sega ZONE

May 1994 Issue 19 £2.50

Star Trek The Next Generation

Sega make it so, but will it be released officially in Europe?

VIRTUA RACING REVIEWED!

And no jokes about skid-marks (sorry!)

PLUS!

Joe&Mac, Rise of the Dragon,
Mega Turrican, Shadowrun,
Markos Magic Football and many more

(c) BSKYB

SONIC 3 MASSIVE GUIDE!

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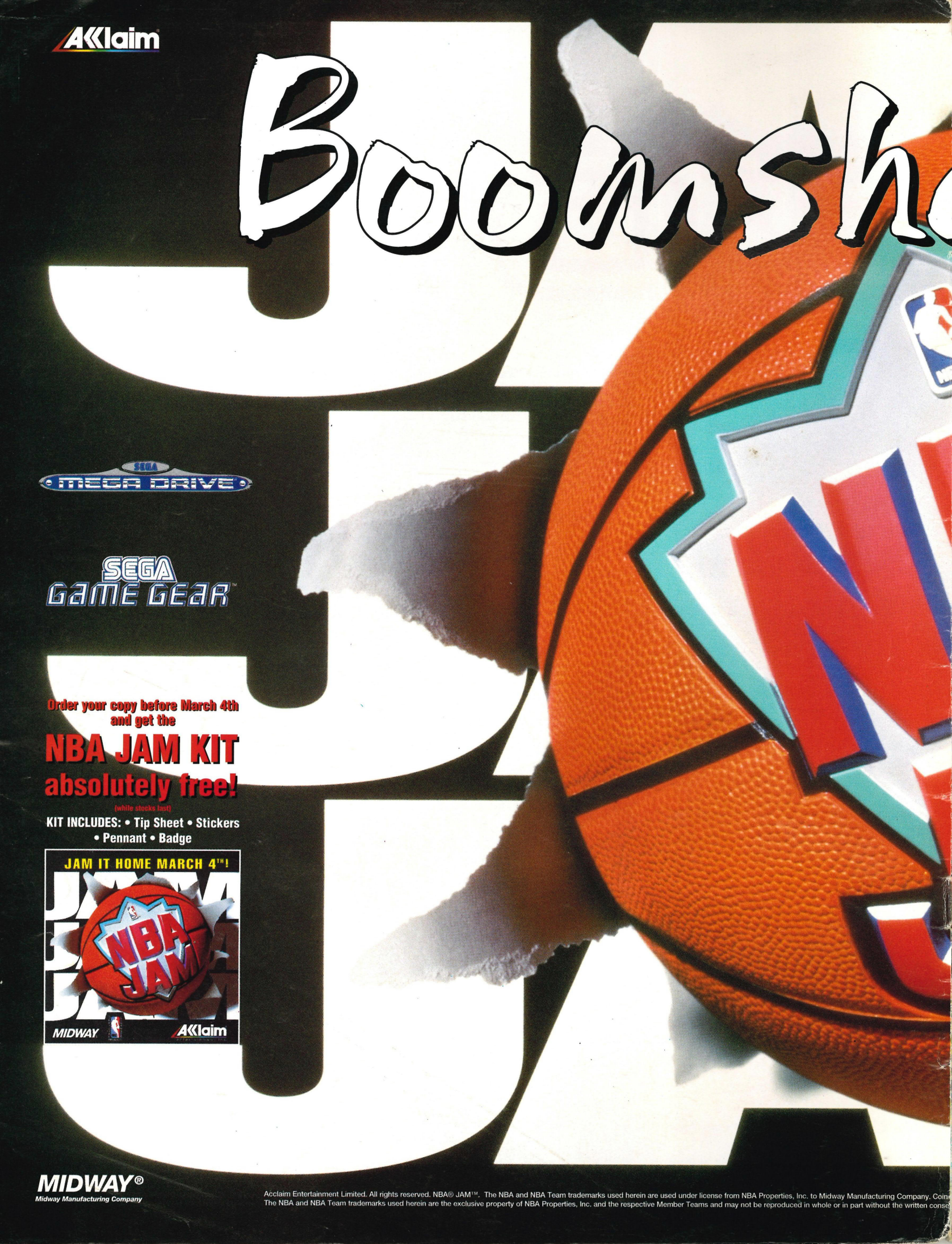
YOUR MEGA DRIVE & MEGA-CD GUIDE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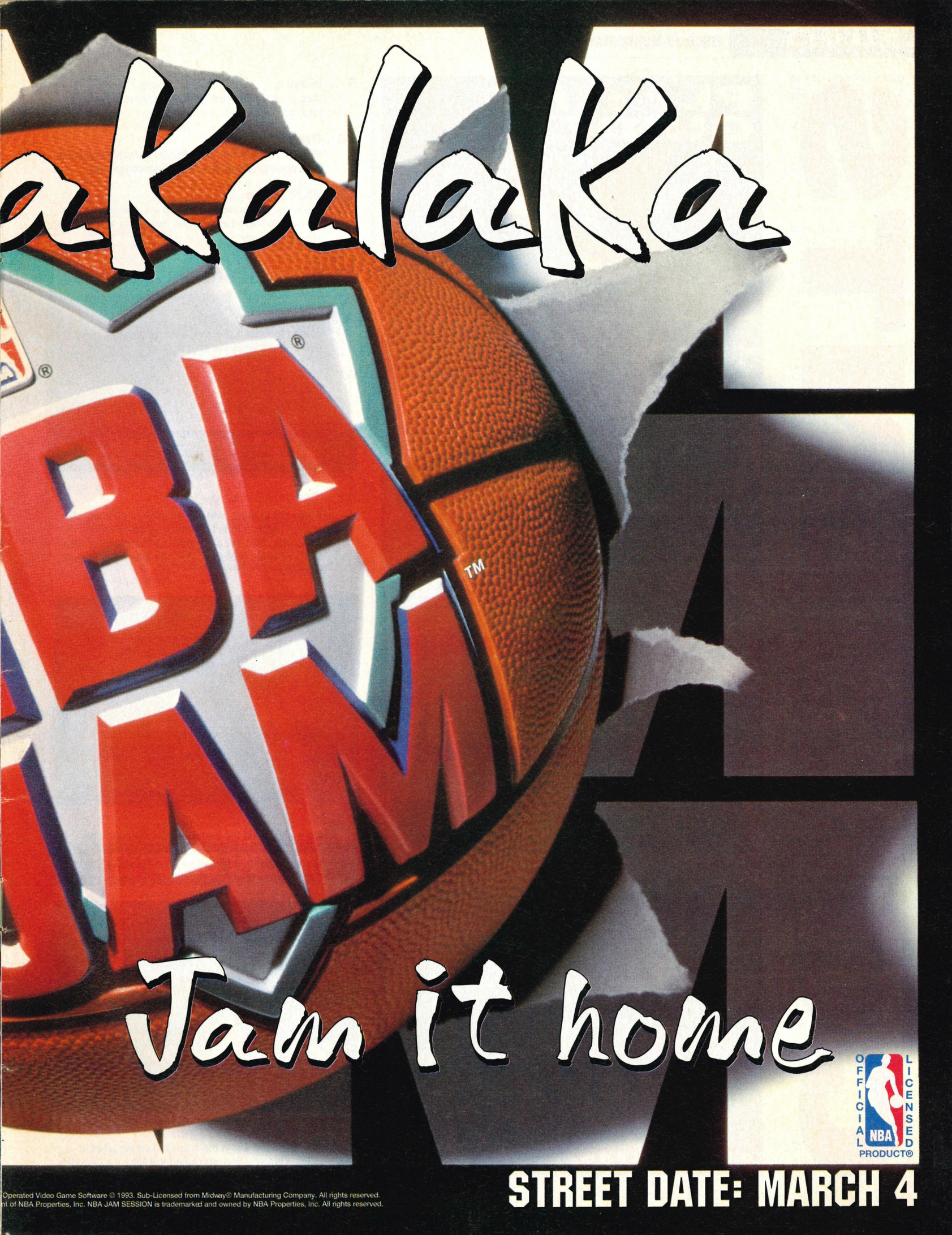

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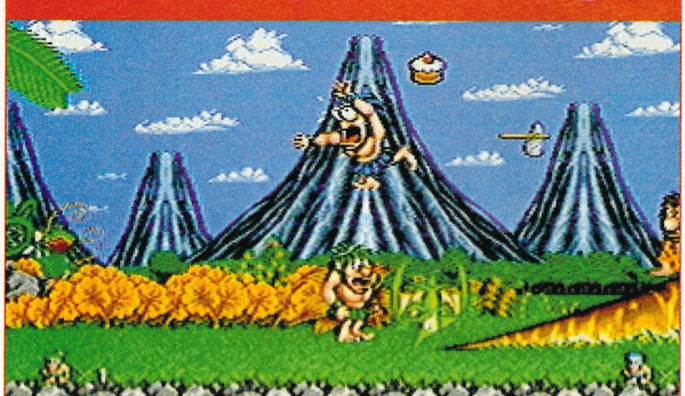
CONTENTS

PLAYING GUIDE

Sonic 3

The little blue one we call friend has appeared for a third time but with remarkably little hype. That hasn't stoped you goinbg out and buying it in droves. Obviously the more sensible amongst you have bought it in reputable games stores but - hey! - there's no accounting for taste. The point? I have no idea but if you can't be bothered trying to complete the gamemusing your own skill and intiative then you can borrow some of ours, for free, on page 72

JOE & MAC



The bungking cavemen finally make an appearance on the Mega Drive, some years after their stupendous(ish)Super Nintendo debut. Find out if it is any cop on page 66

6 News
Lots of really interesting stuff about new games and that

12 Previews
World Cup USA 94 from US Gold gets and in depth type preview, as does Core's *Battlecorps*

62 Skill Zone
We know you need all the help you can get, that is why we do this little bit of the magazine to help. We are there for you

74 Salad Daze
We need to talk. We do, really we do, it'll help both of us to get over it

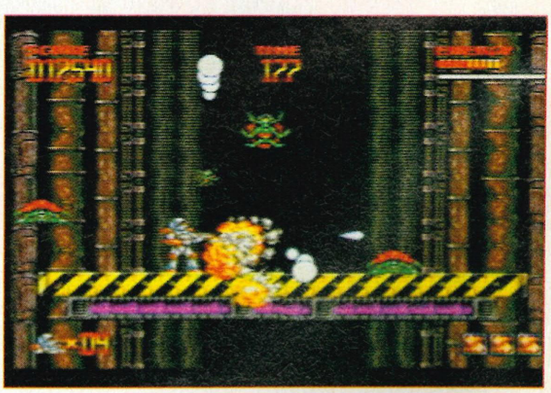
78 The Cart Show
In the funny way that these things kind of work this month's instalment is M-Z

82 The Back Page
In fact it was only the last page of Sega Zone in one way. The same way it is this month actually

REVIEWS

22 Tom Cat Alley
A tale of big men, with bigger planes chasing after female pilots in between shooting down rogue Russians. And it is all in glorious technicolour with loads of video footage. What the Mega CD is good at really

26 Mega Turrican
It's that chap in the exo-skeleton again and he seems especially determined to make things really bloody hard for Joe Gamer. Marvellous that's what we say



32 Rise Of The Dragon
An adventure set in the heart of Los Angeles in 2053. Can you find who killed the Mayor's daughter or will you just hang around the bars?

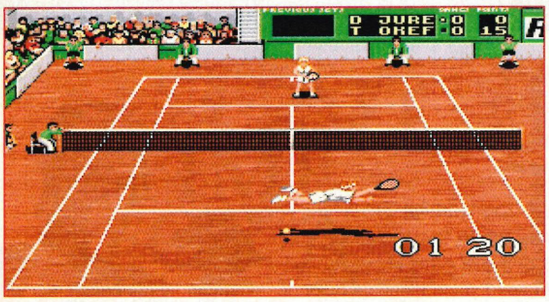
38 Bare Knuckle III
Bare who? Well actually it is just the jap version of the terribly good Streets of Rage III. Just don't tell Sega we told you so

42 Marko's Magic Football
Last month the crap platformer was High Seas Havoc. Well don't let it be said the Sega Zone is inconsistent, because we have another one for you this month!

44 Shadowrun
Read any cyberpunk novels lately? Given up reading to play video games instead? OK have a spiffing Cyberpunk type RPG video game then

54 Virtua Racing
Long-awaited, highly-anticipated, hyped-to-buggery, stupidly-expensive, a bit of a let-down. yes all these catchphrases and more can and will apply to this technological breathrough of a racing game from Sega

60 Pete Sampras' Tennis
Mutli-player racket and ball fun with having to own a multi-player adaptor! Just how do the Codies do it? Read on MacDuff...

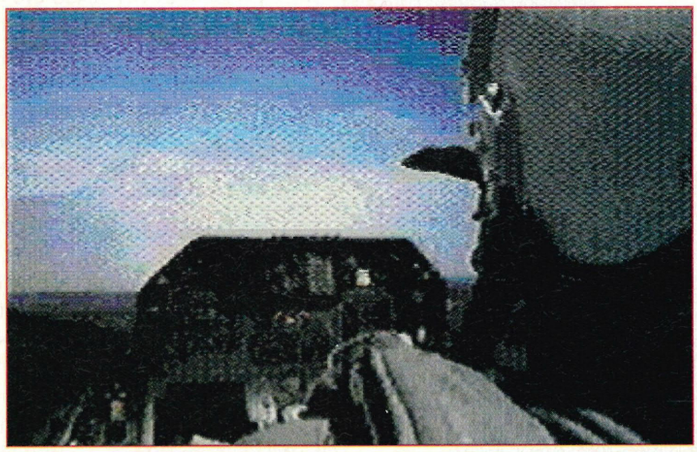


REVIEWS INDEX

38 Bare Knuckle III
20 Grind Storm
64 Joe & Mac
42 Marko's Magic Football
50 Mickey's Ultimate Challenge
26 Mega Turrican
60 Pete Sampras Tennis
30 Revenge of the Ninja
32 Rise of the Dragon
42 Shadow of the Beast II
44 Shadowrun
16 Star Trek: Next Generation
22 Tom Cat Alley
54 Virtua Racing

STAR TREK: THE NEXT GENERATION

Well don't come whingeing to me about only just being able to watch it on BBC2 again and how scandalous it was that SKY nicked from BBC2. If you'd all bothered watching it when it was on BBC2 in the first place none of this would have happened! However, for all TNG completists then here comes the Mega Drive version of the top-rating TV show direct from Sega in the States. It has got just the right mix of exploration, action and adventure to keep all the buffs, and normal games fans, happy. And all your favourite characters are here. Look, they're waving at you.



Strange but true
Tom Cat Alley is full of little pictures like this

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NEWS

News, previews, rumours, joysticks, stories of some interest, charts – you will find all of this, and more, in the next few pages of your favourite, and frankly the most exciting, Sega magazine out on the shelves today. Loads of exciting news this month including excluisve news of a new 32-bit upgrade for your humble Mega Drive. Bet you can't wait can you? And some other bits as well.

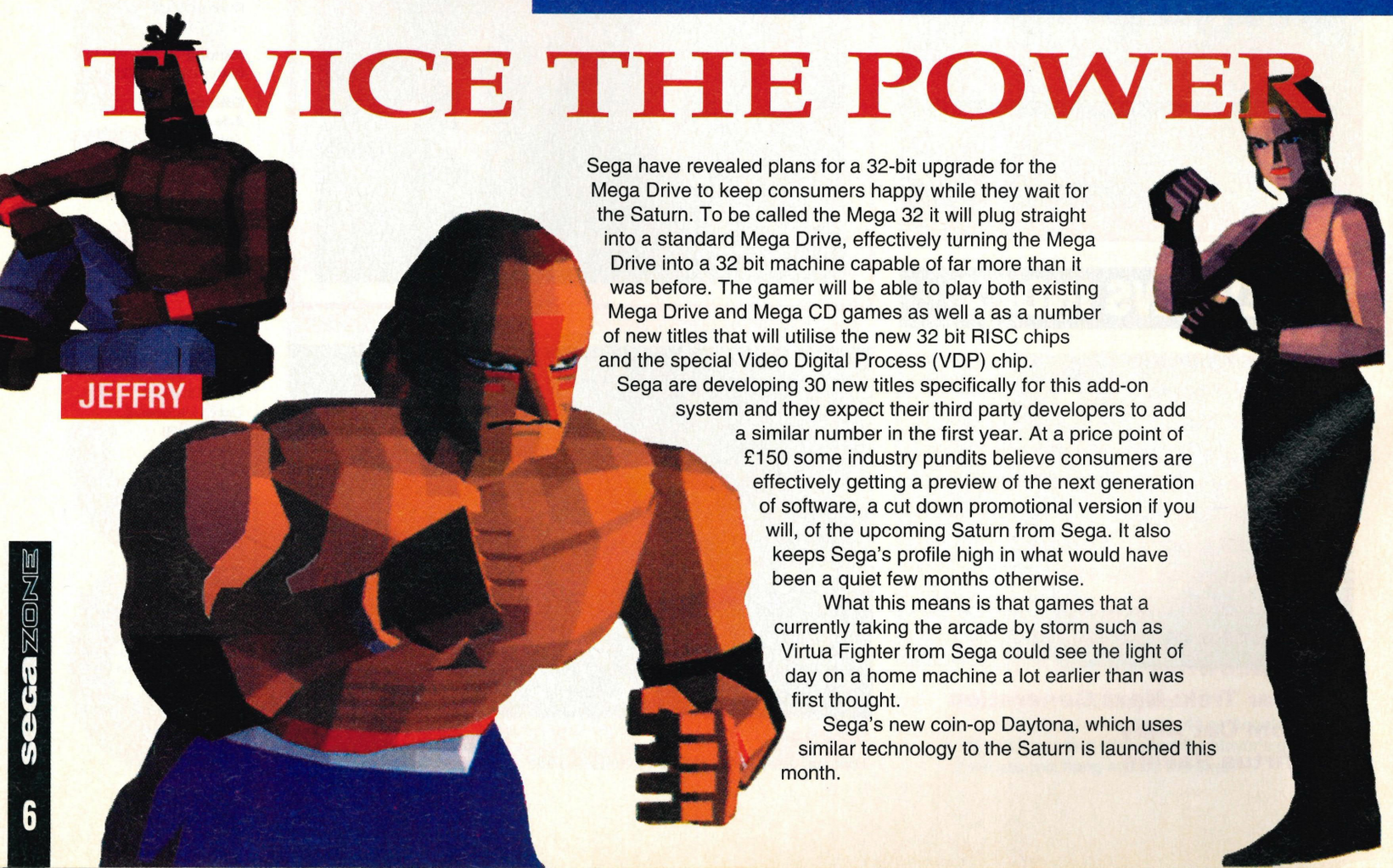
BIG CD CONF

No, they're still the same size, silly

Two of the year's biggest CD titles are currently stuck in limbo as no-one is quite sure when, if or by whom the games will be released. The games in question are Rebel Assault and Flashback CD, both of which are eagerly awaited by the gaming community. Rebel Assault has been signed by JVC in the states but there is currently a problem over whether Sega themselves or an as yet unnamed third party publisher will do the honours in Europe. Negotiations are underway but the way things are going it seems unlikely the game will get a release before the summer.

Flashback CD does have a publisher, Sony, but they are currently getting the jitters about releasing it in the near future as another Delphine developed game, Another World 2 is to be released in the next two months. Sony don't want a clash and the hope is they will simply put the game back, but unconfirmed rumours suggest they may scrap the game all together. Sony were unavailable for comment as we went to press.

TWICE THE POWER



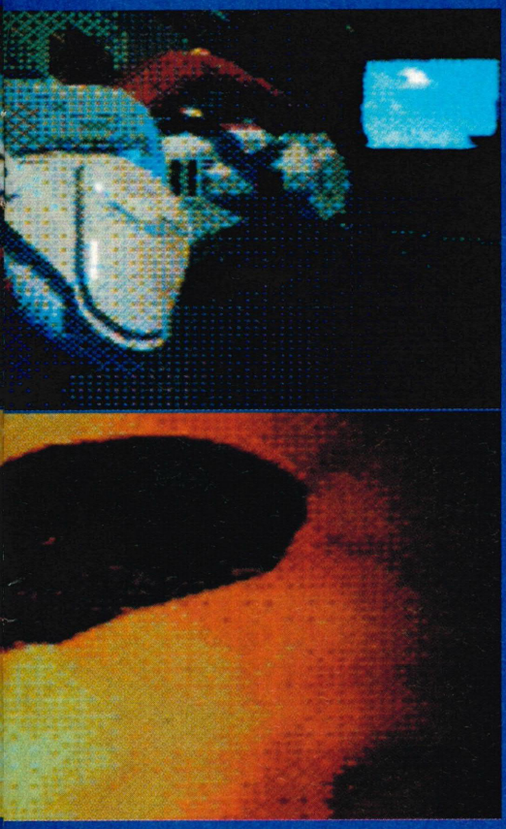
Sega have revealed plans for a 32-bit upgrade for the Mega Drive to keep consumers happy while they wait for the Saturn. To be called the Mega 32 it will plug straight into a standard Mega Drive, effectively turning the Mega Drive into a 32 bit machine capable of far more than it was before. The gamer will be able to play both existing Mega Drive and Mega CD games as well a as a number of new titles that will utilise the new 32 bit RISC chips and the special Video Digital Process (VDP) chip.

Sega are developing 30 new titles specifically for this add-on system and they expect their third party developers to add a similar number in the first year. At a price point of £150 some industry pundits believe consumers are effectively getting a preview of the next generation of software, a cut down promotional version if you will, of the upcoming Saturn from Sega. It also keeps Sega's profile high in what would have been a quiet few months otherwise.

What this means is that games that a currently taking the arcade by storm such as Virtua Fighter from Sega could see the light of day on a home machine a lot earlier than was first thought.

Sega's new coin-op Daytona, which uses similar technology to the Saturn is launched this month.

USION



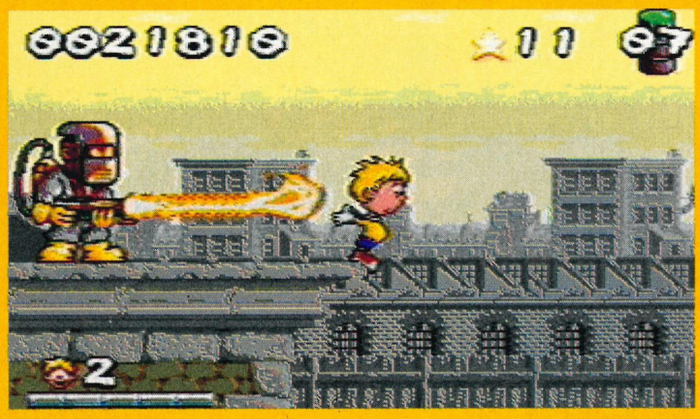
A DEGREE OF IMAGINATION

DOMARK

The hallowed halls of higher education will soon be echoing to the stereophonic sound effects of video-games when a new one year Masters degree begins at Middlesex University this autumn. Training students in all aspects of video games design and production the hope is that this will encourage a whole new generation of talented programmers to rush forth and drown software houses with more quality games than they could wave a cheque-book at. The Masters in Design and Production of Interactive Games is actually just the vanguard for a full three year bachelors degree of the same name which will start in the autumn of '95.

A number of software companies have supported the initiative but chief amongst them is, somewhat worryingly, Domark. Development manager Russell Ferrier has been instrumental in getting this course off the ground and has been applauded from all sides. He believes the games industry was "in danger of becoming stale and tired". We can only agree, just look at games like James Bond: The Duel and Marko's Magic Football from the last year. Now who was it who published those games again?

In the reality the prevalence of the console in recent years has been blamed for the drop in standards, no longer can young talent experiment in programming as they could o the Amiga or ST, the Mega Drive hasn't got a keyboard and development kit is a little expensive. In the short term a course like may produce clones who program in a very similar style but once other universities catch up and start their own courses that can only be a good thing in the long run. We're just not sure if allowing the company responsible for Skull and Crossbones on the Amiga should be so closely involved in the training of new programmers.



TIME FOR A CHANGE

Time Warner, that remarkably huge media conglomerate, is to merge its three division involved in producing video games into one new company.

Time Warner Interactive Group, Atari Games Corp and Tengen Inc. will all be merged into a group known as Time Warner Interactive.

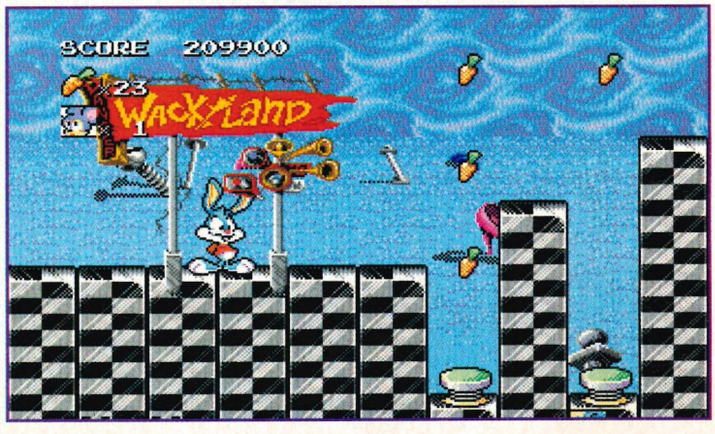
The company believe that this will give them an edge in a market starting to attract some very big players as they devlop and market products on nearly every format.

Atari Games Corp is perhaps the best known of the three, creators of the original coin-op Pong .

TURN ON, TOON IN, JUMP ABOUT

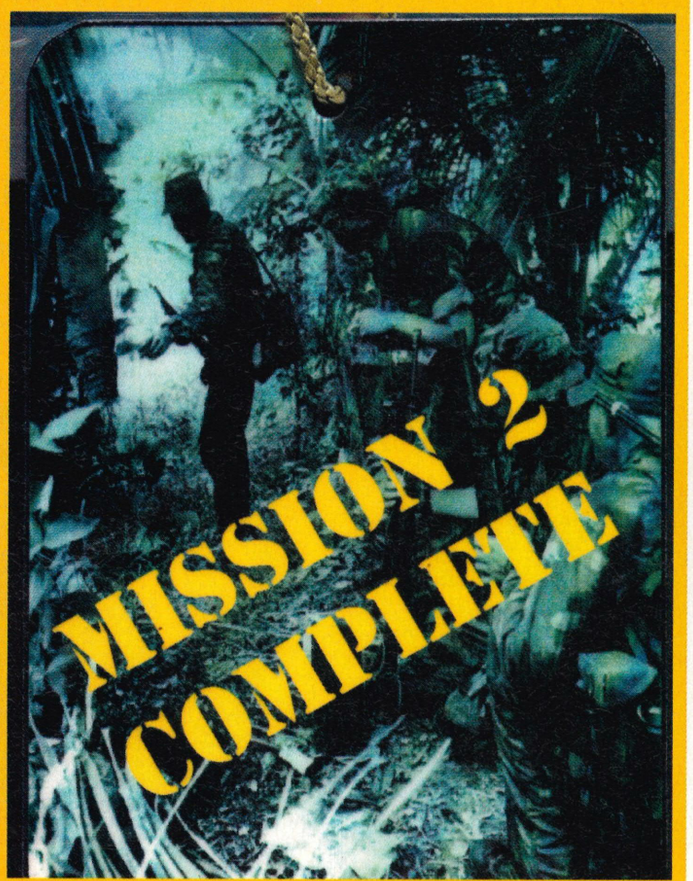
Flushed with the success of Tiny Toon Adventures from last year Konami are bringing back the diminutive cartoon stars for a new game. Tiny Toon Sports features sixteen of the loveable little fluffies as they pull on the trainers and sports socks, get ready with the Deep Heat and do their sporty thing. The game they play is apparently some odd combination of football and basketball, but there are several odd little sub-games thrown in for good measure, not unlike the original when you think about it.

The game also makes full use of the fact the character all have talents unique to themselves. For example Bugs can slam dunk the basketball with his ears. What's Jammin' Doc? Tiny Toon Sports will be released in October.



STTEEERRRRRRIIIIIKE THREEEAAAAHH!

Electronic Arts have announced details of the third game in their highly successful Strike series of combat games. Called Urban Strike the game will thrust the player into fighting a war in an urban environment. Details are sketchy at the moment but we do know the game is being programmed by the same team responsible for the previous two games Desert Strike and Jungle Strike. The game is currently scheduled for a November release, no doubt EA are hoping to get the Christmas number one two years on the trot after their success with FIFA last year.



ASSAULT & BATTERY

Domark's PC hit, AV8 Harrier Assault is on its way to the Mega CD in an all-action consolised version. Claiming it to be the fastest console flight sim ever Domark have included bitmapped 3D graphics as well as the now compulsory CD quality music. One nice touch aside from the game is a history of the Harrier's development and its deployment around the world.

The game features plenty of the usual flight sim stuff, loads of weapons, over a hundred different objects, vehicles and the like, plenty of video footage and some artificial intelligence stuff that allows your squadron to do its thang while you get down to some fighting and stuff.

AV8B Harrier Assault should be available for the Mega CD in July, as yet there is no word on a price.

DYNAMITE HEADDY

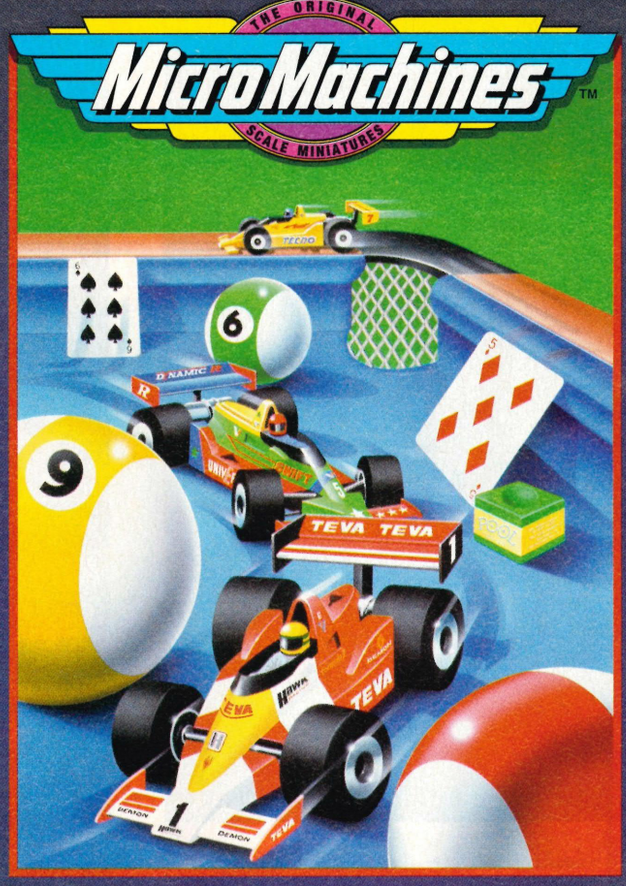
A new game from Sega, featuring a doll with a wayward but useful head is on the way, complete with politically correct undertones. Dynamite Headdy is the star but the real selling point of the game may turn out to be the fact he is a doll and his head can perform all sorts of wonderful little tricks, some funny, some lethal.

Dynamite Headdy has been banished from True Land by the evil King Dark Doll for being broken. He has invaded True Land making all the perfect toys and dolls swear allegiance to him while banishing all the broken dolls to live in exile. Ethnic cleansing or what?

So Headdy sets out to prove that just because he is broken doesn't mean he should be sidelined and shunned by society, I wonder if he'll mention wheelchair ramps in all public buildings? He uses his multi-talented head in a very Wurzel Gummidge fashion to bash his way through the decimated True World and tries to set things to rights. What ensues is a politically correct 6 level, 16 meg platform game that sets out to prove that the disadvantaged deserves as much attention as the rest of us. So there kids.

Dynamite Headdy will be released in June.

THERE IS NO BETTER RACE GAME.



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WOOF BARK MIAOW

A new Jap RPG in the style of Landstalker and Zelda called Soleil will be available by the summer for the Mega Drive from Sega, and guess what, you'll be able to talk to the animals. In true Dr Dolittle fashion you suddenly discover that after a visit to the fair you can have deep, meaningful discussions with all sorts of creatures. This leads to the discovery that a number of monsters are trapped in this world and only you, as the boyish hero, can return them to where they belong. So armed with but a sword, some armour and a stout heart you set out to do what must be done, and finish the game.

Soleil may actually be called Ragnasentry by the time Sega release it but at 16 meg, what's in a name?

ABOUT TIME TOO!

Just when you thought it was time to resign your Menacer to use by your four year old cousin as a little shooty-shooty gun Sega are actually going to release a new Menacer compatible game! Called Bodycount it is, unsurprisingly, a shoot'em-up. 5 levels and one or two player action make it an ideal purchase for anyone with a Menacer gathering dust in the attic and parents asking why you never use it any more. Available soon kids.

BACK AGAIN!

Never one to ask a gift horse about its fillings Konami are to release a sequel to Rocket Knight Adventures. Sparkster, the Rocket Knight, has grown up a little for this new adventure, sporting a new haircut, a totally fab, new and improved rocket pack and a rather splendid beer belly.

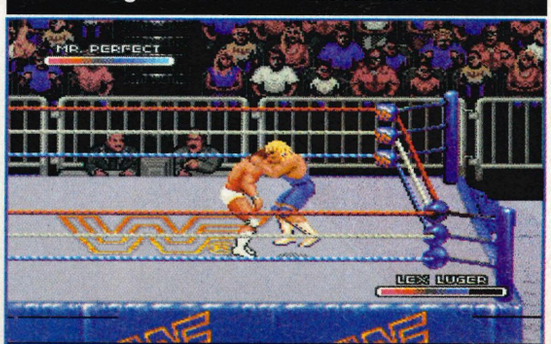
Details are sketchy as to what this new game's is all about but it will probably involve you being the one chap who can save Sparkster's home planet of Elhorn from somebody dastardly evil chap. these games usually are right? More news as we have it.

CHARTS

TOP 10 SEGA GAMES (CARTRIDGE)

FIFA Soccer still up there at number one eh? Just goes to show that you can't keep a good multi-player game down. Actually that reminds me of a film I once saw, the quality wasn't very good but there was some (Snip. Ed.)

1	FIFA Soccer	Electronic Arts
2	PGA Tour Golf	Electronic Arts
3	Sonic 3	Sega
4	NBA Jam	Acclaim
5	Mortal Combat	Acclaim
6	Skitchin	Electronic Arts
7	Castlevania	Konami
8	Micro Machines	Codemasters
9	Aladdin	Virgin
10	Jungle Strike	Electronic Arts



TOP 5 SEGA GAMES (CD)

Those big bruising wrestlers who all seem to wear pink is in at the top but the excellent Ground Zero Texas is coming up on the rails. Look out for Tom Cat Alley scrambling into next month's chart.

1	Rage in the Cage	Acclaim
2	Ground Zero Texas	Sony
3	NHL '94	Electronic Arts
4	Thunderhawk	Core
5	Night Trap	Sega

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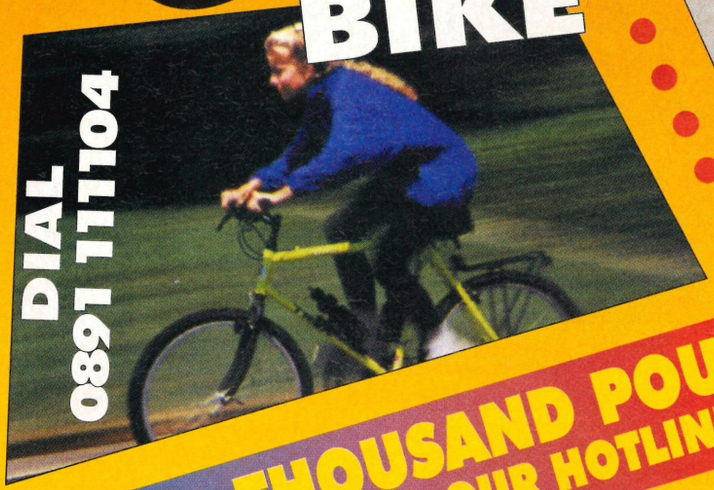

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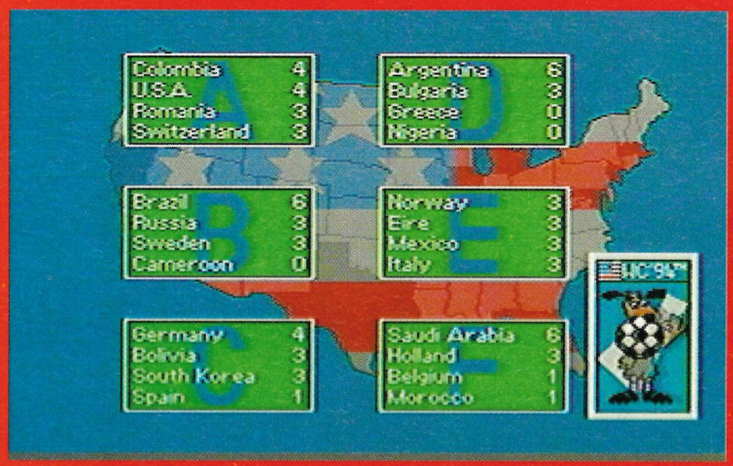
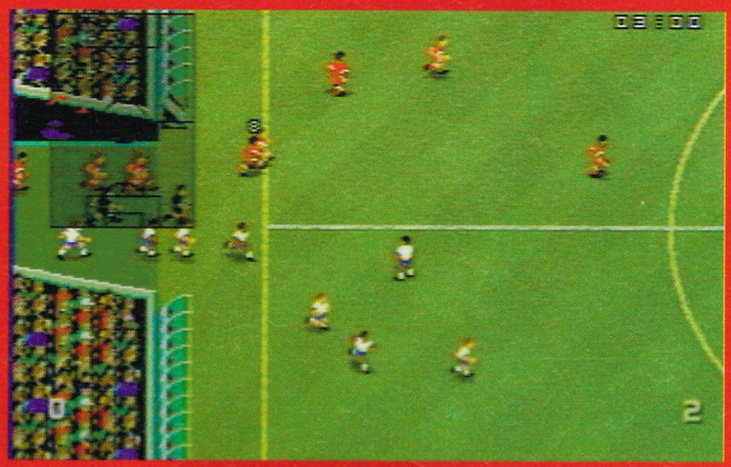
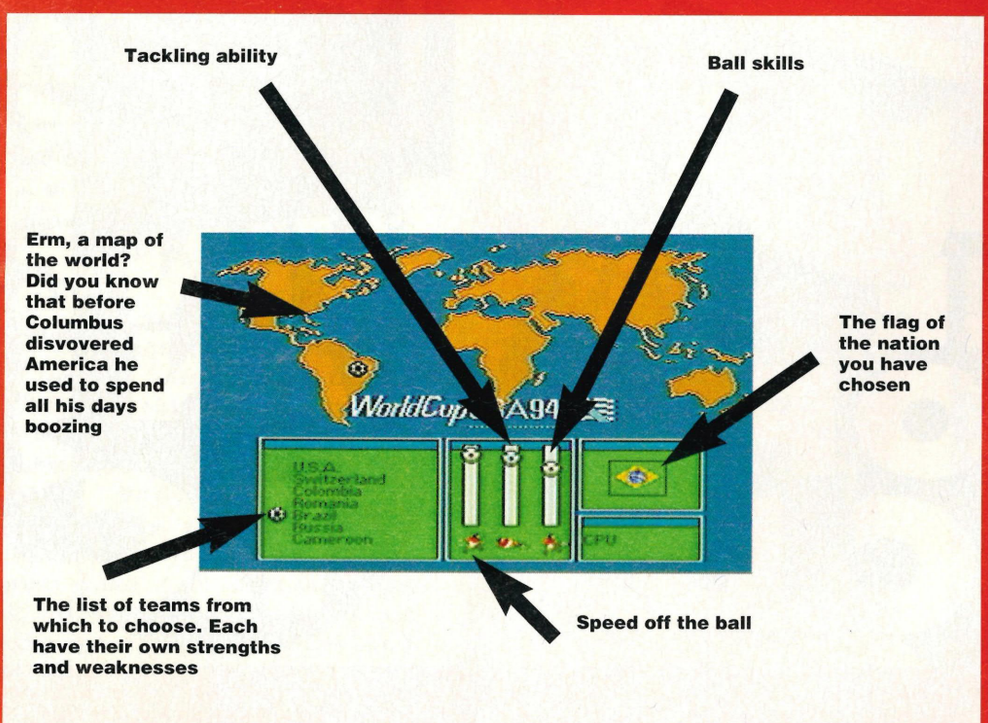




WORLD CUP SOCCER '94

'Ere we go, 'ere we go, 'ere we go. To be sure, to be sure, to be sur-ure!
Yup it is only the Republic going to the US so it's time to dig out those Irish relatives

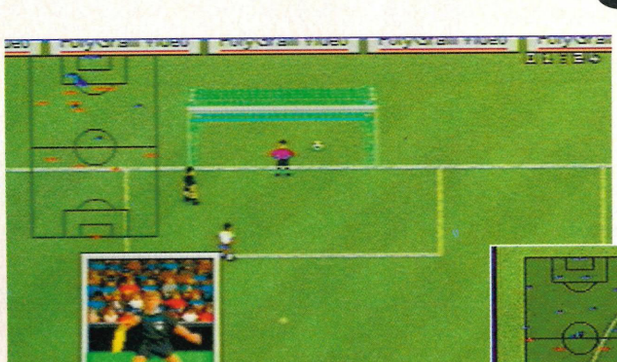


By the time you read this Blackburn will, I hope, be top of the league. Not that I'm a Blackburn fan but to a Liverpool fan the elegant combination of a team managed by Kenny Dalglish (the manager we threw away) beating our arch-enemy Manchester United is too irresistible to ignore. You see at the moment Blackburn are, by default, every Liverpudlian's second favourite team. This however has little to do with the World Cup. But then again English football as a whole will have very little to do with this World Cup so I guess I'm being relevant in a funny kind of way.

Back to the point. US Gold have the licence to produce the footie game to end all the footie games, the official World Cup 94 soccer game, complete with official logo and everything. With the World Cup being held in the US this time around, and knowing the American's talent for squeezing every last cent out of any money making opportunity it seems likely that this World Cup will be the most commercially successful of all time. Obviously it will be a bit naff in football terms because England aren't there but you can't have everything right?

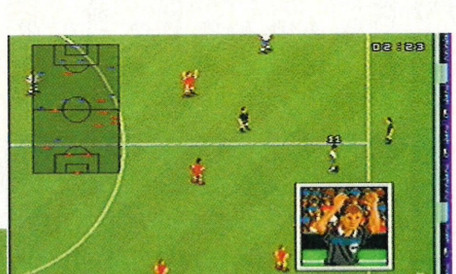
US Gold then should be on to a winner. And if the amount of options a game has is any indication of success then this one is going all the way. There isn't anything that you can't

Who's the git in black?

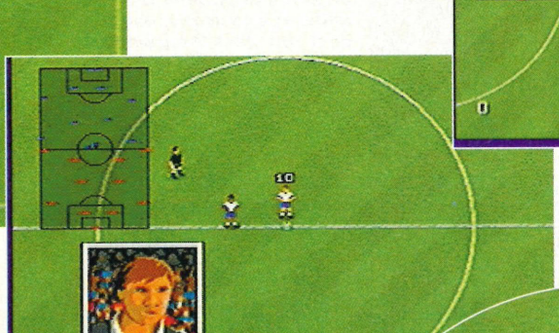


Ha ha, got you, you big oaf! Offside in a big way pal and even the ref spotted it!

It went out, it was put out by United, and you are NOT getting the throw-in

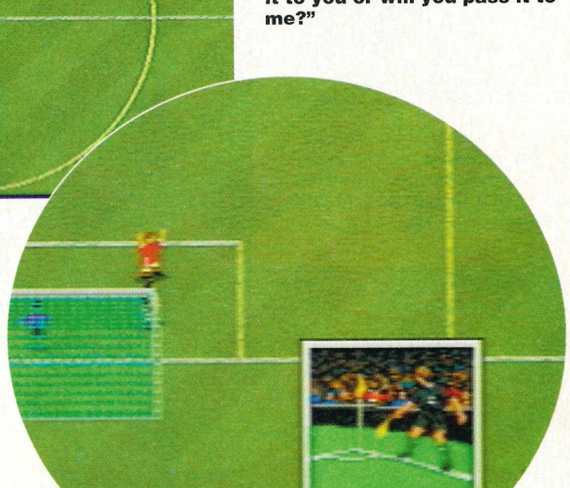


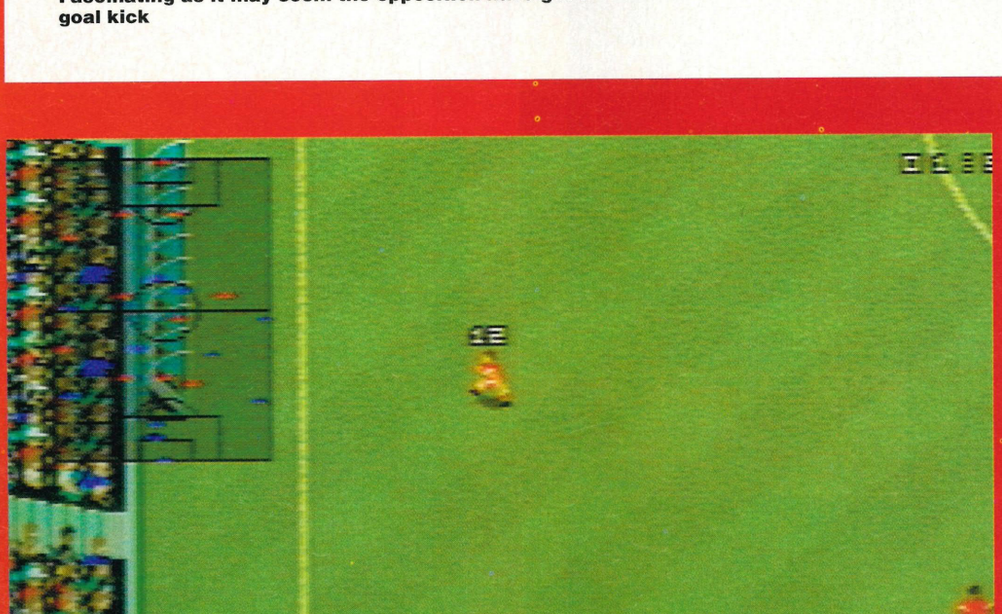
"Erm, kick-off then, shall I pass it to you or will you pass it to me?"



Fascinating as it may seem the opposition have got a goal kick

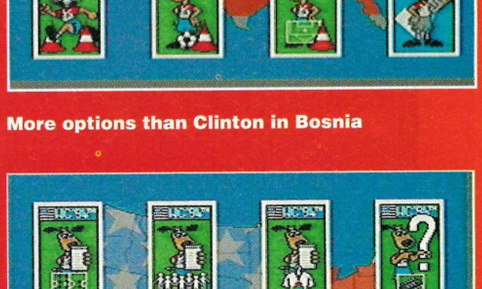
"I don't care if you reckon ther goal-keeper knocked it out, they have got the corner!"





I tell you what Paddy, I don't think much of this American football!

More options than Clinton in Bosnia



More options than Giggs in front of goal

PUBLISHER: U.S GOLD PRICE: £TBA OUT: JUNE

Frankly, Mr Shankly

World Cup USA 94 is full of all kinds of options that allow you to define exactly how you want the game to be played

From this screen to the right you can decide whether or not you want to change formation and the like or just get on with the game

Team selection here chaps. Right, last one to get picked is a big fat 'nana

Right lads do we really believe that the pink socks are going to do the trick when it comes to projecting a Macho image?

If you've ever felt like playing in an 8-0-2 formation then now is your chance to set it up

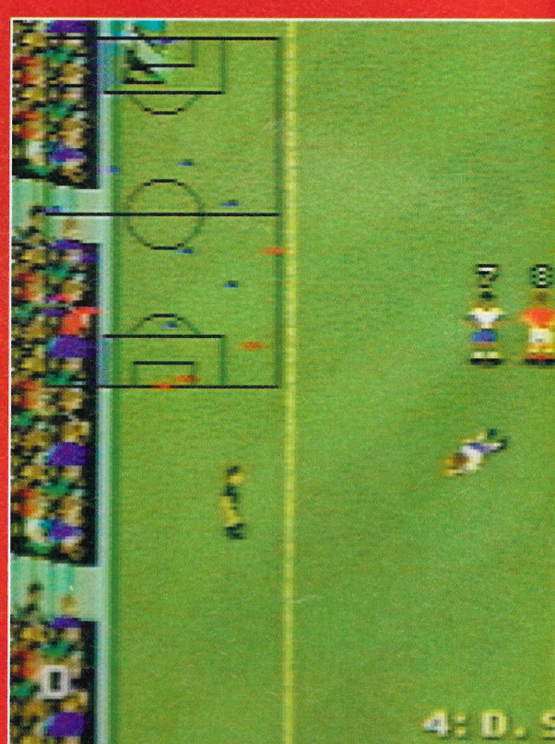
To paraphrase the Clash, "Should I play or should I go?" And more importantly do I want to turn the backpass rule off

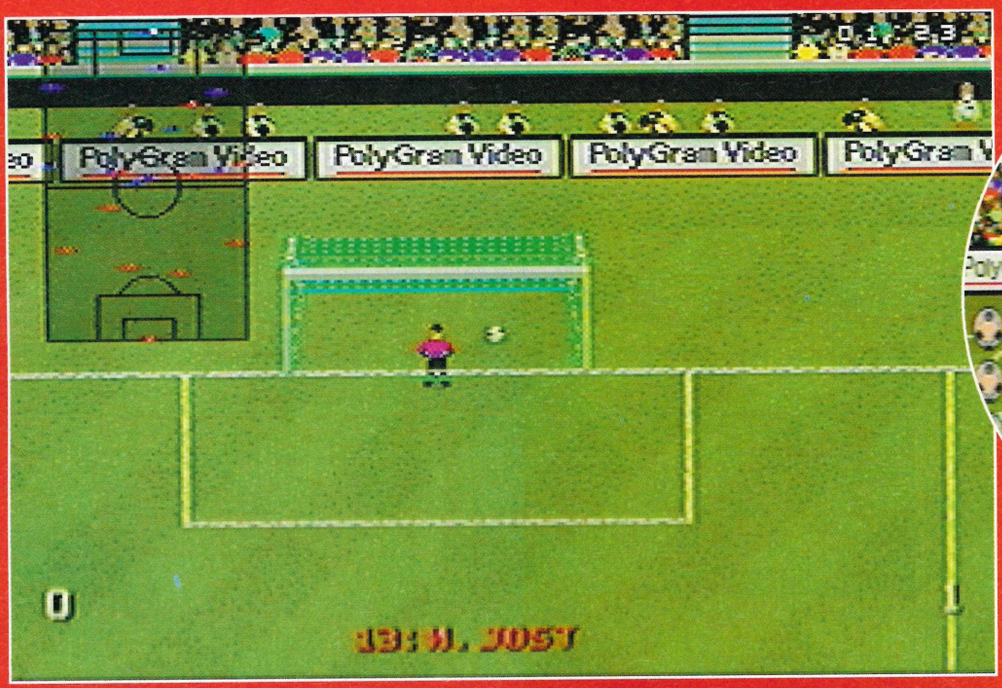
customise, adjust, interfere with or generally muck about with in this game. Formation on the pitch can be adjusted to such a degree that you feel like a manager at a training session, with one of those blackboards lots of little lines and stuff. The speed of the game can be altered as can the amount of "glue" there is on the ball. This "glue" determines how well the ball sticks to the player, the less skilful you are the more glue you will need. My favourite has to be the way you can turn off that appalling back-pass rule. All the other nonsense like player names, kit designs and shoe size (probably) can be fiddled with but that's really only for the anally retentive.

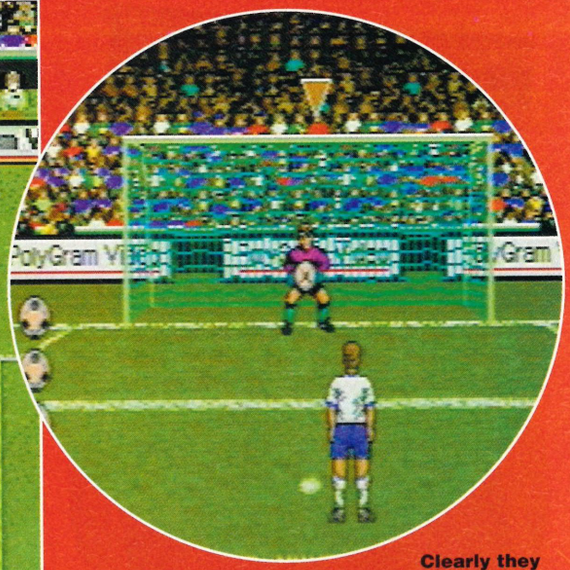
So, the football itself. Well you've got friendlies or you've got a World Cup. In the World Cup all the teams that are actually competing in the real thing are the default settings complete with the right groups. All the other teams who failed to qualify are hanging around waiting for you to substitute them. You could easily get rid of Germany and replace them with England should you so desire and play your own little fantasy World Cup. Each countries abilities are roughly comparable to the real thing, in relative terms at least (whatever that means), so you can see how well England, or whoever, would have performed in the World Cup under your management.

The gameplay itself is, from what we've seen so far, fast moving and exciting. There is a one touch pass system where you indicate the general direction you want the ball to go in and if there is a player near by then they'll run on to it. This will make for really very fast and simple play that should offer plenty of fun. of course to keep up with all this fast moving pay you can't just rely on players running on to a pass. If there isn't a player nearby an elegant move could just fall apart before your eyes. This is where the radar comes in. You've seen it before on Kick Off and all sorts of other footie games and it's here now but it has to be said that not having it would have been a disaster.

We should be able to review it in the coming months so keep an eye out for it, and keep praying that Blackburn can beat Man Utd to the Premiership just as Aston Villa did with the Coca Cola Cup.

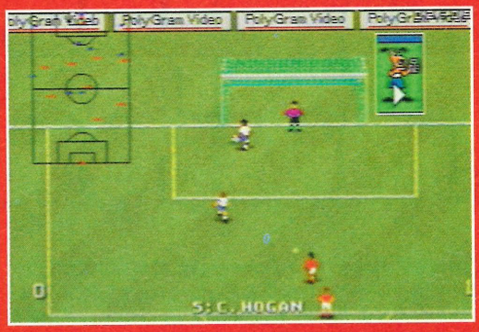




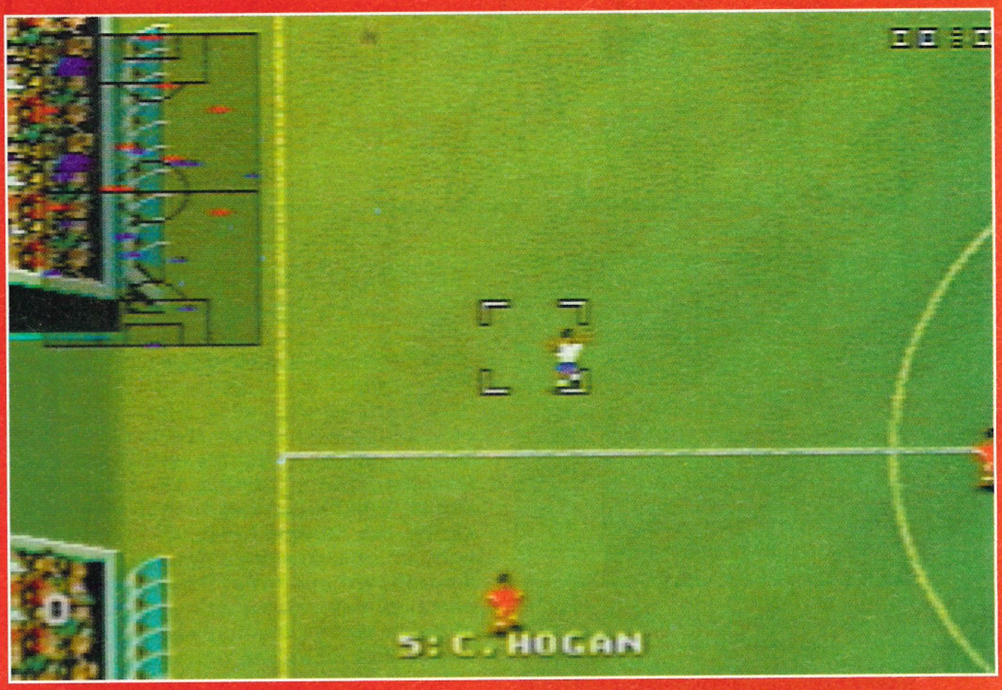


Clearly they have got Bosnich in goal, 'cos the little sod just saved my penelty

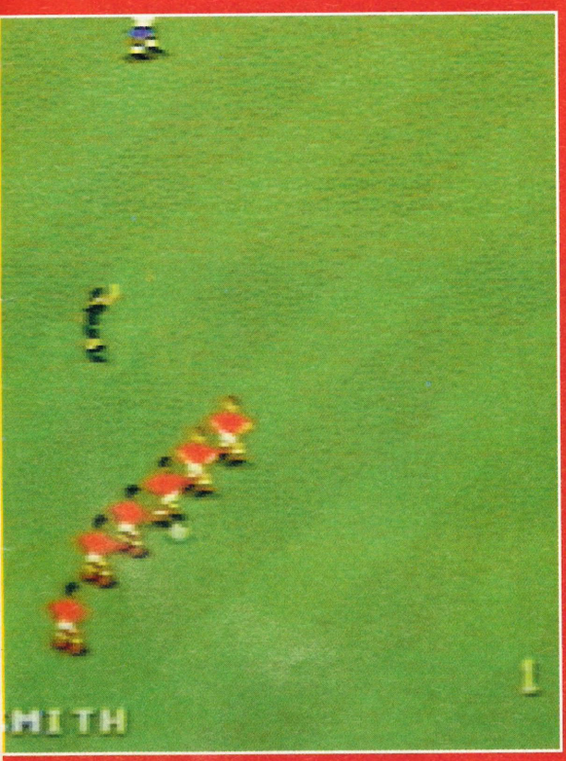
Where was the goalie when the ball went in the net? Where was the goalie when the ball went in the net? Where was the goalie when the ball went in the net? Etc



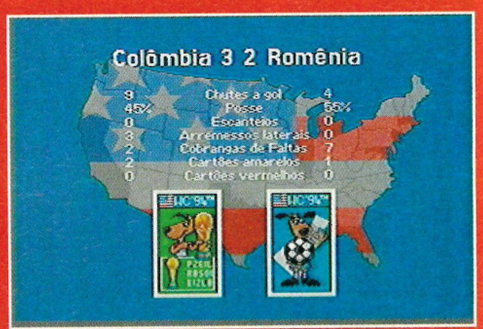
The game has an action replay system, just as any respectable footie game should



From any set piece play this square is used to select which player will receive the initial pass

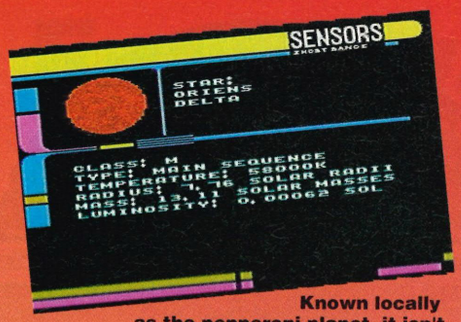


(Left) Get up you great jessie I barely touched you



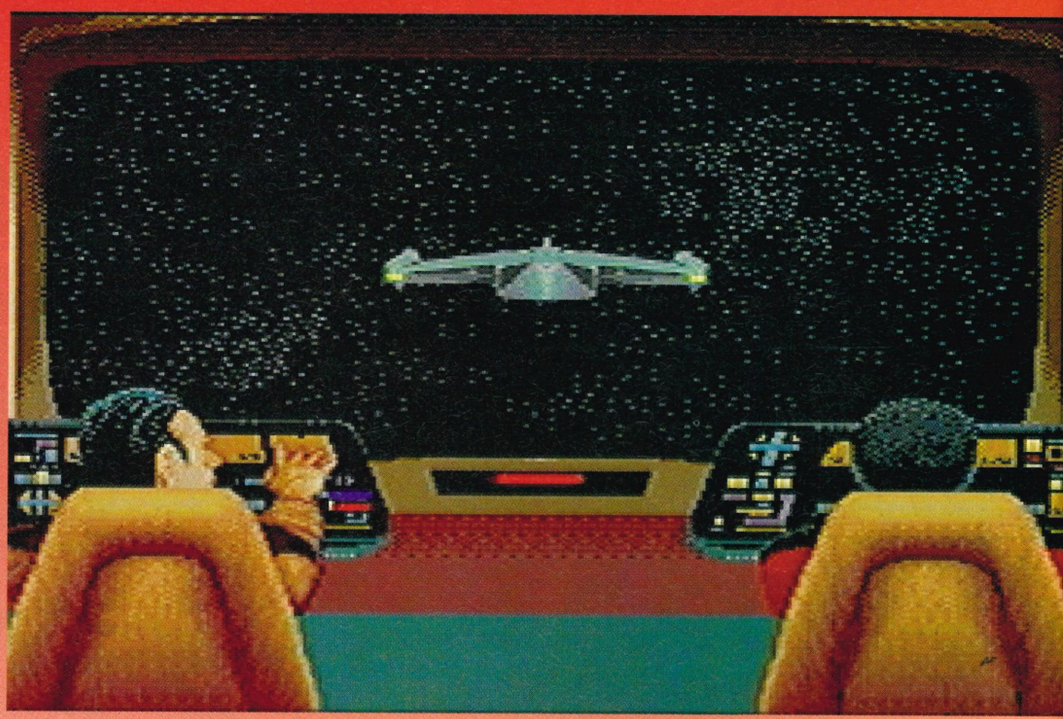
The real question is who chose this stupid dog for the mascot

PUBLISHER: SEGA PRICE: £39.99 OUT: NOW IMPORT

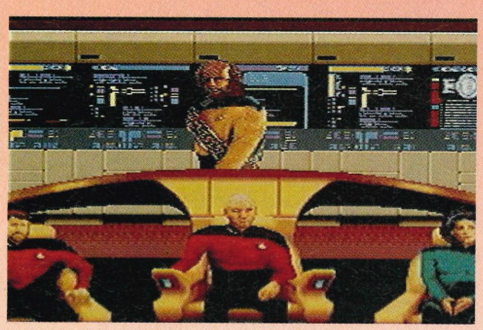


Known locally as the pepperoni planet, it isn't actually that bad you know

Erm, yes, right. This is the title page. No, really



STAR TREK:



"I was just having the wierdest dream, Doreen, I was bald, nearly fifty, strangely attractive to women and the captain of a starship. It was really strange Doreen. Doreen? Is that you?"

TO BALDLY GO WHERE NO ONE HAS GONE BEFORE

Star Trek: The Next Generation is without doubt the best science fiction series ever. No questions asked, this is definitely the bee's knees when it comes to quality entertainment. Now don't get me wrong, I'm not some saddo, Trekkie anorak basket-case who knows the Klingon language and attends conventions. Certainly not. Nor do I own a cardboard cut-out of Riker and I certainly have no intention of buying one of those tacky communication badge things that make the right noise when you hit them hard enough. No way. All I am saying is that I believe that Star Trek: TNG is far superior to the original in terms of plotting and characterisation and is just a damn fine piece of entertainment. There. I've said it.

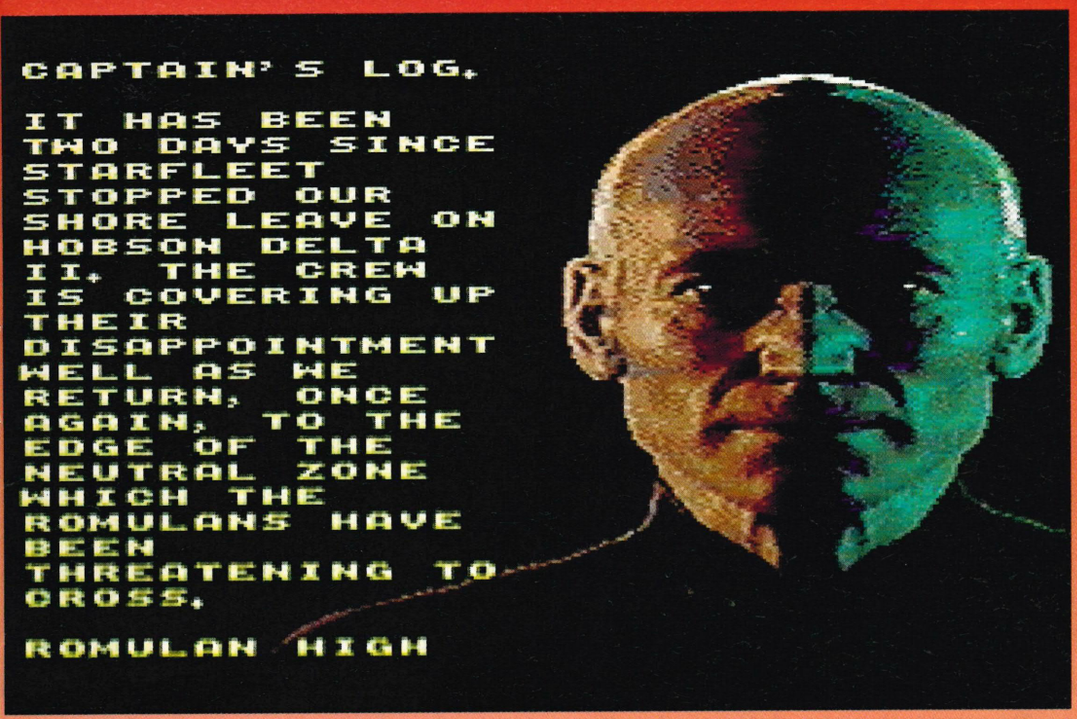
Of course this being a computer game all the little nuances of character and such don't actually play much of a part. The game is forced by the constraints of the system to focus on the traditional computer game facets that show up in TNG. So in the game we have combat, exploration, combat, puzzle solving, a smidge of flying about and a bit more combat. But with all this in mind a quick sojourn aboard the bridge of the Starship Enterprise wouldn't be such a bad idea would it?

Don't say a prayer for me

I don't care if you are a distant relative of Spock just push off out of my airspace

Oh no the pressure is just too much. I can't take the responsibility, help

"Data here Captain. This lady's selling ice cream, do you want one?" "Make it so"



NEXT GEN

In some ways this game is a little like being on work experience, you get to try everything and make your own decisions but big boss man is right behind you to give advice and/or the occasional telling off. You see you don't actually play Jean-Luc Picard, he is on hand to offer hints or reprimands, nor do you actually play any of the other characters, you just kind of float between their workstations on the bridge, doing what they would do.

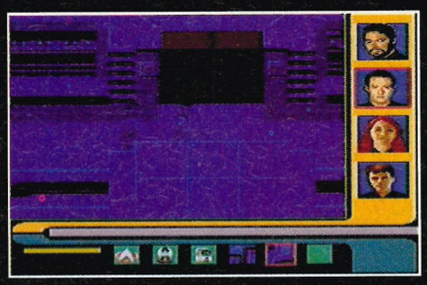
The game, intriguingly, makes no mention of an actual plot, which means that when decisions need to be made there is no way of making your decision based on what you think the game wants, all you can do is remember that you are very near the neutral zone, the Romulans are trying to provoke you all the time and your duty is to preserve life within the Federation. Certainly the game follows the same pattern, and could even be divided into levels, but as you play through only gradually do you realise what you are actually up to, which I think is a cracking idea.

Each level will ostensibly be a mission from Starfleet command which will involve a visit to some distant planet. Nine times out of ten something else will come along to interrupt the seemingly harmless mission, thus providing the real juice for the level. It could be an unrecognised abandoned ship or it could be interference from the Cardassians. Then again it could be even worse than that, the Borg might make an appearance.

Space combat with an enemy vessel certainly isn't anything to write home about resembling the two player bit of Asteroids where you could shoot each other. Still it is good fun I suppose. The real fun comes when you send an away team down to a planet or to board a ship. You select four of the ship's crew, including of course the two security

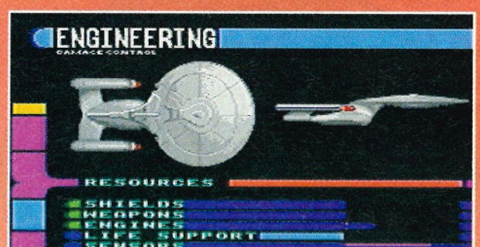
now

One of the responsibilities of authority is not to telling this man to bugger off



"Data here again Captain, erm can you put the fuse back in for us?"

PUBLISHER: SEGA PRICE: £39.99 OUT: NOW IMPORT



officers as cannon fodder, and away you go. You have no idea what you might face when you beam down, it could be a complex puzzle or it could be an awful lot of Romulans doing their best to burn little holes in you with their phasers. These sections are target oriented so the feeling of satisfaction when you complete one of the number of especially tricky puzzles is well worth it. Also the feeling of trepidation as you eventually materialise sends a tingle down the spine.

Presentation isn't superb, but you know that you are in a Star Trek game right from the word go, and the little bits of background info that stack the computer can make very interesting, and useful, reading on the long journeys between planets. Ever wondered how Warp drives actually work? Well here's your chance to find out.

Star Trek: The Next Generation certainly isn't as well put together as it could be and it doesn't make enough use of the relationships between the characters which, lets be honest, make the TV programme what it is. What it does offer is a very absorbing, arcadey/adventure style which never bogs you down in the challenging technical stuff for long before it wakes you up with photon torpedo across the Starboard bow. I just wish they'd included a chance for me to say "Make it so" a bit more often.

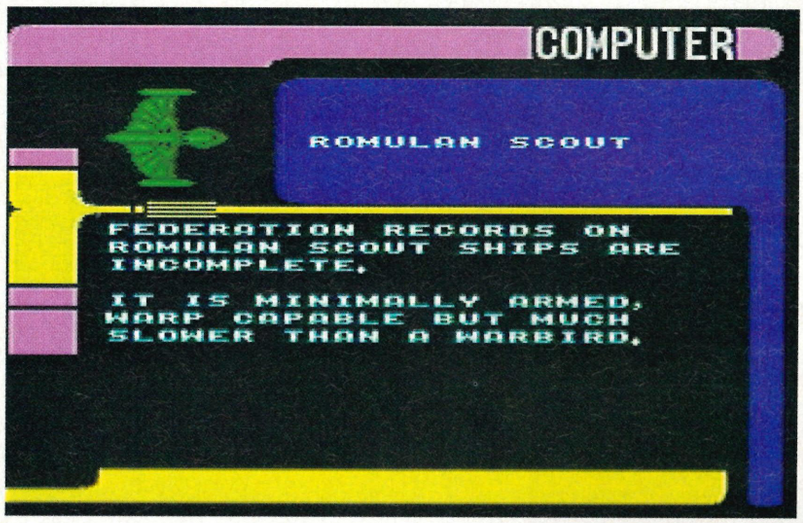
END ZONE

This misses out on the chance to be the definitive TNG game by not making quite enough atmosphere, but that doesn't stop it from being a very enjoyable and diverting adventure type thing.

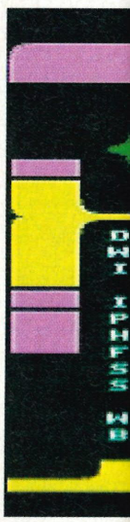
82 PERCENT

Engage!

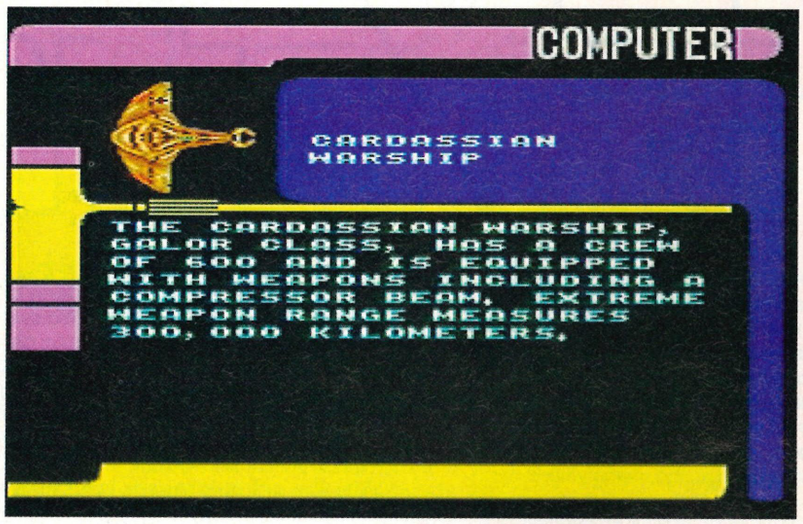
The other side alv



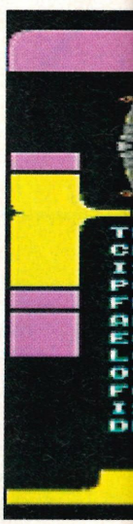
The computer is a mine of useless information, but it also has some very useful stuff on the enemy ships



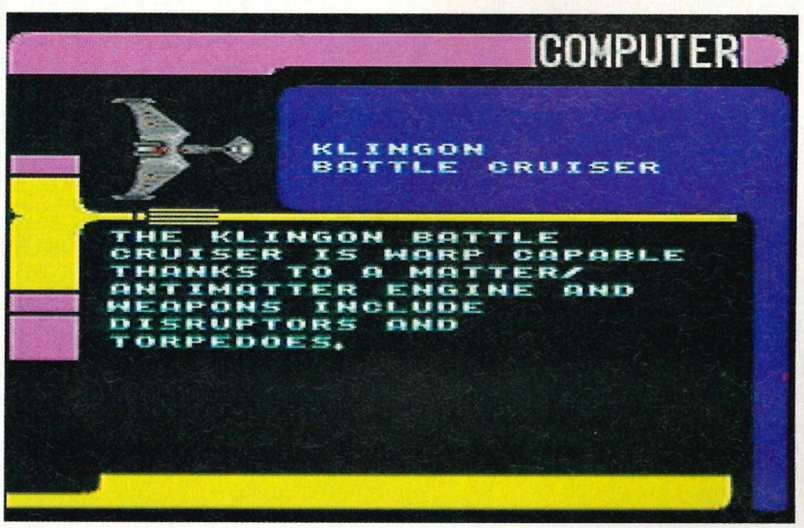
Powered by eh chaps? (I



These guys know how to put a ship together, quite often this is more than a match for the Enterprise



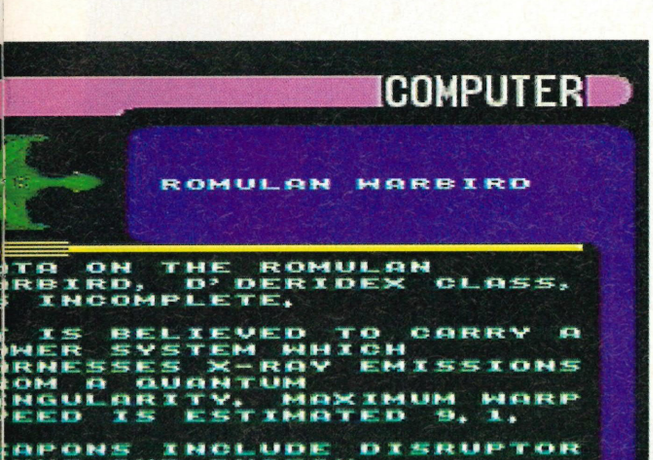
With weapons Federation's



An oldie, but a goodie, and looking a lot better now than they did in the original Star Trek series

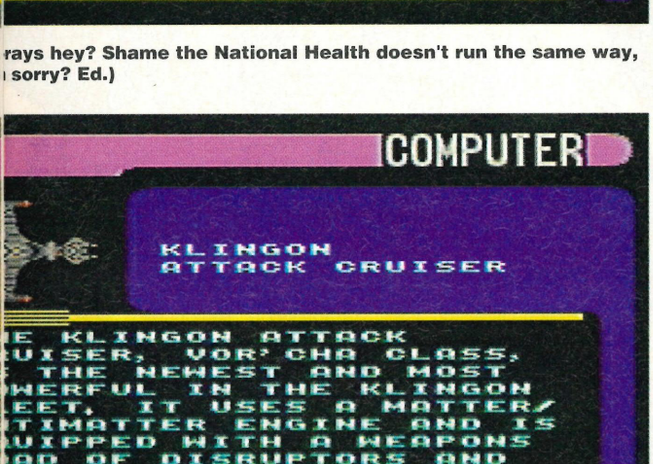
These are the as an erogeno

ways have better toys...

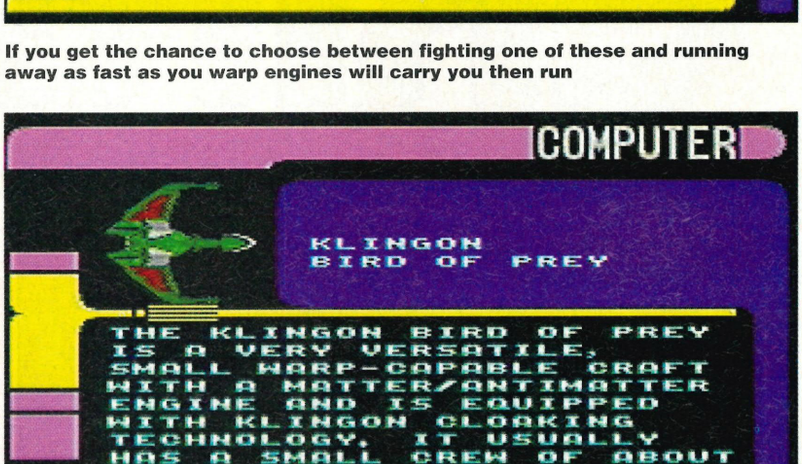


rays hey? Shame the National Health doesn't run the same way, sorry? Ed.)

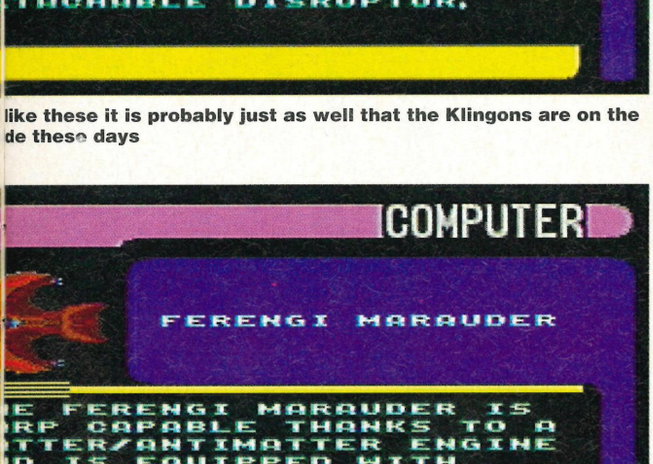
If you get the chance to choose between fighting one of these and running away as fast as you warp engines will carry you then run



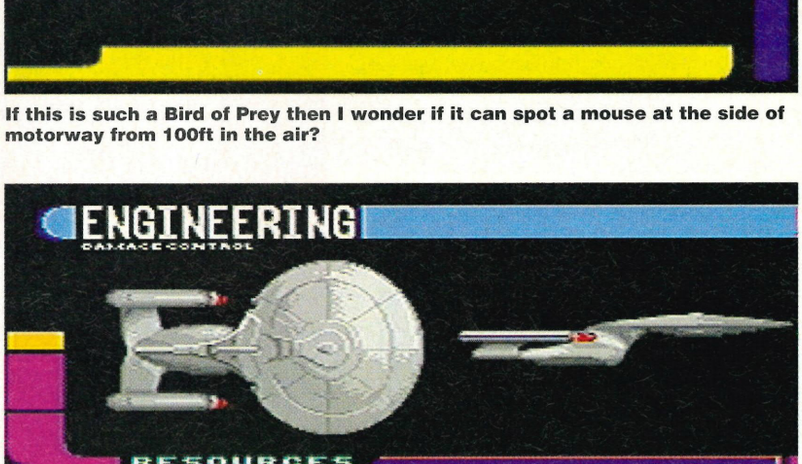
like these it is probably just as well that the Klingons are on the de these days



If this is such a Bird of Prey then I wonder if it can spot a mouse at the side of motorway from 100ft in the air?



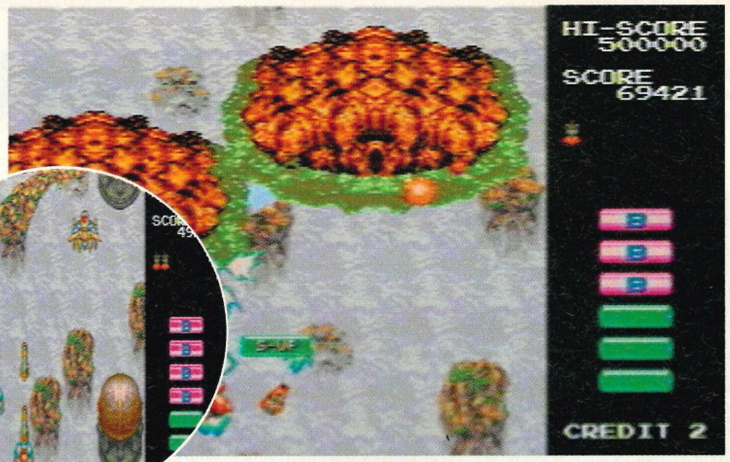
chaps with the very big ears, ears so big thery actually use them us zone. Bit crap when it comes to fighting though



Erm, yes, this is the Enterprise. Not actually an enemy ship as such but, well it is nice to know where you stand right

PUBLISHER: TENGEN PRICE: £39.99 IMPORT OUT NOW

Look it's a shoot'em-up and I've got to do about fiteen captions yet so don't expect me to peak this early on the creativity front



At certain points in the game giant mouldy cow-pats come and harass you

GRIND STO

We're not big fans of grinding here at Sega Zone, all that flour just gets storm. It'd be murder!

I haven't seen a shoot'em-up like this for nearly three years. And to be honest I can't really say I've missed this particular style but playing Grind Stormer did bring waves of nostalgia crashing against the shores of my desk. Or Something. Nostalgia for what though? The quality vertical shoot'em-up that seems to have disappeared (thankfully) from our arcades and consciousness.

Not since Truxton has the Mega Drive seen the likes of this and it is probably just as well. Vertical shoot'em-ups died a death a long time ago, there is only so much you can do with the genre, so I'm undecided whether this mini-revival is a good idea or not. There is nothing wrong with the game itself, I just don't know if this has a place on the shelves any more.

Considerately the manufacturers don't bog you down with an improbable plot. This is a game not an alternative reality, all you have to do is shoot things and not get killed. not getting killed is easier said than done, even by the second or third level things were getting very sticky and without the aid of continues the colourful, varied creatures that confront you would take a lot longer to get past.

Intricate and unnecessarily huge guardians spice things up and make progress in your fast-moving, manoeuvrable ship a lot more difficult than it might be. Smart bombs and a variety of weapons make things just a little more bearable but you can't escape the fact that this is one bloody hard game, and that has to be a Good Thing.

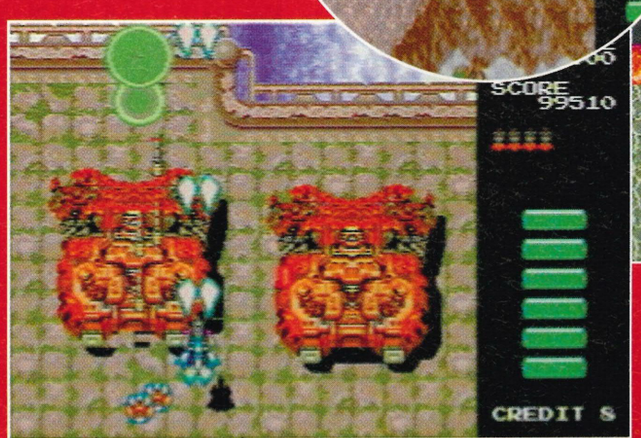
It isn't original, it doesn't look or sound that good but it plays very well and won't be beaten quickly. There hasn't been anything like this for a while and I for one have decided to live and let live and be happy about this game. And if I, Captain Seen-Enough-Crap-Video-Games-To-Last-Me-A-Lifetime can do that so can you. Life's to short to get overly concerned anyway.

So there.

Crumbs DM, that'

Not the most original of games this so there has to be a smattering of big guardians here and there

(Left) The spidery creature here keeps chucking out loads of little spiders to complicate things



Look. I've had enough. just do it yourself

(Above)This is just a hint of how huge this guardian is, and how bloody hard to beat as well

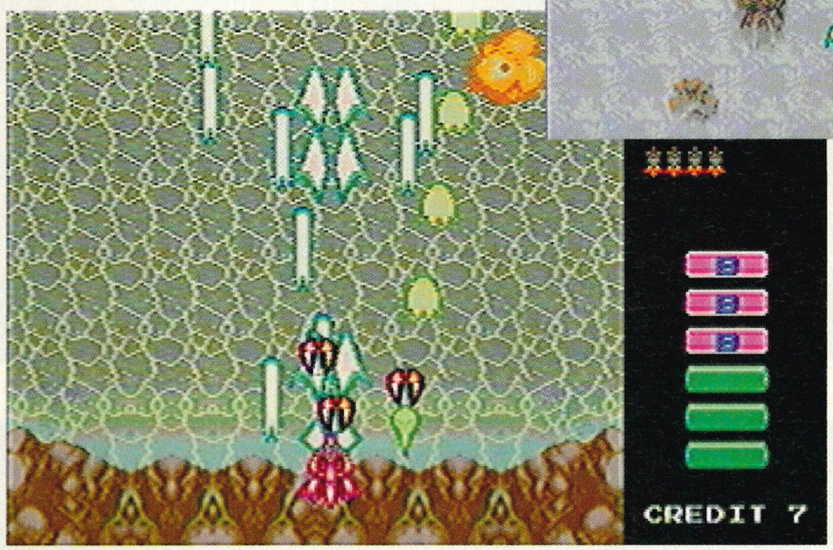
It's the tanks again. I know, I'll smart bomb the buggers!

Why you are being attacked by a string of lampshades is never quite explained, but hey, they're aliens, they can do what they want

Bang, bang, whizz, phut, phut, akka, akka, peoow, eeeek, blam, pow, kablooey, chugga, chugga, wham, ker-blooom, etc

ORMER

in our hair. Just imagine doing it in a

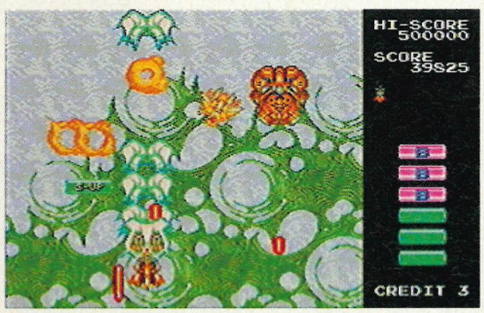


It is another one of those flying cowpat type things! AAAAAAAAA AAAAAAAAA AAAAAAAAA HHHHHHHHH HHHHHHHHH HHHHHHHH! Run, run, run!

These purple seed like things are dead useful as they race off and attack anything they see. Sort of the Vinny Jones of the shoot'em-up world

s big

(Above) A shimmering ghostly awkward to hit thing. (Below) Big tank things that shoot far too many bullets if you ask me



Sorry chaps but I really am running out of interesting things to write about this game in captions. Perhaps I could tell you about my really fab weekend in Newquay? No? You're sure?

END ZONE

This game came this close to being a complete wash-out. totally devoid of new ideas and enemies it even looks old-fashioned. One aspect lifts this above a lot of the other dross around and makes you temporarily forget that you've seen it all before. It plays so very well.

78 PERCENT

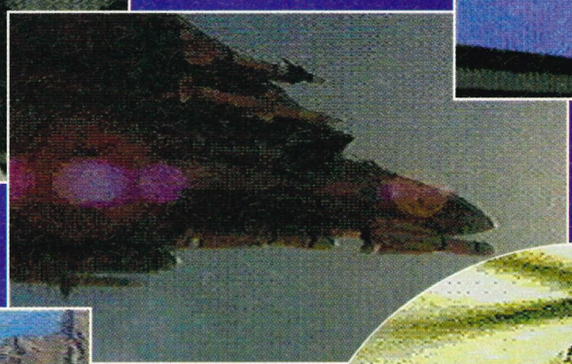
Quite good in a "seen it all before" way

PUBLISHER: SEGA PRICE: £45 OUT NOW

Who needs Top Gun?

Any minute now miladdo in the front there ewill turn around and ask why you didn't bother firing any missles

"Coo-ee, coo-ee, go on give us wave!" American military humour continues apace



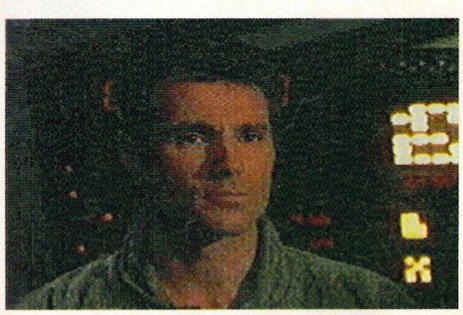
(In very poor Tommy Cooper voice) "Missile, MiG. MiG, missile. Uh-huh. Jush like that."

"Left a bit, left a bit. No, no too far. That's it perfect. right watch the birdie"

Black Hawk helicopters. Specially built to look just like Iranian helicopters

Despite the fact he is bald, sorry, follically challenged, this guy still fancies himself as a bit of ladies man. All the same these pilots

"Look, why would I order two pilau rices?"

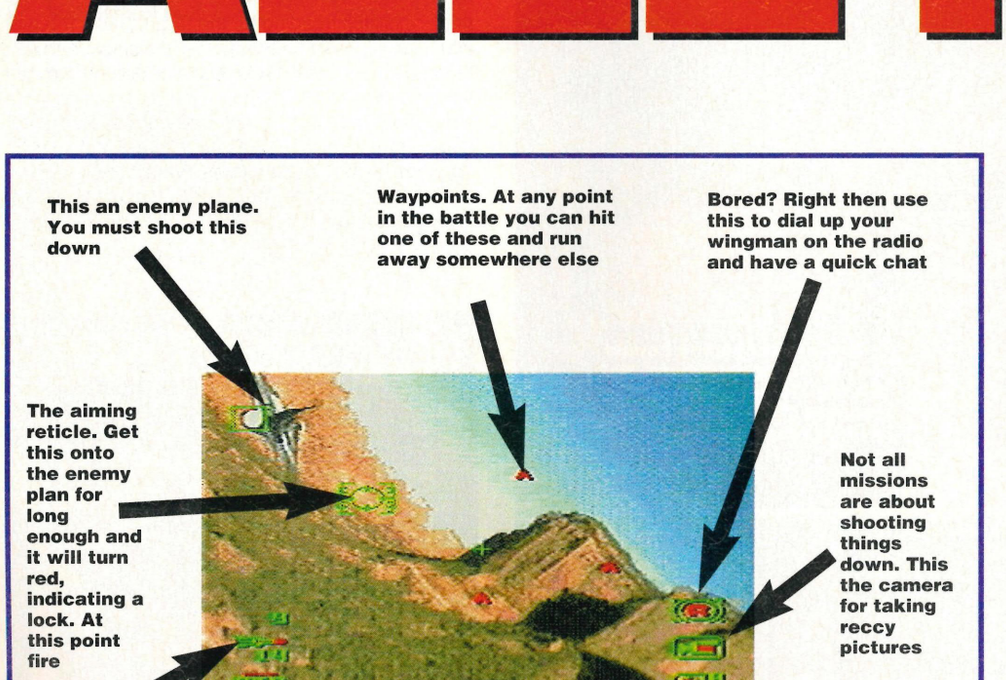


You can almost see the light glinting off this guy's teeth when he smiles

Yes I've got a lock! Now what do I do? What, shoot it down? Nope, sorry, didn't I mention my pacifist tendencies?

"£565! The car's only worth £900!" "Sorry guv but it was a big, and these miniature mountains don't come cheap you know"

TOMCAT ALLEY



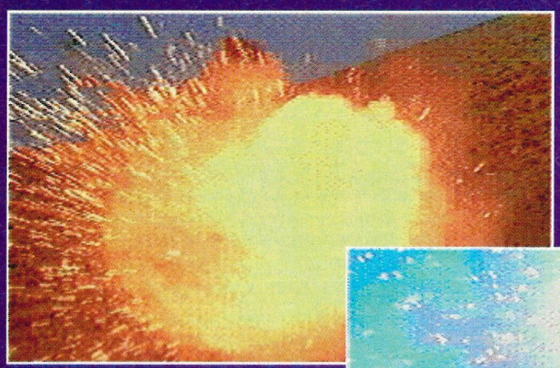
Imagine being a navy flyer. You know, being dead good looking like Tom Cruise (although preferably a bit taller) having it away with Kelly McGillis, and flying the most expensive bit of kit available to Navy pilots through gullies and ravines and shooting down hundreds and hundreds of MiGs. Wouldn't it be just bloody marvellous? Well folks, Tom Cat Alley could be your only chance.

This is the latest in a number of games that take simple gameplay, usually a shoot'em-up type thang, and dress it up with loads of footage of real actors with real voices to make you think it is some kind of interactive movie. Now nobody falls for that interactive movie crap, everybody knows it is nothing more than the same old stuff with a bit of atmosphere thrown in for good measure. The best so far has to be Sony's Ground Zero Texas. It came on two CD's but that had some of the best production values I have ever seen on a video game and while the gameplay was simple the way it came at you so fast you didn't really have a great deal of time to notice.

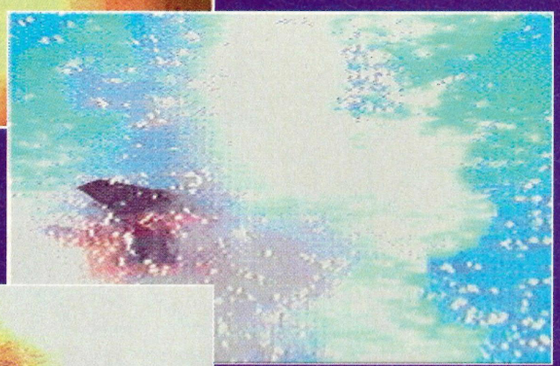
Tom Cat Alley (TCA) goes the same way, plenty of action and lots of footage in between all that to try and make you believe that this really is real-life and you are actually there. No, really, they do think that. In this case you are Shadow five, drafted in to beef up the terribly top secret

PUBLISHER: SEGA PRICE: £45 OUT:NOW

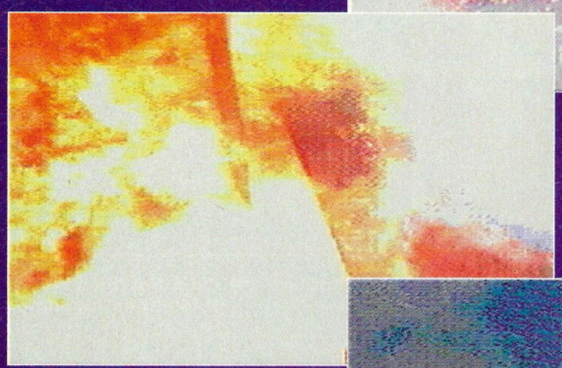
Whoops! Apocalypse



Some have told me that this is possibly the cushiest job they have ever heard of. Let me tell you something when you have to write six captions about six fairly similar explosions it can get very annoying



I mean here we have six pictures of thing being blown up. That's it. Obviously I could go into great detail about what is being blown up but what's the point?



Is anybody really interested in being told that this little thing to my left is in fact en ex-SAM installation?

Or will anybody pay attention if I tell them all about how wonderfully vibrant this explosing MiG is?

Frankly I was hoping I could just go home early boss. No? Oh well. Never mind eh? I suppose I'll just have to keep writing these captions

A ha! The last caption. All i have to do know is think of something to fill up this little box then I'm home free. Yes, I've got it! You'll love this beau

installation NASTI with your pilot Dakota. Don't worry these B-movie games are always full of some really naff names. You are but a mere navigator/weapons officer in charge of everything apart from actually flying the thing. This is actually quite good because you don't have to worry about all that awkward stuff like throttle and gear and flaps and widgets and things, all you have to do is make sure the weapons hit their targets.

As W/O it is up to you to make the most of the lock on a target that the aircraft will automatically get. Here you'll use the joy pad to follow the target plane until you get a red lock (known as target solution) at which point you fire the missile. This isn't as easy as it sounds because once a target has been initially locked then it bucks and bounces like a rabbit on heat, getting solution isn't easy. If you fail then the chances are the target will pull a neat manoeuvre and end up behind you, at which point it is time to reach for the chaff because you can rest assured that it wont be long before an eight-foot long Mach 5 death warrant is tearing through your plane.

Dogfights make up the biggest part of the game, and they certainly are fun. With the footage of the ground racing past at three hundred MPH as your plane rolls and dives it is surprisingly convincing. Dogfights aren't what this game is all about, they are just the preliminaries so that you can carry out your mission objective in peace.

Before each mission there is a briefing, this is where the actors come in. As is now traditional in these vignettes in all this style of game it is here that the cheesy dialogue and flimsy attempts at characterisation. The sad part is that these guys are so stereo-typed that there is more character development in your average Jim Davison routine, the acting so wooden that it makes BA Barracus look as though he deserves an Oscar for his work on the A-Team.

Without all this though the game wouldn't be the same, and it would be revealed for the competent, but ultimately fairly average shoot'em-up that it is. Even with all the cut-aways during play - missiles heading for the target, Airfix models being blown up in an attempt to convince us that they have used real MiGs, shots of pilots looking vexed as you cock up again - it still comes down to nothing more than a reasonably well presented shoot'em-up which kept a few actors of the streets for week or two. No bad thing in itself but not enough to make me want to rush out and buy Tom Cat Alley. It coul d have been so different as well.

END ZONE

Am I being harsh? Nope. There isn't nearly enough variation in the footage, the corny sub-plot about your pilot trying to cop-off with a female ice-maiden of a pilot just gets in the way. It plays well because it is so fast but eventually you realise there much better ways of doing much the same thing.

58 PERCENT

Ok Bombs away, Ginger

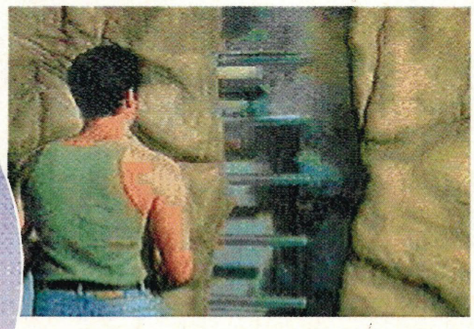
Shwing! etc

"What do you mean there is a snake in my hair?"

"Well of course it is a genuine Picasso, and it can be yours for just fifty quid"

"What do you want? Go on get out of it!"

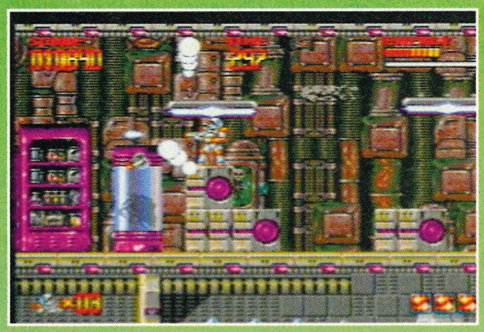
Two options here chaps: one is to panic because there is a missile coming. The other is to panic a great deal and hope St Peter puts in a good word for you



The old "hide the door in the rock" trick

He's fat, he's round, he bounces on the

PUBLISHER: DATA EAST PRICE: £44.99 OUT: IMPORT



Nick Park got an
look at these cart

Men in big metal suits don't do an awful lot for me, they're just not my type. No, really. But obviously this little chap must do something for someone as this is the third version of this game (if you count Universal Soldier which was in fact a conversion of Turrican 2) to appear on console.

I can't actually recall the original Turrican plot but in this case things have taken on a much more human nature. You are Bren McGuire (again apparently but like I said I really can't remember if Bren McGuire was the original chap or not), and years after originally defeating The Machine it has returned. In fact just when you thought it was safe to put down that plasma rope a distress signal to the United Planets Freedom Force (for whom Bren now works) brings those horrible memories flooding back. The distress signal, the last message from a beautiful girl, tells how her planet is being overrun by soldiers commanded by The Machine. Naturally, she being a beautiful girl - you being a dirty old man, you can do nothing but pull on the old Turrican assault suit and head off to take on The Machine.

And so follow 15 levels of ultra-violent shooty/platformy stuff that becomes remarkably difficult fairly swiftly. Actually I find myself saying that quite a lot these days so maybe I'm just getting crap in my old age. No, it can't be that it must be the games getting harder, I can't have burnt out already can I?

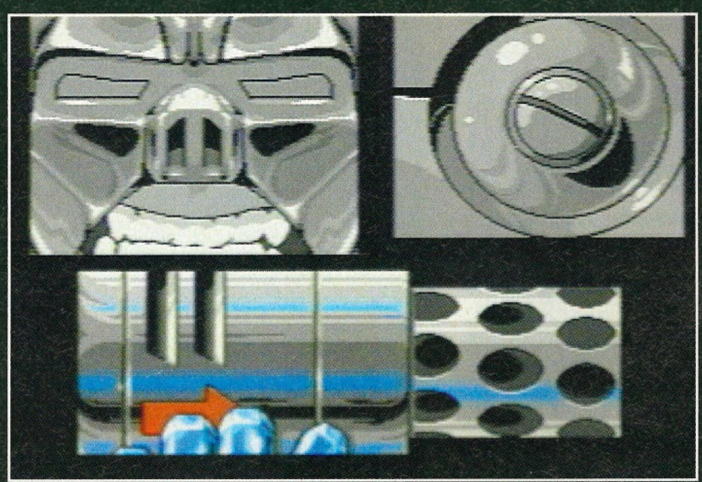
Well, anyway. Turrican has three weapons available to him for the majority of the time. A multiple shot laser which gives good spread, your basic single shot laser and a rather useful rebound shot which starts by firing one shot up and one shot down but these will bounce off walls and things so anybody could get hit if you give it long enough.

In addition to this there are three special weapons. Collect the right icon and you'll start firing off homing missiles which basically seek out the nearest target and blow the bugger up. Then of course you've got the smart bomb, only for use

Does this man look scary or not? Personally he scares the poo-poo out of me but then I do come from Manchester so what do you xpect?

The tempatation to make s sexual innuendo about this screaming is almost to muc All I'll say though is "When Sally". So there

(Right) This man is obvio chuffed, Blackburn have won the league!



Tool-up guys, these chaps are ready for some serious aggro, I mean just look at the quality of those weapons!

MEGA TU

This guy gives real meaning to the term "Shell-suit", we a serious exo-skeletons, big

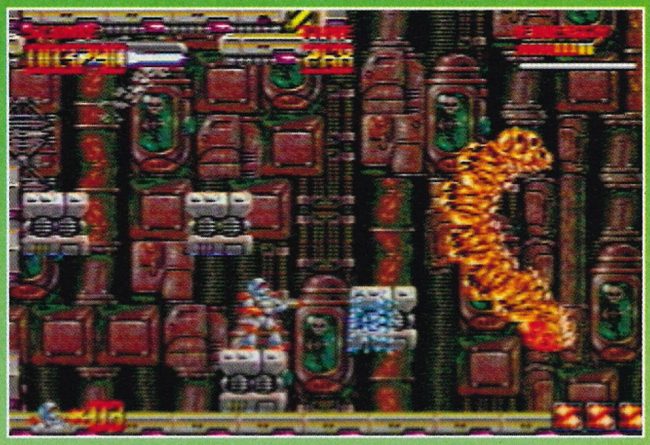
Oscar but toons

me crude
irl
to ignore.
larry met

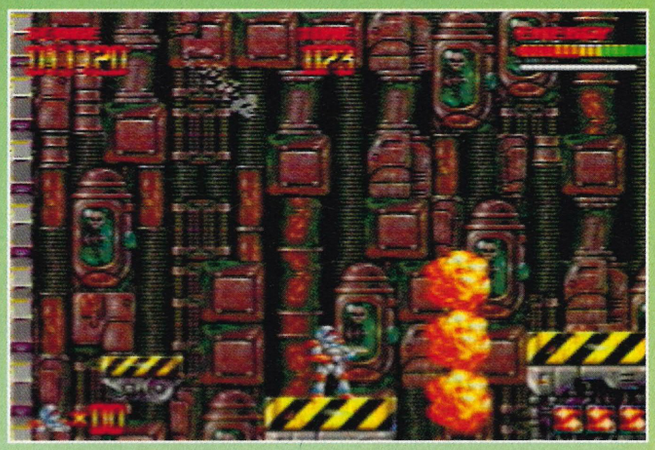
"Look, don't panic about having a big chin, JImmy Hill has got a huge chin and he is very successful and he doesn't have to resort to wearing a Nazi uniform to do it!"

usly
definitely

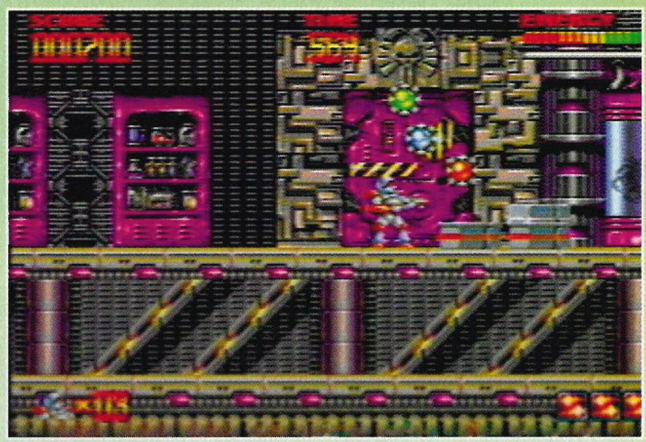
(Left) This is definitely a Manchester United suppprter going for kenny Dalglish



He might look hard, standing there being aggressive to the guardian, but this guy is a real poof!



MInd you he has just gone and beaten the guy so maybe he isn't quite as weak as he looks

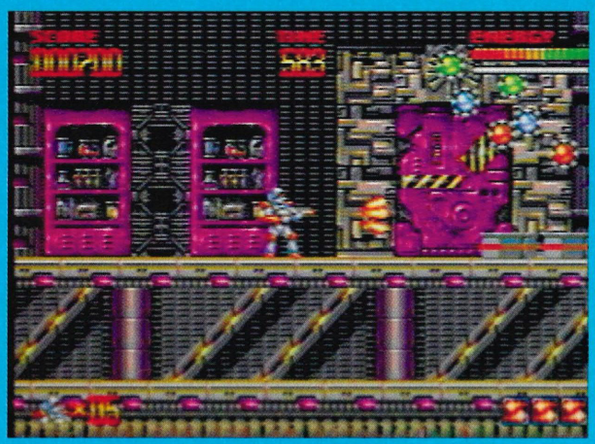


URRICAN

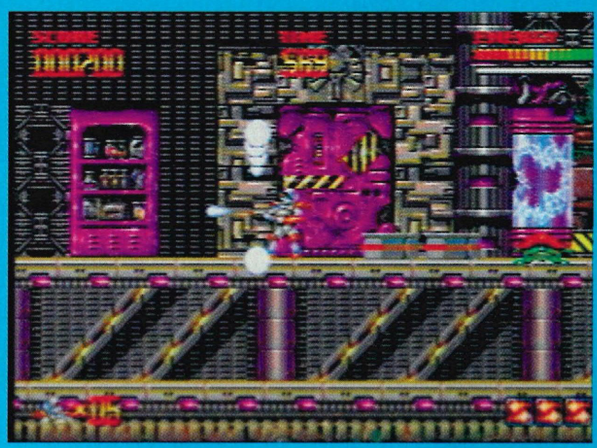
en't talking shiny track-suits either, we are talking
nasty violent things

PUBLISHER: DATA EAST PRICE: £44.99 OUT: IMPORT

So what does this weapon



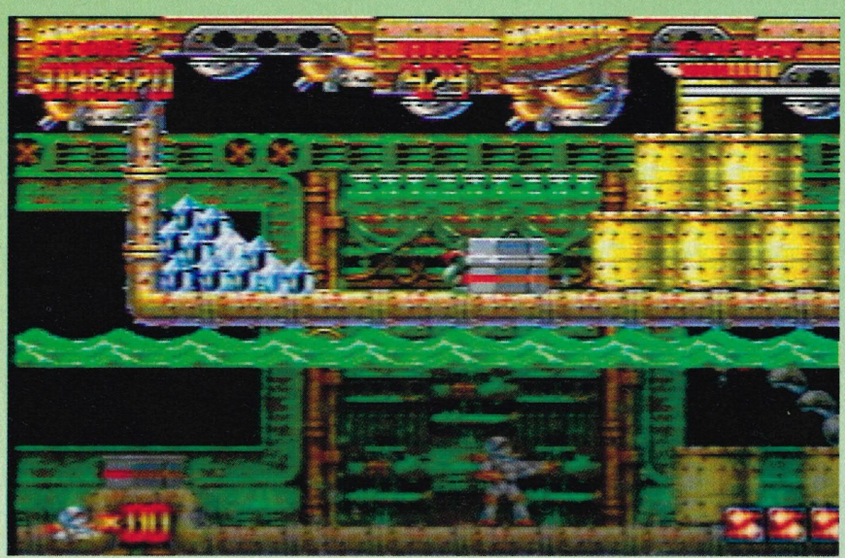
This is your basic blaster type laser gun thingy. Very useful in all situations but not a specialist weapon



Dead useful in small corridors this weapon bounces along the ceiling and the floor wiping out everything it touches

This is avery lazy weapon, it i
but it takes out loads of enem

Erm, sorry, but can I ask a question here? Erm, I don't, wish to be rude but if I stay here will I drown?



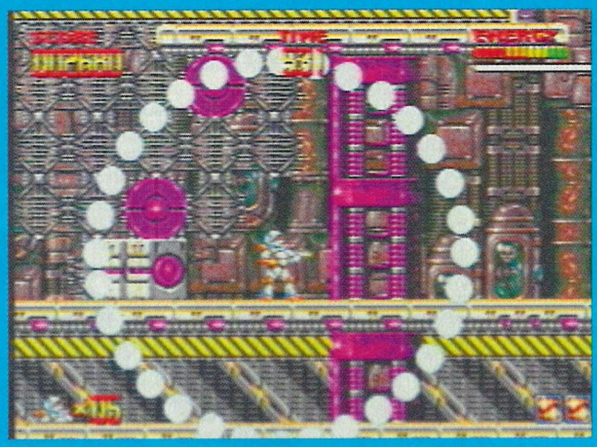
There is nothing more annoying than your vacuum cleaner blowing up in your face!

You know the colour of your vomit after eight pints and a Rogon Josh? This guardian is exactly like that

This game is full of ever so funny liitle slippy platforms like this that just drop you off with no warning

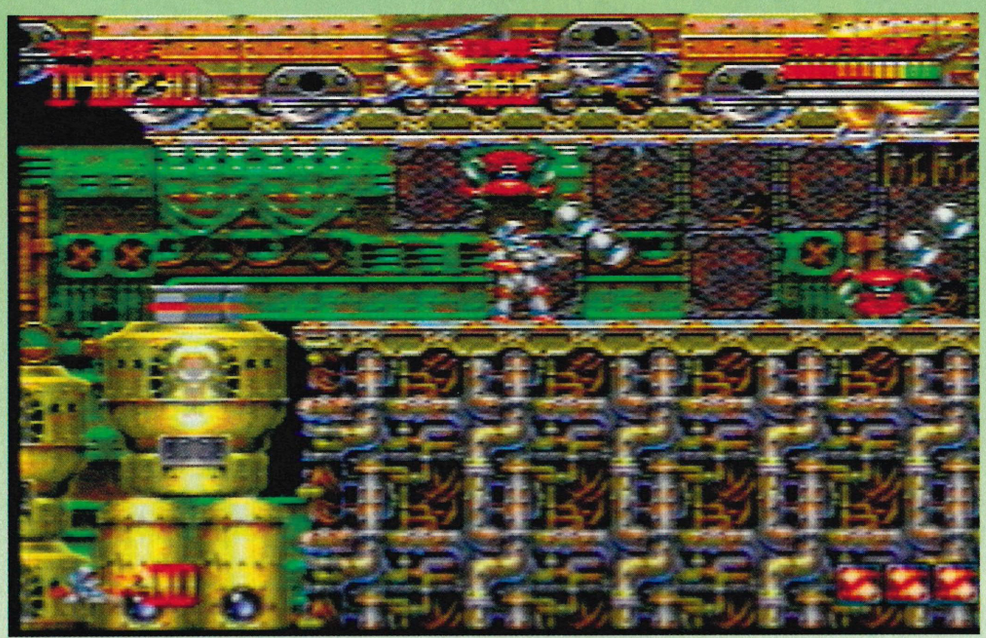
do then?

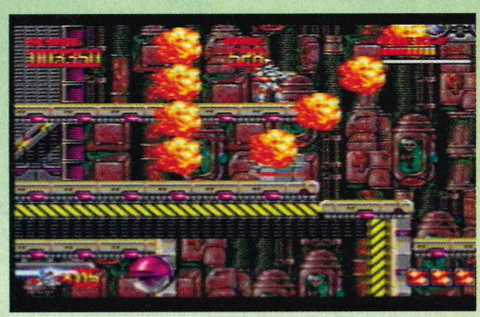
big and does bugger all, es



This little beauty is your full-on smart bomb, wipes out evry single bloody thing on the screen, but you have to time it well to make sure it is efficient

Wahey! Serious mine-dropping stuff, anybody who gets near those little beauties is toast!





Get those bloody bubbles away from me you great tart! I refuse to get smothered in washing uo liquid for anybody, least of allin a naff bloody video game

in special circumstances as you won't have very many of them but jolly good all the same and then of course comes the special Turrican Energy Wheel. this is accessed by pulling down and pressing C, which makes Turrican go into this whirling sparking ball of energy which can be directed to just about anywhere flattening anything it should happen to bump into. This offers access to certain parts of the levels which otherwise would have remained unseen.

Why would you want to get to unseen parts of the level? After all they are only going to be full of nasty little aliens determined to stop you receiving your next batch of birthday cards. Well it isn't anything so pure and noble as fully eradicating the threat from the aliens from all the nooks and crannies. Oh no. These little expeditions are motivated by sheer greed. Plenty of wee diamonds are scattered around the level just glittering as they wait to be picked up and added to your points total.

All of this weaponry combined with charging around to make sure you haven't missed anything give Mega Turrican quite an edge over some platformers I've seen lately. The fact that the level designs are far from staid and boring - although there isn't anything new it mixes and matches very well - and that it is an absolute git to play through, actually adds to up to make this pretty damn good.

Presentation can't be faulted either. Right from the anime style intro telling the tale of The Machine to the huge variety they've put into the guardians and level designs it is of a very high standard all the way through. The graphics aren't exactly of world standard but you can tell from the detail across all the levels that a lot of effort has gone in to produce a very good result. Tunes and effects are up their with some of the best I've heard as well.

What can I tell you? I like it a lot.

END ZONE

Not original but plenty of variety and a difficulty level that even on easy mode will keep you at it for quite some time. It looks really good, sounds better and plays like a dream. A lot of effort has gone into this and it shows. Really, really good.

83 PERCENT

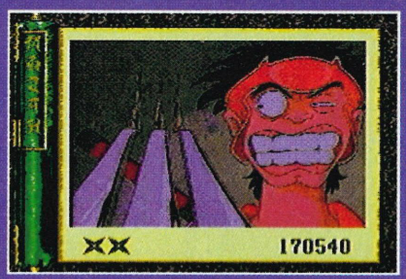
Metal-happy, gun-toting shooty-excellence

PUBLISHER: RENOVATION PRICE: £45 IMPORT NOW

REVENGE OF T

Ah. So I'll be a bit dead then?

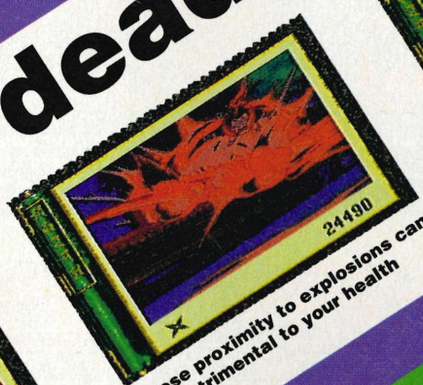
I say, these grenades are a bit on the violent side



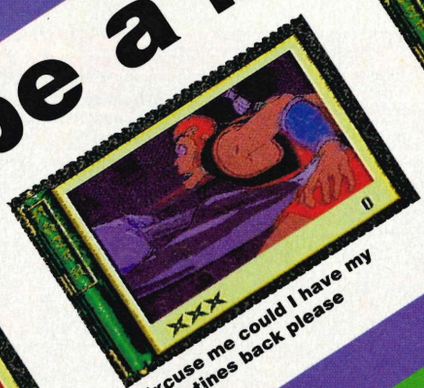
Gosh, that was a bit close. Now if you don't mind I'll just have my ball back and leave, thanks all the same

Funny clothing for a game of cricket, and why is his ball fizzing like a bomb?

My God, how c fish this big!



Close proximity to explosions can be detrimental to your health



Excuse me could I have my intestines back please

The old-fashioned spear in the back this time eh?

Death comes easily to the fledgling Ninja, in fact it is waiting for him around almost every corner...

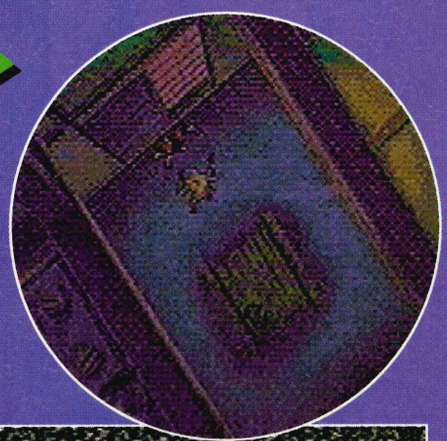
Ever fancied going head to head with a Medusa? Or a twelve foot armoured robot? Well you're going to have to anyway

These Wolf Team games came thick and fast in the early days of the Mega CD, the best of the bunch though had to be Road Avenger, a very long and very fast car chase through the streets hills and valleys of Japan. This one puts you in charge of an ancient samurai warrior, Hayate (which reminds me of a very dodgy aftershave but we wont go into that) as he fights his way through the castle of evil to rescue his beloved princess.

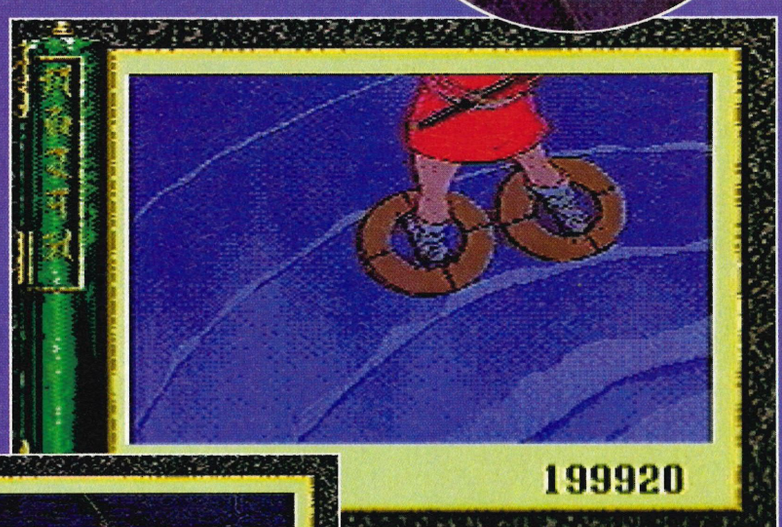
THE NINJA

Death by a thousand snakes. Uncomfortable but swift

uld I not notice a



There are quite of few of these intruiging little continuity bits



Walking on toilet seats may not be the best way of getting across a river, but hey, it is a cartoon

Bugger!

Well, about two out of ten for originality on the plot and probably about the same for originality in game design. These games are all pretty much the same you see, all a case of pressing the right button at the right moment and letting the animation do its stuff, hardly the most interactive experience. The only time they are any good is if: a. It is very difficult even if they do tell you what to do on screen, b. There are loads of levels to fight your way through, or c. the animation is of such a high quality it is worth doing next to bugger all just to see it. Revenge of The Ninja scores only on a.

You have to be very quick on the old buttons to get all the way through this, but on easy level I completed it within an hour's play. The only challenge is the hard level which demands lightning response times and gives very few hints apart from saying action when you should do something.

Unfortunately there are only eighteen levels, some of which need only four button presses to be completed. Hayate can move in the four directions or use a weapon, that's it. This gives you just five choices, so even on hard level it wont take long to work out the whole game.

But to be honest it isn't really worth the effort, the animation is patchy at best and there are only a few moment that are genuinely worth seeing. I'd give this one a miss.

(Below) The arrow, clearly recognisable as a guide on easy level, is explained away in the manual as a mystic sign. Pah! About as mystic as my overdraft

This man isn't very happy to see you. You should run away

END ZONE

I loved Road Avengers because that was a constant barrage of top-notch animation and edge of the seat decision making. this has neither and doesn't even have the length to make it a week's challenge. Disappointing.

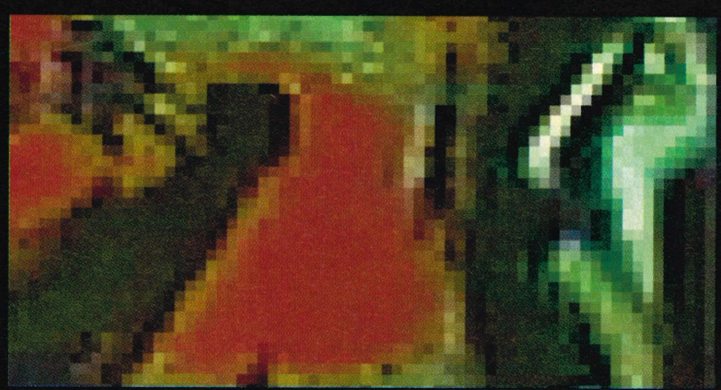
53 PERCENT

Revenge of the naff cartoons

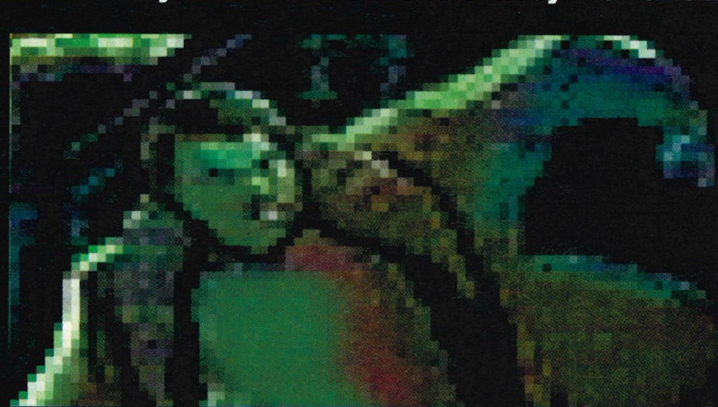
PUBLISHER: DYNAMIX PRICE: £40 OUT: NOW

RISE OF TH

A tale of futuristic mayhem in Los Angeles of 2053. Designer drugs, a hard-boiled square-jawed detective



In the absence of video footage this game uses a number of very well drawn stills to convey the narrative.



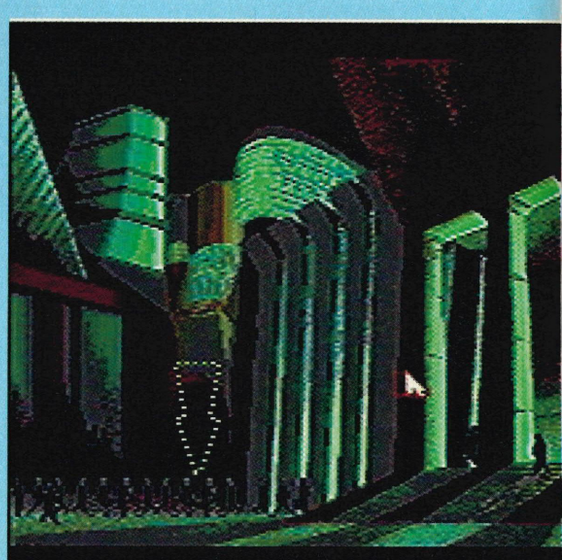
Los Angeles 2053 is not the kind of place you'd want your kids to grow up. It's dirty, crime ridden, drug-addled, in fact so far round the U-bend of degradation that the ultimate Chinese evil spirit, Bahulmet, has chosen LA for his second coming.

None of this is apparent to our hero and narrator, William "Blade" Hunter, a slob of a private detective clearly from the Raymond Chandler school of being charming and dead successful with women without ever doing any washing. His flat is a pokey two-room job where, it seems, you have to sit on the toilet to have a shower, avoid walking out of the hallway the wrong way or you'll fall off the unfinished walkway, and sleep in sheets that haven't seen a washing machine in about two years. But, hey, all this means that yer man Blade is something of a hard-nut who keeps a gun under his pillow and explosives in his kitchen cabinet. All this is par for the course for your traditional hard-boiled walking cliché of a detective in any adventure game these days.

Did I say adventure game? Sure did. Rise of the Dragon is an object-driven adventure game that requires our hero to first find out what the hell is going on then to try and stop it. Taken from the PC version, released around three years ago this kind of game suits the Mega CD very well, especially in the conversation sections where they've used, wait for it, real actors to do all the talking.

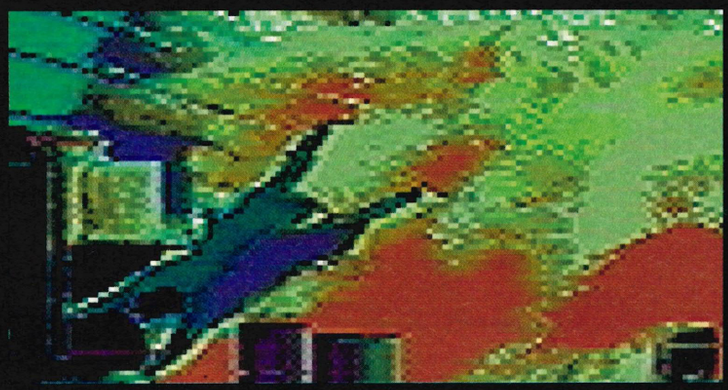
Things kick off when the Mayor's daughter dies pretty horribly as a new drug mangles her DNA and she shrivels up. Not a pretty sight. And it is all here, frame by gruesome frame in a manner more often seen in comics than in video games but it works surprisingly well. In fact most of the narrative sections, showing things blowing up or other people getting killed, are presented frame by well drawn frame.

Anyway back to the plot. The Mayor hires Blade, an ex-cop, because he wants to find his

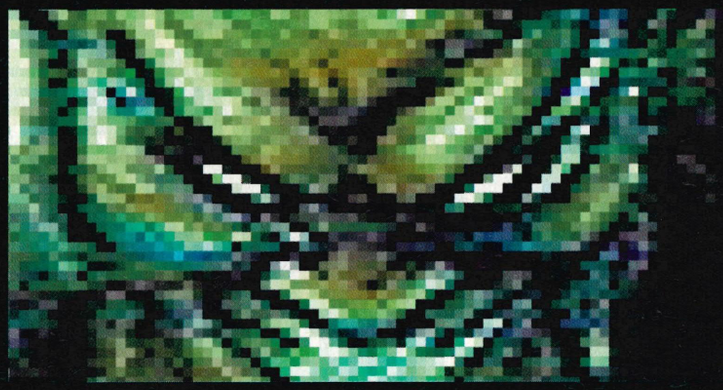


E DRAGON

and Chinese mysticism, what more could you want?



Often a series of these will be linked for an especially important sequence



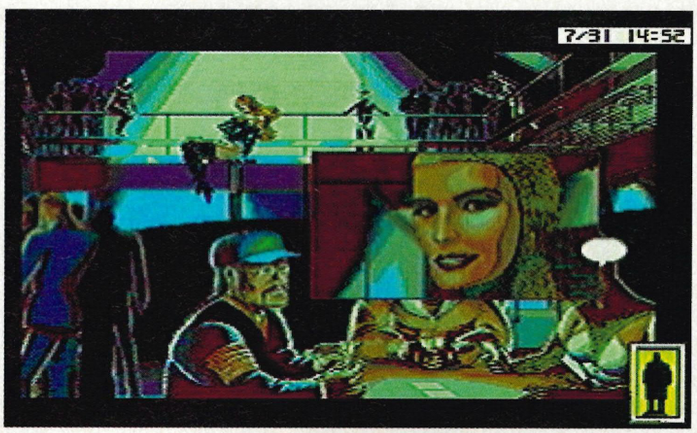
City Hall. Can you really find out what the mayor is up to? Or will you end up dead in a gutter someday

Your girlfriend isan't very happy that you've stood her up for the fifth time in a row

PUBLISHER: DYNAMIX PRICE: £40 OUT: NOW

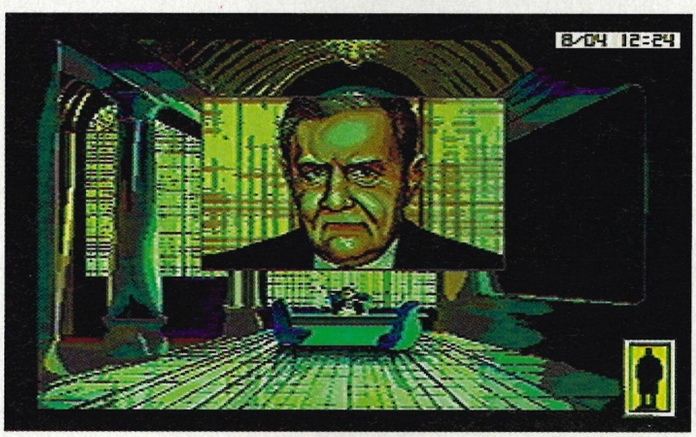
You meet such lovely people these days

A number of responses are available to our hero Blade. Some of them could produce a violent reaction though

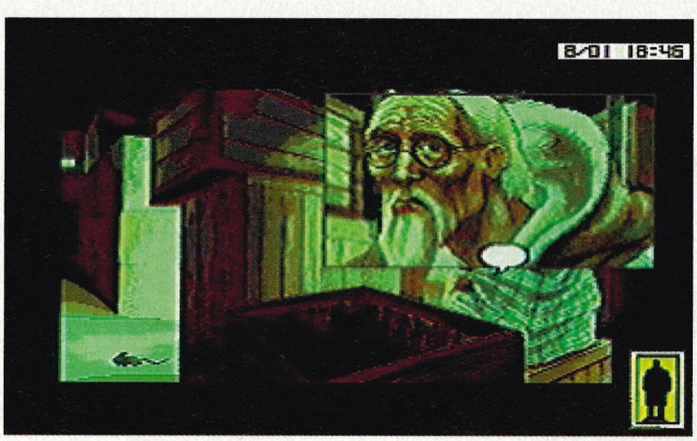


This delightful young thing, whose name escapes me right now, is a bit of a card sharp, and one of the most unhelpful people you'll meet

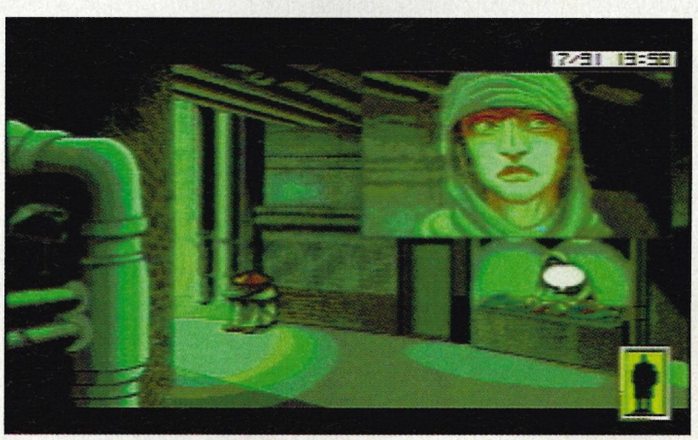
The Jake, a useful contact, but if you don't get him to talk first time the whole game is blown



The Mayor, and he isn't exactly over the moon to see you, in fact he'll do anything to get rid of you



This old crone is a bit of a guru for you, he'll drop the odd hint here and there but don't expect too much from him



The flower seller who doesn't actually sell flowers any more, because it harms the environment. Quite

Secret pockets

Your ID card. Don't leave home without it

Assorted bits of weaponry, including some very useful miniature explosives

The date and time

This spray induces such a state of euphoria in the recipient they are rendered incapable of doing anything

These confectionery bars are highly prized on the black market

Erm, a fortune cookie

Essential: your LAPD ID card, you're not a cop but it will be useful

A book of dead crap oriental bon mots

Use this to advance the clock

daughter's killer through unofficial channels, Blade knows the streets and he knows how to handle himself. Blade takes the case (well he'd have to there wouldn't be a game otherwise) and starts walking the streets of LA looking for clues, under your guidance.

The game now falls into a pattern. Using leads given by the Mayor, a couple of names, your first stop will be the Pleasuredome, to ask a few questions. In most conversations there will be three responses, pick the wrong one and your subject will clam up on you. You really do have to think carefully what is the right answer, or the whole game could fall apart right in front of your eyes. If you do really well they may give you something, maybe an ID card for someone's flat or a bullet-proof vest, whatever it is you should always be on the lookout for opportunities to use them.

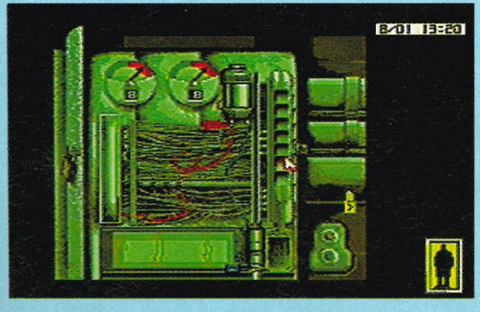
Object usage is a major part of the game play. None of the scenes you will see actually move around, the trick is to flick into your inventory, pull out the right object and place it the area of the screen where you think it will be most useful, for example an ID card over a lock. If you are giving someone something then just place it on top of them and click, couldn't be simpler. If the object is being used in the wrong place or on the wrong person it will appear in the bottom corner of the screen as a discarded object, never leave anything behind, you don't know how useful it may be.

Rise of the Dragon drips atmosphere, as the plot picks up speed and more and more sinister angles are revealed to you the more riveting it becomes. And like all the best adventure games, the further you get in the more places you find to go and do things. The arcade sections toward the end are laughable they are so crap, but they don't take up much room and are only a minor distraction from the real work of puzzle solving and investigation. I really did enjoy playing this, and I'm no big fan of adventure games. If I have one complaint though it is that it is too short, I had it finished with eight hours play. Admittedly there are different routes to be taken and different outcomes, but I wouldn't be especially keen to go straight back into it to try and new variation.

That said though I was totally engrossed for the time I was playing it, absorbed into Blade's weird world, and you can't ask for a lot more than that.

Don't worry about the police seal, those only apply to the plebs, not private dicks like you

The drug barons will not be overly chuffed when they discover you've destroyed their factory



END ZONE

An old-fashioned point and click adventure, but with Dynamix's pedigree on the PC you can be sure it'll be a good one. I get the feeling this has been simplified a tad for the Mega CD audience, but it still comes across as a slick production, well thought out and very well presented.

81 PERCENT

Erm, freeze punk, and so on

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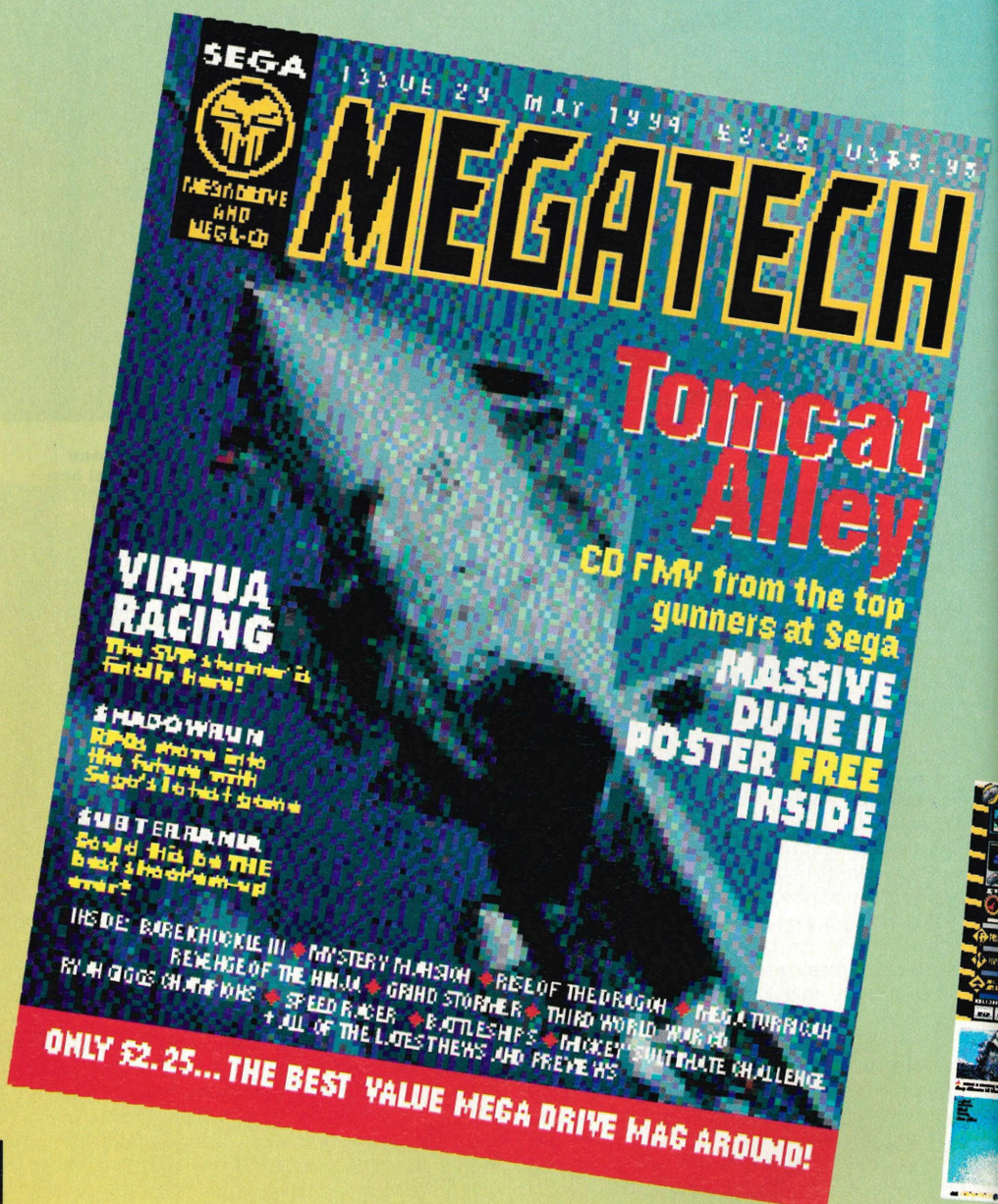

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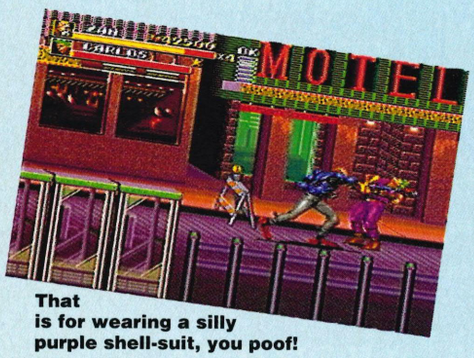
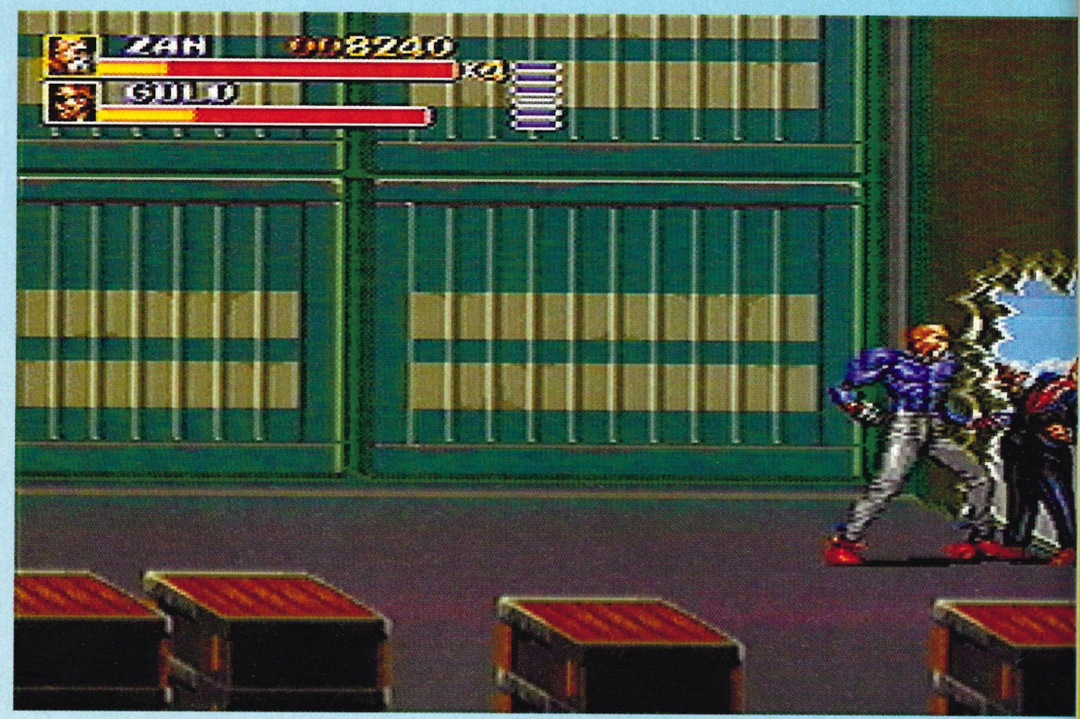
And you know when you've been Tango'd !



That is for wearing a silly purple shell-suit, you poof!



BARE KN

Looking not unlike Bill Cosby from the intro to that very naff show, Dr Zan just manages to avoid painful death under a train. Damn

Not a "Men's interest mag" but a very good game, actually

This, ladies and gentlemen, is the Japanese version of the forthcoming Streets of Rage III. Now for assorted political reasons too dull to go into here I can't actually review it as Streets of Rage III, there are to be some cosmetic changes it seems. However, take it from me, this is basically Streets of Rage III with Japanese text. As such I shall refer to it as Streets of Rage III for the rest of the article.

Right that's got that out of the way.

This, the third instalment in the Streets of Rage series features three of the four characters from the last adventure. Axel, Blaze, and Skate are all here but the big hulking brute called Max has been got rid of. All for the good if you ask me because he was too dull for words. Max has been usurped by the skinny, enigmatic, sly-looking Dr Zan.

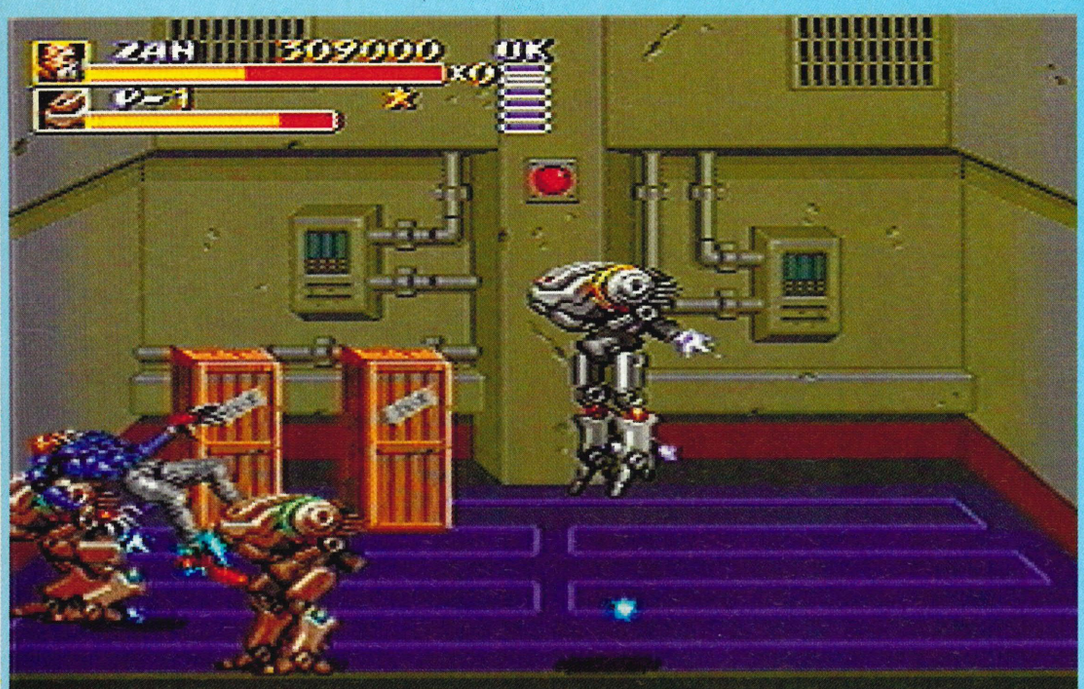
The impetus for this new adventure has been provided by the fine officers of the local police force who took it upon themselves to arrest public hero Alex for a crime he claims he did not commit. Something about visiting his mother at the time of the events. The problem is a number of witnesses have come forward to say that Axel was that criminal. Who de we believe? Things don't look

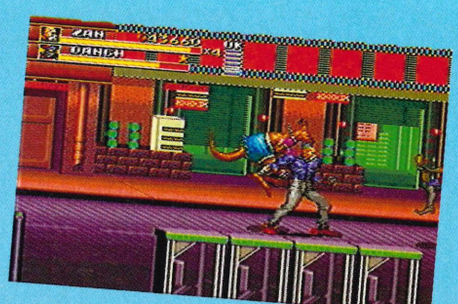
How to win friends and in

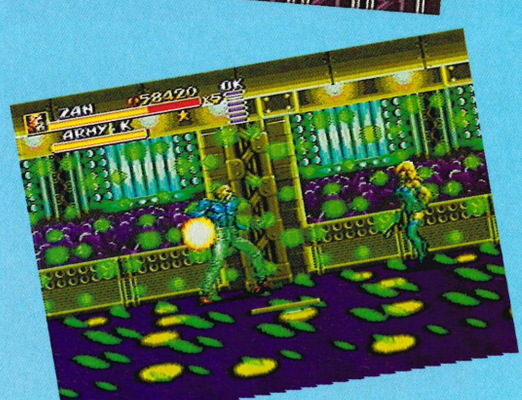
Kiss the boys and make them cry, touch my thigh and you shall die!

Look, for the last time I don't care if you are Barry Bethel you've put it all back on!

Electra here, with here battery-powered whip is very popular around Westminster







IUCKLE 3

good for our Axel at all. Enter, stage right, Dr Zan. He puts forward the idea that the witnesses didn't see Axel at all but a cunning robot look-a-like put together but the evil Crime Syndicate. (If I was running a crime organisation I have to admit that the last thing I would call it is the "Crime Syndicate", it is a bit of a dead give-away you know.) Blaze and Skate are so incensed by the injustice of it all they break Axel out of jail and the four of them, Dr Zan comes along, go to find the truth.

All this leads to what is possibly the finest example of the scrolling beat'em-up genre. Now I'm the first to call a spade a gardening tool and a lot of the games in this genre have been unimaginative bags of shite. All right, there isn't a lot you can do with running around and punching people but at least here Sega have put maximum effort into making this as much fun as possible.

The best examples of this are the special moves. Button combinations don't trigger the majority of special moves and attacks, the trick is to position yourself in relation to the poor bloke you are beating up so that when you press the punch button an altogether more effective way of killing him is unleashed. Each character has a couple of fairly standard rushing moves that can be accessed willy nilly, but some real satisfaction can be had when your character performs a nifty little throw or punch that you don't normally see.

Each character also has a power move which can only be used every so often without lowering your own energy. Once a separate gauge has filled up you can use the power move without doing yourself any harm, but do it at any other time and it'll be like taking a hit.

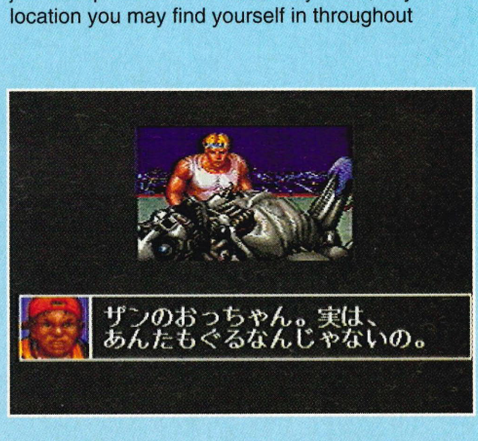
Another way in which Sega have made sure this one will run and run is that they have chucked in loads of levels. This game goes on and on, and even in easy mode (which frankly is something of a misnomer, a name like "Not stupidly difficult but you'll still struggle ya poof!" would have been more appropriate) you wont be finishing this in a hurry.

A number of exceptionally imaginative level designs and enemies have been included to keep you wanting to fight on and see more. Fights don't just take place on the streets any more, any location you may find yourself in throughout

fluence people

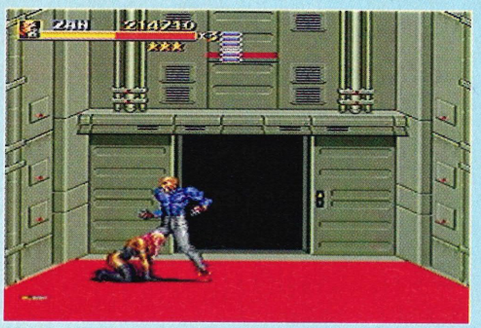
In Australia Rolf's "Tie me kangaroo down sport" is a love song

The aerobic twins here give Axel a good work out, poor bloke

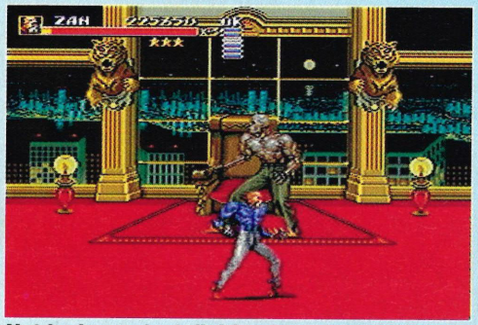


I really don't know what is going on here but it could be "That's the last time I drink any of that 20/20 stuff again". Maybe not

PUBLISHER: SEGA PRICE: £44.99 IMPORT OUT NOW



What do you mean your contact lens is stuck in my fly?



Not bad muscle definition for a robot pal

everyday life is here, and a few more besides. My personal favourite is the Disco where the patterns of flashing lights put me in mind of my old stamping ground, Stargazers in Trowbridge. Also at certain stages you'll find yourself fighting with kangaroos, acrobatic female nymphettes and a number of robots all hell-bent on ripping off your arms and slapping you with the soggy end.

Of course Sega have included a number of elements from the first two games, particularly the feature in two-player mode where the players combine to put together a really spectacular attack. This feature was missing from number two but was very popular in the first game. And you'll still be able to find all sorts of goodies hidden underneath whatever objects happen to match the level, anything from health-restoring turkeys to health-depriving baseball bats.

What we have here is a very well presented, jolly playable bit of escapist nonsense. Plus the fact it has more violence than you could ever need and a bloody marvellous soundtrack to complement the big brash graphics and to keep you bopping along. This game just goes to show that Sega can do it if they want to.

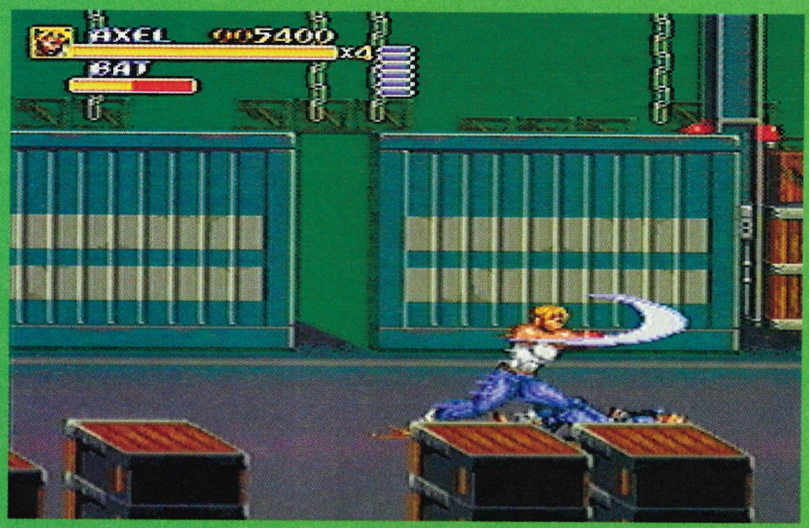
END ZONE

It may not be the most intellectual game you'll ever come across and it certainly isn't cheap. This is the best beat'em-up you'll find on the Mega Drive bar SFJJ CE however. It looks great, it plays remarkably well and it sounds even better. What a winner!

86 PERCENT

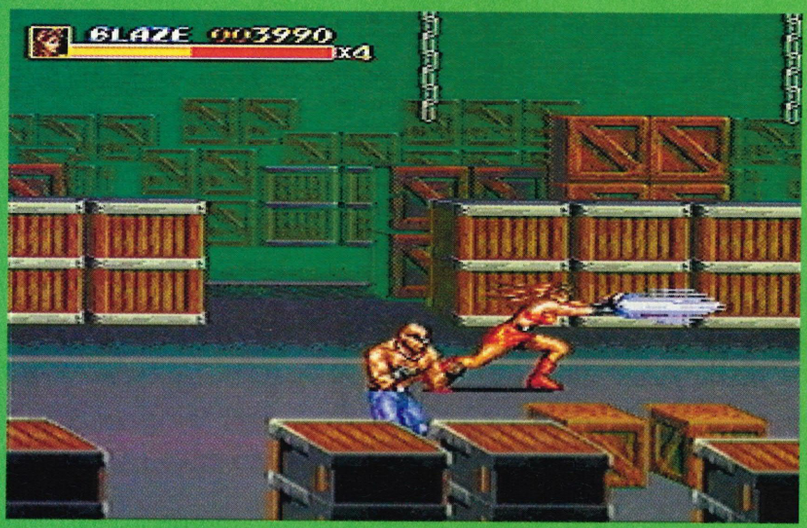
You! Outside! Now!

Things to do with



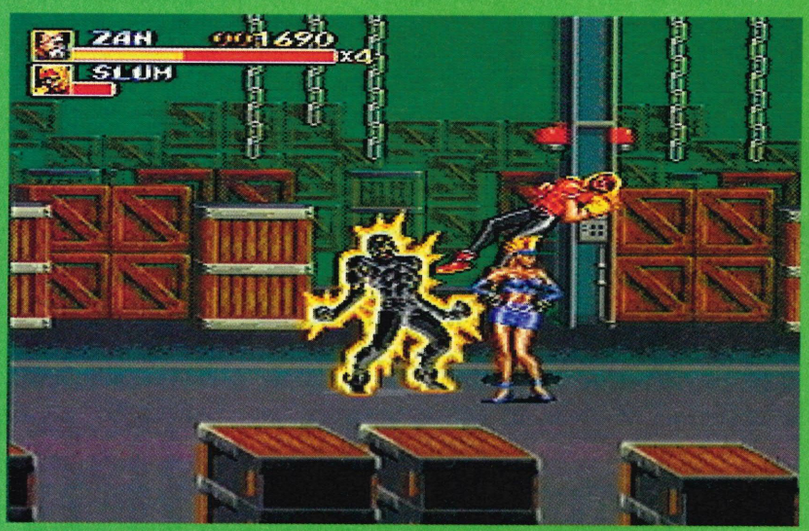
Nothing like a bit of white curved paper to keep the the old fiteness level up. Look why don't you try this at home

The inflatable flame glove!



"You could have told me there was bubblegum all over that packing case"
"Serves you right you tart'

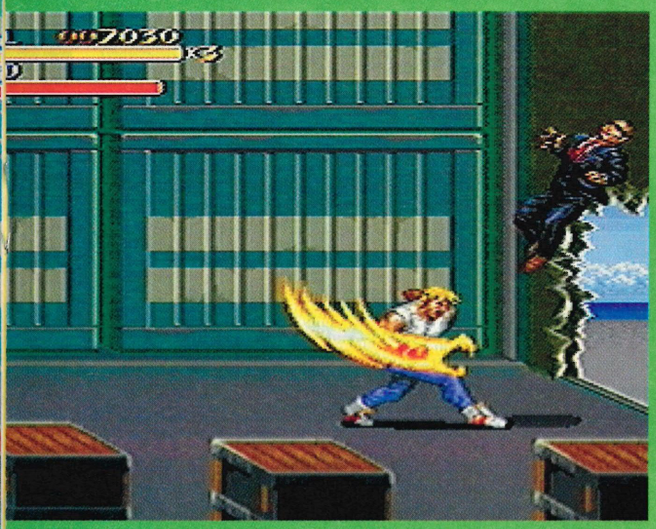
Ooh, aah, ooh,



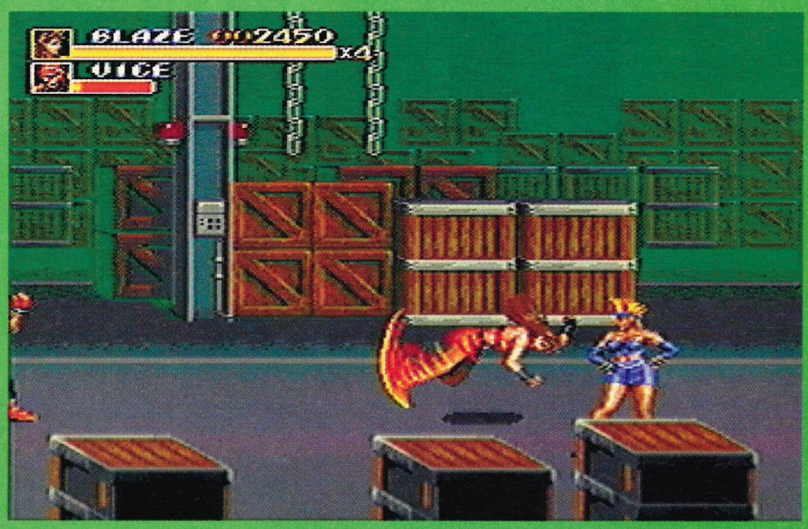
"What do you reckon it's my new fancy dress costume, it's called Electric Man'
"Swoon"

"You know I've
"That's crap. I

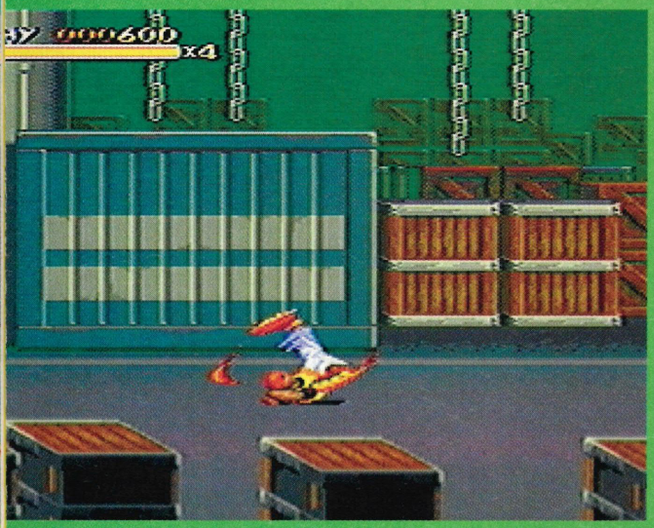
weapons and thick blokes



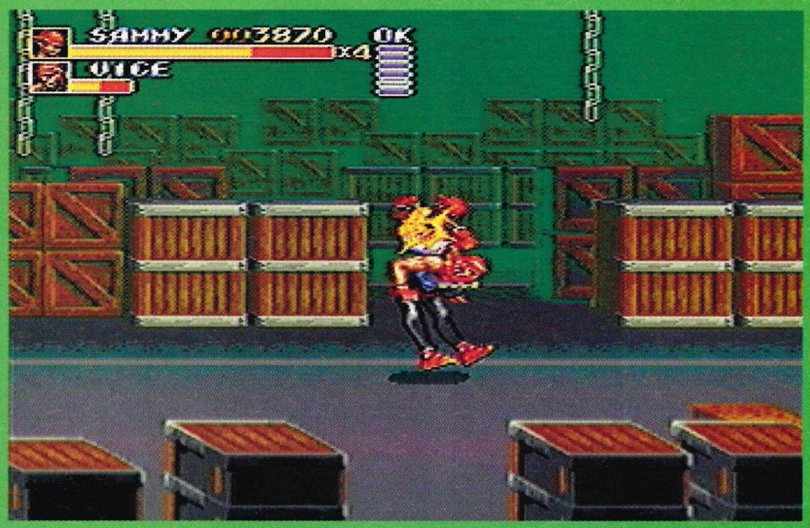
gangster is no match for my terry-towelling imitation dragon
w! Biff! Sizzle!



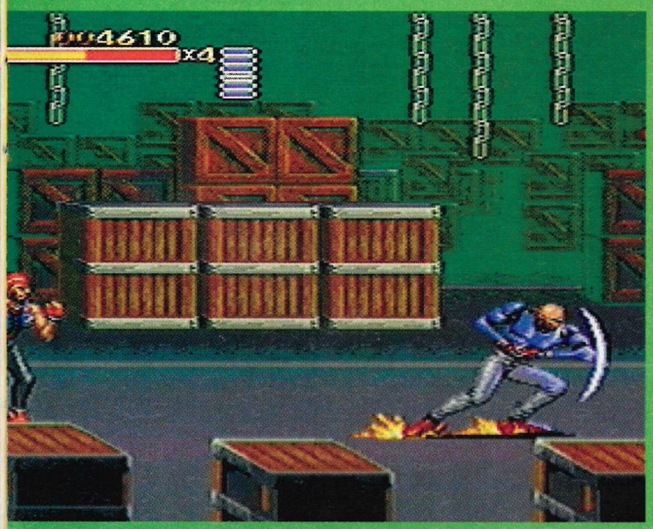
Look out, Blaze! Banana skin!



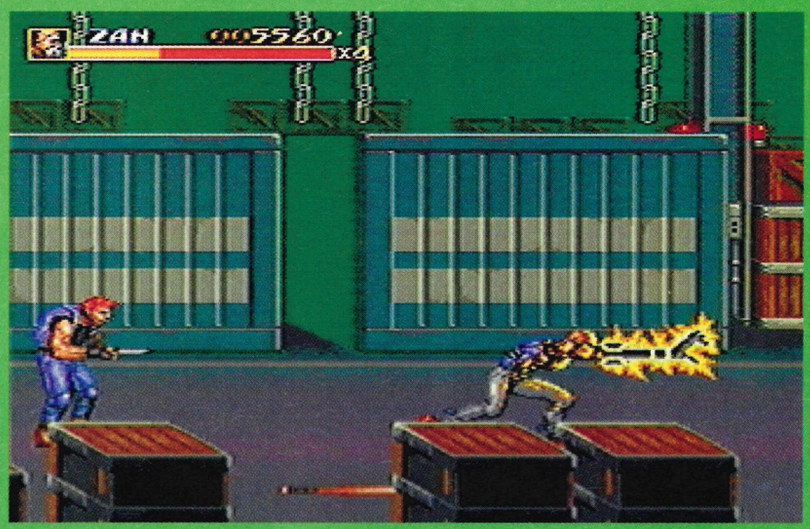
've got an itchy back. Ooh, ooh! Ahhh that's better!



What a betrayal of trust! You give the lad a piggy back and then he goes and starts trying to beat you up.Typical



got this amazing way to light a match"
n gonna beat you up for that"



Dr Zan shows of the electrocute-o-gram interview. he feels confident he'll get the job

PUBLISHER: DOMARK PRICE: £39.99 OUT: JUNE

MARKO'S M FOOTBALL

The head of Softco Inc reclined in his deep, leather chair, his deep belly hanging over his belt. The tips of his fingers touched in a pyramid gesture, the same pyramid gesture that management consultants insist makes people believe you are listening to them.

"Right," He said "So you've come up with this idea for a really good looking game that's a cross between Global Gladiators and Sensible Soccer?"

"That's right!" Said the programmers enthusiastically.

"And it's a fast-moving platform game in that the guy jumps around, but his weapon is a football instead of a splatter gun?"

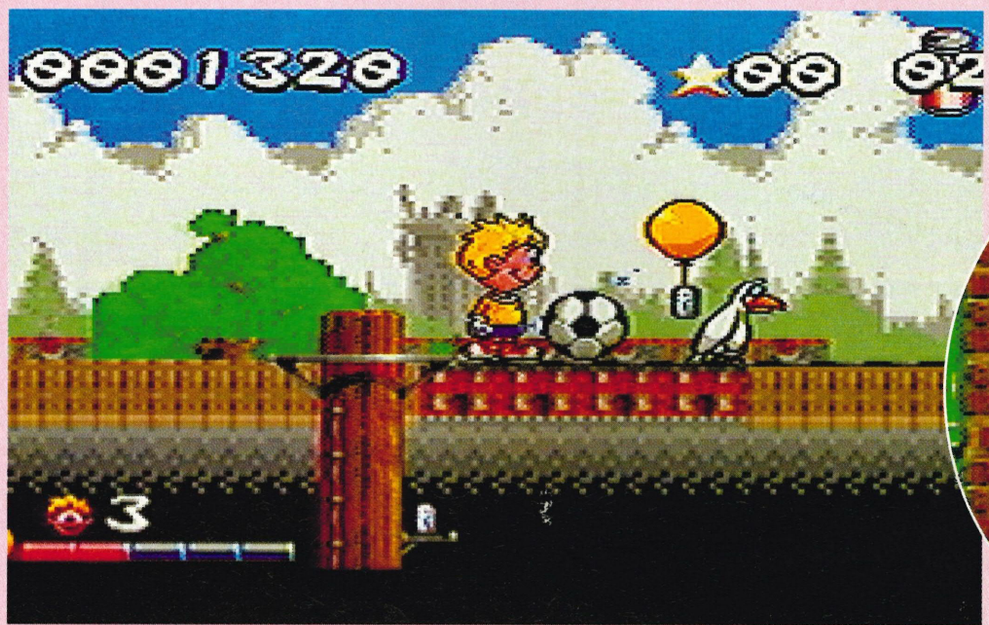
"You got it, boss". They nodded vigorously, beaming like glow-worms because they could just sense that this man wanted their game.

"That's what I thought. Just get the hell out of my office and don't come back!"

"Yes boss"

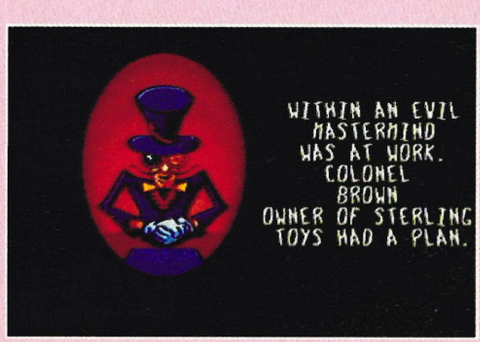
That, ladies and gentlemen is what should have happened to this game. Yes it may be the best looking game Domark have ever produced with cartoon style graphics to rival those in Cool Spot and Global Gladiators. It may have a vast array of sound effects ranging from birdie tweets to police men. It may have a deeply sick plot line that will appeal to ten year old-boys the world over. None of this matters however when you come face to face with the fact that this is nothing more than a bloody platform game, and not an especially good one at that!

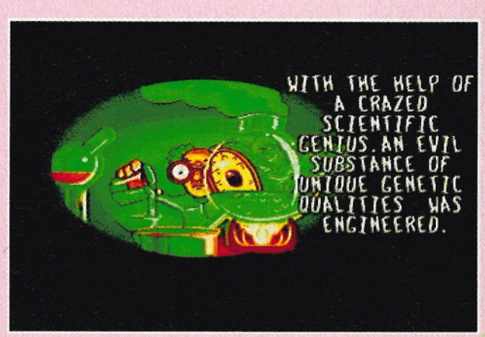
Marko's Magic Football has got this blonde kid jumping around trying to save North Stuplington, or whatever, from some evil bloke whose going to enslave the whole town through poisonous slime. This magic football of Marko's is his only weapon against the hordes of the population already ensnared. He gets to toe-punt it at these people and animals and then they disappear. If the ball goes off the screen all he has to do is press the ball control button and it reappears at his feet, as if by magic! That is it. There is no more. Apart from the slight innovation that Marko kicks a ball instead of firing a gun there is no difference between this and any number of platform games you care to mention, especially the ones that Virgin have done lately. Except that Marko's isn't as much fun.

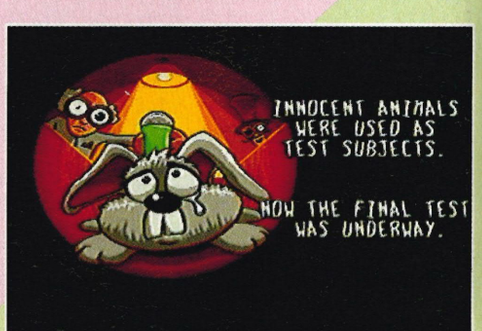


Don't
fully in

The plot, such as it is, thin







AGIC

He's called Marko. He's got a football. And it's magic. What more could a platform g ame need than a chirpy kid with an even chirpier line in grins?

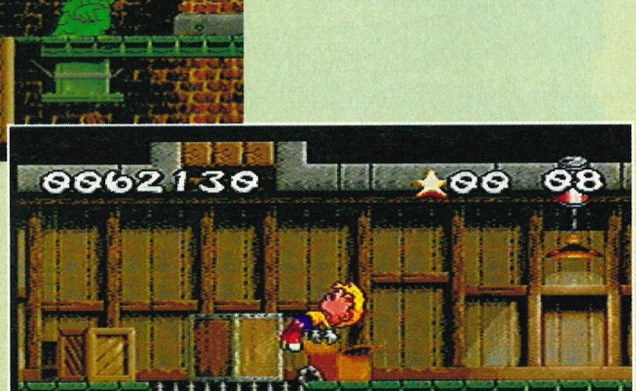
What a silly billy!

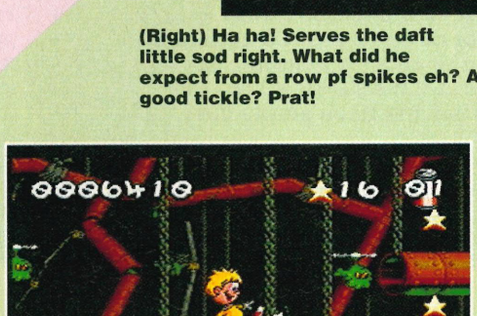
be fooled by his chirpy grin, Marko ntends to hit that seagull with the ball

Get it on Gramps and swing those pants! You sad git!

Even faced with this gruesome slime monster our hero still maintains that infuriating grin

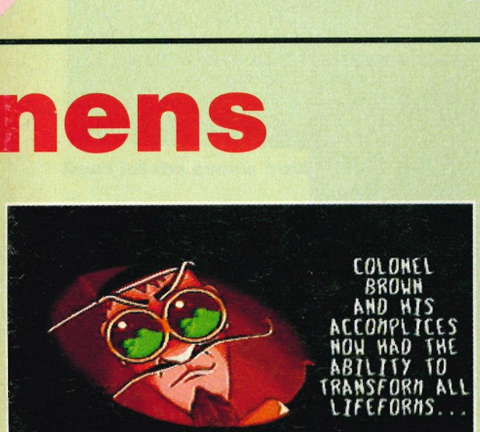
(Right) Ha ha! Serves the daft little sod right. What did he expect from a row pf spikes eh? A good tickle? Prat!





Undeterred by the stench of the sewers our ball-juggling block-head bimbles on without a care in the world

nens



END ZONE

By 'eck, how many bloody times am I going to have to review sodding platform games before I get a decent bloody job. I don't care if he kicks a sodding football, it is still all about jumping and that to me is a platform game, pure and simple. And this one isn't very good.

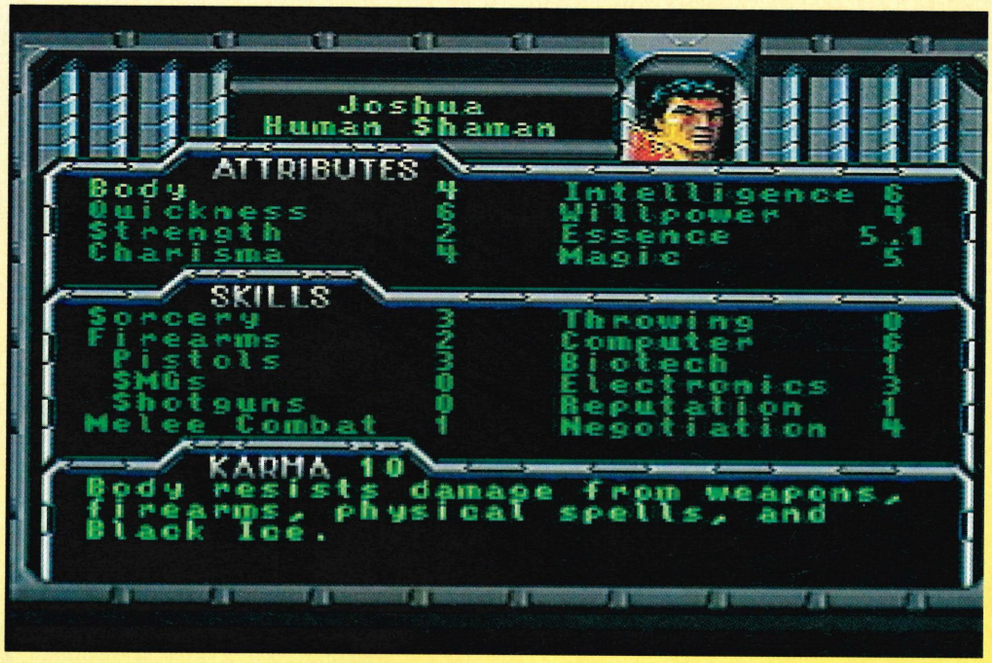
56 PERCENT

Oh come on ref! Surely he's offside!

PUBLISHER: DATA EAST PRICE £45 OUT NOW

SHADOWRUN

More cyberpunk but unlike Rise of the Dragon this has a lot of depth

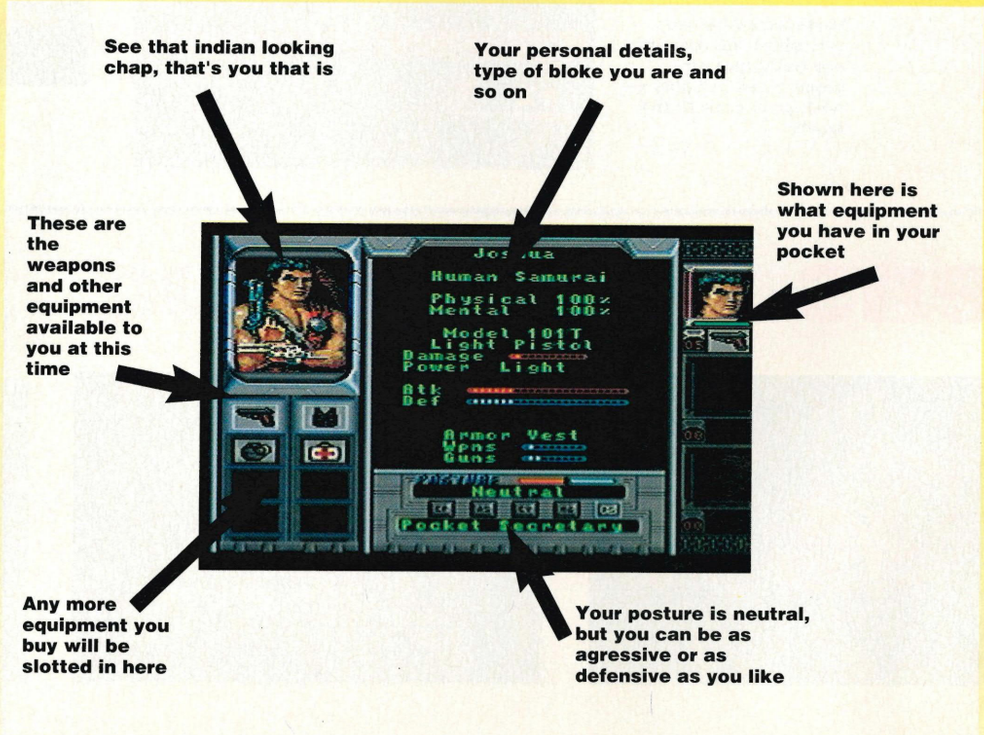


One of the more unexpected spin-offs, and certainly one of the less well known, of that whole cyberpunk thing was a table-top role-playing game called Shadowrun. It combined the whole cyberpunk thing, from brain implants to cruising through cyberspace, with the traditional RPG elements of orcs and trolls. Now here they are put down to genetic mutations as opposed to cousins marrying but the outcome is still the same, no one likes them and they get to do all the dirty jobs.

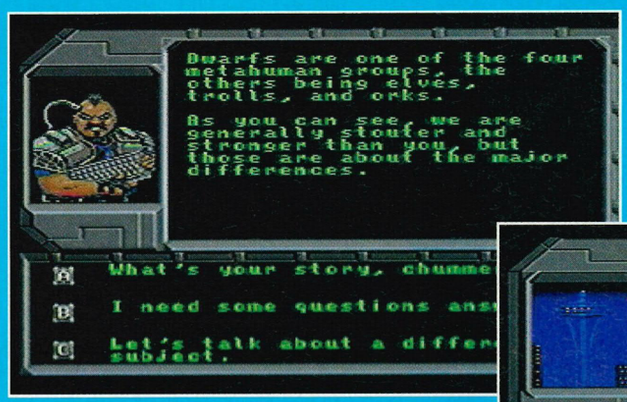
Anyway, this Shadowrun thing is, depending on who you ask, bloody good fun and extremely popular amongst the RPG playing fraternity. Of course it has to be said the critical faculties of groups of people who spend their free time deeply examining the character motivations of wizards and elves may not be up to much, but then again I guess they know what they are talking about.

The upshot of all this is that we now have our very own version of the game on the Mega Drive. Where the Super Nintendo version was little more than a tightly structured adventure game, this game is a lot more free form, more of an RPG. The object is to gather information about who killed your brother and exact a typically violent and bloody revenge. That though is going to take an awfully long time because there is a hell of a long trek to go through before you even get close to sniffing the used sheets of the killer.

Things don't begin well, you've got a crap gun, no money and no idea what is going on in a violent, greedy information obsessed society. The only thing you can do is earn some money. Money, in time honoured RPG style is the way to

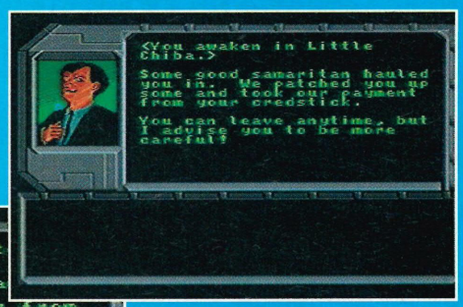


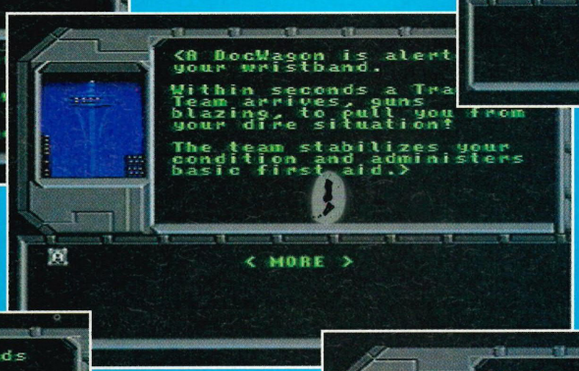
Talk of the town



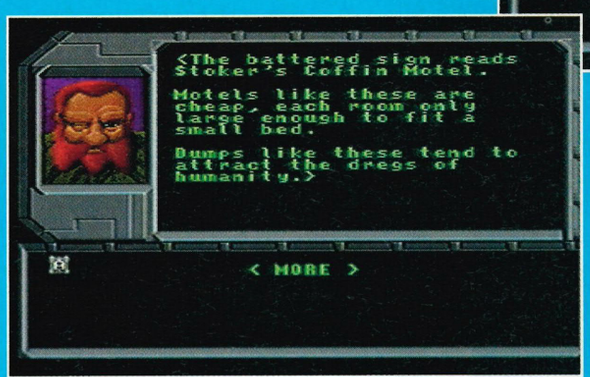
Dwarves aren't the most sociable of blokes but some will chat

Get cremaed and you'll wake up havbing been patched up by this greasy looking man. He costs money as well





If you are lucky enough to afford it a trauma team will come and get you out of any tricky situation

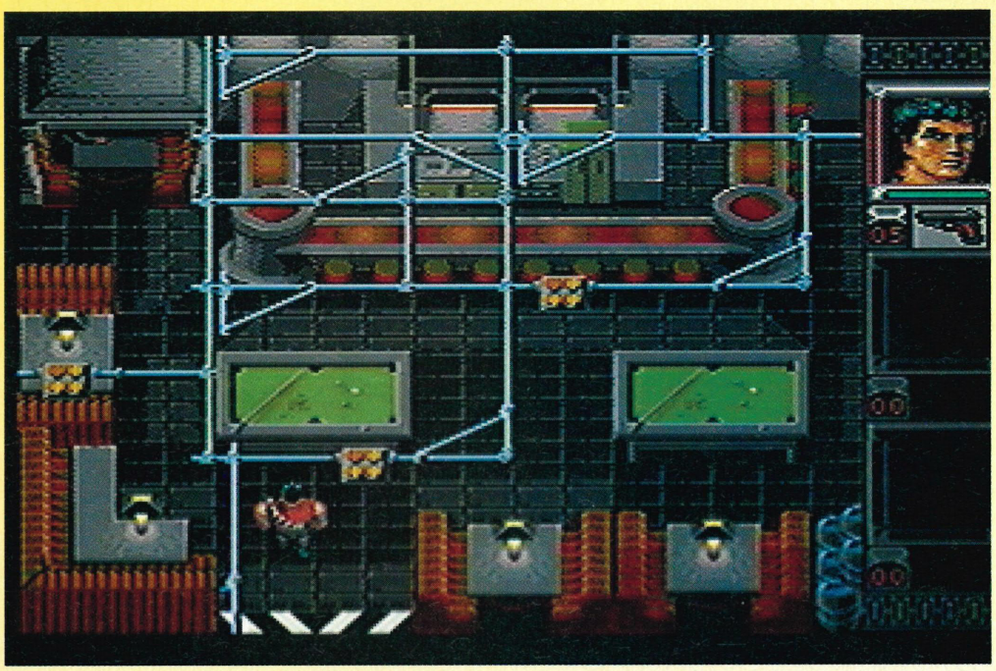


In the early stages you wont be able to afford anything better than this less than salubrious joint

This man will give you work, or Shadowrunning as it is known. Notice the name of the man you have to pick up. Bit of an in-joke there

Don't let the ghouls freak you out, just shoot

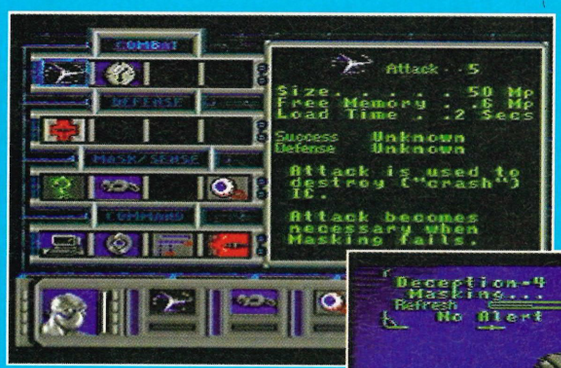
Street gun battles like this are not rare, just make sure you are ready for them



Bars like these are the best places to meet the Johnsons, or contacts who will give you whatever work you require

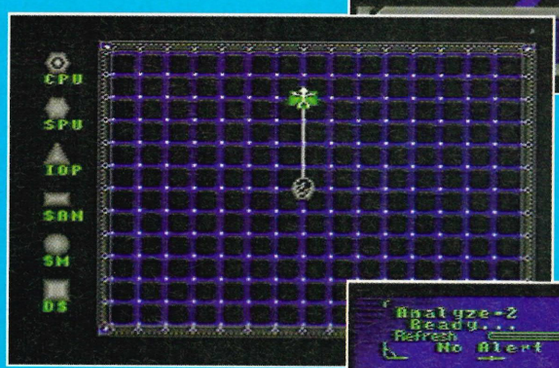
PUBLISHER: DATA EAST PRICE £45 OUT NOW

Information highway



Here are detailed the programs and utilities that will make it possible for you to negotiate cyberspace

That cube of ice is a symbolic representation of, erm, ICE, the electronic protection of this part of the system



There isn't much on this map but once you've discovered more nodes and more parts of this system it will look more complex

This is the CPU. If you can get in here then all sorts of damage can be caused to a system

Often the only way to get through ICE is to engage in combat and use your attacking prgrams to beat it down

This is a data-store. If you can get in here and relieve the system of a few files you could easily make some cash

get hold of better pieces of kit and better pieces of information. The only jobs going in the urban sprawl of Seattle, where your brother bought the farm are black-economy errand running tasks, or Shadowrunning. These jobs will be anything from delivering a package from one nice neighbourhood to another, to jacking into the Matrix and trying to access data from some of the better protected places in cyberspace.

I've lost you haven't I? The Matrixt is cyberspace. Cyberspace is the electronic netherworld of communication networks that computers use to talk and swap information. Imagine if you are having a telephone conversation with a friend, the conversation doesn't actually take place at one end or the other but somewhere in between, in cyberspace. Computer systems, while accessible from the net may not want you to get in that easily, they'll probably be protected by something called ICE. You have a number of countermeasures available to either fool, or break down the ICE. This is essentially the arcade section of the game as you whiz through cyberspace taking on the defences of all sorts of systems. If you aren't careful though you'll get killed, the more aggressively defended systems are more than capable of frying your brain at a moments notice.

Why take the risk? Because you need the money, initially to buy your brother's gear off the miserly motel owner, but later on to equip yourself for life in the very tough world of Seattle.

The game follows this pattern all the way through, you find a contractor who'll give you work, you haggle a bit over the price, take on the job, do the job and try and pick up loads of information on the way. That probably wasn't the best description you'll ever hear to be honest. Shadowrun is far more atmospheric, compelling and damned fascinating than the futuristic bob-a-job it may seem like at first glance, the cyberpunk feel is certainly there, purely because of the little details in the game, not because of anything in the presentation. The graphics aren't really up to much and the sound is definitely a missed opportunity, all beeps and boinks and no imagination.

For RPG fans though this a dream, top quality gameplay, oozing atmosphere and presenting a real challenge. Once jacked in, you wont be able to pull out, however hard you try. There is so much to do in this game before you even get close to the real reason behind everything you'll probably have forgotten exactly why it was you started risking your life todo other people's dirty work. Excellent.

END ZONE

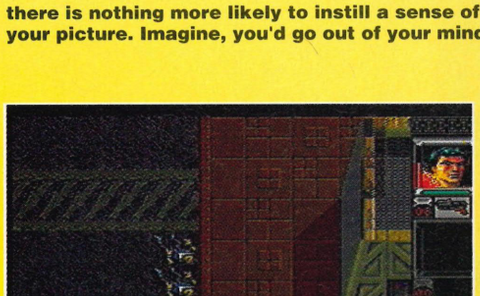
So very big and very playable with loads of atmosphere and plenty of freedom to pretty much go around doing what the hell you like. If only real life could be like that then I'd probably be so much richer

85 PERCENT

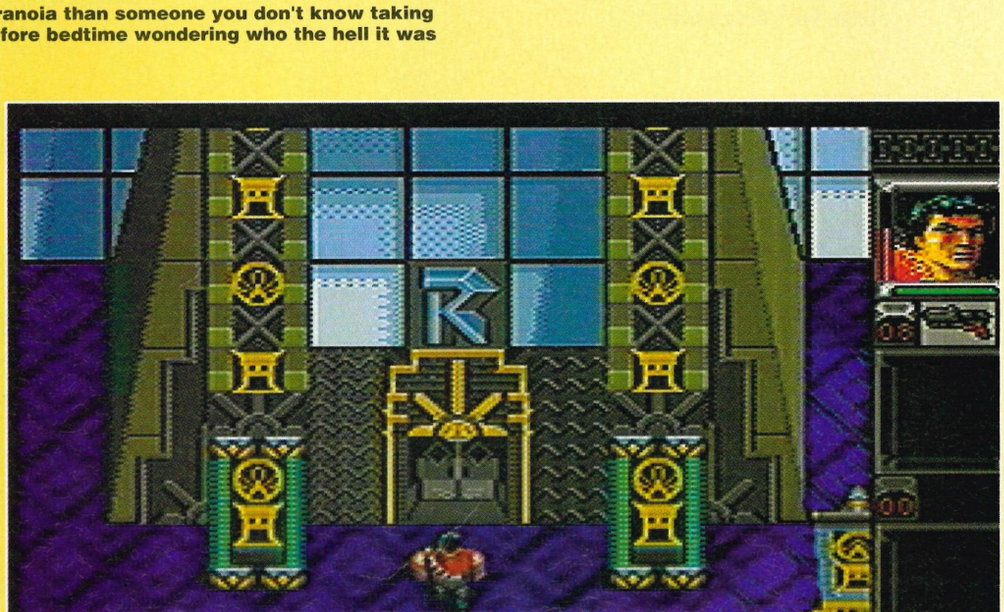
Nodes, datstreams, implants, neural

there is nothing more likely to instill a sense of paranoia than someone you don't know taking your picture. Imagine, you'd go out of your mind before bedtime wondering who the hell it was

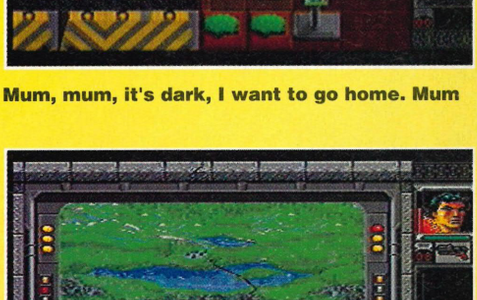
"Well actually it is a bit small for my needs I was looking for some thing a little, erm, bigger"
"How much bigger?"
"What have you got in rocket launchers?"



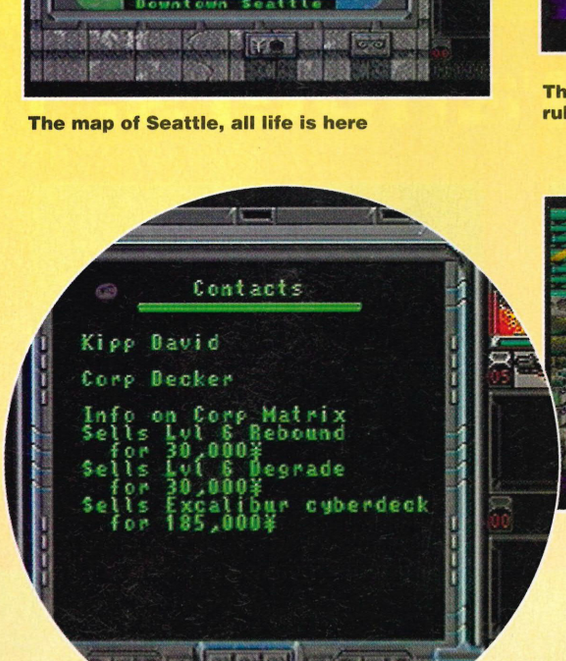
Mum, mum, it's dark, I want to go home. Mum

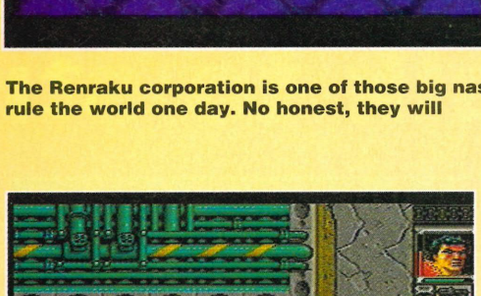


The Renraku corporation is one of those big nasty, horrible blood-sucking companies that will rule the world one day. No honest, they will

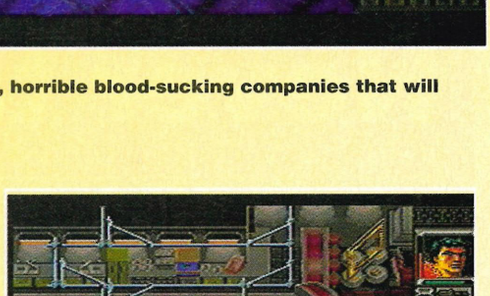


The map of Seattle, all life is here





Not the most elegant part of town



"Fancy a game of pool or are you going to shoot me?" Bang "I see"

PUBLISHER: PSYGNOSIS PRICE: £39.99 OUT: JUNE

SHADOW O
BEAST II

On the Amiga Shadow of the Beast II was acclaimed as pushing the envelope in terms of so and and graphics, but maybe not in gameplay?

All th
very
speed

This is a bit of an odd game. I'm not sure if it is a hack'em-up with puzzle elements or a puzzle game with hack'em-up elements. You see the hero has to go and rescue the baby that was nicked during the intro. To do this he has to perform a series of interconnected, and remarkably dangerous courier jobs. "Get my ring back and I'll let you through this gate, old son" is the general gist of it all.

The danger comes from all the weird and wonderful beasties that come out of nowhere and try and kill our hero. You can either run or hit, you can't do both at the same time. Nor can you hit and turn around at the same time, a nightmare if you are being attacked from behind as well as in front. And the fact that it takes the best part of a second for the hero to realise he isn't hitting anymore and can move somewhere doesn't help.

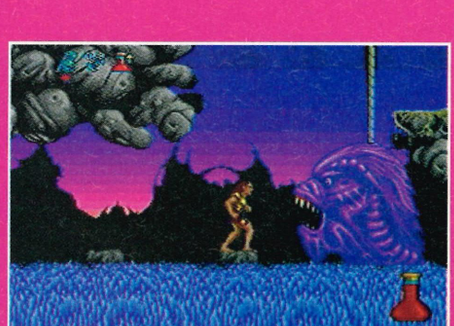
A second may not sound like long but when you realise that for every nano second you are in contact with an enemy it drains your energy you feel like throwing your Mega CD out of the window in frustration. The puzzles themselves aren't that difficult, it is just getting to them is almost impossible. I don't mind a hard game if it has got a good control system, but this is an easy game with a lousy control system to make it seem tricky. I've seen it completed and it isn't even that big.

What it does have going for it is a remarkably good soundtrack and plenty of crystal clear speech. The music is so good it could easily be released as an album, probably aimed at those thirtysomething Enigma fans but worthy of being on the shelves at least. That isn't enough though, I hate playing this game.

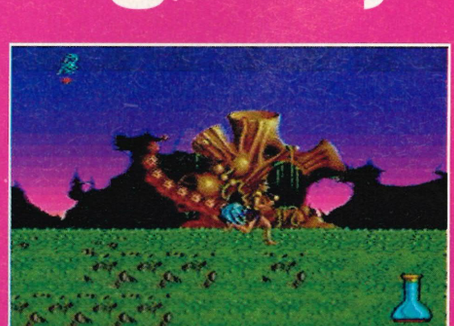
I really wish I was a pig farmer sometimes you know, you know where you are with pigs.

Never talk to strangers, it'

Ha, so you reckon you can scare me off with a ten foot tall old git with a sword eh?



Look, I don't fish very often and I didn't know you put the tiddlers back! How was I to know he was your son?

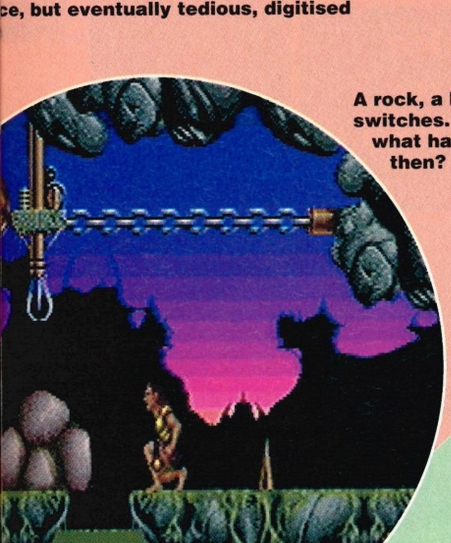


The new improved Death Watch beetle has just been revealed to an adoring public

F THE CD

This can't be real life!

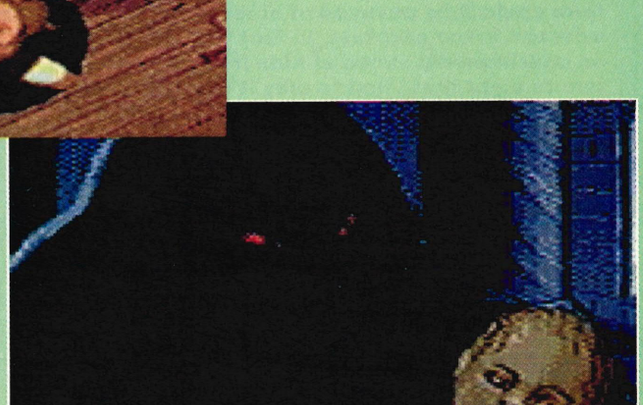
conversation can be delivered in
ce, but eventually tedious, digitised



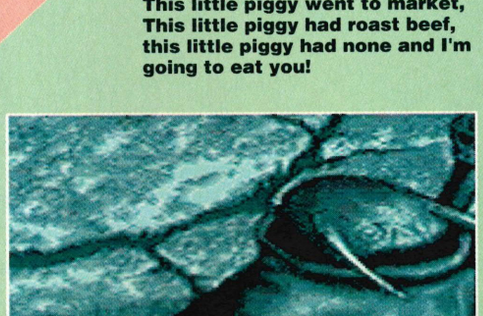
A rock, a hook and some switches. Hmm I wonder what happens here then?

You know what son, I reckon that light bulb's going to pop any minute

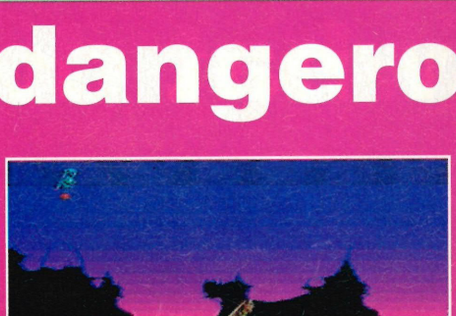
This little piggy went to market, This little piggy had roast beef, this little piggy had none and I'm going to eat you!



The man with the strange hat knew some devious routes to avoid the rush hour traffic



s dangerous



I knew that nuclear processing plant was going to have an impact on the environment

Behiiiind you!

END ZONE

Without the sound and the reasonable graphics this game would have nothing going for it. the puzzles are intriguing to a certain extent but we are not talking Rubik's cube here. If it wasn't for the crap controls and the enemies you could finish this whole game in ten minutes. Not good enough I'm afraid.

38 PERCENT

Beastly, duck, beastly

PUBLISHER: HI-TECH PRICE: £39.99 IMPORT NOW

MICKEY'S U CHALLENGE

10-1 that Euro Disney closes by this time next year

Now is the time ladies and gentlemen to chuck out those poll tax bills, abandon those VAT worries, forget about those vet bills and bring in the jelly and ice-cream, 'cos this game is for the kids! In no way shape or form could it be accused of being adult oriented in the slightest. In fact this is so unashamedly aimed at kids from, say, two to eight that I had to play it in a quiet corner of the room so no-one would spot it and take the piss.

It tells the tale of Mickey Mouse (or Minnie if you fancy playing a girl) as he tries to save Beanwick from the terribly violent tremors and rumbles that afflict the land every so often. So Mickey embarks on a quest to find out what is going on.

This quest involves solving five different visual puzzles. One is the simple simon thing where you have to repeat a sequence of flashing lights, another is a version of Mastermind (as in the guess-which-pegs-are-where version). Elsewhere you have to match hidden pairs of pictures, slide chess pieces around a very odd board where some serious though is required and another sees Mickey leaping from book to flying book to find the right letters in the right order. If all these are completed then you'll finally be on your way to find out what is causing the rumbling. But that is it.

This is hilario drown

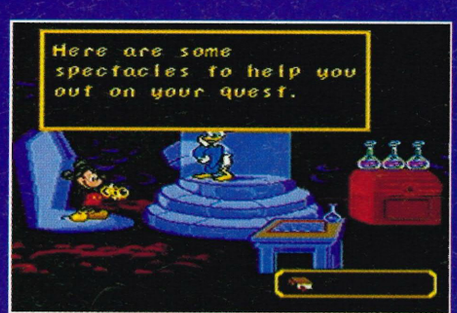
even on difficult level it wont take long for most kids to finish the thing.

Three difficulty levels will give the game a usefulness to most age groups, and hard level even had me sweating for a few minutes. But the presentation is resolutely designed for the bairns. Each puzzle is buried within a scenario so it doesn't fell like hard work. For example the simple simon game actually involves Donald's nephews begging you to jump on the right pumps so the drawbridge can be opened.

In all it is well presented, I feel sure that most children under eight or nine will love it and the puzzles are varied enough to keep the interest up, with the three difficulty levels adding to the longevity. A good product but just not big enough.

Erm, thanks, but what do I

I can read it!



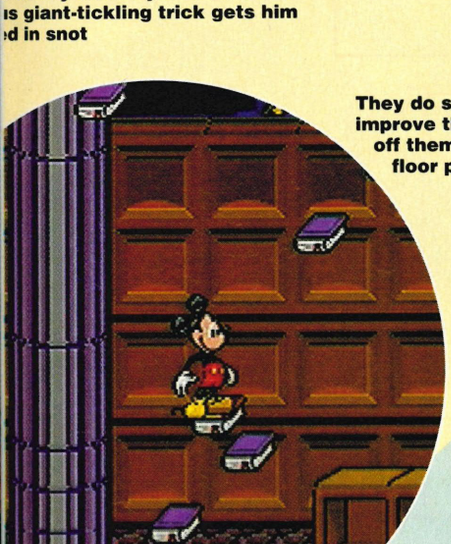
I can see to read my book!

No thanks they're no good for my teeth

LTIMATE

Trickier than it looks

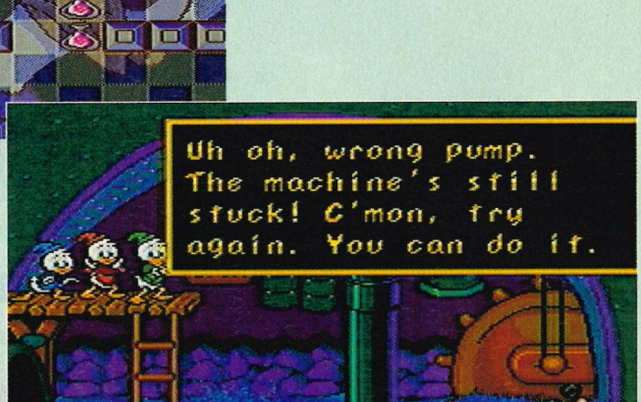
Mickey Mouse just before his
is giant-tickling trick gets him
d in snot

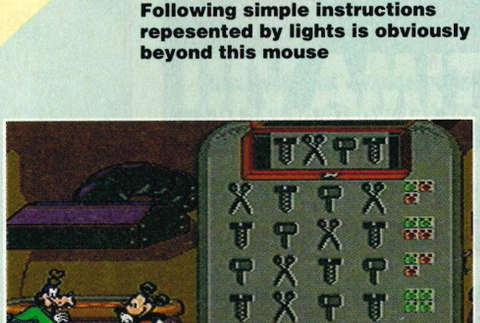


They do say that books improve the mind. Falling off them onto a hard floor probably doesn't

Pushing pink lumps of stuff around may not sound especially tricky but you try getting it around a corner without losing a way to push it

Following simple instructions repesented by lights is obviously beyond this mouse

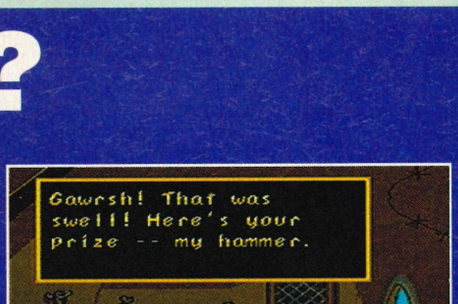




It is fine on easy level, beacuse it shows which ones are in the right place but on hard level you have to develop a tactic

do with it?

Gee, I hope it's my size



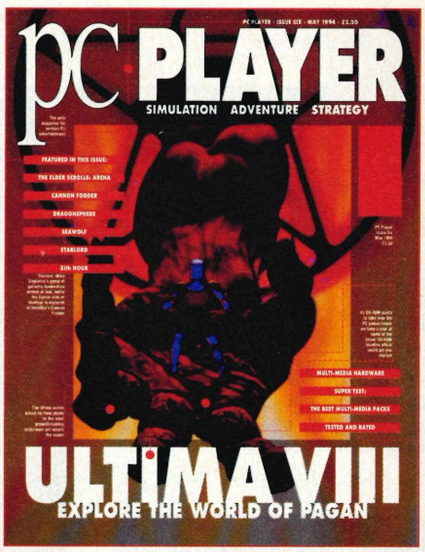
Marvellous I can smash the glass slipper!

END ZONE

Some clever little puzzles and presented in such away that it looks as though you are helping Mickey and his friends, not taking part in some pre-school initiative test. I just wish there had been more of it though, while the puzzles are taxing for a while they aren't going to be that for very long, and these things don't come cheap.

71 PERCENT

More fun than Euro Disney and a lot cheaper



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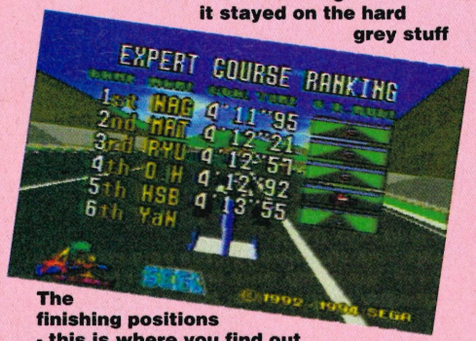
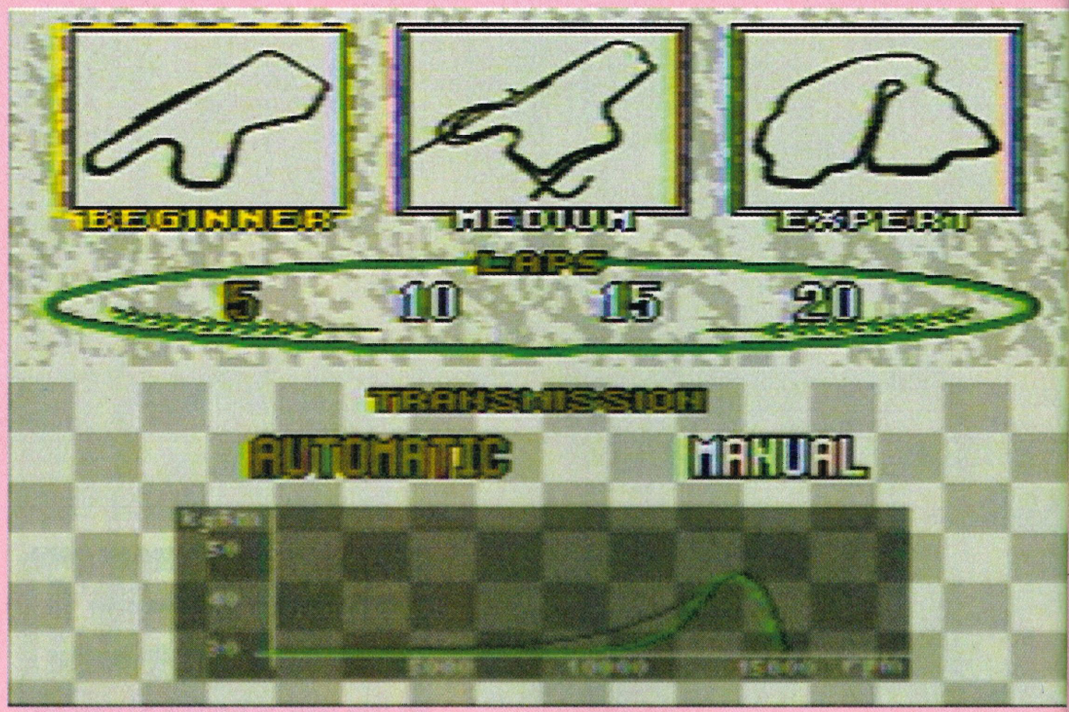
PUBLISHER: SEGA PRICE: £79.99 OUT: NOW

It is almost certain that this car would go better if it stayed on the hard grey stuff



The finishing positions - this is where you find out what position you finished in



SEGA VIRTU

The bridge forms a lovely backdrop to the race - ideal for stopping to have a picnic and maybe taking a couple of holiday snaps.

Virtua Racing is the most eagerly anticipated game since Tennis back in the early 18th century. But is it a straight sets victory?

Prepare yourselves for a shock folks. Virtua Racing is over-rated. There, I've said it. I'm not saying it isn't any good, just that it isn't quite as good as everybody is saying it is. OK?

I'm getting ahead of myself here. I should explain what Virtua Racing is all about first, just in case you've recently come out of a coma and been lucky enough to avoid the hype. Virtua Racing was Sega's first coin-op to use the Virtua processor. This little bit of Silicon was basically very good at doing complex sums very quickly and therefore ideally suited to the fast moving polygon graphics that Virtua Racing required. The next selling point was that as well as looking very good it did actually play very well and consequently there was always a crowd to be found hanging around any Virtua Racing machine.

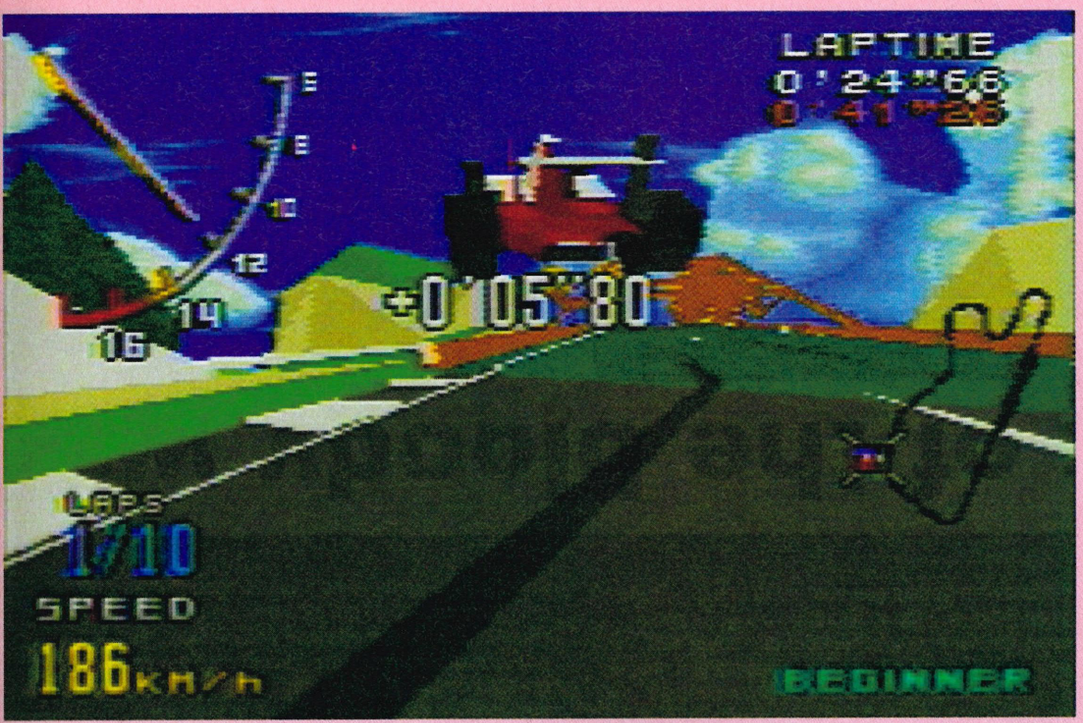
Now anybody who has seen or played F-22 on the Mega Drive will be more than aware of how crap Sega's flagship machine is at producing polygon graphics. This presented a slight problem, how could they get Virtua Racing onto the Mega Drive without it looking like a bag of shite? The only solution was to put a chip in the cartridge to augment the Mega Drive's rather shoddy maths

Get out of the bloody way

200 KM/H is not much fun at the best of times but in mid air?

It is practically neck and neck but the guy on the tarmac has the advantage

The blue blob at the top of the screen is in fact the other car as it skids round me



JA RACING

processing.

On the face of it what you have then is a fast, playable racing game which, because it is polygon based can be viewed from any one of four angles. Views are available from the cockpit; behind the car and slightly above; behind and a lot more above or from a view which isn't entirely dissimilar to following the car in a helicopter.

There isn't much else to it though, you know? There's the race where you try and beat 16 other cars, this is spiced up with the introduction of check-points and a time limit, run out of time before the next checkpoint then the race is over. This is designed very well so it isn't until the third or fourth lap of a five lap race that you start having to struggle and work hard to get to the next checkpoint.

Then there's the option to have a free practice on nay of the tracks for as many laps as you like. A very good idea on the whole, a bit of practice never hurt any body. And finally there is the two-player head to head option, an inspired choice of options because if this hadn't been in the game it could well have sunk into obscurity.

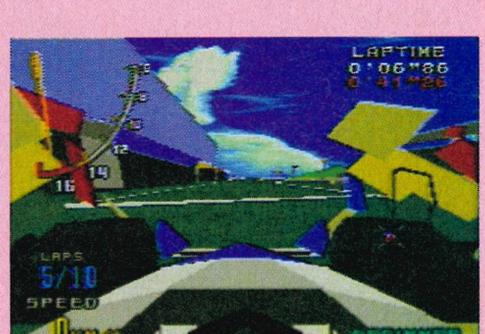
OK so there's not many options but you've got all these lovely fast moving polygon rendered tracks that look dead realistic to race around, right? Wrong. There are only three tracks ladies and gentlemen, a mere three tracks, none of which are all that sophisticated. Sure they move fast but the polygons aren't all that detailed, no where near as detailed as the coin-op basically, but to be fair it

Notice the subtle use of shading and texture in the sky, the brush work is immaculate and is surely only surpassed by the bold strokes of the long grey track

you oaf!

Oh no I'm flippin' miles behind and there's only a couple of laps to go

Only a second in it, one mistake and it could all be so different



Two very badly drawn pit technicians operate on the car whilst it is stationary in the erm, pits. The main purpose of this is to allow the driver to make a quick visit to the gents and have a couple of ham sarnies

PUBLISHER: SEGA PRICE: £79.99 OUT: NOW

This shot reminds me of my favourite racing driver of all time namely, Gilles Villeneuve, who was famed for his wild sideways cornering skills - very interesting eh!

Typical he does all the captions apart from this one! Well I'm not flippin' doing it

looks very effective when viewed from the cockpit of the car. When viewed from the helicopter view however, things aren't all that brilliant any more. You start to see where the game cheats by not drawing the polygons unless it has to. By definition though the fact you can see where the gaps are means that it isn't drawing as many as it should.

I am being hyper-critical here, but this game has received so much attention it needs examining with a fine tooth-comb, and under close scrutiny it doesn't live up to expectations. Once the novelty of the graphics has worn off all that is left is a very playable, but limited, racing game. After maybe a weekend all that will save this from going straight off to be swapped is the two-player mode. There is nothing better than bit of competition to keep flagging interest from falling off the perch all together. At this sort of money and after all the hype I'd expected a lot more than this, a lot lot more.

END ZONE

Sure it is a big achievement for the Mega Drive, and when all said and done it does play very well, there just isn't enough to it. The game itself is very, very good and the flashy graphics are impressive initially but for value for money you may even be better of with F1 from Domark. Just as fast and a lot cheaper.

88 PERCENT

More of a Ferrari than a Williams

Taking a trip to M

Firstly we find ourselves driving seemingly invisibly down an open road with the sun shining and the sky cloudless...

...the scenery only help to

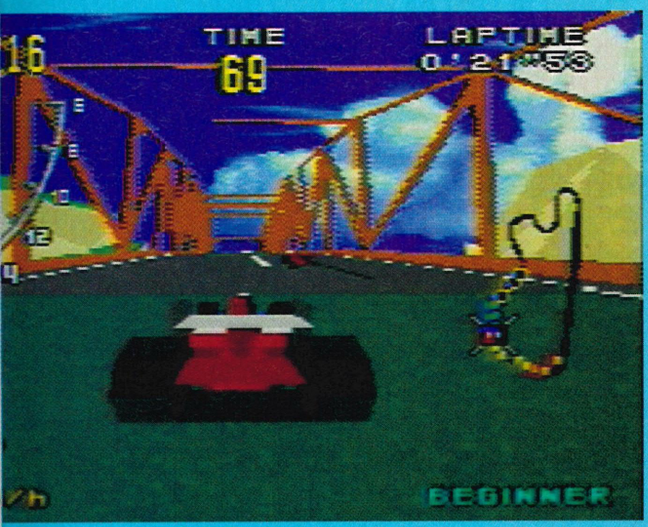
You know, I've seen tenuous grab sequences in games mags before but... Here we find ourselves several miles away um, er, in the sand...

Few, its okay well, really pr

Back on the road again we start to worry weather anyone from continuity has checked if the timing and lap score is consistent in all these sceenshots...

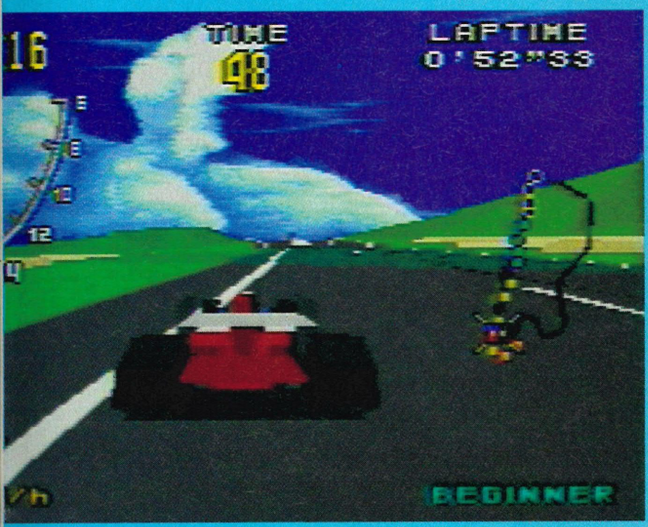
The er bridge Yeh great oh

arylebone station...

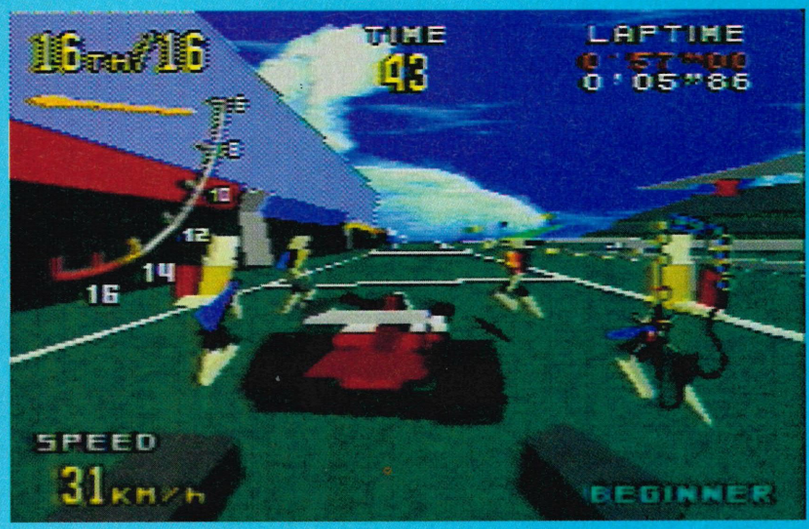


s lovely and even man made objects like this huge steel bridge hance the beauty that is omnipresent...

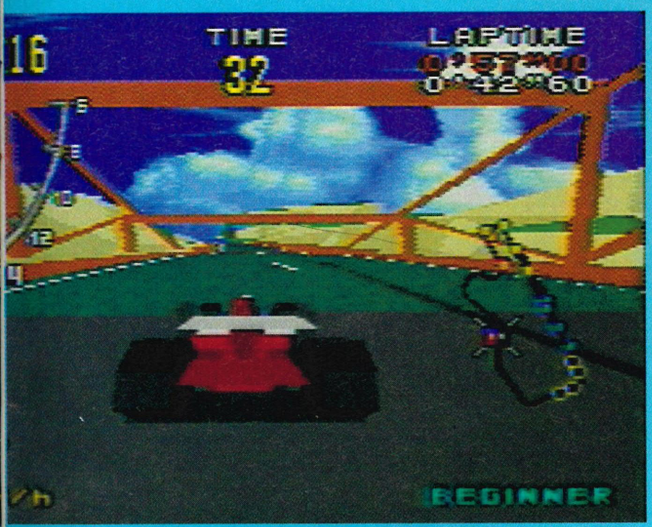
...hmmmm, the town council seem to have gone in for a few traffic calming measures...



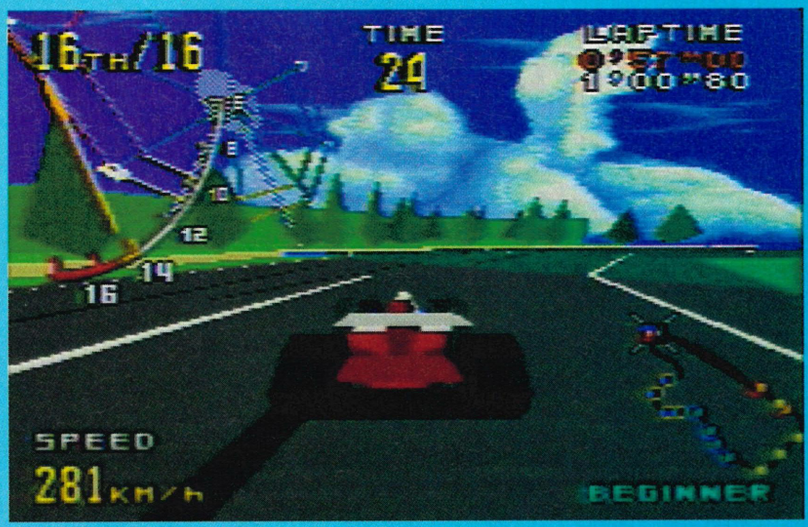
ow its back to sunny skies and cloudless tarmac and its going tty well really...



We're force to pit, yes the sanies have run out and the driver is busting for a pee, if that wasn't enough someone has puked in row eight...



gain, which as we have said before is very scenic and pleasant. nd were in 16the place - that's good, great!



With only seconds to go we find ourselves in 16the place and a left hand tire which if it was a hairpiece would be er, bald - hey that's why the call old tires...

SEGA

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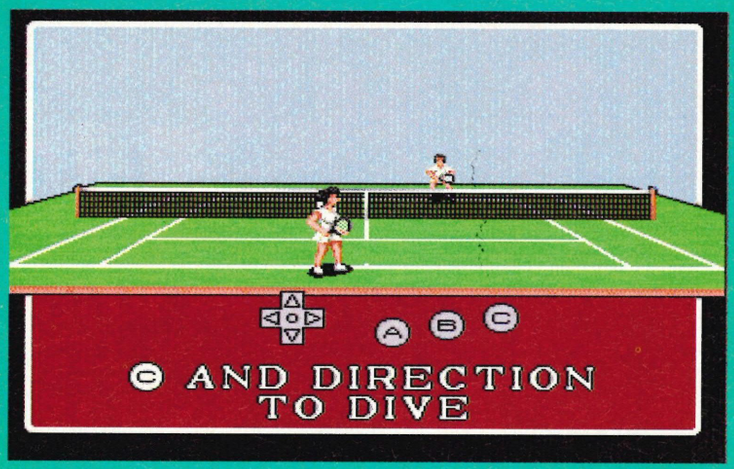
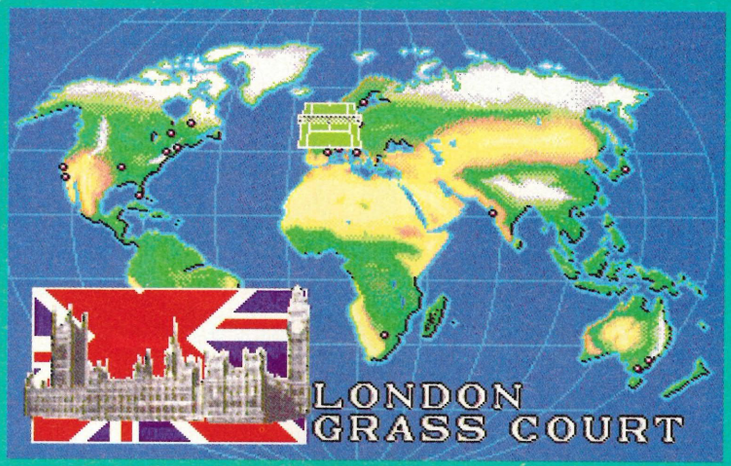


The game includes a fabulous trainer mode where it teaches you the basic moves you need to become a pro



There are loads of places to play at, and you pick 'em all from this here world map

PETE SAMP

What if we didn't like it when he won Wimbledon? Doesn't mean he ca

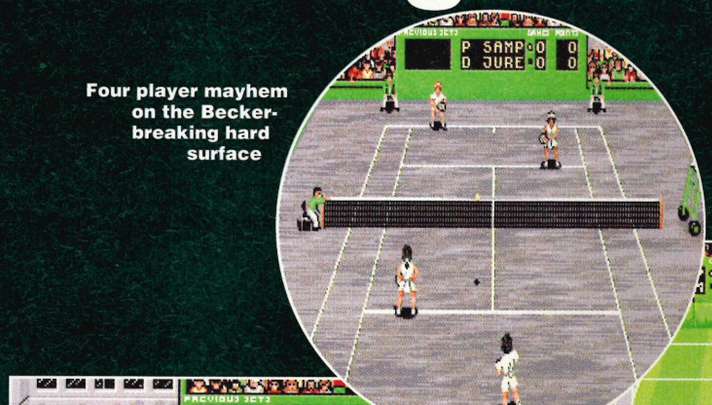
Tennis games appear with unnerving frequency on the Mega Drive, and few are any good. Recently only Davis Cup has impressed us, but now there is a new boy in town, so how does it compare? To begin with it's being backed by Pete Sampras, the world number one seed and generally all-round nice guy, and even more importantly it is the first of a new breed of Codemasters titles to feature J-cart technology, with two joystick ports in it, to allow four players to participate simultaneously.

The game allows up to eight players by means of a tournament, but can accommodate single players with no friends. There is also the option of a one to four player match anywhere in the world against the computer or friends. The final given option, World Tour, is where you attempt to beat the rest of the computer opposition, and is provided with a password system. Two hidden options also allegedly exist, but Codemasters were tight-lipped when questioned about them.

The joypad moves the player around the court and buttons control the type of shot. Button and direction combinations allow spin to be applied to the ball and the amount of power to be changed, so you can do drop shots or smashes. Special mention must go to the excellent quality speech in the game, and although the crowd applause is also excellent, an underlying white noise constantly drones on in the background, and serves merely to annoy.

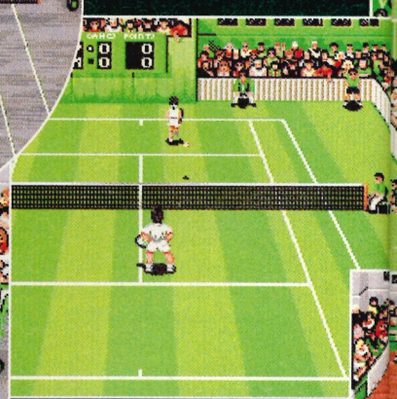
The game features an excellent action replay feature and even a slo-mo! Game play seems good, but lacks that 'something special' that makes a classic. Playing at the far end of the court is difficult, and the diving move rarely connects. With four players it is the great fun, but is not the best two-player tennis game on the Mega Drive, and that crown still belongs to Davis Cup.

Green green grass



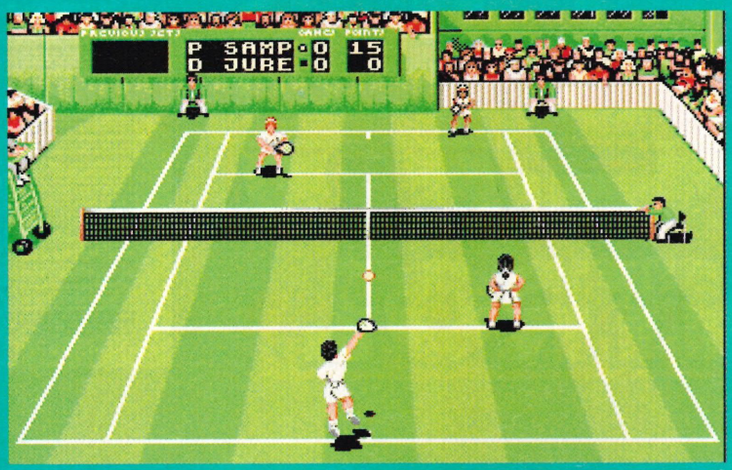
Four player mayhem on the Becker-breaking hard surface

The hard courts are the place where the ball bounces best

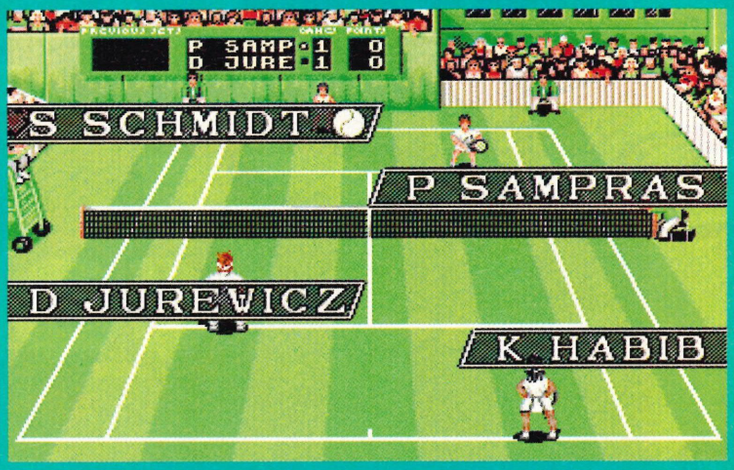


Singles on grass, played in London. Where could that be?

If you're no good at doubles, at least you can throw clay at the opponents as a distraction



"140 mph from Sampras, and that's a new world record!"

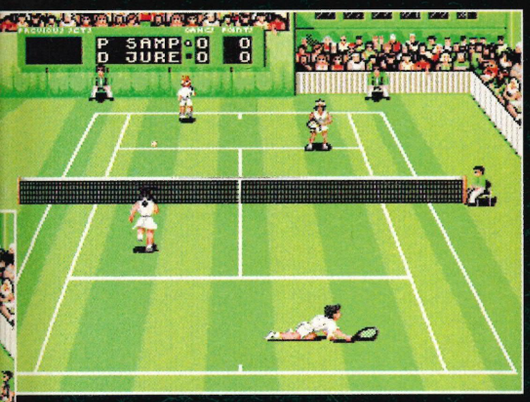


It's the doubles match of the year, Sampras and Nomark, Vs Nomark and Nomark, astonishing!

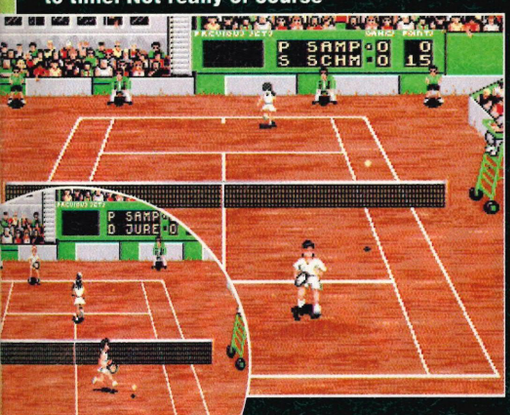
RAS TENNIS

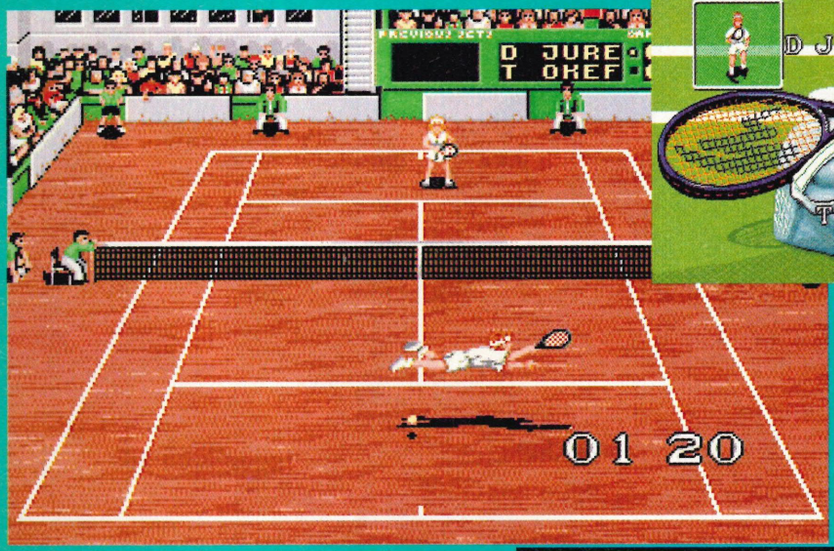
't star in a top tennis game does it?

s of home

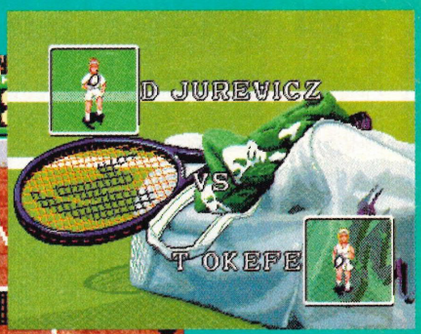


Famous faces appear in the crowd from time to time. Not really of course





The instant replay feature lets you relive your worst moments in slo-motion



And a lovely shot of a tennis bag to make it seem all the more realistic!

At the start of the Maverick eight player tourney, and no one is yet in the lead. Surprising that

END ZONE

Inexpensive way to get four-way play, let down by the average game lying underneath. Great challenge for single players, if slightly lacklustre.

72 PERCENT

The best four player tennis game on the Mega Drive

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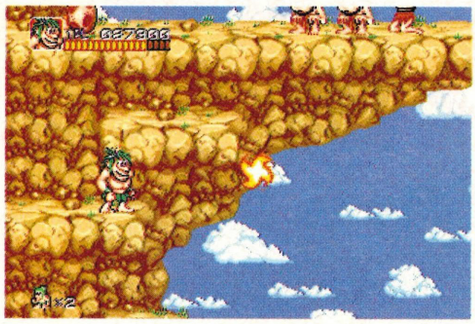
Yabba dabb

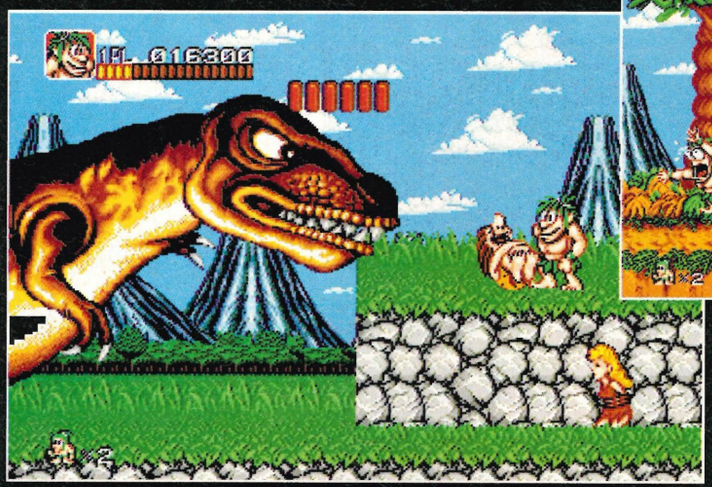


Imagine if you will, that you lived in a time when dinosaurs roamed the earth. No, not the one's in Jurassic Park, I mean the real ones ("what real ones?" a reader). Life was easy in prehistoric times, and all you had to do was hang out and drink, that is of course, unless some mean Neanderthals happen along while you are partying in the mountains, and steal all the women! That is exactly what has happened to Joe and Mac, so it's rescue time, and they're angry.

You (and a friend if you like) set out to recapture your women, but it isn't as easy as that. The kidnappers live a long way away, and there are loads of mean dinosaurs to maim you along the way. Joe and Mac have several different weapons with which to defeat the monstrous behemoths, and can also power up their attacks by holding down the attack button. Not releasing a powered weapon though will result in fatigue and the player being incapacitated for a while.

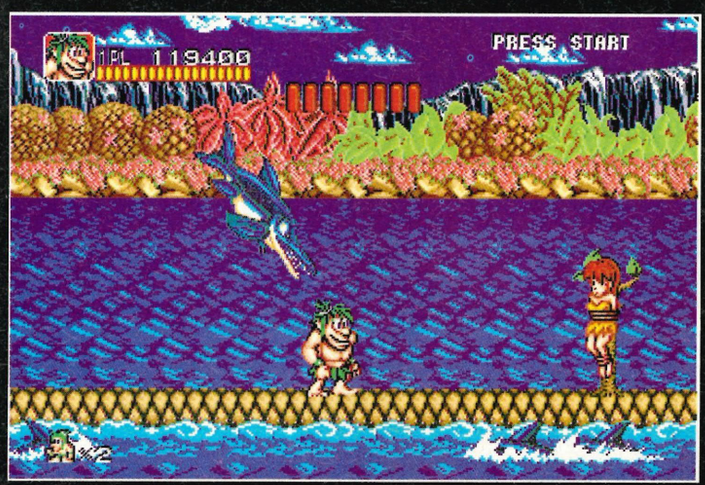
The graphics are excellent and some of the large bosses that confront you are really huge, made up of several sprites linked together that all move smoothly. It's tough too, and even offers considerable challenge in easy mode. In fact, it's too hard, and that means considerable anger will be vented at your console, cartridge and TV set because of the inevitable irritation that occurs. I'm all for games with some challenge, but games that are too hard are more annoying that games that are too easy.

It's standard platform fare, with the run along, jump and shoot philosophy carried throughout. The game is a conversion of an arcade machine, and a very good conversion it is too. The graphics are spot on, the sound is of a very high standard too, and the game play is identical. However, the game is slow, and fans of Sonic will not be



The T-rex attacks you by spitting boulders and cavemen out of his mouth

Its Audrey II from the Little Horrors, and she's HUNGR



Five mangy sharks attack and you'd better duck if you want to beat them

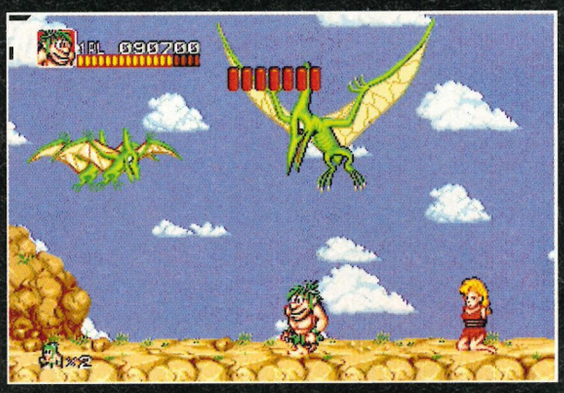
The giant Brachiosau several piranha and s at you every so often

JOE AN

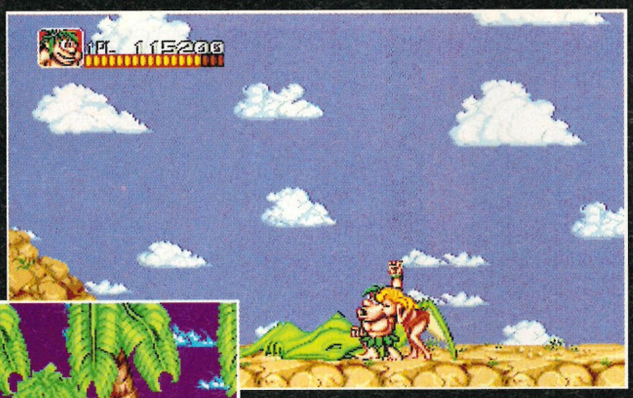
Prehistoric palaver with Joe and Mac, th

a doooo!

Shop Of

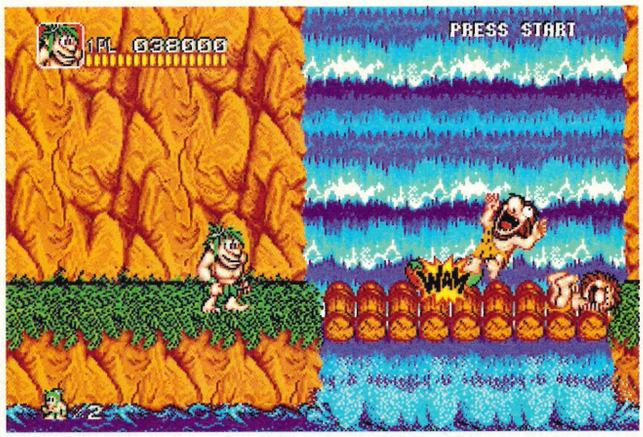


The Pterodactyl must be a man, because it keeps droppings its kids on the floor.

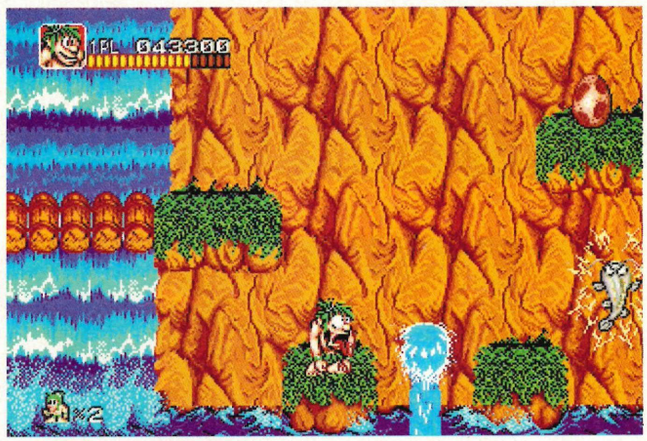


contains
oots them

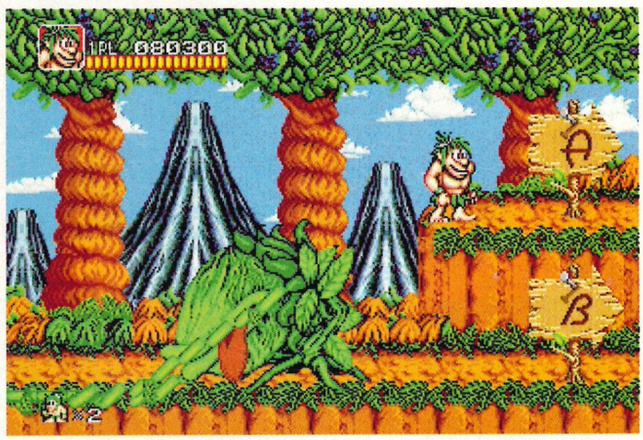
Beat up a boss and the captive girl is freed and she gives you a big wet kiss



Joe rolls his wheel to bowl down some baddies crossing the water bridge



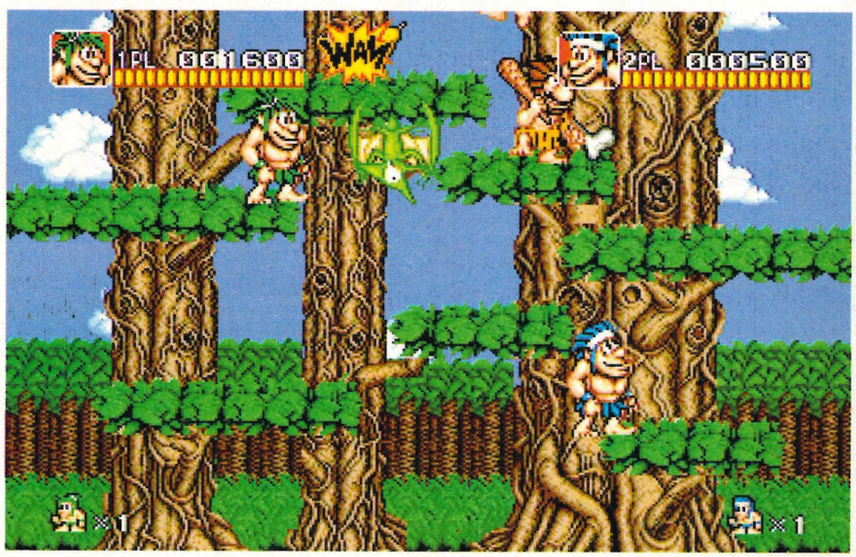
Fail to release your powered up weapon, and you'll end up too tired to move



ID MAC

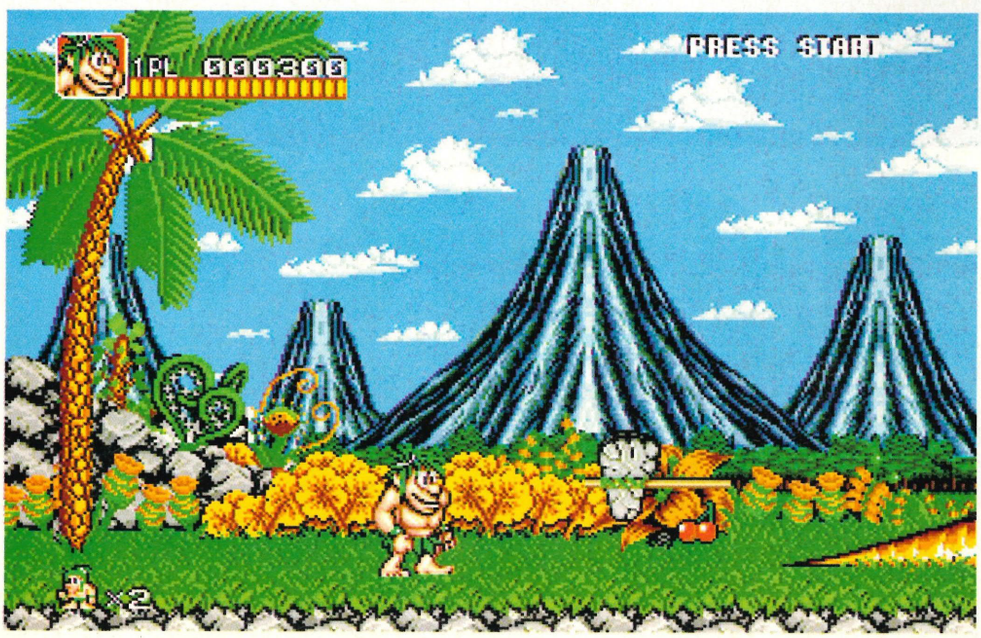
caveman ninja dudes, Cowabunga!

PUBLISHER: TAKARA PRICE: £39.99 OUT: IMPORT



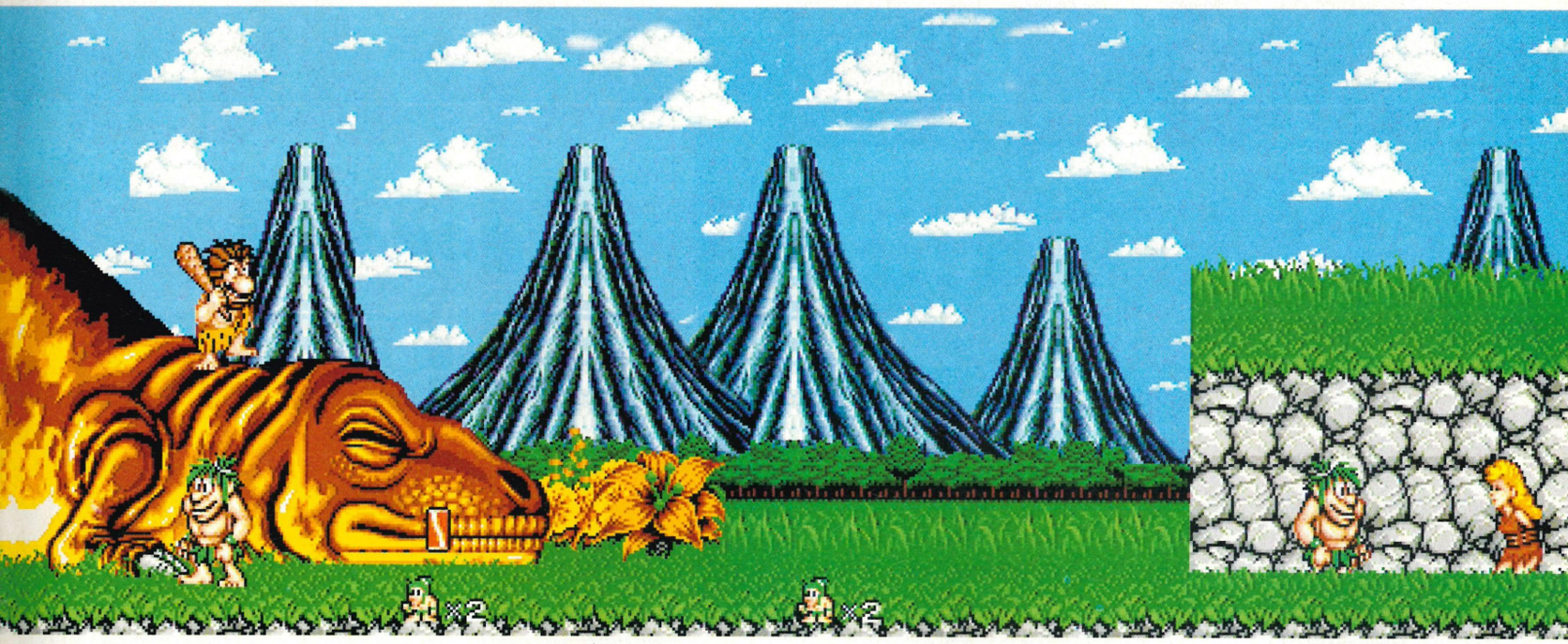
Climbing the tree together, Joe and Mac fend off the annoying bees

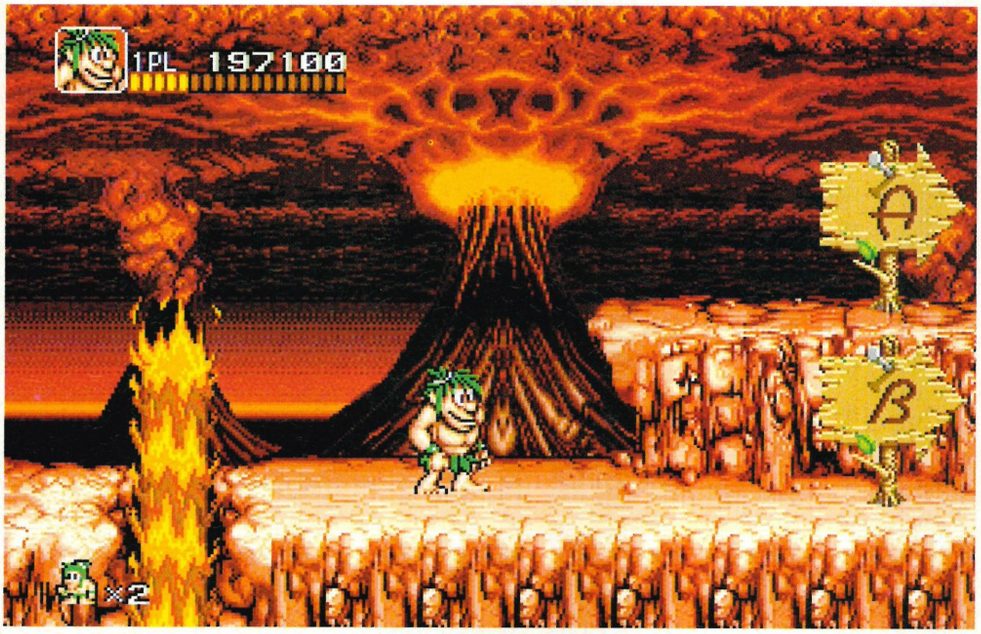
Cross the water logs but avoid the jumping piranha!

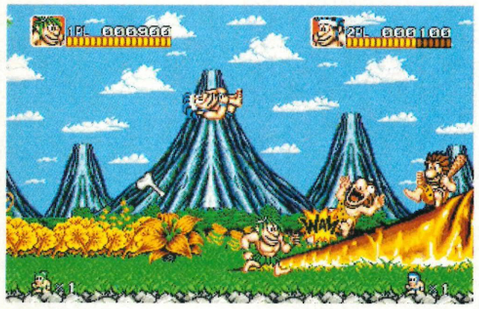


Instead of the cliff, you can try climbing the tree

Ride through the swamp level on the back of a giant dinosaur. I hope he's friendly!







It's that time again when you choose you next stop. Where do you want to go?

pleased by the sedate pace of the game. Oh, and when I said that the game play was identical, that wasn't a good thing. The arcade game was dull and boring, and this is exactly the same. Uninspired garbage really. Well, it's not that bad, but it isn't really that good either. Decidedly average seems to fit the bill perfectly actually.

The levels are quite varied though, and on occasion you will be jumping upwards instead of walking (crawling really) to the right. There are plenty of enemies on screen with no slowdown occurring, but as the game plays at a ridiculously slow pace to begin with this is little compensation. The bosses are quite easily dispatched with a few hits with a powered weapon, but reaching them through the densely packed screens is an effort. At certain points in the game you can choose which path to take next adding a little (for little read 'very little') variation to the game.

The two player game if more fun, and you can either play as a team, or compete to win the affection of the women, with the player who hits the boss most receiving the life-restoring kiss at the end of the level. Players can also interact, and jump from each other to perform higher jumps, which helps in attacking the bosses. As a two-player game it is far more fun, and a far better game, but the previous flaws still exist, and so even then it isn't much better.

I do not mind arcade conversions one bit, as long as they are of good quality, both the original game and the conversion of it. Only one of the two will not do, and here we have an excellent conversion of a poor original game. This seems to be becoming the norm recently, and I await the day when programmers try converting a vaguely entertaining game, instead of this platform dross, or maybe even try creating an original idea. Heaven forbid!

END ZONE

A great conversion of a sadly boring arcade machine. Good graphics and sound, and a fun two-player mode really can't help the fact that this is Dull. A pity that Takara didn't decide to convert a good game.

69 PERCENT

Decidedly average, in a big way

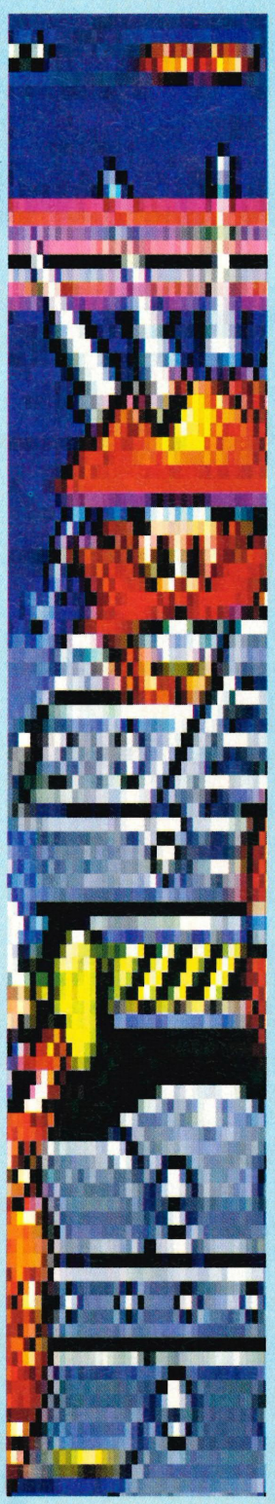
THE CAR

THIS MONTH A-L

Yes I know we said that we'd bring you L-Z this month but we lied! Next month we promise that L-Z will be yours!

What are those games types?

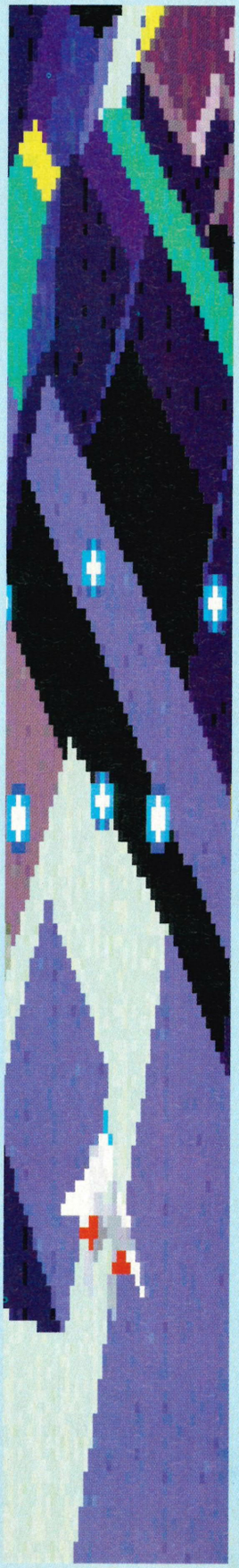
SHT	Shoot-'em-up	SPT	Sport
FLT	Flight sim or excessively flighty shoot-'em-up	EH?	Eh?
		DRV	Driving/racing
RPG	Role-playing adventure game	PZL	Puzzle
BTL	Battle sim	STG	Strategy
BTUP	Beat-'em-up	PLTF	Platform



Game Name	Publisher	MD/CD	Type	Origin	Price	Review	SZ Rating	Comment
Abrams Tank	Sega	MD	BTL	UK	£39.99	–	62%	Tank battle sim with a different angle and jelly controls.
Aerobiz	Sega	MD	STG	UK	£49.99	SZ12	64%	Bizarre, big and quite dull airline management sim. No, really.
Aero Blasters	Kemco	MD	SHT	JAP	import	–	89%	Brilliant, tough, fast and varied horizontally-scrolling shoot-'em-up.
Aero The Acro-bat	Sunsoft	MD	PLTF	US	£42.95	SZ15	72%	Circus sensation starring a mouse with wings. Better than average platformer.
Afterburner 2	Sega	MD	FLT	UK	£34.99	–	46%	Not so hot. All flashy looks and no content.
Afterburner 3	Sega	CD	FLT	US	import	–	69%	Uses the Mega-CD's graphics well, but it's not in the *Silpheed* class.
Air Diver	Sega	MD	SHT	US	import	–	45%	3D first person perspective shoot-'em-up that's maybe a bit too easy.
Aladdin	Sega	MD	PLTF	UK	£49.99	SZ13	90%	Beautiful Disney tie-in with great storyline, gorgeous graphics and top animation.
Alex Kidd	Sega	MD	PTF	UK	£19.99	–	50%	Colourful, cute but fairly crap platform adventure with Sega's one-time hero.
Alien Storm	Sega	MD	ADV	UK	£34.99	–	52%	Mixed up adventure platform action with sexy, slippy sprites.
Alien^3	Acclaim	MD	SHT	UK	£39.99	–	80%	Wondrous, mindless gory violence in a challenging shoot-'em-up film licence.
Alisia Dragoon	Sega	MD	PTF	UK	£19.99	–	80%	Mystical atmosphere, superb graphics and a tough play make a bargain at 20 quid.
Andre Agassi Tennis	TecMagic	MD	SPT	UK	£39.99	SZ8	74%	Tough, playable, well presented tennis sim all in white with a shaven chest.
Annet Again	Wolfteam	CD	RPG	JAP	import	–	72%	Puzzly platform cartoony time-travel adventure starring the manga-esque cutsie.
Another World	Virgin	MD	PTF	UK	£39.99	SZ6	94%	Wonderful-looking with cinema-style graphics and an unusually good storyline.
Aquatic Games	Electronic Arts	MD	SPT	UK	£34.99	–	72%	Underwater sports sim starring top lad *James Pond* shell shooting limpets. Hoorah!
Arch Rivals	Acclaim	MD	SPT	UK	£37.99	–	55%	Interesting idea: beat-'em-up basketball cross that nearly works but plays flat.
Arcus Odyssey	Renovation	MD	ADV	UK	£44.99	–	65%	Large, varied, addictive platform adventure. Top two-player 3D action.
Ariel the Little Mermaid	Sega	MD	PTF	UK	£34.99	–	74%	*Ecco*-clone. Underwater adventures starring the perfectly formed mermaid.
Arnold Palmer Golf	Sega	MD	SPT	UK	£34.99	–	55%	Feels and plays pretty realistically, but superceded and outclassed by *PGA Tour*.
Arrow Flash	Sega	MD	SHT	UK	£19.99	–	30%	Poor man's horizontally-scrolling shoot-'em-up. Cack action and graphics = budget price.
Art Alive	Sega	MD	EH?	UK	£14.99	–	16%	Ultimately pointless novelty art package that produces dumb pictures you can't save.
Assault Suit Leynos	Sega	MD	SHT	US	import	–	50%	Frustrating controls make tough scrolling gameplay even tougher.
Asterix (Great Rescue)	Sega	MD	PLTF	UK	£39.99	SZ12	74%	Good-looking, slightly different platformer that's not quite brimming with Gallic charm.
Atomic Robokid	Asmik	MD	SHT	US	import	–	62%	Strategic mazey shoot-'em-up, with some variety, but now feeling its age somewhat.
Awesome Possum	Tengen	MD	PLTF	JAP	£47.95	SZ14	76%	Decent enough environment friendly educational platformer that includes rhinos.
Ayrton Senna's SM GP 2	Sega	MD	DRV	UK	£39.99	–	90%	Blimming brilliant racing game. Best adrenalin-pumping thrills, now with added strategy.
Back to the Future 3	Virgin	MD	EH?	UK	£37.99	–	65%	Platformy mixture that feels like four games sardined uncomfortably together.
Bad Omen	Sega	MD	PZL	UK	£39.99	–	81%	*Breakout* casserole spiced up with slices of pinball and topped off with a little lollo rosso.
Barkley: Shut Up and Jam!	Accolade	MD	SPT	UK	£39.99	SZ17	76%	Large sprites at the expense of smooth animation. A pretty 'cool' basketball game, though.
Bart's Nightmare	Acclaim	MD	PLTF	UK	£39.99	SZ12	47%	*Bart's Nightmare? Bart's Nightmare*, more like.
Bart vs the Space Mutants	Flying Edge	MD	PTF	UK	£39.99	SZ1	80%	Play Bart defending his home town from the space mutants. Eat my shorts, etc.
Batman	Sega	MD	BTUP/PTF	UK	£34.99	–	72%	Beat-'em-up that follows the film in being good-looking but short on meaningful action.
Batman Returns	Sega	MD/CD	BTUP/DRV/PTF	UK	£39.99	SZ4	82%	Better sequel that alternates between crimefighting and a spin in the Batmobile.
Batman Revenge of the Joker	Sunsoft	MD	PTF	US	£39.99	SZ7	81%	Best of the trilogy, but should still be better. Top pants-outside-yer-trahzis action.
Battle Golfer	Sega Japan	MD	SPT	JAP	import	–	20%	The weirdest, silliest golf game I've ever played. Perhaps I need a trip to Japan.
Battle Master	Sega US	MD	RPG	US	import	–	45%	Goes to show why all the best RPGs originate in the land of the rising ¥.
Battletoads	Tradewest	MD	BTUP	UK	import	SZ6	90%	With the Turtles relegated to the back shelf, Toads make their platform beating entrance.
Bill Walsh's Football	Electronic Arts	MD	SPT	UK	£44.99	SZ11	89%	Damn good American footie game, but still slightly overshadowed by *Madden's*.
Bill Walsh's Football CD	Electronic Arts	CD	SPT	UK	£39.99	SZ16	78%	A fiver cheaper than the cart version, but you'll have to wait forever while it loads.

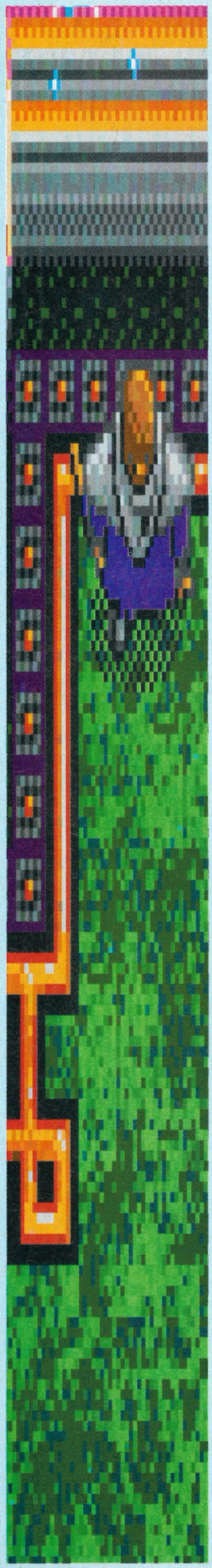
RT SHOW

Game Name	Publisher	MD/CD	Type	Origin	Price	Review	SZ Rating	Comment
Bio-Hazard	Sega	MD	PTF/SHT	UK	£39.99	–	79%	Excellent sound, adequately different feel to each level, good shooting fun. *Odd* name.
Black Hole Assault	Micronet	CD	BTUP	JAP	import	–	15%	Crap robots attempt to beat each other up. Good graphics brighten up a shoddy game.
Blades of Vengeance	Electronic Arts	MD	ADV/PLTF	UK	£44.99	SZ14	40%	Kind of *Gods*-esque adventure platformer but not as sophisticated.
Blockout	Sega	MD	PZL	UK	£19.99	–	84%	3D *Tetris* looking down a well. Addictive, and could change your mind like *Robotnik's*.
BOB	Electronic Arts	MD	PLTF	UK	£49.99	SZ10	80%	Platform bonanza that tries to sidestep repetitiveness by including infinite continues.
Bonanza Brothers	Sega	MD	PLTF	UK	£19.99	–	60%	Breaking-and-entering platform puzzler. Reasonable conversion from the coin-op.
Boxing Legends of the Ring	Electrobrain	MD	SPT	US	£45.00	SZ14	90%	So much fun for two that you can't sit still. Second best Mega Drive boxing game.
Bubsy the Bobcat	Accolade	MD	PLTF	UK	£39.99	SZ11	77%	Sonic with balls? Oh, chinny reckon.
Buck Rodgers	Sega	MD	RPG	UK	£39.99	–	74%	Extremely clever and playable adventure let down by disappointing graphics.
Budokan	Electronic Arts	MD	BTUP	UK	£39.99	–	82%	Relatively clever martial arts beat-'em-up that spirals down into button bashing.
Bulls vs Lakers	Electronic Arts	MD	SPT	UK	£39.99	–	76%	One of the better basketball games to date, but likely to be toppled by *NBA Jam*.
Burning Force	Namco	MD	FLT/SHT	JAP	import	–	30%	Move a crosshair across a constantly moving background and shoot everything you see.
Cadash	Taito	MD	RPG	JAP	import	–	52%	Too short, too easy but nonetheless quite entertaining RPG/arcade action crossover.
California Games	Sega	MD	SPT	UK	£19.99	–	44%	Button-bashing Californians foul up traditional games with BMX and surfboard events.
Captain America	Sega	MD	PLTF	UK	£39.99	SZ4	52%	Decent enough platformer short on gameplay but pleasingly long on classic superheroes.
Castle of Illusion	Sega	MD	PLTF	UK	£39.99	–	88%	Gorgeous platformer that's aging well with the world's most marvellous mouse.
Castlevania	Konami	MD	PLTF	UK	£44.99	SZ17	85%	A huge, lovely lump of a whole thing, ideal for people who take their games seriously.
Centurion: Defender of Rome	Electronic Arts	MD	STG	UK	£39.99	–	60%	A decent enough strategy game that's too flimsy for war game enthusiasts and a tad dull.
Chakan	Sega	MD	PLTF/BTUP	UK	£39.99	SZ2	88%	Scary, atmospheric platformer with swords, sorcery and super scenery. Thumbs up.
Championship Bowling	Sega US	MD	SPT	US	import	SZ12	52%	Unusual, but rather limited minority sports sim, which raises a chuckle with four players.
Championship Pro-Am	Tradewest	MD	DRV	US	£39.99	–	64%	Race minature cars in this old game that's blown out of the water by *Micro Machines*.
Chiki Chiki Boys	Capcom/Sega	MD	PLTF	UK	£39.99	–	59%	Sickly cutesy kids' shoot-'em-up platformer with treacle-sweet bug-eyed characters.
Chuck Rock	Virgin	MD	PLTF	UK	£39.99	–	84%	A better-than-average platformer with a beer swilling hero and plenty of varied action.
Chuck Rock CD	Sony Imagesoft	CD	PLTF	UK	£39.99	–	85%	Slightly bigger *and* better than the cart version. More Neanderthal humour.
Chuck Rock 2	Sony Imagesoft	MD	PLTF	UK	£39.99	SZ16	73%	Baby Chuck rescues his father from the inscrupulous Brick Jagger in another platformer.
Chuck Rock 2 CD	Core Design	CD	PLTF	UK	£39.99	SZ16	73%	Continued cave-person capers make the best of a tired platform genre.
Cliffhanger CD	Sony Imagesoft	CD	PLTF/BTUP	US	import	SZ17	21%	Inconceivably bad beat-'em-up levels interspersed with good but difficult 3D ones.
Clue	Parker Brothers	MD	EH?	US	import	SZ8	60%	Well it's *Cludo*, really, Mr Purple with the stapler. A board game that belongs on a board.
Columns	Sega	MD	PZL	UK	£29.99	–	87%	Simple and addictive puzzler that you can't put down. Well worth the budget price.
Cool Spot	Virgin	MD	PLTF	UK	£39.99	SZ8	90%	Gorgeous, huge, challenging and funny, how all platformers should be.
Corporation	Virgin	MD	RPG	UK	£39.99	–	66%	Slightly frustrating space age RPG that tips more than a passing nod to *Blade Runner*.
Cosmic Spacehead	Codemasters	MD	PLTF/PZL	UK	£39.99	SZ13	89%	Interesting adventure/puzzler with a touch of education, plus a bizarre two-player maze.
Crash Dummies	Acclaim	MD	PLTF	UK	£39.99	SZ14	25%	Ooh dear. Great idea but very poor execution with US road safety advert characters.
Crüe Ball	Electronic Arts	MD	EH?	UK	£34.99	–	70%	Pinball game blown away by the *Dragon's* games and *Sonic Spinball*.
Cyberball	Sega	MD	SPT	UK	£34.99	–	44%	Pointless space age American footie game, only saved from the bin by okay graphics.
Cyborg Justice	Sega	MD	BTUP	UK	£39.99	–	75%	Even beat-'em-ups fans will have moved on from this as it's so average.
Darius 2	Sagaia Taito	MD	SHT	JAP	import	–	56%	A classy looking shoot-'em-up that offers plenty of action but nothing innovative.
David Robinson's SC	Sega	MD	SPT	UK	£39.99	–	62%	Playable but slow basketball sim that's now suffering at the hands of the new generation.
Davis Cup Challenge	Tengen	MD	SPT	UK	£39.99	SZ10	77%	Fast and clear tennis sim with a licence. One of those games that *needs* two players.
Deadly Moves	Kaneco	MD	BTUP	UK	£44.99	SZ8	71%	Entertaining *Street Fighter II*-style beat-'em-up that's no *SF II* but sure is cheaper!
Death Duel	Razor Soft	MD	PLTF/SHT	UK	£39.99	–	56%	There's a doomy atmosphere as nine increasingly tough opponents line up to hit you.
Decap Attack	Sega	MD	PLTF	UK	£34.99	–	76%	Poor graphics are the down side to this highly entertaining head-chucking platformer.
Desert Strike	Electronic Arts	MD	SHT	UK	£39.99	–	90%	The storyline's politically incorrect, but the action's bloody wonderful.
Dick Tracy	Sega	MD	SHT	UK	£19.99	–	49%	Great graphics with a gun-toting detective in a flasher mac, but very repetitive.
Dinosaurs for Hire	Malibu	MD	PLTF	JAP	import	SZ14	58%	One of the poorer dinosaur games to jump onto the *Jurassic* bandwagon.
Doctor Robotnik's Mean Bean	Sega	MD	PZL	UK	£44.99	SZ14	120% (ahem)	The *Columns*-esque coloured beans-rescuing escapade that changes your mind.
Dodgeball	Sega	MD	SPT	JAP	import	–	69%	Surpringly good seven-a-side volleyball-esque combat competition.



THE CART SHOW

LOSTS OF GAMES YOU KNOW!



Game Name	Publisher	MD/CD	Type	Origin	Price	Review	SZ Rating	Comment
Double Clutch	Sega	MD	DRV	UK	£39.99	SZ9	27%	Crap overhead view minature driving game that's not a patch on *Micro Machines*.
Double Dragon 1/2/3	Accolade	MD	BTUP	UK	£29.99	SZ2	39%	Bloody awful twoplayer beat-'em-ups that aren't worth 30 pee, let alone £30.
Double Switch	Sega	CD	RPG/EH?	US	import	SZ17	68%	Attractive sequel to *Night Trap*, let down by an irksome hero that'll make you stop playing.
Dracula	Sony Imagesoft	CD	PLTF	UK	£44.99	SZ14	28%	As Tim Tucker said, 'A very promising licence screwed up beyond belief.' Nuff said.
Dracula Unleashed	Sega	CD	STG/PZL	US	import	SZ17	79%	A Sherlock Holmes-esque strategy detect-'em-up with an appealing gothic element.
Dragon's Fury	Tengen	MD	EH?	UK	£39.99	–	78%	Neat pinball game with a gothic feel. Great ballplay, but spoiled by sexist overtones.
Dragon's Lair	Sega	CD	RPG/STG	US	import	SZ17	45%	Dead nice to look at, but the gameplay's practically non-existent.
Dragon's Revenge	Tengen	MD	EH?	UK	£44.99	SZ16	80%	Entertaining progression from *Dragon's Revenge*, with only slight improvements.
Dune/Dune CD/Dune 2	Virgin	MD/CD	STG	UK	£40-£45	SZ14/15	73%/90%	Strategic adventure game involving spice mining on distant planets.
EA Hockey	Electronic Arts	MD	SPT	UK	£39.99	–	86%	PHWOAR! Absolutely bostin' slick, sexy hot hockey action. Feel the inertia.
Earnest Evans	Wolfteam	MD/CD	PLTF	US	import	–	62%	Possibly the Mega-CD's worst platformer. It's drab, dreary, dull, just like the cart version.
Ecco The Dolphin	Sega	MD	PLTF	UK	£39.99	SZ2	93%	Utterly wonderful environment friendly platformer, with an intelligent mammal.
Ecco the Dolphin CD	Sega	CD	PLTF	UK	£49.99	–	88%	More or less the same as above, except for it's on a round thing that spins.
Empire of Steel	Acclaim	MD	SHT	UK	£34.99	–	39%	Smart looking graphics, but the gameplay's far too thin.
Eswat	Sega	MD	BTUP	UK	£34.99	–	74%	Absolutely cack beat-'em-up that'll gather dust on your shelf if you dare buy it.
Eternal Champions	Sega	MD	BTUP	UK	£59.99	SZ16	93%	If you haven't got *SFII*, don't bother, get this instead. The best yet. No, really.
European Cup Soccer	TecMagic	MD	SPT	UK	£34.99	–	70%	An okay footie game based on the Amiga's *Manchester United* games.
Evander Holyfield Boxing	Sega	MD	SPT	UK	£49.99	–	59%	Uninspiring, out-of-date boxing game licenced by an ex-world champ. Cack.
Ex-Mutants	Sega	MD	PLTF	UK	£34.99	–	78%	Futuristic, post-apocalyptic mazey platform slash-'em-up. Not entirely original.
F1	Domark	MD	DRV	UK	£49.99	SZ10	90%	Pricey, but brings everything but the smell of a Grand Prix car to your console.
F-117 Night Storm	Electronic Arts	MD	FLT	UK	£44.99	SZ14	69%	Awkward controls go to show that flight sims aren't that well suited to the Mega Drive.
F-15 Strike Eagle 2	Microprose	MD	FLT	UK	£44.99	SZ13	78%	A better game for any fans of flight sims who happen to own a Mega Drive.
F-22 Interceptor	Electronic Arts	MD	SHT/FLT	UK	£39.99	–	69%	Another class game from EA. More shooty than flighty, with convincing graphics.
The Faery Tale Adventure	Electronic Arts	MD	PLTF	UK	£39.99	–	35%	Brave stab at a graphics-spectacular crossover with fantastic elements.
Fantastic Dizzy	Codemasters	MD	PLTF	UK	£39.99	SZ12	75%	An endearing platform-cum-adventure romp, but not for everyone...
Fatal Fury	Sega	MD	BTUP	UK	£44.99	SZ7	85%	One-on-one beat-'em-up that won't get a look in unless they run out of *Street Fighter II*s.
Fatal Labarinth	Sega	MD	ADV	UK	£19.99	–	52%	Worryingly addictive slash 'n' hack adventure at a bargain price. Bit too easy.
Ferrari GP Challenge	Flying Edge	MD	DRV	UK	£39.99	–	40%	A disastrous attempt to recapture the success of the *Super Monaco* games.
FIFA International Soccer	Electronic Arts	MD	SPT	UK	£44.99	SZ13	93%	Utterly brilliant game. Possibly the *best* thing *ever*.
Fighting Masters	Treco	MD	BTUP	JAP	import	–	30%	Flimsy beat-'em-up that's actually okay for two players. All-round rather poor.
Final Fight	Capcom	CD	BTUP	UK	£44.99	SZ9	80%	Excellent beat-'em-up packed with great moves and characters, plus useful options.
Fire Mustang	Taito	MD	SHT	JAP	import	–	32%	Repetitive sideways-scrolling beat-'em-up that lacks imagination. Don't bother.
Flashback	US Gold	MD	PLTF	UK	£39.99	SZ8	94%	Absolutely gorgeous, detailed trip to the jungle packed with realistic sprite movements.
The Flintstones	Sega	MD	PLTF	UK	£39.99	SZ9	75%	The best cartoon characters on your Mega Drive, but it's a poor man's *Chuck Rock*.
Funky Horror Band	Victor	CD	RPG	JAP	import	–	30%	Bizarre pop group management sim who's unusuality doesn't save it from being crap.
Gadget Twins	Gametek	MD	PLTF	UK	£39.99	SZ5	81%	Don't let the shoddy graphics put you off the playable, amusing game.
Gaiares	Renovation	MD	SHT	US	import	–	60%	It's not *Hellfire*, but it's a fairly decent horizontally-scrolling shoot-'em-up.
Gain Ground	Sega	MD	SHT	UK	£19.99	–	66%	A strategy element and elephantitis make this one a bit different, and worthy of note.
Galahad	Electronic Arts	MD	PLTF	UK	£39.99	SZ1	81%	Bog standard hero-rescues-princess platform fare with a few interesting elements.
Galaxy Force 2	Sega	MD	SHT	UK	£19.99	–	36%	Aptly budget priced. A crap space shoot-'em-up.
Gemfire	Koei	MD	RPG	JAP	import	–	63%	One of those 'fantasy' type things they're so keen on over in Japan.
General Chaos	Electronic Arts	MD	SHT	UK	£39.99	SZ10	87%	An ambitious war-themed shoot-'em-up which takes advantage of the Sega Tap.
George Foreman's KO Boxing	Acclaim	MD	SPT	UK	£39.99	SZ5	47%	Pitiful box-'em-up. Ten rounds with George Formby, more like.
Ghostbusters	Sega	MD	PLTF	UK	£19.99	–	54%	In perfecting 'Screwing up a promising licence' game, this is second only to *Dracula CD*.
Ghouls 'n' Ghosts	Sega	MD	PLTF	UK	£44.99	–	82%	Very tough monstrous platformer with brilliant sound and graphics. Thumbs up.
Global Gladiators	Virgin	MD	PLTF	UK	£44.99	–	71%	Oh, it's huge, and graphically very good, but frankly it all gets rather samey.
G-Loc Air Battle	Sega	MD	FLT	UK	£39.99	SZ6	70%	Fly around, drop bombs, fire machine guns. Yawn, and then go and make some tea.
Gods	Accolade	MD	PZL/PLTF	UK	£39.99	SZ14	74%	Spooky, gothic-looking, well-integrated, lever-pulling, thinky puzzler.
Golden Axe	Sega	MD	PLTF/BTUP	UK	£19.99	–	52%	Golden oldie arcade conversion with bog-standard 'fantasy' platform axe-'em-up action.
Golden Axe 3	Sega US	MD	PLTF/BTUP	US	import	SZ11	6%	Pointless sequel that gets more RPG and more dull. Don't bother.
Gods	Accolade	MD	PLTF	UK	£39.99	SZ14	74%	Graphics are fine, action's good and the puzzles are innovative, even if the genre's not.
Granada	Sega	MD	SHT	UK	£34.99	-	60%	Plain old fashioned shoot-'em-up. People want more for their money these days.
Grandslam Tennis	Sega	MD	SPT	UK	£34.99	-	44%	Blatant copy of *Super Tennis*, which isn't necessarily a good thing.

Game Name	Publisher	MD/CD	Type	Country	Price	Issue	SZ Rating	Comment
Greatest Heavyweights	Sega	MD	BTUP	UK	£49.99	SZ16	91%	Just slightly better than *Boxing Legends*. Take on the unbeatable Marciano. If you dare.
Greendog	Sega	MD	PLTF	UK	£39.99	-	60%	Good-looking and atmospheric platformer that falls short on speed and gameplay.
Ground Zero, Texas	Sony Imagesoft	CD	SHT	UK	£44.99	SZ17	85%	It is more fun than *Lethal Enforcers*. *(Even though Rik gave it more than 85%. Ed.)*
Gunstar Heroes	Sega	MD	PLTF/SHT	UK	£39.99	SZ11	94%	Thoroughly wonderful, exciting game with incredible graphics.
Gynoug	Sega	MD	SHT	UK	£19.99	-	46%	It's on budget and it belongs there. Another dull scrolling shoot-'em-up.
Hard Drivin'	Tengen	MD	DRV	UK	£29.99	-	58%	Great in the arcade because it felt like a car. The Mega Drive will never feel like a car.
Hardball 3	Accolade	MD	SPT	UK	£39.99	SZ8	82%	One of the more entertaining baseball games around, but still with limited appeal.
Haunting	Electronic Arts	MD	PLTF	UK	£49.99	SZ11	80%	Starring Paulterguy, this is the world's first spook-'em-up. Great fun, but limited in size.
Heavy Nova	Micronet	CD	BTUP	JAP	import	-	10%	Awful prequel to *Black Hole Assault* where mechanical menaces do battle. Avoid it.
Herzog Zwei	Sega	MD	SHT	UK	£19.99	-	72%	Eight-way scrolling, overhead viewed, strategic think 'n' shoot-'em-up. *Almost* a classic.
Hit the Ice	Taito	MD	SPT	JAP	import	-	40%	Pretty poor ice hockey game whose smart graphics don't save it from the bin.
Home Alone	Sega	MD	PLTF	UK	£34.99	SZ2	67%	Macaulay Culkin should be sat on, and Sega should stop making crap film licences.
Hook	Sony Imagesoft	MD/CD	PLTF	UK	£39.99	-	67%	Huge and atmospheric adventure with lots of imagination and story, but too slow.
Humans	Imagitec	MD	PZL	US	import	SZ7	68%	Big, hard and clever platform puzzler that's had lots of thought put in.
Hyper Dunk	Konami	MD	SPT	UK	£44.99	SZ17	56%	Eight-player basketball sim that's all mouth and no trousers. You'd better *Jam* instead.
The Immortal	Electronic Arts	MD	ADV	UK	£39.99	-	50%	Stonkingly big, violent and gory graphic adventure feast that's worth every penny.
Indiana Jones (Last Crusade)	US Gold	MD	PLTF	UK	£39.99	SZ2	70%	What have we told you about film licence platformers? Polished but uninspired.
It Came From the Desert	Sega	MD	PLTF	UK	£39.99	-	20%	Based on a '50s B-movie about giant ants. Unlikely to make you want to spend money.
Jaguar XJ220	Sega	CD	DRV	UK	£39.99	-	88%	Well recieved Mega-CD driving game that draws you up off the edge of your seat.
James Bond: The Duel	Domark	MD	PLTF	UK	£39.99	-	65%	Colourful but ultimately naff. Offers nothing new to an overcrowded genre.
James Pond	Electronic Arts	MD	PLTF	UK	£39.99	-	80%	Amusing, interesting and varied platformer with a great character, now superceded.
James Pond II: Robocod	Electronic Arts	MD	PLTF	UK	£39.99	-	83%	Hurrah! The original game hero continues his aquatic adventures with much aplomb.
James Pond III	Electronic Arts	MD	PLTF	UK	£44.99	-	86%	Oh gosh, we love him. He's so funny. The biggest, fastest craziest Pond game yet.
Jennifer Capriati Tennis	Sega	MD	SPT	UK	£39.99	SZ2	80%	Competent but too-slow tennis game that's reasonable fun with two.
Jerry Glanville's Footbrawl	Razorsoft	MD	SPT	US	import	-	40%	Psychotic sadists wander through the middle ages playing American football.
Jewel Master	Sega	MD	PLTF	UK	deleted	-	60%	Decentish platformer that's too easy. Certainly not a gem. More like Ratners, we feel.
Joe Montana Football	Sega	MD	SPT	UK	£19.99	-	72%	Knocked out by the class of *Madden's*, but nevertheless a very playable game.
Joe Montana II	Sega	MD	SPT	UK	£39.99	-	74%	Decent sequel that boasts better speech, an improved play system and a full price tag.
Joe Montana III	Sega	MD	SPT	UK	£39.99	-	78%	The only reason for this is the full season. Something of a con. Stick to number two.
Joe Montana CD	Sega	CD	SPT	US	import	SZ15	76%	*Montana* captures the spirit of American football, but we're waiting for *Madden CD*.
John Madden Football	Electronic Arts	MD	SPT	UK	£39.99	-	90%	Increasingly wonderful family of games that get review marks right up there with *Sonic*.
Jordan vs Byrd	Electronic Arts	MD	SPT	UK	£39.99	-	26%	Electronic Arts' worst game, which is really a shoddy collection of sub-games.
Jungle Strike	Electronic Arts	MD	SHT	UK	£39.99	SZ9	92%	Brilliant sequel to *Desert Strike* with better graphics but far too similar play.
Jurassic Park	Sega	MD	PLTF	UK	£49.99	SZ12	64%	Overpriced title that borrows its great graphics and animation from *Flashback*.
Jurassic Park CD	Sega	CD	RPG/PZL	US	import	SZ17	76%	Nothing to do with the MD version. This one's challenging and makes you think.
The Kick Boxing	Micro World	MD	BTUP	JAP	import	SZ15	8%	Amazingly bad beat-'em-up that's years out of date. Don't buy it.
Kid Chameleon	Sega	MD	PLTF	UK	£34.99	-	74%	Slightly original platform game where you collect helmets and change colour. Hmn.
King's Bounty	Electronic Arts	MD	ADV	UK	£34.99	-	54%	Adventure platformer involving building armies with fantasy creatures. Absorbing.
King of the Monsters	Sega	MD	BTUP	UK	£39.99	-	60%	Terrible game. Its writers really should have a go on *Street Fighter II*.
King Salmon	Vic Tokai	MD	SPT	UK	£39.99	SZ8	42%	Bizarre fishing sim that was famed in its day for getting the lowest *ever* review marks.
Klax	Domark	MD	PZL	UK	£34.99	-	79%	Okay in a moving-coloured-blocks-around kind of a way.
Kriss Kross: Make My Video	Sega	CD	EH?	UK	£44.99	-	18%	Choose rushes of potential video film in your Mega Drive edit suit. Limited.
Krusty's Super fun House	Acclaim	MD	PLTF/PZL	UK	£39.99	SZ1	89%	A must if you're into thinky games. Clever puzzles complement the platform frolics.
Lakers Versus Celtics	Electronic Arts	MD	SPT	US	import	-	58%	Acceptable good basketball plodder with decent graphics but little else in its favour.
Landstalker	Climax Ents	MD	PLTF	UK	£47.00	SZ13	90%	Marvellous isometrically viewed arcade adventure that enjoyed success in Japan.
Last Action Hero	Sony	CD	PLTF/SHT	US	import	-	35%	Film licensed platform shoot-'em-up where you play Arnie in *another* pointless plodder.
Last Battle	Sega	MD	BTUP	UK	£14.99	-	24%	Desperately shallow beat-'em-up that's showing the cracks and wrinkles.
Leaderboard	US Gold	MD	SPT	UK	£39.99	-	20%	Disappointing and dated golf sim that lacks even the thrills of real golf. *(Hmm. Ed.)*
Lemmings	Sega	MD	PLTF	UK	£39.99	SZ2	92%	A classic that deserves the highest accolades for humour and playability.
Lethal Enforcers	Konami	MD	SHT	US	import	SZ15	89%	Be an American cop with a hand-held Justifier.
Lethal Enforcers CD	Konami	CD	SHT	US	import	SZ14	90%	Superb, but only slightly better than the cart.
LHX Attack Chopper	Electronic Arts	MD	FLT	UK	£39.99	-	87%	Cream-of-the-crop helicopter sim.
The Lost Vikings	Virgin	MD	PLTF/PZL	UK	£39.99	SZ14	89%	Norsey but nice teamwork-type puzzler.

NEXT MONTH M-Z

SKILL ZONE

Welcome again to another amazing Skill Zone in which we aim to help you play games much better than you would be able to if you, er, didn't read Skill Zone. But you know what we always say, its your mag and without you where would we be (probably a darn sight less busy) and so why not sent in some tips and save us the bother of nicking them out of other mags. So send your tips to: Sega Zone, 16-17 Hollybush Row, Oxford OX1 1JH

FIFA INTERNATIONAL SOCCER

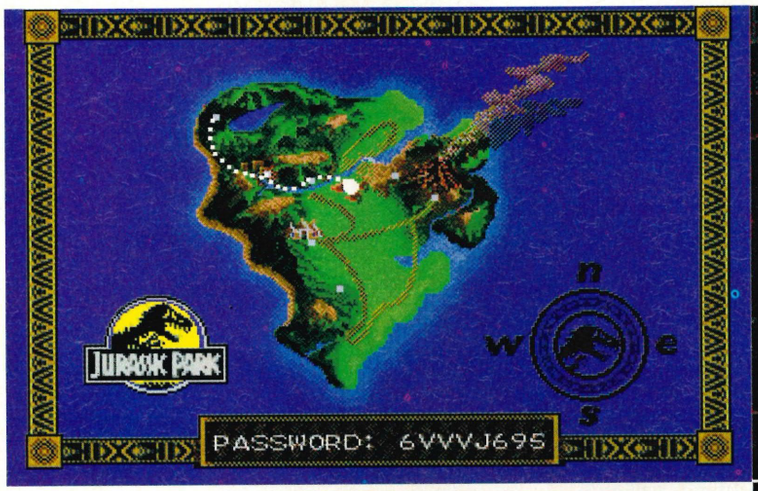
Dear Mr Saville, could you please fix it for Blackburn Rovers to win the Premiership. Thanks. Yours, a frustrated Liverpool fan who can't stand Man Utd.

RZZB66XE	Master code that must be entered
GBVADAZY	Both player's goals are worth 8 points
PYNADJYJ	Player one starts with 4 points
PYNADNYJ	Player one starts with 6 points
PYNADTYJ	Player one starts with 8 points
PYNADYYJ	Player one starts with 10 points
PYNAD2YJ	Player one starts with 12 points
PYNAD6YJ	Player one starts with 14 points
PYNADAYJ	Player one starts with 16 points

Ren & Stimpy

Now this may not seem like the most useful selection of codes ever given that the game isn't exactly tricky but we felt that it would have been amiss not to print them, this is a public service after all and that is exactly why the BBC still do Open University, it's crap but it is a public service. "And nation shall speak truth unto nation" etc.

Stage	Code
2	42Z0000 0PJ82XL
3	0700000 0DJ44XF
4	4310000 0DJ24XB
5	2320003 THJ44XK



JURASSIC PARK

These are some handy codes for all you budding dino dodgers (god that sounded tacky - is that really the best intro we can come up you ask?) Schindler's List etc.

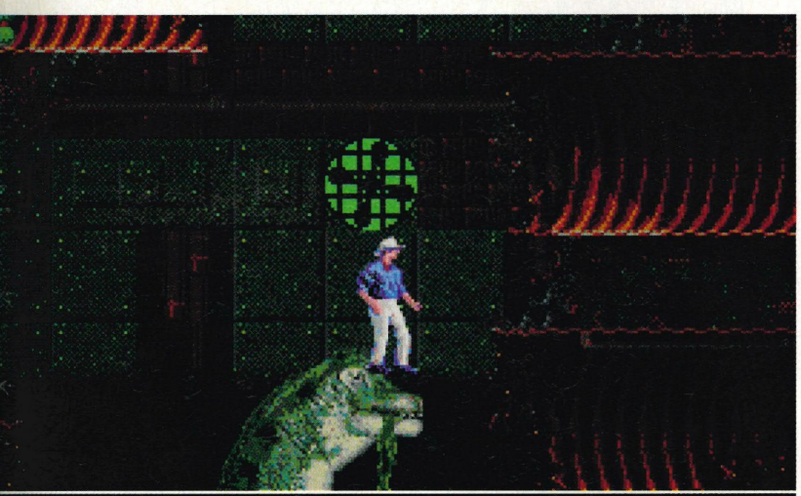
GKDAAAG2	Start with 50 blue-banded darts
GKDAAAG2+AKDAAAG4	Start with 50 red-banded darts
GKDAAAG2+AVDAAAG4	Start with 50 gas grenades
GKDAAAG2+AZDAAAG4	Start with 50 flash grenades
GKDAAAG2+A3DAAAG4	Start with 50 rockets

Slow Motion
Use the level design as above. Press start to pause the game then hold down B to play the game in slow motion. Top, fab and totally groovy.

MICRO MACHINES

Vroom, vroom, eeeech, woooh, wooh, vroom, eeeech, etc. But only on the Game Genie folks!

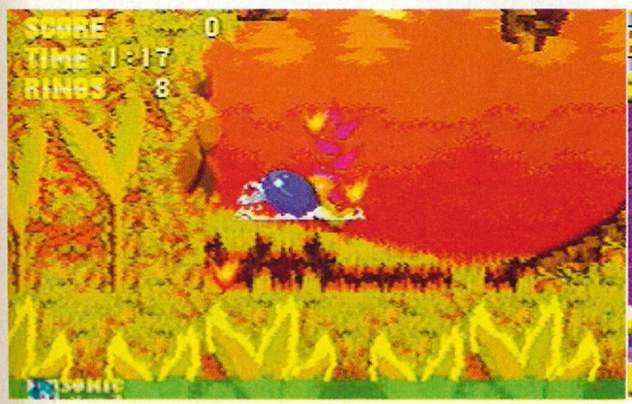
REHAA6ON	Infinite lives in four man race
BJBTAAHL	10 lives in the four man race
REETA6Y6	Infinite lives in the head to head race
BJGTAAC8	Time trial after winning 10 races
ATFTAAH4	Always qualify for next race
AEFTAAH4	Must win race to qualify
RYXTA61R	Infinite time in Ruff Trux time trial
ABYAAAPC+	
JBYAAE0C	20 seconds to complete Ruff Trux trial
SAHACJXW	Winning Ruff trux is worth 10 lives



SONIC SPINBALL

Frankly there are many more severe things I'd like to do to this particular little hedgehog than just flip him around, In fact I'd quite like to run him over to be honest.

AW7T4A5L	Infinite lives
AXNA8A94	Infinite balls in all bonus rounds
AY8A4AGG	Start with 5 lives
A68A4AGG	Start with 7 lives
AE8A5N58	Start on level 2
AJ8A5N58	Start on level 3
AN8A5N58	Start on level 4



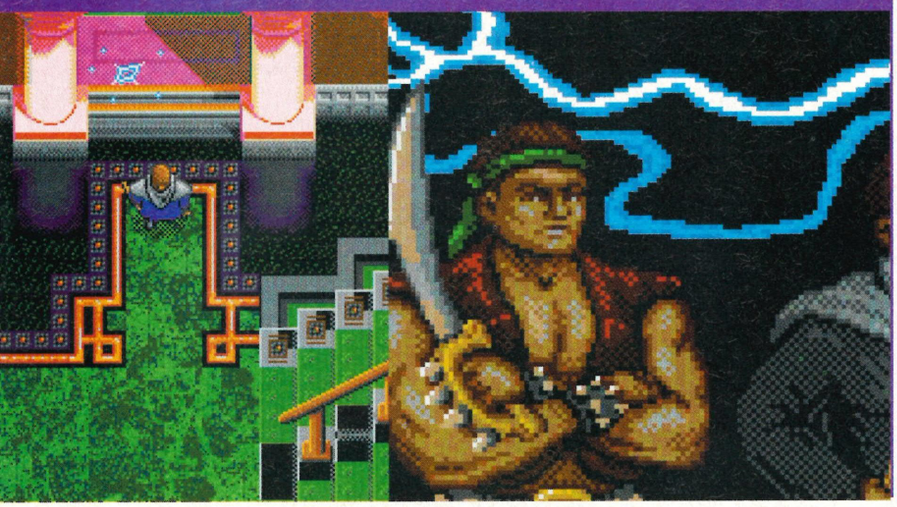
Super Sonic

Use the level designer as above and use button A to turn Sonic into one of those nice television sets. Press C to place the TV set then B to turn back to Sonic. Jump on this TV set and you'll become that fiery frightener Super Sonic.

Technoclash

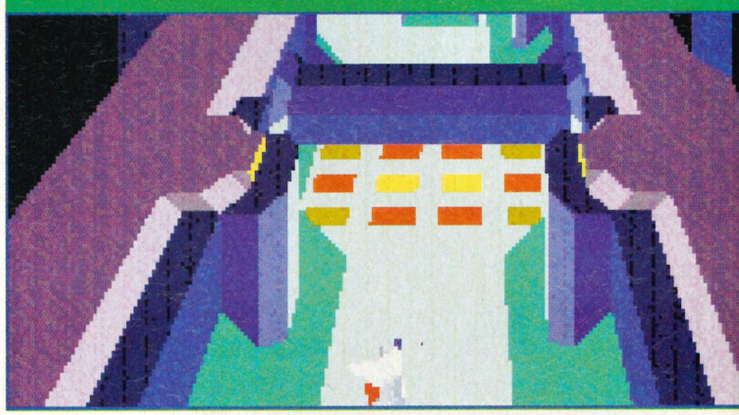
Erm, yes, quite. Bit of an odd one this but somebody out there must have bought it. So working on that sound bit of market research I'm going to print these codes, OK?

R04T66TT	Master code must be entered
ALWTGA76	Infinite continues
DCWAAA9E	Infinite lightning spells
DCZAAA8G	Infinite mondo major spells
ALRTAA3W	Infinite invulnerable spells
BCRTAA82	Invulnerability lasts until end of level
GCZTAAGE	Time bomb goes off after 10 seconds



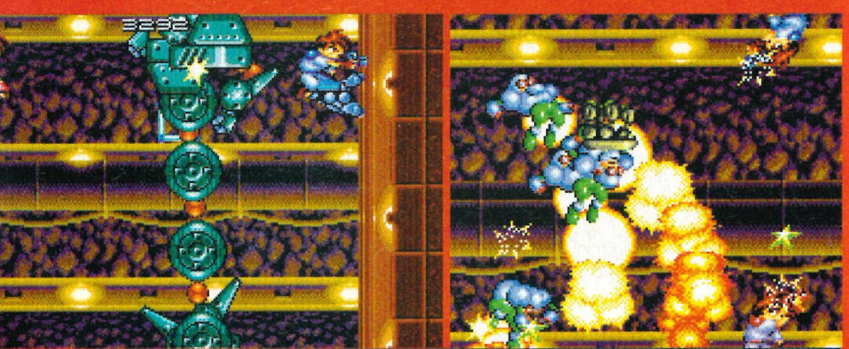
SILPHEED

A bit crap at this are you? Fancy getting 10 continues free of charge, gratis and totally complimentary with this month's Sega Zone? You do? Well read on McDuff. What you do is this, play a normal game until 1 continue remains. wait until the demo starts and then press right, up, A, B, C, left, left, down, C, A and start. If a title screen appears you'll have ten continues. There, that was fairly simple wasn't it.



GUNSTAR HEROES

A bit of a cracker this one. Unlike Robbie Coltrane who is an awful lot of Cracker. Anyway the point is that if you kick the power up pods a few more times after they've dropped their load they actually drop a bit more. Marvellous.



Ecco CD

Infinite lives and level select all right by you? Yup, thought so. right OK then here's what you do. Get Ecco to do one of those dives to the bottom where he ends up facing the screen for a few moments before he comes back up. When he is facing you square on press Start, right, B, C, B, C, down, C and Up. Once you've done all that then you'll be presented with this rather useful screen that allows to change all sorts of things including lives and level.

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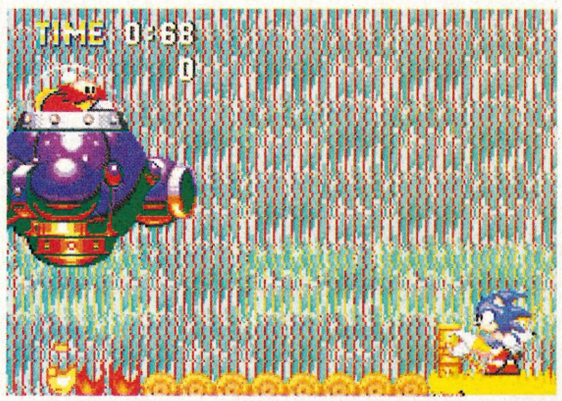
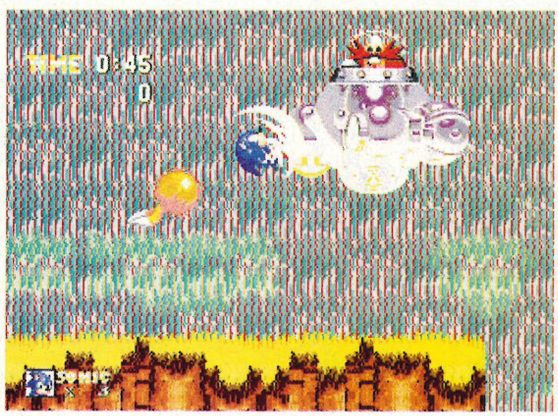
SONIC THE H

Stuck on the blue boy's third outing? Here to ease your

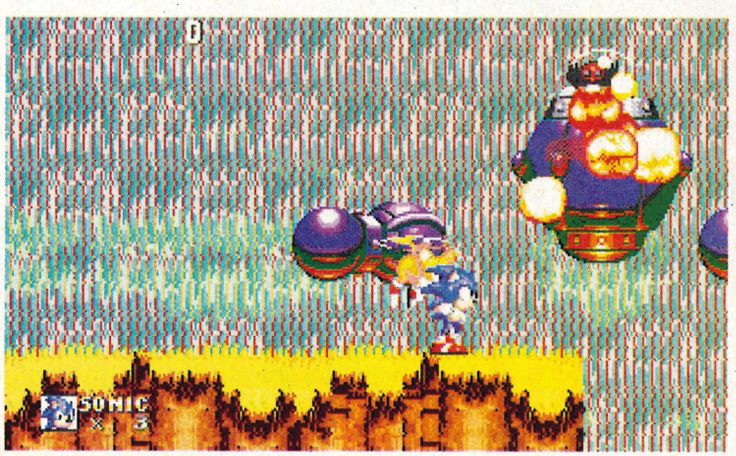
ANGEL ISLAND



This is the Angel Island boss. He generally flies around trying to shoot fire at you. If you have a fire shield you will not have to worry about that though.



To attack the boss, simply jump into his underside when he is preparing to fire. For added hit points, try using the insta-shield to attack and you'll kill him quicker



And the end result, scratch one boss and Sonic and Tails bound merrily into the Hydrocity.

HYDROCITY

The boss here is also pretty easy to kill, but has two forms of attack. He will try and drag you in with his spinning water spiral, or hit you with exploding depth charges.

The depth charges give you an excellent chance for attack. If you leap above one just as it is about to explode, the resulting jet of water will shoot you into the air, and you can insta-shield Robotnik on the head.

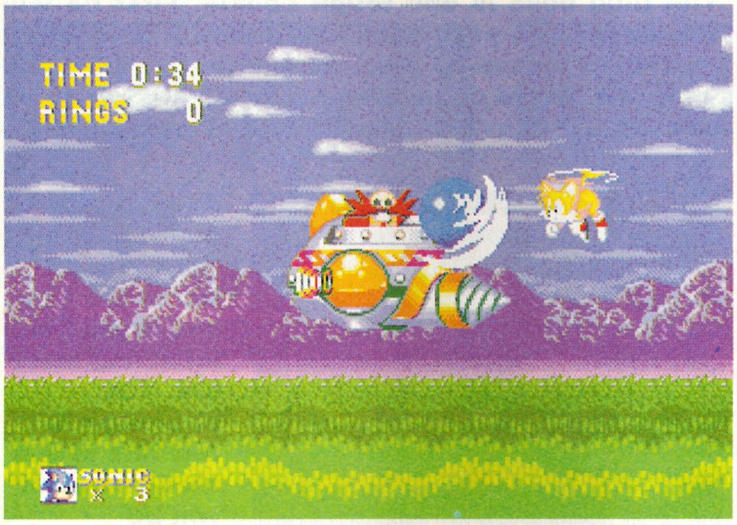
Repeat this tactic a few times and Robotnik is headed for a watery grave, and Sonic and Tails dance their way into the Marble Garden.

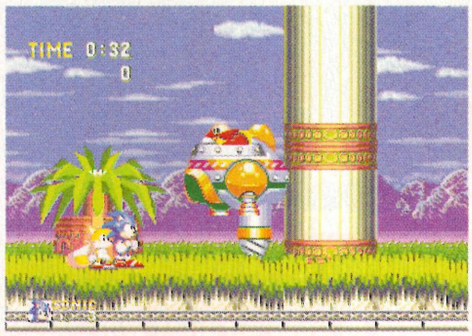
HEDGEHOG 3

roubled brow, some tips on how to defeat all the bosses in the game!

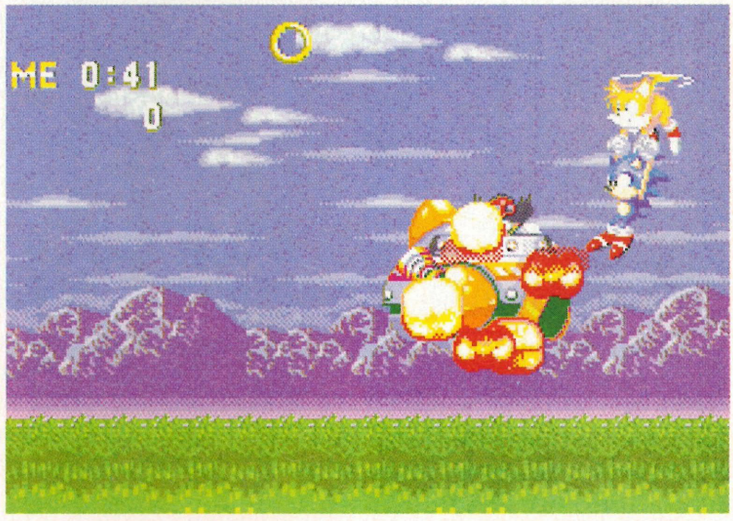
MARBLE GARDEN

As Sonic, tails will carry you around and you can jump above Robotnik and hit him on the head. As Tails, use your spinning tails as a weapon and hit his underside but be careful.



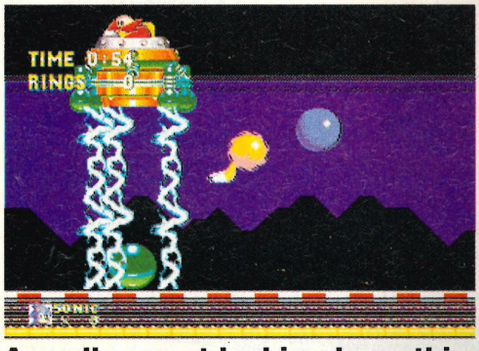


The marble garden boss will destroy the ground beneath your feet first, so try and get some hits on him as he does. His attack is by means of his large drill so avoid it all costs.



"Enough, Enough", cries the ruined dictator, and scuttles away from another encounter, leaving you to fly into the Carnival Night.

CARNIVAL NIGHT

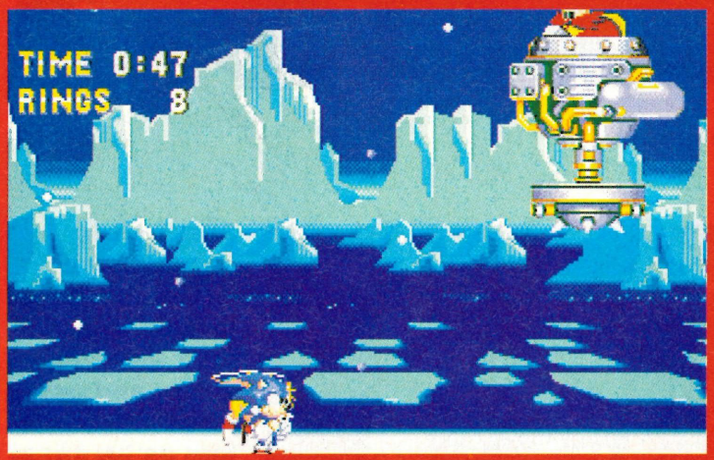


A really smart-looking boss this one, and quite tough to beat. He attacks by attracting you towards his electric beams, so run away when you start being dragged.

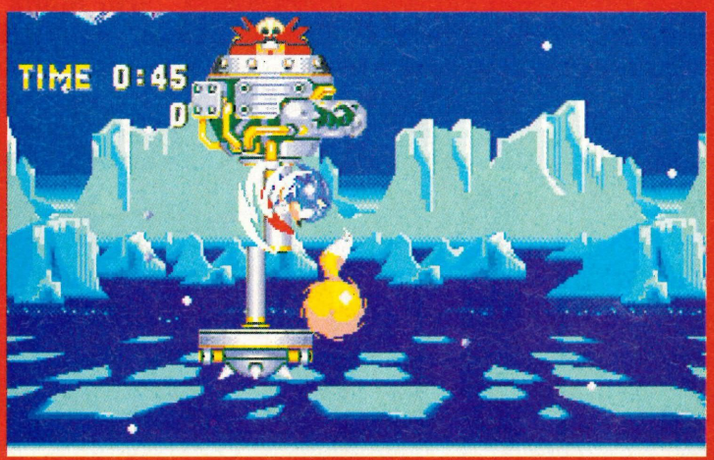
The best time to attack is when Robotnik lowers himself to get the metallic ball, and you should then attack him underneath as usual, with an insta-shield if you remember!

Guess what? Robotnik escapes to fight another day again. Just how lucky can one big fat bloke be? In any case, Sonic and Tails cannon their way to the Ice Cap zone.

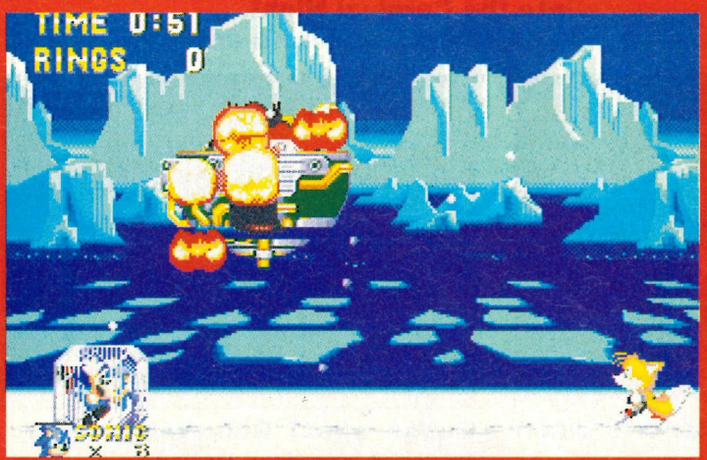
ICE CAP



The bosses are now getting quite difficult, but this one does give you the means to attack. Watch out for the blasts of cold air that will freeze you and you'll lose all your rings!

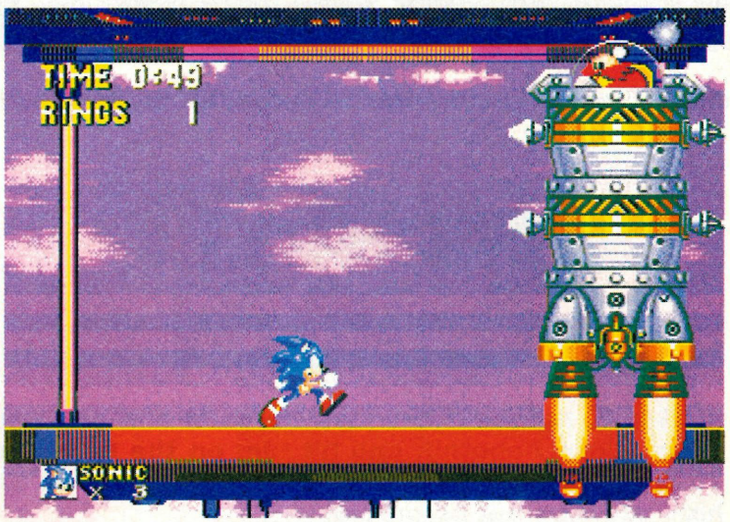


The best thing to do is jump aboard the platform as Robotnik fires sideways. attack his underside quickly, then leap away. Repeat this until the platform disappears, then keep attacking his underside.

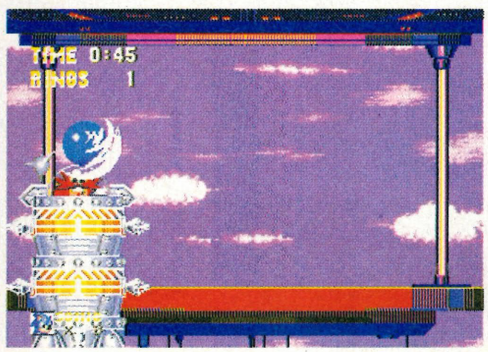


Eventually another nasty creation is destroyed, and it's time to free some captive animals and make you way to the Launch Base. Get tunnelling through that snow.

DEATH EGG

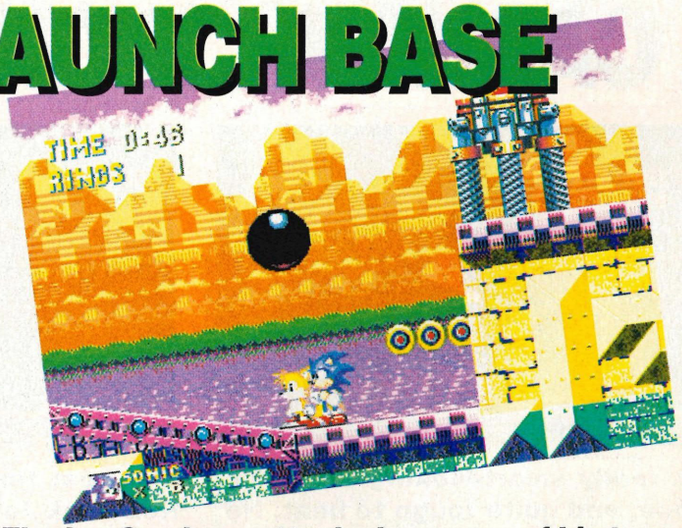


The final boss is one tough cookie. First he will fire lasers at you from two turrets, and he is protected on top by a spinning ball. Don't try and duck the lasers as he will invariably hit you as he passes.

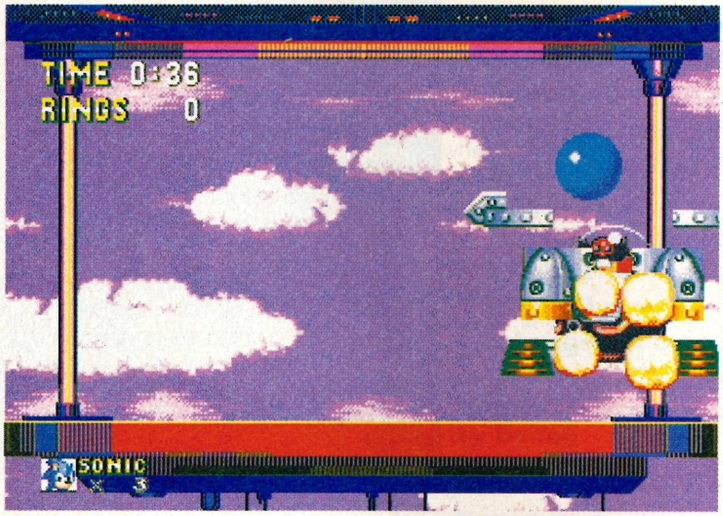


Avoiding the guard-ball, hit the dome on top of the ship, and avoid the following laser fire. You should get a few hits in and then one laser will be destroyed.

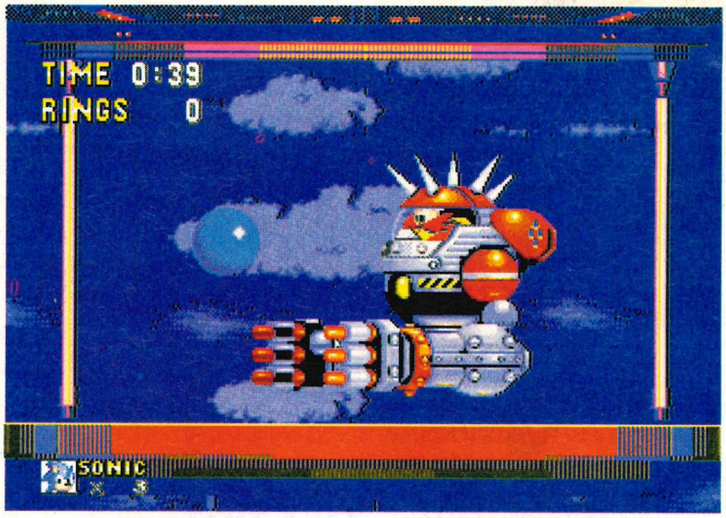
LAUNCH BASE



The Ice Cap boss attacks by means of his two cannonballs. They shoot in turn, so if you know the first was high, the second will be low, and you can avoid them.



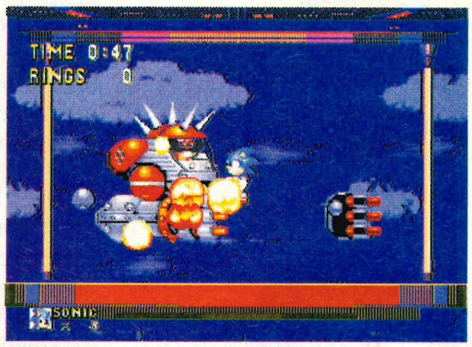
After a few more hits the second laser is gone, and one more hit will destroy this Robotnik incarnation. Of course, being an evil dude, he comes back in a far more menacing form.



Robotnik's last guise is inside a huge stud-fisted glove. If you don't watch out the hand can grab you and smash you into the ground with a massive thump. He also patrols the top of the screen, and can crash down on top of you.

The only place Robotnik is vulnerable is on his 'face'. Repeated hits here will be your only chance to win. You will get two chances to hit per 'round' then...

...Robotnik will hide below the screen with his spikes showing. You must jump over him as he goes by, and keep doing so until he's is ready for another flying round.



Robotnik is finally finished (for this game), and Sonic can rest for a while. Hope you collected all the emeralds along the way or you won't see the director's cut version of the ending!

Avoid the cannonball and jump onto the raised platform, then attack Robotnik's face with an insta-shield attack. You can probably only get in one hit before the platform lowers again, so watch out for the next ball.

Hit the bald egg enough times, and it's kaboom, but not the end of the game of course! Sonic takes a small trip in a flying ball, knocking Knuckles to his doom on the way, and meets the final boss underneath Robotnik's Death Egg.

SALAD DAZE

As you may notice once you've read a few of these letters, we will print any old drivel about any old subject. Therefore there is absolutely no reason why you shouldn't immediately grab a pen, some paper and write some words down. Don't worry about them being in any particular order, our powerful computers can make sense out of them for you.

Our new address is:
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I've lost my job

Things being what they are these days, you know recession and all that, I was just wondering if there was any way you chaps at Sega Zone could help me out. I used to make regular donations of video games to a local orphanage. The thing is I've lost my job and can no longer afford to do it. I was wondering if you could take over from me as the generous benefactor of these poor unfortunates and send them a few games every now and then. I would be very grateful, it pains me to think that those little faces will never light up again in the way

TAKE THAT PLATFORM GAME

I went to see the Wonderstuff last night and I was wondering if anybody had ever thought of producing a game based around a pop group. I'm NOT talking about a Take That platform game either, I'm talking about a Player Manager style thing where issues of creative integrity - do we go for cult status or prostitute ourselves to get a number one? - financial dealings, best places to tour and so on all have to be evaluated. Then there'd be all the problems of producing that "difficult" second album, wondering why the bass player's left to go and live in New York and so on. Don't you think this would be a top idea?

Midge Ure
Essex

Well Midge if it was a Wonderstuff game you'd have to be miserable all the time and continually abuse your audience who have paid good money to see you and pay for you to drink all that white wine on stage. Codemasters (I think) did a budget Amiga game years ago called Rock Star Ate My Hamster, where the object was to get to number one and make as much money as possible and Gremlin are doing a Madness: House of Fun game at some point (I really can't be bothered to ring them up and find out when). A game as complex as you suggest though could be more suited to Amigas and PCs than the console market but that doesn't mean it is a good idea. Here's another idea though, how about if you signed for a major label after being a successful indie band nobody bothered to buy your records any more, calling you a class traitor and so on?

MY DAD WORKS FOR WH SMITH

Would I be right in detecting a hint of paranoia amongst you video games chaps lately. My dad works for WH Smith so he gets access to all the circulation reports. By George, you chaps are having a bit of a rough time out there aren't you, magazines

Dentist's Waiting Room

Sega ZONE WINNER

I know this letter was printed a few months ago but I only came across Sega Zone in a dentist's waiting room and I want to add my little thoughts on the Mega CD after Robert McIntosh started things going in the December issue. I own one and have done since last May when software was a little thin on the ground and quality software is even thinner. Now so far the quality CD-only stuff has still been slow to come through, Thunderhawk and Ground Zero Texas excepted, and we've had to make do with CD versions of cart games. Now I have no problem with this per se, in fact I welcome it I just wish that they wouldn't charge the same price on CD as they do on cartridge. I know they stick fancy intros on and stuff but everyone knows that CD's are far cheaper to produce. Not only this they are smaller and lighter so they should be cheaper to distribute.

My suggestion is this: If software companies could budget to make money when games could on be released on cart, why can't they still do this then release the same game, maybe with a few enhancements but not too many, on CD at a price somewhere between twenty and thirty pounds. Then there would be two price levels, the budget cart-copy games and the leading edge full-price CD only stuff (like Thunderhawk and Ground Zero Texas) this would open up the market and make the Mega CD a much more attractive proposition. There is very much a place for the high-end expensive games that push the boundaries of gaming on the Mega CD (although it hasn't really got the spec to do that a lot) but a bit more of the cheap and cheerful shovelware would make things a lot more vibrant and keep the shops interested in stocking it.

What do you think?

David Hawkins
Newcastle

Valid points there Dave. CD ports of cart games are too expensive, especially when there is usually very little added to them. But too much cheap stuff and there may be a danger the market will stifle and nobody would by the expensive stuff, mind you it might encourage the Softcos to produce some top quality games for a change instead of some drivel with a few minutes video footage.

they
used to when I brought
the games to them. Please help.
David Mcinley
Liverpool

(Sob) We at Sega Zone (sob) are suckers for a weepy tale. We'll make every effort to think about sending those poor orphans some games. Possibly

dropping like teenagers at a Take That concert and circulations entering a slow dive that may take some getting out of. And he reckons console games sales are slowing down (he's heard some inside info that Woolies are a bit pissed off at getting their fingers burnt by them twice in ten years), and then Sega Zone gets sold on for the second time? Just what is going on, is the bottom falling out of the video game market? I think we should be told.
Andy White
Macclesfield

After the huge boom of late 1992/early 1993 video games sales have slowed down a bit, the sad part is that nobody actually predicted this. Several companies predicted huge growth that never materialised. In truth things have settled down to more sensible levels. Magazine publishers weren't alone in this either, the console magazine market went ballistic based on these oversized predictions and as such publishers are having to rationalise their portfolios. Take Sega Zone for example. Dennis, the original publishers, decided to pull out of the video game market and concentrate on their very successful business & serious computing magazines. Sega Zone was sold to Future who hoped to make a big success of it. Future are also feeling the pinch and decided that Sega Zone didn't really fit in with their range of titles either so Maverick Magazines, that's us that is, bought it from Future. Rest assured we intend to make sure that Sega Zone doesn't go the way of so many other magazines, ie down the pan.

FULLY-ROUNDED

Further to the Roger Moore debate. I used to think he was good when I was about 7. Having said that I thought Moonraker was a good film all round when I was 7. In the cold light of adulthood and with my fully-rounded critical faculties intact I can honestly say that Roger Moore was crap as James Bond, and even The Man Who Haunted Himself wasn't fantastic.
Timothy Dalton
Sussex

Right. That's It. I've had enough of all you Muppets writing in pretending to be famous people. No really. I have. Just stop it all right. But whoever you are you've got a point.

CONSCRIPTION OR SOMETHING

Call me old-fashioned (You're a taxi, Ed) but if kids are going to sit around all day playing video games and getting fat, and then the government reveals that there is less sport played in school than anywhere else in the EC then surely we are going to become a nation of fat slobs who can barely lift a pen to sign the giros to pick up our "fat-bastard" allowances. I'm concerned. Can't we bring back conscription or something?
Field Marshal Montgomery
El Alamein

Look. That's it. Just stop it. All right?

LAST YEAR'S JOKE

Heaven knows I'm miserable know!
Morrissey
Strangeways

That's it. No one listens to me anymore. I quit!

UNDERRATED BREAKFAST

I just thought I would write in and alert the readers to fact that, in these days of the European Community, the French croissant is possibly the most underrated breakfast accompaniment in the world outside France. It is so versatile and can be dunked in anything from tea to coffee to hot chocolate, frankly it makes the ideal snack anytime of the day, so why wait 'til breakfast?
John Samuels
Manchester

(Letter answerer no. 2) Well I hate to ruin your little moment of fame and stuff but we here in Oxford have been more than aware of the versatile talent of the humble French croissant for some time now and we have in fact moved on to new pastures of early morning snack-type foods. Take the Mongolian sheep parcel for example, a savoury mix of spiced sheep's offal wrapped in sheep's intestine, this is due for big boom soon. And remember you read it here first!

I EAT WORCESTER

Have any of your readers won any money in the latest Monopoly promotion in packets of Walker's crisps? I eat Worcester sauce flavour like it is going out of fashion and I haven't even seen one of these blue parcels yet!
Neil Adams
Reading

Erm...thanks.

WATCH BARNET

The Mega CD is waste of money, there aren't any decent games for it and I'd rather go and watch Barnet than play it any more. So there.
Simon Houseman
Barnet

Well thanks, Simes, for your well argued points. Muppet.

SCREWS ON THE CARPET

After a few hours serious joypad bashing on Olympic Gold, button A on my joypad ceased to function, it no longer wanted to do what it should. I took it apart to see what I could do but I couldn't find anything obviously wrong. And then I lost one of the screws on the carpet and couldn't put it back together properly. Am I still covered by my guarantee and if not what can I do?
Eliot Jones
Northampton

Erm, tricky one this but the short answer is no. The long answer is no but you could always buy a new joypad. Pillock.

SMUG GIT

I'd just like to say that that smug git of a lawyer's son who thought the games were too cheap deserves all he gets now his dad is unemployed. And I hope their house gets repossessed.
David MacDean
Fife

We sympathise but aren't you being a little bit harsh. Someone who is obviously as spoiled as he is, erm, was, cannot be blamed for being a moron.

IRRESISTIBLE TO WOMEN

You know those ferromoans (sic) things that they advertise in some magazines that are supposed to make you irresistible to women? Do they work? Would I be wise to shell out twenty quid on some of this stuff or should I just get a new haircut?
Jason Ellman
Birmingham

The choice is yours Jase, but if you want to spray pig's piss all over you then go ahead. Whatever you do don't spray it on and get a haircut at the same time because you'll never then which one made the difference, if any, and science will be deprived of a chance to evaluate this crap.

Zone is

You guys don't get enough praise any more so I'd just like to congratulate all you chaps on how wonderful Sega Zone is and ask if there was any news about the Mega Drive version of Cannon Fodder. Is there any news on the Mega Drive version of Cannon Fodder?
Horace Knight
Hounslow

Virgin are doing it this year. Why a winner? Because he was the only creep this month, so there!

THE BACK PAGE

NEXT MONTH IN SEGA ZONE

Blimey, that's a tricky one. Erm. Right then.

PLENTY OF NEW AND INTERESTING GAMES

As we approach the quiet summer months, magazines like this sink or swim based on the skills of the dedicated band of journalists who run the thing. We have to use all our (considerable) investigative powers, harass our contacts and pull in a few favours to make sure every game out there gets covered and exposed (What, both at the same time? Ed.) Yes. Both at the same time. Anyway the point is that we do our hardest to get lots of games in for you to read about. Well, we make a few phone calls prior to going to the pub anyway. Most days. And next month we'll have lots of stuff like Jimmy White's Snooker, Mega Race on CD, erm, and probably quite a few other things as well. (Like? Ed.) Oh right. Like a full review of the finished version of World Cup USA 94, for example, and we may even have an in-depth behind-the-scenes look at one of the biggest games of this year, but it is too hush-hush to tell you exactly what just yet. So just wait, you.

QUITE A FEW SCREENSHOTS DESIGNED TO HELP YOU

Or players' guides as they're known in the trade. Probably of that Shadowrun thing that everybody loves around here. It must be that mix of greed and violence that appeals to everyone, although a couple of nights in south Oxford and you could get exactly the same thing, and it would be real. Maybe that's the attraction, we can live a fantasy life where we're all hard nuts who'll kill for the right commodity, showing no fear, no mercy, whereas in real life we are all a bunch of pathetic wimps who wouldn't say goose to a boo.

MORE NONSENSICAL RAMBLINGS JUST PUT IN TO FILL UP THE PAGES

But apart from the reviews we've also got a letters page. Ha ha.

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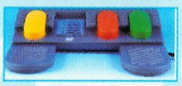

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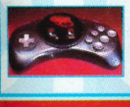

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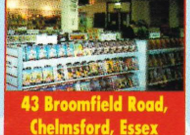

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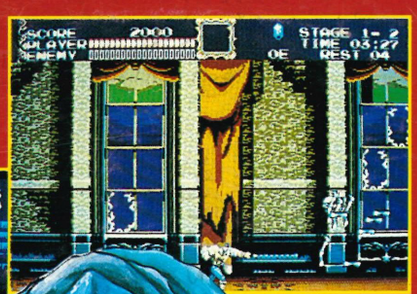

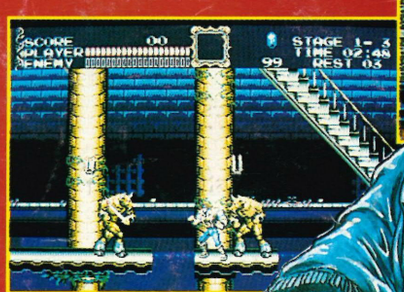

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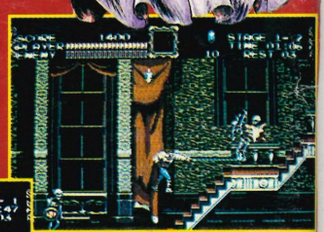

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