been sent in by none other than **Andrew Blackmore:**

LRENAXUENN

Or alternatively you could try and enter this code, which gives you over **13 million points and 99 balls:**

UFELFO78TL

John Madden's American Football

Blimey! Tips galore. We've been sent loads of codes for this rather top American footy sim from the strangely named **Gav and Sin**, (nice name lads, sounds a bit like a pop group, sort of.) and here are quite a few of them:

7777777, 5777777, 7777775, 5737773, 3717775, 4772154, 1475260, 1711414, 1711415, 3475260, 3411410, 6777776, 2411410, 5411410, 5415414, 54154145, 1711417 and 2717775.

Action Replay Sonic 2 Spesh

Andrew Hopkins is the person who you should thank if you're going to be using one of his many Action Replay codes to that game featuring everyone's fav blue spiky hedgehog called Sonic. Anyway, try out some of the following codes (they're all for the Mega Drive by the way), but if they don't work try swopping the zero's for oo's and vica versa:

✪ 99 Rings FFFE210063
✪ Rings spin faster FFEA20000
✪ To change shape enter this code **FFFE090001**, then as soon as Sonic can move around push up the switch on the **Action Replay**, then by pressing **A** you can turn into any shape form. When you press **C** it places the object there. If you want to turn back into Sonic push the switch down on the **Action Replay** and press **B**.
✪ If you want a super fast unbeatable Sonic enter all four of the following codes:

FFF7600014 FFF76300FF
FFBO2B0001 FFB01E0000
✪ To get permanent running shoes enter both of the following codes: **FFF7600012 FFF7630099**
✪ Fastest possible Sonic: **FFF760007F FFF76300FF**
✪ Super Tails: **FFFEC0040 FFFEC30060**
✪ Super Super Tails: **FFEC00012 FFF7630099**
✪ High Jump Sonic: **FFBOI30000**
✪ High Jump Tails: **FFBO530000**
✪ Centipede Sonic: **FFB0IE0000**
✪ Super Super Super Tails: **FFFEC0007F FFFEC300FF**
✪ Sonic goes headbanging: **FFBOIA30099**
✪ Sonic goes mad: **FFBOIAF00FF**
✪ There is a **SPECIAL LEVEL** in the game which is unfinished. To get to it simply enter the following code: **FFFEI00008**

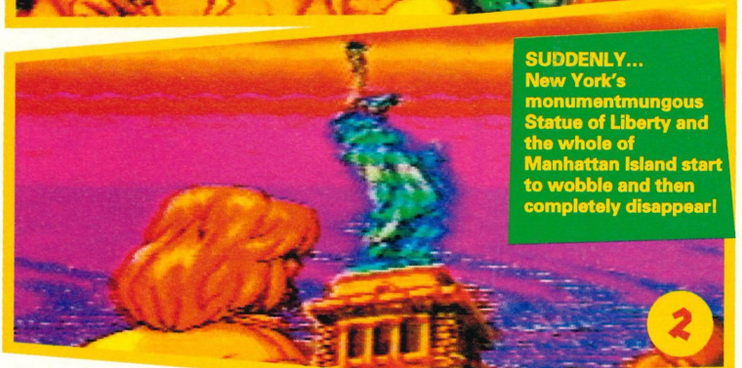
SKILL ZONE

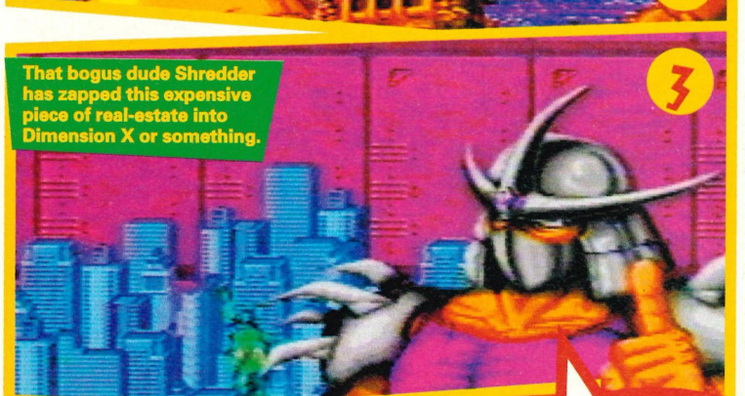
Teenage Mutant

The Hyperst Hei

When they were kids, RIK HAYNES and DAMON BARWIN happily played with space dust, space hoppers, and erm, anything to do with space really. These days, it's all American Football and over-the-top merchandising of unlikely cartoon heroes. (*Not that Scooby Doo was totally convincing! Ed.*) Anyway, here's their fab step-by-step guide through the latest romp featuring those Teenage Mutant Hero Twats, oops, Turtles...

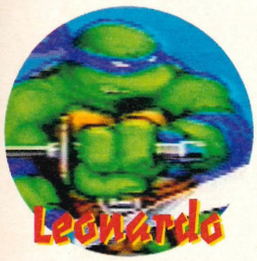
The boring background story/intro sequence bit





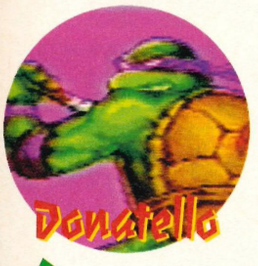
Hero Turtles

SKILL ZONE

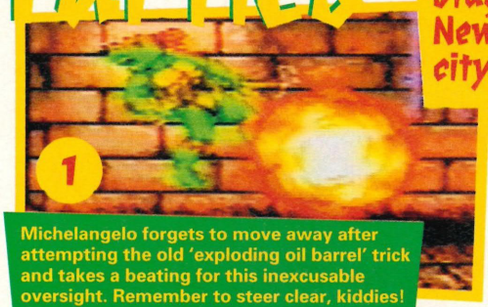

Leonardo

Raphael

Michelangelo


Donatello

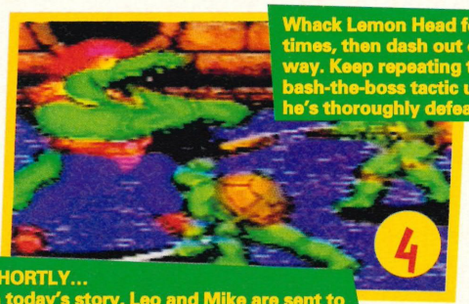
Stage 1 New York city



Michelangelo forgets to move away after attempting the old 'exploding oil barrel' trick and takes a beating for this inexcusable oversight. Remember to steer clear, kiddies!

Leonardo's turn to make a boob of himself. If you want avoid being squashed, run and jump past the second blue Cadillac.

Wait until the footsoldiers are actually out on the street before activating the 'Tazmanian Devil-style' pizza power-up but don't leave it too late.



Whack Lemon Head four times, then dash out of the way. Keep repeating this bash-the-boss tactic until he's thoroughly defeated.

SHORTLY...
In today's story, Leo and Mike are sent to bed at this point – Don and Raph take over.

Stage 2 A mysterious ghost ship

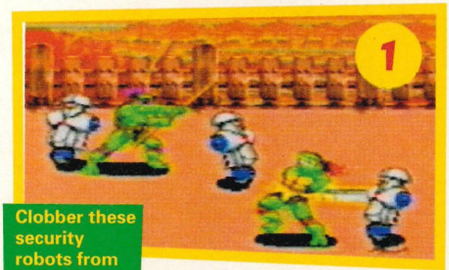
Hop over the logs or you'll get an extremely sore foot. Meanwhile, shoot the barrels to reveal the bonus stuff.

Orange footsoldiers will leap into the air and chuck three blades at the nearest crime-fighting twat, oops, turtle. Always rush these guys first.

Reminiscent of the mud people from the original *Flash Gordon* 1930's movie serial, these sturdy subterranean chaps can absorb a stack of hits. Continually caress the attack button.

Use-the-four-jabs-and-leg-it ploy again. Jump out of Rocksteady's path when he charges around in a rage.

Stage 3 Shredder's hideout



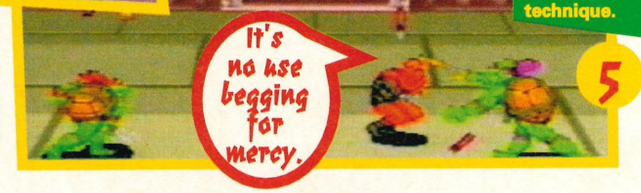
Clobber these security robots from behind or be exceptionally quick on the attack during a frontal assault. Stay off the ground, so they can't grab you.

Vault over the bamboo traps but wait until they're retracting back into the floor before attempting it.

Holy shell shocks! Follow the laser sequence and never venture too close to the beams.

Fire-breathing footsoldiers do their thang, then make a quick exit. Keep at a safe distance, stupid!

Stand on the side of the screen and just repeatedly stab at your attack button. It's also possible to deflect Tatsu's knife-throwing with this technique.



Cowabunga

Stage 4 The gauntlet

Follow Stockman's flying contraption around and and let him have it when he's close to the ground.

2

1

Shadow the underwater aliens and smack 'em the second they splash out of the water. These monsters can only take one hit. (*I see Raphael's lying down on the job again. Ed.*)

3

That dopey duo Leonardo and Michelangelo momentarily return to gawk at the Technodrome...

4

... and Shredder, too!

Hmmmm... What a big boy!

Action replay codes

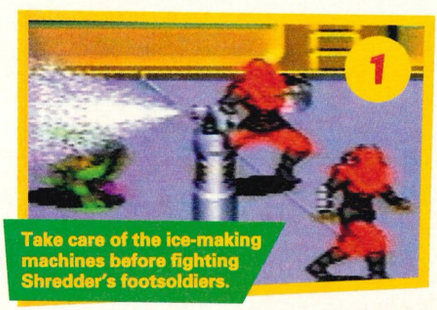
For infinite lives (player one)...
FFC03 90003

For infinite lives (player two)...
FFC03 B0003

Two players can select the same twat, oops, turtle with...
FFC02 900xx
FFC02 B00xx

xx=00 (Leonardo)
xx=01 (Michelangelo)
xx=02 (Donatello)
xx=03 (Raphael)

Stage 5 The final shell shock



1

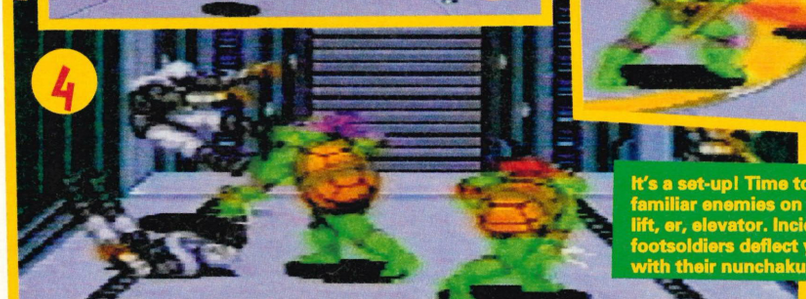
Take care of the ice-making machines before fighting Shredder's footsoldiers.

Watch out for crafty Krang's missiles and bombs. Apart from that, he's pretty easy to beat up.

2

Krang's body armour is gone but where's poor Raphael?

3



4

It's a set-up! Time to confront familiar enemies on a descending lift, er, elevator. Incidentally, grey footsoldiers deflect your attacks with their nunchakus.

Shredder's magic briefly turns you into a helpless baby twat, oops, turtle.

5

Help me. Help me.

6

Don't even attempt to bother Shredder when he's got an aura on.

The end

Back to 'normality' with April O'Neil and ratface twat, oops, Splinter. Just look at that stupid bloke waving in the crowd...

1

This is April O'Moron... oops, Oh Neil signing off.

Krusty's FUN House

GAME GEAR

MASTER SYSTEM

Join those ker-razy guys DAMON BARWIN and RIK HAYNES on the first part of their odyssey through *The Simpsons'* rocking rodent roundup....

Next month

Yet more ways to transform Krusty's bogus journey into an excellent adventure!

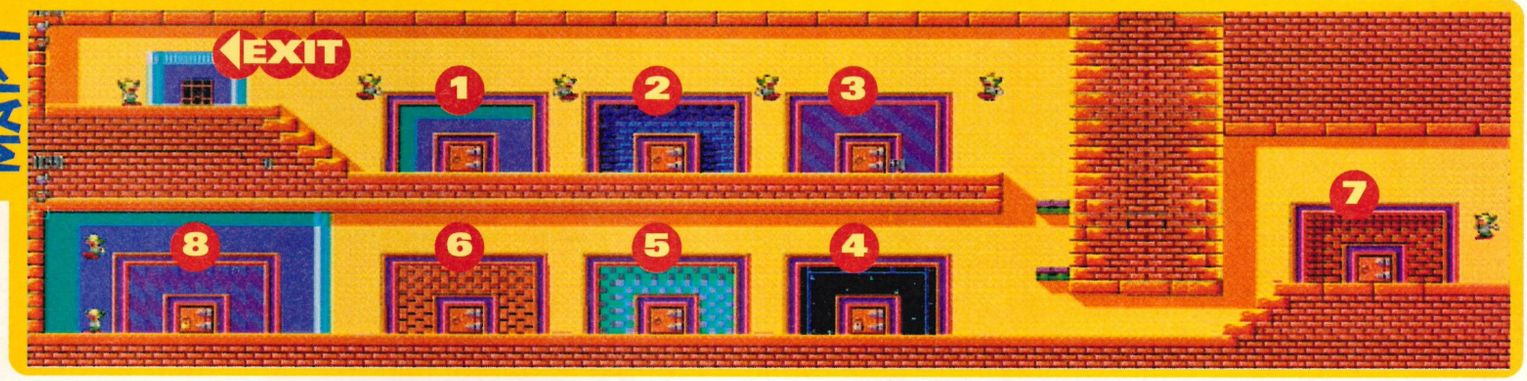
Password Stage 3 - MARTIN

MEGA DRIVE

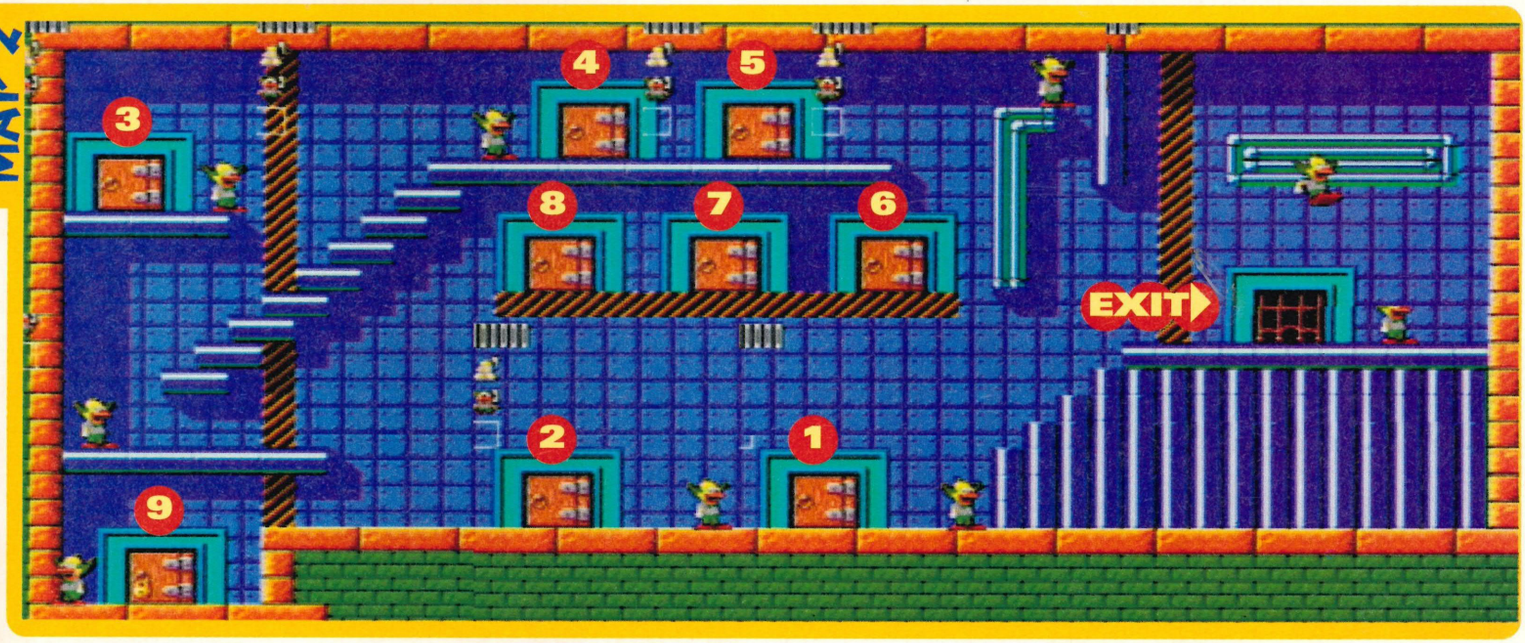
Krusty's Super Fun House

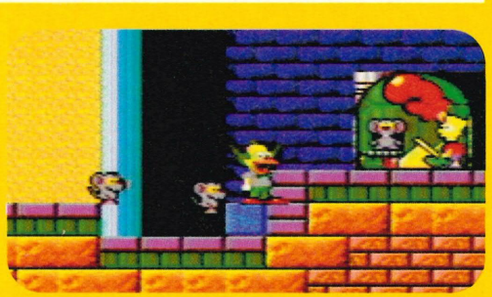
Passwords:
Stage 2 - WHOAMAMA
Stage 3 - FLANDERS
Stage 4 - BROCKMAN
Stage 5 - SIDESHOW

MAP 1



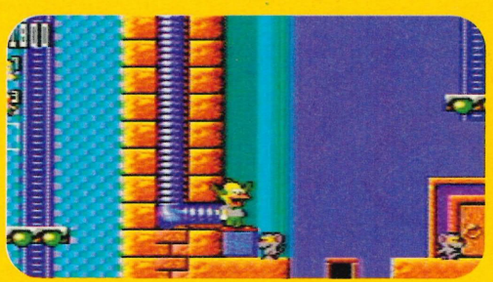
MAP 2





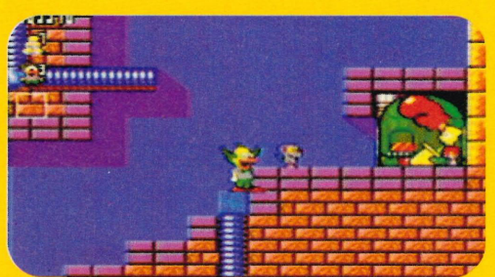
Room 1

Walk right, jump on top of first platform, pick up block, go right off platform, drop block by wall leading up to machine.



Room 2

Jump on right platform, use lift to collect block on left, fall off left-hand side of ledge and place block at foot of tube. Walk right through gap in wall, leave block by first set of vertical bricks to help rats climb over and repeat this process on next group of bricks. Go right through gap in wall, amass bonuses but watch out for acid drips and snakes. After you've claimed every prize, walk left until a dead-end is reached, jump through floor and wait for lift to take you back to the start-point.



Room 3

Move left down first tunnel to collect block on tube, go back to the start and walk right off edge. Go right until you find Bart and position block just before his goofy contraption. Make your way right onto top ledge and stockpile more bonuses on the left.

Room 4

Scale the first tree on your right, head left to find block and jump back on tree. Leap onto next tree, walk off to your right, vault over tree and kill the snake. Stroll right until the end, drop block allowing rats to climb up. This is where you have to be quicker than Speedy Gonzales! Recover block, jump onto ledge above your head and place block on the edge to make a bridge. Before dropping block you must almost fall off platform. Leave this block and keep jumping up to release the remaining rats. Trudge back down, proceed right, jump onto first tree and ledge above your head. You'll find a block on the tree, kick it to bag five balls. Turn right, jump onto platform, stand one step away from the wall and throw a ball to break through. It might take a couple of shots from slightly different places. Climb up and seize bonus items - including additional lives and a special block that opens your way to extra rooms when you leave.

Room 5

Sprint left seizing useful objects, smash through walls, then go down to find some pancakes and a bonus level. Be quick though, there's only a limited amount of time available. Make your way up, nab a bit of pipe, move right, wait until you're at the top of lift, jump right and right again, now fall down last gap and place the pipe to make a connection. Climb back up, go to your left and pick up block. Unleash rats and place block at the bottom of screen.

Room 6

Climb up and to the right until you can see those rats. Jump left, grab block, go back, position block, release rats, quickly snatch block, jump right and drop down. Here you'll find a tube that must be covered. When Bart's finished, don't forget to take your block and go bonus hunting above the acid drips.

Room 7

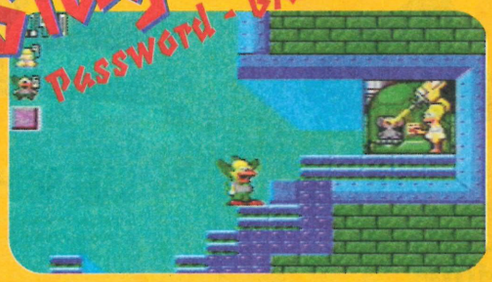
Hurry right, collect block from bottom of the hole where the acid is dripping, climb out and tumble down the passage to your right. Place your block near Bart's rat-trap to make a walkway for those pesky rodents.

Room 8

There's a block down to the right. Jump along the platforms, kicking boxes as you go.

Stage Two

Password - BARNEY



Room 1

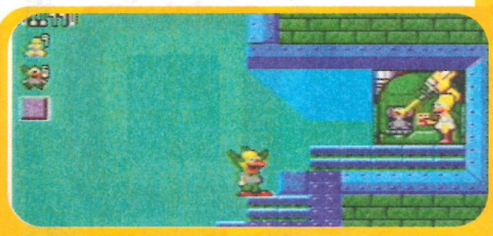
Acquire the block to your right, move left and down, fix block to tube, collect another block, stand it next to the last one and build a staircase. Let the rats scurry under the nearby obstacle, then re-position blocks to jump over it. It's possible to use the block you're standing on by simply pressing down and B at the same time. Walk right until you are standing by Homer's laser gun and drop a block for the rats to step on. Using the moving platforms, drift up and obtain the bonuses.

Room 2

Kick yellow block off the ledge to your right, then left and right again. Walk to the right-hand side of the screen, push the first yellow block left and the second one right. Boot the block to your left, pilfer five balls, go back and use them to break on through to the other side. (*Crikey, Doors fans! Ed.*) Afterwards, kick the yellow block right and the rats will escape. Travel back to the start, jump right through pipe and keep going left. Make your way up first gap, climb to the top and fall down gap on the right. Kick block on the floor to transport you to another bonus screen. If you don't manage to collect everything within the time limit you'll have to exit and repeat this section. When you're successful, the top platform outside should become solid.

Room 2 bonus

Room 2 bonus end



Room 3

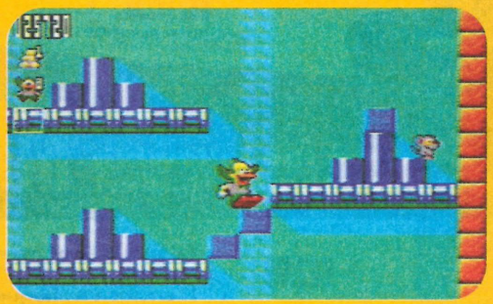
Use the lift on your left, grab a block and retrieve another one from the second left-hand gap. Go up on the other lift, collect some balls, move higher and pick last block up. Return to the start and construct a staircase to kill the rats. Before beating a hasty exit, go for those lovely bonus items.

Room 4

Rush right and wait for the rats. As each one appears, remove block and replace it once the rodent has passed down the pipe. After all the rats are trapped, jump over tubes and remove block on the other side to release them. Leap across and place a block before the gap to make another handy staircase. Chase around, collecting bonuses.

Room 5

Step off platform, go right, grab block and bounce off to the left. Put block over tube by the rats entrance. Wait for all the rodents to climb over and fall down. Re-take block, move down to your right and use this block to complete the stairs. Go back up, fall off platform while holding down left on your joypad. Krusty should now be standing a little lower than the door. Just hop across!

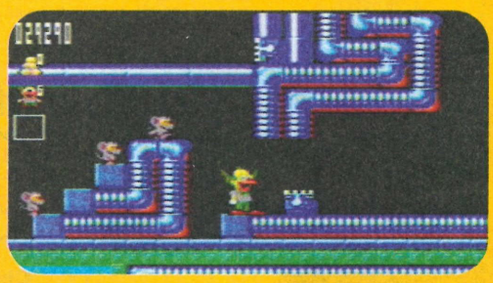


Room 6

Pick up first block, progress to bottom right-hand side of screen and place block over open tube to prevent the rats escaping. Go back, collect another block and place it by the first one. Try to bring these rats together by repeatedly dropping and picking up the block under them. When they're huddled up, remove the block, run right and block the first tube. Wait for the rats to walk over the block and begin their return journey. Move Krusty left and fall off the platform. You should now be standing above a tube, drop the block to stop the little critters from going through. Stay just in front of the rats and before they can step on the fans and tubes, reposition the block to keep them safe. Once the rats are back, make a staircase on the left-hand side of the lowest platform, then another up to the next platform, and so on until you reach the top. Be patient! This room is tough.

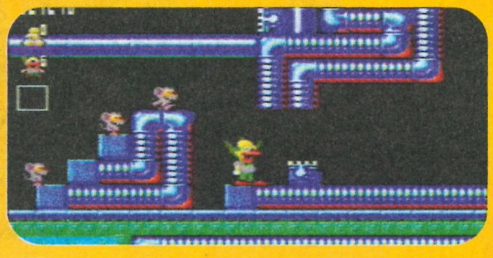
Room 7

To your right you'll find a maze of pipes, make your way to the top, get on the lift, retrieve block and return to the start. Bung this block at the foot of tube for the rat to climb over, run through Homer's machine and drop another block between the tube and platform. Repeat this tiresome procedure until all the pests have been exterminated.



Room 8

Drop down on the left, gather up block, kill laserman and climb to the right. Jump left and place the block next to the wall. Now jump and pick up the block at the same time. Keep walking and jumping left, move down, drop block and collect displaced fan from room next to the rats. Fall through the hole you just made and jump left. You should see two tubes above your head, place fan under the second. Go back to the rats and move block to let them escape. Follow the rats and move the top block from the tower and place it next to the tower. Go to Homer's machine and make a staircase to the left, go back to the rats and release them by making another staircase over the tubes. Collect the blocks and take them to the right-hand side of the screen, build a tower to get out.



Room 9

Head left and up, jump over the moving guns and on your last jump keep pressing right. Collect the bonuses then make your way back to the start.

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.

RRP: £12.99 (MS) · £14.99 (MD) OUR PRICE ONLY: £11.99 (MS) · £13.99 (MD)

Reference: DQ04A (MS) and DQ07A (MD)

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On Christmas morning you ripped the festive wrapping off an interestingly-shaped parcel. Would it be a turbo joypad or mind-blowingly brilliant joystick? It is, in fact, an acrylic mustard tank top. All is not lost, you can use that Yuletide wedge blagged off your more switched on relatives to buy the following goodies – at special SEGA ZONE prices!

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Despite the fact that he's incredibly famous, success hasn't gone to Bart's head. He's still the same lovable cute, hip and slightly jaundiced character he always was. Hell - we like him yellow!

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Reference: DQ02A (MS) and DQ05A (MD)

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Get the most out of your system by using the Game Genie! Just plug it into your Mega Drive, slot in your favourite games cartridge and you'll get more speed, more weapons, punch harder, jump higher and get infinite lives! It comes complete with an instruction manual.

RRP £44.99 OUR PRICE – ONLY £42.99

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how to order

- Fill in the application details on the coupon in BLOCK CAPITALS and send with correct payment to: DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.
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- Please allow up to 28 days for delivery.

BATMAN RETURNS

Plug in your *Batman Returns* joystick, sit back and imagine you're the Caped Crusader taking on the world - and winning!

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Reference: DQ03A (MS) and DQ06A (MD)

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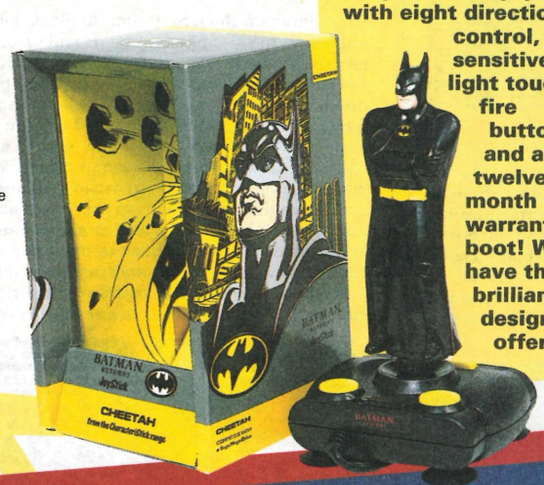

Send me the following immediately or risk the wrath of a reader!

MAIL ZONE

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DQ02A	◯	BART SIMPSON CHARACTERISTICK (ms)	£11.99
DQ05A	◯	BART SIMPSON CHARACTERISTICK (ms)	£13.99
DQ03A	◯	BATMAN RETURNS CHARACTERISTICK (ms)	£11.99
DQ06A	◯	BATMAN RETURNS CHARACTERISTICK (md)	£13.99
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DQ07A	◯	TERMINATOR 2 CHARACTERISTICK (md)	£13.99

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the Cart Show

Welcome to the near legendary *Sega Zone* Cart Show where we rate what's on offer for your Mega Drive, Mega-CD, Master System and Game Gear in the way that only we know how. All the carts are listed in alphabetical order.

6 page pull-out game guide!

MEGA ZONE Games so great that we shudder at every thought of trying to rate them. These games are immortal.

- ✪✪✪✪✪ Cart classic-tastic.
- ✪✪✪✪ Above average.
- ✪✪✪ Alright, I guess.
- ✪✪ Wake me up when it's over.
- ✪ More entertaining than a three-week-old dead lark, but only just.

ABRAMS TANK
Sega/£39.99 ✱ 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. 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. Dull beat 'em up. ✪✪

NEW ENTRY ANOTHER WORLD
Virgin/£39.99 ✱ Classic film noir game that at long last makes an appearance on the Mega Drive. Very addictive and very playable, *Another World* looks all set to become a classic on the Mega Drive too. Great stuff. ✪✪✪✪✪

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 if you finish 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 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. This game 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 one 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
Sega/£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
Acclaim/£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. It's really best suited to the serious Bart fans among you. ✪✪✪

BATMAN
Sega/£39.99 ✱ The Lycra-clad lovely with the collection of toys 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, however it 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. ✪✪✪✪

NEW ENTRY BATMAN REVENGE OF THE JOKER
Sunsoft/£39.99 ✱ Superb looking game that tries for a new, ground breaking mode of play and falls on its face. Not bad, it's a little weak in delivery. ✪✪✪

BATTLE SQUADRON
Sega/£39.99 ✱ Run of the mill shoot 'em up. Nothing very special at all about this game. ✪✪

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

BUCK ROGERS
MEGA ZONE
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
Electronic Arts/£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 unusual plot and some nice backgrounds all combine together to add to the game's atmosphere. Quite a good game, the atmpsophere increases the enjoyment of the game. ✪✪✪✪

CHAMPIONSHIP PRO-AM
Tradewest/£39.99 ✱ Fairly halfway decent conversion of old Nintend game *RC Pro-Am* (if you're anally retentive enough to really care about this) that unfortunately during the process of the conversion suffers a humongous amount in comparison to the groovy *Micro Machines*. ✪✪✪

CHIKI CHIKI BOYS
Capcom/Sega/£39.99 ✱ A cutesy shoot 'em up with an disgustingly sweet name and graphics. (It could cause serious tooth decay.) This game is probably only really suitable for kids. ✪✪✪✪

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 ✱ 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, I would advise you to look elsewhere. ✪✪

Streets Of Rage 2
MEGA ZONE
Sega/£44.99 ✱ Sega's answer to *Streetfighter II*. Fab two-player head-to-head option and a plethora of smart moves makes this a bit of a bright shining star among the best of the beat 'em ups.

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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 and well put together. Nice one, Sega. ✪ ✪ ✪ ✪

DESERT STRIKE

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 as you can from the Arabs. 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

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

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.

EMPIRE OF STEEL

Acclaim/£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. ✪ ✪ ✪ ✪

EVANDER HOLYFIELD BOXING

Sega/£49.99 ✱ Yet another appalling boxing sim – don't bother (especially since Evander isn't World Champ any more). ✪ ✪

F-22 INTERCEPTOR

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. 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

Sega/£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. ✪ ✪

NEW ENTRY FATAL FURY

Sega/£39.99 ✱ Classic arcade conversion that is all set to appear on the SNES. However, don't believe the hype, this is a smart game but not as good as everyone has made it out to be. If one-on-one combat is your kinda thing, then this could be for you but maybe you'd be better off waiting for *SF II*. ✪ ✪ ✪ ✪

FATAL LABYRINTH

Sega/£29.99 ✱ Famous old RPG game looking a bit long in the tooth. ✪ ✪ ✪

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 everyone... 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 rubbish. Queen of the toilet jobbies ✪

FORGOTTEN WORLDS

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

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 make it a real hoot to play with a friend (so long as you've got a chum in the first place to play it with). ✪ ✪ ✪

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. ✪ ✪ ✪

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). ✪ ✪ ✪

G-LOC AIR BATTLE

Sega/£39.99 ✱ Okayish sort of *Afterburner* rip-off that inevitably suffers away from the arcades and 360 degree spinning hamster wheels. ✪ ✪ ✪

GOLDEN AXE

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

GODS

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

GRANADA

Sega/£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). Somewhere between conception and playing, a tinge of mediocrity has crept into the gameplay. Rather slow and two-dimensional. ✪ ✪

NEW ENTRY HUMANS

Gametek/£39.99 ✱ Lemmings inspired puzzle game that crawls rather than romps. A variety of different cave men, with different skills, must be guided through different landscapes. Unfortunately, this game fails to be different in any way . An Amiga classic, a Mega Drive duffer. ✪ ✪ ✪

THE IMMORTAL

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

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

Import/£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

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.

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. ✪ ✪ ✪ ✪

KID CHAMELEON

Sega/£34.99 ✱ This is a very original kinda platform game in which, instead of collecting loads of different shaped guns to blow those blasted 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 I care to know. 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

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

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 ✱ Brill 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

Domark/£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 Lemieux the American ice hockey star who plays for the bizarrely named Penguins. The game's okay, except you find yourself remembering how good *EA Hockey* is. ✪ ✪ ✪

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. ✪ ✪ ✪ ✪

MICK & MACK AS THE GLOBAL GLADIATORS

Virgin/ £39.99 ✱ Nicely animated platformy, cartoony shoot 'em up sponsored by MacDonalds which unfortunately lacks gameplay variety. Ideologically a tad unsound. ✪ ✪ ✪

MICKEY AND DONALD WORLD OF ILLUSION

Sega/£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 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 you do it's a worthwhile play. Not as good as *John Madden*, but 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. ✪ ✪ ✪ ✪

NEW ENTRY MONOPOLY

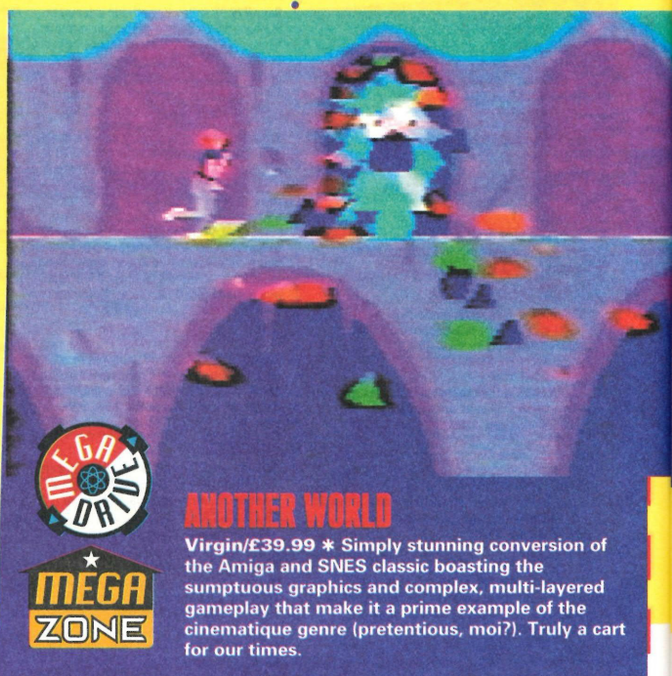
Parker Brothers/£44.99 ✱ Almost three times the price of the board game, this cart from Parker Brothers manages to be almost three times less entertaining than the original. ✪ ✪

MUHAMMED ALI HEAVY WEIGHT BOXING

Virgin/£TBA ✱ Ooeer, a boxing game that isn't a complete whiffy toilet. Ali suffers slightly from being a bit simple but still the best Mega Drive boxing so far. ✪ ✪ ✪ ✪

NEW ENTRY MUTANT LEAGUE FOOTBALL

Electronic Arts/£39.99 ✱ Using the *John Madden* driver *Mutant League Football* might be accused of being a wee bit of a rip off. However, If you like football and haven't got any *JM* games you will get a lot of laughs from this game. ✪ ✪ ✪ ✪



ANOTHER WORLD

Virgin/£39.99 ✱ Simply stunning conversion of the Amiga and SNES classic boasting the sumptuous graphics and complex, multi-layered gameplay that make it a prime example of the cinematique genre (pretentious, moi?). Truly a cart for our times.

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BATTLETOADS

Tradewest/£TBA ✱ The Turtles now being justly consigned to a big bin marked 'Soup Of The Day', it's time for the Toads to sweep the multiverse. *Battletoads* is quite simply wonderful, twelve levels of mayhem that ooze character, humour and lots of other intelligent--type things that make you feel intellectually superior as you beat sprites over the head.

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 American football the *John Madden* games still wear the crown. ✪ ✪ ✪ ✪

OLYMPIC

Sega/£39.99 ✱ Guess what this is about. Yup, that's right. Its 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. ✪ ✪ ✪

NEW ENTRY OUTLANDER

Mindscape/£39.99 ✱ An up-market version of the truly awful *TechnoCop*, but only just a little bit better. *Apocalypse Now* meets *Mad Max* as you belt through the inter lands of a post-nuclear society. Plays almost as excitingly as it sounds. ✪ ✪

OUTRUN 2019

Sega/£39.99 ✱ Ridiculously bad follow-up to the follow-up to the follow-up of the game that was pretty dull when it came out at the turn of the 18th century. Completely awful. ✪

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. ✪ ✪ ✪

PGA TOUR 2

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

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

Domark/£39.99 ✱ Bare-knuckle fighting is violent, illegal and very dangerous. *Pitfighter* is a stonking Mega Drive game. Almost the same as the real thing (not that we at *Sega Zone*, mild manner creatures that we are, would 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 this games differs to *Sim City* in that in *Sim City* you get to develop a race of people in competition with another race. A classic game and a definite must for all egomaniacs. ✪ ✪ ✪ ✪ ✪

POWERMONGER

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 those of you out there who are cerebrally-challenged.

PRO QUARTERBACK

Tradewest/£39.99 ✱ Yet another American footie sim that's about as realistic as David Bowie's acting and as gripping as *The Collected Speeches Of John Major* (Tedium Press, 1992). ✪ ✪

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

Sega/£40 ✱ Leaps and bounds ahead of pretty much anything on either console or computer. This little baby beautiful is definitely one of the best games of its type around. ✪ ✪ ✪ ✪ ✪

RINGS OF POWER

Electronic Arts/£49.99 ✱ Odd little RPG game from EA. Either you love it or hate it. Most of us here at *Sega Zone* hated it. Hated it so much that we kicked around the office. 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 *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 a nasty skin complaint contracted from too many hours spent in the saddle, but a rather nifty motorbike racing game. *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. ✪ ✪ ✪

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. ✪ ✪ ✪

STRIDER

Sega/£44.99 ✱ Above-average adventure. Good graphics and ear-bending sound make this adventure game a real treat to play. ✪ ✪ ✪ ✪ ✪

SUNSET RIDERS

Konami/£34.99 ✱ Western-spiced shoot 'em up with plenty of genuine frontier atmosphere and rollicking sound effects, packed full of every cinema cliché you could think of (except the ones from *Blazing Saddles* unfortunately). ✪ ✪ ✪ ✪ ✪

SUPER HANG ON

Sega/£34.99 ✱ Sega's attempt to duplicate the success of *Road Rash*. Unfortunately, it's 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. ✪

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. ✪ ✪ ✪

SUPER LEAGUE BASEBALL

Sega/£34.99 ✱ Baseball game that unfortunately isn't as super as the title might suggest. ✪ ✪

SUPERMAN

Virgin/ £39.99 ✱ Excellent license, duff game. Man of Steel gets transformed to Man Of Margarine and ends up in the Gotham Home For Distressed Ageing Superheroes. Too small and too dull. ✪ ✪ ✪

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. ✪ ✪ ✪ ✪ ✪

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. ✪

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. Definitely 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, if any, roadside sprites and precious little playability. ✪ ✪

THUNDER FORCE 2

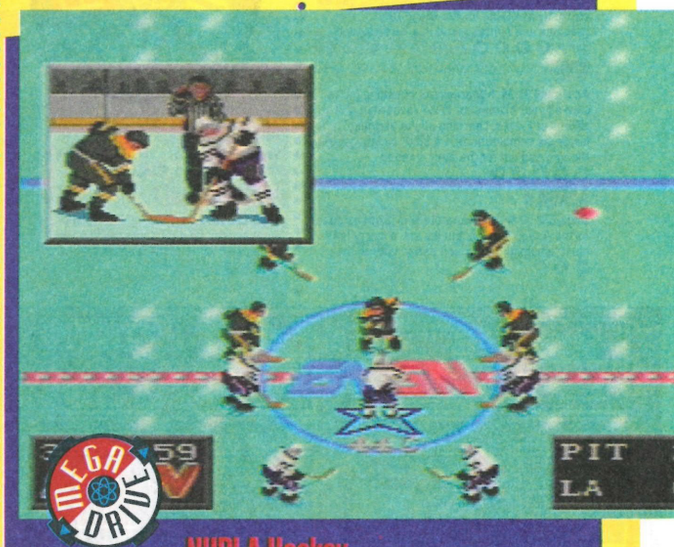
Techno Soft/£34.99 ✱ Fast and smooth scrolling shoot 'em up crammed with excellent sound and graphics – one of the ultimate shoot 'em ups. ✪ ✪ ✪ ✪ ✪

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, huge, enormous, 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 it's horizontal. Funky tunes, spaced-out graphics and sampled speech. A graphic adventure where the kickin' brothers wander around collecting things in a side-splitting manner. This not-so-dynamic duo expose Sonic and Mario as '70s throwbacks.



NHPLA Hockey

Electronic Arts/£39.99 ✱ Basically *EA Hockey 2*, but featuring teams from the North American NHL League and loads of additional animation. Absolutely faaaaaaaab!

the Cart Show

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. ✪ ✪ ✪

NEW ENTRY TWO CRUDE DUDES
Sega/£39.99 ✱ Very average walk through beat 'em up that fails to impress in virtually every department. Best to avoid unless you are a dedicated fan of beat 'em ups in general. Yawn. ✪ ✪ ✪

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
MEGA ZONE

Ballistic/£34.99 ✱ Superb winter sports sim that lets you try your hand at speed skating, bobsled, giant slalom, downhill skiing, cross country skiing 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. ✪ ✪ ✪

NEW ENTRY THE X-MEN
Sega/£39.99 ✱ Yet another Marvell comic spin off and, for a change, a very good one. Featuring all the characters from the comic books, including The Wolverine, Gambit, Iceman and anybody else who wants to save the world and wear tights. Great game, almost a classic game. But not quite. ✪ ✪ ✪ ✪

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. shoot 'em ups around. ✪ ✪ ✪ ✪

ZOOM
Sega/£29.99 ✱ Small scale arcadey puzzle game, which is not unlike *Qiz*. It's hard on the eyes as it makes you squint a bit 'cos it's so titchy . ✪ ✪ ✪

MEGA CD

NEW ENTRY ROAD AVENGER
Sega/£39.99 ✱ Great looking, Manga-inspired driving game that owes a lot to *Dragons Lair*. It's a case of pushing the joypad at the right time in the right way or else die horribly. Nice to look at, but it has to be said it's fairly rubbish to play. ✪ ✪ ✪

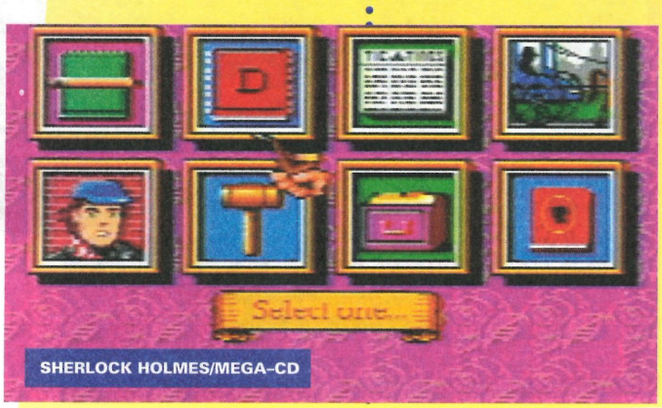
NEW ENTRY SHERLOCK HOLMES CONSULTING DETECTIVE
Sega/£39.99 ✱ Very high brow, with loads of digi-pics and dialogue. One for the older, wiser and dare we say it, more boring games players. Trog round a suitably disinfected Victorian London while trying to solve one of several classic cases. Huge game with loads of clues to uncover and a save game option. Probably the best of the Mega-CD games around right now. ✪ ✪ ✪ ✪

NEW ENTRY WOLFCHILD
Sega/£39.99 ✱ An Amiga classic makes its way onto the Mega-CD. Better than *Earnest Evans*, but still not that different to the Amiga version. A good platform romp, but you'd think the Mega-CD could pull off a couple more impressive graphical tricks. Hey ho. Above average. ✪ ✪ ✪ ✪

MASTER SYSTEM

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. ✪ ✪ ✪



SHERLOCK HOLMES/MEGA-CD

AFTER BURNER
Sega/£29.99 ✱ The classic arcade game now 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. But its probably best suited for Alex Kidd 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. On the down side, 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 this game 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, which it is really, 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. However this game has 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 *Back To The Future III*. As a graphic adventure kinda game, *Back To The Future III* is fine – it just doesn't go very far. Three levels ain't value for money. ✪ ✪

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 and why is my overdraft so bloody big?' sim. Uneventful bank job jaunt. ✪ ✪

BART VS THE SPACE MUTANTS
Acclaim/£29.99 ✱ Pretty smart conversion of the old NES game. Once again, we find the young dude with the yellow skin trying to fend off an alien invasion on his lonesome. ✪ ✪ ✪

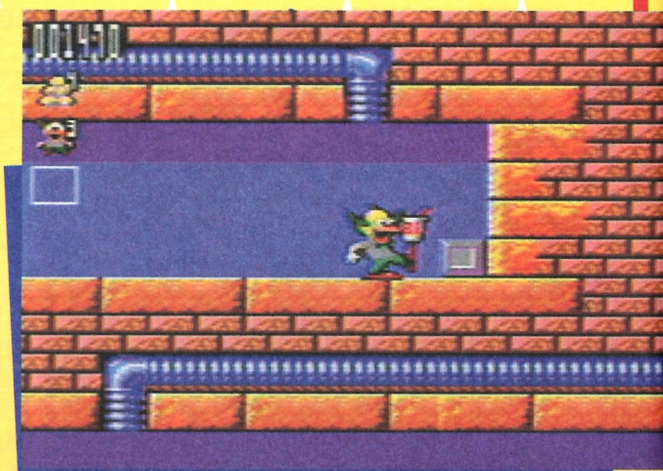
BASKETBALL NIGHTMARE
Virgin/£29.99 ✱ Standard basketball game with the twist of playing against various mythical and fantasy creatures. Rather like playing against the England basketball team. ✪ ✪ ✪ ✪

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. ✪ ✪ ✪ ✪ ✪



MASTER SYSTEM

MEGA ZONE

NEW ENTRY KRUSTY'S FUN HOUSE
Acclaim/£34.99 ✱ Superb and original puzzler that has Krusty the Clown attempting to rid his fun house of rodent rascals. Addictive and with an almost perfect learning curve. We all like this one lots. A bit of a classic and almost an exact copy of the Mega Drive version. Smart.

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 and generally goes about being a hero. ✪ ✪ ✪

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 enjoyable and 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 your 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. 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 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 a lot better than it actually 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 as the coin-op, 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. ✪ ✪ ✪

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, however, despite its age. ✪ ✪ ✪ ✪

GEORGE FOREMAN'S KO BOXING
Acclaim/£29.99 ✱ None too interesting, viewed-from-the-side boxing game. Its got some nice ideas with stats and super punches, but it's just not very playable. ✪ ✪

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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 is after the Holy Grail and who owns a jolly nice piece of headgear. US Gold has managed to produce a bit of a corker. ✪ ✪ ✪ ✪ ✪

JAMES BOND THE DUEL
Domark/£34.99 ✱ A cart that looses all the good bits from the Mega Drive version (like animation, gameplay and sound) and ends up just another mediocre platformer. Not Fleming worth it (*Oh, ha ha. Ed.*) ✪ ✪ ✪

JOE MONTANA FOOTBALL
Sega/£29.99 ✱ Yankie footie sim, bit blocky and a bit slow. Not that hot, but probably the best footie game 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, or down the local co-op' 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 Katherine's stolen soul. (She's already got her funk back.) Worth a look. ✪ ✪ ✪ ✪

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 what-so-ever. ✪

LORD OF THE SWORD
Sega/£29.99 ✱ 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 I have to say it was 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 ✱ Bloomin' expensive *Track And Field* sim that is as uneventful as it is expensive. Not very good value for your hard earned or your parent's hard earned spondules for that matter. Not a very good outing at all. ✪ ✪

OUTRUN
Sega/£29.99 ✱ Slow, blocky and about as much fun as a kick in the groin with a large hob-nailed boot. ✪

OUTRUN 3D
Sega/£9.99 ✱ Almost the same as *Outrun* but – suprise suprise after much soul searching and pondering you guessed it – the whole thing is in 3D. Oh dear, yawn. ✪

OUTRUN EUROPA
US Gold/£29.99 ✱ *Out Run* but with a subtle difference. You play an international spy whose car has been stolen. Not the most obvious reason to dash across Europe, except 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 in the affairs of all 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 massses high of brow genre amongst you. ✪ ✪

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… sorry it just doesn't quite make the mark. ✪ ✪

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 sad people out there who are into Kiss Me Quick hats and other such stuff. ✪ ✪

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 it's a bit easy, but worth checking, out, though, just 'cos it looks nice. ✪ ✪ ✪ ✪

RAINBOW ISLANDS
Sega/£28.99 ✱ Platformy puzzler that, although the son of the wonderful *Bubble Bobble*, never really quite comes up to the quality of its daddy's spermatazoa. ✪ ✪ ✪ ✪

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, which is not worth the relatively high cover price. ✪ ✪

RC GRAND PRIX
Sega/£29.99 ✱ Get yourself all rigged out with your helmet 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. ✪ ✪ ✪

RENEGADE
Sega/£29.99 ✱ An odious pile of beat 'em up gunk with all the redeeming qualities of a scuba holiday off the coast of Sellafield. ✪

RUNNING BATTLE
Sega/£29.99 ✱ Very, very poor. Awful sound, graphics and flick animation. Use it to prop up a wobbly table. ✪

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 I know , I know it's all very pretty, but sadly it's also all very old. ✪ ✪

SLAP SHOT
Sega/£29.99 ✱ Above average hockey game that has the Master System steaming with the effort of having to move all 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.

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.

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, (*What's 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 game about good ole Spidey one to watch out for. ✪ ✪ ✪ ✪ ✪

NEW ENTRY SPIDERMAN 2 - RETURN OF THE SINISTER SIX
Acclaim/£t.b.a. ✱ This game's a bit of a stonker on the NES, but a bit of a damp squib on the Master System. But hey, that's the way it goes. Spiderman must battle in turn each of his six worst enemies, climaxing with a final showdown with Dr Octopus. A rather run-of-the-mill walk through platform beat 'em up with little or nothing new to offer. ✪ ✪ ✪

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. ✪ ✪ ✪ ✪

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. ✪ ✪ ✪

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. ✪ ✪

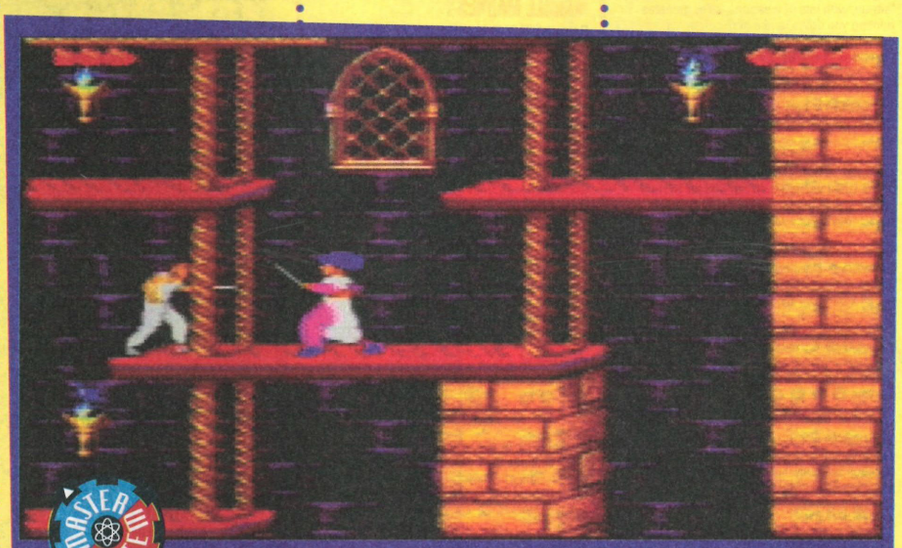
SUPER KICK OFF
MEGA ZONE

US Gold/£29.99 ✱ The grand-daddy of all footie games makes a long-awaited appearance on the Master System. Okay, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* shines through.

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 grand -daddy of all computer games. New meanies and end of level monsters make for a 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 perhaps be more accurately called 'Not So Super Tennis'. ✪



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.

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TAZ-MANIA
Sega/£29.99 ✱ Let's twist again. The demonic whirling dervish spins on to the Master System. Unfortunately, it'd be much better if he just buzzed off, 'cos this is a disappointingly limp game that gives the Master System a bad name. ✪ ✪

TECMO WORLD CUP '93
Sega/£29.99 ✱ Recognisably football with functional controls, but bugged to jiggery.✪

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 possibly 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. The same old formula rears its ugly head. Nothing really new, but extremely 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 '90
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. However, there are some 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

Acclaim/£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. Uneventful hack and slash job. ✪ ✪

BATMAN RETURNS
Sega/£32.99 ✱ Luckily more in common with the Mega Drive version than the Master System effort. Stylish platforming à la Tim Burton's gothic movie but a bit easy. ✪ ✪ ✪ ✪

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, 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. ✪ ✪ ✪ ✪

NEW ENTRY CRASH DUMMIES
Acclaim/£24.99 ✱ Hyped beyond hype-ness, *Crash Dummies* is shaping up to be one of the biggest disappointments of the year. You play the *Crash Dummies* who earn money by blowing themselves apart in interesting and amusing ways. Except they're neither interesting nor amusing. ✪ ✪ ✪

CRYSTAL WARRIORS
Sega/£24.99 ✱ A *Zelda* clone if ever there was one, and it's a pretty funksome one at that. ✪ ✪ ✪ ✪ ✪

DEFENDERS OF OASIS
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. ✪

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.

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 ✱ Fire-breathing action, but with no sign of Puff. Nothing special. ✪ ✪ ✪

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 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. Smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. ✪ ✪

GEORGE FOREMAN
Acclaim/£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. ✪ ✪ ✪

MASTER OF DARKNESS
Sega/£29.99 ✱ Vampires are hip, this game is not. Dingy platforms, that should be lighter. And there's no Winona Ryder. ✪ ✪

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. *Pengo* shows its age – give this game a bus pass and a zimmer frame, someone. ✪ ✪

PREDATOR 2
Acclaim/£29.99 ✱ One of those isometrically viewed 3D shoot 'em ups. Not very inspiring 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 very well. Ultra-smooth graphics combine handsomely with an interesting and 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 its conversion to the Game Gear. Squinty graphics and a dodgy control system are the out and out real villains to blame 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 pull-your-hair-out-by-the-roots type 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 SPIDERMAN 2 RETURN OF THE SINISTER SIX
Acclaim/£24.99 ✱ Average platform beat 'em up that fails to light the essential spark at the heart of all games players. Okay, as far as it goes, but as we have said so many times before, it just doesn't go very far. ✪ ✪ ✪

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 many of you out there would expect. Many nifty new touches with numerous configurations of aliens that do strange and weird things like bisect or grow when shot. The dazzlingish backgrounds and a dramatic cattle mutation round should keep anyone amused for at least a couple of hours!! ✪ ✪ ✪ ✪

SUPER MONACO GP
Sega/£19.99 ✱ One of the few Grand Prix games available for any handheld, and also one of the most disappointing. My advice is that it's best to stick to the real thing (if you can afford the car, that is). ✪ ✪

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. ✪ ✪

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. ✪ ✪ ✪ ✪

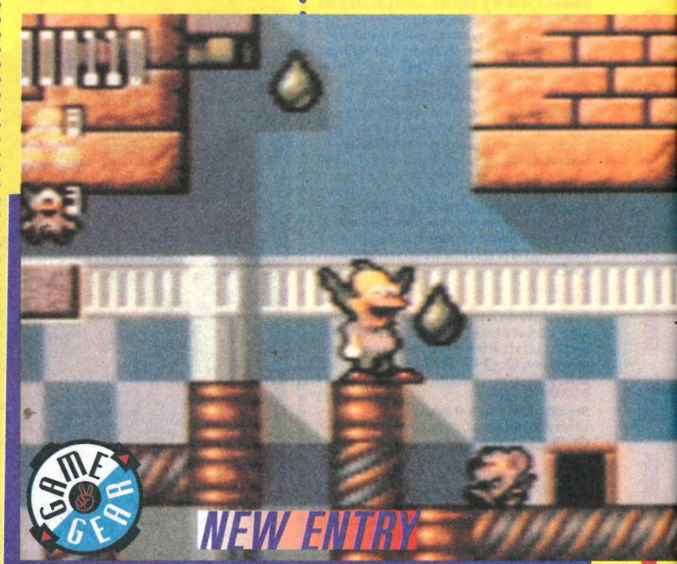
NEW ENTRY TALESPIN
Sega/£29.99

TV spin-off that does for kid's telly what the RAF did to property prices in Dresden. Lacklustre platformer that was cobblers on the Mega Drive and is double cobblers with cheese without the mayonnaise on the Game Gear. ✪ ✪

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 good ole Arnie himself, except it doesn't hug babies. ✪ ✪ ✪ ✪ ✪

NEW ENTRY TOM AND JERRY
Sega/£24.99 ✱ This game looks great, however, despite the good presentation it just doesn't play very well. There are lots of platform romps with everyone's fave cat and mouse as they get up to all the usual hilarious comical antics. ✪ ✪ ✪

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

NEW ENTRY

MEGA ZONE

KRUSTY'S FUN HOUSE
Acclaim £24.99 ✱ Yet another format outing for this puzzle game, featuring everyone's favourite light entertainer Krusty the Clown and his rats. Check it out, it's a complete classic.

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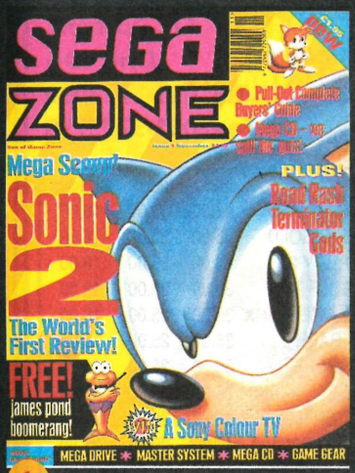

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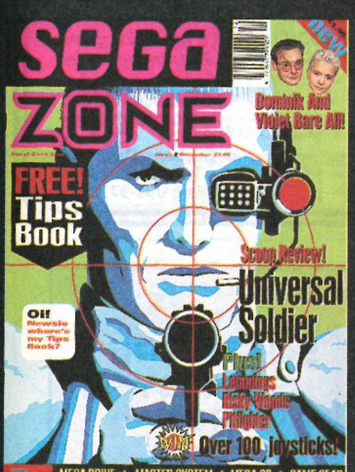

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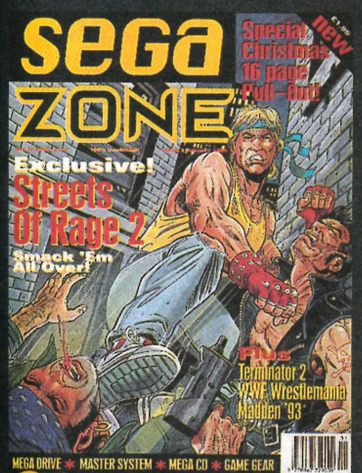

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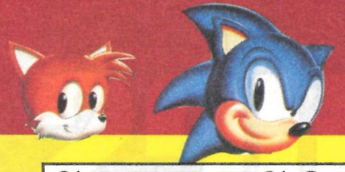

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- Now complete the rest of the order form and send it to **GAME MAIL, PO BOX 3, CINDERFORD, GLOS. GL14 2YP** along with your game/£2.99 + £1 p+p (you may use a photocopy if you wish).
- We'll then rush the game of your choice back to you within as little as a week.

NB For peace of mind: recorded delivery costs around 30p.

CONDITIONS OF TRADE:

★ Your game must be accompanied, in good working order, by its handbook + case.
★ You can only trade your game for another game in the same score zone which is compatible with the same system as your game.
★ You must send your game in a padded envelope (available at post offices for around 40p) as we won't accept responsibility for any dammaged games we receive.
★ If games have to be returned for any reason - We reserve the right to keep part, or all of the amount paid to cover postage & handling costs.

★ My System is -

Please tick

★ My game is -

★ Its score Zone is (Please tick box)

MEGA ZONE

1 2 3 4 5 ☐ 1 2 3 4 ☐ 1 2 ☐ 1 2 3 ☐

★ please trade my game with one of the other games below

1	
2	
3	
4	
5	

☐ I enclose a cheque/postal order for £_____ made payable to: GAME MAIL

NAME _____

ADDRESS _____

_____

POSTCODE _____

TEL: _____

Overseas orders must include a further £2.50 to cover postage and payment by Eurocheque in £ sterling.

freeloader

Spring is here and once again it's time for Freeloader. That unique section of our mag where you can buy and sell the latest hardware, software and make new friends as well *and* this wonderful service is brought to you at no extra cost, at no cost at all for that matter. All you have to do to avail yourselfof this service is fill in the coupon below.

hard ZONE

* **Sega Master System for sale** including: light gun, two pads, *Safari Hunt, Hang On, Alien Syndrome* and *Cyber Shinobi*. Cost £160. Will sell for £80 ono. Or swop for Mega Drive and one game. Please contact Aseem Sheikh on 081 549 6067.
* **Master System II for sale** with one joypad, seven games including: *Sonic 1, Cyber Shinobi, Super Kick Off*. Please contact Matthew on (Edinburgh) 553 5862.
* **Sega Mega Drive** for sale with *Sonic The Hedgehog*. Cost £130 new. Will accept £85. In excellent condition, unwanted present. Please contact P Martin on 061 231 1447.
* **Sega Master System** with two games *Sonic 1* and *Alex Kidd In Miracle World* only £45, in good condition. Phone (0895) 440298 and ask for Stuart. Please phone after 4pm.
* **Master System** with nine games for sale. Games include: *Sonic 2, Wimbledon, California Games, Lemmings, Alex Kidd, World Grand Prix* plus two games for light laser, rescue mission and shooting gallery, all for £200 ono. Please phone 0525 23643.
* **Game Gear** for sale, £150 with box and adaptor. Games include: *Sonic, Monaco GP, Terminator* and *Woody Pop*. Phone 0892 524479 after 6pm and ask for Dan
* **Sega Master System II** for sale with ten games, including *Alien 3, Sonic 2, Asterix* with two joypads and a light gun. Will sell for £100. Please phone 041 944 5233 and ask for Scott.
* **Game Gear plus two games** for sale plus A/C adaptor and a year's subscription to *SZ* (will be mailed to you, along with Master Gear). Swop for SNES or sell for £150. Call Hannah on (Leeds) 430062 after 4pm.
* **Master System,** joypads, control stick, plus seven games for sale including *Sonic, R-Type, World Soccer*. Worth £150, will sell for £100 ono. Some games have no instructions. Phone 0772 434838 and ask for Chris.
* **Mega Drive for sale** with two joypads and three games including *Kid Chamelon*. Almost brand new, will sell for £150 ono. Call Ian on 0895 675 648 between 5pm and 8pm.
* **Master System for sale** plus *Sonic (new), Olympic Gold, Outrun, Shadow Dancer (new), Captain Silver* and *Alien Storm £60*. Will sell all for £120. Call Liam on 081 863 3629 after 7pm.
* **Look a Bargain! A great conditioned C64 for sale.** Over 15 games and a disk drive, joystick with one game. I will sell for £80 or swop for a Mega Drive or GG stuff. Phone 0273 203938 and ask for Phil.
* **Mega Drive with seven games,** MS converter, a joypad and joystick. Will also throw in £30 worth of mags. Will sell for £150. Call 0709 547575 after 4pm.
* **Master System for sale** with two control pads, Maverick joystick plus five games, *Sonic, Slap Shot, California Games, Teddy Boy* plus *Hang On*. Yours for £100 ono. Phone 0635 297 608 and ask for James.
* **Sega Mega Drive (PAL) for sale** with two pads and top games including *Sonic 1* and *2* and *Desert Strike*. All boxed as new, plus menacer with six game cart and about 20 Sega mags. All worth £570, will sell for £300 or swop for SNES with four games. Tel 0705 288777 and ask for Andy.
* **Game Gear**, A/C adaptor, Wide Gear, Master Gear convertor, carry-case and four good games. Worth £280, price £180 (offers) or swop for Jap Mega Drive with good games. Phone Michael on 081 310 6868.
* **Master System for sale,** seven games including: *Alien Storm, Heroes Of The Lance, Power Strike*. Great condition, only one year old. Will sell for £150. Ring Paul on 081 561 4118.
* **Master System** plus one control pad and eight games for sale. Games include *Sonic 1* and *2, Spiderman, World Grand Prix, Alien 3, Super Tennis* and *Alien Storm* etc. Worth up to £210, will sell for £100. Phone Morgan on 0642 210692.
* **Master System with six games** and light phaser for sale. Games include: *Olympic Gold, Simpsons, Donald Duck, Outrun Europa, Alex Kidd* and *Operation Wolf*. Sell for £110. Phone 0992 761 024 after 4pm and ask for Billy.
* **Mega Drive plus eight games for sale** including: *Sonic 2, Taz-Mania,* etc. Cost £400 will sell for £300. Also for sale, Master System convertor plus nine games and accessories. Phone Andre on 0382 22474 after 5pm.
* **Mega Drive for sale,** three months old, nine months guarantee. Games include: *Lemmings, Pacmania, LHX Chopper, PGA Golf, PGA Golf II, Madden '93* and *Olympic Gold*. Will sell for £225 or swop for Amiga 500/600 with joystick games etc. Please phone John on 081 861 4577.
* **Mega Drive with 13 games for sale** including: *Sonic 2, NHLPA '93* plus MS convertor and two joypads, only £300. Phone Martin on 081 556 8709 after 6pm.
* **Sega Mega Drive** with two joypads, *Sonic, Populous, Altered Beast, Super Hang On*, only £125. Also *Taz-Mania* £25, *Dragon's Fury* £25, *Golden Axe* £15.
* **Master System 2,** one controller, light phaser and seven games, include *Sonic* and *Donald Duck*. Eight months old will sell for £140 ono. Phone 0703 254922 after 6pm and ask for Martin.
* **Mega Drive for sale** with four controllers and 19 games including *Alien 3, Buck Rogers, Desert Strike, F-22, Robocod, Kid Chamelon, Mickey Mouse, Taz-Mania,* and *Terminator*. Worth £850, will sell for £360 ono. If interested, call 0443 404327.
* **Game Gear with 12 games** including *Lemmings*. Also A/C adaptor, Magni-Gear, two carry cases and two-player lead. All boxed with receipts and lots of Sega mags. Selling for £300. Cash only. Please phone Matthew on 0489 589577, after 3pm.

soft ZONE

* **Mega Drive games,** including *Strider* and *ToeJam And Earl*, boxed with instructions. Will sell for £12-£15. Also, games for Gameboy and Master System. Sounds good, doesn't it. Phone 0608 50661 now and ask for Paul.
* **Mega Drive Bio-hazard battle cart.** Excellent graphics, includes two-player mode. Only four months old, hardly played, perfect condition. Phone 0603 413284.
* **Mega Drive game, Alien 3,** for sale. In good condition, £25 ono. Call Carl John Morgan on 0248 88279.
* **Game Gear games** for sale including *Streets Of Rage* and *Prince Of Persia*. £80 for them all. Phone Donald Burwood on 0339 881518.
* **Master System games** for sale. *Pro Wrestling* and *Sonic 1*. Fully boxed with instructions, only £30. Please phone 061 440 9750 and ask for James.
* **Master System games** for sale. *Sonic 2, Taz-Mania, Flintstones* £20 each or £55 for the lot or best offer. Please contact David Sargent on 08403 597
* **Master System games for sale:** *Ghost Busters, Spiderman, Space Harrier and Aerial Assault*. Will sell for £15 to £17. *Donald Duck, Mickey Mouse, Sonic, Paperboy*, £20 to £22. *Outrun*, £12. Phone 0264 791685 and ask for Ben.
* **For sale, Mega Drive game,** *The Terminator*. Brand new and it's yours for £20 and you can have a Sonic poster as well. Write to DJ Culture, 27 Brinklow Road,Weoley Castle, Birmingham B29 5XP.
* **Master System game for sale:** *Super Kick Off*. Boxed with instructions and in perfect condition, will sell for £15. Please phone Andrew on 0327 60680.
* **Mega Drive games for sale** including *Castle Of Illusion, Krusty, Bart, Quackshot, Chuck Rock, Taz, Two Crude Dudes* and *Fantasia*. Hardly used and I'm selling them for £20 each.
* **Nine games in one** for Sega Game Gear, including *Donald Duck* and *Monaco GP*. Please phone Tim on 0962 882474.

pal ZONE

* **Lonely 15-year-old male** seeks attractive girl of the same age for a lasting relationship. Interests include computers and cinema. Please contact Michael Taylor, 9 The Grove, Newport, Pagnell, Bucks MKK OAB.
* **Hi! We are two 12-year-old girls** who are in real need of penpals aged between 12-14. We love Mega Drives, so put pen to paper and get scribbling, hurry. Please write to Deborah and Diane Keirnan, 76 Thirniecroft Drive, Condorrah, Cumbernauld G67 4JS.
* **Please please write to me!** I'm

14. If you are as bored as I am send me letters now, please. Write to Kevin Rooney, 17 Dunnottar Street, Ruchazie, Glasgow G33 35Y.

* **Female pen pal wanted.** Aged between 18 and 28 by male 24. Interested in the Master System. Good sense of humour. Please Write to Ian Edmeades, 118 Dalezen Drive, South Olhgndon, Essex RM15AR.

* **Lewis Paterson is looking for a male penpal** aged between 9 and 11. Must be interested in Game Gear or Commodore 64 and football. Write to Lewis Paterson, 7 Cherry Row, Undy Station, Ellon, Aberdeen AB41 OQF.

* **Single male needs female pen pal**, who was born in December '79. I'm lonely. I'm a fan of Mega Drives, programming and weight training. Please write to Daniel, 16 Oakfield Park, Wellington, Somerset TA21 8EX.

* **16-year-old male, Mega Drive owner seeks fun-loving female** of similar age for conversation on paper. Into Naughty By Nature and *NHLPA Hockey*. Sense of humour compulsory. Write to Richard Edwards, 364B Felixstowe Road, Ipswich, Suffolk IP39DG.

* **16-year-old female seeks male friend.** Must be over 16 years of age. Please write to Johanna Clarke, 5 Castle Terrace, Kennway, Fife, Scotland.

* **Female pen pal wanted**, aged between 18-26 and interested in computers, music, etc. Please write to Richard Taylor, Tregerare, West Downs, Delabole, Cornwall PI33 9DY.

swop ZONE

* **Swop Game Gear** with 16 games including *Lemmings, Sonic 2, Super Off Road* etc, Master Gear convertor case and adaptor for Mega Drive and games. Please call Mick on 0709 525164.

* **Swop Game Gear** with five games, Master Gear converter link up cable and plug adaptor for Sega Mega Drive with two control pads and four games. Please phone 0827 880718 anytime after 4 o'clock.

* I will **swop my Sonic 2** for your *Donald Duck, Lemmings, Speedball 1* or *2, Psycho Fox, WC Leaderboard, Wonderboy 3, Wonderboy In Monsterland*, or *Basketball Nightmare*. Master System only. Phone Billy on 0706 355870

* **I will swop The Ninja** for *Bonanza Bros* or *Asterix* on the Master System. Phone John on 0352 759 353.

* **Will swop Master System cheats and tips** for loads of games including *Sonic 1* and *2, Alex Kidd, Smash TV* and *Donald Duck*. Just the thing for frustrated Master System owners. Send an SAE and 50p to Mr Kisby, Hawthorn House, Hubbards Drove, Hilgay, Downham Market, Norfolk.

* **I want to swop my Wonderboy 3** *The Dragon Trap* for a Master System with Mickey Mouse *Castle Of Illusion*. Phone now or write to me, Adrian Matley, 20 Springhill Lane, Scarborough YO12 SNF. Or phone now on 0723 376639.

* **Altered Beast, Alien Storm, Golden Axe and Olympic Gold** for Mega Drive. £20 each or swop any of the above for *Aliens 3, Road Rash, Toe Jam And Earl* and *Mickey Mouse*. Please, please write to Bruce Dickson, 15 Gladstone Street, Hawick, Roxburghshire TO9 OHY.

* **Rainbow Islands**, import by Taito. Where is this game?? If you have a copy, I'll swop for any of these games: *JM'93, PGA, Streets Of Rage 2*. Please phone 0768 899773 and ask for Steven.

* **Swop my Mega Drive** including two joypads and two games and a 16-month warranty for an Atari STFM/E alone. Phone David Galow, 17 Saint Cuthbert Street, Worksop, Notts. Tel 0909 478775 after 5pm.

* **Swop Mega Drive**, five good games, two months old for an Amiga and games. Phone Steven on 023 672 6406.

* **Mega Drive games.** I will swop *Desert Strike* for *Ecco* or *PGA Tour Golf*. I will also swop *Mega Games 1* for *Euro Club Soccer* or *NHLPA Hockey* or three Amiga games *Myth, Rome AD* and *Trivial P* for *Terminator*. Please contact Mr M. Conrad, 6 Chestnut Drive, Coxheath, Maidstone, Kent. Tel 0622 744325.

* **Swop my Amiga 500** with 1 Meg plus games and joysticks for Mega Drive or SNES with games. Phone 0602 813 790 and ask for A. Khan.

* **Does anyone out there want** *Donald Duck, Mickey Mouse, Spiderman, Paperboy, Space Harrier or Ultima 4?* I'll swop them for almost any other game. Phone 0264 791685 and ask for Ben.

* **I will swop** *Alien 3, Asterix, Rampage* or *Sonic 2* for *Ghouls 'n' Ghosts, Populous, Ultima 4* or *Speedball 2*. (Master System) Phone Luke on 0692 61555.

* **Game Gear with two games**, *Shinobi 2* and *Wonderboy The Dragons Trap*. All for £85. Also, loads of great Amiga games for sale including *Beast 2, Strider, Elvira* and loads more. Swop all for a SNES with *Street Fighter II*, must have more games. Contact Dave on 0582 768350.

* **I will swop Euro Club Soccer** for the following *Monanco GP 1, PGA 1or 2 or Speedball* on the MD. Interested? Call Stephen on 03552 32014.

* **I will swop Sonic The Hedgehog** for any other game for the master system. Phone 0709 561159 and ask for Stuart James.

thing ZONE

* **Any unwanted Michael Jackson** posters? If so, send them to James Norton, 159 Radstock Road, Woolston, Southampton, Hampshire S02 7HW. Send posters and address in envelope. I will pay up to £1 each.

* **Gear Master for sale,** still fully boxed and in perfect condition, will sell for £10.00 ono. Send your offers to Lorraine Bamblett, 1 Sycamore Close, Etwall, Derbyshire D65 6JS.

want ZONE

* Need a couple of good **Game Gear games** eg *Lucky Dime Caper, Pac-Man, Marble Mayness* etc. Will collect in North London and Central London area. Please contact Karen Slate on 081 341 6657.

* **Mega Drive games wanted.** Any decent cheap games, preferably *John Madden '93, Prince Of Persia* or *European Club Soccer* or any others. Phone Kevin between 4pm-6.30pm on 0255 671 926.

* **Wanted: Mega Drive games:** *Afterburner 1* and *2, Wrestlemania*, and *Altered Beast*. I will pay up to £15 depending on the game. Ring Alex on 081 310 9703.

* **Game Gear games** wanted. Will pay £10-15 (cheaper if possible). Good condition. Please call 0296 630 578.

* **Wanted: Fantasy Zone 1** or **2** or any other decent games. Phone 0773 605 010 between 6-8pm and ask for Jon. Must have plastic box and book.

* **Wanted: Populous for Mega Drive.** Will swop for *Sonic* or *Space Harriers* or will buy for up to £35. Please, please phone Sean Gray on 0665 711 921 anytime after 4pm.

* **Wanted: Game Gear games** or Master System games for good prices. Please call Chris on 0375 671 316.

fan ZONE

* **Flash! New fanzine** for Mega Drive, GG, PC! Reviews, hints and more. For this month's issue write to Chris Atkins, 67 Brookside, Wokingham, Berkshire RG11 2ST. Enclose a large SAE and 70p.

* **52 Sega magazines for sale** including: *Sega Zone, Sega Pro, Sega Force, Sega Power* and *Mean Machines*. All for just £30, will split them up if necessary. Please ring Trevor on 081 469 3297.

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If you want to advertise in Freeloader, please write in BLOCK CAPITALS below and send the coupon to Freeloader, *Sega Zone*, 19 Bolsover Street, London, W1P 7HJ. Don't forget – only cretins forget to include their address and phone number. Business advertisers will not be accepted, they can jolly well go and advertise in the classified section and pay for it 'cos we all know they're stinking rich.

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***Sega Zone* cannot guarantee to place every ad received. Sorry!**

Wtf

NFI... still nobody knows what it stands for. Keep on trying to guess what it means though, we enjoy having a good laugh every month at the offerings. However, everyone knows what NFI means. It means it's time to see if any of you have come up with any mind-blowing console game ideas over the last month. Just in case you're not sure of the 'rules' of these pages, here they are.

(1) Have an idea for a game. (That would be extremely useful. Ed.)

(2) Sit down and write an outline of your idea, including a brief scenario and what the game actually entails. Write about the various different characters, gameplay and so on. Try and write it in a language that most humans would recognise as some shape or form of communication.

(3) Draw some mock screenshots, preferably with captions at the bottom and preferably not in pencil. (Pencil drawings generally look drab and rarely reproduce well.)

(4) Stick all your stuff in an envelope and send it to us.

(5) Sing a hearty sea shanty in Welsh. Or if you can't sing, like us here at Sega Zone, recite a rude poem. And as we say every month, don't worry if you're crap at art. Even if your pictures are a total shambles, if the idea is good enough we'll forgive you. And anyway, the ultimate accolade 'Screenshot Of The Month' goes to the most useless picture, so in a way it's good to be crap.

Dear NFI

I think that NFI stands for No Flippin' Idea.

Sarah Prater, Lipson, Plymouth

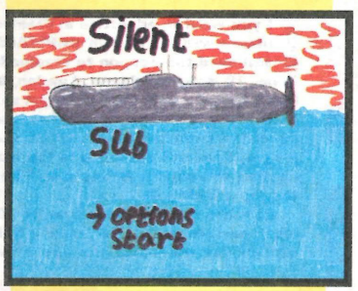
An NFI spokesperson says: "And so do about five trillion other people. Unfortunately, you're all wrong."

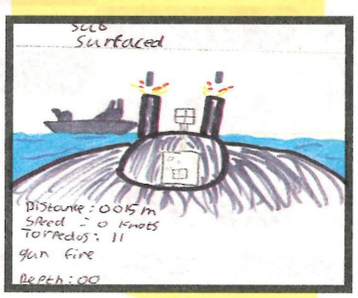
Silent Sub

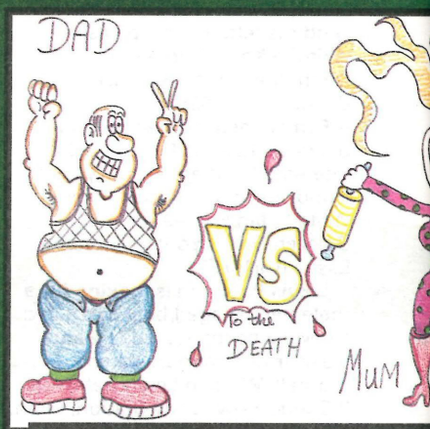
from Tim Roberts of Middlesex

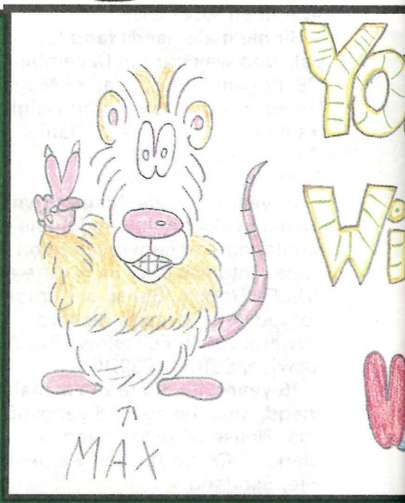
This game is called *Silent Sub* and here is the plot. You are the captain of a submarine in the South Pacific. Your object is to destroy all the Japanese subs and ships in the area. You have 20 torpedoes and a gun (which can only be fired when the sub is surfaced). There is also a SAVE option and three difficulty levels. When you start the game you go to a screen showing a map. You pick a location on the map and you'll start playing the game from there. You have limited fuel and you can only take five torpedo hits – any more than that and you start to sink and the game is over.

An NFI spokesperson says: "Remarkable... not only does your game look exactly like the Microprose ST/Amiga/PC game Silent Service, but it's almost got the same name too! You little 'Bobby Davro' you." (Translation: Bobby Davro = Copycat.)









Dear NFI

The game I have come up with is very similar to *Streetfighter II*. The storyline is that the Crabtree family all want to watch different TV programmes at the same time but they only have one TV. Rather then compromise or buy a new TV, they decide to battle it out. The winner will get to watch the TV programme he or she wants. Here is a list of the people you can be.

1 THE DAD

The Dad wants to watch *The News*. He uses his slipper to whack people's bums when he grabs them. He also smokes and blows out smoke to daze people. He uses his fat stomach to crush opponents. He punches and kicks. Fight Dad in the garden shed.

2 THE MUM

The Mum wants to watch *Des O'Connor*. She uses a rolling pin and hits people with it. Her special move is her Sonic scream which deafens her opponents. Her weapon is her hair and she uses it to throw or strangle people. Fight Mum on the kitchen table.

3 THE SON CALLED JAMES

James hardly comes out of bed except when it's time to watch *The Word*. He is very unhygienic and when he shakes his hair loads of fleas fly out to attack his foe. Fight James in the bedroom.

Family Fighter III

4 THE DAUGHTER CALLED LYDIA

Lydia is a heavy metal freak and she whips people with her whip and stabs them with her spiky bracelets. When she gets desperate she takes off her smelly socks and throws them at people. This knocks them out. Fight Lydia in the lounge. Lydia wants to watch a heavy metal concert.

5 THE GRAN

Gran wants to watch a gardening programme. She spits out her false teeth and they attack her enemies. She also has a hundred hand slap move. Fight Gran in the upstairs toilet.

6 THE BABY

Liz, the baby, wants to watch *Playschool*. She has three special moves, these include bouncing and vomiting on opponents. But her best move is when she takes off her nappy and the pong goes into the atmosphere and pollutes her enemies' air supply. It's best to fight Liz in her cot.

7 THE PET

Max is a hamster and he wants t watch a wild life program. He ca turn into a giant hamster and fights with his tail. He bites people's heads off. Fight Max in the hamster cage.

The game would be called: "Family Fighter 3"

From John Camara, Wood Green, London.

An NFI spokesperson says: "So, it's a family beat 'em up then. I blame TV for all this emphasis on gore and violence. This family should pay more attention to families like The Waltons, The Ingalls and The Cosbys, so you don't win a prize."

Dear NFI

I think NFI stands for National Fun Instution.

Jeffrey Saunders, Winthrop, Western Australia.

An NFI spokesperson says: "Why do you think that NFI stands for 'National Fun Instution'? Especially as there's no such word as 'Instution'."

The Computer Magazine Editor Simulator

from 'Yes' of Wales.

Dear NFI

I think the title of my game tells you all you need to know, so I'll move swiftly onto the storyboard...

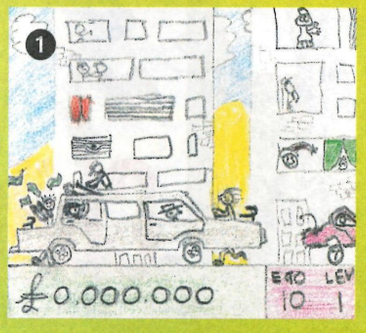
(1) Level one sees the editor driving (or being driven) to work in his/her chauffeur driven limo. Throw as many notes as possible to the poor common people for extra money.

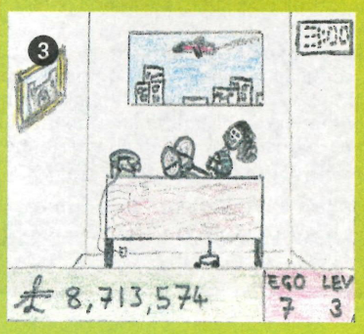
(2) Walking down the corridor to the office, all the mere employees must grovel to boost your morale. (Should your ego points drop to zero you are forced to remove yourself from public view and live – God forbid – on the streets). Sack any employees who don't grovel, for ego points.

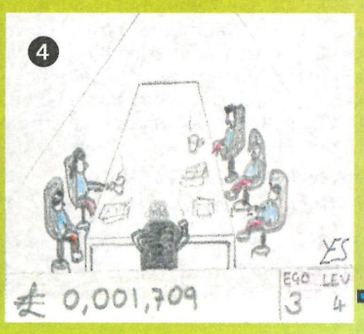
(3) In the office you must order and drink as many cups of coffee as possible in the three minutes allocated. (Of course, in real life this would be six to seven hours.) (*Try 10 to 12 hours. Ed.*)

(4) Board meeting. After all this hard work you must deserve a promotion. Put this to the board of directors. The ultimate aim of the game is to make it to Prime Minister, but I'm sure you'd settle for a simple MP.

No NFI spokespeople were available for comment, because they were all too busy grovelling to Amaya. (But I've now got a limo, so you win this month's prize. Ed.)







Search

by Ben Taylorson of Co. Durham

Dear NFI

My game is called *Search*. You are a cop in different places, hunting out the baddies. For instance, the first level is a warehouse and the second is a house and so on. The screen is your eyes, so you can move about the warehouse or the house or wherever and shoot people with the Menacer gun. It's not crap like *Operation Wolf*, where you shoot ammo to collect it. In *Search*, you start with a certain amount of ammo and you can't collect any more. And if you get shot once (yes once), you die... and you only have one life. So it's quite lifelike. This is the best game there ever will be.

Screen Shot Of The Month

An NFI spokesperson says: "I think you may be getting a little carried away with yourself in your final sentence, but you do win SCREENSHOT OF THE MONTH, so well done. Actually I agree that a first person perspective game ('the screen is your eyes') in which you die from one shot is a good idea, as there'd be a lot of tension and it would have a realistic feel. However, nobody could accuse you of going into intricate detail over your description of the gameplay. Think it out some more and send in a second draft."

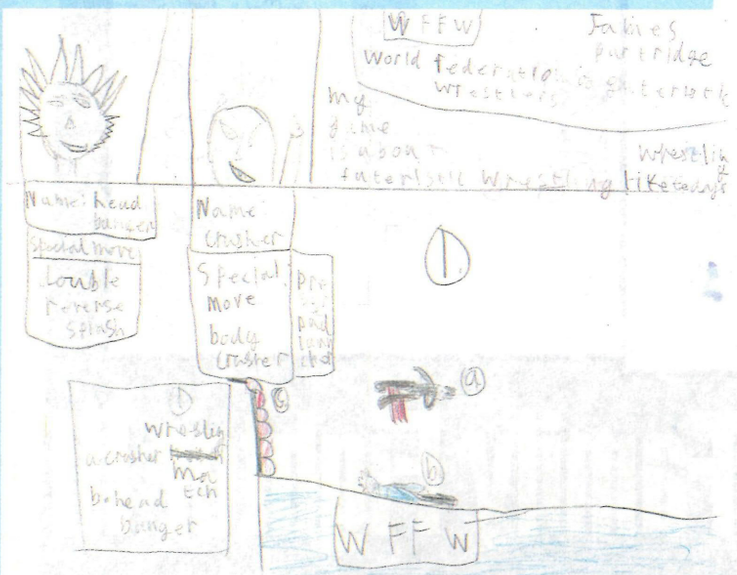
World Federation Of Futuristic Wrestlers

from James Partridge

Dear NFI

Here are some pictures I've drawn of my game called *World Federation Of Futuristic Wrestlers*. The game is like wrestling today, but it is set in the future.

An NFI spokesperson says: "So it's loads of futuristic people pretending to hurt one another?"



Childminder

by Hannah Smith of Leeds

Dear NFI

This game is dedicated to my mum, 'cos she's a childminder. The game (called *A Day In The Life Of A Childminder*) goes something like this...

LEVEL ONE: Fetching the baby. Battle past the killer old ladies, dogs, cats and evil passers-by. Don't forget to pick up the childminder power-ups... baby bottles etc.

LEVEL TWO: You've made it to the house, you've got the baby, now drive back without crashing.

LEVEL THREE: Protect the baby from hurting/killing itself by dragging it away from dangerous areas or catching falling objects. You'll be attacked by various things (e.g. milk overheating).

LEVEL FOUR: Now get the baby home. Either avoid or hit the strange men and get the baby home safely.

LEVEL FIVE: The parents have hidden their money. Find it and complete the game.

An NFI spokesperson says: "An original idea, without a doubt, but, er... level five... do I take it that you're meant to BURGLE the parents' house? Bad move. You'd be the number one suspect, because everyone would know you'd been there – it'd be much safer to rob the house next door, surely?"

Dear NFI

I think I know what NFI stands for, but I've enclosed three ideas just to make sure I win that prize...

NFI = News, Fun and Information.

NFI = National Fun Info.

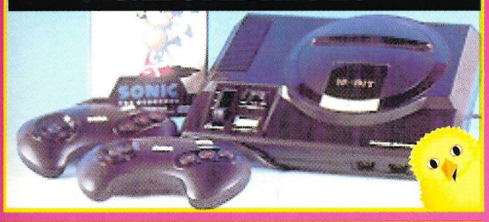
NFI = News, Fun, Ideas.

The three games I would like are *Chuck Rock*, *Alien 3* and *Taz-Mania*. Sorry to have cracked it.

Kieron Beeby, Kettering, Northants.

An NFI spokesperson says: "No apologies necessary, because you haven't cracked it. And are you serious? 'National Fun Info'??? That's about one of the most useless guesses yet."

MEGADRIVES



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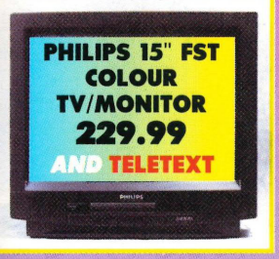

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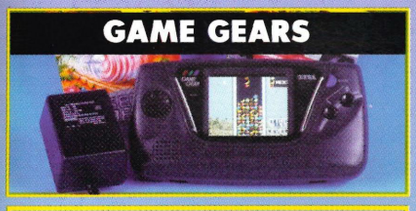

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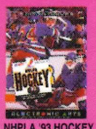

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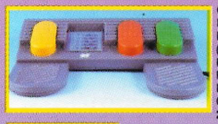

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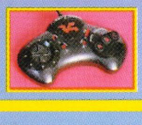

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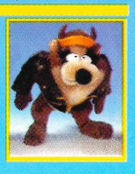

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