WITH "ROAD RASH II" AND "LOTUS TURBO CHALLENGE", YOU CAN PLAY HEAD TO HEAD WITH YOUR DEAR OLD DAD.

So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.

The bad news is that the old man thinks he has what it takes to give me "a driving lesson."

Leaving him to eat dust on a desert highway, ought to convince him otherwise.

**Call the EA Hint Line!**

For the latest news call the EA Information Line 24 hours a day 7 days a week 0839 106000

John Madden Football Tips (all cart versions) / John Madden Football Passwords (original Sega only) /

Fairy Tale Adventure / F-22 Interceptor (Sega) 0839 106002, Desert Strike (Sega and Amiga) /

James Pond II (Sega) / Road Rash (Sega and Amiga) / 0839 106004, Shadow of the Beast (Sega) /
WELL WHOOPIE...

Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.
Happily the rules haven't changed a whole lot.
There still aren't any.
And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.
And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.
Real arcade stuff!
So come on dad, make my day!

Road Rash™ is a trademark of Electronic Arts. Lotus Turbo Challenge by Gremlin Graphics Software Ltd.
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MEAN MACHINES SEGA

EXCLUSIVE! SHINOBI III BEST NINJA GAME EVER!
WIN THE STUNNING AMSTRAD MEGA-PC — WORTH £1990!

REVENGE OF SHINOBI II
Top-notch ninja action as Joe Mushashi returns once more to do battle with the evil, twisted Neo-Zeed!

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Learn all about GamesMaster Live!, the MegaPC, the Mega-CD, Sonic... the list goes on and on and on! Cool!

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The most disgusting, rude letter answerer in the cosmos returns dispensing more insults and such-like. Good.

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Loads of tiny little ads find their way onto these pages. Like ‘em or loathe ‘em, they’re there.

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Every Sega game we’ve ever clapped eyes on (almost) makes it way into this “reviews pool”, if you will.

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Learn about next month’s issue by examining page 129! Yes! Yes!
EDITORIAL

MEAN MACHINES '93

Welcome to the first 1993 edition of MEAN MACHINES! For Sega owners, 1993 looks like being an annus spendidimus. The year starts with the release of the amazing Streets of Rage II — perhaps the greatest arcade game available for the Megadrive. This is closely followed by the release of the Sega Mega-CD, an add-on that promises to revolutionise the video games scene. The full details of the initial releases and the bundle pack are printed in the news section.

Later on in the year, we can expect more major league stuff from Sega. I'm really looking forward to the conversion of Street Fighter II: Champion Edition, which promises to be the event of the year!

We should also get our first glimpse of the new 32-bit Sega machine which may make its debut in Japan towards the close of the year. I've heard some interesting stuff about it and it looks like being the greatest video game tool ever produced! The Electronic Arts home entertainment system (I can’t really call it a console), the 3DO, is also being released, combining 32-bit technology with built-in CD-ROM technology plus the ability to play audio CDs and Laserdiscs — brilliant! How this potentially amazing machine will compete with the Mega-CD and the new 32-bit Sega console remains to be seen.

As far as MEAN MACHINES is concerned, we'll still be bringing you the ultimate in Sega coverage, bringing you every exclusive that counts! We've started the New Year with the full review of Shinobi III: Return of the Ninja Master, the official follow-up to one of the greatest Megadrive games ever — Revenge of Shinobi. Next month we hope to bring you the exclusive review of Super Kick Off, the soccer game you've all been waiting for! Also, look out for the stunning Flashback, US Gold's revolutionary platform game which I've been playing a lot (too much) recently. Also in 1993, we'll be bringing you the ultimate in cover-mounted gifts! This month, we've pulled out all the stops to bring you the Complete Review Guide.

Volume I. Next month we'll have Volume II of our enormous tome strapped to the cover. It's another massive 256-page extravaganza crammed in over 90 more full reviews! And that's only the start of 1993's cover-mount tomfoolery! Look out for some more totally stuffing stuff coming soon!

Still, enough of my ranting, see you next month!

RICH LEADBETTER
**DOH! CENTRAL**

Last month, we reviewed the rather toppin Sega release, Street Fighter II and it was awarded 90%. Well, due to an error in our production system, the incorrect overall percentage was printed. This amazing combat game should have got a whopping great 94% instead, so there. Now you know.

**A DAY IN THE LIFE OF A JAZZA**

Who says a Managing Editor’s life is dull? Recently returning from a trip to Paris to see our French sister magazine Console Plus, Jazz got stuck in customs for an hour, fortunately only just escaping the rubber rubber glove treatment thanks to being able to get hold of a copy of MEAN MACHINES from the newsstand outside to prove who he was (obviously customs where playing ‘Spot the Dubious Character’ that night and Jazz presented them with a rather easy target.)

Getting off a very costly business class only flight packed with middle-aged businessmen in very expensive suits wearing his ‘only been up the road three times’ leather jacket, severely ripped jeans and sporting very long hair with newly shaven sides.

Doh! Anyway, halfway home, he was mortified to find two horses running loose on the A13/M25 intersection roundabout. He was doubly horrified when they ran down the sliproad and onto the M25. Being a bit of an animal lover and fearing for their safety, he parked up his car, ran down onto the motorway, actually managed to stop the traffic, caught the terrified horses and kept them calm on the hard shoulder until the police arrived. ’Top work mate’ said one of the rozzers! Carl Anyway, this leads us onto something else. If you have a ripping — and true — story, write in to MEAN MACHINES. Photos to accompany your piece would also be dead helpful and virtually guarantee your name in print. Send your stuff off to: BOY HAVE I GOT NUDES FOR YOU, MEAN MACHINES, PRIORY COURT, 3-32 FARRINGDON LANE, LONDON, ECT1 3AU.

**JULIAN “THE SLEEPER” RIGNALL**

Jazz’s New Year nightmare is an all too common tale of tender teenage passion and British Rail signalling failures. “I was on my way to visit my girlfriend who lived miles away in London. However, what started out as a straightforward journey soon became fraught with problems. The wrong sort of wet leaves on the track and such. When I eventually got there I was so tired that I fell asleep by ten o’clock. Needless to say it was an ill-fated romance!”

**CURRENT FAVE GAMES:** STREET FIGHTER CHAMPION EDITION, ROAD RASH II, POA II

**RICH “PIPE AND SLIPPERS” LEADBETTER**

Home-loving Rich is of the firm belief that New Year is a family time, spent sipping low-alcohol sherry and enjoying the Andy Stewart show (?? — Rich). That was until one year... “I foolishly accepted an invite to a party and ended up spending the night there. It was the most awful experience and some people were even drunk too!” moans Prince of Softies Rich.

**CURRENT FAVE GAMES:** STREET FIGHTER II CHAMPION EDITION, ROAD RASH II, POA TOUR GOLF II, STREET OF RAGE II

**LUCY “TOTAL ECLIPSH” HICKMAN**

A typical New Year for Lucy is spent rejoicing down the local with a few well-chosen palls. However, it all went horribly wrong one year when, not only was she forced to stay in and babysit her obnoxious little brother, but she was visited by an even more obnoxious bloke she didn’t even fancy who got her drunk and coerced her into singing Bonnie Tyler’s “Total Eclipse of the Heart”. Don’t try this one at home. Kids. And remember, just say NO to Bonnie Tyler!

**CURRENT FAVE GAMES:** STREET OF RAGE II

**OZ “THE BROWN BOTTLE” BROWN**

Fun-loving Oz reck-ons that he’s never had a bad New Year’s celebration, but given Oz’s penchant for the ‘falling down juice’ he hasn’t been able to remember any of the last ten. Oz’s New Years resolution is to carry on attending his AA meetings.

**CURRENT FAVE GAMES:** STREET FIGHTER II, VIEWPOINT

**ANDY “HOME ALONE” MCVITTIE**

New Year has always been a hard time for our unlucky-in-liffs Prod Ed. “The worst time that springs to mind is the time when I paid over thirty quid for a so-called rave then spent the next four (count ’em) hours in the back of a car, searching for said ‘rave’ which, it turned out, had been raided. Eventually we ended up dancing around in a dank, dark warehouse in Slough whilst the Razzers drank cups of tea outside. This year I’m guaranteeing myself a good time by staying in to watch Andy Stewart!”

**CURRENT FAVE GAMES:** MICRO MACHINES, SONIC II

**RADION “GOOD MATE OF SATE” AUTOMATIC**

Rad’s New Year celebration turned out to be a real nightmare one year. “The combination of the late hour and, perhaps, a little too much Pomagranate made us believe that the strange, drunk kid who was unconscious in the upstairs bedroom was in fact Satan himself. Imagine, then, our further horror when we discovered that the carving knife and kebab skewers had been removed from the kitchen!!! None of us felt like sleeping that night and even the hard kids went home early!”

**CURRENT FAVE GAMES:** VIEWPOINT, SUPER KICK OFF, ECO, MICRO MACHINES

**ANGUS “RULE BRITANNIA” SWAN**

Gus’ Hogmany heats turned into an embarrassing spectacle when he first footed a friend with a bottle of whisky. Our Gus was fine, but soon the friend’s Dad and his neighbour were raging this party with dubious tales of British supremacy and the Lost Empire. The old duffers got progressively drunk until the pensioner neighbour collapsed ‘blooooded’ on the doorstep, needing the young ‘scamp’s to carry him home and put him to bed, still muttering about Queen, country and the Last Days of the Raj.

**CURRENT FAVE GAMES:** ECO THE DOLPHIN, RAMPARTS

**PAUL “GATECRASHIN’” DAVIES**

Paul’s New Year nightmare was not in fact for him, rather it was for his mum! “Me and about 30 mates had been enjoying the odd glass of shandy when someone told us about a party. Not thinking to check first, we just crashed this girl’s house – right in the middle of a family gathering!!! Imagine their surprise when 30 crapulous lads barged into the living room. We completely ruined their enjoyment of the Andy Stewart special, I feel so guilty!”

**CURRENT FAVE GAMES:** THUNDERFORCE IV, VIEWPOINT, GHOULS ‘N’ GHOSTS

**MM SEGA 7**
hang on to yours

You guessed it - he's back with a vengeance. New to Mega Drive,
Indy storms into his most explosive adventure yet...
From the silver screen straight to your small screen, this nail biting
thriller will leave you battered, bruised 'n' breathless.
Jump high, punch low, lash out...
anything goes as you battle to find the ultimate prize -
the mysterious Holy Grail.
Encounter roaring rapids, face the sea of rats, leap from coach to coach on a hurtling express train,
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We showed 'em!

To those sad wusses who missed it here's a quick run down of what was on offer:

Naturally there was us and our sister mags Nintendo Magazine System and CVG meeting the thongs from the dubious safety of our fairground type stands. Sega had a massive shin dig where they showed off their newest games like Ecco the Dolphin and, of course, Sonic 2 and the absolutely fandabidoze Go-Kart circuit which really pulled the crowds.

Electronic Arts were handing out free leather jackets like they were going out of fashion for anyone triumphing in their Road Rash II challenge, US Gold had somehow managed to get Chun Li and Blanka to come along and mingle with the masses — much to Oz's delight, he fell in love immediately (presumably with Chun Li, not Blanka) and much fun was had on Ocean's helter skelter and at Virgin's Quasar show.
PAUL

Well, I had to share a room with MegaTech's juvenile delinquent Thomas Guise. What else can I say? On Saturday, after a hard day's work playing games and that, he ran off with the keys to our room like a complete kid and refused to hand them over until four in the morning @3%6!1! Needless to say we were both completely knackered, Tom even falling asleep in the shower which made us late for breakfast and pretty much everything else! It was an excellent laugh, though, and I even managed to meet up with my mate Dominique Berains not to mention my wonderful Mom and Pop who'd come all the way down from France town just to see me. Smart eh?

RAD

Like Paul, I also had the misfortune to be shackled up with another MegaTech slacker — one Mark Holmes. In an eerie coincidence, Mark had the only key to our room, went to bed whilst I was still working hard (ho ho) at the show, and refused to wake up for hours despite my repeated hammering on the door! Luckily for me I was booked to start work early every morning, allowing me to get no sleep whatsoever and be really tired all day. Still, the show itself was great fun, watching the people on the Nintendo stand go through their special "Nintendo Workout" every day, prancing around like a bunch of loons, and getting to meet all the people who came over to our stand (and even whapping a couple of them at Streetfighter 21). Thanks also to the hotel staff for charging us £9.50 for their cheapest meal (a lovely healthy burger and chips) and managing to get away with it. Hopefully, we should be able to do it all again next year, so I can skive another couple of days off work.

FOREVER ENGLAND

And then, of course, there was the main Gamesmaster stage, hosted by the infamous Dominik Diamond, where nail-biting challenges were run throughout the day and England absolutely slaughtered The Rest of the World in the Gamesmaster final on Streetfighter II. Probably one of the most impressive side shows was the lads performing utterly preposterous bicycle stunts on a massive ramp at the centre of the show. You'd swear they were going to fall off any second (and admit it, it would have been quite funny if they had) but they carried out their trip, backward, upside-down somersaults or whatever it was they were doing, without a hitch — gobsmacking! All in all, much fun was had by all, giving us an absolute triumph and all you lot a stomping good time.

LUCY

Having dragged myself out of bed at 5.30am to get to the show early like the girlie slut (in fact — Rich), I reached Euston station only to find my clock was broken — it was actually 4.30am — not a good start to the day.
Having reached my destination I was overwhelmed with the sheer size and attendance of the thing and promptly hid under the stand and was only coaxed out when Rich threatened everything from a pay cut to summary execution. After a while, despite my eyes looking like bladder relief holes in the snow it turned out to be an excellent laugh — it was smashing to meet everyone who came up to our stand. Low points of the weekend: waking up face down in someone else's curry, having to get up for early stand duty after accidentally mislaying my brain, drinking copious amounts of lager.
High points of the weekend: whooping some cocky kid at Streetfighter 2, removing a large piece of wax from my ear, drinking copious amounts of lager. Roll on next year for more of the same!

GUS

When I arrived on Saturday I didn't know what had hit me! The NEC was packed to the gills with eager gamers fans, and before I started 'stand duty' I took a wander around and saying Ocean really got one up with their massive video wall, it was bigger even than the massive GamesMaster screens. I missed most of the challenges that ran through the day but I heard the karaoke. Just about every company was trying to be the best there, and I see Sega and Virgin tied with their Go-Kart and Quasar zones. Apart from the attractions, there were some games on view that even I hadn't seen! Of course, all the exhibitors 'relaxed' on Saturday night at the show party which meant hanging out expressions on Sunday morning. But the show got off briskly on the last day, and we all forgot how tired we were until safely on the train. Before that Tom Guise and I had some after hours Go-Karting, in lieu of a couple of T-shirts. It was all as good as it was billed to be.

RICH

I too was shocked up with a MegaTech personage, Paul Glancy (could've been worse I suppose), but at least he grasped the idea that you don't keep the key and instead hand it in to the concierge at the lobby so both people have access to the room (simple really lads). The show itself was brilliant, and there were plenty of punters to teach me a few tricks on Streetfighter II (and I thought I'd seen it all). Signing autographs with Jaz was quite a laugh and actually gave me a chance to meet some of you lot, which turned out to be quite okay actually. The low points included trying to get something to eat when i) I had no money on me and ii) the bank wouldn't give me any cash! Doh! Also having to do stand duty while Lucy got taken out for drinks with EA was a bit off — but at least I got a Lotus T-shirt — hal All in all, a great weekend, and I didn't miss Stingray or Have I Got News For You either! Brilliant.

OZ

I had a wonderful time at the show, and it was really great to meet some of the people who buy the mag. I'd like to say a special "Hi!" to Lee and Kerry, and Mark would like to say how much he loves Natalie. Just like Rich, I liked signing autographs because 'I've never done it before and it was a weird but wonderful experience. Oh by the way, if Chun Li's still out there, could you please send me your 'phone number? And I would like to apologise to Shadow (out of Gladiators) for not going to see him, but I was a bit busy you see.
TAKING THE PC!

FLOPPY CARTS

Screaming family rows over Megadriving while Eastenders is on the TV may be a thing of the past — instead you can murder each other over whether it’s computer or console night as Amstrad introduce the revolutionary MegaPC.

Hitting the streets as we speak, this amazing piece of kit combines a Sega licensed Megadrive with a fully fledged IBM compatible 386SX PC — all in one neat little unit. It’s vital statistics also include a Mega-CD compatible converter, a free joystick, built-in stereo speakers, a dual sync colour monitor with VGA Graphics and AdLib soundboard which automatically switches over to Megadrive graphics/sound mode when needed.

The way it switches from one mode to another is rather neat. Both PC and Megadrive slots are at the front of the machine and to get from one to another all you do is move the sliding door.

The PC is always on, you can be ploughing through some alarmingly complicated techie stuff, slide over to Megadrive and give Sonic a good bash and return to exactly where you left off on the PC side when you’re done — good eh?

We had a butchers and a veritable play about on this new device and all in all it’s quite impressive, a whole heap better than that Jap invention the Terradrive which was about as aesthetically pleasing as a slug and apparently bombed in Japan.

Only thing is, it’s a bit pricey — £999.99 smackaroonies to be exact — and you don’t even get Sonic with it! However, it’s a fairly high quality, high performance PC which, unless you seriously shopped around for a bargain, would alone set you back around £800.

Just remember: although the MegaPC probably won’t cost you any more, it certainly won’t save you a wad either.

MEGAPC GOING FREE!!!

Well you’ve read the gen — impressed? Whether you are or not, here’s your chance to win one of these little beauties. Are we good to you or what? All you have to do is answer the three utterly simple, nay retarded, questions below, plus the tie-break question, slap the answers down on a postcard and wing them in to: I NEED TWO IN ONE TO SATISFY

1. How much is the MegaPC being sold for (inclusive of VAT)?
2. Who plays Pauline Fowler in EastEnders?
3. What is the equation for Einstein’s theory of Relativity?

TIE-BREAK QUESTION (complete the following sentence in no more than 15 words): Two is better than one because...
OFF WITH THE OLD AND ON WITH THE NEW

The ultimate in 16-bit gaming is getting a new look with Sega launching the MegaDrive 2. The changes will be purely cosmetic with the mechanics remaining exactly the same but Sega promise it will be 'smaller, sleeker and sexier'. And before the Mega-CD is even launched a facelift to the machine is already in the pipeline with the same ideas in mind. It is almost certain that the reason for the changes in the two machines is the same: to make it cheaper to produce and hence enable Sega to knock the prices down (or at least keep them steady) more easily. The first version of the Mega-CD will hit the UK shelves in February with a knockout software bundle to go with it. It will feature a five-in-one compilation disk (Streets of Rage, Shinobi, Super Monaco Grand Prix, Golden Axe and Columns), Cobra Command — which Sega reckons is a top tier and a regular shoot 'em up with a rock sound track, Sol Deace. When the Mega-CD hits the streets, there will be around 15 titles to snap up which Sega claims range between unbelievable and just good. Which are which we don't yet know but fret not: MEAN MACHINES SEGA will give you all the details before you have to make up your minds.

SONIC FOR POPE

Hedgehogs have a raw deal. They've a fatal attraction to motorways, a running habit of rolling into balls when danger approaches and to cap it all they're surrounded by flea-ridden pricks all their lives. But Sega's spiky blue friend can do no wrong. His second Sega outing shot sales through the roof with Sega shifting 750,000 copies on and around Sonic 2/day and shops all over the country selling out. Sega themselves took around £27m that very day and confirmed that Sonic 2 was the fastest-selling video game in history! Good eh?

SONIC AID

Not content with making Sega mega-bucks, Sonic's pulling out his finger to help his poor relations by joining forces with Britain's top hedgehog protection society — Miss Tiggywinkle's. Unfortunately, our spiky blue friend can't grow to enormous proportions and splatter lories as a means as sweet revenge, instead he's high-lighting the lowly hedgehog's plight in his new TV campaign. As a Sega spokesman pointed out: "It's a call for arms to send donations to the National Hedgehog Recovery Hospital. "Critics also suspect the £1 million adspend might help to indirectly shift a few copies of Sonic 2, which is a nice touch at this commercially focused time of year isn't it?" he added.

SMASHING ON GEAR?

By the time you read this, Smash TV on the Game Gear should be in the shops. In case you didn't know, Smash TV is a completely brilliant arcade game boasting carnage on an awesome scale. The question is — is it any good or a complete pile of random cack? The answer probably won't surprise you, but check out next month's MEAN MACHINES just to be on the safe side.

DIZZY! MY HEAD IS SPINNING

We could give you loads of poppy egg jokes to herald the news that Dizzy, the most famous ova in the world has cracked (damn, damn there's one) his way onto the MegaDrive but that would be insulting your intelligence and assuming that your brains are scrambled (oh no, there's another). Suffice to say that he has — and we're not balder (augh no, we just can't stop — more news when we kill the salmonella which is obviously affecting our writing skills).

BE SURE, BE SAFE

To make sure you're going to get a goodly service from our Mail Order advertisers we've decided to help you out by awarding rosettes to reliable advertisers. These rosettes will be displayed in the mag every month on all the pages of the advertisers who we haven't had a complaint about for the past three months — thus cutting down your worry and cutting back the bad guys.
DO IT WITH DIGITISER!!

Console mania hits teletext this year when Teletext Ltd take over from Oracle on ITV and Channel 4 and launch their daily games programme — Digitiser.

January 1 is D-Day for Digitiser and will include review, news/previews and Q & A pages and a heap of comics and tips. At weekends they're even piling in readers' letters and a Console Game of the Week Review.

What is the world coming to eh?

All we can say is they must get their dictation sorted out because we're sure their press release headline should read "JAN 1 IS D-DAY!!" rather than "JAN 1 IS D-DAY DOUBLE EXCLAMATION MARK" — whoops-a-daisy!

GOLD-FISH ON CHIPS

MAC ATTACK

Ronald MacDonald zapping innocent young children into comic book world? Should we alert the Social Services? Call the Drug Squad? Noah!

Let's just slap it on a cart and call it Mick and Mack: Global Gladiators. Yup, those rock 'ard, ice-cool kids are starring in Virgin's MacDonalds tie-in, coming soon to a Master System near you.

Armed with ghastly goo guns, the young heroes must save the rain forests, dispose of Earth's rubbish, sustain the ozone layer and possibly save a few slime-balls in the process.

As either Mick or Mack, you leap through a host of levels including Slime World, Rain Forest World and Taxi-Town where saving the world is priority numero uno.

For more gen stay tuned to future issues of MEAN MACHINES SEGA.

We always thought there was something decidedly fishy about US Gold and now are suspicions are reel-y confirmed as those brummies announce the spawning of the brilliant RoboCod on Game Gear and Master System.

Our hero James Pond's platform battle against the cunning of Dr Maybe and his robotic side-kicks was one of the best games of it's type on the Megadrive and rumour has it the two 8-bitters will corksers too. Fingers crossed one and all until we can get you an update in a future issue.
SHOOTING STARS!

Good versus Evil, Good defeating Evil even if Good’s a cripple armed only with an empty water pistol and Evil has 25 armies. The story’s as old as the hills and no film’s done it more famously than Star Wars. To celebrate the 15th anniversary of that cult movie, US Gold are transforming the title into a goodly Sega game, being released on the Master System, Megadrive and Game Gear in the spring. Jump into the shoes of Luke to trace his momentous quest from the lowly fergie hurdle-buster to rescuer of princesses, destroyer of Death Stars and saviour of the universe. A full update beaming in live into a coming issue of MEAN MACHINES SEGA.

ALIEN 3 ON GEAR

Alien 3 fans stunned by the exceptional Megadrive game will be pleased to hear that the game has been translated onto the portable Game Gear. From what we’ve seen it packs in all of the action of the 16-bit classic with all the blasting and prisoner-rescuing you could hope for! Good eh? Alien 3 just missed out on a full review, but we’ll have the story next month, so don’t you worry.

BOXING CLEVER

As revealed last year in the hal lowed pages of MEAN MACHINES, Acclaim are putting together versions of George Foreman Boxing for all formats. The Game Gear version should be out right now, with a Master System version following rather soon. We’ve managed to get hold of some Megadrive screenshots as well, and should be able to get our hands on the finished game in time for a full review next month. Hurrah!
Beat Sega at their own game.
The wise man Confucius once said, 'A bad hairstyle is never cut, it just falls out in time.' Fortunately these were some of the old fool's less popular pearls of wisdom, because he couldn't have been more wrong. Once more the pungent smell of hair tonic is thick in the air as the lengthy-haired master of Neo Zeed has risen from his grave and again seeks ultimate revenge. Enter Joe Mushashi, ninja master and all-round short-haired good boy. Brought up by monks from an early age, Joe was taught the incredible skills of the sword, the awesome ways of the fist and the good honest values of a decent haircut. It was during those youthful days at Shinobi High School that young Joseph first learnt to use those all important skills. A vicious bully, Nigel Zeed continually taunted Joe about his centre-parting, the holy hair-do of the Shinobi. After many months of persecution Joe finally snapped. Stealing the sacred scissors from the School temple, he snuck into Nigel's room after dark and cut off all his hair. For ten long years, Nigel hid from the world, growing his hair in secret and massaging magic tonics into his scalp. Now he's back in the most incredible wig ever seen. He has kidnapped Joe's beautiful bride Naoko, and held the world to ransom. Stopping only long enough to trim his side-burns, Joe has once more donned his ninja garb and sworn to destroy the accursed Zeed once and for all, for he is the Shinobi...

- Mushashi dodges the evil fire-breathers.
- Joe confronts the evil might of a man with a large firearm.
- Zeed guards zoom by overhead as the Shinobi master enters the fiery section of the Zeed stronghold.

Boxes of Delight

Obviously those accursed Zeed boys use the Frank Spencer Removal Service for transporting their belongings around, because scattered around all the levels are crates packed with all kinds of goodies. Inside these crates can be found extra throwing daggers, hearts which provide much needed energy and extra ninja magic. Joe can also collect a power-up icon which allows him to throw flaming shuriken and use a sword in close combat.

Activates Shinobi's ninja magic
Fires shuriken from a distance.
Moves the screen up and down.
Moves the screen left and right.
Pauses the game and brings up the magic selection menu.

How to Play
Guide Shinobi around an eight-directional platform environment, beating hell out of anyone in your way. Lifts and conveyor belts help or hinder progress and crates hold goodies.
**Doing the Ninjitsu**

Having been an avid fan of the Hot Shoe Show since he was a boy, Joe is quite adept in the sprightly movement department. What's more, he's picked up some smart new skills since the original game. Here's a rundown of some of the finest moves since the Highland Fling.

**Swinging**

Joe now leaps up and hangs from the ceiling. From this position Monkey-boy Mushashi can swing from arm to arm, effectively climbing across the ceiling. This move is especially useful for climbing over a room full of baddies.

**Somersault**

Just like in the first game, Joe not only jumps, but also somersaults for extra height. Whilst spinning, he can unleash a lethal spray of throwing daggers, provided he has enough to throw, of course.

**Boost**

There was a time when Joe would cringe at the very sight of an impassable vertical cliff-face. Those days are gone for good. Everyone's favourite ninja master can now use walls to propel himself upwards. This means if there are two vertical walls on each side, Joe can bounce between each one and reach the top of the cliff. Sometimes, this trick can save Joe's hide if he's falling down a chasm.

**Running**

This might sound like no big deal, but let's remember that Joe couldn't run in the first game. Not so the case here. By pressing the joypad twice in one direction the boy Mushashi races across the screen as if his ninja-issue jocks were on fire.

---

**Comment**

Revenge of Shinobi remains one of my favourite Megadrive games ever so I was extremely anxious to get my hands on the sequel. Now I have, I'm in two minds about it. I can see it's a brilliant game that's a lot bigger than Revenge of Shinobi with better graphics. I was disappointed by the music. Considering it was done by Yuzo Koshiro, I was expecting something superior to the tunes this game proffers. In terms of playability, it's a lot faster than Revenge of Shinobi, and I really liked all of the new moves Mushashi pulls off in his quest to destroy the Zeed. However, I can see that as an overall package it's not quite as strong as the original game which was extremely polished and never short of action. To me, this isn't quite as good. Whilst I can see Shinobi III is a high quality cart, I can't help but recommend the original game over this. For Shinobi fans who really enjoyed the original, I'd recommend buying this immediately.

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A close-up picture of the man with the large chopper himself: Shinobi! In the game he's armed with shurikens, a sword and ninja magic!
SOWING YOUR ZEED

Never has there been a more motley crew of shambling, grotesque villains than the Zeed bosses found at the end of each level. In fact, some of these bosses also happen to be some of the biggest seen on the Mega Drive as well.

Without further ado, let's see a slice of Zeed life at its most nightmarish.

BLUE LOBSTER
The evil samurai from the original game is back and he's brought a collection of his finest cutlery. Strapped to his waist is a giant pike which prevents you attacking him close-up and his chest and head are protected by the long swords he carries. The only way to peel this lobster is to get behind him and kick him in the back of the knees the old school way.

GENE CREATURE
Deep in the bowels of the Gene Factory lies a waste product of all the mutated humans of the game. This foul beast bursts from its nest of fleshly excretion and proceeds to spew nuggets of meat at the mighty Mushashi before ducking under the waves of snow and cartilage and reaching out with its horrible claws.

GIANT ROBOT
The mighty construct at the end of level seven is perhaps the most terrifying enemy Shinobi has ever faced. Rising out of the darkness, this creature screams and smashes the place around in the most tantruous of manners. A slap on the batty is what's needed here.

HAIR TODAY
Waiting at the end of the game is the be-winged one himself, the Master. In time-honoured tradition, he has prepared his fine locks with the ritual hair-grooming ceremony and it's up to Joe to defeat him if he hopes to stand a chance of saving the beautiful Naoko. However, the Master has been doing more than just crimping his hair since their last meeting and there are some extra special tricks up his sleeve. But is the Master really behind this dark and terrible scheme or is there someone else, someone more powerful holding the reins?

IKAZUCHI
By drawing strands of lightning down from the heavens, Joe envelops his body in a cracking shield. While engulfed in this protective shell, the Mushashi Marvel is impervious to any damage. However, take too many hits and the shield disperses.

IT'S A KIND OF MAGIC
As any Shinobi worth his salt knows, ninja magic is essential for healthy teeth and gums. Fortunately, Joe not only has a fine set of chompers, but he also has some pretty nifty tricks up his sleeve. Let's dip our hands into the Shinobi top hat of tricks and see what we can pull out.

19 MM SEGA
KARUI!

Never come to pull two sticks together; our man Joe can call on the power of the awesome wind! The fire ball will destroy the enemies around the screen. Reaching the end of even the most powerful fire ball doesn't mean the end; and it makes a pretty smart party trick too.

FUShIn

Sometimes your average run-of-the-mill leap just won't cut it. That's when it's time to turn to FuShin. This magic allows Shindou to cast incredible spells and reach places where no ordinary person could ever be.

HAKURUI!

This is Joe's newest and most visually impressive trick! Call upon Hakuru and watch a swarm of massive purple ants rain down on the enemy. These ants can only be defeated by hitting them with an attack from the player's weapon.

MUNIN

Without a doubt Munin is the most powerful of all the magic. But the price for its use is a cost. Like the cards of Shindou, it will cost the player a life. Make sure you have a spare life left before using this magic.

Overall: 88

The overall score of the game is high. The gameplay is engaging and the graphics are impressive. The controls are easy to learn and the game is challenging. Overall, it's a great game to play.

Playability: 89

The playability of the game is very high. The controls are easy to learn and the game is challenging. The gameplay is engaging and the graphics are impressive. Overall, it's a great game to play.

Sound: 87

The sound effects of the game are well done. The background music is enjoyable and the sound effects are clear and distinct. Overall, the sound is very good.

Presentation: 85

The presentation of the game is very good. The graphics are impressive and the controls are easy to learn. The gameplay is engaging and the sound is clear and distinct. Overall, it's a great game to play.
MEAN YOB

In they come. Letters from the happy. Letters from the sad. Letters from the poor. And letters from the mad. Emotionally disturbed or sheer genius, they're all read and sorted by YOB, who adds his comments and prints the best of them. If you've got anything to say, have pictures, photos or even large cardboard boxes filled with produce from the rubber cow, send 'em in to: I'M A FAT JABBA WHO MAKES CHEESE IN HIS BELLY ROLLS MAILBAG, MEAN MACHINES, PRIMARY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BACK TO THE DRAWING BOARD

Dear YOB
I thought I'd let you scan over this game. OK, it's only a thumbnail version, but it's just the start. You play a snooker ball called Sam. One quiet day on the snooker table, the evil cue ruler of the pool world takes all the snooker balls including his brother Black Ball to 'Pool World', a land of fantasy and magic. So it's up to Sam to kick ass. Each level has different coloured boxes, like yellow = springy platform, so when you jump you have to be careful or else it's smashed Sam. There are puzzles like volcanoes and tidal waves. You have to save two reds, a brown, yellow, green, pink and finally your brother — the black. Well I hope you enjoyed that. Could you give us some software company contacts.
Paul Stas, Sadsville, Kent

YOB: Apt, that a game about a load of balls is in reality, a load of balls.

A PEELING

Dear YOB
I am writing to complain about the fact that MEAN MACHINES hasn't got many articles on orange peel. I find this most distressing as I am a keen orange peeler, so could you please do some research into the fact that orange peel is treated so badly in modern society. Instead of discarding it after usage, perhaps you could sell tape it to the front of the mag, to bring our links with nature closer together, and maybe even boost your monthly sales. Could I also point out the fact that your editor looks like a fresh banana, not to mention your staffers... but only when they don't wear hats.
Green Peace, W Sussex

YOB: You can just peace off.

KANGAROO SUCKER

Dear Knob, oops YOB
In issue 24 you destroyed the credibility of the great continent of...
Australia. I would just like to add that I wouldn't visit that poor excuse for a country, full of whining pondlids, if not for England if someone forced me to.
Mr Power, Peakhurst, NSW

YOB: Your sad and feeble observation is based upon the fact that you would be allowed to visit this country. In actual fact you wouldn't receive a visa. Why not apply for a visa that you're fed, fat, for too stupid to come here, Mr Power?

OH DEAR

Dear Sir/Madam
Your magazine is always trying to be cheerful and attractive to children, so they might think video games are a good pursuit for a young person to be involved in. The truth is quite different. For many years I've had to give counselling to many young adults who have wasted their lives playing these games. Many give them terrible ideas about violence towards other humans. Even the titles of many are quite unsuitable for shop shelves. The problem is, young people are vulnerable and need to be given advice and guidance (if not discipline). Your magazine offers none of these. I know about this problem from personal experience, my own son being 'lost' to games like these for some years. I was as concerned for him as I am for anyone addicted to things such as alcohol, or drugs. To be frank I believe any addiction to be the work of a strong force, not of good but evil. Now he has been re-found, and can only be thankful. Sadly, it seems you don't hold the same views. Happily, people who agree with me are organising into a force who will hopefully force a complete ban on video games by law, and re-instil firm family values in the nation, for the sake of our children's futures.
Mrs Margaret Shelley, Arundel

YOB: Open-mindedness and freedom of choice are obviously dirty words in your dictionary. Regarding discipline, we're currently looking into giving away a free smashed banana with every issue.

RUBBISH!

Dear Mean YOB
I am the proud owner of a Master System (for once!) and am annoyed about other people saying that my machine is awful, rubbish or should I stretch to saying crap? These people, believe it or not, are Megadrive owners. What they don't understand is without the success of the Master System the Megadrive wouldn't have been invented in the first place. Just wait until Game Gear owners start to take the mickey out of the Megadrive! Then us MS owners will get our own back!

What also bugs me is why Megadrive owners take the mickey out of the MS anyway? Why can't they bother some NES owner family values and see what they think? It's like an ice-hockey match where the teams get mixed up and start fighting amongst themselves! I suggest that Mr Sega Europe does something before Sega kills itself. Aubrey Hesselgren, London

YOB: Yes, if it wasn't for Thomas Edison's grammar phone, dirt wouldn't have been invented.

Hurray for the grammar phone! and three cheers for the penny pincher. I suppose next come fax, faxall for the speeding vanity. A cheer for the CS.

ILL POET

Dear Mean YOB
I am writing to say how skill your mag is and that anybody out there that does not read MEAN MACHINES Sega should have their head twisted around so many times it comes off, and when it does they should have an issue of NMS stuck to their nose with Loctite Superglue 3(TM), and be made to play Intellivision games for the rest of their lives.

The people who make MEAN MACHINES are brill! Here they are in order of skill.
No.1 Jaz Rignall, wow what fun!
No.2 Rich Leadbetter, he's got one shoe.
No.3 Oz Brown, crap to see.
No.4 Andy McVittie, smells of...
No.5 Rodion Automatic and the hand jive.
No.6 Angus Swan's off to the John.
No.7 Paul Davies oh no! slop! sorry.
No.8 Dave Kelsall sugar the dinner's burning.
PS Your mag is the best thing since your mag.
Anthony Conroy, Mitcham, Surrey

YOB: You are to poetry what Hitler was to international relations.

EASY, EARY, NOSEY

Dear YOB

First of all I would like to say how wonderful your new look mag is and keep the gifts coming. But the real reason for me writing is to tell you how cheesed off I am with the lack of difficulty in almost every Megadrive game. When we pay forty quid for a game we expect at least some kind of a challenge, a game that will last for ages, not some crap like Terminator that has only four stages. When will Sega learn that most Megadrive owners are good gamers and are not all novices? I say Sega because the problem mainly lies with their games, such as Greendog, Strider, Golden Axe and Taz Mania. The list goes on. It's software companies such as Electronic Arts that seem to be escaping this charge with excellent games like Road Rash and Desert Strike which have perfect difficulty settings that don't allow completion in the first week. I am sure that many people agree with me. What do you at MEAN MACHINES think?
Zubair Ahmed, Newport, Gwent

YOB: Most games are too easy. That's what we think if you really must know.

Mr See Ess in his Sunday best...

Australian artist Eddi Cenara's upside down pic.
Dear YOB
I'm really worried about a guy who lives down our street. He used to be quite friendly with him, and we would go out for a pint every so often, but then he bought a MegaDrive with a game called Altered Beast. At first I thought nothing of it until one day I remarked on the very long hair he had on the back of his hands. He got really defensive, so I dropped the subject almost immediately. However, when I noticed his two front teeth were beginning to protrude from his upper lip, I began to get concerned. We were at Burger King that night, and he really embarrassed me by digging his snout, or face, right into his milkshake. Anyway, one night a black van with 'SEGA' on the side came to his house, and I never saw him again. I didn't give it much thought until I woke up after playing Splatterhouse 2 one night to find both my arms had been ripped off at the stump. Is this covered by my warranty? Stephen Dukas, Middlesbrough

YOB: Sounds like a job for... Wire Marguerite Shelley!

DON'T HAVE A FIT

Dear YOB
I am a most deeply concerned reader of your utterly brill mag. As you may have seen in the Sonic 2 instruction booklet, and in some papers, a game comes with an epilepsy warning.

Near where I live a man was rushed to hospital after suffering a seizure as he played the game. It made front page in the Daily Record. He is thought to be the first person in Britain to be affected by the game. After my mum read about it she freaked! She said I only play it for a little while at a time. Why should she be like this? I have had no occurrences whilst playing. Look at the thousands of people that have got Sonic 2 and nothing has happened to them. I don't think you're being fair. I will have to go, as my mum is shouting to tell me to stop playing Sonic 2 (even though I'm not).

James McAlenese, Airdrie, Scotland

YOB: This is absolute, complete and utter naff. I recently talked to a highly acclaimed medical practitioner who specialises in epilepsy, and he said that 1% of the population suffer from epilepsy, and 1% of these — a tiny amount of people — suffer from photo-sensitive epilepsy, the type of condition that can be set off by video games. What he said was ordinary stuff. My worry is that the media, the TV programmes and even the BBC can cause these people to have seizures, and in fact there is a higher statistic of accidents caused by playing a game while driving than having a seizure brought on by the game. He added that once again, sensational journalism has scored a victory over fact and common sense — don't believe anything you read in the papers.

THE BAD INFLUENCE VIEWER

Greetings, YOB
What is Christian Stevens on about? Bad Influence is a pretty good programme.
1. OK, the Sonic cheat was crap, but it was the first in the series, and the cheats have got better.
2. It's a kid's programme, so kids should review the software.
3. The female presenter, Violet, DID have a clue, and anyway I fancy her (she can play my Sega anyway).
4. You call that twonk from Neighbours and 'Take That' celebs?
5. Virtual Reality is an interesting subject, and one day we will all have a VR system in our homes. So, Sonic 2 had already been previewed on the MEAN MACHINES video. But the show did have the bonus stage, which was not previewed on the tape. I'm just saying Bad Influence is a good programme, and one which is better than GamesMaster. Scott Warren, Ipswich, Suffolk

YOB: SO YOU'RE the one that watchdogs it!

AAAGGGGH

Dear YOB
May I firstly point out that I do not own a games system of any type. Though I do have access to a Megadrive, which is certainly superior to the CBM 84 I owned once upon a time (Alright, I admit it — I do still have it). It is not therefore in my nature to read magazines such as yours, and I probably never would have but for the article on 'Desert Strike' submitted by Simon Edwards which was included in your May issue. Simon has been a good friend of mine since our school days, so naturally we share details of our worthwhile achievements. Having read his article, I looked through the rest of the magazine and couldn't help but laugh at some of the letters in your section. Clearly some things never change: the petty argument between Sega and Nintendo owners took me back a few years. Those for off days in the playground, a group of '84 owners facing a group of Spectrum owners who blame theoders for the demerits of each machine. Anyway, the point of this letter is to tell every one there is no point. It seems to me this question of gaming can never be enjoyed their particular machine if they spend all their time criticism everyone else's. You should enjoy your system and allow others to enjoy theirs. Aggression and violence are already far too common in this world, don't make it worse. On saying that, how anyone could ever imagine that a rubber-keyed 8-bit Sonic with no joystick port, bad scrolling and crap sound was as good as a '84 is still beyond my comprehension. DA Barnett, St Annes, Lancs

YOB: Druggahh? I don't know what it is, but seven years have passed since Spectrum VC 685 letters and I'm still on it. Well, I guess you get the hint were...
EVER SEEN A TERMINATOR IN 16 BITS..?

T2
THE ARCADE GAME

THE NO.1 ARCADE SMASH
NOW OUT ON SEGA MEGADRIVE
MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.
Pah! You ought to be ashamed of yourselves! Even that hopeless Thomas Guise character can do better than this! If things don't improve soon then you can wave goodbye to it all and we shall brag our own scores and no-one else's! Let's be honest, who gives a damn about Dick Tracy anymore? And DJ Boy, who's he? Has nobody heard of Thunderforce IV and Master of Darkness yet or what? Stop pouncing about will you and get stuck in. We want something decent for next month or else! By the way, well done Simon Bagnall. If you reckon you're good enough to stand the heat then send your miserable efforts in to I'LL COME AND HAVE A GO 'COS I THINK I'M HARD ENOUGH! HIGH SCORES, MEAN MACHINES SEGA, PRIMARY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

**MEGADRIVE**

**ALIEN 3**
4,997,810 Completed without continues
Wayne Turner, Chelmsford, Essex

**ALIEN STORM**
1,000, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.

**BLOCK OUT**
193,881, get to level 8 from level 0, Flat Fun mode
Dan Towes, Gillingham, Kent.

**CALIFORNIA GAMES**
HALF PIPE
53,000
Dan Towes, Gillingham, Kent
DOUBLE HALF PIPE
78,099

**FOOTBALL**
463,320, on Earth gravity for 9 mins 26 secs
Dan Towes, Gillingham, Kent.

**MÄDCHEN**
2,722,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.

**SURFING**
9,6 Turbo board
Dan Towes, Gillingham, Kent.

**SHAKING**
9,000
Dan Towes, Gillingham, Kent.

**BMX**
134,650
Ross Towes, Gillingham, Kent.

**CHUCKY ROCK**
179,400
Gareth Jones, Bangor, N Wales

**DECAPATRACK**
Completed with 12 lives left, none lost
Daniel Gallopy, Epping, Essex

**DESERT STRIKE**
3,640,900
Daniel Flower, Rochford, Essex

**DICK TRACY**
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent: YOU SAD MAN!!

**DYNAMITE DUKE**
798,410 easy level
Daniel Flower, Rochford, Essex

**FANTASIA**
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

**GAIA**
17,228, Comleted on Very Hard
Karl Barber, Redditch, Worcestershire

**GOBLETS 'N GHOSTS**
310,800 Professional level, completed in 45 minutes with 3 men left
John Fawcett, Blackhill Consett, Co Durham

**GOLDEN AKES**
277, A++ Duel mode using Gillias Thunderhead
Dan Towes, Gillingham, Kent.

**GOLDEN AKES 2**
987,9, Hard
Daniel Gallopy, Epping, Essex

**GYNO**
2,227,090 last level
Alan Gautt, Bracton, W.Yorks

**HELLFIRE**
1,611, completed on easy level
Dan Towes, Gillingham, Kent.

**JOHN MADDEN '92**
227-0, Redskins vs Eagles, five minutes each quarter
Alan Gautt, Bracton, W.Yorks

**MEGALOMANIA**
Epoch 6 completed
Gus, MEAN MACHINES

**MERC**
original
746,900
Daniel Flower, Rochford, Essex

**ARCADE**
4,007,500
Neil Kendall, Birkenhead, Merseyside

**MÄDCHEN**
2,754,700, completed on hard mode
Dan Towes, Gillingham, Kent.

**MIDNIGHT RESISTANCE**
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent.

**OLYMPIC GOLD**
Sprintings: 10.55 seconds
Hurdles: 14.26 seconds
Swimins: 1:57.4 minutes
Archery: 147 points
Pole Vault: 6.10 meters
Hammer: 75.75 meters
Gareth Jones, Bangor, N Wales

**PRESTO**
1,415,907 Hard level
Wayne Turner, Chelmsford, Essex

**QUICKSHOT**
876,596, completed with 7 lives left
Dan Towes, Gillingham, Kent.

**REVENGE OF SHINDO**
1,156,800
Daniel Flower, Rochford, Essex

**ROAD RASH**
547,101,750 completed
Daniel Gallopy, Epping, Essex

**ROBOCOP**
18,389,600 Completed
Chris Collin, Cheddle, Cheshire

**SONIC THE HEDGEHOG**
9,995,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

**SPEEDBALL II**
400-0, Brutal Deleze vs Renegades (with the photo to prove it)
Simon Bagnall, File, Scotland

**SPIDERMAN**
175,000 Nightmame level
Chris Collins, Cheadle, Cheshire

**STREETS OF RAGE**
1,102,750, Blaze on Hardest level
Daniel Gallopy, Epping, Essex

**TAZMANIA**
1,144,050
Neil Kendall, Birkenhead, Merseyside

**TERMINATOR**
392,510 completed
Scott Martin, Tranent, East Lothian

**TOE JAM AND EARL**
1,295, completed with Toe Jam
Dan Towes, Gillingham, Kent.

**WARDEN SPECIAL**
471,900, completed without using a credit
Dan Towes, Gillingham, Kent.

**WHIP RUSH**
1,561,400, completed in 42 minutes on Hard level with 6 men left

**MASTER SYSTEM**

**ASTERIX**
349,600 completed without continues
Tim Mason, Sittingbourne, Kent.

**ACTION FIGHTER**
1,256,550, completed
Christopher Clarke, Wigan, Lancs.

**ALEX KIDD IN MIRACLE WORLD**
81,700 completed
Alex Tredowicz, Ealing

**CALIFORNIA GAMES**
HALF PIPE
29,697
Jamie Carraher, Southwell, Notts.

**FOOTBALL**
58,640
Jamie Carraher, Southwell, Notts.

**SURFING**
132,000
Jamie Carraher, Southwell, Notts.

**SKATING**
4560
Jamie Carraher, Southwell, Notts.

**BMX**
76,800
Jamie Carraher, Southwell, Notts.

**LUCKY DIME CAPER**
545,050 completed
Tim Mason, Sittingbourne, Kent.

**MEG**
2297,00
Tony Payne, Bedford

**MÄDCHEN**
96,530 completed
Abdul Haguen, Birmingham

**SONIC THE HEDGEHOG**
527,700 completed with 6 gems
Michael Cassidy, Deegham, Essex

**SUPER KICK-OFF**
25-2, both teams on division 3
Jamie Carraher, Southwell, Notts.

**XENON II**
18,520
Tim Mason, Sittingbourne, Kent

**GAME GEAR**

**COLUMNS**
4,317,000 and only stopped because his tea was ready!
Andy McCarr, MEAN MACHINES

**MAPPY**
287,840, Level 58
Paul Haselwood, Stapleford, Notts.

**MÄDCHEN**
243,400 completed with 18 tris left
Liam Rosner, Woodside, London

**PET 'N' PITTER**
Finished in 14
Liam Rosner, Woodside, London.
Q&A

Dear Jaz,

Please help me and probably many other people who are confused over this matter. After waiting my pants five million times when reading your news that Street Fighter II was coming out for the Megadrive, I thought at last Sega can match Nintendo with a huge 16-meg cartridge and prove Nintendo totally gutted. A few days later I walk into a newsagents and pick up an edition of SEGA POWER to have a quick peak. Within its limited news pages I see an article that states that a company called ULTRA are making a device that will allow Super Nintendo games to be played on Megadrives. It was a gadget that, when purchased, slotted somewhere onto your Megadrive making Super NES games playable on a Megadrive. It also said that the company ULTRA only had to sort out legal arguments before the device hit the streets. I thought to myself: "sad this magazine, it's total bull". After all, as if Nintendo would allow that! But I still thought there could be a flicker of truth in it and didn't walk away totally convinced that this news was lies. So please help me and many others to try and sort out this mess once and for all.

Nick Tampett, Kent

JAZ: We've heard rumours of this thing, but until the people concerned actually show us a working version and prove that it can be released at a sensible price without Nintendo throwing the book at them the only comment I'm prepared to say is Jim-e-e-e-Reckon!

Michael Stich

Dear Jazza,

Please answer my questions before I make a costly and stupid mistake.
1. I'm going to Hong Kong. Will the Megadrive games work on a UK Megadrive or do I need a converter? Will the text be in Japanese?
2. Will the Mega-CD in Hong Kong work with the UK Megadrive and will the CD's work?
3. How much do you reckon Street Fighter II, Streets of Rage II and Landstalker cost as they are all 16-meg carts?
4. Is it true that Konami is making games for the Megadrive?
5. What is the best from Mega-Lo-Mania, Populous II or Powermonger and do you have the release dates for them?
6. The best platform game, apart from Sonic II?
7. How much is a Mega-CD and when will it be released over here?

Steve Mitchell

JAZ: 1. A converter will do the trick! 2. No. 3. £45.00. 4. Yes - next year. 5. Mega-Lo-Mania is best - Powermonger and Mega are out early next year. Populous II I'm not too sure about 'cos I don't really care.

With Saturn being eclipsed by Capricorn and Aquarius moving into Uranus, it's time once again for the great oracle Jazza to open up his big brown sack and check its seminal contents. If you've got any - and we mean any - questions that need answering, write in to: LUCY SAYS I REALLY NEED SOMETHING HOT INSIDE ME BEFORE I GO OUT TO WORK ON THESE COLD MORNINGS Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.
Dear Jaz,
I am writing to you to find out what qualifications I would need to work for a computer magazine. I am thirteen years old and will soon have to decide which options to take at school. I've always liked computers since I was six years old when 'Santa' brought me my first computer: A Spectrum 48K... Yes, the one with the rubber keys.
I am serious about a career in computing of some sort and think that working for your magazine would be a good career choice. I can write articles with a sense of humour but still get the point across. I would be very grateful if you could send me a list of the qualifications you need to get a job with MEAN MACHINES. Thank you very much.
Aiden Cowell. Leicester.

JAZ: If you're serious about writing take subjects which involve a lot of written work like English, English literature and history. French is also a very useful subject to take. Really, it's writing skills that are most important.

Dear Jaz,
I have a few questions for you to answer about my Megadrive. As I am a keen tennis player I was wondering which tennis game is the best out of these: Jennifer Capriati's, Andre Agassi' or Amazing Tennis? Also when will Super Kick Off come out?
James Graham. Wolverhampton.

AZ: Amazing Tennis looks the best at the moment - we'll keep you posted if things change.

Dear Jaz,
I am an owner of a Megadrive going insane due to the lack of decent football games available, so I would be very relieved if you could answer my questions.

1. In issue 15 you stated that Kick-Off will be released this year. With one month to go until the new year there is still no sign of it. Is it going to be released and when?
2. Is European Club Soccer worth buying whilst I'm waiting?
3. Will the Amiga's Sensible Soccer ever be out for the Megadrive?
4. Are EA going to develop a football game as their other sports simulations are pure class?

Totally insane football fan:
Steve Parley. Surrey.

JAZ: 1. Check out the preview in this ish. 2. Up to you, mate - it's okay, but not great. 3. Yes - next year. 4. Not at present.
Dear Jazza,
I recently emptied my head and a load of questions fell out and they were shouting “send us to Jazza, send us to Jazza!” So I liquidised them and poured them onto this piece of paper and sent them to you hoping you’ll answer them.
1. The other day I read in an American magazine that Nintendo are working on a 32-bit CD-ROM system for the Super NES which will make the Mega-CD look like a Spectrum. Is this true or are they fibbing?
2. Could you also explain what this new 3D chip Nintendo are working on?
3. I also read the the MEGA CD’s rotational hardware is naff compared to the Super NES’. Is this true?
4. When is Power Drift going to be released on the Megadrive or has it been scrapped?
Thanks, cheers and have a merry Christmas. Bob. South Wales.

JAZZ: 1. There’s a certain amount of spinning going on there. The Super Nintendo CD certainly sounds good - but when will it appear? The Mega-CD is very good too, and will be released in February. 2. It’s a chip that does 3D polygon graphics. 3. Not really. 4. As far as I know it’s still in development, but the game itself is getting a bit long in the tooth.

Dear Jaz,
I have just been given a Megadrive for my birthday and to my horror it doesn’t work properly on my television in my room. The picture jumps, though not straight away, after it is on for about five or ten minutes. It doesn’t matter how long the actual Megadrive is turned on for just the television.
At first I thought there was something wrong with the Megadrive, so I got a new one from Dixons. Though this made no change to the situation, the picture still continued to jump after the television was on for five minutes. I then thought that my television was at fault. Both of my Sega machines work properly, with a crystal clear picture, on the TV downstairs. I can’t afford to buy a new television set and I certainly don’t wish to sell my Megadrive. I have tried using different aerials but still no go and I can’t play on the television downstairs as my parents are always watching the television. I have also tried getting the Megadrive into the shops but they can’t help me. I am currently very distressed at this so please, please, please could you advise me in order to solve this problem.
Anyway, when do you think the Mega CD will be officially released and will Final Fight be any good?
Jonathan Calwell. Essex.

JAZZ: Nothing I can do matey. Your telly’s not working and it needs to be fixed. It’s as simple as that.

Dear Jaz,
I am the proud owner of a Japanese Megadrive. Well on to the point... After reading a recent letter in Sega Power I found out that Sega were going to put a chip inside games to lock out us Japanese Megadrive owners. If this is true how will we know what games have got them in?
Shaun Brazier. Dorset.

JAZZ: You won’t know what games do and what ones don’t - you’d either have to test them in the shop, or play it safe by buying Japanese import games.

Dear Sir/Madam,
If you play on a computer too long people say you become addicted to it. Is this true? In some magazines people say some computer games make you violent. On Bad Influence they say Street Fighter II is the worst game you can buy for violence. It is true? Is not what game would you say is the most violent? I wrote this letter because I am doing a project on computers and I need to know these answers. Have you got any free computer magazines or posters etc that would help us with our project?
Richard Lavender. Wednesfield.

JAZZ: Computer addiction is absolute cobblers. People might spend too much time playing games, but they don’t get ‘addicted’ to them. As regards to Streetfighter II, the ‘violence’ is cartoon-style - like Tom and Jerry. Not real, digitised horror. We don’t send out freebies I’m afraid.

Dear Jaz,
Please could you answer my questions?
1. Is there going to be a CD for the Master System? My friend said he saw one in a mag.
2. If so how much will the games be?
3. Is Pro Wrestling good for the Master System?
4. Is Streets of Rage coming out for the Master System?
5. If so will it be worth buying?
Matthew Pardoe. Yardley.

JAZZ: 1/2. Nah. Your friend is lying his pants off. 3. It’s okay. 4. Yes - early next year. 5. It’ll be just like the Game Gear version, which was very good.

Dear Jaz,

30 MM SEGA
HOTLINES

**WIN A SUPER NES**
The Super NES is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

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What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the best thing since dusted monkey ass and one of these pocket-sized wonders could be yours if you win the comp on this line.

---

**0839 335523**

**0839 335526**

**0839 335527**

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**IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS YOUR PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 36P PER MINUTE (CHEAP RATE) OR 48p PER MINUTE (ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES.**
LEMmINGS

If these little critters are giving you serious grief and the only answer seems to be to throw yourself off the nearest cliff don't be such a total DORK. Just hold your breath, stick two fingers up your nose and sing superkalafagralisticexpialidocious backwards - this won't do you any good whatever but it'll make you look like the plank you obviously are.

Alternatively, lap up these amazing codes from Alan McGowan of South Shields, Tyne and Wear for all 180 levels. Co-er. That's a lotta lotta levels!

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<th>MAYHEM</th>
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Righto, Chirbie's over you're probably all bored with your pressies grossly overweight, there's nothing to look forward to now except the prospect of freezing your extremities off for the next three months. Well serves you all right for having a jolly time while I slaved away putting this scummy tips section together for you, you spoilt brats! Anyway, keep those tips/maps coming to: THIS TIP IS A POTENTIAL DEATHTRAP, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

JOHN MADDEN 92

To get to the superbowl without any fuss or bother just enter this code from Dave Shannon of Liverpool: DZG54PVH.

WRESTLE BALL

Here's a tip from Marc Anderson of Cleveland that'll help you run rings round the opposition. To get an undefeatable karate team simply type in: KW67E6.

HERZOG ZWEI

To cut the cack and zip straight to the very last battle, try this code from David Shannon of Liverpool: LHUKINAFAMA. Oh, and I can read your writing perfectly David — with a serious bit of squinting, 12 pints inside me and a pair of 3D specs on, so don't worry!
CHUCK ROCK

I've had stacks of cracking tips in for this cracking platform game but this one from Windsor McGilvray of Lanarkshire is very good indeed and well worth a look.

On the title screen when the band is playing, type in ABRACADABRA using the A, B, C, RIGHT and DOWN buttons. The lead singer smiles. Press A, B, C at the same time and he smiles again now when you start playing, press RIGHT and A to move forward one game section or UP and A to move forward one level.

ALIEN 3

For a super smart secret room follow this bonnie wee guide from Jamie Cashmore of Ayrshire, Scotland. At the start of Stage 4, rescue the prisoner on the right then jump through the wall on the left. Keep on pressing left when you jump into the room to fall down and collect weapons. There's two rounds of the gun up for grabs and two rounds of the grenade launcher.

TIGER HELI

James Garside of Dewsbury, West Yorkshire has got a goodun for this simple but utterly addictive platform romp. Go to the title screen and press START once so the instruction screen appears. Hold down UP, A and C then press START for a Level Select.

SUPER FANTASY WORLD

Here's a dream tip from Michael 'Nuts' Hunter of Reading. I'm not sure if his middle name refers to the mental or physical side of him but who gives a flying squirrel so long as he gets the tips in. Have all the hints you'll need to whip this elusive little number just cos I'm nice. While playing, hit PAUSE then on the two-player pad, hit B while holding START and LD. When the message 'PASS' flashes up, hit C for Next Stage, hit B for Infinite Credits, hit B again for Immortality. For even more extras, hit PAUSE then again on the two-player pad, while holding LD and START, hit C and DE-PAUSE to jump to boss or hit A for maximum gold.

TEAM USA BASKETBALL

Cheers to Gareth McGrath of Devon who, with these ball-bouncing good codes, has made basket-making kids' stuff (you are the Dream Team).

Quarter: Final: F17RFB  Semi Final: BT7RCO  Final: DT7RBS  Gold Medal: CT7RDG
Rather than waste your time filling the next three pages with useless information that may as well be lifted from the instruction manual, we've decided to concentrate on the attack patterns of all the end-of-level bosses and how best to cope with them. Let's face it, you all know where the fire button is. It is far more useful to know what to expect from the huge mothers!

**DASER**

Midway through this swirling sandstorm, this serpentine droid rises from the dunes and attempts to swipe the Rynex from the air. The swinging tail is its primary form of attack and is easy to avoid. The thing to watch out for is when the LM fires its cheek pouches out at your ship. It signals this manoeuvre by illuminating them first. Fly the ship above it then duck in to blast away at the head while the missiles run their course then nip back out of the way again. Keep hammering away and the LM shatters into pieces. Easy!

**THE LM MECHA-COBLA**

Unlikely as it may seem, the way to defeat this ship is to bombard the main-frame at the closest range possible. Ignore the head altogether until all the body has fallen away. Basically it's head is invulnerable until this has occurred anyway. The satellites are also susceptible to damage, though it best to dodge and weave and concentrate on the job in hand. Position the ship slightly beneath the detached head's nose to avoid the missiles.

**RUIN**

These infuriating death traps are a perilous mystery at first but their secret is that they reproduce when fired at. When you're not too sure when and where they are likely to crop up it is best to avoid using such weapons as the HUNTER and refrain from mindless blasting in general. Get behind them then shoot or else face the sad consequences!

**HELL ARM**

Take out the claws at the top and bottom of the Hell Arm. This isn't difficult and the missiles it projects are easily avoided by simply moving the ship forwards then backwards to guide them into range. The attack pattern of the ship then alters to a ramming, laser blazing affair, the blasts coming from the smoking remnants of the claws. Keep the ship between the laser blasts and concentrate the fire at the enemy ship's centre. It isn't easy but that's the way to do it!

**AIR-RAID**

The heavy artillery is guided toward the Rynex accurately by homing cross-hairs. Keep an eye out for the utility ship at the bottom of the screen. It carries a shield that is almost indispensible. If the Rynex still has the HUNTER weapon in its possession then use it! When the fleet of ships makes it's speedy advance from right to left try to position the ship reasonably central because a utility ship carrying a 1-up flies on that course.

**MINHEAD: FOMALHAUT**

Switch to the Rynex's back shot, preferably armed with the Rail
**Players' Guide**

**Electro-Coral**

The guardian of the deep is an electrified kraken of some strength. It is a tricky character to defeat due to its ramming technique and the balls of energy it emits. Try to get as many hits in as possible when the coral is stationary, producing the force-field. Also, be prepared for the boss to ram the Rynex against the left side of the screen. Work on the top and bottom prongs first then prepare for the remaining centre piece to create protective, orbiting globes of energy. The globes circle the guardian in ever increasing circles. It's a simple case of sustaining fire then moving in to take the blighter out!

**Gargoyle Diver**

Surviving the thrashing, fire ball launching tail is the simple part here. All that is required is to move beneath the waves with guns blazing making sure to avoid the tail. The target area is its stomach. Keep the Rynex out of line with the Diver's head to reduce the chances of being taken out by the air blasts from its mouth.

**Thunder Force IV Revisited**

Anyone who has played Thunder Force II may remember the boss on level four. He was pretty easy and simple to bully into submission. At the end of the seventh level in Thunder Force IV the Rynex encounters his big brother and he's in a right strop! Beginning the attack, the slug-like monster wallows at the bottom of the screen sending pieces of rock and crustacean flying about to land on the Rynex. After much firing at the head of the beast it rises from its position on a sickening spine and gets very nasty indeed. What this amounts to is a mixture of homing missiles from cannons located at big brother's neck and fire balls a plenty spewing from his mouth. Concentrate on punishing the boss' face. Whatever the odds DON'T fly the ship down to the bottom of the screen because the mother of all gardeners' nightmares comes crashing down if you do.

**Die! Die, you fool! (phew!)**

Gun, and manoeuvre the Rynex as close as possible to the Carrier. This way the attacking fighters sail harmlessly overhead. Once the segments are destroyed the Carrier switches to laser sighted attacks. Look out for the red beam then pass through it quickly to draw the Carrier's fire. Stay with the back shot until the Carrier drops into the sea.
**MIGHT OF THE MITE**

This boss is the first to bring home the realization that Thunderforce IV isn’t a game that gives up too easily. Take out the two spider legged that vare from the side of the enclosure at the right of the screen by firing at the pale coloured joint. At this stage a fly-infested whatever—it is leaps around dispersing its insect chums about the place.

Although the flies are harmless in the air, once they land they react with the floor and transform into deadly jets of gas that rise toward the ceiling. The next form of attack that this strange thing employs is a horrifying spinning attack, lasers blazing and flies-a-flying to the floor. Keep the Rynex busy hammering away at the creature’s husk but keeping clear to avoid the spinning attack. Sooner or later the boss’ insect-like pal flies into view to carry his wounded associate off to safety, the injured party dripping a highly corrosive drool from its mouth. Whatever you choose to do, don’t fly the Rynex beneath the pair because the fluid is deadly to the ship. Suddenly the heroic instinct abandons the winged one and he buzzes off leaving the defunct dribbler to self destruct at the bottom of the screen. Hide the Rynex in the smashed enclosure to avoid getting hit by the boss’ innards.

**HANGER BOSS**

The entire of level nine, a sort of enemy hanger base, is challenge enough but the boss at the end is extremely mean indeed! First of all there is the simple job of picking off the five rear-mounted laser cannons. They fire in sequence from top to bottom so it is easy to time the Rynex’ attack. After this the boss takes the Rynex head-on and fires a spray of bullets and homing missiles. Keep the Rynex as central as possible - flying about in a wild panic is sure to end in grief! After this the boss swipes the air with its claws and then fires a sweeping pair of incinerators that concentrate on the whole of the left hand side of the screen. Duck the Rynex beneath the boss to avoid being hit by this. Finally, after the bottom claw is blown to smithereens, keep firing at the boss “eye” until the topmost claw imitates the previous incinerator attack but this time circling the ship in a clockwise motion. Keep at it! Nip around the ship ahead of the incinerator and the boss meets with its deserved doom.

**THE FINAL BOSS**

Deceptively simple at first, this final guardian of the empire is first dealt with by firing at the sides of its hulk avoiding the attempts at crushing the Rynex against the sides of the screen. From then on the going gets nigh impossible! Pound away at the boss’ sides again but prepare for it to fire a circle of blue balls that close in on the Rynex. They are destructible, so fire with forward and then backward shots to clear a path for the Rynex to exit through and then repeat the routine over and over until it dies. Be warned that this is incredibly difficult - even for masters like us! All the effort is rewarded by a fairly classy end sequence with lots of digitised stills and a brief epilogue that ends with “to be continued....”. Oh no! We can’t stand it!
IT'S A TIDAL WAVE OF TITLES!

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All Stores Open Mon. Sat. 9 'til 8PM Sunday 10 'til 6PM (Except Wood Green, Basildon and Birmingham)
**VALIS III**
For a mega-groovy Stage Select (oh, okay so it's not particularly groovy at all, in fact if there was such a thing, it would probably win the prize for the most ordinary, run-of-the-mill Stage Select ever but that's irrelevant). All you do is go to the title screen, press A, B, C and UP while pressing START. When the screen goes black just let go of START and pick away (no not your nose you dumb).

**WANI WANI WORLD**
Sometimes gaining Infinite Lives is as easy as pressing RESET twice when the SEGA logo appears as James Garside of Dewsbury, West Yorkshire discovered.

**FLICKY**
Ninety-nine red balloons go by... as Nena once insisted. Well basically who gives a flying fig when you can have 99 lives — courtesy of Andrew Heywood of Halifax. At the start press B to select the hard level and then press START twice. When you reach the 'Press Start' prompt, keep pressing A until the credits start to increase. Keep doing this until you reach that magical 99.

**SWORD OF SODAN**
On the High Score table (unless you're so unbelievably crap that you can't get there of course), enter HINANP then use the START button on Joypad 2 during the game to skip levels. Many thanks for that Dave Shannon from Liverpool.

**BURNING FORCE**

**SPEEDBALL 2**
According to Marc Anderson of Cleveland, all you have to do to get into the Major League is enter this code: LCLI CWAT 06XE ya3q 2bst -1st gSVC - well I'll take your word for that matey peep.

**GAIN GROUND**
Now for a sizzling hot hint from G. Moony (as in out of the back window of the bus at grannies?). Press START on the title screen so that START/OPTION appears. Press B, A, B, A, C, A, A and START. Now whenever you use a continue, you gain 10 lives. Hurrah!
JENNIFER CAPRIATI TENNIS

Roll up! Roll up for a stonking tip from Michael Broxup of Burnley, Lancs. Everyone a winner! If it tickles your fancy to play the secret game against all new male and female players (who are a lot tougher) just enter this code:

GRA ND SLA M

---------

ROAD RASH

To roar onto Level 4 with the Diablo 1000 bike and $7738640 just enter this code zoomed in from Andrew Heywood of Halifax: 00030 01541 NQNNK 472FD.

ACTION REPLAY CORNER

If you haven’t got one of these devices yet, you’re missing out — partly because they’re just so damn handy (although you need a little will-power to stop yourself cheating all the fun out of your games) and partly because this section, kindly sent in by Tin-Ho Lau of North London, is about as much use to you as a choc-ice in the desert! Anyway, whether you have or you haven’t it’s tough tarantulas — take it away Tin!

ALIEN 3

Unlimited Time:
FF085 60009
Infinite Lives:
FF090 B0009
Unlimited Ammo
for Rifle:
FF084 50009
Unlimited Fuel for Flamethrower:
FF084 70009
Unlimited Grenades
for Grenade Launcher:
FF084 90009
Unlimited hand
 grenades:
FF084 B0009

TWO CRUDE DUDES

Infinite Lives (Player 1):
FF46C B0004
Infinite Lives (Player 2):
FF477 B0004
Invulnerability:
FF475 70003

WHERE IN TIME IS CARMEN SANDIEGO?

Infinite Lives:
FF108 70003

PHANTASY STAR 3

Infinite Life Points (Wren):
FFC18 30050
Infinite Task Points (Wren):
FFC18 50030
Infinite Life Points (Mieu):
FFC13 30050
Infinite Task Points (Mieu):
FFC13 50030

TAZMANIA

Infinite Lives:
FFD3D F0003
Infinite Lives:
FFD3E 80003
Infinite Lives:
FFD45 50003
Infinite Lives:
FFD45 80003

BONANZA BROS

Infinite Lives (Player 1):
FFC05 50007
Infinite Lives (Player 2):
FF6C2 70006
FF6C3 D0006

QUACKSHOT

Start With Seven Lives:
005DA C0007
Infinite Lives:
00487 26004
Invulnerability:
005ED 6000C
Unlimited Energy:
FF8F9 70008
Infinite Popcorn:
00519 26002

CURSE

All those in favour of a Level Select just press RESET, hold down A and START and your wish is Andrew Heywood of Halifax’s command.
EARNEST EVANS

For a rather nifty level cheat just walk this way. Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Unpause the game and you start on the next level. The beauty of it is, you can use this at whatever stage of the game you’re at. Good one Marc Anderson from Cleveland.

If you’re so utterly cruddy that you can’t get past the first level fear not because Kristoffer Storey of Bradford has the key. On the first level, press PAUSE and then UP and DOWN and lo and behold you, the next level appears.

Mega CD System

BACK TO THE FUTURE

PART II

BLACK BELT

For a damn handy invincibility do as Dennis Huddleston of Bradford did. Twiddle your thumbs a bit until it say X3 lives. Wait till the music turns off and press RESET et voila. And to kill that menace Wang just trap him in a corner and punch like it’s going out of fashion.

GOLVELLIUS

Cheers to Nathenial Page of High Wycombe, Bucks, for this nifty code, giving you over 500,000 gold with the capacity for nearly 2 million.

ZC3Y E4XF 76QJ CU63
AAQ6 CFL5 2Q86 28G4

Also, if you lose energy, visit Randor. When he replaces your energy, had a button down. Watch those bars go up — all 47 of them! Leave Randar’s cave and go back. You can repeat this process up to 100 lie potions after which the potions reset to zero. And to round off heed this warning: don’t buy the valley sword — it resets the game.

GOLDEN AXE

For a wild and wonderful extra credit, gasp at this little piece of yumminess from Bradford lad, Dennis Huddleston. Press UP, LEFT and Button 1 at the same time when it says Game Over. Nuff said.
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**WONDERBOY**

Anyone fancy a luvverly Level Select? Well have one on Dennis Huddleston of Bradford because he's such a generous type of guy (lend us a fender then petal). When the heart goes up, all you do is press Button 1 twice then Button 2 twice. Press Button 1 and Button 2 together and press UP - good eh?

**SUPER KICK OFF**

It's a goooyyy! And in International or Division One mode it will be for you every time straight from the off if you follow this simple advice from Sam Cooke - what a wonderful world.

Tap the ball forwards one kick then hoof it with Button 2. Run under it and head it and it should go over the keeper's head.

---

**GAME GEAR**

**PSYCHIC WORLD**

Look into my crystal ball (no, I said crystal balls, Rad) I see a right royal brain-bashing tip coming up from Sam Cooke of Cambridgeshire.

On the title screen, hold diagonally UP, LEFT on the D-pad and Buttons 1 and 2 then (still holding them) give START a good bash. Choose Round 4 (Fortress) and you're away. Whizz through the level until you meet your luvverly skin and blister, Licia. Zap her with the Freeze Ray. Up the ladder and round you meet the Brain. Leaps up and zap it with the Hydro Wave, wait for the beam to pass and hit him with the Ultra Sonic. Dodge the beam again and zap with the Psy Cannon then the Burning Bullet and finally the Freeze Ray then start again with the Hydro Wave until the large, red smeg-head cops it.

**codes from David Shannon of Liverpool.**

- Level 5 JALE
- Level 10 ACAC
- Level 15 JCLC
- Level 20 AAEE
- Level 25 JAPI
- Level 30 ACEG
- Level 35 JCPK
- Level 40 AEAE
- Level 45 JELI
- Level 50 AGAG
- Level 55 JGLK
- Level 60 AEEI
- Level 65 JEMP
- Level 70 AGEK
- Level 75 JGPO
- Level 80 EAAE
- Level 85 NAII
- Level 90 ECAG
- Level 95 NCLK
- Level 100 PCJK

**CLUTCH HITTER**

It's that Liverpoolian, Dave Shannon, turning up again like a bad penny - welcome back Davey boy, cheers for this luvverly tip and have a banana.

Choose a lefthanded pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman. Throw the ball and spin it towards the batsman to get a strike every time.

**OUT RUN**

Okay speed freaks, slow down and take it easy with this Infinite Lives tip from Kristoffer Storey of Bradford. All you do is hold DIAGONAL LEFT and BUTTONS 1 and 2. Keep them pressed while you press START. When you start the game just let go and you can lie down and take a nap if you wish without worrying about the time.

**CHUCK ROCK**

Essex boy (do they have the same morals as Essex girls? Are you insinuating anything here, Lucy? - Rich!), Jon-Marc Overy has very kindly handed over some level codes for this excellent platform game.

- Level 1: 7G09M
- Level 2: N6E63
- Level 3: B4AKC

And because he's a very very nice man he's given us a fruity guide of how to beat the bosses.

Boss numero uno is a bit of a push-over. Just pick up your rock and every time he runs at you, throw it at him (about 10 times does the trick). To mangle Nessy go to her head and keep kicking her. After she falls off the screen quickly go and catch your breath! With boss number three, go to the far left of the screen and push left. When he tries to suck you up he's stuffed because he can't touch you. Keep jumping next to him, kicking and jumping back. It's a long process but it works! To kill Terry you've got to jump-kick him - hopefully he'll shrink. He doesn't you're in shnoodk shtrict but if does, wait for him to advance, jump him, move right and kick him on the way down. When he's snuffed it, prepare for a seriously weepy ending. Snappiness ahoi! Bring out the tissues!
Being High Lord and Master is great, up to a point. You see, there are only so many citizens to be impaled. There are only so many traitors to be executed, and a limit to the amount of wives that one may behead (without bringing on a modicum of disapproval). When these limits have been reached, restless rulers look for other means of amusement. A foreign campaign, perhaps?

You happen to live in the far and frozen North, and it has occurred to you that a holiday home on the Southern shores would be a desirable thing. Being a vicious despot, packing the caravan and setting off doesn't cross your mind. Instead you decide to drag an unwilling army along, bludgeoning every town and village you come across on the way, and generally indulging in some World domination. Only when you reach the beach in the far South (195 countries away), will you settle down for good.

Along the way you have to feed your military entourage, trade with strangers, recruit new followers, and kill, kill, kill. To add a dash of intrigue, you must form alliances with some dubious characters, and indulge in some spying as a fifth columnist. And you'll probably have to invent 195 new names for those countries.

**OVERVIEW WINDOW**

The overview window displays the whole domain you are currently playing. It shows the settlements as black dots, and major roads as black lines. White dots represent the position of your followers and your captains. This map is used for general orientation, sending your captain, and snapping to any area of map in the main window.

**WORLD WINDOWS**

Powermanger is a complex game, operated through five windows. Between them they contain all the play and view options of your captains. A brief explanation of each might help:

**VIEW CONTROL WINDOW**

This window has two purposes, one of which is controlling the view, sensibly enough. A compass shows you the direction you are 'facing' in the main window. By holding the A button and moving the d-pad, you rotate the main window view through 360 degrees. This is useful when one angle is obscured by hills. It is also possible to zoom in on a section of the main window, or zoom out for a larger view of the domain. The other function of the window is to show the symbolic scales. These represent the degree of control you have in this domain. As they tip towards the right you are winning. You must remove all your opponent's grains to achieve total victory in that domain, and move on.
**Main Window**

The main window displays a small section of the domain in isometric 3-D. All map detail is contained here, including mountains, settlements, people and seasons. This is where the action takes place. You control a cursor which is used to direct men, or access information on any domain item.

**Command Window**

Every action possible in Powermonger is governed by an icon in the command strip. As well as actions, the strip allows you to flip between postures. These affect the manner in which your captain executes commands. This is important, and will be discussed later.

**Intrigue, My Lord**

Tactics and intrigue play their part in Powermonger. Firstly, recruiting other captains to your cause is essential to success. You may transfer men between captains to be kept in reserve or used in a pincer attack. However, each subsequent captain is further down the chain of command. Orders from you have to be passed down the line by way of carrier pigeon. This takes some time, so you have to account for a delay in orders being executed.

**Spy Baby**

The plot thickens when one of your captains turns to spying. Spying places your captain in the enemy camp, allowing you to see just how committed his troops are. If he is recruited, they are alerted to the enemy’s troop position. If you are discovered — it’s a nasty case of the guillotine.

**Comment**

As I read through the manual first (with Powermonger you HAVE to), I nearly screamed myself. This could be a Mega Drive classic! In the event it isn’t, but that’s not to condemn it. Having just played Sensible’s Mega-Lo-Mania, Powermonger seemed slow and a bit cumbersome. Like the early levels of Populous, nothing much seems to happen at first. Of course, there’s lots more to the game than that, and unlike Populous you do have complete control.

What is lacking sometimes is the information you need to form proper tactics. Text is displayed in a rambling form, when it should be a clear matter of facts and figures. Knowing how large an army you face would also be helpful. I also feel that some of the new ideas, like trade and invention should have been developed at the expense of season effects and different tree types. Bullfrog should have copied Mega-Lo-Mania’s line of being symbolic in representing the game’s mechanics — not pseudo-realistic. That said, Powermonger is another rare specimen of a console strategy game (a not bad one), and should be treated with kindness just for that.
BAD POSTURING

Nice or nasty: it's up to you. The line you take is governed by the three postures on the command bar — symbolised as one to three swords. Your posture affects the way each command is carried out. Attacking in a passive posture will save most enemy lives, but may not be decisive. Being aggressive may result in unnecessary slaughter. When it comes to recruiting men or taking food an aggressive captain is much more rigorous, collecting bigger quantities.

THE DESIGN IS READY

Settlements with workshops are the key to developing your own artifacts. A range of items and weapons, from plough to cannons may be constructed by craftsmen you have spared. The item produced depends on the location of the settlement — in relation to the raw materials it needs. For example, forest areas produce wooden objects, while settlements in the mountains make mined objects, like pikes and cannons.

MARCHING ON YOUR STOMACH

Food is the most vital resource you carry. Each settlement has a supply for its own people, and when you conquer it, you may take that supply. The amount of food available depends on the season, shown by the trees and weather. Resources run very low in winter. You could breed resentment by leaving a village to starve. Another tactic is to leave food in caches in the countryside. These are safely hidden until you return in times of need. Killing sheep is another option.

PRESENTATION

A massive manual, which is quite logical, and has a very helpful tutorial. Good on-screen presentation and sensible control system. No options apart from the password system. A speed/skill setting would have been nice.

GRAPHICS

Highly impressive scrolling/rotating/zooming effects on the isometric map. Clear icons and plenty of innovations.

SOUND

Very basic sound effects, employed in battles. Countryside sounds — none of which are either important or impressive.

PLAYABILITY

Plenty of tactical options open to players, a good playing atmosphere. Complicated at the beginning, and occasionally the slowness of the game is frustrating.

LASTABILITY

A massive challenge with 195 successive levels, each filled with enemies. The range of action doesn't increase in time. You keep doing the same things, only you must do them better.

OVERALL

Powersmonger improves on Populake, but doesn't match Mega-Lo-Mania. It's also rather slower than the average Megadrive game, but boasts excellent value for money.
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Farewell, the paradise Kingdom of Alulu, for the monsters have taken your soul and crushed it in their mighty grip. The city’s all but destroyed, your ships are burned and lying wrecked at the bottom of the sea, and the legendary stone “Dragon Blue Eyes” is lost. This magical gem, source of all peace and tranquility in the realm of Alulu, must be recovered before evil forever makes your world its home.

That was the message that inspired the Chiki Chiki Boys, better known as the Mega Twins, into action and may prod you into helping them save their dying world.

Guide either boy across the Kingdom of Alulu destroying everything in their path. Collect money to buy better weapons and power-ups to defeat the evil King and save the world in Sega's excellent conversion of the popular Capcom coin-op.

Suddenly our hero's attention was drawn by a nasty whiff of stale underpants... What bats? Where?

THROUGH THE DRAGON'S EYE

Before the quest begins the player is asked to choose a twin and give him a name. From here on the search for the “Dragon Blue Eyes” ensues across the three main districts of the Alulu kingdom. Only by finding the precious stone is the whereabouts of the evil King’s hideout revealed, and the quest for peace continued. Take the three districts in any order but the following battle stages are fought through in a set format. By the way, don’t expect to get away with playing right the way through an EASY level. Capcom have included a clause whereby you have to play the game on at least the NORMAL level to see the whole game!

Don’t start! I’ll get my brother if you do!
MEGADRIVE

CHIKI BOYS

Comment

Yes! The first Capcom game to appear on the Mega Drive for a-a-ages and it's brill-iant! After the initial disappointment of the missing two-player option I soon began to count my blessings as I realised just how good a conversion Sega had made of the coin-op. Of course, the best conversion of the worst coin-op in the world doesn't warrant purchase but Chiki Chiki Boys, aka Mega Twins to us Westerners, is really an excellent game! It is full of delightful presentational features and humorous touches which all add up to something that not only looks marvellous but plays well too. Okay, so the gameplay is so obvious that even a perfor-ming chimp could get the hang of it, however staying alive isn't so easy. With the equivalent of only one continue and a high level of challenge on the HARD level this cutesy platformer, as Capcom intended, caters for skillful platformers as well as beginners. Like the superb Ghouls 'n' Ghosts, Chiki Chiki Boys offers some interesting twists to the accepted platform routine, all the characters have strong personalities that are accentuated by wonderful attention to detail and complex animation. Even now, after completing the game, I still enjoy playing it to behold the graphics and enjoy the sounds of another Capcom classic.

Paul

 Damn you Rodney! You knew that I was coming as the skeleton! You were supposed to be the rabbit, remember? Tsk!

Oyay!!!

Look, he's gone all embarrassed. Look, his ears are all red too! Hah hah!

YOU NEED CASH TO SLASH!

After each of the end-of-level guardians are defeated, a helpful blonde-haired lass offers a selection of useful items which you can buy with money plundered from defeated enemies. The largest amounts are gained from the largest of enemies, the small change snatched from the wimps. There are also many hidden chests throughout the Kingdom that contain either horde of coins or Vitality pills. This is what's on offer:

SWORD: The sword is a more powerful replacement for the twins' basic weapon. The shop offers the chance to upgrade the sword three times, though the prices are expensive. Expect to pay 25,000 for the top of the range chopper!

MAGIC PEARLS: These vary in price depending on the power of the magic within. On the early levels magic costs around 1,000 credits. Expect to pay far more later on! The best policy is to use the magic sparingly throughout the game and save your cash for items such as swords.

VITALITY PILLS: These restore lost energy and are available in red and white or blue and white. The former replenishes the twins' energy bars almost to the full whereas the latter being less expensive, only refills a fraction. Just enough to make it to the next hidden chest and, hopefully, another free vitality pill.

MM SEGA
I'm afraid I didn't find Chiki Chiki Boys as cosmic as Paul obviously did. Sure the graphics are all very sweet with big, bold sprites, a handful of neat, smooth animation and a very cutey look to the whole scenario. But there's just something missing from the whole package (notably a two-player option) which results in an acceptable platform offering but nothing to shout home about. In fact, the whole thing reminded me of the Harry Enfield character Tim — nice but dim. Don't get me wrong, it's worth a play and the high difficulty setting sets a fair challenge to even hardened gamers but it's not that big, not that clever and I wasn't all that impressed.

Flaming Fire: When the power of the green shells are unleashed a flaming fire scorches the evil forces to the ground.

Pearls of Wizarddom:
The boys possess enough vim and vigour to bravely face their foes alone but they also know the whereabouts of certain clam shells containing pearls of great power. There are four kinds of magical gem, each presented in a different colour to save confusion:

Typhoon: Blue clams contain pearls of calamitous consequence. They disclose the power of the typhoon to break the enemy with a powerful wind.

Bound: The red molluscs give the power of the bound, a hyper-destructive array of orange orbs that dance around the screen destroying enemies before fading away into nothingness.

Bomb: The orange shells contain pearls that reward the boys with powerful bombs with a short fuse which explode in a shower of multi-coloured stars — extremely powerful allies.

Extra Life: There are no continues in this game, the only chance you get to carry on is to have a spare twin handy to take over if one dies. Life is by no means cheap!
Titus Fox-Fairbrother was the most celebrated archaeologist in academia as a result of his many discoveries of relics of the Dark Ages. His status as an authority on medieval privies was unquestioned.

To escape from the rigours of fame, he retired to his personal island of Plemisjugal, somewhere in the North Atlantic. On one of his jaunts there he made a remarkable discovery — the Plemisjugal Chronicles. These revealing texts followed the collapse of two rival settlements on the small island — their quarrel originating from the most trivial of circumstances.

Many chapters spoke of the endless cannon bombardments, and constant rebuilding work necessary. Eventually, the people of both castles wore themselves out and abandoned the island, evidently deciding that slaughtering each other over an albino pig and the rights to the island's sole public convenience just wasn't worth the hassle!

**COMMENT**

Modified rapture. Rampart is a personal all-time fav of mine in the arcades. I'd loiter suspiciously for hours waiting for a fix of three-player action! I can report to the troops that this is the best conversion to date, as close as you could wish on the Megadrive. The game's very basic, but totally addictive in two-player mode. To be honest, it's not a contender as a single-player game at all, but hopefully we all have friends to play with. The graphics are exact copies of the arcade, ie functional, and the sound (apart from the ridiculous new repair music) is as authentic and atmospheric as before. This game doesn't have any of the fancy additions like the Bitmasters' 'Super' Rampart, or the Super NES' 3-D option, but it triumphs over them all by doing what a conversion should primarily do — recreate the original.

Megadrive Rampart does, and despite it's limitations I recommend it as one of the best head-to-head console games ever!
ONE/TWO-PLAYER GAME
Rampart sustains both one and two-player games. Single players battle an invasion force from sea. Two-player games pit players against each other, separated by a river, each with a castle to themselves.

BRICKS AND MORTARS
Rampart plays in two distinct phases. The first is Battle Mode. You control a cursor, and have a shot for each cannon you possess within castle walls. In one-player mode, place your cursor over enemy ships; in two-player mode place it over your opponent's walls. When your cannonball has struck you may fire again until the round ends.

Made two's Build and Repair. You have a set time-limit to repair all the gaps in the wall surrounding your castle. To fill the gaps, the computer provides you with a selection of random-shaped wall pieces. Use the D-pad to move and the buttons to rotate and place the pieces. If the castle's successfully repaired, its floor becomes chequered. You may use any spare time to incorporate surrounding castles into your empire.

CANNON COUNT
Increasing your destructive hardware is a top priority. After each repair round you place bonus castles anywhere within your chequered kingdom. Each castle needs a clear space of four square units. You're given two bonus cannons for your home cannon, and one for every other castle. Should you fail to repair one of your castles, you lose control of the cannons inside.
**THE KING OF SPAIN'S BEARD**

They came from the sea, a vast Armada of ships to attack your castle. A direct hit and the ship goes up in flames, but several more may be needed to send it to the bottom. Here's a telescopic key to the various vessels.

**GUN SHIP**
An aggressive ball-firing. These make one shore-line salvo, then retreat. They take two shots to destroy.

**TROOP CARRIER**
These have smart captains, and try to avoid your fire. If they reach shore they release a ground-attack force. Four shots are needed to destroy these.

**FLAGSHIP**
Fast and powerful, high-ranking ships. They have flaming fireballs which cannot be built over. They head for shores next to castles and launch a blistering attack.

---

**OPTIONS SCREEN**

**SKILL LEVELS:** Choose Easy, Normal or Hard.

**BATTLE LENGTH:** Alters the maximum length of a battle to five, seven or nine rounds.

**KEYS:** Toggle key functions.

**SPEED:** Alters the cursor speed for each player.

**BATTLE PLAYFIELD:** Selects the playfield layout for two-player games.

---

**PRESENTATION**

A Plent of options to handicap yourself in battle, or alter battle parameters. The continue option in two-player mode's annoying. There's no system of counting victories as part of a tournament.

**GRAPHICS**

74

Almost arcade perfect — little castles and arcing cannonballs make a pleasant vista of carnage. A bit basic and a lot samey is the main problem.

**SOUND**

82

Humorous speech samples and screams, and a fabulous whooshing noise of falling projectiles. Changing the repair music to the insane, rhythmless psycho-billy beat is an act of vandalism.

**PLAYABILITY**

82

The controls are simple to learn, and the objective is clear. For two players the action’s a comparable struggle to wreak massive damage. Winning’s really satisfying.

**LASTABILITY**

72

As a two-player game, it will remain a classic and well-used part of your collection. As a one-player game it doesn’t have a long-lasting interest, despite being harder than the arcade.

---

**OVERALL**

81

To be considered as a two-player or cancer from only because in one-player mode it just won’t stand the test of time. All in all though, it’s definitely one of the best combat games for the Megadrive around.

---

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---

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Beast-Man didn't have a happy childhood. Through no fault of his own he fell in with bad company, and was soon the messenger slave of the Beast Lord, Maleth. Inevitably, being enthralled to a dark necromancer and trapped in a mutated body, Beast's schoolwork suffered. Prospects for the future were not bright.

Then, by happy chance, Beast recognised his father who was being executed, and all his memories came back. Well, it was a bit of a rum occasion, but at least Beast was stirred to action. He avenged his father's death by Zelek, the Beast Mage, and as a bonus got his human body back.

But the baddies have a habit of bouncing back. Beast Mage did just that by stealing Beast's sister, and whisking her off to exotic Kara-Moon, for training as Beast's replacement. Rather than see her follow in his footsteps Beast rushes to Kara-Moon, but finds the countryside teaming with the Mage's main man. Without all that raw animal power of his beast form, the going might be tougher second time round.

KILLING JOKE

TALK TALK

There are some communicative characters in Beast II, and talking to them is a matter of walking up to them. Since Beast is new to the area, he basically doesn't have a clue what to do. Following the prompts of others is the first stage to progress.

MACE IN THE EYES

Beast I wasn't any great shakes, so who had the idea of converting this? The Amiga game's yonks old, and no improvements seemed to have been made at all. The graphics are quite well-defined, but seem flat and boring, and very Amiga-ish. The sound's just as bland, with the pace of the game to a tee. The problem is, not much seems to happen, and what does is pretty tedious. I could gripe about the puzzles — it's all levers and keys, and the fact that mucking up once means restarting. What is also inexplicable is why the glitches caused by the Amiga loading have been incorporated on a ROM cart. In the end, who cares? Beast II is just plain mediocre.
Beast II features about 100 different species of the evil ones, minions. Some are completely thick, and flap about the fields and caverns of Kara-Moon. There are also clever monsters who engage you in armed combat, or try and squash you with heavy stone blocks.

Beast II is what you call a hybrid; a mix of shooting and puzzling action. The puzzle part involves solving inscrutable puzzles to obtain further objects for progress. The game fits together in a chain, which means any link missed, or bodged wrecks your chances and you have to start again. An early example of this is the Demon and the rope. You have to kill the demon before he cuts the rope or escape from the pit is impossible.

The rock puzzle’s a good example of what’s expected of you. Use the grabber to move the boulder over the spike, then drop it. Then figure a way to move the small rock to the seesaw, without dropping it in the water.

Beast carries a mace for protection, and he swings it around in order to slap the demonic minions into the middle of next week. The mace extends and retracts a bit like rubber band, catching any baddies on the way. The other weapon Beast is licenced to carry is a throwing axe. These are located in treasure chests. Strangely, a throwing axe only works for ten seconds once activated, but for that time Beast’s attack has extra power.
UNIVERSAL SOLDIER

If God had intended us to fly he'd have given us wings. More importantly, if the Almighty felt we should soldier on after death then...then we'd all do just that. Yet we don't! It comes as no surprise to find any attempt to turn this wish into reality is met with absolute disaster. Somewhere along these lines lies the plot to the film Universal Soldier.

Inhabiting the same universe fluctuates the plot of this new game from Acclaim.

You're Luc Devreux, a Vietnam soldier brought back from the dead by the Government to be the ultimate, mindless, killing machine. Unfortunately, a technical cock-up brings back your memory and that's where the trouble starts. You must escape the clutches of the psychotic Sergeant Scott who you killed in the war to stop him wiping out an entire village. Just your luck, the Sarge gets resurrected as well AND remembers who was responsible for his untimely demise — he's out to get you and this platform romp around a selection of pitfall-ridden, hazard-laden landscapes is you doing just that. Before it's too late.

A Attack of the giant Dolphins!
The Universal Soldier is no exception. Throughout the game, Luc discovers many power-ups and changes of artillery to help him in his mission. Each weapon’s capable of being powered up to four times its basic strength. They are:

**THREE WAY/FIVE WAY:**
Basically these power up the standard shot weapon to a wide spray of either three or five way firing spray of bullets. Not too powerful but wide ranged.

**ELECTRO-BLASTER:**
Provides Luc with an energy-bolt firing gun that shatters into smaller, bouncing, balls of light.

**THE LASER:**
Replaces Luc’s inadequate weapon for a much better light-powered beast of a machine.

**COMMENT**
C-rash! Another film license hits terrafirma with a resounding crunch and wobbles off unceremoniously into the shadows of the greats. There’s simply no hope for software houses that turn out stuff like this. Not that it’s entirely bad because an extremely similar game named Turrican enjoyed some success. The point is, Turrican happened three years ago. This is now UniSol tries to fob us off with the same dated gameplay and even retains the ridiculous transformation into a spinning buzz saw routine. It may work fine in the context of a cybernetic fighting machine but with a re-animated human being...? Besides which, the rest of the gameplay’s so tried and dated you can almost hear the cogs creaking as they churn out the monotony. Drear oh drear.
** barring the obligatory weapon power-ups, Luc can uncover a small selection of other items to help him.**

**Lumme, Ballistic learn their lesson with YTS trainee programmers. Universal Soldier is a shocking shambles of a Turrican clone, inept in the extreme. What gets my goat is the extreme mutation-dressing that attempts to promote this game as anything connected with the film, which is bound to sell copies of this undervesting mess. Okay, they paid their money for the license but it's a bit dishonest. What's next, Winter Challenge packaged as 'Scott of the Antarctic'? Even judging the graphics and gameplay on their own they're awful: indistinct, ill-conceived and laughably incongruous — check out the giant bouncing Ralph Lundgren, and Sol's 'buzz saw' party trick. This isn't even Turrican 2, it's basically large chunks of code from Turrican 1 with a tart's makeover. There just isn't a place for such badly-written games on the Mega Drive at this stage. Maybe Ballistic should take their next film license from the 'Carry on' series, since I found myself laughing at Universal Soldier on more than one occasion.**

**THE BLOODY L: A red letter L that increases the length of Luc's Rapid Fire Cannon (lucky sod) and widens its destructive range.**

**HEALTH POD: If Luc's vitality looks like giving up the ghost then grab one of these pods to restore his health back to fine, fighting form.**

**SMART BOMB: A bomb so powerful, it obliterates all enemies on screen.**

**DEFENCE SHIELD: Unsurprisingly, this is a defence shield which lasts for about 12 seconds.**

**AMAZING.**

Luc is quite an extraordinary kind of guy! As well as being as strong as an ox on steroids, he can create havoc as he turns into a spinning buzz saw, impervious to the attacks of the killer bees etc trying to do him in, roll under tiny gaps in walls AND drop bombs in the process.

**COMMENT**

**GUS**

**PRESENTATION 48**

UniSold offers the most wasted facility on an option screen ever! Where it says "Preferred by Chris Blackston" on the screen. Useless or what? Doh!

**GRAPHICS 60**

The character representing Luc is well animated and looks pretty good in spite of the similarities to Turrican (oh the agony legs). Everything else is poor beyond belief. You name it, it's bad!

**SOUND 82**

The music exceeds the standard of the game and the sound effects aren't bad either.

**PLAYABILITY 56**

Very straight-forward, easy to get into and a good enough blast while it lasts... In all honesty that you've literally seen it all before.

**LASTABILITY 42**

The EASY and HARD difficulty options mean the game's completed in an hour or a day. There's little inspiration to carry on and see the next level. The whole thing is so-so disappointing.

**OVERALL 47**

A particularly good example of an awful game. There are dozens of games of a similar ilk available that are far superior.
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PREDATOR 2

Sport, eh? On our planet, games involving inflated pigs’ bladders and people running around on some grass, rake in zillions of pounds and have fanatical die-hard followings of millions. On other planets, people play sports involving guessing the correct part of a wall and such, and on one particular planet, the main sport is killing things. Anything’ll do, small furry creatures, big scaly ones, sapient, sentient or vegetable, see it, shoot it.

Sadly, this sport has been so popular for so long that the inhabitants of the planet, the Predators, have run out of things to kill. They’ve tried breeding animals in special Death Farms, but it’s just not the same. So, to preserve the long tradition of slaying, a few hand-picked scouts have been sent out to find new killing grounds, and luckily for us, one of them has found Earth. However, crack narc Harrigan has stumbled onto their fiendish plot and, in between wasting evil drug pushers, is determined to put a stop to it. But are his horizontally-scrolling blasting skills a patch for Acclaim’s deviously programmed Predators?

COMMENT

Predator 2 on the Megadrive was pretty good, if a bit easy, and most of the same criticisms apply to this Master System conversion. There are a few differences between the two however — the Master System version only scrolls horizontally instead of the eight-way scroll fest that was the Megadrive title. The graphics are understandably poorer, although they’re still not that bad by Master System standards, and there’s no sprite flicker whatsoever. The game moves quickly enough and the controls are easy to get the hang of and pretty responsive. The sound’s adequate, the tunes are okay and the effects are alright too. However, although Predator seems pretty tricky when you first play it, after a couple of games you’ll just whizz right through to the end. The password system doesn’t improve the challenge, as it effectively provides you with infinite continues once the machine has been turned off. Novice gamers or general hooligans should give this a bit of a go, because it’s a pretty good game, but seasoned shoot ‘em uppers should pass Predator 2 by.

TOOLS YOU CAN TRUST

Harrigan starts the game armed only with his trusty police issue revolver, but he can pick up extra weapons as he goes along his way. These arms are found lying around on the floor, which just goes to show how sloppy the drug dealer and Predator filing systems are.

MACHINE GUN

This weapon’s only slightly more powerful than Harrigan’s regular gun, but is blessed with a far faster fire rate. A load of ammo is bestowed upon Harrigan each time he picks one of these up (to a maximum of 99 bullets).

GRENADES

Although these little bombs are difficult to aim properly they have a decent blast radius, and anything caught in this is killed. Grenades are the most powerful weapons and are of particular use against bosses — especially the big ones.

SHOTGUN

The shotgun provides three-way fire, but each single shot isn’t very powerful. The shotgun’s unfireable either until all three shots leave the screen or connect with a target, which makes it useful at close range when all three shots hit at once and Harrigan is able to fire again immediately.

RAD

SUB-MACHINE GUN

The recoil on this gun gives it something of an erratic fire pattern, but at least this provides a good spread of shots. It’s also more powerful than Harrigan’s standard pistol, but very short on ammo.
**TRI-DOT TARGETING TOMFOOLERY**

Although the horde's gun dealers with their big guns and gold teeth are quite hard, they're no match for Harrigan. For this reason, he's keeping a close eye on Harrigan, who looks like a bit of a challenge. However, every now and then, the Predator test just how hard Harrigan is by targeting him with his high-powered blaster. As soon as this formation of three red dots appears on screen tracking Harrigan, it's a good idea to run away, because as soon as this locks on, Harrigan is blown into little tiny bits.

**SAY NO TO DRUGS**

Although Harrigan has to deal with the Predator, his primary concern is the mission given to him by the police department. Mostly, this involves shooting loads of drug dealers, but on each level there are a number of hostages to rescue. This number increases as the levels progress. You might think that as soon as Harrigan started his one-man war on drugs all the hostages would have been slaughtered, but that's too nasty and everyone seems to have forgotten about them. However, the Predator, eager for a spot of target practice, remembers them all too well. Once he sees a hostage sitting about bound and gagged on the street, his little targeting computer gets to work, tracks them down and shoots them. If three hostages are lost to Pred, Harrigan tops himself out of sheer guilt and so loses one of his lives.

**COMMENT**

Average, reasonable, okay. Pick an adjective really because they can all be applied to this game. It'll never win any prizes for originality or even for playability or lastability, but it's not all that bad. The graphics are nothing stunning but adequate; sounds and effects are okay and for a beginner there's a reasonable amount of challenge in there - the first couple of times you take it all you take off it seems incredibly hard, but after a while it becomes almost too easy. The game moves along at quite a pace and the controls are a doddle to pick up. The main gripe is the way all the levels look just same with the same baddies to blast in the same way and same the obstacles to avoid - don't get me wrong, it's still quite a fun game and not bad at all for the Master System. Just don't expect any great shakes. If you're a novice and horizontal shoot 'em ups are your bag, this is worth a look, otherwise, forget it.

**PRESENTATION**

A pretty good title and end sequence.

**GRAPHICS**

A good use of colour and there's none of that Master System Bali flicker troubles.

**SOUND**

A selection of Alright tunes and effects.

**PLAYABILITY**

Fairly quick-paced with fluid controls and plenty of action most of the time.

**LASTABILITY**

Quite challenging for the first couple of goes.

**OVERALL**

74

An enjoyable game, but ruined by the lack of any challenge.
THERE’LL COME A DAY WHEN YOU’V

GET A LIFE. IF YOU AREN’T READY TO LEAVE SCHOOL, BUT
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MASTER SYSTEM

1. SONIC THE HEDGEHOG II
2. THE SIMPSONS
3. ALIEN 3
4. GHOULS ’N’ GHOSTS
5. CHUCK ROCK
6. OLYMPIC GOLD
7. NINJA GAIDEN
8. SUPER KICK OFF
9. SONIC THE HEDGEHOG
10. WIMBLEDON TENNIS

MEGADRIVE

1. SONIC THE HEDGEHOG II
2. LOTUS TURBO CHALLENGE
3. LHX ATTACK CHOPPER
4. ALIEN 3
5. EUROPEAN CLUB SOCCER
6. TAZMANIA
7. CHUCK ROCK
8. JOHN MADDEN 93
9. CRUE BALL
10. SHADOW OF THE BEAST II

Co-er, what a fabulous surprise. That spiky blue chap, the one who’s more famous than the Queen, Madonna and Hitler put together, has hit the top of the Christmas charts with the hyped-beyond-belief but utterly brilliant sequel — Sonic the Hedgehog II. Creeping up its rear is EA’s top hole road racer Lotus Turbo Challenge while the new entries this month are the third on the John Madden bandwagon and Shadow of the Beast II. Tune in next month when we should see a whole heap of new entries after the Christmas fever.
MEAN MACHINES
MASTER SYSTEM CHART

1 SONIC THE HEDGEHOG II
2 IMPOSSIBLE MISSION
3 SUPER KICK-OFF
4 DONALD DUCK
5 WONDERBOY III
6 WONDERBOY IN MONSTERLAND
7 NEW ZEALAND STORY
8 GAUNTLET
9 CHUCK ROCK
10 PSYCHO FOX

Last month we brought you the creme de la creme on the Megadrive front — the Mean Machines team’s ultimate choice. This month it’s the pick of the crop from the Master System range brought to you following the intricate (and extremely painful) fusing of Rich and Jazza’s sole brain cell — the things they do for you! Next month it’s the turn of the Game Gear to be put on the rack. Don’t miss it.

GAME GEAR

1 SONIC THE HEDGEHOG II
2 TAIZMANIAN DEVIL
3 SUPER KICK OFF
4 OLYMPIC GOLD
5 SONIC THE HEDGEHOG
6 DONALD DUCK
7 WONDERBOY II
8 SUPER MONACO GP
9 CHUCK ROCK
10 SPACE HARRIER

And here’s that speedy hedgehog going straight into the top of the charts and making it a hat trick with Sonic the Hedgehog II on the baby Sega screen. And in at number two we have that marvellous platform game from Sega, starring that well wicked Tazmanian Devil. No more new entries so far but next month things are bound to change...
Inside every tiny miniature car there is a tiny miniature driver bursting to get out. These impish shrunken motorists content themselves with waiting until no one is looking and then hairing around any available surface at high speeds. Micro Machines tells the story of 11 such tiny tearaways imprisoned in their mini-mobiles. These chirpy characters have decided to organise a tournament to discover who is the bestest all-round driver of them all, competing as they do in a variety of vehicles in all locations. Micro Machines is an overhead-viewed racing game using analog steering to send you zooming around. As each level you complete... Bah!

**Warriors:** Fitted with front-bumper detonators, crashing into another Warrior generally leads to these trucks blowing up! The nut, bolt, oil and sticky glue-laden garage floor environment they race in is also a hindrance. Watch out for their skiddy cornering, too.

**Turbo Wheels:** These sand-hoppers are spritely little buggies which race around beaches littered with buckets, spades and sandcastles. With a high top speed, cornering is a little tricky, and their light weight means they bounce around a great deal if they hit so much as tide mark.

**Speedboats:** Battime racing is the order of the day here. Steer clear of the plughole which swallows your boat and the soap suds which slow you down and bounce you around. Also beware of the savage rubber ducks who bar your way.
There are eleven drivers to choose from in Micro Machines, and some are better than others. James Dean-alike Spider, for instance is the best driver that ever there was, whilst "I want me pigeons" sad fat boy Walter lags behind, as his portly stature slows his vehicles down somewhat. However, just to make things easier, the rating of each driver is written above their picture on the driver select screen. This means it's simple to pick the good drivers at the start of the tournament, knock them out in the easy early races and then just have the weedy racers to contend with when things get a bit harder!

**COMMENT**

Micro Machines is one of my favourite NES games ever, and it's great to see that all the vehicles, courses and playability of the original have been faithfully ported over to the Megadrive. The graphics have been tweaked up a little, although nothing really drastic has been done, and the same goes for the sound. Megadrive Micro Machines certainly moves faster than the original, zipping along at a fair old lick, and the controls are even more responsive. A couple of changes have been made, though. The computer drivers are far more aggressive, some of them even head the wrong way down the track trying to knock you off the table! The two-player mode has been made more competitive too, as knocking into other cars in the right way sends them flying off, so there's plenty of barge-related mayhem in store. However, the single player mode is a bit too easy. I was able to complete it in the first couple of sittings, although the last race was quite a while to beat. Also, I was a little disappointed to see that there are no new vehicles or courses to master. If you're a single, lone Micro Machiner this probably isn't for you, but anyone with even a sniff of a second player around should seek it out.
**COMMENT**

What was unquestionably fab on the NES, gets the perfect conversion treatment on the Megadrive. Micro Machines doesn’t look any great shakes from the Nesels (the slightly rough look has been preserved), but the scrolling is super smooth, super fast. In my view, all other previous racing games on the system have been bores. Dump the 3-D view and bring in the playability. Two player Micro Machines is addictive, not a little due to the wide range of wacky courses and vehicles to try out. The single player mode is frustrating at times, due to the dirty tactics of the opponents, but perhaps overall the game is a little on the easy side. The best thing the game has going for it is its sense of humour: Snooker tables and desktops, and marmalade stains to race through. This has to be a bit of a two-player classic.

**RUSS AS TRUX**

Should you be skillful enough to achieve first place in three events running in the single player tournament, you are treated to a bonus event, the Rufftrux. This event gives you a strict time limit in which to negotiate a tough off-road course littered with boulders and precariously tight paths through rivers. Win through and you are awarded an extra life for your troubles, although there is no penalty for failure. These courses get tougher and tougher as the game progresses until only the most capable Micro Racers get the prize.

**MUTUAL MICRO MACHINATIONS**

If you fancy going head-to-head against a friend, Micro Machines has just the option for you. The two-player mode allows you to take part in either a single race challenge or a longer tournament. The single race mode allows you to choose your vehicle out of the eight available, plus Pro Formula 1 and Pro Sports Cars showcasing two of the tougher tracks. Tournament selects events randomly, and the first player to win four races is the victor! Two-player racing differs from the regular game. Instead of the first past the post winning the race, there is instead an eight-light bar in one corner, lit, at the beginning, with four red and four blue lights. Each time one player reaches the forward edge of the screen, leaving the other trailing behind, one light of the corresponding car colour (red or blue) is lit. When the bar is full of one colour, that player is the winner. Alternatively, should the race run the full four laps, the winner is the player with the most lights lit, or, in the event of a tie, the first player to score a point.

**SPORTSCARS**

Impress your schoolmates by zooming these around the desk-situated courses. Very nippy, but cornering is a problem at first. Try to get the hang of the Miami Vice-style “power skid” for maximum advantage and pose power, and watch out for that homework!

**FORMULA 1**

The ultimate challenge, the F1 cars are very, very fast and very maneuverable, but the pool table courses they are set on are the trickiest out! Going Heck for Leather is the only possible road to victory, which only makes things harder, especially when screeching around the pockets on the very edge of the table.

**PRESENTATION**

- Loads of characters to choose from and presentation screens abound.
- There are no real options to tweak.

**GRAPHICS**

- Colourful sprites and great backdrops with a lot of attention to detail.
- The sprites themselves are a bit on the small side.

**SOUND**

- A selection of short tunes play throughout the presentation bits.
- The effects are a bit disjointed, and there’s no in-game tunes.

**PLAYABILITY**

- Very smooth and responsive and fast, and great fun to play.

**LASTABILITY**

- Two-player frolics may well last forever and ever.
- The one-player option is too easy and won’t last very long.

**OVERALL**

- A cracking game, but one which single players might not appreciate.
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Steel Talons is a conversion of the swish coin-op which takes the player through a number of war zones where you fly around a freeform landscape strafing ground targets and dogfighting with enemy helicopters. The action's viewed either from the cockpit or from an Afterburner-esque behind-the-helicopter point from where your campaign of death is masterminded.

**Realism-Related Horseplay**

There are two control methods to choose from — Arcade and Real Heli. Arcade mode’s much easier and more straightforward, with up pushing your copter forward and down bringing it into reverse. However, in Real Heli, your nose tips once you start forward, and your view tilts accordingly. Similarly, when going backwards, prepare to see nothing but sky as you tilt back! However, Real Heli allows you to fly much higher, and more points are awarded for every mission and kill you make.
DON'T YOU JUST LOVE BEING IN CONTROL?

Although you can't have two human controlled helicopters flying at once, a friend can join in your game. The second controller duplicates the functions of the other controller with the C button pressed. This means one player steers and shoots, whilst the other player steers and controls the altitude. Although this takes a bit of getting used to it can be quite a laugh when you get the hang of it, for the first few goes anyway...

Steel Talons was a great coin-op. The graphics were all right and the sound was pretty good, but it was the sheer speed and frenetic action that made it so exhilarating to play. Tengen have made a decent job of converting the sprites, but sadly they've failed to get any of the rest right. The main problem lies in the jerky controls. Should you press right, there's a slight delay before you actually turn, and when you do the hell just lurches massively to one side. There's no fine control on turns either, it's just lurch central and you try in vain to get some semblance of servility from the joystick. Needless to say, this, and the ever-so-slow running speed, ruin things utterly. It's such a slog to play it just isn't entertaining at all. What should be a thrilling high-speed barrel through a twisting valley becomes a painfully crawl some blind trudge. The two-player mode doesn't work either, mostly because the controls are bad enough for one player, if someone makes a mistake it's high on impossible to rectify in time. If Steel Talons were faster and the helicopter could make tighter turns it might be okay, but as it stands it's a load of old pants.
**TRUSTING CHOPPERS**

They say a dog is man's best friend and diamonds are a girl's best friend. However, a Steel Talons player's best friend is the C button which controls the thrust of the helicopter, and, when used with the appropriate direction on the control pad, allows you to raise or lower your altitude, either up to the maximum ceiling height (as far up as your 'copter goes in other words), or even down to a perfect landing. The C button also allows you to perform rotational turns on a flat plane instead of the usual banking turn, which makes it altogether easier to see where you're going, although it's a bit slower. Pressing C in conjunction with start also changes your viewpoint from inside the helicopter to outside.

**THIS SKY AIN'T BIG ENOUGH FOR THE BOTH OF US...**

If you fancy yourself as a bit of a Red Baron of the helicopter world, there's a single player only head-to-head option which pits your skills against those of an elite computer pilot. Both of you take to the skies kitted out with loads of missiles and a full tank of fuel and chase around the various special landscapes designed for the event. These landscapes are especially craggy and tortuous arrangements of hills, mountains, cliffs and valleys so as well as looking out for the enemy chopper on your radar you've got to avoid certain death by crashing into the scenery!

**COMMENT**

What a pile of old pap! I tried it for hours, and can do nothing to commend this vestry of a game whatsoever. Having turned on and switched to Training mode, I was puzzled as to the purpose of the mass of disjointed dots in the centre of the screen. Ah, problem solved, that's the helicopter. After reeling from this disappointment I began to play at which point matters promptly went from bad to worse. This game's about as easy to control as a rabid rhinoceros - jerky unresponsive and utterly erratic. There's a stack of options which is one thing in it's favour, but with such bad animation and dull, slow gameplay, it's unlikely you'll want to plough through them. It's quite neat how your and your targets are pinpointed on an on-screen chart, or if it was, if they weren't almost too small to see. Basically, if you give this one a whirl you must be sad and if you fork out £40 odd quid for it you ought to be shot.

**PRESENTATION**

- Options and intermissions galore.
- In-game presentation is dull and cramped.

**GRAPHICS**

- Sprites are all right, and the still shots look pretty good.
- Bleahch! The animation is so slow and jerky suspension of disbelief is impossible.

**SOUND**

- The effects aren't too offensive, and there's loads of tunes.
- Sadly, the tunes themselves are pretty dull.

**PLAYABILITY**

- Slow and action-free with a control system which makes it impossible to play.

**LASTABILITY**

- There's twelve whole missions, plus that head-to-head option.
- The missions won't last long because they're not too hard, but it's unlikely you'd want to play for that long anyway.

**OVERALL**

A seriously bodged attempt at converting a surprisingly convertible arcade machine. A very dark hour indeed.

**LONG TERM REPORT**

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POOR LITTLE ROLLO, one of the last miniature elephants in existence and captive of the twisted Smiley and his travelling circus. In between being fired from the circus' gun and posing as an elephantine basketball for the circus' hopelessly clownish players, the dizzy and despairing Rollo realised it was high time for escape. So, slipping through the bars of his cage one night with the keys stolen from Smiley's belt, Rollo sets out to save his similarly-captured pals as he can aid them in his quest.

Now Rollo is putting his trust in you and your inventiveness to guide him through the four treacherous lands in search of his pals, a home and the hope of being reunited with his Mother. There are many puzzles to solve and secrets to uncover. What's more, with over a hundred different locations to travel through, this is likely to take some time. Are you beast enough?
ROLO'S SPECIAL SPECIALITIES

Most of the time Rolo is just your Joe average, miniature elephant of little consequence. However, offer him a drink of lemonade and he becomes quite the expert at long distance squirting. Also, if Rolo chances across a vacuum cleaner, he develops the remarkable ability to suck items up his trunk then use them as missiles against his enemies. Rolo's piece de resistance, however, is his incredible, self-inflatory, floating ability whenever a container of helium gas is collected.

COMMENT

Pass the bucket, I'm going to chuck. It's not that this game's bad, the sprites are big, bold and brilliantly animated — it's pretty obvious it was programmed by the same coders of James Pond and Robocod because many of the characters are identical in expression. There are some attractive, if basic, backgrounds, heaps of levels to negotiate and a mass of secret rooms to ferret out. It's just all so flaming sweet—dozens of little bundles of fluff jumping around being nauseatingly CUTE! There's so much more to each level than just whopping baddies and rescuing your mates — working out which character does what is fun but frustrating if you get it wrong. One good point is if you do mess up in a big way you can abort the level and start again. The only things that spoils the otherwise brilliant gameplay is the way Rolo slides around at will — often to his doom. Also, since it's so huge, a game-saving method really should have been incorporated. Despite these obvious flaws, it's utterly addictive and definitely worth a go — if your stomach can take it.

BITS AND PIECES

The different areas of Rolo's world are represented by pieces of jigsaw, some of which are in hard to reach or even secret locations. There are two ways of obtaining a piece of the puzzle. The first is to free all the animals caged in the present level then passing through the transporter at the end of the level, the second is by collecting a piece of a jigsaw that are occasionally hidden in some levels. These are often hard to reach.
THE BIRD OF THE BOARD

By pressing the START button on the jigsaw-type map screen, the player takes control of the Map Bird and is able to fly over and about the map. This gives the player some idea of how much of Rolo’s quest is completed. Incidentally, Rolo can revisit any area that has already been completed which is always handy for grabbing some extra points — or lives!

Eeh, look at Rolo. He’s pooped, bless him.

MINIATURE MINIATURE

As if being the smallest elephant in history isn’t enough, Rolo also has to endure the additional indignity of transformation into a more minuscule version of himself. This occurs whenever he enters a washing machine. It is possible to avoid the situation, of course, but then that would mean sacrificing the ability to wander through extremely narrow passages and the chance of finding that extra level.

COMMENT

Though I doubt he’s destined for super stardom, Rolo is a charming character and his friends are all equally as endearing with their many amusing traits. His dependence on each of his pals to complete the quest makes the game more imaginative than usual.

Unfortunately the fun factor is choked by the absence of a save game facility or password system. Considering the size of this game it’s completely demoralising to play for at least two hours, aiming to discover all that there is to find, then having to turn off and start all over again at a later date! (Apparently, EA felt their target audience wouldn’t stump up the extra fiver for the necessary battery back-up). At times the control of Rolo feels too slippery and results in much frustration.

With a save-game option and slightly revised controls, Rolo could be a major hit. However such problems exist and I suggest you seriously consider the probable frustration ahead before forking out for this one.

PAUL

PRESENTATION

85

The pleasant intro screen and the presence of the jigsaw map screen between levels make the game look attractive.

GRAPHICS

89

Cute characters that wander about against a succession of similarly well-presented backgrounds. It’s all a bit basic looking and often quite empty.

SOUND

79

Catchy tunes that suit Rolo’s character down to the ground. There are also some amusing sound effects. Though there aren’t any surprises and it is mainly standard stuff.

PLAYABILITY

75

The game is instantly enjoyable and the problems are often very rewarding once solved. Often the gameplay is pleasantly straightforward yet there is enough challenge to make it compelling.

LASTABILITY

76

Large enough and, at times, tricky enough to make competitive play the game. If and when the game is completed it is likely to prove such a strain that many will never return to the game again!

OVERALL

80

A very classy game with plenty of interesting touches. A winner with kids of any age but the absence of a save game/password facility cannot be stressed enough.

LONG TERM REPORT

BREAKDOWN STRATEGY ACTION

ACTION

CHALLENGE

REFLEXES

YEAR

MONTH

WEEK

DAY

HOUR

08479700
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NOW I'M RIGHT AT THE END OF 'UNRELIABLE AXE HEAD' - JUST GOT ONE LAST BIT TO GET THROUGH!

By Charlie Brooker

WEEEE!! GUESS WHAT I AM! GUESS WHAT I AM!!

I CAN GUESS WHAT YOU ARE - ALRIGHT, YOU LITTLE W98!

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WHY IS IT SO ILLEGAL!!

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Frustated Army or keen clay pigeon enthusiasts who also own Megadrives have been rather under-served until now. The Megadrive lacked a gun peripheral while its main competitor, the Super NES has touted its bazooka add-on, the 'Super Scope', for some months now.

This has all changed with Sega's new Menacer attachment. The unit's supplied with a six game cartridge, which use the on-screen targeting and sights in a variety of ways. The hardware is packaged in subtle shades of grey quite unsuited to the Megadrive's glossy black looks. But enough of aesthetics. Enter the Menacer shooting gallery and have a look at the package.

The Menacer can be used in three different forms, to suit the game or your own preference of play. Each part is detachable. The barrel form is a hand-held pistol, with built-in sight on top. Add a shoulder rest to this to turn it into a kind of rifle.

The final part consists of a binocular sight, which means the gun is fired like a telescopic-sighted rifle (sort of). The Megadrive takes account of the mode of play.

Before you play, the Megadrive runs a quick test to see if the Menacer is functioning properly. The screen has to be quite light, and a minimum distance from the screen of about three feet has to be maintained. Accuracy may be improved by adjusting the Menacer's sensitivity by way of a sight displayed on screen. You have to hit the bull to continue.
**MEGADRIVE REVIEW**

**COMMENT**

The great light gun battle commences. Big deal. The Super Scope was judged to be fairly naff, and it seems (contrary to hype) that Sega hasn't learned the lessons. They've released a samey-looking, samey-playing piece of hardware, with some redundant add-ons. Most importantly, they've released a similarly bland set of launch games, with no real focus, and little lasting interest. On the hardware side, the Menacer is only useful as a pistol, or marginally useful with the shoulder rest. The binocular piece is merely obstructive. To be fair, the infra-red system works well, and the accuracy is impressive and reliable. It's a lot less tiring to use than the Super Scope, which is a plus point. Games-wise there's a lot to grumble about. Space Station Defender and Front Line are simplistic beyond belief, and are only good for a couple of plays. Of the others Rockman's Zone seemed to have the most attention, but Pest Control and Whack Ball transcend their meagre boundaries to be quite fun. Some people like the Toe Jam game because it looks the best. But they are all limited, and all too easy. Depending on your viewpoint you might see it as six freebie games with a Menacer. For the price, I see it as a hardware package let down at the software end. What is needed is a good game on its own. Not a naff compilation.

---

**THE GAMES**

Okay, you've admired (or scratched your head at) the hardware, now let's turn to the important part - the games. Here's an account of the action contained in each of the six Menacer games.

**PEST CONTROL**

This game's played on a single screen - and in the dark! Using the function buttons you get a picture of a kitchen table, with a neat cloth and a juicy pizza plumped in the middle. You play with the lights off, with only a small circle of light around your sights shown. Each level's an onslaught of horrible creepy crawlies intent on eating your pizza. They scuttle from all sides of the screen, nibbling as much as they can until blown to pieces by you. The attack comes in waves, each having even bigger and hungrier vermin until the whole pizza is gone - and the game's over.

▲ Run Tom, it's the pigs - they're comin' in shootin'!

**READY, AIM TOMATOES**

This is a scrolling shoot-em-up, but with some very familiar characters involved. Basically this is Toe Jam and Earl II, where the twosome have a load of rotten tomatoes to throw about. Old enemies like the Mad Doctor, the Cupids, the mortar firing chickens and the horrid Bogy-Man are all here, and the backgrounds (now pseudo-3-D) are very close to the original. There's an added challenge in the limited ammo, and the accuracy meter that tracks your skill percentage. And the baddies fire back! Lose your energy and it's curtains.

▲ Who's that trip trappin' over my pizza? Listen, varmints, this is your last chance, come out of that pizza with your hands up!
The action moves to a desert battlefield for the only military theme game on the Menacer cart. Your gun is the only weapon against a massive armoured invasion force, who seem a bit disorganised (they’re all going in different directions). As they travel across the screen, you use your sight to target and destroy them. Some tanks are closer than others, but yield less points. Occasionally some gun and fire, reducing some of your energy bar. The A button controls a limited supply of anti-tank/anti-aircraft missiles which destroy your enemies in a single blast. The game continues in waves until you’re smithereens (mixed with sand).

**Dig those colours ma—n!**

Breathless from your other pursuits, you now try Whack Ball, which is best described as a Breakout clone using the Menacer. Against a psychedelic backdrop, a wall encircles the screen, inside which a small ball bounces. The Menacer appears as a larger, darker ball, and the small ball bounces off it. The object is to change the wall’s colour from blue to magenta by striking each brick once with the ball. The time limit for each level’s strict, and on later sheets, gaps appear that mean instant death. For help and hindrance, there are bonus squares that flash. If struck they complete the level immediately, or undo all your work!

**Comment**

Throughout the history of gaming, light guns have come and gone, and I don’t see the Menacer making any more of an impact than its predecessors. The problem is threelfold: light guns are always too expensive, they have a high novelty value which wears off quickly and there’s never enough decent games available for them. Okay, so the Menacer might look neat and its component pieces slot together into different shapes, but nevertheless it gets dull very quickly. The six-game cartridge is fun for a while but all the games are far too simple to sustain interest for long. And then what? Terminator II: The Arcade Game? Yes, it’s a great game, but after that there’s nothing else to buy. I’d recommend you wait and see what happens to the software base before rushing out and parting with £60 for this.

**Rockman’s Zone**

The Menacer goes conventional with its final game, which resembles old arcade fades like Chicago 1981 and Hogan’s Alley, being a gangster shoot-out. Each level scrolls across a series of seedy apartment blocks, with lots of unit, shaded windows. Suddenly a light appears and someone comes to the window. You have a split second to decide if it’s an armed hoodlum, or an innocent noll. The letters S-H-O-O-T are there to offer subtle guidance. You have five lives, lost for being too slow, or shooting the wrong targets. Score breakdowns are given at the end of each level.

**Presentaion**

85

- You get a really big cardboard box, with all attachments and instructions. In-game title selection.
- Other in-game options relating to skill levels are non-existent.

**Graphics**

55

- Six different games means six different styles. High points include Tomatoes.
- The low points deserve quite far, with poor sprites and backdrops: Front Line, Pest Control.

**Sound**

58

- The Toe Jam section uses the original soundtrack. Lots of other FX.
- Overall the sound is mediocre, and certainly doesn’t stand out as anything of quality.

**Playability**

65

- The new control gives a completely different feel, and the wrong initial addiction.
- The simplicity of each section negates any challenge the gun itself provides.

**Lastability**

54

- Six games to master sounds a lot of playing, but in truth most are quite derivative, and the plainness of the others means the Menacer pulls quite quickly.

**Overall**

60

A nice piece of kit it may be, but until there are a variety of decent titles to use with it, the Menacer is just an expensive novelty.

**And there’s more!**

Details of further Menacer releases are sketchy but there is another available now. Acclaim’s Terminator 2 was judged to be not bad at all — especially when played with the Menacer, which beats the joypad hands down.
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Mega Drive 2nd Game £2.25
So you think you're a mean shot? Well, you are Lance Korp, the hotshot of the Space Academy, the guy who always looks good in tin-foil kegs with a goldfish bowl on your head. Down at the malthshop some of the girls are calling you the Space Gun. You're the guy with the Ultra Brite smile. Now it's time to prove yourself!

When man began colonising space, he came across some pretty unsavoury life-forms. In turn, they had discovered a new delicacy and wanted all out to stock up on human flesh. An uneasy co-existence has erupted into war, with some goopy aliens swarming into an Earth owned Space station and munching on the staff.

It's not on. So they are looking for volunteer cadets to go and kick some alien ass. And you, fool boy, signed up. Your shuttle drops you off in on the station sector you have been assigned to. Just a pistol — that's all you have to defend yourself. But don't be too trigger-happy, there may be some

---

All the shooting action takes place in the top screen portion. Here is a guide to the panels contained in the lower half:

1 FIRE LASER PISTOL

2 SELECT SPECIAL WEAPON

MEN: Each outline is lit by the rescuing of a single man.

SCORE: Points given for each kill.

SPECIALS: This details what amount of special weapons of each type you hold.

ENERGY: Your health is divided into nine units. Each takes several enemy attacks to be lost. A limited recovery occurs after each stage.

---

The Space Gun laser is self-loading, but excessive firing may deplete the magazine. Leave it to recover for a few seconds.
**Gun**

Argghhh! No! No! Please! Aaaarrrggghhhhh!

**Control Choice**

Space Gun is compatible with the Master System Light Phaser. If you haven’t got one of those doo-dads, you can play the game with a normal Master System joystick. This shows an on-screen target to help aiming. The machine automatically detects which device is being used from the title screen.

**Marooned Marines**

As well as destruction, salvage is your mission too. Around the base several base occupants are hiding from the alien invaders. When you pass by, they make a break for it, running into your view. Hold your fire! When they reach you they mark a light on your control panel. If you fail to rescue any, your game ends rather quickly. Any rescued men give you an energy bar bonus at the end of the level.

The rampaging triple-eyed shots of terror attack in their droves...

**Comment**

In screenshot form, Space Gun doesn’t look too dreadful. But wait until you see it move. Two-frame animation on the baddie sprites has them goose-stepping across the screen as if they were doing some grim mockery of a hockey-cockey. More comedy is in evidence on the men you’re supposed to be rescuing - they’re all 12 inch high midgets who float to the bottom of the screen like fools! The bland backgrounds scroll smoothly, but during the “3D” sections, 3D you must understand being used in the broadest term here, the screen updates are jerky and hopelessly unrealistic. Still, I can’t complain too much because the graphics are the best part of the game. Yes indeed, the game itself is worse. It stinks, in fact. The sort of stink that has all the people in the room checking for cack on their shoes and then making excuses that they have to leave. Apart from having gameplay so slow even your Granny would complain of its lack of pace, the action is also totally unbalanced, so you go miles on your first game and then get stuck on a really tough boss right near the end of the game. Doh! Oh yeah, I forgot about the sound - the sheer trauma of listening to it caused me to block it out of my mind. It’s rather like having a load of tone deaf morons incessantly banging an array of broken kitchen utensils in your ear. If any musician went to hell, this is what he would be made to listen to. As you may have gathered by now, Space Gun is crap. Crap with a capital ‘c’. Crap that you’d have to be absolutely barking mad to buy...
**THE SPACE STATION**

First you are required to deal with the station's own robotic defences which have remained intact. Giant lasers swing down from the ceiling, mistaking you for an invader. Next, a corridor pan reveals the first green alien morphs. These turn and spit acid when they notice you.

**THE REVENGE**

Deeper in the complex, the shattered remains of electronic equipment are tell-tale signs of invasion. The enemy attacks come from strange cyborg apes, who spout spiky balls with sharp teeth. If you don't shoot them they stick to your face and nibble profusely. Much 3D corridor tromping is required. Some aliens are disguised as humans. They morph into their true forms in front of your eyes. Arghhh!

**THE MOONSCAPE**

You land in search of planet-bound survivors, straight into an alien welcoming party. Skim across the landscape shooting at alien saucers, and trying to negate their rocket attacks. Other strange craft appear, like the flapping rays and their bubbles of doom. The level climaxes abruptly with a major sorcerer attack from a large space station. Helplessly you spin it its tractor-beam, drawn in to face the tentacled monster. Aaahhh!

**COMMENT**

Ugh, I'm gagging. Space Gun is a debacle of a debacle; possibly a late entrant for the worst game of the year award. I was never a big fan of the coin-op, which was merely an Operation Wolf clone with some Alien-esque graphics and poor gameplay. Of course, all the fancy large sprites and 3D scaling has been ripped out of the Master System version, but what's in its place is frankly shocking, even by Master System standards. The graphics are sooo bad, they seem to defy description. They wibble, they wobble, they quiver. But not smoothly. The sound is yet another atonal opus for the profoundly deaf. The game is ludicrously easy with the pad, but not much more fun with the phaser (if only it had real bullets you could use them on yourself). The whole package is a double no no with side salad. It's bad! Comprennez? I would, however, whole-heartedly recommend Space Gun for dentists to show in their waiting rooms, for its distraction value.

**THE ALIENS STRIKE**

As the corridors twist and turn you run into a swarm of mutant caterpillars as they writhe and swirl at about axler level. They share the same sector as the hunchback aliens, a race so deformed even the other mutants give them a wide berth. You realise you are heading down a corridor that appears to be lined with teeth. In fact, the walls around you are quivering with life. You must have come inside you beast! No! No! It's the final confrontation.

**THE BASE**

The base's corridors look the same as the station's, probably from the same team of blind interior designers. But straight away giant yellow aliens jump from the ceiling, wanting to detain you with their long pincers. If you get through, you face large lobster-red monsters in a 3D decade, and even more simian antics in the battle-scarred precincts of the base.

**PRESENTATION**

- The game supports the highly useful Master System light gun.
- There are no other options whatsoever. Doth!

**GRAPHICS**

- The 3D effect is highly unconvincing and equally unimpressive. The effect of the larger sprites is ruined by lack of animation. Most backdrops are frankly

**SOUND**

- Triple awful a la Mode. A drawn out tune plays out, with several piercing notes that threaten a player's sanity. The effects are very sad too.

**PLAYABILITY**

- About as playable as using a wet lettuce as a football. With the joystick it's a walkover, but there isn't even any satisfaction playing with the gun.

**LASTABILITY**

- Absolutely none. With the gun you may try it for a couple of hours, with the joystick a couple of goes. Doth!

**LONG TERM REPORT**

- **BREAKDOWN**
  - **STRATEGY**
  - **ACTION**
  - **CHALLENGE**
  - **REFlexes**

**OVERALL**

An awful, awful conversion with nothing in it reminiscent of the arcade game whatever. If you see it on a shelf, tell your mates about how rubbish it is, laugh a bit and walk on quickly.
Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

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SNES GAMES

STREET FIGHTER
Some things have ‘don’t touch’ written all over them. Fire for instance. It doesn’t need a genius to realise that there are many more appealing places for one’s digits to chance than the heart of a furious blaze. Similarly it is wise to steer clear of certain areas of science. Particle acceleration for example.

Something that Lester Knight Chaykin perhaps knew already, but would have appreciated the reminder all the same. Considering his present position that is.

With all due respect to the man, his progress in this particular field was going extremely well. Until the storm. Seconds into a routine system check a wayward bolt of lightning struck the scientist’s laboratory, reducing his priceless hardware to a mass of static-infested micro-technology. What had once been a door to the fields of a brighter realm for mankind became a dread portal to a hellish other world. The razor sharp claws of a place no man belongs reached out for Chaykin and tore him away from this reality to torment him in another.

Lester, now finding himself trapped in this hostile off-world environment must find his way home somehow. He acquires a useful tool in the form of a gun and is able to make good use of this in the search for escape. Lester also makes the acquaintance of a mysterious friend, a native of this strange world, but a fugitive also. These are the only resources available and Lester most definitely wants to make it back to the other side. Would you be so kind as to help him?

A MAN’S BEST FRIEND IS HIS ALIEN.

Obviously Mr. Chaykin’s unexpected arrival in Another World would be something of a culture shock. It might come as a relief, then, to find that there is help at hand in the form of a friendly, alien-type being. Without giving too much away, Lester’s first encounter with his extra-terrestrial colleague is in a cage, hanging precariously above a pit in a cavernous prison. Together they make good their escape but only because of the stranger’s familiarity with his surroundings. This means that you have to watch his back as well as Lester’s when the action gets hot.

BIG CHICKEN YELLOW BELLY.

You have to remember that Lester is a scientist. Scientists are intelligent, unlike your average hero. When confronted with a huge, dark, snarling beastie with razor-sharp claws and matching teeth, the common or garden hero would stand and fight. A foolish choice considering the odds. Not Lester. He has the good sense to turn and run for his life. In fact Lester’s little form must be a product of the amount of charging about he undertakes throughout the course of the game. Running away from guards, fleeing from a frothing wall of freezing water and sprinting to pick up enough speed to successfully traverse dangerous crevices. Linford Christie, who’s he?

△Power-up your gun to blast that beast.

How to Control

- Move Up
- Move Left
- Move Right
- Move Down

A: Run/shoot/kick/power-up gun.
B: Run/shoot/kick/power-up gun.
C: Jump.
S: Starts and pauses the game.

How to Play

It is your responsibility to guide Lester Knight Chaykin safely out of Another World, by solving puzzles and shooting enemies!
YOU'RE GOING TO DIE...

Lester Knight Chaykin has many a gruelling death awaiting his slight self, if the captain of his controls is unfortunate enough to allow it. Water obstacles are often fatal as are the many gaping chasms of stalagmite-related doom. Lester is also prone to the odd laser blast to the head - but then who isn't? Best of all are the gangs of tentacles that seem to have the franchise for occasional nasties throughout the whole game, they crop up all over the place causing no end of despair to a luckless Lester led astray. Good timing and knowing when it's a good idea to run are useful means to the ultimate end.

CHAYKIN ALL OVER

Traversing the various screens isn't just a case of getting from one side to the other. More often than not our indefatigable scientist hero has to initiate some kind of reaction before charging away in the opposite direction, in order to get to where he needs to go. Keep an eye out for anything that looks susceptible to the blast of a laser and make a note of locations in relation to others in order to solve at least one of the many brain teasers.

Another World Impresses with its radical approach to the video game scene. The opening sequence brought production here to a standstill with its convincing cinematic style and dramatic musical accompaniment. Upon starting the game I found even more reasons to convince me that Another World was not going to be a disappointment. Although challenging the task ahead is seldom frustrating (Well, I ended up going "Aaagh!" quite a lot, but more at myself than at the actual game). Though being returned to the beginning of a section every mistake is a bit of a headache. Most of the situations Lester encounters are taxing to say the least, but always reward patience. It's difficult to compare the game to any others because it is so different to anything seen before. But, as the first of its kind, it's going to be difficult to surpass. No aspect of the game is overworked. Every section requires thought, and the answers to Lester's problems are invariably the least expected. Of course all of this would be wasted if it were represented by poor graphics and sound, but this couldn't be further from the truth. Another World has a very distinctive graphical style that works well with the nature of the game. The animation of the 'cast' is very convincing and it is supported well by the clear sampled sound effects and atmospheric music. Perhaps the only fault is that Lester's quest is strictly structured and once completed there is nothing more to see. However, just like a classic film, the game is worth playing through just to appreciate everything over again. Console owners have never had the opportunity to own the likes of this before. Now that they can, they most definitely should.
**Review**

**Gunning for Cover**

The gun that Lester discovers is a really neat piece of kit. Not only does it waste anyone and anything you care to aim it at, but it is also capable of creating a protective barrier. Keeping Lester's finger on the trigger charges the gun with a blast powerful enough to break down walls and shatter rock. Lester needs to make careful use of all these facilities if he is to succeed.

**Comment**

The graphics and animation really have to be seen to be believed here. Fantastic cut scenes and superb attention to detail give the game a real film-like quality. It's enjoyable too, the atmosphere generated by the stunning visuals being enhanced by simple, but effective sound and thoroughly rewarding gameplay. I do have a gripe, though, and that is you occasionally get bogged down in sections of the game where you have to do the same thing over and over again, trying all possible solutions until you stumble upon the right answer. Once you've done that there's no real point in going back to it since there's never more than one way of doing things and it all becomes a matter of strict routine. Another World is definitely a stunning and highly original product, but it's one that I'd take a look at before buying because while every player will doubtlessly marvel at its fabulous looks, those who like gameplay with plenty of freedom might find the action a little too restricted.

**Presentation**

96

- The presentation screens are real jaw-droppers. Impressive, effectively animated and directed too.
- No options to tweak.

**Graphics**

92

- Very stylish and atmospheric. The animation of Lester and his adversaries is believable enough, and the overall cinematic style astounds and amazes.

**Sound**

90

- The soundtracks have been well composed and are impressively rendered, definitely lending a top-notch, cinematic feel to the game.

**Playability**

92

- Lester is easy to control and his quest is very compelling.
- There's little freedom of choice as to which route Lester must take to achieve his goals.

**Lastability**

83

- Another World is tough, thus takes quite a while to master.
- Once finished that's it, and there's little compulsion to go back and play it some more.

**Overall**

87

A breath of fresh air in an often all-too-predictable market that should appeal to everyone. Definitely check it out — it really is one of those games that MUST be seen.

**Long Term Report**

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The poor old Sultan of Persia must feel like a complete prat at the moment. His great plan was to boost public support for his policies by declaring war on the infidels, leaving Grand Vizier Jaffar behind to look after home policy. But what a mistake that turned out to be! Jaffar has seized control of the country and is forcing the Sultan’s daughter to marry him to give him a claim to the throne! Ailsa!

However, the traitorous Jaffar fails to take into account the fury of the captive maiden’s boyfriend, who sets out to infiltrate the perverted politician’s palace and rescue the princess. It’s down to you to slip into the unfashionable Persian footwear of this lad and use your platform and swordfighting skills to work your way through the castle! Only by defeating Jaffar in a one-on-one battle to the death do you stand a chance of saving your true love from a fate worse than death!

Your sword-slinging skills come down to mastering two simple moves — the thrust and the parry. The thrust is used to take energy off your opponent (symbolised by a series of potions on the bottom of the screen). You can deflect blows by parrying, but if you muck up your timing it’s curtains!

Can you hear the sound of a thousand leaping Princes?

96 MM SEGA

Superb graphics and animation, plenty of depth and highly addictive gameplay make Prince of Persia the game that’s cost me a fortune in batteries. It’s simply brilliant, with enough challenge to test the mettle of even the most experienced Game Gear owners.
PRESENTATION

- The game is very polished and the control method is decent.
- Unfortunately, there's not much in the way of options.

GRAPHICS

- Some of the most astounding animation yet seen on the Game Gear as your character runs, jumps, latches onto platforms and a lot more besides!
- Unfortunately, the backdrops are

SOUND

- Very basic sound effects and minimalist action to accompany the proceedings. However, the sound isn't really that important to the game.

PLAYABILITY

- The game is incredibly good to play and runs at a very fast speed, making for an exciting play. There are loads of levels to conquer and cunning enemies to tackle. Brilliant!

LASTABILITY

- The game is quite tough to get into and the vast amount of levels makes for months of highly rewarding gameplay.

OVERALL

- A completely brilliant conversion of the classic game, which you MUST have in your Game Gear collection! Need we say more?

COMMENT

Prince of Persia is a completely brilliant Master System title and this Game Gear conversion is virtually the same! All of the brilliant graphics and animation have made it into the portable game, along with the decent, highly addictive gameplay that has made each version of the game a classic. For hours of superb, involving play, Prince of Persia is a must.

LONG TERM REPORT

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PRINCE OF PERSIA

Leap. Leap like the wind valiant young Prince...

PLETHORA OF PRINCES

Prince of Persia is one of the most converted games ever with versions appearing on the Mega-CD, Super NES, NES, Magadive, Master System, ST, PC, Amiga, Amstrad CPC, Game Boy, and Sharp X68000 as well as this Game Gear version. Fans might like to know that Jordan Mechner (the game's creator) is currently programming Prince of Persia II——although this will appear on the PC way before any console versions.
The Invaders are coming! The Invaders are coming! Arghhhhh!
Using all of the advanced technology open to them, those evil, twisted aliens have returned to Earth and are planning to take it over for their own depraved hordes!
It's YOUR job to do the best you can to repel the xenomorph legions, so pausing only to jump into your mobile death wagon, you vow to destroy every single alien ship that dares darken the Earth's skies. Making things easier is the vast range of extra weaponry open to you.
But be warned! The Invaders have learned a lot about their last defeat over 15 years ago and have adapted their technology, but more importantly, their tactics - making them the most dangerous beings in the galaxy!

**Options**
- Control: Joy Pad
- Continues: 3
- Skill Levels: 3
- Responsive: Skill
- Game Difficulty: Medium

**1st Day Score**
456785789

**Origin**
This game is a coin-op conversion of the follow-up to one of the most successful video games in history - Space Invaders!

**Comment**
Really good blasts are in short supply on the Game Gear, so the fact that Super Space Invaders is a jolly decent blast, b) is tough enough to keep shoot 'em up fans happy for weeks and c) has great graphics and sounds is more than enough for me to recommend that you rush out and buy it.
CATTLE MUTILATION TOMFOOLERY

Well-read UFOlogists may have heard about the bizarre cattle mutilations apparently carried out by extra-terrestrial beings. This manifests itself in the game, where you have to destroy flying saucers bent on abducting a herd of cows! Blow them away before your bovine chums are kidnapped for a nice bonus.

COMMENT

I know that the concept is literally decades old, but I still found Super Space Invaders enormous fun. It's virtually the same as the fabulous Master System version, packing in hours of simple, yet highly addictive fun. Although there's not much variety in the gameplay, you'll keep coming back to Super Space Invaders simply because it's an excellent, fun blast — a worthy purchase.

RICH

More aliens buy their farms as your cannon shoots off deadly beams of photons.

PRESENTATION 70

A credit to the Game Gear, Super Space Invaders manages to cram in just about every graphical touch of the arcade original! Both backdrops and sprites are brilliantly reproduced!

GRAPHICS 91

Although the sound isn't brilliant, your ears are assaulted by a barrage of effective blasting effects and explosion noises. Definitely one to annoy the people around you with!

SOUND 85

The Game Gear is lacking a decent range of shot 'em ups, but Super Space Invaders more than fits the bill with addictive blasting action that hooks you to the Gear immediately!

PLAYABILITY 90

Although the action is fairly limited, it's incredibly addictive and getting through all of the different levels is a very taxing task. There are months of play in this one.

LASTABILITY 85

Although the concept might be decades old, Super Space Invaders is still a highly satisfying blast, packing in brilliant arcade action and a serious challenge. One to add to the Gear collection.

OVERALL 87
Back in time we go. W-a-a-a-y back to a time when MEAN MACHINES Issue 4 was the hottest new thing on the news shelves and the Sega Megadrive had only just been released. Jaz and Rich do the time warp again and take a look at what we reviewed back then and see how those games look in this modern day and age.

HARD DRIVIN'
MACHINE: MEGADRIVE
BY: TENGEN

Drive around two tracks in glorious 3D-ovation. Hard Drivin’ is supposed to be an accurate simulation of driving a high performance sports car.

WHAT WE SAID THEN
JAZ: Once you’ve mastered the tracks and beaten the Phantom Photon (which doesn’t take a vast amount of practice) it all gets rather dull and pointless.
MATT: Megadrive games are expensive, so if you want to play Hard Drivin’, go to the arcades and spend a few ten pences - you’ll get better value for money.

PRESENTATION 83%
Impressive options screen and good on-game presentation.

GRAPHICS 84%
Fast and effective 3D, although some of the colours are rather drab.

SOUND 47%
Weak engine and skidding noises and an equally feeble title screen tune which should have been a lot better.

PLAYABILITY 81%
Great controls and straightforward gameplay make this very easy to get into - almost too easy.

LASTABILITY 38%
Although it’s fun at first, once you’ve beaten the Photon and mastered the tracks the lack of variety results in boredom.

OVERALL 51%
The lack of decent sound, variety and long-term challenge ruin an otherwise entertaining game.

WHAT WE SAY NOW
JAZ: I played this only the other day to show some mates (hello Sam, David, Adam and Ronnie) who’d made the mistake of renting this stinking aff that with virtually no practice you could make a game last all day. It’s not challenging at all and becomes completely dull within an hour. Take 15% off each mark and get thee gone.
RICH: Urrgh! I haven’t played this game since it first came into the office. Now I have again I wish I hadn’t. Hard Drivin’ remains one of the most repetitive games in existence. Deduct 20% from each rating and get this game out of my sight.
**BATTLE SQUADRON**

**MACHINE:** MEGADRIVE

**BY:** EA

A conversion of the Amiga original, Battle Squadron astounded us all with it’s unoriginality. Just scroll up the screen, blasting the hell out of everything!

**WHAT WE SAID THEN**

JAZ: Sporting some stunning graphics, this is one of the most attractive Megadrive blasters around — the backdrops and sprites are excellent. It’s not just a pretty face either — it’s tough too, especially when you play it on the single-player option.

MATT: Battle Squadron is a very addictive game with excellent graphics, I just wish that the potential of the game had been fully realised.

**WHAT WE SAY NOW**

JAZ: I like a tough blaster, and this is still a challenge - especially on your own. There are surprisingly few decent two-player shoot 'em ups on the Megadrive, and I still think this cuts the mustard. It'd only get a few percent less if I reviewed it today.

RICH: To its credit, this is as tough as ever, and the graphics haven't dated much at all. However, some of the original downers still stick out a mile. For example, by today's standards, the extra weaponry is very dull and the lack of an autofire option is still a real pain in the backside. Take 10% off playability, lastability and the overall mark.

**MOONWALKER**

**MACHINE:** MEGADRIVE

**BY:** SEGA

Join Jacko as he time-warp's back a couple of years to the age when he wore gangster suits and took to "moonwalking" a lot. This game attempted to capture his antics on silicon as he saved the kids from the ruthless Mr Big. Aieee!

**WHAT WE SAID THEN**

JAZ: Moonwalker isn't a particularly tough game and good players might find themselves completing it all too quickly. And even though there's plenty of fun to be had doing it, that might not be enough for some.

MATT: When Moonwalker first came into the office, it proved to be extremely popular — for sheer comedy value alone.

**WHAT WE SAY NOW**

JAZ: The high comedy "dance 'em to death" routine still brings a smile to my face, but it's just too easy. Take 20% off each mark and I'll be happy.

RICH: Once you get bored with the brilliant presentation touches, this game becomes intensely dull and tedious. The action isn't varied enough and completing it is about as difficult as standing up. Just like the man and his music, this game is very one dimensional, lacking any depth or inspiration. Take away 15% from the sound, 20% from the graphics and 30% from the playability, lastability and the overall percentage.
GAIN GROUND
MACHINE: MASTER SYSTEM
BY: SEGA

Kind of like Gauntlet without the scrolling, Gain Ground stunned us all with its yawn-inducing gameplay and pathetic graphics and sound.

WHAT WE SAID THEN
JAZ: If you're after a fun shoot 'em up involving people against baddies try out Gauntlet, it's miles better than this.
MATT: A good idea has been lost in dreary, aimless play that constantly fails to grab the imagination; I thought that the game would improve as it got more difficult — but no luck there.

WHAT WE SAY NOW
JAZ: Battle Squadron cuts the mustard, but this cuts the cheese. What a shiner. I thought this was crap then and like it less nowadays. Take 25% off each rating, then flush the cart down the lavvies.
RICH: Arghhh! Take it away! I love great games. I even like bad games because they're strangely compelling in a cack sort of way. Gain Ground is sort of in a limbo, it's so dull and boring. Take away 20% from each rating.

MICKEY MOUSE: CASTLE OF ILLUSION
MACHINE: MASTER SYSTEM
BY: SEGA

Join Mickey Mouse as he legs it around platform environments, collecting special crystal and doing battle against the minions of Mizrable.

WHAT WE SAID THEN
JAZ: Not only are the sprites excellent, the backgrounds are also superb, with bright and colourful cartoon-style landscapes.
MATT: For graphical variety, addictive nature and brilliance of gameplay, Mickey Mouse is the best Sega game seen in a long time - make it a priority purchase.

WHAT WE SAY NOW
JAZ: This was the first brilliant platform game to appear on MegaDrive, and while it's still a great game, it now has rivals like Sonic, Donald Duck and Taz.
Graphics down to 88%, sound down to 83%, playability 88%, lastability 82% and 86% overall.
RICH: This is still a brilliant platform game, but cars like Sonic, Sonic II, Asterix and Donald Duck have stretched the Master System even further. I take all the ratings down to the mid to high eighties. It's still fab, but has aged ever-so-slightly.
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Okay, what joker super-glued the flaming gloves together?
Ooh! The roar of the crowd, the thrill of the fight. Chase me honey, chase me!

Innnn the red corner we have Muhammad Ali on the Megadrive. Innnn the blue corner, there’s a whole load of bad asses waiting to kick his butt and innnn the corner of the rat’s pocket is a rather snotty hanky we’d rather not talk about.

Yes folks, Cassius Clay better known as the one and only Muhammad Ali has scored his own game — Muhammad Ali Heavyweight Boxing punching its way onto the Megadrive courtesy of Virgin Games.

Floating like a butterfly (but hopefully living a little longer) and stinging like a bee pack those punches against a string of man mountains such as Bruno Franko (pun totally intended, we’re sure).

Out in April, the game features a 360 degree revolving ring so you can see the action from any angle while still battering the hell out of your opponent — whoever he may be — in a corner.

There’s tournament or exhibition mode, arcade or simulation, digitised sound and adjustable round lengths. For a boxing game it’s all looking pretty smart but we’ll bring you a full run down in a future issue of this faultless oracle.

So he really does wear his gloves to bed!
At long last, just when everyone had given up on the hope of a halfway decent footy game for the Megadrive, Super Kick Off has finally arrived.

Programmed by the same team that produced the ever-popular Amiga version, this has a few new features that set it apart from other conversions. So come closer, friend, as we step into the mystifying world of Super Kick Off...

The game itself hasn't really been changed much from the Amiga version, except for being made much faster. Thankfully though, there's a variable speed option to allow you to Taylor (ho ho) the pace to your fancy. So far, the graphics are looking pretty excellent, with the player sprites being detailed and smoothly animated.

The pitch itself is also quite detailed, although being a stationary patch of turf, animation doesn't really come into it.

All in all, Super Kick Off looks like it's set to be a real winner, and just the thing Megadrive-owning footy fans have been waiting all these months after suffering all those disappointments like Tecmo World Cup. For the full in-depth EXCLUSIVE review of the finished cart, watch out for next month's mighty MEAN MACHINES.

TWO-PLAYER ACTION

The front-end of Super Kick Off has been completely changed. A series of icons now replace the familiar text panels. There's also a host of new options governing team names, kit and most importantly, tactics. Indeed, the tactics options are far more comprehensive than those on the Amiga version. Not only are you able to select your standard formation from a list of about ten, but you're also able to choose the tactics of individual players over a variety of play situations!

Where the hell's the keeper!

Head the ball, head the ball you fool!

Half-time laughs on the fun-sized pitch.

110 MM SEGA
SUPER KICK OFF

**Front End Shenanigans**

Just like the Amiga version of the game, Kick Off enables two players to participate in an orgy of soccer-related action. You can choose from a whole host of different teams, both British and foreign. What's more, if you want you can both play on the same side, combining your topper Kick Off prowess against the computer!

**Console Comparison**

The Master System version of Super Kick Off was given a massive 96% in this very magazine and ranked as the best sports game for the 8-bit system. The Megadrive version is obviously far superior in terms of speed and visuals, but the programmers have opted to retain the brilliant player logic of the Master System game. The game compares extremely well to the classic Amiga version, with smoother scrolling, more options and better graphics! Good eh?

**The Ref makes a timely appearance**

**Options, get your lovely options...**

**Can you hear the sound of a thousand throw-ins being taken in hell!!**

**Lovely coloured strip, oh readers!**

**The red shirts are a-coming!**
Any fool should know that you can't beat Death no matter what a rock 'n' roll sort of hero you are. And making deals with this particular gentleman is definitely a mug's game.

But after a string of victories across the universe, old warrior-priest Chakan, exhibiting about as much sense as a demented Lemming, decides to challenge him to a duel — and whoopee doo — he wins. But he discovers the price of victory is bitter one and his prize even more so. He gains eternal life and becomes Chakan: The Forever Man but his former powers are stripped from him and he is doomed to wander the earth until he can vanquish the Powers of Darkness and all sorts of supernatural horrors — no mean feat, matey-peeps.

You take over as he begins his quest in this eight-level platform action Mythic Nightmare. Just remember you are not fighting for your life, you're fighting for your DEATH!

Use the arsenal of magical weapons — double swords, flaming swords and spinning attacks — to slash your way through punishing mazes, monster-infested seas and castles of horror. Fend off demonic creatures and fire-breathing zombies then take on the might of the Dragonfly King (although if you're immortal why should they bother you anyway?).

Your special moves — rolls, double jumps, circular attacks, fireballs and alchemy, as well as assorted potions scattered around could help keep you out of trouble, just remember, if they don't the result will be a fate worse than death.

Twelve mystic alchemies reveal psychic passageways to travel through space and time. By using your out of body experiences, you can check out future terrains — and enemies.

We've had a good look at this new Sega phenomenon for the Megadrive and so far it's all looking very dark, gloomy and atmospheric with some excellent intro screens. As to the rest, we're keeping our lips tightly zipped until the next issue of MEAN MACHINES SEGA.
WIN A WALKMAN!!!

So chuffed were they with the corking success of Prince of Persia on the Master System (scoring a whopping great 91% in this very oracle) that Domark, displaying a brainstorming burst of generosity, are offering 10 fab personal stereos to give away to lucky people. And there's light at the end of the tunnel for 15 runners up as well because also up for grabs are 10 Klaw T-shirts and some special edition Domark polo shirts. Hurrah! No ordinary walkmans these though. We're talking top of the range, utterly mega Sony variety here, with all the fancy twiddly bits that are absolute musts on a walkman if you're to retain any sort of street cred whatsoever. You name it, they've got it and if they ain't there not worth having anyway. Miss out on this opportunity to be wired for sound in the best possible taste and you've got to be a very sad specimen indeed. I'm sure you all remember the game — Princess gets kidnapped by the evil Jaffer (some kind of orange fetishist?!) boyfriend gets locked up, escapes from prison, rescues girl, loads of sloppy kisses all round. Anyone with a Master System who likes platforms will surely have it in their collection by now anyway — you'd be a mug not to! Quite what the connection is between walkmans and the game completely eludes us, but then the alternative would have been a holiday for two in Iran which certainly wouldn't be much cop.

Anyway, to get your grasping mitts on these little gems, all you have to do is answer the three really really hard questions below. Stick your answers on a postcard and wing them in to:

1. Name three console formats Prince of Persia has appeared on.
2. What percentage rating did Prince of Persia get on the Master System when it was reviewed in MEAN MACHINES?
3. What was the job title of the evil Jaffer in Prince of Persia?

Yes, you too could win in a walkperson in our top comp!
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MASTER SYSTEM

Ace of Ages
Take the Red Baron in this WWI-based flight sim/shoot-'em-up. Actually, you'd better not, because slamming graphics, poor sound and actually poor gameplay make Ace of Ages a flat-out-bombed-out, oh-oh game.
OVERALL 30%

Action Fighter
Take to the skies and alive in your transforming spacecraft. Dogfight with Action Fighter - a conversion of Sega's ingenious vertically scrolling shoot-'em-up. whilst lacking a bit of bite, Action Fighter's simple gaming is still quite addictive, and the colorful graphics and bounty times occur it well.
OVERALL 64%

Alien Assault
Alien Assault is a horizontally scrolling shoot-'em-up in the mold of UV Squadron with powerful guns at a powerful flame. The game is quite simple and the sounds are in sync, but the alien assault is quite good fun. The worst, however, it won't take long to complete.
OVERALL 82%

Afterburner
Afterburner was unplayable because of its moving color bar and its graphics and sound. Sadly, the Master System has none of these, and the basic game itself is really quite dull (and very slow). Only for real coin-op fans.
OVERALL 43%

Alien Kid in Miniature World
This is the first in the Alien Kid series, and it's still one of the best. The blend of platforming and puzzle-solving well done, although the graphics and sound are quite good, but they don't detract from this entertaining platformer game.
OVERALL 86%

Alien Kid in High-Tech World
A continuation of the Alien Kid saga, this is essentially much of the same - more weeks platform action with loads of bosses and other bits and bobs. Apart, the graphics and sound are very good, but there's nothing that makes this any better than the original.
OVERALL 70%

Alien Kid in Shonobi World
The latest and greatest Alien Kid game. At last, the power of Air Magic and most Pac-Man and Pac-Man's original arcade machine to the Sega. This is humorous and very playably with great graphics and sound variety. Recommended.
OVERALL 80%

Alien Kid and the Lost Stars
Once again, Alien Kid must save his world while plugging platformers to save the day. Nice copy options, colorful backgrounds, plus more and more game. Although it's very similar to the other games in the series, the kids should take a look.
OVERALL 85%

Alien Storm
You are Queen of the red dog men (or his robot assistant) and you save the world in an alien invasion in this Galaxy-style shoot-'em-up. Although the sound is okay. Overall 38%

Alien Syndrome
You are Queen of the red dog men (or his robot assistant) and you save the world in an alien invasion in this Galaxy-style shoot-'em-up. Although the sound is okay. Overall 38%

Basketball Nightmare
This basketball game looks good when it comes to playing the game, all its rather simplistic and well and the result is a mediocre basketball game with some very lousy graphics.
OVERALL 56%

Battle Out Run
Take to the highway in this Chrome Hay-style car racing game and leave the bandido off the road before they catch you. Although there are too many obstacles to make this an easy game, it's a great deal of fun to try out.
OVERALL 29%

Black Belt
Take control of a long-ataxe and battle it out across a horizontally scrolling landscape lecturing seven kinds of kicks from a kickboxing expert. Unfortunately, there's not a lot of kicks.
OVERALL 51%

Black Sun
One of the most fun games, and one that's most excite and a rather simple shoot-'em-up which requires you to guide the Blade Eagle against many enemies. If you're unprepared for a 30 game, then start out and try a couple of games, and you'll be back in action.
OVERALL 79%

Blasteroid
This is a very well made game, the graphics are good, and the sound is quite well done. Quite a bit of action, although a bit of action, it takes a lot of actions to finish it and becomes boring.
OVERALL 38%

Blade Eagle 3D
One of the most fun games, and one that's most exciting. It's a rather simple shoot-'em-up which requires you to guide the Blade Eagle against many enemies. If you're unprepared for a 30 game, then start out and try a couple of games, and you'll be back in action.
OVERALL 79%

Brain Wars
This ancient adventure turns your engines and headline cues up. The lasting appeal is limited, as the gameplay is quite simple, but there is a choice cutscene and well worth having in your book.
OVERALL 87%

Cheese Ho
This New York' style 'eat 'em up is an exciting game on the arcade, and even if you've never played the mania, this is a high-speed thrill. All of these games make it, it will worth a look.
OVERALL 80%

Chopper
With complex graphics and challenging gameplay, Chopper is one of the best horizontally scrolling shoot-'em-ups around. The action is just.
OVERALL 85%

Chuck Rock
One of the hit platform games on the Master System, Chuck Rock carries highly enjoyable graphics and challenging gameplay. Well done, deserving of your hard-earned cash.
OVERALL 59%

Cloud Master
Featuring gorgeous and very similar graphics (like giant chickens and noodles), this shoot-'em-up is a very powerful game and highly enjoyable play. Not hard, but not easy either.
OVERALL 73%

Columns
The columns move around quickly and make it impossible to plan the columns might not sound great, but it's one of the most addictive games available on the Sega. Play it and see for yourself.
OVERALL 80%

Coyote Hunt
Coyote Hunt is an extremely addictive hunting game. It's extremely addictive, but the few robots start that are highly addictive and probably good graphics play very well on the game. Overall 83%

Dead Angle
This Dracula Wolf-style convolution connection takes you back to the gangster wars of the 90s and costs you a lipper or a visit to your local arcades on a slot machine. The game is very good, with plenty of music and truly great, the gameplay is very addictive. Truly one of the best shooting games on the Sega. It is well worth taking a look.
OVERALL 83%

Donald Duck and the Lucky Dime Caper
Donald Duck gets his own Sega game, and once more it's a platform game. Luckily, Donald follows the Disney trend all the way and its game is a hit. It's also hard enough to keep you going for 8 or 9, so prepare to spend the dank off this fab cock.
OVERALL 93%

Double Dragon
A sequel to one of the classics 'eat 'em up which is let down by its graphics and rather few difficulties. If one of your imp relatives should enjoy the action, but experts will find it quickly.
OVERALL 70%

Dynamite Duck
A sequel to the original Duck game, the game is a sequel to the original Duck game. It's a hit in few, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

Dynamite Duck 3
A sequel to the original Duck game, the game is a sequel to the original Duck game. It's a hit in few, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

Enduro Racer
The racing game is one of the best Sega cartridges to complex. The lowest level of difficulty is really difficult, but it's a hit in few, and it's also hard enough to keep you going for 8 or 9, so prepare to spend the tank off this fab cock.
OVERALL 93%

Ewok
After the Alpine arcade game, this is a disappointment. Wraps up nicely with a few levels and a few levels of not-very-fun gameplay means completing this takes very little time and effort.
OVERALL 59%

F16 Fighter
This F16 fighter is powerful, but unfortunately suffers from a few problems. It's the first F16 fighter against the enemies from various entry and they start too high in the game, the graphics are okay and sound, and the gameplay becomes more difficult. Avoid.
OVERALL 46%

Fantasy Zone
The graphics basically scrolling shoot-'em-up has the widest, most colorful graphics ever seen. The gameplay is
BRITAIN'S NUMBER ONE NINTENDO MAGAZINE.

AND THAT'S OFFICIAL.
RO GRAND PRIX
KC Grand Prix is one of the most popular sound effects game is absolutely spectacular. It is a game that has a great deal in common with the original game. The game is set in a speedway setting, with the player controlling a car as it races around the track. The game is fast-paced and challenging, with opponents that are difficult to overtake. The game is also quite addictive, with players often sticking around to try and beat their best times. OVERALL 85%

RAMPAGE
Rampage is a popular game that has been around for many years. It is a game that is set in a city and the player controls a giant monster as it wreaks havoc on the city. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 83%

RASCAL
The Rascal game is a popular game that has been around for many years. It is a game that is set in a small town and the player controls a mischievous rascal as it causes trouble in the town. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 82%

RO-COY
Roc-o is a popular game that is set in a futuristic city. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 81%

RUNNING BATTLE
The Running Battle game is a popular game that is set in a futuristic city. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 80%

AGAIA
Agaia is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 80%

SCI
Scissors! is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 79%

SPictionary
Spictionary is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 78%

STREET FIGHTER II
Street Fighter II is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 77%

SUPER KICK OFF
Super Kick Off is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 76%

SUPER MONOPOLIS
Super Monopolis is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 75%

SUPER SPACE INVADE
Super Space Invader is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 74%

SUPERTENNIS
Supertennis is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 73%

TERROR
Terror is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 72%

TENNIS ACE
Tennis Ace is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 71%

VITAL FORCE
Vital Force is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 70%

WINTER PAC
Winter Pac is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 69%

WIREHEAD
Wirehead is a popular game that is set in a futuristic world. The game is filled with puzzles and challenges, and players must use their wits and skills to progress through the levels. The game is also quite challenging, with players often having to use a variety of techniques to defeat their opponents. OVERALL 68%
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DOUBLE DRAGON
This generation of the 'eighties classic is arcade perfect... except that it's too easy to beat. If you're a complete novice, you can't really输 the money worth the effort. OVERALL 90%

DOUBLE DRAGON II
A ghostly version of the arcade hit 'em up which features more graphics and loaded skill gameplay. OVERALL 89%

DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general pace is 's much like the best industrial pinball game - must be played byoverflow fans. Look for the Japanese import edition. It goes under the game's original

DYNASTY DUKE
One of the two Operation Wolf-style games available for the MegaDrive, this provides plenty of blasting fun and action, but is ultimately let down by the lack of challenge. Once again, good for overflow use only. OVERALL 73%

EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the game andstraddles all the bases. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provides plenty of enjoyment. One of the best sports games available - especially if you play with two. OVERALL 94%

ECO
A sublime MegaDrive classic cluing on to the utterly original and completely addictive 'sane-on-em' goofy play, among story lines: fully acting Dahlia simulation and fantasticeding. Definitely a contender for best MegaDrive game of all time. OVERALL 87%

ELEMENTAL MASTER
A technically superb shoot'em up which combines excellent graphics and sound and makes you feel like you're in a video-arcade version. The gameplay is fast and furious, but the power-up system that gives you the three levels has a slow start and you need to be on your toes to keep up with the action. OVERALL 80%

EL VIERTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing. OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot'em up boasting superb graphics and great blasting action. Unfortunately, the game is raised to the level of the original by the difficulty level. You should be able to finish the game on your first sitting. The game is also available as Images Fiction on a Japanese grey-import pack. OVERALL 70%

EUROPA!
Italy's shad est super-platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing. OVERALL 80%

EURO CLUB SOCCER
Magazine sports games have a history of being quite solid. This one adds to the genre with impressive graphics and addictive gameplay. The game is rated at 2 stars out of 4. As the player, you control your team. "Try before you buy!" OVERALL 69%

EVANDER HOLFORDY "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact quite average. The boxing parts are with realistic movements. There are two options for the game, but the basic game in itself is worthwhile. The C4W price tag helps nothing either. OVERALL 85%

EX-MUTANTS
The platform game on may not look or sound much expl bar on the playability stakes it's fast, responsive and damn fun. This game is a real challenge for even the most skilled players. A genuine purchase. OVERALL 85%

F-22
This fast action simulation is truly superb. Packed with options and features, there are over 100 minutes to test out the main elements of flight - and a mission generator so

GAME INDEX

OVERALL 86%

GALACTIC FORCE
A very impressive conversion of the game's arcade version. The 3D effect is great, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this level, try Space Harrier II. OVERALL 85%

GALAXY WARS
One of the best conversion games for the MegaDrive. The graphics are a bit out of tune, but overall this is a game that's highly recommend

OVERALL 85%

GARGOYLES "N GHOSTS
Gargoyle "n Ghosts is a classic. The game's graphics are superb, combining amazing graphics and sound with challenging gameplay. It's a truly superb game, and is a must for any MegaDrive software library. OVERALL 83%

GETAWAY
A difficult platform game which cluing on to the utterly original and completely addictive 'sane-on-em' goofy play, among story lines: fully acting Dahlia simulation and fantasticeding. Definitely a contender for best MegaDrive game of all time. OVERALL 87%

GRANDMASTER AXE
Grueling platformer of the arcade machine which those sports additional features in the form of one-on-one battle options, a mini-version for beginners as well as extra tough levels which didn't appear in the arcade version. All together, it's one of the best arcade conversions ever seen. OVERALL 94%

GRANDMASTER AXE II
What a stink! Golden Axe II is almost identical to the original! OVERALL 82%

GRENADA X
First impressions of this overhead-action tank-based shoot'em up aren't very good. The graphics are a little weak, the sound isn't up to scratch, but it's pretty tough game and you'll find yourself getting drawn into the action. It's certainly not ariority problem, but if you're looking to continue playing this game, you'd better get all the best conversions in. OVERALL 82%

GRANDSLAM TENNIS
Based on the US Open, this game is excellent. The graphics are superb, and the gameplay is very realistic. The only downside is that the action of the game doesn't throw you back for more. OVERALL 69%

FLIGHT
This conversion of the ancient cocky-loder looks cool, sounds cool, and, besides, its very cheap, but there's a big difference between Act in the game and the boxed nature of the action doesn't throw you back for more. OVERALL 69%

GLORY SHARK
The second best seats in the house, but not quite a conversion of Tekken's successful coin-op. It's an enjoyable game, with decent graphics and sound, but unfortunately there's not enough variation and too many levels to be played if you've got a couple of minutes to burn. OVERALL 71%

GOLDFINGER
For all its lack of originality, this version of Goldfinger is an entertaining game. The graphics are OK, the sound is good, but the gameplay is rather slow and lacks excitement. OVERALL 85%

GORILLA
For all its lack of originality, this version of Goldfinger is an entertaining game. The graphics are OK, the sound is good, but the gameplay is rather slow and lacks excitement. OVERALL 85%

GREAT DUEL
The game is not really a conversion of the original, but you'll be easily satisfied with this. OVERALL 68%

GREEN DRAG
Napoleon III's newest shot in a stock dating, but the gameplay is very real and there's not much to do after you've gone through the levels. It's also for two players, and platform computers work well within a day or so. OVERALL 80%

GREG 
From the same team that brought us the brilliant Ground Control, it has a potential to be a complete manger. Unfortunately, the constraining do is slow and the gameplay lacks any real excitement. OVERALL 82%

GRIFFIN
This is the US version of the game, and it's a real shocker. The graphics are superb, but there's a lot of levels to get through. OVERALL 82%

GZAGA
An excellent arcade simulation of the war for the MegaDrive. OVERALL 82%

HARD DRIVING
This arcade game was fine, but you won't have to worry about it for long. The game is very realistic and exciting, and it's a kick to see how you can get the best scores. OVERALL 82%

HARDMILL
Three different games represent the challenge of a new and exciting game: Hardmiller presents a new perspective on the traditional arcade game, and you'll be amazed. OVERALL 82%

HAMMER HEAD
A deep downbeat game which doesn't have enough action to keep you interested. It's not a very exciting game, but it's a decent enough game. OVERALL 75%

HEAVY UNIT
A deep downbeat game which doesn't have enough action to keep you interested. It's not a very exciting game, but it's a decent enough game. OVERALL 75%

HELLFIRE
For all its lack of originality, this version of Ground Control is an entertaining game. The graphics are superb, but there's a lot of levels to get through. OVERALL 82%

HEROZ ZEAL
A real winner for the MegaDrive. NoWay is a set of challenges that you've never seen before. The game is fast and furious, but the gameplay is very real and there's not much to do after you've gone through the levels. It's also for two players, and platform computers work well within a day or so. OVERALL 82%

HOMESTAY
This is a very good game. Guide Krile (aka Memori: Calamity) around the area on his own sleigh, protecting rich house by setting up traps for the enemy. Homer Krile is certain to enjoy the game, but it's all, well and very repetitive. Not recommended at all. OVERALL 42%

INCREDIBLE HULK
This is a tough but fast game - and the track graphics and sound certainly add to the excitement - but none of the power-up weapons are particularly exciting, and the action is very repetitive. There are plenty of better shoot'em ups than this, and others are recommended. OVERALL 74%

INSECT X
A deep downbeat game which doesn't have enough action to keep you interested. It's not a very exciting game, but it's a decent enough game. OVERALL 66%

JAMES BOND 007: THE DUEL
Similar to their other game in that James Bond took on the role of villain in a very exciting game. The graphics are superb, and there are plenty of extra features to keep you going. OVERALL 77%

JEWEL MASTER
A good game which is the same game which with a few original features, it has the challenge and a storyline which can be enjoyed for more than a few seconds. OVERALL 83%

JOCKEY MONTANA'S FOOTBALL
A very good football game, but has neither the depth,

OVERALL 73%

JUNIOR MONTANA'S FOOTBALL
This is a truly deep game, featuring the most detailed and realistic gameplay available. The graphics are superb, and there are plenty of extra features to keep you going. OVERALL 77%

JOE MONTANA'S SPORTS TALK FOOTBALL
This is a truly deep game, featuring the most detailed and realistic gameplay available. The graphics are superb, and there are plenty of extra features to keep you going. OVERALL 77%

JOE MONTANA'S FOOTBALL
This is a truly deep game, featuring the most detailed and realistic gameplay available. The graphics are superb, and there are plenty of extra features to keep you going. OVERALL 77%
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GAME INDEX

SHOES

SONIC THE HEDGEHOG

Sonic's liquid-based battle character stars in a game inspired by Knuckles' new platform gadgets. It's very addictive with brilliant graphics and sound. However, the game's level design, story, and gameplay mechanics are well-balanced.

SONIC THE HEDGEHOG II

Sonic's second adventure is even more exciting! Take the best games seen so far and make them better, faster, and more challenging. It's a must-see for any Sonic fan.

SPACESHIPRISE II

This game is a tough challenge for advanced players. It offers an exciting and new adventure for Sonic fans. It's filled with new characters and enemies.

SPIDER-MAN

Spider-Man's web-slinging hero in the MegaDrive edition, with excellent animation, beautiful graphics, and great gameplay.

SPIDER-SPLATTERHOUSE

This game is a thrilling adventure with many enemies and challenging levels.

STAR CONTROL

A classic game that has been updated and improved for modern platforms.

STAR BLADE

This game offers a unique and exciting experience for players.

STREET SMART

A fun and challenging game for players who enjoy puzzles and adventure.

STREETS OF RAGE II

The best beat 'em up yet to hit a home console. Sonic's gameplay is similar to the original but the controls are more complex. Big-boss, bigger, badder, better enemies, but even better in some parts. Overall it's a great game!

SUPERSAND LOGON

From the Sega logo, this is an exciting game and has all the features of a real adventure game. It's well-structured and has sound and music that complement the gameplay.

SUPER HAMMER

This game is a new adventure for Sonic fans and offers a challenging and enjoyable experience.

SUPER LEAGUE BASEBALL

The sound and graphics of this game are very good, and it's a great baseball game to enjoy.

SUPER MONOMOLAR GP

This incredible new racing game is not only a fun new genre but also features a new style of racing that puts the emphasis on exciting and challenging gameplay.

SUPER MONOMOLAR GP II

This follow-up to the first game offers a new level of difficulty and challenges for experienced players.

SUPER MONOMOLAR GP III

This game follows the same concept as the previous games, but with new challenges and difficulties.

SUPER MONOMOLAR GP IV

This game offers even more challenges and obstacles for the player to overcome.

SUPER ROCKET ARTICLE

A great space adventure game with exciting missions and challenges.

TECHNO CROWN

There are two missions in each section in this classic role-playing game. The first part of the game tends towards adventure, while the second part is more action-oriented. The game is challenging but rewarding.

THE TERMINATOR

Based on one of the most famous films of its time, the Terminator is a great shoot-'em-up game with unique and challenging levels.

TEST DRIVE II: THE JOURNEY

The game is set in the fast-paced world of racing and offers exciting missions and challenges.

THUNDERBIRD IV

This game features the excitement of the Thunderbirds, with thrilling and challenging gameplay.

TOYS AND JAM

A completely new and exciting adventure for Sonic fans. The story is well-crafted and the gameplay is challenging and satisfying.

TONGUE OF THE FATMAN

The graphics and animation of this game are excellent, with smooth, fluid animations and well-designed environments.

TURBO OUTBACK

A fun and challenging game with fast-paced action and exciting challenges.

TURBICAN

This game is an exciting shoot-'em-up game with a lot of action and challenge.

TWIN TALK

Yet more MegaDrive-based motorcycle adventure, with more exciting missions and challenging levels.

TWIN SWIRL

A relaxing and enjoyable game for players who enjoy peaceful and calming missions.

TWIN TURBO

This game features new missions and exciting obstacles.

TWO CREEDS DUNE

An enjoyable and challenging game with exciting missions and exciting obstacles.

VAPOR TRAP

A new and exciting platformer with unique and challenging levels.

WARREN

A fun and challenging game with exciting missions and obstacles.

WHERE IN TIME IS GARRISON SANDOZO?

A new and exciting adventure game with unique and challenging levels.

WELCOME BACK, COMRADE! This game is a great addition to the Sonic series, with exciting new missions and challenges.
GAME GEAR

GAME INDEX

OVERALL 83%

WORM HUNTER

OVERALL 48%

WONDERBOY III

OVERALL 47%

WONDERBOY IN MONSTERLAND

OVERALL 64%

WORLD OF ILLUSION

OVERALL 73%

WRESTLE WARS

OVERALL 91%

WWF SUPER WRESTLING

OVERALL 86%

\**UNKNOWN**

OVERALL 47%

ZANY GOLF

OVERALL 44%

ZERO WING

OVERALL 95%

ZOOM

OVERALL 83%

GAME GEAR

ATTACKER

OVERALL 39%

CROW SCOCK

OVERALL 90%

CROSS COLUMN

OVERALL 87%

DONALD DUCK: THE LUCKY DIME CAPER

OVERALL 61%

DRAGON CRYSTAL

OVERALL 70%

FACTORY PANIC

OVERALL 97%

FANTASY ZONE

OVERALL 83%

GALGA '91

OVERALL 84%

G-LOC

OVERALL 85%

HALLEY WARS

OVERALL 95%

HEAVYWEIGHT CHAMP

OVERALL 46%

INDIANA JONES III

OVERALL 45%

JOE MONTANA FOOTBALL

OVERALL 44%

Mickey Mouse

OVERALL 46%

MINNIE GARDEN

OVERALL 91%

OUTRUN

OVERALL 66%

PAGAN

OVERALL 45%

PEGNO

OVERALL 48%

PSYCHIC WORLD

OVERALL 55%

PUTT 'N PUFFER GOLF

OVERALL 55%

RAFAN

OVERALL 55%

SHADOW

OVERALL 91%

SOLAR окру

OVERALL 76%

SONIC THE HEDGEHOG II

OVERALL 91%

SPACE HARRIER

OVERALL 66%

SUPER RICKY

OVERALL 86%

SUPER OFF ROAD

OVERALL 82%

TERMINATOR

OVERALL 91%

WABAN LAND

OVERALL 82%

WONDERBOY

OVERALL 86%

WOODY POP

OVERALL 86%

WORLD CLASS LEAGUE

OVERALL 91%

OVERALL 83%

WORLD CUP SOCCER

OVERALL 88%

WORLD OF ILLUSION

OVERALL 64%

WRESTLE WARS

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The February issue of MEAN MACHINES SEGA promises to be completely amazing!
You'll find all the latest and greatest games fully reviewed, including Captain America and the Avengers and Chakan: The Forever Man!
Look out for the EXCLUSIVE review of Super Kick Off — the definitive soccer sim for the Megadrive!
We'll have the hottest previews and all the regular features you love so much.
The YOB is back, dispensing more of his wit and wisdom to a foolish, uncomprehending world!
Jazza’s Q+A trousers are tested to their limits as he answers more of your probing questions!
Rich and Jaz re-review the Sega games covered in issue five of MEAN MACHINES!
There are even more mega tips, guiding or cheating you through all the mega Sega games!
What's more, we'll have the MEAN MACHINES SEGA COMPLETE REVIEW GUIDE VOLUME II: M-Z! Another MASSIVE collection of full reviews culled from the pages of MEAN MACHINES and packed into an enormous 256 paperback book!
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