

sega

Bar-
code
Battler
Bared



£2.25

100% Unofficial!

ZONE

Son of Game Zone

Issue 7 May 1993

FREE Zone Groan Stick

10 Page
Mega-CD
Feature

Scooped

EA's Mutant Football
Krusty's Fun House
Spiderman 2
Fatal Fury



Men

exclusive!

Oi!
Newsie
where's my
Zone Groan
Stick gone?

TM and copyright Marvel Entertainment Group Inc. All rights reserved

MEGA CD * MASTER SYSTEM * MEGA DRIVE * GAME GEAR

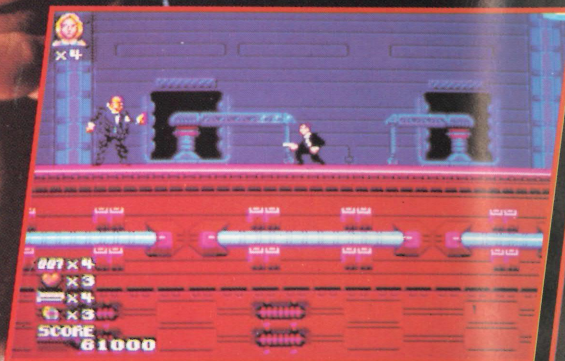
HE'S BACK... JAMES BOND

007TM

in THE DUEL



SHARP GREETINGS FROM BONES



BE CAREFUL ODDJOB DOESN'T TAKE HIS HAT OFF FOR YOU



MAYDAY, NOT ONE TO CALL ON IF YOUR IN TROUBLE!



BOND, A GAME TO HOLD YOU IN ITS GRIPS TO THE BITTER END!

**RELEASE
DATE
007
APRIL**

SEGA

MEGA DRIVE

DOMARK

© EON PRODUCTIONS LTD. MAC B. INC. 1992 GUN SYMBOL LOGO
© 1992 DANJAO SA AND UNITED ARTISTS CO.
SEGA IS A TRADEMARK OF SEGA ENTERPRISES LTD.

Reviews

- 42 Batman: Revenge Of The Joker**
Sunsoft/Mega Drive
56 Crash Dummies
Acclaim/Game Gear
34 Fatal Fury
Sega/Mega Drive
44 Humans
Imagitec/Mega Drive
26 Krusty's Fun House
Acclaim/Game Gear
28 Krusty's Fun House
Acclaim/Master System
59 Monopoly
Parker Brothers/Mega Drive
24 Mutant League Football
Electronic Arts/Mega Drive
52 Road Avenger
Sega/Mega-CD
50 Sherlock Holmes Consulting Detective
Sega/Mega-CD
36 Spiderman 2
Acclaim/Master System
38 Spiderman 2
Acclaim/Game Gear
62 Tom & Jerry
Sega/Game Gear
60 Two Crude Dudes
Sega/Mega Drive
49 Wolfchild
Sega/Mega-CD
18 X-Men
Sega/Mega Drive



EA's mutated Madden scored, page 24



Fatal Fury frenzy, page 30

Previews

- 10 Annet Again**
Wolf Team/Telenet/Mega-CD
84 Black Hole Assault
Sega/Mega-CD
85 Chuck Rock
Publisher tba/Mega-CD
22 Cool Spot
Virgin/Mega Drive
10 Esperanza
Sega/Mega Drive
85 Hook
Publisher tba/Mega-CD
85 Jaguar XJ220
Sega/Mega-CD
85 Night Trap
Sega/Mega-CD
12 Majin Saga
Sega/Mega Drive
84 Prince Of Persia
Sega/Mega-CD
11 Rolling Thunder 3
Namco/Mega Drive
84 Sewer Shark
Sony Imagesoft/Mega-CD
6 Summer Challenge
Accolade/Mega Drive
4 Tiny Toons
Konami/Mega Drive
5 WWF Wrestlemania
Acclaim/Master System



Spot the cool new superhero, page 22

We'd like to say a big sorry to our readers who had difficulty entering last month's phone compos. We promise it won't happen again (honest).

Contents

Issue Seven

May 1993



Features

18 Cover Game

Marvel Comics' X-MEN storm the Mega Drive. Read the X-clusive review here as MARTIN POND gets his claws into Magneto and his henchmen.

33 That's The Wonder Of... The Barcode Battler

It's huge in Japan and it's soon to hit the UK. So the Sega Zone team raided Woolies for a full-scale battle of the barcodes.



40 Sonic Curls Up And Dyes

True love is having your idols sliced into the back of your bonce. VIVIENNE NAGY met Colin Watkins and his rather hair-raising creations.



46 Le Mega-CD Est Arrivé! 10-page Guide!

Having spent months maturing like a fine wine, the Mega-CD caskets have finally hit the UK. DAVID McCANDLESS, bouquet sniffer extraordinaire, checks out the bundle and a vat of forthcoming games.

70 Another World Complete Solution

RIK HAYNES and DAMON BARWIN bring you a step-by-step guide of how to win friends and influence people by...erm, conquering ANOTHER WORLD.

Sega Zone Advertising
071 631 1433

Regulars



A new lease of life for the old Marvel favourites, page 18

14 Erogenous Zone

The pages for your right to reply.

18 Joypad Jury

Your chance to meet the handsome devils who tell you what's hot and what's not.

66 Skill Zone

Holy tips a-go-go with *Another World*, *Sonic 2*, *Streets Of Rage 2* and *Road Rash 2*.

75 Cart Show

A complete six page buyers' guide to the good, the bad and the ugly.

86 Freeloader

You want a free ad? You got it. Sell, swop or buy your wares for the measly sum of naught pence.

88 NFI

Want to be a famous games designer? You show us how in these oddly entitled pages.

Sega Zone

19 Bolsover Steet, London W1P 7HJ, Tel 071 631 1433, Fax 071 323 9343 **Editor** Amaya Lopez; **Art Editor** Alex Patrick; **Deputy Editor** Vivienne Nagy; **Production Editor** Lisa Collins; **Designer** Marco Crisari; **Staff Writer** Martin Pond; **Contributors** Colin Trowell, Dave West, Rik Haynes, Michael Horsham, Duncan MacDonald, Tyler Martin, David McCandless, Patrick McCarthy, Daniel Pemberton, Andy Stout, Asim Syed; **Advertisement Manager** Sara Parker; **Sales Executive** Marcella Smith; **Publishing Director** Teresa Maughan; **Group Art Director** James Egerton; **Group Production Manager** Jim Bulley; **Newstrade Circulation Manager** Sean Farmer; **Managing Director** Alistair Ramsey; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd., **Repro** Ebony; **Printer** Heron Print; **Distribution** Comag

All material in *Sega Zone* © Felden Productions 1993 and may not be produced in full or part without prior permission in writing from the publishers. *Sega Zone* is an independent publication and is not connected with SEGA Europe in any way. Mega Drive, Master System and Game Gear are trademarks of SEGA Europe. All rights recognised.



No news is good news, so the old adage goes. Well thank jimminy then that the following bumper crop of news pages haven't got a single smattering of "good news" in sight. (Eh? Ed.)

Puggsy



Puggsy is an orange space-hopper-type blobby extra terrestrial with no sense of direction. He crash lands on a planet to ask the way but the natives

nick his space-ship! So off he blobs in pursuit over 17 locations, encountering a variety of puzzles and 100 different creatures on his way.

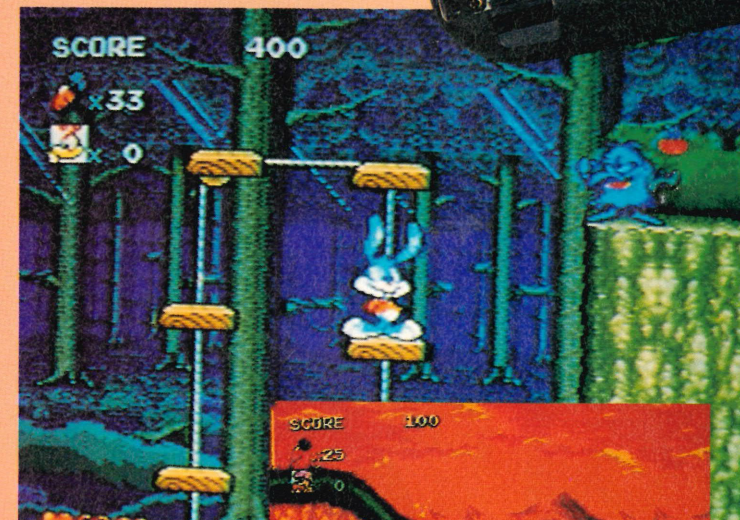
Puggsy from Psygnosis will be available in June, price £TBA.



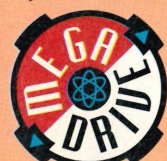
How do I get out of here.



The space hopper Olympics.



Tiny Toon Adventures



Those brilliant cutesy characters of Warner Brothers cartoon fame will soon be gracing our Mega Drive screens in Konami's *Tiny Toons Adventures*. Subtitled *Buster's Hidden Treasures*, you get to play bouncing Buster Bunny himself, springing through a 33 level treasure hunt, rumoured to be paved with "14 carrot gold" (groan). It'll have seven different territories to plunder including an enchanted forest, bubbling lava caverns and a spooky shipwreck. Along the way, they'll be

loads of opportunities to save your chums in particular the delectable Babs Bunny whilst fending off the dastardly likes of Plucky Duck, Dizzy Devil and Calamity Coyote. We've had a look at the game itself and it has to be said that both the animation and gameplay are shaping up pretty damn neatly. It's also slightly reminiscent in parts of the games which star our beloved blue spiky one. So make sure you don't miss the review next ish.

Tiny Toon Adventures from Konami will be available in late May, £39.99.



Codies Smash Cartridge Cartel!



The Codemasters have emerged victorious after a period of legal

wrangling with Sega which means that the long-awaited Mega Drive *Micro Machines* will soon be in the shops. Sega manufactures the cartridges which games are put onto, yet the Codies planned to put games on their own wackily shaped cartridges and to release them without asking Mummy Sega.

For starters Sega thought this was a bit cocky and slapped an injunction on their products and then for afters, in order to rap the Codies' knuckles, took them them to court. The Codies' lawyer thought they were 95% certain to win the courtroom drama, but after a bit of a chin-wag both sides broke off the court case to kiss and make up.

Codies' director, David Darling says: "We have developed a contract which fulfils our desire to remain an active publisher, creating and manufacturing our product in the UK while working alongside Sega's worldwide operation."

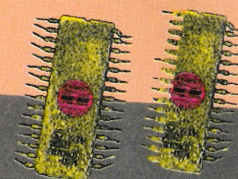
The Codies remain tight-lipped as to how favourable the deal is, but our newshounds infer that they are going to make and sell their own distinctive carts and who knows which other publishers may follow suit?

Kit stop



Here's a new piece of green kit for your Game Gear. Discard your mercury-infested conventional batteries for two hours of continuous play from one charge of Logic 3's battery adaptor.

The Logic 3 Battery Adaptor from Spectra Video costs £29.99 and is available from your fave games retailers everywhere.



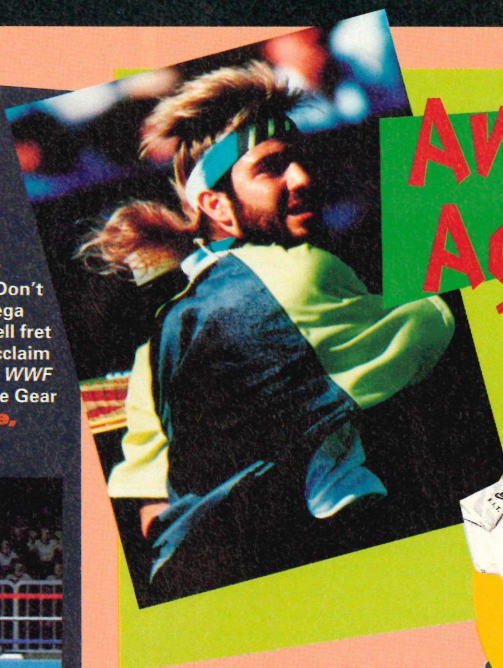
Chip

A rather dishevelled programmer emerged from beneath a pile of pizza boxes with these little titbits: October will see the arrival of an ice hockey game from Accolade featuring famous American player Brett Hull • Autumn will see Codemasters' *The Fantastic Adventures Of Dizzy* simultaneously released across all the Sega formats, bar Mega-CD • Domark is planning to release *Formula One Championships* for the Mega Drive, Master System and Game Gear in August and *Desert Strike* on the Master System and Game Gear for September • Sega's *Streets Of Rage 3* on the Mega Drive is likely to be a whopping 24-Megabits • *Sylvester And Tweedie* from Tecmagik is at the 'Alpha' stage (about 35% complete). Also in the pipeline is *Populous* for the Game Gear and licences from MGM and Warner • On Virgin's horizons, although in the last issue we said that the Mega Drive version of *Superman* was out in April,

WWF Wrestlemania



Horny for Hogan? Randy for Savage? Don't own a Mega Drive? Well fret not for Acclaim is bringin' WWF to a master System and Game Gear near you near you **In June, price tba.**



Anyone for Agassi?

To celebrate the launch of the game *Andre Agassi Tennis* in July, Tecmagik have given us a host of Agassi and Tecmagik goodies.

First prize

An exclusive Nike tennis shirt as worn by the extremely gorgeous Agassi in the Nescafé commercials – and we haven't even washed it! (Yes we have. It's a brand new clean one. Ed.)

A jar of Nescafé (as drunk by that luscious beefcake, Agassi, out of his very own mug!)

And a tube of tennis balls (as played with by Agassi himself!) (Steady on! Ed.)



Second prizes

Two gorgeous Tecmagik T-shirts, as worn by Agassi's second cousin twice removed!



Third prizes

Three photos of Agassi (as posed for by the lovely Agassi himself) and three Tecmagik paper holders

Pop goes the video game!

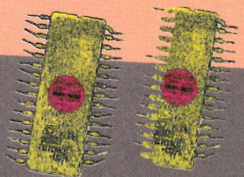
In a world where of crossover promotions (read the book, see the film, buy the T-shirt) you can now play the video game while shaking your tail feather to the album! If you've got *Mega-Lo-Mania* for your Mega Drive (see Issue 5 for the review), you can rush out and buy the single and the 20-track dance compilation album.

As well as the funky *Mega-Lo-Mania* (Goin' All The Way) there are game codes hidden in the track and on the sleeve! And if you spot the lot you could win a holiday in the ol' US of A.

Mega-Lo-Mania from Virgin Games is out now as are all its musical counterparts.



Chat



it's actually been put back indefinitely while the Master System and Game Gear versions are out in July as is *Populous 2* on Mega Drive. *Mick And Mack* on Mega Drive has slipped to May and there will also be a Master System version. *Robin Hood* on the Master System is on its way, estimated time of arrival – unknown. August sees Master System *Wolfchild* and *Super Off Road*. Mega-CD releases will be popping up in October together with *Battletoads* on the Master System. November promises to be a really exciting month with four or five major titles for the Christmas run-up.

STOP PRESS... STOP PRESS... The Mega-CD should be in the shops by now! (It's ETA was Friday 2 April.) There will be 60,000 units to start with and rumour has it that there won't be any more UK Mega-CDs available here until September once the first batch has sold out, so get yours quickly! Watch out for

the TV advertising campaign which starts on 8 May.

A besuited, bespectacled publisher back from Computer Arena '93 in Dublin had this information to pass on: Sony is planning to release a CD version of two summer film releases *Last Action Hero* (starring muscle mountain Arnold Schwarzenegger) and *Cliff Hanger* (starring the equally muscularly advantaged Sly Stallone). At present there are 23 publishers who have licences to produce games for 3DO, 12 of whom already have the technology to programme for it as we speak. *Red Dwarf* is the most popular TV programme among computer gamers. CD producers are quaking in their boots for the EC is investigating CD pricing. While it is highly likely that the inflated prices may be made illegal, the producers are planning to produce machines that will play videos as well so that they can still sell CDs at the same price.

Runners-up prizes

Two Master System copies of *Pacmania*
Two Master System copies of *Shadow Of The Beast*



All we want to know is:

Which is Andre Agassi's favourite roasted bean beverage?
Is it?

- A) Gold Blend?
- B) Nescafé?
- C) Cocoa?

Answers on a postcard please to: I like a nice cup of coffee, Sega Zone, 19 Bolsover Street, London W1P 7HJ.





chart

- 1 **Streets Of Rage 2**
Sega
- 2 **Road Rash 2**
Electronic Arts
- 3 **Lemmings**
Sega
- 4 **European Club Soccer**
US Gold
- 5 **Sonic 2**
Sega
- 6 **Desert Strike**
Electronic Arts
- 7 **Mickey And Donald**
Sega
- 8 **Taz-Mania**
Sega
- 9 **NHLPA Hockey**
Electronic Arts
- 10 **Rolo To The Rescue**
Electronic Arts

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



chart

- 1 **Sonic 2**
Sega
- 2 **Lemmings**
Sega
- 3 **Taz-Mania**
Sega
- 4 **Mickey Mouse**
Sega
- 5 **World Class Leaderboard**
Sega
- 6 **Tiny Toons**
Sega
- 7 **Transbot**
Sega
- 8 **Asterix**
Sega
- 9 **Heavyweight Champion**
Sega
- 10 **Prince Of Persia**
Domark

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

Summer Challenge



Heart-pounding, sweat-drenching... no not the latest Cindy Crawford exercise video, but Accolade's *Summer Challenge*. In this international

competition for the gold, comprising pole vault, high jump, javelin, 400m hurdle, cycling, kayaking, equestrian and archery, you compete in tournament mode against up to ten players (computer or human).

There's digitised footage from live video of actual athletes and an instant replay lets you relive your glorious, winning moment!

Summer Challenge from Accolade is out in May, price £39.99.

Fabulous Freebie Five

"What's this stick thing on the cover?" you're probably wondering. It's a bonafide Zone Groan guaranteeing instant expressibility.

Are the politicians on the news getting on your wick? Give them a piece of your mind with a blast on the Zone Groan. Are your mates mouthing off about their skills on a game? Voice your thoughts with a chinny reckon from the Zone Groan. Had a kebab last night? Drown out the tell-tale sound fx with this amazing mooing stick (sadly it's not much cop for those embarrassing silent but deadlies).

Video nicey



Gamebreaker, from The Video Collection, is a new bi-monthly video magazine fronted by the aggressive GB, video attorney, whose aim is "To

defeat those clever game creators who set out to frustrate and confuse you". (Would you trust a droid with a load of joypad buttons pinned to his lapel? Ed.) The first ish is just out and offers both Sega and Nintendo news and tips. Pitched as the 'superior' alternative to reviews in 'grotty' mags (*Hmmm. Ed.*) it seems somewhat pricey at £6.99 for 65 minutes especially as it includes only 15 Sega games - but we've got 15 copies absolutely free. To win one, just put your name and address on a postcard and send it to: Gamebreaker Compo at the usual address. The first 15 to get here will win a vid.



Shop Till You

Here's a round-up of what's available officially so that if you have the urge to splash the cash on a brand new cart, here's the most up-to-date games you can buy now. (Where we've reviewed a game the score appears in round brackets, the issue in square brackets.)



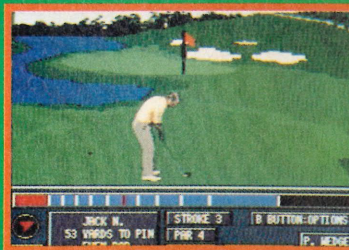
Another World (94) [6], Atomic Runner, Captain Planet, Ex-Mutants, Fatal Fury (85) [7], G-Loc (70) [6], James Bond (88) [2], Jennifer Capriati Tennis (80) [2], Muhammad Ali (80) [6], Outrun 2019 (29) [6], Renegade (47) [6], Rolling Thunder 2, Side Pocket (70) [2], Steel Talons (74) [4], Strider II, Sunset Riders (84) [6], Teenage Mutant Turtles (82) [5], Two Crude Dudes (72) [7].

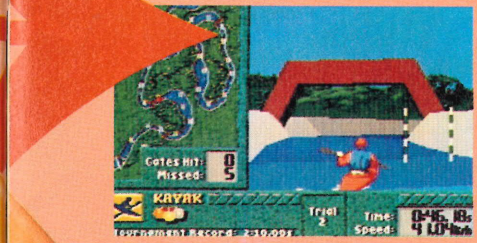
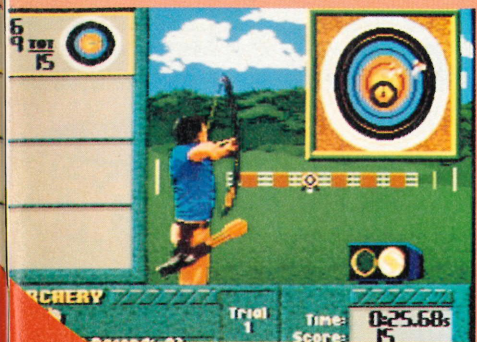


Batman Returns (61) [5], James Bond (61) [6], Mickey Mouse 2, Rainbow Islands (80) [6], Tecmo World Cup Soccer (29) [4], Strider II (79) [5].

Jack Nicklaus Power Challenge Golf

Yell "Fore!" and wear loud checked trousers in the comfort of your own home. Jack Nicklaus features courses designed by the man himself as well as fully digitized golfers. Featuring the easy-to use 'Power Bar' interface, you can play alone, against three other computer or human opponents, compete in stroke, skins or tournament modes or just practise. Jack Nicklaus Golf from Accolade is out in May, price £39.99.





Special Reserve

Do you want to join a leading mail order computer games company with over 150,000 members? Have you seen Special Reserve's ad on page 91? For an extra £1.50 off the membership fee send in this coupon with your first order.

£1.50 OFF

This coupon entitles you to £1.50 off when you join and order at least one item from Special Reserve's advert in this issue (see page 91 for advert.) Valid only until 30th April 1993

I KNOW NOT WHAT HAS HAPPENED TO YOUR POD

Cathy Dennis so loves Sega's *Ecco* that she's taken to communing with his real-life counterparts. A prize of a real cuddly dolphin goes to the provider of the best caption to this picture. Send your suggestions to the usual address.



Home Alone, Master Of Darkness (55) (6), *Tailspin* (40) (6).



Black Hole Assault, Jaguar XJ220, Prince Of Persia, Road Avenger (80) (7), *Sherlock Holmes* (75) (7), *Wolf Child* (70) (7).

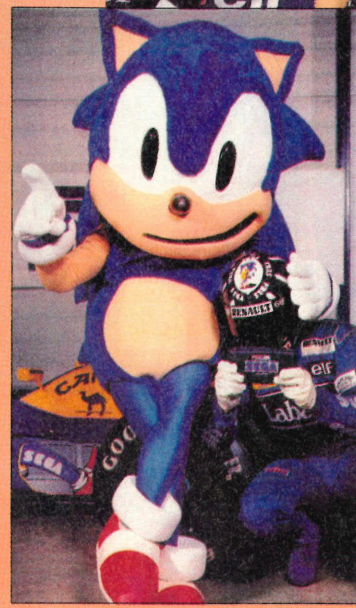
Drop



chart

- 1 **Sonic 2**
Sega
- 2 **Lemmings**
Sega
- 3 **Super Space Invaders**
Domark
- 4 **Alien 3**
Acclaim
- 5 **Taz-Mania**
Sega
- 6 **Streets Of Rage**
Sega
- 7 **Super Off Road**
Virgin
- 8 **Super Kick Off**
US Gold
- 9 **Prince Of Persia**
Domark
- 10 **Terminator**
Acclaim

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



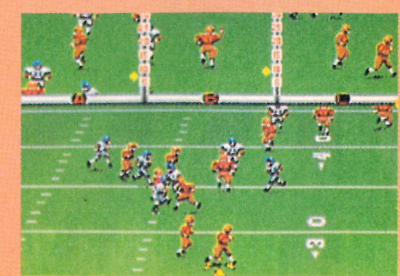
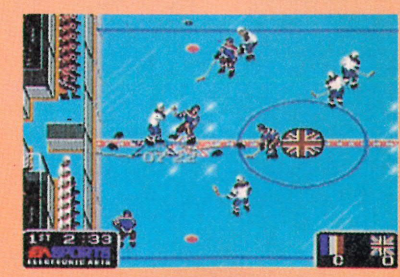
Sonic in pole position!

Sonic's got a finger in more pies than Little Jack Horner. Not content with sponsoring the footie, Sega is set to sponsor the Canon Williams team in the 1993 Grand Prix.

The seal has been set on the Sega-Williams relationship as part of the celebrations for the Mega-CD launch and the cars will feature Sega colours and carry the full endorsement of Sonic, the world's fastest hedgehog.

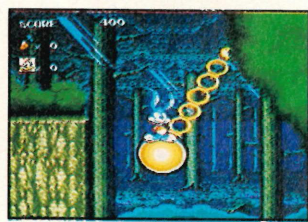
Sport on!

The latest Mega Drive bundle comprises two gaming legends, *EA Hockey* and *John Madden Football* together on a single 16-Bit cart. The downside is that sports fans won't be able to buy this special compilation cart separately. **The EA Sports Double Header bundle is available from Sega now, price £149.99.**



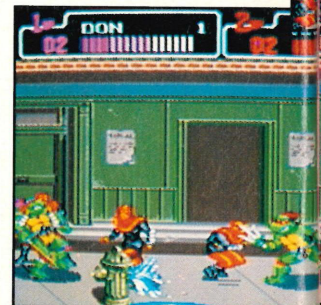
NEW

SEGA MEGA



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

Baster's Hidden Treasure



TEENAGE MUTANT HERO
TURTLES
THE
HYPERSTONE
HEIST™

The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone

and miniaturized New York City. Can our heroes defeat him again?

preserve the rights of citizens freedom, de
and on-time pizza delivery!

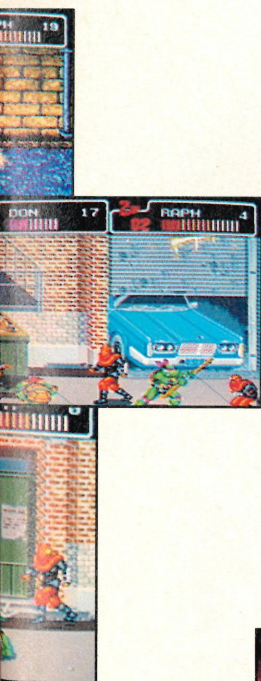
KONAMI

GA
DRIVE

TITLES



asure™



an they
mocracy

AMI®

SUNSETRIDERS

Available soon!

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



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



Japan's
top
game
box

After flirting with some body conscious girls at a trendy Japanese nightclub and ogling the next biggie from Sega, RIK HAYNES and MASAKI OJI are back with a top selection of stories from Tokyo...

Annet Again



Adopted by young American archaeologist Ernest Evans, Annet is a teenage girl with a passion for wearing short skirts and long socks. In *Annet Again*, she must discover Führer Richtenrich's terrible secret and stop him from doing something really nasty. Like any self-respecting crimefighter, Annet can jump, run, walk, kick, throw enemies around, smash through windows, attack with a psycho blade or boomerang and use six different magic spells.



Experanza

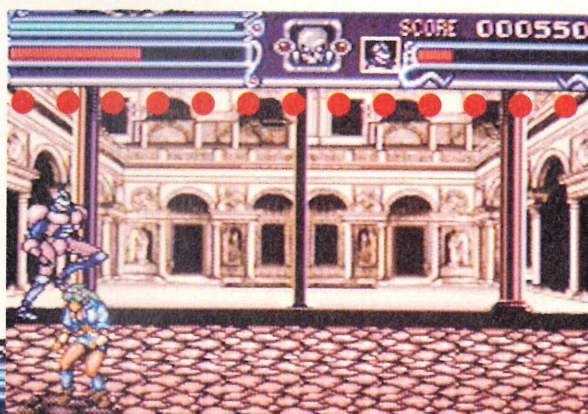


Fed up with *Sonic 2* yet? Itching for the next video game extravaganza? Good news is on hand! The frustrating wait is nearly over...

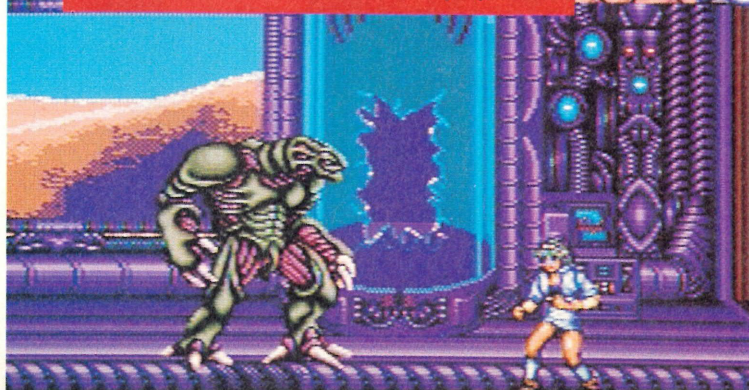
If it wasn't for *Desert Strike* and *Thunderforce IV*, you'd be hard put to find a decent shoot 'em up on the Mega Drive. That's why Sega is proudly showing off *Experanza*. Unofficially, it's being touted as 'next generation'. (Sort of like *Star Trek? Ed.*) Exactly what this means is a mystery to everyone except a few boffins with stupid haircuts and no dress sense.

During the game, Kenta must save his childhood sweetheart Nina Alice from the enemy boss who plans to use her impressive psychic powers against the Earth Control Committee. So, strap yourself into the robot-type-thing 'Mobile Weapon Ex-Peranza' and blast a glorious path to victory through this post-apocalyptic world. Hurray!

There are eight different weapons in your mean machine but they consume lots of power energy which could be converted into a useful shield instead. At certain points in *Experanza*,



I warn you, be careful. Remember what they say, size isn't important.



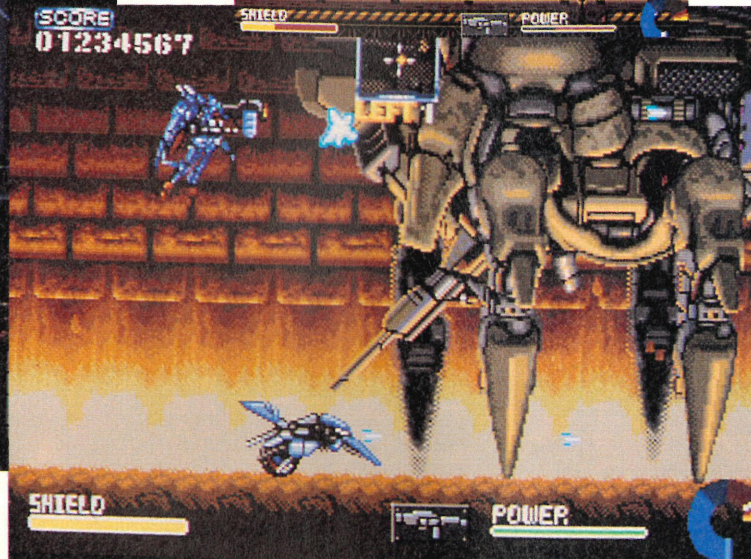
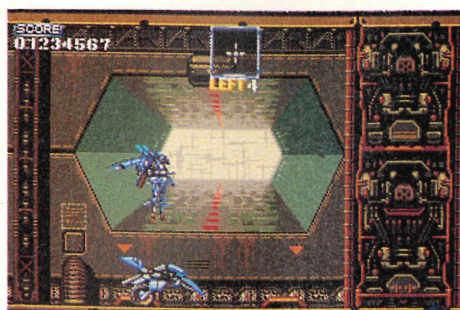
"Annet Again has more frames of animation which makes the movement of characters smoother," comments a spokesman. "With lots of visuals, this nine-stage game really attracts players into its story."

This highly presentable beat 'em up is the third adventure in the *Ernest Evans* series. Wolf Team also produced *Thunder Storm FX* (Cobra Command), *Time Gal* and *Road Blaster FX* (Road Avenger) on the Mega-CD.

Annet was inspired by the 'body conscious girls' who populate the glitzy nightspots in Roppongi, Tokyo. (They're the *Essex Girls of Japan*. Ed.) To celebrate the launch of *Annet Again*, Wolf Team recently organised a Kosupure (costume party) packed with real-life *Annet* lookalikes. Unfortunately, none of them decided to dye their hair green for the occasion.

Published by: Wolf Team/Telenet

Price: ¥7,800 Out: 26 March 1993



it's possible to recharge in the light and dock with a motorbike or aircraft module and 'transform' into something tastier. Some stages are vertically scrolling and others move in the horizontal planes. Plus there are 3D stages where the enemy appears from deep in the screen. Isn't variety a great and cherished thing to have?

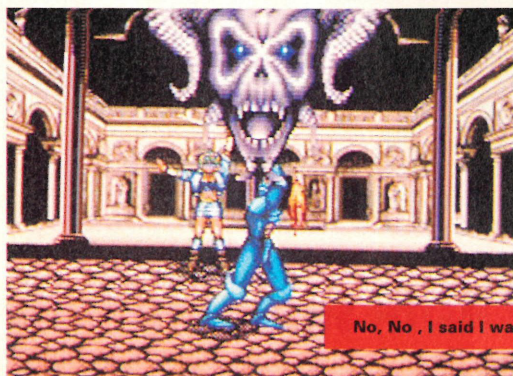
A newly-formed company, Gau Entertainment, is in charge of the game's development. Toshio Toyoda, designer of

Glanada, is the main programmer behind the excellence of *Experanza*. Thanks to the scarcely used technical features of the Mega Drive called 'Shadow Mode' and 'Highlight Mode', there are 128 colours on screen at the same time – making the graphics look even brighter and more beautiful. Normally, artists have to make do with 64 colours or less. Boo!

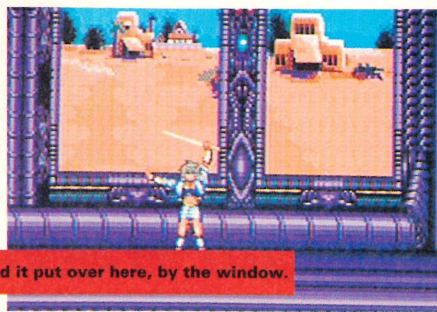
Published by: Sega

Size: 8Mbit Price: ¥TBA

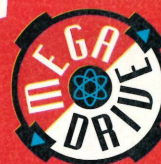
Out: May 1993



No, No, I said I wanted it put over here, by the window.



Rolling Thunder 3



It's not easy being a super secret agent for the World Police Criminal Organisation, visiting Easter Island and Southern California on all expenses-paid trips, doing wheelies

on your Harley Davidson motorcycle to impress your workmates, gambling with somebody else's money in plush casinos, chasing terrorists on water bikes – then blasting them with a bazooka, and there's always the pile of designer clothes that needs washing and, worse still, ironing. The list of duties to be done just goes on forever.

This release, pretty obviously the third in the *Rolling Thunder* saga, apparently contains "12 tremendous megs and 10 levels of heart stopping action". Best of all, if you get bored tinkering with the bazooka weapon, there's a shotgun, cannon and laser to try out too.

Rolling Thunder 3 is described as a movie-like shoot 'em up. *Rolling Thunder 2* was merely a coin-op. And nobody remembers the original *Rolling Thunder*. Or do they?

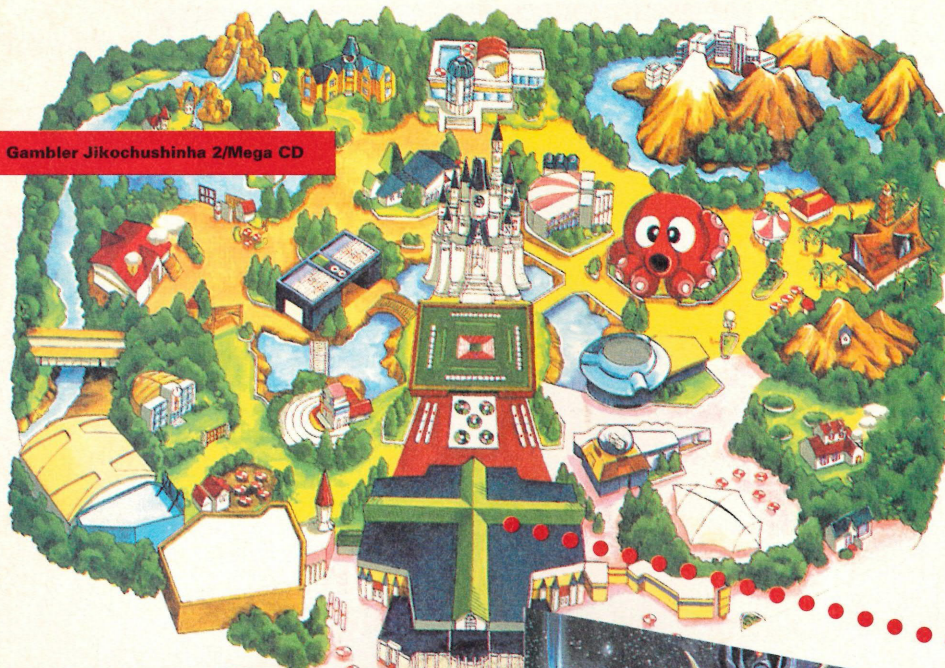
Published by: Namco

Size: 12Mbit

Price: ¥TBA

Out: summer 1993

Gambler Jikochushinha 2/Mega CD



Sega Japanese chart

- 1 **Bare Knuckle 2**
By Sega On Mega Drive
- 2 **Puyo Puyo**
By Sega On Mega Drive
- 3 **Yumimi Mix**
By Game Arts On Mega-CD
- 4 **Sonic 2**
By Sega On Mega Drive
- 5 **Landstalker**
By Climax Entertainment On Mega Drive
- 6 **Sonic 2**
By Sega On Game Gear
- 7 **I Love Mickey And Donald**
By Sega On Mega Drive
- 8 **Shining Force**
By Sega On Mega Drive
- 9 **Gambler Jikochushinha 2**
By Game Arts On Mega CD
- 10 **Shining Force Gaiden**
By Sega On Game Gear



Bare Knuckle 2 and *I Love Mickey And Donald* are better known as *Streets Of Rage 2* and *World Of Illusion* over here. Fans of *Tetris* will love *Puyo Puyo* despite its strange name. Last month's Jap In A Box featured a preview of the schoolgirl adventure *Yumimi Mix*. *Landstalker*'s the best thing since *Sonic 2* while *Gambler Jikochushinha 2* is a Mahjong puzzle game based on, funnily enough, a Mahjong comic. The *Shining Force* romps are fantasy RPGs of epic size and popularity.

Unsurprisingly, *Streetfighter II* continues to be the most successful coin-op around the world. More than 2.5 million copies of the SNES adaption have already been sold. It is rumoured that the forthcoming Mega Drive cart will be a specially enhanced version known as *SFII'* (dash).

Sega's cheaper remake of the Mega Drive should be launched quite soon in Japan. Mega Drive 2 will be about ¥7,000 less than the old model (¥21,000). It's physically smaller because there is no modem interface, headphone jack and volume control. However, the controller is the *Streetfighter II*-compatible fighting pad 6B. Mega-CD 2 (with a price drop of about ¥20,000) is in the pipeline as well. Both machines will be compatible with existing titles.

Virtua Formula, the advanced version of Sega's superb *Virtua Racing* arcade game was shown at the AOU Show in Tokyo last month. Utilising the spanking System Board 2 - jointly developed by Sega and General Electric - the game's graphics, sound and playability have been dramatically



improved. This coin-op boasts an 'ultra-big' 74-inch monitor and the air-system cockpit actually moves the player about rather than merely massaging their bum. If only Sega could convert *Virtua Racing* over to the Mega Drive or Mega-CD... **Kick & Rush** ● **Sims** ● **Game Gear** ● **2Mbit** ● **¥4,500** ● **April 1993**

Simple speedy soccer sim that's fun to play against another human player using the Game Gear's handy comlink. Adjust player parameters, change formations and select your fave international side.

Majin Saga ● **Sega** ● **Mega Drive** ● **8Mbit** ● **¥6,800** ● **Out Now**

Based on a Japanese comic, this is a fighting game sort of thang. God-Kaiser Hell and his forces of biomachine beasts are attacking the world's major cities. Thanks to the miracle of genetic engineering and a neat laser sword, Majinger arrives to save the day.

Ultraman ● **Ma-Ba** ● **Mega Drive** ● **4Mbit** ● **¥TBA** ● **April 93**

Taken from a Japanese TV series made in the 1970s, this monster bash could become a cult hit among *Streetfighter II* addicts. A spokesman reckons the monsters move and howl just like their television counterparts! When the strange beasties are weak enough, the player shoots a special beam to finish them off.

The original *Ultraman* show is now available on video in the UK.

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

Dixons

Nº1 IN BRITAIN FOR THE LATEST VIDEO GAME ACTION

Nº1 WITH THE LATEST SOFTWARE RELEASES **200 TOP TITLES IN STOCK NOW**

Nº1 FOR THE BEST CHOICE & HUGE RANGE OF GAMES CONSOLES

NOW IN STOCK

NEW SEGA

MEGA-CD

**THE ULTIMATE
GAME MACHINE**
FOR USE WITH SEGA MEGA DRIVE
SUPPLIED WITH 7 GAMES

- Plays the latest state-of-the-art Compact Disc video games
- Massive 540 Megabyte storage capacity of CDs gives you thrilling new types of games with brilliant graphics and many more levels
- Superb CD stereo sound (through hi-fi)
- Also plays standard audio CDs.

(SEGA MEGA DRIVE NOT INCLUDED)

Dixons Deal

£269.99

(Games illustrated may not be those supplied)



OVER 360 DIXONS GAMES CENTRES
ON HIGH STREETS THROUGHOUT BRITAIN

TEL: 081-200 0200 FOR YOUR NEAREST BRANCH

erogenous Gellolls ZONE

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

We don't care what the people of Grendale think, here at **Sega Zone** we hate that **Postman Pat**. Look what the self-satisfied creep bought us this month.

Dear Am writes...

Following recent press reports that playing video games will turn them into anti-social monsters, many worried young readers have written to me asking for advice. I have compiled seven informative leaflets covering the more common areas of concern, so if you are worried that Sega is adversely affecting your development or behaviour then write in stating which one you require advice on:

- * Sonic keeps telling me to do bad things.
- * I can't cope with real people, aardvark, aardvark, wibble.
- * Playing *Streets Of Rage* turned me into a drooling psycho.
- * Playing *WWF* turned me into a drooling hairdresser.
- * Playing *Columns* made me put some Tabasco in my granny's Sinex bottle.
- * I play my Game Gear when I should be concentrating on the road ahead.
- * I play my Game Gear when I'm, you know, on the job, if you get my drift.



DEAR SEGA ZONE

I'm going to buy a Mega Drive and I'm looking around for the lowest prices. My next door neighbour bought a Dell PC direct from Dell and it was, so he tells me, cheaper than buying from computer dealers. If I bought direct from Sega UK would it be cheaper than buying from a dealer? If so, can I have the address please? Keep up the good work with the mag.

Tristram Lewis,
No 10 Fat-Chance
Street, Keep-Dreaming
-Under-Blagg, Cloud
Cuckoo Land.

e You've got two hopes here, Tristram, Bob Hope and No Hope. If you really are poor as a church mouse why not get a second hand Mega Drive from our Freeloader section? **Ed.**

DEAR SEGA ZONE

Despite being unemployed I still buy *Sega Zone* every month, sometimes foregoing luxuries such as beer and my 'naturist' magazines to do so. Anyway, here are some questions:

- ① At 24, am I too old for your mag?
- ② Kids! Game Genies and cheats. Why do they bother? They'll only get bored winning all the time.
- ③ Atari started the consoles and carts thing (I used to have an 800 way back) and I think they'll finish it. Am I dreaming?

Mark Cameron,
Cannington.

e Obviously Mark we can't condone unemployment in any of our readers, but since

you've obviously found time to put pen to paper amongst your hectic schedule of sitting in the park and eating chips, the least we can do is reply...

① Nonsense. Though most of our readers do indeed still have full bladder control, that's not to say we don't welcome more mature individuals like yourself.

② Couldn't tell you, Mark, we never use 'em. When that end-of-game screen comes up for us, it's always down to cat-like reflexes and clean living. Still we put your point to Daniel Pemberton our resident cheat master and full-time kid and he said: "Leave it out Mark, you Grandad! Why do you care? You'll be dead soon anyway." So there you go, touching words indeed.

③ Yes. Smart money's on Amstrad. **Ed.**

DEAR SEGA ZONE

Re: Possessive Apostrophe Corner (Letters, issue 5).

Are you telling me that you are going to give us a lesson in punctuation every month? Where will it end? 'Amaya Lopez's essential guide to algebraic equations'? 'Hydrochloric acid, Martin Pond and you'? Or maybe 'American prohibition in the 20s by P. McCarthy? He looks like he'd support the banning of alcohol. Or perhaps not.

Ben Enevoldsen,
Newbury.

e Oh Ben! And that's all the thanks we get for attempting to drag you out of the quagmire of your ignorance? Well that's that then, we better shelve Viv's industrial training feature on the use of anti-fouling paints. But just you remember next time your back's against the wall and a comprehensive knowledge of prohibition is all that stands between you and a grizzly death, we tried, man, we tried. Take away the correct use of the possessive

apostrophe and where are we? Yeah, no better than the beasts in the field. **Ed.**

DEAR SEGA ZONE

Is this thing about epilepsy and video games for real or what? Just which old fuss-budget came up with these precautions you should take while playing? I often get my mates round after school to play *Desert Strike*. What would they say if I insisted we play on a tiny telly on the other side of the room, and that we all wore eye patches and that my mum was there at all times to supervise? Why don't I go the whole hog and force those rubber tongue depressors into their gobs to stop them hurting themselves and have a full medical team on constant standby? Why don't these quacks get real and leave us games players in peace?

Mark Hobson, Dorset.

e Easy tiger, those guidelines are aimed only at the 15,000 or so UK residents who suffer from active photosensitive



epilepsy. Here at Sega Zone we play games slouched a couple of inches from a wide-screen telly, with instant coffee coursing through our veins, the stereo at full volume, a full system of disco strobe lights, and our mums nowhere in sight. Yes, the veins on our foreheads stand out like those lot in that film *Scanners*, but we wouldn't dream of having it any other way. **Ed.**

DEAR SEGA ZONE

Can you help, last year your company ran a series of commercials featuring an actor by the name of Peter Wingfield. My sister Joanna has a birthday soon and after seeing those commercials has asked me to give her a picture of him as a present, but although I've looked in hundreds of shops I have yet to find one. Do you have any promotional shots of Peter you could send me. Joanna and I would be eternally gratefully.
Lucy Dander, Somerset.

The Gallery

DEAR SEGA ZONE

I think your mag is very cool but what you did to Andrew Leeses picture in issue 3 was very uncool. I thought it was a good drawing. You were so cruel to Andrew, *Sega Zone*, I would like to tell you burning the corners was not a good idea, using it as a drinks coaster doesn't help at all, and neither does using it as a message pad. Here is my drawing of Sonic. Please think about all this when you print it.

Daniel Whittle, Orrell

Daniel, Daniel, Daniel, what can we say? You obviously put a lot of effort into that picture and we'd have really loved to print it, but there's a bit of a tummy bug going around the office, amoebic dysentery actually, and what with our boycott of Andrex because of the Amazonian mahogany they allegedly use in it's manufacture...well anyway we decided not to print it. Lovely picture, mind - nice composition, faultless colouring-in, extremely absorbent - what more could you want? **Ed.**

DEAR SEGA ZONE

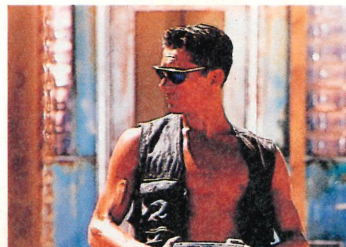
I've noticed *Sega Zone* is somewhat lacking in public artistry. How about printing a picture once in a while instead of a letter? Here's one to start you off and there's plenty more where that came from!

Dominique Oliver, Charlton.

On your bike Dom, how about printing an exciting picture once in a while instead of a letter? If anyone thinks they can come up with anything a bit better (and let's face it, the butterfly patterns that Martin shows us in his hankie have more 'artistry' than this effort) then send them to: I Don't Know Much About Art But I Know Dominique's a Loser, Sega Zone, 19 Bolsover St, London W1P 7HJ. Ed.



This month's erogenous zone comes from Hackney Marshes, the hottest piece of urban wetlands in the 071 area (Okay that's. It no more Erogenous Zones. Ed.)



Pete Wingfield.

It's funny, you know, although we've just had a massive Peter Wingfield stain glass window put in, we've all but run out of publicity photos. This picture's reproduced from an original kept in the little Wingfield shrine in the corner of the office, but feel free to cut out 'n' keep. Don't forget though, if your sister's a heavy drooler you may need to mount it on some stout card and cover it with clingfilm.

By the way Lucy, like many correspondents you seem to be labouring under the misapprehension that Sega Zone is part of Sega Europe. Not true, I'm afraid, we're but a small independent magazine eeking a living off the hard graft of a large multinational. We're parasites, if you like, no better than tapeworm. Clear? Ed.

DEAR SEGA ZONE

We would like to know how many women and men design Sega games. We are studying the Victorians who thought men were clever than women. Some of our class thought that men design all the Sega games. Can you tell us if

this is true? Do you think more boys than girls like games?

Ashley, James, Tim, Tim, Jamie, Grant and Oliver, St Benedicts School.

We went round to see Sega and put your question to them but after umming and ahing for a bit they sidestepped the issue by saying their development teams employed only hermaphrodites. So, as things stand at the moment, it's probably safe to say that women are noticeable by their absence on that side of things. As a rough guide though Sega says 30% of their consoles were purchased by girls last year, compared to only 20% the year before. Extrapolating the results then, by the year 1999 their won't be a single boy playing games. Well... probably. Ed.

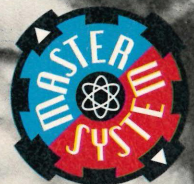
DEAR SEGA ZONE

When I first saw and read *Sega Zone* I thought it was brill. I totally hate anything to do with Nintendo. But let's get to the point, is there going to be a Sonic comic and cartoon in Britain? After all Mario, a thick little plumber, gets on the telly, so why can't Sonic?

Daniel Lampard, Taunton.

Daniel you're so right. There ought to be something, just a cameo on Emmerdale would be nice. So, we went round to Sega to demand an answer to your query and this time they turned all the lights off and hid under their desks. Don't feel too bad though, just bear in mind Mario probably had to get off with Janet Street-Porter or Wogan to get that telly slot. Hurrah for Sonic and no sex before marriage! Ed.

ZONE



Fresh and springy

Should a game for whatever set of lame-brained reasons exceed the magical score of 90, then it gets a Mega Zone tag. This means you should buy it.



Damp and curly

That nasty olde Zone Groan thang gets slapped on the forehead of the games which are so appallingly bad that they fail to score above 50. This means don't buy it.

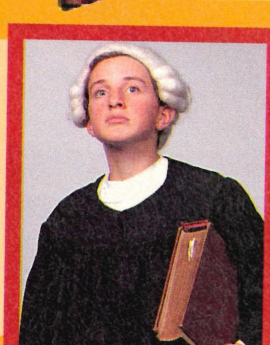
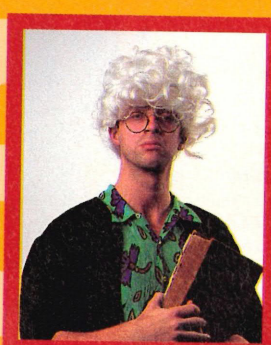
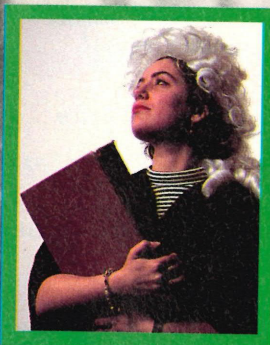
ZONE

GROAN

X



Hey nonny nonny, yet again. John Barleycorn is dead, but he's also risen, and May is upon us, when the sap rises and the fertile juices of good mother earth surge within us and make us come over all un-necessary at the sight of the blooming hawthorn. Bring forth the mummers and the Maypole and witness the pagan splendour that is... Joypad Jury.



AMAYA LOPEZ

"I'm the Queen of May because I'm the Ed," said Amaya reasonably, donning the traditional garland of Mayflowers and treading royally upon Mother Earth. "Now, I'm going to sit here on my throne and just let you lot amuse me with your funny pagan antics." So saying, Amaya waved the bunch of watercress she held in her delicate, Spanish hands and proclaimed: "Let the festivities commence! For the May is upon us once again and the earth shall spring anew - just as soon as we've made a human sacrifice, that is. Now, where's that young Martin boy got to?"

The diminutive ED feels at home humming along with **Tiny Toons**.

VIVIENNE NAGY

"In my ancestors' village of Kak in the wilds of the Hungarian mountains, we used to have a ceremony to welcome in the May," sighed Viv, wistfully. "We used to dress up a little tree in a white dress and carry it to the little stream, all the while singing 'We carry death out of our village', mainly because we couldn't think of a nice rhyme for 'village', then we'd throw the tree into the stream and watch it float away. But I agree, a human sacrifice would be *much* better. Where is that Martin fellow-me-lad?"

Viv is now sporting a **Sega Zone** logo on her bonce. Viv lets Japanese tourists take photos at a tanner a throw.



MARTIN POND

Just then, a hobby horse cantered up, clacking its jaws and cantering about, pawing the ground and generally making a nuisance of itself.

"Anyone seen Martin?" said a high-pitched voice which came from inside the horse. "Only, I'm the hobby horse, pagan symbol of fertility and general stallion-style things and I've got nothing to do with Martin at all. Oh no. Can't stand him as a matter of fact. I wish I knew where he was for this old sacrifice thing... with the blood and, er, death and the, er... (gulp) ritual... of it all. Can't wait, actually. Ask anyone. Honest." Now who could that have been, boys and girls?

The man with the X-factor (or is it just smelly socks?) has been getting to grips with **X-MEN**.

PATRICK MACARTHY

"I've just slaughtered this cock as a gesture to Ra the sun God," said Patrick as he splashed up to Amaya's throne, holding a dangling ex-rooster by the wattles "and I was wondering if you wanted anything else KILLED, Ma'am, before I have a bit of prance round the Maypole. Like a sacrifice, or something?" Amaya was half standing in her throne, desperately craning around for Martin who still had not appeared, although the Hobby Horse was over by the door, looking a bit fidgety and checking its watch. "Not at the moment, my good man," quipped our Am, "but if stick around, I might have a little something for you later." "Righto!" said Patrick, saluting.

Patrick has moved on from staring. He now smiles inanely all day and only moves to play **Mutant Football**.

DANIEL PEMBERTON

"Suma is a cumin in, loudly sing Cuckoo, groweth seed and bloweth meed and spring the woods anew, sing cuckoo," Pemberton hummed his way through the traditional air as he whetted an enormous knife on a big stone. "Hello, Mr Hobby Horse!" said Pemberton zinging the blade on the stone. "Gah!..." said the horse. "Can I help?" asked the polite young man, testing the edge with his thumb. "Gah!..." said the horse making little whimpering sounds as he trotted away.

Daniel's sulking 'co Nick cut up one of his trendy sweat shirts in a **Barcode Battler** frenzy. Well, it did have something that looked like a barcode on the front.

PARADISE



END ZONE

Graphics



Sound



Addictiveness



Playability



The one-liner isn't dead. Instant appraisal from baffled gamer.

OVERALL 90

Out: Never Price: Too much
Publisher: K-Tel

score zone

Reading Sega Zone for this long and still haven't go the hang of how we score, eh? Well alright settle down and we'll run through it just once more.

Graphics: A score out of ten designed to give you a clue to whether the graphics are good or just crap. Because this score takes account of the stills and the animation in a game, its a score worth knowing. Should only be used externally and in conjunction with reading the full review.

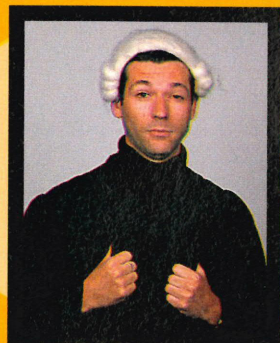
Sound: Eh? I heard that! Pardon? Eh? What's that?

Overall: The overall score is not necessarily an average of the other four worked out to the 10th decimal place. Plus it's out of 100 rather than 10, which just serves to make the whole thing more confusing

really.

Playability: You know how some games are easy first go, and then others need lots and lots of practice but are worth it in the long run? Well, we think that giving a mark out of 10 gives a fair indication of just how much of that elusive quality any given game might possess.

Addictiveness: I'll just do another half an hour then I must get some sleep. Damn! Back to the beginning. Cue title screens and start-up. Another score out of 10 to determine midnight oil potential.



MIKE HORSHAM

Michael had his sleeves rolled up as he stood at the top of what looked like an enormous wicker statue of a man, mainly because that's what it was.

"What is it?" Amaya called up to him as he stood grinning, twenty feet off the deck.

"It's an enormous wicker man and I'm going to put chickens and goats in it and our sacrifice and then set fire to it just as the may morn sun rises in the east"

"If we have a human sacrifice," snorted Am, "Where's that bloomin' Martin?" Meanwhile, the Hobby Horse was grappling with a rope ladder over by the wall.

Michael the traditionalist can't get used to **Monopoly** on screen. It doesn't react when he has a strop over the rules.



DAVID 'MACCA' MCCANDLESS

'Macca' stomped into the office in full Russian regalia. Fur hat, thick boots and a large grey overcoat festooned with little red stars and pictures of Lenin.

"Wjere's ze may day cyelebratyons, Comrade?" Macca demanded in his best Russian-style voice.

"Um, well, we've decided to do it a bit pagan this year, Macca...." began Am, but Macca cut her off.

"But we always have the proper May Day with the tanks and guns and everything" he wailed.

"It's just not fair!" "Human sacrifice?" coaxed Amaya

"Ooh, alright, then." beamed David. "Seen Martin, anyone?"

The Mac lad is not to be parted from his deer-stalker since he got into **Sherlock Holmes** - he even wears it in the bath, odd child.



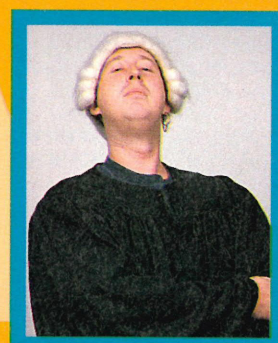
NICK GRIFFITHS

"I'd like to volunteer to be the human sacrifice, your majesty," exclaimed Nick, "if I play my cards right, it might mean promotion."

"Have you thought this through, Nick?" asked Amaya, gently. "Course, your Maj! I volunteer, get ritualistically and horribly killed. But I'm in your good books aren't I? Promotions a cert after that. Stands to reason, dunnit?"

"Let him do it if he wants to!" It was the Hobby Horse, wheedling from behind, "Let him, let him, oh please God, I don't want to die... er, I mean, I don't want a pie... Oh dear."

Nick's lying low since destroying Daniel's T-shirt. He's also busy scouring hardware shops for other ninja barcodes (see feature).



DUNCAN MACDONALD

All eyes were now on the Hobby Horse, who turned slowly in circles, shuffling his feet and clacking his wooden jaw.

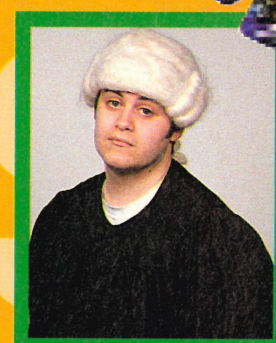
"Still not seen Martin, then? Tsk! Where can he be?" it said. "I've got a rough idea," said Dunc, advancing on the hapless fake horse.

"Keep back," said the Horse, "I can give you a nasty suck with these jaws of mine. I warn you!"

"Martin..." said Duncan exasperatedly. "What?" Oh, oh sod it!" said the horse.

"Gottim!" said Dunc.

Duncan's got caught in a **Night Trap**. That's why he never surfaces until it gets dark, at least that's his excuse.



RIK HAYNES

Uncle Rik, wearing the traditional todge and merkin of the Worshipful Company of Toad baiters, danced up, jingling the silver bells tied around his handsome calf muscles. Dancing and capering merrily to the sound of the fiddle and the tambour, Rik scattered snowdrops and hawthorn blossom in the pathway of the Hobby Horse as the hapless horsey thing was led by the other Zoners towards the towering wicker man. 'KILL THE HORSE!' screamed Rick, losing his rag. "Thank God this is only once a year," Martin thought as the flames licked at his fetlocks.

You may think Rik's knuckles are bruised from playing too much **Fatal Fury**. We know it's 'cos he keeps catching them on the ground.



the X-men

Leaping into the office in his old musical-movement leotard with a pair of rolled up rugby socks pushed in the arms for biceps, MARTIN POND was clearly excited at the prospect of Sega's new platform game based on superheroes, the X-MEN. Alas, before we'd the chance to wrestle the cart off him, he'd knocked off this review.

The X-Men the number one selling Marvel Comic, has been knocking around for donkeys' years. If you're a fan you'll know what a complete soap it is, with characters coming and going, getting married, croaking, and moving to Adelaide. For the uninitiated however, here's the *Reader's Digest* version:

The X-Men get their name from the special ingredient, the 'X' factor in their DNA which is made up from eleven secret herbs and spices in their genetic make-up. The X factor gives them special powers. Yes, that's right they're all mutants, talented mutants granted, but mutants all the same. Hence, the plots carry the same themes of alienation and prejudice as classics such as the *Elephant Man* and... er the *Raggydolls*.

Anyway, the point is that the X-Men are less popular than phlegm with Joe public, and hence when Prof Xavier starts his crammer college for mutant superheroes it's under the pretence of a school for gifted youngsters. So, whereas everyone thinks it's full of Doogie Howser/Bonnie Langford types it's actually full of teenage mutants learning superhero skills such as 'standing with hands on hips and looking as if you've a poker up your bottom'. Hurrah for the opt-out system!

Main characters

There are four characters to play - each have between seven or eight different moves - and you can swop between them at any time you want to:

Wolverine

Bitten by a small radioactive Wolf, this tortured artist has more than a hint of a slobbering beastman about him. According to the stats screen he has an intelligence rating of 'Advanced Human' and a sensitivity rating akin to Michael Of

Thirtysomething.

Still, a high brow and the ability to cry in front of girls aren't much cop when push comes to shove, so he's been fitted with these massive stick-on fake nails too.

Unlike the other special weapons these claws don't use up energy every time you use them, rather the longer the claws are out the more energy is used up.

Cyclops

"If looks could kill" that's what they say isn't it? With Cyclops, the leader of the X-Men, this phrase is very apt indeed. Since being bitten by a radioactive cyclops, he's had the power to shoot laser beams out of his eyeballs to all points on the compass. His special, special, weapon is to jump up, spin around and shoot in all eight directions at once. This leaves the screen devoid of baddies and Cyclops with terrible aching boss-eyes.

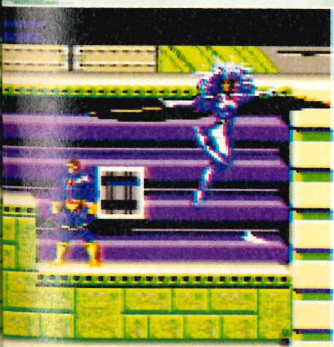
Gambit

Bitten by a radioactive bingo fanatic, this dapper mutant just lurves to gamble. His special ability lets

him charge objects with energy as they're thrown. In this game he flicks exploding playing cards around, allowing you to hit someone with Master Chop the Butcher's son, even when you're at opposite sides of the screen.

Gambit's trademarks are an old flasher mac, a state-of-the-art, laser-guided big stick, and the catchphrase, "You don't get anything for a pair, not in this game".





Nightcrawler

Apparently Nightcrawler is fighting for the day when humans and mutants can live side-by-side in harmony. Yeah, and he probably wants to work with children and travel too. Basically, he has no redeeming features and he's very much a git's git. His mutant powers enable him to walk like a right jesse, and also to teleport short distances, evaporating any foes in his path. It's hard to say what he was bitten by but all the signs point to a radioactive Mr Humphries from *Grace And Favour*.



Oh, tell me where to go

You have to fight through seven levels to get to Magneto to stop him from beaming a horrid computer virus down to Earth.

For those of you who read the comics, here's a list of all the worlds you'll recognise in the game, which should also give you a good idea as to which of the naughty mutant characters you'll encounter. The bit in brackets is a brief explanation of what to expect when you get to one of the worlds.

- The Savage Land (A bit like Belgium)
- Sh'ar Empire (Ditto)
- Excalibur's Lighthouse (Not unlike *Fraggle Rock*)
- Ahab's Future World (Nothing to do with Judith Hann)
- Mojo's Crunch (The end-of-level challenge being a testicular examination from one Dr Mojo)
- Asteroid M (a pile treatment)

Back-up characters

In addition to these there are five more *X-Men* regulars whose various skills you can draw upon to help you out of a tight corner. Sadly, one omission from the ace team is Tapeworm Man, whose superpowers allow him to lie dormant in undercooked pork until such time as he can enter the supervillains' food chain. So, unfortunately, you'll be on your own in any colon-based scenarios.

Rogue

Piles into the fray dishing out knuckle sandwiches to all the baddies on the screen, then he legs it again. Bit hopeless 'cos he's rarely on target.

Archangel

His Bacofoil wings allow him to make three shots at the combat zone, increasing your chances of hitting the side of that barn.

Iceman

Okay, you get to a gaping chasm and there's no way across. What can you do? You call up the man they call Mr Bejam and get him to rustle you up a temporary ice bridge of course. Durrri!

Storm

Who is this wing-ed avenger with the mastery over the weather? An airborne Michael Fish? No it's Storm, who can whip up a hurricane to trash every baddie on screen.

Jean Grey

Jean has more para-normal abilities in her gorgeous bouffant hairdo than Uri Geller has in his whole body. Yes she's telepathic, telekinetic, and even telesavalik. In-game she automatically floats on and rescues you if you fall off the screen, or if you get separated in two-player mode. Notice also that like all female characters in these comics, Jean is well upholstered to the point where she defies the laws of gravity. She appears to be sporting the kind of heavy duty underwiring born from a collaboration between Playtex and Isambard Kingdom Brunel.

Magneto

Yes lock up your tapes and videos, it's Magneto the human solenoid and most powerful and bolshie of the mutants! A difficult childhood was marred by long periods stuck to the fridge, while he was shunned throughout his adolescence for his endless demonstrations with iron filings at parties. These days his hobbies include battling with the X-Men, and pointing North.

Double X-rating

The simultaneous two-player mode is particularly fab for this type of game. There are real advantages and disadvantages to playing each character - it's not just a question of picking the one with the grooviest threads. Whoever you choose for your team you're bound to leave Nightstalker back in the pavillion 'cos, to be quite frank, he's weedy and probably couldn't see off Ted the gardener from the *Yellow Pages* advert. But don't let me prejudice your view. (God forbid. Ed.)

Tell me what to think Sega Zone

The graphics are very swish and close to the comic, with a sort of fake 3D effect which enables you to jump in and out of a number of layers on the screen. Sound may or may not be like the comic, it's hard to say, but it is jolly good. Gameplay is quite strong and since being a superhero isn't all glam stuff like punching people, it also involves lots of lever pulling, turning devices on or off and opening doors. Juggling the characters to make best use of their strengths helps it rise above the mindless duff 'em up, which should improve longevity. I do feel they could have gone even further in making the characters more diverse, giving them different ratings for strength, energy and mutant power for instance, maybe then they could have compensated for Nightstalker being such a duffer. (Did I mention he wasn't very good? (Yes. Ed.). Still, definitely one of the better games in this genre, and well worth a look for mutant fans.

END ZONE

Graphics



Sound



Addictiveness



Playability



Worra good use of a licence.

OVERALL 87

Out: Now Price: £39.99

Publisher: Sega

How to be a mutant superhero

Some people are lucky, their dads wore pants with a plutonium gusset and consequently they were born mutant superheroes. All is not lost for the rest of us, however. Follow these few simple steps to get you to full mutanthood.

- Get bitten by something small and radioactive, taking care to consider the possible traits you might pick up. No sheep or dormice please.
- Get a gimmick, a flash name and an arch enemy; you'll need a Baldwin to your Barlow.
- Dress up in an outrageous costume that makes Liberace look like a veritable Quaker.
- Dye your hair green or blue, Superheroes always have genetically enhanced hair.



IT'S A TIDAL WAVE OF TITLES!



Choose from hundreds and hundreds
of Nintendo and Sega video games.

TOYS 'R' US®

THE VIDEO GAME MEGASTORES

Stores Nationwide: Basildon Birmingham Brent Cross Bristol Cardiff Croydon Derby Edinburgh Gloucester Harlow Hull Ipswich
Leeds/Bradford Leicester Luton Manchester Medway Metro Centre Northampton Nottingham Oldbury Poole/Bournemouth
Preston Peterborough Plymouth Portsmouth Reading Sheffield Stockport Stevenage Southampton Swindon Swansea
Stoke/Hanley Teesside Thurrock Wood Green Woking Warrington

All Stores Open Mon.-Sat. 9 'til 8PM Sunday 10 'til 6PM (Except Wood Green, Basildon and Birmingham)



Too many late nights and a diet of yummy choccies and chip butties have wrecked havoc with VIVIENNE 'PUSTULE' NAGY's skin. With a vat of witch hazel on standby, only the promise of a year's supply of Valderma and a sneak preview of Virgin's COOL SPOT could lure her out from under her bucket...

Available from Virgin on Mega Drive in June; on Master System and Game Gear TBA. All prices TBA.

Spots have always had an image problem. No-one wants to have them and spot cream companies are forever working on adolescents' fragile egos by threatening them with things that go bump in the night or the not-so-credible alternative of a bucket on the head down the local disco.

But now spots are cool – even red ones, although in this case they're not of the pus-y, splatter-all-over-the-mirror variety but a particular spot that lives in the middle of the 7-Up cans and bottles and promotes the fizz in the States. In Europe, 'It's cool to be clear' Fido Dido is 7-Up's ambassador so we won't mention *Cool Spot* in connection with 7-Up again. Got that? Good.

SPOT - The Profile

- Full Name:** *Cool Spot.*
- Age:** *Undisclosed, but it's probably something cool like 17.*
- Occupation:** *Spotlike character and general hip, jiving figure.*
- Background:** *Grew up surrounded by his Spot family and friends until the day when they were all cruelly entrapped by the villain Wild Wicked Willy Will.*
- Likes:** *Greasy food and chocolate (the best conditions for spots), clean shades, yo-yos, dude-flipping, finger snapping, swaying coolly, cruisin' and his Spot brothers and sisters.*
- Dislikes:** *Clearasil, Wild Wicked Willy Will, hermit crabs in spotty boxer shorts, wasps, robots, frogs, cheese-throwing mice and scarab beetle-like spiders.*
- Global Message:** *Spots can be lovable too y'know!*



Spot the plot...

Cool Spot is one of a very large family. You know what they say about spots, squeeze them and you'll get lots more? Well, this obviously happened to Spot's Mater and Pater as there are lots of baby Spots. Unfortunately, either they weren't very imaginative parents or they really thought that all the baby spots were like peas in a pod and no-one, least of all they, would be able to tell them apart. So, to avoid any embarrassment they were all called Spot, the boys and girls alike. Put another way, *Cool Spot* has a lot of identical friends called Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot, Spot and Spot respectively.

Now, although you and I know about the existence of spots – have you noticed how they crop up just before a big date or any other special occasion? Apparently the rest of the world is in the dark about them and as such they've never been 'spotted' (Groan!). That mad old baddie, Wild Wicked Willy Will (who is he?) has been trying for years to capture a real live Spot to prove to the world that they really do exist. (Has no-one told him about Stephen Hendry?) True to his name, old Wicked Willy has put cunning Spot-trap cages in all of the fun places where Spots hang out. And before you could say "Biactol" those traps just captured all of the other Spots except for the cool one. Not only are the Spots ensnared, but the Wild Wicked Willy Will is on his way back to get them!

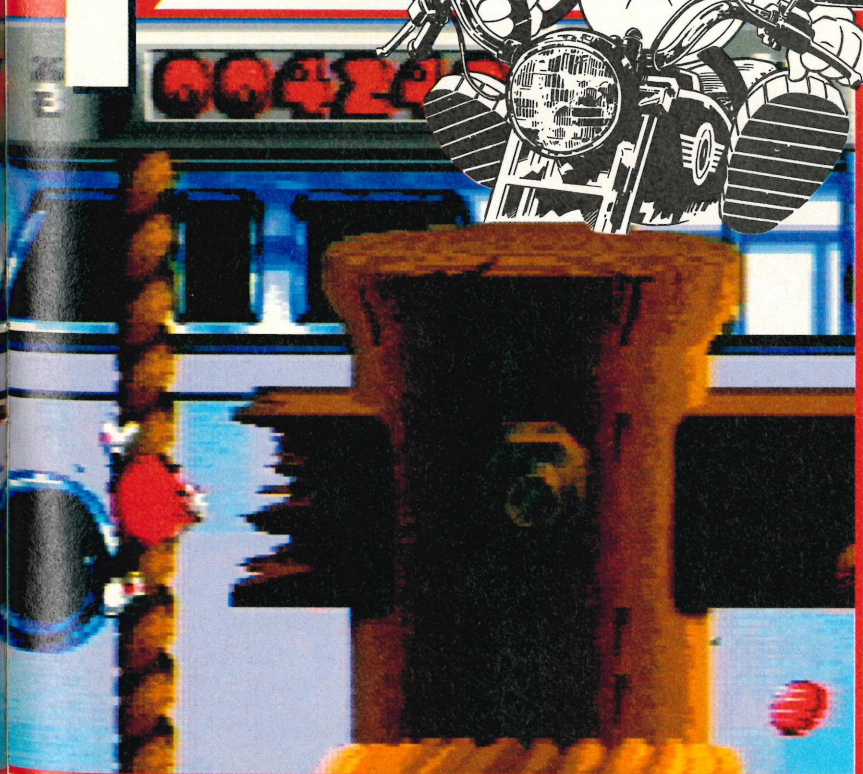
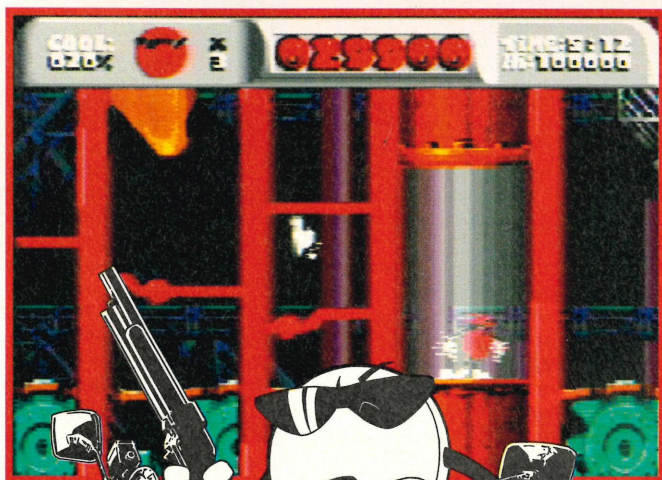
It's now up to *Cool Spot* to save the day by traversing seven worlds ranging from the funky Beach Front, to Pier Pressure through Off The Wall, a western-inspired level and Sonic-ish factory scapes full of tubes and slides. As well as collecting bonus spots over the 11 levels, you must battle baddies such as spotty-boxer-short-wearing hermit crabs, cheese-throwing mice, robots and a host of other creatures who aren't too friendly or comforting and at the end of each you must free one of your Spotty pals from a cage.

Cool Spot looks as though it's going to be spot on, with its funksome hero, groovin' tunes and unputdownable gameplay, so keep your eyes glued to these fun-packed pages for a full review next issue!



COOL SPOT





The programmer – The Profile



Full Name: David Perry.
Age: 26.
Occupation: We've told you that one already!
Background: Started programming on the Sinclair ZX81 at 14 with an ambition to own a groovy car like programmers he had seen. Started work aged 17 on a paltry salary of £3,500 so had to live at home as he couldn't afford the train fare to work.

Likes: Sunbathing on the Californian coast (the bast), riding his unicycle in strange places and playing pool or snooker in the local 'babe' places where the chicks dig his English accent.

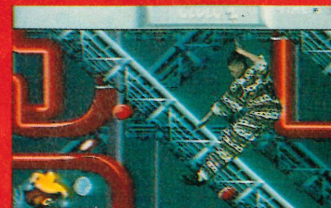
Dislikes: Doesn't seem to have any. Unbelievably, he actually lives at work in the early stages of a project and doesn't even mind the fact that he usually leaves after the cleaners!

Global Message: The future of video games will see him programming a game from a director's chair, carrying a clapperboard and yelling "ACTION!"

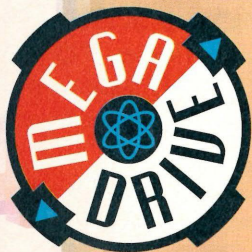
A spot-off

(A spin-off actually. Ed.)

Most people get into their console games, but few get the chance to actually get right inside one, but that dream came true for new teen band The Chosen Ones. In the video which accompanies their first single, *Touch*, they actually appear in *Cool Spot*! Members of the band fly, jump and hurtle through five levels of the game, and even zoom around inside the tubes on the Sonic-y level. Since then, Nadine Marshall (16), Dean Chohan (14), Philip Eusebe (14), Anthony Marshall (14) and Giovanni Sipiano (16) who form The Chosen Ones have signed to Virgin Records, been VIP guests at Michael Jackson's Wembley concert and Gladys Knight is now their patron having been so impressed after seeing them backstage at her concert. Not bad for a bunch of kids who were plucked from obscurity by The Music Foundation when they sent out leaflets asking "Do you want to be a pop star?" *Touch*, a politically correct rap and scratch track which attacks politicians, is available from Virgin Records. Out now.



Mutant League Football



While we generally like to spread our violent games about among our ace reviewing squad, there are some, usually the less articulate, who need the outlet for their suppressed emotions rather more than others. That's why PATRICK 'THICKIE' MCCARTHY gets most of them.

Mutant League Football is another in the occasional series of futuristic/post nuclear/mutant/cyborg type American football games that pop up on the Mega Drive from time to time. Like all the others, *MLF* has lots of players with silly 'shocking' names like Puke and Ponce, and all the plays have been made to sound equally 'tough' and I must admit I wasn't looking forward to seeing another. They never seem to go far enough in their pursuit of this cartoony badness - where's all the knife fights and enforced tattooing with hot pokers?

As all the techies will insist on telling you, the 'game engine' is *John Madden Football* and it shows. The basic game options are also the same: one-off and play-off games; one- or two-player options; teams graded in difficulty with the equivalent of *All-Madden* teams, and so on. There are things that *Madden* doesn't have: five levels of brutality, and a very useful practice mode. You can also select the pitch and the speed of the game - I found it sluggish on Slow, and opted for Fast instead. (I've always been decisive like that.) The button controls are identical to *Madden*. The only difference is that everything in *MLF* does something a little more nasty. The B button punches someone and C makes you leap in

the air and launch kicks at heads just like our own dear Ed.

Despite my reservations, I got into it after a while, but there are frustrating elements: although you're told when a player needs substituting, you can't judge for yourself - it would be good if little power-bars showed you how bashed-up players were and whether they're rested enough or not, after a couple of plays. Deaths also seem to be irritatingly random at times. You never really feel that you can put that extra bit of whack into a tackle and kill someone when you really need to. I was also disappointed by the low number of nasty surprises on the pitches and unpleasant things to do to opponents.

MLF players are twice the size of *Madden*'s. Presumably in an attempt to maintain a reasonable speed of play with sprites of this size, there are only seven players on the pitch from each team, but they're nicely detailed - you can even see which players are wearing lycra underpants and which are wearing boxers. They do suffer from a kind of inertia effect, though - it seems to takes a split second to get them moving, especially if you're playing in Slow mode, and it's sometimes difficult to change direction and stop. Many of the innovations in *MLF* could well have been used in

Madden itself: for example, when a receiver goes 'in motion', any player covering him man-to-man follows him across the pitch. Also, both offensive and defensive plays are colour-coded, which is helpful, and the little speech bubbles that appear when you call an audible, are a nice touch, as are the situational statistics ('Two of two on fourth-down conversions,' etc.)

All of the above, though, won't mean a thing to you if you're not into American football, and that's one of the game's problems - I'm not really sure who they're targeting it at. People into 'proper' American football aren't necessarily going to want it if they already have *Madden*, and those hoping for a simple bash-about sports game will probably be put off by the strategic complexity of the plays, disappointed at the arbitrary nature of the injuries and totally disinterested in the pages of statistics. I don't see why the latter are included at all - who cares, in a game like this? They're not saved from game to game, and there isn't a proper season option like there is in, say, *Speedball*, where you can improve and get new players and win promotion, too. All in all, it's quite a playable hybrid that could have done with a lot more special acts of nastiness. It may lack long-term appeal. Worth a look, though.



The death index

How tough a game is going to be depends on the Death Index - there are five different settings.

Rough

This is the easiest setting, where opponents are likely to help you to your feet and iron your clothes for you after a tackle.

Bloody

In this setting there may well be some name-calling, offensive and defensive linemen who occasionally flick bogies at each other. Clashing outfits, at this level, come in for heavy criticism.

Bone Breaking

Interpersonal relationships are breaking down at this setting; it's a bit like living in a house where some people aren't doing their fair share of the washing up.

Slaughter

Opponents are now about as friendly as people who leant you a book two years ago and want it back: mean-spirited and churlish, with little to recommend them as drinking companions.

Annihilation

Playing at annihilation level is riskier than being a young male friend of Dennis Nilsen. It's hazardous, basically.

Death becomes you

At annihilation level you're going to have to come to terms with the concept of eternity. It's quite usual, for example, to find that all your receivers are dead. As you can imagine, this makes passing plays difficult. Bear up, though, be British and simply do your best to do the same to the enemy.

A referee's lot is not a happy one

Make sure you study hard at school and do all your homework, children, because otherwise you could find that the only job open to you is being a Mutant League ref. In games against the computer you can call a Bribe Ref play. The ref makes up an absurd five-yard penalty against the opposition and they, quick to catch on, kill him. You, too, can kill the ref, by calling audibles at the line then rushing across and stomping him to death.

So much for the grandeur of American stadia.

Where shall we play?

There are several stadiums in which you can play, among them Asteroid 66, which has low gravity; The Hump Dome, where people are a tad overly friendly with strangers and Winkystink Park, where it's illegal to wash after the game. Differing surfaces abound, including; space rock, craters, rubber and sand. As well as the difficulties presented by the surface you're playing on, you'll have to contend with some additional on-pitch hazards such as mines, thin ice, vacuum-cleaner salesmen and dog droppings.

END ZONE

Graphics



Sound



Addictiveness



Playability



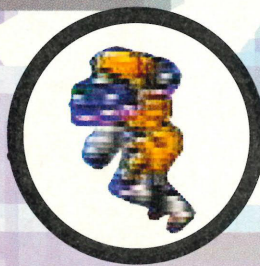
A good, enjoyable attempt at a violent sports game.

OVERALL 82

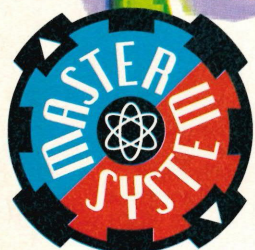
Out: Now Price: £39.99
Publisher: Electronic Arts



The pan-galactic Chinese whispers championships get serious.



KRUSTY'S FUN HOUSE



Still a student and an ardent fan of *Sega Zone*, **DAVID WEST** knows nothing of the rat-race. Neither does **TYLER MARTIN** for that matter. We thought it was high time they stopped clowning around and got acquainted with it, so we gave them new conversions of **KRUSTY'S FUN HOUSE** to review.



"Three blind mice, three blind mice"

Except they're not blind, they're not mice and there's usually more than three. These rats are gonna be real pests unless you get rid of them and the way to do this is by luring them towards one of *The Simpsons* who has acquired a rather large killing machine. "Oh no!" I hear you call, "not blood and gore, I thought this would be a game which I could take home and introduce to my granny." Fortunately though, the gruesome mass murder is kept to a minimum and after racking your brains to try and trap these rats, screaming blue murder at the screen and generally experiencing more frustration than a very frustrated thing indeed, when you finally see the little vermin being squashed, a very warm feeling fills you from head to toe. This is pleasantly different to the constant flow of 'blast the guts out of everything on the screen' type game and involves loads of different game styles. To be successful you have to be good at all sorts of genres and it helps if you have the patience of a saint who has just won *Saint Of The Century* for the 39th time.

After being released on the SNES and the Mega Drive, *Krusty's Fun House* winds its way down onto the Master System. On both these formats *Krusty* was a bit of a corker, so how does the Master System version fare? Well, I'm not going to tell you now - you've got to read the plot first...

You play Krusty the clown who is the proud owner of a rather super fun house. However, this fun house is not quite as fun as it used to be 'cos an invasion of fiendish, nasty rats have arrived on the scene to spoil the fun. And, without a little help from your friends, you'll be in deep, deep trouble. Who are these friends I hear you cry? None other than the one and only *Simpsons* of Springfield.

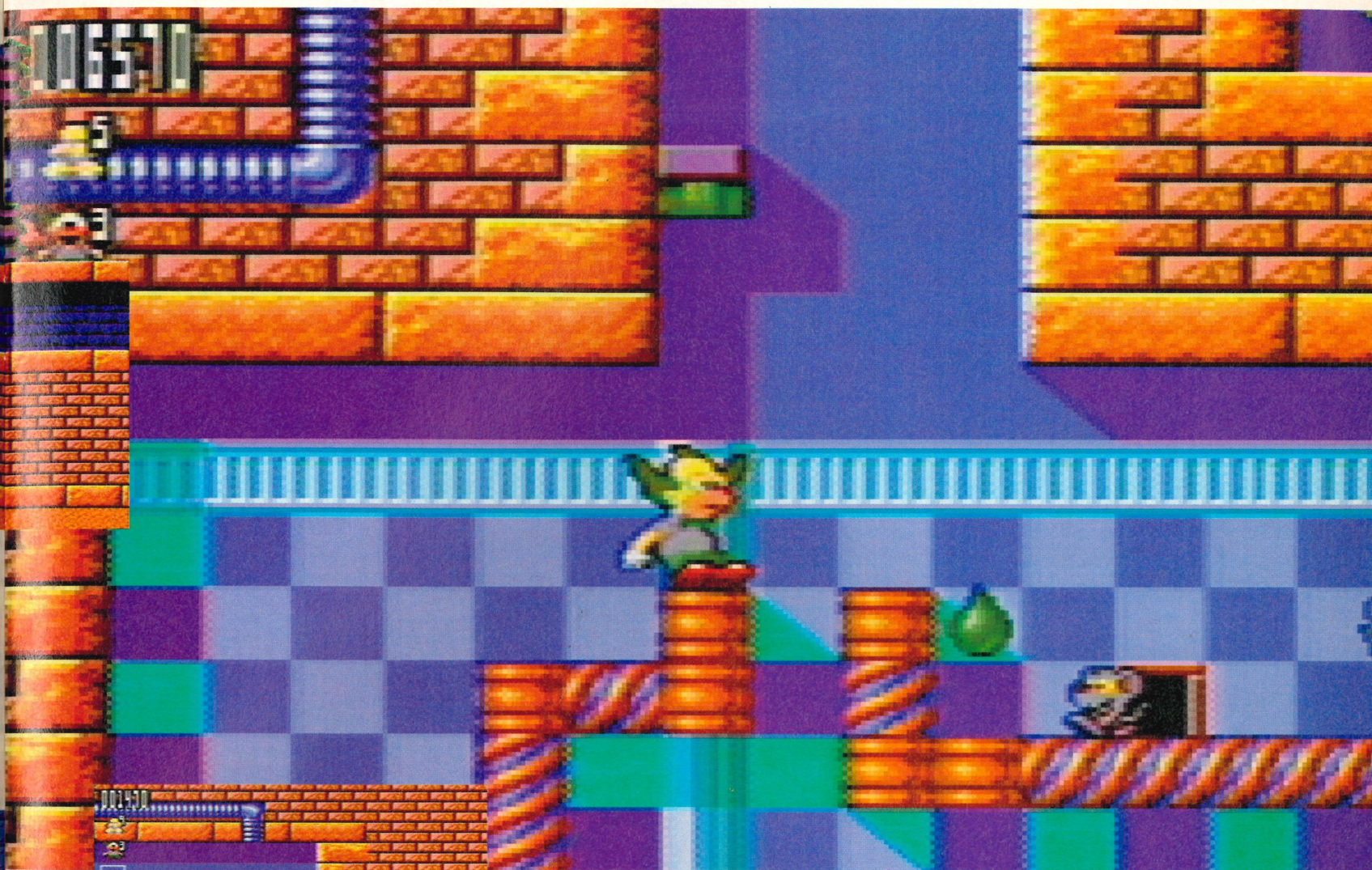
Each level is divided up into lots of different sub-levels which you enter via a big wooden door. You get to choose which sub-level you want to start at. This is a good thing as some are so annoying that if you couldn't exit it you'd probably sit down in the corner of the room and weep. There are five main levels and what with the sub-levels, the game is big enough to hook anyone for donkey's years.

Graphically the game is excellent and one of the best examples on the Master System at the moment. When I turned the machine on, I thought I'd made the mistake of getting the Mega Drive version. It's nice to see that nowadays with the popularity of the ol' Master System shrinking, some people are still bothering to produce top-quality games. The Krusty sprite is first class and has a variety of amusing moves. If you don't press anything on the joystick then he does a little Egyptian dance; when he gets hit by a speeding alien or snake then he falls back and starts spin round his little head; when he's trapped all the rats and has gone back to the door, he turns towards you and gives a wave. Throughout the game there are nice touches like this which separate this



title from lots of other puzzle games. There is an arcadey feel to it which means it should appeal to people who are into more zappy games. I love platform games best and if you hold the game to your nose you can catch a heavy wiff of platforms, a gentle aroma of shoot 'em ups and a heavy-nose full of puzzle games. The in-game tune, however, can be rather annoying at times. It's repetitive and too cute for my liking. That said, the sound effects are good and the game is riddled with the sound of birds singing and the wind whistling through the trees.

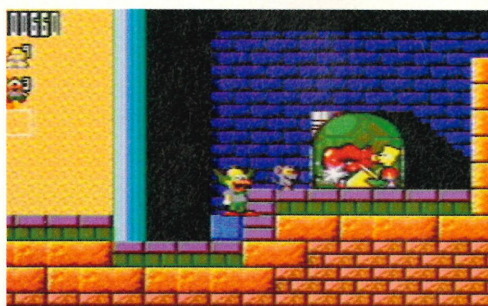
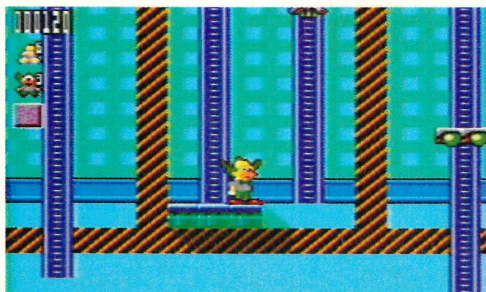
One of my only quibbles about this game is that once you have completed a level you know exactly what to do and you can carry out the task in the same way as you did the time before. This makes the game a tiny bit samey in places but thanks to the password system you don't have to waddle through the other levels but can get straight down to it. Without this system the game would lose a lot of its vital addictiveness. *Krusty's Fun House* is the sort of game which I could play for ages as there are lots of new challenges. For example I sat down



trying to figure out how to complete one sub-level and I just couldn't do it. Then a bolt of lightning came down from the sky, straight through the ceiling and hit me. The office was burnt to a crisp but as if by magic it suddenly dawned on me what to do.

Krisp and dry

As I've said, the game play is very varied and challenging so that *Krusty's Fun House* is one of those games which should appeal to almost everyone. If you're not particularly into puzzle games, then don't be put off, this is not your boring move a couple of blocks around a screen type-game which many people tend to think puzzlers are about. With superb graphics and quite neat sound, this is a smart conversion which does the Master System proud.



Follow me lads.



I'll just wait here 'till the varmints appear.



END ZONE

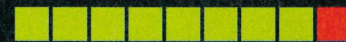
Graphics



Sound



Addictiveness



Playability



Good puzzle game with cute garphics.

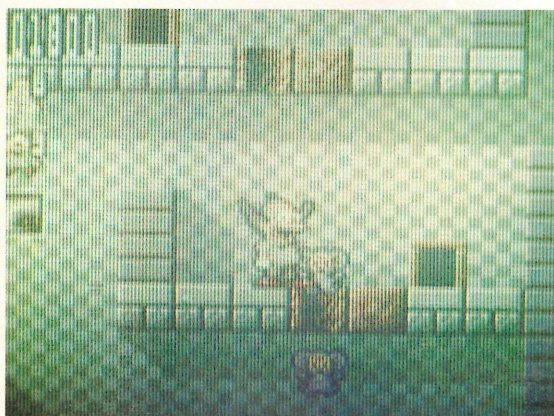
OVERALL 90

Out: Now Price: £34.99
Publisher: Acclaim





Where are those meeces?



Another leap forward for man erm rat kind.

The Simpsons here, *The Simpsons* there. They're bloomin' well everywhere. Bart and his companions seem to be reproducing faster than rabbits. Now, we have the latest spin-off to hit the Game Gear, *Krusty's Fun House*. Recognise the title? Yup, the same game that's appeared on the Mega Drive, SNES (yuck, spit, spit) and Master System (reviewed this ish) is now on the GG.

Krusty is in one hell of a major dilemma – not! It's hardly as if his house is about to be repossessed or he's just discovered that he has three weeks to live. All that's happened is that his fun house has been over-run by rats. He needs all you kiddies to come and help him wipe out the sewer rejects by guiding them to their doom. You have to lead the rats to their end by placing blocks, pipes and other things in their way. This all happens in five different sections of the fun house, each containing varying amounts of rooms.

When you start the game up, you're greeted with loads of boring copyright blurb – not the best start ever – and eventually the title screen. Press start, as it tells you, and the only option

you are given is to put in a code. The game starts off quite easily with the first rooms being designed to get you into the swing of things. From then on things get harder and harder, rooms get more and more complex with increasingly more rats to shepherd. The pace can get very hectic, as you try to place blocks on the very edges of platforms before the rodents fall off it and other such antics. The only problem with this is that it can get very frustrating with rats flying all over the place.

It's important not to forget the bonus rounds, as some of them are vital to continue in the game, which is are annoying as they have strict time limits. Apart from that, the game is pretty addictive and has a nice difficulty curve even though, every now and then, a couple of the rooms seem utterly impossible.

The graphics are top quality for the Game Gear, nearly matching the 16 bit versions but with less colour and detail. There are some great graphical touches such as the variety of ways the rats get obliterated and Krusty's tired saggy state of depression when he is almost dead. Krusty's depression can be brought on by numerous hits from snakes, aliens and other nasties roaming the place or from landing after a huge drop.

Sound consists of five annoying tunes; one for each section, and some sound effects – however, when the rats scream of pain as they die, it sounds more like a bird chirping with happiness. There's also a nice smattering of digitised speech from the funny man himself. Overall, *Krusty Super Fun House* is pretty darn good, it's addictive and playable with great graphics and a high frustration factor.

Block bonuses

There are a lot of grey boxes lying around the rooms each containing some goodie or other. Here's some of the goodies you could get.



Orange bag:

Worth a huge 10 points. Lowest of the low.

Horn:

Toot, toot gives you 50 score boosting points

Burger and soft drink:

Replenishes your health but gives you a nasty case of acne.

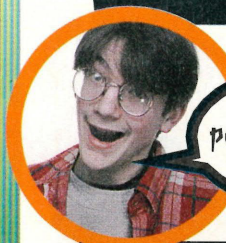
Sparkle thing:

Either enters you into the bonus game or opens a secret passage somewhere in the fun house. It also makes a funny noise.

END

ZONE

Graphics	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Sound	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Addictiveness	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Playability	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>



Good for people who don't have a bad temper.

OVERALL 90

Out: Now Price: £29.99
Publisher: Acclaim

ULTIMATE SOFTWARE

4 Rylands Mews
Leighton Buzzard,
Beds LU7 8SP

Tel 0525 852934

Fax 0525 853618

Mon-Sat 9.30am-7pm

- ★ FREE MEMBERSHIP
- ★ FIRST CLASS DELIVERY
- ★ RECORDED DELIVERY

MAIL ORDER

HOTLINE

0525 852934

CONSOLE MANIA!!!

- ★ FAST EFFICIENT SERVICE
- ★ PART EXCHANGE WELCOME
- ★ SAME DAY DESPATCH

MAIL ORDER

HOTLINE

0372 744465

or 081 643 9500

THE GAMES ROOM
Unit 17 In Shops, Epsom Market Hall,
High Street, Epsom, Surrey KT19 8TX
Tel: 0372 744465 Fax: 0372 749310

Tue-Sat 9am-5.30pm

THE GAMES ROOM 2

9 The Arcade, High St, Sutton,

Surrey SM1 1ET

Tel/Fax 081 643 9500

Mon-Sat 9.30am-6pm

IMPORT MEGA DRIVE WITH SONIC

(1 year guarantee)

£104.99 + p&p

IMPORT MEGA DRIVE WITH SONIC

& SONIC 2

£134.99 + p&p

MEGA DRIVE UK/US SPECIAL OFFERS

ALISA DRAGON 26.99

AQUATIC GAMES 26.99

BATMAN 29.99

BLOCKOUT 19.99

CROSSFIRE 24.99

DECAP ATTACK 19.99

DOUBLE DRAGON 24.99

FATAL REWIND 24.99

FAERY TALE ADVENTURE 19.99

GOLDEN AXE 24.99

JB DOUGLAS BOXING 24.99

DESERT STRIKE 26.99

EA HOCKEY 26.99

F22 INTERCEPTOR 29.99

IMMORTAL 29.99

JOHN MADDEN 92 26.99

JORDAN VS BIRD 24.99

MERCS 24.99

NHLPA 93 HOCKEY 34.99

PGA TOUR GOLF 29.99

POPULOUS 24.99

REVENGE OF SHINOBI 24.99

RINGS OF POWER 26.99

ROAD RASH 29.99

ROBOCOD 26.99

STREETS OF RAGE 2 39.99

SUPERMAN 26.99

SYD OF VALIS 26.99

UNIVERSAL SOLDIER 24.99

WORLD OF ILLUSION 34.99

STARFLIGHT 34.99

TEAM USA BASKETBALL 34.99

TEST DRIVE 2

24.99

YOUNG GALAHAD 34.99

TOKI 26.99

TWISTED FLIPPER 26.99

WARSONG 26.99

MEGA DRIVE UK/US NEW RELEASES

AMERICAN GLADIATORS 37.99

CAPTAIN AMERICA 34.99

ECCO 34.99

JENNIFER CAPRIATI TENNIS 34.99

JOHN MADDEN 93 34.99

LHX ATTACK CHOPPER 34.99

LOTUS TURBO CHALLENGE 34.99

MICRO MACHINES 34.99

MUHAMMAD ALI BOXING 34.99

OUT OF THIS WORLD 34.99

OVERLANDER 36.99

PGA 2 34.99

POWERMONGER 34.99

ROAD RASH 2 34.99

ROLO TO THE RESCUE 29.95

SHADOW OF THE BEAST 2 34.99

SONIC 2 34.99

STEEL TALONS 34.99

STREETS OF RAGE 2 39.99

SUPERMAN 26.99

UNIVERSAL SOLDIER 26.99

WORLD OF ILLUSION 34.99

WWF WRESTLEMANIA 34.99

MORE GREAT UK/USA MEGA DRIVE TITLES

ALIEN 3 34.99

ATOMIC RUNNER 34.99

BUCK ROGERS 29.99

BULLS VS LAKERS 34.99

CHUCK ROCK 34.99

CORPORATION 34.99

DRAGONS FURY 34.99

EUROPEAN CLUB SOCCER 34.99

EVANDEER HOLYFIELDS BOXING 34.99

JOE MONTANA 93 34.99

KRUSTYS FUN HOUSE 34.99

LEMINGS 34.99

MARBLE MADNESS 29.99

OLYMPIC GOLD 34.99

PITFIGHTER 34.99

ROLLING THUNDER 2 36.99

SHINING IN DARKNESS 36.99

SMASH TV 34.99

SIMPSON VS SPACE MUTANTS 32.99

SPEEDBALL 2 34.99

TAZ-MANIA 34.99

TERMINATOR 34.99

JAPANESE MEGA DRIVE OFFERS

UK/JAP ADAPTOR 8.99

ALIEN STORM 16.99

BALE KNUCKLE 19.99

CALL

14.99

19.99

19.99

14.99

19.99

19.99

19.99

14.99

16.99

34.99

24.99

16.99

16.99

14.99

26.99

29.99

14.99

14.99

14.99

14.99

14.99

14.99

14.99

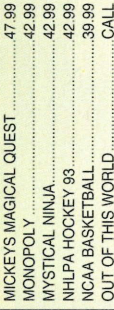
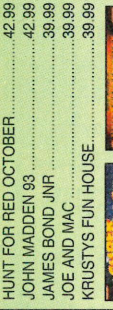
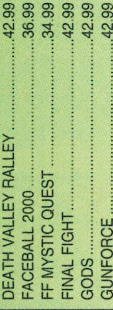
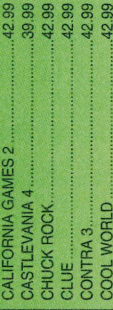
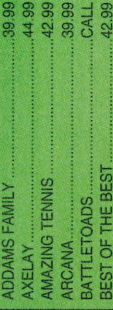
9.99

12.99

29.99

29.99

8.99



SUPER GAME CONVERTER

Mario Kart/Pilot Wings compatible

£12.99+ p&p

AMERICAN SUPER NES TITLES

ADDAMS FAMILY 39.99

AXELAY 44.99

AMAZING TENNIS 42.99

ARCANIA 39.99

BATTLETOADS 39.99

BEST OF THE BEST 42.99

BILL LAMBEERS 24.99

CALIFORNIA GAMES 2 42.99

CASTLEVANIA 4 39.99

CHUCK ROCK 42.99

CLUE 42.99

CONTRA 3 42.99

COOL WORLD 42.99

DINO CITY 36.99

DESERT STRIKE 42.99

DEATH VALLEY RALLY 42.99

FACEBALL 2000 36.99

FF MYSTIC QUEST 34.99

FINAL FIGHT 42.99

GODS 42.99

GUNFORCE 42.99

HOOK 39.99

HUNT FOR RED OCTOBER 42.99

JOHN MADDEN 93 42.99

JAMES BOND JNR 39.99

JOE AND MAC 39.99

KRUSTYS FUN HOUSE 39.99

LEMMINGS 42.99

LETHAL WEAPON 42.99

MARIO KART 42.99

MICKEYS MAGICAL QUEST 47.99

MONOPOLY 42.99

MYSTICAL NINJA 42.99

NHLPA HOCKEY 93 42.99

NCAA BASKETBALL 39.99

OUT OF THIS WORLD 42.99

PGA TOUR GOLF 42.99

ROBOCOP 3 39.99

SPACE MEGA-FORCE 42.99

SPIDERMAN X-MEN 44.99

STREETFIGHTER 54.99

SUPER BATTLETANK 39.99

TURTLES IN TIME 42.99

WWF WRESTLEMANIA 42.99

YOUNG GALAHAD 34.99

JAPANESE FAMICOM TITLES

AXELAY 39.99

AREA 88 29.99

CASTLEVANIA 4 29.99

DOUBLE DRAGON RETURNS 34.99

FATAL FURY 34.99

FIST OF NORTHSTAR 44.99

LEMMINGS 24.99

MICKEY MOUSE 44.99

PARODIUS 39.99

PRINCE OF PERSIA 39.99

SONIC BLASTMAN 44.99

SUPER PANG 36.99

TOP RACER 29.99

WWF WRESTLEMANIA 29.99

ACCESSORIES

SUPER GAME CONVERTER 8.99

HONEYBEE MAGIC CONVERTER 12.99

SUPERCON 2 UK JOYPAD 12.99

PRO PAD 2 UK JOYPAD 14.99

JB SUPERKING 39.99

WANTED CASH PAID

FOR SEGA & NINTENDO TITLES

Part exchange your old titles for new games or cash now!!!

ORDER COUPON

PLEASE MAKE CHECKS AND POSTAL ORDERS PAYABLE TO INDEPENDENT PARTIES ABOVE.

Name

Address

Visa/Access No

Exp Date /

Item

Cost

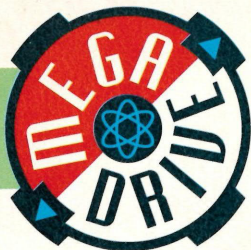
P&P

Please add £4 p&p for consoles

Total

SP

P&P £1.00 ON CONSOLES, £4.00 ON GAMES, £4.00 ON CONSOLES. WE ALSO STOCK FULL RANGE OF GAME GEAR AND GAMEBOY TITLES ALSO SEE US AT MILTON KEYNES MARKET (SAT + TUES) & FINMERE MARKET (SUN).



Fatal Fury

The crowds cheer as a big bruiser is thrown to the floor and given a good going over. Is RIK HAYNES reliving his nightmare visit to the pleasure palaces of

Basildon? Nah, that S-S-Streetfighter II feeling is finally here...

While everybody can appreciate *Streets of Rage 2*, it ain't *Streetfighter II* by any stretch of the imagination. Thing is, there's nothing like the thrill of smacking a monstrous nutter in the gob and *SFII* isn't available on the Mega Drive... yet!

However, *Fatal Fury* is bringing us poor slobs that cherished slice of ultra-violence. It has the now familiar head-to-head martial arts action, handsome sprites the size of a house and some light, bouncy tunes to accompany the noisy kicks, punches and deflections.

Of course, there's a lame storyline about avenging the death of your father but fortunately we don't have to concern ourselves too much with details. With nine dodgy characters ready, willing and expertly able to dish out a severe kicking, you've got a slim chance of making it out of South Town alive.

Alternatively, it's possible to pit your strength and skill against a mate - provided there's a spare joypad hanging around.

Unforgivably, *Fatal Fury* is a total 'boys-only' adventure. Where's the female equivalent of Chun Li or even Cathy Dennis? Instead, we're stuck with the lardbottom talents of Raiden and his pals. Yuk. Worse still, some of those kung-fu-tastic moves from Andy and Terry Bogard are a real strain on your thumb - you'd better keep those *Winnie the Pooh* plasters handy. If you're trying to guess the meaning of those crazy Japanese speech samples heard during the game, 'Garou Densetsu' is the name of the original Neo-Geo arcade release. The other stuff sounds like the garbled translation of a Vic Reeves sketch: "Very poor indeed, ladies and gentlemen".

Okay, so *Fatal Fury* isn't quite as much of a groovy 'slap-in-the-mush' game as *Streetfighter II*. Then again, what is?

So, until the mother, father, grandad and granddaddy of all fighting games actually appears on the Mega Drive, *Fatal Fury* will help the time pass more smoothly. Know any pretentious child psychologists? It's just the sort of cart to thrust in front of anybody easily offended by this never-ending infamous category of tasteless entertainment.

Keep on movin'

Even martial arts connoisseurs like Jean Claude Van Damme and Hong Kong Phooey employ a few neat tricks to defeat their tougher meaner quicker opponents. Why should the chaps in *Fatal Fury* be left out and made to look silly, eh? Here's a quick guide to their special moves with an essential 'ouch' rating and everything...

How the 'ouch' rates when some poor mug is on the receiving end

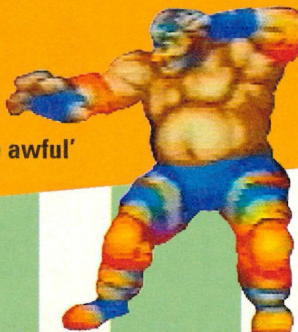
*****=Aaargh!!!

****=Clonk

***=Twang

**=Wobble

*='Oh, you are awful'



The good guys

**Terry Bogard
Burn Knuckle**



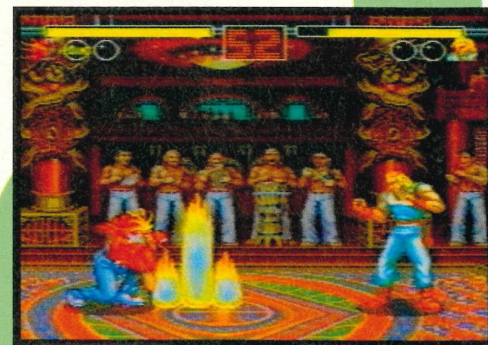
The sort of hand jobbie seen in *Big Trouble In Little China* or something. Satisfyingly effective at close range.

**Terry Bogard
Supershot Kick**



Another powerful manoeuvre and a very pretty one it is too.

**Terry Board
Power Wave**



Hmmm, Terry is a bit of a tasty geezer in the ruck department. Pity about that sad Pat Sharp style haircut, though.

**Andy Bogard
Dragon Bullet**



Blimey, despite his diminutive height Andy certainly knows how to party.

**Andy Bogard
Flying Punch**



Create a gorgeous umbrella-type-thing that, erm, packs a nifty punch.

**Joe Higashi
Tiger Kick**



In my opinion and I must give you my opinion this is the smartest-looking move. Hurrah!

The bad guys

Tung Fu Rue Palm Slap



Duck King Head Spin Attack



Michael Max Tornado Uppercut

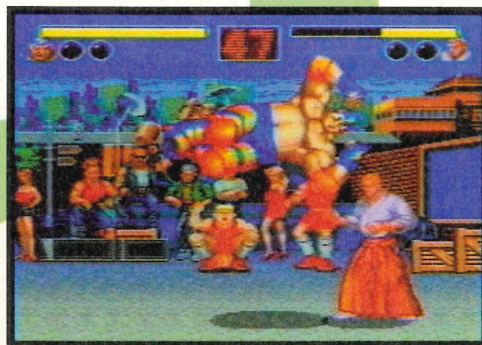


Richard Meyer 'Upside-down Spider Kick'



Press down, diagonal down left, left + B.

Raiden Rocket Attack

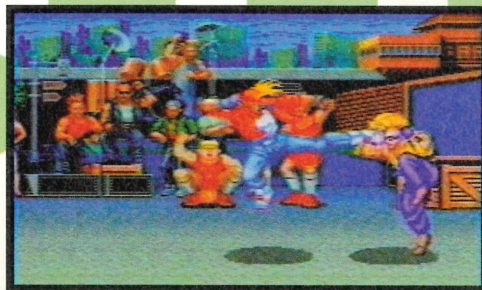


The boys are back in (south) town

Terry Bogard vs Duck King

The West Subway

I must confess, I do like that drum set lurking in the background.



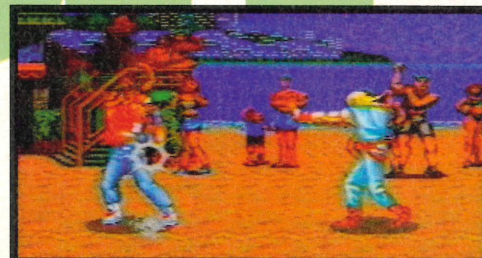
Terry Bogard vs Tung Fu Rue Howard Arena

Not since mild-mannered scientist David Banner was accidentally 'nuked' in his laboratory, has a wimp been so convincingly transformed into an *Incredible Hulk* before our very eyes.



Terry Bogard vs Andy Bogard Sound Beach

Crikey! Even the brothers get stuck into one another in *Fatal Fury*.



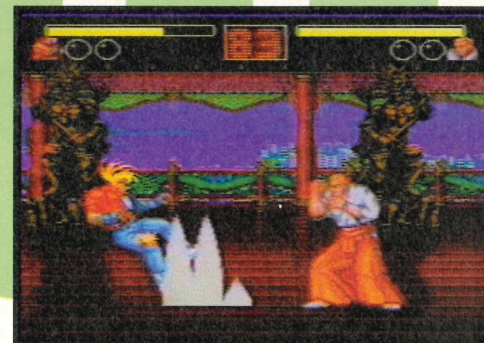
Terry Bogard vs Michael Max Sound Beach

That's what I call a real nasty smackie whackie in the teeth. In yer face, pal!



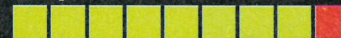
Terry Bogard vs Geese Howard Geese Building

Let's play master and servant.

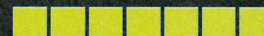


END ZONE

Graphics



Sound



Addictiveness



Playability



A scrummy
appetiser to
Streetfighter II.

OVERALL 85

Out: Now Price: £39.99
Publisher: Sega

THE QT ProPad

IT'S SO **HOT...**



IT'S **COOL...!**

AVAILABLE FOR BOTH NINTENDO SNES AND SEGA MEGADRIVE

- 8-Direction thumb control
- Autofire
- Slow motion
- Multiple fire buttons
- See-thru casing
- Rapid fire mode

SUGGESTED RETAIL PRICE £16.99 INC. VAT.

Another winning product from ...

SPECTRA
VIDEO
TEL. 081-902 2211

Available from

BEATTIES • BOOTS • CURRY'S • DIXONS • FUTURE ZONE • GAME •
HMV • W.H.SMITH • TANDY • VIRGIN • *and all the Best Computer Shops*

That's the wonder of... the barcode battler!

"Bruce Forsyth versus Jim Davidson? A lawn mower versus an ironing table? A Ferrero Rocher Easter egg versus a potato brush? You must be off your rockers!" quipped one reader. But no, it's true! And all thanks to the Tomy's **BARCODE BATTLER** and Woolworths (equally bizarre). **NICK GRIFFITHS** referees.

This *Barcode Battler* thing came into the office, all battleship grey and mystical, with blue buttons and some LEDs. "It pits one barcode against another," said the instructions (I paraphrase). So, we put it to the test. Woolies! Woolies! Ra ra ra! We phoned Woolworths in the Edgware Road – a neat, shiny store, packed with bargains and excellently managed – and they agreed to let us peruse their shelves, choosing items purely for their prospective barcode values. All gratis, mind. All together now: "That's the wonder of Woolworths!"

So, 9am one March morning, six *Sega Zoners* queued eagerly outside the store, waiting for them to open up and let us in. "Clear off, hippies!" shouted the manageress. No, I lie. It was all very professional and gracious. After running through the shop shouting, "I want this! I want this!", we returned to the office, snipped off all the barcodes ready for battle, then gave all our free toys to, um, charity.



Thanks Woolies. We'll have this little lot.

Briefly(ish)...

Barcode Battler is huge in Japan, where it was developed. Not many things are huge in Japan, the average person is less than three feet tall, so that is quite something. *Barcode Battler* plays two types of game. One game involves using your own barcodes, from absolutely any product to 'do battle' against each other. Each barcode could register either as a

warrior or a wizard, which have their own set energy, attack and defence ratings. The barcodes could register as power-ups which, increase your attack or defence rating – or they could register as nothing at all. Basically, if you have a wizard or warrior barcode (purely by luck), three seemingly random numbers appear on the screen. When each player has input their wizard/warrior and (optional) power-

up, the battle can commence. The higher your attack rating, the more energy you will drain from your opponent. The loser is the one whose energy reaches zero first.

The second game available uses given wizard, warrior and power-up barcodes, in an epic battle for control of the universe, or something. *Barcode Battler* should hit the shops in mid-June, priced around **£38.99**.



Bat Vs Seal



Bear Vs Thunderbirds



Dress Vs Dolphin



Duck Vs Flump



Generation Game Vs Big Break



Ironing Board Vs Lawn Mower

First Round

The Simpsons vs Terminator

Homer Simpson
(Representing *The Simpsons*).

Packaging catchphrase:
"Don't break up the family - collect us all."

Cost: figures cost 99p each, from a discontinued range sale. Sadly, *The Simpsons* are going out of fashion and out of Woolies.
Status: Wizard.
Energy: 700.
Attack: 4,200.
Defence: 9,900.

Terminator
Packaging catchphrase:
"Techno-punch Terminator with super smashing action!" (Is it Terminator or Jim Bowen?)

Cost: £4.49.
Status: Wizard.
Energy: 3,400.
Attack: 10,900.
Defence: 1,300.

Pre-match banter

Reg Gutteridge (aged famous boxing commentator) says: "Don't fancy the bald geezer's chances much. He's highly defensive but with pitiful energy - a typical male." (Reg is a New Man.)

Baseball Bat vs Seal

Hot Hit Baseball Bat (with ball)
Packaging catchphrase:
None.

Cost: £7.49.
Status: None.

Seymour Seal
Packaging catchphrase:
"Squeeze me and hear me."

Cost: £19.95.
Status: Warrior.
Energy: 900.
Attack: 2,700.
Defence: 4,100.

Pre-match banter

Reg Gutteridge says: "A cynical match. That Pond lad's idea, no doubt. It's good to see that Seymour Seal can't fail to win, since the bat didn't register. A victory for David Icke."

Mower vs Ironing Board

Mower
Packaging catchphrase:
"Wroom."

Cost: £5.99.
Status: None.

Ironing Board
Packaging catchphrase:
None. (After all, it is an ironing board - not renowned for wit or sense of humour.)

Cost: £10.95.
Status: None.

Pre-match banter

Reg Gutteridge says: "Neither registered. No contest. Both are disqualified." (He's a hard man, our Reg.)

Bruce Forsyth vs Jim Davidson

Bruce Forsyth's Generation Game

Packaging catchphrase:
"Twenty fun-packed games with over 150 variations for all the family." (Hardly catchy, is it?)

Cost: £12.97.
Status: Wizard.
Energy: 300.
Attack: 7,800.
Defence: 900.

Jim Davidson's Big Break
Packaging catchphrase:
"The 'Red Hot' TV Quiz Game."

Cost: £19.99.
Status: Warrior.
Energy: 2,100.
Attack: 9,600.
Defence: 8,000.

Pre-match banter

Reg Gutteridge says: "Looks like Jim might have the upper hand of the two entertainment giants. Bruce's only hope is that the *Battler* lets him play first, then he could wipe out Jim with a swift family-friendly catchphrase. "Nice to see you... to see you, nice!" should do the trick."

Hulk Hogan vs My Little Pony

Hulk Hogan egg
Packaging catchphrase:
"Milk chocolate egg with American hard gums."

Cost: £1.95.
Status: Power-up.
Attack increase: 1,500.

My Little Pony egg
Packaging catchphrase:
"Milk chocolate egg with 'jelly dew drops.'"

Cost: £1.89.
Status: Power-up.
Defence increase: 1,800.

Pre-match banter

Reg Gutteridge says: "Both power-ups, so they can't fight, but we're going to let our two finalists choose either Hulk or the Pony to increase either their attack or defence in the ultimate battle. Incidentally, My Little Pony really makes me want to puke."

Edd The Duck! vs Fox Fluppet

Edd The Duck!
Packaging catchphrase:
"From Children's BBC."

Cost: £12.95.
Status: None.

Fox Fluppet
Packaging catchphrase:
"Comes to life in your hands." Not really, though.

Cost: £9.73.
Status: None.

Pre-match banter

Reg Gutteridge says: "I hoped that the fox would win. However, neither registered so there is no match. Forget it. Disqualified."

Large Bear vs Hood

Large Teddy Bear
Packaging catchphrase:
"Not suitable for children under 18 months due to long fibre plush. Do not immerse in water."

Not much of a catchphrase... no, hang on, that's the laundry label.
Cost: £19.99 (but it's a Valentine's Day promotion, so don't expect to buy one now. Ahhhh, etc.)
Status: None.

Hood out of Thunderbirds
Packaging catchphrase:
"He's Hood. He's not good. He has no hair. He also has a rather swish red waistband." Or it might have been, had I not lost the packaging.
Cost: £2.73.
Status: None.

Pre-match banter

Reg Gutteridge says: "Neither registered. They are disqualified."

Ferrero egg vs Potato Brush

Ferrero Rocher egg
Packaging catchphrase:
None (but it does have an ornate bowl).
Cost: £4.99.
Status: None.

Potato & Veg Brush
Packaging catchphrase:
"Ideal for scrubbing potatoes and other root vegetables."
Cost: £0.99.
Status: Wizard.
Energy: 42,400.
Attack: 9,900.
Defence: 1,100.

Pre-match banter

Reg Gutteridge says: "Seems we may have found our winner: a Potato & Vegetable Brush, ideal for scrubbing root vegetables. How strange."

Child's Dungarees vs Dexter Dolphin

Child's Dungarees
Packaging catchphrase:
"Ladybird Babies."
Cost: £4.99.
Status: None.

Dexter Dolphin
Packaging catchphrase:
"Squeeze me and hear me." (Don't do this to real dolphins.)
Cost: £19.95.
Status: None.

Pre-match banter

Reg Gutteridge says: "Sigh. Disqualified."

Ariel vs The Beast

Beautiful Hair Ariel

Packaging Catchphrase:
"With the longest flowing hair!"

Cost: £9.99.
Status: Warrior.
Energy: 400.
Attack: 3,300.
Defence: 200.

The Beast
Packaging catchphrase:
"Disney's *Beauty And The Beast*."
Cost: £24.97.
Status: None.

Pre-match banter

Reg Gutteridge says: "Beautiful Hair Ariel can't fail. The Beast may be ugly, but he has the trouser-packing material of a two-year-old."



Noel Edmonds Vs Chippendales



Mermaid Vs Beast



Simpsons Vs Terminator



Rolf Harris Vs Led Zepelin



Spud Brush Vs Easter Egg

Noel Edmonds vs The Chippendales

Noel's Gotchas Packaging Catchphrase: "Great television Gotchas from Noel Edmonds' House Party."
Cost: £10.99.
Status: Warrior.
Energy: 19,900.
Attack: 6,400.
Defence: 6,500.

Chippendales Packaging catchphrase: "The video" (like we couldn't guess).
Cost: £8.99.
Status: Warrior.
Energy: 15,000.
Attack: 2,500.
Defence: 7,800.

Pre-match banter

Reg Gutteridge says: "A fiercely well-matched battle between two acclaimed warriors of the stage. It's all down to who the *Battler* allows to start. One to watch (not that there's much to see)."

Rolf vs Led Zep

Rolf Harris CD Packaging catchphrase: "Stairway To Heaven"
Cost: £2.99.
Status: Wizard.
Energy: 400.
Attack: 3,600.
Defence: 7,400.

Led Zeppelin CD Packaging catchphrase: "IV"
What does IV mean? Not very imaginative. (That's the name of the album, you fool, Ed.)
Status: None.

Pre-match banter

Reg Gutteridge says: "Rolf really is a wizard, presumably because he is a fantastic wizard on the digeridoo. And he's guaranteed victory – a victory for sensibleness." Hurrah for Rolf.

The finals

First round

The Simpsons vs Terminator

Terminator started. Homer Simpson paled visibly. Terminator hit him for 2,600, but Simpson had only 700 to spare. An easy win for Termie.

Hot Hit Baseball Bat vs Seymour Seal

The bat never registered. In a frenzied turning of the tables, Seymour Seal went ape and beat the defenceless bat to death. Several spectators were so upset by the mammal's savagery that they left the stadium and pulled the legs off a Daddy Long Legs. The seal won.

Bruce Forsyth vs Jim Davidson

Jim started. Bruce had no chance. He managed a brief reference to the "scores on the doors" before Jim hit him for 10,500. Jim won.

Beautiful Hair Ariel vs The Beast

The Beast didn't stand a chance. He didn't even register. Ariel hit him softly with her hairbrush. The Beast popped it, laughing. Ariel won.

Ferrero Rocher egg vs Potato & Veg Brush

The Potato Brush was the strongest contender in the finals. The Ferrero egg wasn't. The battle was a swift and gruesome sight. The brush won.

Noel Edmonds vs The Chippendales

Strangely, the *Battler* deducted 7,500 energy points from the Chippendales before the start of play and allowed Noel to start. Noel hit them for 2,500. The Chips used their recovery button to regain 1,500. The battle continued in this manner for some time, not very interestingly, until the men in briefs ran out of recovery opportunities. They were as good as debriefed. Noel won.

Rolf Harris vs Led Zeppelin

Led Zep stood no chance. Rolf got an automatic by-pass into the semis a) because he had no opponent and b) because he did *Cartoon Time*.

Quarter finals

Terminator vs Seymour Seal

The *Terminator* started. Seymour instantly became a tin of seal chunks in brine after being hit for 8,000, with only 300 to spare. Terminator won.

Jim Davidson vs Beautiful Hair Ariel

Ariel started and elected to recover. Bad move – she was up to maximum anyway. Jim 'Super Hit' her for 21,000. Ariel ate dust (and a few teeth, some hair and one of Jim Davidson's hilarious mother-in-law gags). Jim won.

Potato & Veg Brush vs Noel Edmonds

Noel started with a 'Super Hit' of 34,800, to the brush's poor defences. Rather than recover, the brush piles in for the attack – another 'Super Hit', this time it was for 32,400. Noel Edmonds RIP. (Pheew! Several readers.)

Rolf Harris

Automatically passed into the semi finals.

Semi finals

Terminator vs Jim Davidson

Termie started, and missed! Seeing his chance, Jim hit him for 9,500. An easy victory for Jim. Jim Davidson made the final.

Potato & Veg Brush vs Rolf Harris

Oh dear, the brush started. Rolf took a swift 18,600. The Potato & Veg Brush, "ideal for scrubbing potatoes and root vegetables", was in the final.

The final

Jim Davidson vs Potato & Veg Brush

The crowd were tense, etc. Some were so tense that they forgot the words to 'Abide With Me'. Jim and the brush took the field. Jim powered up with the Hulk Hogan egg; and the brush choose to power up with the My Little Pony egg. Jim started with a 17,000 'Super Hit'. The brush laughed and hit him for 5,700. Jim had a measly 2,100 going spare. He dropped to his knees, told a crap joke and popped his clogs. The winner: the Potato & Vegetable Brush (by miles)!

The winner!

This was the cheapest thing we bought, it only cost 99p. It won our competition without flinching. (Here we go, Woolies – this is where we return your investment...) If you want to thrash your pals on the *Barcode Battler*, get down to your local Woolworths and buy a Potato & Vegetable Brush. Hell, buy two!

WOOLWORTHS

Our thanks to
Woolworths, 168-
178 Edgware road.

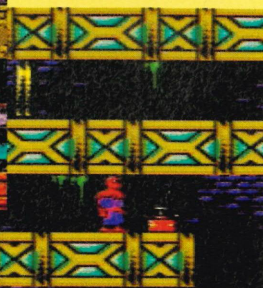
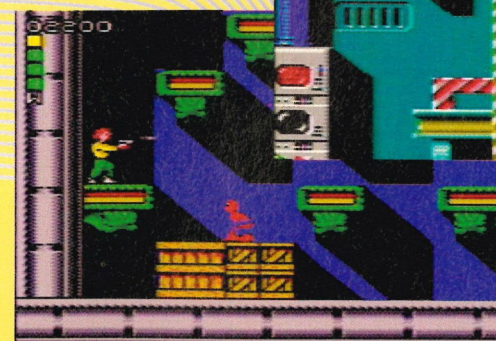
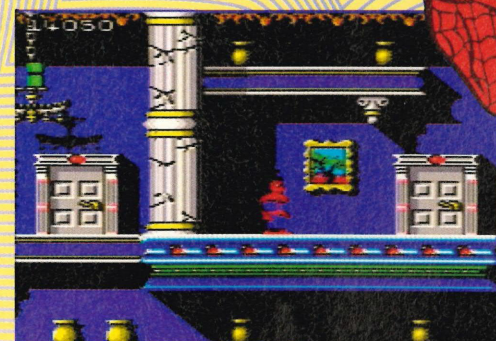
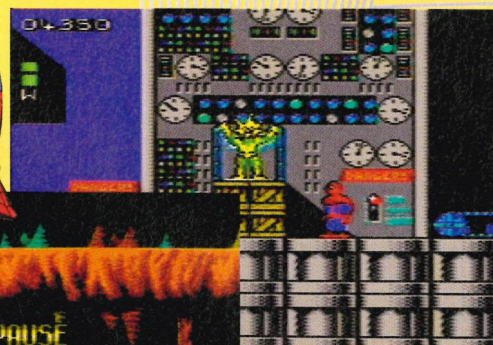
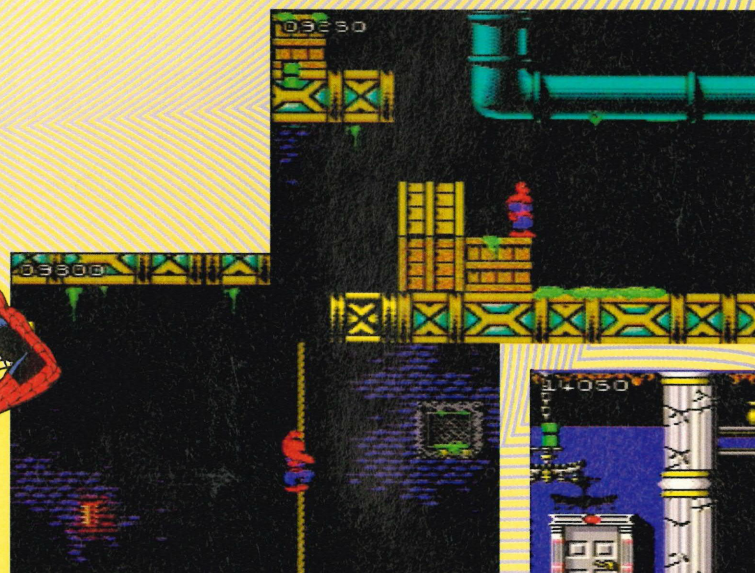
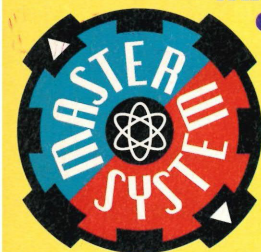
SPIDER-MAN

RETURN OF THE SINISTER SIX

The only thing that **ANDY BUTCHER** has in common with Spider-Man is the love of warm lycra on his legs, arms, torso, toodge... (Snip.Ed). That was a good enough reason to give him **SPIDER-MAN RETURN OF THE SINISTER SIX** to review though.

MAN RETURN

OF THE
SINISTER SIX
to review
though.



This is the bit where most *Sega Zone* reviewers write a few witty and amusing paragraphs to start the review. However, in a stunning blast of originality, I'm not going to. No, I feel like something different. Something new. Something radical, weird, wacky and mad. I'm just going to jump straight on into it. That's just the kind of guy I am, I suppose. (You couldn't think of anything funny, then. Ed.) Er, no.

Incey-wincey spider

Spider-Man - Return Of The Sinister Six pits the arachnid one against a group of foes who are intent on ruling the world, becoming very rich and then retiring to somewhere nice and sunny. Oh, and flushing Spidey down the plug hole, of course. You control Spidey and after donning your improbably tight costume and brushing up on a few choice witticisms to casually toss at the baddies as they hurl large explosive devices back, you must negotiate a series of platformy levels, each with a member of The Six waiting in tense anticipation at the end.

Secrets of The Sinister Six

The Sinister Six formed in an effort to hide one of their darkest secrets - they're all wimps. You see, Spider-Man, like any good super hero, had certain enemies that kept popping up again and again. The problem was that Spidey, being the hero and everything, kept beating them again and again. So, in an effort to maintain their macho images, six of them grouped together against him, and thus The Sinister Six was born. They still lost, though.

Electro

Electro is the first of The Six that Spidey must overcome. He floats around on some kind of levitating surfboard and fires bolts of electricity at you. He's a bit of a pushover, really, just stick close to him.

Sandman

Sandman is the unwilling partner in the group - he would have 'gone straight', but the others coerced him into joining. Nonetheless, he's a bit of a bast. He has the annoying habit of melting into the floor, and then popping up again somewhere else. It's a shame Spidey doesn't carry a firehose with him, really...

Mysterio

Mysterio is even easier to beat than Electro, but he does have this way of appearing and disappearing without even saying a word. He also wears a fish-bowl on his head.

The Vulture

A bald geezer with wings. Relatively easy to beat, it's just a matter of working out his flying pattern and standing in the right place.

The Goblin

After an unpleasant experience with a halloween mask and a tube of Super Glue, this guy took to crime like Patrick to helmet jokes. He's quite hard to beat, and throws exploding pumpkins at you like there's no tomorrow.

Jump up

Your standard arm, jump up, really. Good for arm, jumping up things.

Kick

Press B twice in a row and the web-slinger leaps into the air, slamming his foot into whatever's in the way. Same effect as the punch, but more powerful.

Vaulting somersault

Much more athletic and impressive, Spidey somersaults through the air when jumping sideways.

Spider-moves

Spidey has various heroic moves available to him throughout the game...

Wall-crawl

What kind of spider would you be without the ability to crawl up, down and across handy walls. This guy must have hands coated in Super-Glue.

Web bolt

Once the web power-up is found you can fire a limited number of these. Think of them as a gun, and you'll get the general idea.

Punch

Not just your ordinary punch, this one must be laced with large amounts of vodka, as it tends to make baddies explode!

Dr Octopus

An unfortunate nickname gained after getting far too drunk at a party had lasting repercussions for this poor psychopath - he even built himself robotic tentacles and started getting regularly beaten by ol' web-head. Dr Oc is the mastermind behind the Six, and is the hardest to beat. Not too hard, mind.

Climbing up the spout

The start of the game is really quite mind-numbingly easy - you just jump around a bit, climb the odd wall, dodge or kill the odd baddie, that kind of thing. But after a while it gets slightly more challenging, with maze-like levels and objects that have to be manipulated or moved to reach the next bit. The graphics are colourful and clear. The animation, especially on the webbed one, is really quite nice (his leaping somersault is great) and the whole thing scrolls around quickly and smoothly. The sound is, well, Master System-y, but not too bad.

Down came the rain

But, at the end of the day, it's really one of those 'learn the pattern' games. Once you've learnt the patterns of all the baddies and the layout of the levels there's not much else to it. The game is fun for a while, and the control system works well, but there's just not enough to it.

And washed poor incey out

So, *Spider-Man* is a fun little game, that's just a bit simple. If you're an experienced Master System player there's nothing you won't have seen before. However, if you've just got your Master System, then take it back quick and get a Mega Drive instead. No, sorry, what I meant was, if you've just got your Master System, this wouldn't be a bad game to start off with.

END ZONE

Graphics



Sound



Addictiveness



Playability



Not much for the hardened gamers, but a good, fun little game nonetheless.

OVERALL 70

Out: TBA Price: £TBA
Publisher: Acclaim

RETURN OF THE SPIDER-MAN SINISTER SIX



The Cirencester six

So, who are the Cirencester Six? (Em, it's the Sinister Six. Ed.) They are six Irish people who were sent to prison for bombing the Co-op. After three years of their jail term, someone pointed out that two of them had been dead at the time of the bombing, one of them was only eight months old, and the other three had no arms or legs. At the appeal, the Guilty verdict was overturned. Again, our judicial system was made to look foolish.

NICK GRIFFITHS once made a party frock out of old stockings, some toothache tincture and Jean-Claude Van Damme. So he was the obvious choice to review **SPIDER-MAN - RETURN OF THE SINISTER SIX**.

Lots of things seem to 'return'. Boomerangs - they return. *The Saint* and *The Avengers* - they returned. Fizzy pop, however, doesn't return, because it says "No deposit. No return" on the bottle. Yup, it's a fickle old life.

The Sinister Six have returned more times than twice. They were on the NES, then the Master System and now the Game Gear. That's three times. (Thanks. Ed.) But have they outstayed their welcome? If they turned up at your door, would you treat them as if they were selling hooky kitchen appliances?

Well, yes and no. Why? Simply because I'm indecisive. Paul Daniels once asked me to pick a card - and he's still waiting!

Yes

Yes, because when you start playing, there's this temptation to go 'Ooooooh!' The graphics are crisp and colourful - far more distinct than on most Game Gear games - Spidey's moves are swish, slinky and not a little sexy, and it's fast. Faster, even, than the Master System version.

Our chap in the Lycra™ can run, leap, swing from his web, scale tall buildings, and he can even build exact replicas of historical monuments using matchsticks! He can do things that normal people can't do.

His attack power is less impressive. Spidey punches (a dainty tap on the B button), he kicks (an underwear-removing double tap on the B button) and he fires web.

The whole thing moves along rather gracefully as you swing around, bumping off the odd pistol-

toting baddie and finding your way through underground lairs that aren't quite puzzley enough to be deemed mazes. To reach each boss (a different member of *The Sinister Six* - so there are six levels, dummies) you have to find some door-opening device of varying subtlety, from a key to high explosives.

And, summing up, those are the good bits: it's fast, it looks good and it plays easily.

Now, heheh...

No

Nothing is all good - not even Jesus, who once pretended to turn water into wine, except he just swapped the bottles! *Spiderman - Return Of The Sinister Six* isn't all good, either.

For a start, you can't bump off the baddies unless you're a suitable distance away from them. Which would be fine if they didn't automatically walk into you. You can punch like crazy while standing beside them and they don't even flinch, which is unrealistic. Then there's the level of difficulty. I'm crap at playing these platformy beat 'em ups, but even vaguely accomplished players will waltz through this. Hell, I made it to level three! Normally, I need a lift, a small man in a suit operating the buttons and eight years to spare to get that far in a game. So, finally, it gets boring. The easiness

coupled with the lack of variation between the levels means that only true Spidey fans will want to doosh out the 30 spondoolies necessary for this small piece of shiny black plastic with a picture stuck on.

END ZONE

Graphics



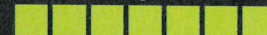
Sound



Addictiveness



Playability



Spider-Man, Spider-Man, he's quite good to start with but then not so good.

OVERALL 71

Out: TBA Price: £TBA
Publisher: Acclaim

WARNING:

THIS ADVERT CONTAINS EXTREMELY GRAPHIC SCENES



The new Sega Mega-CD, including 3 discs featuring 7 games. On sale April 2nd for £269.99. End of warning.

WOOLWORTHS

FOR VALUE, IT'S RIGHT UP YOUR STREET.



The media is waxing lyrical about one man who is rocking the stiffly-lacquered foundations of the hairdressing world. To get to the root of this, we needed a little finesse and as she's got plenty, VIVienne 'HAIRNET' NAGY just had to wash and go...



Sonic hair tonic

Sonic, aka Angie Greenwood, a freelance stage manager, dresses in red patent docs and white gloves like her hero. She's had her Sonic for three weeks now and is amazed at the reaction it provokes. "If you're going out anywhere, you have to set off two hours in advance due to all the attention you get," she said. She's been photographed by tourists and constantly hears people whispering about her hair!

Carnival 2000

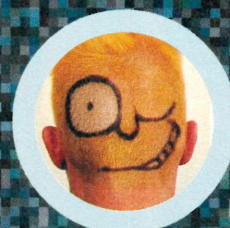
The blue and white world which Colin Watkins, colourist and hair visionary extraordinaire inhabits has a distinct *Star Trek* feel to it. Hair salons vary from the sublime (arty hair pics and pot plants) to the ridiculous (blue rinses and hooded dryers). Somewhere in the middle is Salon 2000. More kitsch than couture, the Salon 2000 sign is in big, blue, square-ish LED letters. It does have the hooded dryers which were on and functioning nicely as fan heaters! Yet, in this unlikely place, outside the hairdressing Mecca of London (shock! horror!) in Shepperton, of the Studios fame, Colin has been creating hair pictures which have attracted the attention of Vivienne Westwood and may secure a nomination for himself for the coveted Hairdresser Of The Year title. His Sega-mad son Leon inspired him to do characters from his fave games. Here's how they turned out...

Heads or Tails?

Model number two, Tails, aka Joan Eagles, a trained theatre electrician, is an old hand at this hair modelling malarkey. The back of her head graces many a page in Colin's portfolio and she's sported a range of styles from a TV-AM sunrise to a Pepsi Cola logo and striking tigers and leopards.



Sonic curls w

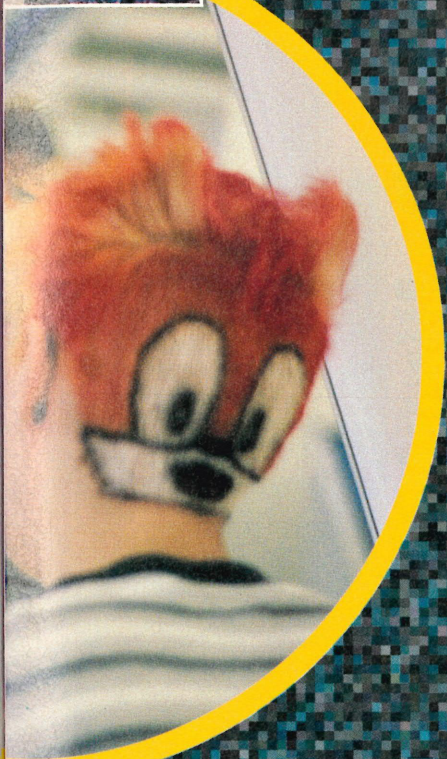
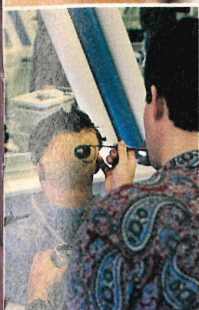


Fan-Taz-tic

Pizza Hut manager Ciar Harvey was having the finishing touches put to his old Tasmanian devil costume. (Taz actually.) After the base is cut into the hair, an outline for Taz's eye sockets, the features are put up using a very small paintbrush and different coloured permanent dye. The result is fan-Taz-tic!



Sega Zone's hairstressing horrors



Would you dye for Sonic?

After the first reaction of "Wow!" the next reaction is "Why, oh why, oh why?" Here are a few occasions when such a hairdo might come in handy:

- 1 When a teacher threatens you with the, "I've got eyes in the back of my head," routine you can turn round and say, "So have I, sir." A few days off school are almost certainly guaranteed.
- 2 Rob banks as the *Terminator*. Go in backwards and no-one will ever know it's you! You'll need double-jointed elbows to reach out and grab the dosh, though. Don't say "I'll be back."
- 3 For that all important interview, get the company logo dyed onto the back of your head. Even if you don't get the job they might employ you as a walking billboard until it grows out!

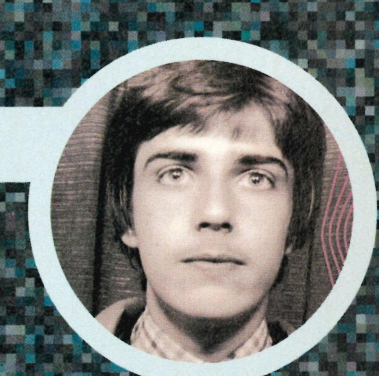
Martin: You know hairdressers normally shave the hair on the back of your neck? A hairdresser once started on my earhair (Situating on his earlobes. What a mutant! Ed.) without saying anything to me first and I sat there in embarrassed silence, having my ears shaved in front of the whole of the shop.

Lisa: Once I was babysitting two horrible little girls. They locked me out of the house while I had hair dye on. When I eventually got back into the house, several hours later, I fell asleep with the dye still on my hair. I had the dye on my hair for eight hours. It was a blonde dye but it went orange. The next day, I went on a sponsored walk and big clumps of my hair were just falling out where my scalp flaked off!

Amaya: A friend cut my fringe and snipped it too far on one side so she said she'd just even it out. Before I knew it, it was like an egg head. Somehow within the space of ten minutes she'd thinned it all out and it looked disgusting. And then she just laughed! I looked like Rod Stewart and everyone started singing, "I am sailing."

Alex: I was about 15 and my mother used to send me down the road to get my hair cut. They used to just cut the fringe so it looked as though I'd had a haircut but I hadn't really had one. Basically, I fancied myself as a bit of a rocker, but I just looked like a trainspotter.

Vivienne: I went to a 'hooded dryer and blue rinse' hairdresser instead of an expensive salon to have my hair trimmed. The cut was fine, but they sat me under a nightmare dryer and put a hair net on my head! I nearly died of embarrassment and I had to re-dry my fringe as it was plastered flat to my scalp by the hair net!

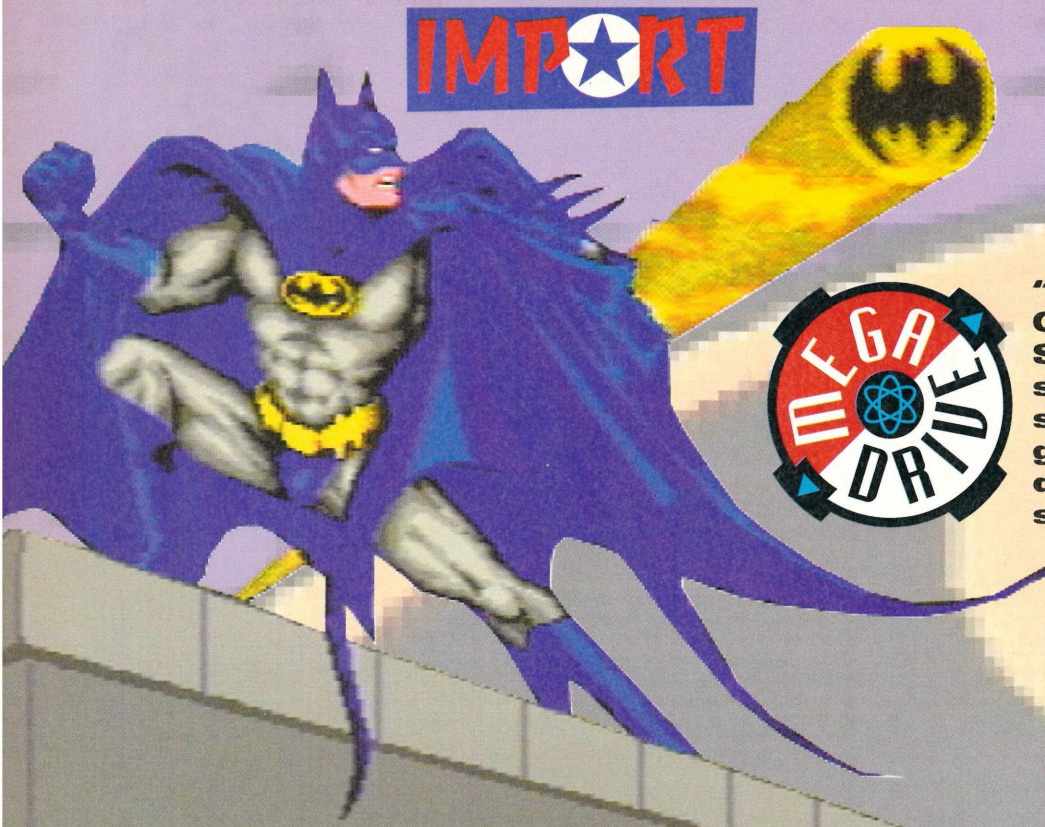


Thanks to everyone at Salon 2000. Contact them on 0932 787623

an
that
led
er a
with
e built
t
es. The

IMPORT

Batman Revenge



"Let's give BATMAN REVENGE OF THE JOKER to ANDY STOUT," said Amaya. "He's small, furry, blind and squeaks a lot. A nod's as good as a wink to him. What do you say, Andy?" "Squeak, squeak, squeak." Thump.

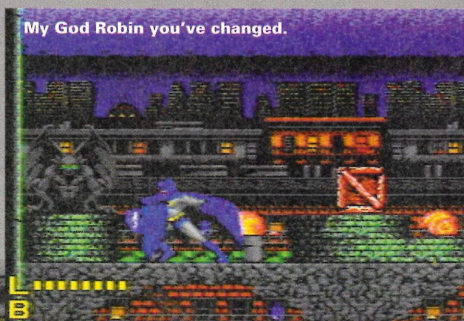
Let's get this straight from the start; Batman is very famous. Not famous like some of the saddies hanging around your TV like a bad smell. No, Batman is the sort of guy who measures his fame by the number of people walking down Oxford Street on a Saturday afternoon wearing boxer shorts with his name on. How many is that? (*An interested reader.*) Loads, we asked them. (Not that Batman actually wears boxer shorts, you understand. Wearing that skintight costume sort of thing, he needs something that keeps everything firmly in place. Can't have it all dangling around when you're fighting Catwoman, can you?)

There you are just toddling along wondering exactly who it is that phones up *Noel's House Party* wanting to gunge Lynne Foulds-Wood (like, get a life people), when plop, you've got *Batman Revenge Of The Joker* in your hand.

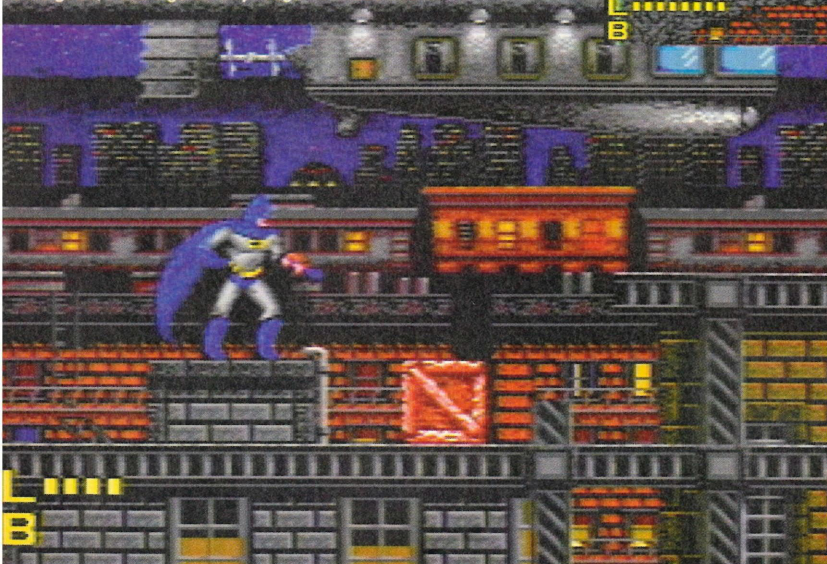
Power-up your wrist

There's none of the gliding gracefully off the top of 40-storey skyscrapers here or swinging across yawning chasms, unfortunately. But, being the cunning little bat scientist you are, you've a wrist projector equipped with a variety of weapon upgrades. Believe us, you *need* these power-ups. Good show.

My God Robin you've changed.



It's no good, I can't go on any longer without Robin.



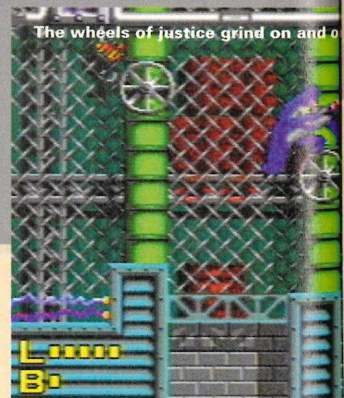
The Batarang

Unfortunately, just your bog standard boomerang-style weapon that homes in automatically on the enemy. Rather handy if you want to shoot round corners etc., but about as effective as hitting one of the Joker's henchmen over the head with a rolled up copy of *Wedding & Home Monthly*.



The Shield Star

Three shurikens which spread out in a fan when you throw them. Pretty but crap.



therefore still having a mining industry after a fashion – and one of these metals has a highly toxic

composition. Not only is this stuff more virulent than your average Pot Noodle, but it can also be used to make 'explosives for missiles'. Now let's see; highly toxic, missile explosive, couldn't be uranium 235 by any chance could it? Just has to be The Joker.

Now, this is what I call crime. None of this poncing about ramraiding your local branch of Dewhursts for a couple of prime fillets. None of this nicking loads of money, jetting off to Brazil and making a record with the Sex Pistols malarky. Sad thing is, that outside Gotham, crime just isn't what it used to be. Yeah okay, there's a lot of it, but it's quality we're talking about here, not quantity.

So you phone The Joker up, pop round there, give him a bit of a talking to, he apologises and you return the nasty toxic stuff back to whence it came. Or maybe not. Actually you have seven levels strewn with sub-levels to battle through

Joking apart

Unlike the film of *Batman Returns*, this game uses a novel device called a plot. Okay, it's not much of one admittedly. More of a plotlet, when it comes down to it, but at least they've had a stab at it. Basically, loads of precious metals are going missing from the mines around Gotham City – Gotham not having Michael Heseltine and

Revenge Of the Joker



before you can turn round and go "Nyah, nyah, nyah. You lost, chin face," and it is all far from easy. So far from easy in fact that it's looped right round and become nearly bloody impossible. Well, not as impossible as England actually managing to win a cricket match.

Like the game *Batman Returns*, *Revenge Of The Joker* comes bathed and lovingly cosseted in the dark-hued tones of Tim Burton's gothic fixation, though latter levels like the Island Of Ha-Hacienda let the side down slightly by being almost bright. Graphically it's superb throughout, with large sprites dancing and pirouetting gracefully round the screen, though



Sonic Neutralizer

Two sets of batarangs that you shoot in a double helix pattern vaguely reminiscent of a DNA strand poised in mid air (*Pseud. Ed.*) that bounce pretty harmlessly off your opponents who giggle mercilessly as they shoot you in the foot.



Cross-bow

The complete business, hovering on the cutting edge of bat-tech. A state-of-the-art weapon that blasts out a powerful (bat-shaped naturally) arrow which blasts into oblivion most of the henchmen with a mere hit. Don't bother playing most of the levels without it.



Back Pack Energy Capsule

Collect eight of these little beuts and you become invincible. Sounds good, huh? Well, if it lasted for more than three mere nanoseconds it would be. It doesn't, so it isn't.

And remember Batpeople; whenever you're feeling down, depressed and in trouble, just flick a quick one off the wrist and you'll feel much better.



Did you know...

Everyone thinks that Batman came into being when young Bruce Wayne saw his parents gunned down outside the theatre. Not true, he's actually the fruit of the loins of a very large bat and a very deviant ornithologist (who was a bit confused as well, seeing how bats are mammals). That's why when he dies he doesn't just lay down and decompose, he explodes in a very pretty pattern. Interesting, eh? (*No, it wasn't. Ed.*)

at times with three different buttons for weapons, jumping and kicking can all be a bit fiddly to control and you jump from the jaws of defeat into the jaws of completely embarrassing defeat.

That said, it's still a platform game - though they do attempt an *R-Type* scene with a jet pack which is quite jolly - and in general there's only so much you can do with this format. But it does contain within its innards enough gonad-shrinkingly frustrating parts to rise head and shoulders above most of the others of its ilk and flap gracefully away in the moonlight. Ahhh.

END ZONE

Graphics



Sound



Addictiveness



Playability



Good game, though sometimes verging on the unplayable.

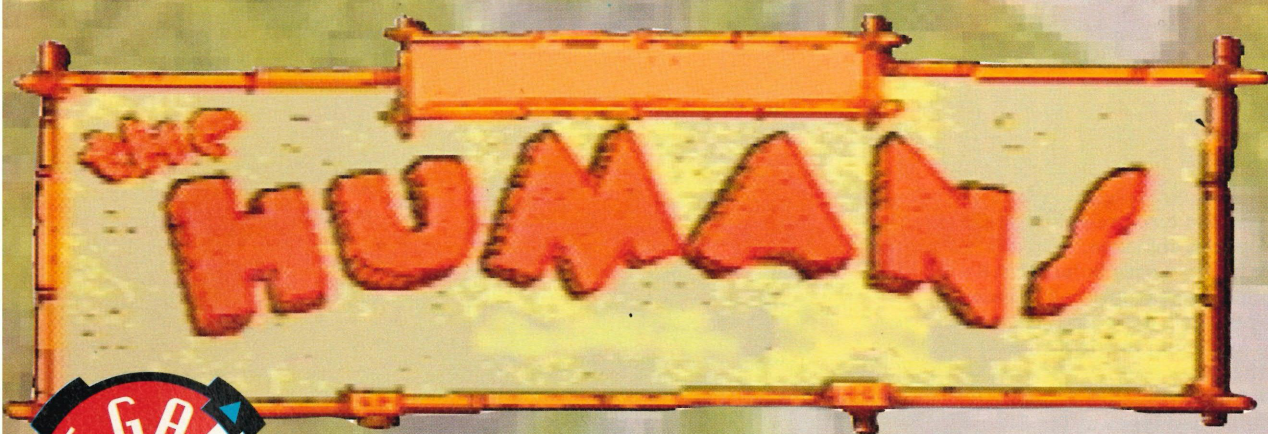
OVERALL 81

Out: Now on import

Price: £39.99

Publisher: Sunsoft

Supplier: Shekhana, 081-340 8565



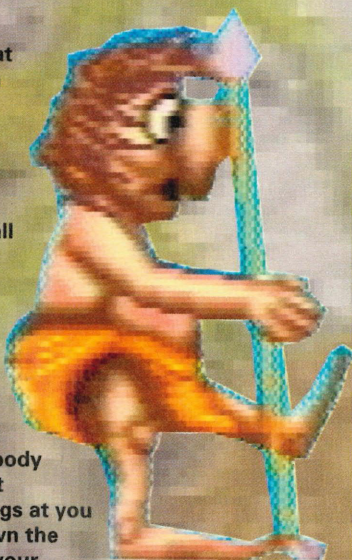
IMPORT

Here at **Sega Zone** we're proud of our tradition of always giving an unbiased view of games. It seemed natural to give a game called **HUMANS** to **PATRICK MCCARTHY** for the outsider's viewpoint.

Imagine what life on earth must have been like before humans turned up. Imagine the blissful peace; all those empty dual-carriage-ways that hedgehogs would be free to cross without any danger of being hit by a car; nobody around to shout unpleasant things at you if you went down the corner shop in your slippers and the pick of any seat you fancied for your eighth visit to see *Strictly Ballroom*. Unfortunately, you're about to change all that. The whole point of *Humans* is to help in the development of a tribe of the little darlings.

Each level consists of lots of: platformy bits, a few ugly little men dotted about, several puzzles and traps to either clear or avoid and maybe the odd baddie in the form of a dinosaur or a spear-carrying enemy to sort out, all before a set time-limit elapses. There are things for you to 'discover', which you can then use to help you on your way. The first thing you discover is the spear, for example, which can be used to stab things, to vault over gaps, and to accidentally skewer the head of an unsuspecting fellow-human. This discovery is closely followed by that of the torch, which is useful for setting fire to your neighbours, your clothes and your pubic hair. It would be easier if you could also discover petrol, of course, but this will do for now.

You start with twelve people in your tribe, not all of whom will be on-screen and this number can either be swelled by the addition of bonus members or reduced by deaths, illness



Humans are thick

In your capacity as Padmaster General, you take on a god-like responsibility for the health, welfare and progress of the odoriferous collection of in-breds known as your 'tribe'. Don't think it's going to be easy, because without you they're utter imbeciles. Leave them alone and they just stand there, festering, listening to their nostril hair growing and generally displaying all the drive and self-motivation of one of our work-experience people (especially that Colin). A tribe-members' idea of being creative is to produce sweat. You're lucky if they remember to breathe without you reminding them. Leave one standing next to a marauding dinosaur and he'll just stand there like the audience from *Surprise Surprise* until it swallows him whole. It's difficult to care about people that stupid. But do your best.

Things to learn and do

Once you have acquired your stone-aged version of the consumer-durable there are usually several things you can do with it - nearly all of them printable - depending on the icons that appear when you control the person who has the item.

For example, if you have a spear, you can throw it to a friend so that he can use it, or at an enemy's special parts in order to cause him pain and suffering. You can pole-vault with it, thus clearing gaps you cannot usually manage, what with you having all the natural athleticism of a *Sega Zone* staff writer. You can poke with it, which is always useful when the person in front of you is taking too long at the bank and you can also drop it to the floor if you see something else you would rather have, or if it's simply no longer fashionable.

Thieves like us

Throughout the game your tribe will 'discover' certain items considered vital if mankind is to survive and prosper.

It's done in a bit of a peculiar way. For example, the first thing your tribe discovers is the spear. And how do they go about taking this wondrous step? Do they find the elements from which a spear could be fashioned and then, in a moment of blinding inspiration, create the thing? No. They find a brand-spanking new, perfectly complete and balanced-for-throwing spear lying on the ground, then rush about proclaiming to all and sundry that they've discovered the spear. Basically, they're thieves - it's obviously someone else's spear, isn't it? He's probably gone swimming or something. Anyway, on those grounds, I'd like to announce that I have just discovered the Doctor Martin. (Oi! That's mine! Ed.)

Every year, the little humans formed as one in the sacred 'crap' dance ceremony.



then, don't.

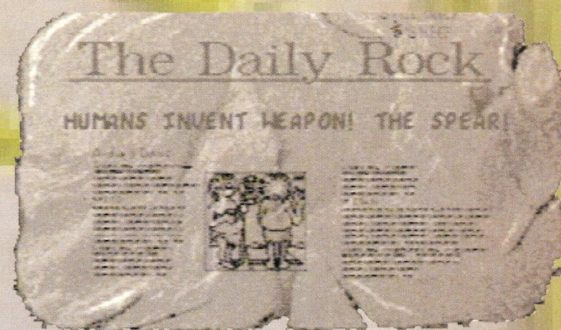


or sunbathing accidents. If you make a gross error of judgement and send one of your men plunging to his death, he'll be replaced in the same spot by someone else from your tribe (as long as you have any left).

If I was Big Ron Atkinson, I'd say at this point that *Humans* has more than an element of the boy *Lemmings* in its style of play. There are the same sprawling levels with little lumps of landscape to navigate, along with the vast amount of control you have over a number of creatures much smaller than yourself - come to think of it, it also has an element of that other classic, *Sim Scoutmaster*.

Although, it's a very similar type of game, *Humans* isn't as good as *Lemmings*. For a start, there's the pace of the game. *Lemmings* is a hectic and barely-controlled race against time and has to be played quickly with little margin for error, *Humans*, however, is a plod.

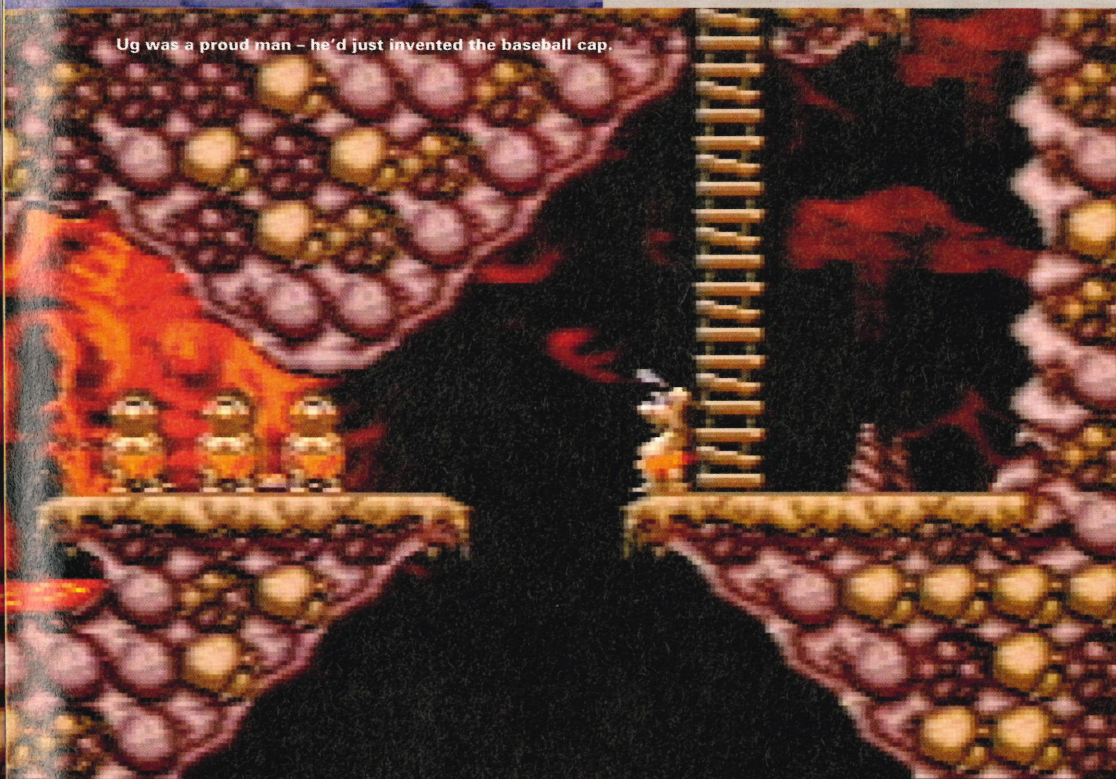
The creatures in *Lemmings* are constantly on



the move unless you tell them otherwise, whereas in *Humans* the creatures are static unless you move them. And even when they do move, they move very slowly. It's not exactly what I'd call adrenaline-packed action.

One of the things about it that I found extremely irritating is that you can't scroll the view around to see the whole of the level. The only way you see anything is by finding or moving one of the humans into that area. This means you can think you have the whole thing worked out until you take a man over to the end of the level, only to find that there's another obstruction to climb, and you're going to need another three men to do it. So you re-start the level and go through it all again, this time taking the extra men with you, shuffling them along and painstakingly passing the spear from man to man across gaps, which takes about ten days in itself.

The game has rather more of a trial-and-error element than a strategy element and occasionally drifts into the realms of being a pain in the bum, especially when you can only throw a spear to a chum from a very precise spot and if you get it wrong you lose the spear and have to re-start the level (again). I admit I did get drawn-in at times, but overall it's slow and occasionally tedious. ☹



END ZONE

Graphics
■■■■■■■■

Sound
■■■■

Addictiveness
■■■■■■■■

Playability
■■■■■■■■■■



Worth a look, if you like slow-moving, sometimes interesting but largely dull games.

OVERALL 68

Out: Now on import

Price: £39.99 Publisher: Gametek

Le Mega-CD Est Arrivé

After a few bums starts, a couple of false alarms, and several phantom pregnancies the Sega MEGA-CD has finally been officially launched on the British gameplaying populace. DAVID McCANDLESS wonders, quite cynically, if it's been worth the wait...



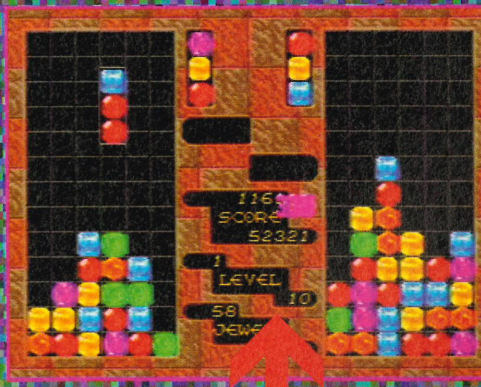
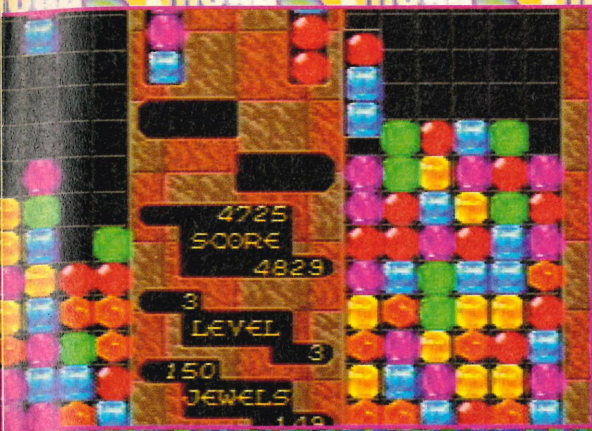
Sega classics

At last it's here. After a million-year wait, the Mega-CD has finally arrived, brand new on our doorstep. It was a million years ago to this day that we first caught wind of its existence. "Advanced Compact Disc technology on the Mega Drive," we thought, not unimpressed with the prospect. So we baited our breaths and sat on the edge of our seats and waited...and waited...and er, waited. Then, just as the Romans invaded Egypt, it was finally released. In America, unfortunately. A

rather lukewarm reception greeted it there. Not many of our east coast cousins were describing it as 'Bogus' and 'Excellent'. There was very little in the way of good software. So Sega decided to wait for a half-decent build up of software before releasing it in the UK.

So here it is at last. Looking very similar (try identical) to when we previewed it last November. But now instead of coming in a cardboard box, the whole thing's been stuck in a flashy space-age package, and comes complete with an array of interesting games.

One of the advantages of CD technology is you can squeeze a million times more data on one CD than you can on a handful of carts, or in this case, four entire games on one CD. The *Sega Classic CD* contains a puzzle 'em up (*Columns*), a ninja 'em up (*Super Monaco GP*), a burn rubber 'em up (*Super Monaco GP*), a beat 'em up (*Streets Of Rage*), and an arcade 'em up (*Golden Axe*). They're all quite aged, but there's a good stock of gamesplaying hours in them yet.

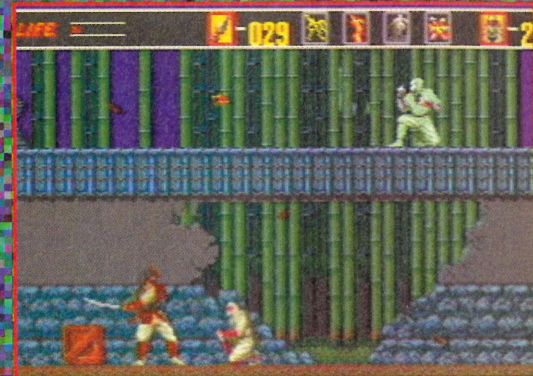


Columns

It's a classic multi-coloured variant of *Tetris*. It has three coloured 'lego' blocks dropping from the top of screen. It has a pile of blocks at the bottom. You have to control the descending blocks, swapping the colour order about to create rows of three or more at the bottom of the screen. Get a row and the blocks disappear, leaving a gap for more. Don't get a row, and the screen soon gets chock 'a' block. Sounds like a piece of cake. It isn't. You try swapping colours intelligently while there's a time limit, fast falling blocks, a mass of colours all over the shop and with one hand behind your back. There's also a two-player race against the clock option. There's no shooting but nevertheless it's compulsive, compelling and addictive. **80%**

Streets Of Rage

Your girlfriend has been kidnapped. Big underworld Godfather is responsible. There are huge end-of-level mega henchmen. Two-player ninjas carve up loads of gangsters and drug addicts with an amazing array of deadly martial arts moves. You get the picture. *Streets Of Rage* is a standard beat slice dice chop 'em up, which offers nothing very new. It looks a bit old these days, compared to *SOR II*. **65%**



Revenge Of Shinobi

Death, jumping around and wholesale maiming - Ninja style this time. Guide your Bruce Lee samurai through acres of scrolling warehouses. Kill enemy ninjas, small household dogs and larger end-of level sprites with your explosive shuriken. Perform death-defying leaps across huge gaps. Engage in close ninjitsu contact with fellow balaclava-wearing martial arts experts. Get bored very quickly with the repetitive scenery. Feel tired and yawn a little after your umpteenth battle with your millionth ninja. Notice how badly this game has aged, both in graphics and gameplay. **60%**



Super Monaco GP

There's enough screeching tyre samples and hairpin chicanes in this to keep any Nigel Mansell wannabe shut up for hours (not that anyone would actively want to be Nigel Mansell). This game sets the standard for all high-speed racing extravaganzas on the Mega Drive, but it is beginning to show a few wrinkles in its gameplay. But saying that, it's still fast enough to be exciting, and still challenging enough to extract a few choice swear words out of your hardened cynical reviewer. **80%**

Golden Axe

This game is the usual beat 'em up formula shipped into a swords and sorcery world. Gone is good old Mr Big (who nicked your girlfriend), instead he is replaced by an evil wizard, who has nicked your 'damsel'. Instead of the faithful gangsters, street boys and drug addicts who leapt out of garages/telephone boxes/tube trains and attacked you with bits of pipe and baseball bats, you now have trolls, ogres and imps who leap out of caves/holes in the ground/the sky and attack you with swords and huge battle axes. Say goodbye to your amazing special martial arts move (which 'smart bombed' all the criminals on screen) and say hello to a poncey 'magic spell' which causes fire, lightning and brimstone to rain down on all the evil people in the area.

There is a two-player option in this game which includes a special duelling sub-game and six levels of mountains, rivers and cliff tops, packed with evil wizards and goblins, all nicely decked out with lovely scrolling graphics. **75%**



Feature

Sol-Feace

We will not stoop to the levels of other magazines and simply add an 's' to game title to sum it up. Yes, *Sol-Feace(s)* is what we call in the magazine trade. If you take *R-Type* with all its parallax scrolling backdrops and continuous onslaught of spiralling aliens glory, and add a sprinkle of the new Mega-CD rotation hardware, plus a stereophonic (but crap) CD quality soundtrack, bake on a new compact disc at Gas Mark six for 20 minutes - and you've got *Sol-Feace* (sort of).

It's one of those 'showcase' games, when an old tired game is revitalised by a) being placed on CD; and b) having lots of token rotating and scaley aliens in it. You get missiles with spiralling vapour trails. Huge spidery bast with lots of token arms and legs which reach out, pull back, rotate and spin. Bits of ionised aliens flame through space. Half screen-sized mega-muthas grow out of the scenery. Scary.

To save you much grief against these bast, the play area comes supplied with the occasional power-up satellite. Once targetted and destroyed, these power-ups have some interesting weaponry. Plasma Bullets are your normal flame blobs which, when souped up enough, become Double Plasma Bullets. A whopping great laser can be clipped onto your ship, alongside a missile launcher if you're jammy enough. Each item in this death-dealing arsenal can be 'opened' to fire at the ceilings or 'closed' to pile all the power into a mega-bast in front.

There are seven treacherous 'space landscape' for you to navigate which are quite small but very hard. The Mega-CD adds an annoying orchestral soundtrack and explosion noises to the proceedings but then again you may feel like you heard all this before. That's what we thought.

OVERALL 75

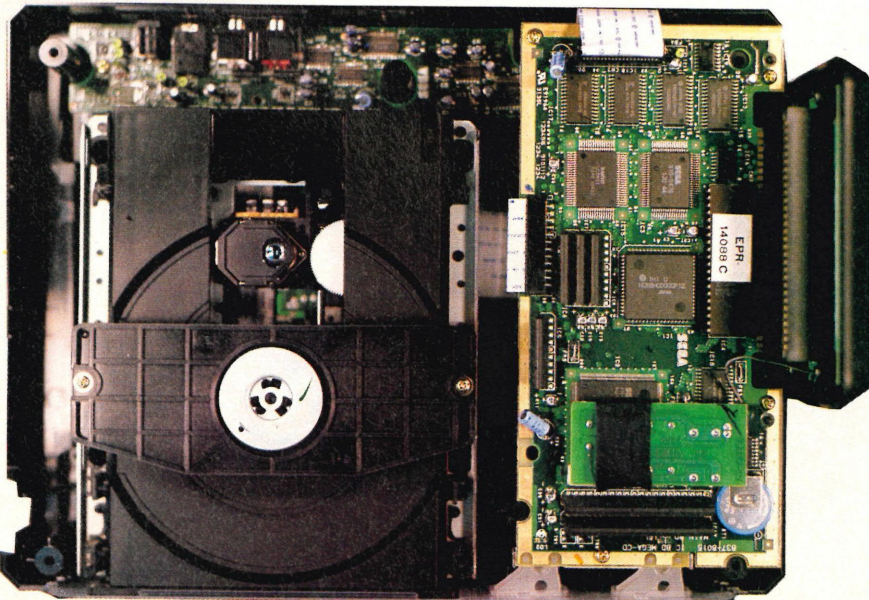
Techie McSpeckie

"What," you ask us, "is so special about the Mega-CD - technologically speaking?" Well, if you're really interested here are some interesting Techie McSpeckie facts:

- 1 The Mega-CD is almost like a second Mega Drive which sits under your own Mega Drive. It contains another 68,000 chip which runs at twice the speed of the normal Mega Drive one (12.5 mhz). This new chip must be twice as fast in order to handle the intense - 200 bytes per second - exchange of material between the Mega-CD and its black plastic counterpart.
- 2 There is another new chip within the bowels of the 'CD' which is coded to prevent you from playing imported games. Sega wants to restrict the sales between importers and consumers. Therefore, if your machine hasn't been coded for the US then any ideas you have about jumping the games

queue will have to be put on hold. To add insult to injury, if you're a truly dedicated die-hard import fan and have gone to great lengths to smuggle a US or Japanese Mega-CD through customs, (stuffed one up your jumper) you still won't be able to play the games without either a SCART or PALi TV. Nightmare.

- 3 The CD player, as well as being games compatible, will also play normal music CDs. It is 16 bit D/A compatible and can sample up to 32khz. Its access time is between 0.8 and 1.4 seconds. If you can understand any of that then you're a techier man than me.
- 4 Sega has also included some new scaling and rotating hardware, similar to the SNES. This means bitmapped sprites can be blown up, shrunk, and twisted in all sorts of esoteric angles. However, it has to be said, not as quickly or as fluidly as the SNES.



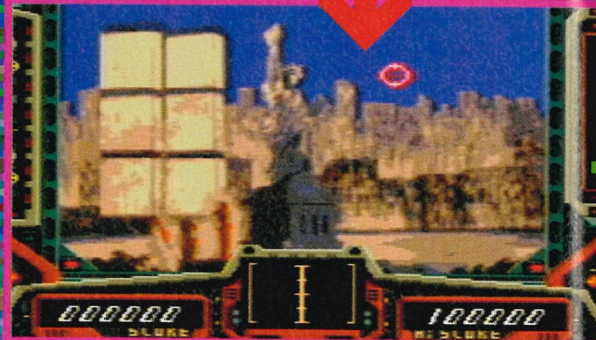
Cobra Command

This is the first in a long line of forthcoming 'interactive movie titles' (take a gander at our prevs of *Sewer Shark* and *Night Trap*) which will exploit the CD technology to the full by having entire levels digitised from video. You basically take a back seat on the gameplay and make the occasional decision to keep the action going, i.e. turn left, shoot this helicopter, shoot that helicopter. While the graphics are as excellent as you would expect from digitised cartoon artwork or video footage, it's a bit of 'zone groan' where gameplay is involved.

Take *Cobra Command* for example. The graphics are a continuous long-playing cartoon with digitised objects (The Statue Of Liberty for instance) mixed in. You have a crosshair for your machine guns and a computer to lock onto objects. As the camera makes weaves its way through the metropolis, lethal helicopters swoop out of nowhere. Your computer targets them and you must smash fire down at precisely the right moment. If you get it wrong you die. Every so often an American voice shouts 'go left' and 'go up, you fool, up!' in your ear. If you don't you die.

And that's it really. The Japanese style cartoon graphics are excellent (no surprise) and the whole game is entertaining for as long as you survive. But the annoying gruel of trekking through levels you've completed every time you play, and the even more annoying lack of control, just end up making this game an interesting experience only for the person watching it over your shoulder.

OVERALL 60



If you feel like having your UK Mega-CD 'doctored' a little so it can play imports then Advance Console Entertainment are your men. Phone 071-439 1183 for a quote.

All in all

Well, we're still a little dubious. Right now may not be the best time to buy. The software certainly looks more impressive that it did last November. And although the Mega-CD is unlikely to drop dramatically in price, the games on the street will be increasing and improving. If you've got the spondules, then go ahead and buy! But if you've been saving your pennies for years then the best bet is to wait a few months and see what happens.

The UK Mega-CD bundle includes: Sol Feace, Cobra Command and Sega Classics (Columns, Revenge Of Shinobi, Super Monaco GP, Streets Of Rage and Golden Axe.) All for £270.

Also released this month on CD: Jaguar XJ220, Sherlock Holmes Consulting Detective, Black Hole Assault, Robo Aleste and Wolfchild.

Magnus Magnusson: "What's the difference between a regular Mega Drive game and a Mega-CD game?"
DUNCAN MacDONALD: "If the game in question is WOLFCHILD, then not a lot really."
Magnus Magnusson: "Correct..."



Thanks to Advanced Console Entertainment for the loan of this game. You can contact them on 071 439 1185

I think the intro just about says it all, but I better mention the actual game first. Okay, *Wolfchild* is a game many of you may have played before, on the Amiga... it was out ages ago. And very good it was too, if I may add my own opinion. Essentially, to bung it in a pigeon hole, it was a multiple-direction scrolling platform and shoot 'em up affair where you played a bloke who could, if he collected the right power-up, transform himself into a wolf. (When you were the bloke you were a bit on the weedy side, but as the wolf you had energy bolts and suchlike to throw around.) It had very slick graphics, good sound and the levels were quite large. And that was about it – a very good game that scored, if my memory serves me right, about 88% or thereabouts in most magazines. But this is the Mega-CD version, so what new goodies are there to write home about? Er, yup, you've guessed. Or the intro told you.

Basically this *Wolfchild* is the same, near as dammit, to the Amiga version. There's an added introduction sequence, of course, which has a bloke in it – a newsreader on the telly – who talks to you in a (gasp, gasp, not very gasp) digitised voice.

It's not exactly a mega long opening sequence (unless you include the amount of time used for disk accessing between cuts of course, in which case it is). (Sarky sarky. Ed). But then it's into the game – which as I said before is much the same as the Amiga version. The best way

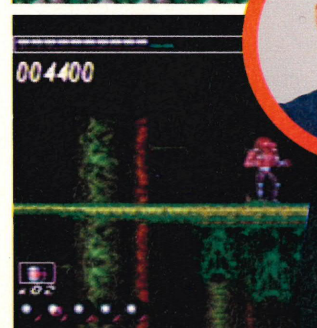
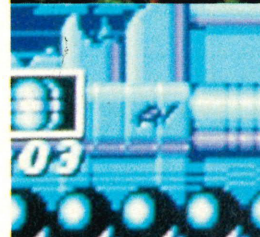
WOLFCHILD

to think of *Wolfchild* is that it's actually a Mega Drive version of the Amiga game rather than a Mega-CD version. There's plenty of multi-layered parallax scrolling in the backgrounds, but as far as I could make out there's none of the stuff that the Mega-CD alone is capable of, such as your rotaty and zoomy bitmaps.

In other words, you won't be able to show off to your Mega Drive owning friends. One very annoying thing about the game comes is the joypad inconsistency. The basic controls are what you'd expect – the D pad is used to go left, whilst right is for crouch and the C button is for jump. However, very often you need to do a running jump, but can't: 'cos pressing the C button stops the sideways motion and you simply jump vertically. Even more annoying is when the C button HALF works and you make such a puny jump that you don't quite reach the platform you were aiming for. I tried three joypads, and the same thing happened, so I'm pretty sure it's a fault in the game rather than our equipment. (Although our joypads have been through Hell and back, but that's a different story.)

Summing up...

Now don't get me wrong here, because I'm not actually slagging *Wolfchild* off. Apart from the annoying 'jump' problem, it's a perfectly competent – above average if anything – platform cum shoot 'em up. The whole thing's addictive, nice to look at and it's fairly challenging and enjoyable. The point is that when you think what the Mega-CD is actually capable of, you realise that *Wolfchild* falls a bit short. Apart from the digitised music and sound effects the entire game could, as I said, have been done on the humble old Mega Drive – something that couldn't even be said of the not-particularly-brilliant *Sol Feace*. If you don't care about this fact, however, then add ten marks to the overall score and buy/don't buy accordingly.



END ZONE

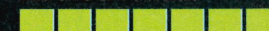
Graphics



Sound



Addictiveness



Playability



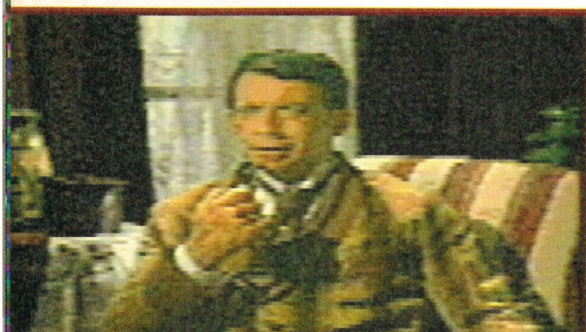
Same *Wolfchild* game as the Amiga version, only it's on CD.

OVERALL 70

Out: Now Price: £39.99
 Publisher: Sega



We put **DAVID McCANDLESS** on the case of finding out about the new MEGA-CD game, **SHERLOCK HOLMES: CONSULTING DETECTIVE**. Here's what he came up with.



Sherlock Holmes is set in the Victorian age where the nearest thing to luxury was being beaten by your father with a slightly smaller stick than usual. London was a cesspit. Jack The Ripper stalked down these alleys, and all the while thieves ran amok and foul murders were committed. It wasn't a nice place. But, also, through these passages walked Sherlock Holmes, tall, dapper and unafraid. A crusader for truth, justice and the Victorian way. His intellectual prowess and deductive skills made him the first choice for solving crimes, when the police failed (i.e. always). Holmes was incredibly eccentric, played the fiddle, and took heroin (true). Together with his crap sidekick Doctor Watson, they became the Batman And Robin of their day (minus the leather).

Cesspit

In the Mega-CD game, *Consulting Detective*, you take the part of Holmes. You must solve some heinous crimes, and reveal the culprit and the motive. It's all a bit like *Cluedo* really. Except *Cluedo*, of course, doesn't have huge digitised animation sequences, digitised speech, and CD quality music blaring out at all stages of the game. *Consulting Detective* does. Using the Mega-CD's huge storage capacity, all parts of the game have been sequenced by huge clips of actors, poncing about in period costume, yacking on about the case and other things, in bored English accents.

What *Consulting Detective* boils down into is a glorified strategy 'em up, with the 'glory' coming from the full-coloured, well-synchronised digitised 'cinema' bits and the sampled CD quality dialogue. If you strip away all the impressive video effects, you're left with a fairly average game. The gameplay isn't as deep as it sounds, and the long (three to ten second) delays in between screens can be very annoying. The graphics are excellent - but then they are digitised. The script is well written and occasionally quite funny.

The hideous crimes

The mummy's curse

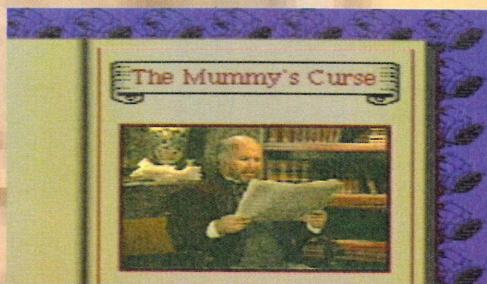
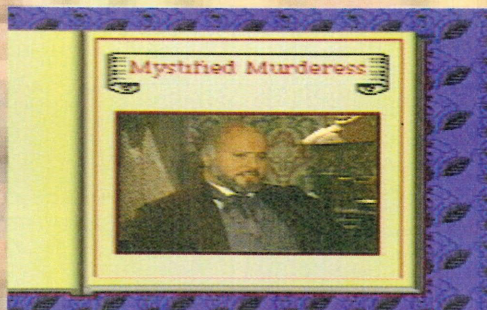
A bandaged mummy who lost his way to a Halloween fancy dress party 4,000 years ago is accused of the murder of four men. Sounds like the usual police suspect. The four dead bodies were found draped in bandages. You as Holmes must decide if it's all some kind of clever clever cover-up.

The mystified murderess

A posh well-to-do lady has, by golly, been accused of murdering some rich oik who'd been trying to get off with her. What possible evidence is there for this outrageous accusation? you bluster. 'She was found standing over the body with a gun in her hand.' Ah. It sounds like an open and shut case. But, you as Sherlock must delve into the case and your list of suspects grows as long as Queen Vic's face.

The tin soldier

Some ex-soldiers, survivors of some battle (or another) made a pact and signed their fortunes over to the one who lived the longest. Now, the youngest of them, has been killed in highly suspicious, fog-swamped, lightning lit, blood curdling circumstances. Can Sherlock Holmes penetrate the mystery of the tin soldier and reveal the murderer - or will he just sit in his armchair and suck on his pipe all day.



The contacts

Henry Ellis

A hack for *The Times* and all round foreign affairs and crime buff. Milk him for info.



Edward Hall

A clever barrister and a nice guy. Has an encyclopedic knowledge of all things legal. He is very useful.



Quentin Hogg

An ex-roszter but nevertheless intelligent and friendly reporter for that read of reads, *The Police Gazette*. Has a sharp deductive mind, but still not a patch on Sherlock's.



H.R. Murray

The top London chemist and forensic good guy, who'll illuminate interesting facts about the crime and physical evidence



Sir Jasper Meeks

The Quincy of Victorian society. Observant but spends too much time in the morgue, if you ask me.



Disraeli G'Brian

Seemingly a Jewish clerk of Irish decent (by his name) who sits at the Office Of Records, ready to divulge precious info from legal records.



Langdale Pike

A gossip columnist and a bit of toady to the Queen but knows the in, outs and shake it all abouts of the London 'scene'.

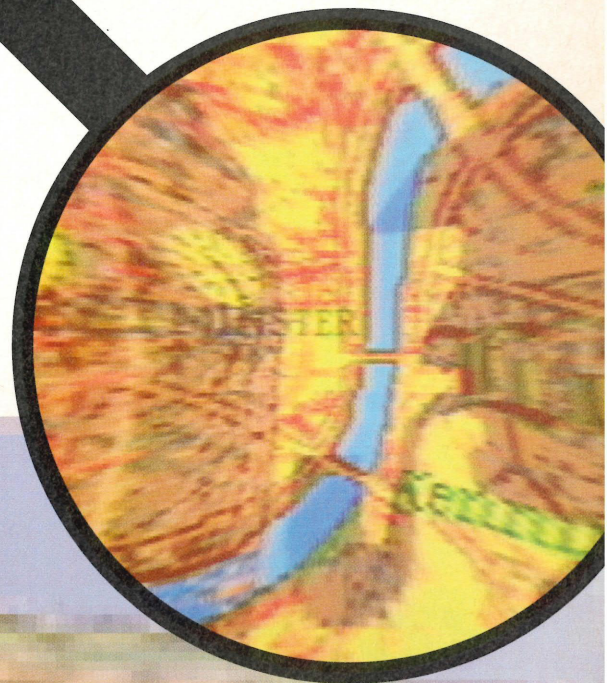


Parky Shinwell

Ex-con and now gruff landlord of The Raven And Rat. He has his ears close to the movement of the underworld (but not too close so as to get pooh on them).

HOLMES

DETECTIVE



How to do it

Consulting Detective is a point and click affair with you directing the action with your joypad mouse (in the shape of a curly pipe), selecting places to go and people to visit by clicking on the appropriate icon.

Holmes' book

This'll take you back to the contents page.

Notebook

A handy spiral bound detectives notebook. It contains, initially, a list of your contacts, but as you progress you can fill pages of it up with clues and the addresses of all the 'ladies of the night' you've met (purely for investigative purposes you understand).

Directory

A sort of A-Z of people you need to know in London. They may or may not have anything to aid you in your quest, but it's useful for 'hunches' and 'stabs in the dark' when you're at a dead end.

Newspaper

No high-born aristocratic detective should be without his copy of *The Times*. You can flick through pages and pages of articles, searching for clues and facts and those back street 0898 saucy theatres.



Travel

The horse and carriage icon will take you instantly to any place or person you've previously picked. You could take the tube, of course, which is quicker but a) you're too upper class to travel by underground and b) it hasn't been invented yet.

Holmes' files

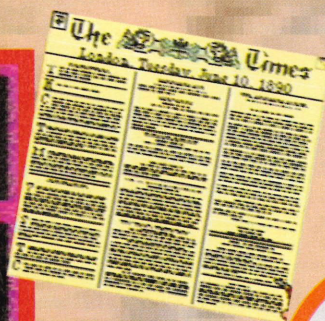
If all other sources of reference are baffling you, old Sherlock has his secret files in his office. The 'Ladies Of The Night' file fairly bulges with entries.

Baker street irregulars

A rag-tag group of dirty soiled ruffians who are only good for six strokes of the lash (it's the only language they understand). Unfortunately, Sherlock has made 'chums' with them, so we'll put the corporal punishment on hold. These are Holmes' eyes and ears.

The courtroom

When you think you've sussed whodunnit, then its into the cogs of justice for you and your suspicions. If you've got it wrong of course, it could be you behind bars.



END ZONE

Graphics



Sound



Addictiveness



Playability



Quite impressively really. If you like Sherlock Holmes.

The London Library

A huge collection of reference books and bored librarians who have got nothing

better to do than go 'ssssh' if you take a breath louder than 0 decibels.

Scotland Yard

Inspector Lestrade is the only useful contact at this Neanderthal colony.

Somerset House

This has a huge array of birth, death, and marriage certificates, as well as wills and testaments.

OVERALL 90

Out: Now Price: £TBA
Publisher: Sega



"All Mega-CD games will be the same as regular Mega Drive games, but with very long cartoony intros," predicted DUNCAN MacDONALD last year. As usual, he was totally incorrect.

In a nutshell...

I'm going to describe *Road Avenger* to you as quickly as I can because it'd be criminal to waffle on for ages, run out of space, and not be able to show very many screenshots. Ready?

Okay, imagine a beautifully drawn and animated Japanese introduction sequence with fab sound effects. With me so far? Okay, now imagine that this introductory sequence doesn't ever finish, that it is the actual game. You're driving a car. You're in a cartoon. Most things are seen through your windshield, but there are the occasional 'cutaway' bits as well. That's *Road Avengers*.

Eh? So you just sit back and watch?

No, not quite. If you've read the review of *Cobra Command* then you'll know what to



expect, as *Road Avenger* is much the same thing (and programmed by the same people, Wolfteam). If you haven't read the *Cobra Command* review, however, then read on. Okay then, here goes.

Are you familiar with *Dragon's Lair* or *Space Ace*? They were out on the Amiga and ST a couple of years ago and in the arcades many years before that. What you did in these games was, well, to be honest, not very much at all. You did simply watch. You watched the animation unfold and at key moments you'd get a beeping sound – meaning that you either had to push left, right, up, down or the fire button on your joystick. If you guessed right, then the animation would continue on its set course. If you guessed wrong then you'd get a different animation sequence: a very short one. A death sequence, basically. Oh, and then you'd have to start again. Now, while the graphics were all very 'filmlike', the gameplay – if you could call it that – stank. It was a putrid après vindaloo floater in the toilet bowl of playability.

The crux was whether the draw of seeing what the graphics looked like later on in the game overcame the sheer boredom of the occasional random joystick moves. With me, it

didn't. I couldn't have been less addicted. These games were too hit or miss and it could take ages to find the right joystick combinations. Disinterest followed within pico-seconds.

So Road Avenger is, likewise, a toilet jobbie?

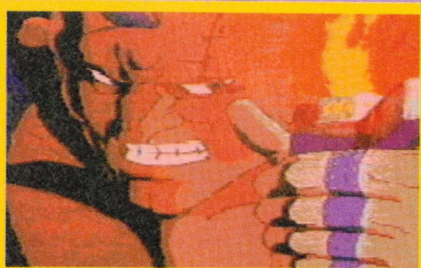
Not so fast, not so fast. The thing with *Road Avenger* is that it actually **tells** you what to do, and, amazingly enough, this makes for a whole new ball game. There's none of the "Oh dear, should I press left, right or up or down this time?" nonsense. The controls in *Road Avenger* are dead simple: turn left, turn right, brake or engage turbo. If you're required to turn left, then a large yellow left pointing arrow informs you of the fact. If you need to brake, a sign saying 'brake' appears in the middle of the

screen. And so on. You know exactly what to do, but the point is whether or not you can do it quickly enough.

At the beginning of the game (which is split into stages with a handful of continues) the pace is quite fast, but manageable. As the game progresses, however, it all gets more frantic. And the graphics. And the sound. Oh joy. They are superb. Absolutely superb. *Road Avenger* is an interactive cartoon and it's a bloomin' good one at that.

But is it worth all the money?

And that, as they say, is the rub. Considering the type of game that *Road Avenger* is, it's actually rather large... it must have taken the animators and artists an incredibly long time to produce. However, to actually play your way through the game, given that you have fast enough reactions (and you probably will have), is a different matter altogether. The chances are high that you'll finish *Road Avenger* on the same day that you get it. Another slight problem is that the person who is actually playing is the person who gets to see the least



Road Avenger





Oh! There goes my no claims bonus.



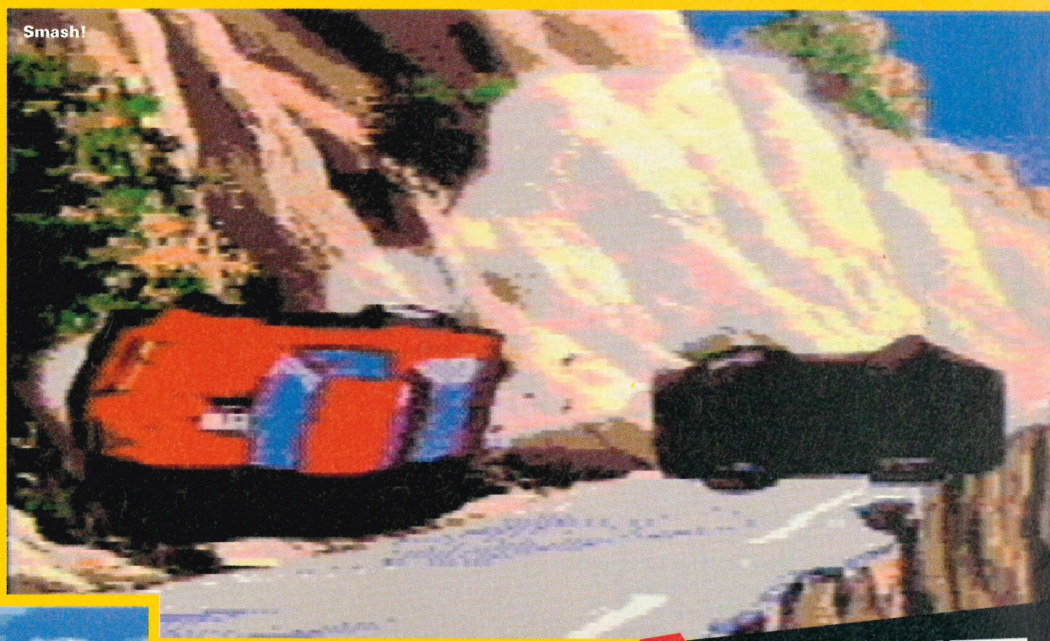
Trust me to run into Leslie Crowther.

of the fab graphics – you're so busy concentrating – in between rushes of adrenalin – that you can't really take it all in. So, it's a game to impress your friends with. It's a showcase game.

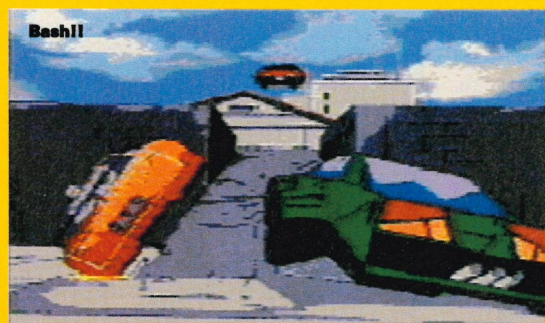
Although it's enjoyable to play, when it's all over, you may wish you'd hung on for dear life to that cash and bought something else instead.

At the end of the day all I can say is this... if you're totally rolling in money, your dad's a diplomat or something, and you can afford to show off your Mega-CD to friends with a game that will take up residence on your 'probably won't touch it again' shelf within a few days, then *Road Avenger* is definitely worth checking out. However, if you're not loaded (ie. your dad owns a chip shop in a very small town where nobody eats chips) then hold onto your wad. You should try to see *Road Avenger* at least – maybe talk someone else into buying it – because it's quite an experience.

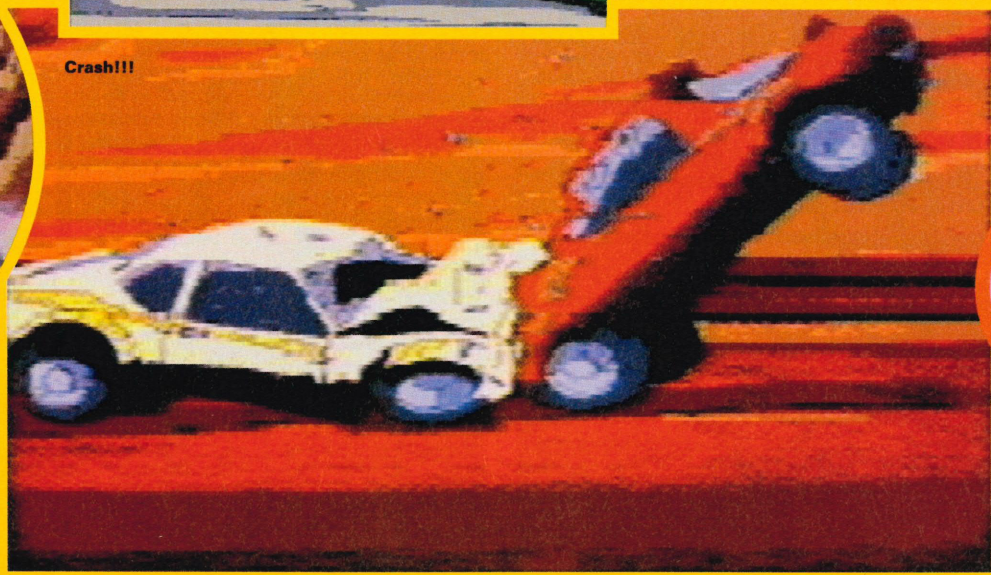
Smash!



Bash!!



Crash!!!



Thanks to
Advance
Console
Entertainment
for the loan of
this game.
☎ 071 439 1185

END ZONE

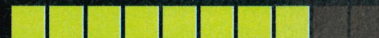
Graphics



Sound



Addictiveness



Playability



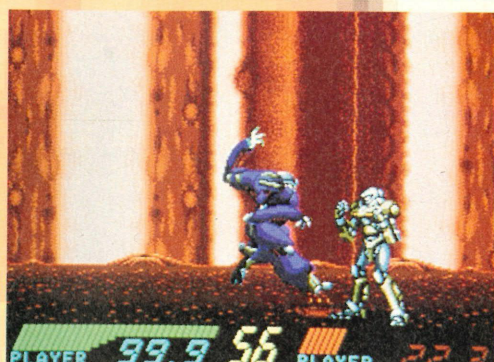
Interactive
cartoony game with
good controls.

OVERALL 80

Out: Now Price: £39.99
Publisher: Sega



Over the next couple of months, Sega is planning to release around 40 new titles for its new baby. Since most of them are now available in the US, CD-hungry bloodhounds, DAVID McCANDLESS and DUNCAN MacDONALD, wasted no time sniffing these beauties out.



Black Hole Assault

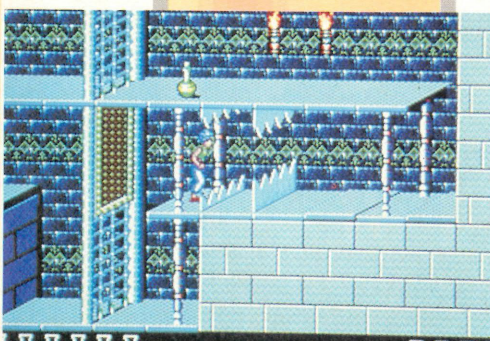
This is a new version of the rather crap robotic beat 'em up *Heavy Nova* which we were 53% unimpressed with when we first saw it last year. A range of ninja robots are at your disposal, each with own selection of joyous android wrestling moves – jabs, kicks, roundhouses, piledrives or just a plain smack in the mouth move. One added feature is the ability to engage retro rockets and fly over your opponent. You can plot yourself against a tough computer-operated 'assault course' or attack and destroy a friend who doesn't know the controls as well as you. Play before you buy.

Publisher: Sega **Release date:** Out now **Price:** £39.99

Prince Of Persia

Yes, the Ponce is to return in his baggy trousered ballet dancing nonce-based glory, in a souped up Mega-CD version of the classic platform 'em up. This game became everybody's favourite when everyone noticed its brilliantly designed fiendish levels, its excellent gameplay, and the use of digitised actors leaping and bouncing for animation. The Mega-CD version is said to contain a long Japanese style cartoon intro and 'nicer' music. Worth looking out for.

Publisher: Sega **Release date:** Out now **Price:** £39.99



Sewer Shark

Set in the job tunnels of a futuristic city, *Sewer Shark* shoves you in the front seat of a Hole Hawg, a heavily armoured laser-gunned vermin exterminator. You're a rookie Sewer Jockey who has just been employed to rid the sanitation systems of mutated rodents (ratigators), over grown, flying marsupials (giant bats), big, scary arachnids (giant scorpions) and electronic burrowing devices (metal moles). They're tough places these futuristic sewers. It's made even tougher by your aggressive navigator who sits behind you and shouts abuse, like: "You're going the wrong way!" and hits you if you go wrong.

As you may have guessed from the screen shots, the sewers are depicted as free-moving video tunnels, murky and blackened by poo-scum and rust. You bullet down these passages, while your wingman shouts aggressive directions to you. Every so often, sub tunnels shoot off from the main track, leading you up, down, left and right (or twelve, three, six, nine



as we say in the Dynarod world). The idea is to reach a 'vermin hotspot' by following the co-ordinates the stropky back-seat bast gives you.

When it comes to ionising vermin, there's nothing better than a crosshair and some top-of-the-range laser weapon. Rats are a doddle to destroy – they're just stuck on the side of the tunnels and splat explosively on death. Bats, however, flap about annoyingly, so a modicum of skill is needed to vapourise them.

The combination of fast-paced video images and scary shooting battles with sewer scum, plus the fact you can actually choose where you're going, lead us to believe that this game is a) good and b) probably the most impressive Mega-CD game we've seen thus far.

Publisher: Sega **Release date:** June **Price:** £39.99

Arrows

The arrows which appear throughout are your tube jump indicators. They light up to show you where a tunnel will be appearing. It might not necessarily be the right way, so paying attention to your wingman shouting "Turn left you dickhead! Left!" may be a good idea.

Game screen

Looks good, doesn't it? Take it from us, it moves just as well. If you can remember what the Death Star attack sequence looked like in *Return Of The Jedi* then you'll have some idea of how it plays.

Crosshair

It indicates either: "Die sewer scum vermin, die!". Or: "Turn right Hole Hawg! Right!"

Hydrogen

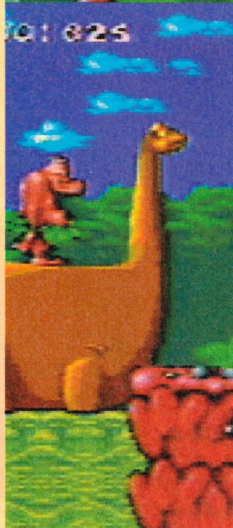
The deeper sewer levels contain a lethal build up of hydrogen (farts basically). When this indicator reaches red you're in danger of suffocation. Only a well-timed hydrogen flare can solve this problem.

Energy

Energy runs down very quickly in the sewers. If you don't reach a recharge unit in time you'll be rat, bat and scorpion food.

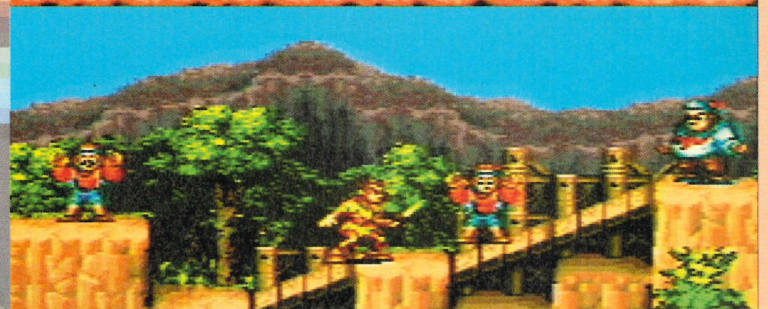
Com line signal

Every so often, your wingman, your boss (who is the horrible policeman from *Die Hard 2*), and fellow sewer sharks tune it to pile abuse on your. This indicator gives you advance warning of a tongue-lashing.



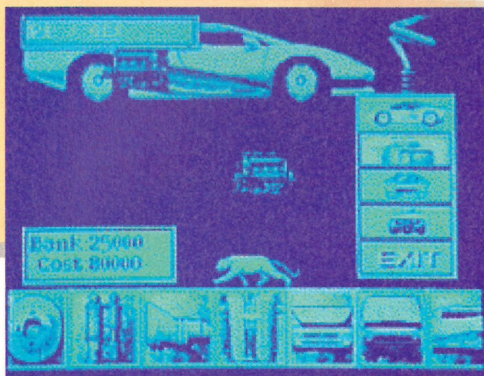
Take your platform jumping and leaping skills back to the Stone Age to control Neanderthal blunderbuss, Chuck Rock and his club. Belly butt small dinosaurs. Rock toss medium dinosaurs. Run from larger dinosaurs. Listen to the heavy rock music soundtrack. Gasp at the large (and amusing) animated intro. Wait for about six months until it's released over here.

Publisher: Tba
Release date: June Price: £TBA



A platformy conversion of the rather rubbish film. Guide your skirt-wearing, feathered cap, sporting flying fairy through various sections of the film, fighting pirates, slapping the Lost Boy's bottoms and, all in all, having a fairly run-of-the-mill. This Mega-CD version contains digitised shots from the films and the entire music score for your delectation.

Publisher: Tba Release date: June
Price: £TBA



Take the wheel of one of the world's loveliest cars and 'do the rounds' of the world's top racing circuits. Vroom around Britain. Zoom around Brazil. Even take a quick spin around Japan. There are 36 tracks in all, torturously designed, and all dolled out in lovely scaled bitmapped graphics. You can also – this sounds good – design your own Satanic tracks and save them on the Mega-CD memory. Add a customise your Jag feature and a head to head split screen two player racing challenge and you've got a pretty excellent sounding game.

Publisher: Sega **Release date:**
Out now **Price:** £44.99



As we were looking at this game, one of the girls from the accounts department walked past, stopped in her tracks, stared at *Night Trap* for a few seconds and then said, "Blimey, it's like looking at a tiny telly programme... on a really massive telly!" A stupid thing to say, admittedly, but you can see what she was getting at. *Night Trap* features over 100 minutes of digitised video footage: real actors in a mini movie – they walk, talk and everything. (They're crap, y exactly going to find Al Pacino role in a Sega game, are y exactly do you get to do? W



in charge of the security system at a house full of American teenagers. Outside are loads of 'nasty men'. Your job is to monitor the security cameras, follow the cast as they move from room to room (it's quite easy to go wrong because everything happens in 'real time'), and trigger traps if you happen to see a 'nasty man' creeping about. Sounds good, doesn't it – but it's not. Not really. Not once the novelty of all the real video footage has worn off. Still, what *Night*

Trap does do is makes you think "Blimey, imagine what they'll do with this video stuff eventually."

Publisher: Sega Release date:
May Price: £44.99



ZONE
GROAN
X



The Incredible Crash Dummies

"Now, just Who is the clumsiest person in the office?" asked Amaya. Just then, **ANDY STOUT** fell through the window with a copy of **THE INCREDIBLE CRASH DUMMIES** grasped in his hand. "Now there's a coincidence if ever I saw one," Amaya said wearily.



The *Incredible Crash Dummies* is the Game Gear game based on the toys in the Volvo adverts. As ideas go, it's quite neat. You're playing a stuntman employed by various sadistic psychopaths. You have to work on five separate jobs. The object is to earn money, which you normally do by hurting, dismembering, and generally bumping up your health insurance premiums as much as possible. Five levels in five days – *Crash Dummies* goes like this.

Day one

You have to throw yourself off a 40-storey skyscraper. The director likes to have lots of awnings and balconies trashed on the way down. This is easy, as long as you remember to avoid the fires, and bounce off some of the awnings in order to smash targets that are out of your reach. Don't forget to hit the target at the bottom.

Day two

Today, you must test new airbag safety thingy for car. They forgot to fill the bag with air, so you have to pick up air canisters on the way back up to get some high-speed impact. Easy again. However, the upwards scrolling screen is set against the clock, so try not to get too smash-happy or you'll run out of time.

Day three

You have to test the new ski-slope. For some reason they want you to hit poles on the way down. Never heard of that before. Slide down slope, avoiding trees. Be careful what you crash into, some things will wipe you out.

Day four

Quality control in bomb factory. There are three conveyer belts, and on the first level you have to pack 40 bombs. Use the hammer to get rid of the unbomb-like material, 'cos if it gets through it will speed up the conveyer. Some bast is lighting bombs, so you'd better blow the fuse out, quick.

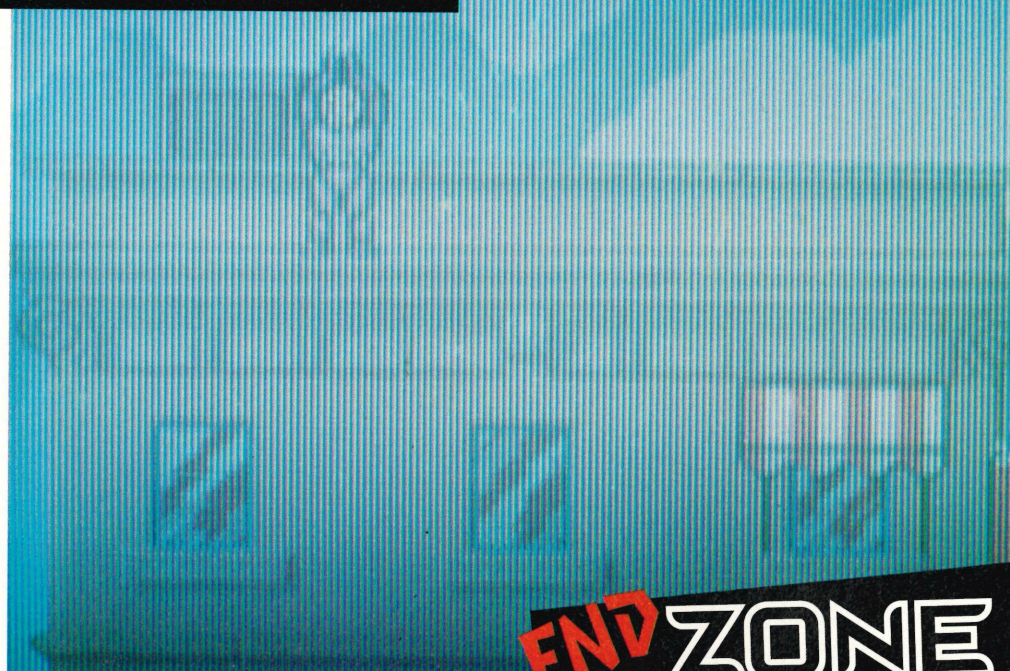
Day five

You are put in a cruise missile today, and asked to hit the target. This is the most difficult of the lot, due to the tricky inertia of missile. You should avoid the other missiles which are trying to shoot you down as you negotiate your way through the caverns.

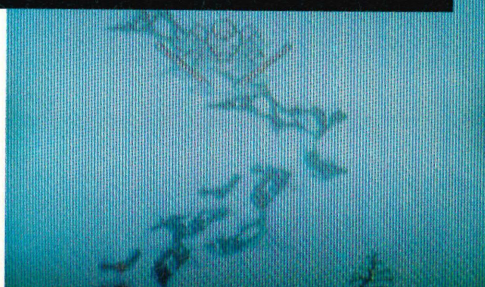
Slash and burn

Nice concept, yes, but shame about the game. Although *Crash Dummies* is slightly addictive, all the levels are very short, with only minor changes when you make the return journeys on the upward scrolling screens. Sound and graphics are nothing to get excited about. Lasts about 20 minutes before boredom sets in.

Hey up! away we go.



Oops, I've forgotten my parachute.



Oh well, another day, another dollar.



END ZONE

Graphics



Sound



Addictiveness



Playability



Dull game.
Your interest
will die quickly.

OVERALL 46

Out: May Price: £24.99
Publisher: Acclaim

Plus - FREE!
MEGA DRIVE
GAMES SYSTEM
BUILT-IN

486 for £899 + VAT

INCLUDING VGA COLOUR MONITOR + HARD DRIVE

Amstrad 'Mega Plus' 486 SLC 33MHz PC

92MHz
LANDMARK SPEEDCOM v2.00

LANDMARK v2.00 PERFORMANCE COMPARISON CHART

386sx 16MHz	386sx 20MHz	386sx 25MHz	386sx 33MHz	386sx 33MHz	386sx 40MHz	486sx 16MHz	486sx 20MHz	486sx 25MHz	486sx 33MHz
20	25	31	47	51	66	54	67	84	92
MHz	MHz	MHz	MHz	MHz	MHz	MHz	MHz	MHz	MHz



FREE! PC GAMES SOFTWARE
• Wing Commander Special Edition
• Life & Death II - The Brain
• Mavis Beacon Teaches Typing
• Hooray for Henrietta's Book Of Spells

- Processor and clock speed:
PC Mode: 33MHz 486SLC Mega Mode: 7.14MHz 68000
- 40Mb or 100Mb IDE Hard Drive
- Core Test: Ultra Fast 1,119Kb/Sec Transfer Rate (40Mb)
- 2Mb or 4Mb RAM (16Mb Maximum RAM)
- 1K On Chip Cache
- 3 1/2" 1.44Mb Floppy Disk Drive
- 1 x 16-bit 'AT' Expansion Slot Available
- Maths Co-Processor Socket for 387sx/387SL/487SLC
- Western Digital 16-bit On-board S-VGA Chipset
- 512K Video RAM (for 256 Colours)
- 14" Dual Sync Colour Monitor with Built-in Stereo Speakers
PC Mode: Horizontal Frequency 31.5KHz
Graphics Resolution 640 x 480 - 256 Colours
Ad-Lib Stereo Sound through the built-in Speakers
Mega Mode: Horizontal Frequency 15.65KHz
Graphics Resolution 320 x 224 - 512 Colour palette
Arcade Quality Graphics with Stereo Sound
- Sound Capability - PC Mode: Full Ad-Lib Sound
Mega Mode: Full Mega Drive Stereo Sound
- External Interfaces - Parallel Port, Twin RS232C Serial Ports, PS/2 Type Keyboard Socket, PS/2 Type Mouse Socket, VGA Monitor Port, VGA Monitor Power Socket, PC Analogue Joystick Port, Two Sega Compatible Games Pad Ports, Mega Drive Cartridge Slot, Mega CD Connector Port, Stereo Headphones Socket.
- Ergonomic 102-Key PS/2 Type Keyboard
- Dimensions - 325mm (w) x 78mm (h) x 292mm (d)
- Power - 65W (110-240V Auto-Sensing)
- Supplied Accessories - PS/2 Type PC Mouse, Precision Analogue PC Joystick, 1 x Sega Compatible Games Pad
- Software - Windows 3.1 & MS-DOS v5.0 (pre-installed) + Amstrad Desktop Graphical Interface + Interactive Tutor, Mindscape PC Games Pack: Wing Commander "Special Edition", Life & Death II "The Brain", Mavis Beacon Teaches Typing, Hooray For Henrietta and Henrietta's Book Of Spells
- 12 Months On-Site Warranty

INCLUDES
12 MONTHS ON-SITE WARRANTY
with NCR

FREE! WINDOWS 3.1
Pre installed

INCLUDES:

VGA COLOUR MONITOR
14" DUAL SYNC WITH BUILT-IN STEREO SPEAKERS

40Mb or 100Mb
HARD DRIVE

2Mb or 4Mb RAM
EXPANDABLE TO 16Mb Max.

3 1/2" FLOPPY DRIVE

512K VIDEO RAM
640 x 480 256 COLOURS

AD-Lib™ SOUND CARD
COMPATIBLE

PS/2 TYPE MOUSE

PC JOYSTICK
PRECISION ANALOGUE WITH PC GAMES PORT

FREE SOFTWARE:
WINDOWS 3.1 & MS-DOS 5.0
AMSTRAD DESKTOP
MINDSCAPE GAMES PACK:
• Wing Commander "Special Edition"
• Life and Death II "The Brain"
• Mavis Beacon Teaches Typing
• Hooray For Henrietta and Henrietta's Book Of Spells

12 MONTHS WARRANTY ON-SITE WITH NCR

2Mb RAM 40Mb HARD DRIVE

£899
+VAT = £1056.33 Order Ref: AMP 1033

4Mb RAM 100Mb HARD DRIVE

£999
+VAT = £1173.83 Order Ref: AMP 1134

Silica Systems are pleased to offer an exciting new upgrade, the Amstrad 486 SLC 33MHz 'Mega Plus' PC, which uses the revolutionary 486SLC 33MHz CPU, manufactured by Texas Instruments and jointly developed with Cyrix. This chip is a 33MHz 486 instruction set compatible micro processor with a 32-bit internal data path and power management features. It achieves a new level of processing performance by utilising a single cycle pipelined execution unit, a hardware multiplier, optimised five stage internal pipeline and a tightly coupled 1K internal cache. The hardware multiplier enables integer multiplication up to 8 times faster than the shift - add multiply function used in other 486 CPUs.

Power meter aggregate MIPS performance increases by up to 2 times using the hardware multiplier, which also provides an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 performance benchmark. This is almost 3 times as fast as a 386sx - 25 CPU (see Landmark Speed Chart above). Beware of competitors quoting the older version Landmark 1.14 which often gives misleading benchmarks.

Sega Mega Drive is a Registered Trademark of Sega Enterprises Ltd. The MegaPC is manufactured and sold by Amstrad under licence from Sega Enterprises Ltd.



FREE OVERNIGHT COURIER DELIVERY IN THE UK MAINLAND

230293-OPUS

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

Before you decide when to buy your new computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Tel: 081-309 1111 Fax No: 081-309 0908

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Tel: 071-580 4000 Fax No: 071-323 4737

LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm Tel: 071-629 1234 Extension: 3914 Fax No: 081-309 0017

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Tel: 081-302 8811 Fax No: 081-309 0017

ESSEX SHOP: Keddlies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening Tel: 0702 468039 Fax No: 0702 462363

To: Silica Systems, SEGAS - 0593 - 103 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMSTRAD MEGA PC

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? 103C

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

mega

m

m

It's m



A Mega PC

Is it a bird, is it a plane? Is it a Mega Drive, is it a PC? It's none of these, 'cos it's both - it's the MegaPC! In the past, those inventive people at Amstrad were the first to bring us a home PC - the PC 1640, then they were the first out with a tape-to-tape video and there was that console marvel, the GX-4000, as well.

There have been some great combinations in our time, for example, Half-Man, Half-Biscuit, the horse and carriage, mods and rockers, Mums and Mother's Pride, Richard and Judy, to name but a few. And now, there's the MegaPC. Not only is it one of those incredibly clever PC thingies on which you can play PC games, do the accounts, keep a database, write letters, romantic novels and even notes to the milkman, but with the flick of a panel it reveals a Mega Drive port so you can play all your fave console games too.

And now you can get your mitts on one. Just answer these three easy questions and a MegaPC could be yours.

A step-by-step guide on how to enter

- A** Decide which is the right answer to these questions.
- B** Call up the phone line on 0839 121 152.
- C** Give the correct answers.
- D** Leave your name, address and a daytime telephone number.

How can you best use a MegaPC?

- A** As a novelty plant stand.
- B** For accounting, word processing, playing Mega Drive games etc.
- C** As a door stop.

In the term MegaPC, which of these does the 'PC' bit stand for?

- A** Police constable.
- B** Personal computer.
- C** Privy councillor.

The Questions

What is 'Amstrad' an anagram of?

- A** Mad rats.
- B** Ship's mast.
- C** Deranged mice.

Remember, remember

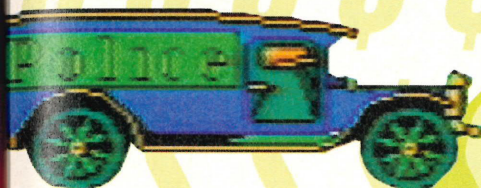
- ★ Calls cost 36p per min during cheap rate and 48p per min at all other times.
- ★ Don't forget to okay it with the person who pays the phone bill if you want to live to see in the next century.
- ★ The Ed's decision on who wins is final.
- ★ The compo is not open to employees of Dennis Publishing or Amstrad.
- ★ The closing date is 10 May 1993.



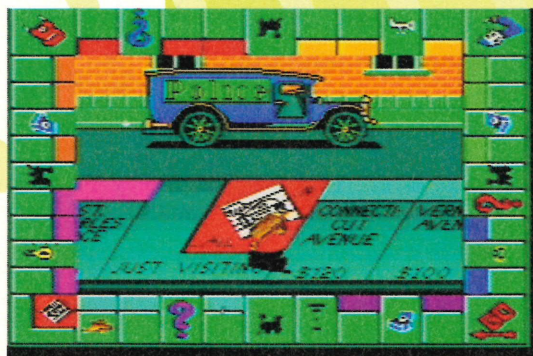
0839 121 152



IMPORT



The game that turned a thousand die-hard communists into capitalist money-grabbing little monsters comes to the Mega Drive. ANDY STOUT plays MONOPOLY and says, "I'll give you a tenner for that station, comrade."



We don't like to be cynical at *Sega Zone*, we really don't. We still think that politicians are there for our benefit, that *WWF Wrestling* is completely unscripted, that McDonalds really do care for the environment, that the mark-up on carts is completely reasonable and that the Tooth Fairy is alive and well and living just down the coast from Bognor. But even our innocent, naive, little puppy-like faces, wore the faint frown of suspicion when we plugged in Mega Drive *Monopoly*.

This is exactly the same

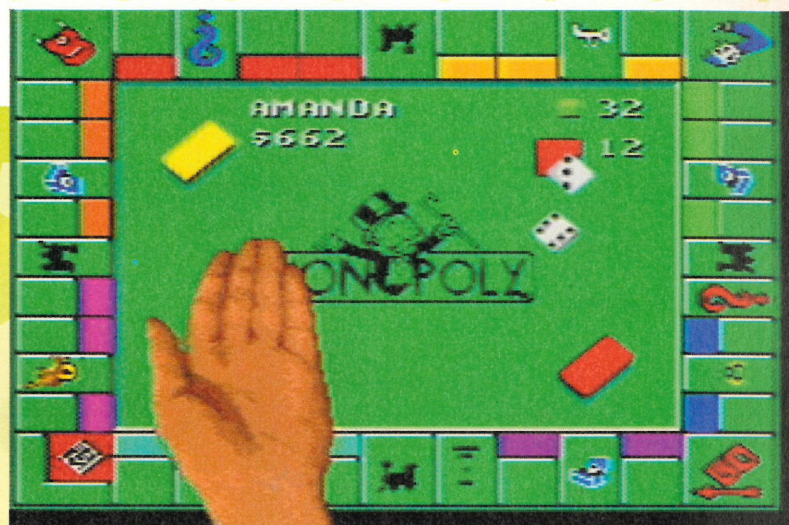
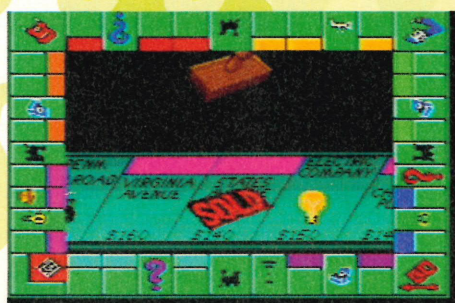
boardgame that we all grew up with, and lost a packet on to a devious Aunt up for the Easter holidays. No differences, no exciting new options. You'd think that they'd update it slightly for the console age, utilise 16bit technology to fast forward a staid game of urban property exploitation into the late 20th century or at least include options letting you bulldoze a motorway through your opponents' properties, or plant five pounds of Semtex in the lobby of their hotel. But no, apart from the addition of a couple of semi-interesting animation sequences, it's the bog-standard original. Downer.

Boardwalk? Where's that then?

Mayfair actually. This is the American version of the game, which doesn't make any real difference, but does entail pitching against computer players with two first names. *Monopoly* - at the bargain price of 45 big ones - can be played by up to eight people, with as many as you want being human or computer. (If you're confused, cut your arm off. If loads of diodes and flashing lights fall out, you're a computer.) The eight vary from being complete airheads who probably need a map to find their own bottom - offer them \$5 for

Boardwalk and they'll accept - to a complete cow called Elizabeth, whose surname is probably The Impaler or Maxwell.

The biggest bast of all though is that you can't cheat. There's no



saying, "Oi, what's that floating outside the window?" and nicking a couple of thou while the others have got their backs turned. No interesting variations like *Strip Monopoly* or anything like that either. Half the fun of *Monopoly* was always adding rules - especially halfway through the game and without telling anyone - or acquiring extreme and immoral promises from someone to lend them a couple of hundred. It's only really when you play the Mega Drive version that you realise that the game itself is actually a bit tedious and that it was the interaction with the other players that made it any fun at all.

You could set it up with all eight computer players playing and watch it, if you've got nothing better to do. I suppose that if you're an only child or an orphan, or living on a raft 1,000 miles out into the Pacific with only a couple of halibut for company, it might pass the time. But *Monopoly* doesn't even translate well onto cart, although some of the graphics are good in a cutesy sort of manner. Forty-five quid when you can get the original from Argos for £9.25 is not value for money.



Amanda

ZONE GROAN

END ZONE

Graphics



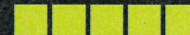
Sound



Addictiveness



Playability



Lots of dosh for not much at all.

OVERALL 36

Out: On Import Price: £44.99
Publisher: Parker Brothers



TWO CRUDE

Where do all coin-op beat 'em ups go when they die? Onto the Mega Drive. ANDY STOUT isn't a dude, but he's crude enough to check out TWO CRUDE DUDES. (Well, after that joke he told about the three rabbis and the elephant he is, anyway.)

So what do they do then, these *Two Crude Dudes*? Go up to grannies and start telling them the joke about the nuns doing press-ups in the courgette patch? Walk around shoving their fingers up their nostrils and flicking bogies at people on the train? Have belching competitions during the interval of *Die Fleidermaus* at the English National Opera? I mean, crude is a pretty wide-ranging word when it comes down to it. This could confuse people.

After all, it could be something to do with crude oil, or crude shack, or crude detainee, or sailing (as in the ship was crude by dangerous Romanian psychopaths), or the French version of crud. You just can't tell. I give up. After playing the game, I'm still none the wiser as to why it's called *Two Crude Dudes*.

Naff plot ahoy

Right then, everybody knows that a plot in a beat 'em up is just the boring trivial bit at the beginning

before you get onto the real business of terminating your opponents' lives with extreme prejudice. But is that any excuse for the lame-brained excuses for a scenario that were obviously dreamt up by dyslexic emus. No, course it isn't. *Two Crude Dudes*' plot excuse ranks up along with the famous 'Sorry, we got burgled and the burglar nicked my economics essay' and the pathetic 'Sorry this review is late, but the cat ate my Macintosh' that we keep hearing here at SZ.

The plot is basically a post-apocalyptic scenario. We are supposed to believe that New York has been totalled in 2010 by 'atomic explosions of an unknown origin'. Uh huh, sounds dubious, but we'll roll with that one. Twenty years later, and just as the long and painful process of rebuilding the city is underway, a gang, armed with bizarre weapons takes over the city. Alright, it smells like a three-week old kipper, but we'll accept that too. But, when you're told that the gang's name is 'Big Valley' and the government has hired two geezers called *Two Crude Dudes* to clear the place up, it gets completely stupid.

What kind of a name is Big Valley? Why not Large Chasm, or Medium Sized River Basin, or Post-Alluvial Flood Plain? Why not just flash up a screen saying, "Look, we had a plot but it was written by the designer's Aunt

Gladys during her brief lucid bouts at the Scunthorpe Rest Home For Retired Gentlefolk. So, let's just forget this plot thing and go out and kill some people, huh." Bah.



'Ere, what about the radiation then.

Yes, you spotted it. Twenty years after extreme nuclear friskiness in the metropolitan New York region, you'd think the whole place would be glowing like a sheep with a fluorescent light shoved up its bottom, with people growing second heads, and probably the only thing that would be able to live there would be a cockroach securely wrapped up in a condom. However, no sign of any radiation effects in this game.

Crude food nude, dude

So, off you jolly well trot, sauntering gaily – well, pretty damn menacingly, actually – through the post-apocolyptical

landscape, to rid New York of the 'Big Valley' baddies. And baddies there are by the bucketload. By the lorryload, in fact. To tell the truth there are so many bad guys in this game that everyone in New York must be a rampaging psychopath (impressive realism to tell the truth).

Against their arsenal of bizarre and unusual weapons (well, a couple of guns and a remote controlled frisbee anyway), tanks, flying transporters, poison-vomit chucking mutants, nipple-biting dogs, and old codgers that look as if they've escaped from a Terry Gilliam cartoon, you've only got a couple of punches and a couple of kicks. Well, the government certainly didn't skimp on things there, did they?

A useful touch, though, is the ability to pick up almost anything and throw it at the nasties.



dwiles



Wrecked cars, traffic lights, bits of prestressed concrete that just happen to be lying around, that sort of thing.

However, as handy as your average statue of Shiva, is the '60s Batmanish Wham! and Krak! that appear as you bludgeon your opponents. About as useful as well.

In the end though, there's nothing really that interesting about the Crude geezers. Since this was a coin-op quite a while back now, the level of sophistication has leapt forward a tad. Animation and graphics rate at about an okayish sort of level, and while it's fun to chuck a few cars about for a while, even for an average beat 'em up, it's a bit on the monotonous side.



The excercises aerobics teachers come up with nowadays – my legs are killing me.



Power Cola

Not wanting to encourage violent behaviour in children, *Two Crude Dudes* has a radical approach to stop muggings. What the game teaches is that instead of having to turn over intellectually distressed old people to get a 50p for the Coke machine, you just have to pummel the machine instead. A couple of hefty knocks and your Power Cola is dispensed. Just watch the crime figures fall.

Power Cola is what the Dudes need when they're near death, and since it restores them from instant funeral material to hulking, throbbing powerhouses of coiled anger and aggression in a couple of seconds, we suspect it must be 98% caffeine and should therefore, either be made illegal immediately, or delivered to the SZ office by the crate.

END ZONE

Graphics



Sound



Addictiveness



Playability



Not overly exciting.
Bit like this
verdict really.

OVERALL 72

Out: Now Price: £39.99
Publisher: Sega



Having both feline and rodent characteristics, (catty behaviour, a love of cheese and a high-pitched squeak) we let VIVIENNE NAGY reconcile both sides of her nature with TOM AND JERRY: THE MOVIE.

Some things just do not mix; oil and water, our Ed and cheese and kippers with custard. (*Oooh, could I just have a taste? Martin.*) No you cannot. Tom is a cat and Jerry is a mouse and cats and meeces do not get on, yet Jerry, the smaller, and you may think more vulnerable chap, usually seems to get the upper hand. In fact, Tom is the Denmark in the cats and meeces Eurovision, eg. Tom, nul points, Jerry, dix points.

In *Tom And Jerry: The Movie*, you play Tom and the Game Gear plays Jerry. One day Tom found a treasure map which Jerry snatches from him and sets out to find the treasure himself, the bounty-hunting little tyke. Tom will not stand for this and gives chase. The levels form a journey across the treasure map which starts at Tom's home. You chase Jerry through a delicious Fifties house with green and white checked

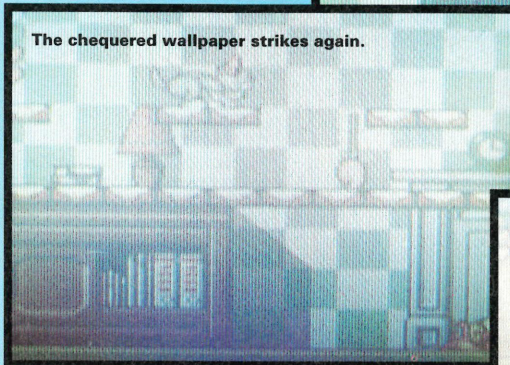
wallpaper, bookcases, a little fish swimming about in a fish tank and numerous other housey things. There are rogue footballs, falling lampshades and Fantasia-style brooms to watch out for here as well as the booby traps which Jerry sets in a *Home Alone* style. If you haven't grabbed the little blighter by the end, then the boss is a horrible, yappy 'rat on a string'-type dog with a yappy bark but a rott's bite. There's a nice cartoon touch with the mutt's big shock! horror! eyes as he finds he's walked on nothing and plunges to his death. There are inter-game bonus levels, one's a *Pac-Man* clone and the other is to catch falling apples interspersed with cannon balls.

Next is the night town with Restaurant Sega and some birds of the Hitchcock variety. Then you're onto the ship for platforming with a nautical flavour – jumping fish, and a bubble-blowing crab to duck and jump over. Next up is a deserted island with moles, exploding mushrooms and bats to dodge. Finally onto the labyrinth, an Indie-influenced level with falling spikes and fabulous suits of armour with roving heads where you finally have to defeat a skull-throwing snake! The music here is techno Egyptian and rather fab. And that's all folks!

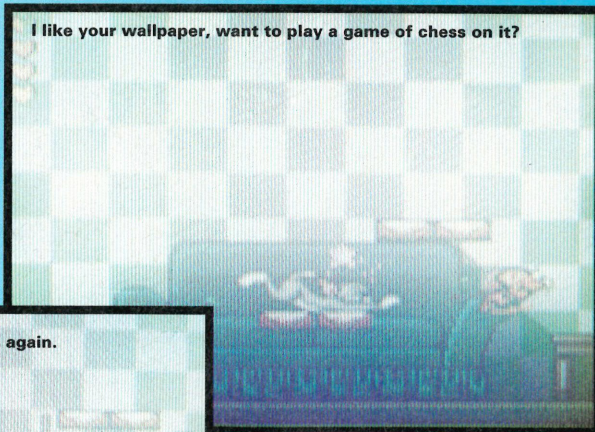
Although you're treated to an end sequence, it's all too easy and there are no difficulty settings to provide more of a challenge. Another disappointment is that you are Tom; Jerry is beautifully animated down to his cheeky waves and his speed but Tom is a bit of a lumberer. He does sing nicely when blown up and bounces painfully along tacks, but this is all computer-controlled.

For the first levels, I was quite unimpressed but warmed to it towards the end. It's a game for younger children which looks lovely, but there's definitely room for improvement.

The chequered wallpaper strikes again.



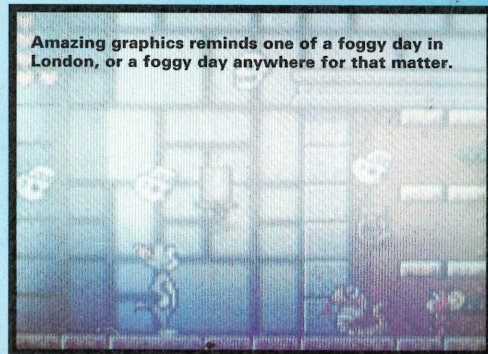
I like your wallpaper, want to play a game of chess on it?



Rather interesting fifties-style ornaments.



Amazing graphics reminds one of a foggy day in London, or a foggy day anywhere for that matter.

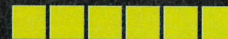


END ZONE

Graphics



Sound



Addictiveness



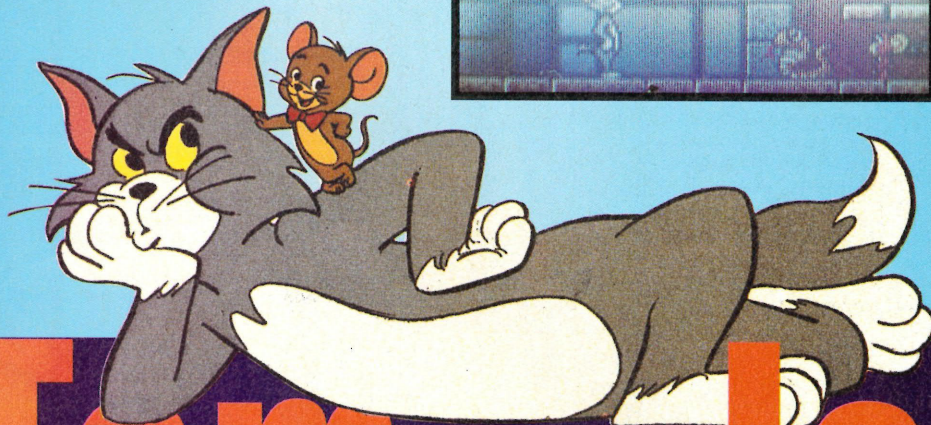
Playability



Pretty kid's game without real cartoon oomph or a serious challenge.

OVERALL 70

Out: Now Price: £24.99
Publisher: Sega



Tom and Jerry

DEAD
SAFE



COOL

SNEATER £14.99 COTTON JACKET £29.99

MEAN

DENIMS £14.99



DANGEROUS

Where value
is always in fashion

TIPS

"N"

CHEATS

SUPER PRIZES

GET YOUR SCORE
SORTED
EEEEEEZZZZEEEE!!!

WITH
— MEGASUS —
SOLUTIONS

No "CALL TIME"
WASTED WITH
VERBAL RUBBISH!!

LINES UPDATED EVERY MONDAY WITH THE HOTTEST TIPS AND CHEATS AROUND RING:

SNES	0336	42	03	24
NES	0336	42	03	25
GAMEBOY	0336	42	03	26
MEGA DRIVE	0336	42	03	27

WIN ANY OF THE TOP FIVE GAMES OF YOUR CHOICE ON ANY FORMAT RING:

COMP-LINE	0336	42	03	28
-----------	------	----	----	----

(Multi-choice with tie breaker)

IMPORTANT

Full rules from this address:

Megasus Solutions,
Globe House,
Headley Road,
Grayshortt,
Surrey GU26 6LB.

Please ask the permission of the
person who pays the telephone bill
before making any calls:

CALLS COST 36p/MIN CHEAP
RATE AND 48p/MIN AT ALL
OTHER TIMES. Calls cost a maxi-
mum of £3.60.

MAIL ZONE



TERMINATOR 2 JUDGEMENT DAY

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

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

Reference: DQ04A (MS) and DQ07A (MD)
TM & © CAROLCO. All Rights Reserved

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

CHARACTERISTICS



Cheetah's Characteristics are all fully featured joysticks with eight directional control, sensitive light touch fire buttons and a twelve month warranty to boot! We have three brilliant designs on offer



BATMAN RETURNS

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

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

Reference: DQ03A (MS) and DQ06A (MD)
TM & © DC COMIC Inc. All Rights Reserved.



GAME GENIE



Get the most out of your system by using the Game Genie!

Just plug it into your Mega Drive, slot in your favourite games cartridge and you'll get more speed, more weapons, punch harder, jump higher and get infinite lives! It comes complete with an instruction manual.

RRP £44.99 OUR PRICE - ONLY £42.99
Reference: DQ01A



BART SIMPSON

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

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

Reference: DQ02A (MS) and DQ05A (MD)
THE SIMPSONS TM & © 1992 20th C FOX FC. All Rights Reserved

how to order

- * Fill in the application details on the coupon in BLOCK CAPITALS and send with correct payment to: DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.
- * All prices include VAT and are post paid in the UK
- * Overseas orders only: Please add £3.50 to your order total to cover extra postage. Payments other than credit card must be drawn in £s sterling on a UK bank.
- * Please allow up to 28 days for delivery.

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

MAIL ZONE

DQ01A	<input type="radio"/>	GAME GENIE	£42.99
DQ02A	<input type="radio"/>	BART SIMPSON CHARACTERISTICK (ms)	£11.99
DQ05A	<input type="radio"/>	BART SIMPSON CHARACTERISTICK (ms)	£13.99
DQ03A	<input type="radio"/>	BATMAN RETURNS CHARACTERISTICK (ms)	£11.99
DQ06A	<input type="radio"/>	BATMAN RETURNS CHARACTERISTICK (md)	£13.99
DQ04A	<input type="radio"/>	TERMINATOR 2 CHARACTERISTICK (ms)	£11.99
DQ07A	<input type="radio"/>	TERMINATOR 2 CHARACTERISTICK (md)	£13.99

Total number of items ordered _____

☐ I enclose a cheque/PO for £ _____ payable to Dennis Direct
OR Please charge my Visa ☐ Mastercard ☐

Credit card no: _____

Expiry date _____ Cardholder's name _____

Signature _____

Name _____

Address _____

Postcode: _____

Now send this form (or a photocopy) and your payment to:
DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.

☐ Please tick here if you don't want to receive news of other offers through the post.
18-93-02

legendary *impact*





There are many wonders in the world. Examples include where did Stonehenge come from? Is the Lochness monster real? Why do McDonalds put gherkins in their burgers when all anyone ever does is pull them out? But one of the strangest things is the cheat mode, **DANIEL PEMBERTON** thought to himself. Well, it's not that strange really, he just couldn't think of anything to put in this month's **SKILL ZONE** intro. Anyway, if you fancy winning a whopping £50, then this is the place, 'cos that's what the best contribution of the month gets. So, send all your maps, guides, solutions, tips, cheats and anything vaguely tip-related to:

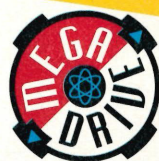
SKILL ZONE
Sega Zone
19 Bolsover Street
London
W1P 7HJ

NO ONE is to send in any more cheats, codes or whatever for *Sonic The Hedgehog 1* and *2* on ANY format, *Ecco The Dolphin* and *Alex Kidd*. I'm sick to death of them and anyone who dares to mention their name and the word 'cheat' in the same sentence will be personally beaten up by me. Sorry to sound such a bast, but I'm fed up with them.

**We care a lot...
 ...for the following things:**

- ✧ Letters with readable handwriting.
- ✧ Original cheats NOT copied from somewhere else.
- ✧ FULL names and addresses.
- ✧ Name of the game and machine the cheat is for.
- ✧ Lots of fan mail.
- ✧ Some nice big game guides.
- ✧ And nothing to do whatsoever with *Sonic 2* at all.

Streets of Rage II



Apparently **David Briesly** and **Robert Tan** have an excellent cheat for this brill beat 'em up. I'm sure you're all wondering what it does, well it allows you to activate another two skill settings in addition to the one and four settings already offered, as well as level select and one chance to increase the number of lives per continue to nine. To activate it, you should do the following:

On the choice screen use the two-player joystick, hold down A and B and select the options menu with Button C while still holding down A and B. Use Button C to change the skill setting. If the cheat has been activated properly you can now play the game in VERY EASY mode or MANIA mode. You can also find the cheat by simply completing the game on the hardest skill setting.

Sonic 2



ARRGHHHH! I cannot take any more *Sonic 2* cheats. NO MORE *SONIC 2* CHEATS PLEASE!! Over three quarters of the post this month was for the spikey-haired one, but actually hardly any of the

letters were for the old Master System version. Luckily **Calvin** and **Kieron Vernon-Jones** are the senders picked out of my dustbin bag of doom and they reckon that you should do the following:

Plug a joystick into port 2. Switch the machine on, when the Sega logo disappears, hold both buttons and DOWN-LEFT on the joystick 2. Hold this until the title screen appears. (Sonic waving and Tails blinking) then release. Pick up joystick 1 and press Button 2. There it is! The level select! There you can choose any level that you feel like.

European Club Soccer

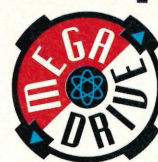


According to phone tipster **Gary Denson**, you should enter the following code:

3 SHREDDER WHEAT

They should be entered on separate lines. Why do you want to do that? Well, it should give you some extraordinary shots, apparently.

NFL Sport Talk '93



Peter Johnson says these codes work on the American version of the game, but should also work on the English version. Try out the following codes:

4W1N?TBBDD, 4W1S??KBDD, 4W1W???CDD
 4W1X???FDD, 4W1Y???KDD and 4W1L?FBBDD

Shinobi II

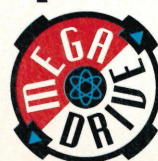


I loved *Shinobi*. He's excellent, yet it was rather hard. Now those clever chappies at Sega have brought out a sequel, and it's just as hard. Luckily for us, **Daniel Brown** has sent a rather hard password. What does it do? Well, the first four

levels will be done for you and you can go straight on to the enemy base.

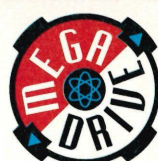
Exciting stuff eh? Anyway here's the password: 7FE84 (or that could be 7FE8A, I can't read his writing very well).

Splatter House 2 -



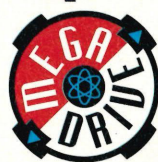
Andrew Denning is a strange one. Not strange in the 'waaaa doooh vrgle vrgle nonzai woop woop' kind of way but strange in the 'Lets send in five tips, on separate pieces of paper in separate envelopes and waste lots of money on stamps when he could have just sent them all in one big envelope' kind of way. Anyway, he suggests that if you want a level select press DOWN, DOWN, B, DOWN, DOWN and C.

Devil Crash



More papers from **Andrew 'Mr Strange' Denning**, this time on that pinball spectacular, *Devil Crash*. He says that you should enter SVENAXUEMN as a password. Why? 'cos it'll take you to that important last level.

David Robinson's Supreme Court

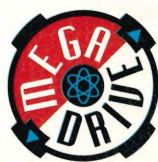


Andrew Johnson once again has one of his 'well this works on the American cart and I guess it'll work on the English one too' cheats, here. This time he's come up with two rather handy passwords:

Super Player : IIDSREQUS

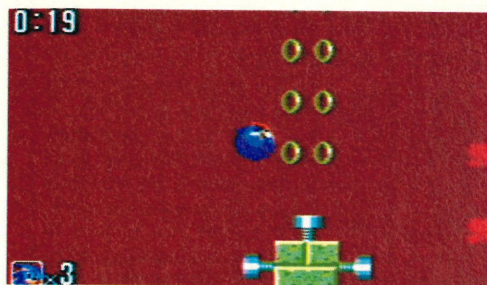
Championship: IIDSREQ3R

Lhx Attack Chopper

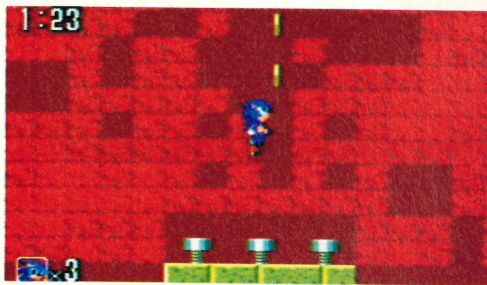


"If you're pretty good at this game," writes **Neil Virtue**, "then these codes might not be of any use to you, as they're only for easy skill setting". Oh dear. Anyway, here are all those ever-so-handy codes:

01 COAAFA MAJESTIC TWELVE
 02: COAAIEA ANTERIOR NOVA
 03: COAAQHA REINDEER FLOTILLA
 04: COAEYGC PHOENIX
 05: COAEAVA RAINBOW VEIL
 06: COAEIUA CHESS
 07: COIEQTA LOBSTER QUADRILLE
 08: CSIEYSE HEN HOUSE



Aim.



Fire.

- 09: CSIEBBC DESEST TWO
- 10: CSIEJAC FLAMING ARROW
- 11: CSIERDC PLAIN ARIA
- 12: CSIEZCC LOBSTER QUADRILLE
- 13: CSIEBRA REINDEER FLOTILLA
- 14: CSIEJQA FLAMING ARROW
- 15: CSIERTA HEN HOUSE
- 16: CSIEZSA LAVA LAMP
- 17: CSIEAJA ANTERIOR NOVA
- 18: CSIEIIG GEMINI
- 19: CSIEOLG CHESS
- 20: CQYKYC BINARY RAINSTORM
- 21: CQYEAZA GREEDOM TRAIN
- 22: CQYEIYA DOMINO MIRROR
- 23: CQYEQ6A CHESS
- 24: CQYFY4A ARC LITE
- 25: CQYEBJA ANTERIOR NOVA
- 26: CQYFJIG REINDEER FLOTILLA
- 27: CQYELG HOP TOAD
- 28: CSYEZKC OLYMPIC TORCH
- 29: CSYEBZA LOBSTER QUADRILLE
- 30: CSYFJYA GRAN THEFT HOKUM
- 31: CSYERGA FLAMING ARROW

Prince Of Persia



I'm not sure if these have been printed before, but I'm sure there are some people out there who need some codes for this game. Therefore, I've decided to print all 13 of **John Oakley's** codes:

- Level 1 - AAAAAA
- Level 2 - CGJEBG
- Level 3 - EHIGCL
- Level 4 - HJIIIEU
- Level 5 - LMHLHG
- Level 6 - MLPLHO
- Level 7 - IGKGCO
- Level 8 - MJMJFF
- Level 9 - NJNJFB
- Level 10 - MHDHDO
- Level 11 - NGKHDX
- Level 12 - NFFGCP
- Level 13 - VHIKHK

Thunderforce 4



Andrew Sabourin has a cheat for this rather fabbo shoot 'em up. In case you don't believe him, here it is:

Switch on the machine and hold down buttons A, B and C until the game tells you to press start. Keep your fingers on the buttons A, B and C and press START. A man will appear, where it says the number of stock ships, go to O, press START and you'll have 99 lives.

Klax



On *Klax*, **Andrew Denney** suggests you hold LEFT and UP (diagonally) on the pad A, B, C and press start. Why would you want to do that? Well, you get a secret level if you do. Exciting stuff eh?

European Club Soccer

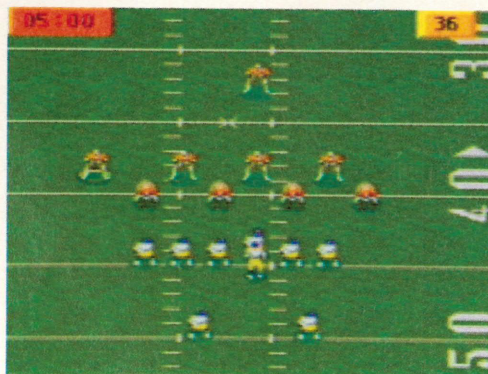


"I've got a rather handy cheat for when you lose," says **Peter Stock**. "When you get to the final and lose, wait until the score is shown at the end sequence, then press A, B, C together and you go back to the European cup final against Flamengo of Brazil who you can play continuously, win or lose until you re-set the game."

Quackshot



Bit strange this one, but it's probably quite handy anyway. **Sam Pepper** says that when you are in Transylvania, the third part, there will be a big ghost and the best way to get past this ghost without it splitting up, is to stay completely still when it smiles. If you do this, it won't split into lots of little ghosts. Hurrah ish!



Red rover, red rover we call you over.



Watch out for flying blurs.

Power Monger



Steve 'Speed Star' Wright finished this rather massive game in under a week. Blimey! Luckily he's so fit he can send us in all the passwords, and some general hits and tips as well. Also, thanks to **Sam**

Preston for his generous contribution of some extra codes:

- 01: KY45ZPOLDC
- 02: 5N44N2YLV
- 03: HY4JYHX7CZSQ
- 04: 5N4JB7CFVQ
- 05: LYZ72WY5XLCI
- 06: LJ72WY5XLEFYQ
- 07: 4YNAG5OBPHAZTQ
- 08: GNNICHG5OBAJZDP
- 09: 4ENVXOKN7E2DP
- 10: GYH2UWY5BXGP23I
- 11: 4DNVXOKMYYP23I
- 12: 4NNMG5ON6DKLVJG
- 13: ZDNWY5BX2OA4FTQ
- 14: ZNLRG5ON6DKLVY7DY
- 15: Z2RG5ON6DKLVYQO6PVB
- 16: ZNSRG5ON6DKLVYI4IAVX
- 17: ZNZ6DES3HCJZ6XKOWXI
- 18: ZNJVVWY5BX2OA46GDG2B
- 19: ZNDHXOKMYUPP25WR7YTS4
- 20: ZNSRG5ON6DKLVYQO6IAVI
- 21: Z2RG5ON6DKLVYOWP6ACJZCB
- 22: ZNLRG5ON6DKLVYQO4I6AJZSD
- 23: TAB7CF5RLTD3JI6AJZOAXQQQQ
- 24: TPVXOKMYVPP255GXZTDJZIOQQQ
- 25: TDAFWY5BX2OA46JREBKTGQQQQ
- 26: TDANESU3HCJZ637YT3JZIOQQQ
- 27: 7ANESU3HCJ2637YT3JZSIOQQQ
- 28: TDVNESU3HCJ2637YT3J2SISQQQ
- 29: TDXB7CF5RLTD3JI6A5TDCHYTFQQQ
- 30: TDCBB7CF5RLTD3JI6A5TDCHYTEQQ
- 31: TDCMXOKMYUPP257GXZYP2LE6IQQQ
- 32: TTFB7CF5RLTD3JI6A5TDCHYQIQQQ
- 33: 72AMWY5BX2OA46JREB3A4KOJPWPQQQ
- 34: T4ZNESU3HCJZ637YT3JZSI57KEKOGQ
- 35: T43XOKMYUPP257GXZYP2LE6JGPHDQQ
- 36: T4AG5ON6DKLVYOWHD6LVP73TQLEB5QQ
- 37: T43XOKMYUPP257GXZYP2LE6JGPJPB5QQ
- 38: T45G5ON6DKLVYOWH6LVP73TQLTJB5QQ
- 39: T4ZFWY5BX2OA46JREB3A4KOJPNPAT3AKQ
- 40: 72AZG5ON6DKLVYOWHD6LVP73TQLTJBKQ
- 41: 7C2FWY5BX2OA46JREB3A4KOJPWD4AJGQ
- 42: E2FWY5BX2OA46JREB3A4KOJPN4ITQQ
- 43: TFLVXOKMYUPP257GXZYP2LE6JGAL5TQQ
- 44: TFHXOKMYUPP257GXZYP2LE6JGAL5LTQQ
- 45: TDXB7CF5RLTD3JI6A5TDCHYOITC3CJJKQ
- 46: TCWY5BX2OA46JREB3A4KOJPWD4DKKZK

You will have to do the last level yourself as there is no password.

Power Monger hits and tips

1 When in battle never pause the game as you will be killed as soon as you re-start the game.

2 You should always recruit your army with small towns only.

3 Kill sheep and marching armies for food and weapons.

4 Try to kill the army captains first as this should make the army you are fighting against retreat.

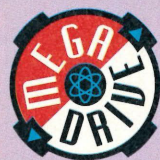
5 To make a catapult or cannon put posture onto neutral or passive and make a few ploughs or pikes. Then put posture onto aggressive and hey presto you have your catapult or cannon in half the time.

6 Never let your food go below 100 as your army will desert you, leaving you with a very slow walk.

Now for some more handy hits for *Power Monger* by **Sam Preston**.

01: HOTAXG
02: JHUPHUZO
03: 5ELUAFDO
04: 5PLODP2VI
05: KYL6ZTDJD4
06: KCLTDP27LDK
07: KPKZTDJPMOQ
08: 4DLA23KJZTF3G
09: L4L6ZTDJPBZKQ
10: L26ZTDJPB4PBX
11: ZTA23AKJZTJKOB6
12: ZNLA23AKJZTJKPXTD7
13: ZNKZTDJPB4PHAKGEBQ
14: ZNLYZTDJPB4PHAGM7GLZO
15: ZNLFDP27L36LEZO6OWP72J
16: ZNLPZTDJPB4PHAHZ7GLEZSG
17: ZNFLAJZOTDATILC7JIPHA5AQ
18: TSPZTDJPB4PHAKJEKP27GLOQQQ
19: UPZTDJPB4PHAKJEKP27GLE6QQQ
20: UUVJZOTDATILCOWPTDJPHYTFQQQ
21: TFMDP27L36LEZO7TILCOWP7X4QQQ
22: 72UVJZOTDATILCOWPTDJPHYTJKQQ
23: 7CFZTDJPB4PHAKJEKP27GLE6ATXQQ
24: EFZTDJPB4PHAKJEKP27GLE6AT3AXQ
25: TPFZTDJPB4PHAKJEKP27GLE6AT3A37Q
26: TBMDP27L36LEZO7TILCOWP7X4AJZJPQKQ
27: 7CFZTDJPB4PHAKJEKP27GLE6AT3A3TP7X

Sonic 2



I've received quite a few letters from people stuck on various end-of-level nasties in *Sonic 2*, and although the game is easy I thought I'd better help them out. Luckily for me though, the 16-bit boys – sad name chaps – **Christopher Maguire** and **James Hardwick** decided to send me a rather good guide to the whole thing.

Level 1 boss :-

As Dr. Robotnik joins up with his futuristic Land Rover jump on the top of it and repeat this until he blows up.

Level 2 boss :-

When he appears, jump at him and keep bouncing off him until his water bottle fills up. Then land on the platform which doesn't collapse and repeat the process until he dies.

Level 3 boss :-

Wait until the poles rise from the ground, Next dodge the on-coming arrow that is fired from the stone column. Leap onto the arrow when it's lodged itself on the other side. Then spinning off from the arrow hit the craft in the unprotected undercarriage.

Level 4 boss :-

Stand in the middle of the screen, duck and begin spinning. Just before he reaches you, release the button and press it again just after the curve and push the D-button towards Dr. Robotnik. Repeat this to kill him.

Level 5 boss :-

When Dr. Robotnik rises out of the flames you must try and hit him as many times as possible, then bounce off him onto the grass and fall to the lower platform. Do this once more to finally stop Dr. Robotnik's armoured fire submarine.

Level 6 boss :-

Make sure that none of the spikes hit you as they fall from the roof. Then, as soon as he is visible, jump and attack him from underneath. Then chase him and attack the top half of him before he drills back into the roof of the cave. Then get ready to repeat the above tactics.

Level 7 boss :-

When the submarine appears at the bottom of the screen, attack four times before returning to the platform. Now jump over the spike snake coming out of the oil. When the gun comes out of the water duck until he disappears.

Level 8 boss :-

Try to time your attack so you strike Robotnik when there are no bubbles to block your way. Then hit the image of Dr. Robotnik. Keep doing this to finish the level.

Level 9 boss :-

Wait for the three-spiked platforms to appear. Leap onto one of the platforms and wait until the laser above opens up. Now attack him as many times as possible.

Level 10 boss :-

Metal Sonic:- The only way to harm Metal Sonic is to jump repeatedly on it's face area. But be wary when it curls into a rotating razor. **Giant Robotnik:-** Back off and attack the face and attack him again just before he shoots off the screen. Now run around when you see the target. When Robotnik falls down repeat the above process.

How to get chaos emeralds

Blue Gem:-

CENTRE, RIGHT, LEFT, RIGHT, CENTRE, LEFT, CENTRE, LEFT, LEFT, CENTRE, a little LEFT, LEFT, RIGHT, CENTRE, CENTRE, LEFT, CENTRE, RIGHT, CENTRE, LEFT, LEFT, CENTRE.

Purple Gem:-

CENTRE, CENTRE, LEFT, LEFT, RIGHT, LEFT, LEFT, TOP, run around like mad, LEFT, stay with them as they sweep to RIGHT, RIGHT, LEFT, MIDDLE, RIGHT, CENTRE, CENTRE, LEFT, RIGHT, RIGHT, MIDDLE.

Red Gem:-

CENTRE, RIGHT, follow the long line of rings and do this from side to side, LEFT, stay, in the CENTRE and JUMP the bomb, jump through the rings of bombs, RIGHT, LEFT.

Pink Gem:-

CENTRE, LEFT, CENTRE, LEFT, CENTRE, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, RIGHT, RIGHT, CENTRE, CENTRE.

Yellow Gem:-

CENTRE, LEFT or RIGHT, TOP, CENTRE, LEFT or RIGHT, CENTRE, RIGHT, LEFT or RIGHT line or rings, RIGHT, LEFT, RIGHT, LEFT, TOP, LEFT or RIGHT line of the rings.

Green Gem:-

CENTRE, LEFT, RIGHT, LEFT, RIGHT, follow the line of rings, LEFT, RIGHT, CENTRE.

Grey gem:-

CENTRE, RIGHT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, RIGHT, just keep running any where as the rings are scattered, LEFT, LEFT, RIGHT, LEFT.

Alex Kid In High Tech World



I said I wouldn't print any more *Alex Kidd* codes and stuff, but I've given in. Luckily it's for High Tech World, and not Miracle world! Thanks to **Craig Satchwell** for the following:

Once the green screen has been found, showing the options, go to SAVED GAME option and type in the following code: OIAdGSCPCd. Remember to use upper and lower case. This should then bring up a second green screen with a Chinese girl telling you what has happened. Keep pressing button one until level two begins!!!

M1 Abrahams Battle Tank



When the demo screen appears, press B, B, C, B, C, C, C, B, C, B, B, C then START. You'll have unlimited ammo and invincibility. Unfortunately though, you can still run out of fuel. Many thanks must go to

Freddie Murphy for that one, 'cos he sent it in.

Streets Of Rage



Andrew Nickolson is right.

There aren't enough tips/cheats for Sega's handheld in these hallowed pages. But unfortunately, it's not up to me, so could you lot, the readers, send in all your top cheats and stuff (but not

Sonic 2!) for that ugly slab of plastic called the Game Gear. Anyway, in the meantime, here's a top load of tips for one of the best beat 'em ups on the handheld, *Streets Of Rage*.

Level 1:-

Easy, just flying kick anyone who gets in the way, making sure to bust up the telephone boxes. Just before the first side door opens a baddie with a lead pipe will arrive. Take him out, nick the pipe to cause havoc with the remainder of nice people. As you pass the second door, you will be attacked by loads of leather-clad women with whips. Just use a flying kick two or three times and they will die.

End of level guardian:- Boomerang-wielding maniac.

Just go anywhere near him, avoiding the boomerangs and simply use a flying kick. Be careful though, because as soon as he rises, he will launch a nasty kick to the groin. If you punch his boomerangs as they fly towards you, they will ascend to boomerang heaven.

Level 2:-

Not so easy, although in the first part all you have are the blue guys that punch, but remember, they now take two hits to kill. Use an overhead throw or a flying kick to achieve that satisfying crunch of broken bones. Move swiftly in to the second zone and you will be accosted by more leather-wearing women, but this time in black. They come in bulk and you have to dispatch them quickly before more arrive. Get past them, and you will have to deal with flying ninjas with pink headbands. They may look weak but they are as tough as nails, and take four hits to destroy. Their move is a flying kick, so be careful out there! Finally, there are the purple people, who simply adore trying to do overhead throws on you, so don't get too near to them.

End of level guardian:-

This bloke likes to run at you – as fast as he can and flame grill you with his breath. As soon

as he starts to run at you, jump and use a flying kick. As he gets up, do many varied horrible things to him, but using overhead throws is not a good idea, as his weight will squash you.

Level 3:-

Loads of the punching guys, and even more 'order of the pink headbands' dudes, and later on this level beware of the loimen, who will try to zap you with their firey balls. Best to dodge the balls and fly kick them into a messy pulp. It takes five hits to dismember these, they're well hard.

End of level guardian:-

These two women are very hard to kill. The trick is to keep walking towards them, and when they jump over you grab one, do an overhead throw, and keep doing this until they die.

Level 4:-

This one is rock hard. Firstly, you've got to avoid the moving tracks, and in addition to those, there are more of the loimen, only this time they come in bulk. When (if?) you reach the descending walls, you can use them to your advantage by using them to squash the baddies. You do this by throwing them into the walls' way, and stepping to the left for the light to come on. Step back quickly, and watch them get flattened!

End of level guardian:-

These two are really easy. They are the same as in level one and two, but have different coloured clothes. Use the same methods to dispatch them, but remember that the fat guys' energy doesn't go down straight away.

Level 5:-

During the last level you must face hundreds of pink headband brigades. This is really hard as they try to kick you into the corner, if they succeed, they then precede to kick your butt! Dotted around the level are three guardians, making swift comebacks from levels 1, 2 & 3, so deal with them as before. Next, you get two big guys. The guy in white will lift his arm three times, each time he does this you get attacked by two baddies from previous levels. Kill all of these, and the big guy takes it personally. He will fire a machine gun in a swoop upwards. Jump through the gap and fly kick him. Keep this up until he fires again, then repeat until he is dead.

When he finally collapses, sit back, relax, and watch the end sequence. Congratulations!

Crap cheat zone

Yup, it's that time again. Welcome once more to the '2 Unlimited' of cheat bits. Yup, it's the crap cheat zone, and what crap cheats have we for you today. Remember, if you have some pretty useless cheats send them in to the following address, along with a ten-word description of 2 Unlimited. write to: 2 Unlimited? They're Shite, Crap Cheat Zone, Skill Zone, 19 Bolsover Street, London, W1P 7HJ. Have fun.

Sonic



Andrew Denney score's pretty high on the useless stakes here, 'cos he says that if you press A, B, or C during the game you can jump. Yes, that's right you can jump. Amazing stuff eh. Jump fans.

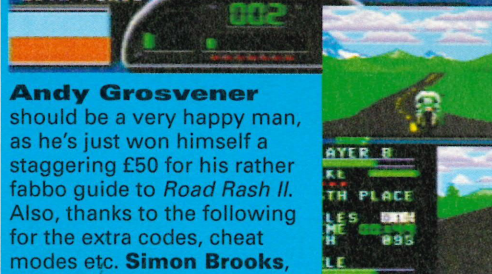
Greendog



Daniel Oddy and Martin Foster write: "If you're a lazy begger and can't be bothered to get off your bum to re-set the game press A, B, C and START together on the control pad and it'll re-set the game.

WIN £50 ZONE

Road Rash II



Andy Grosvenor

should be a very happy man, as he's just won himself a staggering £50 for his rather fabbo guide to *Road Rash II*. Also, thanks to the following for the extra codes, cheat modes etc. **Simon Brooks, Andrew Mugan, Martyn Mellow, Jon Man and Matthew Bates.**

The best bike in my opinion is the Panda 600, its top speed of around 130 mph should enable you to qualify on tracks 1-2 without too many problems.

The best way to make a load of cash is to pick an easy track - Vermont is probably the best - then try to win or qualify - first, second or third. Keep racing on this easy track and get used to the corners/hazards etc. It won't be long before you've accumulated a big wad of lolly in the bank. When you have enough cash, note the password down for safe keeping. Then go to the bike shop, and try out any bikes that you like. Often different bikes work better on different courses, and the fastest isn't always the best. For instance on the Hawaiian track, if you have the fastest bike you just keep on skidding.

As for the Nitro bikes, it's best to save for them for 'Arizona' or 'Vermont', the Diablo 1000N needs a nice straight road when it's at top speed. (128 mph). The Nitro is best left alone, and kept as a back up in case you have a crash. As soon as your rider gets back on his bike, hit the Nitro and you can get straight back into the action. (Very quickly.)

Cheat modes

If you fancy getting any bike on any level then try one of the following cheats:

For alternate turns and split screen: Plug in two joypads. Go to game options and then player mode. Select 'mano a mano' and choose any level, but you should choose chains as the weapon. Now, exit and go into the Bike Shop. Choose whatever bike you want and exit. Both players should do this. Now, go back to game options and then player mode. Select 'take turns' or 'split screen'. Exit and go back into the bike shop. You should have the bike you picked and be on the level you picked in 'mano a mano'. Start the game as normal.

In solo mode:

Plug in two control pads. Select 'mano a mano' and then go to the bike shop and choose the

same bikes for both players. Select 'take turns' from the player-mode screen. Then go to copy passwords. Choose copy B-A. The screen should say 'password invalid', but don't worry, it works for us!

Now, set player mode to solo and start the game!

Best bikes

TT 250	Excellent handling	138 mph
7.11	Excellent handling	155 mph
7.11N	Excellent handling	176 mph

The 7.11 appears to be very erratic at first (seems to steer before you know it), but once you get used to it and master it, you will have an awesome motorcycle.

General

tipperry

- ☛ Stay away from public enemy no.1.
- ☛ Don't fall off near a cop.
- ☛ You don't have to keep your finger constantly on the acceleration button, so do slow down on tight corners.

Codes a plenty

Yup, if everything else is no use, then these at least will be. More codes than you could shake a jolly large motorbike at: (NB 0 means zero, whereas O means O.)

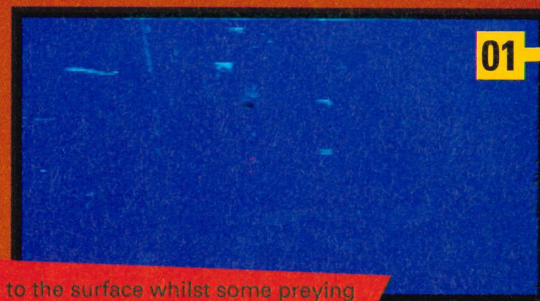
Code	Bike	Level	Cash
05HU 2KKU	Panda 600	2	\$9550
00JN 24K4	TT250	2	\$6550
0DDQ 351T	TT250	3	\$21450
090J 39GG	7.11	3	\$23250
0CIV 4T0U	Diablo	4	\$30950
064V 4HGE	7.11	4	\$22150
0A92 5G0A	7.11	5	\$27450
02LI 5S0A	Diablo	5	\$18250
0SQR 39T0	7.11	3	\$49050
09I0 11FQ	Shuriken 400	1	\$11800
02MR 279L	Panda 900	2	\$4450
0KLV 36UF	Panda 900	3	\$27350
0O16 4609	Panda 900	4	\$30750
0KE7 4HKA	Banzai 7.11N	4	\$26750



SKILL ZONE

One stormy night, a freak explosion in Lester Chaykin's laboratory catapults the wizzkid nuclear scientist into ANOTHER WORLD...

A COMPLETE SOLUTION BY RIK HAYNES AND DAMON BARWIN



01

Lester swims to the surface whilst some preying tentacles try to squeeze his sensitive parts.



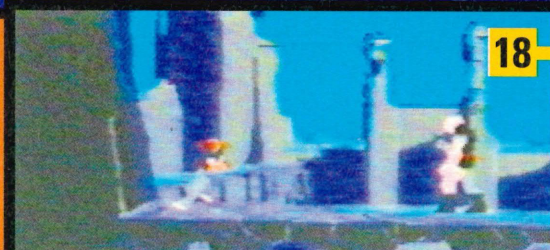
08

"Party on, dudes!"



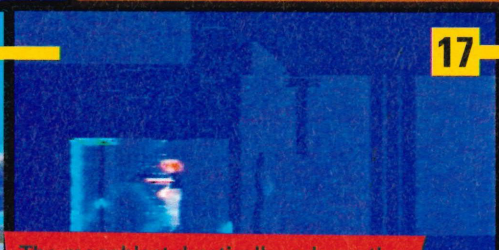
09

"Grrr..."



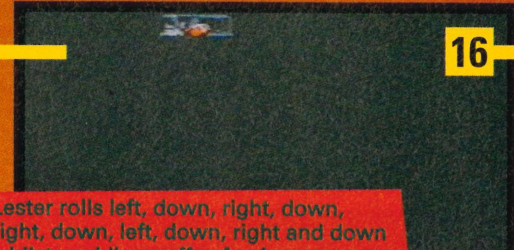
18

OUTSIDE...
By now, Lester is itching to shoot his way out of this peculiar predicament.



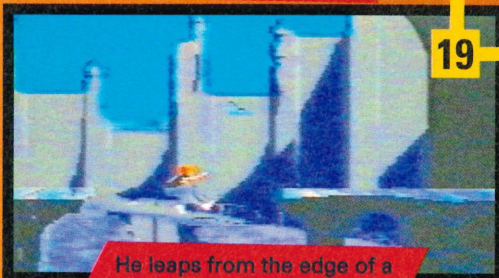
17

The megablast drastically reduces the gun's energy, so use this convenient recharging machine.



16

Lester rolls left, down, right, down, right, down, left, down, right and down whilst avoiding puffs of poisonous gas.



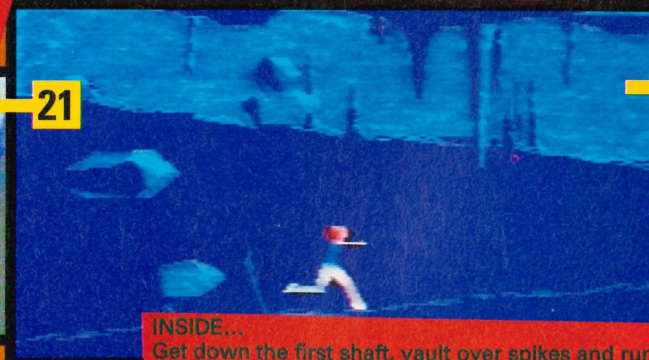
19

He leaps from the edge of a damaged walkway...



20

...and blasts a hole in the rock below!



21

INSIDE...
Get down the first shaft, vault over spikes and run past these boulders as soon they start to plummet.



30

Construct a forcefield near the door. The guard releases a grenade. It will rebound and fry him.



29

After killing this guard, Lester decides to follow his fellow prisoner.



28

PRESENTLY...
Chaykin's pal is released by shooting the chandelier.

31

66

With no time to waste, he moves east. (It's Chris Evans from The Big Breakfast! Ed.)

02

03

After giving these vicious ground-hugging slugs a serious kicking, Lester continues on.

04

SHORTLY...
Yikes! Has the brainy boy boffin met his match already?

"Slurp, give me a kiss big boy."

07

SUDDENLY...
Hunters step out of the shadows and slay the beast.

06

Narrowly avoiding a nasty fall, Lester grabs the hanging vine and swings back to safety. Then he runs off to the right.

05

Understandably, carrot-top Chaykin beats a hasty retreat.

Before moving on, crouch down and nab the gun lying nearby.

10

A BIT LATER...
Dazed by his surprise abduction, Lester finds himself imprisoned with an alien.

11

Rocking their suspended cage to and fro, this unlikely pair of prisoners attempt a bid for freedom. "Stop mucking around or I'll get really upset," says the guard.

12

15

As the enemy fights back, Lester's chum opens the hatch to a neat escape route.

14

Once the guard and powerline in the basement have been neutralised, unleash a megablast to destroy this door.

13

By keeping the trigger pressed down, Lester can form protective forcefields. Meantime, his cell-mate skillfully picks a lock.

22

Shoot these tentacles before hurdling over the hungry creatures on the floor.

23

Bypassing this gap and creepy crawlies, Lester demolishes a door on the right and then retraces his steps.

24

Further along, he disturbs a bat hanging from the ceiling. He then shins up this stalactite and immediately heads left.

27

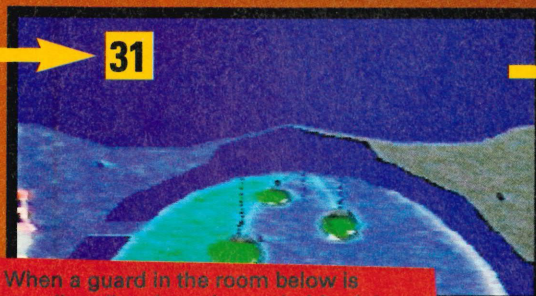
Hastily making his way to the left, Lester is lifted away from danger.

26

A reservoir lies to the east. Shatter the wall and let the water pour out.

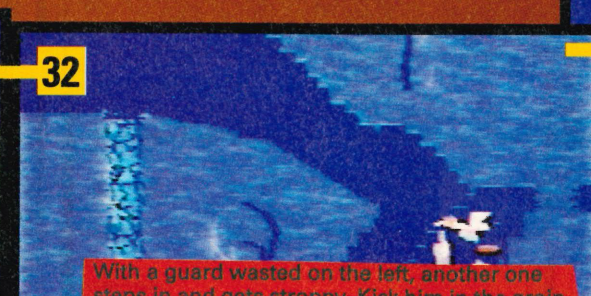
25

With a fast blast, topple this boulder and climb up.



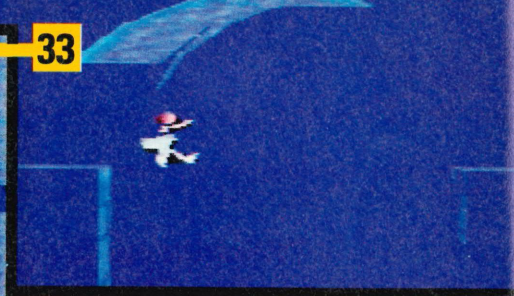
31

When a guard in the room below is standing directly underneath this globe, shoot the chain and squash the poor slob.



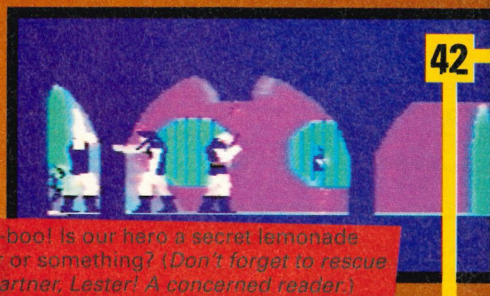
32

With a guard wasted on the left, another one steps in and gets stropky. Kick him in the groin, pick up the gun and fire at pointblank range. Show no mercy!



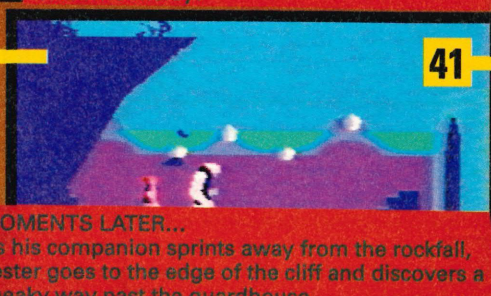
33

Dive in...



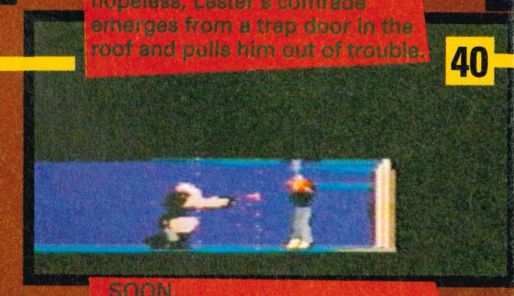
42

Peek-a-boo! Is our hero a secret lemonade drinker or something? (Don't forget to rescue your partner, Lester! A concerned reader.)



41

MOMENTS LATER... As his companion sprints away from the rockfall, Lester goes to the edge of the cliff and discovers a sneaky way past the guardhouse.



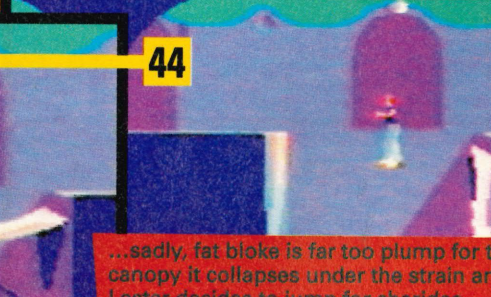
40

Just when it seems completely hopeless, Lester's comrade emerges from a trap door in the roof and pulls him out of trouble.



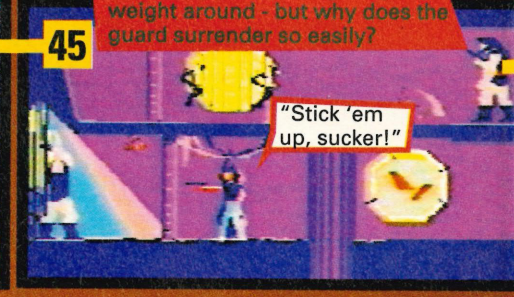
43

Employing a flamboyant acrobatic style, Lester travels east and is tossed about like a circus clown...



44

...sadly, fat bloke is far too plump for this canopy it collapses under the strain and Lester decides to jump for charades.



45

SOON... Lester enjoys throwing his puny weight around - but why does the guard surrender so easily?

"Stick 'em up, sucker!"



54

Activate a platform by opening the door. Hey presto! Fat bloke is able to descend with a loud thud.



53

"Beam me up, Scottie!" says Lester.



5

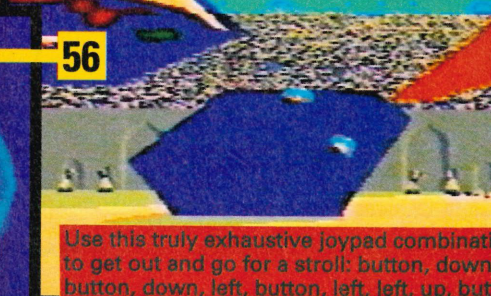
LESTER WASTES NO TIME... He legs it!



55

"Here in my car, I feel safest of all."

JUST THEN... Lester goes for a spin in the weirdest Oldsmobile ever seen!



56

Use this truly exhaustive joypad combination to get out and go for a stroll: button, down, button, down, left, button, left, left, up, button, right, button, up, button, left, button, right, down, right and button.



57

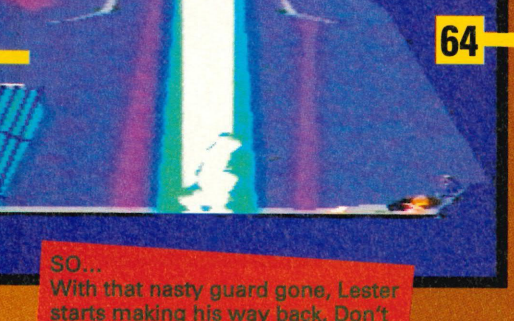
EVENTUALLY... Aaargh! Lester crashes a party.

"Come here often girls?"



65

Hip-hip hurray! Lester and his pal are free to fly away...



64

SO... With that nasty guard gone, Lester starts making his way back. Don't worry about the lasers!

"Bye, bye, everybody."

Gasping for air, he explores the underwater caverns.

34

Lester Chaykin certainly isn't the equal of scuba-diving king Jacques Cousteau.

35

He must carefully step over those tricky little creatures embedded in the ground.

36

Here lays the guard crushed by that collapsing globe from the upper floor.

39

38

37

Smashing through the door, make a swift dash to the right.

Swim back to the surface when this powerline is fully deactivated.

46

47

48

With a couple of steps to the right, he reaches this rather attractive staircase.

Comforted by the protection of a forcefield, Lester waits for the enemy to retaliate. Once the guard has lobbed a few grenades, kill him and beam down using the teleport on the left.

That's another fine powerline Lester shoots into.

51

50

49

Clear the hole, pull the lever, jump back and rumble down the left hand side of the gap.

Forget about the lasers and psychedelic lighting effects, keep on running.

Drop down the hole created by those grenades from upstairs.

59

60

"Take that you old boot!"

"It's clobbering time."

It's a massive rumble and no mistake.

KABOOM!!! Fat bloke is back with a vengeance.

Crikey, this scene is just like that bit in *Blade Runner*. Anyway, Lester is rescued by...

63

62

61

JUST THEN... Lester's companion bursts in to sort the guard out. While these two tussle together, Chaykin slowly crawls over to the switches and fiddles with them.

...and kickin', too!

...a homicidal guard who grabs hold of him...

THE UK'S FIRST GAMES ONLY PC MAGAZINE

NEW

PC ZONE

100%
GAMES

OVER 60 PAGES OF GAMES
REVIEWS AND PREVIEWS

9 770967 822007

May 1993
Issue 2
£3.95

HD DISK

2X CAPACITY

**THIS BOOKLET
CONTAINS:**

Low Density Disk
Replacement

Plus: Exclusive
gameplay tips
for this month's
reviews



No Disk?

Then ask your
newsagent to
give you one.

HD

PC ZONE

HIGH DENSITY DISK

FREDDY PHARKAS

EXCLUSIVE

PLAYABLE DEMO FROM THE PROGRAMMER
OF LEISURE SUIT LARRY. ©SIERRA EGA/VGA

**Joystick
Round Up**

WE FIND THE
BEST STICK IN
THE WORLD

EXCLUSIVE

Shadow Of The Comet

The Horrific World Of

COMPLETE
GUIDE TO
EVERY
AVAILABLE
GAME INSIDE

PLUS THE
ULTIMATE ULTIMA
UNDERWORLD II
GUIDE - PART 1

ISSUE TWO
ON SALE
NOW

sega ZONE 75

CHIKI CHIKI BOYS

Capcom/Sega/£39.99 * A cutesy shoot 'em up with an icky sweet name and graphics. Really only suitable for kids. ★★☆☆

CHUCK ROCK

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

COLUMNS

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

CORPORATION

Virgin/£39.99 * Slightly frustrating space-age RPG that tips more than a passing nod to *Blade Runner*. Good fun for the serious RPG-er. ★★☆☆

CYBERBALL

Sega/£39.99 * Space age American football game. Nice graphics, but if you want a real football game, look elsewhere. ★★☆☆

D.ROBINSON'S COURT

Telnet/£39.99 * Like most basketball games on the MD, it's not really that good, but it's not that bad either. ★★☆☆

DECAP ATTACK

Sega/£39.99 * Massive and complex graphic adventure. *Decap* is highly addictive and well put together. Nice one, Sega. ★★☆☆

DESERT STRIKE

Electronic Arts/£39.99 * The Gulf War makes it on to the Mega Drive. Fast and furious chopper action (oo-er) in the desert. You must rescue as many Americans as you can from the Arabs. Simple and very addictive. ★★☆☆

DJ BOY

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

DOUBLE DRAGON

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

DOUBLE DRAGON 3

Acclaim/£39.99 * Very lame two-player beat 'em up, with some pretty backgrounds. ★

DYNAMITE DUKE

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

EA HOCKEY

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

ECCO

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

EMPIRE OF STEEL

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

ESWAT

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

EUROPEAN CUP SOCCER

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

EVANDER HOLYFIELD BOXING

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

F-22 INTERCEPTOR

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

THE FAERY TALE ADVENTURE

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

FANTASIA

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

FATAL LABYRINTH

Sega/£29.99 * Famous old RPG game looking a bit long in the tooth. ★★☆☆

FATAL REWIND

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

FERRARI GP CHALLENGE

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

FIRE SHARK

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

FORGOTTEN WORLDS

Sega/£34.99 * Mindless blaster cart that offers a good pump of the trigger finger - if anything else. ★★☆☆

GADGET TWINS

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

GALAHAD

Electronic Arts/£39.99 * Passable arcade adventure with a slight puzzly aspect. Not much to set it apart from all its fellow platform romps, though - except a femme-boy hero. ★★☆☆

GEORGE FOREMAN'S KO BOXING

Acclaim/£39.99 * Boxing game featuring the boxer turned preacher turned boxer again. Hard to believe, but this is actually worse than the Master System version. ★★☆☆

GHOULS 'N' GHOSTS

Sega/£44.99 * Nowhere near as good as the Super NES version. Once again, you are out to rescue a chick from the local evil wizard (yawn). ★★☆☆

NEW ENTRY G-LOC AIR BATTLE

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

GOLDEN AXE

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

GODS

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

GRANADA

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

GRANDSLAM TENNIS

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

GYNOUG

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

HELL FIRE

Sega/£34.99 * Average arcade shoot 'em up. Nothing new. ★★

HERZOG ZWEI

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

HOME ALONE

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

THE IMMORTAL

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

INDIANA JONES AND THE LAST CRUSADE

US Gold/£39.99 * Quite polished but uninspired platform beat 'em up. Sadly, not that much better than the excellent Game Gear version despite the eight more bits. ★★☆☆

IT CAME FROM THE DESERT

Sega/£39.99 * Based on an old 1950s B-movie about giant ants and just as crap. ★★

JAMES BOND: THE DUEL

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

JAMES POND

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

JAMES POND II: ROBOCOD

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

JENNIFER CAPRIATI TENNIS

Shekhana/£39.99 * Fairly competent tennis game, which could perhaps have benefited from being fine-tuned and speeded up. Lots of young ladies in skimpy sportswear, though. ★★☆☆

JEWEL MASTER

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

JOE MONTANA FOOTBALL

Sega/£34.99 * Original Mega Drive American football game that now looks a little dated. ★★☆☆

JOE MONTANA II

Sega/£39.99 * Smart sequel to *JMT*. Boasting more sampled speech than any other game, and with a much improved play system. Some rate it higher than *John Madden*, the original. ★★☆☆

JOHN MADDEN FOOTBALL

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

JOHN MADDEN '92

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

JOHN MADDEN '93

Electronic Arts/£44.99 * With the teams brought up to date and the programme debugged, *John Madden '93* has inherited the title of best American Football game from its predecessor. Lots of digitised bon mots from Mr Madden, too. ★★☆☆

KID CHAMELEON

Sega/£34.99 * This is a very original kinda platform game in which, instead of collecting loads of different shaped guns to blow those blasted bad guys away, you collect different shaped helmets. (It's true - I kid you not.) ★★☆☆

KING'S BOUNTY

Electronic Arts/£34.99 * A graphic adventure kinda game where you build armies with fantasy creatures and set off exploring continents. Suffice to say it's very good. ★★☆☆

KLAX

Domark/£34.99 * *Klax* must have been out on more formats than any other game I care to know. Okay, if you like arranging fast-moving coloured blocks into ever-more-complex patterns. ★★☆☆

KRUSTY'S SUPER FUN HOUSE

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

LANDSTALKER

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

LEADERBOARD

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

LOTUS TURBO CHALLENGE

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

MARBLE MADNESS

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

MARIO LEMIEUX HOCKEY

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

MEGALOMANIA

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

MERCUS

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

NEW ENTRY MICK & MACK AS THE GLOBAL GLADIATORS

Virgin/£39.99 * Nicely animated platform, cartoony shoot 'em up sponsored by McDonalds which unfortunately lacks gameplay variety. Ideologically a tad unsound. ★★☆☆

MICKY AND DONALD WORLD OF ILLUSION

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

MICKY MOUSE

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

MICRO MACHINES

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



NEW ENTRY ANOTHER WORLD

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



NEW ENTRY LHX ATTACK CHOPPER

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

MIDNIGHT RESISTANCE

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

MIGHT AND MAGIC

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

MIKE DITKA POWER FOOTBALL

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

MOONWALKER

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

NEW ENTRY MUHAMMED ALI HEAVY WEIGHT BOXING

Virgin/ETBA * Ooer, a boxing game that isn't complete whiffy toilet. Ali suffers slightly from being a bit simple (Look, we're talking about the game here. Ed.), but still the best Mega Drive boxing so far. ***

MYSTIC DEFENDER

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

NINJA GAIDEN

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

NFL SPORTSTALK FOOTBALL — STARRING JOE MONTANA

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

NHPLA HOCKEY

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

OLYMPIC

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

OLYMPIC GOLD

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

NEW ENTRY OUTRUN 1919

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

PACMANIA

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

PGA TOUR 2

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

PHANTASY STAR 2

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

PHANTASY STAR 3

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

PHELIOS

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

PITFIGHTER

Tengen/Domark/£39.99 * Bare-knuckle fighting is violent, illegal and very dangerous. *Pitfighter* is a stonking Mega Drive game. Almost the same as the real thing (not that we at *Sega Zone*, mild manner creatures that we are, would know). One of the best single location beat 'em ups around. ***

POPULOUS

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

POWERMONGER

Electronic Arts/£39.99 * Absorbing icon-driven strategy game in which you control up to five armies in a 3D battle environment. It all happens in real time, it's quite involved and it's definitely not for those of you out there who are cerebrally-challenged. ***

NEW ENTRY PRO QUARTERBACK

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

QUACKSHOT

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

RAIDEN TRAD

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

RAMBO III

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

REVENGE OF SHINOBI

Supervision/£40 * Leaps and bounds ahead of pretty much anything on either console or computer. This little baby is one of the best games of its type. ****

RINGS OF POWER

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

ROAD RASH

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

ROAD RASH 2

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

ROLO TO THE RESCUE

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

SHADOW DANCER

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

SHADOW OF THE BEAST

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

SHADOW OF THE BEAST 2

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

SHINING IN THE DARKNESS

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

SHINOBI III

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

SIDE POCKET

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

SONIC THE HEDGEHOG

Sega/£34.99 * One of the best, if not the best, games around. *Sonic* is destined to become as famous as *Pac-Man*. Amazing graphics, sound and some of the smoothest and fastest animation ever. ***

SONIC 2

Sega/£39.99 * Faster and bigger than the first *Sonic*, but otherwise not radically different. Still, they're both must-haves for your cart library, and the sequel also has the added bonus of two different types of two-player simultaneous action. Buy, buy, buy. ***

SPEEDBALL 2

Virgin/£39.99 * Classic game that falls down a bit in conversion, but still manages to stay up there with the best of the new crop. ****

SPIDERMAN

Sega/£39.99 * An initially cumbersome control system could put you off at first, but it's worth plugging away. Once mastered, *Spiderman* jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and great sound with a fair splash of humour make this one of the best *Spidey* licences. ****

STAR CONTROL

Ballistic/£39.99 * Stonkingly playable and great fun, especially in two-player mode. Great re-working of an old-fashioned kinda game. It's a little bit pricey, though, but hell — it's worth it. ****

STARFLIGHT

Electronic Arts/£49.99 * One of those games that tries to mix a little bit of shoot 'em up with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA has saved *Starflight* from being too boring. ***

STREETS OF RAGE 2

Sega/£44.99 * Sega's answer to *Streetsfighter II*. Fab two-player head-to-head option and a plethora of smart moves make this a bit of a bright shining star among the best of the beat 'em ups. ***

STRIDER

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

NEW ENTRY SUNSET RIDERS

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

SUPER HANG ON

Sega/£34.99 * Sega's attempt to duplicate the success of *Road Rash*. Unfortunately, it's not done very well. **

SUPER HYDLIDE

Sega/£39.99 * Crap arcade adventure, with awful graphics and a playability that kills any interest quicker than a short sword between the shoulder blades. *

SUPER KICK OFF

US Gold/ETBA * An enormous number of options and quite a fast game too, but not half as compellingly addictive as a really good soccer game should be. ***

SUPER LEAGUE BASEBALL

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

NEW ENTRY SUPERMAN

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

SUPER MONACO GRAND PRIX

Sega/£36 * Fab Grand Prix simulator. Compete in all 16 rounds of the World Championship, pre-qualifying in each for a grid position. The control system takes some getting used to, but you'll be able to race with the best of them when you do. ****

SUPER MONACO II

Sega/£49.99 * Improves on the original only in cosmetic ways. Not worth shelling out for if you own *SMI*. ****

SUPER OFF ROAD

Accolade/£29.99 * For 'arcade classic' read 'cheap licence'. Cynic? Never. Not a bad version of the off-road racing game, but it does all look a tad old now. ***

SUPER REAL BASKETBALL

Sega/£34.99 * No it ain't. *

SUPER THUNDERBLADE

Sega/£34.99 * Ancient game with loads of really blocky 3D graphics. Sadly, it's looking its considerable age. *

SWORD OF VERMILLION

Sega/£49.99 * Very expensive, but very good. One of the best RPG games available for the Mega Drive, if not the best. Easy to use, with loads of action and a high rate of play, means that you never get bored. A game for everyone, not just for the seriously bearded. ****



NEW ENTRY RISKY WOODS

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

TAILSPIN

Sega/E34.99 ★ Fairly sedate platform romp with that all-important simultaneous two-player option. It's a bit of a naughty cash-in on the TV cartoon really, 'cos it smells so much of wee. ★★☆☆

TAZ-MANIA

Sega/E39.99 ★ Classic cartoon game featuring the tearaway Tasmanian marsupial of TV fame. Top class action and animation – quite simply, a top class game. ★★☆☆

TECMO WORLD CUP

Tecmo/E34.99 ★ A sorry excuse for a football game. In a game of two halves, this sad effort doesn't make it to half time. Total utter rubbish. ★

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTORE HEIST.

Konami/E39.99 Not a bad little walk-along beat 'em up, really. The animation is very good and quite funny, and there's a two-player option and a dash of digitised speech too. ★★☆☆

TERMINATOR

Virgin/E34.99 ★ Well, it all looks very nice, but it's about as shallow as a kiddies' paddling pool. Low on variety and low on challenge. Not one to keep you up all night. ★★

TERMINATOR 2

Acclaim/E39.99 ★ Just like the arcade version, with a high Arnie count and the chance for some fab simultaneous two-player action. An excellent reason for getting yourself a Menacer light gun for your Mega Drive. ★★☆☆

THE DUEL: TEST DRIVE II

Accolade/E39.99 ★ Unimpressive and dated driving game in which you avoid police and Sunday drivers as you hurtle about in a sports car. No two-player option, very few roadside sprites and precious little playability. ★★

THUNDER FORCE 2

Techno Soft/E34.99 ★ Fast and smooth scrolling shoot 'em up crammed with excellent sound and graphics – one of the ultimate shoot 'em ups. ★★☆☆

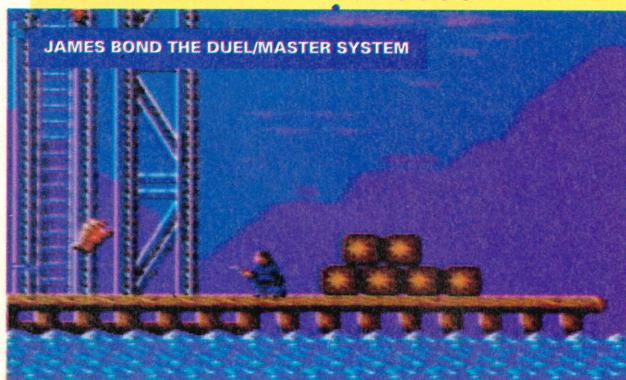
THUNDERFORCE 3

Techno Soft/E35.99 ★ Kersplat, pow, spagoo! This is the real thing – a shoot 'em up to end all shoot 'em ups. Amazingly fast and smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games. Pretty far out – and really rather hot with a piquant sauce. ★★☆☆

TOEJAM AND EARL

Sega/E39.99 ★ The much vaunted *Toe Jam and Earl* is like a *Sonic* House mix. So laid-back it's horizontal. Funky tunes, spaced-out graphics and sampled speech. A graphic adventure where the kickin' brothers wander around collecting things in a side-splitting manner. This not-so-dynamic duo expose *Sonic* and *Mario* as '70s throwbacks. ★★☆☆

JAMES BOND THE DUEL/MASTER SYSTEM



PRINCE OF PERSIA/MASTER SYSTEM



TOKI

Sega/E34.99 ★ Monkey spit, eh? It's dreadful to clean off your clothes. The coin-op and 16-Bit versions were great – even the Lynx remix was ace – so why, oh why has Sega changed pretty much the whole game? ★★☆☆

TRUXTON

Sega/E34.99 ★ A straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion with sound and graphics to match the original. ★★☆☆

TURBO OUT RUN

Sega/E39.99 ★ Oh dearie, dearie me. A very poor and very dated game from an arcade game that is, itself, very dated. You'll probably have a lot more fun playing with the cardboard box it comes in. ★

TURRICAN

Ballistic/E39.99 ★ *Turrican* is truly vast and really rather brilliant. A conversion that stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two-finger salute and then saunters off into the nearest bar to start a fight. It's that cool. ★★☆☆

TWIN HAWK

Sega/E39.99 ★ The same as every other Mega Drive shoot 'em up before it, except this came last and thus isn't as original as the shoot 'em ups used to be. If you get our drift. ★★☆☆

UNIVERSAL SOLDIER

Accolade/E34.99 ★ Good game with fast-paced action and a billion nasties. It has an excellent mix of power-ups, tortuous mazy bits and hidden blocks. However, we can exclusively reveal that it's really *Turrican 2* in disguise with a very convincing wig. ★★☆☆

WHERE IS CARMEN SANDIEGO?

Electronic Arts/E49.99 ★ This one is otherwise known as *Where In The Game Is Carmen Playability?* Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. Hmmm. ★★☆☆

WINTER CHALLENGE

Ballistic/E34.99 ★ Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathlon, downhill, cross country and ski-jump without having to embark on a bone-crunching Thompson's winter holiday. A sim so real you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive. ★★☆☆

WONDERBOY 3: MONSTER LAIR

Sega/E39.99 ★ Typical platform game with Wonderboy once again having to rescue his hapless and helpless girlfriend. Neat puzzles, good graphics and sound keep this from being simply just another *Wonderboy* game. ★★☆☆

WRESTLE WAR

Sega/E34.99 ★ One of the best wrestling games currently available for the Mega Drive. Large graphics and sprites result in a very playable game. ★★☆☆

WWF

Acclaim/E37.99 ★ Marvellous wrestling game with all your bikini-clad *WWF* favourites and zillions of moves. Learning all the various keypress combinations is a bit of a nightmare, though, and not for the cack-handed. ★★☆☆

XENON II

Sega/E39.99 ★ Unfortunately, this is not as good as the Amiga version, but it's still a merry little blast 'em up jaunt through deep hyperspace. ★★☆☆

ZANY GOLF

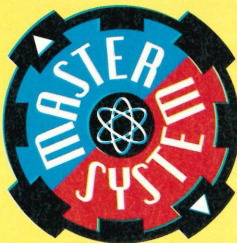
Electronic Arts/E19.99 ★ Despite the low cover price, which is possibly the only good thing about it, this is still a real pile of steaming brown and smelly stuff. ★

ZERO WING

Sega/E39.99 ★ Tough shoot 'em up that scores with impressive graphics. One of the best. ★★☆☆

ZOOM

Sega/E29.99 ★ Small scale arcadey puzzle game, which is not unlike *Aiz*. Makes you squint a bit 'cos it's so titchy. ★★☆☆



ACTION FIGHTER

Sega/E12.99 ★ Cheap and tacky. Full of, er... action and fighting. ★★

AERIAL ASSAULT

Sega/E29.99 ★ Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to the 'vacant' frequency. ★★☆☆

AFTER BURNER

Sega/E29.99 ★ The classic arcade game now makes a disappointing appearance on the 8-Bit. ★★☆☆

ALEX KIDD IN HIGH TECH WORLD

Sega/E29.99 ★ Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. ★★☆☆

ALEX KIDD IN LOST STARS

Sega/E29.99 ★ Yet another adventure for the Kidd. For AK fans only. ★★

ALEX KIDD IN SHINOBI WORLD

Sega/E29.99 ★ Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling. On the down side, however, little variation makes this a rather dull game. ★★☆☆

ALIEN STORM

Sega/E29.99 ★ Absolutely awful game. Poor conversion of the Mega Drive original. Avoid this game like the plague. Shame on you Sega. ★

ALIEN SYNDROME

Sega/E29.99 ★ Shoot 'em up, beat 'em up kinda thing. Rather uneventful. ★

ALTERED BEAST

Sega/E29.99 ★ One of the oldest games around. Rather a crap fighting fantasy beat 'em up. Very poor. Avoid. ★★☆☆

AMERICAN BASEBALL

Sega/E14.99 ★ One- or two-player mode available. Standard sports management programme plus active play sequences gives you enormous control over your team. ★★☆☆

AMERICAN PRO FOOTBALL

Sega/E29.99 ★ Not just American football, not just American football which is really, but *American Pro Football*, says it all, really. ★★☆☆

ASTERIX

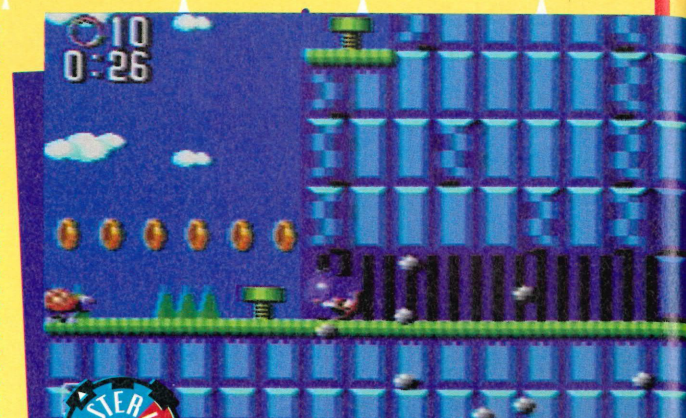
Sega/E29.99 ★ Smart version of Goscinny and Uderzo's original comic books. Graphics and animation are absolutely brilliant. Rather disappointing sound and FX, but more than made up for by great playability. Great game. ★★☆☆

AYRTON SENNA'S GRAND PRIX

Sega/E29.99 ★ Kind of like the original. However this game has enough new twists and effects to make it a pretty good game. ★★☆☆

AZTEC ADVENTURE

Sega/E12.99 ★ Everything to do with arcade adventures in Brazil, and nothing at all to do with trying to see Roddy Frame in concert. ★★☆☆



NEW! NEW! SONIC THE HEDGEHOG 2

Sega/E29.99 ★ Sonic and his new found bosom pal, Tails, in more fun and frolics with the evil Dr Robotnik. Immensely playable, frighteningly addictive and a fabulous reason for giving up your social life and waiting for your skin to go very pale. ★★☆☆

BACK TO THE FUTURE III

Acclaim/E32.99 ★ How long is a piece of string? Can't say, can you? Equally, you can't tell how long a console game should be. One, two or three levels? But there certainly aren't enough in *BTF III*. As a graphic adventure kinda game, *BTF III* is fine – it just doesn't go very far. Three levels ain't value for money. ★★☆☆

BATMAN RETURNS

Sega/E34.99 ★ Quite stale platform beat 'em up with the caped crusader taking on the penguin. The 8-bit graphics struggle with Tim Burton's gothic vision of Gotham. ★★☆☆

BANK PANIC

Sega/E12.99 ★ Otherwise known as the 'I don't get paid enough, why is my overdraft so bloody big?' sim. Uneventful bank job jaunt. ★★☆☆

BART VS THE SPACE MUTANTS

Flying Edge/E29.99 ★ Pretty smart conversion of the old NES game once again finds the young dude with the yellow skin trying to fend off an alien invasion single-handed. ★★☆☆

BASKETBALL NIGHTMARE

Virgin/E29.99 ★ Standard basketball game with the twist of playing against various mythical and fantasy creatures. Rather like playing against the England basketball team. ★★☆☆

BLACK BELT

Sega/E12.99 ★ Cheap, but unoriginal, beat 'em up. ★★

BLADE EAGLE 3D

Sega/E9.99 ★ Stonkingly cheap and cheerful, but also stonkingly crap. ★

BOMBER RAID

Sega/E29.99 ★ Take that, Jerry Hun-trousers! Standard 'jolly japes in this RAF kinda shoot 'em up. ★★☆☆

BONANZA BROTHERS

Sega/E29.99 ★ Smart multi-layered arcade action puzzle game. With traps to overcome and swag to be half-inched. ★★☆☆

BUBBLE BOBBLE

Taito/E29.99 ★ Cute, bubble-blowing brontos, monsters and over 100 platforms. Great gameplay should make this more than a challenge for most games players. ★★☆☆

CALIFORNIA GAMES

Sega/E29.99 ★ Surf's up on the Master System. A classic game but a poor conversion. ★★☆☆

CAPTAIN SILVER

Sega/E29.99 ★ Follow the adventures of Captain Silver as he puts wrongs to rights, does good and generally being heroic. ★★☆☆

CASINO GAMES

Sega/E29.99 ★ Roulette, blackjack, poker and craps, to name but a few in this pointless gambling sim. ★★☆☆

CHASE HQ

Sega/E29.99 ★ Various vehicular chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness. ★★☆☆

CHASE HQ II: SCI

Sega/E32.99 ★ Good-guy cop game with loads of bad guys to be blown away and cars to be skidded. Hmmm... okay, I suppose. ★★☆☆

CHESS

Sega/E34.99 ★ What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. ★★☆☆

CHOPLIFTER

Sega/E24.99 ★ Classic horizontally viewed shoot 'em up that, despite being as old as the hills, is still enjoyable and pretty damn playable. ★★☆☆

CHUCK ROCK

Virgin/E34.99 ★ Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little playing time. ★★☆☆

COLUMNS

Sega/E24.99 ★ Sega's answer to *Tetris* finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive. ★★☆☆

CYBER SHINOBI

Sega/E29.99 ★ *Shinobi* goes electronic but retains the same old beat 'em up formula. ★★☆☆

CYBORG HUNTER

Sega/E29.99 ★ Earth-bound shoot 'em up that really has little new or exciting to offer you. ★★☆☆

DARIUS II

Sega/E32.99 ★ *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em up. ★★☆☆

DICK TRACY

Sega/E29.99 ★ Despite – perhaps in spite of – Warren Beatty and Madonna, the film was a pretty hopeless turkey. Surprise, surprise, the Master System game lives up, or rather, down to it nicely. ★★☆☆

DONALD DUCK

Sega/E32.99 ★ Absolutely brilliant graphics and really sweet animation as you play our guy Donald. Loads of platforms to jump on and baddies to bash. All a bit easy, though. ★★☆☆

DOUBLE DRAGON

Sega/E29.99 ★ Pretty poor beat 'em up. It's not really worth shelling out 30 notes for this. ★★☆☆

DRAGON CRYSTAL

Sega/E29.99 ★ Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door. ★★☆☆

ENDURO RACER

Sega/E9.99 ★ Cheap price. Crap game. This is real blockvision stuff. ★

ESWAT

Sega/E29.99 ★ A classic beat 'em up kinda thang in which you are out to rescue some poor sap who's gone and got himself kidnapped. Serves him blomm'n' well right. Bog standard. ★★☆☆

F-16 FIGHTER

Sega/E17.99 ★ If this is a flight sim, I'm a cabbage. I'm not and it ain't. ★

FANTASY ZONE

Sega/E12.99 ★ Not as good as the Mega Drive version, but not bad for all that. Opa must save his planet by blowing everything he sees up. Weird, druggy shoot 'em up. ★★☆☆

FIRE AND FORGET

Sega/E29.99 * Bog standard fighting fantasy fare, full of buxom maids and mad wizards. ★★☆☆

GAIN GROUND

Sega/E29.99 * Not unlike that old arcade chestnut *Qix*, where the object of the game is to section off large areas of a given space. Plays a lot better than it actually sounds. ★★☆☆

GALAXY FORCE 2

Sega/E29.99 * Sega's massive coin-op has been converted on to the Master System. The 3D scrolling is just as crisp and sharp as the coin-op, with great arcade-quality sound. ★★☆☆

GANGSTER TOWN

Sega/E29.99 * Poor *Oppo Wolf*-style shoot 'em up. Not worth it. ★☆☆☆

G-LOC

Sega/E29.99 * Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you, that isn't hard. ★★☆☆

GAUNTLET

US Gold/E29.99 * Faithful conversion that retains all the playability of the original. Two-player mode brings the game to life. Still a good buy, however, despite its age. ★★☆☆

GEORGE FOREMAN'S KO BOXING

Acclaim/E29.99 * None too interesting, viewed-from-the-side boxing game. Its got some nice ideas with stats and super punches, but it's just not very playable. ★★☆☆

GHOSTBUSTERS

Sega/E29.99 * Not nearly as good as it could have been. Only for hardened fans of the movie/cartoon series. If there are any of you left out there? ★★☆☆

GHOULS 'N' GHOSTS

Sega/E29.99 * Loads of monsters to splat and power-ups to collect. ★★☆☆

GLOBAL DEFENCE

Sega/E12.99 * Slow, uneventful and downright dull shoot 'em up. ★☆☆☆

GOLDEN AXE

Sega/E29.99 * An okay version of Sega's prize beat 'em up, but suffering from the same easiness that marred the Mega Drive version. Looks nice, though. ★★☆☆

GOLDEN AXE WARRIOR

Sega/E32.99 * Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior*. (Uninspired. Ed.) ★★☆☆

GOLFMANIA

Sega/E32.99 * Have you a mania for golf? If so, this is the one for you. *Golfsmania*, mania golf, gedditi? (Things are getting worse. Ed.) ★★☆☆

GREAT FOOTBALL

Sega/E24.99 * Very poor, not at all great, etc. Maybe *Crap Football* would have been a better title. ★☆☆☆

GREAT VOLLEYBALL

Sega/E9.99 * There's only one 'great' thing about this steamy pile of jobs – and that's the price. ★☆☆☆

HANG ON

Sega/E9.99 * Brave attempt at a Master System bike racing game that just suffers from the 8-Bit's lack of memory. Too slow, too blocky, too bad. ★★☆☆

HEAVY WEIGHT CHAMP

Sega/E24.99 * Pricey boxing sim that fails to deliver fairly dramatically. Large sprites chug around the screen like a couple of heavy goods vehicles. ★☆☆☆

HEROES OF THE LANCE

US Gold/E29.99 * Play an assortment of eight characters, one at a time, who together must quest through deep, dark, very unpleasant dungeons. Standard plot, but very well executed. ★★☆☆

IMPOSSIBLE MISSION

Sega/E29.99 * Arcade platform adventure, with one of the biggest dollops of puzzle-solving you are ever likely to come across. Terrific non-blasting action. ★★☆☆

INDIANA JONES/LAST CRUSADE

US Gold/E29.99 * A standard platform adventure with the added attraction of Indiana Jones, who is after the Holy Grail and who owns a jolly nice piece of headgear. US Gold has managed to produce a bit of a corker. ★★☆☆

NEW ENTRY JAMES BOND

THE DUEL

Domark/E34.99 * A cart that loses all the good bits from the Mega Drive version (like animation, gameplay and sound) and ends up just another mediocre platformer. Not Fleming worth it (*Oh, ha ha. Ed.*) ★★☆☆

JOE MONTANA FOOTBALL

Sega/E29.99 * Yankee footie sim, bit blocky and a bit slow. Not that hot, but probably the best footie game you're gonna get on the Master System. ★★☆☆

JUNGLE FIGHTER

Sega/E29.99 * If you fancy a bit of fighting in the jungle then this is for you. If you're more of a 'fighting in the greengrocers, or down the local co-op' kinda guy, I'd look elsewhere. ★★☆☆

KLAX

Sega/E32.99 * Classic arcade puzzle game that suffers not at all in its conversion to the Master System. In fact, it fares rather well in the conversion. ★★☆☆

KUNG FU KID

Sega/E12.99 * Loads of flying backflip death-chops in this average, under age beat 'em up. ★★☆☆

LASER GHOST

Sega/E29.99 * Brilliant graphic arcade adventure thing, in which you attempt to save Katherine's stolen soul. (She's already got her funk back.) Worth a look. ★★☆☆

LINE OF FIRE

Sega/E29.99 * Very poor arcade conversion with little to challenge even the most inexperienced gameplayer. Average graphics, sound and gameplay do nothing at all to lift this game in any way what-so-ever. Is there no salvation? ★☆☆☆

LORD OF THE SWORD

Sega/E29.99 * Yet more leather-bound sword and sorcery adventure. Only for the serious grebo. ★★☆☆

MARBLE MADNESS

Domark/E29.99 * Arcade classic that works well on the Master System. Guide your marble down a series of increasingly difficult and tortuous paths. Mind you, if you've seen one version of *Marble Madness* you've seen them all. ★★☆☆

MAZE HUNTER 3D

Sega/E9.99 * Into the screen version of the wrinkly old classic *Pac-Man*. Big, fat, hairy deal. ★☆☆☆

MERCs

Sega/E32.99 * Bit flicky and a bit blocky but, having said all that, not a bad little shoot 'em up. ★★☆☆

MISSILE DEFENCE 3D

Sega/E9.99 * Naff version of an ancient game, with the added crappo-schlappo factor of you having to wear a ridiculous pair of 3D glasses. ★☆☆☆

MONOPOLY

Sega/E29.99 * The board game that only ever makes an appearance on Boxing Day can now be found on the Master System. Great, if you like that kinda thing. ★★☆☆

MOONWALKER

Sega/E29.99 * The man with the chimp makes a console appearance and is just as poncey as he was on the big screen. Okay, but I have to say it was all rather sweet and sickly. ★★☆☆

NEW ZEALAND STORY

Tecmagik/E34.99 * Excellent conversion of the cutesy platform arcade classic. ★★☆☆

NINJA

Sega/E9.99 * We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story. ★☆☆☆

NINJA GAIDEN

Sega/E32.99 * This does not take place in a garden. Smart ninja bash – high on action, high on gameplay. ★★☆☆

OLYMPIC GOLD

US Gold/E34.99 * Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal (if you have one). Average. ★★☆☆

OLYMPICS

Sega/E34.99 * Bloody expensive *Track And Field* sim that is as uneventful as it is expensive. Not a very good outing at all. ★☆☆☆

OUT RUN

Sega/E29.99 * Slow, blocky and about as much fun as a kick in the groin with a large hob-nailed boot. ★☆☆☆

OUT RUN 3D

US Gold/E29.99 * Almost the same as *Out Run* but – you guessed it – the whole thing is in 3D. ★☆☆☆

OUTRUN EUROPA

US Gold/E29.99 * *Out Run* but with a subtle difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Gripping stuff. ★★☆☆

PHANTASY STAR

Sega/E39.99 * Classic arcade adventure game with more quests to go on than I've had hot dinners. ★★☆☆

PITFIGHTER

Domark/E32.99 * Noncey, snorey one- or two-player beat 'em up with dodgy controls and minuscule sprites. A chore to play and only slightly better than having to compete in the real thing. ★★☆☆

POPULOUS

Tecmagik/E34.99 * Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. This near-legendary game shapes up well on the Master System. Potter around 5,000 worlds and act in a generally Godly manner. A superior game. ★★☆☆

POWER STRIKE

Sega/E12.99 * Shoot 'em up galore. Loads of things that go bang, but not much here for the high of grow. ★☆☆☆

PREDATOR 2

Acclaim/E29.99 * Run of the mill shoot 'em up. It is undeniably most remarkable for the seeming absence of the eponymous villain. ★★☆☆

PRINCE OF PERSIA

Domark/E24.99 * Outstanding conversion of an outstanding game. A brilliant fence 'em up (opponents clash in true cut-and-thrust sword-fight fashion) which has you as the Prince, frantically racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your beloved Princess against a tight time limit. Lavish sprite action. ★★☆☆

PRO WRESTLING

Sega/E24.99 * Sorry kinda cart, with loads of block-o-vision sprites and little playability. Brave attempt, but... ★★☆☆

PUTT AND PUTTER GOLF

Sega/E29.99 * Crazy golf game that is fun for a little while, but unfortunately soon begins to wane in the interest department. The game is fine, for those of you who are into Kiss Me Quick hats. ★★☆☆

R-TYPE

Sega/E24.99 * Fine version of the old shoot 'em up classic. Fast, fun and full of juicy bits. Has to be said that it's a bit easy, but worth checking, out, though, just 'cos it looks nice. ★★☆☆

NEW ENTRY RAINBOW ISLANDS

Sega/E28.99 * Platformy puzzler that, although the son of the wonderful *Bubble Bobble*, never really quite comes up to the quality of its daddy's spermatozoa. ★★☆☆

RAMBO III

Sega/E29.99 * Pretty damn poor version of the awful 'blood and guts, 'He drew first blood', Gaud bless you America' Sylvester Stallone film. Real *Oppo Wolf* territory. ★★☆☆

RAMPAGE

Sega/E29.99 * The old corks in which you play an old hirsute B-movie monster (ie King Kong) You stomp about and proceed to knock down the whole of New York. Nice animation and a dash of classic action make this a stonker. ★★☆☆

RASTAN

Sega/E29.99 * Average game, which is not worth the relatively high cover price. ★★☆☆

RC GRAND PRIX

Sega/E29.99 * Got yourself all rigged out with your helmet and go-faster stripes for a motor racing game with a difference. Not a Porsche or Ferrari in sight – you dash round in a remote-controlled car. Not bad for all its bizarreness. ★★☆☆

NEW ENTRY RENEGADE

Sega/E29.99 * An odious pile of beat 'em up gunk with all the redeeming qualities of a scuba holiday off the coast of Sellafield. ★☆☆☆

RUNNING BATTLE

Sega/E29.99 * Very, very poor. Awful sound, graphics and flick animation. Use it to prop up a wobbly table. ★☆☆☆

SHADOW DANCER

Sega/E32.99 * One man and his dog. Above average ninja beat 'em up, but, let's face it – if you've seen one ninja 'em up, you've seen 'em all. ★★☆☆

SHADOW OF THE BEAST

Sega/E34.99 * Huge, classic graphic adventure, where you play the mutated homeboy in the fetching blue underpants. This plays rather less well. Shame. ★★☆☆

SHINOBI

Sega/E29.99 * Yer, yer, yer. Been there, seen that, got the T-shirt, washed it on a boil wash, too small, so flushed it down the toilet. Yavnsville, Arizona. Yas I know, I know it's all very pretty, but sadly it's also all very old. ★★☆☆

SLAP SHOT

Sega/E29.99 * Above average hockey game that has the Master System steaming with the effort of having to move all those sprites about. ★★☆☆

SMASH TV

Acclaim/E34.99 * Crap conversion of a fab game. Graphics are in a sad and sorry state and the sound effects are in an even worse state. Avoid. ★☆☆☆

SONIC THE HEDGEHOG

Sega/E29.99 * Sonic the punk hog is back and he's back with a vengeance. He's even better on the Master System in some respects than he was on the Mega Drive original. Much easier and slightly slower, but with a better playability factor over a larger playing area. Sonic will certainly make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous – a first. This is a classic conversion. Classic game. In fact, classic full stop. ★★☆☆

SPACE HARRIER

Sega/E29.99 * Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em up balls up. ★☆☆☆

SPACE HARRIER 3D

Sega/E9.99 * My mind has gone bye-byes, (Whats new. Ed.) The cup of derogatory remarks no longer runneth over. I cannot think of anything to say about this game except: Sad, sad, sad, sad, sad, sad, sad. ★☆☆☆

SPEEDBALL

Mirrorsoft/E29.99 * Not unlike the excellent film *Rollerball*. This is a highly violent cross between hockey and volleyball. It's the two-player option that makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you. ★★☆☆

SPEEDBALL 2

Virgin/E29.99 * Yet another excellent version of *Renegade*'s stylish but violent game of the future. Quite sedate compared to the 16-Bit versions, but marvellously playable anyway. The two-player sports sim for the Master System. ★★☆☆

SPELLCASTER

Virgin/E29.99 * Animated sword and sorcery action adventure set in Japan, with ultra-smooth graphics and sound. *Spellcaster* is one of the best games available on the Master System. ★★☆☆

SPIDERMAN

Sega/E29.99 * Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this game about good old Spidey one to watch out for. ★★☆☆

SPY VS SPY

Sega/E17.99 * Weak game, with little humour and playability. Not really worth the time or the money. ★☆☆☆

STRIDER

Sega/E29.99 * Classic space-age beat 'em up, with every kind of bad guy to be overcome, defeated and deftly disposed of. Good stuff. ★★☆☆

STRIDER II

US Gold/E29.99 * Large number of athletic moves make for quite varied gameplay but otherwise this platform beat 'em up is fairly run of the mill. ★★☆☆

SUBMARINE ATTACK

Sega/E29.99 * Underwater shoot 'em up. Okay, but nothing to write home about. Dive, dive, dive, dive for the nearest better game instead. ★★☆☆

SUMMER GAMES

Sega/E29.99 * *Track And Field* clone that is, frankly, disappointing. Not really worth it – go for *Olympic Gold* instead. ★★☆☆

SUPER KICK OFF

US Gold/E29.99 * The grand-daddy of all footie games makes a long-awaited appearance on the Master System. Okay yeah, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through. ★★☆☆



HEAVEN

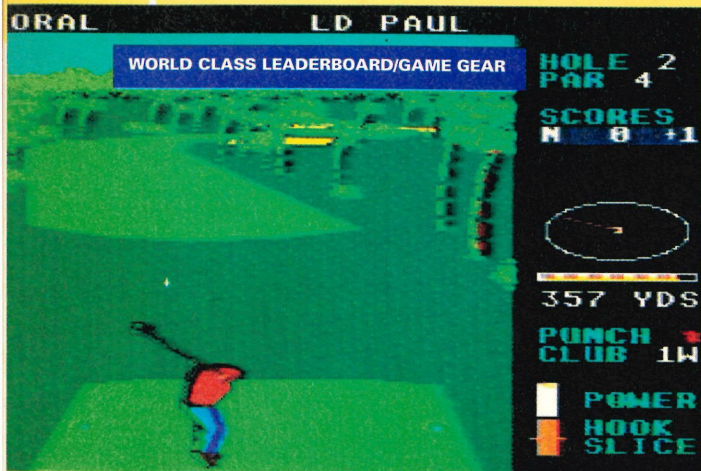
OUT 84 IN 88X TIME 3:53

01 20 20 16 15 14 20 20 20

MASTER SYSTEM MEGA ZONE

LEMMINGS

Sega/E24.99 * Classic puzzle game in which you save suicidal lemmings who are two Scotch eggs short of a picnic. Impressive 8-bit version, to boot. ★★☆☆



SUPER MONACO GRAND PRIX

Sega/E29.99 * Forget baked bean tins and a plate. (Sorry, I didn't realise I'd even remembered them. Ed.) Much more arcade-bound version of the Mega Drive hit that's worth a look if you fancy a bit of armchair racing. ★★ ★★

SUPER SPACE INVADERS

Domark/E29.99 * Fun kinda game, which, surprise, surprise is based on the ancient grand-daddy of all computer games. New manies and end of level monsters make for a very playable game. ★★ ★★

SUPER TENNIS

Sega/E29.99 * Not so sure about the 'Super' bit. And certainly no relation of the Super NES game of the same name. In fact, this game could perhaps be more accurately called 'Not So Super Tennis'. ★

TAZ-MANIA

Sega/E29.99 * Let's twist again. The demonic whirling dervish spins on to the Master System. Unfortunately, it'd be better if he just buzzed off, 'cos this is a disappointingly limp game that gives the Master System a bad name. ★★

TECMO WORLD CUP '93

Flying Edge/E29.99 * Recognisably football with functional controls, but bugged to jiggery. ★★

TEDDY BOY

Sega/E29.99 * Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaahhh! Retch. ★★

TENNIS ACE

Sega/E29.99 * Ironically, slightly better than *Super Tennis*. But not much. ★★

THUNDER BLADE

Sega/E29.99 * Fast and furious chopper action. (Please! Ed.) Standard *Air Wolf*-style shoot 'em up. ★★

TRIVIAL PURSUIT

Domark/E32.99 * A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages (handy if you're playing people from other countries) and a score screen that charts everyone's rating in the various categories. Disadvantages include the extremely slow pace and irritating humour. ★★

ULTIMA 4

Sega/E39.99 * Role-playing game in the vein of *Dungeons & Dragons*. You roam the countryside earning money, partaking in jolly japes, meeting people with silly names, etc. Very freeform game that allows a great deal of variety. ★★ ★★

VIGILANTE

Virgin/E29.99 * Ninja-inspired, multi-screen, beat 'em up. Good visually, plenty of action and screens. Plenty of fun, but just how many more ninja games can we take? ★★ ★★

WIMBLEDON

Sega/E29.99 * With all the usual choices of hard, lawn or clay courts, tournament or single matchplay, this is an initially difficult, but an ultimately rewarding tennis game. First Wimbledon, next the cardboard-acted coffee ad. ★★ ★★

WONDERBOY

Virgin/E24.99 * The original outing for Wonderboy now looks a little dated, but there is still a bit of a stonking game in here. ★★ ★★

WONDER BOY IN MONSTERLAND

Sega/E29.99 * Massive, cutesy platform game with a small element of RPG. Not hugely difficult to complete, mind, so the rock hard among you may feel you haven't got your money's worth (you whinging tight wads). ★★ ★★

WONDERBOY III

Virgin/E29.99 * Yet another *Wonderboy* game. The same old formula rears its ugly head. Nothing really new, but well put together. ★★

WORLD CLASS LEADERBOARD

US Gold/E29.99 * A reworked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over 18 holes. ★★ ★★

WORLD CUP ITALIA 9'0

Sega/E24.99 * Awful, brown and smelly game. One of the crappiest football sims around. ★

WORLD GAMES

Sega/E24.99 * Yet another *Track And Field*-type game with very little in the way of new elements to offer. ★★

XENON II

Image Works/E29.99 * Potentially a game of greatness, let down by some very ropey collision detection. However, there are some nifty graphics and sound. ★★ ★★

YS

Sega/E32.99 * Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown. ★★ ★★



ALIEN 3



Flying Edge/E29.99 * Addictive platform shoot 'em up, possibly the best of the genre, featuring an awful lot of hardware to experiment with. Very exciting and atmospheric, with a digitised Sinead O'Connor. ★★

ALIEN SYNDROME

Sega/E24.99 * Quite addictive plan-view shoot 'em-up, with lots of weapons, killer gametes hunting you down, and a maze of rooms containing people to rescue. A kiddies' version of *Alien 3*, really. ★★ ★★

AX BATTLER

Sega/E29.99 * Lots of battling with axes. Uneventful hack and slash job. ★★

NEW ENTRY BATMAN RETURNS

Sega/E32.99 * Luckily more in common with the Mega Drive version than the vom-inducing Master System effort. Stylish platforming à la Tim Burton's gothic movie but a bit easy. ★★ ★★

CHASE HQ

Taito/E25 * Standard race and shoot game that makes *Outrun* look truly ancient. Unfortunately it's all a bit easy. ★★ ★★

CHESSMASTER

Sega/E19.99 * What a stonker of a game. Although chess is chess is chess, if you want to play it on your Game Gear, this is the only cart for you. ★★ ★★

CHUCK ROCK

Sega/E24.99 * *Chuck Rock* is an instantly playable platform game with lots of humorous touches like belly-butts and cool caricature graphics. Great fun. ★★ ★★

CRYSTAL WARRIORS

Sega/E24.99 * A *Zelda* clone if ever there was one, and it's a pretty funksome one at that. ★★ ★★

DEVILISH



Genki/E20 * Somewhere between pinball and an excellent shoot 'em up, *Devilish* puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards. A spooky little gem. ★★

DONALD DUCK/DIME CAPER

Sega/E29.99 * Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares – it still looks very nice. ★★ ★★

DRAGON CRYSTAL

Sega/E24.99 * Fire-breathing action, but with no sign of Puff. Nothing special. ★★ ★★

EVANDER HOLYFIELD'S REAL DEAL BOXING

Sega/E29.99 * Unusual boxing game featuring a view of your disembodied gloves floating about before your opponent and an excellent character generation section. ★★ ★★

FACTORY PANIC

Sega/E24.99 * Odd little puzzle game, but worth a look if puzzles are your thing. ★★ ★★

FANTASY ZONE GEAR

Sega/E24.99 * Flawed handheld version of *Fantasy Zone*. Not good. ★

G-LOC

Sega/E24.99 * Conversion of a far from brilliant game. Relatively smooth graphics give the fight sim feeling, but after a couple of plays interest wanes. ★★

GEORGE FOREMAN

Flying Edge/E28.99 * Okay-ish boxing game that fails to hit the spot. (Groan. Ed.) Better than some, but not as good as others. ★★

HALLEY WARS

Sega/E24.99 * Not a bad little shoot 'em up, with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of zooming triangles. ★★ ★★

INDIANA JONES AND THE

LAST CRUSADE

US Gold/E29.99 * The graphics are rather sparkly; Indy himself has a rather smart, swaggering way of walking and the backgrounds are varied and atmospheric. The difficulty is pitched about right, too. It's a (whip) cracker! ★★ ★★

JOE MONTANA FOOTBALL

Sega/E24.99 * Hup, hup handheld. Loads a Yankee footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad. ★★ ★★

KLAX

Domark/E29.99 * Classic game that makes a welcome appearance on the GG. ★★ ★★

MARBLE MADNESS

Domark/E27.99 * Identical to the Master System version, but smaller. ★★ ★★

NEW ENTRY MASTER OF DARKNESS

Sega/E29.99 * Vampires are hip, this game is not. In fact, it is a pile of snot. Dingy platforms, that should be lighter. And there's no Winona Ryder. ★★

MICKEY MOUSE

Sega/E24.99 * Scaled-down version of the excellent Mega Drive game. Retains the high standard of graphics and animation, with ear-curling sound effects. ★★ ★★

NINJA GAIDEN

Sega/E24.99 * Nothing to do with hardy perennials and everything to do with kicking people in the teeth. One of those near legendary beat 'em ups. ★★ ★★

OUTRUN

Sega/E24.99 * Naff conversion of the ancient pub-bound coin-op with little of any interest to offer. ★★

OUTRUN EUROPA

US Gold/E24.99 * A technically adept game that combines the best bits from other driving games. Lots of different vehicles and the ability to ram, shoot and punch other traffic help sustain interest. ★★ ★★

PENGO

Sega/E19.99 * Version of the much used and extremely dated *Pac-Man* gameplay. Unfortunately, *Pengo* shows its age – give this game a bus pass and a zimmer frame, someone. ★★

PREDATOR 2

Acclaim/E29.99 * One of those isometrically viewed 3-D shoot 'em ups. A tad uninspiring and a nightmare to hit a target coming in on the diagonals but otherwise not bad. ★★ ★★

PSYCHIC WORLD

Sega/E19.99 * Mind-bending action – well worth looking at, partly for the low price and partly for the puzzley, arcadey action. ★★ ★★

PUTT & PUTTER

Sega/E19.99 * The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole-in-one in this game. ★★

SHINOBI

Sega/E24.99 * The classic slash 'n' dash over four levels survives the transition to the Game Gear very well. Ultra-smooth graphics combine handsomely with an interesting and varied gameplay. ★★ ★★

SLIDER

Sega/E24.99 * Dull and uneventful puzzle game that owes more than a passing nod to *Pac-Man*. Very poor. ★★

SMASH TV

Acclaim/E29.99 * Excellent arcade game that has sadly been reduced to a frustrating chore through its conversion to the Game Gear. Squinty graphics and a dodgy control system are the out and out real villains to blame of the piece. ★

SOLITAIRE POKER

Sega/E24.99 * More like *Patience* than *Poker*, but still a well-executed little cart. This will definitely be your bag if you're into pull-your-hair-out-by-the-roots type puzzle games. ★★ ★★

SPACE HARRIER

Sega/E24.99 * Into-the-screen shoot 'em up, that, quite frankly, looks and plays in a very dated manner. ★★

SPIDERMAN

Sega/E39.99 * Quite standard fare, this. All the action takes place on loads of different platforms. The game has nice, smooth animation and sound. Reasonably good stuff, but nothing to cream your panties over. ★★ ★★

SPIDERMAN VS THE KINGPIN

Acclaim/E24.99 * Spidey hits the streets big-time. A superb conversion of the Mega Drive smasheroonie. A pretty steep learning curve sets just the right level of challenge and playability. ★★ ★★

SHINOBI II

Sega/E29.99 * Well animated ninja beat 'em up, which may not be hard enough to make it value for money. ★★ ★★

SUPER KICK OFF

US Gold/E27.99 * Is there any format currently known to man that *Kick Off* hasn't been on? I er... hmmm... I doubt it, somehow. Can I look forward to playing *Kick Off* on my faithful scientific calculator, my digital watch or maybe my abacus? A brillio pad version of the old faithful footie game, which, despite the small screen is easily viewed and played. ★★ ★★

SUPER SPACE INVADERS

Domark/E27.99 * A lot more fun than many of you out there would expect. Many nifty new touches with numerous configurations of aliens that do strange and weird things like bisect or grow when shot. The dazzling backgrounds and a dramatic cattle mutation round should keep anyone amused for at least a couple of hours!! ★★ ★★

SUPER MONACO GP

Sega/E19.99 * One of the few Grand Prix games available for any handheld, and also one of the most disappointing. My advice is that it's best to stick to the real thing (if you can afford the car, that is). ★★

SUPER OFF ROAD

Virgin/E27.99 * Speedy four-wheel buggy driving game in glorious microscope-o-vision. Dabble with your specifications (oo-er!) after each race and collect turbo nitro power-ups and bags of cash en route. ★★

SUPER WONDERBOY

Sega/E19.99 * Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Should keep even the most cynical gamer involved for hours. ★★ ★★

NEW ENTRY TALESPIIN

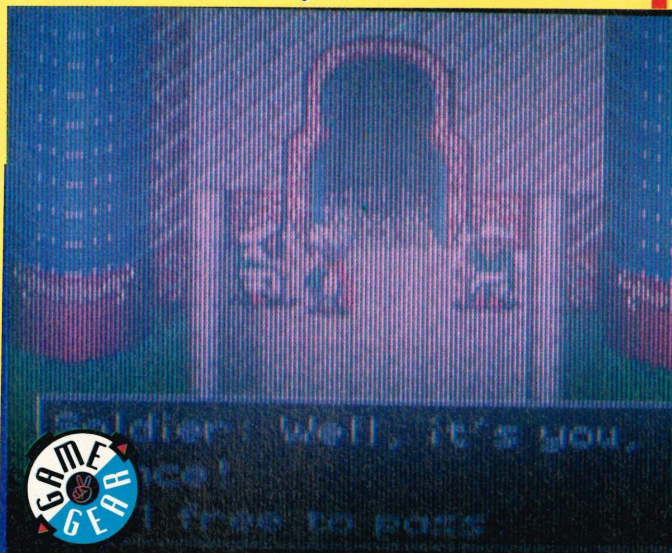
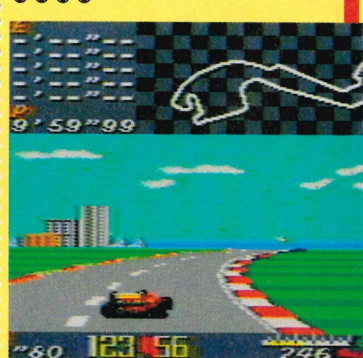
Sega/E29.99 * TV spin-off that does for kids telly what the RAF did to property prices in Dresden. Lacklustre platformer that was cobblers on the Mega Drive and is double cobblers with cheese without the mayonnaise on the Game Gear. ★★

TERMINATOR

Virgin/E25.99 * With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned into your trigger-finger for this five-level fightorama. As tough as good ole Arnie himself, except it doesn't hug babies. ★★ ★★

WORLD CLASS LEADERBOARD

Sega/E24.99 * The classic golf game. The animation is super smooth, sexy and functional. In a well-supplied genre, it is truly one of the better golf handheld games around. ★★ ★★



DEFENDERS OF OASIS

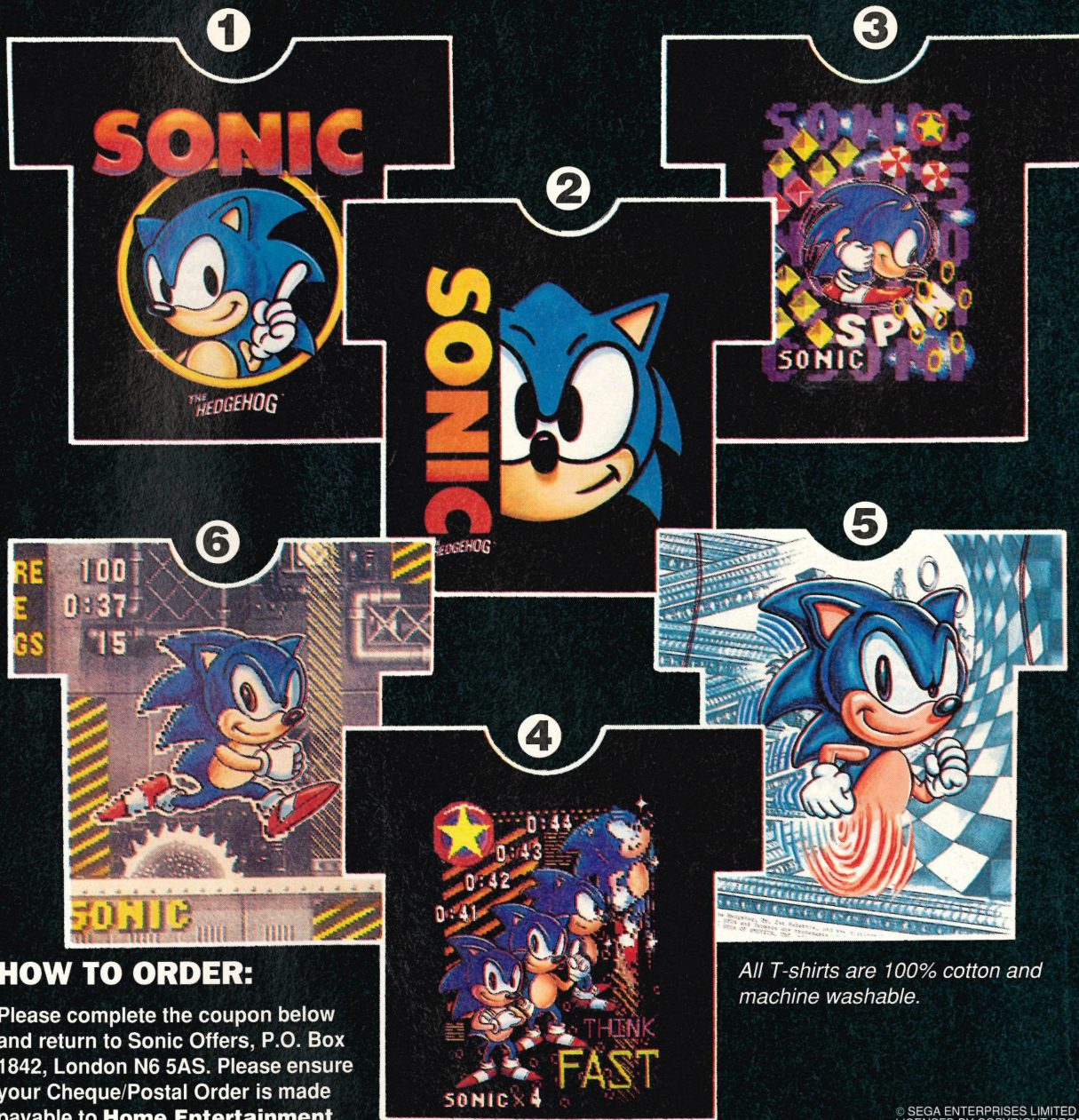
Sega/E34.99 * If you like RPGs and you've got a Game Gear then this cart is a dream come true, if you're not convinced about RPGs then don't bother – it'll be a total snore. ★★

OFFICIAL SONIC GEAR IS HERE!

SONIC



THE HEDGEHOG™



HOW TO ORDER:

Please complete the coupon below and return to Sonic Offers, P.O. Box 1842, London N6 5AS. Please ensure your Cheque/Postal Order is made payable to **Home Entertainment**.

All T-shirts are 100% cotton and machine washable.

© SEGA ENTERPRISES LIMITED 1992
LICENSED BY COPYRIGHT PROMOTIONS LTD

Send to: Sonic Offers, PO Box 1842, London N6 5AS. I enclose my cheque/P.O. (Address on back) made payable to: **Home Entertainment** or please debit my Access/Visa Account with the sum of £.....

my card number is:

Signature Card Expiry Date/9.....

Please use Block Capitals

Mr/Mrs/Miss

Address

Postcode Telephone No.

Orders are normally despatched within 2 to 3 days, please allow 28 days for delivery. Full money back guarantee on goods returned unworn within seven days.

If you do not wish to receive Direct Mail from companies other than the publisher, please tick here. ☐

(Please enter quantities required in boxes)
Items 5 and 6 available in Large and XLarge only

ITEM	SIZE				PRICE EACH	£ TOTAL
	S	M	L	XL	£	
1 Sonic Ring					£10.99	
2 Half Face					£10.99	
3 Sonic Spin					£10.99	
4 Think Fast					£10.99	
5 Chequers					£14.99	
6 Sonic Machinery					£14.99	
Please add £1.00 per item, postage and packing for UK or add £2.50 per item for posting & packing for rest of Europe						
TOTAL						

T S H I R T O F F E R



LAUNCH PAD LAUNCH PAD LAUNCH PAD

CHARTBUSTERS UK

82 BANDYWOOD RD,
KINGSTANDING,
BIRMINGHAM B44 9LT

**UNBEATABLE OFFER
ON ANY SEGA PRODUCTS**

TOO MANY

**CARTRIDGES
TO MENTION!**

**ORDERS FOR
STREETFIGHTER 2 AVAILABLE**

**WELL BELOW
RECOMMENDED RETAIL PRICE
SUBJECT TO AVAILABILITY**

TELEPHONE: 021 366 6993

SABRESOFT

DEDUCT 50p FROM
EACH TITLE TO A
MAXIMUM OF 4
ITEMS WITH THIS
VOUCHER.
Please send S.A.E.
for full price list.

NAME _____
ADDRESS _____

TEL _____

SABRESOFT
54 RICHARD AVENUE
WIVENHOE
COLCHESTER
ESSEX CO7 9JQ
TEL: 0206 827811
MEGADRIE TITLES £
SONIC 231.95
ALIEN 332.25
TAZMANIA32.75
LEMMINGS33.50

NHLPA33.50
SUPER KICK OFF31.95
PGA GOLF 233.50
MICKEY AND DONALD32.50
RISKY WOODS34.00
STREETS RAGE II37.95
ECCO DOLPHIN34.00
CHAKKAN33.50
ROLO TO THE RESCUE34.00
JOHN MADDEN '9332.75
GREEN DOG29.00

- ★ FREE RECORDED DELIVERY SERVICES
- ★ NO MEMBERSHIP - NO HIDDEN CHARGES
- ★ HUGE SELECTION OF TITLES FOR MEGADRIE/MASTER/GEAR/ALL AT LARGE DISCOUNTS ON RRP
- ★ FAST SERVICE (NEXT DAY DISPATCH ON P/O) 5 DAYS DISPATCH WITH CHEQUE.
- ★ SEND S.A.E. FOR FULL PRICE LIST STATING MEGA/MASTER/GEAR/ALL.

A M S ELECTRONICS

AUDIO * VISUAL * COMPUTER & ENTERTAINMENT SYSTEMS

We offer a 'Treasure Chest of Titles' Specialising in Megadrive, SNES, Game Gear & Gameboy. All the new and latest titles arriving on a daily basis as well as large stock of existing titles always available.

(UK US & JAP Titles) Get them Faster & Cheaper.

- ★ SENSATIONAL SOFTWARE AT SENSATION PRICES.
- ★ A SPEEDY MAIL ORDER SERVICE FROM ONE OF BRITAIN'S MOST EXPERIENCED AND LEADING INDEPENDANT COMPUTER GAME RETAILERS.
- ★ CALL OUR MAIL ORDER HOTLINE ON (081) 201 0535 OR VISIT OUR SHOP BETWEEN 12.00 - 7PM EVERY WEEKDAY AND 10.30 - 6.30PM ON SATURDAYS AT :

145B DEANS LANE, EDGWARE, MIDDLESEX. HA8 9NY



EUROPEAN ORDERS WELCOME



MEGA GAMES

PART EXCHANGE WELCOME

If you don't see it here Call.

TITLE	NEW	USED	TITLE	NEW	USED
ALIEN 3	32.95	24.00	MUHAMMED ALI BOXING	CALL	
ALISIA DRAGON	29.95	20.00	MICRO MACHINES	34.95	26.00
AQUATIC GAMES	29.95	20.00	OLYMPIC GOLD	29.95	20.00
ART ALIVE	29.95	22.00	PRO ACTION REPLAY	44.95	
BATMAN RETURNS	32.95	24.00	RAMPART	34.95	25.00
BIOHAZARD BATTLE	34.95	26.00	ROAD RASH II	34.95	25.00
BULLS V LAKERS	32.95	24.00	SIDE POCKET	34.95	26.00
CHUCK ROCK	32.95	23.00	SONIC II	32.95	23.00
CORPORATION	32.95	24.00	SPEEDBALL II	32.95	23.00
CRUE BALL	32.95	24.00	SPLATTER HOUSE II	32.95	23.00
CHESTER CHEETAH	CALL		SUPERKICK OFF	CALL	
DESERT STRIKE	32.95	24.00	SUPER MONACO	32.95	23.00
DRAGONS FURY	34.95	24.00	SUPER MONACO II	34.95	24.00
ECCO	34.95	26.00	TAZMANIA	32.95	23.00
F22 INTERCEPTOR	29.95	23.00	TERMINATOR	29.95	20.00
HOME ALONE	29.95	20.00	TERMINATOR II	34.95	24.00
HUMANS	CALL		THUNDER FORCE IV	32.95	24.00
INDY JONES	32.95	23.00	UNIVERSAL SOLDIER	32.95	24.00
JOE MONTANA 93	32.95	24.00	WORLD OF ILLUSION	32.95	24.00
JOHN MADDEN FOOTBALL 93	32.95	24.00	WWF	34.95	24.00
KID CHAMELEON	29.95	20.00	UK/JAP ADAPTOR	9.95	
LEMMINGS	34.95	24.00	MEGADRIE & 2 GAMES	129.95	
LHX ATTACK CHOPPER	32.95	24.00	GAMEGEAR & SONIC	99.95	
LOTUS TURBO CHALLENGE	34.95	24.00			

Please call before sending your order to ensure availability.
Please add £1.50 for recorded delivery P&P on all games and £9.90 for machine.

Please send your orders to:

Mega Games, Merlin House, 122-126 Kilburn High Road,
London NW6 6HY

TELEPHONE: 071 372 4356

Prices subject to change E&OE. Shop prices may vary. Shop: 213A Belsize Road, NW6.

POWER PLUS CONSOLES

MEGADRIE FROM
£87.00

UNIT 3
ROBERT LEONARD IND, EST
AVIATION WAY
SOUTHEND-ON-SEA
ESSEX
Tel/Fax: (0702) 530377

MEGADRIE

SUPER NES

MASTER SYSTEM

DESERT STRIKE28.95	STREETFIGHTER II.....CALL	ASTERIX23.95
SIDE POCKET29.95	CASTLE VANIA IVCALL	BONANZA BROS22.50
EVANDER HOLYFIELD29.95	WWF37.00	DONALD DUCK.....23.95
MONACO GP 2CALL	HOME ALONE37.00	MICKEY MOUSE.....22.95
TAZMANIA29.95	SMASH TV37.95	SONIC II£ call
JORDAN V BIRD27.95	ADDAMS FAMILY37.95	LEMMINGS£ call
PITFIGHTER28.95	BARTS NIGHTMARE.....37.95	
ROAD RASH28.95		
SPIDERMAN28.50		
KRUSTYS FUN HOUSE28.95		
SONIC HEDGEHOG27.00		
DRAGONS FURY28.95		
ALIENS IICALL		
LHXCALL		
SONIC IICALL		
M MOUSE + D. DUCKCALL		
ALISIA DRAGON29.95		
WWF30.50		
SMASH TV28.95		
STEEL TALONS30.95		
LEMMINGS31.50		
STREETFIGHTER IICALL		

CONSOLES

MEGADRIE + SONIC96.50	SUPER NES SYSTEM.....CALL
MEGADRIE INC SONIC & STREET OF RAGE110.63	MASTER SYSTEM II INC SONIC59.95
MEGADRIE MENACER PACK.....110.63	

**GAMEGEAR AND
GAMEBOY
AVAILABLE**

100'S more titles to choose from.

Ring our Order Hotline NOW!

Mail Order Hotline (0702) 530377

Open 7 days a week

Monday-Friday - 9am-7pm

Saturday - 9am-6pm

Sunday - 10am-1pm

GAMES £1.00 P&P
CONSOLES £5.00 P&P

**NO JAP GAMES
NO MEMBERSHIP FEES
NEXT DAY CONSOLE
DELIVERY AVAILABLE**

AFTER HOURS ANSWER PHONE

CHEQUES MADE PAYABLE TO:
POWER PLUS CONSOLES
WHOLESALE ENQUIRIES WELCOME

PRICES + VAT



CHEAPEST PRICES AROUND!

H PAD LAUNCH PAD LAUNCH PAD



Now play **ALL** the games, Not just a few. All of them available at under £3 to you!



All the latest new & used games to choose from.



AMAZING OFFER!

TO GET ANY
SEGA / NINTENDO GAME

FOR ONLY - £2.99



HOW TO ORDER:

- 1st, choose one of your games that you don't play anymore & write it down on your order form. Then check out your current Game Zone/Sega Zone for the latest Games Guide/Cart Show to see what your game scores.
- Now choose a new game from the Games Guide/Cart Show in the same score zone as your game. Write this game down on your order form as well as four other choices (in order of preference).
- Now complete the rest of the order form and send it to **GAME MAIL, PO BOX 3, CINDERFORD, GLOS. GL14 2YP** along with your game/£2.99 + £1 p+p (you may use a photocopy if you wish).
- We'll then rush the game of your choice back to you within as little as a week.

NB For peace of mind: recorded delivery costs around 30p.

CONDITIONS OF TRADE:

- ★ Your game must be accompanied, in good working order, by its handbook + case.
- ★ You can only trade your game for another game in the same score zone which is compatible with the same system as your game.
- ★ You must send your game in a padded envelope (available at post offices for around 40p) as we won't accept responsibility for any damaged games we receive.
- ★ If games have to be returned for any reason - We reserve the right to keep part, or all of the amount paid to cover postage & handling costs.

TO BE THIS GOOD TAKES

GAME MAIL



★ My System is -



Please tick



★ My game is -



★ Its score Zone is (Please tick box)



★ please trade my game with one of the other games below

1	
2	
3	
4	
5	

☐ I enclose a cheque/postal order for £ _____ made payable to: GAME MAIL

NAME _____

ADDRESS _____

POSTCODE _____

TEL: _____

Overseas orders must include a further £2.50 to cover postage and payment by Eurocheque in £ sterling.

UNIVERSAL GAMES (UK)

EST 1989

MEMBERS and
NON-MEMBER
WELCOME

USAs NO. 1 GAMES
CLUB NOW IN THE
UK

MEGADRIVE
MASTER SYSTEM
GAME GEAR
SUPER NES
GAME BOY

YOU WANT IT
WE'V GOT IT
AT THE RIGHT PRICE
...FAST...

Over 60,000 Members in the UK Alone

Membership includes:

- Huge discounts on every purchase
- FREE monthly update on New Releases, Release dates + Best buys
- Unique Members Swap Club
- Plus Prizes + Gift Vouchers Every month
- plus lots lots more

Don't be last
with New
Releases +
Info
BE FIRST
FOR ONCE

FOR MORE INFO CALL
081-984 7337

5 LINES

... GAMES ... HARDWARE... NEW ... EXCHANGE

GAMES X CHANGE

GOT A SEGA/NINTENDO CONSOLE ? SICK OF THE
SAME OLD GAME ? THEN WHY NOT EXCHANGE ?
VAST STOCKS OF AS NEW GAMES WAITING FOR
YOU TO PLAY.

FOR A **CHEAP** WAY TO A NEW GAME DON'T
DELAY X CHANGE TODAY

SIMPLY SEND US YOUR GAME WITH THE
EXCHANGE FEE AND YOUR CHOICE OF GAME.

EXCHANGE CONDITIONS

1. Your game must be in good condition (Boxed and with handbook).
2. Send with your game a list of your 1st, 2nd and 3rd choice of game.
3. Send your name, address and telephone number.
4. Make your cheque or postal order payable to GAMES X CHANGE.

PLEASE NOTE: (no with console games, Sonic/Tetris etc)

FOR LIST OF GAMES AVAILABLE SEND SAE TO
ADDRESS BELOW

SEND YOUR GAMES TO:

GAMES X CHANGE,
DEPT A, PO BOX 22, SUNDERLAND, SR5 3JH.

EXCHANGE FEE ONLY £5

Plus £1 P&P.

SUPER N.E.S. MEGA DRIVE N.E.S.
MASTER SYSTEM GAME BOY GAME GEAR

subscriptions



What you save

- MONEY. Loads of it:
- AT LEAST £3.45 on the cost of 12 issues
- The price of your FREE gift - between £12.50-£14.99
- Your shoe leather

NEW!
ONLY £19.95!

FREE! Stonking Gifts A Go-Go!

Here's the deal

Bung us your dosh and you'll get:

- 12 lipsmackin', ace tastin', motivatin', etc etc issues of the best Sega mag in the cosmyverse
- A stupendous free gift
- Insurance against price hikes
- Er... our love

Every month, Sega Zone is crammed full of the latest news, exclusive reviews and hot previews, not to mention pages full of hints and tips. You can have it dropped through your door every month for a year for the bargain price of £19.95 - and we'll bung you a brillo FREE gift, too.



WORTH:
£12.50

1 the owl

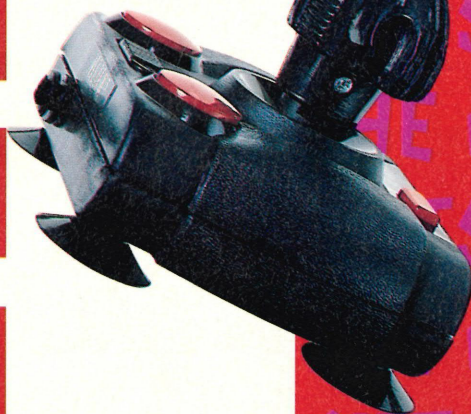
This totally brilliant Mega Drive joypad from Cheetah gives you eight-directional fingertip control, three light-touch fire buttons, three instant-access turbo-fire buttons and an adjustable, three-position slow motion function. Ace!



WORTH:
£12.99 (MS)
OR
£14.99 (MD)

2 alien 3 joystick

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



WORTH:
£16.99

3 gear master™

Retained in our freebie grab-bag due to popular demand, the Euromax Gear Master™ is a brillo gadget that lets you play over 100 Master System games on your Game Gear. Instant mega choice option! Triff!

Please fill in parts 1-4 using **BLOCK CAPITALS** and tick the relevant boxes.

1. Yes! Do it now!

☐ Please start my sub from the next available issue

OR: ☐ Please start my sub with issue ☐

2. Oi! Where's my freebie?

☐ Please send THE OWL joypad

OR: ☐ Please send the ALIEN 3 joystick ☐ MS ☐ MD

OR: ☐ Please send the GEAR MASTER™

(Offer subject to availability)

3. Tremendous offer price!

12 issues of SEGA ZONE (inc p&p) for:

☐ UK £19.95 ☐ Europe £29.95 ☐ World £39.95

☐ I enclose a cheque/PO for £ made payable to Dennis Publishing Ltd (SZ)

OR: ☐ Please charge my Visa/AMEX/Mastercard:

Credit card no:

Cardholder's name: Expiry date:

Signature:

(Sorry - credit card orders available to over 18s only.)

4. OK you lot, cough up! Send the goods to:

Name:

Address:

Postcode: Date of Birth:

Tel:

Now send this form (or a photocopy) with the dosh to:
SEGA ZONE SUBSCRIPTION DEPARTMENT, FREEPOST WD7, BRISTOL BS3 3BR.
(There's no need for a stamp). OR: CALL OUR 24HR ANSWERLINE ON 071-580 8908.

Overseas subscribers send to:
SEGA ZONE SUBSCRIPTION DEPARTMENT, CHARNWOOD HOUSE, MARSH ROAD,
BRISOL BS3 2NA.

☐ Please tick here if you don't like receiving loads of fabulous offers through the post

Back SEGA ZONE Issues

Complete buyer's guide in every issue

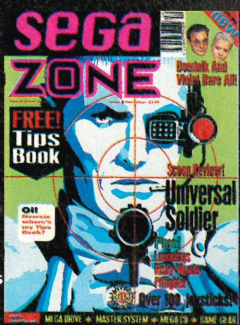
1 FREE James Pond boomerang • Speedball 2 and Asterix complete solutions • Jap arcade show special • Mega-CD feature • Sonic 2 - the review! • Gods • Krusty's Super Fun House and more!



4 Chakan scoop • Batman Returns • Ecco • Hook • Micro Machines • World Of Illusion • PGA Tour 2 • Captain America • Steel Talons and loads more. PLUS a visit to Tokyo's Sega World.



2 FREE 100-page tips booklet • Universal Soldier exclusive • Home Alone • Joe Montana 3 • Lemmings • Pitfighter • Alien 3 com-tion • Dominik Diamond meets Violet Berlin and bags more.



5 FREE Sega Zone stickers • Dracula Scoop! • Super Kick Off • Mega-Lo-Mania • Shinobi 2 • Turtles. PLUS! World Of Illusion complete solution and a six-page American news special.



3 Streets Of Rage 2 scoop • Road Rash 2 • Terminator 2 • WWF • Madden '93 • Landstalker and oodles more • PLUS! A 16 page special - the Sega Zone team's top games and a guide to Sega hardware.



6 FREE 100 page tips book • Battletoads exclusive! • Mick And Mack • Another World • Rainbow Islands • Super-man • Sunset Riders. Plus Streets Of Rage 2 tipped to bits.



An ode to Sega Zone:

Sega Zone, Sega Zone,

You are the mostest

More packed than a trolley hostess.

Fancy a snog? • Crap odes, 1993

Sega Zone. The magazine that's even chunkier than a 450g tin of Pal. And you can have the complete collection by simply filling in the coupon below and bunging us a bit of dosh. Amazing, eh?

sega zone bargain back issues

Whizz me the following back issues at the princely sum of only £2.50 each:

Sega Zone

- | | |
|---|-------|
| <input type="checkbox"/> SZ issue 1 A001A | £2.50 |
| <input type="checkbox"/> SZ issue 2 A002A | £2.50 |
| <input type="checkbox"/> SZ issue 3 A003A | £2.50 |
| <input type="checkbox"/> SZ issue 4 A004A | £2.50 |
| <input type="checkbox"/> SZ issue 5 A005A | £2.50 |
| <input type="checkbox"/> SZ issue 6 A006A | £2.50 |

Name: _____

Address: _____

Postcode: _____

Tel: _____

☐ I enclose a cheque/PO for £ _____ made payable to DENNIS DIRECT.

☐ Please charge my Visa/Mastercard.

Credit card no: _____

Expiry date: _____

Cardholder's name: _____

Signature: _____

Now send this form (or a photocopy) and your payment to: DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.

☐ Please tick here if you don't want to receive news of other offers through the post.

18-93-04

SEGA ZONE

JUNE ISSUE — ON SALE THURSDAY 13th MAY!

Complete with FREE Sonic badge!

* All the colours of the rainbow, a superb Sonic badge is yours absolutely free! Smooth, attractive, durable, crafted out of finest base metal with a laminated upper and a pin sole this quality badge will make you the envy of your friends and wow your neighbours. Need to make an impression on a girl/boyfriend? Wear this badge pinned to your baseball cap. Want to stan at an interview? Wear it on your tie. Want to be a sensation on the dance floor? Pin it to the flaps of your flares.

* Review city! We bring you more scoops than a knickerbocker glory.

* Preview city! Bloodhounds? You bet! We're on the trail of new games even before the programmers finish the codes.

Dear Mrs Newsie,

Reserve my copy of Sega Zone now — and I'll be able to sleep easy.

My name is: _____

And I live at: _____

BOOK EARLY TO AVOID DISAPPOINTMENT.

freeloader

Freeloader! The section in every month of Sega Zone for all you budding Arthur Daleys out there who either want to buy or sell priceless Sega merchandise and make a bit of a profit on the side. All you have to do is pop your ad in the coupon below, and guess what - it's FREE.

hard ZONE

* **Mega Drive and Game Boy**, both with four games each. Sell the lot for £250. Write to: Ian Graham, 13 Cadboll Road, Invergordon, Ross-Shire, 1V18, OHR.

* **Arrgh! Mega Drive** with two control pads, boxed, only five months old with seven great games including *Sonic 2* and *Universal Soldier*. All for only £200. Write to: Steven Keppie, 23 Nugent Street, Northern Ireland, BJ28 3SE.

* **Game Gear with six games:** *Sonic*, *Prince Of Persia*, *Mickey*, *G-LOC*, *Kick Off*, *American Football*. Includes mains adaptor. All boxed, as new, only £150. Phone Chris after 6pm on 0483 892994.

* **For sale!! Sega Master System II** with *Alex Kidd* and *World Cup Italia '90* and one control pad. Boxed as new, one month old. £65 ono. Phone 0203 597403 (Coventry) after 4pm.

* **UK Mega Drive for sale.** With thirteen games including: *Sonic 2*, *Ecco*, *NHLPA Hockey '93*, *PGA Golf* and *Euro Club Soccer*. Plus eight other 85%-scored games. Will consider SNES swap with seven plus games. Will sell for £395 (worth £600 plus). Phone A J Williams on 0924 258026.

* **Master System** with two joypads and joystick and eleven games including: *Rocky*, *Outrun* and *Operation Wolf*, all boxed. Complete system costs £250 sell for £150. Ring now, on 0753 81943 and ask for Daniel.

* **Sega Master System** with five games: *Sonic*, *WB III*, *Shinobi*, *Alex K*, and *Wimbledon* plus joypad and joystick. Worth £215, sell for £120 ono. Ring Kye on (0234 354715). Buyer must pick up.

* **Master System II** for sale with control pad, flightgrip and five games inc: *Asterix* and *Sonic 2*. Will also swop for Mega Drive. If you are interested, phone Chris on 0760 338414. Now.

* **Game Gear with A/C adaptor.** Also with *Sonic*, *G-LOC* and *Donald Duck*. Three months old.

Will sell for £120 cash. Phone Lee, only after 5pm on 0761 470572.

* **Sega Master System II** for sale plus thirteen games including: *Sonic 1*, *Donald Duck*, *Mickey Mouse* and *The Flintstones*. One light gun and many more games. Hardly used, £300 ono. Call Jonathan on 061 941 1735.

* **Sega Master System** for sale, including two control pads and light phaser. Games include: *Hang On*, *Safari Hunt*, *Super Kick Off*, *Mickey Mouse*, all with instructions. Sell for £75. Phone Gavin on 0734 596839.

* **Mega Drive for sale**, in perfect condition plus six games and power stick. All boxed, only £200. Games sold separately at £15-£25 include *Wonderboy III* and *James Pond II*. Ring 081 852 1467 and ask for John.

* **Game Gear for sale with two games:** *Mickey Mouse* and *Super Monaco GP*. Excellent condition, boxed. worth £150, selling for £115, will come down. Tel: 0252 511776 and ask for Nicholas.

* **Mega Drive with three games** (*Sonic*, *Altered Beast* and *James Pond II*). £145 ono or will swop for Super Nintendo with *Street Fighter II*, or *Super Mario 4*. Phone 0306 627 520 and ask for Nathan.

* **Mega Drive with two pads plus seven games**, inc: *Immortal* and *Gynoug*. £190. Or two arcade sticks with eight games inc: *Taz* and *Mickey*, £160. Phone David on 0206 298881 (in Suffolk area).

* **Sega Mega Drive for sale** including four games: *Road Rash*, *Sonic*, *Olympic Gold* and *Shadow Dancer*. Also includes one joypad. Sell for £200 ono. If interested ring 0332 292757 and ask for Iain.

* **Mega Drive for sale**, excellent condition, as new and works with all games. Sold with *Sonic*, *Immortal*, *F-22*, *Mercs*, *Sadey*, *Mickey*, *Streets Of Rage* and *Super Monaco*. All reasonable offers considered. Phone Simon on 0536 520546.

* **Mega Drive for sale**, with three games: *Altered Beast*, *Mickey Mouse* and *Shinobi*. Still boxed and in excellent condition. With

one joypad, cost £165. Phone 021 443 4820 and ask for Harjit, after 5pm please.

* **Game Gear with power supply** and games such as *Mickey Mouse*, *Donald Duck*, *Shinobi*, *Halley Wars*, *Dragon Crystal*, *Grand Prix* and *Fantasy Zone*. Cost £280, sell for £140. Call Mark on 041 427 2268 (Glasgow).

* **For sale: Master System II** with seven games including *Olympic Gold* and *Air Rescue*. Worth £180, sell for £120. Contact James Wardle, 22 Hazel Hill Crescent, Bestwood Park Estate, Nottingham, NG5 5NJ.

* **Sega Game Gear** with six games, carry case, A/C adaptor and ear phones. All offers considered. Tel 0895 234703 and ask for Mark.

* **Sega Master System II** for sale. With six great games including: *Donald Duck* and *Operation Wolf*, and one joystick. All for £125 ono (worth £250). Please Phone Ian on 0884 33611.

* **Sega Mega Drive with two controllers** and six games. Good condition, boxed, all for £245 (or will swop for a Amiga 500). Phone James on 0235 526796. Bargain.

* **Master System for sale** with eight games inc: *Sonic*, *Mickey Mouse* and *California Games*, *Safari Hunt*. etc. Light gun included. Will sell for £115. Phone James on 0763 852470.

* **Oh my gosh! What an offer.** Sega Mega Drive, one joypad and thirteen games such as *Sonic*, *ESWAT*, *Thunderforce III*, *Darius* and more. £300 ono. Phone 0272 866224 and ask for Richard.

* **For sale!! Sega Master System** with thirteen games. Two free games inside the system and two control pads, light phaser and tips book. If interested please contact Toby on 081 940 2884.

* **English Mega Drive** with arcade stick, two pads and ten games, all top titles *EA Hockey*, *Sonic* and *Quackshot* etc. Boxed, mint condition, £260 ono. Tel 0532 426898, after 6pm (Leeds).

* **Sega Master System II**. Boxed with nine games including,

Asterix. Light gun also included. Worth £210, sell £120. Phone 0223 69544 and ask for Peter.

* **Mega Drive for sale** with twelve games, menacer power stick, one joypad, 12AAA rechargeable batteries, *T2*, *Sonic*, *Rambo 3*, *Strider* and *Road Rash*. Will sell for £300-£400, it's worth £500. Ring Laurence on 051 632 218.

* **SNES**, mint condition, includes: *Axe Lay*, *Hole In One*, *Street Fighter II*, *Fl-Roc*, *Pilot Wings*, *Zelda 3* and two adaptors. Also Sega games: *Sonic* and *Ghost Busters*, all for £200. Phone Simon on 0606 593509.

* **Mega Drive (UK)**, nine great games such as *Sonic*, *John Madden 92* and two joypads. Plus loads of magazines including issue one of *Megatech*. Sell for £275. Phone Adam on 0329 287411.

* **Mega Drive for sale.** Five great games, one is Japanese, but still good. Two normal joypads. The lot for £165 ono, or will swop for Super Nintendo. Phone Nick on 081 653 8559.

* **Master System with fifteen games** including: *Castle Of Illusion*, *California Games*, *Chase HQ*, *Sonic* and *Cloud Master*. Plus handle controller £120. Tel Dan on 0245 252561, after 4pm.

* **For sale:** Game Gear plus six games, plug, battery pack, car adaptor, Master Gear and four Master System games, worth £482. Will sell for £240. Ring after 4pm Mon-Fri (any time at weekends).

* **Sega Mega Drive for sale** with two great games: *Alien 3* and *Quackshot*, two controllers, one pad and one python joystick. One month old. Worth £240, my price £130 ono. Phone Martin between 4pm-5pm on 0206 383 881.

* **Atari Lynx** for sale with three games and power supply, excellent condition £95. Also on the Master System, *Gauntlet*. £12. Game Gear (Japanese), *Donald Duck*. £8. Phone Graham on 0622 727426.

* **Master System** for sale with five games and one control pad. Games include *Sonic 2* and *Asterix* Worth £250 will sell for £90. Ring 0507 527 040 and please ask for Gareth.

* **Mega Drive** for sale. Boxed as new, two joypads. Games include: *Sonic*, *Hardball*, *EA Hockey*, *Streets Of Rage*. Excellent offer at £160. Phone Chris on 0282 454 227 between 9am and 5pm.

soft ZONE

* **Mega Drive games** for sale. About twenty-five in all. Also want to buy games for my Mega Drive and SNES. Phone me any evening until 11pm, on 0382 833334 and ask for Shiraz.

* **Sega Mega Drive** games for sale: *Super WWF*, *Altered Beast* and *Sonic* all for £45. Games are only a few weeks old. Please tel Mark on 611 611, after 6pm.



It's that 'time of the month' again. We're talking about NFI - the *Sega Zone* section in which you get to be a games designer. Just in case you're a new reader, we'll just run through exactly what is required...

(1) Think to yourself something along the lines of "Hey, I've had this excellent idea for a game..."

(2) Grab a few pieces of paper and write down your idea: in a language as near as possible to English.

(3) Then, having outlined the plot and summarised a couple of the levels - if your game has 'levels' of course - you have to do some drawings. Don't start whining at this point if you're a crap artist, because this isn't an art gallery, it's an 'ideas' gallery.

(4) Finally bung your writing /drawings in an envelope or Jiffy bag and send them to NFI at the usual *Sega Zone* address.

(5) Then wait a month or so, check out NFI, and either weep when you see that we've totally slagged off your brainchild or jump with joy when you realise we quite liked it and have awarded you the star prize as a result. Star prize, by the way, means a cart of your choice.

(6) If you fail to make it into print... **DON'T GIVE UP.** Try again. Ideas are funny things; you can have eight useless ones followed by a right royal corker. Presentation is quite important: an entry that's neat and is easy to read stands a greater chance than one that looks as if the dog has eaten it.

TIGGY

by Mark Wood of Cleveland

Dear NFI

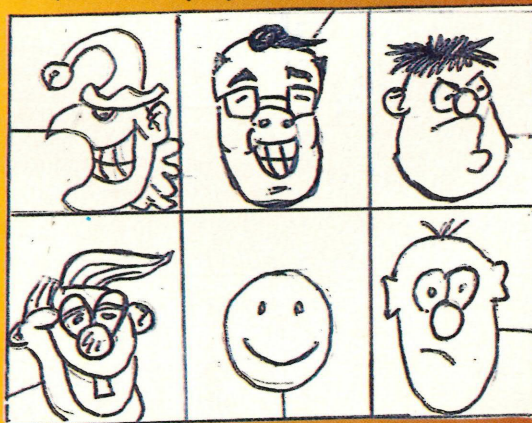
Here is my game for the NFI section of your magazine. It's a game called *Tiggy* and is based roughly on the schoolyard game, where the object is not to get touched by your opponent.

The game begins with the option of choosing from six different characters, each with their own skills and attributes. (Similar to *Streetfighter II*.)

Once your player is chosen you move on to level one. The idea is not to get touched by your opponent, whether your opponent is the computer (one-player mode) or another player (two-player mode). The level consists of a number of platforms with obstacles on and around them. There are also points to pick up as you dodge about and objects which do different things, like speed you up or hinder your opponent. There are also bases where you can be safe from your opponent, however, these bases only last a few seconds.

Each level has a time limit and you must not get touched until the time is up or else you lose a life. If you manage to dodge your opponent for the given time you go to the next level. As the levels progress they get harder, more complex and with more obstacles. In one-player mode the computer also gets faster and becomes more skilled. If you manage to complete all the levels you get a smart finishing screen and two tickets to see *Les Miserables*.

An NFI Spokesperson says: "Guess what... you're this month's Star Prize winner. An excellent idea, especially in two-player mode."



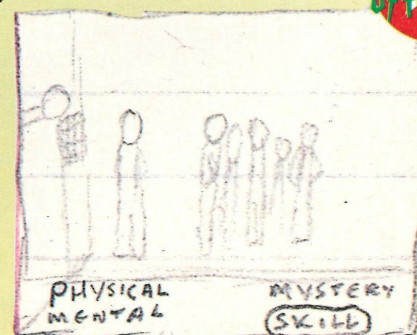
THE CRYSTAL MAZE

by Nick Channell of Essex

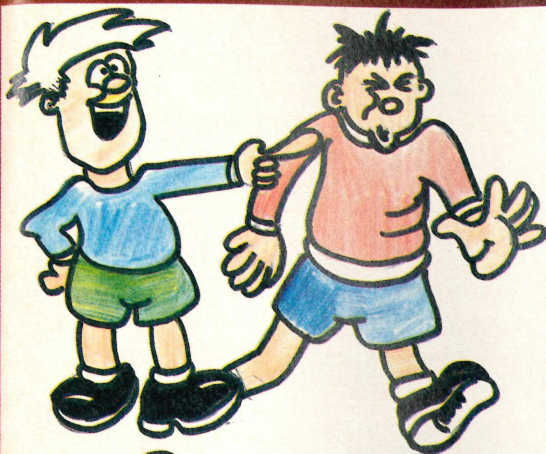
Dear NFI

My favourite game show on TV is *The Crystal Maze*. I've got the box game at home, and it's quite good fun, so why doesn't

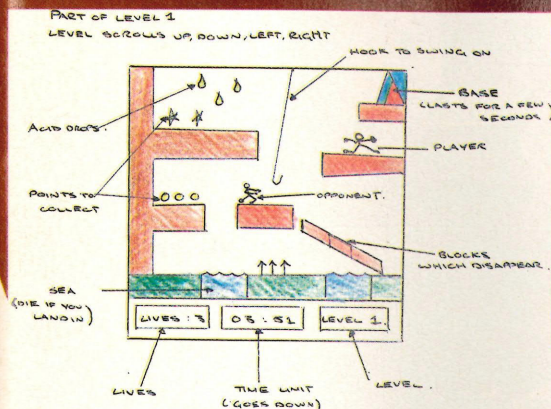
somebody turn it into a console game? It can be for six players - three at each joypad. When it is time for a game a screen will appear at the bottom of the screen. You can then use the cursors to choose which type of game you want. There will be the same zones as on TV: industrial, futuristic, Aztec and medieval.



Screen
Shot
Of The
Month



Tiggy



You can enter how much time you want for each game on a subscreen – the lowest being 2.00 minutes, then 2.30 and the highest being 3.00 minutes. If your man gets locked in, go to the subscreen and use the cursor to click on 'buy out'. (You don't have to if you don't want to.) THE CRYSTAL DOME: Each crystal you get gives you five seconds in the Crystal Dome. The more crystals you get, the more time you can spend in there.

If you get all your men locked in, the game is over, so you must be careful. For each man that gets locked in it will cost five seconds of your time in the Dome.

There can be gold and silver paper in the Dome which the men have to catch. If any silver pieces are collected, gold is deducted from the total. (Gold=174, Silver=36 means that Gold=138). If at the end your gold total is over 100 then you win.

An NFI Spokesperson says: "Yes, but apart from the scoring system you haven't explained anything. Still, you are right that the TV show would make a good console game and you also win the SCREENSHOT OF THE MONTH award, so well done."

OPTIONS

BUY COMPANY

BUY WEAPONS

HOLD CONFERENCE

FIRE WEAPONS

GO TO BANK

SELL COMPANY

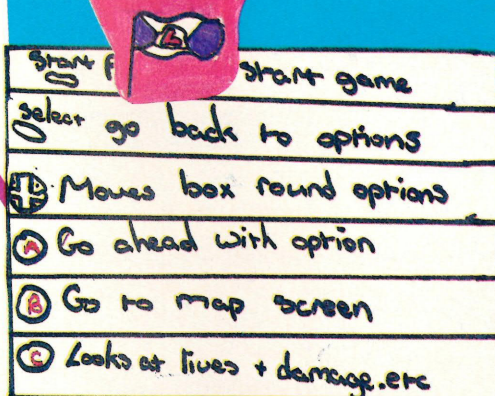
SELL WEAPONS

NEWS FLASH

PUT UP DEFENCES

Invade

YOU WIN THE CONFERENCE AND GAIN LUTRAYOSES SUPPORT.



MEGA WAR

by Jon Richards of Burntwood

Dear NFI,

My game, *Mega Wars*, is a God sim set on another planet called Zaptron in the year 3086, and is about two countries, Retross and Alfasinatric who are fighting over a small island in the middle of their lands. You are the president of Retross and the object of the game is to buy and sell weapons, invade, and do anything you like to defeat the rival country.

Throughout the game a problem will come up, like starvation in your country, and you will have to solve it. You do this by going to conference on the options screen where you choose who you want to talk to. If you win you get to see what the country has got for you. What do you think?

An NFI spokesperson says: "I think you might have watched one too many 'episodes' of News At Ten."



MEGA-WAR™

THE CASE ACE

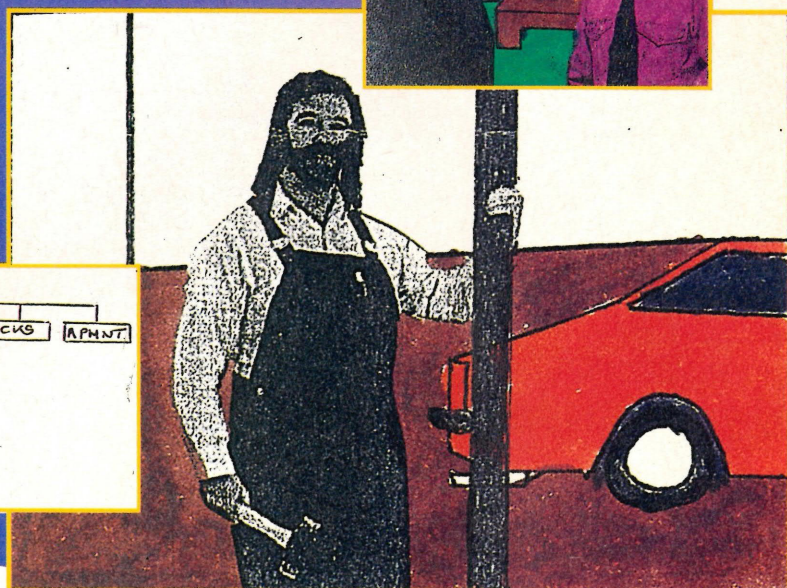
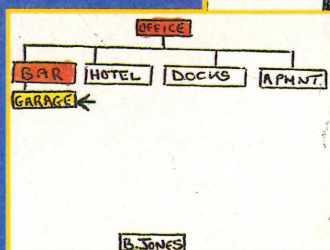
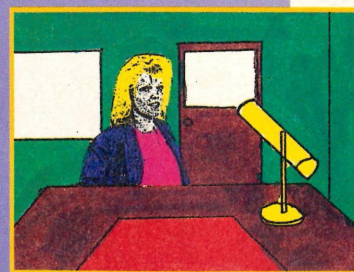
by Phil Jones of Gwent

Dear NFI

The game that follows would ideally be for the Mega-CD because it will contain video footage and sampled speech. I think it's the sort of game that would be very involving...

- 1 You're in your office when there's a knock at the door. It's your first case and the lady who enters your office explains that her husband is missing.
- 2 She gives you four leads to go on. Visit each lead and they could either give you information or another lead. If you get another lead, it will show up on this screen. You go to each of the leads by moving a pointer onto the icon you require.
- 3 You visit your next lead and ask questions. These questions are picked from a menu and then turned into sampled speech.
- 4 Some leads may be false and lead you into a shoot-out. The Menacer Lightgun could be used for these.
- 5 This is the type of screen that could be used to ask the questions. You could put pressure on your suspects – or if nobody's at home you could search the place. The leads may give you a certain name to try, so you might have to go back and ask people who you've already talked to about this person. The game also involves *Terminator 2*-style shoot-outs etc.

An NFI Spokesperson says: "If the storyline was good and the game big enough, this might work fine – but it's one of those games that could easily end up being rubbish if it was programmed by divvy people. Nice use of photocopy montage in your storyboard by the way... you're the first person who thought to do it."



AWOL

by Adam Hughes of Leicester

Dear NFI

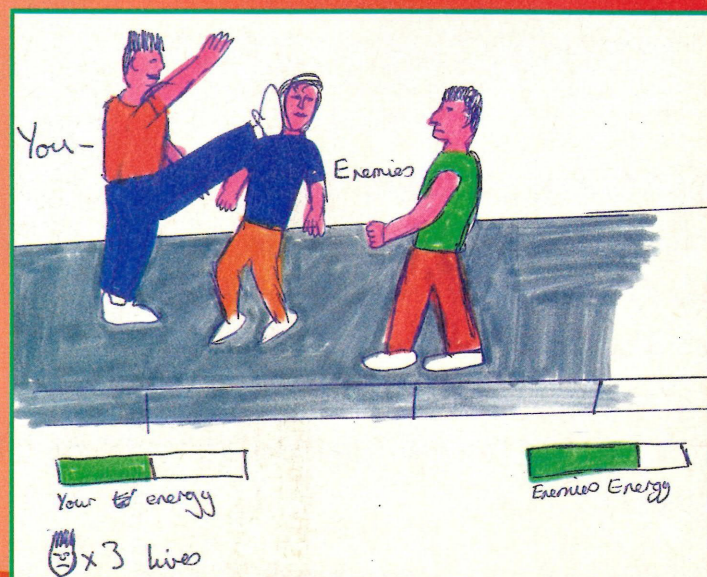
My game is called AWOL (Absent Without Leave). It is taken from the film. You play the part of Jean Claude Van Damme. You have to fight so that you can earn enough money to keep your brother's wife and child off the streets. In the film there are five fights, so there should be five levels.

At the start of each level you have to walk along a street or something beating people up. This bit will be like *Streets Of Rage* or *Two Crude Dudes*. Then, when you get to the end of level bad guy it will turn into a game like *Streetfighter II*.

When you complete a level you get some money. If you are injured you will have to pay some hospital fees, but if you aren't injured then

you can give the money to your brother's wife. After the five levels you should have enough money to keep your brother's wife alive. There could also be a two-player option to the game.

An NFI Spokesperson says: "Er, so you could say it's a beat 'em-up then?"



MEGADRIVES



SAVE
~~£89.96~~
OFF INDIVIDUAL REP

NEW MEGADRIVE SPORTS PACK

WITH 2 JOYPADS, SONIC THE HEDGEHOG, EA ICE HOCKEY, JOHN MADDEN FOOTBALL PLUS A SONIC SPORTS BAG & SONIC ALL OVER PRINT T-SHIRT XL



149.99

GG8345

FREE
Membership

SAVE
~~£17.99~~
OFF INDIVIDUAL REP

MEGADRIVE SONIC PACK

WITH 2 JOYPADS, SONIC THE HEDGEHOG PLUS SONIC ALL OVER PRINT T-SHIRT XL



124.99

GG5326

FREE
Membership

MEGA CD

MEGA CD GAMES

FOR A FREE 12 PAGE COLOUR CATALOGUE CALL 0279 600204



BLACK HOLE ASSAULT ...30.49
JAGUAR XJ200 ...34.49
PRINCE OF PERSIA ...34.49
ROAD AVENGER ...30.49
SHERLOCK HOLMES ...30.49
WOLF CHILD ...30.49

FREE
Membership

NEW MEGA CD

MEGA CD UNIT FOR MEGADRIVE WITH 3 CD'S: SOLFAGE, COBRA COMMAND & SEGA CLASSICS (GOLDEN AXE, REVENGE OF SHINOBI, SUPER MONACO GRAND PRIX & COLUMNS)

249.99

GG8491

GAME GEARS



SAVE
~~£29.97~~
OFF INDIVIDUAL REP

GAME GEAR BUMPER PACK

WITH MAINS ADAPTOR (ESSENTIAL), COLUMNS GAME, SONIC THE HEDGEHOG & SUPER MONACO GRAND PRIX



129.99

GG8207

FREE
Membership

SAVE
~~£19.98~~
OFF INDIVIDUAL REP

GAME GEAR COLUMNS PACK

WITH MAINS ADAPTOR (ESSENTIAL), COLUMNS GAME & BLACK CARRY CASE



99.99

GG8205

FREE
Membership



688 ATTACK SUB	SC5139	31.49	688 ATTACK SUB	SC5139	31.49
ALEX KIDD IN ENCHANTED CASTLE	SC8663	17.99	MICKEY MOUSE	SC5073	31.49
AQUATICS WITH JAMES POND	SC8079	31.49	MUHAMMAD ALI BOXING	SC8331	31.99
ARCH RIVALS	SC8332	31.99	MUTANT FOOTBALL	SC8292	31.99
ARIEL - THE LITTLE MERMAID	SC8332	31.99	NBA '93 BASKETBALL	SC8297	31.99
ATOMIC RUNNER	SC8332	31.99	OLYMPIC GOLD	SC8297	31.99
BATMAN RETURNS	SC8332	31.99	OUTRUN 2019	SC8287	31.99
BLOCK OUT	SC8332	31.99	PGA GOLF 2	SC8287	31.99
BULLS VS BLAZERS	SC8332	31.99	PITFIGHTER	SC8287	31.99
CAPTAIN AMERICA	SC8332	31.99	POWERMONGER	SC8287	31.99
CHALK ROCK	SC8332	31.99	ROAD RASHER	SC8287	31.99
COLUMNS	SC8332	31.99	ROBOCOP (JAMES POND 2)	SC5707	31.49
CORPORATION	SC8332	31.99	ROLO TO THE RESCUE	SC8287	31.99
CYBORG JUSTICE	SC8332	31.99	SENA SUPER MONACO	SC8181	31.49
D. ROBINSON BASKETBALL	SC8332	31.99	SHADOW OF THE BEAST 2	SC8181	31.49
DARK CASTLE	SC8332	31.99	SHINING FORCE	SC8327	31.99
DECAPATTACK	SC8332	31.99	SIMPSON'S	SC8327	31.99
DESERT STRIKE	SC8332	31.99	SMASH TV	SC8327	31.99
DONALD DUCK - QUACKSHOT	SC8332	31.99	SPEEDBALL 2	SC8327	31.99
DOUBLE CLUTCH	SC8332	31.99	SPLATTERHOUSE 2	SC8327	31.99
DOUBLE DRAGON	SC8332	31.99	STEEL TALONS	SC8327	31.99
DRAGON'S FURY	SC8332	31.99	STREETS OF RAGE	SC8327	31.99
ECCO (DOLPHIN)	SC8332	31.99	STREETS OF RAGE 2	SC8327	31.99
EUROPEAN CLUB FOOTBALL	SC8332	31.99	STRIDER 2	SC8327	31.99
EVANER HOLLYFIELD BOXING	SC8332	31.99	SUMMER CHALLENGE	SC8327	31.99
F22 INTERCEPTOR	SC8332	31.99	SUNSET RIDERS	SC8332	31.99
FATAL FURY	SC8332	31.99	SUPER HANG ON	SC8332	31.99
FATAL LABYRINTH	SC8332	31.99	SUPER MONACO	SC8181	31.49
FIRE SHARK	SC8332	31.99	SUPER OFF ROAD RACER	SC8307	22.99
FLASHBACK	SC8332	31.99	SUPER SHINOBI 3	SC8284	31.99
GLOBAL GLADIATORS (MC KIDS)	SC8290	31.99	SUPERMAN	SC8286	31.99
GRANDSLAM TENNIS	SC8184	28.49	TALESPIR	SC8363	28.49
HARDBALL 3	SC8261	29.99	TAZMANIA	SC8671	31.49
INDIANA JONES 3	SC8171	31.49	TERMINATOR	SC8647	31.49
JACK NICKLAUS POWER	SC8264	29.99	TERMINATOR 2	SC8185	31.49
CHALLENGE GOLF	SC8172	31.99	(MENACER LIGHT GUN GAME)	SC8185	31.49
JAMES BOND - 007	SC8328	35.99	TESTDRIVE 2	SC8305	20.99
JUNGLE STRIKE (DUE JUNE)	SC8362	31.99	THUNDERFORCE 4	SC8159	31.49
KING OF THE MONSTERS	SC8362	31.99	TINY TOONS	SC8336	31.99
LEMMINGS	SC8362	31.99	TRANCER BAKER	SC8330	31.99
LUX AT TAI CHI CHALLENGE	SC8362	31.99	TWO CRUDE DUDES	SC8300	28.49
LOTUS TURBO CHALLENGE	SC8167	31.49	UNIVERSAL SOLDIER	SC8064	25.99
MEGA GAMES 1	SC8167	31.49	WARPSPEED	SC8339	28.99
(WORLD CUP ITALIA '90, COLUMNS)	SC8167	31.49	WINTER GAMES	SC8334	22.99
SUPER HANG ON	SC8106	31.49	WONDERBOY IN MONSTER WORLD	SC8307	38.99
MEGA-LO-MANIA	SC8288	31.99	WORLD CLASS LEADERBOARD	SC8170	31.49
MICKY AND DONALD	SC8071	31.49	WORLD CUP ITALIA '90	SC8338	17.99
			WRESTLE WAR	SC8581	28.49
			WWF WRESTLEMANIA	SC8169	30.49
			X-MEN	SC8163	28.49
			YOUNG INDIANA JONES	SC8323	27.99

MEGADRIVE EXTRAS JOYSTICKS



QUICKJOY FOOT PEDAL FOR MEGADRIVE (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES) ...GG8089 22.99

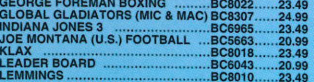
QUICKJOY MEGASTAR JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION, INDUSTRIAL STRENGTH MICROSWITCHES AND SHOCK ABSORBED BODY) GG8338 ...24.99



QUICKJOY SG PROPAD FOR MEGADRIVE (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) GG8090 13.99



STRIKER JOYPAD FOR MEGADRIVE (WITH RAPID FIRE AND STEREO HEADPHONE SOCKET) GG8789 16.99



TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) GG8086 12.99

GAME GENIE & ACTION REPLAY

ACTION REPLAY PRO CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) GG8626 ...42.99

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) ...GG8100 ...38.99

LOGIC 3 MULTI CASE CARRY BAG FOR ALL MEGADRIVE, SUPER NES, MASTER SYSTEM, NES (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) ...GG8344 ...14.99

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS ...GG6065 ...6.99

DUST COVER FOR MEGADRIVE ...GG8087 ...4.99

STORAGE RACK FOR CARTRIDGES (STACKABLE) ...GG6885 ...9.99

MONITOR LEAD FOR MEGADRIVE TO PHILLIPS CM8833 MK 2 MONITOR ...GG6880 ...7.99

SCART LEAD FOR MEGADRIVE - CONNECTS TO TELEVISION WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) ...GG6745 ...9.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

GAME GEAR MAINS ADAPTOR (UK MADE) ...7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...13.99

BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) ...11.99

BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) ...12.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) ...54.99

TAZMANIAN DEVIL CUDDLY TOY IN LEATHER JACKET (30CM TALL) 16.99

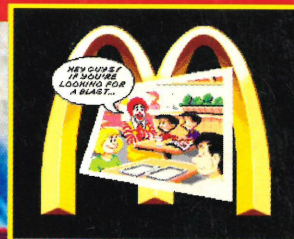
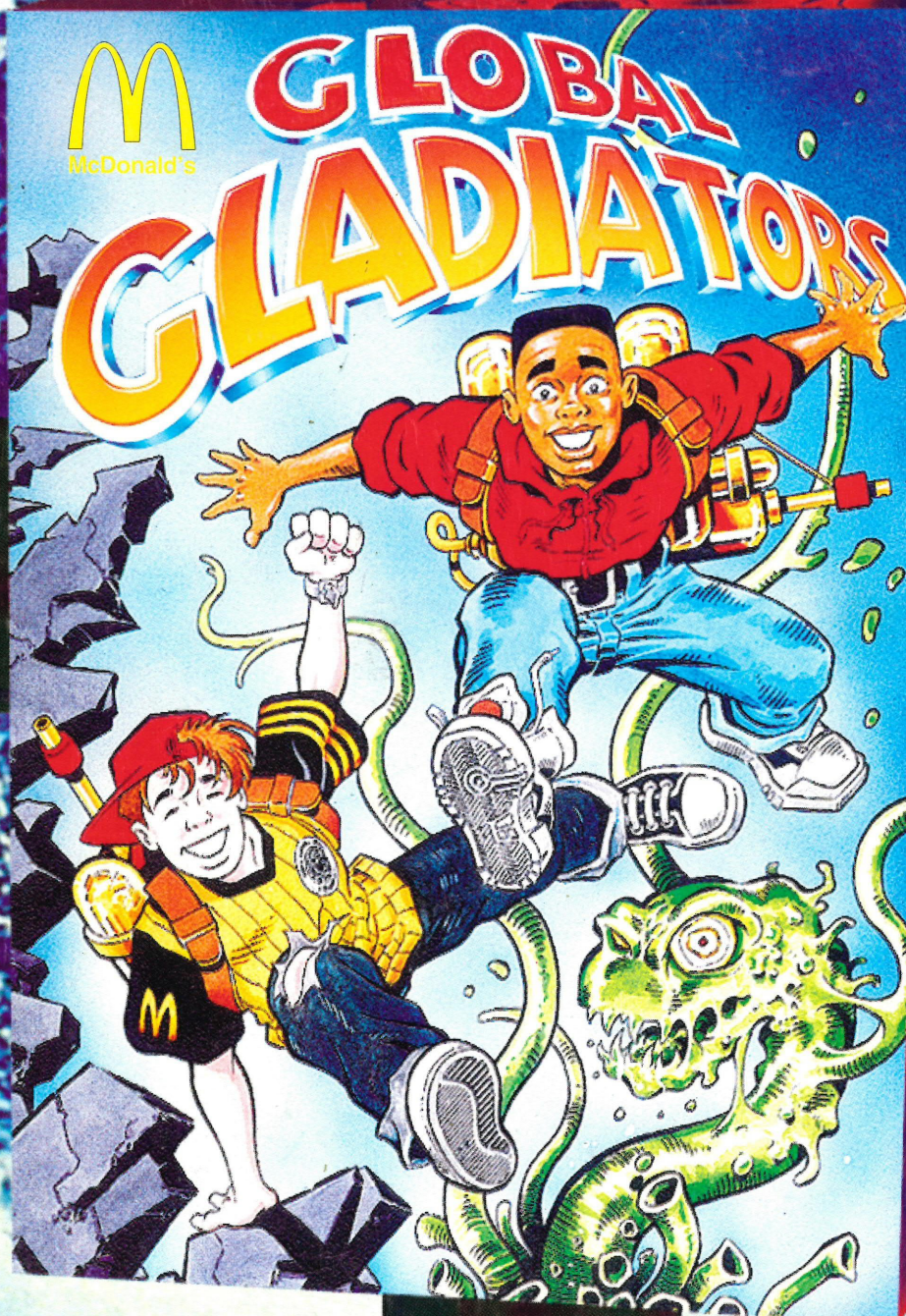
SONIC 2 T-SHIRT ALL OVER PRINT SIZE XL 12.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99

LOGIC 3 RECHARGEABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED) 24.99

SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...27.99

AWESOME! IT'S THE GLOBAL GLADIATORS



Strap on your Gooshooter™ and join Mick™ and Mack™, the Global Gladiators™, on a quest to **neutralise** the Monsters of Slime World™, The Mystical Forest™, Toxi-Town™ and Arctic World™.

The boys each have a **staggering 250 frames of animation** - more than any other character on the Sega systems!

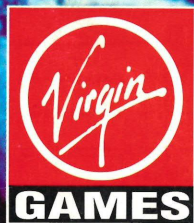
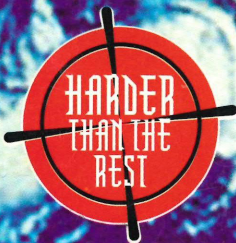
Join our friends as they tackle **tricky** traps and collect Arches™ for a chance to recycle garbage and earn **mucho** bonus points in the Bonus Game! Check out the **bodacious** backgrounds, the hundreds of **awesome** animation frames, and the most spacious sound around!

Available for the **Sega Mega Drive, Master System** and **Game Gear** GLOBAL GLADIATORS includes...

- OVER 250 FRAMES OF CHARACTER ANIMATION
- EXCEPTIONAL DIGITIZED SPEECH AND AMAZING MUSIC
- STUNNING BACKGROUNDS
- AWESOME GAMEPLAY

GLOBAL GLADIATORS - Another immaculate concept from Virgin Games.

GLOBAL GLADIATORS
© 1993 Virgin Games Ltd.
™ & © 1993 McDonald's Corporation. The following are trademarks of the McDonald's Corporation: Mick and Mack, Global Gladiators, and the Golden Arch. All rights reserved.
"SEGA" and "MEGADRIVE" are trade marks of Sega Enterprises Ltd.



Exceptional
games for your

