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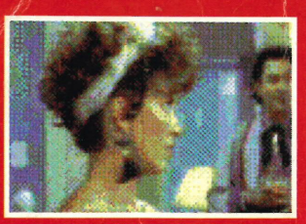
NIGHT TRAP

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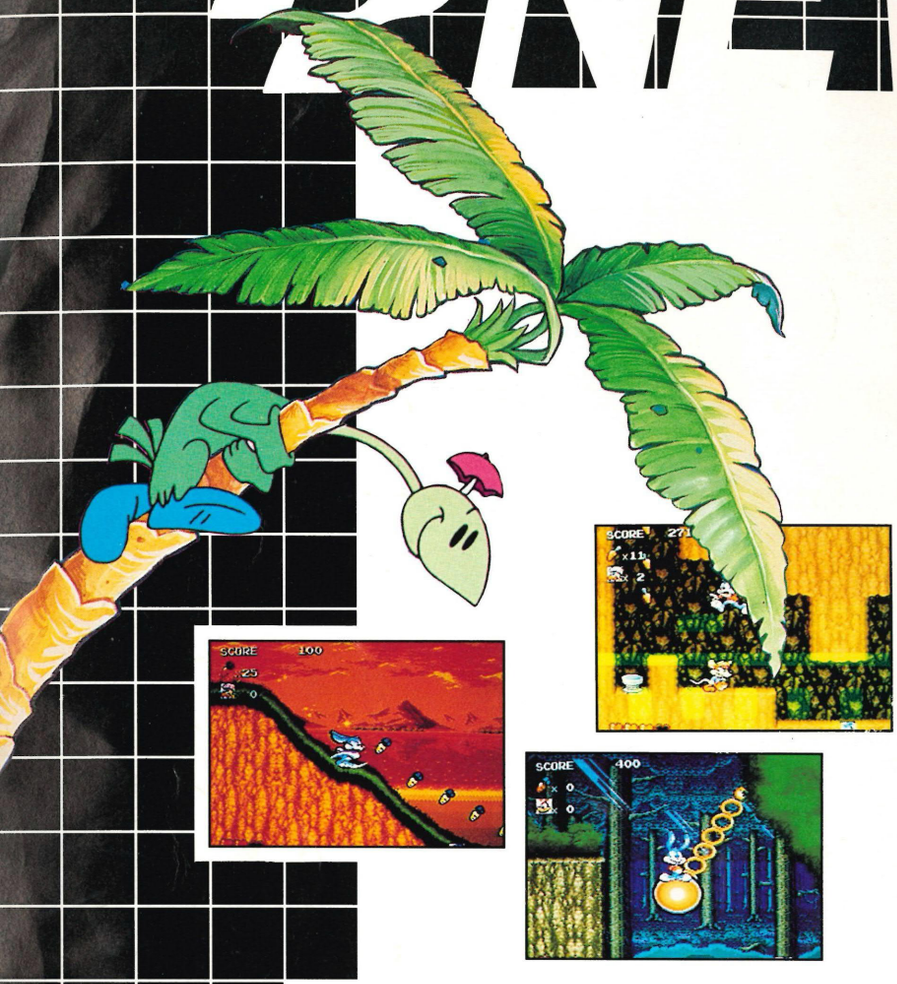

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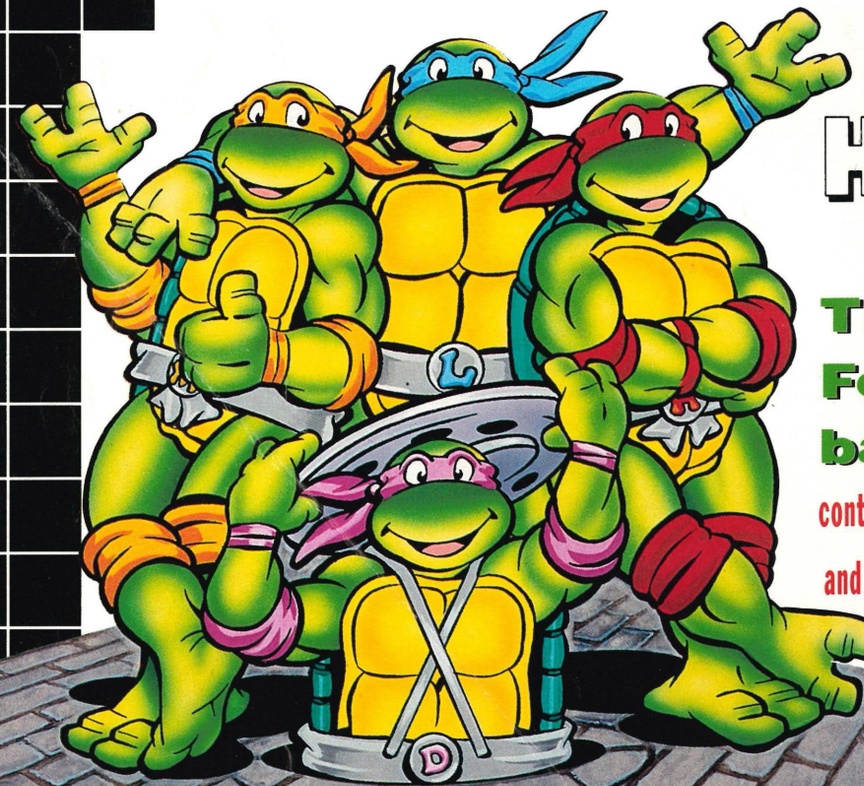

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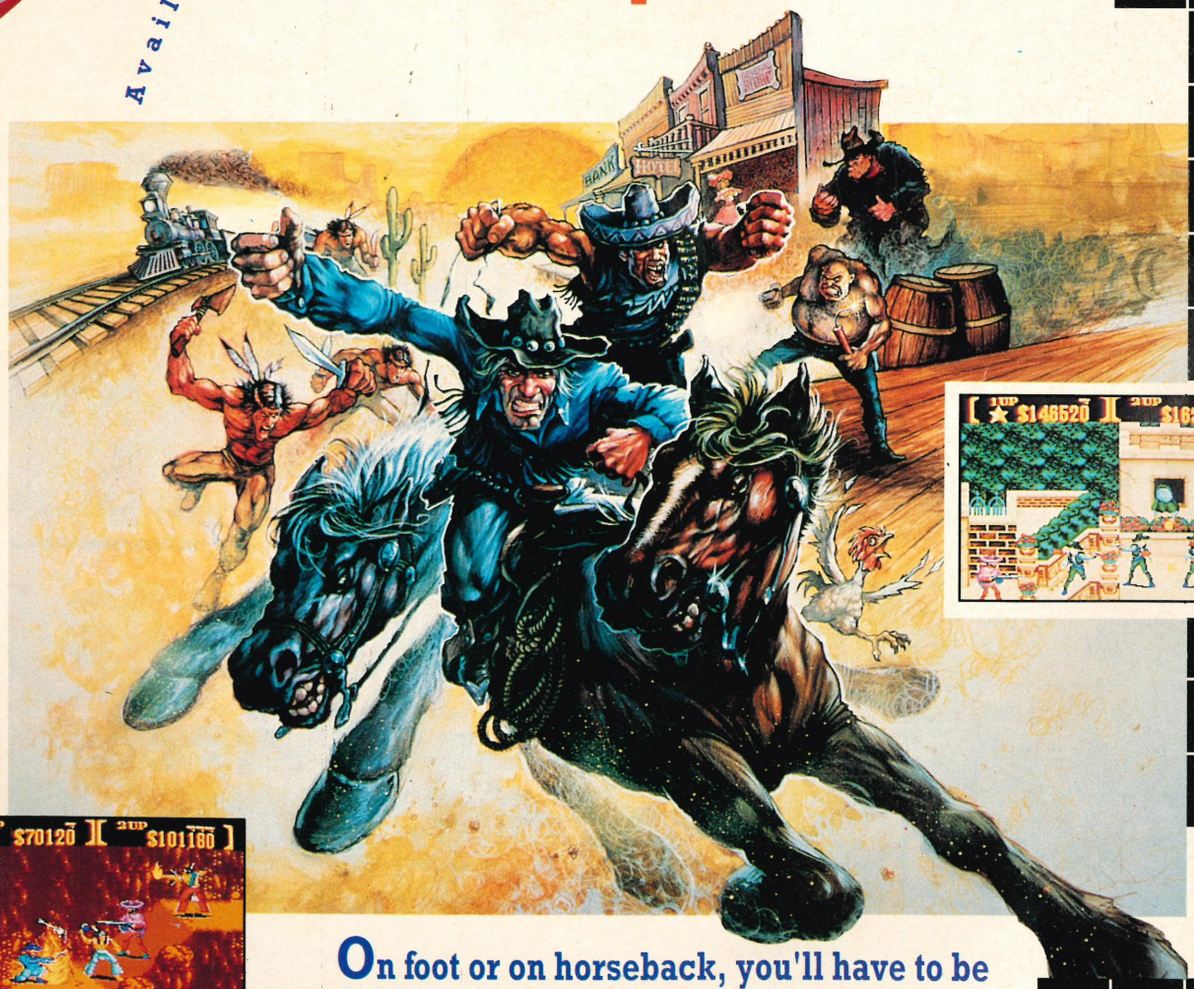

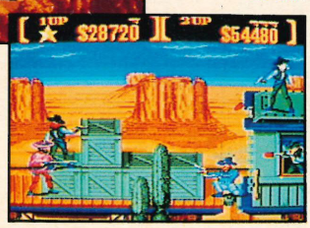

On foot or on horseback, you'll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.

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THE ONLY MAG YOU'LL NEED TO BUY FOR YOUR MEGA DRIVE

CONTENTS

ISSUE 10 JUNE 1993

NEWS 6
Info on Sega's plunge into the world of Formula 1 and news on Mega Man, a person dressed in blue, who can move very fast – sounds very familiar I must say. This is the most up-to-date news to be read anywhere.

SUBSCRIBE NOW! 57
You silly person, if you don't subscribe an issue could pass by ruining your love life, social life and your life in general. Do the right thing.

DEVIL'S ADVOCATE 88
Once again we brave screaming female groupies and venture onto the streets on a quest for knowledge. Unfortunately we visited Stockport and no one is any the wiser. What's VAT?

MEGA FILE 90
Yet again we have endeavoured to bring you all the mini reviews of your favourite games...and all the rubbish! This is the ultimate consumers' guide to Mega Drive games.

MEGAPHONE 94
After the witty, intelligent comments handed out by Rich last month, we've decided to keep him on as god of all things letter-like. Thank goodness for the YTS!

CLASSIFIEDS 97
Part six in the column everyone's talking about.

Brace yourselves for an exclusive! We bring you the very first screen shots of the Mega Drive conversion of Streetfighter II: Champion Edition. To be seen nowhere else, this is another first, what can we say?

FREE MEGA-CD MINI MAG

NEWS 46
As per usual we are first to bring the round-up of what's happening in the world of CD.

FINAL FIGHT 48
Classy arcade conversion?

NIGHT TRAP 52
Bumbling bimbo action.

C+C MUSIC FACTORY 56
Things to make you go no.

• STOP PRESS • STOP PRESS • STOP PRESS •

WILLY BEAMISH 58
Sierra's first interactive cartoon hit the office just in time to get in this issue.

16 PAGE

More ways to cheat and impress your friends. Stuck? Then read on

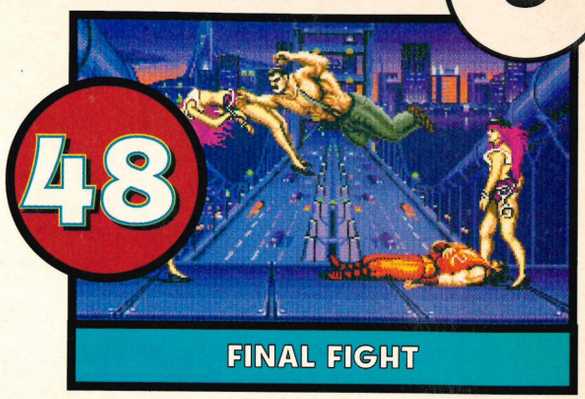
ATOMIC RUNNER.....72
Post-apocalyptic shoot'em-up made easy with another classic guide.

MEGA-lo-MANIA.....78
This complex game exposed. Now anyone can rule the world in under an hour. Saddam Hussein disciples need not apply.

WWF.....82
Having trouble holding onto big men? Fret no more, we explain in simple to follow steps how to pick men up and pin them to the floor.

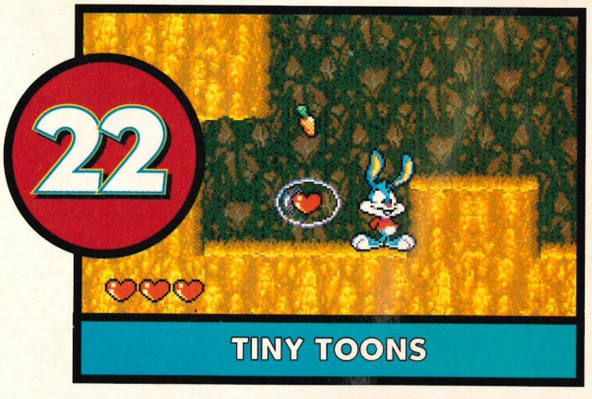
GAMES INSIDE

ANDRE AGASSI TENNIS.....34
BATTLETOADS.....42
BOB.....64
BUBSY.....38
C+C MUSIC FACTORY.....56
COOL SPOT.....18
FINAL FIGHT.....48
FLASHBACK.....14
HARDBALL 3.....26
HIT THE ICE.....40
JUNGLE STRIKE.....30
KING OF THE MONSTERS.....68
MiG 29 FULCRUM.....61
NIGHT TRAP.....52
ROGER CLEMENTS BASEBALL.....62
THE ADVENTURES OF WILLY BEAMISH.....58
TINY TOONS.....22
WARP SPEED.....36
X-MEN.....28



FINAL FIGHT

FLASHBACK

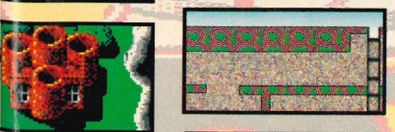


TINY TOONS

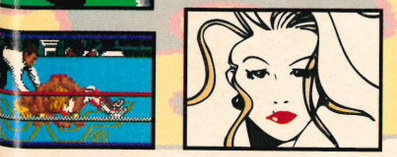
TIPS SECTION

TIPS PAGES.....84
Rolo to the Rescue, Road Rash 2, Streets of Rage 2 Ecco...I could go on for hours.

GAME GENIE CODES.....83
More codes for the interesting little peripheral. If you've got one don't miss this page.



EX-MUTANTS.....74
We once again show there is no game which cannot be mastered. Four top pages on how to complete it.

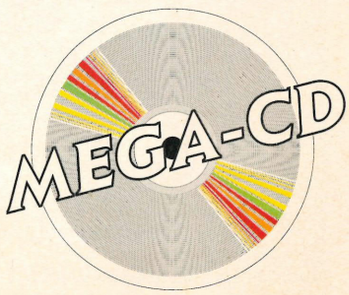


SHEILA McDUFF.....86
The big 'S' takes time out from the back issues department and takes on the role of Game Goddess, divulging words of wisdom to us mere mortals. Is there nothing this woman does not know?

WIN !

More Manga videos and posters are up for grabs this month. This time it's 3x3 Eyes goodies. Page 60.

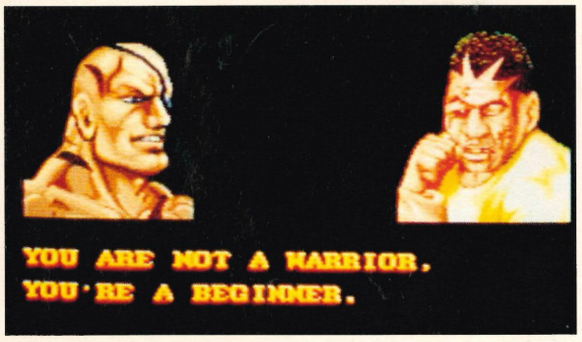
Spot the ball and win a Mega-CD and copies of Super Kick Off from US Gold! It's all on page 71.



STREE

It's finally on the way. Streetfighter II, the game that's generated more interest than any other Sega title is just about ready for your Mega Drive.

Sagat lets fly one of his rather awesome fireballs as Balrog lashes out with his enormous fists. This is a rather spiffing example of two of the game bosses playing against each other



You might as well go for the bosses if you want a real heavyweight scrap. Sagat and Balrog are pretty well matched when it comes to sheer power

After much speculation we can now reveal that Streetfighter II, the Championship Edition will be coming out on the Mega Drive – and we've got the screenshots to prove it. Looks pretty darned good doesn't it?

Unlike the Super Nintendo version the Mega Drive conversion of the game is a full blown, no holds barred Championship Edition cart with all the features of the stonkingly successful arcade machine. You even get to play any of the game's characters (including the bosses) and pit any character against him or herself without having to enter a laborious cheat.

Here's proof that the game's nearly finished. The box artwork seems to be shaping up quite nicely

ARCADE PERFECT?

The Mega Drive version is a faithful copy of the arcade version and, as has been widely reported, there is even to be a six button joypad released at the same time as the cart.

Check out the graphics though! Did you ever imagine it was going to look this good? The sprites haven't lost anything in the conversion – they're just as big, and appear to be no less detailed than the SNES counterparts. With all this in the Mega Drive's favour, what possible reason could anyone have for wanting a SNES now, eh?

Like just about every other new Sega cart the game is a huge 16MBits, allowing enough memory

Check this out! Does this look pretty darned perfect or what? Chun Li and fat boy Honda battle it out in the good ol' US of A

The between level graphics have been faithfully reproduced as well. Here Zangief and Eddie Honda hurl abuse at each other. Now, now, boys!

T FIGHTER II
CHAMPIONSHIP EDITION

for all the complex backgrounds and sprites to be reproduced, as well as the numerous sampled sound effects and speech. You wanted something decent...Well, this is most definitely it. We've sat around waiting for long enough, it's about time we all got what we've been after!

IT'S A BIG UN!

'When is it due out?' is the big question really isn't it? As far as we know the game is still set for a UK release in early June, although as yet nothing has been confirmed. Sega of America and Capcom have already signed on the dotted line and a Genesis version of the product should be out in June. Excited yet? You should be.

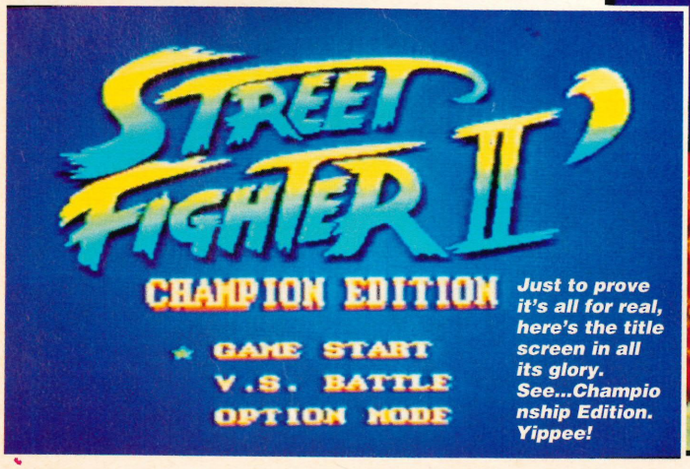
As we go to press Sega UK isn't certain when the UK version of the product will be available as there are certain "complications" (or so we're told). What this basically means is that there could be a slight delay before the UK release of the game.

In the meantime, if you've got a UK machine there's absolutely no way you're going to get a US version of the game to work. The game uses the latest system lock-out protection that means that a US cart will only work on a US machine. Fear not, you've only a couple of months to wait. There's something to look forward to.

1st ACTUAL MEGA DRIVE SCREEN SHOTS!

The background graphics are spot on and the sprites of both Ryu and Sagat look identical to the Super Nintendo version. Couldn't ask for more than that could you?

Ken and Mike Bison battle it out in yet another example of the Championship Edition's new features. Play any character you want in any of the game's locations



Just to prove it's all for real, here's the title screen in all its glory. See...Championship Edition. Yippee!

SEGA IN FORMULA I DEAL

Sega is really splashing out with its hard-earned cash on sponsoring major sporting events. Not content with being associated with the world's greatest soccer club cup, the FA Cup, Sega has now branched out into sponsoring of the Williams Formula One driving team. Sega has paid £2million for the honour and from now on the idiosyncratic blue of the Williams' championship-winning vehicle will be adorned with Sonic's running feet on its side facia.

With Alain Prost already winning the first F1 Grand Prix in South Africa it looks as if this is a worthwhile investment by Sega. Apparently Williams' drivers Alain Prost and Damon Hill are both Sega freaks, with the Brit Damon playing a mean round on PGA Tour Golf 2, and Alain having first sampled the delights of Turbo Outrun in January this year.

Sega really is prepared to ram down our throats just what a sporty games system the Mega Drive really is. What will they sponsor next? The Olympics, the World Cup, Hedgehog Racing Anonymous? The next time you wonder why cartridge prices remain so high, rest assured that the profits are put to good use with everyone's favourite hedgehog gracing Formula One's favourite cars. It certainly makes you think...

SF II – BIG SCREEN DEBUT

Manga-mania has spread like wild fire especially through the console magazines, but a film that appears to have been overlooked is City Hunter, which features characters out of Streetfighter II.

The original Anime cult series was set in contemporary Tokyo starring a 25-year-old, 6ft 4", lecherous PI called Ryu Saeba who razzed around town in a Mini Cooper, and was relentlessly chased by his girlfriend who hit him squarely with a mallet every time he ogled for too long! Unfortunately, the film version has no Mini, much less gratuitous mallet-stomping and gore, and Ryu is played by the ageing and somewhat chunky Jackie Chan.

No UK release date as yet, but some dubious people in China Town will probably be able to flog you a video from Hong Kong, but we didn't tell you that!

CHARTS

SUPPLIED BY GAME

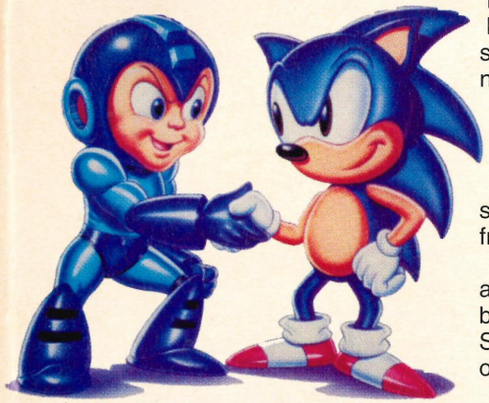
➤	1	Ecco
✖	2	Sonic 2
➤	3	Streets of Rage 2
➤	4	PGA Golf 2
⇦	5	Road Rash 2
➤	6	Desert Strike
➤	7	Mickey & Donald
➤	8	Taz-Mania
➤	9	Euro Club Soccer
⇦	10	Lemmings

New Entry ★ Non Mover ✖
Risen ⇨ Re-entry ➤ Fallen ⇦

MEGA MEGA MAN?

What happens when you combine a Mega force with a Sonic blast? One powerful reaction! So says Capcom who has announced a Mega Drive product based on its original star game, Mega Man.

Mega Man is a Nintendo phenomenon with unmatched success over the years. This latest Sega version will be the tenth in this massive series after five versions for the NES, three for the Game Boy and one coming soon for the SNES. Mega Drive players will be pleased to learn that this bastion of Nintendo will be improved for the slicker and faster Mega Drive.



Few details exist at the moment but basically Mega Man is a superhero clad in blue who battles his way through numerous scenarios, taking on his arch-nemesis Dr Wily and all his cronies such as Cutman and Rockman. Expect a positive feast of platform fun with all the glittering graphics and nippy speed that we've come to expect from the Mega Drive.

You'll no doubt hear a lot about it in the coming months. To be called Super Mega Man on the SNES, will it be Mega Mega Man on the Mega Drive?

LATEST SEGA ARCADES

Having a Mega Drive is all fine and groovy, but here's some news about some other Sega products. For you arcade buffs out there, the next two Sega games you're likely to come across in the arcades are Title Fight and Outrunner.

Title Fight is a splendid looking two-player boxing simulator where you can take on either your human opponent next to you, or the computer. Instead of a joystick, you slot your hands into a couple of bizarre looking fist-holders to jab and punch your opponent.

Select from four characters who are then shown on screen in skeletal form so you can see your opponent whilst keeping your eye on your own movements. This game looks totally stunning.

Outrunner is a typical Sega driving extravaganza whereby you sit and drive quickly through yet another typical Sega driving environment. This is apparently an advanced version of the classic, Outrun Turbo. It'll hit the arcades in a month or two.

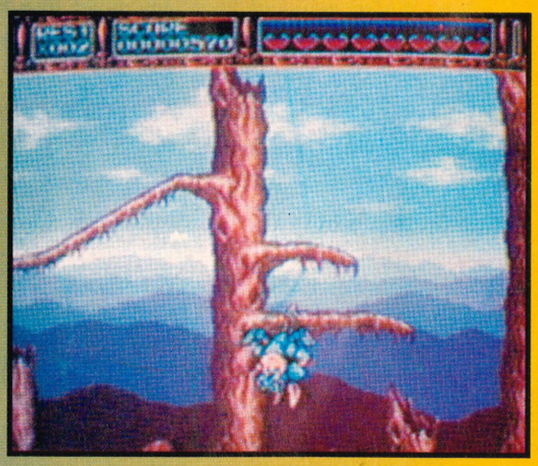
ROCKET KNIGHT ADVENTURES

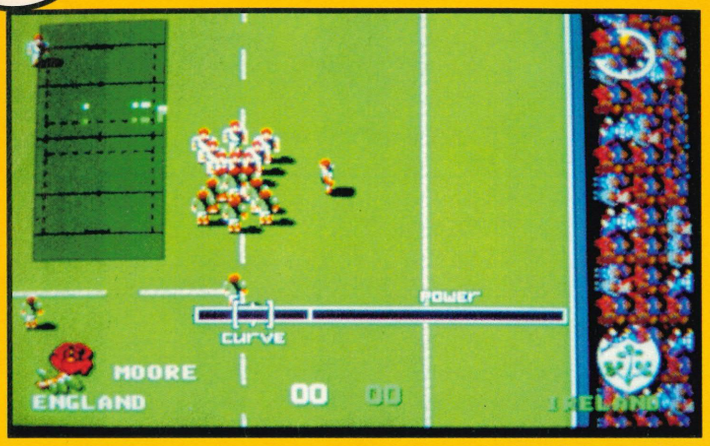
Konami is really pulling out the plug with its production of quality games, and its big Mega Drive game for the future is Rocket Knight Adventures. This features an all-new superhero cunningly called Rocket Knight, who flies at high, jet-propelled speeds, appears out of nowhere, wields a sword, can float and slide through water and hang by his tail. And that's just for starters! His aim in life is to rescue the quaintly named Princess Sherry and return the cherished 'Key to the Seal' back to his homeland. However, he has to face enemy characters such as Axle Gear, Black Knight and his arch rival Emperor Devligus Devotindos in a game with a massively convoluted story line.

The game is set in the Kingdom of Zebulos which has the dubious reputation for having an advanced level of cultural awareness and actually valuing peace. The secret of this success is the 'Key to the Seal' which holds back the destructive power of the Pig Star. The royal family looks after this, local tribes desire it, evil whats-his-name is determined to get it, and Rocket Knight protects it. When it is finally nicked, old Rocket Knight sets out to return it somehow. Didn't I say it was convoluted?

With this rich story line and vivid characters, Rocket Knight promises to be a highly entertaining product. Unfortunately, you'll have to wait a while for this potential blockbuster, as it is scheduled for world-wide simultaneous release in September.

Expect Rocket Knight Adventures to come in for lots of gushing praise. We've seen it, and it looks good even in the early stages of development. Keep your eyes peeled in next month's MAG.





INTERNATIONAL RUGBY

Big, sweaty, hairy men hurling themselves at each other. Sounds terrific, eh? I've never been a big fan of Rugby, but who's to say that this sport won't work as a video game?

The layout of the whole thing looks very much like Super Kick Off (top down scrolly affair) and uses a similar control system. We're assured that the game has everything any Rugby fan could want including a bunch of different tournaments (the Triple Crown, Five Nations and World Cup) with 16 international teams all tearing each others testicles off with their bare hands.

Expect to see International Rugby emerging from the Domark stable in the flowery and bunny-infested spring months – that's any day now really isn't it?

BUBBA 'N' STIX

The lads at Core are certainly very busy at the moment. Not only do they have a rather brilliant CD game and a sequel to Chuck Rock, they're also working on a rather weird and wonderful platform game centred around a weirdo and his alien stick.

The game is in the very early stages of development at the moment but we can tell you that you play the role of Bubba and for some reason you've been catapulted into an alien dimension. Hmmm!

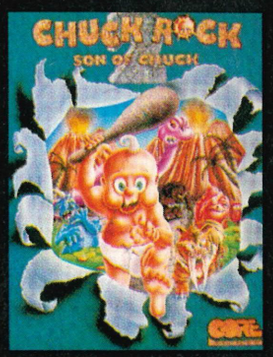
Watch out for some real alien weirdness in the autumn.

PINK PANTHER

All together now, "da dum, da dum, da dum da dum da dum da dum da dah, dadadada dum". And again..."The Pink Panther, the rinkydink panther and it's as plain as your nose that he's the one and only truly original panther pink panther from head to toe"...ta dah! Ahem, sorry. Memories of a misspent youth are flooding back.

Yes, another character hits the Mega Drive and this time it's the coolest cat you've ever seen. The Pink Panther will be appearing in his very own platform game this autumn thanks to the talents of Tecmagik and some of the lads who worked on the Mega Drive version of Taz-Mania. We've not seen much of the game yet, but if nothing else the music sounds absolutely spot on. What more could you ask for eh?

SON OF CHUCK



Already causing a stir in the Amiga market, the sequel to Chuck Rock looks set to hit the Mega Drive very soon. The game is very similar in style to the first (a big prehistoric platform game), but this time the action centres around the diminutive talents of Chuck's youngest son.

The background story revolves around a complicated kidnapping that we won't go into here, but the basic gist is that you've got to rescue your dad from one of his business rivals.

The game uses the same style graphics as in the first game, but in this one there are bigger sprites and more intricate backgrounds. We're assured by the chaps at Core that Son of Chuck should hit the shops this summer. Watch for a preview soon.

FIGHTER POWER STICK

With the confirmation that Streetfighter II is on the way we can now also let you know that the whopping Power Stick is ready for launch at the same time!

The unit is an accurate mimic of the arcade unit and comprises of a hefty base on which you'll find a sturdy eight-way joystick and six huge buttons.

A hefty price tag is expected. Watch out for more news.

STEVEN SEGAL

Personally I always thought that Steven Segal was a bit overrated. OK, he's starred as a hard ninja chap in numerous films, but the only thing he's done that stormed the box office is Under Siege and people only went to see that 'cause Erika Eleniak got her kit off.

Anyway, I digress – Tecmagik has signed up the Steven Segal licence deal and is now free to put the lad into absolutely any game it'd care to dream up. The first is to be a scrolling beat'em-up – ta-dah! There's a surprise.

Using both digitized sprites and backgrounds the game should look darned impressive when it's finally released in the autumn.

THE FANTASTIC ADVENTURES OF DIZZY

Dizzy the eggy dude has appeared everywhere over the past few years on the NES, the Spectrum, the Amiga and even the PC, and now he's storming his way into the Mega Drive market.

A whopper of an arcade-style platform adventure, The Fantastic Adventures of Dizzy takes you through numerous locations solving puzzles and avoiding mean and nasty bad guys. It's not the most original concept ever, but believe me, this is one hell of a playable game. The game has sold squillions over the past few years and each incarnation just gets better and better.

All being well we should see Dizzy knocking around sometime in July thanks to those ever-so-friendly chaps at Codemasters (Yep, the ones who went up against Sega and won!) and all being well it'll be a bit cheaper than your average cart.

PRO CDX

Sega is going to go through the roof about this one! After it had managed to sew up the grey import lark on the CD front, Datel (the chaps that invented the Action Replay cart) go and invent a nifty little cartridge that allows you to play any software on your UK Mega-CD unit. On top of this it will also allow any Mega Drive to work with a UK Mega-CD unit!

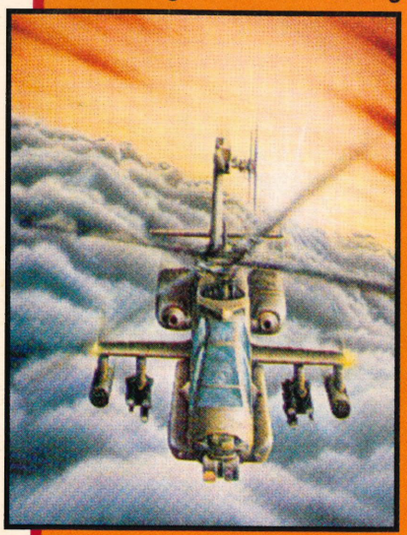
How does it work? It fools your machine into thinking it's either a British, US or Japanese machine. Once the system is fooled it will then run anything you stick in it. No more grey import blues – any US game or Japanese CD game will run.

This rather nifty bit of kit will be in the shops soon!

THUNDERHAWK CD

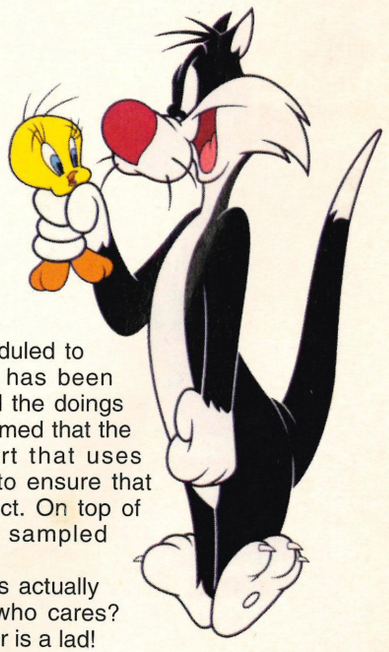
This little beauty turned up too late to be slotted into our CD news section, but it's something that we've got to tell you about. This is going to be the first game released by Core Design's fabby new console label and is to be a CD-only version of the Amiga helicopter sim.

Using some awesome graphics scaling and rotation techniques, the team (some of whom worked on the mega racing game – Jaguar XJ220) have come up with a complex 3D shoot'em-up which rivals many arcade machines. Believe me when I say that this looks bloody incredible. The version we saw was nowhere near finished and the features that will be present in the finished version are going to make this THE game for Mega-CD.



As with any flight sim-type game you're presented with a huge variety of missions to fly, set in all sorts of locations, from snowy wastes to barren deserts and lush jungles. Loads of hefty military hardware ensures that you're presented with a good challenge and there are all sorts of crazy tasks you have to perform.

SYLVESTER AND TWEETY



"Suckering suckertash...I tord I tor a puddy tat. I did, I did tord a puddy tat." More gratuitous cartoon bafoonery as we get the news together this month. Tecmagik has definitely got this cartoon lark sewn up hasn't it?

Sylvester and Tweety is scheduled to be released in September and has been programmed by the team that did the doings for Sega's Taz-Mania. We're informed that the game is actually a 16Mbit cart that uses digitized Looney Toons line art to ensure that the animation is absolutely perfect. On top of this there are some awesome sampled sounds lifted from the cartoons.

When it boils down to it this is actually yet another platform game, but who cares? It's got Sylvester in it and Sylvester is a lad!

STREETS OF RAGE III

Exclusive hot gossip! There have been all sorts of rumours knocking around this month, but one of the most interesting we've heard is that Streets of Rage III will probably be finished by the end of the year. This is good news in itself but the real surprise is that it's likely to be the first 24Mbit cartridge!

Bearing in mind that Streets of Rage II was one of the biggest capacity carts so far, weighing in at a massive 16Mbits, this means that the third game should be unbelievable. Sega has yet to confirm the existence of the game, but when we know more we'll let you know.

ZOOL

After much speculation it has now been confirmed that Gremlin will be producing Mega Drive games under its own label. One of the first titles we can expect to see is Zool, which until now has been the computer owner's answer to the likes of Sonic and Mario.

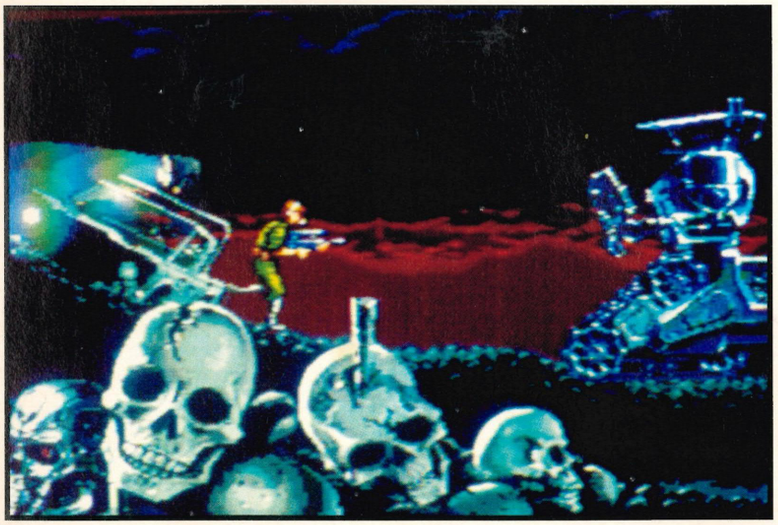
As we go to press no firm date has been set for the launch of any of Gremlin's games, although it seems likely that Zool should be ready in time for the big Christmas rush!

Dubbed as 'the ninja from the Nth dimension' this hyperactive creature (which can only be described as a ninja ant) must embark on a hazardous mission that will take him through dangerous levels filled with everyday objects. Everything from sweets (courtesy of the ever-delectable Chubba Chups) to hi-fi units will get in our hero's way and all must be dealt with in true ninja fashion.

When it comes down to it, this is yet another platform game, but can so many respectable computer owners be wrong? The game has proved so popular in the home computer sector that there's even an arcade machine due to be released this summer.

Watch for more news and maybe even a preview in the next couple of months.

TERMINATOR CD



More CD news that came in at the last minute – this time in the shape of Virgin's Terminator game on CD.

After the enormous success of the cart-based product launched last year, it now seems that Virgin is drawing on its Terminator licence in this first stab at the potentially lucrative CD market.

This time the whole game is set in the year 2029 and your job is to go and blow up the big bad computer at Cyberdyne Systems. Sound familiar? Playing the role of the now infamous John Connor you'll spend most of your time running around platforms shooting at big robotic things.

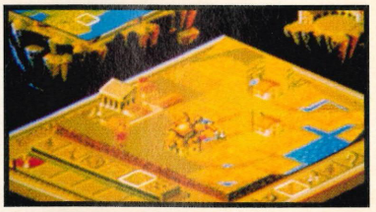
The game is set to include all kinds of digitized film footage, as well as some awesome sampled music and sound effects. Watch for a preview soon.

TWO TRIBES

Virgin Games assures us that Two Tribes: Populous II should be available in June. Playing the part of none other than God himself your task in this epic game is to see the human race through a number of millennia.

Throw everything you've got at your helpless minions and mould their civilization into something vaguely resembling order.

Already a hit on the computer formats this will doubtless be a hit on the console front. Watch for a huge preview along with an interview with the chaps behind the game next issue.

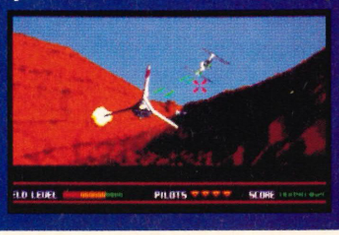


REBEL ASSAULT

Not only is there a version of Super Star Wars set for release by Christmas, but there's also a CD-only version of a shoot'em-up that should really turn some heads.

Based on a Rebel Alliance training facility, this amazing game utilizes some incredible full-motion video techniques to present you with graphics unlike anything you've ever seen.

Fast arcade action is the name of the game here – 15 levels of intense blasting action to help hone your abilities and turn you into one of the best pilots the Alliance has ever seen. Everything from 'in the cockpit' Wing Commander-style action to speedy Space Harrier-style blasting is here.



LucasArts is currently working on this little beauty and all being well it should be available this autumn. Watch this space!

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FLASH

The hype that has surrounded this game is quite phenomenal. Now that it's finally finished, was all the fuss necessary?

A nice bijou train carriage for one – how pleasant. Is it me, or does this look like something from Total Recall

Something tells me from the way he looks that this chap is actually an alien. I'm not quite sure what it is about him though!

REVIEW

Every now and then something comes along that turns everything on its head and sets new standards in terms of presentation – the Mega Drive has been blessed with a number of these trend-setters over the past few years. The first game really to kick butt was obviously Sonic the Hedgehog, but since then we've had wicked character animation in games like The Terminator and Global Gladiators, and the cinematic sequences that wowed everyone in Another World.

Where does Flashback fit into all this then? Imagine a game that takes all the best bits from the greatest-looking platform games you can think of, and then stick all this into a massive arcade adventure. This is pretty much what Flashback is all about. Presentation-wise it has everything – beautifully drawn backdrops, snazzy animated cinematic sequences and some awesome animation on the main characters.

By using a process called rotoscoping, the characters in the game move with a fluidity that you'll only have seen before in cartoons.

Actors have been digitized performing a multitude of different moves to be included in the game. Each of these digitized frames of animation is presented in a simplified form, but appears on screen at a rate of 24 frames a second. The result is a collection of sprites that look startlingly realistic.

SO FAR, SO GOOD ...SO WHAT?

But what good is all this snazzy presentation? You need a corker of a game to be worthy of this sort of attention to detail and French developer Delphine Software has

The goo-covered alien level seems quite safe at first, but as you travel deeper into the aliens' home world you discover new and sinister secrets

ROCK 'ARD AND NIMBLE

The rotoscoping animation technique is used to convey everything from the firing of the gun to jumping across pits. Every single move is unnervingly realistic

BACK

Ouch! That hurt. It's a good job I've got the code for this level

Mind the green sparkly stuff on the floor. It has a rather unpleasant habit of doing untold damage to your complexion

endeavoured to produce such a challenge by providing the player with an epic task.

Basically you've got to get your life back! You've been dumped on an alien planet with your noggin completely addled and now you've got to work out how to get home.

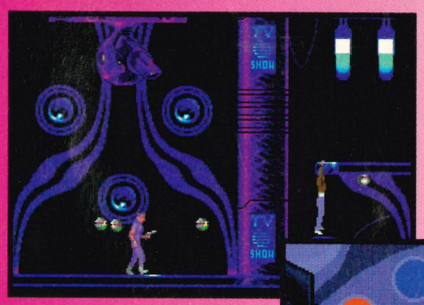
Why has this happened though? Without wishing to go into too much detail about the background story, the basic gist is that you work for the intergalactic FBI and you've stumbled across a device that can detect alien monsters. Using this device out on the streets of the metropolis you suddenly discover that a number of extremely important people are aliens in disguise. Norman Lamont you'd better watch out!

As soon as the aliens get wind of your prying they get rather cheesed off (as you'd expect), beat you about the head with a blunt object, nick your memory and then dump you in a jungle on the planet of Titan. Quite why they had to take you to another planet is beyond me. Dropping you off in the middle of Milton Keynes after a night at the pub would probably be more of a shock to the system!

Being an enterprising

CONTINUED

DEATH TOWER

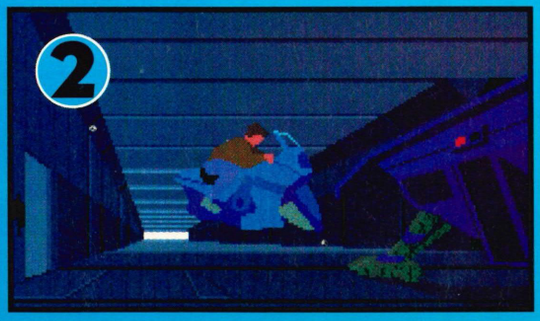


Start at the bottom and work your way up through eight levels of death and destruction and you could win the prize of a lifetime

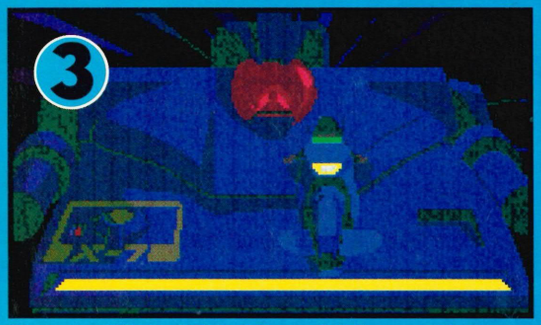
You are a winner. For all your effort we're going to send you...back to Earth. Gee thanks!

RUN TO THE HILLS

Those big hard lads are getting dangerously close. Maybe this motorbike will have the keys still in it

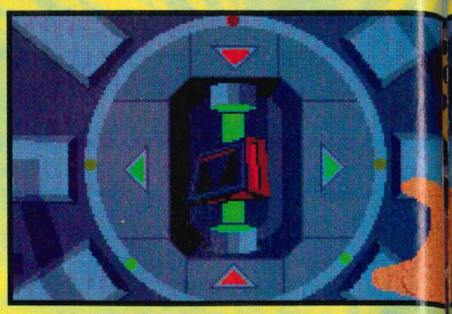


Oh, it has. Gosh, what an absolute surprise! They'll never catch me now, the evil fiends



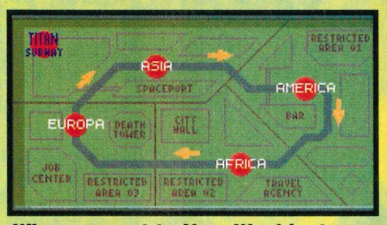
Hang on, this isn't fair. Where did they get that thing from? It's a bit big isn't it?

If I can just get over this woody glade I'll be home free. Oh bugger, I knew something would happen...



Locate a suitable recharge point (You find these in jungles everywhere!) and you'll be able to make sure that your gun stays fully stocked

Apparently there are 15 characters in the game to interact with. This chap has got a bit of a poorly ankle and needs your help to get him home



When you get to New Washington you'll find yourself making extensive use of the underground tube system. The map is just as helpful as the London Tube map

CONTINUED

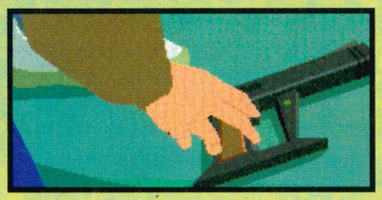
chap it's fortunate that you had the foresight to record a personal message for yourself on a portable holographic recorder (just in case...be prepared and all that). Using this tiny amount of information (which is presented as one of the 75 different animated sequences in the game) you begin your mission that will take you through six whopping levels, all with ideas pinched from famous sci-fi films and books.

Although at first the game appears to be nothing more than an elaborate platform game with cool graphics, Flashback is actually considerably more involved than you'd imagine. After escaping from the jungle for example, you find yourself in New Washington where you meet an old pal, Ian. He's just one of the many characters in the game with whom you can interact. After a brief chat with him (and sitting in a decidedly Total Recall-esque psychic implant chair to get your memory back) you find yourself in the big city with a financial dilemma.

PAPER MONEY

You need papers to get off the planet and although you've found a very helpful chap who'll forge them for you, you'll have to find the dosh to pay him.

The ticket to Earth is a doddle though because all you have to do is enter the big TV game show, Death Tower (smacks of Running Man here methinks) and win the first prize which is none other than a lovely all expenses paid trip to good ol' Earth.



This particular frame of animation is straight out of Another World

The dosh is a problem though, so you're going to have to earn some money by popping down to the job centre and doing odd-jobs for cash. You'll have to get used to city life as you dash around on the underground railway system delivering dodgy packages and bumping off the security forces.

Once you've got your cash, your papers and any other useful bits 'n' bobs it's off to the TV studio and instant fame. On the show all you have to do is work your way through eight levels of increasing violence as you knock out cyborg warriors, homing droids and land-mines. Reach the top of the tower and you're off home.

FLASH IN THE PAN?

Next you've got to dash around again before you find yourself set upon by even more aliens and taken off to a big secret base light years away. Here you're treated to an example of what Mr Blobby's home world would probably look like; pink and purple goo dripping from every available surface as tentacled monstrosities patrol the skies. Even Dr Who would be proud of this!

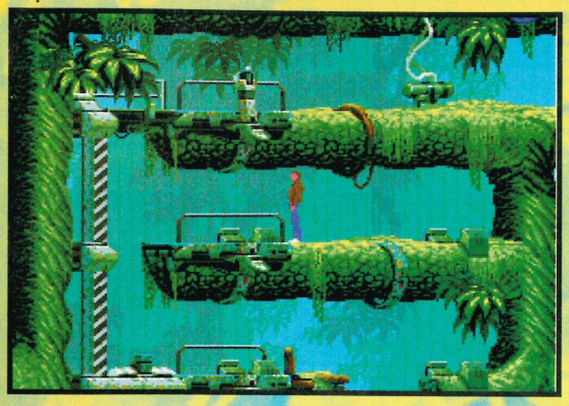
So it looks good and the gameplay's pretty involved, but is it

EXCUSE ME!...

All of this fantastic presentation malarkey is all well and good, but it simply does not make the game. Small doubts exist as to how fast the main sprite can actually move – many's the time my man managed to lose his life simply because he could not move fast enough and it became damn annoying.

Wandering around what is basically the same futuristic-looking level may appeal to some people, but I'm afraid it left me thinking "what's next?". Despite all the new improvements Flashback is a tarted up version of Another World. GERRY

Pausing the game allows you to access your inventory. Here you can place whatever object you want in your character's hand



It's not all jumping about and climbing around you know. Here you have to fiddle around with the switches to make sure that the lift stays in the right place

Ahh! Now we're talking. There aren't many games where you can hang out at the ale house for a few bevvies now are there?

really the classic that everyone's been waxing lyrical about for so long? Well, yes, but I have one gripe. It's all well and good making a game enormous, but you really need to have something to do on every screen.

Just because something looks really nice doesn't mean that people want to trundle through gorgeous-looking screens admiring the animation. Admittedly, at first it is a laugh watching your character as he falls off ledges and bumps into walls, but eventually you need some substance. It is there...it's just spread over far too many screens.

Maybe Flashback is a bit too big for its own boots. It will go down as a classic, if for no other reason than it looks so damn fine. If you're into puzzlesome platform games, you're going to love this. Despite my little niggle, I'd still have to say that this is one of the few recent releases that all Mega Drive owners should have a copy of.

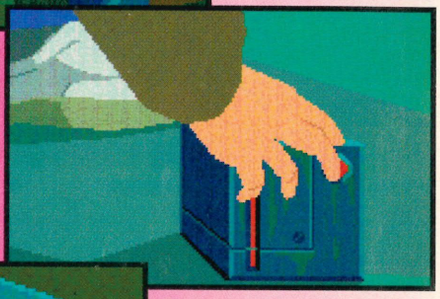
JOHN

Here's the City Hall. Everywhere in the universe has a den of bureaucratic inadequacy, so why should alien planets be any different?

Without wishing to state the obvious, it would be a good idea to try and not get shot

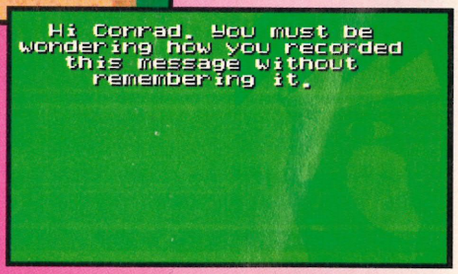
HOLOGRAPHIC HALLUCINATION

(Left) You wake up with an extremely sore head. It was the tenth pint that did it you know...and the vindaloo probably didn't help matters!



(Right) Yet another of the 75 different cinematic sequences. You pick up the holocube wondering what the hell you're supposed to do with it

(Left) After a bit of fiddling about you open up the cube – a few of the old Total Recall-isms are popping up here. I wonder what it does if I press this?



(Right) Hey, that's me! I don't remember having such chiselled features last time I looked in the mirror!

MEGA PANEL

SCORES OUT OF 10

PLATFORM	FLASHBACK
	ONE PLAYER
OVERALL SCORE	90%
GRAPHICS	9
SOUND	8
PLAYABILITY	8
DURABILITY	8

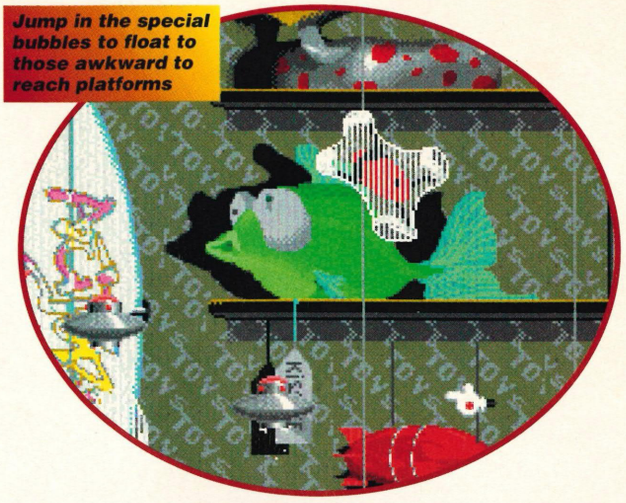
UPPERS

- Super graphics
- Exquisite animation
- Wonderful puzzles

DOWNERS

- Rambles on a bit at times
- Too little to do in too many screens

It's a hard life being a Spot, especially when your mates have been captured by wild Wicked Willy. Your mission in life is to rescue your chums while looking cool at all times!



Jump in the special bubbles to float to those awkward to reach platforms

COOL SPO

REVIEW

There have been some very unusual heroes in games recently. Hedgehogs I can handle, but spots off cans of 7-Up? Whatever next?

Anyway once I came to terms with the origins of the game, what really grabbed me were the graphics – they are absolutely gorgeous. The animation is also worthy of comment because it is extremely smooth.

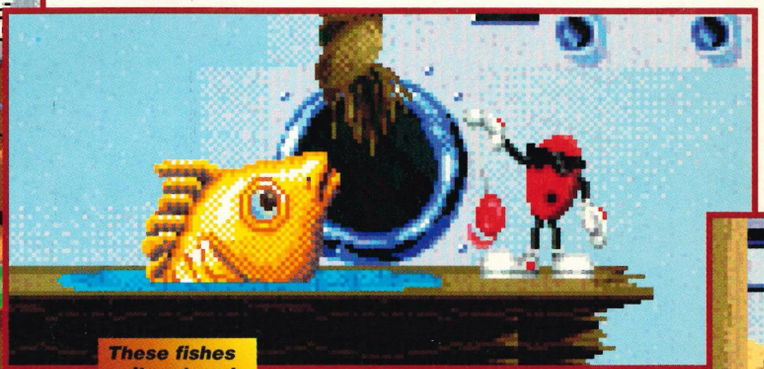
DEAD COOL

Looking like a Smartie wearing shades and trainers, Spot struts along the various fabulous-looking landscapes in this platform extravaganza, looking for his friends who have been spot-napped by Wicked Willy! Dotted around each landscape are hundreds of cool spots which our little red friend must pick up before he is sufficiently cool enough to open the lock on the cage containing his captured buddies.

Along the way he is confronted by lots of weird creatures, such as shellfish in boxer shorts and mice that throw cheese at you, all of which are animated with incredible detail. Each time one of these hits you, you become tired and the face shown in the top-left of the screen looks more distressed and eventually topples over! Get hit too many times and Spot goes dizzy, spins around, and collapses.

Spot's quest will take him through 11 levels that are spread over seven worlds if he is ever to see his friends

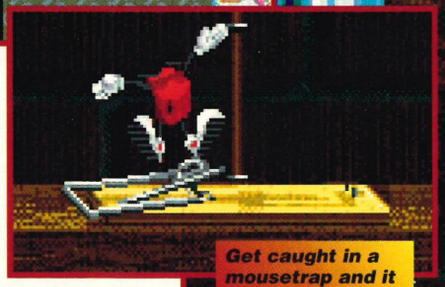
Lost in space, or just lost in the toy room?



These fishes spit water at you. Get rid of them using your fizzy bubbles

Every now and then you will find a flagpole. Raise the flag to enable you to carry on from this point each time you lose a life

Jump between the rockets, Zeppelins and UFOs. Fall down and you end up in the drink



Get caught in a mousetrap and it will catapult you across the screen

OT

again. The gang are all trapped near his favourite hang-outs; at the beach, on a ship, up in the attic, in the bath, in the toy room and eventually on a toy train. All of these are represented in their own unique graphical style.

BUBBLE BOMBARDMENT

After surfing his way to shore on a certain bottle of drink, Spot lands on the beach, dusts himself off and begins his quest.

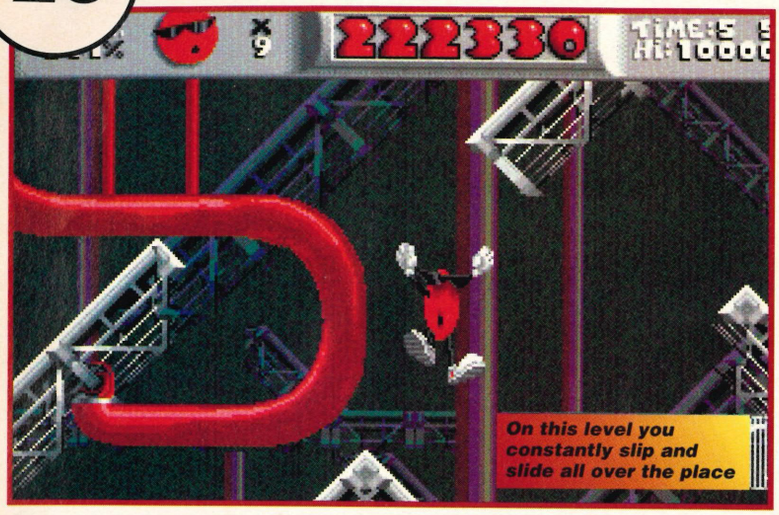
The first level is fairly simple and acts as an easy introduction to pleasures yet to come. Crabs jump out of the sand nipping at your legs and shellfish hit you before hiding in their shells.

CONTINUED

Fortunately our laid-back hero has the ability to fire bubbles in any direction so he can despatch his foes with

In the attic you must avoid the cheese-throwing mice and climb up electrical cables

Your goal in this game is to free all your chums who are trapped in cages



On this level you constantly slip and slide all over the place

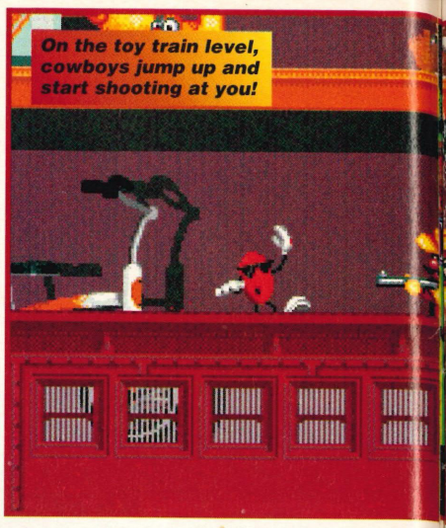
CONTINUED

great ease. It's simply a case of shooting their shells off and laughing at their bad taste in boxer shorts!

Spot also comes across a massive structure on this level which on further examination turns out to be an empty deck-chair. If you climb up the back of the seat you may slip back down, but persist and you will be able to jump off the top of the chair and grab hold of a balloon that is conveniently placed nearby.

From here you can jump and swing your way between balloons that are floating about, while bouncing off any bubbles that you find. Time a jump badly and you will plummet head first to the ground and you'll have to find the balloons again.

Some of the bubbles surround you when you jump on them and start to carry you up into the sky. You can steer them for a few seconds before they burst, giving you access to otherwise inaccessible areas.



On the toy train level, cowboys jump up and start shooting at you!

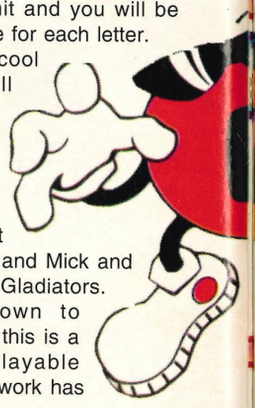
Boo hoo! Poor Spot has failed and his chums are gone forever. Ahhh!

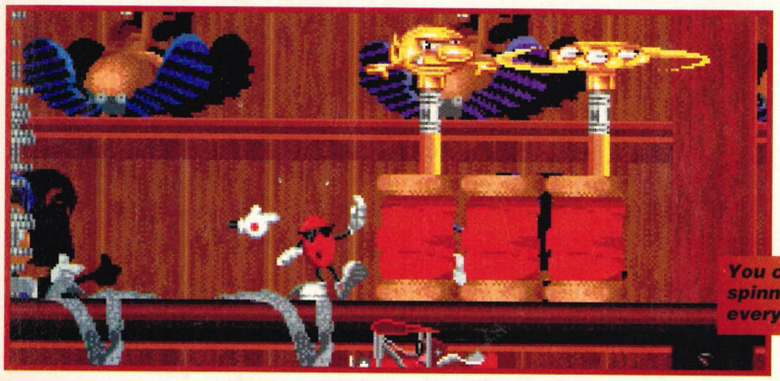
SPOT THE VIRGIN

When you have found 60 per cent of the cool spots that are strewn throughout the level, you are told to look for your friend who you can now rescue. When you find him, shoot the lock off the cage to free him.

If you manage to pick up more than 85 per cent of the spots, you will be thrown into a bonus stage after you have rescued your chum. On these stages you have to bounce upwards by touching the bubbles, while looking for one of six big letters (which conveniently spell out the word VIRGIN). Pick up one letter per level within the time limit and you will be awarded a continue for each letter. Collect all of the cool spots and you will be awarded an extra life.

This is the latest platform affair from Dave Perry, who brought us The Terminator and Mick and Mack: The Global Gladiators. As we have grown to expect from Perry, this is a very slick and playable affair, and a lot of work has



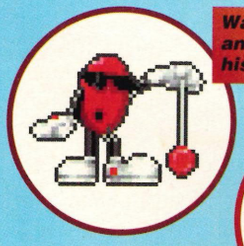


You can't get these spinning rubbers everywhere you know

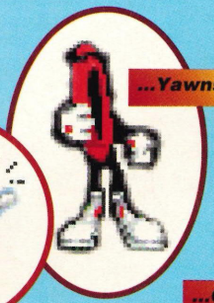
This is the very last level and I've found the bottle I arrived on

COOL GRAPHICS MAN

Spot has 250 frames of animation all to himself. These are just a few that you will be able to see during the game

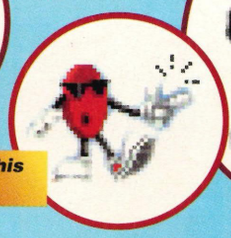


Wait too long and Spot gets his yo-yo out...



...Yawns...

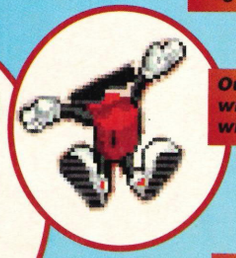
...Or cleans his glasses!



...Snaps his fingers...

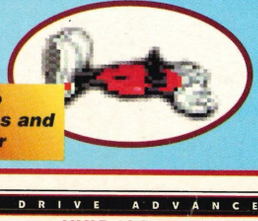
Jump high in the air and he does a somersault

Touch a balloon string and you will hold onto it



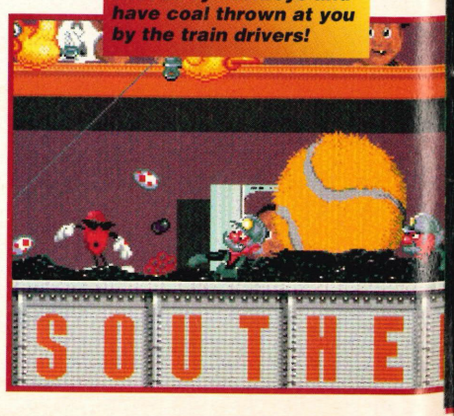
Ouch! This is what happens when you get hit

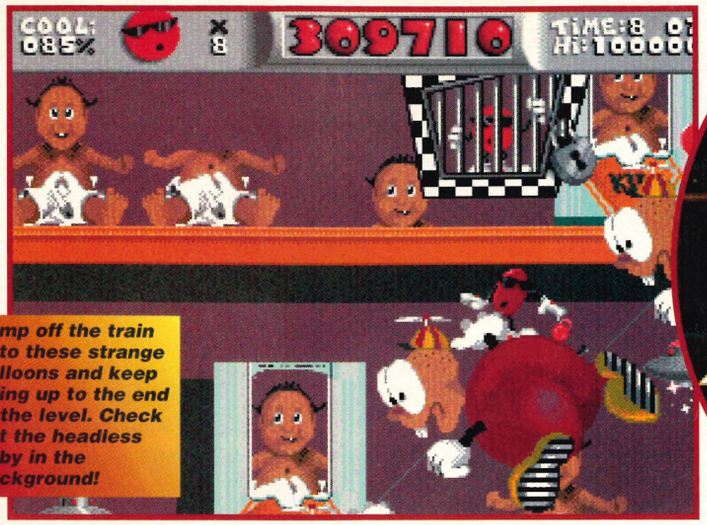
Fall too far and you plummet head first towards the ground!



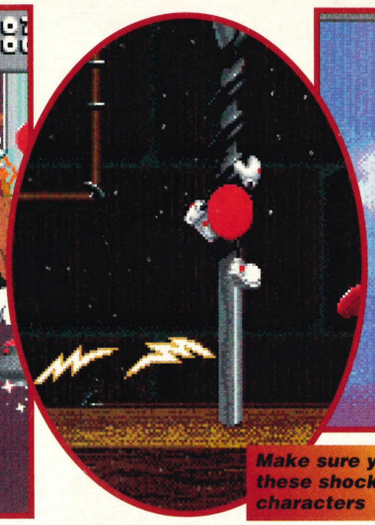
Get hit too many times and it's all over

On the train you get shot at by cowboys and have coal thrown at you by the train drivers!





Jump off the train onto these strange balloons and keep going up to the end of the level. Check out the headless baby in the background!



Make sure you avoid these shocking characters

Back on the beach you can chill out by listening to the game's excellent music

obviously been put into it to make it look and sound as good as possible.

Everything about the game is smooth; the graphics are great with hundreds of animation frames – Spot alone has a grand total of 250 frames all to himself. The sound is an aural treat and the game plays incredibly well, but alas there isn't much to do except run around picking up the spots and shooting the bad guys.

The way the level of difficulty changes is possibly the game's strangest attribute. The first few levels break you in very gently and if anything, a few are too easy! One particular level involved dashing around on slides and chutes and I managed to finish it...by accident!

Later on though, you'll suddenly be confronted by some ludicrously hard levels. You'll find platforms that disappear and objects that tip you off balance and before you know it you end up losing a whole bunch of valuable lives.

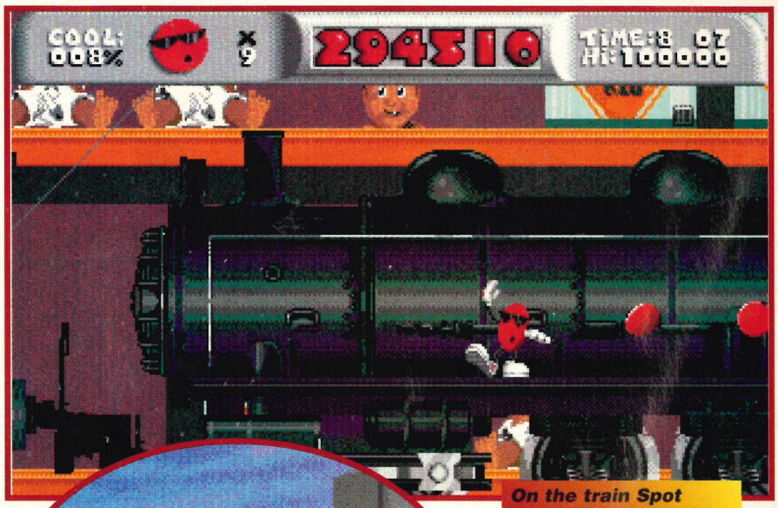
Strangely enough, it's only ever the way a level is put together that causes any problems – the meanies and monsters stay at the same difficulty level all the way through the game and rarely need more than four or five shots to kill them.

If there was a middle area so that the level of difficulty gently increased things would be much easier to cope with, but as it stands it is infuriating.

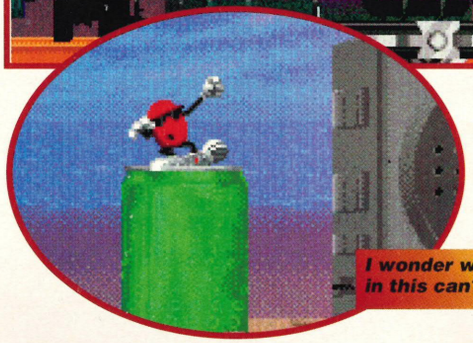
It would appear that Cool Spot is aimed at kids. It has bright colourful graphics, simplistic gameplay and a high level of humour, but if this is the case, surely some of the later levels are far too hard? Older players will find the game both enjoyable and a challenge but will they go for the cutesy image?

RICH

Hooray! The high score is mine, and this trophy proves it!

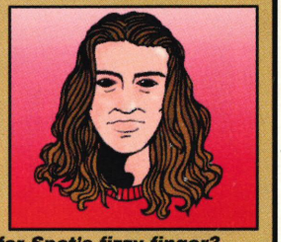


On the train Spot goes steaming into the boiler and finds some hidden spots



I wonder what's in this can?

EXCUSE ME!..



Like Mick and Mack, Cool Spot is one of those games that looks fantastic but doesn't quite go all the way in the gameplay department. I don't quite agree that it's simplistic, but I do feel a few basic elements of the game are over-used. For example, the bouncing off bubbles and clinging onto balloons is a great idea, but we don't need quite so much of it really do we? The game could be so much better if there was more to pick up than just the spots...and maybe even some power-ups for Spot's fizzy finger?

Don't get me wrong, Cool Spot is a very good game, but it could have been absolutely brilliant. JOHN

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
COOL SPOT	89%	GRAPHICS 8
ONE PLAYER		SOUND 8
		PLAYABILITY 7
		DURABILITY 7

UPPERS

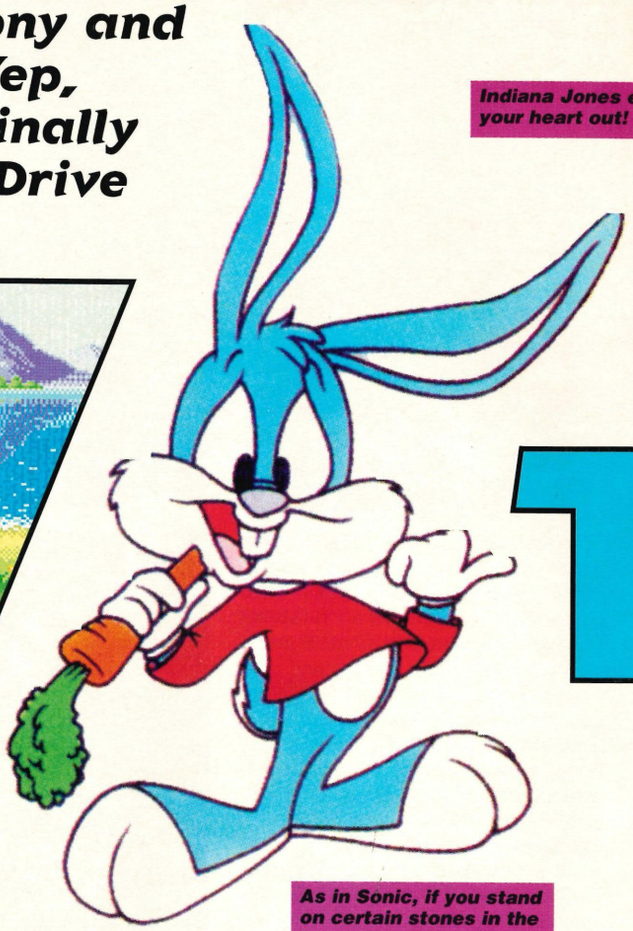
- Brilliant animation
- Great music
- Cool main sprite

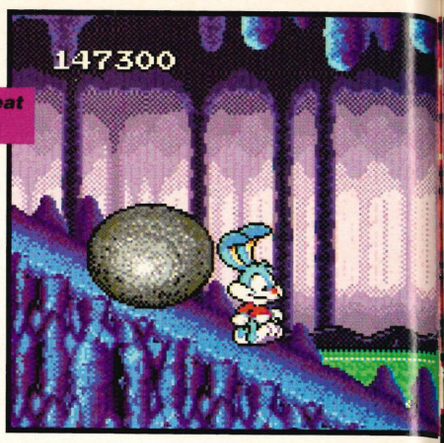
DOWNERS

- No variety in gameplay

They're tiny, toony and positively loony. Yep, the Tiny Toons have finally made it to the Mega Drive thanks to Konami.

Watch out when you are running fast because you can fall over litter which is lying on the ground





Indiana Jones eat your heart out!

TINY

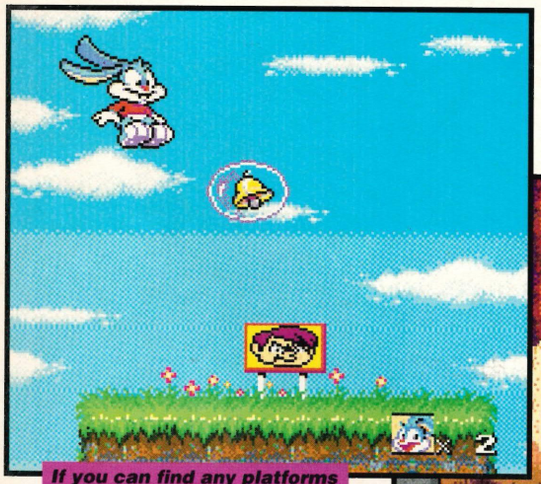
REVIEW

The Tiny Toons cartoon was a strange concept; all the old Warner Brothers' favourite characters such as Bugs Bunny and Daffy Duck were transformed into smaller, cuter versions of themselves who couldn't help but cause extreme mayhem.

In a stroke of genius Konami has come up with the original concept of turning the antics of Buster Bunny and his friends into a fast-paced platform game that is similar to Sonic, but seems to be more playable and more importantly, better fun.

DON'T BUG ME!

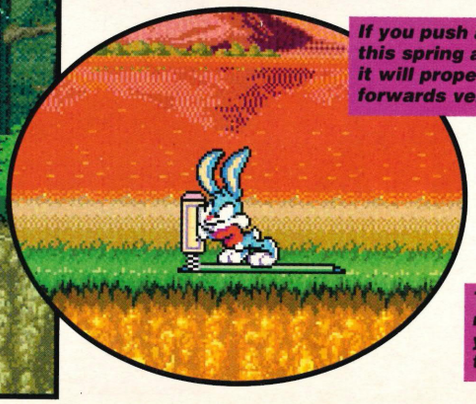
Montana Max and Dr Gene Splicer have kidnapped some of your friends and brainwashed them. Now you must run to their rescue through 33 levels of traps and pitfalls while munching on the carrots spread along the way.



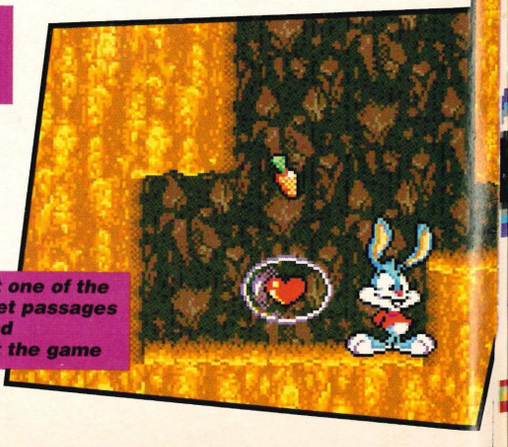
If you can find any platforms hidden in the sky you will probably be able to discover some goodies, like this bell

As in Sonic, if you stand on certain stones in the lava a jet of flames will shoot you up into the air

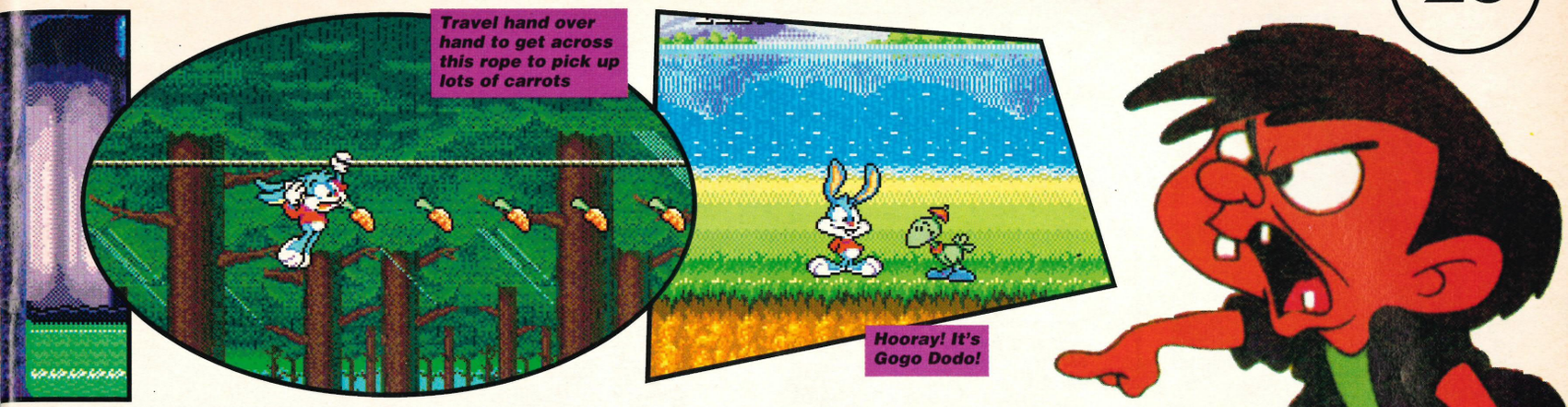
Watch out for any rakes left lying around! Whoops! Looks like the warning came too late



If you push against this spring and let go it will propel you forwards very fast!



This is just one of the many secret passages you will find throughout the game



Y TOONS

The game is based around a group of islands and you choose which route you want to take, just like in Super Mario World on the SNES. Each level takes place on one island and hidden deep in each level is your friend Gogo Dodo. If you manage to find him he will open up a hole in space that will allow you to leave that level.

After every few levels Gene Splicer attacks, and one of your friends gangs up with him in his fight. Just jump on the doctor's head a few times and he will retreat, preparing himself for another attack later on in the game.

Each time you defeat him his power over one of your friends will be lost and they will then be free to go home to recover. Unfortunately I found that the doc was a walkover each time I met him and this did become a little tedious! However, this was made up for by the difficulty of the levels themselves.

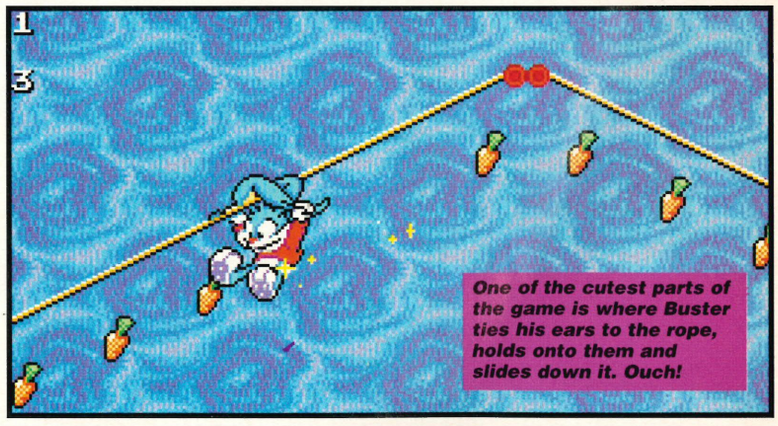
Initially Tiny Toons seems like just every other platform game, but when you come to play it properly you realise that there is a lot more to it. This is probably because all the good ideas found in platform games such as Sonic, Mario and even Zool have been used, along with a number of new ones.

TOON TIME TRAUMAS

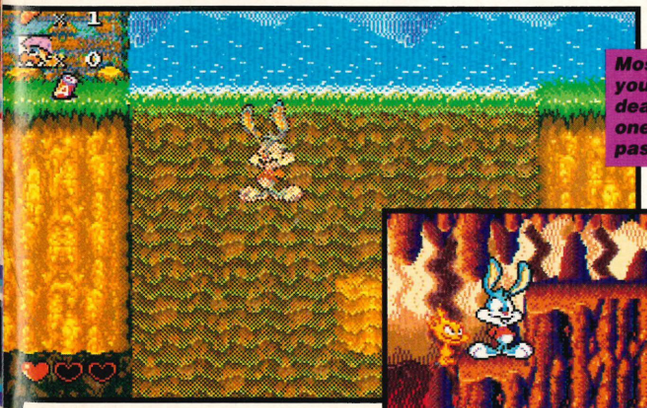
In other platform games you have to pick up objects such as rings, fruit or coins just to boost your score – in this one you have to collect carrots. Whenever you have gathered 50 of them you are allowed to call on one of your toon friends to come and help you out. They do this by acting as a kind of smart

CONTINUED

When lots of enemies are attacking simultaneously you can call on your friends to help. This one drops an anvil that wipes everyone out!



One of the cutest parts of the game is where Buster ties his ears to the rope, holds onto them and slides down it. Ouch!



Most swamps suck you down to your death, however this one leads to a secret passage

These little fire people are very annoying because they multiply around you you can't even kill them!

BUNNY BONUSES

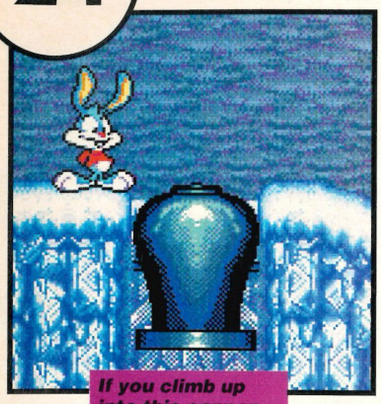
Pick up these bunny bubbles for extra lives!

Find a bell and increase your maximum energy level

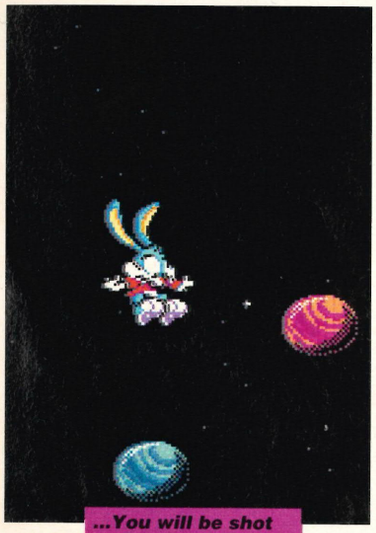
Activate these switches and the game will become easier

The Tiny Toons rainbow-coloured logo whisks you away to the Wackyland bonus levels

If you have any empty heart slots you can fill one of them with this



If you climb up into this cannon...



...You will be shot up into outer space!

BUNNY MOVES

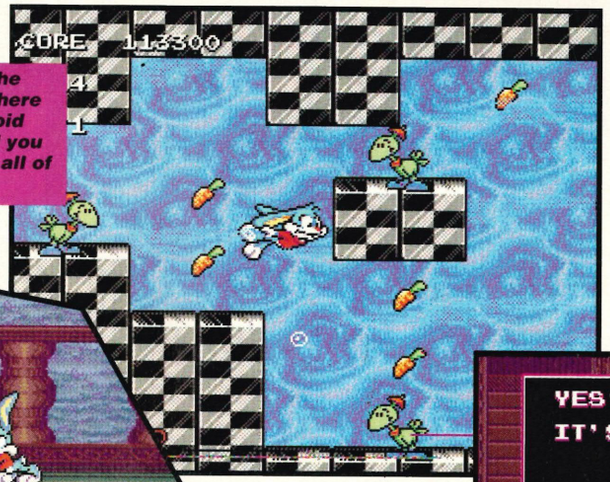
Buster has lots of cute animations. This is what happens when he gets hit

Take too long and Buster will fall asleep!

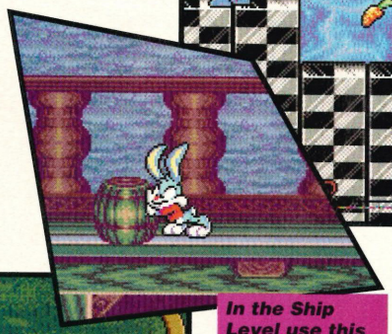
To call your friends for help, you must use your whistle

Later on in the game you will probably be electrocuted quite a lot!

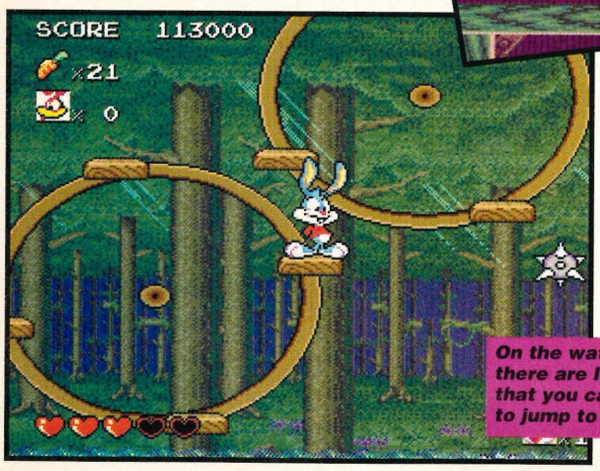
Buster has a quick nibble between levels



This is one of the bonus levels where you have to avoid the Gogos until you have collected all of the items

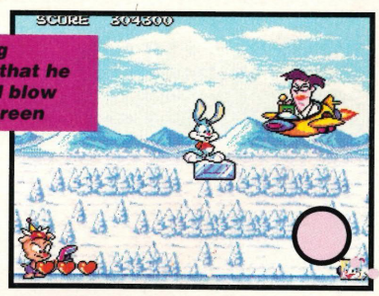


In the Ship Level use this barrel in order to reach the platform above

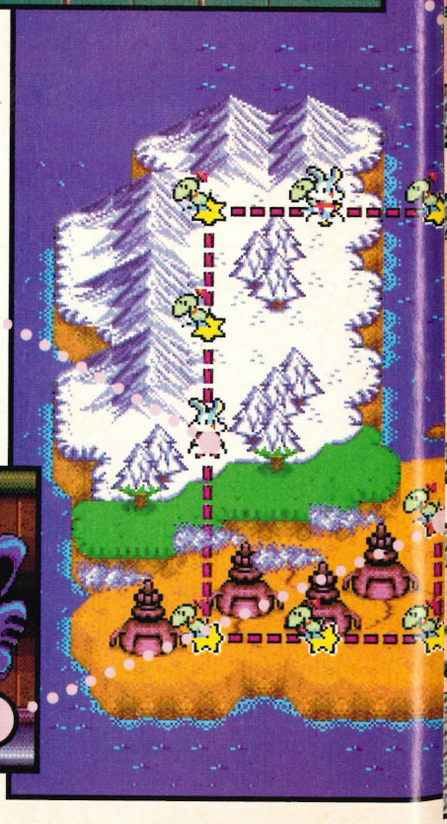


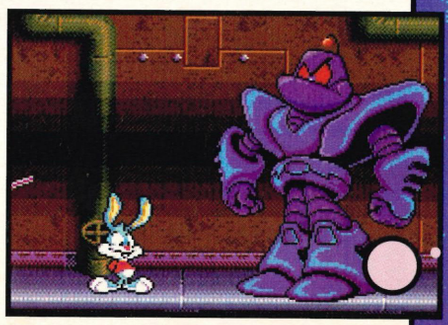
On the watery levels there are lots of wheels that you can use in order to jump to great heights

Just when you find the treasure Montana Max appears and tries to take it from you



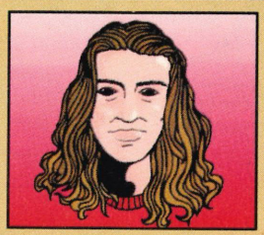
Hamton has a big vacuum cleaner that he uses to suck and blow you about the screen





It's the final boss! Montana Max is inside this robot that shoots laser beams at you. It's a shame he is so easy to defeat though!

EXCUSE ME!..



I'll freely admit to finding the cartoon series nauseating, but the game is absolutely superb. It has all the secret levels and bonus sections you could possibly want and it manages to take all the best bits from games like Sonic and Super Mario World and turn them to its own use. I found it to be quite challenging – the guardians may be a bit limp, but the problems that the levels pose more than make up for this. I love it. JOHN

CONTINUED

bomb. This means that there is actually a purpose to collecting the carrots other than getting a high score.

Along the way you will be met by a multitude of cartoon meanies who have nothing better to do than to give you a hard time. As is usual in this type of game you can only stop them by jumping on their heads and when there are a few of them on screen things can get a bit hectic. This is where it is best to call on your friends for assistance.

The sheer variety of the enemies is quite impressive and it is unlikely that you will see any one type of monster on more than two or three levels. Enemies are not your only worry though because there are many different traps that you must try to avoid too.

There are spikes everywhere which can kill you instantly, boulders that roll after you Indiana Jones-style, hammers that squash you, lava pits from which jets of fire appear and on the last island there are bolts of electricity flying around everywhere. If that's not enough, on the first couple of

stages there are pits with walls that move inwards to crush you.

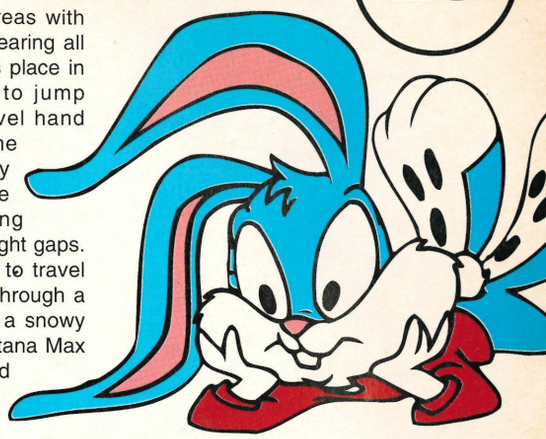
Luckily Buster is an athletic bunny who can jump against a wall and propel himself away from it using his powerful legs. Using this method you can leap miles and scale massive walls. This often leads to an extra life bonus, or even a secret stash of hearts that will replenish your energy.

It is not until you have been playing the game for a while that you realise how big all of the levels are. There is always more than one route that you can take, unlike some of the levels in Sonic.

Sometimes if you jump up against a wall you will go through it into a secret part of the level. This could reveal lots of goodies (or baddies!), and more often than not leads to a short cut that allows you to skip some of the harder parts of the level.

Each section of the island varies greatly from the previous areas with new monsters and traps appearing all the time. The first level takes place in a forest where you have to jump between the trees and travel hand over hand across ropes. The next stage is completely different, being set in a cave where you must avoid falling rocks and squeeze through tight gaps.

Eventually you will have to travel through a fire cavern, swim through a sinking ship and slide along a snowy island before you reach Montana Max in his futuristic city. You'll find that Max is a pushover and the final encounter seems to me to be a bit of an anticlimax to a great game.

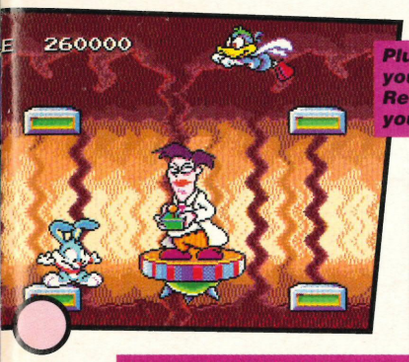


QUICK DUCK!

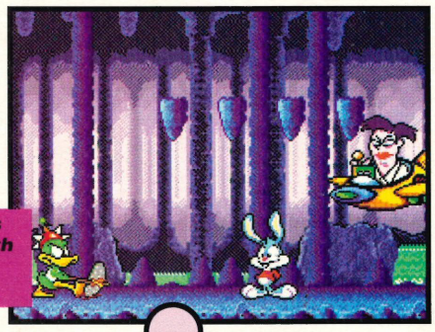
The only other gripe I have with it is that there is no time limit which means that you can progress very slowly and cautiously, as opposed to Sonic where you have to run like crazy. This resulted in me hardly ever losing a life by being caught off guard. For me this spoiled what could have been a excellent game.

In all, Tiny Toons is a game that should appeal to a wide variety of players. The problems it poses vary greatly and there is something in here for both pros and inexperienced players alike.

RICH

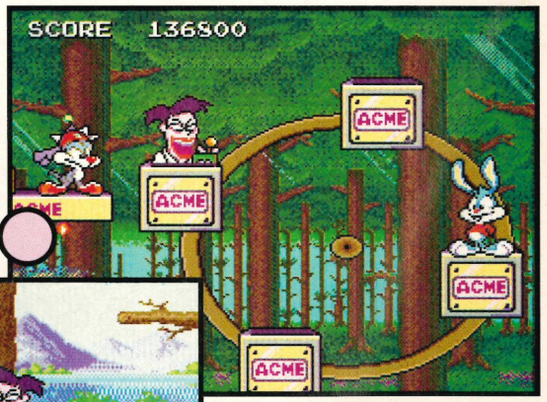


Plucky Ducky has decided to help you while in the guise of the Toxic Revenger. Unfortunately he strikes you more than he hits Dr Splicer



It's Plucky Ducky! He walks around causing damage with his hammer until rocks fall down from the ceiling

This wheel spins round and you have to jump on Gene's head when he pops out of one of the boxes



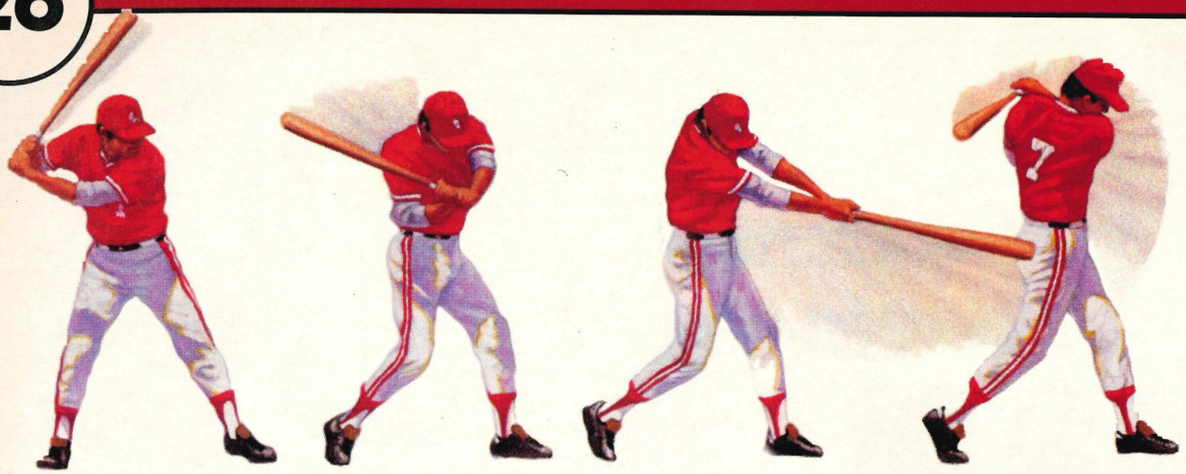
This is the first time you meet Dr Splicer who has brainwashed Dizzy Devil into fighting you

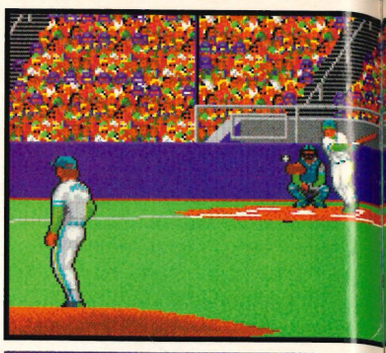
MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
TINY TOONS	93%	GRAPHICS 8
ONE PLAYER		SOUND 8
		PLAYABILITY 7
		DURABILITY 8

UPPERS	DOWNERS
● Very playable	● A bit too easy
● Great cartoon graphics	





This is the result of attempting to bat from this angle – complete failure

HARDBALL 3

REVIEW

"Baseball so real you can smell the peanuts." What on earth are those transatlantic cousins of ours up to now?

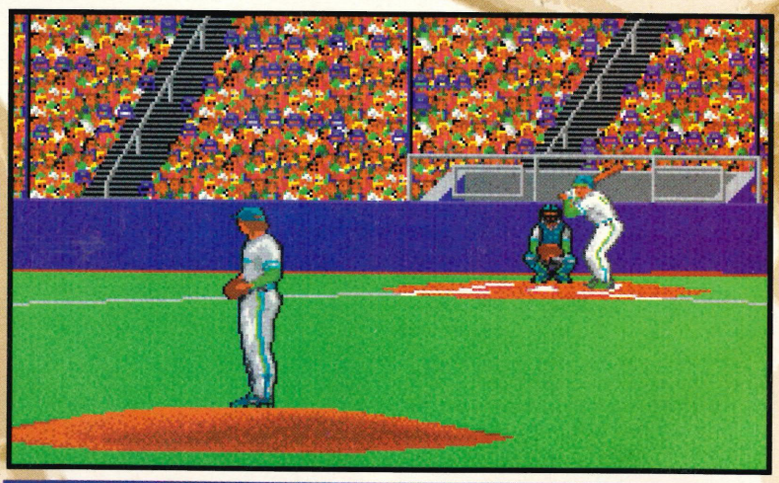
I hate cricket. I mean I really despise the game. Listening to a couple of old duffers discussing how many seagulls are on the pitch and how the sun never sets on the Empire bores the mammaries off my ribcage. Why oh why then, do I seem to enjoy baseball? Perhaps it's the razzmatazz or the short skirts worn by those impish little cheerleaders (the little darlings), but it just has that certain something cricket sorely lacks.

IT AIN'T CRICKET

Now from Accolade comes the third in the Hardball series. To date, the best baseball simulation on the Mega Drive has to be RBI4. It's not everyone's cup of tea, but I found it thoroughly enjoyable. Any game that wants to steal its crown must have something out of the ordinary to offer, and I conclude that Hardball 3 is that game.

In true Joe Montana style Hardball 3 has a running commentary which will explain just what exactly is going on, a bit of a must if the basic rules of the game are beyond your grasp. This did however, grate on my nerves after a short time so it was promptly turned off much to the delight of my fellow work-chums.

Graphically Hardball 3 is very reminiscent of most other baseball games, with big colourful sprites that are very well animated, right down from the batter whacking the ball to the pitcher warming up.



The views of the players can be modified so you can pitch or bat from whatever angle that best suits your needs. This view is ideal for pitching, but unfortunately for batting – no siree

All of the stadiums (ballparks) included in the game have been based on actual grounds in the States. As with football grounds in Britain, each ground has its own individual characteristics. For example, Wrigley Field, home of the Chicago somethings or other has a smaller outfield than most baseball grounds, making it easier to hit home-runs (I think that's Wrigley Field anyway). Well, I hope you get the basic idea and see why Accolade is very proud of all this attention to detail.

In the actual game you control either batter or pitcher, but do not have to concentrate too much on your fielders as they have what

The game options are chosen from this screen

Accolade has titled Team Effort. This ensures that your computer controlled team-mates all muck in, and help you rather than standing around pretending to be trees.

Most of the moves are controlled by menus. Pitching is overseen in the usual method and includes fast balls, slow balls and curved ball pitches. The direction of the ball is controlled by moving the D pad in the desired way. On paper it may sound rather limited but many combinations can be pulled from the hat to fool the batter.

Batting also has many options to choose from, such as power hits and bunting. As with pitching the batter's direction on the mound is controlled with the D pad.

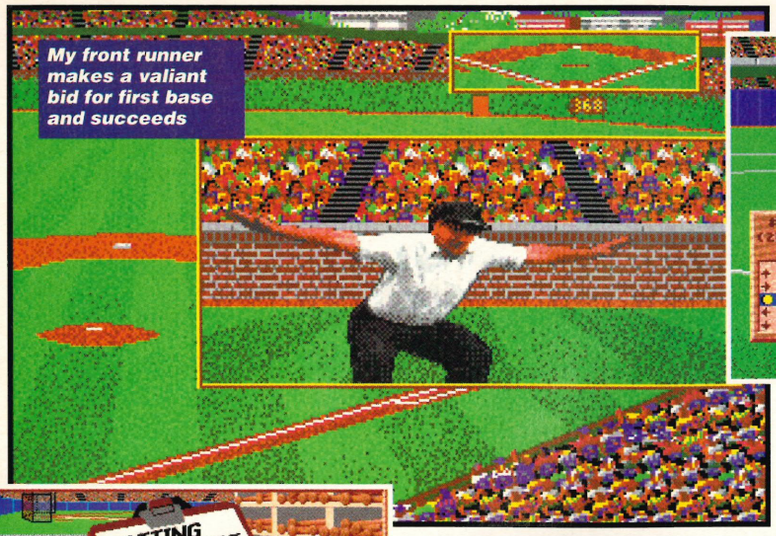
INSTANT REPLAY

Also incorporated is an instant replay feature which enables you to watch all those spectacular home-runs and base-stealing moves all over again. This feature uses digitized pictures rather than the usual graphics witnessed throughout the game.

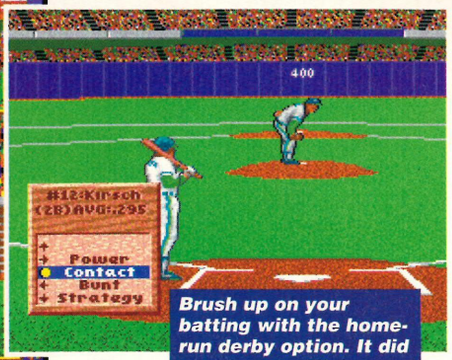
The games are split into several sections. First there is the exhibition match which is the best bet if you are new to the game, or even better try your hand at batting practise, which I thoroughly recommend.

After fooling around with such childish trivialities it is now time to enter the league. This is the place that separates the men from the boys – a complete season comprised of 162 games. There is the chance to save games and also the opportunity to save the entire league. Is there nothing these clever programming chaps have not thought of?

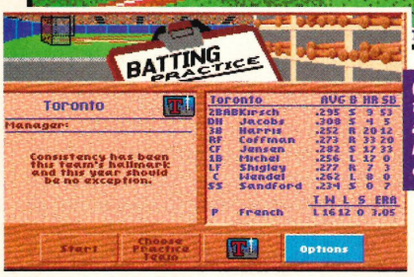
If none of this tickles your fancy, have a go at playing with the all-stars (the top players from each league organized into one team). The two-player mode however, is the most fun. Take on friends and enemies then give them a thorough thrashing with your big stick and your ball.



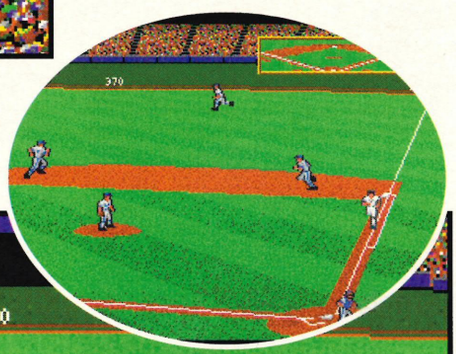
My front runner makes a valiant bid for first base and succeeds

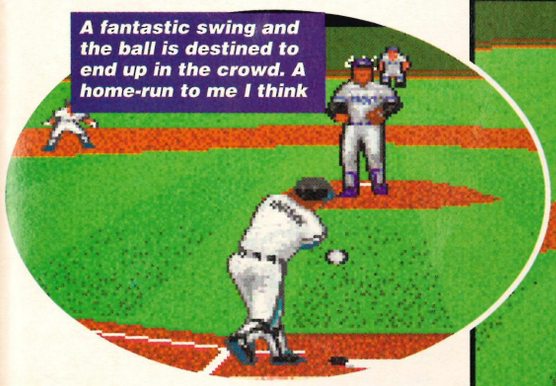


Brush up on your batting with the home-run derby option. It did wonders for Nick Walkland, he even hit one or two eventually

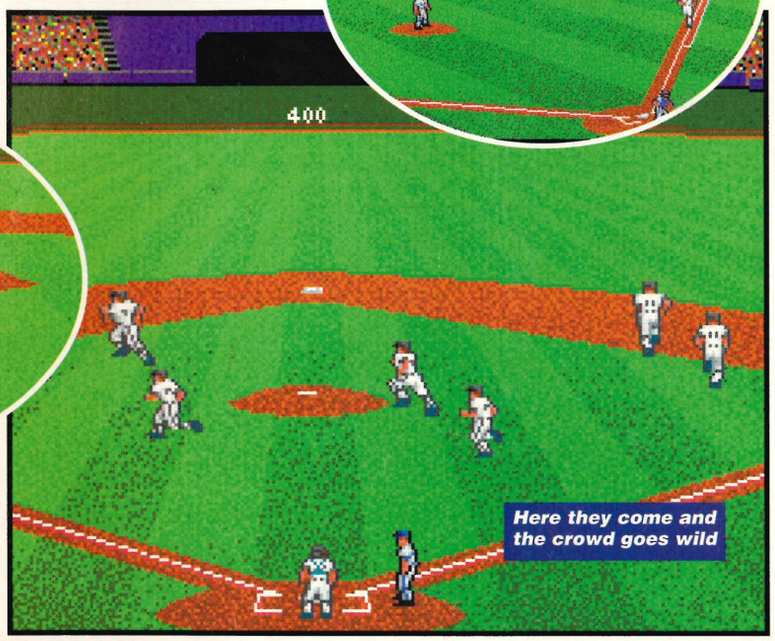


(Left) It's time to change all those things you don't like about batting practise. This menu screen enables you to change almost everything

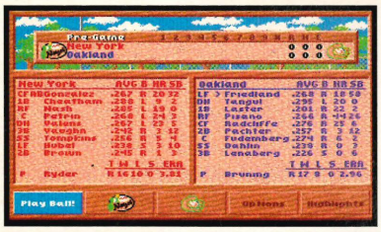




A fantastic swing and the ball is destined to end up in the crowd. A home-run to me I think



Here they come and the crowd goes wild



And here we have, well, more stats. The people who designed this love the things

If all you want is simply an out-and-out baseball game, Hardball 3 can definitely deliver the goods better than any other game in this genre. It also has many small features crammed into it for added interest.

Fighting your way through the options screen may be a little off-putting, for example customizing the uniform of your team when all you really want to do is smack the ball from the park. If you have perseverance, order your copy of Hardball 3 now – learning all those nifty little moves is certainly worth 30 minutes of your life.

GERRY

MEGA PANEL

SCORES OUT OF 10

SPORTS SIM	
HARDBALL 3	
ONE/TWO PLAYER	
OVERALL SCORE	89%
GRAPHICS	8
SOUND	4
PLAYABILITY	8
DURABILITY	8

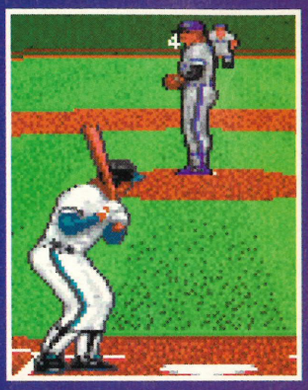
UPPERS

- Good conversion
- Engrossing play
- Two player frollicking is good fun

DOWNERS

- Not enough emphasis on combat
- Far too many mind-boggling options

THIS IS THE WAY WE THROW THE BALL, THROW THE BALL, THROW THE BALL



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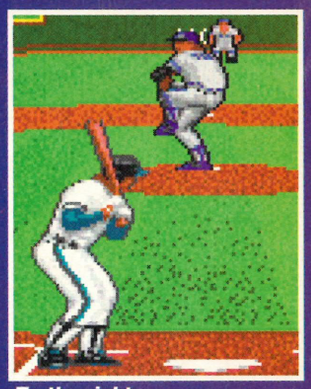

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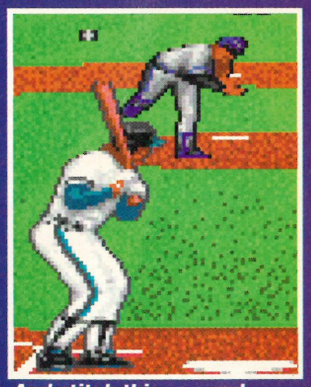
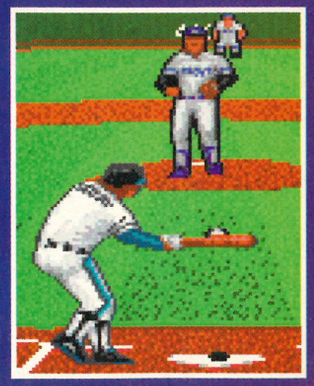
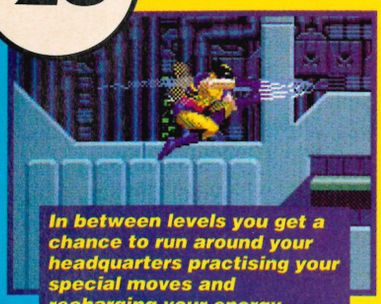


And stitch this you cad...



Hey presto, contact

THE X-MEN



In between levels you get a chance to run around your headquarters practising your special moves and recharging your energy

REVIEW

Mutants. Love them or hate them, they're here to protect the world in the form of Marvel's X-Men.

If you're in trouble, Storm will help you out

I must confess that I was once a great fan of the X-Men comic series. Now they have joined the ranks as yet another comic book that has been converted for the Mega Drive, this time in the form of an eight way scrolling platform game. There is a slight difference with this game, as two players can play simultaneously.

For those of you who don't know, the story of the X-Men goes like this. Mutants are people who have abilities that the rest of us don't have, such as amazing strength or psychic powers. Shunned by society, some mutants turned to a life of crime, and so the X-Men were formed to protect the world from these evil chaps.

You have to be incredibly stupid if you even consider fighting a giant robot that fires massive energy bolts, when you are armed with only a stick and a pack of cards...

HOLOGRAPHIC DANGER

You and a friend take on the roles of your favourite X-Men and explore the Danger Room where a powerful computer generates holographic worlds, rather like the holo-deck in Star Trek: The Next Generation. In it holographic objects seem real, and you can run around inside generated landscapes.

Unfortunately, Magneto the chief baddie, has developed a virus that has affected the computer, and it has now turned against the X-Men during one of their training sessions. It is up to you to travel through all the holographic landscapes trying to find the way out of the computer so you can put things right.

When you start playing, you must first select which hero you want to start off as, choosing either Cyclops, Wolverine, Nightcrawler or Gambit. You are presented with a brief history of each character, and then off you go.

You are given a minute or so to run around the X-Men's headquarters practising the many different moves, including extra high jumps, spinning attacks, flying kicks, and each character's special techniques.

Cyclops can shoot a laser beam out of his eyes in any direction, and can shoot eight ways at the same time whilst jumping. Gambit fights with a staff and has an unlimited supply of explosive playing cards. Wolverine has retractable claws that he can extend at will, and Nightcrawler has the strange ability to teleport himself from one point to another.

PSYCHIC BACKUP

The first stage is called the Savage Land, which is a fairly simple introductory level. The enemies can be killed with one hit, but some of them jump out of trees when you least expect it. At one point in this stage there is an impassable wall, and you must try to locate the secret switch that will open it up. Get past it and you will face Juggernaut.

This is where it is best to use some of the five backup heroes that can be summoned, who will appear on the screen and shoot at everyone, causing severe damage. Each of these allies can only be called upon once per level, unless you find an icon with their face on it.

If at any point one of your heroes sustains too much damage you can change characters, and when you find a source of energy you can change back and charge him up again.

From his asteroid base Magneto is beaming a destructive computer virus at the X-Men's HQ

On this stage you have to jump between the lifts over the waterfall. Summon the Iceman to make things a lot easier

The first tough bloke you will have to fight is Juggernaut, and your best bet is to use the backup characters against him

This woman is the first guard, and Cyclops is the best person to use to beat her

In the later stages you can run in and out of doorways. Unfortunately, people intent on stopping you tend to be lurking nearby

After defeating Juggernaut you must negotiate a set of lifts to take you across a waterfall, which is easier said than done. If at any point you fall off the bottom of the level Jean Grey, the fifth backup hero, will surround you with psychic energy and transport you back onto the nearest platform. This is one of the game's slight let-downs, because occasionally she puts you down in a place where you will fall off again straight away, costing you lots of energy.

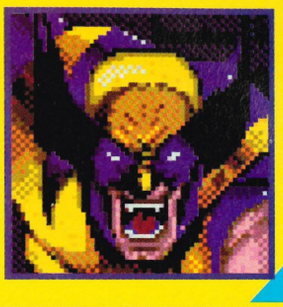
X-CELLENT X-PLOSIVES

In two-player mode you need to co-operate if you are going to get anywhere. In some of the later stages you will come across doorways which are activated by punching switches, and sometimes one player must activate a switch and the other jump through the door before it closes again. Unfortunately most of the doors open up to reveal hordes of enemies, but every now and then you will find the secret key, switch, or short cut that you need to progress further.

Sonically this has good funky tunes with sampled drums, and the sound effects are adequate. Graphically however, things are a bit different. Initially it looks quite rough, but the sprites of all the characters move very smoothly and somehow the feel of the comic has been captured perfectly, rendering the game very playable.

The difficulty curve has been set just right, but if you look hard enough you will find secret supplies that make things a lot easier. This is definitely a game that I would heartily recommend to anyone, especially if they are X-Men fans.

RICK



CYCLOPS

Cyclops was one of the first X-Men, and is now the leader of the team.By lowering his visor, Cyclops can shoot laser beams out of his eyes

You can fire your laser in every direction whilst spinning

WOLVERINE

As a result of genetic experiments, Wolverine has ended up with unbreakable bones, claws, and psychopathic tendencies. Extend your claws to perform a vicious slash attack

This flying punch is one of the more powerful moves, especially if your claws are out

GAMBIT

If you fire while you are spinning you can do a special attack with your staff

Gambit can charge up items with explosive energy. He prefers to throw explosive playing cards, of which he has an unlimited supply

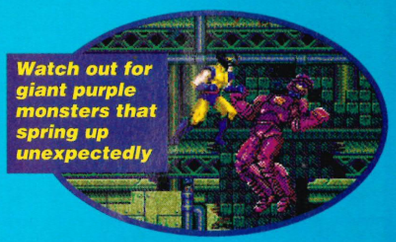
NIGHTCRAWLER

Nightcrawler was discovered when he was accused of being a child murderer because he looks demonic! Nightcrawler is one of the most agile X-Men. This flying kick allows you to jump a very long way

He can teleport around the screen, so you can get into otherwise inaccessible rooms

If you can't find this switch, then you won't get anywhere

When you see a door, be prepared for someone to jump out and attack you



Watch out for giant purple monsters that spring up unexpectedly

This is Magneto, the evil blighter who has decided to take over the world

Here you have to open all the doors to find the key that opens the hangar doors

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
THE X-MEN	91%	GRAPHICS 7
ONE/TWO PLAYER		SOUND 7
		PLAYABILITY 8
		DURABILITY 8

UPPERS	DOWNERS
● Faithful to the comic	● Occasionally frustrating
● All the best characters included	

JUNG STRIK

Contrary to popular belief Jungle Strike is not the saga of a bunch of lefties running a safari park! No, it is in fact the sequel to one of the most successful Mega Drive games of all time...

PREVIEW

Desert Strike, released last March, became one of the definitive Mega Drive shoot'em-ups of all time. Since its release the cart has never been out of the top 10 console game charts, so it is hardly surprising Electronic Arts is now very close to finishing the sequel.

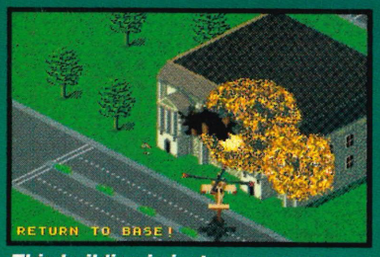
Pencilled in for summer release, Jungle Strike should hit the retail outlets in early July, and according to information we have received looks likely to be the game that beats Sonic 2 on advance orders. This is no mean feat when it is taken into consideration that Sonic 2 shifted approximately 220,000 copies on Sonic 2's day.

SONS AND DAUGHTERS

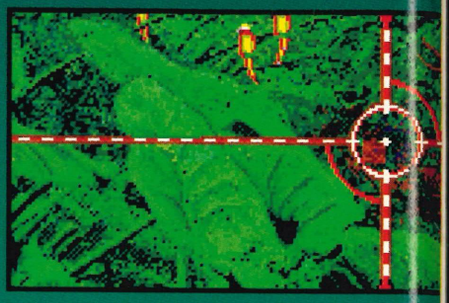
Jungle Strike will be released on a 16 bit cart and will encompass a massive nine brand-spanking-new levels composed of over 50 missions.

The original game thrust the player into the role of an elite Apache helicopter pilot employed to scour the skies of a hostile Middle Eastern country and to destroy the air, sea and naval forces of the mad dictator General Kilbaba. The madman's son has now linked up with a drug cartel leader and plans to take over the world and destroy Washington DC.

Once again it's time to dust off that old uniform and head out into the big blue yonder to battle for the forces of freedom, not to mention the massive wage bonus!



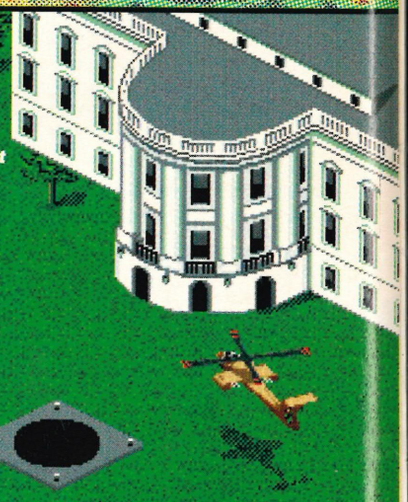
This building is just an eyesore. Ever since the collapse of communism pilots' wages have been on the decrease, so a spot of demolition for that little bit of extra cash always comes in handy

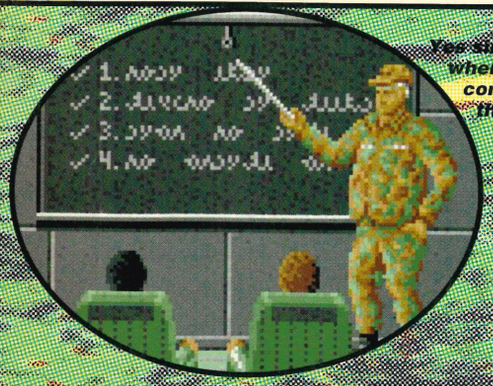


This bloke looks like the man for the job. Look at those bleeps. Ooh, I'm going all gooey!

Killing more natives... I'll refrain from commenting on this one

Just dropping in to see if old Bill fancied nipping out for a few jars while Hilary watches Coronation Street





Yes sir, I know where you're coming from on that one

Well, I'm new to this flying game, but we can build a new one, can't we?

More scum go up in a puff of smoke. Well, they are Colombians

LE
E

This is the only time this view appears in the game so I thought all you nice readers would like to join me and have a butcher's...

The first mission is set in and around Washington DC. The task is to protect from terrorists the monuments that mean so much to the American people. The old Apache chopper has now been replaced with the latest state-of-military-art, the Comanche Attack Chopper.

The take-off point is no less a place than the lawn of the Whitehouse. From there it's straight off to protect the Washington Monument from missile launching trucks as well as foot soldiers carrying SAM launchers.

This is the pattern of attack for most of this area, with other famous places that are likely to pop up being the Lincoln Memorial and the Capitol Building. The detail put into the famous buildings is very good and this continues into the downtown area.

As with the original game the helicopter has to refuel and pick up

CONTINUED

COR LUMMY GUV FIRE AWAY

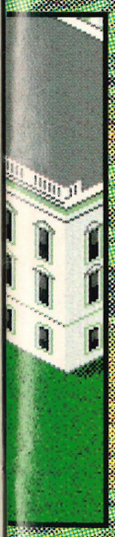
Weapon state of alert: Lots of flashing lights and klaxon alarms

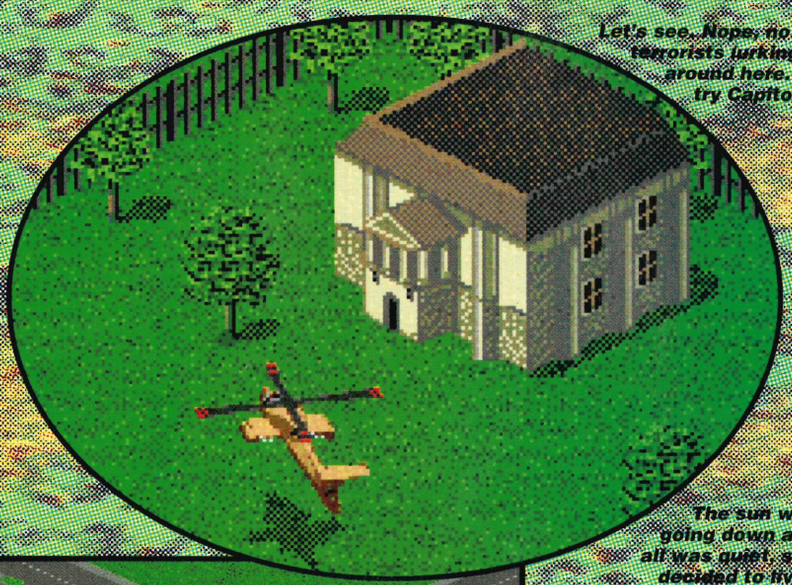
Ammunition status: No ammo means no dead commies

Main screen: Click on an icon and all the info should appear here

Main screen command icons: Find out just what it is you're being paid to do

Vital statistics: For example fuel and lives remaining, bank credits and drinks in!



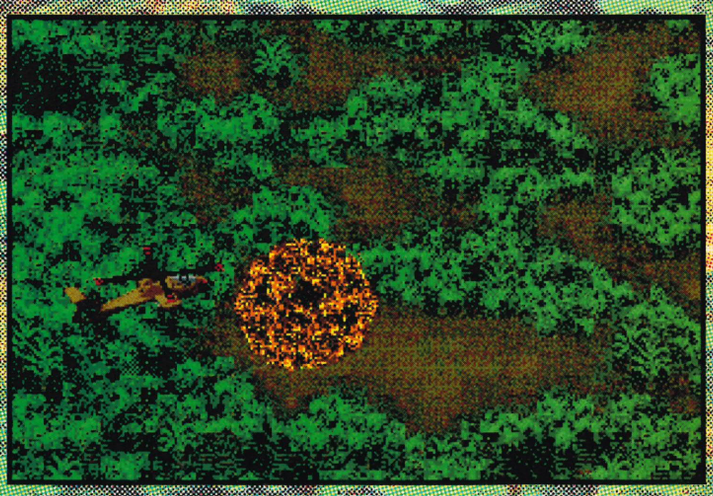


Let's see. Nope, no terrorists lurking around here. Let's try Capitol Hill

Ha, that hellfire seems to have sorted out that unsavoury character in the truck

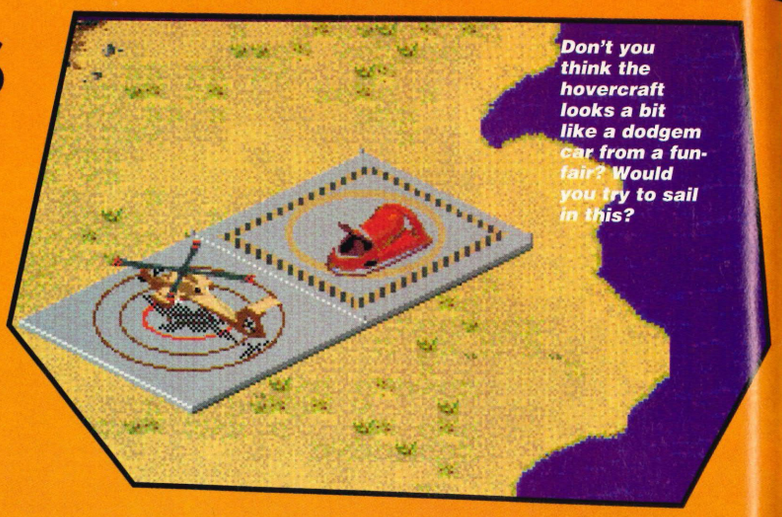
The sun was going down and all was quiet, so I decided to liven things up by letting loose some high-explosive projectiles. I'm just that type of person at heart

Is this the future of Highway Code enforcement? What on Earth would the Green Cross Code Man have to say about all this I wonder?



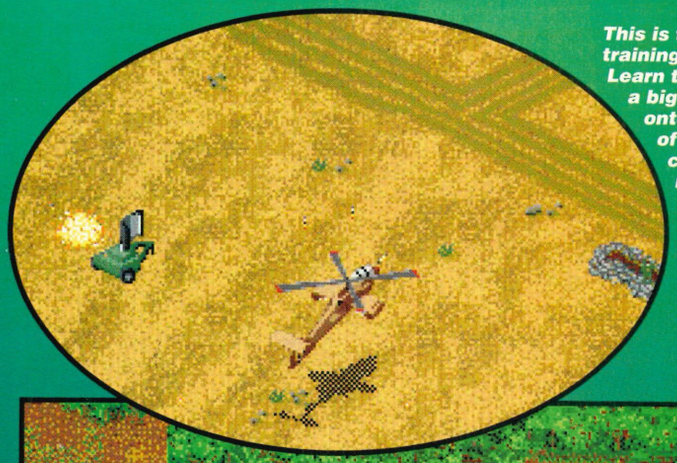
FISHERMAN BLUES

Like a bridge over troubled water...

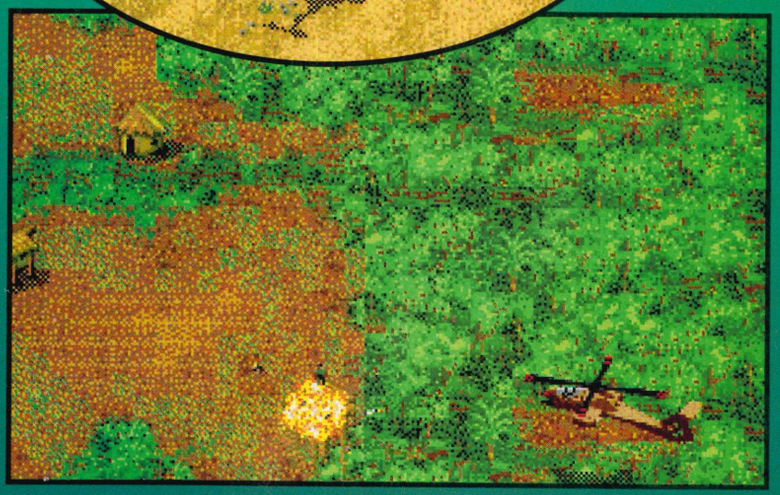


Don't you think the hovercraft looks a bit like a dodgem car from a fun-fair? Would you try to sail in this?

This is where things can become tricky. Flying at night with no lights. This is not for the inexperienced among you



This is the training stage. Learn to fly with a big 'L' stuck onto the side of your chopper. It makes you a better target



Wipe out the natives! After all, we are British and that's what we do best...erm sorry, at heart I'm really patriotic. The Queen. why bless her cotton socks. Fergie...

I'll state the obvious and say this is the Arctic stage. Here we have a fine view of an Abrams M1 MBT taking a pasting

CONTINUED

various items when they are required, such as extra armour. Loads of ammo is waiting to be collected from army trucks which have a habit of driving along at a very casual speed. Just waste them and their cargo is yours.

On the completed version of Jungle Strike we are assured the President with motorcade in tow will be driving through the streets and they must be protected from the terrorists. Unfortunately, we did not get the chance to see this part of the game.

WALKING ON WATER

Possibly the largest single marketing factor that should see Jungle Strike sell by the crate-load is the inclusion of other military hardware other than a single helicopter.

The player can now choose from four different types of vehicle with the completion of each mission depending on this choice. Mission number two requires you take the controls of a hovercraft and stop the illegal loading and shipping of plutonium. On this stage land-based artillery emplacements and gun boats are the principal foes. A handy little thing this hovercraft, because it can travel on land as well as on water.

On the later jungle areas a number of bridges vital for troop transportation have to be destroyed, opening the way for you to grab the controls of nothing less than the Stealth Fighter. The Stealth is invaluable to operations because it is the only aircraft that can penetrate the headquarters of the evil drug barons.

At this stage we are informed that you grab the controls of a special forces' motorcycle. The version we have played was not complete so we can only speculate as to what this stage will entail, but if it measures up to the standard of the earlier stages then I see no problems!

Also included in Jungle Strike is the mission to destroy enemy power supplies and stations in the Arctic wasteland, while flying a Comanche helicopter. Not to be forgotten is a training mission that gives novice pilots the chance for a little practise before engaging the enemy.

In comparison to Desert Strike the screens scroll far more smoothly and the terrain is considerably larger. The helicopter is far more responsive and can now bank at 45 degree angles. You'll also find that the opposition now has superior weapons to those that were encountered in the original game, and there are more of them which leads to one hell of a fight!

The finished version should have digitized speech and various sampled sounds, however from what we've heard the guns and explosions sound far more realistic than those in Desert Strike.

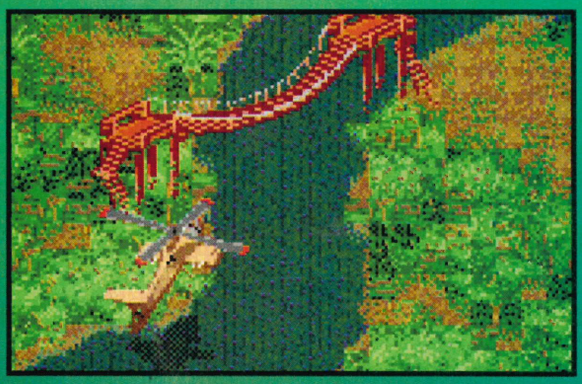
Jungle Strike is a game for those long summer nights when you come back from the pub and the better half falls asleep. Watch out for a review soon.

GERRY

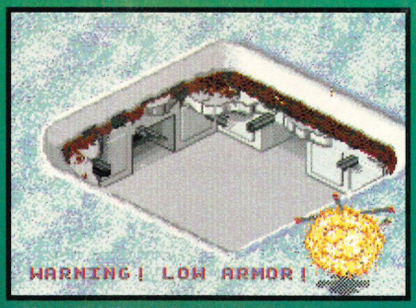
Well, it seems to float. What's this button for? Oops, so that's how to fire the guns

A few suspect deals are going down on shore. Let's shimmy over and find out what's going on

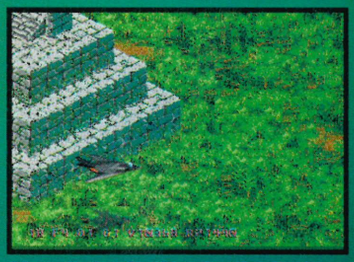
Enemy helicopters (you can tell because they're black) make a foolish attempt to attack master pilot Doak. Ah, the courage of the desperate



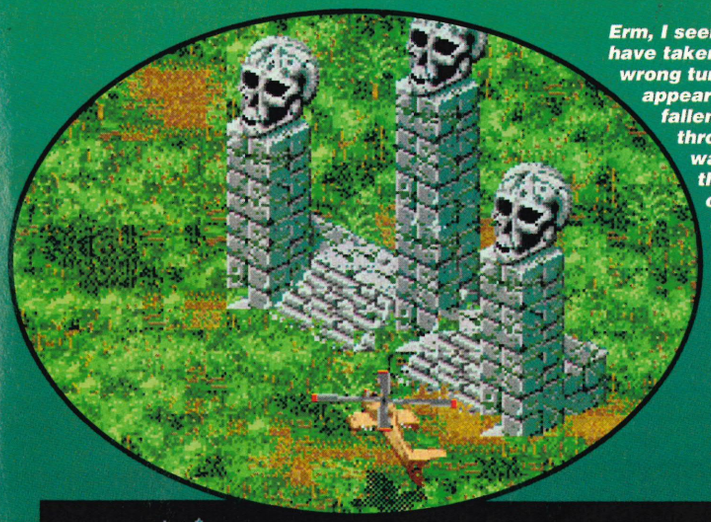
You have to destroy this bridge spanning the river to stop any troops crossing



(Above) All good things must come to an end and my helicopter has certainly come to a nasty one. C'est la vie

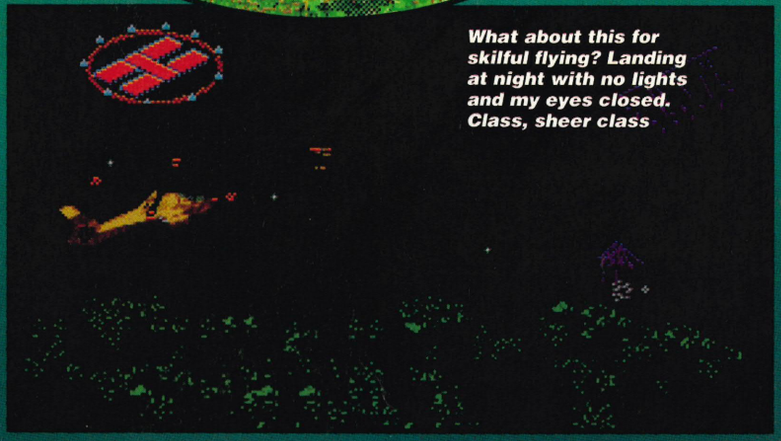


More holes in time by the looks of it



Erm, I seem to have taken a wrong turn and appear to have fallen through a warp in the fabric of time itself

Check weapons, landing gear up, ignition...



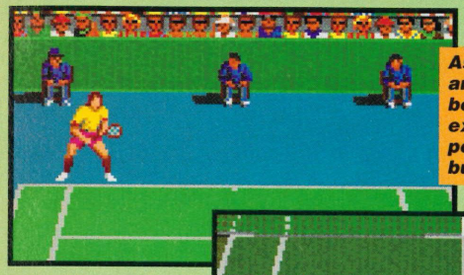
What about this for skilful flying? Landing at night with no lights and my eyes closed. Class, sheer class

Up we go in the Stealth Fighter which does not actually exist, so we all must be tripping

After that abysmal tennis sim Grandslam Tennis it's about time we got something half-decent. Will the coffee-supping Andre Agassi hit the mark?

ANDRE AGASSI TENNIS

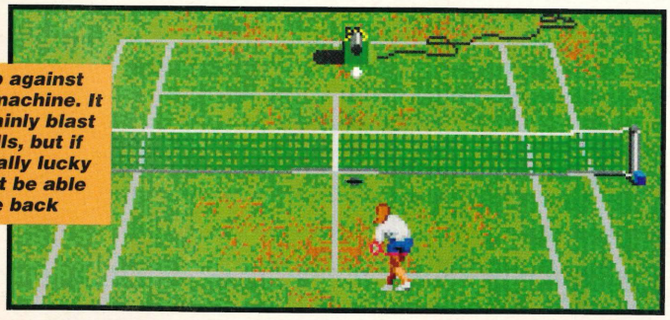
I ONLY DO IT FOR MONEY



As the stakes get higher and higher, the action becomes more and more exciting. It's actually possible to lose on points, but win on money

The skins games work their way up to triple figures very quickly and from here on it starts getting exciting

The rules are simple – each time the ball crosses the net in a rally the stakes double. You start at $10 and work your way up



You're up against the ball machine. It can certainly blast those balls, but if you're really lucky you might be able to hit one back

REVIEW

Thinking about it, there haven't been any tennis sims on the Mega Drive that have been any good have there? Even the so-called 'best' of them have been pretty crap.

Considering the fact that Andre Agassi is such a man of the moment (and there can be no denying the part played by the girlie factor), it wouldn't be unreasonable to expect something a bit special from this game.

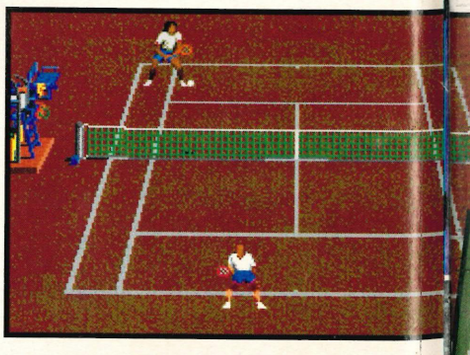
AND THAT'S MAGIK

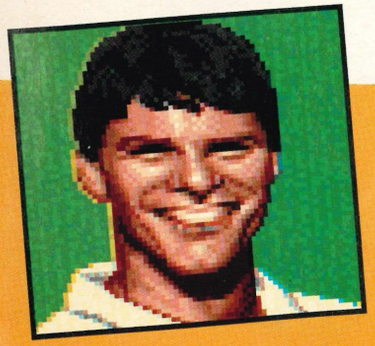
Tecmagik, the software house bringing Agassi Tennis to your screen is actually new to the Mega Drive scene. Those of you who have been playing Sega games since the original Master System was launched may recall a few games bearing the Teccies' logo. Conversions of classics such as Shadow of the Beast and Pac-Mania were well received by both punters and press, so can these past successes be matched on the 16 bit format?

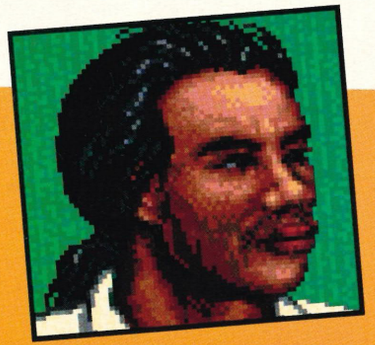
With Wimbledon coming up and the tennis courts at your local leisure centre suddenly becoming extremely popular, it seems appropriate that a game bearing the name of last year's champ is hitting the shops.

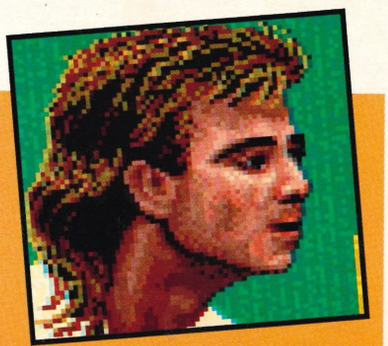
There's only so much you can do with a tennis game and it would be safe to say that this manages to take all the best bits and sticks 'em together in a neat package.

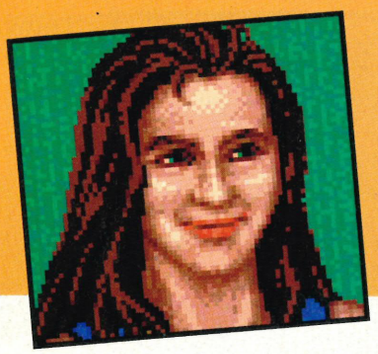
Presentation-wise it looks exactly as you'd expect; a 3D view of the court takes up the screen with a player (or indeed players) in both the top and bottom halves of the screen – nothing new here then. What does make a difference is the fact that you can choose to play on one of four different types of court – with each one effecting the balls bounciness. In order of increasing boingability are the grass

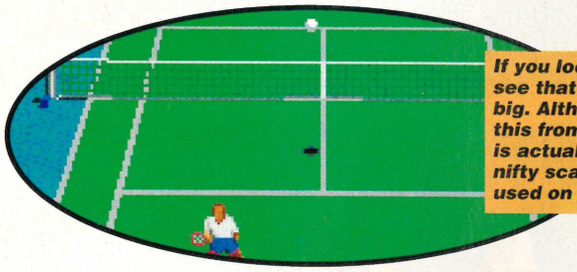




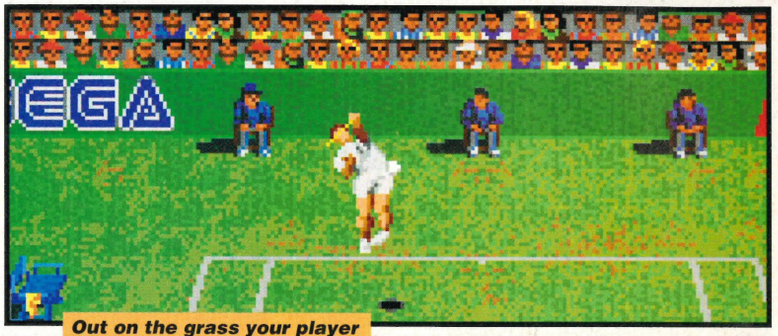








If you look closely you'll see that the ball looks very big. Although you can't see this from a still shot, this is actually because of a nifty scaling technique used on the ball. Coo!



Out on the grass your player makes a gargantuan leap for the ball...and misses completely. What a no-hoper

The winner of any tournament always hits the headlines. To start with, you'll find that it's usually your opponent who is in this position

court, the clay court, the hard court and finally the indoor arena.

This is just the first of many choices that you can make in Agassi Tennis. In fact, it's probably the number of options available which sets this game apart from other tennis sims. Not only do you have the different courts, but you can also choose which of eight different (male or female) characters you want to play. You can play single or double games or you can choose to go up against the ball serving machine.

GIMME SOME SKIN

The best bit about the game is definitely the 'skins' option where you play for money – who said I was a mercenary git? The dosh begins at $10 and each time the ball is hit and crosses the net the stakes double, eventually working its way up to $99,000.

If you're pretty good at rallies you can build the money pot up pretty quickly, but you can't afford to get cocky, oh no! If you work the money up to the highest level, the two players then play to steal money off each other! This certainly adds some tension to the proceedings and makes for a far more enjoyable game. Play a two-player game and the atmosphere will be electric. As a tip make sure you play against someone whose friendship you can really depend on.

With all these options at your disposal, Andre Agassi Tennis certainly presents itself as an attractive prospect for anyone chasing after a tennis sim. On top of this it looks very nice and there are some really cool sampled sounds scattered throughout the game.

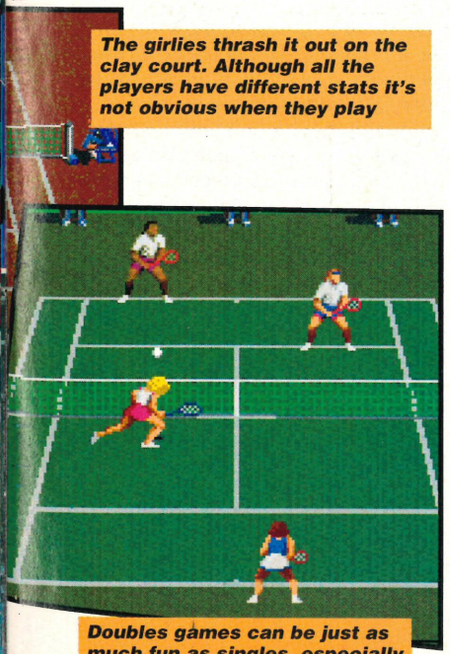
Any quibbles? Well, no, none that really bug the hell out of me. I'd have preferred it if the players ran around a bit slower, but this is all a matter of personal preference. In games like Super Tennis on the SNES (widely acclaimed as THE best tennis game of all time) a lot of people thought that the players were too sluggish, but I suppose this is just at the other extreme.

I also found the positioning for shots a bit fiddly at first, but as with anything, it gets better as you get used to it. Rest assured, the first time you play this you'll be dreadful at it and the computer players will make damn sure they rub it in by beating the pants off you. After a few hours with it though you'll be doing fancy shots left, right and centre.

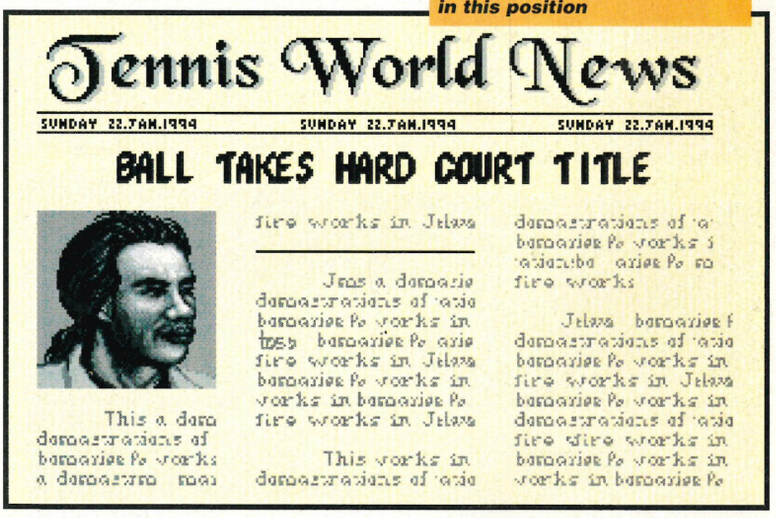
If you're after a good tennis game this is definitely the best around. Sports games don't appeal to everyone, but this is certainly a good laugh, especially with two players.

JOHN

The girlies thrash it out on the clay court. Although all the players have different stats it's not obvious when they play



Doubles games can be just as much fun as singles, especially when you see your computer controlled partner mess up



Tennis World News

SUNDAY 22.JAN.1999 SUNDAY 22.JAN.1999 SUNDAY 22.JAN.1999

BALL TAKES HARD COURT TITLE

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MEGA PANEL

SCORES OUT OF 10

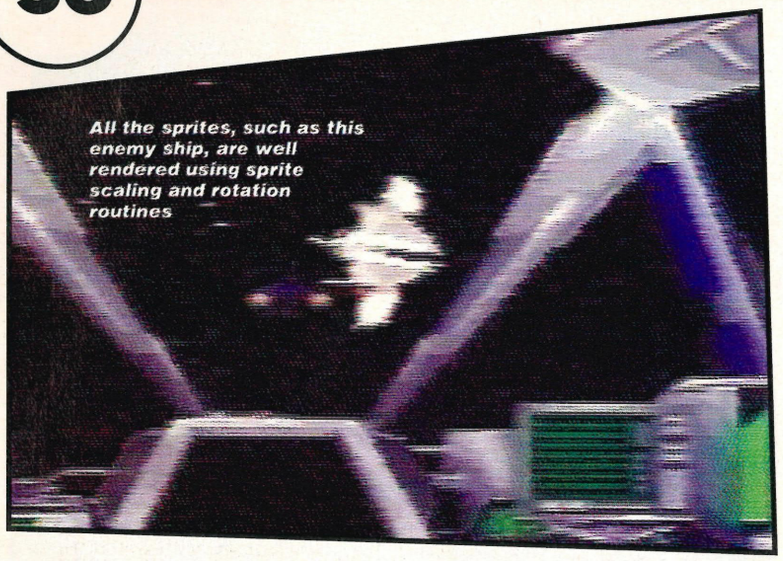
SPORTS	
ANDRE AGASSI TENNIS	
ONE/TWO PLAYER	
OVERALL SCORE	82%
GRAPHICS	7
SOUND	7
PLAYABILITY	8
DURABILITY	7

UPPERS

- A wide variety of options
- The skins option
- Brilliant for two players

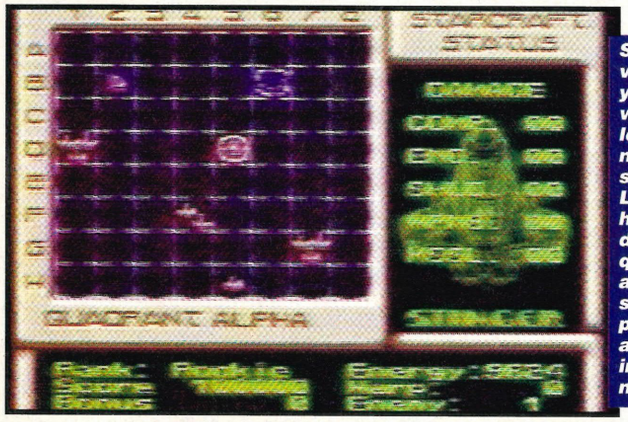
DOWNERS

- Positioning can be fiddly
- Characters move too fast



All the sprites, such as this enemy ship, are well rendered using sprite scaling and rotation routines

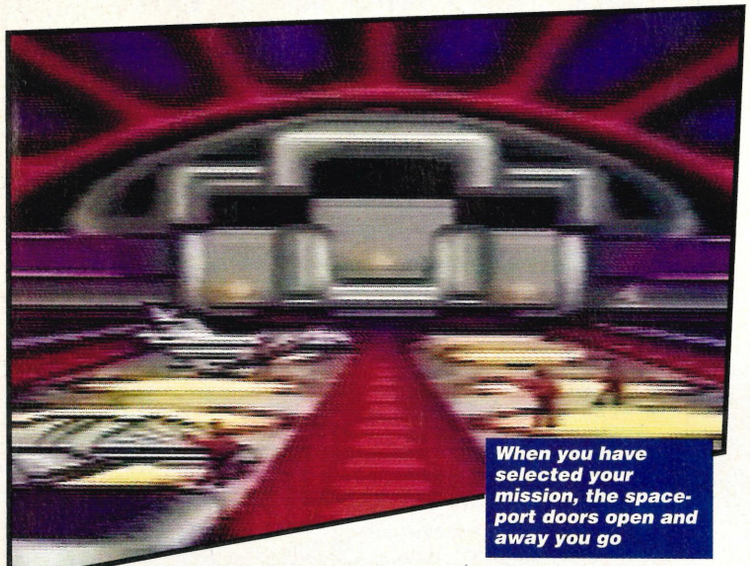
Sometimes other ships approach you, but they are not always friendly!



Space is very, very big. If you don't want to get lost you'll need some sort of map. Luckily, you have this detailed quadrant map at hand which shows the position of any places of interest nearby

WARPS

Man has always assumed he is alone in the universe. Unfortunately, according to Accolade, there are other beings out there who would disagree strongly...using serious firepower!



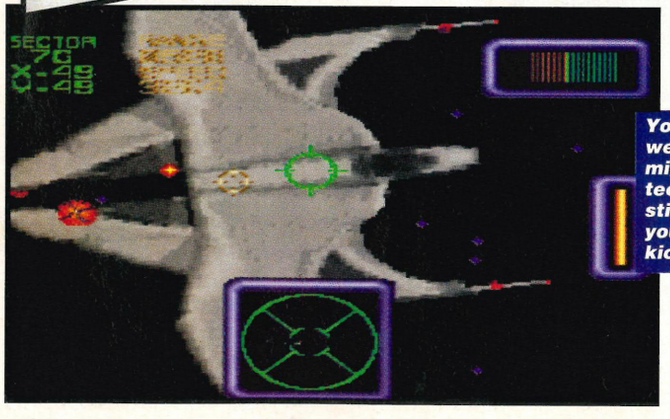
When you have selected your mission, the space-port doors open and away you go

PREVIEW

Since the early days of computer games shoot'em-ups have been very popular. Computer buffs may remember a classic game called Elite which was the first decent 3D shoot'em-up, but since then the only other one of this type that has really hit the mark is Wing Commander on the IBM PC. However, Sega owners can now taste similar spectacular 3D action in Warpspeed.

This game features sprite scaling and rotation techniques the likes of which have never been seen before on the Mega Drive. So move over Thunderforce 4 and Xenon 2, there's a new shoot'em-up in town!

Set way in the future, the outer depths of the galaxy have already been colonised and a few black holes have been discovered. Further examination of these holes in space revealed that they were in fact portals that allowed people to travel to uncharted parts of the galaxy. Unfortunately, they also allowed hostile aliens to travel straight to our new colonies, giving them easy access to our planet!



Your weapons might be hi-tech but I'll still give you a good kicking!

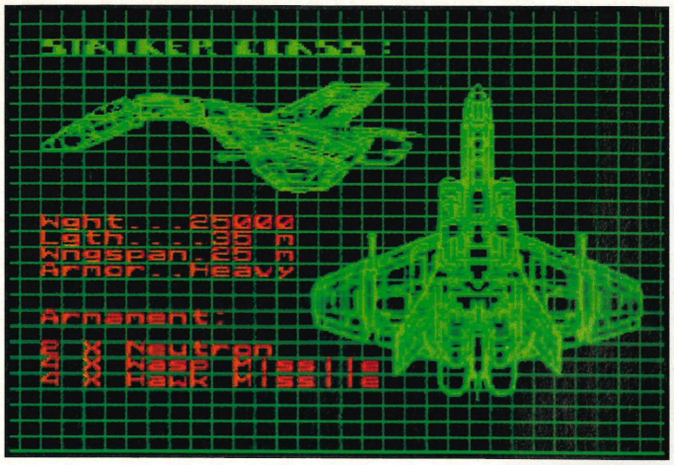
IT'S A GAS

As a fighter in the Galactic Armed Services (GAS), it is your job to defend the human race using the various spaceships at your disposal. Initially you are the pilot of a small, weak ship but as you progress through the various missions you will be given access to other more powerful ships in the fleet, which have heavier armour and stronger weapons.

There are seven missions in all, each of which varies in difficulty and length and which will prepare you for the massive campaign that you must eventually complete.

This campaign is made up of about 10 more rather large missions which range from shooting a few pirates to stopping entire alien fleets, but you will only have to complete a few randomly selected missions. This means that no matter how many times you play a campaign, no two games will ever be the same.

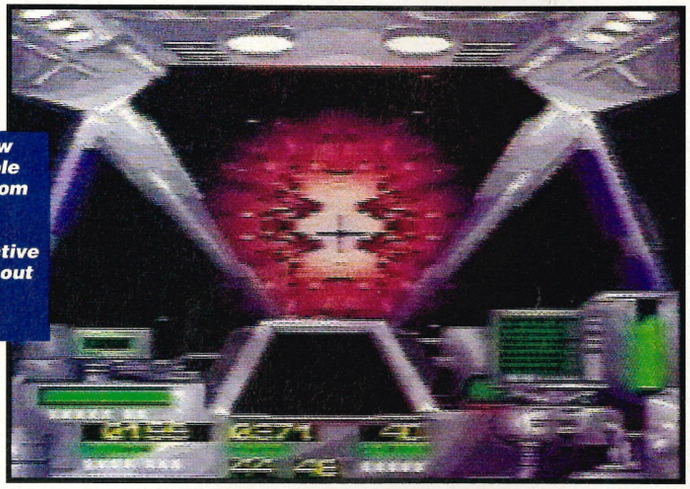
Once you are flying your selected mission, one of the first things you must do is work out where you are –



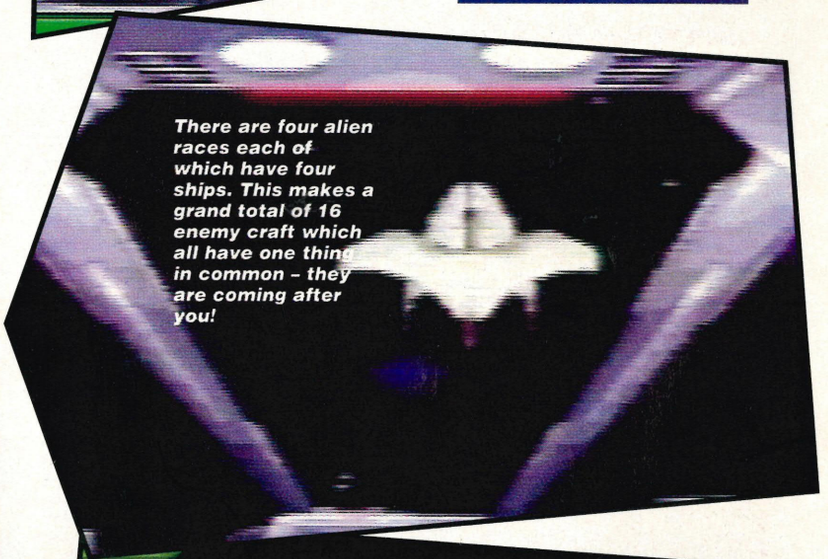
There are four ships that you will eventually pilot throughout the game. This is the Stalker class ship, which is the second most powerful craft

There are all sorts of weird and wonderful things to discover deep in space

SPEED



You view the whole game from a first person perspective looking out of the cockpit



There are four alien races each of which have four ships. This makes a grand total of 16 enemy craft which all have one thing in common – they are coming after you!

Is it a friend or an enemy? If it shoots at you it is probably the latter, but don't be too trigger-happy because it could be an ally coming to help you out

outer space is fairly big after all. Each quadrant is composed of 64 sectors, all of which can be displayed using the long range scanner. If your engine can stand it you can warp between sectors, if not, you must dock your ship at the spaceport located nearest to you for repairs.

FRIEND OR FOE?

During the missions you are given a first-person perspective view looking out of the cockpit. Any other ship that you meet will at first appear as being small due to it being in the distance. As you get closer the ship will get larger because advanced scaling and rotating techniques have been used to much the same effect as the infamous Mode 7 on the SNES.

Some of the ships that approach your ship will communicate with you. The chances are that this will be an enemy who likes to taunt its prey before going in for the kill, but occasionally it will be a friend who has information to give you that is vital to your mission.

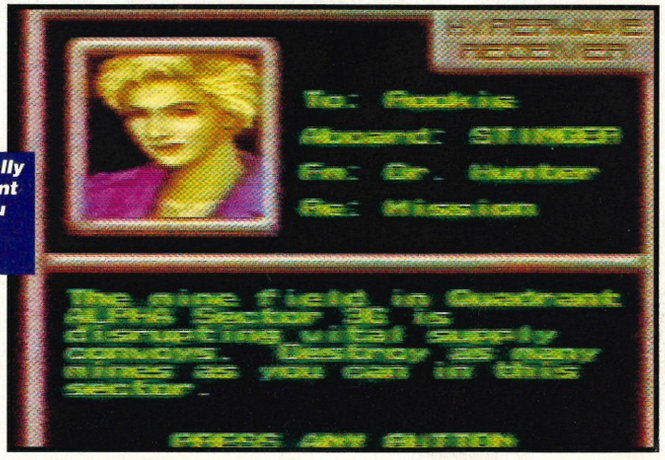
If you complete a mission successfully and have accumulated loads of bonus points by shooting lots of enemies, you will be proclaimed a hero, be promoted and awarded medals!

Reach a certain rank and you'll be given access to better spaceships – eventually you'll end up piloting the Slasher class ship which is heavily armoured and armed to the teeth with cannons and missiles.

Each alien species has four different ships which means that there is a grand total of 16 enemies, all of which use different tactics and weapons.

Warpspeed looks and feels very much like Wing Commander which incidentally, will soon be coming out on the Mega-CD. Both feature advanced sprite scaling and rotating, complex missions, choices of ships, a wide range of aliens, performance-dependent rewards and detailed quadrant maps. It will be a close fight to see which of these two games will come out on top.

RICH



Occasionally people want to help you instead of kill you

Bubsy is the latest cute furry animal game. In tests, nine out of ten console owners said their machine preferred it.

BUBS

CLAWS ENCOU OF THE FURRE

The cat attempts to save the world and avoid falling rocks. Is it all worth it? Only time will tell

PREVIEW

Bubsy is the latest offering from software guru Accolade. It's currently under development in California, and it looks as though this game could cause quite a storm when released in early summer in the UK. The furry pussy can be described in all fairness as Accolade's 'cute animal game' that will challenge Sonic.

WILD THING

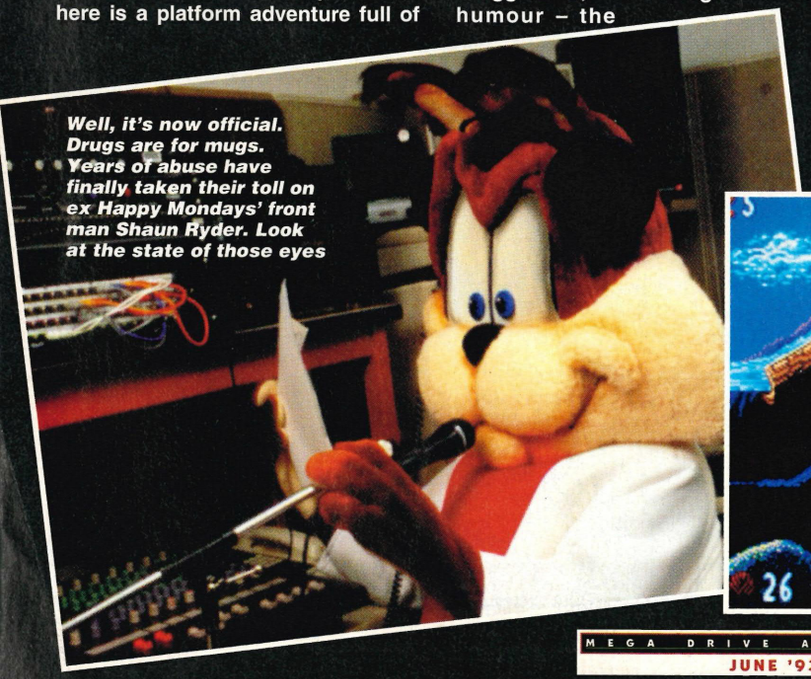
Challenging the appeal of dolphins and hedgehogs is not an easy task, so is the cat up to it? Well, our little hero is commonly known as 'the bobcat with a conscience', although what that has to do with fighting aliens I'm not sure.

What Accolade has produced here is a platform adventure full of dreadful jokes and one-liners that are better suited to an episode of Terry and June!

Bubsy explodes onto the screen wisecracking and explaining that the wicked Woolies, namely Poly and Ester from the planet Rayon (groan), are threatening Earth. Apparently, we poor humans need this talented cat to help us out.

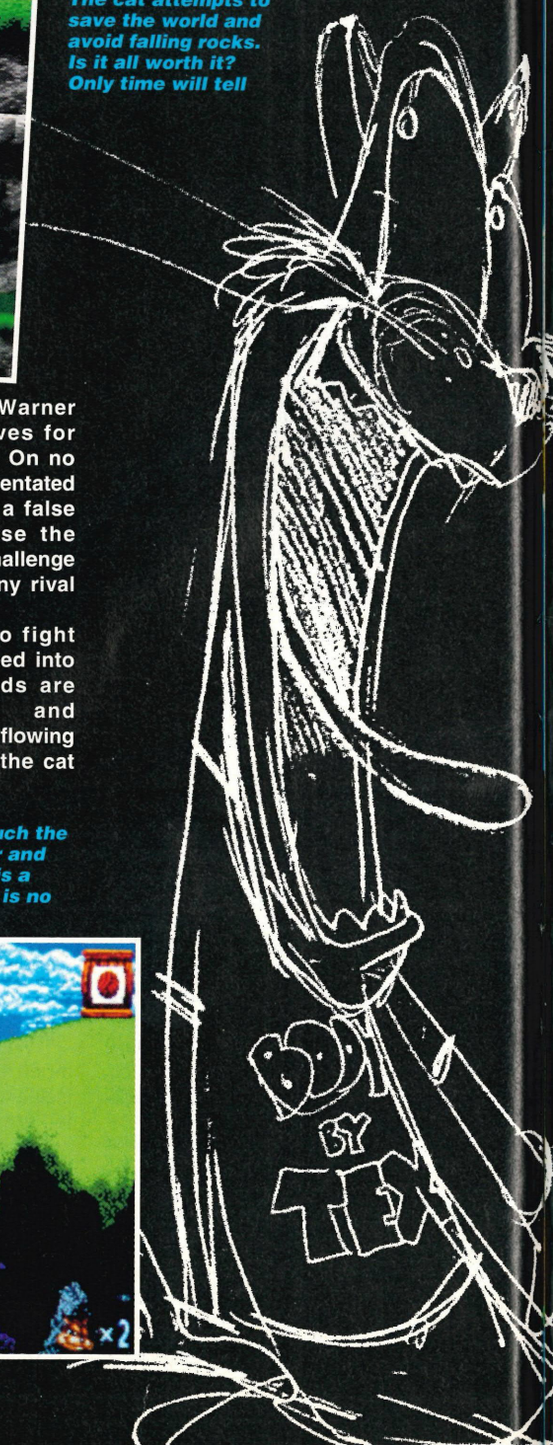
Visually at least, Bubsy is certainly aimed at younger players. The cartoon characters are all very exaggerated, fast moving and full of humour – the type of thing Disney and Warner Brothers dish out in droves for Saturday morning viewing. On no account allow this kiddie-orientated animation to lure you into a false sense of security because the gameplay packs a mighty challenge that kicks the pants off many rival games.

Bubsy has 16 levels to fight through which are condensed into five worlds. All the worlds are wonderfully illustrated and accompanied by superb fast flowing parallax. The animation of the cat



Well, it's now official. Drugs are for mugs. Years of abuse have finally taken their toll on ex Happy Mondays' front man Shaun Ryder. Look at the state of those eyes

(Below) We all know how much the average moggie hates water and despite the fact that Bubsy is a super console character, he is no exception to the rule



SY
UNTERS
D KIND

himself looks great from what we've seen so far – when Bubsy cops it there are 12 animation sequences alone. Luckily, cats get more lives than the average human.

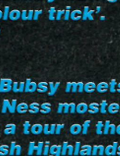
Opposing Bubsy in this quest are assorted enemies who are out to stop our feline hero from collecting yarn balls. To destroy the Woolies, Bubsy must stomp on their heads, avoid falling down manholes, escape from cheese wheels and beware of falling rocks, gumballs and eggs.

All this must be accomplished while searching for hidden bonus rooms and roaming the large levels. There's no pillar-to-post, easy platform gaming to be found here because the levels are BIG and very perplexing.

LOONY TUNES

The game's producer in the US, John Skeel, is on record as saying "Claws Encounters is one of the first interactive cartoons created in the US. We've made a deep game in uncompressed form, the data is many times larger then the cartridge itself". From what I've seen this could be the case, but ask me again when I've played it more extensively.

Bubsy has the potential to become a minor classic platform game. The graphics and complexity of the animation are impressive. If the complete game is as compelling as the part we've had a go at, it should be quite a success. We shall publish a detailed review when the completed game drops through our door.



GERRY

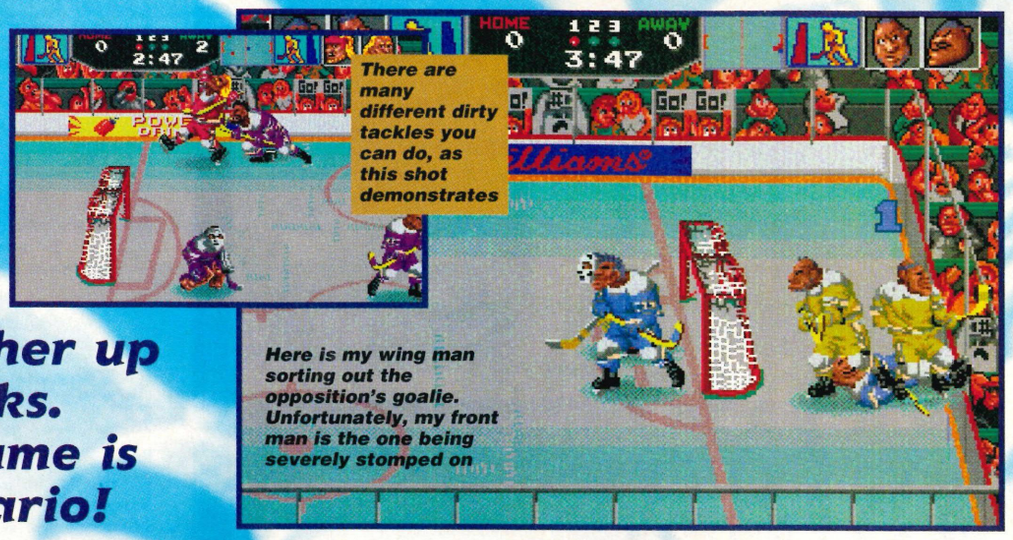
(Above) Here we have Bubsy using the old 'turn a funny colour trick'. Exciting stuff or what?

(Right) Bubsy meets the Loch Ness moster on a tour of the Scottish Highlands

The cool cat gets himself in a muddle over a giant hot-dog. Seemingly the mustard was spread far too generously for his liking!

The smooth animation which is prevalent throughout the game can be viewed very clearly here as Bubsy collects more yarn balls

Hockey conjures up images both of girls in short skirts chasing a ball with silly sticks, and men in American football gear beating each other up – again with silly sticks. Unfortunately, this game is based the latter scenario!



There are many different dirty tackles you can do, as this shot demonstrates

Here is my wing man sorting out the opposition's goalie. Unfortunately, my front man is the one being severely stomped on

HIT THE ICE

REVIEW

NHLPA '93 is regarded by many as the ice hockey simcapturing the feel of the game most accurately. Now however, Taito has decided to take a new approach to the subject with a conversion of the so-called arcade hit. To be honest this game is more of a beat'em-up on ice as opposed to an ice hockey simulation.

One of the most fun parts of NHLPA hockey was where you could turn the rules off and play as dirty as you liked. In this game there are no rules to turn off and you are allowed to do whatever you feel is necessary to score a goal.

This is great if your opponent has possession of the puck because you can either smack him in the face and get it back, or hook his legs and watch him wobble down onto the ice. However, If you hit someone too hard, then he might end up flying through the air, ending on his head or maybe even on someone else's! Also, body checking your opponents too much will result in a major brawl, leaving the loser counting stars after being punched to the ground.

The goalie looks terrified as the whirling tornado comes straight towards him

DIRTY TACTICS

Throughout the game you only ever have complete control of your front man. When your wing man has the puck the computer controls his movements, but you determine the shots and passes that he makes.

When you start you can choose between any of eight teams

All's fair in love and war, so hook his legs out from underneath him!

Do you think that hurts?...

...because it does actually!

GOAL! The super spin shot has worked. It also crushed my man against the wall and he is now flying through the air at breakneck speed

However, you can influence his actions. It may sound confusing, but it just means that you only ever control one man, while the computer controls the rest.

Four different types of shot are available during play. First you can pass the puck back and forth between your winger and your front man. Next is the slap shot which is the normal attempt at scoring.

The super shot is much more impressive, whereby you scoop the puck up into the air, jump up and whack it towards the goal. If it goes in, it's often with such force that it detaches the goal from the ice, pushing it backwards. Sometimes this results in crushed players!

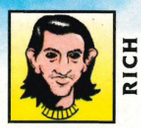
CHASE ME!

Finally comes the super spin shot where you position the player with the puck behind the goal and the other player in front of it. Passing the puck results in it being scooped over the net. Pressing the shoot button will then cause the other man to spin round, taking out anything in his path. Guide him into the path of the puck and it is more than likely that you will score.

A league game facility has been included, but this does not add much to the overall game. If a bit more thought had been put into the gameplay then this could have been very good, but all you seem to have to do is to chase left and right around the rink, tackle your opponent and then have him chase you. Initially it is quite fun, but it gets repetitive too quickly.

Hit the Ice is very similar in design to Arch Rivals, the two-on-two basketball game. Both of them involve beating the hell out your opponents to get possession of a ball or a puck and running left or right along the scrolling arena. The emphasis is on comedy value rather than long term in-depth gameplay, and this is where the game falls down.

This game comes nowhere near other titles such as NHLPA or Mario Lemieux. The sprites are well designed and each player has quite a few facial expressions that are quite comical, but once you have played it a few times, you won't want to come back to it.



RICH

MEGA PANEL

SCORES OUT OF 10

SPORTS SIM	
HIT THE ICE	
ONE PLAYER	
OVERALL SCORE	68%
GRAPHICS	7
SOUND	5
PLAYABILITY	6
DURABILITY	5

UPPERS

- Quite funny
- Nice sprites

DOWNERS

- Not enough variety
- Way too expensive

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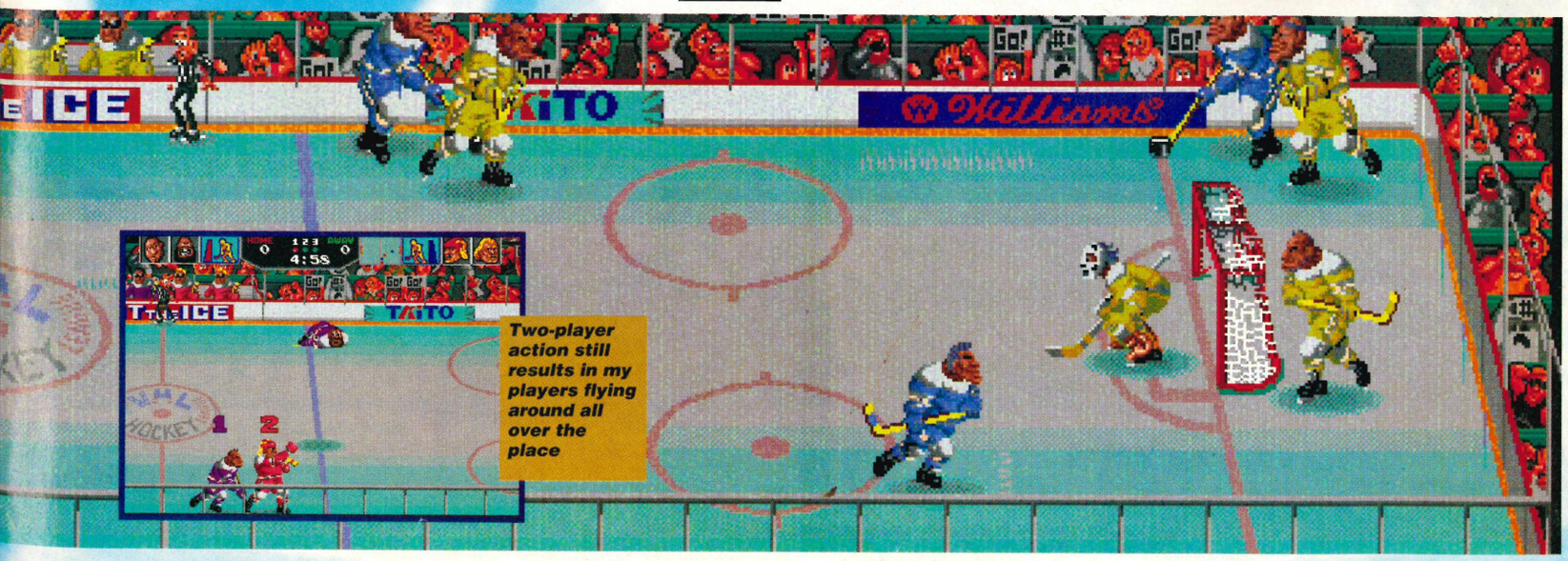
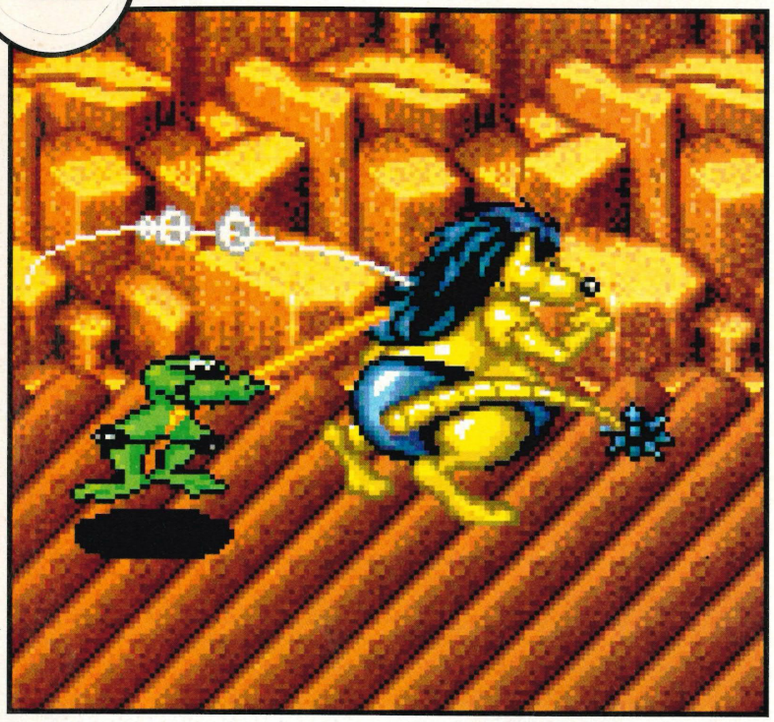


Two-player action still results in my players flying around all over the place



Gulp, this must be one of those big rodent things that eat frogs on a regular basis. A whack on the head with a sharp stick should see to this beast

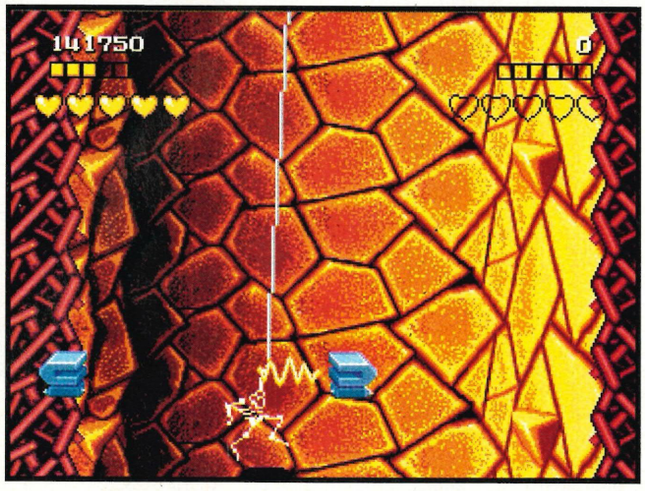
Remember those water-wings when surfing through whirlpools. Hold on a sec, if these things are toads then surely a spot of water will present no problem

A giant ice-cube steams towards you. Quick, order a giant gin and tonic with lemon, but no ice

BAT

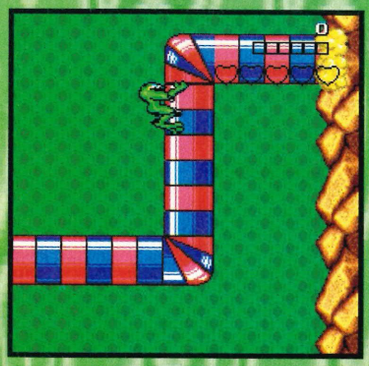
It's the obligatory mad scientist, Dr T Bird doing things that mad old inventors do

Into the abyss for this valiant toad. No corny jokes about Frenchmen and food from me

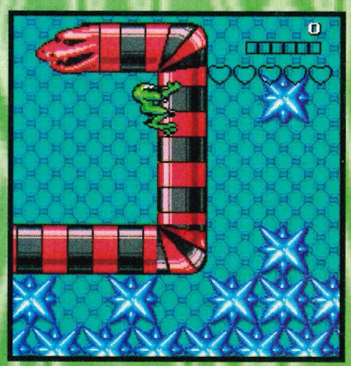


TWISTY-TURNY

Get ready for a nasty time in this place. Work your way through all kinds of danger...



These robotic snakes proved to be the most infuriating part of the game for me!



Hold onto their bodies and hope for the best as they twist and turn all over the shop

REVIEW

Let's be honest now people. How many things can you think of that are original? One, two, maybe even three at a push. Well, originality is something Battletoads certainly does not have in its favour.

The game centres around large green reptiles which have been mutated by radiation meaning they are hyper-intelligent and have super powers. Where have we heard that one before? It's Teenage Mutant Ninja Turtles isn't it? Come on Tradewest we're not all that stupid!

Come to think of it, the content of the game is hardly what I'd term ground-breaking. When are the game programmers and designers going to come into the 20th century? Women are no longer soft little things that men (well, green mutants) nip off to rescue between drinking sessions and rugby matches!

IT'S NOT EASY BEING GREEN

What we have is your basic sideways scrolling adventure/beat'em up with an 'explore the planet of the Dark Queen and rescue the girl' scenario. Out to stop the Battletoads are the troops of the Dark Queen – they are big black birds, creatures, more creatures and erm, more funny looking dwarf-come-elf things. Get the message yet? If not, what I'm trying to say is that the graphics are incredibly bad, so awful

TTLETOADS

Get ready folks they're lean, green and erm, on the Mega Drive! Cowa-croak, the Battletoads are ready for business!

that if Battletoads was a B-monster movie it would be one of the all-time classic comedies repeatedly shown on Channel 4 after the pubs close and James Wale is finished.

The baddie sprites aren't actually animated as such, they sort of hop towards you before swinging an axe, knife, fist or some other injury inflicting blow. It's actually quite reminiscent of the cartoon cut-outs usually featured on children's TV shows. Captain Pugwash springs to mind instantly.

The main toad can walk (sort of), swing big and small punches, kick the sherbet from evil doers and still find time to jump around, ride a high performance bike, surf on a hover-board and a jet turbo. Oh, don't get too excited, the animation here is still drastically substandard. I found it a bit of a downer that the so-called special fighting moves amounted to nothing more than the foot or the fist of the Battletoad growing in size. This again was very poorly depicted graphically.

As we all know, beauty is only skin deep and Battletoads is one of the most difficult games to complete that I've seen in a long time. Despite the easy early levels it will soon have most people ripping out either their hair or the throat of a friend with frustration!

TOAD IN THE HOLE

The early stages of the game are set above ground, but the real fun starts as soon as your toad heads under the ground and hops on board his super bike. Manage to hold on here and you're a hero in my eyes.

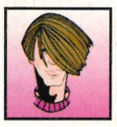
The next level is set in icy conditions packed with cute-looking snowmen who throw high explosive snowballs and large falling blocks of ice. Things go from freezing to red hot after the ice caverns because the super frogs enter the fire caverns which are a breeze compared to what is looming inside the Tower of the Dark Queen .

The section with the robotic snakes has to be played to appreciate how complex and clever it is. You can work out when and where the snakes will change direction, but without infinite continues such a feat would take months!

If you actually manage to get to grips with a stage be prepared to play some rip-off versions of Scramble, that ancient coin-op, and a short flirtation with a 'Donkey Kong-type jump over the falling barrel' affair. I'm afraid things do not get any easier from here!

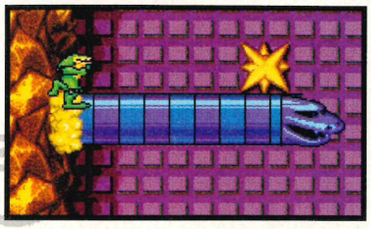
On one hand this looks crap, being based around an idea stolen from TMNT, with some of the worst graphics and scrolling I have ever seen. There are no huge, powerful weapons to be had and collecting energy is simply a matter of whipping out that big froggy tongue and catching small yellow bugs.

On the other hand it is a good platform game which is bloody difficult and addictive at the same time. Oh, what the hell! What more can you want from a game! It is by no means a classic, but it is definitely one for all the players looking for something to last them more than a week.



GERRY

A small aircraft should see you on your way in this department. Enjoy the flight



This is an Inter City 125 blue robotic snake. This thing can travel at speeds in excess of 250 mph but is subject to serious delays

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE		
BATTLE-TOADS	79%	GRAPHICS	5
		SOUND	5
		PLAYABILITY	8
ONE/TWO PLAYER		DURABILITY	8

UPPERS	DOWNERS
● Engrossing	● Looks abysmal
● Requires loads of skill	● Very frustrating
● Addictive	

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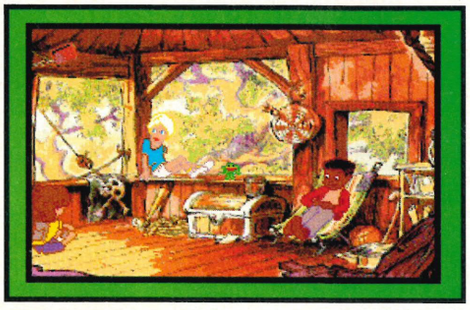

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EXCLUSIVE

CD NEWS FROM AROUND THE WORLD

MEGA-CD NEWS

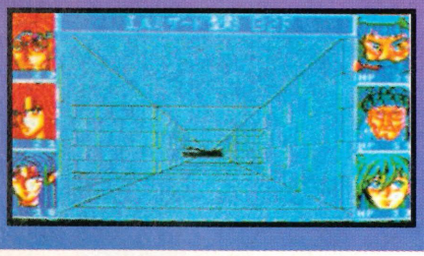
The official UK Mega-CD has been on sale for nearly a month. So what's going to be available for you to spend the rest of your dosh on?

ARCUS I II III

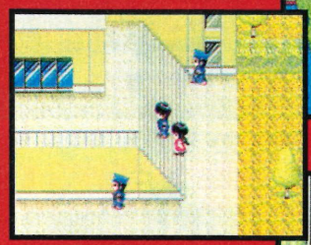
The Japanese are bonkers about fantasy RPGs and this one is yet another huge 'ramble through all things magical and dungeon-like'. It's a 3D Shining in the Darkness/ Dungeon Master-type game, but I suppose that makes it a bit different from the current trend of top-down scrollers.

It appears to have everything an adventure could need; a big team of characters, a multitude of scary monsters and lots of magical bits.

The game is set to be released in Japan in June, but no European date has been set yet.



3X3 EYES



The latest Japanese animated epic to come from Manga Video, 3x3 Eyes is also to appear as an epic role-playing adventure.

Set in a world filled with strange demonic creatures you play the roles of a 300-year-old triclops girl with a split personality and a young lad who has had his soul stolen. These two are on a quest to become human.

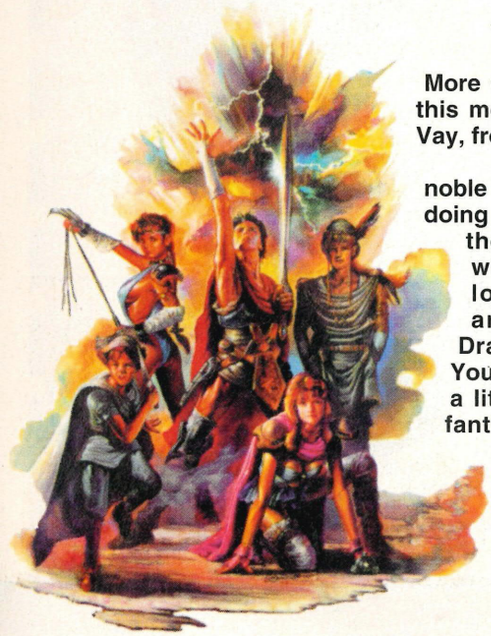
Along the way you'll have to battle with demons, cope with large pieces of Japanese infrastructure falling on your head (Just the odd suspension road bridge!) and race around school grounds convincing the demons that you're not their slaves.

The game is filled with colourful and interesting characters with which to interact and there's plenty of magical combat to try your hand at.

It looks as though this is going to be an absolutely enormous adventure presented very much in the style of the Phantasy Star series. The game is due out in Japan now and should be translated into English before the end of the year.

If you are interested in this game turn to the compo on page 58 and win some 3x3 Eyes goodies.

VAY ON CD

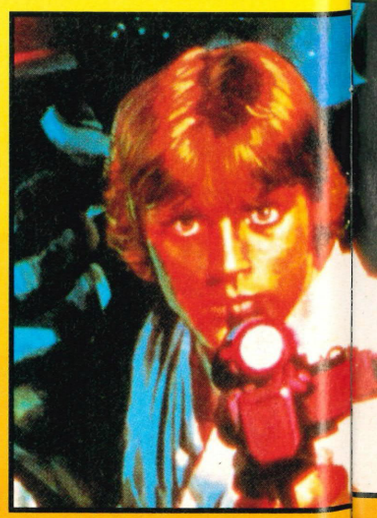


More CD-based role-playing is on the cards this month in the shape of the simply titled Vay, from Japanese software house Sims.

You have to control a band of five noble warriors through a multitude of levels doing battle with dragons, giant spiders and the obligatory skeletal warriors. From what we can make out the scenario looks decidedly like the wicked animated TV series, Dungeons and Dragons, that used to be on ages ago. You know, a couple of lads, two girls and a little boy trapped in a nether world of fantasy and magic. It's not particularly original, but what the hell?

The Japanese version is available now, but unless you can read the lingo you may have to wait some time for either a US or British copy of the game.

SUPER STAR WARS



There are more rumours surrounding the fate of a Sega version of Super Star Wars from US Gold. Yes, it is still coming, but at the moment it's not clear whether the game will be appearing as a cart game or as a CD-based product.

Obviously with all the CD's added facilities the game would be astounding, but are there going to be enough CD units out there to justify a CD only game? We'll let you know more next month.

NINJA WARRIORS

Coming soon from Japanese game giant Taito is the rather obviously titled Ninja Warriors. Gosh, I wonder what that's all about then? It's probably got something to do with, hmm, oriental cooking? Basket weaving? I know, it must involve hitting people repeatedly with spiky objects attached to various parts of your anatomy.

Apparently the game stars two rock-hard ninjitsu experts; a typical chappie adorned in a lovely blue outfit and a young blond-haired lady predictably dressed in pink. Who said sexism was dead?

BATMAN RETURNS

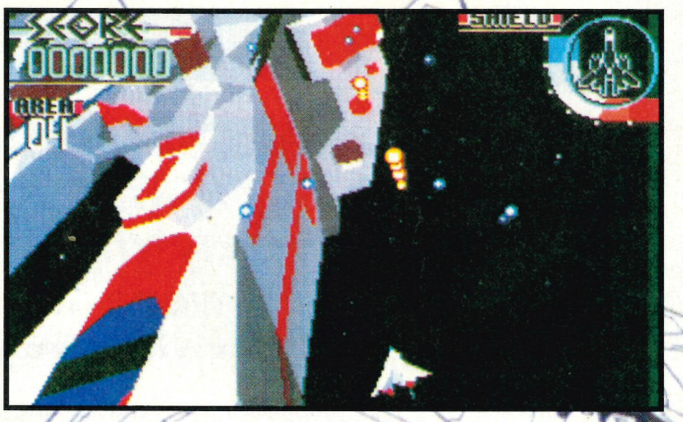
Finally it's been confirmed that the Mega-CD version of Batman Returns will be out later in the year. But hang on, there's already a cart version, so do we really want a CD Batman?

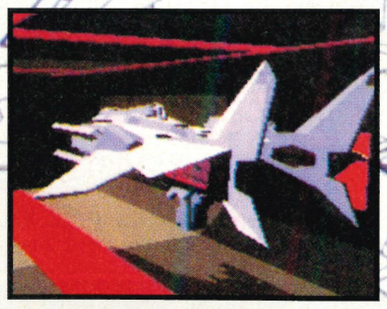
It may seem a bit odd, but this should be a game worth looking out for. Using the new graphics-handling abilities of the Mega-CD the game promises to have some rather startling visuals unlike anything seen before.

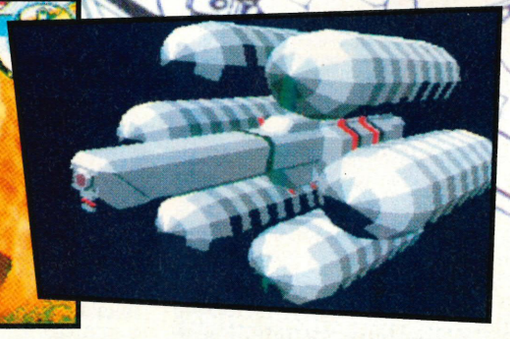
The few sections we saw looked damn fine. Worthy of particular note was the Batmobile section where you screech through the streets of Gotham as you're treated to a demonstration of what the new graphics hardware is really capable of producing. The scaling on the roadside objects is really astounding.

A release date has yet to be set, but expect to see the UK version this summer. If you've got a US machine you'll be able to get it sooner.

SILPHEED VR







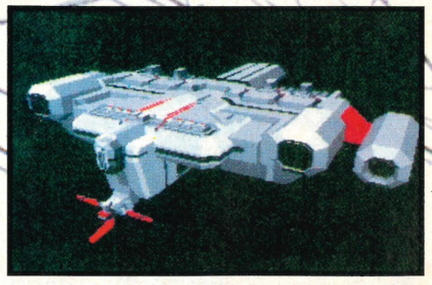
After last month's news snippet on this game I'm sure you're all eager to see some more screenshots of this amazing-looking shoot'em-up. We're informed by Sega that the game is well on the way and should be released in either August or September.

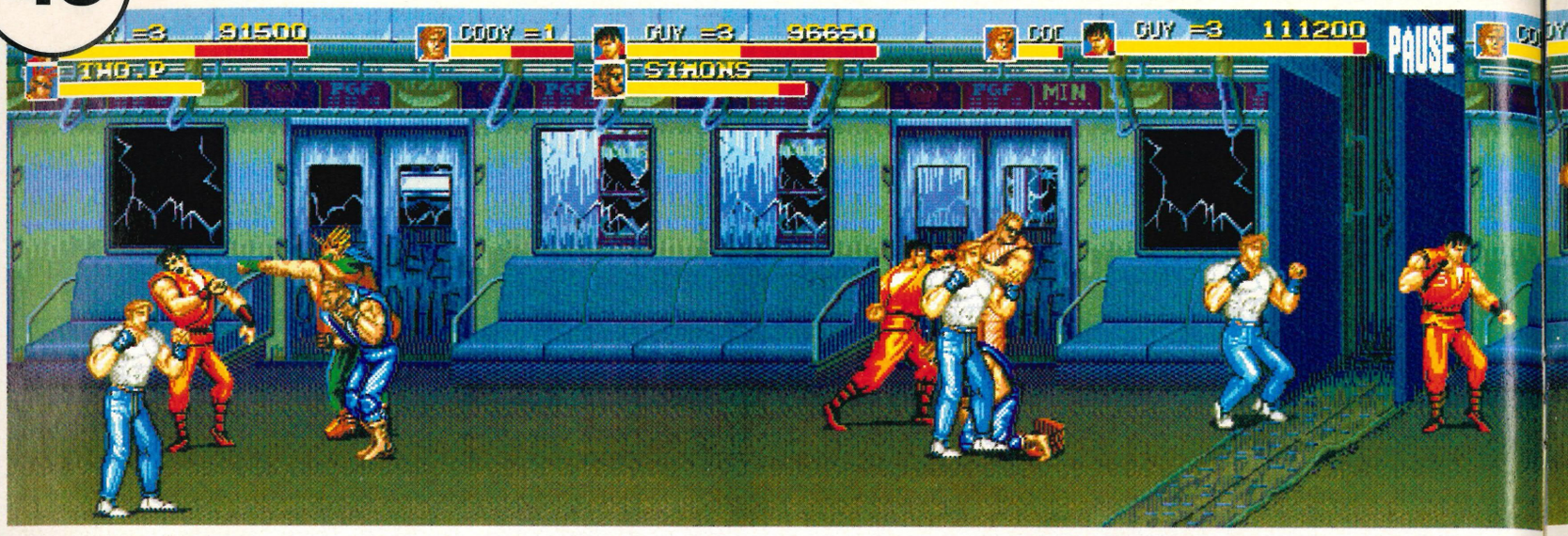
As you can see, the graphics look absolutely astounding and Silpheed should prove itself to be one of the great classic games on the Mega-CD.

Using a combination of complex ray-traced polygon graphics and fractal generated backdrops the game creates a 3D environment which not only looks exceptional, but also whizzes by at phenomenal speed. It may at first appear to be nothing more than a flashy shoot'em-up, but believe me when I say it looks just as good, if not better than the recent SNES title Star Wing (known as Star Fox in the States and Japan).

The game is filled with cinematic sequences, the most impressive being the lengthy intro which shows your ship rising gracefully on a platform before blasting off into battle.

Silpheed will be available in Europe, but we only managed to get an "Around October-ish" out of Sega when we asked about a date.





REVIEW

FINAL

An arcade at home! We've all heard that line before, so when Sega invited us down to play this CD offering we were justifiably suspicious.

It's all to do with this new CD thing that everyone and his dog seem to be talking about. Those small plastic carts just don't have the memory to bring that proper arcade-feeling into the home, but a CD on the other hand...This baby can do all sorts of wonderful things such as a perfect, nay superior conversion of the coin-op classic Final Fight. Superior in what way, you ask? Well, for starters, no money is needed to operate the CD game!

Wandering around the usual depressing city-scape duffing up various unsavoury characters just may be Mary Whitehouse's ultimate nightmare (Oh, the corruption to young minds!), but sales figures and a recent poll conducted for us by Gallop suggest that this pastime is very popular indeed and Mary Whitehouse doesn't know toffee.

BIG, BAD AND UGLY

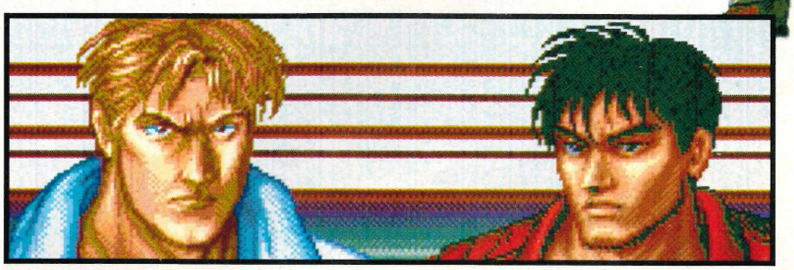
So how does it look and more importantly, is the CD Final Fight superior to the SNES effort...oh, sorry how well does it play? Cosmetics first; the sprites are massive, play on a new large screen FST job (similar to the one in the Sega office) and you could believe it is an arcade machine mysteriously transported into your lounge/bedroom/kitchen by strange unseen forces.

The three main characters, Cody, Guy and Haggar stand tall and proud, strutting all over the screen showing off the wonderfully illustrated animation sequences. When the heroes move all the shading and colouring is inch perfect. The best example of this is to be seen on Guy's orange ninja pyjamas, and I suspect he was forced to don this loud outfit for this reason alone.

All the sprites be they good or evil move at tremendous speeds, so fast in fact that one baddie managed to appear on the right of the screen and within micro seconds had my man, positioned on the left-hand side of the box, on the seat of his pants!

What exactly in terms of gameplay do we have then? Final Fight is simply a bog standard walk-around beat'em-up in the Streets of Rage tradition (OK, Final Fight came first but what the hell, eh!). The mayor has had his daughter nicked, big deal you might say, but he seems to want her back. Bring forward the lads.

To rescue Jessica, your boys have six thug-filled locations of the city to explore before they can pull off the rescue, collect the reward and nip off for two well-earned weeks in Clacton-on-Sea. With the game being set in a city it is hardly surprising that all the levels have urban sounding names. Level one could be in our very own Macclesfield, entitled The Slums. It's not too difficult with down-and-out street brawlers being the main danger here. Cody is the expert when it comes to throwing sharp implements and fortunately there are



Just the men for the job; young, good-looking and thugs. Hire them now

Jools pops up for a cameo appearance. Our heroes recognising the danger from the scouse git, promptly do him over

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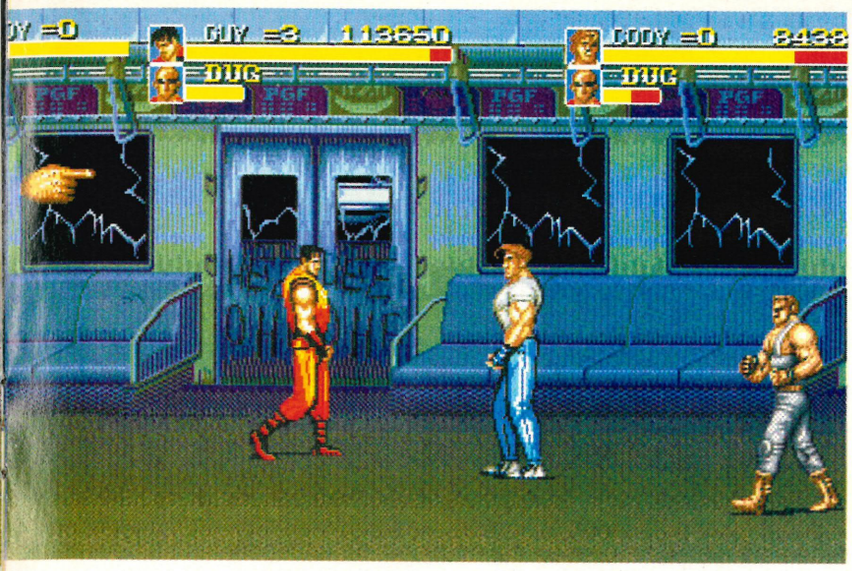
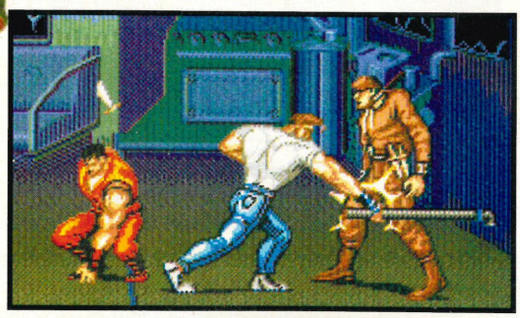


FIGHT

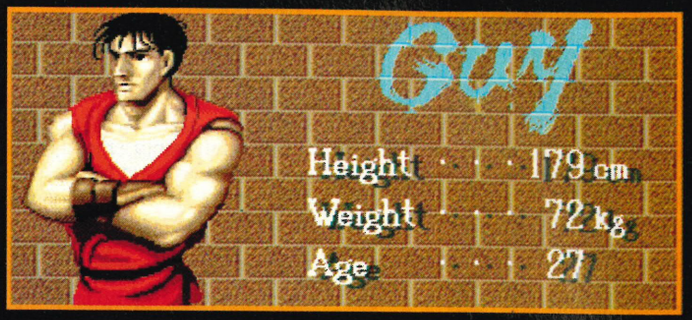
One of the first-level hoods. A swift smack in the teeth should shut him up for a small amount of time



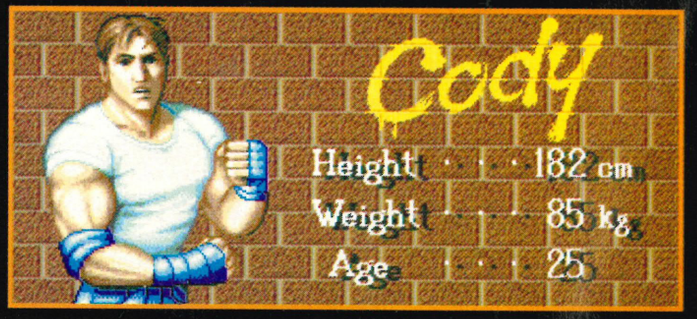
That's his family allowance down the drain. Ouch!!!

You can understand just why this bloke will pay good money to get this lovely little thing back. To appreciate this picture more you have to watch the intro screens where parts of the screen move...I think you all know what I'm talking about!

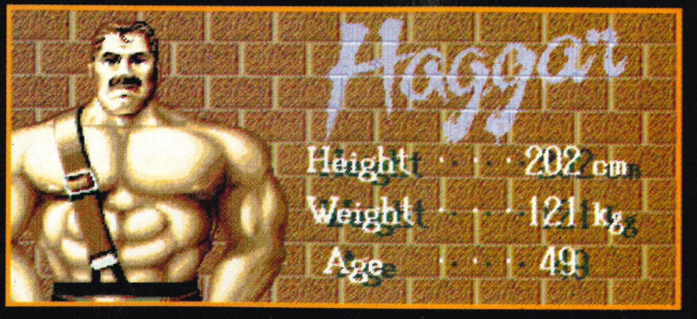
OUCH! THAT HURT



Guy: All-round good ninja-type who fights for justice, peace etc. His special move is the spinning kick which inflicts severe damage on anything within striking distance. He can also perform all the usual things your average neighbourhood ninja gets up to after working hours, such as amazing acrobatic punches and kicks. Collects rare matchboxes in his spare time



A bit of a common street brawler is our Cody. His special move is also the spinning kick – seemingly he attended the same self-defence classes as Guy. Not one to trust with your life savings, but still, he is helping to save Jessica. Something of a wizard with the pointed blade. Indulges in wearing women's clothing when the lights go down



Distant cousin of the small, helmeted Viking. Getting on a bit now but still enjoys duffing up the occasional mugger. When he performs his special move, a spinning two-handed punch, everyone gets out of the way. A tad on the slow side but as strong as an ox. He likes drinking Guinness from a can in exotic and faraway places

CONTINUED

loads of knives to be found on the streets. Don't forget to punch those barrels for food which is needed for power and energy.

Level two takes place aboard a tube-train, where you have to kick the hell out of some leather-jacketed hooligans. Then it's straight into a boxing-ring to do battle with a nasty ninja who carries two swords. No problem here. The West Side, run by the not very honest cop Edi E, is your next port-of-call. If you equip Haggar with the lead pipe, old Edi should be heading for the big precinct in the sky in no time.

BEAT THE CLOCK

The three levels which follow on are the Industrial Area, the Bay Area – which has the meanest thug of all, namely one Abigail the man (?!), and Uptown. All these use the usual 'walk along and beat the bad guy up' formula which gets a little tedious after a while.

But fear not, included on this is a special Time Trial stage. The idea here is to stand on what seems to be a large suspension bridge and beat up as many assorted villains as possible.

I will refrain from making any sexist and degrading comments about females exposing mammary glands for the lager-drinking chaps out there in the audience. Get your knickers off darling

You have 100 seconds in which to complete this, something which no SNES or arcade player will be able to do as this is the only version which has this feature incorporated.

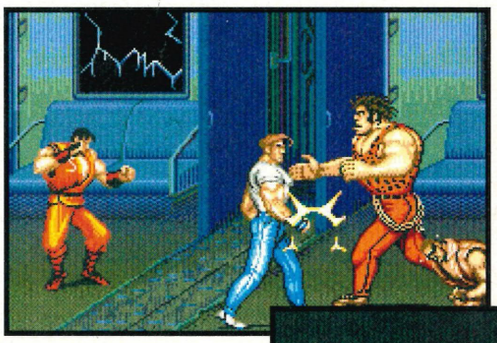
After level two in a scene straight from Streetfighter II, a car has to be trashed for extra bonus points – grab the lead pipe and this should be as easy as completing Double Dragon 3.

The numbers of thugs which are liable to attack at any one time is a damn sight more than us Sega geeks are used to. The SNES version could handle three thugs but it slowed the screen up-dates down. Here the Mega-CD again excels, with masses of nasties attacking while the pace remains frantic with all the backdrops and parallax looking as good as ever.

At the risk of stating the obvious, the soundtrack and sound are brilliant. The early levels are accompanied by a Pink Floyd-type melody (not too depressing I'm happy to report), which launches into a Hawkwindy/Flock of Seagulls sound as the tempo heats up – it's the icing on the cake.

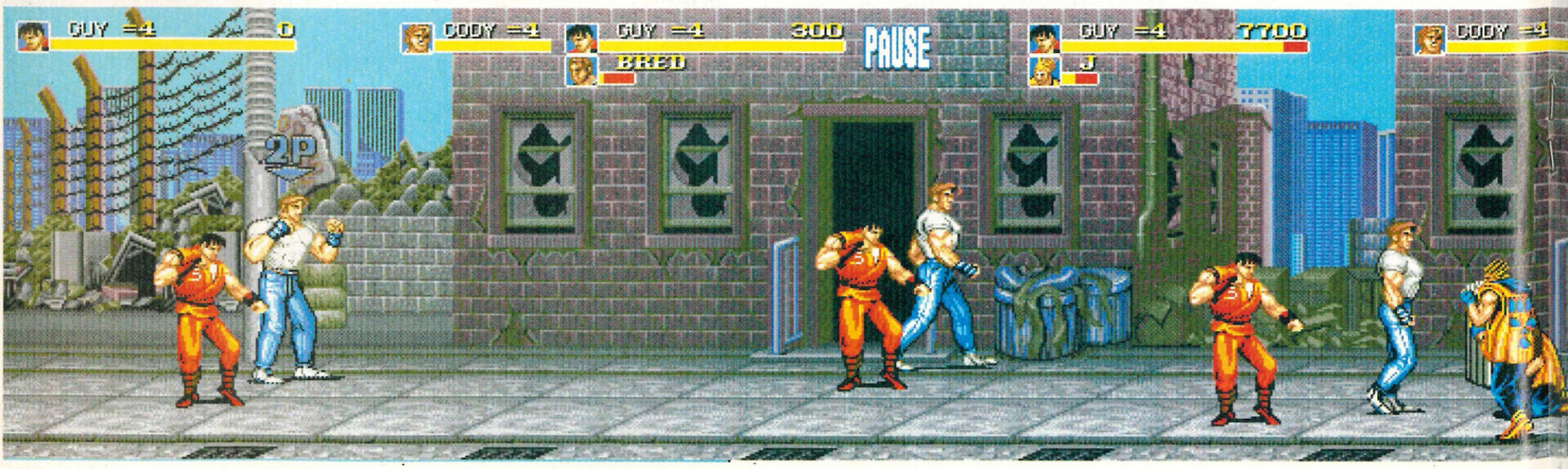
GERRY

Next to receive a healthy kicking is a white man with yellow dreadlocks dressed up in a Predator outfit. Takes all sorts



In times to come, British Rail guards will be forced to wear illuminating outfits such as this. The price of privatisation!

Enter the boxing-ring and prepare to fight to the death against a poncey bloke dressed in purple wearing a feather head-dress. Handbags at dawn!



GO AWAY NASTY MOUNTAIN

It's our own Mr Boardman. Old Jools pops up to play the rotten egg once again

Dusty Beard from ZZ Top drops in adding more clout to the already star-studded cast

The ninja-type bloke. A complete no-hoper in the fighting stakes

This a big green person

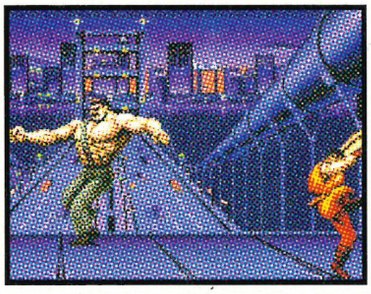
This is the big bad cop who sneakily shoots a gun at you. The cad

It's Carolyn Wood! She looks good and she fights even better

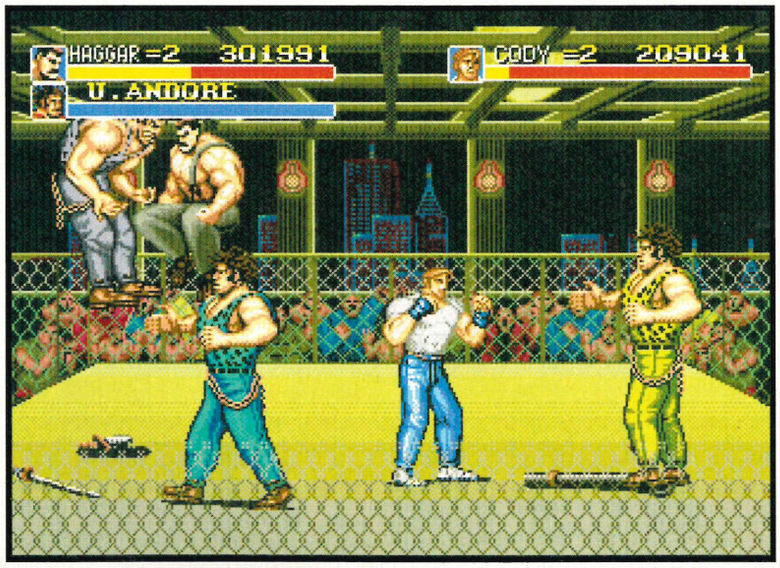
A big, horrible pig lets our lads know what he thinks of their fighting abilities

The thing to do here is walk along very carefully and avoid standing on the small jets of flame that come from the flue!

You have 100 seconds starting from now to destroy as many nasties as possible. Gosh, this must be the Time Trial



Eddie the Eagle? No, it's Edi the evil rozzer. A corrupt policeman, now there's a novel idea if ever I heard one!



Four in the ring. That sounds very suspect to me indeed

EXCUSE ME!..

Arcade conversions are always either totally crap or utterly awesome. Fortunately, Final Fight CD falls into the latter category. Any of you who loved the arcade original will be gob-smacked by this. As far as presentation goes it can't be faulted – the huge sprites are detailed and well-animated, whilst the CD soundtrack is brilliant. If anything lets it down the only thing I can think of is that the gameplay is a bit limited compared to the likes of Streetfighter II. However, if you love mindless violence and you want a decent CD game – this is it! **JOHN**

MEGA PANEL

SCORES OUT OF 10

BEAT'EM-UP

FINAL FIGHT

ONE/TWO PLAYER

OVERALL SCORE

86%

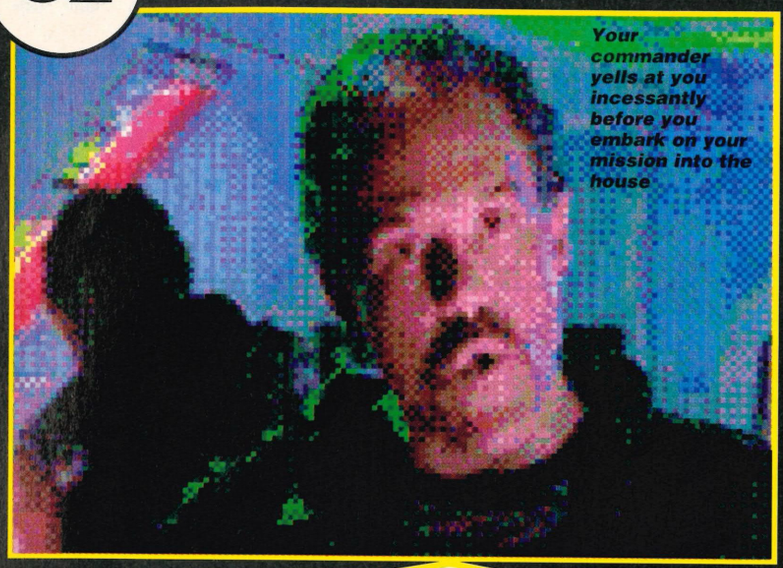
GRAPHICS	8
SOUND	8
PLAYABILITY	7
DURABILITY	7

UPPERS

- Perfect conversion
- Looks great
- Sounds great
- Packs a mighty challenge

DOWNERS

- A little repetitive
- Streetfighter II is just around the corner



Your commander yells at you incessantly before you embark on your mission into the house

Like Sewer Shark, Night Trap is one of those 'full-motion video' thingies that Sega has been harping on about for months. Is it really as special as we've been led to believe?

NIGHT

The first of many girlie shots. The gaggle of screaming bimbettes come storming into the living room!

PREVIEW

Open up the package and the first thing you notice is that there are two discs. Two discs? But don't CDs hold about 450 meg of code? Well, erm...Yes they do, so that's over 900 megabytes of code dedicated to a bimbo-infested zombie-bashing adventure. Coo.

How come it's so big then? The major reason is the hour and a half of full-motion video footage that's included in the game. You'll see all sorts of goings on in a variety of locations and you can watch the sorority sweethearts run around screaming as the demonic zombified Augs wander around searching for new people to eat. All this is rendered in graphics that look like a naff Saturday night movie on a slightly out of tune colour TV.

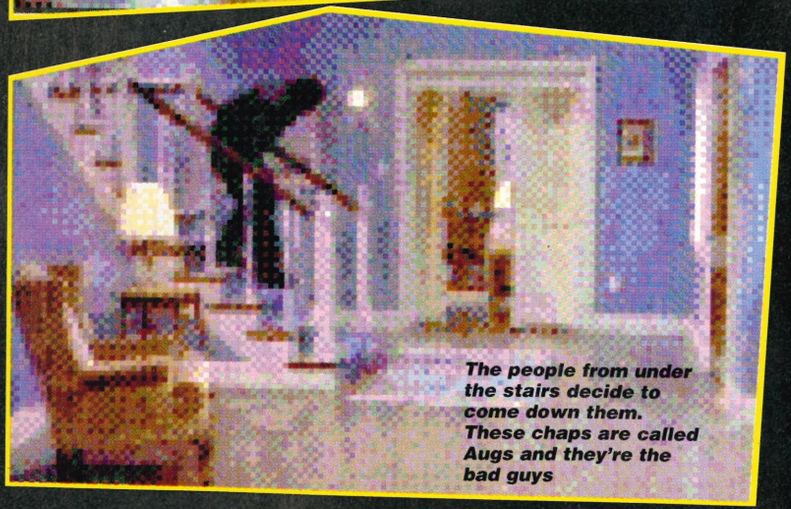
BRAT PACK HAMMER HORROR

Before we go any further it'd be best to outline the background to the game. The whole thing revolves around an eight room house which is owned by what is apparently quite a nice family.

All seems well, but recently there have been a number of disappearances when certain groups of nubile young wenches sleep over at the house.

Your job is to team up with an undercover SCAT (Sega Control Attack Team – yeuch) agent who is played by Kimberly from Diff'rent Strokes (Remember her?), and survey the disturbing happenings in the house via some rather nifty surveillance cameras.

If you see anything out of the ordinary you can activate some weird and wonderful traps that are situated in each room, to capture the strange creatures which



The people from under the stairs decide to come down them. These chaps are called Augs and they're the bad guys

The lads hang out in the lounge pretending to be cool. "Hey, what are we going to do with all these young girls then, eh?"

HALLWAY BLUES

The Augs trundle along the hallway looking menacing and all you have to do is activate the trap. Up pop the glass walls and they're caught

Watch now as the trap opens up and the nasty little beggars disappear through the floor. By my reckoning they ought to end up in the living room...but they don't – weird

This chap seems to be having a bit of fun. Didn't your mummy tell you that if you jump around too much you'll break the bed?

The kitchen. Not a great deal of action occurs here, but you can learn lots of clues if you listen to the conversations that go on here

T TRAP

A lone SCAT warrior ambles into the house with his big gun to check out what you're playing at

Recognise this one? It's Kimberly from Diff'rent Strokes. What a come-back eh? How the mighty have fallen

The rock 'ard attack squad. What a completely mean-looking bunch they are too. Don't you just feel safer all ready?

emerge and attack the poor defenceless young girlies!

Quite why an apparently normal family has a series of elaborate traps located in each room is never explained. However, you have to keep an eye on each family member to make sure they don't change a special code which lets the traps work. You've been a bit sneaky you see, because a clever member of your team has hacked into the house security system giving you full control of all the security devices.

These codes are just simple colour changes, for example one will start as red and maybe someone in the house will change it to green. Unfortunately, if you don't keep track of the codes you'll be locked out and the meanies in the house will start killing the girlies. It's hardly MI5 code breaking stuff but it does add a little extra to the gameplay.

To tell the truth it all seems like extremely dodgy stuff. If this was ever on TV it'd be the sort of thing that Jonathan Ross would present on one of those weird film nights. Despite this though, it is actually pretty fine.

When it comes down to the nitty-gritty the gameplay is nothing more than being in the right room at the right time (by clicking on the appropriate room icon) and setting traps by simply pressing a button on the joypad. It's all fairly simplistic stuff but it suits the gameplay very well.

The Augs appear in specific locations at set times throughout the game and you have to make sure you're there to catch them. If you miss too many they capture one of the house guests and suck their blood out through a hole which they thoughtfully drill in the centre of the victim's forehead. Lovely stuff, eh?

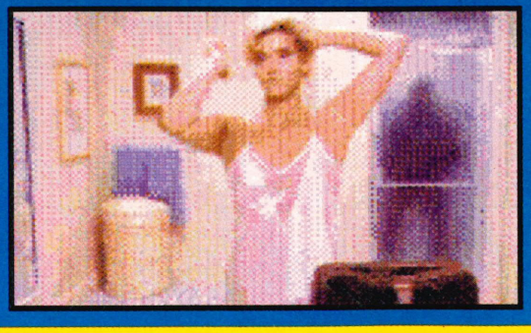
You never actually see anything really gory, but

CONTINUED

THE SHOWER SCENE

A lot of people have heard about the 'bathroom bit' in Night Trap, but believe me – it's pretty tame. All that happens is the blonde one fondles her hair...

...Heaves her chest about a bit and then an Aug jumps out of the shower. Gosh, how erotic!



the implications are there...the screech of the drill and the screams of petrified bimbos which let you know that you've seriously mucked up.

CONTINUED

The Augs always appear in the same place every time you play the game. This may sound like it would be a bit boring and linear, but there's so many of them that it'd take you ages to work out where they all are. Obviously you're going to be able to learn the pattern of Aug appearances, but it'll take some time. The only problem is that there aren't any continues so the further you get, the more of a pain it is to play through once you've been killed off.

One of the most annoying things about Night Trap is that you really want to sit back and watch all of the nifty graphical set pieces. Unfortunately you can't. If you don't catch the Augs at the right moment the girls are history.

Very often you can't even watch the creatures as they're annihilated by your cunning traps. As soon as you set one off it's time to dash off to a different room. The traps are actually the most humorous – or tacky depending which way you look at it – element of the game. Augs get catapulted off the roof, thrown down stairs, tipped out of windows and dropped through trap-doors. It's a good job these guys are pretty dopey or else they'd get really pissed off!

Another Aug bites the dust. Eat carpet freako. It's amazing what you can do with a little determination

The only real problem is that there seems to be a never-ending supply of the buggers. Once you've mangled loads of them you're faced with the evil Aug ruler and a nice little twist to the plot of the game. It's definitely worth playing through to see what happens at the end!

PRENTIOUS FILM CRITIC

As these full-motion video things get better and better it's going to start getting a little bit difficult to review them. At the moment Night Trap stands as an absolutely first-class illustration of what the Mega-CD is capable of. If this is an early game, imagine what things could be like in future!

In a year or so I can see it getting to the point where games are rated on the quality of the soundtrack and the acting. The acting in Night Trap is actually quite abysmal, but at the moment it's so far ahead of any other game on any format that I'm more than willing to make allowances.

The graphics are smooth, and although they're quite grainy they're considerably better than the Kris Kross effort we reviewed last issue. On the sound side the game is impossible to fault. The lip-sync on the characters is excellent and the tension-building music sounds just like something from an episode of Scooby Doo.

As far as presentation goes this is the ultimate. If you've just bought a Mega-CD this is another one of those games that you really ought to have a copy of, just because it's so radically different to anything else you've ever seen.

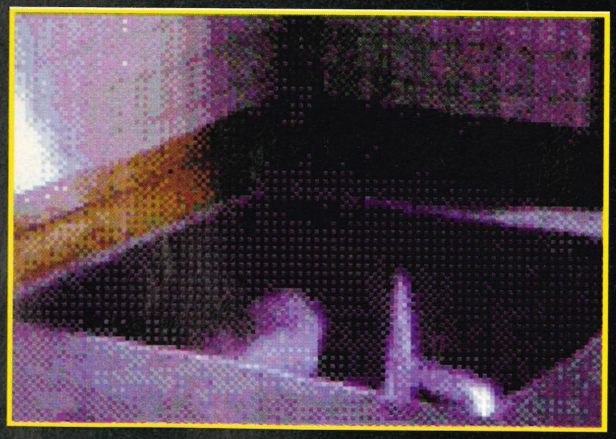
JOHN

GET FUNKY IN THE HOUSE TONIGHT

What was that noise? Oh bugger, I think there's something coming. Quick hide

An Aug searches the bathroom for any traces of young girlie he can find. There must be something around here somewhere

The girls get it in the bedroom – in run the girls, in run the Augs – dramatic battle ensues and you've got to help 'em out



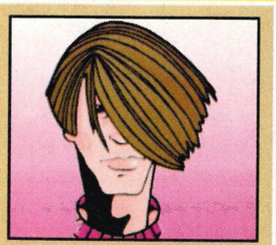
Down we go. Activate the trap and watch the Augs disappear into a smoke-filled pit below

The hunky-dory SCAT team burst in doing an acceptable impression of the Charge of the Light Brigade. What a gang of heroes!

Hey dude! Check out the shades. The eldest son dons his Ray-Bans before popping off upstairs

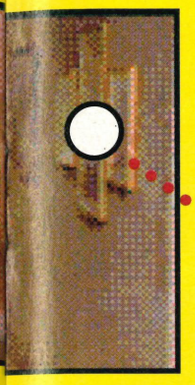
The front door and what a jolly pleasant front door it is too. Watch this space for bundling bad guys

EXCUSE ME!..



Sure, this thing looks great, sounds brilliant – all the usual attributes we would normally associate with the Mega-CD, but what about the game play? After playing for several hours you can easily work out when and where the Augs are going to appear. Maybe not on the first few attempts, but give it some time and soon the pieces will fall into place. Unfortunately, flicking through views of a house is hardly my idea of fun. **GERRY**

A family discussion. These are the chaps that own the house. What a nice friendly-looking family



Red alert, red alert! Babes in the living room. Hubba hubba, schwing...Ahem, sorry

Catch the Augs just right and the stairs flip over revealing a slide and a bottomless pit emerges at the bottom. Bye bye, bad guy

The Augs go for a little amble around upstairs, but little do they know what we've got waiting for 'em. Ha ha ha ha (evil menacing cackle)

Pop outside and set the rooftrap off. Badoing...Is it a bird? A plane? No, it's an Aug that's about to die

Catch the chaps at the right time and the bookcase will spin round and knock them into oblivion

MEGA PANEL

SCORES OUT OF 10

PUZZLE/ADVENTURE

NIGHT TRAP

ONE PLAYER

OVERALL SCORE **82%**

GRAPHICS	9
SOUND	9
PLAYABILITY	6
DURABILITY	5

UPPERS

- Superb full-motion video graphics
- Excellent CD soundtrack
- Some gorgeous babes

DOWNERS

- Great at first but could get tedious
- No continues
- Really tacky acting

C+C MUSIC FACTORY 'MAKE MY VIDEO'

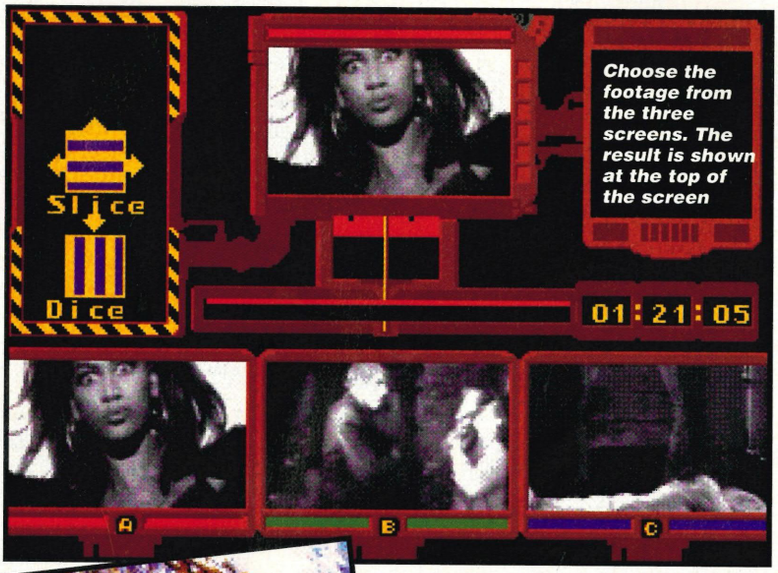
Pah, producing music videos? No problem. Mixing room here I come for a bit of dicing and mirroring...

REVIEW

Dwayne and Franklin have been rushed off their feet recently and need you to help them make videos to go with three C+C tracks; Everybody Dance Now, Things That Make You Go Hmm and Here We Go, Let's Rock and Roll.

To choose which track you are going to produce you must go through the appropriate door of a nightclub. After selecting a door, Dwayne and Franklin come dancing along and welcome you in and give you the low-down on what sort of images they either do or don't want in the video.

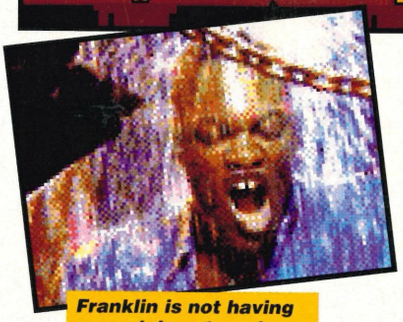
The mixing room is where it all takes place. The main monitor at the top of the screen displays the video footage that you are actually using, and the three screens at the bottom display the library footage you can choose from. As the music plays all the footage is animated, and you have to use the three joypad buttons to select which piece of library footage you want to use at any one time.



Choose the footage from the three screens. The result is shown at the top of the screen

This is the best CD in existence!

After making your video, you then have to watch it all over again

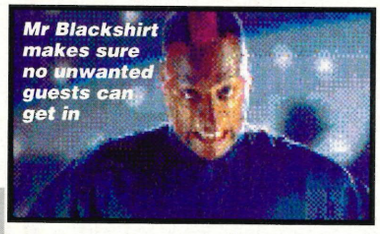

Franklin is not having a good day at work

Various special effects can be used to make the videos even worse than they already are

MIX IT

If you can chop between all the different animations in time to the beat, slice and dice the images, and generally blur, strobe, smear, mirror and tint the colours on the screen to good effect, then you will produce a good video and go down in the directors' hall of fame. If not, Dwayne and Franklin get a bit miffed, to say the least.

This is a very interesting concept, but I do not really know what Sony Imagesoft is trying to achieve. Technically, this is great. The music is of CD quality (obviously) and the live action film is up to the usual Mega-CD standard, but there is no game as such and anyone interested in C+C's music probably owns their albums.


Mr Blackshirt makes sure no unwanted guests can get in

If there were more than three songs (a lot more) then this could have been quite good, but after you've listened to the songs and messed around with the videos it all becomes quite tedious. There is just no long term appeal whatsoever. Half an hour of this and you will never want to look at it ever again.

RICH

MEGA PANEL

SCORES OUT OF 10

INTERACTIVE: MAKE YOUR OWN... C+C MUSIC FACTORY ONE PLAYER	
OVERALL SCORE	52%
GRAPHICS	9
SOUND	9
PLAYABILITY	5
DURABILITY	3

UPPERS
- Good music and videos

DOWNERS
- Repetitive
- Boring after 30 mins!

Thanks to Sony Imagesoft

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We've sold out of ISSUE FOUR, so there's no point anyone asking for it!

MEGA DRIVE
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REVIEW: THE ADVENTURES OF WILLY BEAMISH • PRICE: £39.99

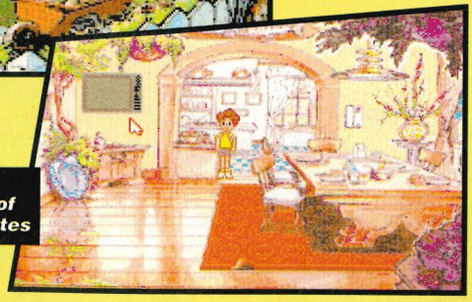
THE ADVENTU
WILLY BEAMIS

Willy Beamish is an all-American kid starring in the first interactive cartoon on the Mega-CD.

Way into the game you will have to enter a frog-jumping competition. Turbo Frog is your main rival

Ahhh, to be in Paris and in love

Poor old Willy. It is the first day of his holiday and nasty old dad has forced him to mow the lawn



This is the dining room – the scene of many family disputes

REVIEW

Sierra is famous for its point and click graphic adventures on the IBM PC and Amiga, these include classics such as the Space Quest saga and Kings Quest series. Dynamix, which is part of the Sierra family, has now entered the Mega Drive scene with Willy Beamish.

You are Willy, an entrant in the Computer Video Games Championships, but you have no cash because your pocket-money has been stopped. So you have to find a way to get to the Championships.

MY DEAR HOLMES

As in most other games of this ilk your adventure is spread over a vast number of locations through which you must search for clues to tell you what to do next.

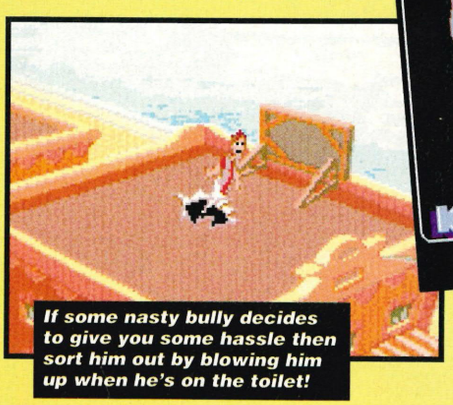
You start off in detention at school after your pet frog Horny decided to get a bit friendly with the headmaster's hairpiece, and things only seem to get worse! You see, you are having family problems at the moment; your father has been made redundant, your little sister is a selfish brat and the local bully is after you!

The storyline is unique in this game, with the idea being to teach the use of common sense in awkward situations by making the player consider the consequences of their actions. For example, at one stage of the game Willy cuts his finger on a knife, but cannot decide whether it is best to put Iodine on it to stop the bleeding or to go outside to play in the garden. However, blowing bullies up while they're on the toilet doesn't fit in with my idea of common sense!

You control what is going on around you by guiding a cursor around the screen. If you pass the cursor over an object of interest it will change into a smart icon, indicating whether you can examine the object or pick it up. Anything that you find in this way is stored in your backpack for later use.

If you don't know what an object is, then selecting the magnifying glass option will provide a detailed description of it. A lot of this is completely pointless and was probably only included to fill up the space on the CD! However, the sarcastic descriptions really add to the game's humorous feel.

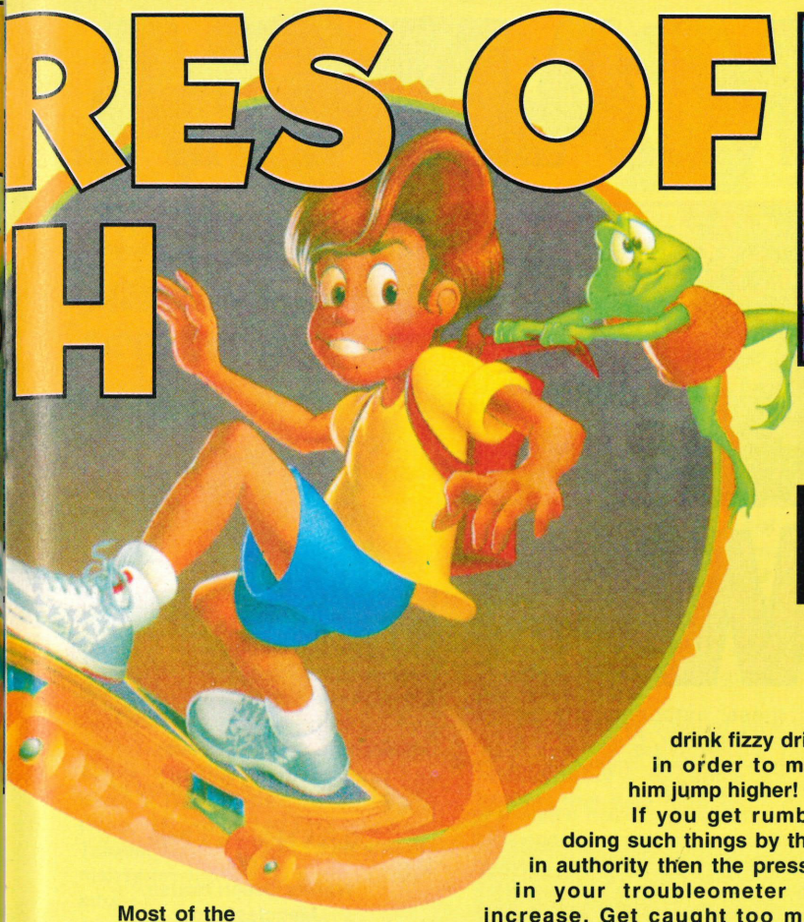
During the course of the game you will bump into lots of different characters and if a speech bubble appears when you place the cursor over them, you will be able to talk to them using very clear sampled speech. Sometimes you will be given a choice of sentences to use – pick the right one and you will progress in the game, however use the wrong one and it's a long stretch in jail for you!

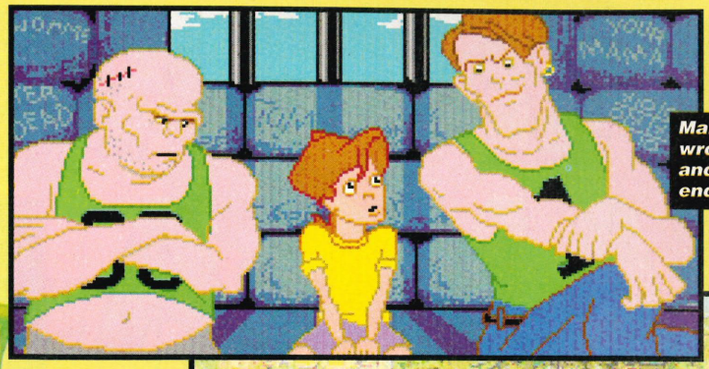


If some nasty bully decides to give you some hassle then sort him out by blowing him up when he's on the toilet!

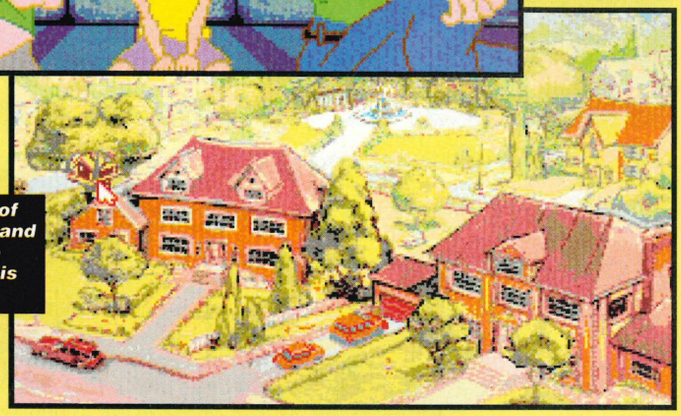
Get the key to your Nintari computer and you can play this little shoot'em-up

RES OF H





Make too many wrong decisions and you could end up in jail



This is the map of your local town and it is up to you to decide where it is best to go to

Most of the time if you make a mistake you will still be able to progress because there are lots of paths through the game. This means that if you get stuck on a specific problem then you can backtrack to find a way to avoid the problem completely.

WICKED WILLY

A lot of the problems you must solve require you to be very naughty, like throwing your pet frog in your sister's bath, feigning illness to meet the buxom nurse, stealing money out of a fountain and even forcing your pet frog to drink fizzy drinks in order to make him jump higher!

If you get rumbled doing such things by those in authority then the pressure in your troubleometer will increase. Get caught too many times and it's game over, bucko! Evade disciplinary action however, and success will be yours.

The presentation is astounding. The background graphics are superbly drawn, although the cartoon character animations could use a bit more attention. The speech is crystal clear and there's lots of it too, but the music could be much better in terms of tune choice, not quality!

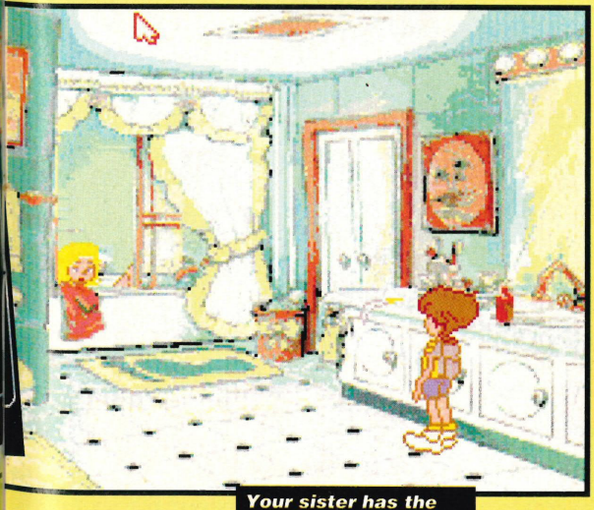
The main drawbacks about Willy Beamish though are that there is simply not enough going on at any one time in the game, and that the length of time you have to wait when you travel between locations is atrocious. Any feeling of elation you get from solving one of the harder puzzles is soon quashed by the long wait to find the next puzzle.

This could have been an outstanding game, but the incredibly slow pace just kills any interest that you have in it. It is a very brave attempt at a type of game that hasn't been seen on the Mega Drive before and hopefully by the time the next release in this series comes out the time delay problems will have been sorted out.

If you are prepared to sit twiddling your thumbs for hours on end while the CD is loading then you might be able to get the most out of what could have been an excellent adventure.

RICH

Press Start when you are bored (which is quite often) and these squidgy balls will start moving around the screen



Your sister has the key to your computer and you must get it off her while she is in the bath

MEGA PANEL

SCORES OUT OF 10

ADVENTURE	
WILLY BEAMISH	
ONE PLAYER	
OVERALL SCORE	55%
GRAPHICS	8
SOUND	8
PLAYABILITY	3
DURABILITY	3

UPPERS

- Great speech and background graphics
- Neat sub-game
- Wobbly balls when you pause it!

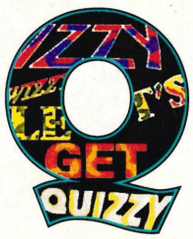
DOWNERS

- Not much to do
- Massive wait between locations

60

MANGA MANGA MANGA

We've got 10 splendid copies of 3x3 Eyes plus limited edition promo posters for you to win. Come on you Manga lovers!



No, it's not a scene from the animated version of Road Rash 3, it's from another of those Manga Movies, Venus Wars

Allie, Carolyn and Amanda get tarted up before a night on the town

Well, first things first, the prize this time is not a trip to Japan to watch how those clever animation chaps put these astounding animated classics together, but is in fact the finished video itself. Impressed? I am and you should be!

The movie in question happens to be 3x3 Eyes, the latest creation from Otomo Katsuhiro's talented team. In conjunction with Manga Video we have 10 copies of 3X3 Eyes, plus limited edition promo posters to give away to 10 fabulously lucky winners.

DO IT

1: Read Gerry's Guide to winning compos in issue eight.
2: Be over the age of 18, no poppets need apply.
3: Answer the following question: Japan is commonly known as something else, just what is this mysterious pseudonym? Is it...

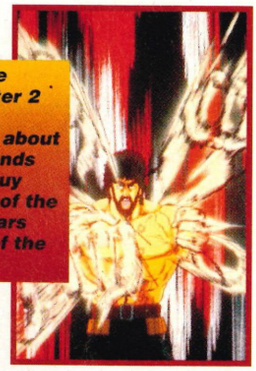
A. Gosh, that's a big sticky bun
B. Land of the Rising Sun
C. Watch out lads, it's the Rozzers, run

4. Now all that remains for you to do is to come up with a suitably witty caption to accompany this fantastic piece of artwork (the one on the left). The entrants whose captions help us win a free pint in our local boozer's caption compo, will be deemed fine upstanding citizens by all and sundry.

Send your entries on a postcard to:

Quick hide – it's Pam,
***MAG*,**
Waters Green House,
Macclesfield,
Cheshire
SK11 6LF.

All entries must be received by **27 May 1993**. The Editor's decision has bugger all to do with it, I organised the thing so I'm judging it.



Blanka, the Streetfighter 2 character, would last about three seconds with this guy who's one of the cartoon stars from Fist of the North Star

Play your cards right and a copy of this animated masterpiece could be yours

YOU DID WHAT !?

THE ANSWER IS A☐ B☐ C☐

NAME.....

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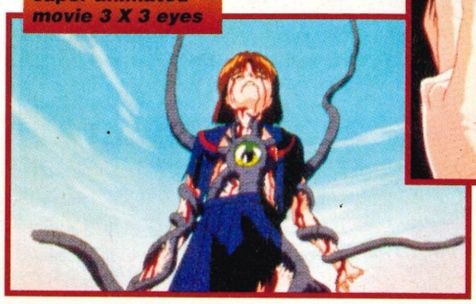
Stills from the super animated movie 3 X 3 eyes



MiG-29

After spending the last few years flight simulator-less it now seems that we're to be snowed under with the bloody things.

Considering everyone winged about the Mega Drive capabilities in the old 3D polygon department it does a remarkably good job. Get a load of this...

PREVIEW

F-22 was cool – well, I thought so! Some people loved it, some hated it, but when it came to the crunch it was a damn fine game. Since its release the old flight sim market has been a trifle quiet on the Mega Drive. OK, we've had LHX and Steel Talons, but we haven't had a really meaty jet fighter to get our teeth into.

Step forward MiG-29 from Domark, the nice big Russian jet fighter positively brimming with big guns, rockets and stuff. What more could you want?

3D MASSACRE

The big excuse that all the software houses have been making about flight simulations on consoles over the past few months is that the machines themselves aren't powerful enough to manipulate all the polygons and 3D stuff that whizzes around the screen...

Well, that is tosh! Give it to a decent programmer and you get something that easily matches the sort of stuff we saw on the ST and Amiga a few years ago.

Admittedly MiG-29 is not up to your high end PC-type simulator, but who cares? As it stands this is more than sufficient for any budding military hardware freak out there who wants to spend an afternoon blowing bad guys out of the sky.

As with any combat simulator you need a sufficiently tacky military story – you know, the sort of thing that Kate Adie just loves to go on about on the six o'clock news. In this case it all revolves around some chap called General Hasouz who has invaded the oil-rich principality of Sautar and is now controlling a quarter of the world's oil supply. Your job as part of the UN's initiative is to kick serious botty by blowing up anything that looks like it might possibly belong to the general.

As you'd expect you've got loads of goodies at your fingertips. A positive smorgasbörd of weaponry sits beneath your wings along with a decent spread of radar and early warning equipment.

All of this can be easily activated using a single joypad, as can your manipulation of the 3D environment. View things from inside the cockpit, from any angle outside your plane, or even from the ground as you hurtle over the barren desert below.

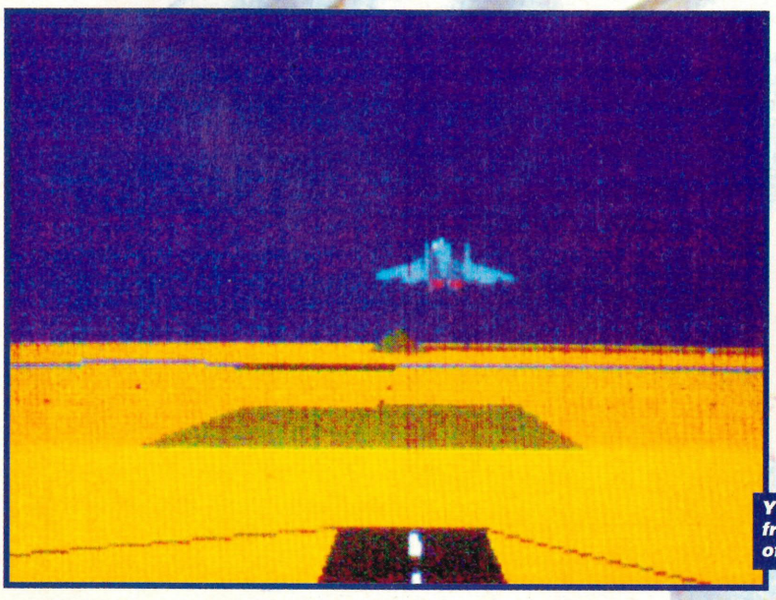
BANG, BANG, BANG

It looks as though there's some definite dogfight potential in the Mega Drive market this summer – with Domark pitting its MiG against the might of Microprose's F-15 Strike Eagle. East Vs West? Yanks Vs the Ruskies? Just who'll manage to come out on top?

Watch out for a full review in next month's issue.

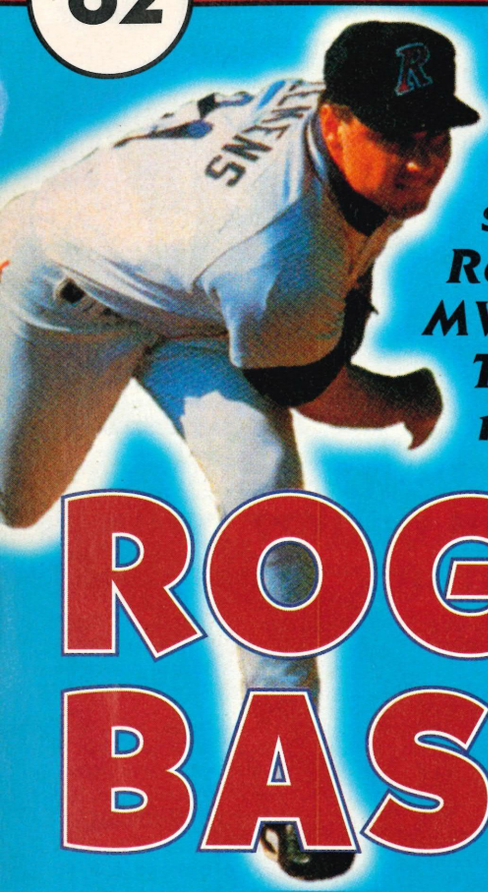
JOHN

Zapping things on the ground is just as important as blowing away the bad guys that fly multi-million dollar jet fighters. Blow away a ground target and switch to full screen view to see it disintegrate

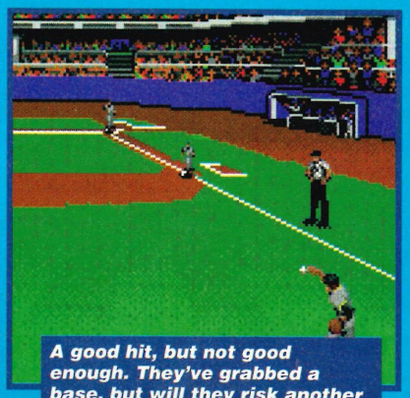


Your plane gracefully rises from the runway and hurtles off towards the horizon

The 3D environment is capable of producing some jolly nice effects. Here we have both your MiG and a rather large fuel tanker lumbering in the background

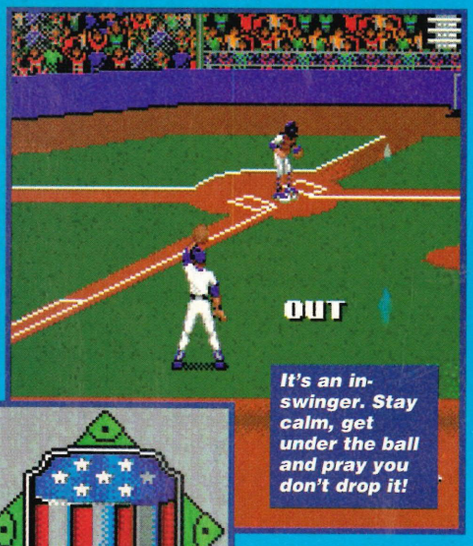


Get ready to play America's most popular sport, with Roger Clemens' MVP Baseball. That's glorified rounders to us!

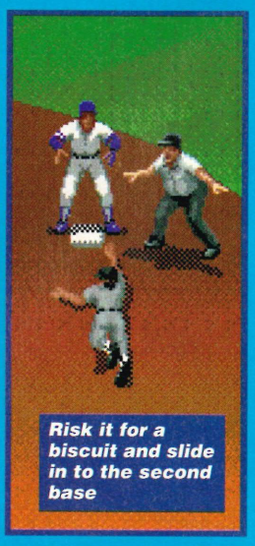


A good hit, but not good enough. They've grabbed a base, but will they risk another while the ball is way out?

ROGER CLEMEN BASEBALL



It's an in-swinger. Stay calm, get under the ball and pray you don't drop it!



Risk it for a biscuit and slide in to the second base

REVIEW

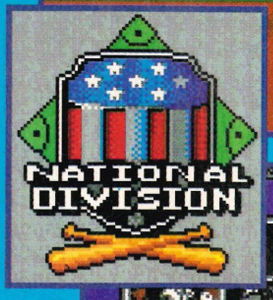
Flying Edge has really forced its way onto the Mega Drive sports front recently, with games such as George Foreman's KO Boxing, Super High Impact and NBA All-Star Challenge. Its repertoire has now been expanded with the inclusion of MVP Baseball, endorsed by none other than Roger 'the Rocket' Clemens, who is seemingly one of baseball's all-time most valuable players. This apparently will send baseball fans into a state of apoplexy, and leave the rest of us, gobs wide open with a feeling of 'so what?'.

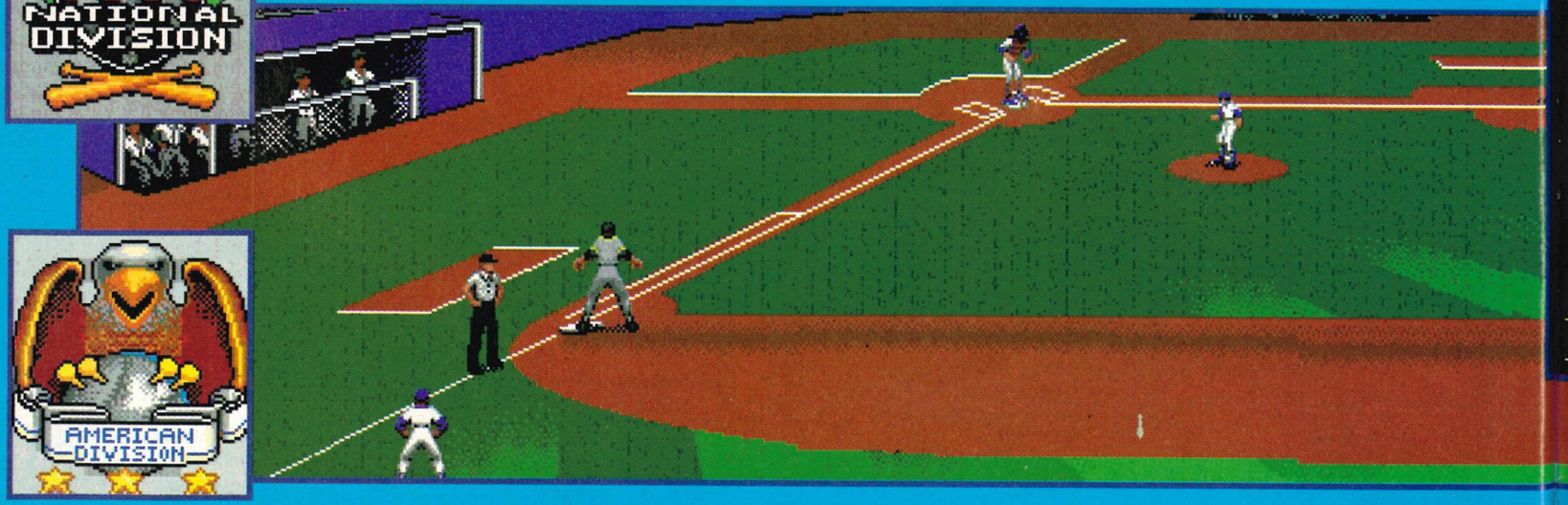
Each game is set over nine innings with each inning lasting until three batters have been caught out, run out, tagged or played three strikes – a strike is swinging and missing the ball. You can play an exhibition match, where you select either team, or indulge in a full season of league matches.

LEAGUE RIVALRY

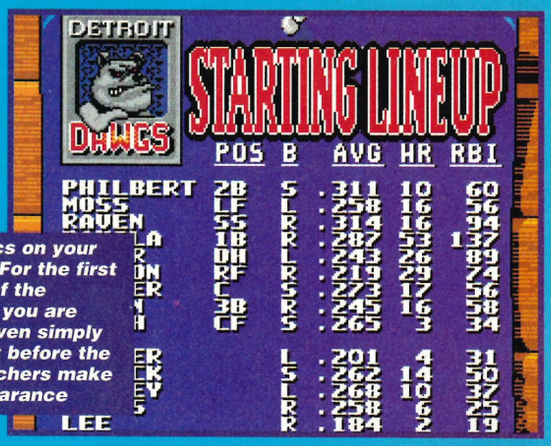
Four leagues grace MVP Baseball, the American league with 12 teams and the National League with 14 teams, with each of these split into East and West divisions. These are different to the real ones, obviously not having succeeded in getting official league endorsements.

A regular season consists of 13 games being played over a hectic

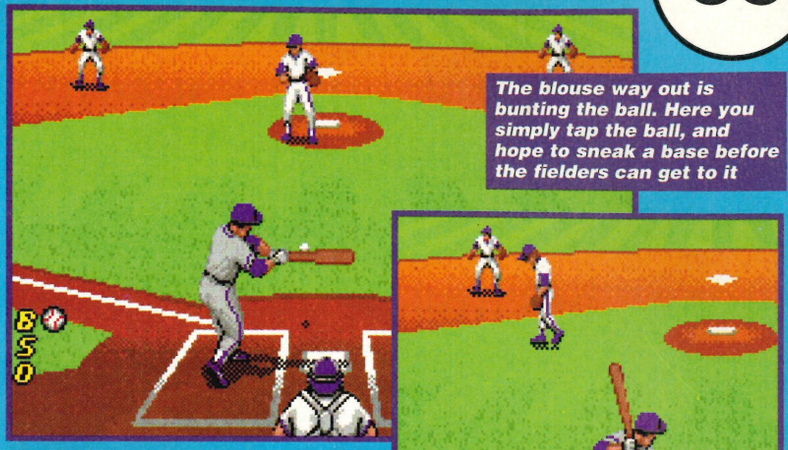




Check out your potential in the pre-season commentary



Statistics on your line-up. For the first match of the season, you are often given simply the best before the ropy pitchers make an appearance



The blouse way out is bunting the ball. Here you simply tap the ball, and hope to sneak a base before the fielders can get to it

Here the pitcher is gutted as you take him off the field. Sometimes though, if they've done well, they'll take off their cap and wave to the crowd. Not here though

NS' MVP

period of two months. Success relies on careful planning such as resting certain pitchers to enable them to regain their power and strength.

Playing the game, you can move both the pitcher and the batter slightly to either side of the mound or pitching square to get a good attempt at the ball. Batting is simply a case of hitting the ball as cleanly as possible, or bunting the ball – a safe batting manoeuvre.

Pitching has three speeds; fast, medium and slow, together with the ability to swerve the pitch to make the ball more effective.

As well as playing the pitcher and batter, you also have control of the fielders or, if you have players on one of the bases, runners. If the batter hits the ball, control is transferred to the nearest fielder who tries to catch the ball before returning it to the safest base.

Before a fielder returns the ball, the runners can sneak to the next base and slide in before the ball returns to that base, or they are tagged out by another fielder. It's risky, but worthwhile especially on third base for a home run.

SWITCHIN' PITCHERS

At any point during the game you can switch pitchers, as their power declines every time they chuck a ball. You have a limited number of replacements, so don't use them all at once, especially as the pitchers require at least three days to recover before the next match.

After the game, two presenters announce the result – as if you didn't already know. If you're playing a season, your score will be tallied up and you'll be placed in the league accordingly. You can call up for handy tips from Roger Clemens himself with his Rocket Talk at any stage of the game.

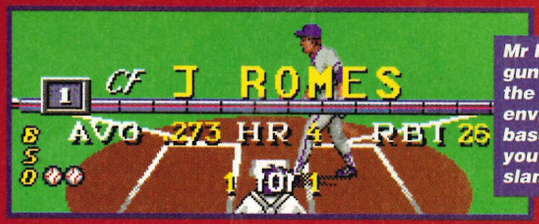
Control of the game is relatively simple considering its potential for complexity, although the amount of stats used can be bewildering to the rookie baseball fan.

The computer plays a mean game in one-player mode, but in the two-player game MVP really takes off with the player trying to outsmart each other.

It has some smart graphics but doesn't quite match up to the quality of RBI 4 or Hardball III, and it loses its thrilling edge after a few hours although it does have long lasting appeal. MVP is a good albeit tricky introduction to the sport, and one that will appeal to all. be they avid baseball fans or not.

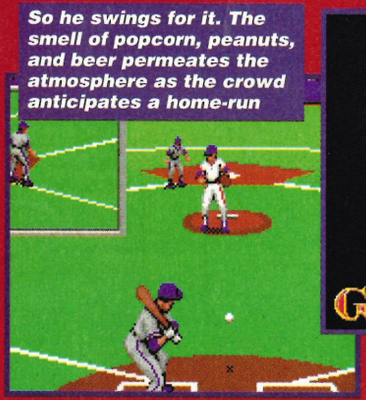
NICK

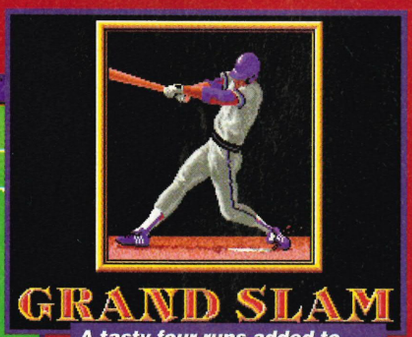
ALL BASES LOADED



Mr Romes arrives, guns a-blazing, on the plate in the enviable position of bases loaded . Can you get a grand slam?

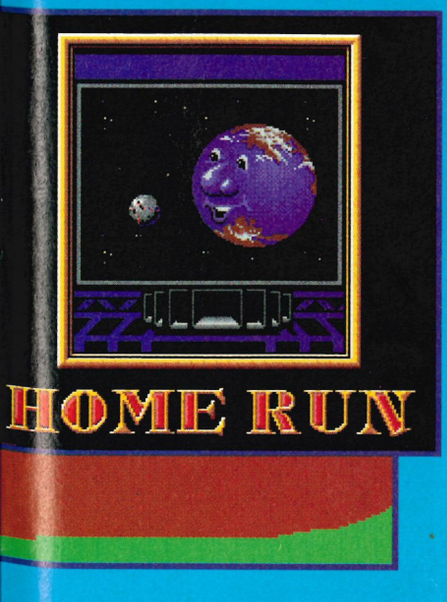
So he swings for it. The smell of popcorn, peanuts, and beer permeates the atmosphere as the crowd anticipates a home-run





GRAND SLAM

A tasty four runs added to your score with a splendid homer with all bases loaded



MEGA PANEL

SCORES OUT OF 10

SPORT SIM	
ROGER CLEMENS' MVP BASEBALL	
ONE/TWO PLAYER	
OVERALL SCORE	71%
GRAPHICS	6
SOUND	6
PLAYABILITY	7
DURABILITY	8

UPPERS

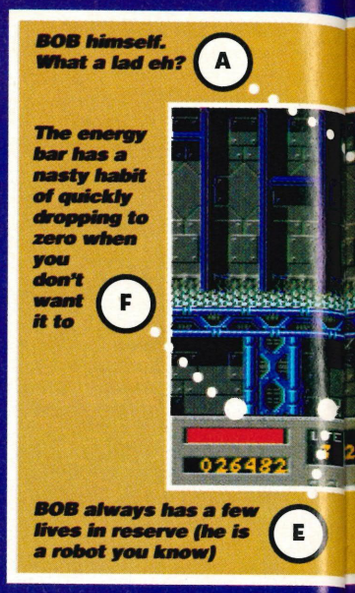
- Slickly presented in places
- Challenging gameplay

DOWNERS

- Not too varied
- Dubious sprite detection
- It's not cricket

BOB

After causing a bit of a stir on the Super Nintendo, BOB's now set to storm his way onto the Mega Drive.



BOB himself. What a lad eh? (A)

The energy bar has a nasty habit of quickly dropping to zero when you don't want it to (F)

BOB always has a few lives in reserve (he is a robot you know) (E)

PREVIEW

BOB? It's a bit of a daft name for a game really isn't it? C'mon it's got a bloody robot with a bazooka on the cover. You can't call an angry gun-toting alien robot, BOB, it's far too friendly. Something like Zoltor, Banthos the Unholy or Grunthos the Terminally Pissed Off is obviously far more suitable.

BOB – or Robert as his mother no doubt insists on calling him – is in a bit of a predicament. After nicking his Dad's motor for the evening so he can visit his girlfriend, he accidentally crashes it into a rather large asteroid. That's just the sort of thing that an impressionable teenager driven by lust would do.

Anyway, he's completely stuffed now, so he's got to find an alternative form of transportation to get him home. See the trouble that your hormones can get you in?

BIG 'ORRIBLE BLOBS

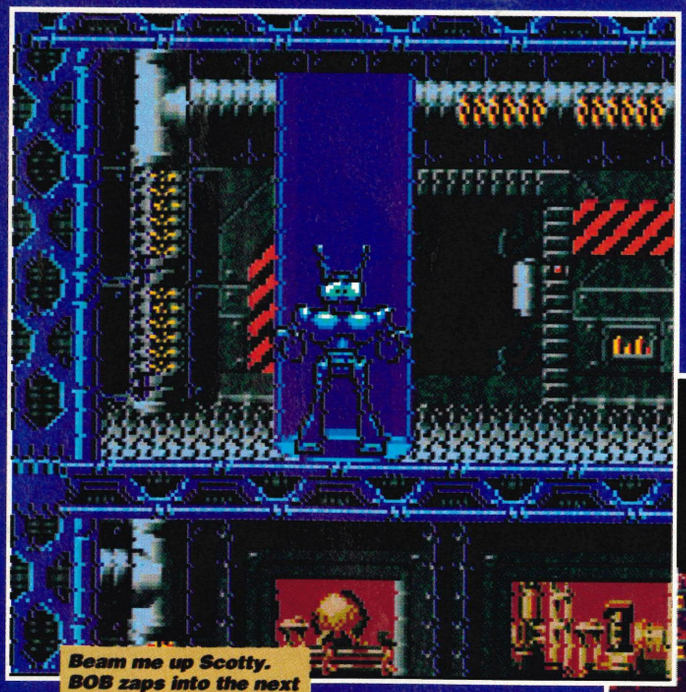
It seems that the asteroid which poor BOB has crashed into is occupied by a number of hostile creatures who aren't awfully chuffed about having pubescent robots running around looking to hot-wire their company cars.

To make sure that he doesn't stand a hope in hell of getting out, the aliens drop him into the labyrinths beneath the asteroid surface and insist that he runs around as though part of a large platform-based shoot'em-up.

Fortunately for BOB it seems that between crashing pop's BMW and finding himself in the alien world someone thoughtfully strapped an upgradable bazooka thingy to his right arm. Now he can dash around blowing the crap out of anything that looks vaguely mobile with flashes of lethal plasma.

To make things even hunky-dorier he can collect icons throughout the levels that upgrade his bazooka with multiple shots and flame-thrower attachments.

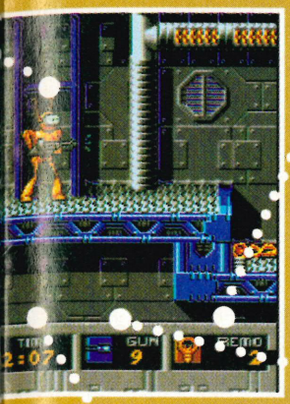
It's not just BOB's weapon that goes through changes – he also has the disturbing ability of being able to make things pop out of his head Inspector Gadget style. By picking up objects he can transform his head into a helicopter or make a trampoline leap from his chest so that he can jump up to lofty ledges. What a versatile chap.



Beam me up Scotty. BOB zaps into the next level in a spectacular 'wibbly wobbly blue lighty uppy thingy'. The wonders of modern technology

Dad lays down the law as you drive off in his pride and joy. You make sure you look after it now

Put your pedal to the metal. Take one lust driven robot and stick him in a car and it's a recipe for destruction



B This shows you how many gadgets you have at your disposal

C What gun are you using then?

D The time limit ticks down as you trundle around

With six of these different gadgets to draw on at various stages of the game, BOB can always make sure he's got one up on the bad guys.

I'LL HAVE A 'P' PLEASE BOB

When it comes to the crunch, BOB is a game that draws on the ancient classic formula of a platform-based shoot'em-up. There are numerous levels that feature different scenarios from metallic technology-based structures to slimy ooze covered passages.

Throughout the alien landscape there are numerous pissed off creatures – killer dragonflies, robots, slime creatures, monsters and big hairy...erm, things that all come crawling out of the woodwork with the intention of ripping poor BOB's head off.

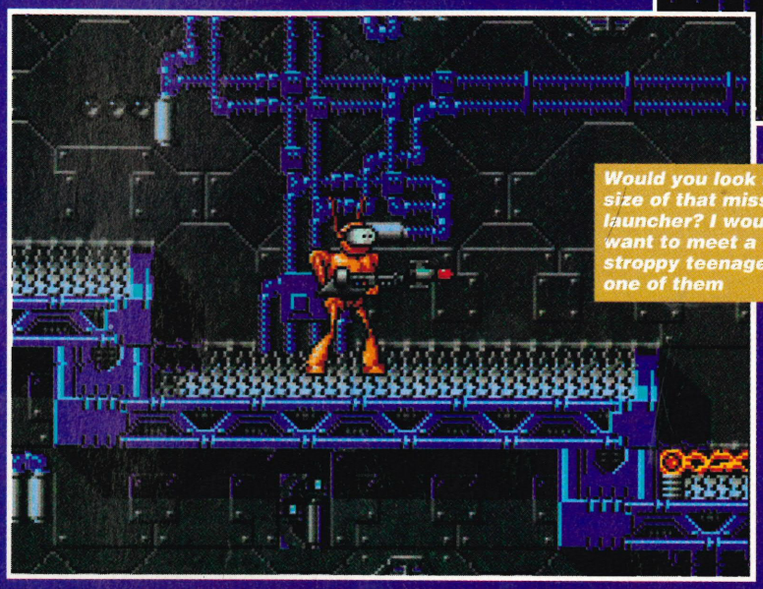
Humour is definitely something that appears. BOB himself is one of these characters with 'attitude' – you know the sort of thing, he goes around calling people 'dude' and describes things as being 'awesome' or 'bogus'. It's just nauseating Californian clap-trap really, but I suppose it

CONTINUED

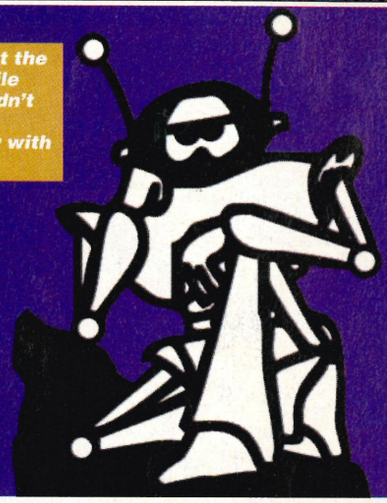
Jump into a chamber, pull a silly face and charge up your energy. These things are quite generously distributed and are vital to BOB's survival

BOB lays waste to the evil alien scum with his disrupter laser death ray. Eat plasma death you fiends

Big red robots are always the worst aren't they? You give an alien a flame-thrower and they think they can do whatever they want

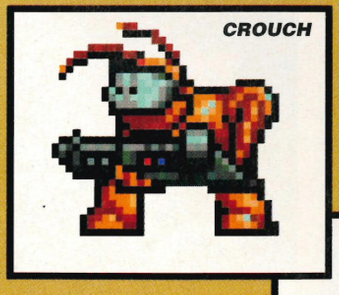


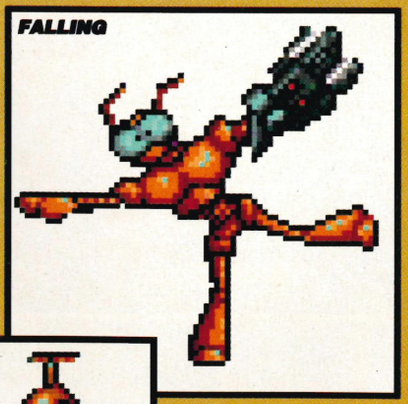
Would you look at the size of that missile launcher? I wouldn't want to meet a stroppy teenager with one of them

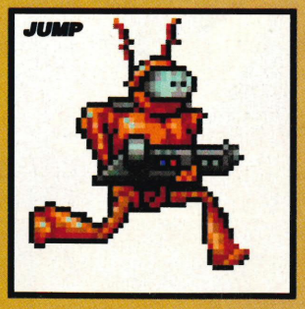


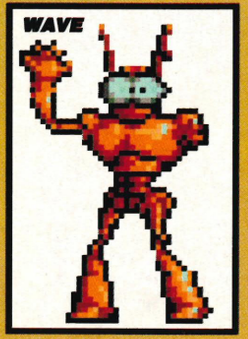
MEET BOB THE DUDE

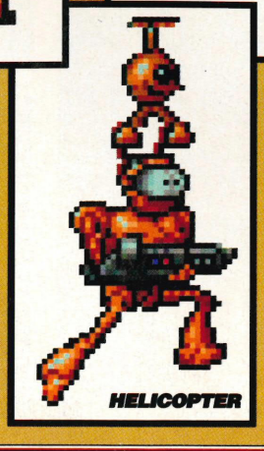
The animation used in BOB is absolutely superb. The sheer number of different motions he can perform is quite incredible...

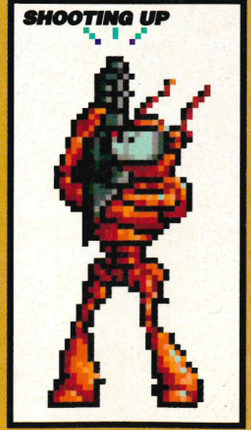












Creep like an extra creepy thing. BOB does his famous 'look at me, I'm a beetle' impression

Kaboing! Whip out your handy trampoline and leap up to those hard to reach ledges

With extra specially nimble fingers, BOB pulls himself along a handy vine. With a flick of the wrist he speedily crawls along

CONTINUED

worked for Bill and Ted. To be truthful BOB could've been lifted straight out of Sega's now ageing classic Toejam and Earl.

Throughout the game there are loads of little touches that make it a bit more special than your bog-standard Strider-type platform blaster. Jump up to a hanging vine and watch as BOB pulls himself along with his fingertips, giggle with glee as you see his head spilt and a trampoline pops out, laugh as you see him crumple into a heap on the floor, split your sides as...yes, yes, I think that's enough!

BOB A JOB

It's not all silliness though, BOB actually incorporates some quite novel features that you won't have come across before.

Take for example the 'intelligent bosses' that send out scouts towards the end of a level. If you act like a proper little Rambo with them the guardian will be a real nasty devil, but act in a more restrained manner and the boss will go easy on you. Nice huh? Even the monsters that roam the levels seem to have more than the average level of intelligence.

With all the class-act characters on the way (and believe us there are hundreds about to arrive) it's nice to see that at least one of them doesn't take life too seriously.

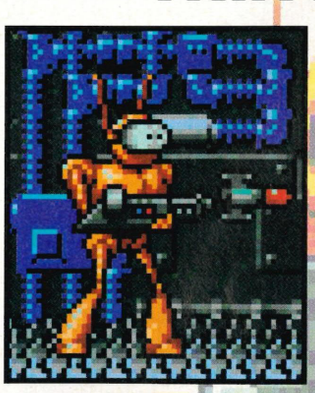
Electronic Arts has dabbled in

this area before with Rolo the cuddly elephant and the considerably more famous James Pond, but there isn't really a company mascot like Sonic or Mario. BOB really is quite a lad and with any luck we should be seeing quite bit of him in future.

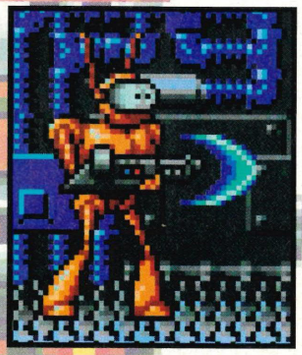
If you're absolutely gagging to get your hands on this gold-coloured droid with a huge weapon and cross-eyes you won't have to wait for too long. Although the version we saw wasn't complete, we're assured that BOB will be hitting the shops towards the end of June.

JOHN

DON'T POINT THAT THING AT ME



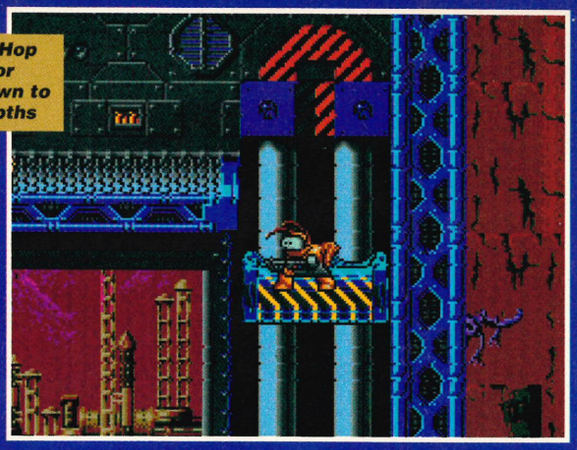
MISSILE – This one is fairly obvious really isn't it? It's a bloomin' missile launcher, and quite deadly it is too!



WAVE GUN – This is a fairly spectacular weapon which wipes out large numbers of bad guys all at once

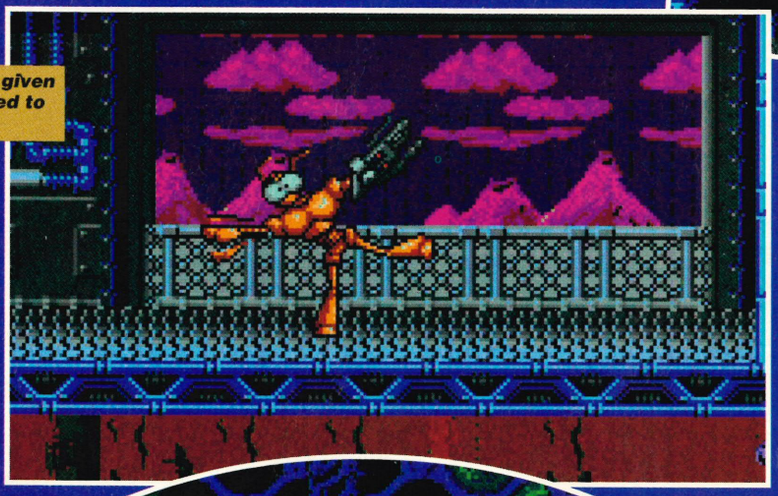
FLAME – BOB's flame-thrower only has a limited range but it's certainly one of the most destructive things an impressionable young teenager can get hold of

Bogus robotics dude. What the hell does that mean!?! 'He's dead. Arghhh!!!' would be far more suitable



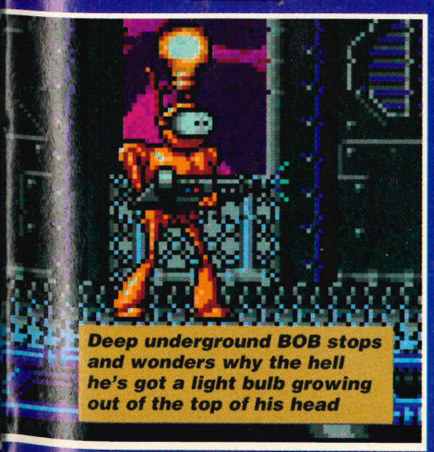
Going down? Hop on the elevator and hurtle down to the murky depths

BOB activates his shield by ripping out a lump of chest and sticking it on his head. Don't you just wish you could do that?



Finish a level and you are given the honour of being allowed to do a really silly dance

BOB treats us to another philosophical and deeply meaningful insight into the workings of the universe. Is this guy a poet or what?



Deep underground BOB stops and wonders why the hell he's got a light bulb growing out of the top of his head

Attitude is what they call it I believe. Leave BOB too long and he gives you a sarcastic little wave

If you get really stuck you always have the option of using your handy head 'copter. It only lasts for a while, but it'll get you out of danger

KING OF THE

Remember those 1960's Japanese monster movies that were so bad they were actually good? Takara has now captured all of the tacky action in this new game from Sega.

What do you do when confronted by a tank? Why you jump up and down on it and then throw it at someone of course!

REVIEW

A few years ago SNK released a classic arcade beat'em-up on the Neo Geo called King of the Monsters. Based on all the old obscure monster movies such as the countless Godzilla films, this game is now out on the Mega Drive.

Unsurprisingly a one-on-one fighting game, the MD version is a little different from others in that all the fights take place in locations around Japan. Unfortunately these places are reduced to rubble as a result of your titanic struggles!

The only way to really describe this game is as a cross between WWF and the old arcade hit, Rampage where three giant monsters had to destroy sky-scrapers and cities whilst being attacked by the army.

MONSTER MASH

The four monsters are remarkably similar to the characters in the films. Presumably they've been changed just enough to avoid copyright complications. Geon is a fire-breathing dinosaur, a bit like Godzilla, that can cause serious damage with its massive tail.

Astro Guy is the only one of the monsters that is even vaguely human and he can fire laser bolts from his hands. Rocky is made out of stone and has a back-breaking technique. Finally there is Beetle Mania which can shoot horns out of its head. All of the characters also have a wide range of moves including kicks, punches, throws, and jumping attacks.

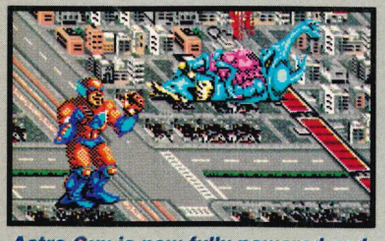
After a particularly nasty fight Astro Guy has managed to get enough power-ups to mutate while fighting Geon

If you manage to perform a particularly nasty move on your opponent a power-up icon will appear. Collect 10 of these and you will transform into a more powerful version of yourself and all of the moves you can do will be improved. Power up again and you will then be virtually unstoppable.

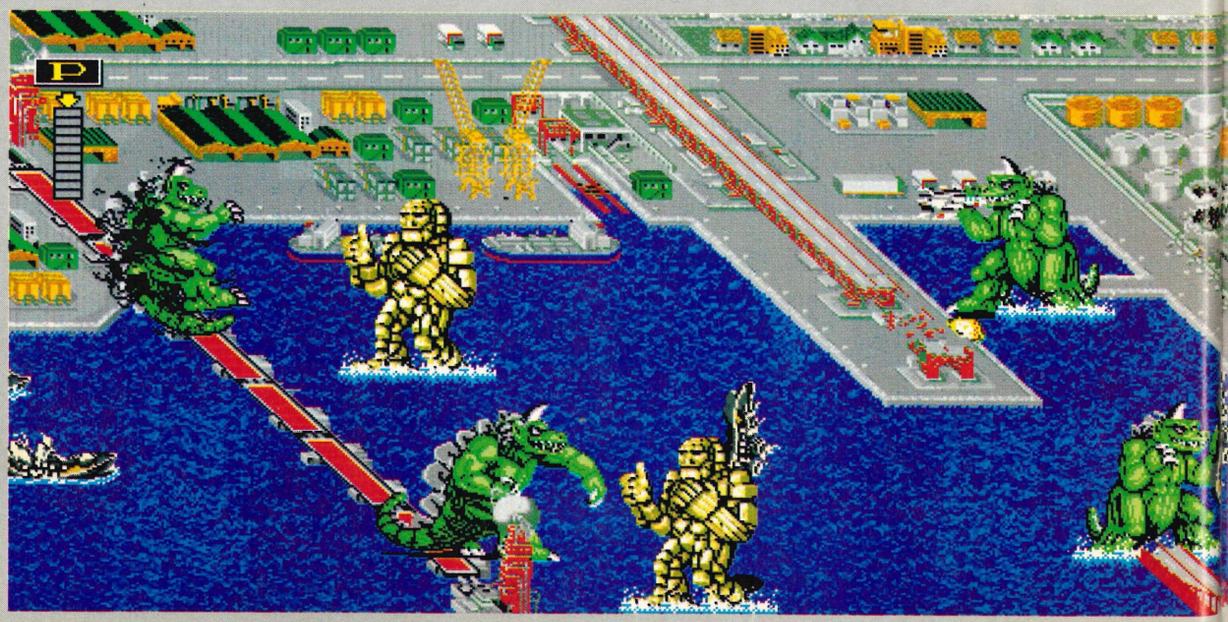
Watch out though, more often than not it will be your opponent who performs the powerful techniques on you though, and your energy bar will be reduced to nothing before you can even think about getting extra energy.

Eventually, after taking a number of hits your opponent will have no more energy left and you must then stand on its chest

If you are running you can do special attacks such as Rocky's clothesline



Astro Guy is now fully powered and Beetle Mania just doesn't stand a chance



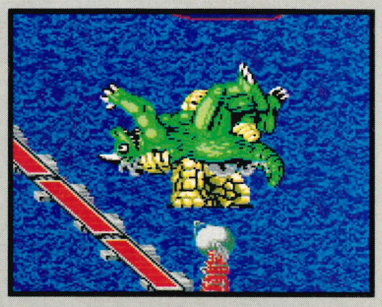
MONSTERS

pinning it to the ground for three seconds, after which victory is yours. This is one of the parts of the game I found very annoying, because even when your opponent has no energy left it can get out of a lot of pin attempts you make, meaning you have to inflict more pain before you can win.

I was under the misconception that when your energy ran out any pin attempts would always be successful like in WWF and Ringside Angel. Oh well!

When you power up your special techniques become enhanced. Check out the size of Rocky's boulder attack

Rocky has one of the most powerful attacks in the game which is this back-breaker



NUKE 'EM

While fighting is in progress various parts of the city are trampled underfoot and you can score bonuses if you destroy buildings such as nuclear power stations and skyscrapers. Even bigger bonuses can be obtained by annihilating buildings using your opponent's head!

The peaceful locals however, have called in the armed forces to put a stop to your monstrous antics. They have managed to create force-fields that stop any fighters leaving the city, meaning you are vulnerable to any heavy artillery that can be brought in.

Fortunately, even the largest man-made weapons aren't powerful enough to hurt you, and so the popluation's fight is pointless. If you are being attacked by a tank then stamp on it, pick it up and throw it at your opponent! If planes are flying overhead then you can jump up into the sky to catch one and use it in a similar manner. All this adds to the gameplay because even the most one-sided of fights can be turned around by picking up a naval destroyer and lobbing it at your opponent!

There are all sorts of things going on in the background in this game such as the trains that run along the tracks. Just stamp on them a bit and you can get big bonuses!

The concept behind King of the Monsters is brilliant, and it did very well in the arcades – quite rightly! This is a good conversion of the original game, but unfortunately it does not have much long-term appeal. In the arcade it was a fun way to kill 20 minutes , however on a console you will playing it for a lot longer and the humorous appeal will fade, leaving you with yet another average beat'em-up.

RICH

MONSTER MANIA!

GEON

Looking like Godzilla, Geon is a fire-breathing dinosaur with a vicious tail

ROCKY

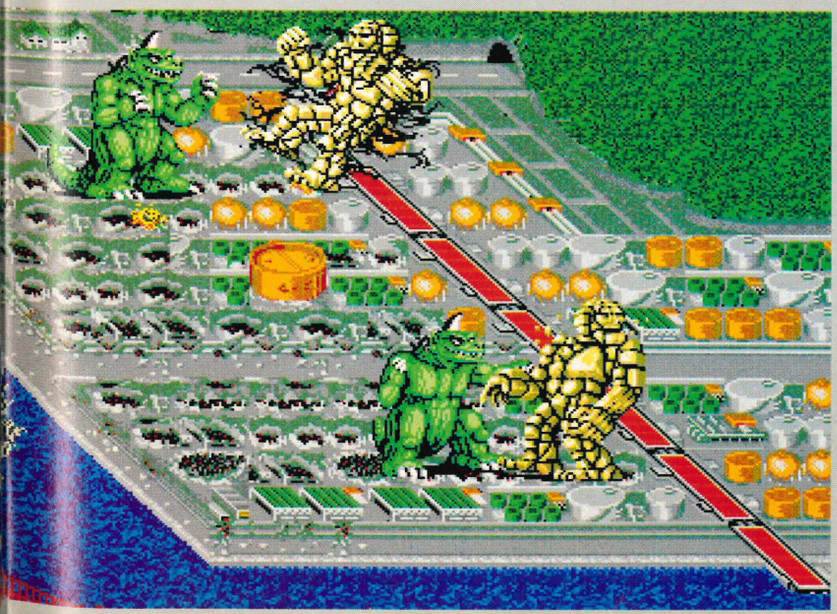
Rocky is made entirely out of stone and is very hard (groan)

ASTRO GUY

Astro Guy is a mixture of Megalon and Ultraman – well I think so!

BEETLE MANIA

It is the weirdest of the bunch and bears more than a passing resemblance to Ebirah of the Deep



MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
KING OF THE MONSTERS	68%	GRAPHICS 7
ONE PLAYER		SOUND 6
		PLAYABILITY 5
		DURABILITY 5

UPPERS

- A brilliant idea
- Fun for a while
- You can stamp on things!

DOWNERS

- Occasionally frustrating

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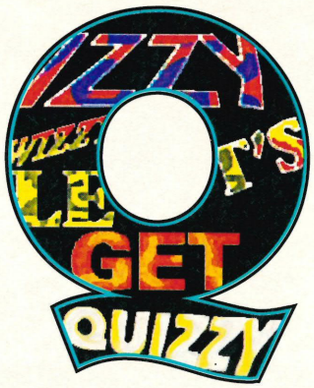
SPOT THE BALL

Win a Mega-CD unit and copies of the fabby Super Kick Off, by entering this dead simple compo.



Thanks to our good pals at US Gold, the peeps behind the recent chart-stormer Super Kick Off, we can now offer you the chance to win the most impressive add-on you could ever want, plus the ultimate footie sim for the Mega Drive.

One very lucky winner will receive a Mega–CD unit complete with the three in-pack discs (Cobra Command, Sol Feace and the five-in-one disc), as well as a copy of Super Kick Off on cart. Nine further winners will receive copies of Super Kick Off. Brill or what?

What do you have to do? It couldn't be easier...

MAKE YOUR MARK

I'm sure you must have had a go at those "spot the ball" compos before. You know the ones; you get a picture of a bunch of hairy footballers and you've got to work out where the ball should be. It's a doddle.

We thought it would be a jolly good laugh if we did the same sort of thing with a screenshot taken from Super Kick Off. All you have to do is figure out where the ball should be, and draw a little ball in that place.

Then send us the page (or a photocopy), by **27 May 1993**, and we'll stick all the correct entries in a hat and pick out the winners.

Get your clever hat on and mark those entries! Send them to:

I've Lost My Balls
MAG
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SK11 6LF

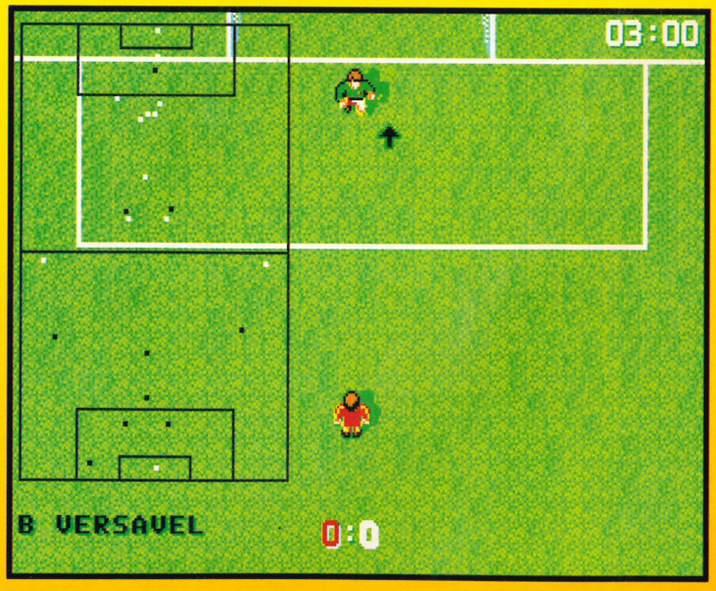
This wonderful UK Mega-CD machine could be yours if you simply guess where the ball is. Make sure you put the CD in the right way on yours though!

It's not all running around getting hot and sweaty you know. You've got to work on your tactics if you're going to win the match

This has certainly got some good sound effects and music. Another free game in the CD bundle

Cobra Command is a fantastic example of what the Mega-CD is capable of

SPOT THAT BALL



OK kids, where's the blasted ball then? Draw a little ball where you think it should be and send your entry to us at the usual address

NAME.....

ADDRESS.....

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ATOMIC RUNNER

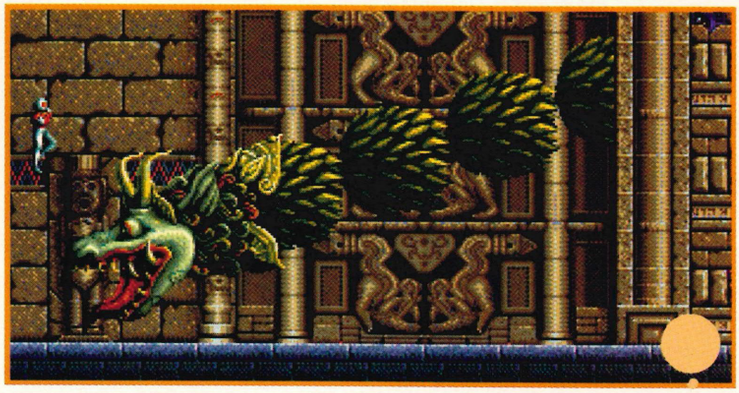
If the suit provided wasn't enough to defeat the alien invasion, then consult the following oracle of tips.

DAVE

If any player fails at a game it is usually because of the end-of-level bosses. The following guide will provide you with all the tactical advice you'll need to know to thwart the aliens.

LEVEL ONE BOSS

1 *The first boss you'll encounter will be the fearsome Wall Dragon. A deadly beast indeed, but it's chained to a wall for your convenience. Aim all your firepower at its head and when it stops breathing fire, get ready to jump to dodge its lunging attack as this picture depicts*



LEVEL TWO BOSS

2 *Shaking the scenery as it makes its grand entrance, is the Brass Idol. Like most large creatures it has little intelligence so it is easy to outsmart. Start by shooting the left eye when it opens*

3 *Then with a nimble leap, jump over its head to the other side and shoot the right eye. If it's not yet destroyed it will inevitably release a cluster of mini idols. These can be dodged by moving left or right and shooting up*

LEVEL THREE BOSS

4 *With a whine of jets and a roar of afterburner flames, the Drop Ship flies onto the screen. Start the combat by shooting in its general direction whilst dodging the bullets it unleashes, but try staying to the bottom-left*

5 *During the course of this fight soldiers will descend from the hull of the ship. Shoot them as well as the craft and keep an eye out for homing missiles*

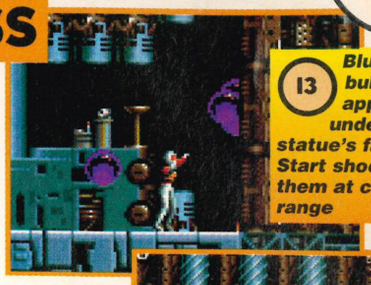
LEVEL SIX BOSS

10 Guarding the entrance to New York is the MAD-roid, a terrifying robot if there ever was one (Arghhh! The cybermen are back). Start the conflict by assuming this position on the screen and start shooting the middle. This way you won't be hit by any form of attack

11 When it decides to lower its defences start shooting the floating globe. If you weren't able to obliterate the glowing sphere during the brief amount of time given, assume the beginning position and try again

THE FINAL BOSS

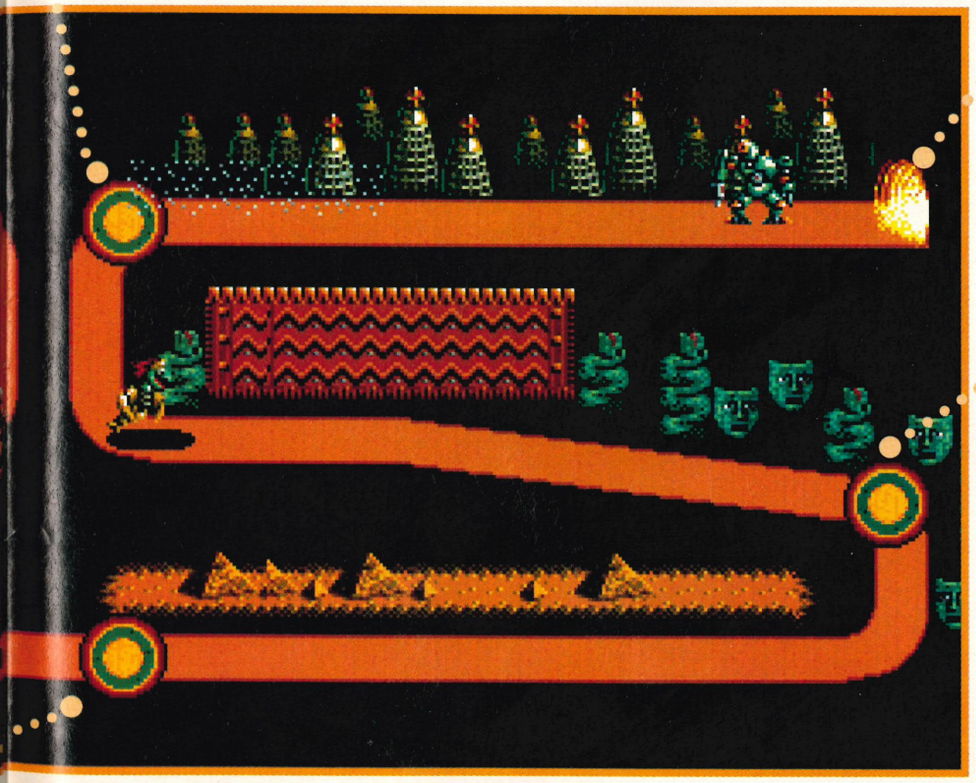
12 This little gent pushes switches, presses buttons and fiddles with knobs. Shoot him until he bursts into flames



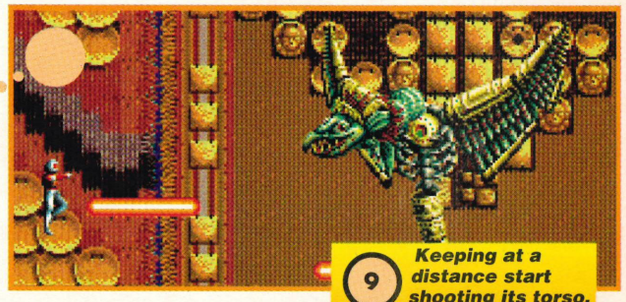
13 Blue bubbles appear under the statue's face. Start shooting them at close range

14 The statue will advance. Start shooting its face and then the breastplate to make it briefly retreat

15 With a bright explosion the statue will lose its body, except its arms. Then it will try to retreat to a safer location to rejuvenate. However, Chelnov chases it to the top of the Statue of Liberty for the final showdown

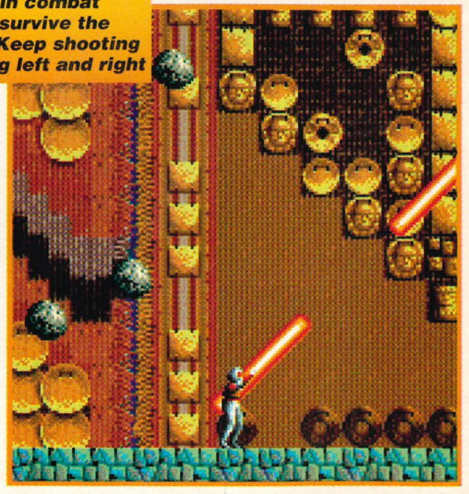


16 The death of Chelnov's father has been avenged! The invasion has at last come to a bitter end! We're elated at the office. Hurrah!

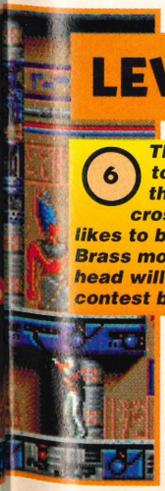


9 Keeping at a distance start shooting its torso. It will pause and lunge at you as the Wall Dragon did previously. Keep going to win

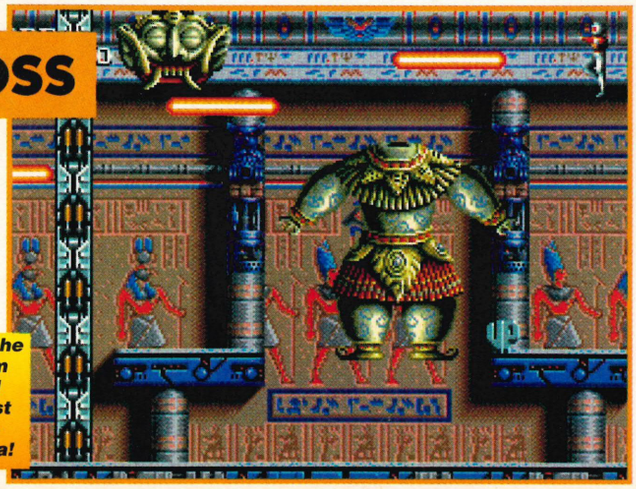
8 Amongst the glittering of gold tiles can be seen the Pterodactyl. Before you engage it in combat you'll need to survive the falling rocks. Keep shooting up and walking left and right



LEVEL FOUR BOSS



6 The Brass Idol's cousin decides to pay you a visit at the end of the desert you've been crossing. The Mojo Idol, as it likes to be called, is similar to the Brass model with one difference, its head will attack separately! Start the contest by shooting both of its eyes



7 When it's totally blind the head will separate from its torso and fly around the screen in a rage. Just concentrate your shots on the head for best results. Wongaaa!

LEVEL FIVE BOSS

EX-MUTANTS

If Sluggo and his evil henchmen are giving you too much trouble in the search for your friends, then follow these maps for the ultimate guide.

DAVE

The next area is the deepest and most deadly part of Steel Mountain. Tip: To defeat the end guardian just aim for his feet.

LEVEL ONE

Before searching Sluggo's city you must escape and explore the abandoned laboratory. This map will show you how.

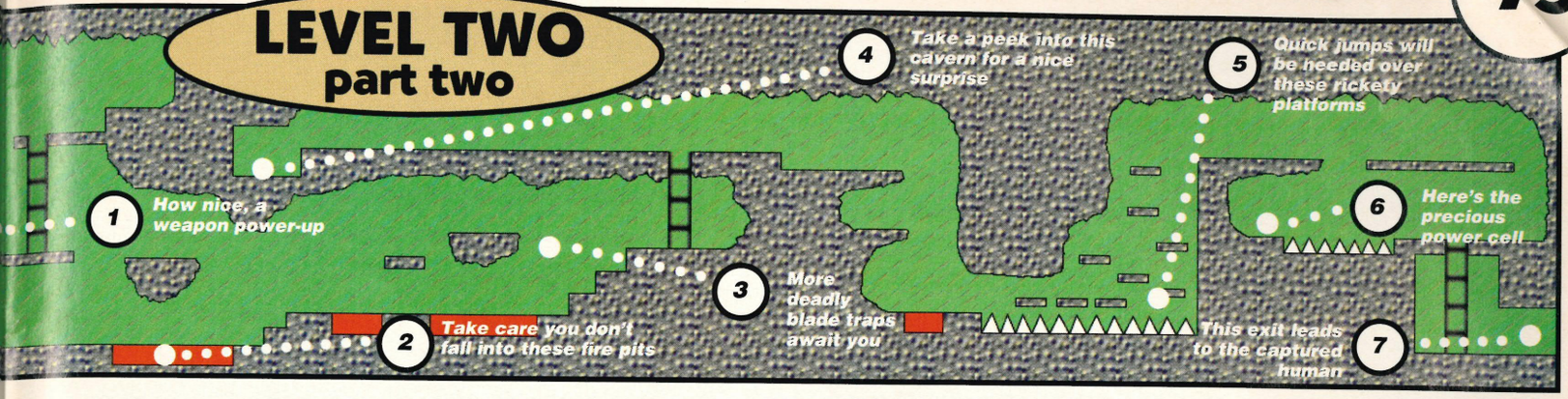
1. Next to the starting point is your first power-up, if you search the surrounding area with your weapon you might find a secret bonus
2. Improve your fire-power with this icon
3. This food will restore your health
4. If you see a grey wall like this you can knock it down with your weapon to gain access to more treasures
5. This food is your reward if dare to travel here
6. Don't forget this extra life before leaving this level
7. This exit leads to more dangers

LEVEL TWO

The first human member of your elite band is being held captive within Steel Mountain. Follow the map closely to avoid untold dangers.

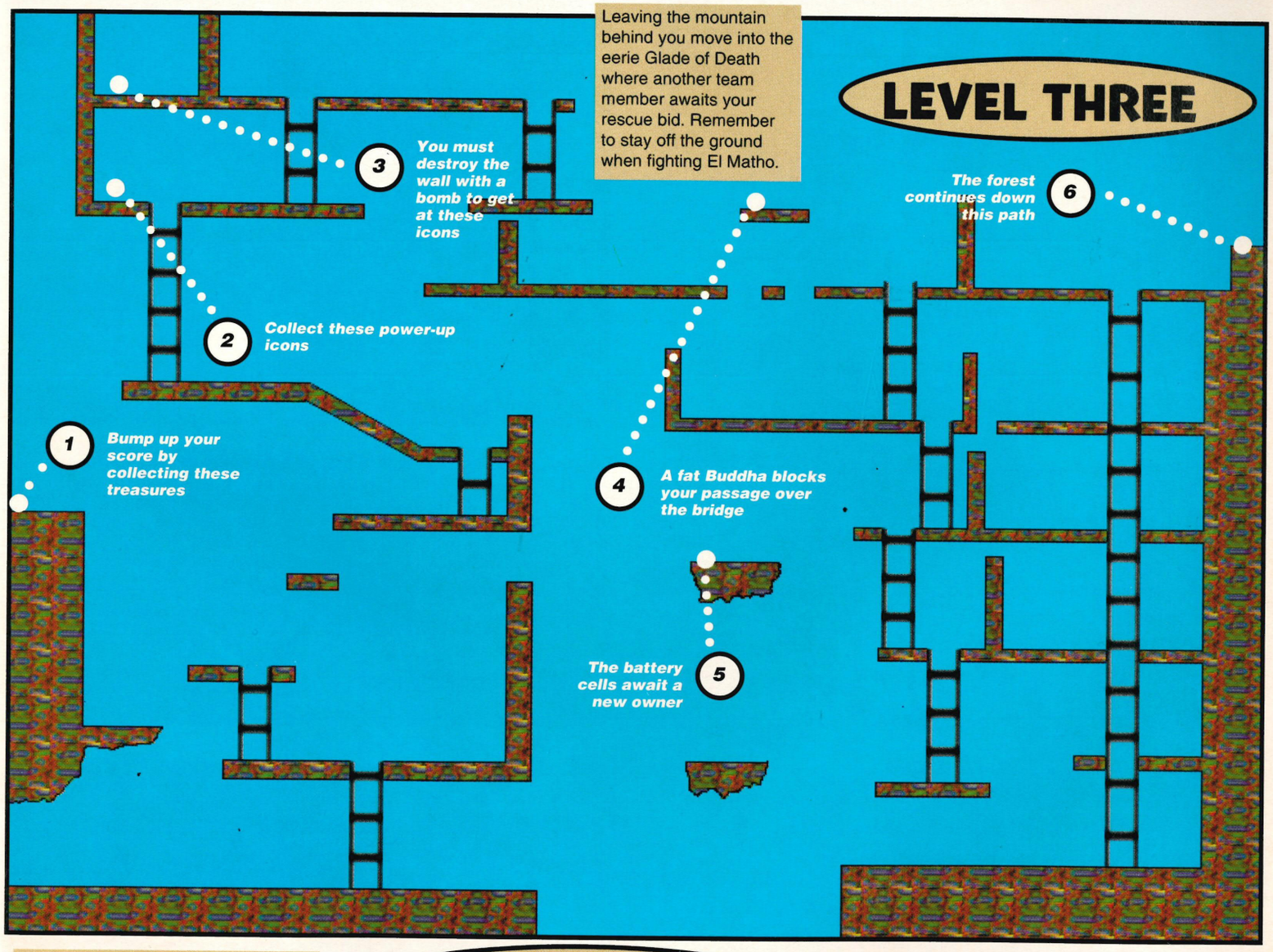
1. Before entering this cavern you must destroy the stone trap. Try aiming for the top!
2. Watch the ceilings carefully in here because objects tend to drop in uninvited!
3. A well-timed jump's needed to avoid this whirling blade
4. Keep low as the blade passes overhead
5. Make sure you take these power cells before leaving
6. Here's the exit!

LEVEL TWO part two



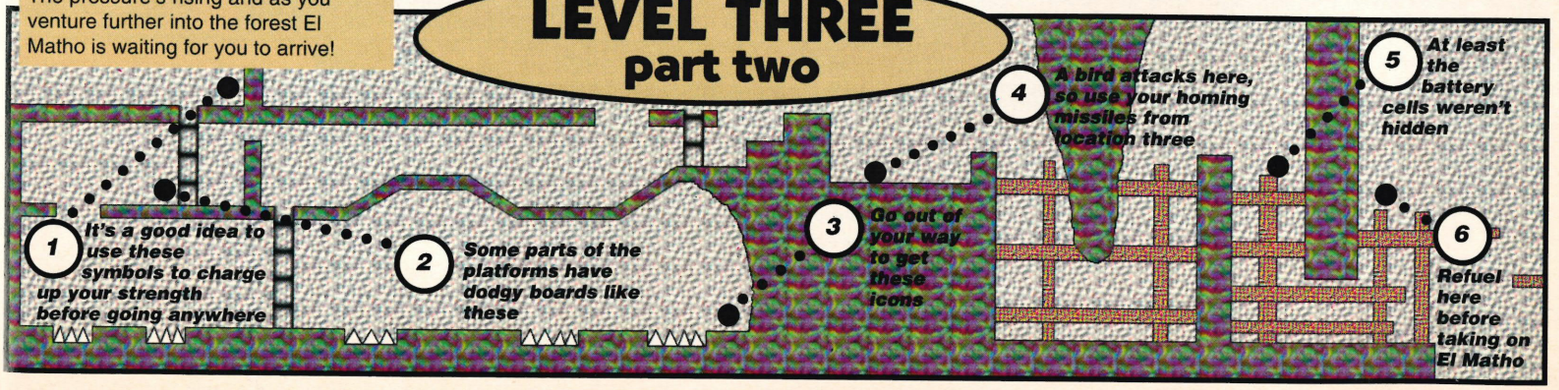
LEVEL THREE

Leaving the mountain behind you move into the eerie Glade of Death where another team member awaits your rescue bid. Remember to stay off the ground when fighting El Matho.



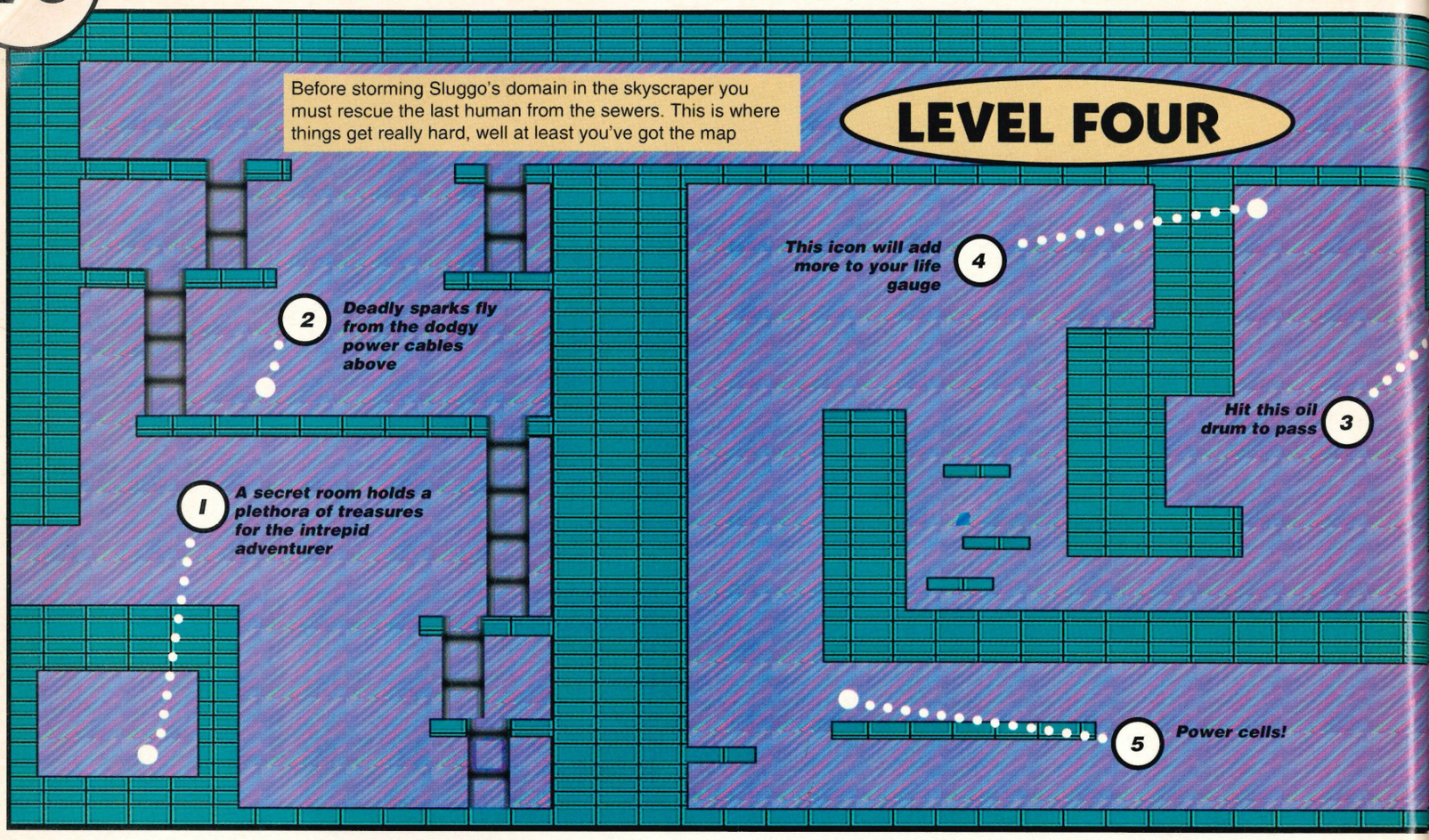
LEVEL THREE part two

The pressure's rising and as you venture further into the forest El Matho is waiting for you to arrive!



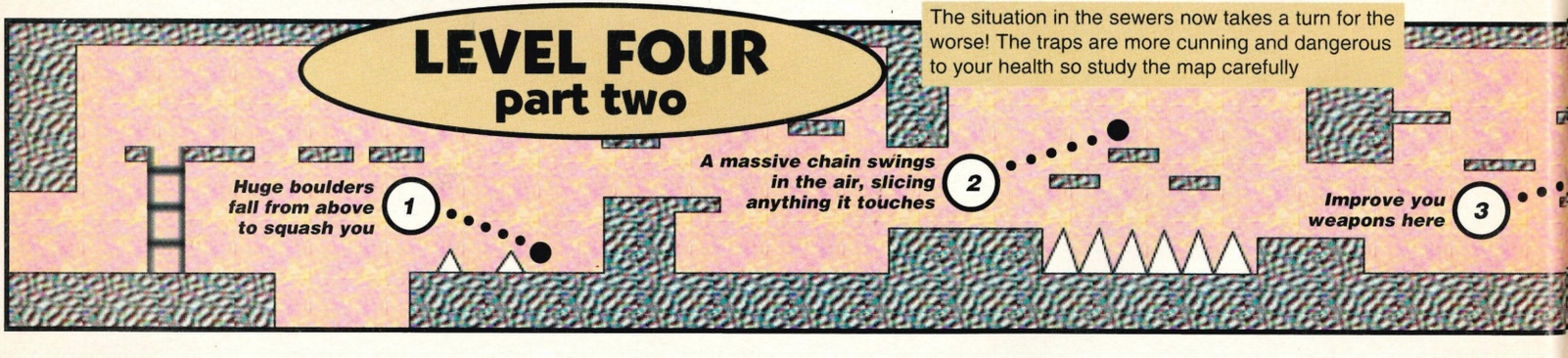
LEVEL FOUR

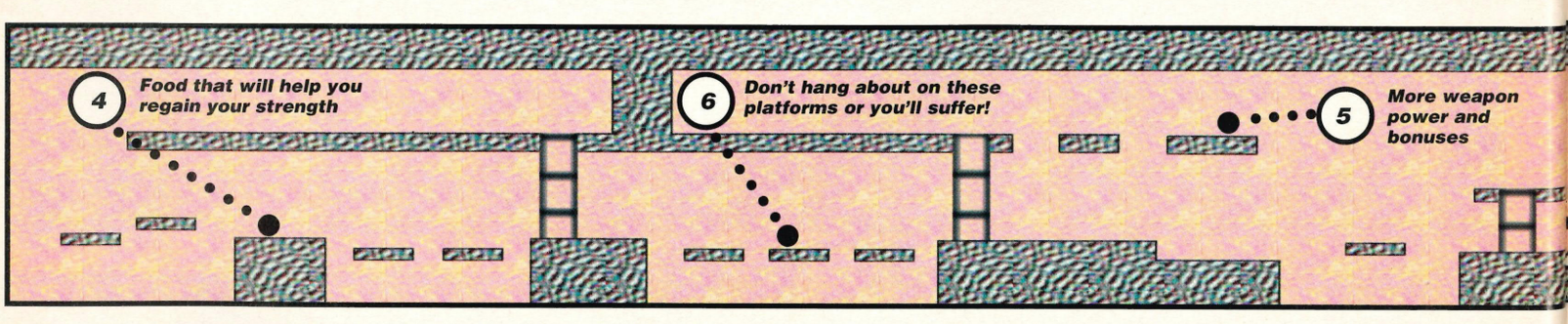
Before storming Sluggo's domain in the skyscraper you must rescue the last human from the sewers. This is where things get really hard, well at least you've got the map



LEVEL FOUR part two

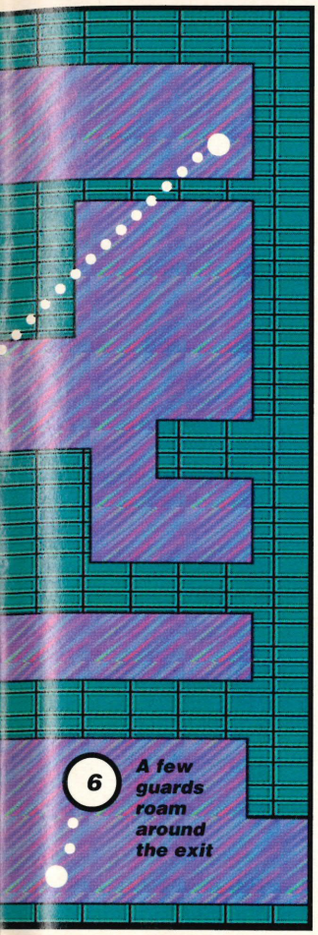
The situation in the sewers now takes a turn for the worse! The traps are more cunning and dangerous to your health so study the map carefully

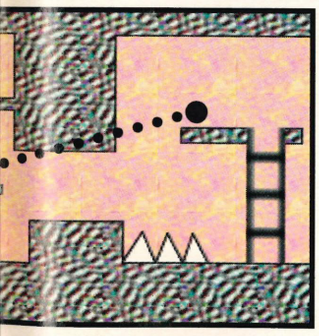


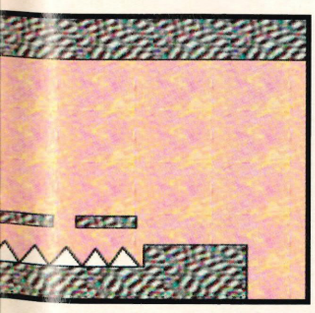


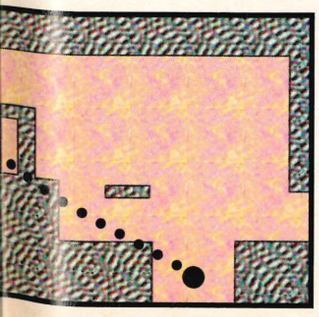
LEVEL FIVE

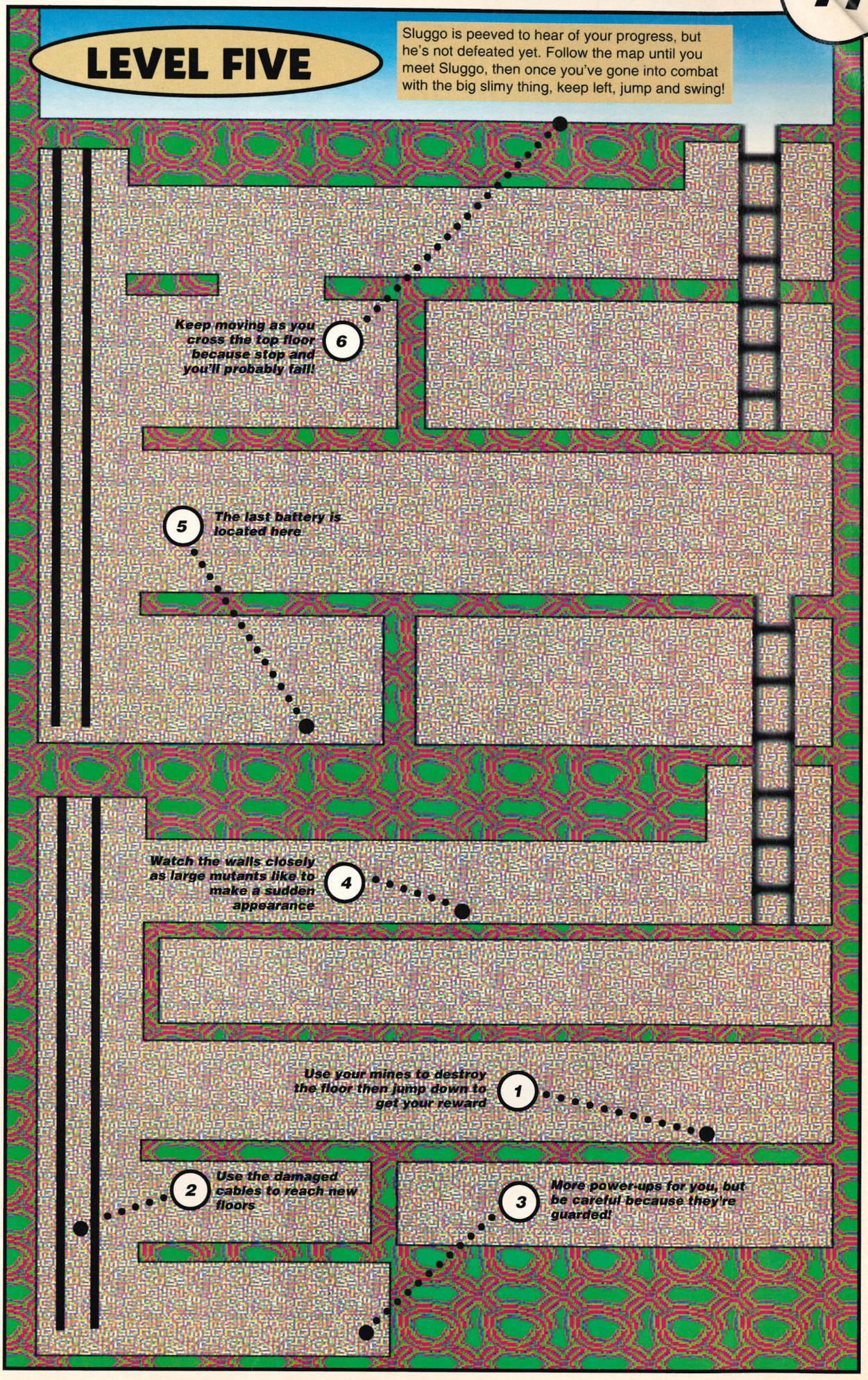
Sluggo is peeved to hear of your progress, but he's not defeated yet. Follow the map until you meet Sluggo, then once you've gone into combat with the big slimy thing, keep left, jump and swing!











MEGA-lo-MANIA

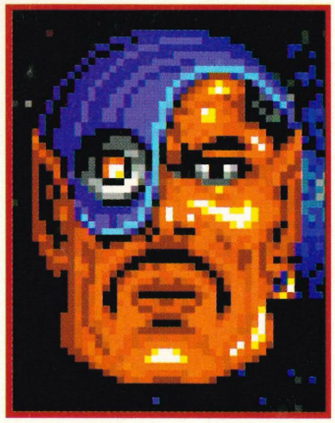
Hungry for power, have a desire to dominate but are crap at Mega-lo-Mania? Have a goosy at this, it's what you need!

SCARLET

Forget Zuhkov, Rommell and Montgomery, if I had my way this would be the woman leading my armed forces. If Scarlet has a motto it must surely be 'the best from of defence is attack'.

Of the four demi gods Scarlet is the ideal choice for your character. Her main attribute is designing offensive weapons and attacking anything within striking distance.

Scarlet is not too hot when in a defensive position, so if she is your opponent attack and conquer her before she invades your territory. Ignore her for too long at your own peril.



MADCAP

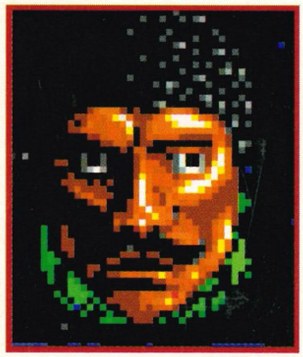
Not a brilliant general but he has his moments. Madcap rarely attacks or forms alliances, instead he prefers to wait around and build a formidable defence system. You must hit him hard and early, thus denying him any chance of organising himself effectively.

On the occasions he does enter a partnership he will remain loyal. The easiest way to destroy him is to design the most primitive offensive weapon and invade. Your forces will prevail unless the game has been in progress for some time.

OBERON

Camp and sly, Oberon is slightly on the eccentric side so you never know just what his next move will be. A tad egotistical, Oberon seems to enjoy capturing as much land as possible. Luckily this preoccupation often gives you some time in which to arm your troops before entering into battle with him.

The easiest way to defeat him is to constantly attack his home base and wear down his resources, denying him of good powerful weapons. Not the ideal choice of character.



CAESAR

A bit of a mixed bag is old Caesar. Probably the most equally balanced of all the characters, Caesar is steadfast in defence and skilful in attack and as a result is a difficult and worthy opponent. In alliance Caesar is reliable and trustworthy.

However, allowing him to conquer territory unopposed is strategically unsound more often than not when he takes land he will build a very strong base upon it, almost as powerful as his home base. If no alliance is formed, take him out as soon as possible otherwise you may have a slight problem on your hands.

THIS IS THE WAY WE WIN A WAR...

Unless your survival depends on it, never allocate all your men to one set task. Instead try to distribute them evenly between tasks, always leaving at least two men in the tower to reproduce (with the mega women of course). Some of the factors which apply on the early epochs do not work on latter levels, so consult the epoch guide if you get stuck.

OVER THE TOP

It's now time to follow your destiny and rule the planet for all eternity. The epochs increase in difficulty – the first three can best be described as easy-peasy; four, five and six are of medium difficulty; seven, eight and nine are incredibly difficult. Manage to complete this lot and you have the mother of all battles to win before you rule the planet.

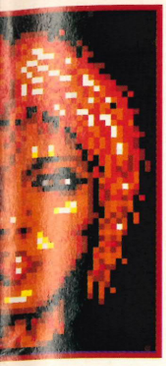
EPOCH ONE, TWO A

Place your home base in the square with the circle. These areas have the most resources and are the most tactically sound areas to set up camp.

In the first three epochs, whichever character designs the first offensive weapon and then charges into the opponent's territory massacring the locals will prove to be most successful, so make this your priority and you can't go far wrong.

Whenever possible form alliances, as this will keep at least one potential foe from attacking. Oh, don't worry about attacking an ally!

Each island can be taken with a set figure of men. You may find that you can conquer with less than I've listed, but take a look at these maps to find the numbers I found ideal:



The three deadheads, Pam, Hugh and Julian prepare to meet thy fate at the hands of my invincible army !

YOU NEED WHAT?

There is no smoke without fire – and the same applies to building weapons for your army. However, the words should read 'no weapons without elements'.

In order to design and build the most effective and sophisticated weapons for attack and defence you need to mine the correct elements. The first obvious step here is to build a mine.

Because only three elements can be gained from one mine here is a list of which elements are required to produce which weapons, this is to avoid wasting manpower collecting the wrong materials!

BONE	ROCK	WOOD

ROCK WEAPON, CROSSBOW, SPEAR, BOW AND ARROW, CATAPULT

MARMITE	ALIEN	

STARSHIP

ARALDITE	MARMITE	

NUCLEAR MISSILES, NUCLEAR DEFENCES

HERBIRITE	YERIDIUM	

LONGBOW, GIANT CATAPULT

PALADIUM	ALIEN	

SDI DEFENCE

ONION	MARMITE	

BAZOOKA

VALIUM	SLATE	

MUSKET

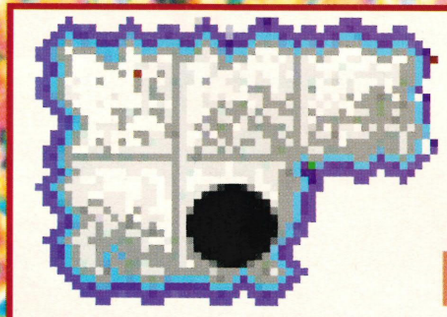
ONION	MORON	

BI-PLANE, CANNON

MARMITE	PARASITE	

BOW AND ARROW, BOILING OIL, MUSKET

EPOCH TWO



Dracula
20 men

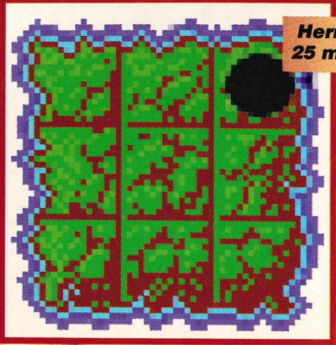
Formica
25 men

Etcetera
20 men

EPOCH THREE

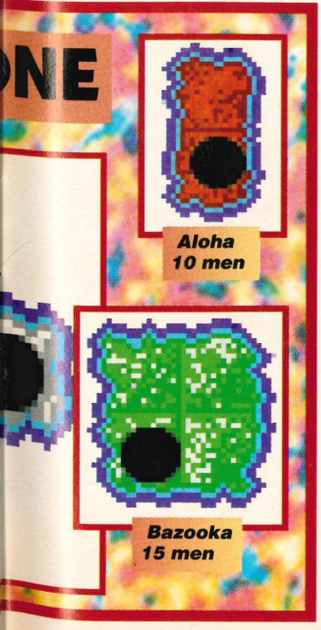
This is a doddle. As with the first two epochs the first army to develop offensive weapons should be victorious. Allocate 90 per cent of your workers to construct the most advanced weapon and hey presto, it's all over.

Ibiza
men



Hernia
25 men

Gazza
25 men

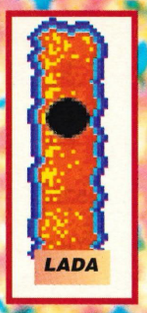


Aloha
10 men

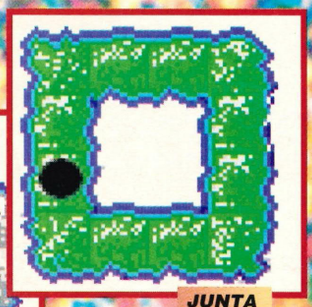
Bazooka
15 men

EPOCH FOUR

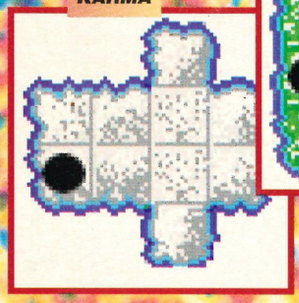
Here we are on the next set of epochs which are considerably more difficult than the last three. There are no easy victories and a lot more strategical thinking is called for – order your copy of The Art of War now. There is no set figure of men to use on each island. I found (after considerable trial and error) that using about half my allocated number worked out quite well.



LADA



JUNTA



KARMA

The opposition is now equipped with 'O' level military tactics so the first thing to do here is defend yourself. Remember that pearl of wisdom about attack being the best form of defence? Well, it applies to the enemy.

First build a mine as various elements will be needed. Then check the invention icon and design a shield to defend your territory. Now check the blueprints and mine only the elements required to equip your army with the most advanced weapons. This will cut down on wasted time and men.

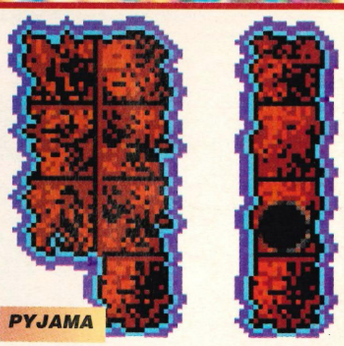
Whenever possible construct new mines on captured territory. This should eradicate the problem of running out of elements. Once the army is equipped, attack without remorse never giving the opposition time to organise and develop advanced weapons. Remember to make sure your home base is securely defended.

Things are up and running now. Only a complete nonce-case could blow it now

EPOCH SIX

Things start to really hot up here and it's time to develop anti-nuclear defences (SDI or anti-missiles) and first-strike weapons.

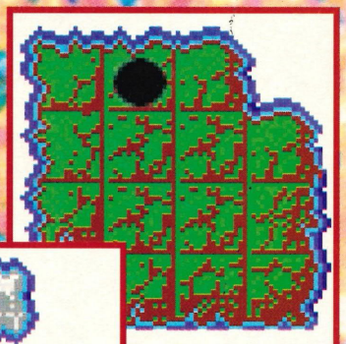
When the opportunity arises develop more bases on other territories. If one of your bases is nuked you will have some reserves to fall back on.



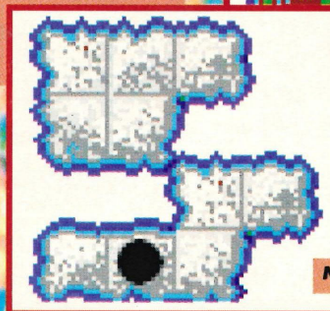
PYJAMA

EPOCH FIVE

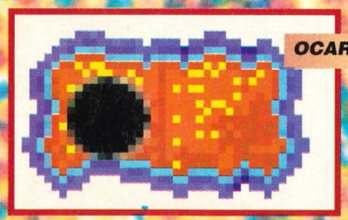
A little patience is required here. Again defend your base camp with the best weapons available and don't attack. The trick is to advance as fast as possible through the tech levels enabling you to arm yourself with machine-guns and bi-planes. The planes will come in very handy when attacking Nausea. Once a good defence has been established all-out attack will win the day, as the majority of your opponents will have worn themselves out and be ripe for destruction.



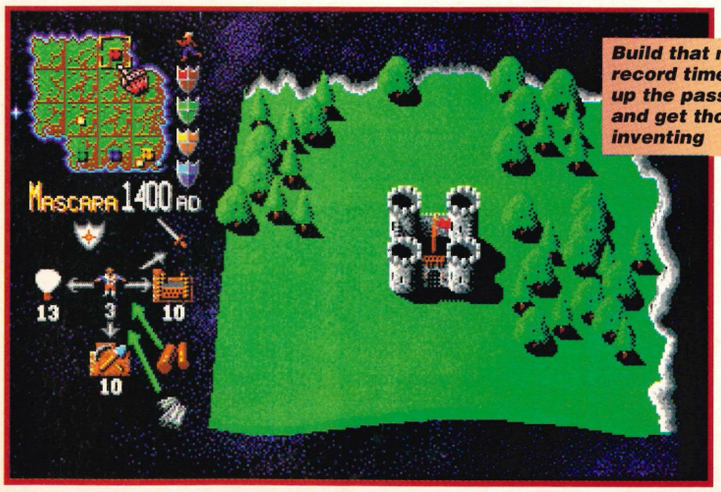
MASCARA



NAUSEA



OCARNIA



Build that mine in record time. Speed up the passge of time and get those boffins inventing

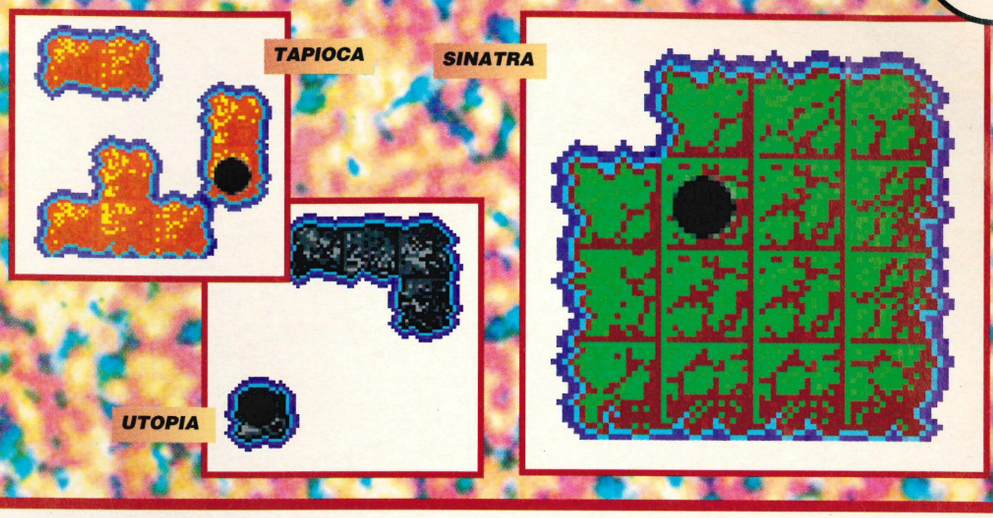
This is it chaps. The final sequences to Mega-lo-Mania

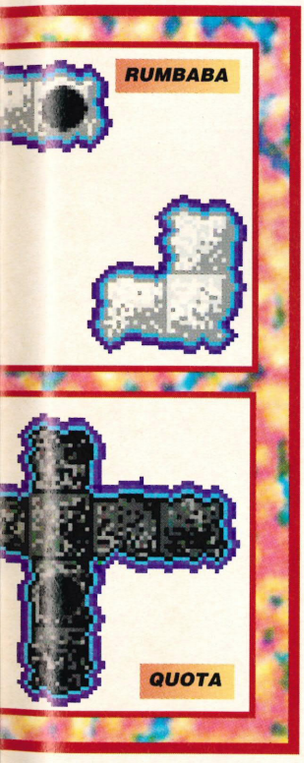
EPOCH SEVEN

Here it is best to sit back and wait while you develop anti-nuclear defences and advanced flying machines – that's flying saucers to you!

Watch the enemy destroy each other, then simply move in and blow the pants off them.

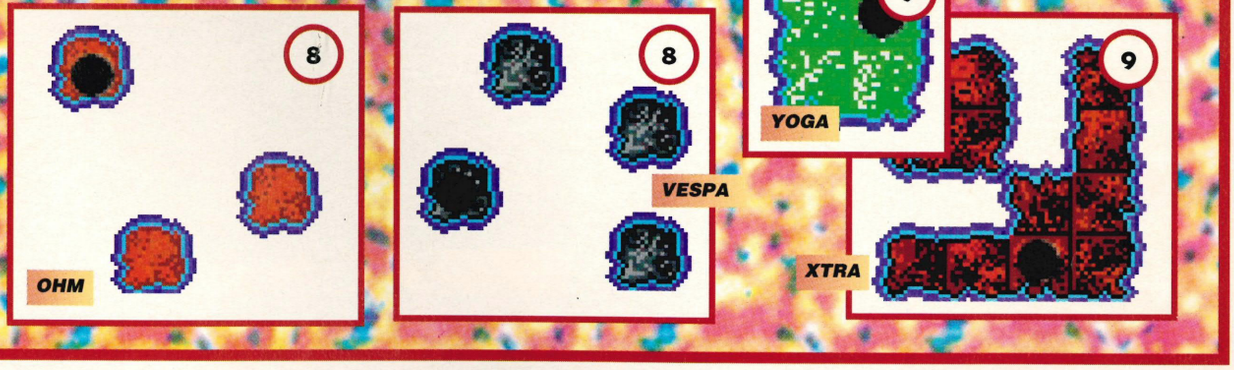
This may sound like a doddle but you have to remember to mine the correct elements.





EPOCH EIGHT & NINE

Build nuclear missiles and build them fast because this is the only way you will get through this stage. The vital element here is speed. Whenever possible form an alliance to leave you with one less enemy. Winning and losing on this stage depends on the luck of the draw. The computer can sometimes build things with much greater speed than your good self.



APOCALYPSE NOW: THE FINAL SHOWDOWN

The final stage is bit of a joke. No massed armies, just 200 mad savages (Englishmen abroad). The simple way to become the master of all eternity is to move your army into the opposition's squares and give him a proper kicking, that's about all really! Lose this one and you must be really bad, so bad that somewhere along the line you must have cheated to get here in the first place

Here are the level codes for the entire game:

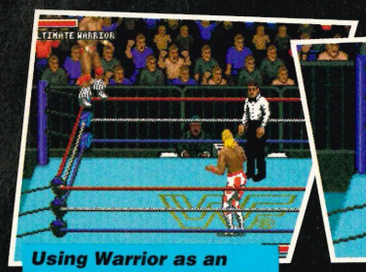
...Erm, Virgin threatened us with severe repercussions if we printed them. We thought about dragging it through the law courts, but look what happened to British Airways. Cheers Caroline!

WWF WRESTLEMANIA

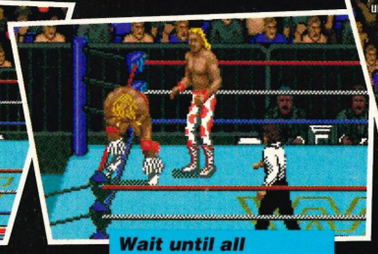
MEGA DRIVE ADVANCED GAMING • MEGA DRIVE ADVANCED GAMING •

Yeeeargh! Gnuuurk! Yes, you too can make your fellow wrestlers repeat these groans simply by following this unique guide!

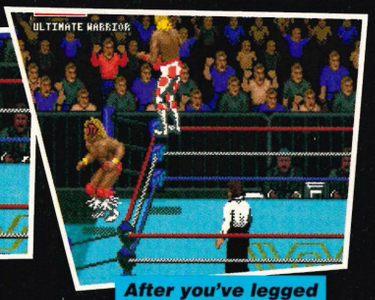
DAVE



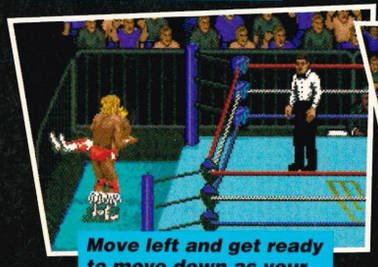
Using Warrior as an example, we can look at the other wrestlers' weaknesses. Start the match by running up to the top of this turn-buckle



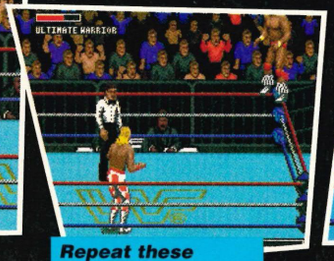
Wait until all characters, including the ref, stop moving. Then climb back down and run out of the ring like this



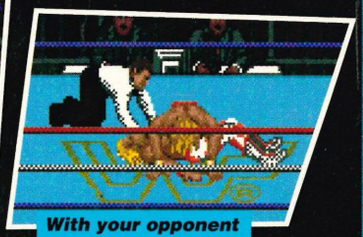
After you've legged it out of the ring, with any luck the other wrestler will climb the turn-buckle. Ha! Ha! Ha!



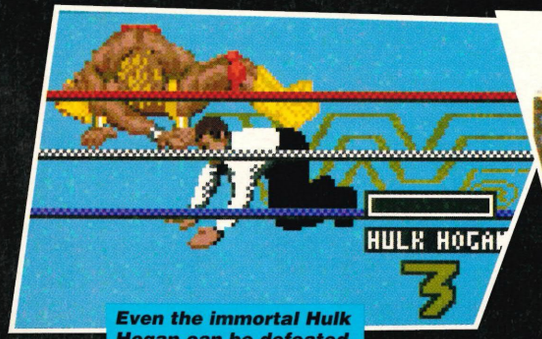
Move left and get ready to move down as your opponent jumps off the turn-buckle to try to land an elbow drop on your back



Repeat these tactics on the other side of the ring

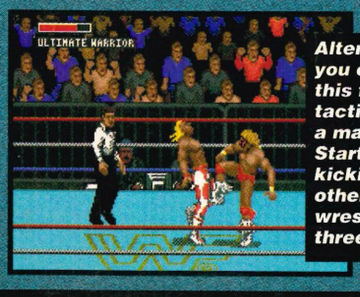


With your opponent weakened, hit him once to knock him down and then move in for the pin



Even the immortal Hulk Hogan can be defeated using these same tactics!

If you've followed the guide carefully you'll be wearing this belt with pride!



Alternatively you can use this foolproof tactic to win a match. Start by kicking the other wrestler three times

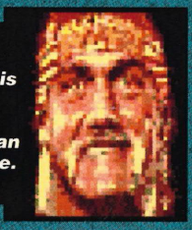
Then, while he's writhing on the floor, drop onto his shoulder with an elbow drop

Before entering the ring in your new underwear let's choose the right character for you. It may make all the difference in the end!

Warrior is the wildest man in the ring. He performs the gorilla slam, which is a real killer. Second choice

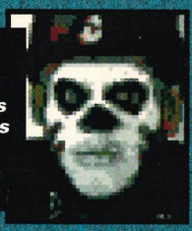
The richest man is Ted DiBiase. He executes the good million dollar dream move, but is my last choice

Enter John Davison, well their sweet-looks are very similar! The side suplex is his fave move. Sixth choice



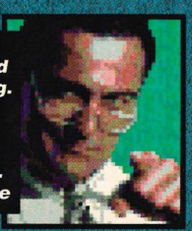
The best and most feared is Hulk Hogan. His legendary leg drop has won more bouts than any other move. First choice

The only famous British wrestler is the Bulldog. He favours the impressive power slam. Fourth choice



Using the shoulder breaker and black magic as his weapons, is the unusual Papa Shango. Third choice

Randy Savage is a loud and tanned Yank who performs the flying elbow with great effect. Fifth choice



Mr Schyster is the most hated man in the ring. He performs the useful write off, and not much else. Seventh choice

GAME GENIE CODES

SONIC 2

I know we've printed loads of codes for this game but I bet you haven't seen these before! In fact I'm prepared to bet £1,000 (Ben, get off my page you git! – Dave).

GJ8AAA4G: Why bother playing the game when you can see the end sequence straight away?
AH2TCAH6: If you can't be bothered getting 50 rings to enter the special stage then use this cheat to overcome it – only one ring is now needed!
SBJAHAWJ: This cheat will allow Sonic to cash one ring in for eight!
SBJAHAWR: Tails can also cash one ring in for eight
ACZTCACA: Start the game with all of the chaos emeralds
RE8AA60W: If you can't be bothered with the original cheat then use this code to call up the level select screen.

Zzzzzz! Eh? Whatsat? Oh, it's time for more Game Genie codes. Enjoy them my friendly readers.

ECCO THE DOLPHIN

If some of you still can't complete this great game, even though I printed all of the maps, then here's a small collection of Genie codes:

AKRT-JA64: Although it's a mammal, it can now hold its breath for a heck of a long time
AL2A-JA7L: An aura of protection against most offensive creatures
ALZA-JA5Y: Spiked shells are no longer a worry
AAVT-NAFC: The octopus' tentacles won't do any more damage
HCBT-LAEW: Eating a single fish will restore all of your energy
SW2A-KGPJ + HC2A-JAFL: Most jellyfish will now restore vitality instead of taking it away
SW2A-KGPJ + TC2A-JGFL + E42A-JAFN: The majority of jellyfish will bestow air into your lungs instead of harming you

Those Ecco codes should keep you happy for a while! Keep your eyes peeled, we'll bring you more on this game soon.

TERMINATOR 2 THE ARCADE GAME

Although you may imitate Arnie and say "I'll be back" everytime you die, you know that sometimes you won't. So here's a few codes to help you keep your promise:

RY8A-A6V6: A plethora of continues will now be at your disposal. 75 to be precise
SF4A-B6XL: Take a trip to the steel mill with this unique code
AADT-AAEL: Keep a cool head and a cool gun with this cheat
RGJA-A60C: Be the toughest T-800 that was ever created using this infinite energy code
RZ8A-A6X0: If you ever pick up any rockets or shotgun shells, you'll have infinite amounts of both if you use this code
XGGA-BA30: Get the game off to a flying start with this code – begin the game with lots of rockets.

BART VS THE SPACE MUTANTS

If you're constantly having a cow then you need not any longer! Here are the codes you've been longing for:

AJRTAA6R: No longer can an alien cause Bart any harm
A2RTAA8R: Infinite Barts
AAXTBJ2E: Once you've purchased some rockets, you'll have an infinite supply
AAXABJ9G: The same treatment goes for the bombs
FJOAAA6N: The largest paint bucket you've ever seen
AYBTAAET: Warp to level five
AYBTAAEL: Start the game with five coins.

AQUATIC GAMES

If your sporting life as a mutant fish doesn't look very promising then cheat using the following codes:

RH9TR60T: This is the master code, it must be entered before any other code for them to work
1B2TBEY0: Slow the clock down in the 100-metre Splash
ALXTAA9G + ALXTAA9Y: Now you'll never miss qualification in the Kipper Watching event
ANMAAWBY + BCETAABW: Take nine attempts at the Hop, Skip and Jump event
1CSTBEYJ: Time goes slowly in the Bouncy Castle event
GCVTB2X0: Multiply your style points by six in the Bouncy Castle
BLBAAA90: Never miss qualification in the Feeding event
1CHTBEVR: Now you've more time in the Shell Shooting event
1B9ABEV8: More time for the Tour De Grass!
1B7TBETA: Slow the sands of time on the Leap Frog Event
BARABA2T: Increase the bonus multiplier by eight for all events.

F22 INTERCEPTOR

Here's a few codes to help you reach Top Gun standard:

RH9TR60T: Before you start entering other codes make sure you put this one in
BMAAAAEE: You now have 11 pilots to play with
7CPAGGA8: Put 1000 more bullets into your chain guns
NW1AGAAG: Confuse enemy missiles with your 100 chaffs.

SPLATTERHOUSE 2

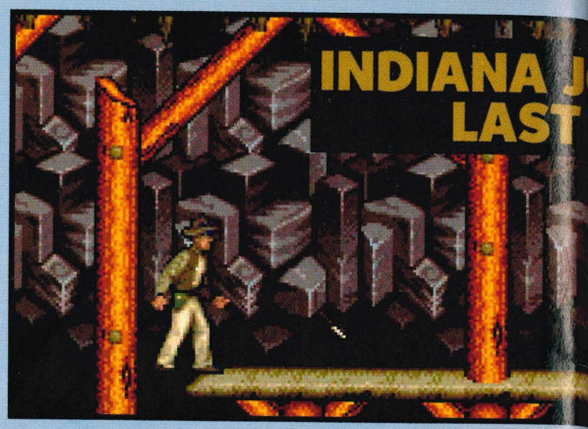
Here's a small collection of top Genie codes for you:

AX2TAA8Y: Infinite lives will now be granted
AX2TAA68: Be extra tough by ignoring all damage you receive

Well, I did say small!

TIPS OF THE TRADE

Once again my brain has been milked dry and my human dignity left in tatters, and as for my sanity... The result of this toil is a compendium of cheats and codes.



ROAD RASH

Here are some top Replay codes for all you budding Angels on this extraordinary racing game:

FF050D000X: Replace X with 1-5 for a level select
FF051900FF: Improve your bank balance with this helpful code
FF05430007: A brand new bike is now delivered to your door. If you like the initial bike and you want to tune it up so it does silly speeds, enter the following combination:
FF1A7300D0
FF1A7500D0
FF1A7D0050
FF1A88007C
Unfortunately there's no code I can give you if you fall off and break a leg, or if your 2-stroke squish band was milled badly.

ROAD RASH II

If you own this sequel and you want to cheat like a nibber till the end of time, then enter the following Replay codes:

FFF4DCFFFF: A recent inheritance results in an excessive bank balance
FFF4CF000X: Substitute the X for 1-5 for a level select
FFF503000F: A new bike is unveiled, The Wild Thing! What a beast!
FF06C400FF: Turns off most of the sprite collision in the game
FF0A74007F: Put new con-rods in and bump the gearing to improve your top-speed. And don't forget the upgrading of yer plugs, jet and con-rods. Oh, I've already mentioned con-rods.

CRUE BALL

If you're not quite a pinball wizard and you're seeking help, then put these Replay codes in:

FF843B0005: Modifies the score multiplier up to five
FF843D0001: You can't fail to clock the score with this infinite balls code
FFB49100FF: The top gate is removed for the duration of the game
FFB50C0001: Remove those annoying wall guards with this cheat.

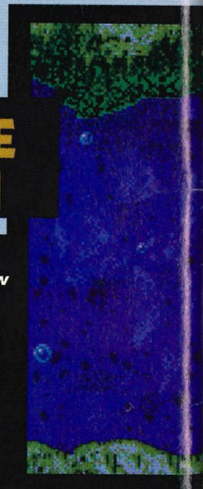
CHAKAN

If the maps in our guide weren't enough to help you emerge the victor in the terrestrial planes, then use the following cheat:
Move Chakan to the platform above the air portal and then enter the inventory screen by pressing Start. Then select the right potions to use the passage spell. Once this has been done you'll notice the first 12 levels have been completed!

ECCO THE DOLPHIN

If you're still finding it too hard on the last few levels then check out these Replay codes:

FFB7FF0000: Ecco will now be immune to the crushing walls of the machine level
FFB7C20000: Turn those water currents off with this code.

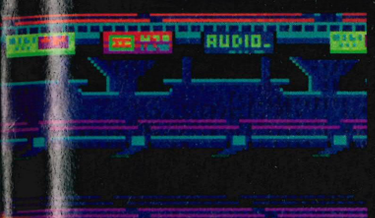


...NES AND THE ...RUSADE

As soon as the LucasFilm logo appears on the screen press A, B, C, B, C, A, C, A and B. After that tricky combination of buttons you'll see a special level select screen. If not then you've done it wrong.

XENON II

If you want invincibility then check this out. Play the game and get the top position on the high score list (not hard). Then enter ARM as your initials. Play the game again and get second place on the high score table and enter OUR. ARMOUR, geddit?

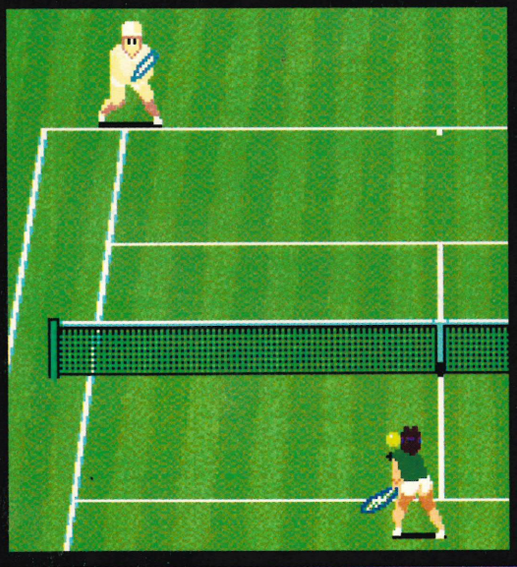


STREETS OF RAGE II

Here's another level select cheat for you to appreciate. Wait until the title screen appears and then press Start. Then using a pad in port two, highlight OPTIONS. Press and hold buttons A, B and Start. Keep them held down until you see the level select option at the bottom of the screen.

JENNIFER CAPRIATI'S TENNIS

If you're finding this game a little too easy and there's a distinct lack of male company then enter this password, GRAND. SLA M.. (this must be copied exactly for it to work). With any luck you should be greeted by a collection of male players.



SONIC 2

If you're bored to death with Sonic 2 cheats that enable you to complete it without pushing the buttons once, then listen up. Here is a Sonic level construction cheat. Start by listening to the following tunes and press C every time: 01, 09, 09, 02, 01, 01, 02, 04. With that done you may choose the stage to play on. During the gameplay you can press B. Sonic will promptly turn into a different graphic. Press A to change this graphic into something else. Using the direction pad you can move it around and C will place it. Press B to resume play.

STEEL TALONS

If your chopper is weary from combat and you can't keep it up much longer, then worry no more. Here's a few Replay cheats that will ensure a brilliant victory, just enter them in:

FFED140003: Now your command centre will allow infinite refuels

FF50FD0004: If you wish to be an ace on every level, now you can with this code

FF0B8D0008: If there are too many enemy aircraft, this code will give you an endless supply of missiles.

ROLO TO THE RESCUE

Is McSmiley just too much for you? Can't quite reach that secret level because of those man-traps? If the answers are yes, then enter the following Replay cheats for top results:

FFC5110001: Rolo will now become invincible but he'll also disappear from time to time

FFC51D0003: Infinite lives anyone?

FFC55000FF: Now you don't have to kill McSmiley to open the cages because the key is permanently in your possession.

THE BEST HINTS, TIPS AND CHEATS SENT IN WILL WIN A PRIZE.

SHEILA McDUFF'S TIPS

Got a problem? Good ol' Sheila has re-emerged to help you in any way she possibly can...

I've been promoted! After the last three months spent sitting in a dark and smelly cupboard dishing out back issues, the lads have now decided to let me out. Like a butterfly I emerge to bring happiness to all and sundry. From now on I'll be helping you with any of your little problems, so turn to this page every month and get a load of my tips.

Send your problems to:
Sheila McDuff,
Mega Drive Advanced Gaming,
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire,
SK11 6LF.

RAGING STREETS

I've heard that there are some hidden lives on Streets of Rage II, but I've looked all over the place and haven't come across any. I get a fair way through the game but always run out of lives before I get to the last level. Can you help?
Andy Carter, Bolton.

There are two ways of making sure you can get through Street of Rage II without getting killed off. The first one is actually the most obvious – you simply start a two-player game but don't start up the second character until the first is nearly dead – a doddle really when you think about it.

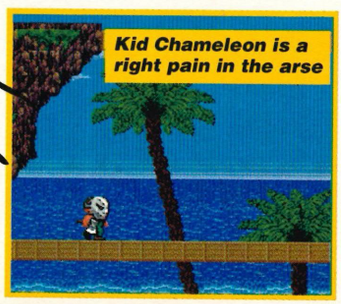
Chakan potions are no longer a mystery

As for the hidden lives, you'll find a number of them tucked away in hidden locations. There's one right at the beginning of the very first level hidden behind a bin in the bottom-left of the screen. On level two you'll find one tucked in the top right-hand corner of the screen just after the truck, and on level three you'll find one below the mid-level guardian in the ghost house.

OCTOPUS TROUBLE

I've recently bought a copy of Ecco the Dolphin and I'm having considerable trouble with it. It may sound a bit daft to you lot, but I can't work out how I'm supposed to kill the giant octopus. Every time I go anywhere near it, it saps all my energy and I die. Am I doing something wrong? Is there something I've missed in the instructions maybe?
David Evans, Slough.

It's a lot easier than you think! You don't actually have to kill the octopus – just make sure you don't disturb it. You'll notice that there's a bit of space between it and the wall, so all you have to do is swim very slowly up through this gap. Keep close to the wall and you'll be fine. At the top simply turn left and explore the areas above. Just remember however, that you've got to come back past the octopus later.



Kid Chameleon is a right pain in the arse

Remember to jump on the heads of anything you come across and this game will be no problem!

STAR FILLED FANTASY

I've recently got hold of a copy of that superb adventure game Phantasy Star 2 but I'm having a few problems with it. Do you have any tips that could help me? Are there any cheats that might prevent me getting killed?
Dale Brown, Llandudno.

Erm...it's been a while since I played that game. To avoid getting killed you can really cheat and keep flipping the status screen on and off. It may sound a bit dodgy, but try it – it works. As for other tips, you'll have to be more specific. This is a big game and there are loads of problems in it.

HERE'S LOOKING AT YOU KID

I'm beginning to really hate Kid Chameleon. I've only got a couple of games and I'm determined to finish this one. I can get through loads of the levels, but then I just come to a standstill. Can you help with any cheats?
Jennifer Gray, Oxford.

I sympathise with you completely, I remember having to guide this game and it annoyed the pants off me. To be honest, there aren't that many cheats for the Kid, but I suppose the most impressive one has to be the level skip that you can find in Blue Lake Woods. Simply get to the very end of the level, jump on the last block (make sure you don't touch the flag) then press down and right together whilst jumping. All being well, you should warp to the last guardian.

I'M ON STRIKE

Could you please help me through the last stage of the second campaign in Desert Strike? I'm having problems with the towers that surround the prison camp and I keep getting killed. Do you have any decent tips for the game?
Cassim Tilly, Preston.

The first tactic is to make sure you plan your route around where the fuel and ammo canisters are. If you get caught short you're stuffed, so keep well-stocked. The easiest way to wipe out the towers is to sit so that they're just within range and then use your missiles. Make sure you know where the nearest ammo stash is and then re-arm as soon as you're out of missiles.

ROBOTNIK'S EGG

I can't kill Robotnik in the Death Egg Zone in Sonic 2, can you help me? I've already wiped out the metal Sonic but I don't know what to do next. Also, could you tell me if I'll be able to play Japanese games on a UK Mega-CD?
Tim Foster, Kendall.

When Robotnik attacks you've just got to make sure that your timing is on form. Try to hit his head and make sure you dodge him when he's running around. Can't help any more – sorry!

In answer to your other question, you will only be able to play UK games on the UK machine.

FOREVER AND EVER

Can you help me? I've managed to suss what some of the potions do in Chakan, but I'm at a loss when it comes to some of the more complex combinations.
John Higginbottom, Lampeter.

This is a toughy so to make things easy on everyone, here is a full list of what all the potions you find in the game actually do.

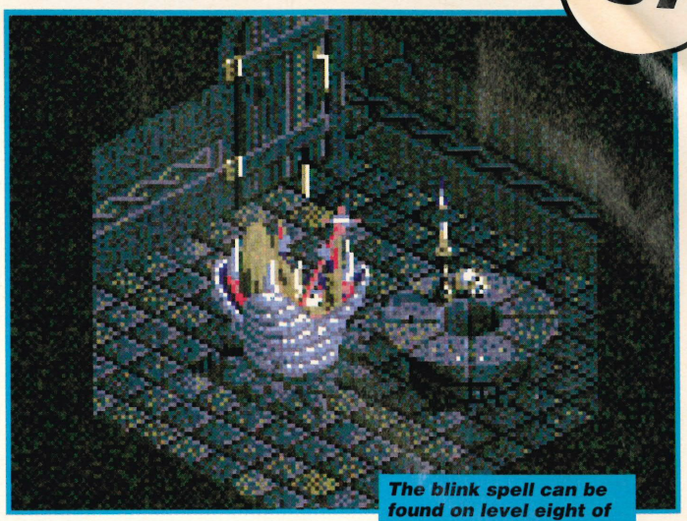
1 Green 1 Clear – Invincibility
1 Red 1 Clear – Restart point
2 Clear – Reverse the hour glass
2 Blue – Invisibility
1 Blue 1 Green – Slow down enemies
1 Red 1 Green – Fire bombs
1 Red 1 Clear – Blue fire sword
2 Green – Air sword
2 Red – Fire sword
1 Blue 1 Clear – Super jumps
1 Blue 1 Red – Earth sword.

SHEILA'S FAVOURITE LETTER

I cannot make it past the truck run section of Terminator 2: The Arcade Game. Help me! Is it possible? I beginning to think it isn't.
R Durman, Oxon.

Pardon, I think we've already covered this in the complete tactical guide in issue seven. Anyway, here it is one more time so listen carefully.

This is the most tricky stage of the game. Firstly, collect as many missiles as possible. When the truck is speeding along, position the cross-hair in the middle of the screen, right at the top. As soon as the Hunter Killers appear, fire off a salvo – do not wait until they are in your sights. The first few hits should destroy their weapons rendering them harmless and the following shots should destroy the frightful things. Ignore the Terminators running alongside the truck, they cause only minor damage. This, my friend is the only way to complete this difficult section.



The blink spell can be found on level eight of EA's classic RPG

WATER WORKS

You may laugh at this but I can't seem to destroy the Sandman in Spiderman. So what do I do then smart...(That's enough of that thank you.)
S Lynn, Tamworth.

A problem shared and all that. Well, this is rather easy; simply wait until he's near a fire hydrant and kick it. This should kill him and leave you the key.

BRRRR...

Where the hell is the secret bonus room on the Ice Level of Taz-Mania?
Rob Lewis, London.

Quite near the end of this stage there is a small gap with a block of ice in the middle (you can't miss it). Stand on the ice and wait for it to melt. When it does you'll fall through the ice into the room which is filled with such interesting things as fish and continues.

YOU MISSED IT

I'm having problems trying to work out where to use the blink spell on the Immortal. What is it?
G McQueen, Pilton.

The blink spell is found on level eight (as you probably already know) and is in effect a spell for fire resistance. Use it to protect the group from the Dragon's heat.

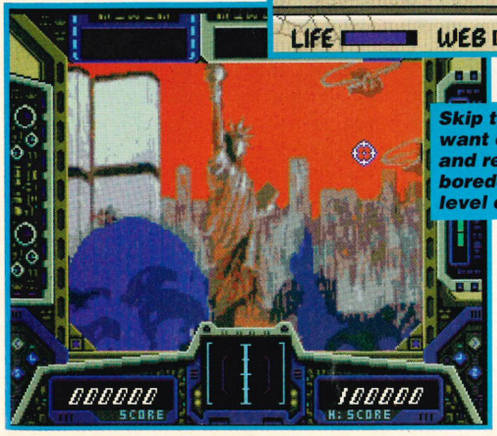
SEEDY PROBLEMS

Help, help, help (we get the message). I've recently bought a Mega CD but cannot get anywhere with Cobra Command, the thing's just too difficult. Any suggestions?
J Dawson, Chichester.

Let me see now, yes, I think I have something here for you. This little darling of a thing should enable you to begin the game on any stage you so desire. When the title screen appears press Up, Left, Right, Right, Up. Now you can begin your flight at any level you wish. Have fun.

Well, people, Grandad McDuff is shouting for his supper and pipe. I must be going. Write to me with any problems at the usual address – headline the envelope Sheila McDuff's tips.

Using your finely tuned Spidey sense you'll soon be able to whiz through the levels in no time. Make sure you make use of your surroundings to wipe out some of the more difficult adversaries



Skip to any level you want on Cobra Command and relieve the intense boredom of going through level one time after time

Taz-Mania is filled with little surprises – you just need to know where to look to be able to find them

DEVIL'S

Fortunately, Norman Lamont didn't slap VAT onto magazines in the budget. However, it is a possibility for the future, so we went to a Virgin Games Centre to ask you if it would change your reading habits.

CLIVE BRADLEY, MANAGER

RL: Which magazines do you find are the most popular?
CB: Overall the Amiga magazines sell tons because of their give-aways and cover-disks that are usually very good.
RL: When someone buys a game system, do you recommend magazines to them?
CB: I know it is your magazine, but we do actually recommend *Mega Drive Advanced Gaming* when someone buys a Mega Drive, simply because it is not gimmicky, it doesn't seem childish and doesn't have stupid pictures of Sonic killing Mario or things like that.
RL: How are sales affected when books and videos are put on the front, raising the cover price?
CB: It depends upon whether the book or video is any good or not, and if people want it. Sometimes the give-away is worth it and sales of that magazine go up, but generally I find that people are put off buying them if they cost much more than normal.
RL: How do you feel about the possibility in the future, of VAT on magazines? This would increase the price of all £1.95 magazines to at least £2.25.
CB: It's fair enough I suppose, but an extra 25p per monthly magazine could prevent kids from buying as many magazines as usual.
RL: Do you think they are worth the current asking price?
CB: Yes, very much so, there is so much information in them. I always recommend someone who buys a new system to buy at least one magazine every month for the first year because being new to these type of games they don't know whether the games they are spending their money on are good or bad.

JOHN GREENHAM

RL: How many magazines do you buy regularly?
JG: On average I buy about three Sega mags a month.
RL: Would tax being added to magazines stop you from buying any of them ?
JG: No, I'll still buy all the ones I usually get. I still think that I would buy them because they are interesting and informative and sometimes they are quite funny.
RL: Do you think they are worth the current asking price?
JG: Well, I only buy a few mags so I make sure that I get the ones that provide value for money because I have read some that just aren't worth it.

LEE TAYLOR

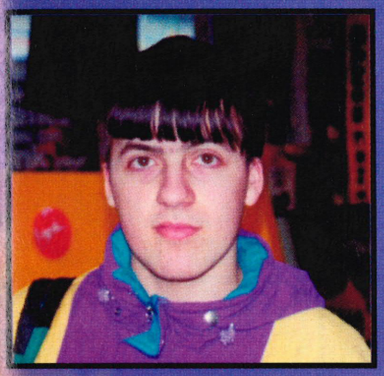
RL: So, do you get any games magazines regularly?
LT: I usually only buy one mag for the Nintendo, but occasionally buy Sega mags too so that I know about the games that are going to come out.
RL: Are they worth the asking price?
LT: Not really, no. But there are some that are quite good. I think that *Control* is the best Nintendo one (Good choice Lee!), but some of them can be quite poor.
RL: Would you still buy them if their prices rose by about 30p due to VAT?
LT: Obviously I'd stop buying the poor ones, so I suppose that I'd just buy the ones that I think are the best really and stick with them.

RICHARD GREEN

RL: What sort of magazines do you normally buy?
RG: Well, I usually buy Mega Drive and SNES magazines you know the console mags.
RL: Are they worth it?
RG: Yes, I think so. I like to read reviews of all the new games that are coming out because some of them are quite accurate and provide a good guide of what to buy and what to avoid. However, sometimes games get rave reviews when they are just not worth it, which can be misleading.
RL: If their prices increased, do you think they would still be worth buying?
RG: I don't think so, no. It depends on how much they would go up. If it was too much, then I would have to stop buying some of the not-so-good ones and probably just look at the decent magazines every now and then.

ADVOCATE

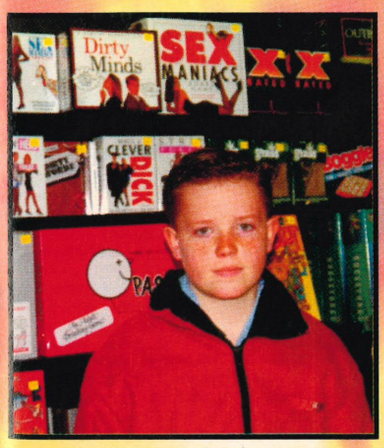
ANON



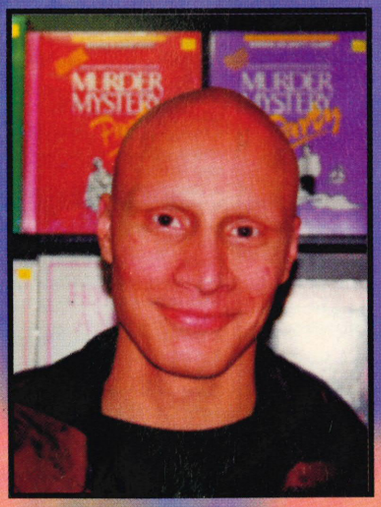
RL: Do you buy any Sega games magazines?
ANON: No, because I actually own a Super Nintendo. I do buy a couple of the most popular dedicated titles that are available, so I can keep up to date with the latest game releases.
RL: Did you know that there may be a possibility of magazine prices rising due to the addition of VAT sometime in the future?
ANON: No, I didn't.
RL: Do you think that this would affect the amount of magazines that you buy?
ANON: Yes, especially if the prices kept on increasing, because I would only be able to afford to buy one title a month.
RL: Are the magazines that you currently buy worth what you pay for them at the moment?
ANON: Well, I think so, but sometimes the prices are jacked up to give away a freebie, which often doesn't justify the price.
RL: How many magazines do you buy?
RM: I buy two of them for my Sega.
RL: Do you think they are worth what you are paying at the moment?
RM: No, not really. The ones I buy could be a lot better.
RL: Would you still buy them if their prices rose?
RM: Yes, I probably would because they would surely be better if their prices increased.
RL: So you would still buy them even though you say they are not even worth their current prices?
RM: It depends what's inside them really. I usually look at them on the news-stand before I buy.

Would a £1.95 games magazine be worth £2.25 after VAT? Would you still part with your dosh after a price increase?

RICHARD MAGYVER



HUGH TENDERLOVE



RL: Do you own a Sega?
HT: No, I've got a Commodore 64, but I like playing Sega games when I get the chance.
RL: Do you buy any Commodore magazines?
HT: Yes, I buy a couple of them.
RL: Are they worth the cash you currently pay for them?
HT: I suppose so yes, but they do seem to me to be getting smaller and smaller with less content in them.
RL: Would you still buy them if you had to pay about 30p more for each magazine, due to VAT being added to them?
HT: No, I guess I wouldn't because they have gone downhill a bit recently and they probably wouldn't be any better – they'd just be more expensive.

PETER DYSAN

RL: Do you currently own a console?
PD: I used to have a Mega Drive, but I sold it a couple of weeks ago. I still buy about three magazines every month, just to keep up to date with things.
RL: Out of the three magazines that you still buy are there any that don't justify their price tags?
PD: I would probably say that two of them aren't really worth it, but they are still interesting and amusing to read.
RL: What about if they cost more?
PD: It depends what's in them really. 25p or so extra isn't too bad, but some magazines have started putting videos and stuff on the front that aren't much cop and then they charge a few pounds more than usual for it. I don't like that, it's a bit of a rip-off.

Thanks to:
Virgin Retail, 67-69 Princes St, Stockport, SR1 1RW.

THE MEGA FILE

Where else can you find such a brilliant list of Mega Drive games? This is the definitive collection of ratings. Accept no other.

1943 (IMPORT) £30
Run-of-the-mill WWII shoot'em-up. Yes, it has pretty graphics and loads of enemies, but so what? **56%**
▲ *Good fun for NF dinner parties*
▼ *Where's the originality?*

688 ATTACK SUB (SEGA) £39.99
Submarine sim with some pleasantly effective arcade sequences. **68%**
▲ *Some wicked speech*
▼ *Takes a while to get going*

AFTERBURNER (SEGA) £34.99
Conversion of classic 3D air combat arcade machine. Very fast 3D graphics and blasting action. **61%**
▲ *Fast and furious*
▼ *Too easy – no lasting appeal*

AIR DIVER (IMPORT) £29.99
3D perspective shoot'em-up jobby with big naff-looking baddies and stunningly boring gameplay. **58%**
▲ *3D concept is not often seen on the Mega Drive*
▼ *Looks naff and has as much appeal as an old sock*

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99
Fairly poncey arcade adventure/platform game combination. **59%**
▲ *Some reasonable graphics*
▼ *Nauseatingly cute*

ALIEN 3 (FLYING EDGE) £34.99
Average platform shooty game that has little (if anything!) to do with the film. Dash through 15 levels blowing the crap out of the aliens. **62%**
▲ *Very good graphics and sampled sounds*
▼ *Sluggish controls and totally unoriginal gameplay*

ALIEN STORM (SEGA) £34.99
High-tech version of Golden Axe. Left/right scrolling beat'em-up with lots of baddies. Arcade original was crap, so there's little hope. **46%**
▲ *Some very speedy scrolling, colourful graphics*
▼ *Far too easy – ultimately boring*

ALISIA DRAGOON (SEGA) £34.99
Surprisingly playable platform shooter. A girl and her pet dragon take on the world in this novel and quite huge game. **83%**
▲ *Some very good graphics and very challenging gameplay*
▼ *Stinginess in dishing out continues hinders progress*

ALTERED BEAST (SEGA) £29.99
Originally the 'in-pack' game with the MD this is a classic example of how not to show the machine's abilities. **47%**
▲ *Er...none really*
▼ *Naff graphics, poor quality sound, very poor arcade conversion*

AMBITION OF CAESAR (IMPORT) £34.99
Average war game based on all things Roman and war-like. A good challenge for varying abilities. A good intro to war gaming. **72%**
▲ *One of the more easily accessible war games*
▼ *Looks a bit duff*

ANOTHER WORLD (VIRGIN GAMES) £39.99
Wander round an alien planet with a mutant friend in a vain attempt to find your way back to Earth. Stunning visuals, great gameplay. The best thing to come from France since cheap red wine. Treat yourself to a bottle now. **89%**
▲ *Clever and teasing*
▼ *Not recommended for posh dinner parties*

AQUATIC GAMES, THE (EA) £39.99
James Pond returns for a bit of pre-match training in a spoof Olympic joypad basher. **78%**
▲ *Quite funny, nice presentation*
▼ *Too much finger work*

ARCH RIVALS (FLYING EDGE) £39.99
Basketball game with a difference. Cartoon-style graphics with some interesting interpretations of the rules of basketball. Want to beat up your opponent? Go on... **69%**
▲ *Some very good cartoon-style graphics*
▼ *Nice ideas – shame about the game. It's far too boring*

ARIEL, THE LITTLE MERMAID (SEGA) £39.99
Well presented if unchallenging underwater-type game. Roam around a maze and sing songs to vanquish your foes or, if it takes your fancy, incinerate them. Aimed at the younger end of the market. **61%**
▲ *Ariel gets her kit off*
▼ *Tad on the easy side*

ARNOLD PALMER TOURNAMENT GOLF (SEGA) £34.99
One of the first 3D golf games on the Mega Drive. Some very impressive courses, with a very easy to suss user interface. **84%**
▲ *One of the originals on the MD and still one of the best*
▼ *Can get a little dull once you've mastered it*

ARROW FLASH (IMPORT) £24.99
Yet another horizontal scrolling blaster with fancy backdrops and big end-of-level guardians. Yawn yawn, yawn. You can turn into a robot though (cool!). **52%**
▲ *Graphics are very good in places*
▼ *Offers nothing new*

ATOMIC RUNNER (SEGA) £34.99
Fixed scroll run and shoot'em-up with impressive graphics, but not much else. Overbearingly average. **40%**
▲ *Looks good*
▼ *Boring and controls are a pain*

BACK TO THE FUTURE 3 (SEGA) £34.99
Recently re-released film licence. Take Marty and Doc back to the 19th century in a variety of playing styles. **25%**
▲ *Reasonable presentation*
▼ *Too few stages, unchallenging*

BART Vs THE SPACE MUTANTS (FLYING EDGE) £39.99
Scrolling platform game with naff sprites and excruciatingly dull gameplay. **67%**
▲ *Some good Bart-style humour*
▼ *Sprites are too small and the game is boring*

BATMAN (SEGA) £35
Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. **59%**
▲ *Some very moody-looking graphics*
▼ *Another wasted film licence*

BATMAN: REVENGE OF THE JOKER (SUNSOFT) £35
Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like hell. **78%**
▲ *A real meaty challenge*
▼ *Maybe too tough for mere mortals*

BATTLE GOLFER (IMPORT) £29.99
Arcade adventure based around golf. Knock your ball from hole to hole to move through the different locations. Weirdsville. **42%**
▲ *Definitely an original concept*
▼ *Japanese import means all the text is unreadable*

BATTLE SQUADRON (EA) £39.99
Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meanies. **68%**
▲ *Challenging gameplay and good graphics*
▼ *Unusual quirks in some of the levels make progress difficult*

BIMINI RUN (IMPORT) £29.99
3D speedboat shoot'em-up. Looks like the arcade game Hydra. Nice graphics, shame it's so crap. **42%**
▲ *Pleasant-looking graphics*
▼ *Absolutely nothing special about the gameplay*

BIO-HAZARD BATTLE (SEGA) £39.99
Good-looking and testing shoot'em-up that doesn't really offer anything new. **78%**
▲ *Attractive and difficult*
▼ *Seen it all before*

BONANZA BROTHERS (SEGA) £34.99
One or two-player platform game. Raid locations and pinch the loot while avoiding the cops. Brilliant as a two-player game. **65%**
▲ *Good fun to play. Excellent presentation*
▼ *Not enough levels*

BUCK ROGERS (EA) £49.99
Expensive role-playing game in space. Very deep gameplay and battery back-up save option. **80%**
▲ *Incredibly involved gameplay*
▼ *Some graphics look a bit dull*

BUDOKAN (EA) £39.99
The original beat'em-up on the Mega Drive for one or two players. Numerous ninjitsu-type events with some novel twists. **58%**
▲ *Superb presentation*
▼ *Far too many moves to be remembered by a mere mortal*

BULLS Vs LAKERS (EA) £39.99
Another EA basketball game, but this one features the more famous players' signature moves. **64%**
▲ *Looks good, plays well in two-player mode*
▼ *Boring in one-player mode*

BURNING FORCE (SEGA) £34.95
This game looks a bit like Space Harrier with different graphics. Gameplay is far too uninspired. It also suffers from naff collision detection. **38%**
▲ *Looks nice...*
▼ *...Until you see it moving*

CADASH (IMPORT) £34.99
Good attempt at mixing platform-style beat'em-up with a role-playing game with loads of levels. Neat two-player option. Too fiddly and far too sluggish. **78%**
▲ *New approach. Close conversion of arcade original*
▼ *Graphics look a bit poor. Gameplay is not involved enough*

CALIFORNIA GAMES (SEGA) £39.99
Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. **62%**
▲ *Looks quite nice. Good variety of sports*
▼ *Fairly old and tired concept. How thrilling can foot-bag be?*

CAL RIPKIN JNR BASEBALL (IMPORT) £44.99
Good-looking baseball sim that just doesn't have the oomph of RBI 4. Quite difficult to master. **73%**
▲ *Good presentation*
▼ *Yet more bat and ball games*

CAPTAIN AMERICA (IMPORT) £35
A superhero and his mates try and save the world in the most boring way. **62%**
▲ *Good for feeding those fantasies*
▼ *Graphics, sound, gameplay*

CASTLE OF ILLUSION (SEGA) £34.99
Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. **89%**
▲ *Super graphics and great gameplay*
▼ *Er...none really*

CENTURION (EA) £39.99
A Roman strategy game where you control your legions as they attempt to take over the world. **63%**
▲ *Thoroughly involved gameplay*
▼ *There is not very much action for arcade fans*

CHAKAN: THE FOREVER MAN (SEGA) £39.99
Evil, brooding and excellent. Chakan takes on all sorts of denizens of the dark with his twin blades. **88%**
▲ *Brilliant gameplay and atmosphere*
▼ *A bit short*

CHAMPIONSHIP PRO-AM (IMPORT) £39.99
Slightly above average driving sim. Looks rather like Super Off Road with racing circuts as opposed to dirt tracks. Racing fans only need apply. **74%**
▲ *Chaotic at times*
▼ *Becomes dull after a time*

CHIKI CHIKI BOYS (CAPCOM) £39.99
Oh deary, deary me. No, no, no! Anyone caught with a copy of this should be forced to wash their genitals with a hedgehog. Platform manure. **28%**
▲ *Pardon*
▼ *As above*

CHUCK ROCK (VIRGIN) £39.99
Neat prehistoric platform game starring Chuck Rock. Belly-butt your way through loads of gorgeous-looking levels. **79%**
▲ *Excellent graphics and superb sampled sound*
▼ *Gameplay is a little shallow*

CLUE (IMPORT) £39.99
Expensive version of a relatively cheap board-game with crap graphics. **22%**
▲ *A quick way to lose some cash*
▼ *You must be friendless and dull*

COLUMNS (SEGA) £29.99.
Pretty version of Tetris. Drop the coloured blocks into the pit and make up lines. Seen it before, done it before...It's still brilliant! **79%**
▲ *Thoroughly enjoyable*
▼ *Expensive for such a simple game*

CORPORATION (VIRGIN) £39.99
Big 'roam around the office block knocking off mutants'-type RPG. Lovely 3D perspective graphics make this a visual feast. **75%**
▲ *Massive levels and great presentation*
▼ *Very hard to get to grips with. Often seems pointless*

CRACK DOWN (SEGA) £34.99
A cross between Gauntlet and Smash TV with an exploration element. **72%**
▲ *Nice presentation and features*
▼ *Can get a bit 'samey'*

CRUE BALL (EA) £39.99
Reasonable 'heavy metal' pinball game with the full Motley Crue licence. Gameplay is slow. **63%**
▲ *Passes the time fairly painlessly*
▼ *Zzzzzzzzzzz*

CURSE (IMPORT) £24.99
Utterly abysmal horizontal shoot'em-up. Looks naff, sounds awful and has about as much appeal as a rutting skunk. Truly dreadful! **4%**
▲ *Absolutely none whatsoever*
▼ *The programmers are probably still out there*

CYBERBALL (SEGA) £29.99
21st century American football Speedball II without the good bits. Just buy Speedball II. **27%**
▲ *Accurate conversion of the arcade*
▼ *Said machine was crap*

DANGEROUS SEED (IMPORT) £29.99
Tired old vertical shooter with everything you would expect from a game of this type. Confusing to look at and dull to play. **50%**
▲ *Cheaper than most import blasters*
▼ *Far too painful on the eye*

DARIUS 2 (IMPORT) £34.99
Enormous stonker of a horizontal scrolling shooter. Massive levels with loads of aliens. If you can find it check it out. **65%**
▲ *HUGE game; 26 massive levels*
▼ *Fairly ordinary gameplay*

DARK CASTLE (EA) £34.99
Platform/puzzle/adventure combination with lots of levels. Possibly the worst game EA has ever released. Looks awful and is very frustrating to play. **38%**
▲ *Interesting idea...*
▼ *...Shame it doesn't really work*

DAVID ROBINSON SUPREME COURT BASKETBALL (SEGA) £34.99
Slick and smooth basketball game with wicked gameplay. Has unusual screen flip between each end of court that cocks things up. **77%**
▲ *Looks great and there are some really neat sound effects*
▼ *The screen flip does your head in*

DEATH DUEL (IMPORT) £34.99
Overly simplistic shoot'em-up. Nice graphics, shame about the game. Move a cross-hair and shoot, that's about it really. **68%**
▲ *Nice graphics*
▼ *Limited gameplay*

DECAP ATTACK (SEGA) £34.99
Weird platform game where you jump around lobbing your head at countless passers-by. **78%**
▲ *Very funny and very playable*
▼ *A bit too easy in places*

DESERT STRIKE (EA) £39.99
Still one of THE best games on the Mega Drive. A completely wondrous multi-directional scrolling strategy/shoot'em-up. Loads of missions, loads of fun. **90%**
▲ *Looks great and plays even better*

▼ *Can get a bit too hard*

DEVILISH (IMPORT) £34.99
Snazzed up Breakout with one of the most stupid storylines ever. An evil wizard turns a prince and princess into a pair of paddles...Very credible. **38%**
▲ *It's certainly a change from rehashed shoot'em-ups!*
▼ *It's a bit crap actually*

DICK TRACY (SEGA) £39.99
Grossly overpriced, cocked up film licence which is pretty crap **39%**
▲ *At least Madonna isn't in it*
▼ *It's horribly dull*

DJ BOY (SEGA) £34.99
A sideways scrolling beat'em-up on roller-skates. Whoever is responsible should be strung up and have terrible things done to them! **27%**
▲ *Useful as a doorstop*
▼ *It's so crap it's insulting*

DOUBLE DRAGON (BALLISTIC) £29.99
Why do we need a conversion of this old and decrepit game? It was and still is a naff beat'em-up. **40%**
▲ *The graphics are identical to the arcade machine*
▼ *It's just a pity that the gameplay is as well*

DOUBLE DRAGON 3 (FLYING EDGE) £35
More bobbins than Double Dragon and that's bad beat'em-up action. **10%**
▲ *A good question*
▼ *It's just unadulterated crap*

DRAGON'S FURY (DOMARK) £39.99
Destined to be a classic this one. A wonderful pinball experience with loads of sub-levels and clever bits. **87%**
▲ *One of the best console pinball games around. Superb presentation*
▼ *There's only one table*

DYNA BROTHERS (IMPORT) £35
Flawed attempt to copy Populous with dinosaurs. Good fun, but gets too difficult too fast. **79%**
▲ *Cute graphics, and simple but involving gameplay*
▼ *Where is that difficulty curve?*

DYNAMITE DUKE (SEGA) £34.99
Rather naff Op Wolf clone with some truly rubbish visuals. Blast the bad guys as they appear from behind Jeeps. **42%**
▲ *If you like Op Wolf this is as close as you'll get at the moment*
▼ *It looks terrible and is sluggish*

EA HOCKEY (EA) £39.99
It's one of the most enjoyable sports games, especially in two-player. **88%**
▲ *Amazingly playable*
▼ *Erm...There aren't any naked women in it*

ECCO THE DOLPHIN (SEGA) £39.99
Environmentally friendly game featuring great graphics, large areas to explore, brilliant gameplay and a cute dolphin trying to save his friends. **94%**
▲ *Good all round*
▼ *Give me Flipper any day*

ELEMENTAL MASTER (IMPORT) £24.99
Scrolling shooty with loads of rotten greebos lobbing rocks at you. **70%**
▲ *Absolutely superb graphics*
▼ *Gameplay has little depth*

EMPIRE OF STEEL (FLYING EDGE) £34.99
This is a rather unusually presented horizontal scroller of piloting either a light plane or an airship! Quite nifty. **84%**
▲ *Original visuals*
▼ *The gameplay doesn't match the presentation in terms of quality*

ESWAT (SEGA) £34.99
Jools has a soft spot for this mediocre platform/shoot'em-up. I'm not entirely sure why. It looks poor and plays like any other game. There's nothing wrong with it – just nothing right either. **73%**
▲ *Plays OK, looks OK*
▼ *See above*

EUROPEAN CLUB SOCCER (VIRGIN) £34.99
Decent soccer game. Too easy in one-player mode, but great in two-player. Crucifies World Cup Italia '90. **62%**
▲ *Very good presentation. Neat password system for leagues*
▼ *Boring in one-player mode*

EVANDER HOLYFIELD'S REAL DEAL BOXING
Fab looking Fight Night Special with no consistency in the opponents and limited gameplay. **57%**
▲ *Some really nice blood spurts!*
▼ *A real sucker punch for the buyer*

F-22 INTERCEPTOR (SEGA) £39.99
The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**
▲ *Fast polygon graphics*
▼ *Not much of a sim really*

FAERY TALE ADVENTURE (EA) £39.99
Whopping big role-playing adventure. Ideal for less experienced RPGers. **65%**
▲ *Quite simple quests. Easy to use features*
▼ *Too basic for some*

FANTASIA (SEGA) £29.99
Stunning-looking platform game based on the Disney flick. **46%**
▲ *It looks gob-smackingly good*
▼ *Far too difficult to play*

FATAL FURY (TAKARA/SEGA) £39.99
Groovy man. Top beat'em-up and about time too! Take on the local nutters and show them who the boss is. Yes, yes, yes. **92%**
▲ *Massive sprites, loads of moves*
▼ *Difficult to access some of the moves*

FATAL LABYRINTH (SEGA) £34.99
Simple yet effective top-down RPG affair. Roam around collecting goodies and bashing/monsters. Easy life! **85%**
▲ *Nice presentation*
▼ *Too much of a walk in the park*

FATAL REWIND (EA) £39.99
A superb conversion of the Amiga title Killing Game Show. Great presentation and novel 'rewind' feature lets you skip back through game after dying. **85%**
▲ *Platform shoot'em-ups don't come much better than this!*
▼ *Slows down too much*

FERRARI GRAND PRIX CHALLENGE (FLYING EDGE) £34.99
Awful racing game that should never have got out of development. Contains novelty value for being shite. **23%**
▲ *Useful for that wobbly table*
▼ *It's crap*

FIRE MUSTANG (IMPORT) £34.99
Distinctly unpleasant horizontal scroller. Quite horrible to play and distinctly average to look at. **22%**
▲ *None whatsoever*
▼ *Everything about the game including the box*

FIRE SHARK (IMPORT) £29.99
Loose interpretation of the ancient scrolling blaster 1942. Pilot your bi-plane up through the levels blowing away the enemy. **68%**
▲ *Very playable indeed*
▼ *Hardly challenging*

FLAMING DODGEBALL KID, THE (IMPORT) £35
One or two-player ball throwing game. Tournament and league option, but the Jap text is an obstacle. **82%**
▲ *Addictive, colourful and entertaining*
▼ *Could take years to suss out what's going on*

FLICKY (SEGA) £19.99
Platform puzzle game involving a cat...hmmm. **28%**
▲ *Just like old crap games...*
▼ *It's a new crap game*

FORGOTTEN WORLDS (SEGA) £34.99
Rather smashing two-player shoot'em-up with some superb background graphics. **75%**
▲ *Very playable, superb graphics*
▼ *Infinite lives in two-player mode*

GADGET TWINS (IMPORT) £35.00
Crap game with sprites that are reminiscent of something the Rainbow team would knock up on acid. Save the magical kingdom or something equally forgettable. **15%**
▲ *The cover makes good toilet paper*
▼ *Only enough paper for one visit*

GAIN GROUND (SEGA) £34.99
A strategy shoot'em-up. You have to choose the right soldiers to do the right job as you move through the flick screen scenery. Slow, thoughtful pace and a decent two-player mode. **75%**
▲ *Big, fun and varied*
▼ *A bit deliberate for some*

GALAHAD (EA) £39.99
Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**
▲ *Good use of the MD. Excellent graphics*
▼ *Sound a bit on the iffy side*

GALAXY FORCE 2 (SEGA) £39.95
Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint as you shoot aliens wears thin very fast. **30%**
▲ *Very colourful*
▼ *Yaaaawn!*

GAMES WINTER CHALLENGE, THE (SEGA) £39.99
Eight events based on the pistes, bobsleigh runs and snow covered plains. Play with friends for that 'You bastard!' feeling in full. **66%**
▲ *Looks good and plays great*
▼ *Not so good for one player*

GEMFIRE (IMPORT) £34.99
Travel back to mediaeval England and conquer the place. A strategy game that takes some time to get used to, but worth the effort. **76%**
▲ *Absorbing and interesting*
▼ *Won't get the heart rate going*

GEORGE FOREMAN'S KO BOXING (FLYING EDGE) £39.99
Standard boxing game with some suitably naff and weird graphics and sound effects. **48%**
▲ *Some nice tacky elements*
▼ *Pretty goddang dull in no time*

GHOSTBUSTERS (SEGA) £34.99
Platform nonsense straight from the film. Attractive sprites, but frustrating gameplay. **48%**
▲ *Cute and chirpy*
▼ *Too bouncy by half*

GHOULS AND GHOSTS (SEGA) £44.99
Excellent (but expensive) conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat thumping sound. **86%**
▲ *Unlimited lives, testing gameplay...*
▼ *...That may be too testing*

GLEY LANCER (IMPORT) £39.99
Mistranslated Japanese shoot'em-up with some novel power-ups and nice baddies. Plays well. **89%**
▲ *Great graphics and gameplay*
▼ *Screen clutters up at times*

G-LOC (SEGA) £39.99
Out-dated flight sim that is supposedly a top-notch Afterburner conversion. Believe it or not, it's better than the CD effort. **56%**
▲ *A few nice graphical touches*
▼ *Decrepit and old*

GODS (IMPORT) £35
Become a god and leap round righting wrongs, destroying evil and protecting the weak. Brilliant platform game. **91%**
▲ *Real challenge. Good sound and graphics*
▼ *Not for beginners*

GOLDEN AXE (SEGA) £34.99
A tale of a man, a woman and a dwarf hacking their way through extras from Jason and the Argonauts. In two-player you can even hack each other. **86%**
▲ *Great fun especially for two*
▼ *Too easy for one*

GOLDEN AXE 2 (SEGA) £44.99
Hardly a great leap forward but just as good as first game. Don't get either. **65%**
▲ *It worked once*
▼ *So why not do it again?*

GRANADA (IMPORT) £35
Four levels of multi-directional shoot'em-up in an attempt to blow up nuclear power stations. **71%**
▲ *Pretty graphics and very playable*
▼ *Too short and a bit repetitive*

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35
Unplayable dross where hitting the ball has nothing to do with getting the racket in the way. Ignore. **38%**
▲ *The female sprites wiggle a lot*
▼ *Poorly implemented tat*

GREAT WALDO ADVENTURE, THE (IMPORT) £49.99
Kiddies educational adventure. Explore five levels and attempt to find the lost scrolls and the one and only Waldo himself. Stricty for the under eights or the deranged. **63%**
▲ *Vaguely thought-provoking*
▼ *Monotonous*

GREENDOG (SEGA) £34.99
A cool dude searching for the Surfboard of the Ancients. Good-looking game that suffers from lack of any real challenge. A bit boring really. **70%**
▲ *Very well presented*
▼ *You'll finish it in a day*

GYNOUG (SEGA) £39.99
A scrolling shoot'em-up with loadsa weapons, weird enemies and the hero's got wings! **88%**
▲ *Spiffing fun for all the family*
▼ *Goes on a bit, but so does my mum*

HARD BALL (SEGA) £39.99
Well, it's baseball really, but jolly good fun all the same. **72%**
▲ *Slick interpretation of the game*
▼ *Doesn't have that edge to make it great*

HARD DRIVIN' (TENGEN) £35
The finest example of duff 3D programming you are ever likely to see. Lots of glitches. **32%**
▲ *A pic of a Ferrari on the box*
▼ *Graphics, sound, gameplay*

HEAVY UNIT (IMPORT) £30 **27%**
Another dodgy Japanese blaster.
▲ *Not much really*
▼ *Pretty much everything*

HELLFIRE (SEGA) £34.99
A top-class horizontal shoot'em-up with well designed gameplay and attractive graphics. Tense, but not too tricky. **72%**
▲ *Enjoyable and playable*
▼ *Nothing stunning*

HERZOG ZWEI (SEGA) £34.99
You have a range of armoured units to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. **85%**
▲ *Lots of depth and never slows down*
▼ *A lot to worry about and initially inaccessible*

HOME ALONE (SEGA) £34.99
God-awful licence where you get to be Macauley Culkin. Utter crap. **35%**
▲ *Novelty of weapon building*
▼ *Painful gameplay*

HUMANS (IMPORT) £39.99
Lemmings rip-off that uses dopey Dave look-alikes. Perplexing puzzles and crisp graphics. **80%**
▲ *80 mind-boggling puzzles*
▼ *An annoying password system*

IMMORTAL, THE (EA) £39.99
Top-notch arcade adventure with gloriously gory graphics and nicely weighted gameplay. Loads of magic, hordes of gold and monsters. **80%**
▲ *Big play area, loads of atmosphere and action*
▼ *The wizard looks like a ponce*

INDIANA JONES AND THE LAST CRUSADE (US GOLD) £39.99
Good film conversion that sticks to the plot very closely and ends up as a platform game Nice soundtrack and it's better looking than other versions. **82%**
▲ *Action and puzzles*
▼ *Only five levels*

INSECTOR X (IMPORT) £35
Quality gameplay as you bug-spray your way through levels of insects. The backgrounds are superb and the sound's not bad either. **80%**
▲ *Marvellous gameplay and it looks great*
▼ *Some levels are too big*

ISHIDO: THE WAY OF THE STONES (IMPORT) £35
Oriental board-game where you have to match up shapes and colours of stones randomly pulled from a bag. Something of an acquired taste. **72%**
▲ *A pretty version of a tile game*
▼ *Not one for the bloodthirsty*

JAMES BOND THE DUEL (DOMARK) £39.99
Take on the role of 007 in this fun platform shoot'em-up. Good for a while but rather small and too easy. **75%**
▲ *Good fun, nice animation of the main sprite.*
▼ *No real challenge*

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99
This has to be seen to be believed. It is so crap it is worth renting just to see how awful it is. **12%**
▲ *Quality crowd noises*
▼ *Its mere existence*

JAMES POND (EA) £39.99
The first instalment in the ever popular James Pond saga. Cute as hell platformer where you swim around collecting things. **79%**
▲ *Cute, cuddly and full of fun*
▼ *Lacks variety in the gameplay*

JAMES POND 2: ROBOCOD (EA) £39.99
The second game sees a half metal Pond trying to stop Dr Maybe from taking over Santa's toy factory. **87%**
▲ *Superb levels designs and wacky graphics*
▼ *Might elicit the odd 'joypad through the window' moment*

JEWEL MASTER (SEGA) £34.99
Some nonsensical platform beat'em-up where you switch rings to use different weapons. **40%**
▲ *Intro music's quite nice*
▼ *Essentially useless in the great scheme of things*

JOE MONTANA FOOTBALL (SEGA) £34.99
It had to match up to John Madden to compete and frankly it didn't. Fewer plays, poorer graphics and an absolute cinch. **52%**
▲ *Diverting for two players*
▼ *Never a match for Madden*

JOE MONTANA 2 (SEGA) £34.99
Someone didn't learn their lesson because this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**
▲ *Attractive and playable*
▼ *Speech is eventually repeated*

JOE MONTANA 3 (IMPORT) £35
New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**
▲ *Good fun for a while*
▼ *Too similar I'm afraid*

JOHN MADDEN FOOTBALL (EA) £39.99
What a corker. Un-putdown-able, excellent control system and a bundle of plays. **75%**
▲ *Time flies when playing*
▼ *Find the right couple of plays and you'll beat nearly every team*

JOHN MADDEN 2 (EA) £39.99
New pitch textures, new plays and new formations and it is better than the original. **85%**
▲ *Job-threatening stuff as you call in sick for three days running*
▼ *An update not a sequel*

JOHN MADDEN '93 (EA) £39.99
Another update of the Madden series. **88%**
▲ *Just as good as before*
▼ *Awful speech*

CONTINUED

JORDAN VS BIRD (EA) £34.99
Good-looking but very boring one-on-one basketball. 40%
▲ *Pass*
▼ *Akin to being starved to death*

JUNCTION (IMPORT) £30
One of those marble trap thingies based on an obscure coin-op. 64%
▲ *It is addictive and incredibly simple*
▼ *You'll loathe the intro tune*

KID CHAMELEON (SEGA) £39.99
As platforms go it's hard to beat this one on size if not playability. A kid races around wearing different helmets to give him various powers. 81%
▲ *Size and variety of levels*
▼ *Too hard for some gamesters*

KING'S BOUNTY (EA) £39.99
Visually drab and aurally underwhelming but there's a stonking great RPG in there as well. Not for the casual RPGer. 50%
▲ *Massive with lots of RPG fun*
▼ *Hardly a work of art*

KLAX (TENGEN) £34.99
Catch the coloured tiles to make matching lines. Not as good as Columns or Tetris but all right. 74%
▲ *That falling tile gameplay which never fails to amuse*
▼ *Never gets a sweat going*

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99
The murderous clown from Springfield has to trap rats in a cross between Lemmings and mah-jong. 80%
▲ *The size and the graphics*
▼ *You really could throttle the little bastard sometimes*

LAKERS Vs CELTIC (IMPORT) £35
From EA in the US this was its first full basketball game and jolly good fun it is in two-player mode where it catches the end to end atmosphere perfectly. One-player game is dull. 65%
▲ *Great with a friend and some top graphics*
▼ *It all gets a bit boring*

LAST BATTLE (SEGA) £34.99
Ninja kung-fu karate drivel that irritates immediately. 40%
▲ *Shows how not to program*
▼ *People bought it*

LEMMINGS (SEGA) £39.99
Fun, fun, fun. Save the lemmings from death, build bridges, destroy anything that gets in the way throughout the 180 levels. The most original and addictive game for a long time. Brilliant. 92%
▲ *Password system, massive game, good graphics, lots of fun*
▼ *Slight screen flicker in two-player mode*

LHX ATTACK CHOPPER (EA) £39.99
Flight sim that puts the player in charge of a powerful helicopter. 3D polygon graphics and a 'create mission' option add up to a thumbs up. 84%
▲ *Varied gameplay, good graphics*
▼ *Lack of wide appeal. Not everyone wants to fly a chopper*

LOTUS TURBO CHALLENGE (EA) £39.99
Nifty little driving sim that was one of the first MD games to feature two-player split screen. Drags a bit in one-player mode. 91%
▲ *Fast action, great graphics*
▼ *A little tedious.*

MI-ABRAMS BATTLE TANK (SEGA) £39.99
Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. 68%
▲ *Easy to get into, but not too simple*
▼ *Scenery is a bit quiet*

MAGICAL TALURUT (IMPORT) £35
Totally weird walking shoot and punch outing featuring a midget wizard. Clearly programmed by someone with a history of hallucinogenic drug abuse. 77%
▲ *Novel ideas, pretty graphics*
▼ *Short and gets hard too soon*

MARBLE MADNESS (EA) £39.99
The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. 69%
▲ *Frantic yet basic action*
▼ *It gets frustrating eventually*

MARIO LEMIEUX HOCKEY (SEGA) £39.99
Stands well on its own as a side-on ice hockey game, but when it's up against EA Hockey then it can only ever come second. 79%
▲ *Excellent tournament mode*
▼ *Lacks atmosphere*

MARVEL LAND (IMPORT) £40
The fast moving Wonderboy gameplay combined with grade A graphics, not to mention more pick-ups than you care to name. 80%
▲ *Hours of play in gorgeous environment*
▼ *Well, the sound cannot be described as brilliant*

MEGA-lo-MANIA (VIRGIN) £39.99
If playing at god tickles your fancy then this is the game for you. Take charge of a small band of desparadoes and help them on the way to become rulers of the planet. 94%
▲ *It exists*
▼ *You'll become a hermit*

MERCS (SEGA) £39.99
Hmm, I'm afraid this is dull formularized shoot'em-up stuff that really shouldn't be done anymore. Ah well. 13%
▲ *Mindless violence*
▼ *It's shit*

MICK AND MACK: THE GLOBAL GLADIATORS (VIRGIN) £39.99
McDonalds has a go at upping its street cred with this 'save the world from pollution' effort. Good-looking platform romp with two racially aware kids and loads of messy gunge. 83%
▲ *Plays well*
▼ *Not enough depth*

MICKEY AND DONALD (SEGA) £39.99
Disney's two faves help each other out in this sumptous platform game. A bit easy but you can't fail to love it. 86%
▲ *Looks and plays really well*
▼ *Too easy*

MICRO MACHINES (CODEMASTERS) £34.99
Yawn, another racing game which Jools seems to like. Race all over objects such as the bath and a pool table in miniaturized cars, boats, so on and so forth. 89%
▲ *Side-splitting two-player mode really makes the game*
▼ *Some uninspiring tracks (Or kitchen tables!)*

MIDNIGHT RESISTANCE (IMPORT) £38
A conversion with dodgy graphics as you fire loads of weapons at loads of things with loads of weapons. 60%
▲ *More mindless violence*
▼ *Tricky controls*

MIGHT AND MAGIC: GATEWAY (EA) £49.99
Expensive, but huge RPG. The graphics are naff, the encounters controls are a bit duff and as for the sound... 64%
▲ *Bloody massive*
▼ *Doesn't anyone think RPGs need graphics?*

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95
Who the hell is Mike Ditka and didn't he realise if you can't better John Madden you might as well forget it. 30%
▲ *Two-player saves the day*
▼ *He's got a silly name*

MOONWALKER (SEGA) £34.99
Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well-animated platform game. 64%
▲ *Brilliant fun and very playable*
▼ *More variety needed*

MUHAMMAD ALI HEAVYWEIGHT BOXING (VIRGIN) £39.99
Yet another goddang boxing game featuring Mr Butterfly himself. 48%
▲ *Erm. Some nice speech samples*
▼ *Slow, tedious and boring*

MUTANT LEAGUE FOOTBALL (EA) £39.99
A completely novel and bloodthristy version of the classic John Madden American football games. 86%
▲ *More Interesting than the real thing*
▼ *It's still bloody American football*

MYSTIC DEFENDER (SEGA) £34.99
The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. 52%
▲ *Interesting visuals*
▼ *Wears thin after a while*

NBA ALL-STAR CHALLENGE (FLYING EDGE) £39.99
The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. 52%
▲ *Quite decent basketball action*
▼ *Massive yawn factor*

NEW ZEALAND STORY (IMPORT) £35
Fabulous coin-op conversion that is one of the best platform games around. Cute enough to make even the hardest stomach turn. 84%
▲ *You'll never put it down...*
▼ *And thus ruin your life*

NHLPA '93 (EA) £39.99
Updated version of EA Hockey, fast, furious and loads of fun. Playing in two-player a must, so get yourself a copy now. 86%
▲ *The complete game*
▼ *Erm...none really*

OLYMPIC GOLD (US GOLD) £39.99
Multi-event sports game with the best known sports. Enjoyable but not original joypad basher. 78%
▲ *It'll raise a sweat with anyone*
▼ *Sore fingers, too small, sore fingers, swimming's a nightmare, sore fingers*

ONSLAUGHT (BALLISTIC) £39.99
Formulaic blasty thingy with so-so graphics and repetitive baddies. 42%
▲ *Mildly diverting for small children*
▼ *Largely a waste of money*

OUTLANDER (IMPORT) £39.99
Poor attempt to cash in on Road Rash and Mad Max. Drive across Austalia eliminating bike gangs before fighting the evil boss Dusty. Seen it all before. 42%
▲ *Nice Scrolling*
▼ *Death by boredom*

OUTRUN (SEGA) £34.99
Racing game that has seen better days, in this case about 1986 when the coin-op (very average) appeared. 24%
▲ *Funny when the car flips*
▼ *Insomniacs sign here*

OUTRUN 2019 (SEGA) £39.99
Good-looking game set in the future. The best so far of the series. 65%
▲ *Plays nicely*
▼ *Yet another racing game*

PAC-MANIA (DOMARK) £34.99
3D version of the old fave with all the ghosts and pills of the original. 64%
▲ *A good giggle for a quiet night*
▼ *Seen it all before really*

PAPERBOY (DOMARK) £34.99
Ride your BMX through surburban America, or was it Beirut? 52%
▲ *Arcade perfect*
▼ *That's part of the problem*

PAPERBOY II (TENGEN) £34.99
Ride your BMX through surburbia chucking a paper at things. 60%
▲ *Better than the first one*
▼ *Still essentially a crap game*

PGA TOUR GOLF 2 (EA) £39.99
Get out and buy it. Was the definitive golf game before Leaderboard. 81%
▲ *Incredibly playable*
▼ *Some ropy intro graphics*

PHANTASY STAR 2
A huge battery-backed RPG that set the standard for others. Not the best, but still excellent. 81%
▲ *You'll be there for weeks*
▼ *Bloody hard*

PHANTASY STAR 3
Bigger and better than number two, difficult to believe, I know. It's got really good graphics! 82%
▲ *Good-looking, very playable*
▼ *Daunting at first*

PHELIOS (SEGA) £34.99
Mundane little vertical shoot'em-up that shoots its load too early by giving a level select option. 71%
▲ *Nice gameplay touches*
▼ *It's all over so quick*

PIGSKIN FOOTBRAWL (IMPORT) £34.99
Mediaeval-type American football game. Nothing to get excited about. Raises a smile but not a lot else. 45%
▲ *Good soundtrack*
▼ *Nothing to write home about*

PIT-FIGHTER (DOMARK) £39.99
Two-player option saves this reasonable one-on-three beat'em-up from obscurity. Digitized graphics don't quite work. 30%
▲ *You can't beat smashing a chair over a mate*
▼ *Dead boring on your own*

POPULOUS (EA) £39.99
You play God and play havoc with people's lives. 90%
▲ *Very addictive*
▼ *The power can go to your head*

POWERBALL (IMPORT) £35
Tragically duff Speedball clone that loses all the good bits in an attempt to be different. Just buy Speedball 2. 48%
▲ *Makes SB2 look even better*
▼ *How long have I got?*

POWERMONGER (EA) £39.99
Massive strategy and war game. Build up your army, attack, defend, use diplomacy, manage farms. 87%
▲ *Hours of engrossing play.*
▼ *Not enough variety or fighting*

PREDATOR 2 (ARENA) £34.99
Very average shoot'em-up. Rather small and too easy. Predator ship stage is the only challenge. 65%
▲ *Addictive*
▼ *Far too small. Lack of challenge*

QUACKSHOT (SEGA) £39.99
Brilliant everything'em-up with Donald Duck in the driving seat. Run, shoot and quack through some great levels. 87%
▲ *Does everything marvellously*
▼ *Again no naked women. Cuh!*

RAIDEN TRAD (IMPORT) £40
Graphically impressive vertical blaster with phenomenal power-ups and all sorts of enemies. 81%
▲ *Includes excellent presentation*
▼ *Gameplay is a little limiting*

RAINBOW ISLANDS (IMPORT) £39.99
Sickeningly cute platform game. Lob rainbows at the bad guys as you jump up through layers of meanie filled platforms. Pity it's not official. 83%
▲ *Incredibly playable*
▼ *It's a bit pukey*

RAMBO 3 (SEGA) £29.99
Overhead multi-directional scrolly shoot'em-up starring Rambo and a variety of large guns. 47%
▲ *Better than average sound*
▼ *Game style is a bit old hat*

RASTAN SAGA 2 (SEGA) £29.99
Hack 'n' slash barbarian basher. 48%
▲ *Beat'em-up junkies will love it*
▼ *... A good job, no one else will*

RBI BASEBALL 4 (TENGEN) £34.99
Brilliant conversion that knocks all other baseball sims for six. Good animation and nifty features. 87%
▲ *Good gameplay, nice graphics*
▼ *Takes forever to reach the World Series*

REVENGE OF SHINOBI (SEGA) £34.99
Sequel to the brilliant Shinobi with some fabbo graphics and sound. 81%
▲ *Fantastic presentation and excellent gameplay*
▼ *Erm, none really*

RINGSIDE ANGEL (IMPORT) £34.99
Wrestling game involving scantily clad girlies beating the crap out of each other. Awful gameplay, but a wonderful subject matter. 45%
▲ *Hmm, half-naked women!*
▼ *It's a completely crap game*

RINGS OF POWER (EA) £49.99
Unfortunately this is a distinctly poor RPG with bad control system. 51%
▲ *Quests are quite interesting*
▼ *Graphics are jerky, controls are bad and the game is too dear*

RISKY WOODS (EA) £39.99
You're a knight walking through average levels firing average weapons at average enemies. 55%
▲ *It looks quite good*
▼ *Shallow gameplay*

ROAD RASH (EA) £39.99
3D motorcycle racing game with some rather novel ideas! Beat the crap out of your opponents. 78%
▲ *Superb animation and fun gameplay*
▼ *No two-player option*

ROAD RASH 2 (EA) £39.99
Brilliant follow-up to the original. Play at hooligans on motorcycles. All done in the best possible taste. 84%
▲ *Great fun*
▼ *Little variety*

ROLLING THUNDER 2 (IMPORT) £39.99
Huge scrolling platform game based on the ancient Atari coin-op. 82%
▲ *The gameplay is addictive*
▼ *The graphics are awful*

ROLO TO THE RESCUE (EA) £39.99
An elephant has to rescue his friends from the evil ringmaster. Big, but it goes on a bit. 66%
▲ *Big and you can control different characters*
▼ *Too long*

SAINT SWORD (IMPORT) £34.99
Multi-directional scrolling hack 'n' slash job. 37%
▲ *Seven decent sized levels*
▼ *It's bobbins*

SHADOW BLASTERS (IMPORT) £29.99
Distinctly poor scrolling beat'em-up. Looks crap and it is crap. 34%
▲ *None*
▼ *As appealing as cold sick*

SHADOW DANCER (SEGA) £34.99
From the hit arcade machine, one man and his dog take on the evil hordes in this scrolling beat'em-up. 84%
▲ *Brilliant graphics and terrific gameplay*
▼ *I don't like dogs*

SHADOW OF THE BEAST (EA) £39.99
Visually awesome game converted from the Amiga classic. It's crap, but it's a nifty way of showing off the Mega Drive. 62%
▲ *Looks gob-smackingly good*
▼ *Plays gob-smackingly badly*

SHADOW OF THE BEAST II (EA) £39.99
Incredible graphics, impressive sound, but excuse me can I have a more of a game please? 88%
▲ *Excellent presentation*
▼ *Too hard and it's tiny*

SHINING IN THE DARKNESS (SEGA) £44.99
Stonking RPG with brilliant graphics and truly deep gameplay. One of the best games of this type. 72%
▲ *Fantastic graphics and superb puzzles*
▼ *Too much aimless wandering*

SIDE POCKET (IMPORT) £34.99
Dreadful, but well presented attempt to bring pool to the MD. 30%
▲ *Females on the intro screen*
▼ *The complete game*

SONIC THE HEDGEHOG (SEGA) £34.99
Obscure scrolling platform game starring a bizarre blue hedgehog. 85%
▲ *Great graphics and sound*
▼ *Levels are far too easy*

SONIC THE HEDGEHOG 2 (SEGA) £39.99
The sequel to a really obscure platform romp. Sonic is joined by Miles in this bigger, speedier game. 93%
▲ *Miles is one wicked dude*

▼ *It's not a significant improvement over the first game*

SPACE HARRIER 2 (SEGA) £34.99
3D arcade blaster. Snore. 48%
▲ *Fast 3D graphics*
▼ *Gameplay is a little thin*

SPACE INVADERS '90 (IMPORT) £29.99
Graphically enhanced version of the original shoot'em-up. 64%
▲ *A good conversion*
▼ *Only the graphics have been brought up to date*

SPEEDBALL 2 (VIRGIN) £39.99
Futuristic sports sim with bags of violence. Look and plays great, particularly in two-player. 78%
▲ *Fantastic graphics and superb sampled sound*
▼ *You really need two players*

SPIDERMAN (SEGA) £29.99
Mediocre platform game that offers nothing new. Reasonable fun, but you'll soon tire of it. 64%
▲ *Wickedly moody soundtrack*
▼ *Very little lasting appeal*

SPLATTERHOUSE 2 (IMPORT) £39.99
Gory scrolling beat'em-up. Once you've got over the novelty of chopping up babies with a chainsaw you'll hate it. For Evil Dead fans only! 72%
▲ *Novel gory graphics*
▼ *Very weak gameplay*

STAR CONTROL (BALLISTIC) £39.99
Huge strategy game that has been squeezed onto an 8 meg cart. Ideal for those who like a bit of strategy without too much brain drain. 68%
▲ *Neat graphics and fun gameplay*
▼ *Blend of arcade and strategy alienates fans of both styles*

STAR CRUISER (IMPORT) £34.99
Utterly unplayable shooter unless you speak Japanese. 47%
▲ *None whatsoever*
▼ *It's bloomin' foreign innit?*

STARFLIGHT (EA) £39.99
An interesting blend of trading, adventure and blasting that spans a massive virtual universe. 56%
▲ *Great idea...*
▼ *...Shame about the implementation*

STEEL TALONS (IMPORT) £35
Slow, turgid, depressing helicopter sim that Domark will be releasing officially this year. 55%
▲ *Faithful arcade conversion*
▼ *You could make tea between screen updates*

STORMLORD (IMPORT) £34.99
Very good-looking platform game from British developer 21st Century. Looks and plays like Ghosts and Goblins. 75%
▲ *Superb presentation*
▼ *Inconsistent difficulty levels*

STREETS OF RAGE (SEGA) £34.99
The definitive Mega Drive beat'em-up in the style of Double Dragon. Looks great and has brilliant moves. 79%
▲ *Wonderful presentation*
▼ *A bit too easy*

STREETS OF RAGE II (SEGA) £44.99
Brilliant sequel to a quality original. Bigger graphics, bigger levels. 91%
▲ *Top presentation and gameplay*
▼ *Best as two-player*

STRIDER (SEGA) £44.99
Horrendously expensive multi-directional scrolling beat'em-up. Lovely graphics and top sound. 78%
▲ *Excellent arcade conversion. Looks superb*
▼ *Too bloody expensive!*

SUNSET RIDERS (KONAMI) £39.99
A class conversion of the hit arcade beat'erm-up with lots of cowboys and trumping around the campfire. 82%
▲ *Loads of fun*
▼ *Far too repetitive*

SUPER AIRWOLF (IMPORT) £34.99
Absolutely nothing to do with Airwolf. Pilot your chopper through the jungle blowing everything up. 65%
▲ *Surprisingly playable*
▼ *The presentation is awful*

SUPER BATTLETANK (IMPORT) £44.99
Climb aboard the latest in American killing technology in this slow paced tank sim that looks better than it plays. 50%
▲ *Easy to master controls*
▼ *Yawn*

SUPER FANTASY ZONE (IMPORT) £35
Very odd this one. You play a spaceship who has to avenge its father's death by shooting vegetables. 86%
▲ *Lots of lovely pastel graphics*
▼ *Very rare in this country*

SUPER HANG ON (SEGA) £34.99
Great conversion of the 3D arcade Bike Racer. Smart graphics and sound. 72%
▲ *Presentation is quite superb*
▼ *Gameplay is a little lacking*

SUPER HIGH IMPACT (IMPORT) £34.99
Interesting American football sim ideal for beginners. No way near up to John Madden standards. 68%
▲ *Ideal for beginners*
▼ *Not enough plays*

SUPER HQ (IMPORT) £34.99
This is a new version of an old theme; three different vehicles in which to chase the criminals who can actually shoot back. Wears thin very quickly. 40%
▲ *Fun for about 15 minutes*
▼ *Tedious for longer*

SUPER HYDLIDE (SEGA) £29.99
Fantasy role-playing game with drab graphics and dim plot. Adventure buffs'll love it. 65%
▲ *Very involved gameplay*
▼ *Only RPG nut-jobs will like it*

SUPER KICK OFF (US GOLD) £39.99
At last the long suffering football fan has a playable cart. The best so far. 88%
▲ *Excellent presentation*
▼ *Bogged down by the stats*

SUPER LEAGUE BASEBALL (SEGA) £34.99
An adequate baseball sim that doesn't quite make the mark of RBI 4. 48%
▲ *Reasonably playable*
▼ *Has no ZING!*

SUPER MONACO GP (SEGA) £34.99
Good quality coin-op conversion. Adequate graphics and reasonable joypad response. 68%
▲ *Reasonable graphics*
▼ *Beginning to show its age a bit*

SUPER MONACO GP 2 (SEGA) £39.99
Updated game, but this time it's got Ayrton Senna's name on it. 73%
▲ *Some nice digitized piccies*
▼ *Joypad response is a bit sluggish*

SUPER OFF ROAD (BALLISTIC) £34.99
Old fashioned 'round and round'-type racing game with teeny-weeny graphics. Very playable! 68%
▲ *Very playable indeed*
▼ *Graphics are too small*

SUPER REAL BASKETBALL (SEGA) £34.99
Playable basketball game with some wicked close-ups of your shots. Considered a classic by die hards. 64%
▲ *Corking graphics*
▼ *You really need two players*

SUPER REAL VOLLEYBALL (SEGA) £34.99
2D graphics are pap and gameplay is drab. Yah-boo sucks. If you like volleyball, go to the beach. 65%
▲ *The only volleyball game*
▼ *Looks crap and plays worse*

SUPER SHINOBI II (SEGA) £39.99
Bloody fabulous ninja game that has to be in everyone's collection. New moves and new magic. Buy it! 93%
▲ *Huge amount of moves, great to play*
▼ *Some moves are a bit fiddly*

SUPER SMASH TV (FLYING EDGE) £34.99
Dreadful conversion of the old arcade classic. Blow away thugs and mutants to win prizes. 33%
▲ *Two-player game amusing*
▼ *Incredibly boring and dull*

SUPER THUNDERBLADE (SEGA) £34.99
An adequate version of the arcade hit. Pilot your chopper through the cities blowing up bad guys. 59%
▲ *Graphics are quite nice*
▼ *Gameplay is a bit poor*

SWORD OF SODAN (EA) £39.99
Amiga conversion that failed epic beat'em-up that's boring. 40%
▲ *Looks nice*
▼ *Pity it doesn't play very well*

SWORD OF VERMILLION (SEGA) £49.99
One of the better RPG. Looks nice, big maps, plays well. 67%
▲ *One of the best*
▼ *It costs nearly £50!*

TAZ-MANIA (SEGA) £39.99
Wonderful-looking platform game. Great graphic, sound, animation and backgrounds. 85%
▲ *Looks ace*
▼ *Not enough to gameplay*

TEAM USA BASKETBALL (EA) £39.99
Another updated game, this time Bulls Vs Lakers becomes Team USA. 62%
▲ *Two-player game good laugh, nice graphics*
▼ *No variety. Too easy*

TECHNOCOP (SEGA) £29.99
Impossible Mission-type platform game with drivey bits. An ambitious project that hasn't paid off. 63%
▲ *Great idea...*
▼ *Bad presentation*

TECHNO SOCCER (IMPORT) £35
Dire attempt by the Japanese to make a game out of our national sport. 10%
▲ *The captain can catch fire(?)*
▼ *Induces suicidal tendencies*

TEENAGE MUTANT NINJA TURTLES: THE HYPER STONE HEIST (KONAMI) £39.99
Average 'run around and duff up the bad guys' affair. Too small and easy. 65%
▲ *Fun being a turtle*
▼ *No challenge*

TERMINATOR (VIRGIN) £34.99
Great presentation, but under all the frills it's nothing more than a weak platform shoot'em-up. 63%
▲ *Stunning visuals*
▼ *The game is far, far too easy*

TERMINATOR 2 (ARENA) £39.99
Menacer compatible shoot'em-up based on the arcade machine. Great fun, good atmosphere and the best Menacer game about. 85%
▲ *Fast moving action*
▼ *Needs Menacer for full potential*

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
Drive lots of fast cars in this 3D driving game. 68%
▲ *Some wicked cars*
▼ *Screen update can't keep up*

THUNDER FORCE II (SEGA) £39.99
Wicked shoot'em-up. Eight way scrolling job. Plays great! 82%
▲ *Very playable*
▼ *Graphics are a bit poor*

THUNDER FORCE III (SEGA) £39.99
Horizontal scroller with some wicked graphics. A classic. 85%
▲ *Amazing graphics*
▼ *Very hard levels*

THUNDER FORCE IV (SEGA) £39.99
What? Another one? The pick of the bunch this one. Amazing graphics and wicked gameplay. 94%
▲ *Gob-smacking graphics*
▼ *Again, no topless totty*

TIGER HELI (IMPORT) £34.99
Vertically scrolling chopper blaster. Good visuals, great gameplay. Try it! 78%
▲ *Looks nice, plays well*
▼ *A bit hard to get hold of*

TOEJAM AND EARL (SEGA) £39.99
Adventure where you control the two dudes as they try to rebuild their spaceship. 72%
▲ *Lots of humour in there!*
▼ *The graphics really are terrible throughout*

TOKI (SEGA) £34.99
Wicked platform game. Guide your ape through loadsa levels to rescue your animal loving girlfriend. 69%
▲ *Great graphics and massive levels*
▼ *Gameplay is a tad dull at times but it's a huge game*

TORA! TORA! (IMPORT) £34.99
Looks a bit like Flying Shark, but not as playable 53%
▲ *Ideal for younger players*
▼ *Far too easy*

TOXIC CRUSADER (IMPORT) £35
Crap beat'em-up. 43%
▲ *He uses a mop*
▼ *Bloody dull*

TURBO OUTRUN (SEGA) £34.99
Race around California in your open-top Ferrari. Awful. 12%
▲ *Nope*
▼ *You name it, it's got it*

TROUBLE SHOOTER (IMPORT) £39.99
Very slick shoot'em-up starring two babes. 61%
▲ *Fantastic visuals*
▼ *Girlies don't get their kit off*

TRUXTON (SEGA) £34.99
Vertical shooting and lots of guns. Dated but very playable. 78%
▲ *Bold graphics*
▼ *Not awfully original*

TWIN HAWK (SEGA) £34.99
If I see another scrolling shooter I think I'll scream...Arghhh! 41%
▲ *You pilot three planes at once*
▼ *So boring it's untrue!*

TWINKLE TAIL (IMPORT) £35
Walking shoot'em-up with loads of different weapons. Good, but not that good. 78%
▲ *Well-balanced difficulty and as good as a lot of others*
▼ *Never truly original*

TWO CRUDE DUDES (SEGA) £34.99
Tough opposition in this scrolling beat 'em-up. 86%
▲ *Grotesque graphics*
▼ *Iffy sound effects*

ULTIMATE TIGER (IMPORT) £37.99
Scrolling shoot'em-up which yet again offers nothing new. 32%
▲ *Nuffink*
▼ *Uninspired*

UNDEADLINE (IMPORT) £35
Vertical walking blaster stuff full of weapons and power-ups. 86%
▲ *Some gruesome guardians*
▼ *Not exactly original*

UNIVERSAL SOLDIER (BALLISTIC) £34.99
An old Amiga platform/shooty classic gets renamed to cash in on film. 60%
▲ *Interesting weapons*
▼ *Game shows its age*

VALIS 3 (IMPORT) £30
Vertically scrolling slash'em game – at least you don't shoot anything! 48%
▲ *Wicked presentation*
▼ *A bit too hard in places*

VOLFIED (IMPORT) £24.99
Paint the screen by drawing lines and filling in the gaps. Just like Qix. 72%
▲ *Wicked gameplay*
▼ *Crap presentation*

WANI WANI WORLD (IMPORT) £35
Based around an ancient two-player coin-op with the most garish graphics ever seen. Weird! 79%
▲ *Mildly addictive*
▼ *Migraine inducing graphics*

WARDNER SPECIAL (IMPORT) £34.99
Stonking coin-op conversion of this storming platform shooter. 53%
▲ *Arcade quality visuals*
▼ *Longevity score is a bit weak*

WARRIOR OF ROME (IMPORT) £39.99
Completely wicked and playable strategy war game. A bit of a change from blasting aliens. 74%
▲ *Easy to get into*
▼ *Not for experienced players*

WARRIORS OF THE ETERNAL SUN (IMPORT) £35
Daunting TSR endorsed D&D RPG. Rated by role-playing aficionados, but no one else! 65%
▲ *Good variety*
▼ *Long periods of nothing*

WHERE IN THE WORLD IS CARMEN SANDIEGO (EA) £49.99
Educational detective game that teaches geography. Includes a free encyclopaedia. 85%
▲ *Good fun. Very educational*
▼ *A bit 'samey'*

WHERE IN TIME IS CARMEN SANDIEGO (EA) £49.99
Same as above but with historical knowledge. 74%
▲ *Very good fun indeed*
▼ *Presentation is a bit weak*

WHIPRUSH (IMPORT) £19.99
Pleasant little average type shoot'em-up thingy. 61%
▲ *Looks OK*
▼ *It's yet another shooter*

WONDERBOY 3 (SEGA) £34.99
Scrolling collect'em-up. Totally, completely and utterly dire. 27%
▲ *None*
▼ *C'mon Sega, we're not stupid*

WONDERBOY IN MONSTERWORLD (SEGA) £39.99
Excellent role-playing adventure game which spans loads of levels. Absolutely huge and incredibly playable. Shame the graphics are a bit cutesy. 85%
▲ *Superb huge levels*
▼ *Wonderboy is far too cute*

WORLD CLASS LEADERBOARD (US GOLD) £39.99
The best 3D golf game on the Mega Drive. Smashing graphics, speech and brilliant courses make it a must! 82%
▲ *The best golf game yet!*
▼ *You've got to like golf*

WORLD CUP ITALIA '90 (SEGA) £29.99
A pretty naff footie sim. One of the worst we've seen. Slightly more average than Euro Club Soccer. 55%
▲ *None really*
▼ *It's crap*

WRESTLE WAR (SEGA) £34.99
A poor attempt at cashing in on the WWF craze. 59%
▲ *Not a bad beat'em-up*
▼ *Not a good beat'em-up*

WWF (FLYING EDGE) £39.99
Nearly very good wrestling game with all your favourite stars. Far from the best beat'em-up ever. 69%
▲ *Great graphics*
▼ *Fights are too short*

XDR (IMPORT) £34.99
Horizontal scrolling shooter. Gaudy graphics, boring blasting. 43%
▲ *Erm...Nope*
▼ *It's another crap shoot'em-up*

XENON 2 (VIRGIN) £39.99
The once classic Amiga vertical shooter gets ported across to the Mega. Superb graphics but crap soundtrack. Pity. 72%
▲ *Fantastic presentation*
▼ *Gameplay is a bit weak*

ZANY GOLF (EA) £39.99
It'd probably be good if you were on drugs, but crazy golf with hamburgers, windmills and sausages does nowt for me. 35%
▲ *It's an original idea I suppose*
▼ *But it doesn't quite work*

ZERO WING (SEGA) £39.95
Polished horizontal blaster. Looks great and plays well, but unless you have lot of will-power you'll finish it quickly. 72%
▲ *One of the best shooters*
▼ *Infinite continues a pain*

ZOOM (SEGA) £29.99
Mediocre puzzle based on the arcade classic Painter. 43%
▲ *Fun for a few minutes*
▼ *...Then it gets terribly boring*

MEGA PHONE

Maverick Mags, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

MULTILINGUAL

Dear Sir,

After weeks of waiting for Streets of Rage 2 to be available in the shops, I finally managed to get hold of a copy of it. When I brought it home to play, to my horror some of it was in Japanese. The introduction and some of the voices were also in Japanese and the game had a different name – Bare Knuckle 2.

Is this meant to happen? If so, is there anything I can do about it, or is there an English version which I can get? The introduction and end story are my favourite parts of games, so please, please, please can you possibly help me?

Conor Cushnahan, Dundrod, N Ireland.

***JOHN**: Do you actually own a UK Mega Drive or a Japanese machine? From what you are saying it sounds like you've got a Japanese system. As far as we know all of the UK Streets of Rage II carts have two sets of code on them. The first is for the UK and US version of the game and the second is for the Japanese version – Bare Knuckle II. All that your Mega Drive is doing is looking at the code and deciding which set it can run. In your case it's loading the Japanese title screen along with the Jap sound. The rest of the game should be the same though.*

FATHER DAVISON

Dear John,

I have a confession to make – this is the first issue of this particular mag I have bought, although I can say it is the best of many I have read. I have a Mega Drive with Desert Strike, John Madden '92, Sonic 1 and 2, NHLPA Hockey (good taste eh?). Anyway, down to the point – from flirting around with other mags, I read a review on a sequel to Another World called Flashback. It sounded great, but that's all I have heard. What's going on? Can you give me an update on the rumour of Flashback, or is it staying undercover until Another World has died?

PS Could I have signed pictures of the team and any little badges or posters to smother my wall in?

PPS Four things to do with Mario:

1) Send him blindfold across the M25 on a skateboard.
2) Let him bungy jump with a metal chain round his leg.
3) (Censored, but we thought it was funny!)
4) (Censored as well, you sicko!)

Alan Stevenson, Orpington.

***JOHN:** Flashback isn't the sequel to Another World. The game may have been developed by the same team, Delphine, but it was actually designed to be something totally different. Obviously the graphics are very similar, but that's where the similarity ends. Another World was quite a linear game where you had to do tasks in a set order, whereas Flashback is more of a platform/adventure combination. Anyway take a look at the review on page 14 and see what you think.*

***RICH:** Trust me when I say you don't want any pictures of the team. As for the posters, well sorry, no can do I'm afraid – there's still a few spaces on my wall, if you know what I mean! As for the Mario bashing, I think it's all getting very silly, but as they made me laugh I'll let you off.*

RUB ME THREE TIMES!

Dear MAG,

Why did Sega bring out that Game Genie thingamabob? Unless you're loaded this is pointless! People are forking out forty quid on a Mega Drive game only for it to be completed before you can say 'MAG is the best mag!'. It is an original addition to the Mega Drive and a good laff I suppose, but I certainly WON'T be buying it! Cheers MAG for a great mag.

PS I'd love Lemmings for my Mega Drive wink, wink, nudge, nudge, say no more.

PPS I'll give you a tenner if you give me the game!

Toby Clegg, Newbury, Berkshire.

***RICH:** First things first, the Game Genie is actually made by Hornby Hobbies, not Sega. I don't use one, but I suppose if you can't get anywhere on a certain game then it would be useful.*

So you love Lemmings eh! I'm

WINNING STREAKER!

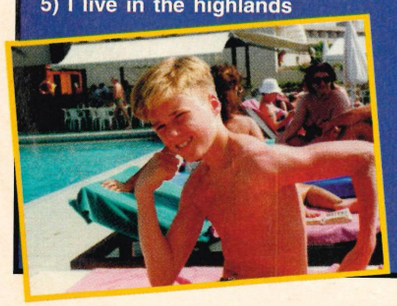
I would like you to answer my questions sensibly...

1) I am nearly 15 years old, are there any Sega competitions I could enter...you know, where you battle it out against all odds and try and win some prezzies?
2) Are all the challenges on the Mega Drive? (I have a Mega Drive, PC, Atari 1040 and a Lynx.)
3) How much would this tournament cost to enter?
4) Would you have to get good at specific games or would you be put in at the deep-end where you may never have played that game in your entire life?
5) I live in the highlands of Scotland. Where would be the nearest place I could compete?
6) Finally, could you give me a rough idea of what you have to do to win and tell me some of the prizes that may be up for grabs?

By the way, I think this magazine is brilliant and I also think it is a crime not to have this magazine as an official publication. Why is this?

PS Please print my handsome mug on this page as I want to show what a sexy highland hunk I am. You could always print this on the front cover if you really like...you will then probably run out of magazines to sell!

Mark Lawson, Scotland.



***RICH:** Competitions eh? Well, Sega holds regional competitions that you should be able to enter, and your best bet is to ring up Sega and ask for a list of dates and places. The nearest one to you will probably be in Aberdeen but you'll also find things going on in Glasgow and Edinburgh.*

What usually happens is that you all compete on specific Mega Drive games, so it's all in the luck of the draw I'm afraid! Any prizes won depend on who organises the competition.

***JOHN:** There aren't any official Sega magazines available because whereas Nintendo decided to negotiate an official deal with the Nintendo Magazine System, Sega has not endorsed any particular product.*

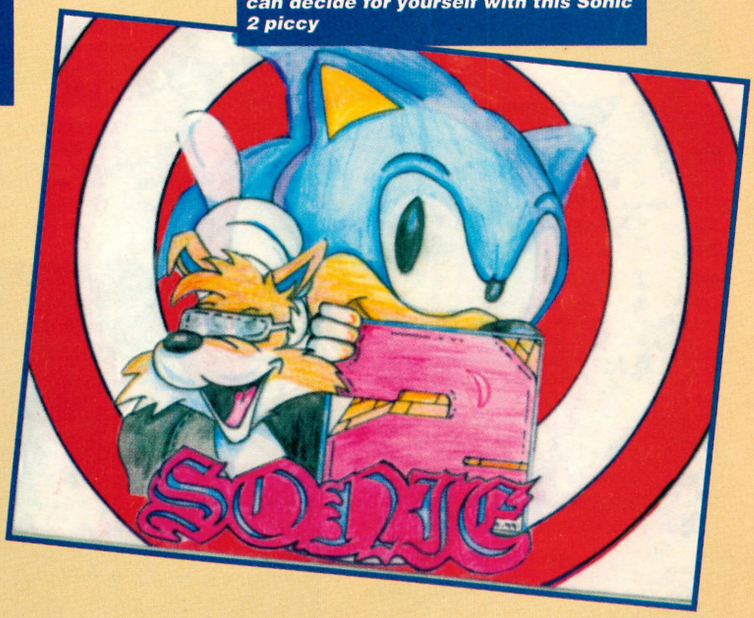
As you can tell by the sheer number of Sega mags out there, all of the unofficial mags race around trying to find the very latest and most up-to-date stuff from Europe, Japan and the USA. Of course, Mega Drive Advanced Gaming will continue to be the best of the bunch!

OH NO, IT'S SONIC!

Sonic, Tails and Mario – one big happy family?! I think not and neither does James Hall from Baswich, Stafford!

Oh no, yet another Sonic picture! This hedgehog-friendly picture came from 14-year-old Ashley Wheels from Aylesbury

Shane Tidbury from Wales reckons that he excels at art. I agree, but you can decide for yourself with this Sonic 2 piccy



sure there's a law against that somewhere. Pah, you don't stand a chance of getting a free copy !

***JOHN:** Unlike Rich I do rate the Game Genie. It is actually marketed as a 'game enhancer' rather than a cheating device like the Action Replay Pro. Obviously you can find codes for infinite lives and stuff, but the more impressive stuff allows you to tweak around with the internal workings of the game. If you've bought the cart and registered your copy with Hornby it'll send you codes every couple of months. Alternatively, check out our Game Genie page every issue.*

BETTER THINGS

Dear Gerry,

I have just saved up enough money to buy a Mega Drive and I went to town on Friday last week to look for a good mag which would guide me when buying games etc. I looked through a few and finally bought MAG as it is full of reviews, tips, news and views, not to mention all of the hard work that must go into it!

Your mag answered many questions for me as I have only just become interested in consoles since I had a Spectrum many years ago. There are still a few questions I would like an answer for...I think that the Mega-CD will take over in years to come and I will certainly be buying one. I thought that putting in a pull-out mag on the Mega-CD was a smart move, but I still have not seen a price for the Mega-CD anywhere – do you know how much it will be? The other question I have is about some games on the MD which I have heard about, but haven't seen any reviews or newsletters on. The games are;

Football Frenzy, PGA Golf Tour 2 and EA Hockey 2. Can you tell me anything else about it?
James Roff, Northampton.

RICH: *The Mega-CD unit will cost about £270 and comes with three CDs. It should be out by the time you read this.*

No one in the office has ever heard of Football Frenzy, so we can't help you there. We have already reviewed both of the other games you mention, but it would be useful if you knew that EA Hockey 2 is out under the name of NHLPA Hockey '93. Take a look at our Complete Megafile on page 90 for more info.

UPWARD AND ONWARD

Dear Sir,
We are two 14-year-old pupils at Tividale Comprehensive School. We are at present taking a course in Careers and we are interested in working in the video game business, either writing for a magazine or creating video games.

We would be grateful if you could send us some information about how we can do this.
Gary Biles and James Lowe, Sandwell, West Midlands.

RICH: *There are many aspects to creating video games. Are you interested in programming or just designing? If you want to actually become a programmer your best bet will be to study Computer Science at school and learn how to design and write your own programs. For more detailed information your best bet would be to write directly to either software houses or development teams and they might be able to point you in the right direction.*

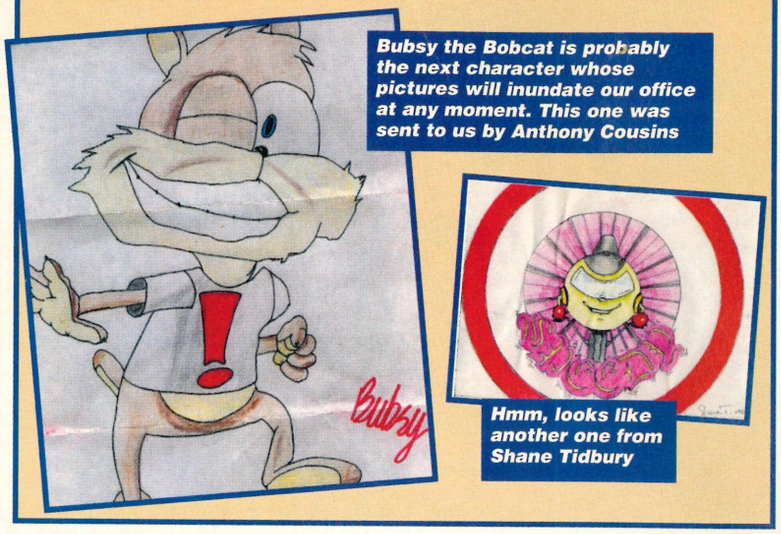
If you want to write for a magazine, then study English to a relatively high degree, so that you can write in an entertaining and informative manner. It helps to know a fair bit about video games as well! Oh, you also have to be able to drink copious amounts of alcohol, but that will come with time!

WRONG MACHINE!

Dear MAG,
I am writing to let you know that I think you print too much stuff about the Mega-CD. You are supposed to be a mag about Mega Drives, not the Mega-CD.

I know some people want to know more about it and the games, but I for one buy your mag for the Mega Drive hints, tips and reviews. I'm not saying stop printing anything about it, just not as much. Apart from this little moan, your mag is brill! It helps me decide what games are worth buying.
T Southfield, West Yorkshire.

DESIGN TIME



Bubsy the Bobcat is probably the next character whose pictures will inundate our office at any moment. This one was sent to us by Anthony Cousins

JOHN: *Unfortunately you seem to be in the minority here! We get sacks of letters in from people craving for more info on the Mega-CD – it is the future of gaming on the Mega Drive, and should therefore receive as much coverage as possible.*

Anyway the vast majority of the pages in the mag are still devoted to the Mega Drive, being jam-packed with previews, reviews, hints, tips and anything else you could possibly want to know about your machine.

You have the choice of either joining the masses and taking an interest in this 'new-fangled' machine or skipping past the pull-out section and just enjoying the rest of the mag.

SCRUM-TIME

Dear Sir,
Instead of making American football games, why can't Sega make a rugby league game for all the RL fans up in the northern hemisphere? So everyone at Sega, put your heads together and get cracking, it could be called Offiah's Rugby League, or Edwards' Rugby League, anything just make one for all the fans out there. Please get back to me on the situation.
David Kuzio, Wigan.

RICH: *There are no rugby games at the moment because rugby is a sad game for sad people and American footie is much better (Speak for yourself! All those sweaty bodies all piled on top of each other. It's all too much for me! – Pam).*

However, there is a rugby game in the pipeline, so soon you will be able to invite lots of big men round to play it with you while you are all in the bath together. Check the news pages for more information.

LET'S PROTEST

I think we should get together and get lots of people to protest about it (About what exactly? – Rich) and you could publicate it (What?? – Rich) as you are the best mag around! Or we could just not buy any games until Sega bring down their prices (Finally we get to the point – Rich). Everybody knows that games only cost £10 to make, yet Sega and Nintendo can charge £40 for them, even the consoles cost £10 to make, can you tell me why this is?

I ordered Ecco the Dolphin from my local store four weeks ago, and they still haven't contacted me about it. They said I would be one of the first to get it and it would take no less than a week. Why can't I get it very easily? Are Sega limiting this product?

I think your mag is the best, and I've tried them all.
George Cole, Bristol.

RICH: *Well Arthur, if consoles cost £10 to make, then I bet you've got loads in your lock-up! Carts may cost about £10 to make (the most expensive ones cost about £20 in the shops in Japan), but bear in mind that they are all shipped over from Japan, there are handling fees, import costs, warehouse charges, retail charges and there is the fact that Sega has to make some profit at the end of the day. It all adds up, you know. Whether it adds up to £40 though is another question. There is always the argument that Sega can charge whatever it wants for its products!*

Sega wouldn't limit the amount of carts sent out, however when popular games like Ecco are released, sometimes there are distribution problems. I'd send Inspector Chisolm down to the shop to sort them out.

DOH!

Dear Jaz (?! – Gerry),
I am thinking of getting the official Mega-CD for my Mega Drive, so could you answer these questions.
1) You know that Sega have joined with Pioneer to make a 12 inch laser machine called the Mega LD, well will there be something so you can play the games for it on the Mega CD without having to buy a new CD-ROM. If so how much will it be when it comes out?
2) Is it Streetfighter II or Streetfighter '92 coming out on the Mega Drive?
3) Are there going to be any conversions of Final Fight 2 and Streetfighter on the Mega CD?
4) Can you tell me some good conversions of games on the PC which are coming out?
5) Will Indiana Jones and the Fate of Atlantis be coming out on the Mega CD and is Mortal Kombat going to be arcade perfect on the Mega CD?
6) What is a track on the mouse control?
7) Is Fatal Fury any good on the Mega Drive because the Super NES version was crap?
8) You know that the Mega CD is capable of playing CD+G (Compact Disk + Graphics), well, what are they and where can I get them from?
9) Can you play American and Japanese CD games on an English machine and if not why?
Chris Jackson, Benfleet, Essex.

GERRY: *You can tell it's a Monday when you get deranged letters like this. 'Jaz' indeed?! Oh dear me. I'll ignore this oversight however, because I had a great weekend and I'm in a good mood!*
1) We have heard of the Mega LD, but details are very scarce at the moment. You can play a 12 inch laser disk in the 6 inch Mega-CD, but you have to saw it in half first.
2) It's Streetfighter '92, but it has not been confirmed officially.
3) It's too early to say.
4) I can, but I'm not going to.
5) I'm not sure but as soon as I know you will!
6)If you turn the mouse upside down you can use it as a trackball.
7) The Mega Drive version is better than the SNES.
8) It is a compact disk with computer graphics – as you already stated, doh!. There aren't many about, but you can get them at any music shop.
9) No, because you can't. OK?

MAG CLASSIFIEDS

WANTED

Absolutely any games console wanted: Atari, Sega, Amstrad, Nintendo, Famicom etc. All consoles must have at least one game and pad. Helpful if boxed. Must be in very good condition. Prices over and under £50 (depending on system).
Michael McMenamin, 17 Meadway, Welwyn Garden City, Herts, AL7 4NQ.

Wanted: Any good Mega Drive games. I will pay between £10 and £15 for your games.
Colin Milne, 3 Rallies Avenue, Largs, Ayrshire, KA30 8QY. Tel: 0475 686282.

Wanted: Mega Drive carts (UK), Chuck Rock, James Pond, Galahad, Desert Stike, Shadow Dancer, Lemmings. Any considered from £12-£15. Please write with game and price details.
Rachel Wood, 43 Ellers Road, Bessacarr, Doncaster, South Yorkshire, DN4 7BE.

Wanted: Mega Drive, one or two joypads, Sonic and monitor adaptor. Quite cheap.
Gavin Woolley, 19 Fireroft, Solihull, West Midlands, B91 1JL.

Wanted: Mega Drive. I will pay up to £80. Must come with two joy pads. Please contact me asap.
Matthew Hulse, 10 Wirst Field Tower Road, Lancing, BN15 9PA.

Wanted: Sonic 2, will pay £20. For sale: Streets of Rage £15. No manual.
Simon Wilson, 102 Carron Drive, Werrington, Peterborough, PE4 6NY. Tel: 0733 578705.

Wanted: Toejam and Earl, World of Illusion. Will swap for Streets of Rage or Sonic 1 (Jap). Also wanted: Quack Shot, Taz-Mania, Two Crude Dudes, Aquatic Games.
Andrew Matthews, 58 Easenhall Lane, Matchborough East, Redditch, Worcs, B98 OBJ. Tel: 0527 502622.

FOR SALE

For Sale: Citroen BX 17 RD E reg 1988 in white diesel, 60,000 miles, electric windows, sunroof, central locking, 50 mpg. An real bargain at £3400.
Don Kiddick, 8 The Crossings, Newton Le Willows, Merseyside, WA12 8NF. Tel: 0925

For Sale: Jap Mega Drive. Includes 10 top games, stereo speakers, two joypads. Everything boxed and in good condition plus dozens of mags. Sell for £320.
Simon Jones, 6 Pear Tree Close, Malvern Wells, Worcs, WR14 4WA. Tel: 0084 563712.

For Sale: Magazines. I've got loads to get rid off at £1 each or £35 for the lot. Swap for PGA Tour Golf, Madden '92, Galahad or Speedball 2.
Oliver White, 1 Anson Drive, Fulford, North Yorkshire, YO1 4LH. Tel: 0904 633884.

For Sale: Master System 2. Two controllers, four games. Alex Kidd (built in), Sonic 1, Super Monaco GP and Asterix. All boxed, excellent condition. £85.
David Monk, 88 Byron Street, Loughborough, Leics, CE11 OJW. Tel: 0509 212295.

For Sale: Master System. Two joy pads, Phaser, two built in games, Operation Wolf and Sonic 1. All for £60 ono.
LeeDyoss, 38 Fitzroy Avenue, Hapborne, Birmingham, West Midlands, B17 8RJ. Tel: 021 429 7094.

For Sale: Mega Drive with two joypads and video game organiser. 11 games including Streets of Rage 2, Sonic 2, Wrestlemania, Eswat, Hellfire, Alien 3, John Madden '92, Mario Lemieux Hockey, Sonic, Kid Chameleon, Crackdown. Sell for £300.
Chris Jilian, 17 Meadhurst Road, Western Park, Leicester, LE3 6FR.

For Sale: Mega Drive, boxed, excellent condition with Sonic 1 and EA Hockey. £90.
Julian Hodge, 71 Dorset Street, Radford, Nottingham, NG8 IPU. Tel: 0602 280245.

For Sale: Mega Drive games. Sonic 1, James Pond, Tazmania, Alien Storm. £20 each.
Simon Price, 124 Pear Tree Crescent, Solihull Lodgr, Solihull, West Midlands, B67 6EU. Tel: 021 474 5778.

For Sale: Mega Drive Games – Thunderforce 2 £25, Road Rash £25, Golden Axe 2 £25, Afterburner 2 £20, World Cup Italia £15, Dynamite Duke £15. All with cases and instructions and in excellent condition.
Mr Paul Davis, 7 Barnard Acres, Nazeing, Essex, EN9 2LZ. Tel: 099289 3623.

For Sale: Mega Drive with nine games and two controllers with loads of magazines. Sell for £350 or swap for SNES with at least four games, one of which has to be SF2 or Super Star Wars.
Sam Pont, Marside Cottage, Lampool Corner, Maresfield, East Sussex, TN223DR. Tel: 0825 77712260.

For Sale: Mint condition Mega Drive with joypad, arcade power stick and four great games. Lemmings, Quackshot, Sonic 1 and Mercs. Any reasonable offer around £240 accepted. Must be able to collect in the Cheshire area.
David Thomas, 1 Tannock Court, Hazel Grove, Stockport, Cheshire, SK7 6AX.

For Sale: NES with five games: Mario 1 and 2, Kick Off, Nintendo World Cup and Tetris. Four-player adaptor and four control pads. £70.
Marc Hancock, 15 Fir Tree Avenue, Chester, Cheshire, CH4 72Y. Tel: 0244 681 881.

For Sale: Road Rash on the Mega Drive for £25. Excellent condition.
J. Earey, 17 Selsdon Close Avenue, Elmers, Surbiton, Surrey, VT6 4TF. Tel: 081 390 1343.

For Sale: Sega Game Gear with Donald Duck, Columns, Axe Battler. Excellent condition, only two months old. Mains included, all boxed. £130 negotiable.
Robert Daniels, 15 Park Road, Plaistow, London, E15 3QP. Tel: 081 552 0941.

For Sale: Sega Game Gear, tv tuner, super wide gear and mains adaptor with five games including Sonic 2, Lemmings and Super Off Road. £250 ono.
Andrew Owen, 208 Gloucester Road, Cheltenham, Gols, GL51 8NR. Tel: 0242 582631.

For Sale: Sega Master System with eight games including Sonic 1 and 2, Olympic and others or swap for Mega Drive. Buyer must live in London Area. Asking price £90 ono.
Steven Jarret, 45 Churchill Ave, Kenton, Harrow. Middx. HO3 OAX. Tel: 081 909 1062.

For Sale: Sega Mega Drive, boxed and in excellent condition, with two joypads, and five games; Populous, Sonic, Taz-Mania, Lakers Vs Celtics and Altered Beast, loads of Sega magazines, Sega videos, and an A/V cable. Worth over £300, sell for £185.
Andrew Bexx, 127 Langley Hill, Tilehurst, Reading, Berkshire, RG3 5EE. Tel: 0754 410530

For Sale: Sega Mega Drive with four games including Wrestlemania and Desert Strike. Also SG Propad and Aviator 3 flight joystick. As new, boxed. £250 ono.
Neil Guy, 34 Little Ings, Rawes, North Yorkshire, DL8 3RP. Tel: 0969 667016.

For Sale: Sega Mega Drive with four games including Streets of Rage 2 and Olympic Gold. Three months old, two control pads, still boxed. Sell for £200 ono.
Mark Dumpleton, 74 Miswel Lane, Tring, Herts, MP23 4DR.

For Sale: Sega Mega Drive with three top games. Sonic 2, Desert Strike and Revenge of Shinobi. Fully boxed will sell for £135 or swap for SNES with one game.
Steven McGrath, 12 Stone Hall, Ipswich, Suffolk, IP8 ED. Tel: 0473 602181.

For Sale: Sega Mega Drive with Revenge of Shinobi, Sonic, Streets of Rage, Fatal Rewind, Arrow Flash, Pit Fighter, Altered Beast plus Menacer and six games. Also includes joypad and joystick. £200 still boxed.
Deter Lawrence, Longleat House, Longiane, Tilhurst, Reading, Berks, RG3 SYW. Tel: 0734 424957.

For Sale: Streets of Rage and Wonder Boy in Monster World. Sell for £20-£22 each or swap one for a game gear or Alien 3. May go lower for a quick sale.
Matthew O'Haccoran, 3 Bracken Wood, Burghfield Common, Reading, Berks, RG7 3QF.

For Sale: UK Mega Drive games. Streets of Rage £18, Desert Strike £25, John Madden '92 £20, Road Rash 2 £30. All in perfect condition.
Darren, 14 Kendal Drive, Gailey, Cheadle, Cheshire, SK8 4QL. Tel: 061 428 8117.

SWAP

Swap: All my computers for Mega Drive and six or more games. The computers are as follows: C64 with 150 games, Lynx 11, Vic 20, Atari 2600.
Tim Joyce, 11 Grove Road, Braefield, Northampton, NW7 LBW.

Sawp: Chuck Rock for PGA, Thunder Force 3 for NHLPA '93, Terminator 2 for Streets of Rage 2, Dragon's Fury for Rolo to the Rescue and Sonic 2 for Road Rash 2.
Steven Sharkey, Flat B, Central Bld's, Cornmarket, Penrith, Cumbria, CA11 7HT.

Swap: DJ Boy or Home Alone for any good game, most games considered.
Bernard Malvihill, Licaniskey, Ballymahon, Co Longford, Ireland. Tel: 0900 32245.

Swap: Ecco for your John Madden '93, Thunder Force 4 or Shadow Dancer. Must be in London Area.
Colin Evans, 24 Crediton Hill, West Hampstead, London. NW6 1HP. Tel 071 435 1939.

Swap: Mega Drive with control pad and joystick plus eight games including Road Rash 2, Streets of Rage 2 and Game Gear with nine games' accessories, for an Amiga with loads of games and two joysticks.
Richard Smith, 25 Montrose Road, Yeovil, Somerset, BA21 5PJ. Tel: 0939 27889.

Swap: Mega Drive with two Pro pads, Sonic, Shinobi, Lotus, Road Rash 2, Streets of Rage 2 for SNES with SF2 and Super Star Wars. Must have two pads and still be boxed.
Marc Lelner, 1 Windermere Crescent, Goring, Worthing, West Sussex, BN12 6JY. Tel: 0903 246647.
Swap: Saint Sword for Splatterhouse 2 or any other good game.
John Gibbons, The Shack, Liverpool Road, Neston, South Wirral, Cheshire, L64 3RF. Tel: 051 336 3003.

Swap: My Spectrum+ZA with over 150 games and loads of mags, manuals and one joystick for a Gameboy with a game.
Paul Taylor, 4 Ashworth Avenue, Chaddesden, Derby, DE21 6PN.

Swap: Sonic 2 for any of the following: Thunder Force 4, Dragon's Fury, Corporation, Chuck Rock, Ecco. Also for sale; Atari 520 STFM with £200+ of original software £225. Also Master system Golden Axe £15.
Ross Sillifant, Trebarwick Mill Road (NOT YOU AGAIN), Bradworthy, Holsworthy, Devon, EX22 7RT. Tel: 0409 241 375.

Swap: Sonic 2 for Lemmings, Desert Strike for NHLPA Hockey, or Quackshot for a Sega M/D joypad.
Paul Taylor, 4 Ashworth Avenue, Chaddesden, Derby, DE21 6PN. Tel: 0332 676078.

Swap: Revenge of Shinobi, Mickey Mouse, ToeJam and Earl, Sword of Sodan, Toki. Will swap for Alien 3, Dragons Fury, Chuck Rock, Ecco, Lemmings, Populous, Where in time is Carmen Sandiego.
Jason Young, 20 Longshaw Cresent, Carluke, Lanakshire, Scotland, MLS 5DN. Tel: 0555 771305.

Swap: Wonderboy for Shadow Dancer.
Gary Jones, 1A Ypres Road, Altestree Road, Derby, D622 2NA. Tel: 558477.

Swap: Wrestle War (UK) for Super Monaco or After Burner 2.
David Leadbetter, 178 Gravel Lane Banks, S/port, PRA 8BX. Tel: 0704 212280 after 5pm.

Swap: WWF Wrestling for Lotus Turbo Challenge, Road Rash, World of Illusion, Euro Soccer, Shining in the Darkness, Might and Magic or any good games.
Kevin Cann, 7 King Street, Lostockhall, Preston, Lancs, PR5 5JA. Tel: 311752.

PENPALS

Boy would like a girl pen pal aged between10 and 12. I like Sega and music, and to talk about anything.
Colin Jones, 54 Chesnut Close, Whiston, Merseyside, L35 2XH

Are there any girls out there who own a Mega Drive? If you are aged 17-19, then write to me with a photo. Sorry this is so short and sweet, but then so am I. Well, sweet anyway. Write soon.
Roger H-Smith, 45 Rectory road, Frampton, Cotterell, Bristol, B517 2BP.

Hi Chicks (?????). Female pen pal wanted, age 11-13. I am aged 11 and looking for a girl who likes playing Mega Drive games. Send a recent photo of yourself if you have one, if not it's no problem.
Damion Kelk, 359 London Road, Bedford, Beds, MK42 OPX.

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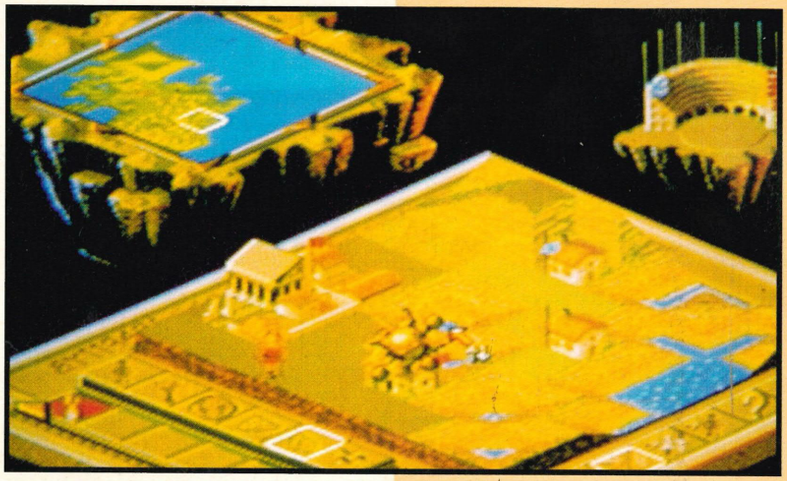
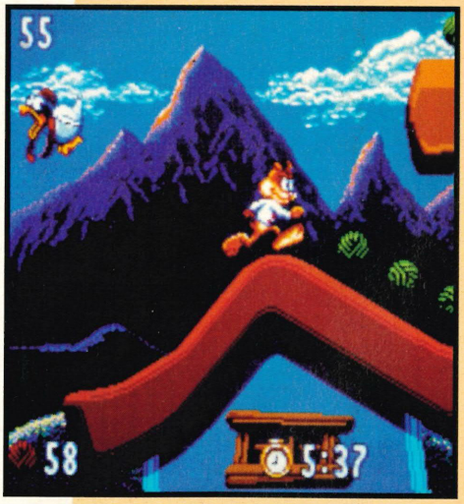
NEXT MONTH

Check out our huge preview of Virgin's next biggy, Two Tribes. We take a look at how the game is shaping up as well as talking to the team behind it.



Watch out for the next thrilling instalment of MAG hitting the shelves on Thursday 27 May

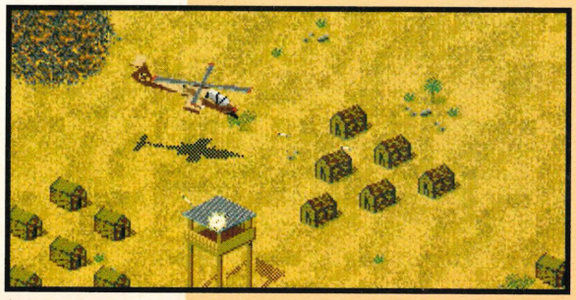
Has Bubsy been worth all the hype? We check out Accolade's bid for Mega Drive mega stardom.



Streetfighter II is almost upon us, so watch out for our full preview of this stonker of a game. If you loved the screenshots in this month's news, wait until you see the rest of the game!

As ever we'll be bringing you the very best Mega-CD coverage with reviews of all the latest games including Psygnosis' awesome Dracula and a preview of the incredible Silpheed.

Make sure you catch our definitive review of Jungle Strike. Is it really going to be the monster of a game that everyone's expecting?



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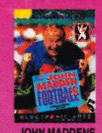

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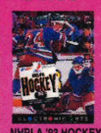

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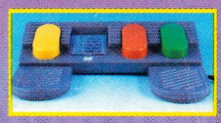

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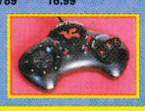

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