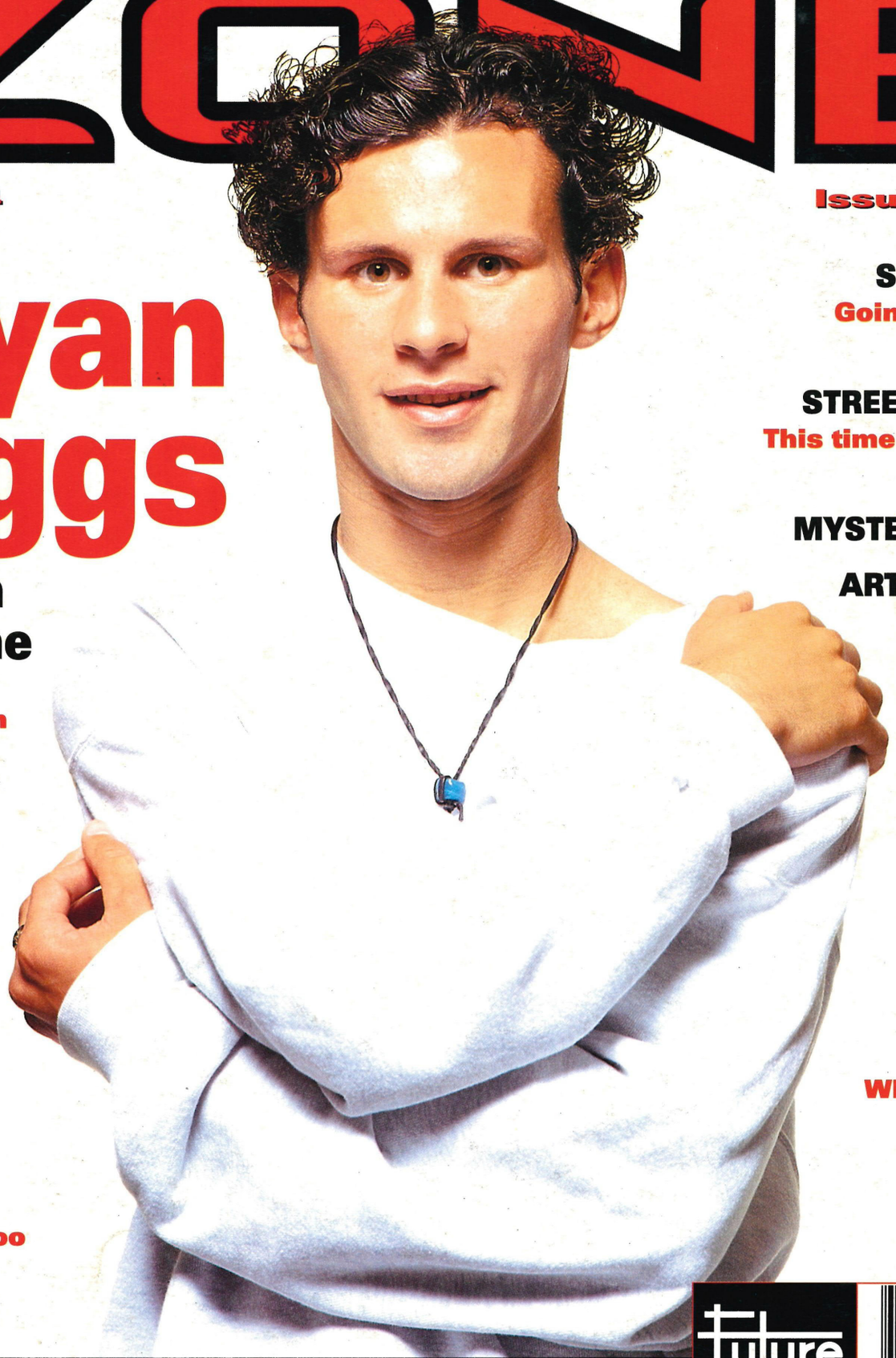
sega ZONE

April 1994

Issue 18 £2.50



Ryan Giggs

The man
The game

The ultimate football fusion

SUB-TERRANIA
Going underground

STREETS OF RAGE 3
This time they're fuming

MYSTERY MANSION

ART OF FIGHTING

BRETT HULL

BUBBA 'N' STIX

NIGEL MANSELL

MADDEN NFL '94
How to do it

JURASSIC PARK CD
How to do it too

THE MORE THE MERRIER
Why multi-player games are more fun

YOUR MEGA DRIVE & MEGA-CD GUIDE

future PUBLISHING
Your guarantee of value

9 770967 729023 04

LOAN AN ASCIIWARE CONTROLLER TO A FRIEND, AND YOU'LL HAVE TO FIGHT TO GET IT BACK.

Let's face it. Some of these new games can be tougher than a 'gator's hide. "To move on to level 5, simply press the X button at a rate approaching the speed of sound..." It's almost enough to make you go do your homework. Before you reach for that Geography text, though, pick up one of our new 6 button controllers: the asciiPad MD-6 (above) or Fighter Stick MD-6 (left), both for the Mega Drive and Mega CD. With terrific features like Turbo-Fire, Auto-Turbo and Slow Motion, you'll soon be blazing past previous high scores (not to mention some amazed friends). And that's gotta be worth something. So, quit wrestling with those standard-issue control pads — get an ASCIIWARE controller.

ASCIIWARE™

IT'S HOW TO WIN!

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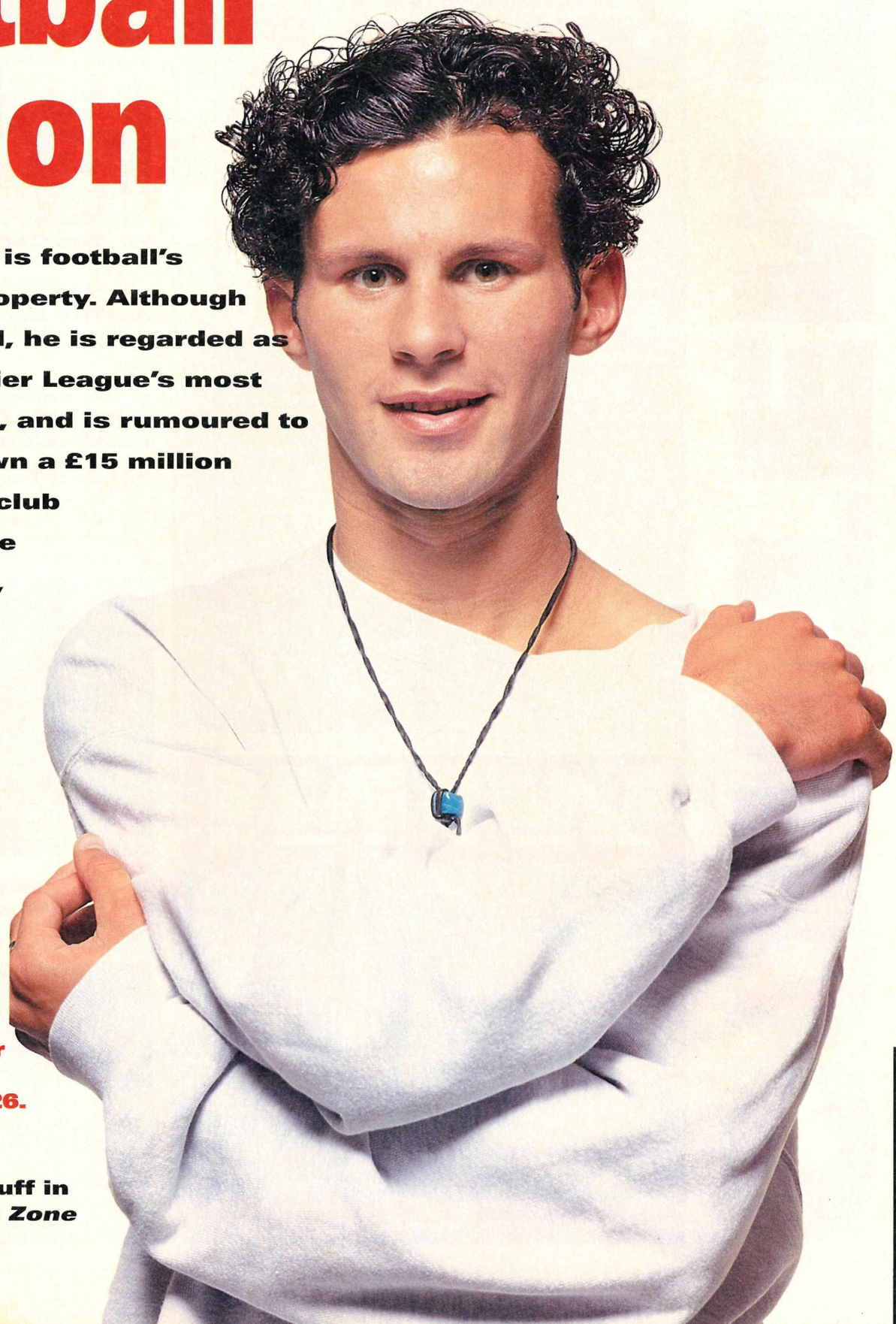
The ultimate football fusion



Ryan Giggs is football's hottest property. Although just 19 years old, he is regarded as one of the Premier League's most talented players, and is rumoured to have turned down a £15 million bid from Italian club AC Milan. And he looks quite nice, too. So when he took a liking to Acclaim's new football game, they were understandably delighted...

Read all about Ryan Giggs, and *Ryan Giggs Champions*, in our massive preview starting on page 26.

The other great stuff in this issue of *Sega Zone* is listed overleaf.

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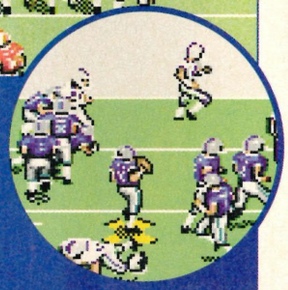
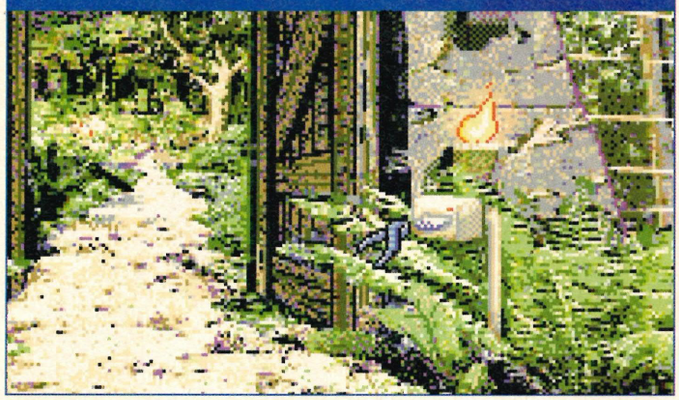
This month, we help you unravel the mysteries of *Madden '94*. Like, for example, what do all those numbers mean? Why does it keep stopping? And what on earth do people see in it anyway? Page 66



Jurassic Park CD

Have you got dinosaurs in your bathroom? If so, we explain what to do – the weapons you'll need, the protection you should wear, and the food to lure them away with. Page 69



WIN!

BRETT HULL

Just the one compo this month, but it's astoundingly good. Win an incredible, magical, expanding T-shirt, and maybe (if you're extra specially lucky) a copy of *Brett Hull Hockey*. Page 11

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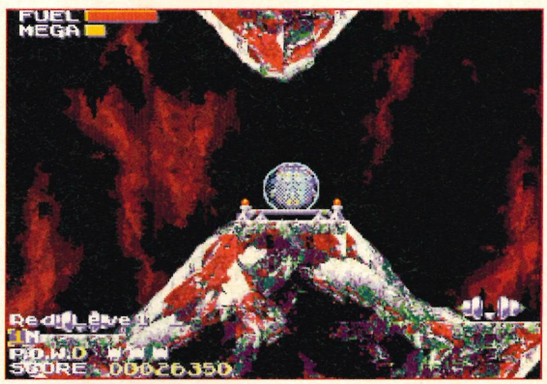

38 Mystery Mansion
Things are certainly looking up for the Mega-CD (again). Here's another nifty game for it, making excellent use of the hardware. So that's nice.

42 Beauty and the Beast
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44 High Seas Havoc
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48 Nigel Mansell's World Championship Racing
Can't wait for – or afford – *Virtua Racing*? Suffering from some bizarre genetic disorder that prevents you from buying *F1*? Then this is your next best bet.

50 The Art of Fighting
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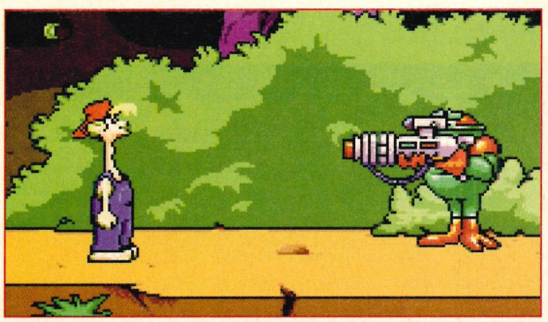
54 Bubba 'n' Stix
Another platform game, but – no, wait – this one's actually really great. There are puzzles to solve and a stick and everything.



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RYAN GIGGS CHAMPIONS

Gosh – here he is again. And he seems to have spotted something in the corner of the page. But what? Is he gazing in wonder at the word 'Contents'? Surely not. The issue number? Or the month? Again, this seems unlikely. Perhaps it's the corner itself that so fascinates him, with its perfect right angle. Probably not. It might be your finger, resting lightly on the corner of the page, about to turn past this drivel. Or maybe it's something beyond this page. Beyond this world. Beyond this life. Page 26

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Why multi-player games are the only games for us. Page 24

sega ZONE

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NEWS

News, previews, rumours, joysticks, stories of some interest, charts – you will find all of this, and more, in the next few pages of your favourite, and frankly the most exciting, Sega magazine out on the shelves today. This month, we struggle to tell you all about age classification of videogames, some great games coming your way and what we had for lunch yesterday.

AGE OF INNO

Well, it's finally happened.

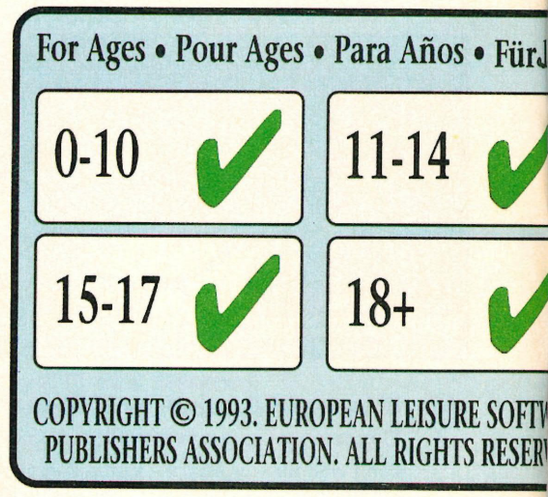
From now on you'll notice a new addition to each game you buy: an age classification telling you whether or not you're old enough to buy the title in question.

This measure, introduced by the European Leisure Software Publisher's Association (ELSPA – which is a sort of Mother's Union of top software publishers), comes after the launch of a similar scheme in America and much badgering by concerned MPs.

The classification comes in the form of a little sticker. It's fronted by a character called Monitor Man, who is an asset to any piece of packaging, and not, for example, like some sort of embarrassing refugee from the 1970s. To the left of him are four little boxes, indicating the four age-range categories ELSPA have come up with. There's a tick in the appropriate ones, and crosses in the rest – much simpler, we're sure you'll agree, than just putting a minimum age in a circle like they do on films.

What are the categories, then, and what sorts of games will fall into each one? First there's '0-10', which will, apparently, encompass things like *FIFA International Soccer* – games deemed to be suitable for all ages. (Not just people between the ages of 0 and 10. We think. Although we'll admit to being a little confused.) Then there's '11-14', which *Jurassic Park* would fall into were it to be given a rating. '15-17' is how old you'd need to be if you wanted to safely play the controversial *Mortal Kombat.* And finally there's '18+' – although there aren't any games psychologically damaging enough to fall into that category yet. (And who'd buy them anyway, eh?)

Now, unlike with films and videos, there's no legal requirement for games to be classified like this except in extreme cases. ELSPA's system is a completely voluntary one



WORLD CUP USA '94

US Gold • £TBA • June

Just to give you a taste of what this 'Yet Another Football Game' is going to look like, here are a few screen shots.

Below and bottom right: If you really want to find out what *World Cup '94* will be like, apparently *Sega Power* magazine have a full preview this month.

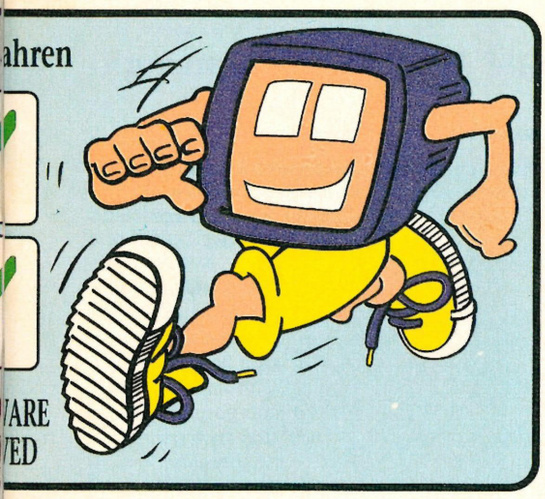
'The FIFA World Cup is the world's largest single sport event,' brags US Gold's press release. 'More than one billion people watched the 1990 World Cup final on television, and a cumulative worldwide television audience of 26 billion watched the 1990 games.' Now that's quite a lot of people. 26 billion, in fact. (In *fact,* about five times more people than there are in the whole world. Hmm.) And that means that, whether it's any good or not, *World Cup USA '94* is bound to sell copies by the skip-load.

But! All the signs are that *World Cup USA '94* will be very good indeed. US Gold assure us that they've done what everyone putting together a football game should do, and nicked all the best ideas out of existing games.

So, you've got *Sensible Soccer*'s, quite frankly, sensible overhead view, allowing you to plan passes and things properly. You've got plenty of options to adjust stuff like how much the ball sticks to your feet (as per *Sensible Soccer* again). You've got fully configurable teams and players (yes – England are there for nostalgia's sake, though not, we understand, any other UK teams) with battery back-up to keep them all safe when you switch off the game. Just like, er, *Sensible Soccer.*

And, of course, it's all 'World Cup' and official and everything. It's got the opening and closing ceremonies, the little dog character who's apparently the World Cup mascot, and all the rest of it.

CENCE



introduced to pre-empt any government legislation, and it's up to individual publishers to decide into which categories their games will fall.

This being the case, there's legally nothing to prevent shopkeepers from continuing to sell games to whoever they like. All the leading games-selling chains (Virgin, Future Zone, HMV, Smith's and others) have pledged their support, however, and promise to turn away any £50-toting youngster who looks a bit underage.

EAT SOME FOOD, GET SOME GOODIES!

The nicest photograph of the month arrived with a press release from TGI Friday's, the restaurant with the almost insufferably cheerful staff. It depicts the contents of a TGI Friday's Club Pack. The idea is that once you've finished scoffing your burritos and enchillandas at one of the UK's 13 TGI restaurants, you can add an extra £9.99 to the bill and walk home with a box full of goodies.

Inside you'll find a T-shirt, a baseball cap, a badge, a frisbee and a 'special' comic, all emblazoned with the Friday's Club logo, and a Crunchie bar in case you're still hungry. And, in the post a few days later, you'll get club passport with some discount vouchers and things, along with a birthday card when the time comes. And! You'll be in with a chance of winning a Commodore CD32 *(A fine games console. Ed.)* or a Walkman. It was nice of them to tell us all this, but unfortunately there isn't a TGI Friday's in Bath (you'll find them in Birmingham, Cardiff, Cheltenham, Covent Garden, Coventry, Croydon, Fareham, Glasgow, Haymarket, Kingston, Mill Hill, Reading and Sale, chums) so we couldn't see for ourselves.

Win! Win! Win! If you eat at TGI Friday's you could win a Walkman, or an Amiga CD32 thingy. Maybe you could take your Game Gear.

THE ROUTE TO STARDOM

'How do I get into writing computer games?' That's the gist of hundreds of the letters we receive each month at *Sega Zone*. 'I've got this great idea for a game,' they go, 'but what shall I do with it?' Up until now, we simply haven't known how to reply. But now there's an answer! In September, Middlesex University begins running courses in interactive game design. The course is being supported by lots of top games companies, including Sega, and will teach you how to design and program console games using equipment normally only available to registered developers, with placements in real companies. So, work hard at those A-levels, eh?

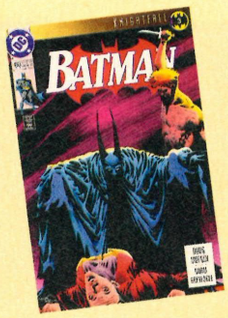
THE RETAILERS STRIKE BACK

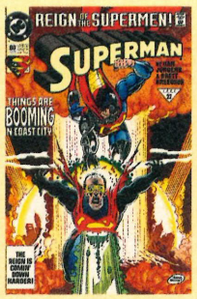
PRICE WARS PART VI

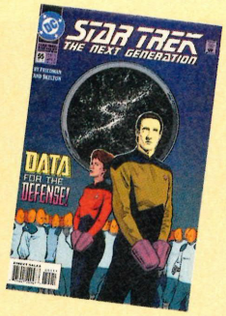
With games sales still languishing in a post-Christmas slump, and very little good new stuff out there actually worth buying, desperate shops are currently willing to do anything – *anything* – to get your trade. A prime example of this is *Sonic 3*. Originally meant to sell for a bonkers £59.99, this spring's biggest title was swiftly discounted to a more palatable £44.99 by most of the big retail chains. This is good news for us, but bad news for the shops (who make barely any profit at this price), and particularly tough cheese for small independent stores who can't possibly hope to compete. Sega, who are expected shortly to announce huge losses in Europe for the last financial year, are reported to be distinctly unhappy.

But it's not just *Sonic* who's taking a pounding. Discounts of between £10 and £20 are pretty much *de rigeur* on chart titles in shops like Our Price, HMV and Future Zone. So, er, games are pretty cheap at the moment, then.

COMIC BOOKS FOR GAMERS







In fact comic books are not just for gamers, comic books are for everyone old and young alike. Superman, Batman, The X-Men, Spiderman, the power and readability of these multi colour superhero icons is enthralling. From comics to movies to games back to comics the stupendous adventures of these larger than life characters have influenced countless creators, and thrilled millions of readers.

At the Comics Warehouse we want to bring good quality affordable reading to everyone. We have over half a million books in stock and offer you, as specialist gamers, an interesting inexpensive way to relax away from the console. If you know where we're at and enjoy the heady thrill of multi colour superheroes, then joy, and send us an order for goodies that will blow you away.

If you are new to comic books, then experiment, or try our special packs. Whatever else you do this month don't miss the Comic Warehouse; it's an Aladdins Cave of wonder just waiting for you to dip into: Welcome to the party.

The minimum order is just £5.00 with a flat fee of £2 for delivery, whatever the size of the order: Please note to improve despatch we print our computer codes used for each title (eg DC71 = Batman). It would be extremely helpful to us if you would give the relevant computer code with your order, whether verbally with telephone orders or when listing written orders.

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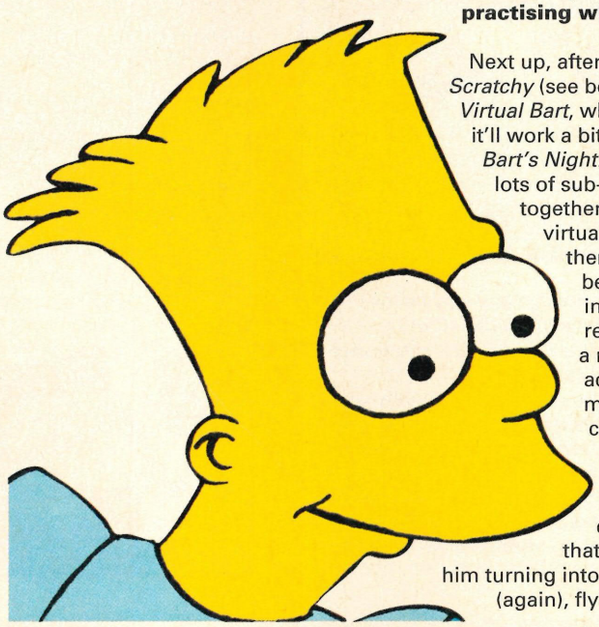
THE SIMPSONS VIRTUA

Top *NBA Jam* people Acclaim are releasing

Acclaim ● £TBA ● Autumn

Simpsons merchandise has all but disappeared from the shops, and yet the games are still coming at us like tennis balls out of one of those machines you use for practising with.



Next up, after *Itchy and Scratchy* (see below), is *Virtual Bart*, which looks like it'll work a bit like (gulp) *Bart's Nightmare*, with lots of sub-games linked together by a general virtual reality theme. Bart's been sucked into a virtual reality world as a result of an accident with a machine created for the school science fair. The hilarious consequences that ensue see him turning into a dinosaur (again), flying on a

SPIDERMAN AND VENOM IN MAXIMUM CARNAGE

Acclaim ● £TBA ● Autumn

***Spiderman* games, eh? They've been all right up till now, but a bit platformy and beat-'em-uppy. *Maximum Carnage* could change all that, though. It's not, as you'd be forgiven for thinking, some sort of excellent sequel to *Total Carnage*, but another *Spiderman* game, based on a '14-part comic book legacy', whatever that is. You can play either Spidey or Venom, and you've got to deal with evil baddy Carnage, with help from fellow super heroes Captain America, Black Cat and Death Lok. From what we can make out, it looks like it'll be a scrolling beat-'em-up.**

ITCHY & SCRATCHY

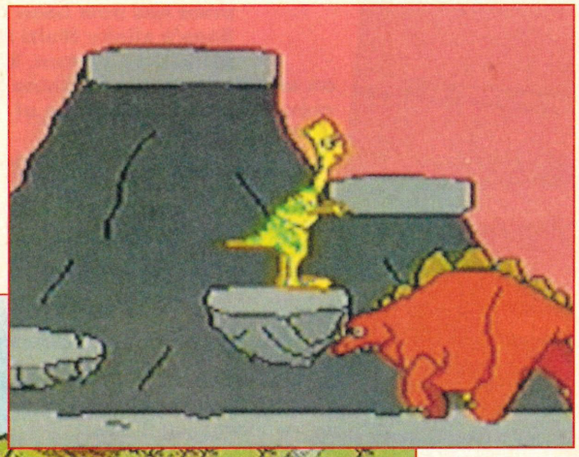
Acclaim ● £TBA ● Summer

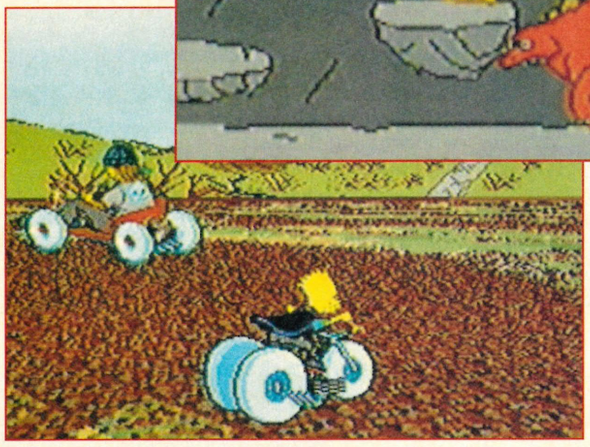
Itchy & Scratchy are the stars of a cartoon within a cartoon, if you will – Bart and his chums watch them on telly in *The Simpsons* . Acclaim's game of them will take advantage of the fact that Itchy and Scratchy are a kind of spoof of Tom and Jerry, taking comical violence to the absolute extreme. It'll have the two characters dashing about attacking each other with chainsaws, bazookas and bulldozers, just like they did in *SZ*'s favourite bit of *Bart's Nightmare*. Acclaim are reported to be secretly hoping that this'll make the game as controversial as *Mortal Kombat*.

L BART

three new games in the Autumn. Hurrah!

pelican, climbing Mount Splashmore and (possibly, although this might just be in the SNES version) doing a 3D driving section.





Yipee! Bart's back, we're so happy. No, really, we are.

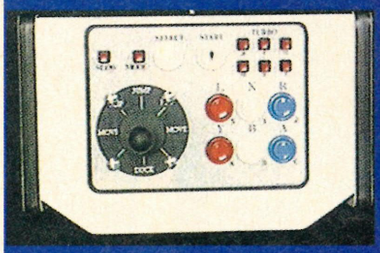
Just think, it'll be a bit like *Bart's Nightmare*... Bart's *nightmare*, more like.

ROUND THE BEND

Just gone on sale at £34.99, and promising a 'real Mansell experience', is the Freewheel. You hold it like a steering wheel for playing driving games, and it features special rocker switches that send electrical pulses to your Mega Drive when you tilt it, telling it to move the car left and right. Presumably you've just got to hope no-one walks in and sees you.

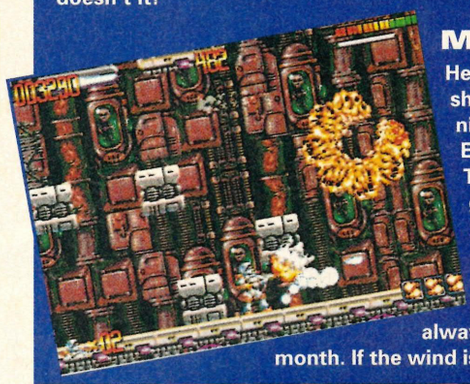
BORN IN THE USA

Hey, VINCENT P SCHUMANN here, talkin' to you from downtown USA. All these things I talk about, you'll hopefully be 'doing them tomorrow'. Er, does that make sense?



Happy, happy – joy, joy

Are you tired of your joypad? Do you long for those arcade-style joysticks which can take pretty much any kind of battering from anybody? Well, don't jump into the shower just yet. Have a look at what's on offer to our American cousins, and then go! California-based MAS Systems are a new company with plenty of swell ideas, this being one of their first. Looks a bit complicated, doesn't it?

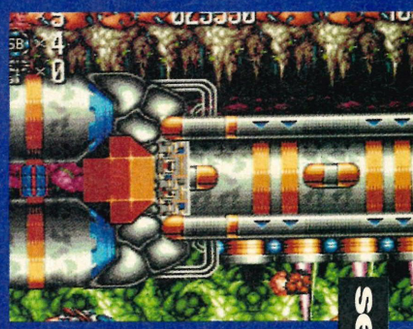


Mega Turrican

Hey, it's another action, shooty, thingy game from the nice American people at Data East. It involves wearing a Turrican assault suit and getting really into all this sci-fi stuff. And it's another platformer. It'll be available from your importer pretty soon, but you could always check out our review next month. If the wind is favourable.

Jim Power

And if you're really desperate for some more shooty platform action, join Jim in the Mutants' Forest and the Never-Ending Cavern. There are power-ups and... That's it, I'm off. I've had enough of this. You can find someone else to go running around America, dictating copy over the phone at four o'clock in the morning.



Vincent, come back!

Okay, I'll just tell you one more tit-bit of American news before I go and become a lumberjack, jumping from tree to tree, and dressing up in women's clothing. This is going to be difficult, but here goes. There's this rumour going round the videogames industry in the States that people are talking about some kind of Actual Reality version of US Gold's *World Cup '94*. But as I said, it's only a rumour at this stage – the technological hurdles would be enormous. See ya!

sega ZONE SEZ

The stories that are too tiny – or just too plain dull – to elaborate upon.

Sega scorn Nintendo

Sega's president, Hayao Nakayama, has poured scorn upon Nintendo's decision not to feature a CD-ROM drive in their Project Reality console. Sega's Saturn, as you'll remember from our feature last month, will come in two versions, one with a CD drive and one without, whereas Nintendo have decided to stick with cartridges. Sega see CD as becoming the standard medium for consoles of the future, and think Nintendo are stuck in the past, even going so far as to say that they don't see Nintendo as their major competitor any more.

Mega Drive on a roll

The Genesis (the American version of the Mega Drive) is absolutely clobbering the Super Nintendo over in the States, according to one survey. Last year the Mega Drive accounted for 57% of sales in the 16-bit market, with the SNES clinging to the other 43%. And in the all-important lead-up to Christmas during December, the Mega Drive pulled ahead to a colossal 63% of the market, with the SNES on a negligible 37%. The Sega-CD (Mega-CD), meanwhile, commands 90% of the CD market, although it has little competition to speak of.

Got any spare change?

Sega Europe's financial results for the year ending in February are expected to reveal a loss of around £100 million, with the strength of the Yen and lower than expected sales being the main culprits. In Japan, meanwhile, Sega are still in profit, although by 24% less than last year. Reports that Sonic was spied on Oxford Street holding a bundle of *The Big Issue* proved to be unfounded.

EA go it alone

Electronic Arts have decided to set up their own distribution system, opting out of Sega's network. 'Electronic Arts won't be able to supply all accounts direct as our distribution facility is only set up to cope with bulk shipments,' explained EA's vice president of sales and marketing David Gardner. 'We therefore welcome open distribution and full service distributors in order to cater for the needs of accounts that have more frequent order and stock requirements.'

A pleasant lunch

Today we went to the Café Retro in Bath for lunch. It was really nice. Josse and Linda had the soup (cream of watercress), David had chicken salad, Jacquie had a bacon sandwich and Jonathan had a croque monsieur. In addition, we all had coffee to drink, except Jonathan, who had tea. We had no room left for pudding.

New depths

February 1994 was officially the least exciting month on record for Mega Drive owners. Practically nothing interesting at all occurred during the four weeks before this issue of *Sega Zone* went to press. No new games were announced. No legal wrangles with Sega errupted. No consoles were launched. Nobody important died. Nothing. Not even a new tips book.

HOW MUCH?

A price has now been fixed for Sega's slinky Multi Mega portable CD games system. When it goes on sale in April, the machine will have a recommended retail price of – wait for it – £399.99. Gulp.

This is quite a bit more than the £300 Sega were talking about a month or two ago, and here at *Sega Zone* we'd be very surprised if it didn't fall to a more tangible level later this year. (Assuming discount-happy retailers don't hack a few quid off to begin with.) In the meantime, the Multi Mega's intended status as a niche product seems assured.

And! It seems likely that when *Virtua Racing* finally goes on sale in May, it'll cost an equally mindboggling £79.99. Sega put this down to the special expensive chips inside the cart, adding that if people will pay £120 for *Street Fighter II* on import, what's the problem? Hmm.

Hmmm. Gorgeous graphics.

THE INCREDIBLE HULK

US Gold • £TBA • June

When it comes to super powers, The Incredible Hulk is at something of a disadvantage. He can't fly. He hasn't got a Bat-computer. He hasn't got amazing spider-like abilities. He hasn't got bullet-proof wristbands. He can't see through walls. He hasn't got an invisible plane. He can't shoot fire from his fingertips. He can't make gigantic ice-roads to slide along on. And he hasn't got phenominal powers of hearing.

What he can do is walk about hitting people. And this, US Gold reason, makes him the ideal candidate to star in a new platform beat-'em-up. So they've given him five levels to stomp about in, some special moves, and a lovely pair of purple trousers. Distinguishing Hulk-like features include the way you can smash up the scenery if you want, and the fact that when you get low on energy you turn back into Bruce Banner and can't hit people any more.

Enemy troops, it says here, are intended to be robot and mechanical-based allowing The Hulk to inflict a large amount of damage on them without – get this – overstepping the bounds of good taste. Phew, eh?

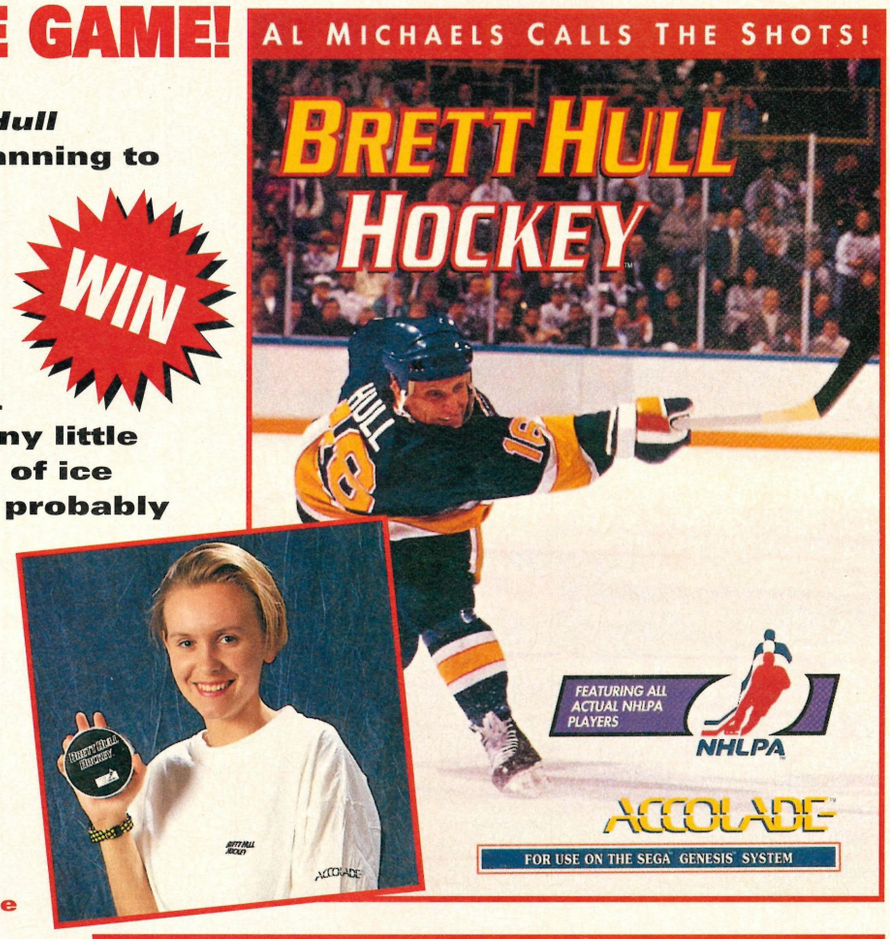
And, er, that's The Incredible Hulk, pretty much.

SOMETHING ABOUT SOME JOYSTICKS

If you've ever bought a joystick made by SpectraVideo, you may (although it seems unlikely) be interested to learn that the company has recently signed a deal with Tokyo-based distributor Nissho Iwai allowing their products to be sold in Japan. We're not quite sure why they've told us this. Perhaps it's in case you go on holiday in Japan and suddenly need a joystick. Said a SpectraVideo spokesperson of the deal: 'It compliments our already successful activities with Logic 3 Australia and increases our presence in the important Pacific-rim region.' We were going to make some sort of joke about their apparent compliments/complements confusion, but *Super Play* have done it already.

MAGIC BRETT HULL T-SHIRTS

AND A COPY OF THE GAME!



Last month we previewed *Brett Hull Hockey*. Next month we were planning to review it. So this month, we're giving you a chance to win some top *Brett Hull*-related paraphernalia. For the winner we've got a copy of the game itself. And for the runners-up we've got these brilliant T-shirts. They're amazing. They come in tiny little blocks, the exact size and shape of ice hockey pucks. In fact, you could probably play ice hockey with them if you wanted. But! Take the wrapper off and drop them in water and they open out into gigantic, extra-extra-large T-shirts! With Brett Hull on! Brilliant!

WIN

1ST PRIZE: A copy of Accolade's *Brett Hull Hockey*, and an incredible puck-shaped T-shirt.

9 RUNNER-UP PRIZES: Phenominal (they're magic!) puck-shaped T-shirts.

Ah, yes. Some questions...

1. The SS Great Britain was the first ship to have a metal-covered...
a) Propellor
b) Sail
c) Hull

2. The outer covering of a pea is called the...
a) Wrapper
b) Fur
c) Hull

3. The longest bridge in Britain is near...
a) Torquay
b) Leicester
c) Hull

Pop the answers onto the coupon and send it to:

Jolly Hockey Sticks, *Sega Zone*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

And make sure it reaches us by 30 April 1994, or there'll be trouble.

The Rules

1. Employees of Accolade and Future Publishing will be given a two minute penalty if they try to enter.
2. Any entries arriving after 30 April 1994 will be put on ice.
3. The editor's decision is final. So just don't try anything.

Hello, fine *Sega Zone* people. Here, along with my lifelong love and adoration, is my entry for your fabulous *Brett Hull Hockey* compo. I sincerely hope I win one of the prizes. Once again, thank you.

My answers are:

1. _____

2. _____

3. _____

Name: _____

Address: _____

_____

Postcode: _____

Send this coupon to: Jolly Hockey Sticks, *Sega Zone*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

ACTUAL

As part of our never-ending mission to bring you all the latest in home entertainment, we asked TIM NORRIS to look into the latest innovation...

Home entertainment has come a long way these last 50 years. My grandparents listened to the wireless and sang songs to the accompaniment of a not-quite-in-tune upright piano. My parents watched gloomy out-of-focus images on a tiny Pye television set. When I was young we had a 19 inch black and white TV and a record player. And now what? Colour telly, video, huge hi-fi systems, satellite and, of course, video games.

We like to keep up to date with the latest developments here at *Sega Zone* and until last week we were convinced that Virtual Reality was the way it was going to go. It was, we thought, going to be fabulous. You could do anything, be anyone. It would be great. And it wouldn't be limited to entertainment, either. We'd already decided that, wearing our VR helmets, we'd all be able to work in a nice big, well-equiped virtual

SPORTS

Actual Reality sports games are a bit weird. We found some of the equipment a little difficult to handle and they say that many of the games (particularly the excellent *football*) actually involve quite a bit of running about and getting sweaty. We were only treated to a brief glimpse of the things needed for *basketball* and *softball* (two of the wide range of American games) but it looks as if they could catch on. Apparently, the British games *cricket* and *tennis* will be available by the summer and even *softball* will make an appearance at some parks throughout the UK from May onwards.

Top: Linda and David had a little trouble getting to grips with the *softball* equipment.

Left: Josse couldn't believe how real the basketball felt.

Left: David demonstrates the perfect 3D graphics which are 100 times better than FMV. It looks like he really is putting that ball in his mouth.

REALITY

office without leaving the comfort of our own homes. The revolution was just a RISC chip away.

Those funny helmet things

And then, last Wednesday, just before we had our morning coffee, shortly after Josse had been sent down to the shop on the corner for some shortbread fingers and plain chocolate Hob Nobs, a rumour began to circulate. There was something new on the home entertainment horizon. It was going to be big. It was going to change the world as we knew it. It was...

Real life.

We couldn't believe it. Could it be done? How would it work? Would the public take to it? What would happen to all those funny helmet things they had been making for us to wear?

As the day wore on, more details began to come in. Actual Reality (as it's now being called) is going to be big. The quality of the 3D visuals alone has to be seen be believed and the sound... well, let's just say that early reports say that the sound quality will be better even than CD.

Then, in the afternoon, a nervous sounding man phoned the office and told us that if we wanted to see some of the new Actual Reality equipment we ought to meet him in the park the following afternoon. We took a team of top games reviewers (well, Linda, David, Tim and Josse) and a camera...

We met up with this strange man, and it must be said that it took us a while to figure out how to use some of the gear. The good thing is there's enough genres to suit all tastes. It's great!

● So there you have it. Much of this stuff is still in prototype form and no-one is prepared to say how much of it will actually be available. But one thing's for certain: this Real Life business could definitely catch on.

BEAT-'EM-UPS

We tried it but, frankly, we're not sure this is going to catch on. The Actual Reality beat-'em-ups, *streets of bath* and *park fighter II* are just too painful to be fun. Both Tim and Josse sustained concusions and a small amount of localised chafing. Not recommended.

BOARD GAMES

Old favourites like *chess, monopoly,* and *trivial pursuit* are all to be released as Actual Reality games but we couldn't for the life of us figure out how they were going to handle the conversions. Even now that we've seen an Actual Reality version of *backgammon* we're not sure how they did it. The graphics are stunningly effective and the game music (which in our version was a load of BMX Bandits covers) sounded even clearer than the most expensive CD. It's amazing.

DRIVING GAMES

We were quite distressed to find out how expensive some of the Actual Reality driving games were. This one, for instance, cost about £7000 to buy (second hand) and then another couple of thousand a year to run. Still, it's worth it.

The game itself is quite simple – simply use your skill and judgement to move from the Start (a user-definable setting off point) to The Finish (the user-definable destination) as safely and comfortably as possible. It's simple yet effective, but what really blew our minds was the sophistication of it all. The graphics were superb and the controls were so responsive we could hardly believe it – we could even feel ourselves being jostled around as we went over bumps in the road. An incredible experience.

BOOKS

They look just like oversized instruction manuals and they work in pretty much the same way. Evidently, they're called *books* and the idea is that the words are strung together not, as you'd expect, to provide helpful information about how to play the game, but to tell actual stories. We couldn't believe it.

Apparently, there are already books in bookshops and libraries all over the country containing many millions of MegaBits of information in the form not only of stories, but histories, biographies, explanations of people's philosophies and a great deal more besides. They're not too difficult to use (we found the page-turning to be quite a simple operation after only a few tries) but they do require quite a bit of concentration.

LONELY CHARTS

TOP 20 MEGA DRIVE GAMES (UK)

Here we go, here we go, here we go. Here we go, here we go, here we go-oh. Etc. *FIFA International Soccer* is back on the shelves after its Christmas sell-out, and is immediately selling thousands of copies again. Erm, hurrah. Or something.

TM		LM	Title	Publisher	RRP
1	▲	19	FIFA International Soccer	Electronic Arts	£44.99
2	▼	1	Aladdin	Sega	£49.99
3	▼	2	Sensible Soccer	Sony	£39.99
4	■	4	Sonic Spinball	Sega	£44.99
5	▲	12	Winter Olympics	US Gold	£49.99
6	▲	NE	Eternal Champions	Sega	£59.99
7	▲	14	ToeJam and Earl 2	Sega	£49.99
8	▼	3	Streetfighter 2 Champions Edition	Sega	£59.99
9	▼	5	Mortal Kombat	Acclaim	£49.99
10	▼	7	Micro Machines	Codemasters	£34.99
11	▼	9	Jungle Strike	Electronic Arts	£44.99
12	▼	8	Sonic The Hedgehog 2	Sega	£39.99
13	▲	15	Zombies Ate My Neighbors	Konami	£39.99
14	▼	6	Robocop Vs Terminator	Virgin	£49.99
15	▲	NE	John Madden NFL '94	Electronic Arts	£44.99
16	▲	20	Taz-Mania	Sega	£39.99
17	▼	11	Mickey & Donald	Sega	£39.99
18	▲	RE	NHLPA Hockey '93	Electronic Arts	£39.99
19	▲	NE	Lethal Enforcers	Konami	£64.99
20	▼	10	F1	Domark	£49.99

TM = This Month, LM = Last Month. Oh, and NE = New Entry and RE = Re-Entry. Got it?

TOP 10 MEGA-CD GAMES (UK)

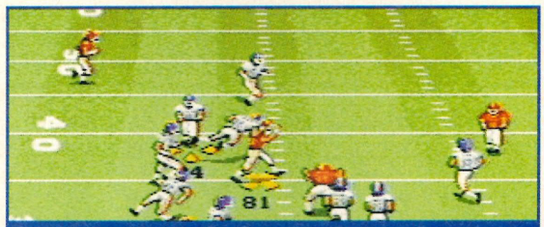
As predicted by a number of people – including our pretty brilliant mag – *Ground Zero, Texas* has shot straight into the number one slot, leaving the usual bundle behind.

TM		LM	Title	Publisher	RRP
1	▲	NE	Ground Zero, Texas	Sony	£49.99
2	■	2	Lethal Enforcers	Konami	£54.99
3	▼	1	Thunderhawk	Core Design	£44.99
4	■	4	Night Trap	Sega	£49.99
5	▼	3	Sonic CD	Sega	£44.99
6	▼	5	Silpheed	Sega	£49.99
7	■	7	Sewer Shark	Sony	£44.99
8	▼	6	Ecco The Dolphin	Sega	£44.99
9	■	9	Final Fight	Sega	£49.99
10	▲	RE	Sherlock Holmes	Sega	£44.99

TOP 10 SEGA GAMES (JAPAN)

Role-playing games are back in full force this month in the land of the raw fish dishes, but with the mad but absolutely brilliant *Columns III* climbing four places, who'll make it to number one for Easter?

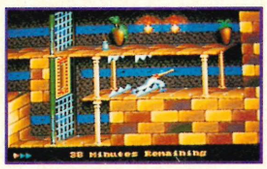
1	▲	NE	Phantasy Star IV	Sega	MD
2	■	2	Shining Force II	Sega	MD
3	▼	NE	Dream House CD	Sega	M-CD
4	▲	5	Puyo Puyo	Sega	MD
5	▼	4	Sonic CD	Sega	MD
6	▲	10	Columns III	Sega	MD
7	▲	NE	Lethal Enforcers	Konami	M-CD
8	▼	2	Street Fighter II	CapCom	MD
9	▲	NE	Aldark CD	Sega	M-CD
10	▼	1	Aladdin	Sega	MD

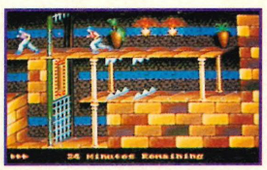
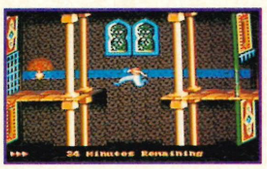


TOP 10 SEGA GAMES (USA)

American football is top in, erm, America. Wow, that was deep. *(Not as deep as something I just thought of. Josse.)* Eurgh! That's not egg! And a load of other *Sega Zone* catchphrases.

1	▲	NE	Madden NFL '94	EA	MD
2	▲	NE	Joe Montana '94	Sega	MD
3	■	3	Sonic CD	Sega	M-CD
4	▲	7	Mortal Kombat	Acclaim	MD
5	▲	10	Lethal Enforcers	Konami	M-CD
6	▲	NE	NHL Hockey '94	EA	MD
7	▼	2	Sonic Spinball	Sega	MD
8	▲	RE	Joe Montana Football	Sega	M-CD
9	▼	4	Aladdin	Sega	MD
10	▲	NE	Prize Fighter	Sega	M-CD



CAN YOU UNLOCK THE PUZZLE?

Available for the first time on Mega Drive!

Escape from the dungeons, work your way through the Palace and climb to the top of the Tower to where your prince awaits.

4 fantastic new levels plus a labyrinth of new puzzles, traps and secret passages.

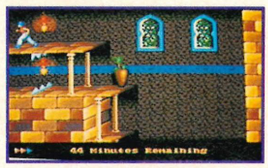
Superb new graphics with 'rotoscoped' character animation.

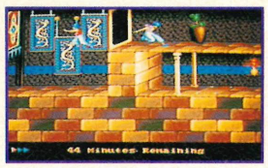
Time is ticking away...
Your princess awaits...

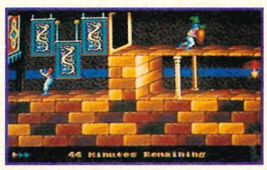
PRINCE of PERSIA

SEGA MEGA DRIVE

DOMARK®





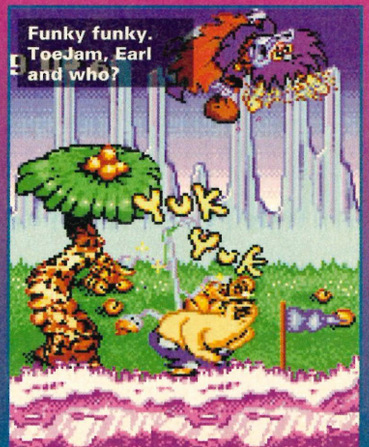


THE MORE T

'Oh, we 'ave a laugh at *Sega Zone*. We 'ave a laugh, don't we? I said, we 'ave a laugh, *don't we*? Eh-up, where's everyone gone?' And not for the first time, JOSSE BILSON (or Johnny NoMates as the rest of the crew 'affectionately' call him) is left on his own in the office while the rest of the team nip off to one of David's houses for soup and a lunchtime practice on *Madden '94*.

Five for a try, two for a conversion

Suppose this should include something clever about penalties.



Disregarding those anti-social platformers, it seems that most new games have a four-player option. However, there are still a few stragglers that don't accommodate a modern nuclear family, but, in *Sega Zone*'s opinion, should.

Existing games that we reckon would be good for a conversion must begin with what we've defined as the strongest ones, those that are potentially strategic games developed from the spore of a very simple idea. Put it like this: if the guy who thought up *Columns* was the tiny acorn, then *Dr Robotnik's Mean Bean Machine* is the mighty oak.

Both *ToeJam and Earl* games are brilliant. But surely they'd be better with four players. But what would their mates be called? And what tunes could they funk to together?

A really decent beat-'em-up would be good for four players. *Streets of Rage III* has four characters and some fine animation, but only one or two players. It'd be *stacks* better for four.

Write in to *Sega Zone* and tell us what games you'd like to see converted to four players. We solemnly promise to send any decent ideas on to the appropriate software houses, so you never know, you might play a hand in designing The Next Big Thing.

HE MERRIER

Practice? What's this about, then? Practising for what? Although we're ostensibly a happy, solid team who 'ave a laugh, and even go for lunch together (sometimes), recently there've been growing undercurrents of competition and internal divisions among us, accompanied by snide remarks and behind-the-hand sniggers.

While we're reviewing games, to find out as much as we can about them, it's necessary to test the two- and, increasingly, four-player modes. As we're essentially optimistic, forward-looking types who're all searching for world harmony, perhaps we reckoned that the friendly competition or even teamwork of two-player games would inevitably lead to a sickly-grinning 'bonding' situation. But it's not always like that.

To cut a long story short enough to fit in the space afforded, gauntlets were thrown down all around the office, and a double-headed challenge was picked up. Do multi-player games help friendships develop? And, more importantly, who is *Sega Zone*'s top games player?

Assume the position

We invited Editor Jonathan to assume the position of organiser. A rigorous exercise was undertaken with points being awarded on a baffling league table. One, two and four-player games came and went. *FIFA Soccer, Sonic CD, NBA Jam* and *Greatest Heavyweights* were all sacrificed in an attempt to discover *SZ*'s finest button basher.

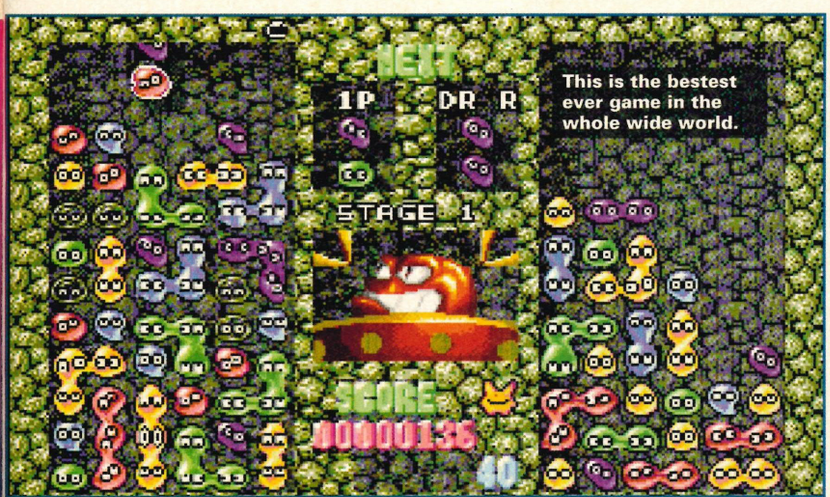
But hang on a minute. Jonathan's flawless organisation was flawed. He'd made the mistake of choosing games we all like and play regularly, whereas a true test of game playing instincts would be to pit our skills on a game we weren't familiar with. *Ryan Giggs.*

Through tough competition we slowly sorted the wheat from the chaff and were just about to weed the men from the boys until Linda and Jacquie pointed out what a politically incorrect idea that was. Pausing games to answer phones was getting irritating, so the ringers were turned down. If you were trying to get through to the office any afternoon between 21st and 26th February, sorry. We just couldn't be disturbed.

Gung-ho

To truly test skills over a variety of situations, Jonathan made sure we competed in two and four-player games, bringing pairs of players together, gung-ho style, working for a team win but simultaneously for personal glory. This is the closest we got to friendship through four-player games. We laughed, we cried, one player found an insight into the psyche of a team-mate or opponent. But at the end of the day, it was about winners and losers.

Due to the endless pressures of hectic magazine life, various players gradually got called away to the pub *(Erm, high-powered executive meeting, surely. Ed.*), and four-player games became three-player games. It's really odd, you know – those situations where the CPU is either helping the single



This is the bestest ever game in the whole wide world.

Multi-player games bring you closer to your friends. Sometimes.

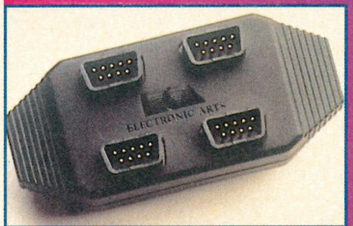
Handbags at 12 paces

A war is raging between the major manufacturers struggling for control of the multi-player market. Did we say war? Handbags, more like.

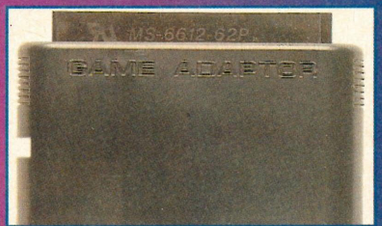
Sega's Tap. It's black.

Within weeks of Sega getting their four-player adaptor, the Tap, on the shelves, Electronic Arts had developed and announced their own system. EA's 4-Way Play is designed to work only with EA games, and specifically for use with their impressive range of sports games. However, they've not got it all their own way. There's a new multi-player device coming from Fire which will be compatible with both Sega and EA games. Oo-er. There's also the J-Cart from Codemasters, a modified game cart that allows you to plug two extra joypads actually into the cart, but costs only the equivalent price of a normal cart without you having to fork out the £25-odd for an adaptor.

The J-Cart comes with its own four-player adaptor.



EA have developed the best four-player sports games around.



This adaptor will enable you to play both EA and Sega multi-player games.

D'ya wanna be in our gang?

When the team came back from their lunchtime at David's soup kitchen, they were asked who they'd ideally get involved in a four-way tussle with. Plenty of pop bands come in threes and fours...

JACQUIE: 'I'd like to meet up with the members of the Andrews Sisters for a quick four-player game of *Tennis All-Stars*.'

TIM NORRIS: 'I'd love to realise a lifelong ambition: to meet the remaining Beatles for a game of *NBA Jam*.' (After all he is the walrus!)

DAVID: 'Well, I'd link up with the three Housemartins who didn't go to prison for a kick around *FIFA Soccer*.'

JONATHAN: 'I'd like to play something or other with The Shonen Knife. It doesn't matter what. I'll play anything. Y'know I bought that Sultans of Ping single the other day, just because it had a tribute to them on the B side. 'Groovin' to the Knife on the stereo... ooh, Japanese girls, etc.' (He didn't fool any of us with his rather transparent veil of testosterone. We *know* he's scared of girls.)

STUART: 'Seven Pogues plus me for a rotten-toothed, leather-clad Celtic *Ultimate Soccer* experience.'

JOSSE: 'Sorry, I've forgotten their name. The ones with the, er, y'know, erm...' *(Who employed him? Ed.) (Me. Tim.) (Idiot. Ed.)*

LINDA: 'Hüsker Dü, just for a chat, really. I didn't enjoy any of that competition, frankly it worried me to see the team fall out like that. I'm not really a confrontational person.'

player or hindering them. Sometimes it's difficult to say whether help or hindrance is dominant, but it's a halfway decent excuse. Try *NBA Jam*. That's interesting.

War of attrition

As it turned out, the chaff fell on stony ground, the wheat floated to the top of the barrel, the rotten apples fled the nest and the metaphors were mixed until the two most exalted tip-top, cream-of-the-crop games masters became apparent. Ex-Editor Tim and his overbearing new Editor Jonathan matched each other point for point. The gauntlets had already been cast down so we were heading for a bare knuckle fight to the death. The words 'grudge' and 'match' spring unavoidably to mind.

Since there were just the two of them, they were afforded special dispensation to play a game they both like. Well, not so much like but are both, erm, addicted to. It had to be... *Dr Robotnik's Mean Bean Machine*, a challenge over nine games – easiest to hardest difficulty settings then back to easiest, to be decided by knockout, fall or submission. The coffees were racked up, the lighting was turned down, and the music was turned up. A bean extravaganza par excellance. A war of attrition.

Cheating!

Jonathan: It's cheating! That machine is *cheating!*
Tim: You always say that when you're losing.
Jonathan: I'm *not* losing and it *is* cheating.
Tim: You *are* flipping losing. Take a look at this lot. Ha ha!
Jonathan: Oh no, you've laid your foul eggs in my mouth.
Tim: *(To the tune of that football favourite* One Nil, One Nil.*)* One nil, one nil, one nil, one nil, etc.

And so the boys went on, head to head, bean for bean, insult for insult. Threats of resignation followed the threats of sacking that followed the original threats of resignation as tempers began to fray. That's how wars start.
Tim: Anyway, who cares if you're winning? You've got hair like a policeman.
Jonathan: I don't have to take that kind of nonsense from you. Not with hair like a parent. You think you're so grown up don't you, showing off your baby all the blinking while.
Tim: Lego hair!

Sixteen-leg

After the barriers were built up between the team during our competition, we decided to break them down with an eight-player bonding experience. With hindsight, it's easy to say it was bound to end in a riot.

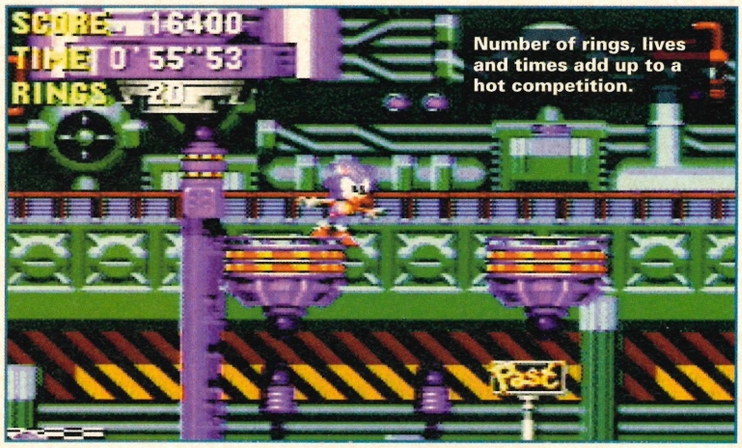
The first practical problem was finding a second Tap and enough joypads. Ours keep 'wandering'. David suggested that the games playing *(And more importantly the games buying. Ed.)* public might have a similar problem. David's razor wits were only out-sharped by Cam, who pointed out that *everybody*'s got a Mega Drive, so simply invite some friends round with their tired old Sega pads plus the super duper six button Christmas present jobbies they got with *Street Fighter II*. Bob's your uncle.

The second practical problem was squeezing eight fully grown adults around a 14 inch TV screen. Hmn. The massive screen that we first played *FIFA Soccer*

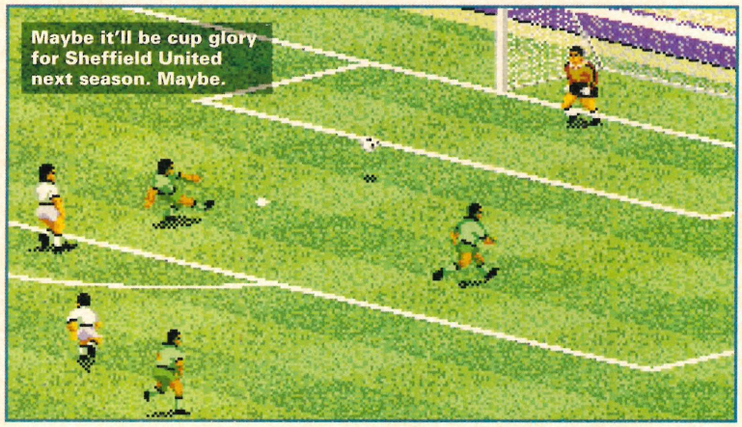
Jonathan: Begone erstwhile Editor! Feel the wrath of another three lines of refugee beans. It was the final *mano a mano* confrontation that summed up our worries about the whole multi-player experience. Sure it's fun to get people together, to use your console as a base for social interaction. But do multi-player games ultimately help people to become friends?

They didn't work for Jonathan and Tim. Somehow Jonathan scraped a victory with some entirely underhand tactics in the final couple of games.

The Editor was grudgingly awarded the title of *Sega Zone*'s Top Button Basher, but the two former buddies have hardly spoken a word since. Tim complains he can still see, in the back of his mind, those final combinations of beans falling down in slow motion: 'It was like scoring an own goal in extra time of the Cup Final replay. Sickening,' he admitted later.



Number of rings, lives and times add up to a hot competition.


Maybe it'll be cup glory for Sheffield United next season. Maybe.

ged groove machine

on at the European Computer Trade Show last September would have been useful.

Partisan feelings

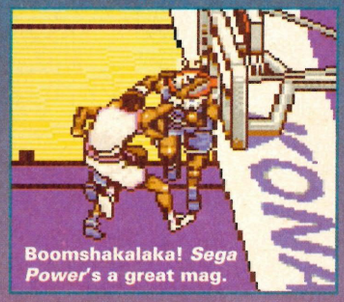
With eight joypads scraped together we warmed up with a leisurely game of *Hyper Dunk*, the only one of the recent glut of basketball games with an eight-player option. We'd previously criticised it for being too slow, but the complexity of eight players and the sedate pace proved a good match.

But down to the serious business: four against four on *Ultimate Soccer*. There's nothing quite like football to get partisan feelings flowing, a few personal niggles and a sing-song. Fists almost flew as we tried to work out who'd be on Stuart's team (he's widely regarded as a footie game guru), and then Tim and Jonathan rekindled their rivalry with a few jibes about hair, luck, beans, etc, until Cam threatened to shoot us all unless we behaved. We behaved.

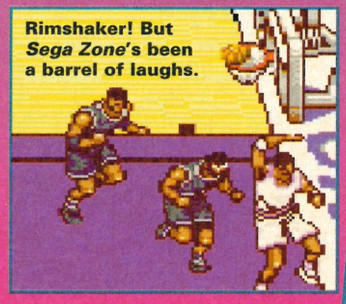
Three men and a baby

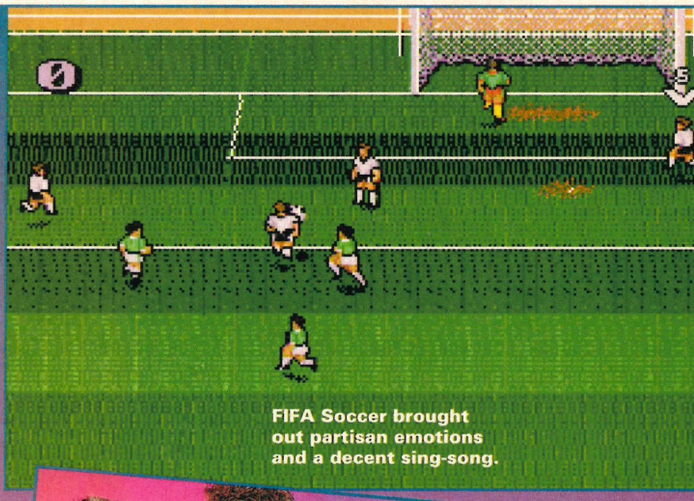
On the field of play it was a game of two halves over 90 minutes with 11 men against 11 men. Well it was four men against three men and a baby. Er, woman. Bookings, backpasses and ball skills drew gasps and groans from those assembled, but it wasn't until the controversial final minute penalty that the fight started.

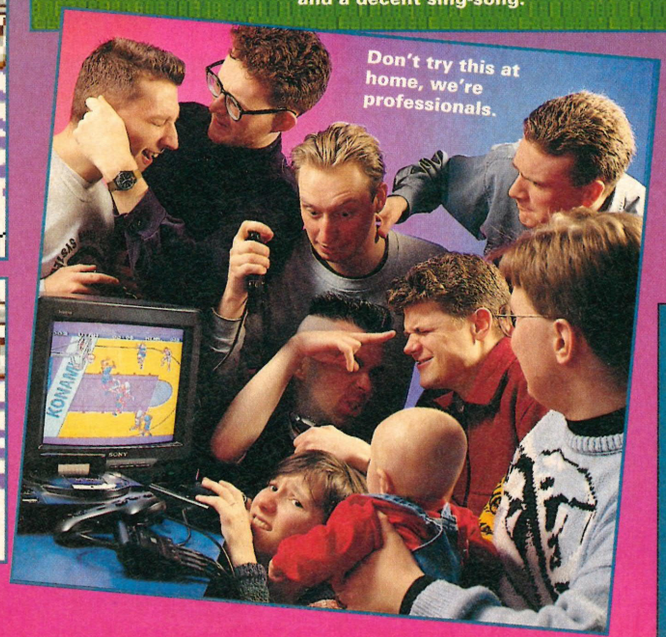
We'd love to tell you that multi-player games made us best mates, but it didn't. Try it for yourselves. But don't invite Jonathan.


Boomshakalaka! *Sega Power*'s a great mag.

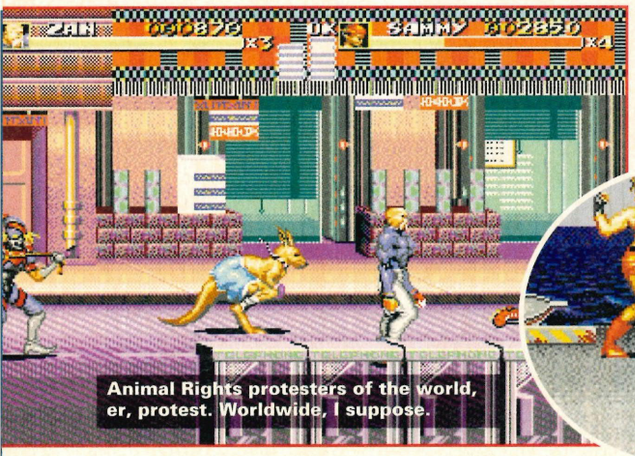
Slamdunk! While *Mega* has some top reviews...


Rimshaker! But *Sega Zone*'s been a barrel of laughs.


FIFA Soccer brought out partisan emotions and a decent sing-song.


Don't try this at home, we're professionals.

PUBLISHER: SEGA PRICE: £TBA OUT: APRIL

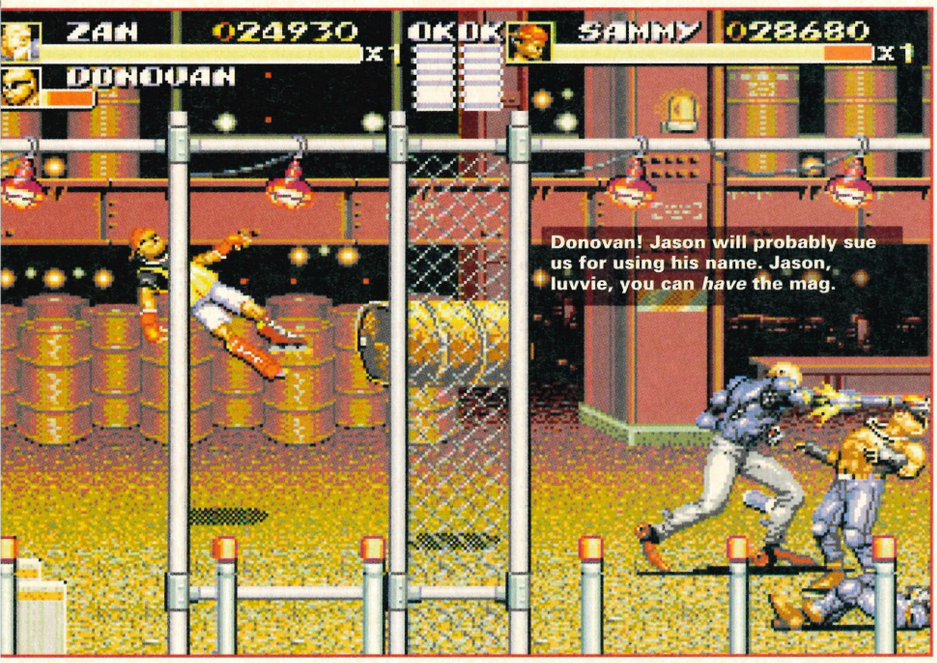


Animal Rights protesters of the world, er, protest. Worldwide, I suppose.

Insert your favourite 'Are they fighting or dancing?' caption here.

Axel turns his back in disgust at the raucous piggyback race.

STREETS



Donovan! Jason will probably sue us for using his name. Jason, luvvie, you can *have* the mag.

Sega Europe were on the blower inviting selected members of the streetwise *Sega Zone* crew down to their 'hood for a fight. It's not in our nature to back down from an offer like that.

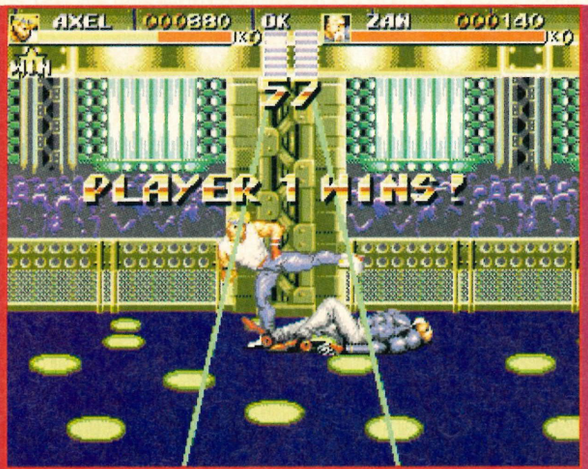
Bits, bits and more bits. Beat-'em-up fans are demanding a lot of technology packed into their carts these days. The big selling one-on-one beat-'em-ups *Street Fighter II* and *Eternal Champions* were the first to order double portions of chips, now it's the turn of their strolling, scrolling platform beat-'em-up cousins to get the upgrade. Axel, Blaze and the speedy pipsqueak Sammy *(Erm, wasn't he called Skate in* Streets of Rage 2? *You know, the one with the skates. Ed.)* are joined this time around by a new character, Zan.

Eastern religion

Even the name sounds like some sort of mystic eastern religion and he's something of a mystery as yet, appearing for the first time in the game that's already taken the States by storm under the name *Bare Knuckle 3.*

Shut yer trap

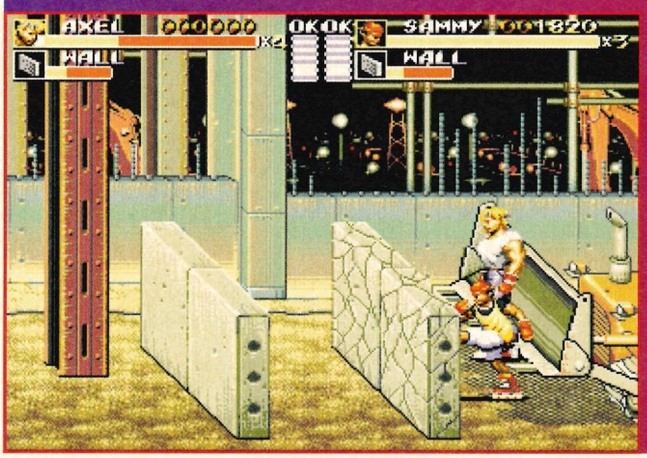
The new game sees a two-player one-on-one section where you can take on the other characters (but by the looks of it none of the villains) - Sega's reaction to the massive appeal of *Street Fighter II* and its ilk. The choice of settings and fireballs are rather reminiscent, but the man (sorry - *person*) traps are a new short cut to Game Over land.



What a helpful sign for, as so often before, I've utterly forgotten who I am. (It's such a social handicap.)

Give generously. Your donations will pay for special mime artist reservations. Like this one.

The green blobs are much more effective when they're moving.



Killdozer

There are some *very* odd streets in the latest game. Here the guys are up against it with a series of brick walls barring their progress and a bulldozer snapping at their heels. There have been some odd enemies and bosses, but never, to our knowledge, a bulldozer. Teamwork would seem to be the best strategy. One player gets stuck into the wall while the other fights a rear guard action.

OF RAGE 3

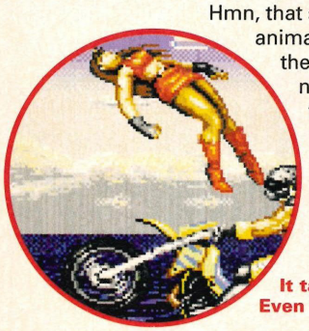
Top violent skating action with Sammy.

The format of *Streets of Rage 3* is just the same as its predecessors, but with the addition of the sub games. It centres around the exploits of the same ready-to-rumble characters (plus the new guy) and has the same view, a head-height horizontal scroll as the combattants fist their way through street after street of rage, presumably still on the trail of Mr X, the drug dealer who they're pulling their vigilante trick on. With Zan's shocking electric powers, more special moves than ever, plus a smattering of fireballs, *Streets of Rage 3* looks like being *Streets of Rage 2* but bigger and slightly faster, with improved graphics/animation plus a tad more variety. Can't be bad? It might just drag the scrolling beat-'em-up kicking and screaming right up to the standards of intense game playing fun expected from *SFII* – the game that the *Streets of Rage* series has always come second best to. And hey, a kid with a baseball cap breakdancing in a strobe-lit disco is only ten years out of date so that can't be bad.

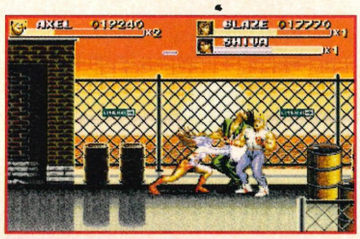
Mincing

But Zan's not the only new face. There's also a rather dodgy looking bloke with a butch 'Mario' moustache, green leggings and pointy booties who appears from a speedboat and minces around before slumping to the ground blubbing as soon as you hit him. Sega promised that he won't be in the finished cart (we don't blame them) and we promised not to include screen shots (so we felt we owed him at least a fleeting mention). There are also some boxing joeys – kangaroos that is. Just because they're decked out in not only proper boxing gloves but also tidy shorts doesn't mean that they play by Marquis of Queensberry rules. Anything goes.

Hmn, that should please animal lovers throughout the land. With all these new features and furniture squeezed into an almost-finished cart, it's starting to look like those extra bits will be worth it.



It takes diff'rent strokes. Even two-strokes.



Insert your own 'Shocking stuff' type caption here.

He's on fire! *(Hang on a minute, is this another basketball game? Ed.)*

Welcome to the *Star Trek* teleport room level with Zan and Sammy.

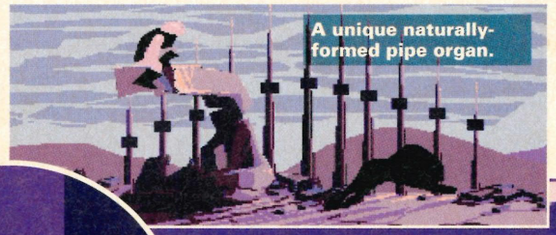
Special moves ahoy! It must be *SFII*. Oh no, hang on a minute...

And this one.

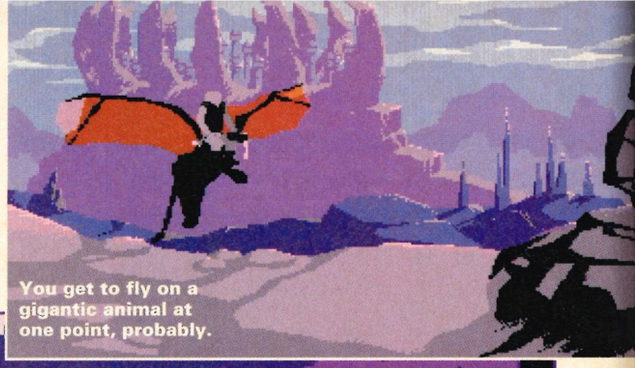
Which of these kids is not like the others? Can you tell which one, before my song is done? And now my song is done.

A top new feature in *Another World 2* is being able to swing on ropes.

'Hello. Er, is this the queue for the toilet?'



A unique naturally-formed pipe organ.



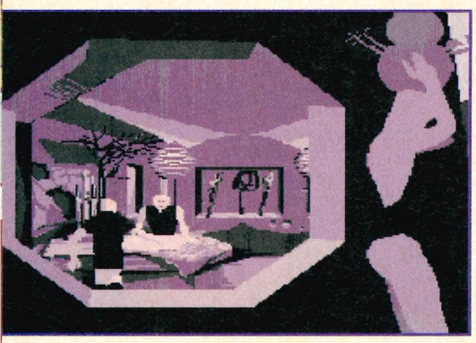
You get to fly on a gigantic animal at one point, probably.

None of us on *Sega Zone* ever went to boarding school.

If it keeps very still, the Great Red Elephant Bird is virtually invisible.

ANOTHER WORLD 2

At one point this friendly dog starts to follow at your heel, barking loudly.



Televisions are a funny shape in *Another World 2*, but there are...

...some great programmes on. This one's a thrice-weekly soap opera.

So tell us – what makes the animation in *Another World 2* so good?

It's all to do with the time difference between here and France, where *Another World 2* is being programmed. France is an hour ahead, giving the Mega Drive valuable extra time to calculate... Actually, no. *Another World 2* is a French product, but the fabulous graphics are a result of the 'Cinematique' system pioneered over there by developers Delphine. Instead of using pre-drawn sprites to represent all the characters and objects, *Another World 2* uses polygons. These take up much less room on the cart (or CD), so you can have loads of frames of animation, and also have objects as big as you like.

Never accuse us of not being informative.

First there was a world. Then there was *Another World*. Soon there will be another *Another World* too: *Another World 2*.

This one's a bit confusing. You'll remember *Another World* on the Mega Drive, of course. It featured the adventures of a neatly-animated scientist bloke who got struck by lightning and awoke to find himself in a strange place (the 'another world' of the title) inhabited by an alien race of unpleasant potato-shaped men who had enslaved another race of much nicer potato-shaped men. Your task was to befriend one of the nice aliens and escape with his help back to the real world.

And now the sequel's on the way. Which is where the confusion starts. *Flashback*, you see, wasn't the sequel to *Another World* after all. This is. And this time it's on the Mega-CD, allowing for a much larger game with more to do, hopefully snuffing out any suggestion that, like the original game, *Another World 2* might all be over a little quickly. In fact, *Another World 2* is so large that it sort of spookily includes the whole of the first game as a series of – oh crumbs – flashbacks. (With a small 'f'.)

Like *Another World*, *Another World 2* is fully 'Rotoscoped', so the animation is brilliant. There are loads of little cinematic interludes to brighten things up, along with a mammoth introduction without a trace of full-motion video.

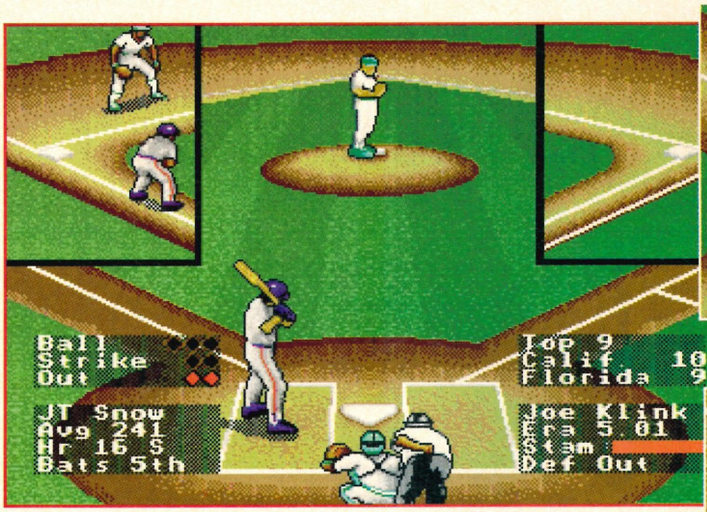
This time, for a change, you play the little alien chap, with the scientist bloke having apparently been killed at the end of *Another World*. Or maybe it's not that simple. It's certainly terrifyingly confusing. Hopefully, we'll have things sorted out in time for a review next month. Or maybe not.

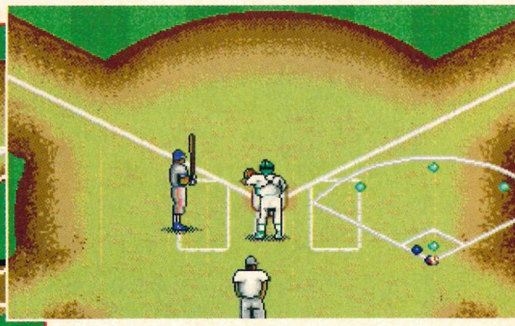
Crumbs. You get plenty of letters and numbers to wade through in *RBI Baseball '94*, all of them ruthlessly accurate.

The batter takes a tumble, having been caught between the eyes by a ball travelling at – appropriately enough – 94 mph.

RBI BASEBALL '94

Here's your chance to prove that you can look as good in a pair of tracksuit bottoms as Kevin Costner. Or Madonna, if you're that way inclined.





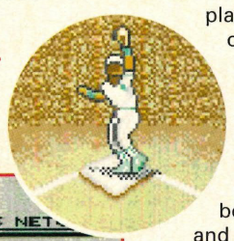
Several players standing around discussing tactics.

If you were asked to define the word 'batter', you'd probably reply: something you dip cod into. How about a 'pitcher'? What you take with a camera, of course. And home base? Somewhere you go to buy garden furniture. In America, however, they take a rather different view of things. They play baseball over there, and with it comes a whole new vocabulary and a list of rules as long as your arm.

Now, you may already be familiar with baseball, and you may not. If you're not, *RBI Baseball '94* is unlikely to interest you, and you'd be better off playing a platform game or something. Publishers Tengen admit they're aiming the game at experts.

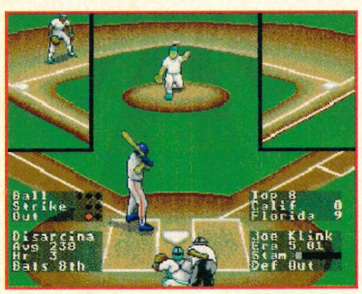
So, *RBI '94* is a baseball game, er, basically. As you'll know, one baseball game doesn't tend to differ radically from the next, and describing one in words can be a tricky task. However, this one boasts all the latest players and stats (real ones, mind – this is all officially licensed and everything) and a 16-Mbit cart to incorporate them all. It makes considerable improvements over the original *RBI Baseball* – better graphics and so on – and it's got clearer speech than *Hardball III* (although not as much of it). There's also something called a Game Breakers mode, where you get to 'take part in any of 17 white-knuckled game breaking situations'. We genuinely wish the best of luck to whoever finds themself reviewing it.

A close-up of the radar scanner. Interesting, you're sure to agree.



A man catching, or throwing, a ball.

The newspaper-style presentation.

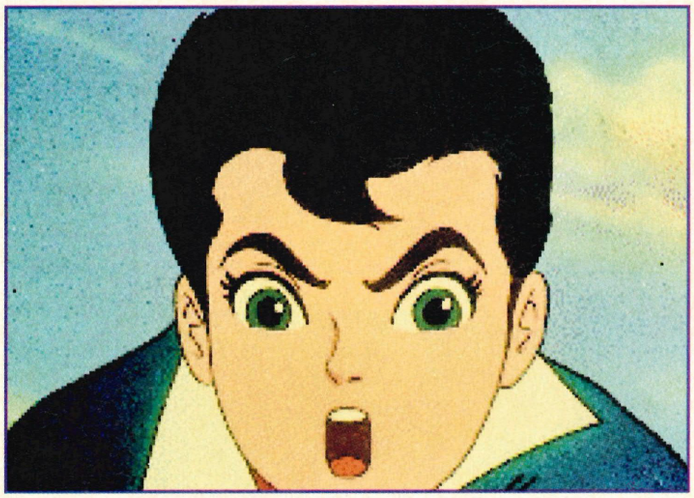


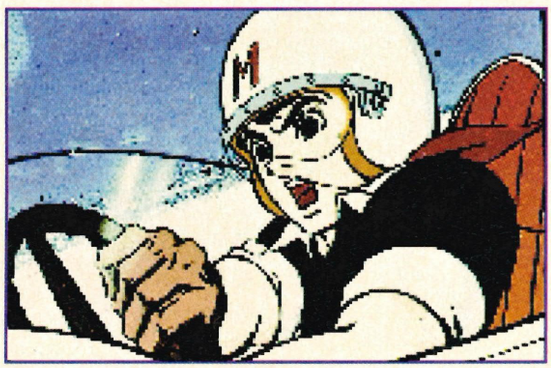
Some men playing baseball. Pay particular attention to the... er, to... um, to how green the grass is.

PUBLISHER: ACCOLADE PRICE: £39.99 OUT: MAY

SPEED
THE CHALLENG

The *Sega Zone* ethos has always been to stick to the games. Other mags concentrate on games lifestyles, technology, history and style. But bah humbug to ethos. Let's wibble on about cartoons.





Errol Flynn eat your heart out. Speed is the best looking guy on earth.

Even better looking than Ryan Giggs, and he's absolutely gorgeous. And he's got a smart sports car.

'Go on then – check out my tripple carburettors, bottom end grunt and fantastic, racy performance. The only problem is it sounds like I'm developing a problem with my big end.' (Sorry).

The new arcade driving game on its way from Accolade is *Speed Racer*. The game looks like fun – we'll bring you a full review when the finished cart makes its way to the office from the States – but let's take a look at *Speed Racer*'s international evolution.

In 1964, while the Beatles were taking the western world by storm, over in the land of the mighty manga video a new comic was making waves. *Mach Go Go Go* centred on a highly stylised future-retro racing car, its driver, his rivals, family, and a monkey called Chim Chim. Moons waxed and waned, and while the Beatles were claiming to be more popular than Christ, the comic had become a hit Japanese TV cartoon series, sowing the seeds for the game that will become more popular than the Beatles, Christ *and* Ryan Giggs put together. Maybe.

Springboard

By 1967 the series was syndicated to American television where the emphasis was placed firmly on the stylish star himself: Speed Racer. With his boyish good looks, snappy, sporty clothes and sleek, slip-on suede shoes, Speed (as his close friends and admirers refer to him) not only built up a cult following amongst his viewers but also became an inspiration for Japanese animé. The cartoon show *Speed Racer* ran in America for nearly 20 years until it fell out of fashion with television bosses, but not out of favour with the hero's followers.

A pivotal point in *Speed Racer*'s evolution was MTV buying the cartoons in 1992, a springboard from which the show, and specifically Speed, has dived headlong into mass popularity. That popularity comes from not only the new young audience – the MTV generation – but also from the die hard fans who grew up watching him in the '60s, '70s and '80s. A video of vintage episodes was re-edited to feature length and released as *Speed Racer: The*

Go, Speed Racer, go! Catch the mysterious Racer X.

RACER
GE OF RACER X

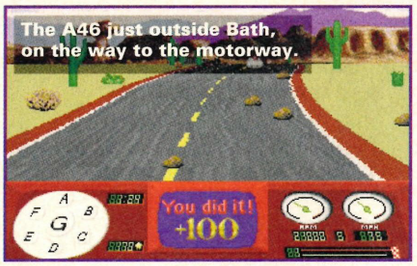
Movie, a title that's shifted over 200,000 copies.

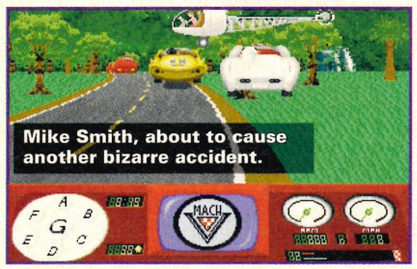
Arch-enemy

It's precisely this broad popularity that Accolade want to capitalise on with their new game. 'Over 40 million fans grew up watching Speed Racer... we are very excited to introduce it to a new audience,' said John Rocknowski, a top Speed Racer Enterprises geezer. 'It naturally lends itself to the computer and videogames arena.' As you may have surmised from the name, like the American cartoons, the game concentrates on Speed and his rivalry with his arch-enemy, the mysterious (and oddly protective) Racer X, but stays true to the classic animation, pepping it up with the thrills of an up-to-the-minute racing game.

Two players can choose to play either Speed in his super Mach Five sports car, or Racer X in his Formula One race car, dicing along seven increasingly tough tracks in exciting split-screen action packed with turbo gadgets and henious baddies a-plenty.

We leave you with the words of the song... 'Speed Racer is coming!' Enjoy.

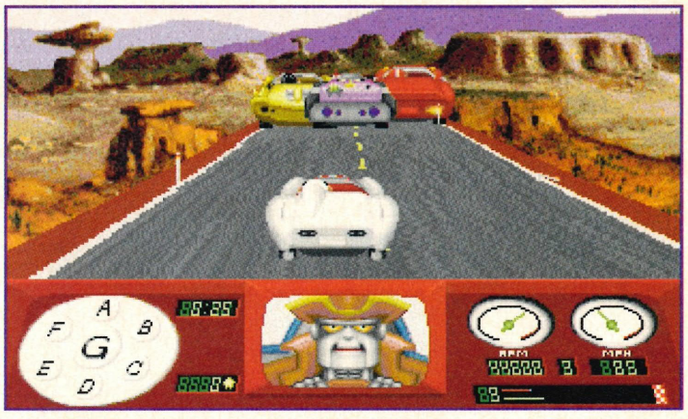




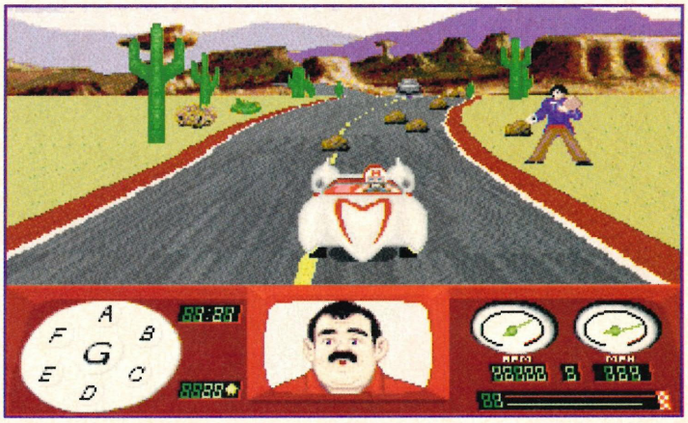
Hardcore

Not having seen the cartoon until recently, almost the first we heard about the game was when we received a mysterious package from Accolade. We carefully slotted the CD in the office stereo. Outrageous, it was *Speed Racer*'s wonderful soundtrack including the dodgy-at-best hardcore remix. 'Go, go go go. Go Speed Racer, go!'

We're not sure quite what the lettered telephone dial affair on the left of the screen is just yet. Try asking Accolade.



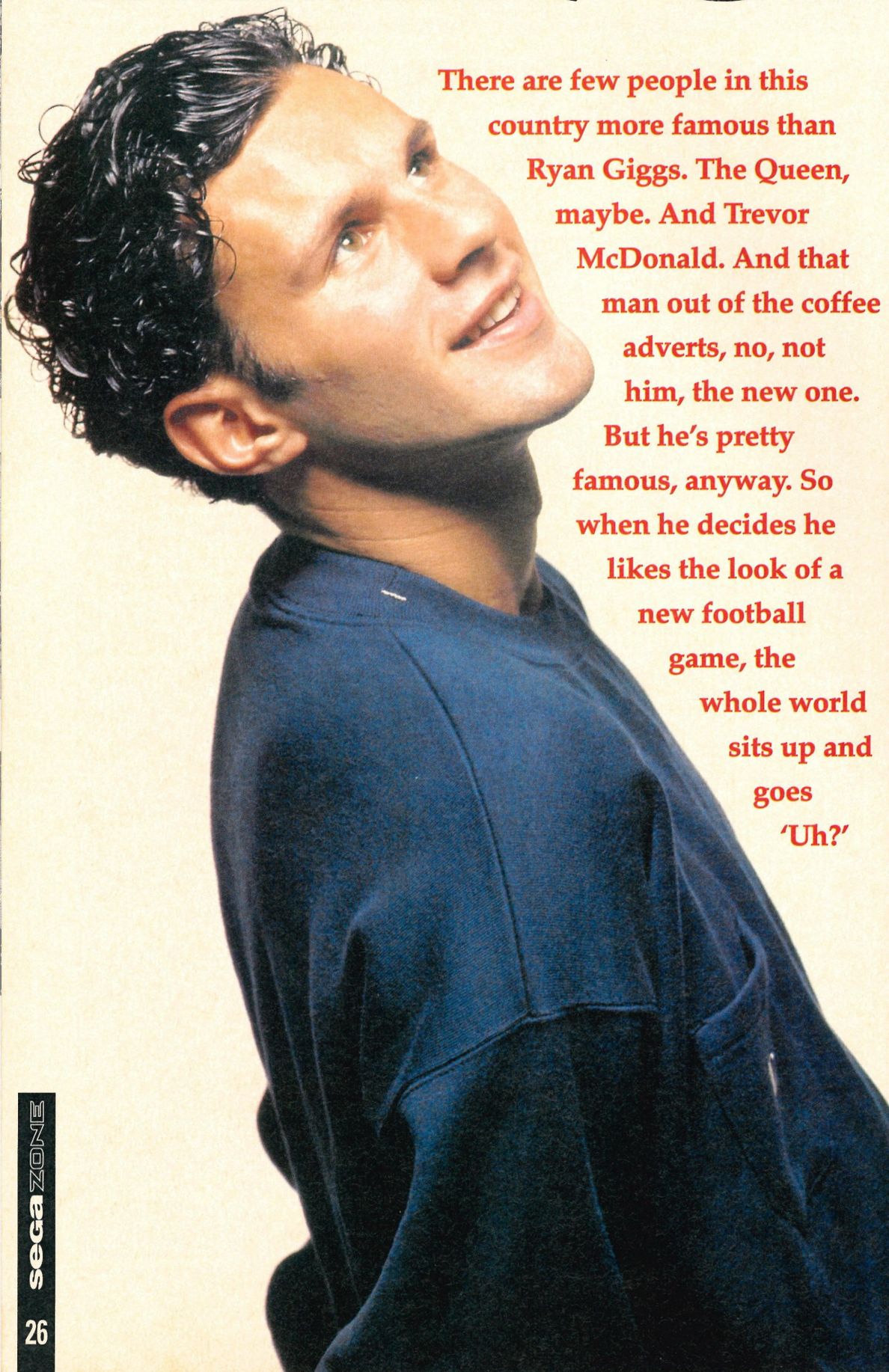
A terrible thing is just about to happen. But not as terrible as something we've just thought of.



Even that chap's trousers are in keeping with the game's vintage feel. Here he comes. Here comes Speed Racer.

PUBLISHER: ACCLAIM **PRICE:** £TBA **OUT:** MAY

RYAN GIGGS



There are few people in this country more famous than Ryan Giggs. The Queen, maybe. And Trevor McDonald. And that man out of the coffee adverts, no, not him, the new one. But he's pretty famous, anyway. So when he decides he likes the look of a new football game, the whole world sits up and goes 'Uh?'

Ryan Giggs, then, eh? What a bloke. Probably the most famous footballer in the country, in fact. And not just a footballer, either – as you might have spotted on our cover, he cuts quite a dash in the photographer's studio, and it's rumoured that he was recently offered work by Naomi Campbell's model agency in New York.

But anyway. These days, people as famous as Ryan Giggs can't walk two feet without being signed up for a videogame licence. And Ryan Giggs is no exception. As he obviously couldn't be, actually being Ryan Giggs. If you see what we mean. (Sorry, this isn't going very well, is it?) Apparently, what happened was that he was approached by lots of different software publishers. They all showed him their games, and he played them a bit, and decided that he liked Acclaim's the best. And from what we've seen of *Ryan Giggs Champions*, Mr Giggs can pick out a decent football game just as keenly as he can spot a likely goal-scoring opportunity. He's quite a chap, you see. As we've already said.

At the age of 11, Ryan Giggs joined a team called Salford Boys and, playing in their B-squad, found himself up against a team from Liverpool. His side won 8-1. Ryan had scored six of the goals, and swiftly found himself moved to the A-squad. Later that year he joined Manchester City's excellent School of Excellence.

Cheek bones

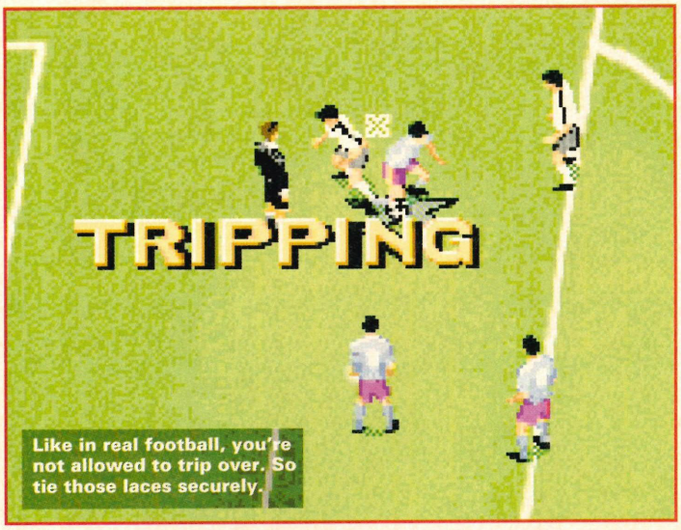
But he was a United fan really. So when, on his 14th birthday, there was a ring on the doorbell and Alex Ferguson, United's manager, waved an apprenticeship in his face, he signed up like a shot. Three years later, at the age of 17, he signed a five-year contract with United, scoring the winning goal in his first game for them, and also became the youngest ever player in Wales' national team.

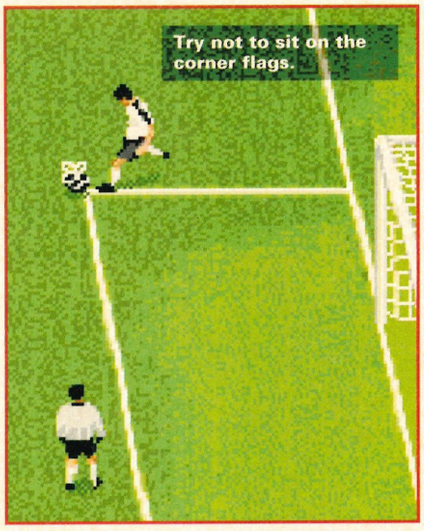
And he does look nice, too. You've never seen as many girls crowded around an Apple Macintosh as when we were putting our cover together. There's something about his eyes, apparently, and

CHAMPIONS

his cheek bones, and his hair, and his knees. And he's so young...

This game, though. As you might have gathered, Ryan's connection with Acclaim's game is a little tenuous. He's given it his seal of approval, and his face'll be on the box and everything, but he doesn't actually make an in-game appearance. Although – hey – if he did he'd be too small to make out properly (he'd probably just have to be the sprite with the weedy legs or something). And you at least get to play Wales, so that's okay. And anyway, Acclaim are working hard to make sure *Ryan Giggs Champions* is a great game in its own right.

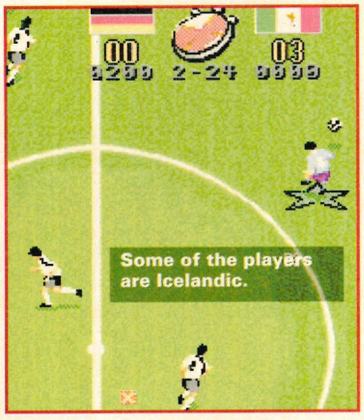


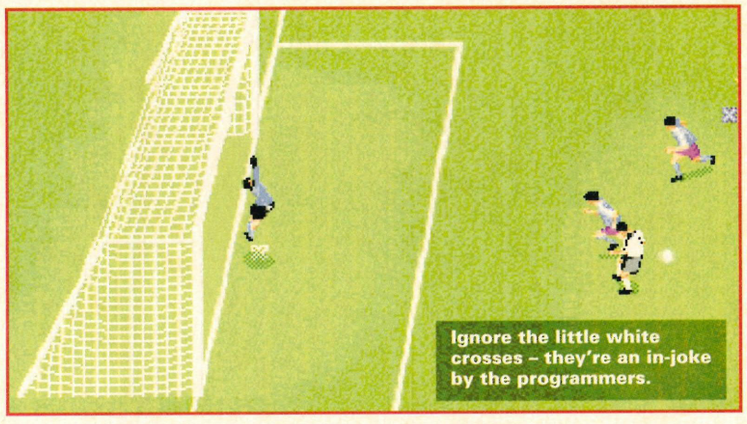


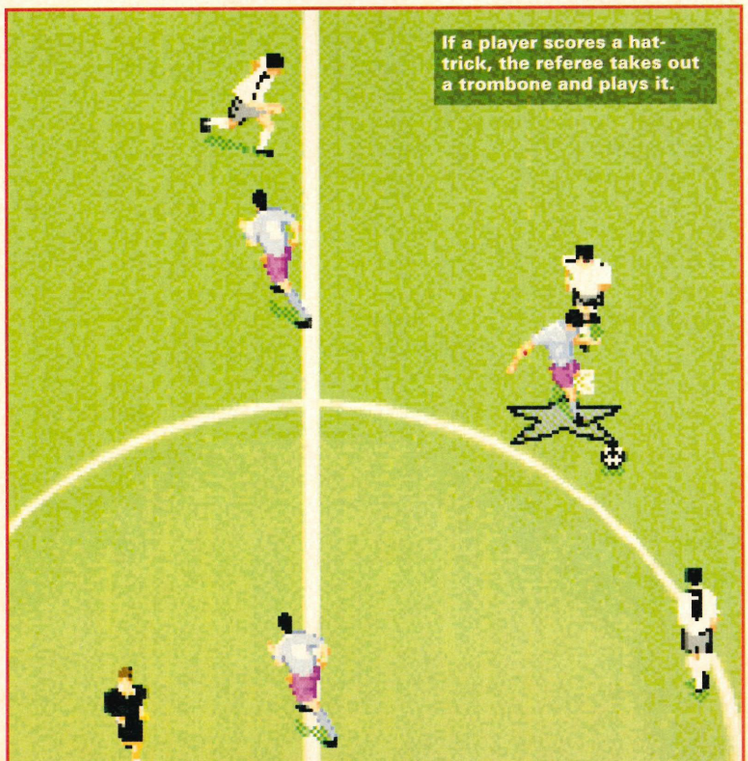
Throw tantrums

The animation of the players is the first thing that'll strike you. So far it looks like it'll at least be on a par with *FIFA International Soccer*'s, and in some cases surpass it – the way players complete sliding tackles by climbing back up onto their knees is excellent, for example, and the goalies really throw tantrums when they let goals in.

Actually playing it should prove rewarding, too. Acclaim have reasoned that, while there are plenty of 'deep' football games out there, with special moves and strategies and things that take a ▶







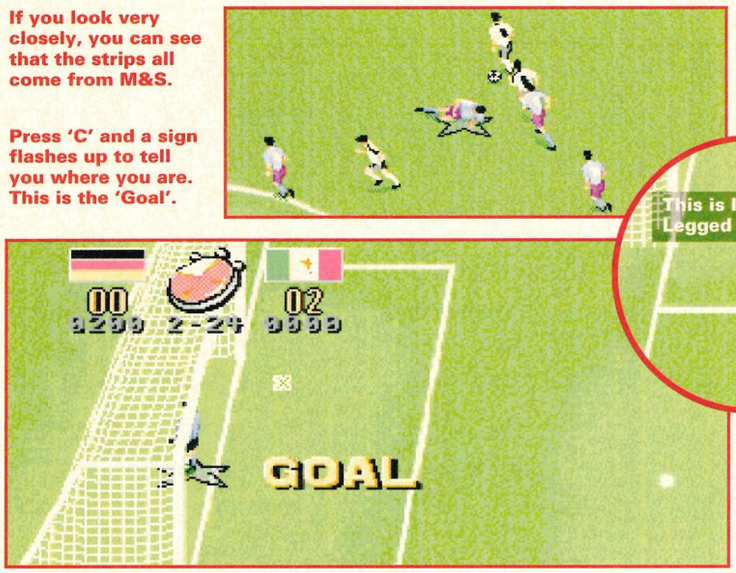
12 THINGS YOU NEVER KNEW ABOUT RYAN GIGGS

- He was born on 29 November, 1973, in Cardiff, in Wales.
- He drives a red Golf GTi.
- His middle name is Joseph.
- He's got a brother called Rhodri.
- He weighs 11 stone 6lbs.
- His favourite food is bananas.
- In his first full match for Manchester United, he scored the only goal of the game.
- He's reported to earn £2,000 a week in sponsorship from Reebok.
- He wears lots of Armani clothes.
- He hasn't got a girlfriend at the moment.
- He's rumoured to have turned down a bid of £15 million from top Italian club AC Milan because he likes playing for Manchester United so much.
- At the time our photos were taken he'd just got back from a holiday in Crete, which accounts for his lovely sun tan. He normally looks much paler.

PUBLISHER: ACCLAIM PRICE: £TBA OUT: MAY

If you look very closely, you can see that the strips all come from M&S.

Press 'C' and a sign flashes up to tell you where you are. This is the 'Goal'.



▶ while to suss out, after an hour or so of playing them you've pretty much fathomed all they've got to offer. *Ryan Giggs* should be more complicated than that, with a longer learning curve, and it'll be days before you can really claim to be proficient. So there are plenty of tricks to learn, and a whole range of goal-scoring moves.

There's a trade-off, though, in terms of options – ie there aren't many. But that's all part of Acclaim's plan. The reams of menus you've got to wade through at the beginning of something like *Sensible Soccer*, they claim, are all very well, and nice to play about with for a while. But all most people really want is a two-player head-to-head option, without all that fussing about beforehand. So there is a tournament option, but it's a pretty basic one, and the emphasis is on diving straight in there and getting on with it. Missing, too, are individual abilities for the players, in favour of overall ones for the teams. There's no 'changing the kit' option, either. And no custom teams – just the 32 international ones you're provided with.

Behind kicks

It runs a bit slower than *FIFA* or *Sensible,* too. But – that's right – again this is completely intentional. The easier pace gives you a chance to set up proper passing sequences, and lets you

actually plan special moves, rather than just having them happen by accident. This should lead to more realistic-feeling games with plenty of midfield action – indeed, scores should be proper 'footbally' ones like 3-1 and 2-0, rather than the bonkers 10-7-type things you'll often end *Sensible* on.

The SNES version of *Ryan Giggs* is actually at a more advanced stage than the Mega Drive one, and is already picking up respectable scores in the Nintendo mags. (Check out *Game Zone*'s March issue) And *Giggs* on the Mega Drive should apparently be even better still – you can put more 'weight' behind kicks, for example. And it should all be a bit faster.

So, a thoughtful sort of football game, then, and perhaps the closest thing yet to actually pulling ▶

WHAT A LOVELY MOVER

You reckoned the animation in *FIFA* was good? Yeah, it was, really. But! *Ryan Giggs*'s should be even better still, with loads of little set-pieces adding to the general air of realism.

An impromptu game of Twister.

Cossak dancing, demonstrated.

A shorts-pulling-down jape.

Not football, but ball foot. Eh?

Back rubbing is in at the moment.

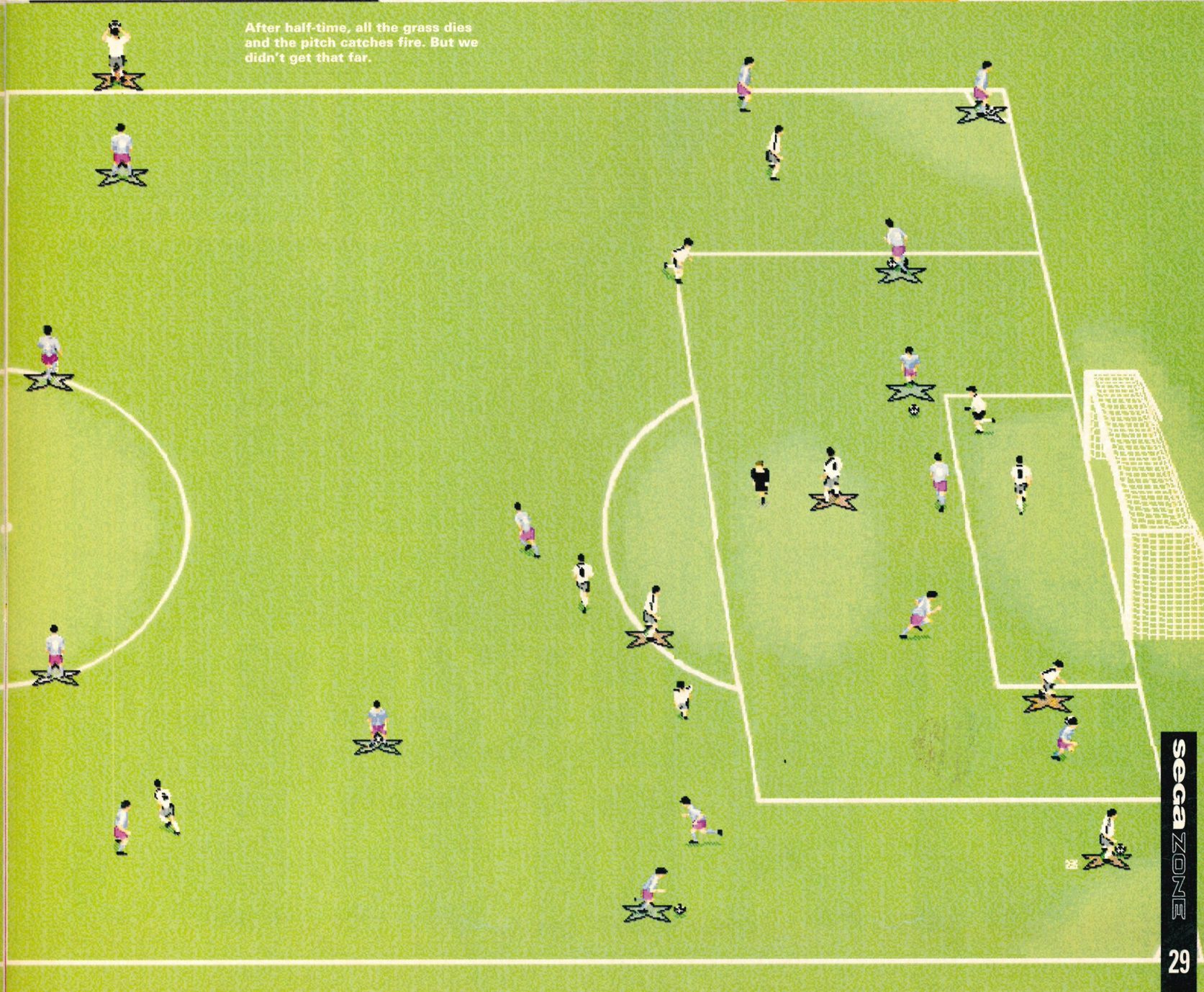
One arm, one leg, and still playing.

A bit of risqué ball-balancing.

Trying to hide the ball.

After too much half-time OJ.

Growing into a great oak tree.


After half-time, all the grass dies and the pitch catches fire. But we didn't get that far.

PUBLISHER: ACCLAIM PRICE: £TBA OUT: MAY

HOW IT WORKS

There aren't all that many options in *Ryan Giggs Champions*. Hardly any, in fact. Which makes things easier.

This is what you'll see when you switch on the game. It's the main options screen, with one, two, three, four, five options to choose from.

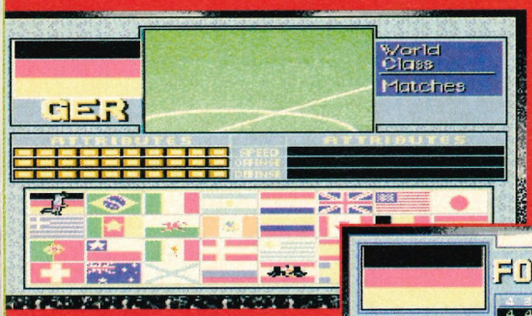
This lets you play the game in English, Spanish, German or – bizarrely – Latin.

Here you've got a one-player tournament, a one-player exhibition match and a two-player exhibition match to pick from, or you can enter a password for the tournament.

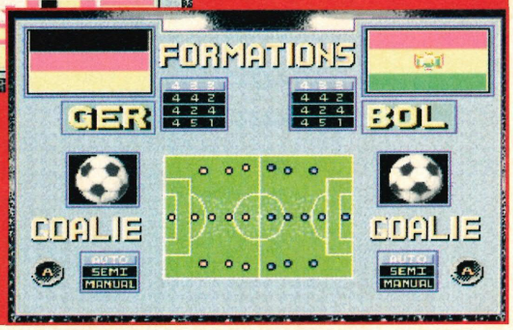
You can switch the offside rule on and off.

You can get rid of fouls if you want.

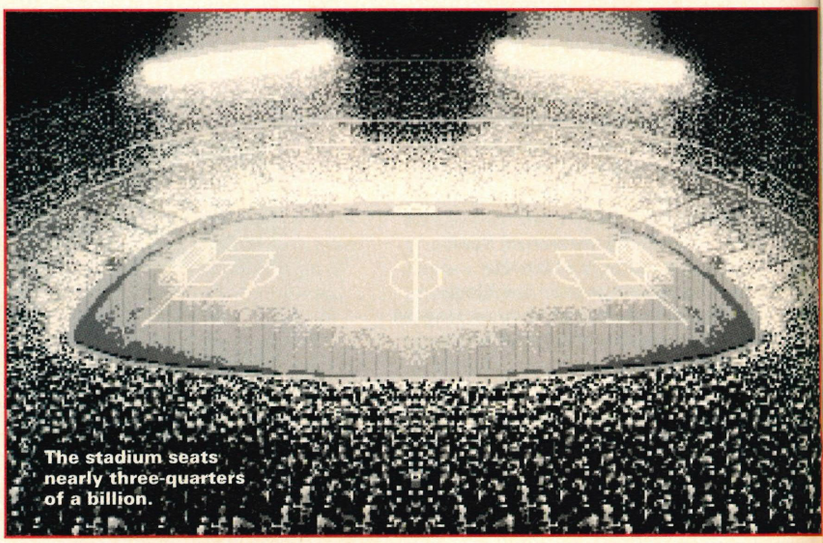
And you can play with 15, 30 or 45-minute halves.



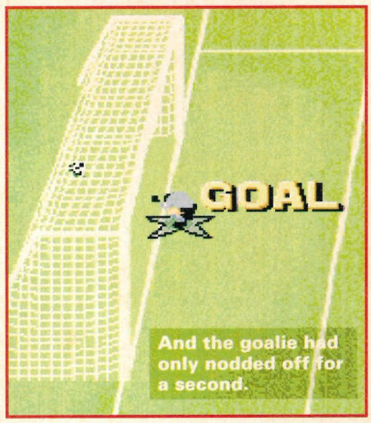
There are 32 teams to choose from, from all around the world, including Wales. They've each got different attributes.



Just two more choices to make: the formation your team will play in, and to what extent you'll be controlling the goalies. Then it's time to play.

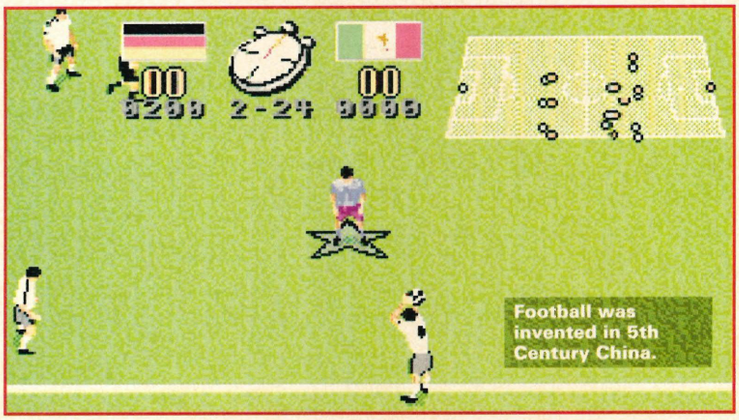


The stadium seats nearly three-quarters of a billion.



And the goalie had only nodded off for a second.

Football Association rules prohibit players with ginger hair.



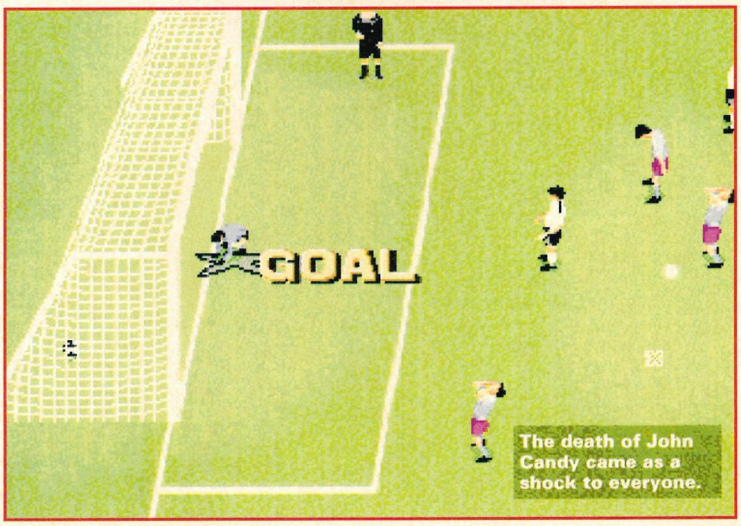
Football was invented in 5th Century China.

WALES

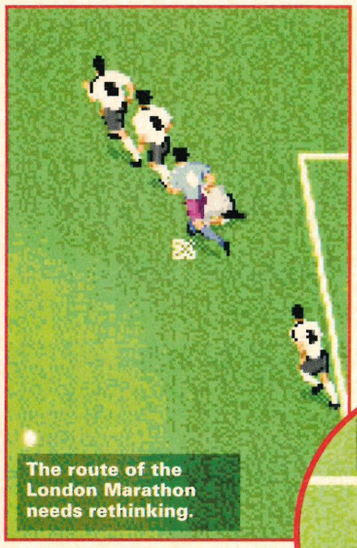
Wales is a marvellous place. Just ask Ryan Giggs – he comes from there, and very nearly got our – sorry, their – team into the World Cup.

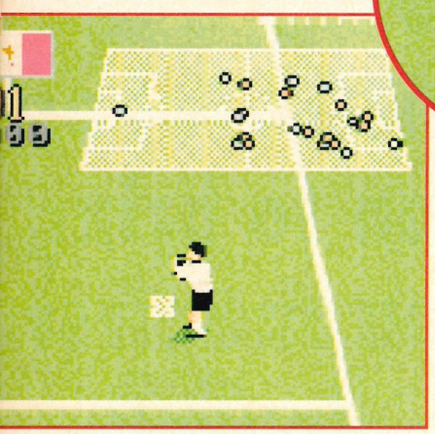
Here are ten reasons why Wales is great:

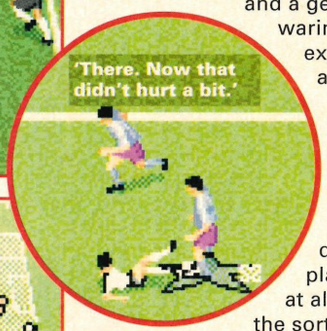
- Ryan Giggs.
- Nearly getting into the World Cup.
- The Brecon Beacons.
- The Pembrokeshire coast.
- Dylan Thomas.
- The steam train ride from Devil's Rock to Aberystwyth.
- The fact that the patron saint is called David.
- The fresh air.
- Jonathan Davies.
- Love spoons.

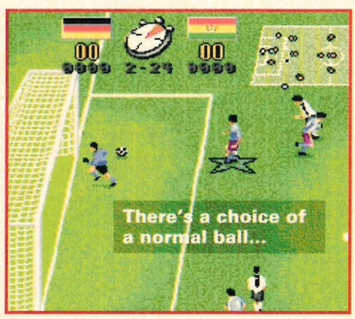


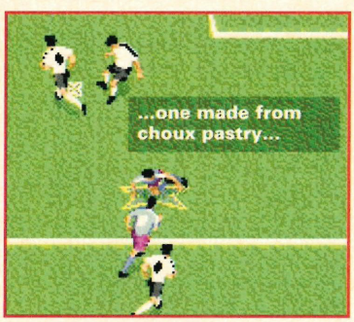
The death of John Candy came as a shock to everyone.











▶ on some shorts and stepping out into the fresh air. But what does Ryan himself actually think of it? What does he particularly like about it? Which bits were his idea? We tracked him down and put these questions to him.

He likes it

No, actually we didn't. As any true Ryan Giggs fan will know, he's a notoriously difficult fellow to talk to, thanks to a protective manager and a general wariness of the exposure that a top mag like *Sega Zone* would bring. And besides, he probably didn't really play it much at all, not being the sort of chap to sit still for a minute. But he likes it, we know that much.

And he's got every reason to. We had a bit of a go with *Ryan Giggs Champions*, and it looked smashing. The version we played was quite a way off being finished – the players moved around a bit funny, and all the rules of football hadn't been put in yet – which is something you should bear in mind when looking at the pictures. But the SNES version gave us a good idea of what the finished product will look like, and it should put up a good fight against the zillions of other decent football games that're to be had.

Incidentally, *Ryan Giggs Champions* is being sold in the US (where it's also being programmed) as *Champions World Class Soccer*, without a whiff of Ryan. Why? Because they've never heard of Ryan Giggs over there? Is that it? Yeah? So how come we're forced to play *John Madden Football*, and *Brett Hull Ice Hockey*, and *Barkley: Shut Up and Jam!*? Before we'd seen the games, we'd heard of John Madden, or Brett Hull, or Charles Barkley. But we made the effort, we integrated them into our culture, we made them welcome, and now we know them intimately, and our lives are all the richer for it. So come on, Americans – a bit of respect to our Ryan, eh? ▣

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SEGA ZONE REVIEWS

THE JOYPAD JURY

These are the men and women with who'll be evaluating this month's new games. There exists no better-qualified group of individuals. But they're feeling a little depressed this month. So how, we wondered, would they each most like to die?

JONATHAN DAVIES

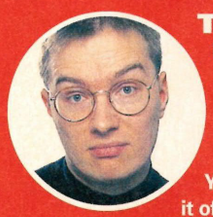
'You mean, given that I've got to go one day, how would I ideally like it to happen?' Jonathan asked, as if by way of clarification. That's right, we replied. After all, you never know – someone up there might be listening. 'In that case,' said Jonathan, after some consideration, 'I think I'd like to die of a broken heart.' Er, really? Why's that? 'Because that way, at least I know I won't be disappointed.'

DAVID ROBERTS

It's unlikely that David will ever die. At least, not until he's absolutely ready. 'I'd be lying on a beach in Crete, I think, with my beautiful girlfriend Ingrid, and the sun would just be setting over the sea. I'd probably have overdone it on the feta cheese a bit, and had too much wine. After all those years of good living, my digestive system would gently call it a day, and that would be it.' And you know what? It'll happen that way, too.

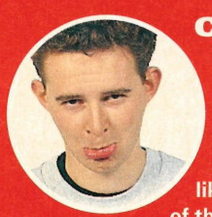
JOSSE BILSON

'You know those sort of semi-wild Asian horses, that are coloured like Siamese cats, with really funny names.' Er... 'Well, I'd like to be torn apart by four of those, mounted by scantily-clad teenage Eurasian girls.' But Josse, hang on a... 'In a park, maybe, next to a canal, by a pub in one of the grubbiest regions of the Black Country.' Yes, but... 'The weather? Right – it'd be gloriously sunny, and I'd doubtless be drenched with sweat. My own, mind.' Oh dear.



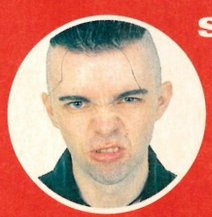
TIM NORRIS

For once, Tim didn't have an off-the-cuff repost. 'Hmm,' he said, having to think. 'It would definitely have to involve a Harley Davidson. Yes, that would be it. I'd ride it off the edge of a canyon in New Mexico or somewhere. Like at the end of that film, *Thelma and Loiuse*. Only on a motorbike, obviously.' And baby Jack, whom we love, and wish no harm to befall? 'He could be strapped to my back, I suppose.' No! we cried, snatching away the carrycot. 'Only joking.'



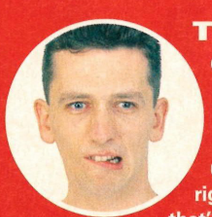
CAMERON WINSTANLEY

'At dawn's first light, and to the overpowering soundtrack of Wagner's *Ride of the Valkyries*, I'd like to be manhandled out of the cavernous belly of a Lockheed C-130 Hercules transport plane by 150 assorted cheerleaders, female gymnasts and Jet from *Gladiators*. With fireworks strapped to my back, I'd fall 30,000 feet like a fiery-tailed comet before impacting on Ayres Rock at over 620 mph.'



STUART CAMPBELL

'Peacefully in my sleep,' said Stuart, firmly. 'At the age of 273.'



TIM TUCKER

Given the number of books he gets through, it seems likely that Tim's head will explode before his time is up. 'I think you're probably right,' he confirmed. 'And that's the way I'd like to go. It would happen at dinner one day. I'd be sitting down with some of the world's greatest minds – Peter Schaeffer, Ingmar Bergman, Pierre Boulez, Steven Hawking and, er, Dan Marino. When I felt the time was approaching, I'd stand up, make a brief speech, and... bang. Brains everywhere.'

LINDA BARKER

The thought of Linda no longer being with us was almost more than we could bear, but for neatness's sake we had to ask. 'Old, happy, fulfilled and surrounded by my family and friends,' she told us. 'Like in that song, in *Cabaret*.' (She began to sing.) *'But when I saw her laid out like a queen, she was the happiest corpse I'd ever seen. Hmm hmm hmmm, la la laa, hmm hmm hmmm hmmm hmmmmm.'* (Fade to silence.)

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SCORE ZONE

Some games are better than others. So we give them all percentages.

90% or more
Not bad, as games go. We've seen worse. If you must buy a game, make sure it's this one.

70-89%
Okay, but not as good as a game scoring 90% or more. Get one of those instead.

50-69%
There are too many games like this around. Don't encourage them by buying it.

30-49%
The sort of thing that makes you want to...

Below 30%
...go and work on an Amiga mag instead.

PUBLISHER: SEGA PRICE: £TBA OUT: MAY

SUB-TERRA

The first mission starts at your base (top). Pick up sub equipment dead centre and prisoners top right.

In the amazing year 400 billion we'll all live in houses like this.

Tricky blighter Johnny Domesday. More later.

NIA

JOSSE BILSON quite literally beat his Editor up for the chance to review this game. Consequently, he was sacked and has since found a job on *Mega* magazine.

This is a very simple idea – a mission based shooty-fighty-flighty adventure under the Earth's crust and bound by intense gravity. Yeah, so the idea's been done before, but never on the Mega Drive. *Thrust* was a hugely popular – and in my opinion, dangerously addictive – computer game, and *Sub-Terrania* is to all intents and purposes a conversion of this with a better name and more aurally pleasing soundtrack. I won't keep you in suspense, it's a brilliant game that lends itself extremely well to the Mega Drive.

Hostility

You find yourself in a mining situation deep underground (but not as deep as something I've just thought of). Some dastardly alien invaders have attacked the planet – the result of a long-lasting hostility towards the human race – and taken it upon themselves to unburden the good people of the profitable mine.

The situation needs sorting, and guess what? You, as a numero uno top pilot geezer, have been assigned the mission. This tape will self destruct as soon as you press Start.

After the dubious pleasures of an understated but atmospheric introduction depicting bad people doing bad things to good people, you find yourself tumbling down a radioactive-green tube clad in futuristic spacewear with dashing, if rather oversized, boots, affording hardly a moment to check your watch before landing abruptly at the helm of a tiny spaceship.

For eventual success your counterattack must rebuff the alien advances, a task that will include traversing underwater sections. First problem: your craft isn't suitable for underwater travel. Second problem: you need six pieces of *sub* equipment to convert it and they're scattered in hidden caverns and protected by nasty guards. Looks like some tricky, inertia/gravity-bound gameplay is called for.

'Yo! Flavor Flav, tell us the time!'
'Erm, quarter to four.'

Wiggle

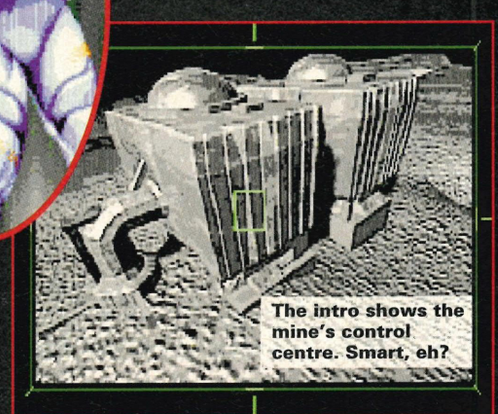
The controls are as simple as you'd like. In theory. A thrust powers you forwards and you wiggle through the passages and around the hazards by rotating left and right. There's also a reverse thrust which comes in mighty handy, but see the Domesday boxout for that.

Bash button C to fire the weapon you've got at hand, and A to toggle between them. For starters you've got a fire forwards (single strands of fire from the two front extrusions, which are a bit slow and almost ineffective against the decent-sized bosses) and some multi-directional bombs that have more impact.

Those controls sound simple? They're complementary – no, hang on it's more than that – *definitive* of the nature of the game. Highly complex, absorbing thrill of wide-eyed adrenalin stemming from a dead simple idea. Hurrah! *Thunderhawk* meets *Thrust*.

Chevette

Sub-Terrania, as I was saying, lends itself as well to the Mega Drive joypad as it did to kompooters with keyboards and the gravity



PUBLISHER: SEGA PRICE: £TBA OUT: MAY

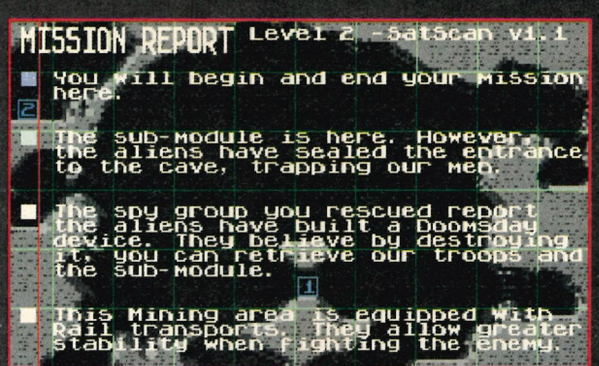
Domesday's coming... shoot his faces off!

The Domesday Device is coming, and it's not a pretty sight. After the relative ease of the first level, meeting this dirty great boss with his multiple grimacing yardangs is a shock to the system.

His tail can grab you and fling you around, like swinging a cat, so shoot that off. Then avoid his guided missiles that follow you wherever you retreat, and shoot his faces off. The bigger they come, the harder they

effect feels mighty smooth and the controls are amusingly responsive, even though Jonathan thinks it's altogether too easy.

Coming off some bog-standard shooty-fighty-flighty games and taking the helm of *Sub-Terrania* is a little like learning to drive in a 1976 Vauxhall Chevette with a rather worn steering rack, and then being let loose in your boss's new RS2000 with jumpy, skittery power steering, stiff suspension and more horsepower than you could shake a stick at. What's more, you've got to pilot that RS2000 down a series of tiny, dimly lit alleyways full of desperate enemies while some little demon sat on your shoulder is yelling 'Faster! Faster!', so to speak.



Brief briefs, eh? Do you really want to see my pants? I'm going to *Mega* now.

Intelligence

If on any level you've finished the mission an intelligence message flashes up instructing you to return to your base. Remember, time is of the essence, time equals points. However, more than once (and hey I'm not the only one) I've failed to make it back either by not negotiating the guards properly, or more often by running out of fuel (unlike the Chevette, whenever your ship's fuel gauge gets near empty it really *is* empty) and this is frustrating.

It's only a minor gripe that a completed mission doesn't equal a completed level, but once you've destroyed your craft and the continue, restart is back at home base (I suppose Jonathan will have to put his Sainsbury's gag in here) with whatever portion of the mission you've done taken into account – if it's a completed mission, all you need to do is briefly thrust up and drop down and then it's official. You've completed the mission. Doh!

Conundrum

The second level steps up a gear with an excellent multi-faced Domesday boss, and a clever tube network, that, like the London Underground or a crack in the time space continuum, enables you to travel long distances from one place to another almost in the blink of an eye and without using any fuel.

Then the next mission leaves you puzzled with a rather difficult lasers and deflectors conundrum. The point is, it's not just your standard space ship fare. It's more intelligent than that: the manual dexterity of staying alive and the spacial awareness of telling left from right when you're upside down give way to puzzle solving and tactics and strategy. How do you remember where the fuel deposits are when each mission gets bigger, faster and fuller. It's a tough and well designed learning curve. E

Okay, so we've had loads of pictures of him already, but what the heck!

Feeling gravity's pull

You can't defy the laws of physics, Jim. Or can you? Ever since Issac Newton received that bump on his head from the falling fruit, people have busted their guts to fly.

Those magnificent men in their flying machines have pushed back the boundaries of technology to produce increasingly complex kit to get them to the clouds. Why then, in the fantasy world of Mega Drive software, are we stuck with are old firend gravity?

Why? Cos it's bloody great!

END ZONE

Cracking, absorbing, mission-based underground spacecraft game with head-scratching puzzles and smooth gravity effect. This *will* become a classic for Mega Drive owners.

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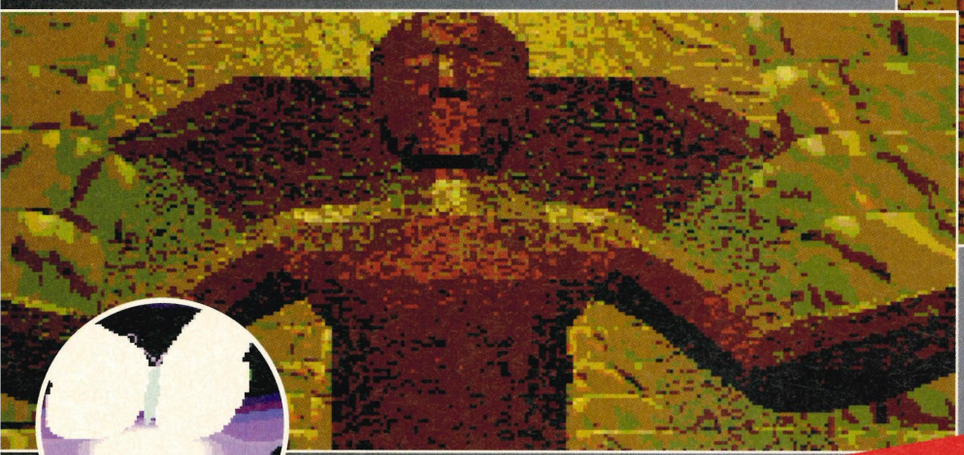
MYSTERY



At a guess, I would say this is a butterfly flapping its wings.

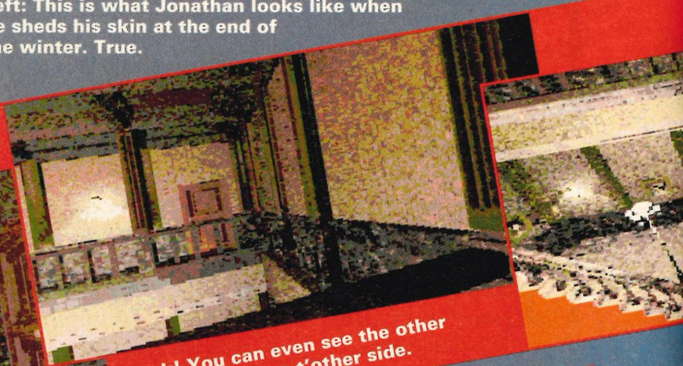
Above: Take good note of this candle. You'll find it useful. Very useful.

Left: This is what Jonathan looks like when he sheds his skin at the end of the winter. True.

Falling from grace with Leonard Rossiter

If you happen to get a little bored or frustrated while scampering around the mystery mansion, why not try this harmless little diversion? Simply go right up to the edge of the landing, lean over and press forward. Then blame Leonard Rossiter for the state of his banisters.

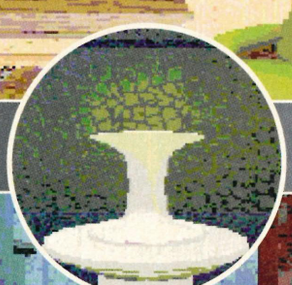
Walk to the end of this particular landing thingie.



Look! You can even see the other landing that's on t'other side.

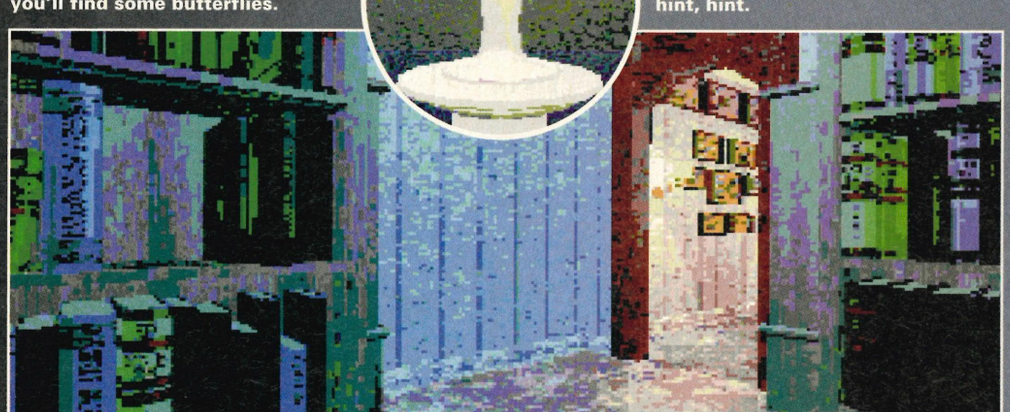
For the third day running pongy JOSSE BILSON came into the *Sega Zone* office reeking of some strange industrial acetone. Naturally enough, we asked him to review *Mystery Mansion* from home.

Always look carefully at things like paintings and vases – you never know what's behind them.



The library – yes, where they keep all the books. Tsk. Um, and you'll find some butterflies.

This pedestal is empty. It needs to be filled with something – hint, hint.



That's it, you've gone too far this time, guys. If you've sent me home because I smell unusual, I'm not going to do any work. I'll play the game for half an hour, then sit down with a cup of tea and watch *Richard and Judy* on telly.

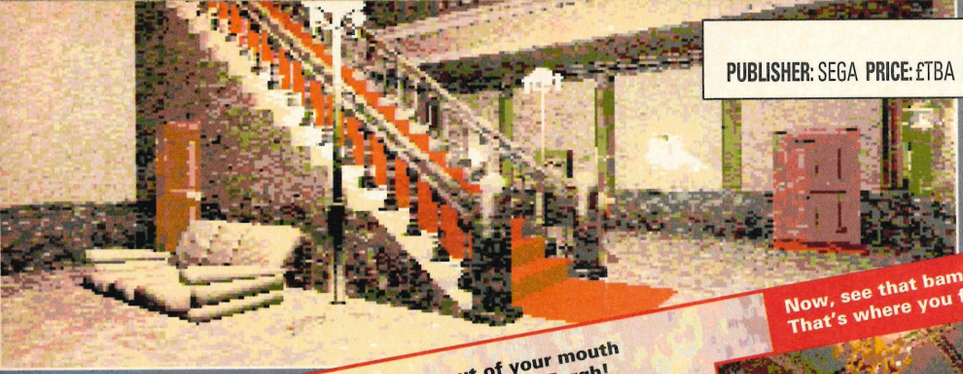
(Ten minutes into Richard and Judy *and Josse's eyes glazed over – the tea was going cold and his head was nodding towards ZZZzzzz when his attention was grabbed by a phone-in.)*

Rising damp

Richard: Hello line one, you're through to our *Animals That Talk* phone-in with our very own expert, Dr Richard Slater.

Line one: Hello Richard, hello Dr Richard, Leonard Rossiter here. I had an interesting experience once with some rising damp I had when I lived in a large, mysterious mansion. The banisters were rotten...

Richard: Sorry Leonard, let's talk about the banisters on the DIY phone-in at 12 o'clock, okay? Line two please.



The stairs – use these to go up and down, when you want to, erm, go up and down.

This is what comes out of your mouth when you bend over forward. Eurgh!

Now, see that bamister over there? That's where you fell from.

See that couch over there, that's your mum, that is.

And this is the view when you bend over forward – aargh!

MANSION

This is the pool room, where you play pool. Um, I think.

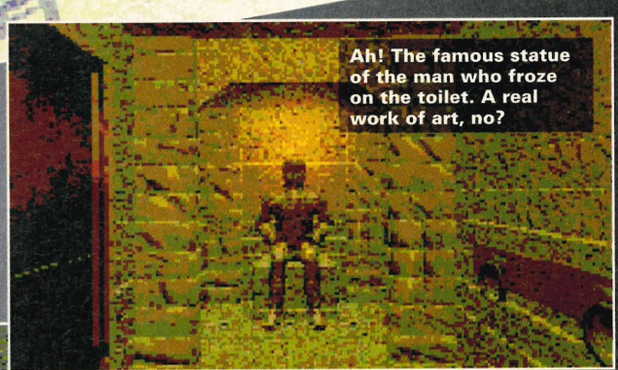
Line two: Hello Richard, hello Dr Richard, Esther Rantzen here. Yes we often have *Animals That Talk* on our great family show. Did you see the episode with the duck who could play Monopoly with one foot?
Dr Richard: Yes, Monopoly's fine, but the *Animals Who Talk*?
Esther: We once had this skateboarding duck called Jonathan who glided around the house looking straight forward all the time, turning only at right angles when he came to doors. He got his comeuppance though, when he fell off and broke his neck and had to wear a brace, thus restricting his view of what was going on even further, to the point of appearing to be a rigid, mechanical robot.
Richard: Sounds just like that new game my son's got for his Mega-CD. Line three?
Line three: Hello Richard, hello Dr Richard, this is Leonid...
Judy: Why doesn't anyone ever say hello to me? I showered this morning.
Richard: It's because you're so patronising.
Judy: *(Glaring at Richard.)* At least I don't mention tampons at every available opportunity because I reckon it makes me sound more like a '90s man.
Line three: Hello EVERYONE! This is Leonid Brezhnev here.
Everyone: Blimey!

Presidential assassin

Leonid: Yes, I have an entirely pertinent point to make, in somewhat faltering English if you please. I'm calling in to you today on behalf of a man who has become my friend in the afterlife, Jonathan Wilkes Booth. He found fame in his natural lifetime as a Presidential assassin.
Richard: Pertinent?
Leonid: Ah yes. *Animals Who Have Talking.* Jonathan recounted to me a strange tale from when he was a young man, very young, a boy.

A green jar, but we're not quite sure what's in here.

Anybody know what these flowers are called?



Ah! The famous statue of the man who froze on the toilet. A real work of art, no?

Some stairs in the basement of the mansion.

Heavy words

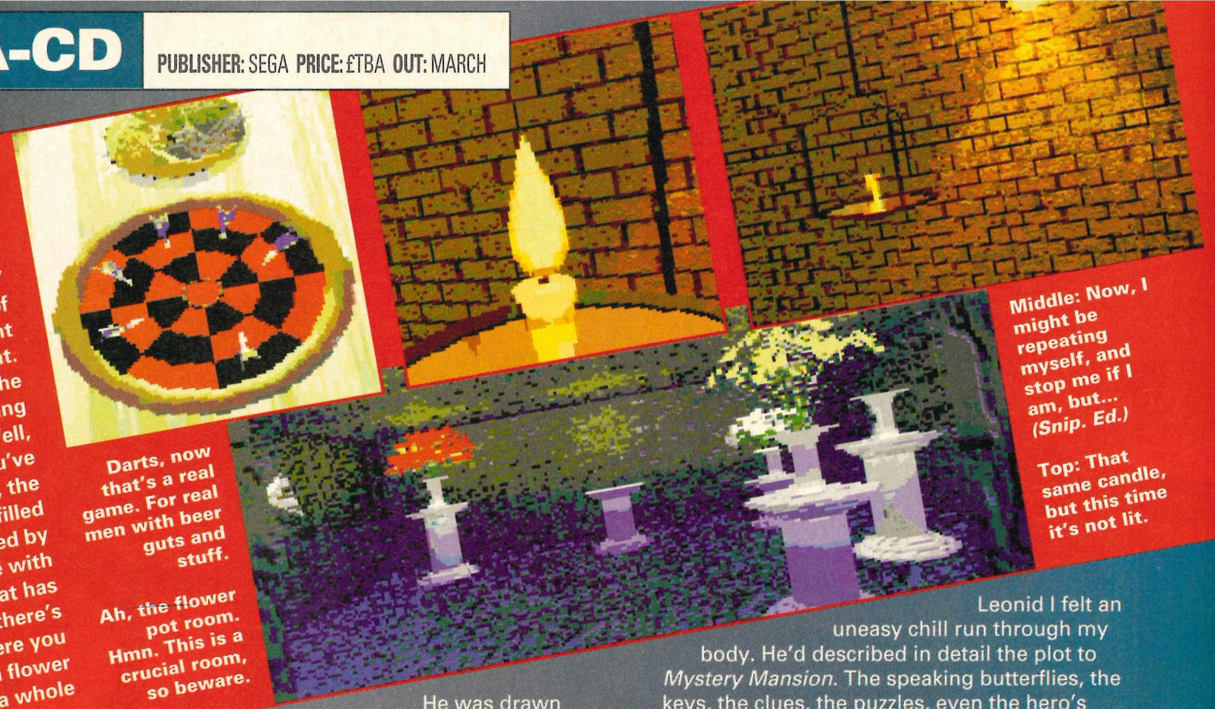
What is Full Motion Video? What is digitised animation? Sega might like to think the pixels gracing your screen on *Mystery Mansion* constitute FMV, but they're not.

One good working definition of FMV is 'Any effect that gives the appearance of a full screen moving in real time.' Well that sounds rather lax to me, and the effects produced in *Mystery Mansion* don't qualify for that. They're not quite full screen and don't give the impression of real time motion. It's too slow and a little jerky. People like to claim that the Mega-CD's 16 bits are capable of producing FMV, but they're usually selling Mega-CDs.

PUBLISHER: SEGA PRICE: £TBA OUT: MARCH

Night with darkness

Cryptic clues are mumbled by flowers, butterflies, and occasionally, seemingly from nowhere – 'The moon has been hidden behind the clouds,' and the classic, 'Match the shapes of the rooms no longer open, the night with darkness, the day with light. Return the original figure and with the light you'll find what you're looking for.' Doesn't mean much to you? Well, it might mean a bit more when you've seen the dart board, the book, the candle-dungeon and the room filled with pedestals mainly occupied by flowers, but there's an odd one with an empty vase, and another that has no vase at all. Weird. But then there's the drowny-fountain room where you can bend down and pick a flower which spreads out to make a whole bunch when placed in the right vase.

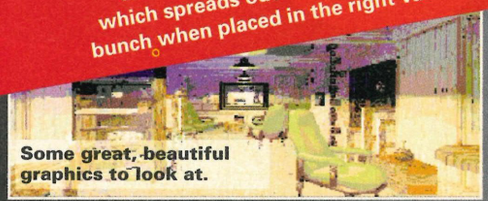


Darts, now that's a real game. For real men with beer guts and stuff.

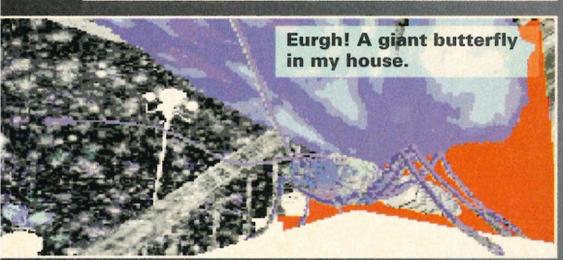
Ah, the flower pot room. Hmn. This is a crucial room, so beware.

Middle: Now, I might be repeating myself, and stop me if I am, but... *(Snip. Ed.)*

Top: That same candle, but this time it's not lit.

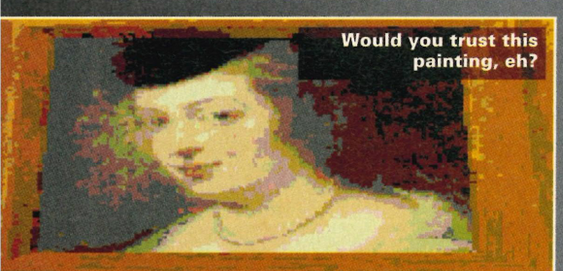


Some great, beautiful graphics to look at.

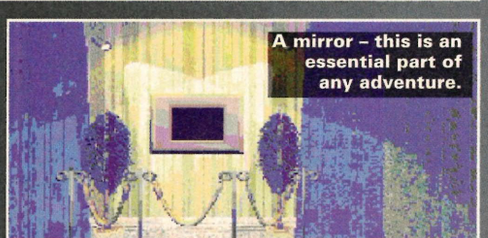


Eurgh! A giant butterfly in my house.

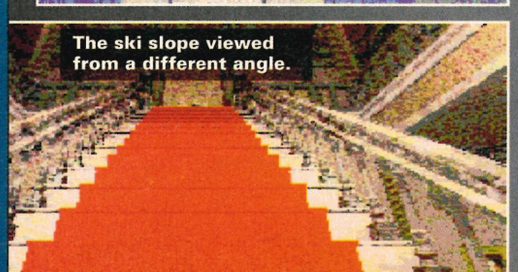
This is one of the trickiest rooms.



Would you trust this painting, eh?



A mirror – this is an essential part of any adventure.



The ski slope viewed from a different angle.

He was drawn through the long grass to a mysterious mansion in seeking for his missing sister who had gone missing and was not to be seen anywhere. Into the house he went, straight on, for the door had open by itself. The view was a little blurred and things were moving eerily slowly as if in a spooky, creepy movie that I understand you Western people enjoy.

Stiff with fright he was, very stiff and took a long time from deciding to make a move before he actually made it, but he knew his duty. He must piece together the clues to find his hapless sibling.

Dr Richard: Any animals that talk?

Leonid: Yes, but of course, the Hunter had captured the darling sister for his collection, and because of his actions, she was become a butterfly. A butterfly that talks. Jonathan is armed only with a diary and must find keys to open doors, matches to light candles and make useful his initiative.

Firstly, he had to discover the right key to the music room, where he was reunited with his sister, a bright blue butterfly whose wings flapped as she mumbled riddles and clues. Onward he went to the library, searching for the mirror and the *right* book. Not that he thought it was a good time to read Chekov. On the contrary, he wanted the clues to free the innocent girl from her insect binds.

I must go now, for my powers are fading.

Richard: Thanks, Leonid, good story. Line four?

A real man

Line four: Hello Judy, how're you doing lass? Listen, why d'you waste your time with that lanky loser? Why not get yourself a *real* man?

Judy: Ooh, you sound rugged, you've made me quiver inside. What's your name?

Line four: It's Josse Bilson from *Sega Zone*.

Dr Richard: Hello Josse, I've just read your excellent review of *Pro Moves Soccer*, I nearly split my sides with laughter. What are you working on now?

Josse: Well, that's what I was phoning about. The guys sent me home today *(Because you smell. Ed.)* to review this new Mega-CD game, *Mystery Mansion*.

Richard: I hope this is going to be relevant... *(I know how you feel. Ed.)*

Josse: Oh, it *is* relevant. As I was listening to Leonid I felt an uneasy chill run through my body. He'd described in detail the plot to *Mystery Mansion*. The speaking butterflies, the keys, the clues, the puzzles, even the hero's name, Jonathan, it's all true. So I'd like to take this opportunity to protract his tale.

Perhaps Leonid's story lost a little in translation, but he's missed the wonderful puzzley bit with the candles and the dart board. The tension's terrific, right up to the exciting death sequences. There aren't too many ways to die, the most beautiful being when you've done the candle-dungeon thing, fouled up the flowers-on-pedestals bit then gone through the door and fallen head first into the water. The most friendly is a bear hug from the Hunter.

Anyone fancy ski jumping?

Either way, the Game Over sequence is the prettiest part of all. The 'camera' swooshes in a dreamy, blurry slow motion from the underground scene of your demise to the foot of the stairs where a beautifully rendered butterfly (that's you, that is) is settling on the newel post.

Richard: That's great Josse, thanks for calling, but we've got to go now.

Judy: Before you go, give us your number in case we need to call you back about something.

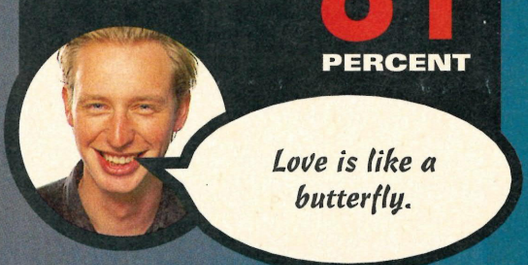
Josse: Of course love, it's 089...

Richard: *(Cuts off the phone line with a jealous glint in his eye.)* Oh, what a pity, he appears to have been cut off!

END ZONE

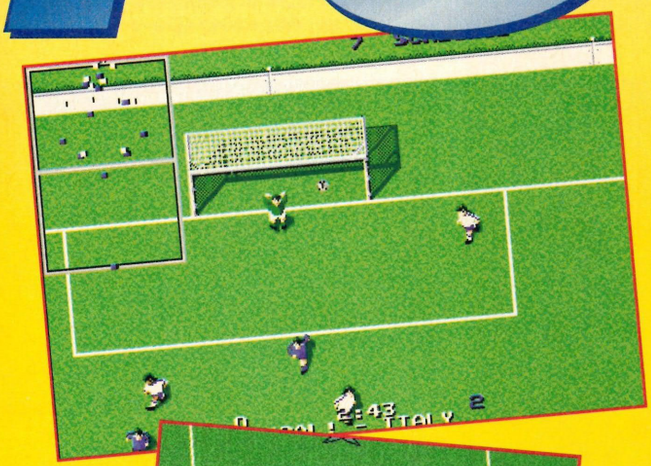
Interesting adventure game, made mean, mysterious and moody by the grainy texture and tense by the baffling puzzle sequence, but let down by jerky movement and lengthy access and response time.

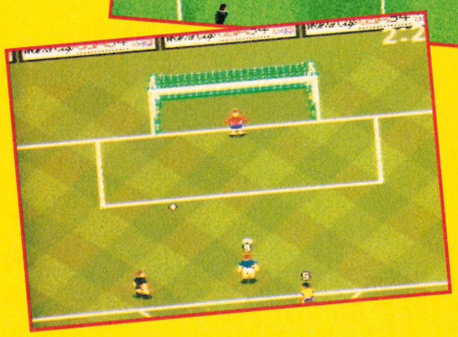
81 PERCENT



IN THIS MONTH'S ISSUE OF

SEGA POWER





KICK IT!

We go sports mad with 17 pages of the stuff, including an exclusive preview of Virgin's FIFA beater.

Plus: Kick Off 3, Ryan Giggs Champions, World Cup USA '94 and Jimmy White's Whirlwind Snooker.

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We give you the definitive review, and ask the question *'Perfection or rip-off?'*

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BEAUTY AND

Take two Disney film licensed Mega Drive platformers into the shower? Not JOSSE BILSON. He just wants to shed light on a startlingly cynical case of gender-orientated discrimination and go. No, really.

Aladdin has set the standard for this year's Mega Drive platform releases both sides of the Atlantic, with its smashing animation and haunting music the finishing touches to a tidy big film tie-in. *The Jungle Book*'s release was expected to coincide with the video release of the ever popular classic film, but has been delayed in order to bring it up to standard.

What then, of the brace of beauties bearing the *Beast* monicker? They've just had their stateside release last month, with the first few copies imported this month. A UK release date is yet to been announced, but this important Disney film will inevitably get some Mega Drive

ROAR OF THE BEAST

An oversize, muscle-bound ogre with Norman Lamont eyebrows and a menacing stoop rampages around a gothic castle. Just like the film, eh? If you haven't seen the film then you really should. 'Deep in the dark woods, the beast lives out his cursed existence alone except for his loyal servants who also suffer from the witch's enchantment... Blah blah blah... The beast rushes to the west wing, to protect the magic rose from the enchanted creatures.'

True to the tradition of Disney film licensed games, *Roar of the Beast* is a real looker. The graphics are well above the norm, but the animation's not quite *Prince of Persia* or *Aladdin*.

Some rather tired, predictable platform action ensues. Jump to avoid the fire, hit the motley collection of odd creatures that get in your way, and, er, roar. *(Roar? Ed.)* Yes, *roar!* He simply roars and everyone on the screen freezes, it's quite simple.

The backgrounds are smashing. Dark, moody reds and blacks, ancient bricks and pillars. Skulls, cobwebs and candles build atmosphere with the haunting (if rather Rolf Harris-stylophone-style) music, but sadly it's all rather pointless as the action's mind-numbingly dull and repetitive.

It's more like a scrolling beat-'em-up than a platform adventure. Once you've encountered each of the baddies, you've seen enough. It's grim, formulaic, too hard (infinite continues never make up for the lack of restart points) and I've seen enough. Next!

The animation's better than many.

END ZONE

The boys' one is a fine looking game, but painfully short on gameplay. The story, music and graphics can't make a fun time out of another nob platformer.

46 PERCENT

THE BEAST

representation later this year. How will their release fit in with film and video releases? How will the well-oiled hype machine handle this one?

Not very well, if you ask *Sega Zone*. On either count. The film hit big and small screens last summer and Christmas respectively, so the console releases will require either fresh hype or kids with long memories.

Here's some total speculation: the hype will be to target boys and girls separately with *Belle's Quest* pretty in pink *(Erm, well more sort of violet. Ed.)* and *Roar of the Beast* packaged in a masculine colour rather close to Rover's British Racing Green. They might as well have gone the whole hog with pink-for-a-girl and blue-for-a-boy.

Never before have there been two games licensed from the same film, coded by the same folks and running on the same graphics engine simultaneously released in such a cynical marketing ploy. (Yes, I know one would call itself a role-playing game and the other falls into scrolling beat-'em-up land, but still, *really!*) I suppose if this had to be done with any game, licensing a film with 'Beast' and 'Beauty' in the title seems the obvious choice.

I suppose that's enough of a rant from me. Watch me eat my words when for the UK market they bring both games out on a single budget priced cart. Or then again...

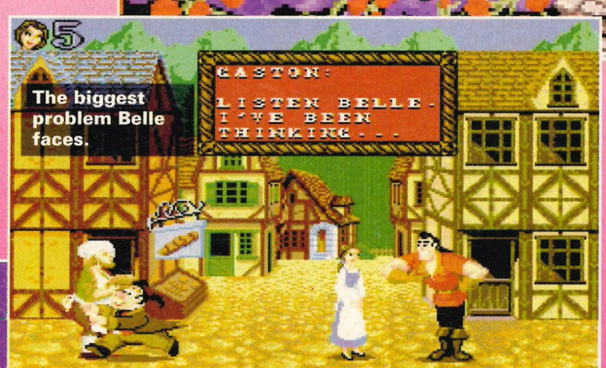
BELLE'S QUEST

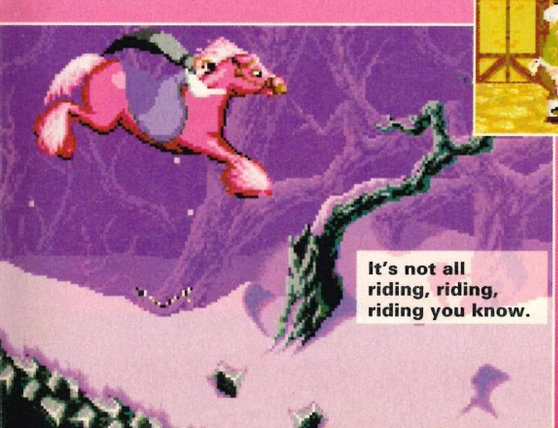
No prises for guessing what the pink game centres around. *Beauty*. There is no attack move, no roar, no violence to speak of unless you consider the little lass flashing eerily when she accidentally bumps her head on an unfortunate bird. She'd be bloody good at the high jump.

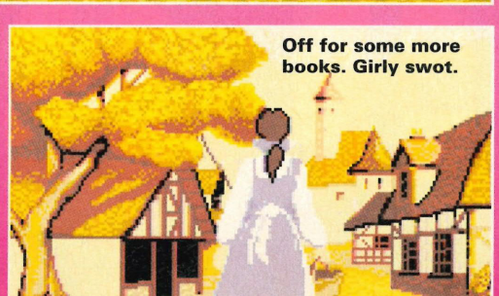
'Belle loves France, with it's [sic] wondrous mountains and rolling rivers, but she longs for more than the provincial life of the village.' She's something of a bookworm, which is a decent excuse for a wordy RPG with educational overtones, but makes it all the more infuriating that there are grammatical errors in the interactive inserts and even in the title sequence. Hardly inspiring is it? Erm, lose five marks.

Again, this game follows some aspect of the film – the devilishly good looking Gaston's infatuation and relentless pursuit of Belle. While trying to brush off the rogue's amorous advances she gets sidetracked into discovering the reason for her village's water supply drying up. I suspect the wicked witch myself. How very *Lagoon*.

The villagers are all concerned about the lack of water. Old woman: 'No water? Now my plants will surely die!' etc, etc. But in turning to Belle for help they've backed a loser. She's a long-haired girly girl of Naomi Campbell proportions who'll never move the suspicious boulder blocking the stream. Although Belle can jump thrice the height of the obstruction, if she tries to hurdle it, she comes up against an invisible force-field. It's a pathetic game and I really don't want to play it any more.



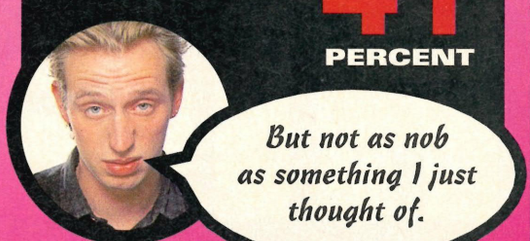




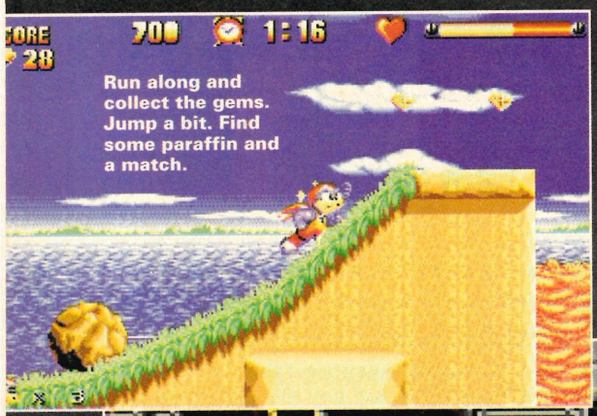
END ZONE

Good looking cutesy RPG short on originality, which dries up within minutes rather than hours.

41 PERCENT



PUBLISHER: DATA EAST PRICE: £39.95 OUT: ON IMPORT FROM DREAM MACHINES (TEL: 0429 869459)



Just like watching a cartoon

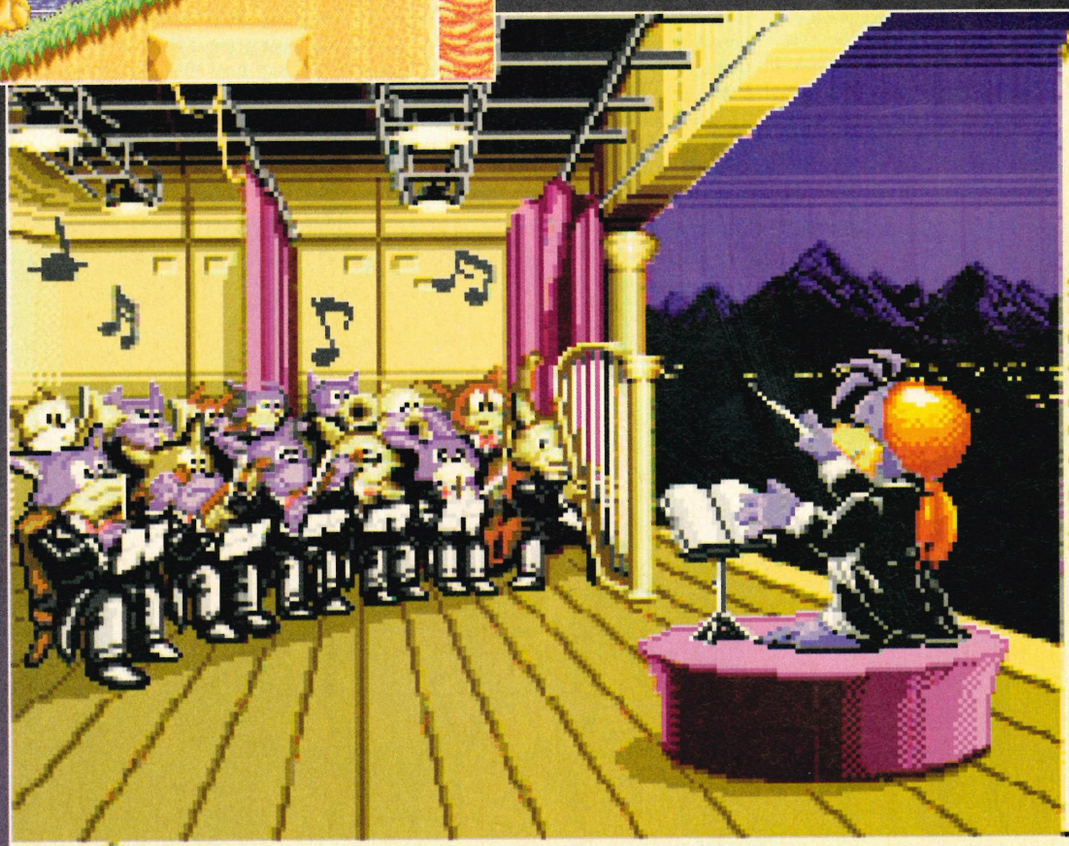
Like all the best game characters, the bloke in *High Seas Havoc* is quite well animated. In all truth, playing the game *is* just like watching a cartoon.

Here, for example, he's pushing something. Or possibly falling over.

Look – now he's turned into a barrel. *High Seas Havoc* is a 'barrel' of laughs, maybe.

Here, on the other hand, he's scratching his head (and, erm, thigh) for some reason or other.

This is what happens when you press pause, most likely. A nice touch.



An intro screen or something, blown up really big. We'll miss Simon The Grabber, truly we will.

PRELUDE

Oo-ar. It's pieces of eight and bottles of rum all round. JONATHAN DAVIES hasn't had this much maritime fun since last Saturday, when he had fish-fingers for tea.

For want of a better way to begin, here's an extract from the back of *High Seas Havoc*'s box: 'Comical capers and death-defying perils await you on a whale of an adventure that spans 'cross land, ship and the ocean blue!' Now then. 'Death-defying perils'? What are those, exactly? 'Spans 'cross land, ship and the ocean blue!'? 'Spans 'cross'?

Here's another one: 'A Treasure Trove of Rollicking Surprise.' Rollicking, according to the *Sega Zone* dictionary, means 'boisterously carefree'. So that's 'A Treasure Trove of Boisterously Carefree Surprise.' Does that make any sense to you?

Unfortunately, I can't seem to find any more dubious *High Seas Havoc* quotes. 'One of the many creatures chases you through the Burning Hamlet' hardly trips off the tongue, and 'Classic

HIGH SEAS

Here he's running along. If you're wondering what 'his' name is, incidentally...

It was probably something like 'Sonny'. Or maybe 'Cynic'. Something like that, anyway.

Would it be a 'real' name, like Christopher, or Richard, or Sam, or John, or Sally?

Or an unpronouncable one like Thqushst, or Yyywywvrt, or Mnm, or Ooooaaadsfth?

If you can think of a really good one, why not send it in to us at the usual address?

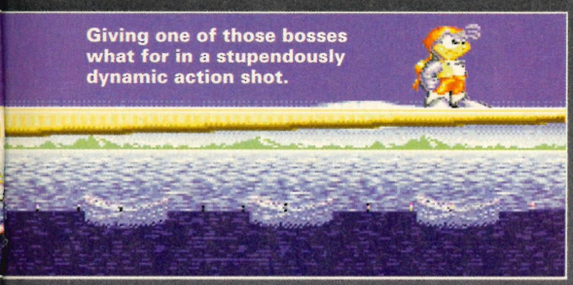
...we've forgotten. It was in the manual, but that's gone back to the importers now.

If you were designing a game character, what would you call him, then?

Or a made-up one, like Rocket, or Dynamite, or Spider, or Macramé?

Or a really long one, like Weg-glewriggleover-aeratedhotand-coldpolycarb-onatewomble?

And, tell you what, we'll give some cracking prizes to the senders of the best ones.



HAVOC

Cartoon Animation and Sidesplitting Humor' is surely asking for trouble. But that's about it.

So, unfortunately, I'm going to have to write about the game. Gnhgh. But – no. Hang on.

Platform games, eh? What is it about them? What mysterious force drives programmers across the globe to keep writing millions of them? Nobody wants them. They never get good reviews. They're all practically the same. Only a tiny minority of them deserve anything more than a passing glance. Pesky things.

Er.

High Seas Havoc, then.

But wait – I haven't done one of those 'script' reviews for ages. Here we go.

A 'script' review thing

The scene: The coffee machine at Future Publishing, home of *Sega Zone*. *(Ahem. Ed.)* An advertising assistant is attempting to procure a white tea with extra sugar. She seems vexed.

Advertising assistant: Stupid machine. 'White tea with extra sugar,' I said. Not 'Dark grey runny stuff smelling vaguely of beetroot.' *(She thumps the machine and tries again.)* Ah. Here comes Jonathan.

Jonathan: Hi.

Advertising assistant: Hello. Oh bother. Hot chocolate, this time.

Jonathan: Having trouble?

Advertising assistant: *(Kicks machine and stabs frustratedly at buttons.)* A cup of tea, that's all I want.

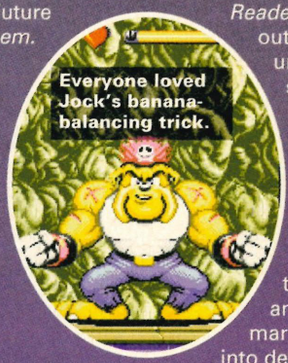
Coffee machine: Self destruct sequence initialised. Self destruction will occur in 30 seconds. 29... 28...

Advertising assistant: What have I done? We'll all be killed. *(People run past screaming.)*

Jonathan: Leave this to me.

Coffee machine: 21... 20... 19...

Advertising assistant: What are you doing?



We've got to get away.

Jonathan: *(Removing front of machine and plunging hands into circuitry.)* There's too much at stake. Go on – save yourself.

Advertising assistant: No, I can't leave you.

Coffee machine: 12... 11... 10...

Advertising assistant: Oh. Oh. Be quick.

Jonathan: Pass those pliers.

Advertising assistant: Which pliers?

Jonathan: There – by the window.

Coffee machine: 7... 6... 5...

Advertising assistant: Here you are.

Coffee machine: 4... 3...

Jonathan: If I can just reach that...

Coffee machine: 2... 1... Self destruct sequence aborted. Normal operation resumed. *(There is a whirr, and the machine produces a cup of white tea. With extra sugar. Onlookers applaud wildly. Future Publishing is saved.)*

Reader: But what's this telling me about *High Seas Havoc*?

Believe me, you don't want to know about *High Seas Havoc*. Really. *(I want my £2.50 back. Reader.)* Damn. All right then.

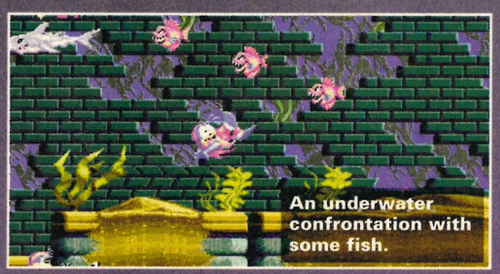
High Seas Havoc, then

High Seas Havoc is a platform game a bit like *Sonic*, only not as fast. Or as interesting. That man's shoelace is undone. *(High Seas Havoc. Reader.)* Yes, but a man just walked past outside the window with his shoelace undone. He might fall over or something. Maybe I ought to run after him.

No. I ought to write about *High Seas Havoc*. I realise that. But it really is deplorably dull. It's not so bad a game that I can spend ages highlighting all the stupid mistakes in it, and cursing the programmers for being so inept, and ending up on a satisfyingly low mark. But it's not so good that I can go into detail about the fun I had playing it. It's just, sort of, 'there'.

It starts off looking very much like *Sonic* indeed. The landscape in the first level is brown with green grass on top, and the sky is blue. You run along collecting yellow gems (100 for an extra life, needless to say) and jumping over baddies, and that's it. Later levels get a bit more interesting – in one you're jumping about in the rigging of a ship – but they're mostly the slippy-slidey ice worlds and lava worlds we all know and despise. And there are infinite continues.

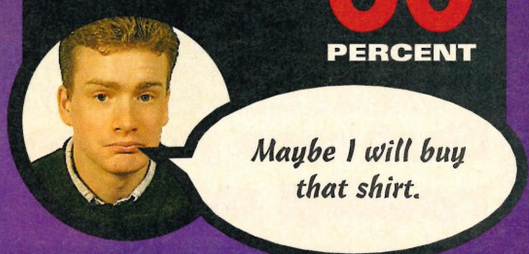
Buy *Sonic 3* instead, I should.



END ZONE

Another feeble *Sonic* wannabe to fuel the videogames industry's funeral pyre. Not terrible, but utterly pointless.

60 PERCENT



Pant-swelling quantities of top games.

Games for Mega Drive, SNES, Amiga, Jaguar, CD-32, PC, 3DO, the lot!

But we know what you *really* want to read about...

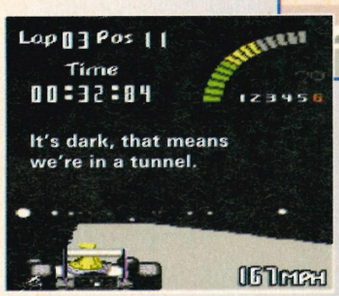
Issue 16 on sale Thursday 24 March

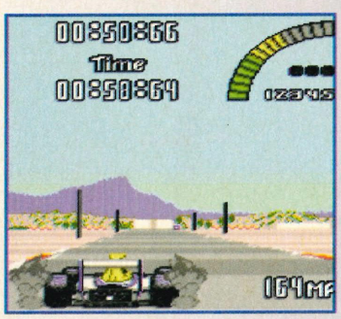
PUBLISHER: GAMETEK PRICE: £39.95 OUT: ON IMPORT FROM DREAM MACHINES (TEL: 0429 869459)

NIGEL MA
WORLD CHAMPI

Boring nasal voice and facial hair galore. No, we are not talking about DAVID ROBERTS, but Nigel Mansell... Silly.

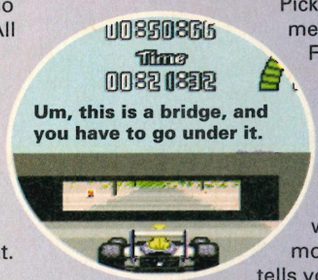
Here Josse (my grabbing partner) demonstrates the art of overtaking.





And suddenly, two genies appeared behind the driver.

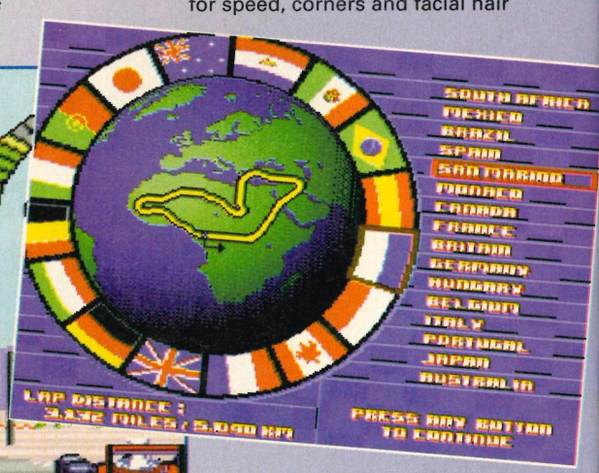
Well, what do you want to know? It's a driving game. Can I go now? *(Erm, no. Ed.)* All right, then. It's a driving game which stars Nigel Mansell. Can I please go now? *(Watch it, David. Ed.)* Go on, sack me! *(Erm, I can't. Ed.)* Why not? *(I just can't. Ed.)* Great.



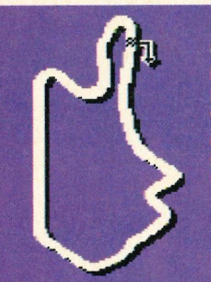
Formula-One-tastic

Enough in-house wranglings I think, and on to the game. If you've ever picked up *Ayrton Senna's GP 2*, you'll have a pretty good idea of what to expect from this Formula-One-tastic game. Accelerate, brake, turn left, turn right. No change there.

Pick your control mechanism, type in your Formula One racing name (I took on the identity of Josse for a while, you know, just to see what it'd be like) and you're ready to go for a practice session with Nigel Mansell's moustache. The champ tells you all about your chosen course, what speeds you should be aiming for in the bends, and then lets you choose your gear ratio, wing height and tyres. And you're off. Follow Mansell's car and try to match his speed changes in the bends. At the end of the lap, Mansell gives you your ratings for speed, corners and facial hair



The is really good if you happen to like testing your geographical knowledge. Just hide the list with your hand and guess!

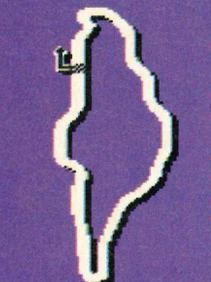


AUSTRALIA
Looks a bit like someone with a low pointy nose and a big upper lip.

BELGIUM
A banana skin left on the road? Or a bloke with no arms trying to dance?

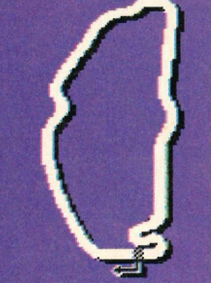
BRAZIL
Yes, a big nose (again) and a turned down mouth – looks a bit like Josse.

BRITAIN
A one-piece female swim suit design that Jacquie's been working on for a bit.



CANADA
If you look at this one with your head to one side, you'll probably get a pain in your neck.

FRANCE
A deformed anteater... Okay, how about an alien from some very different place.



GERMANY
If you tilt your head a bit, this looks like one of those bubble-like Jap cars.

HUNGARY
Hmn. A sledge in Lillehamer, in Norway.

ANSELL'S ONSHIP RACING

trims. Score above 50%, and you're ready to race against some real opposition.

Ee-aye ee-aye oh

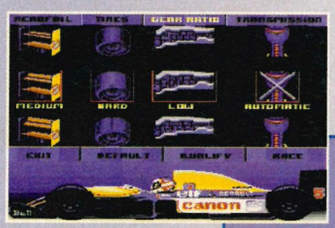
Pick a course – any course – for a single race, or if you really fancy some serious competing, go for the full Formula One season. Go through each one of the 16 international Formula One courses and battle your way up the Drivers' League and the Constructors' League. Vroom here and broom, broom there. Here a vroom, there a broom, everywhere a vroom, broom. *(Ee-aye ee-aye oh. Ed.)*

Before each race, there are a few things you need to look out for: the weather, how sharp the bends are and the length of the straights. Why? Well, these will directly affect your driving, and you have to counter the effect by changing your gear ratios, ailerons, tyres and transmission. Get it right and you're in for a good race.

Formula-One-tabulous

Controlling your car is easy – it's no where near as Formula-One-tabulous as the preview copy of *Virtua Racing* we got our hands on. And some of the *Sega Zone* crew – well, all of us actually – still prefer the way Domark's *F1* plays. There is no doubt that *F1* is faster and is more realistic than *Nigel Mansell* – for example, when you turn corners the screen tilts, and when you drive up hills, you can't see the horizon.

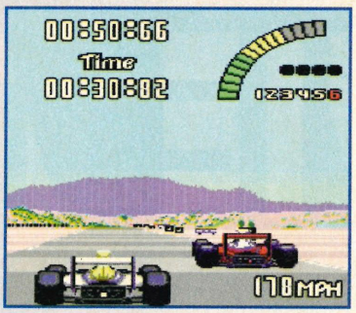
In *Nigel Mansell*, however, the courses can get a little bit boring. The horizons are all very pretty and the colours used depend on the country your in – pink soil for South Africa and green grass in Britain. But the sidelines are all very similar. The courses follow the ones in the real world pretty closely, but there aren't any close-up trees in Belgium, and you don't drive past the harbour in Monaco. Details, details, I know, but these are important when competing against games like *Virtua Racing*.



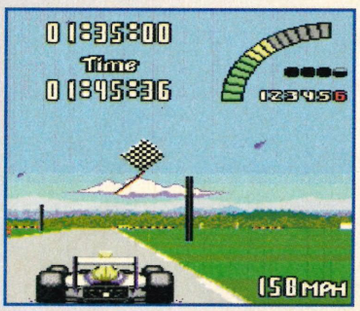
Choose your tyres, gear ratio and ailerons (whatever they are).

But seriously

No, but seriously. But seriously. But seriously. *Nigel Mansell's World Championship Racing* is up there with *F1* in the budget racing game category. Why budget? Well, when you compare it to the *Virtua Racing's* £80 price tag, £40 looks like a budget price.

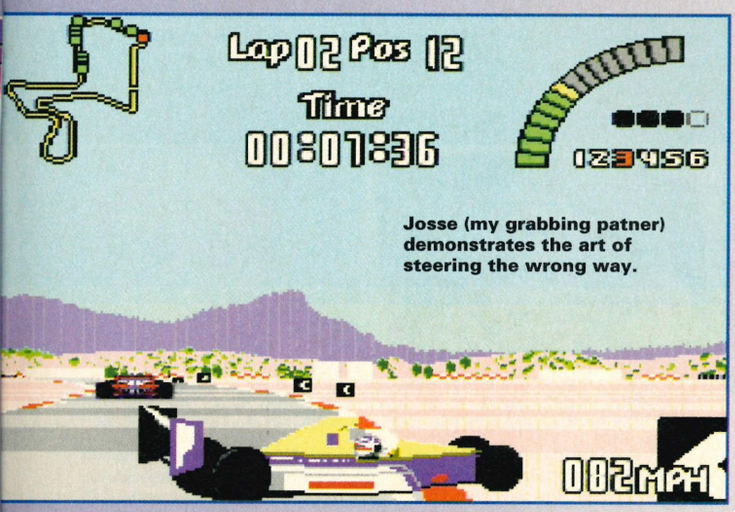


Vvvrrroooooooooooooooooooomm! Look! 178 miles per hour! Wow!



There's this cloud, you see, and it waves this wee flag.

Avoid the main street – you get all these youths trying to nick your tyres.



Josse (my grabbing patner) demonstrates the art of steering the wrong way.

END ZONE

Good racing sim, with plenty of options to keep you busy. Falls down on the graphic detail. But hey, it's no *Virtua Racing*.

83 PERCENT

Virtua Racing

ITALY
A gun! It's a gun. That's fitting, what with the course being in Italy. With the Mafia.

JAPAN
One of those Inca sculptures that didn't pass the national Inca test.

MEXICO
A rattle-thing that people take to football matches when they've lost their voices.

MONACO
This is a nail that someone's hit on the head, and it has bent.

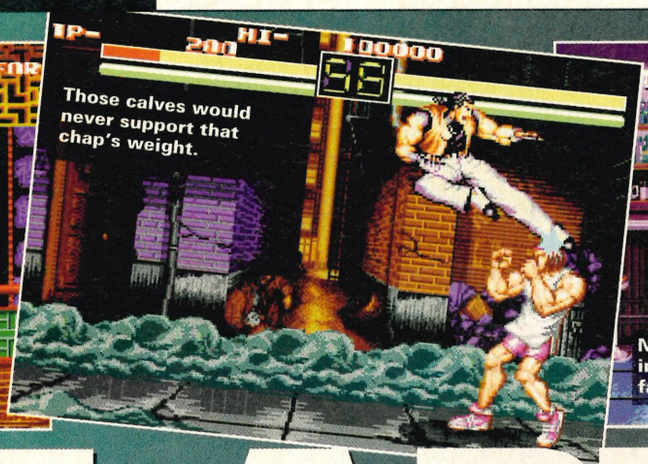
PORTUGAL
One of those strange tools Jonathan keeps in his garage for whatever he likes doing in his spare time.

SAN MARINO
Another 'on the side' picture, here. This time it looks like a baby duck. *(That's a duckling. Ed.)*

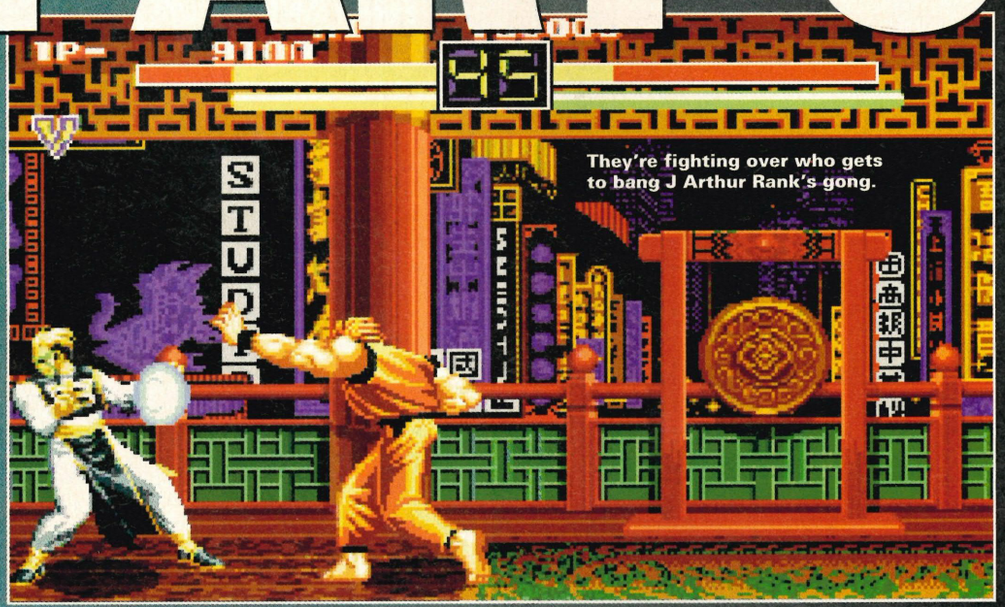
SOUTH AFRICA
This is a picture of some guy who was sitting down when his head fell off.

SPAIN
A sombrero having been squashed by a big car, called Herbie.

PUBLISHER: SNK PRICE: £49.99 OUT: NOW ON IMPORT FROM DREAM MACHINES (TEL: 0429 869459)



THE ART O



Weedy, pale limbs, a hacking cough and dodgy eyesight hardly make JOSSE BILSON the obvious choice to represent the team in a bare knuckle fight to the death with our local games importers.

Don't you just love imports? The manual's all in Japanese, so I've no idea what storyline there might be. If there'd been an English manual I'd have given it at least an initial cursory glance to figure out a couple of moves and the gist of the storyline. You see, I'm as keen on contrived storylines, plots and the like as I am of plastic picnic forks, yellow plastic beakers with white spots, and those really small transparent umbrellas that crap kids drop in muddy gutters. Trash.

Anyway, back to the storyline. Beat-'em-ups seem to have but a few plot options – the drug barons have kidnapped the girlfriend, the mystical dragonquest malarkey, the ecological disaster averted by that crucial rabbit punch.

He said, 'Don't be soft, have a fight!'

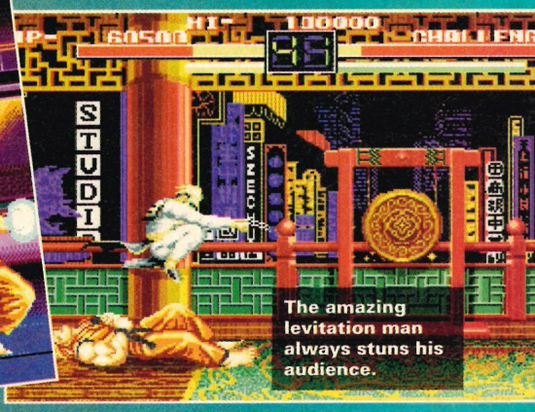
Meet the Artists. Or rather the *Artistes*. A more motley crew of reprobates, drugs runners and sharp-suited criminals I've never seen. And that's just the heroes.

If only we were skilled enough games players to get any further we might have got to see the lass Yuri. Never mind, eh? I've seen her in the manual and she looked rather manga.

The Duchess of York claims she's prepared to fight to the death to keep her title.

'I came this close to beating him up, but was distracted by his purple hair.'

Lisa Nicholls is well known for her smart dress and debonnaire appearance.



F FIGHTING

Without the manual it's more fun to work out the plot from the clues in the game.

Drug baron

The first guy I beat up (two out of three ain't bad) snivelled after his defeat: 'I don't know where she [Yuri] is.' Not that I remember asking him. 'If you drive to Mac's bar he might be able to tell you.' I fear he doth protest too much. Oh I get it, it's the drug-barons-have-kidnapped-your-girlfriend-and-you've-got-to-get-her-back scenario. Hmn.

This means that there's a map showing destinations to visit in order, and between each bout there's a travel sequence during which the plot unfolds (in English, thanks). One character drives a *Miami Vice*-esque sports car, while the other, inordinately cooler, rides a stonking great motorbike. Drug baron scenario or not, *Art Of Fighting* follows a tried-and-tested formula of one-on-one two-out-of-three-ain't-bad beat-'em-ups. And what's more, it's nowhere near as bad as it could be. *(Ah, the game! Ed.)*

Niche

The Mega Drive beat-'em-up scene has seen some massive sellers – *SFII, MK, Eternal Champions* and the continuing *Streets Of Rage* saga, and this genre's staggering sales figures give rise to two possible theories. Is the market already overcrowded, not affording newies (import or otherwise) a look in? Or do the massive sales figures mean that this is a truly entertaining and deeply loved genre? I favour the latter.

A new beat-'em-up joining the fray needn't blast the existing competition out of the water, but it *does* need to be different enough to find its niche. Erm, and it also needs to be quick.

Frankly, no

Quick enough? Is it quick enough? Frankly, no. Different enough? Is it different enough? Frankly, no. If just one of these criteria had been met I'd have predicted that *Art Of Fighting* would have been able to survive in the ultra-competitive world of Mega Drive fighting games, but sadly it falls short in both of these two humungous departments.

The problem is that the plot isn't interesting, and never convinces you that there's anything more to the game than a string of one-on-one fights against increasingly tough baddies. So what you're left with is the characters and the fights. The characters are poor copies (no, not pastiches, *copies*) of the ones in *Street Fighter II* – the suspicious sonic boom-esque effects, the horizontal red energy bars and the Vega-esque clawed character, for example – and the range of moves and the speed and quality of animation wouldn't match up in a month of Sundays. Or even in a month of sundaes, which is the kind of month I prefer.

Slicked-back hair

But absolutely none of that is as infuriating as the crap shadows. Little dark circles like the ones under our Editor's eyes hover under each character in a crap, unresponsive manner reminiscent of *Hyper Dunk*.

Having complained about that, there are some touches of detail that allow character to shine through. The no smoking signs raise a chuckle. Like, feel free beat someone to a lifeless pulp, but don't do anything that might risk your health. The big mean fella sticking his tongue out is the kind of mickey-take that *Sega Zone* appreciate, and the posey guy with the sharp suit and slicked-back hair takes a comedy bow sufficient to put a smile on my face and give the game a halfway decent overall score. After all, it doesn't matter quite what it is about the game that makes you have fun, at the end of the day (Brian) – if you're smiling, that's what counts.

Behind the monkey mask Josse gets defensive: 'Did you call me a pig?'

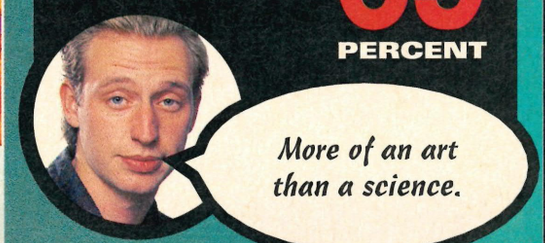
Ryo (hmn, sounds a bit like *SFII*) is the hero with the blond hair and the motorbike.

Robert (hmn, sounds a bit like, erm, Bob) is the hero with the purple hair and the sports car.

END ZONE

At £50 you might just as well scrape together another tenner and get your hands on *Street Fighter II*, which is the real thing. This is a second rate copy, but still a good laugh in its own right.

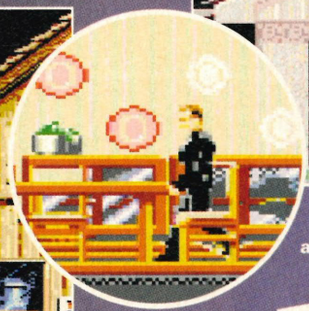
69 PERCENT



PUBLISHER: ACCLAIM PRICE: £39.99 OUT: NOW

TERMINATOR 2 JUDGEMENT DAY

Isn't that a naked man behind that conveniently-placed motorbike?



Americans often decorate their living rooms (or 'dens') by throwing fruit at the walls.

'Okay, come out with your windscreen wipers up.'

This is actually lots of screens joined together, accounting for the large number of Arnies you can see.

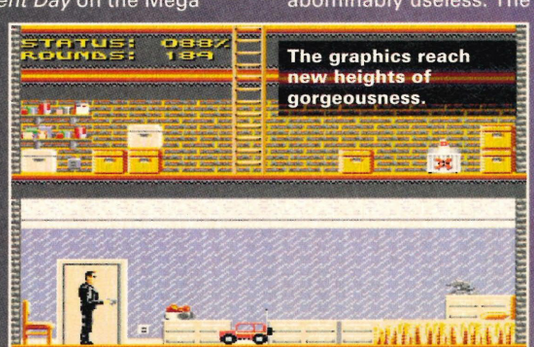
'Actually, I've got a metal endoskeleton,' boasted JONATHAN DAVIES. We pointed out that, again, he was mistaken. 'Go on then - punch me.' Thump. 'Ow.'

Okay, who wants to know what 'metal endoskeleton' is in Italian? It's 'endoscheletro di metallo'. And in German? 'Endoskelett aus Metall'. How about French: 'endosquelette de métal'. In Spanish it's 'endosqueleto de metal'. And in Norwegian (or Swedish, or Belgian, or something) it's 'metalen endoskelet'. Which just goes to show, I reckon.

Who honestly cares

Rather less lucid is the thinking behind *Terminator 2: Judgement Day* on the Mega Drive. First, who honestly cares about *Terminator 2*, the film, these days? Not me, that's for sure. I didn't think much of it when it first came out, and these days it's been long superseded in the Halliwell's of my mind by *Jurassic Park*, *Under Siege*, *Cliffhanger* and things like that.

And secondly, anyone who, in this day and age, finds themselves in possession of a major film licence and decides to turn it into a walking-around-shooting-things game deserves to be knocked to the ground and beaten with an empty hot water bottle till they cry. Especially if it's as crap as this.



The graphics reach new heights of gorgeousness.

Utterly diabolical

T2 isn't a left-to-right scroller, which is perhaps the only reason to recommend it. Instead you wander about buildings, going from room to room and shooting people. Your objectives on each level are: 1) find certain specified objects/people, which doesn't usually take long, 2) collect 'future objects' that've been spookily warped back in time, 3) watch out for the T-1000, and 4) shoot lots of people, who're attacking you for no readily apparent reason. Oh, and you also get to ride from location to location on a motorbike in an overhead-view driving section.

This would be fine if it wasn't all so abominably useless. The graphics, first of all, are utterly diabolical. The playing area only fills up about half of the screen, and has titchy little sprites walking about against dull, flat backgrounds. (And the driving bits look just... well, anyway.)

Then there are things like the collision detection, which won't let you shoot or punch people you're standing too close to, and the unreadable messages that keep flashing up on the screen. Then there are the just plain ludicrous things that don't actually affect the way the game plays, but drive you to despair nonetheless. Things like the way that, when you shoot someone through the head with a pump-action shot gun, a message appears on the screen saying (if you really squint) 'Carbon lifeform immobilized – non-fatal wounds'. Or the fact that our supposedly invincible Terminator seems curiously vulnerable to small arms fire.

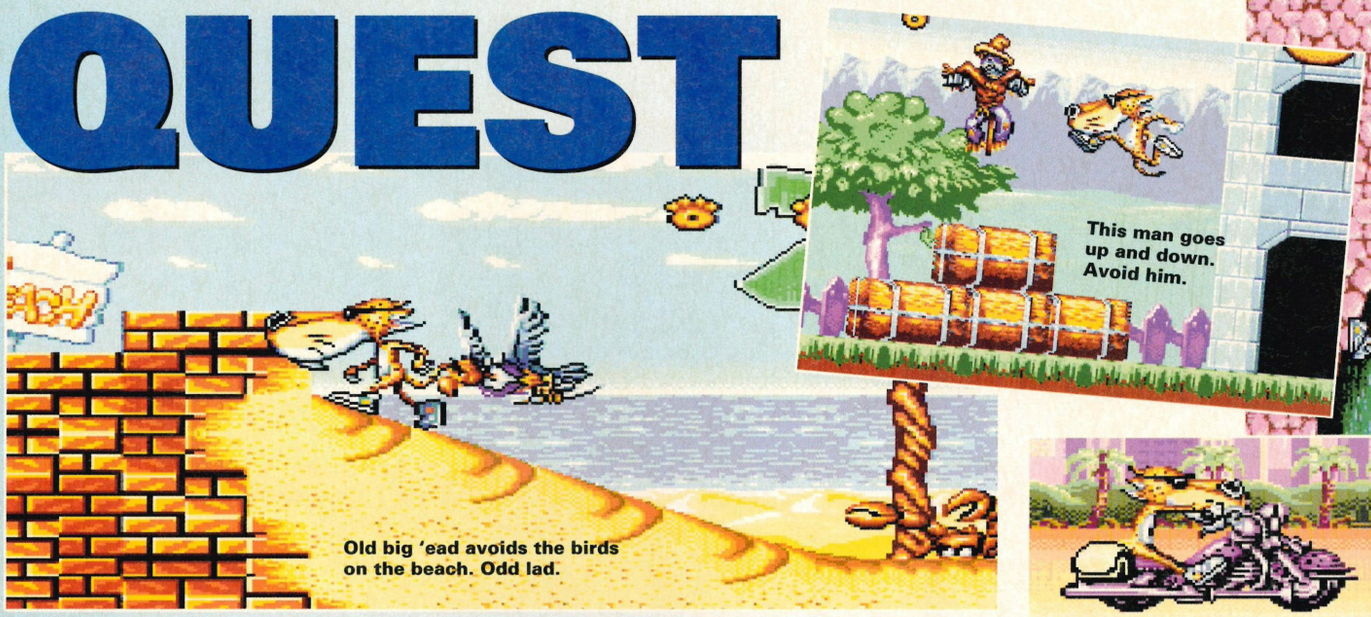
And finally, it's all just so crap. You might play it through once simply through curiosity, but you won't enjoy it. There are much, much better ways of spending all that cash. E

END ZONE

A film licence game of the very worst, most despicable sort. Buy it and you'll really, honestly regret it.

33 PERCENT

WILD, WILD QUEST



Old big 'ead avoids the birds on the beach. Odd lad.

Chester Cheetah here, inviting JOSSE BILSON to be my guest on a wild, wild quest. I busted out of the Four Corners Zoo in search of Hip City, USA, but Mean Eugene keeps gettin' in my way.

Platformer. Stars a 'funky' character. Slow. Collision detection poor and unpredictable. Hmn. If this game doesn't do anything to impress me by the end of the day I'm going to give it 29%.

This game's pitched at a certain age range. Maybe these children have the kind of intense game playing mind sets that enable them to sit at another nob platformer long enough to predict whether a skateboarder passing within half a board's length of Chester will flatten him, or whether the board would mearly skim his whiskers and leave him intact. Or maybe it's just American children.

Terrible man

So this Mean Eugene chap right, he's a terrible man. He's sneaked out from a speed trap and stolen Chester's map. Then the meanie took flight in his rickety crate and scattered the map across the United States, by casting them loose from their bonds aboard his biplane. Huh! Thus Chester must undertake an arduous quest to recover the various tattered remnants of the map. And boy, is it arduous!

Be shrewd, dude and choose any route to search some of the US's favourite (fictional: eg 'Un-Clearwater, Florida, a swampland) locations for the ten pieces of map. Only when the map's complete, can Chester hop on his chopper and return to Hip City. But really, why, oh why? Don't bother, *Wild, Wild Quest* is far from wild. It's one of the more dull, frustrating, derivative platformers of 1994.

And it's so bloody annoying that the tiniest mistakes in your timing of a move means a fatal, slow motion crash into the offending obstacle. Be shrewd, dude. Don't be fooled by the motorbike, the shades, the tail and the funky (but hey, it's no where near the sounds of *ToeJam and Earl*) soundtrack, and don't pay more much money for this.

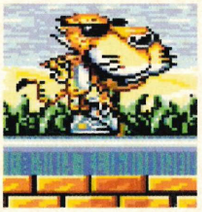
ToeJam and Earl

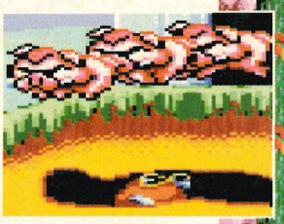
Having enjoyed my rant, I feel duty bound as a professional to point out the aspects of the game that may appeal. Erm, I've already mentioned the motorbike, the shades, the tail and the funky soundtrack. Oh yes, there's the smooth underwater section which feels good even though there's not much there (but hey it's hardly *Sonic*). Nuff said.

Every game should include a big purple chopper.

Chester is a little surprised to bump into his mother.

A fat pig juggling a barrel of laughs.


Chester really should fall over.

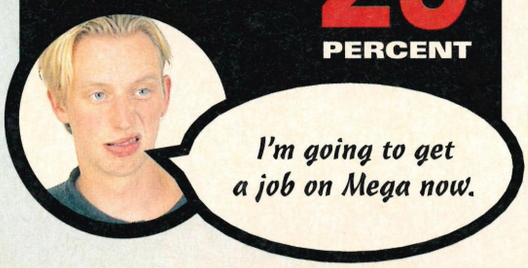

This is the fun underwater bit. Of course it should be the other way round.

A worm hiding from flying pigs.

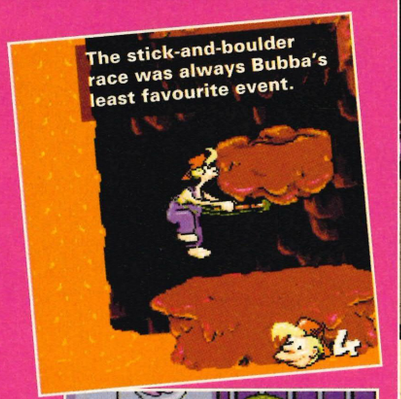
END ZONE

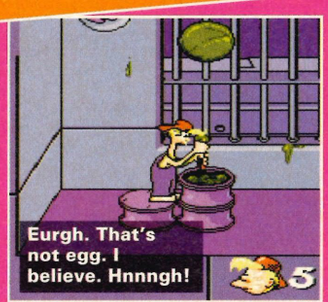
Unadventurous, formulaic, derivative platformer with a funky character, decent graphics and interesting soundtrack, but too slow, frustrating and dull to be playable. Humdrum.

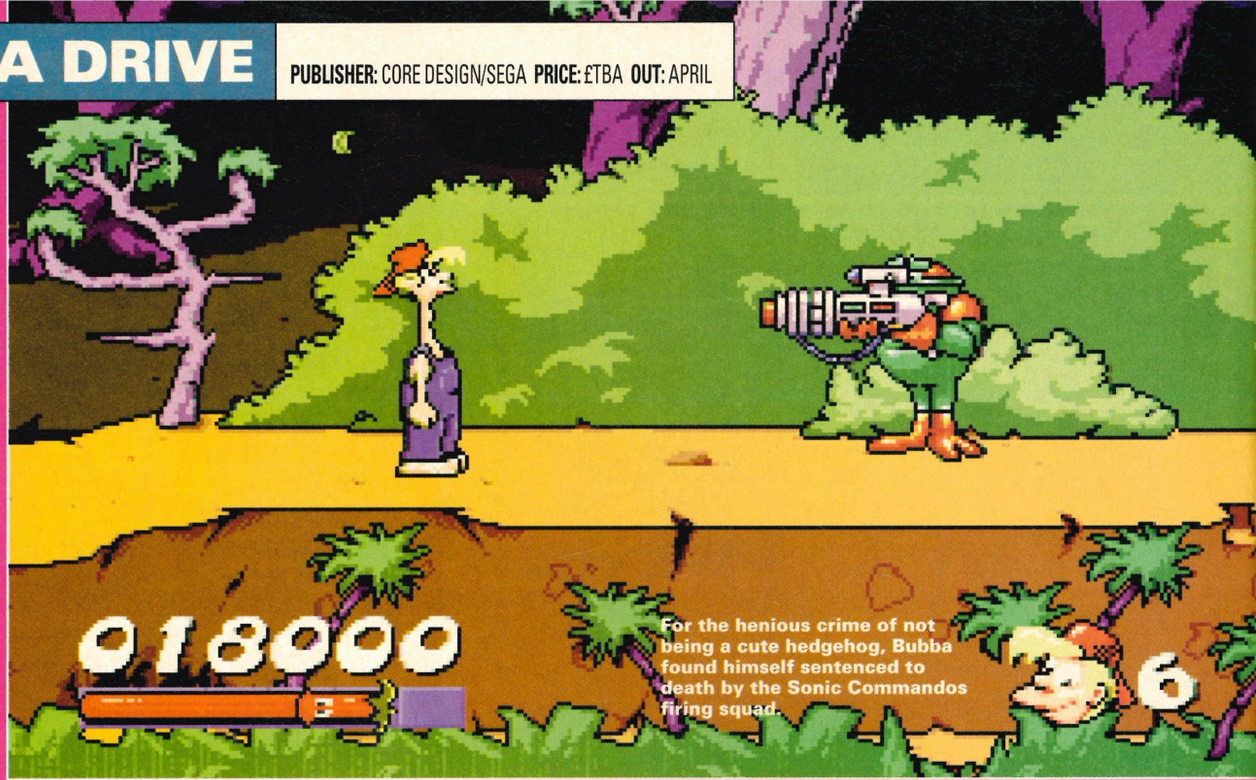
29 PERCENT



PUBLISHER: CORE DESIGN/SEGA PRICE: £TBA OUT: APRIL

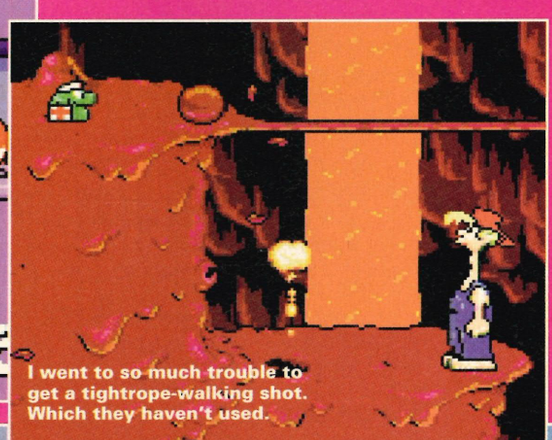






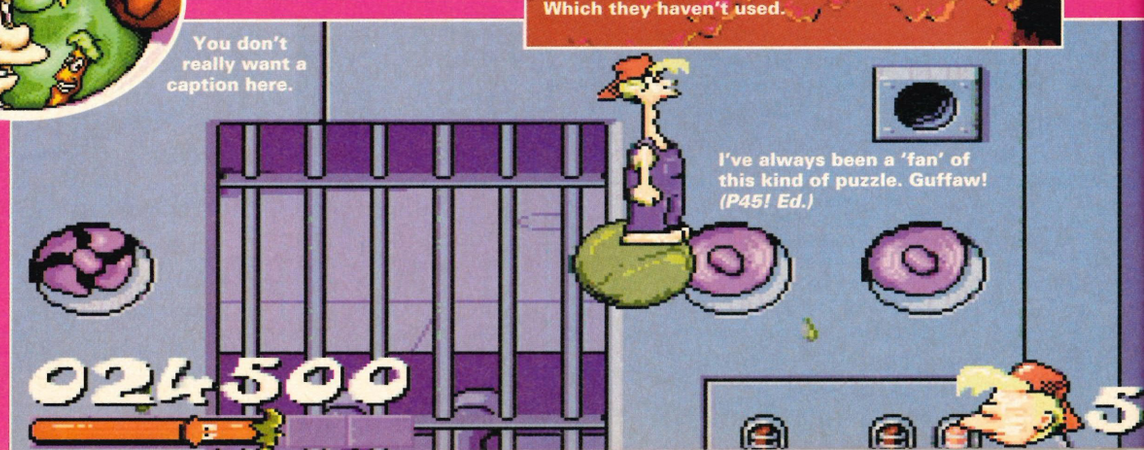
BUBBA

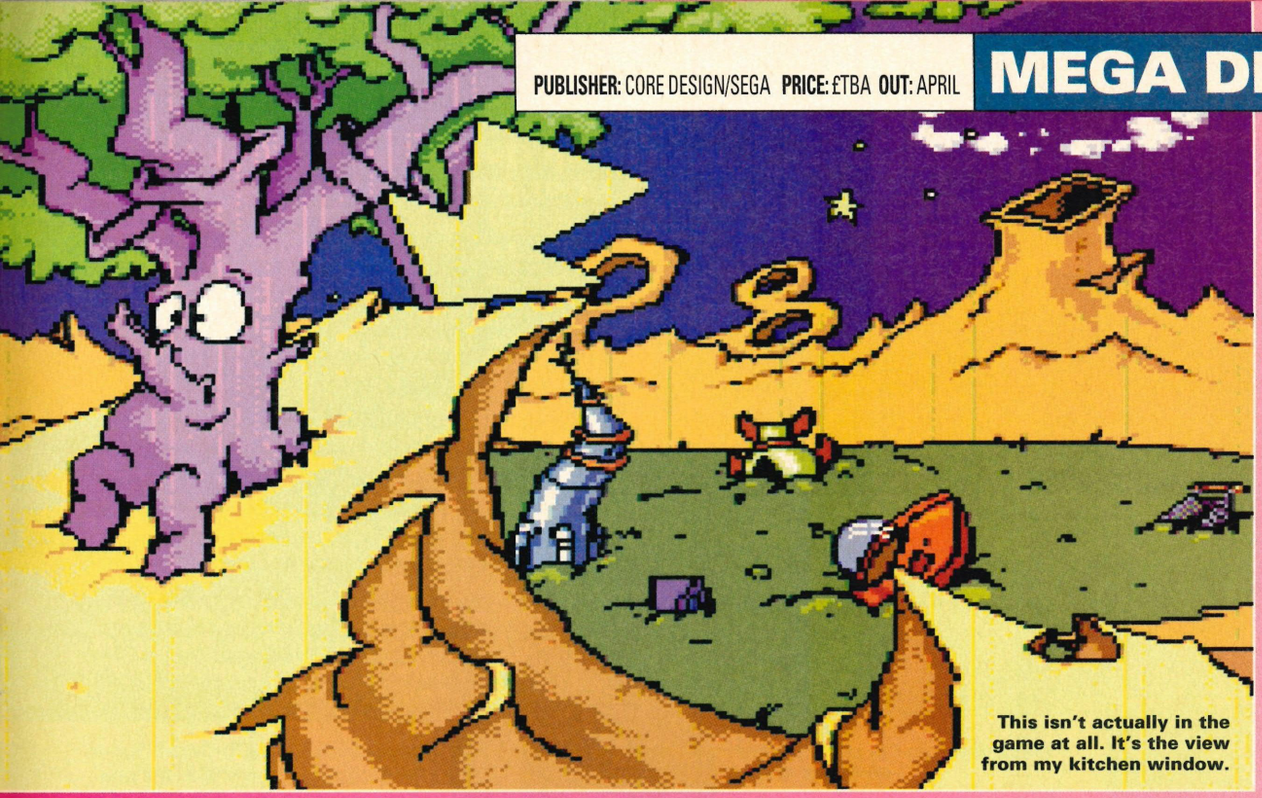
Bowing to popular pressure, we've had to sack STUART CAMPBELL (see Salad Daze). This is the last time he'll ever appear in *Sega Zone*. And he's furious.



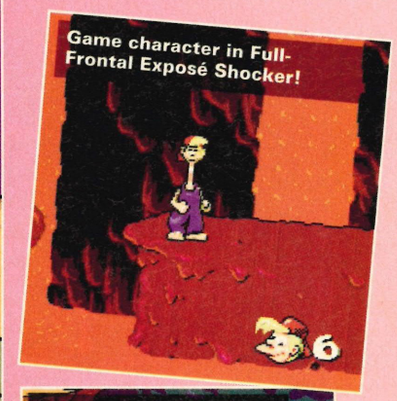
Mark E Smith's top five words that rhyme with 'BUBBA'

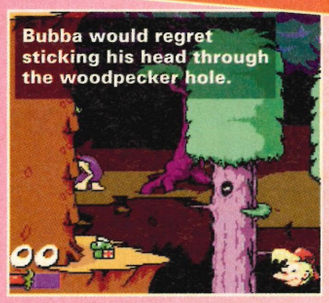
1. Club-ah
2. Pub-ah
3. Snub-ah
4. Tub-ah
5. Rub-a-dub-dub-ah



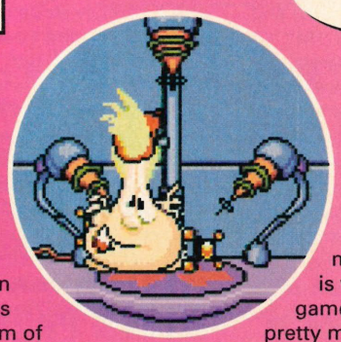


This isn't actually in the game at all. It's the view from my kitchen window.





'N' STIX

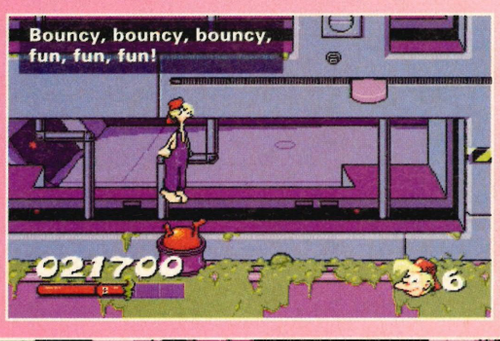


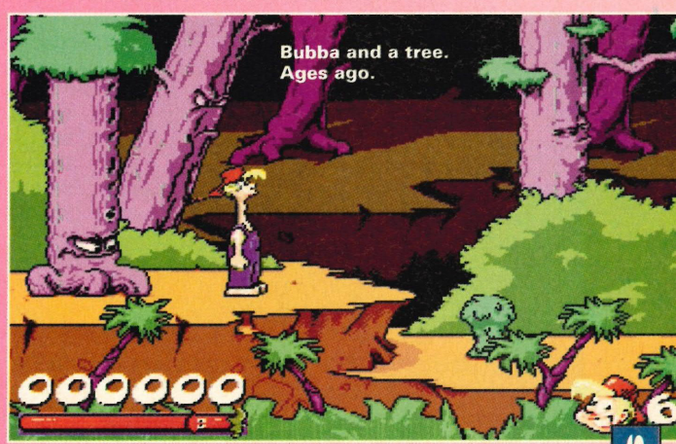
You *know* when you've been Tangoed.

You're not going to buy this, are you? It doesn't matter what I say about it, *Sonic 3*'s out, the piggy bank's been smashed, and a funny puzzle game starring a character who hasn't been in any movies or cartoon series was right down at the bottom of your shopping list anyway. So what's the point? I might as well just go 'flubbawubbanubbadubba' for the next three pages. After all, I don't care – I'm not going to be here next month. But no, on reflection, that would be unprofessional, and also a bit unfair to good old Bubba and his friend Mr Stix, so a different approach is in order. But since this the last issue of *Sega Zone* I'll ever be in, I'm still going to try something a bit experimental. I'm not going to give *Bubba 'n' Stix* a mark. I'm just going to put a big question mark in the score box at the end, so if you want to find out what it's like, you're going to have to actually read the review. Scared? Tough.

You're lazy

See, console owners are lazy. And I've got more consoles than anybody (14 at the last count), so I know what I'm talking about. Console owners can't be bothered making the effort of learning any game that has controls more complicated than left, right and punch, which is why there are only ever about three different kinds of game released on the Mega Drive, and why the only original ideas it ever sees are conversions of computer games. Console owners, compared to computer owners, treat their machines as a much more passive form of entertainment (understandably, since you can't do anything else with them – no keyboard, y'see), so they're not used to, and not at all keen on, the idea of anything that makes them work just a little bit. This is why *Sonic* games (and *Mickey Mouse* games, and *Streets Of Rage* games, and pretty much every game, really) are always so bloody easy and why you keep buying them in your zillions anyway. Don't write letters to magazines going, 'Oh, I'm really upset, *Sonic 3* cost 60 quid and I finished it in three hours', because that's the way YOU want it to be. Actually, it's not very likely because you hardly ever write letters anyway. (Do you have any idea just how few letters *Sega Zone* actually gets every month? Why do you think we print such flipping tedious ones?) You're lazy. (This isn't actually a criticism – I wouldn't write to a console magazine either. I mean, Yob's Mailbag, for God's sake). And that's why you won't buy *Bubba 'n' Stix.*



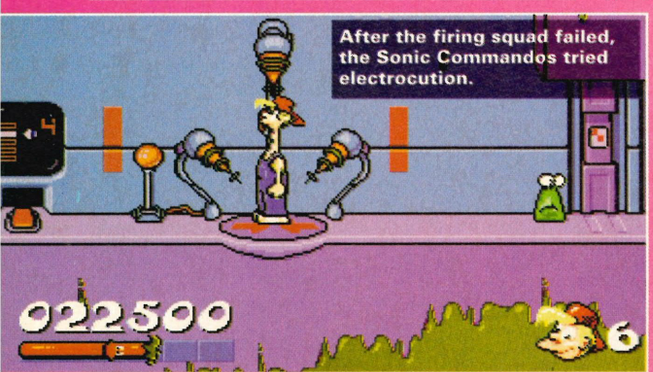


Aha, the point

It's a puzzle game. And it's a damn tricky puzzle game. I played it over about a week, and the number of times I was reduced to simply staring at the screen, completely clueless, was intensely depressing.

You can be locked in a doorless prison cell with nothing but a steel drum and a small hole in the wall for company, and somehow you have to find a way out. Or you'll be at the foot of a sheer cliff far too high to jump up, with no apparent objects to interact with and only a couple of tiny aliens cluttering up the screen

PUBLISHER: CORE DESIGN/SEGA PRICE: £TBA OUT: APRIL



Top five other historical characters with sticks

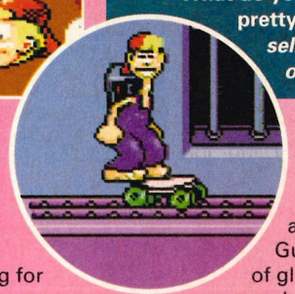
1. DOUGLAS BADER
Top World War Two air ace with tons of courage but no legs at all.

2. THEODORE ROOSEVELT
'Speak softly, but carry a big stick,' said the famous ex-US President. 'You will go far.'

3. LONG JOHN SILVER
A pirate. Had a parrot on his shoulder. Lucky it wasn't a woodpecker, right kids?

4. CHARLIE CHAPLIN
Looked like Adolf Hitler and didn't say much. Doesn't sound much like a giant of comedy to me.

5. JEFF STRYKER
What do you mean, 'That's not a stick'? Looks pretty woody to me. *(Right, that's it. I'm selling this magazine, and everyone on it. A Publisher.)*



Right, that's it. I'm off. It's a big world out there.

who pay no attention whatsoever to anything you try to do to them. You'll traipse backwards and forwards for ages and ages, looking for the tiniest clue as to what to do, when suddenly, after half an hour, you'll notice that the two aliens are apparently arguing with each other as you enter the screen, but they stop and act dumb as soon as you get anywhere near them. So you go off the screen again, creep on so that they're just in view, then throw your alien mate Stix at them while they're still arguing. One of them grabs him, whacks the other one over the head, and as a lump rises on his head (with Stix still wedged on there), you can quickly run, jump up onto the now platform-like Stix and leap up the cliff.

Why you won't like it

You see? You see the kind of effort we're dealing with here? If you want to see the end of *Bubba 'n' Stix*, you're going to have to do more than sit in front of it with the joypad in your hands and your brain switched off for two hours, and that's why you won't like it.

Me? I like it a lot. It's got a lovely atmosphere, a couple of great characters, and some mind-bending puzzles. It's not perfect, though – there're only five levels, and since you only get a password when you finish one and you're not likely to give up any one session until you do, you're only likely to play the game on five separate occasions. Probably. The first level's really titchy, so you're only getting four decent-sized ones. And the sound's a bit nob. But otherwise it's fab, really – the mix of puzzle-solving and platform skills is just about right. Mind you, it's not as good as *Gunstar Heroes*.

Gunstar Heroes

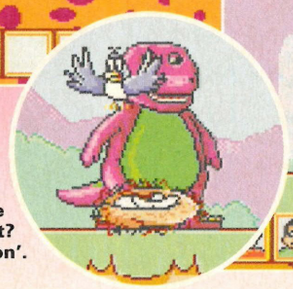
Gunstar Heroes is brilliant. It's a scrolling platform shoot-'em-up with some of the best graphical effects ever seen on the Mega Drive, with or without a Mega-CD attached. It's more straightforwardly exciting than *(What's all this about* Gunstar Heroes*? Ed.)* any MD game I've ever played except the little-known cult horizontal-scroller *Aero Blasters*, and boasts the pedigree of Treasure, the development team responsible for the fantastic *Super Probotector* on the SNES. It's one of the few platform blasters ever to show even a spark of imagination, and *(I said, what's all this about* Gunstar Heroes*? Ed.)* it's got the kind of glorious moments that make you remember why you got into videogames in the first place. I mean, *Mick And Mack – Global Gladiators* was neat, but did we really need to see it another three times (*Cool Spot, Aladdin, Jungle Book* and counting) with different graphics? I think not. All the way through *Gunstar Heroes* you come across bits where you think 'Hey, wouldn't it be great if it did such-and-such a thing?', and then three seconds later, *it does!* Honestly, it's brilliant. And if you look around, it's really easy to find it in any number of shops for about 25 quid – it's the bargain of the year. I can't recommend *Gunstar Heroes* highly enough, but if you've already got that, and you really can't be bothered with another rewrite of *Sonic The Licence To Print Money*, then *Bubba 'n' Stix* is a game that really should be near the top of your 'things to get' list. But get *Gunstar Heroes* first.

Anyway, that's it from me. This is the last review I'll ever write for *Sega Zone*. We've had a few laughs, a few tears, a few triumphs and a few scrapes, all that sort of thing. But no more. I'd like to think it's 'au revoir', but in truth it's more like 'auf wiedersehn'. In any language it still means 'ciao, baby'. Bye.

END ZONE

The best Mega Drive game of the last five years. Or possibly completely crap. I'm not telling you. Certainly not as good as *Gunstar Heroes*.

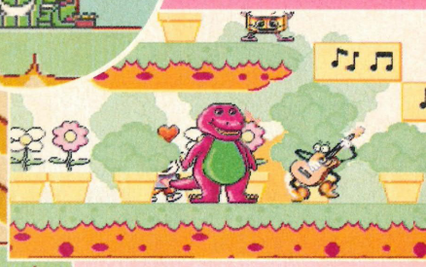
If only I were a better wordsmith, I'd be able to think of the word to describe the look on Barney's face.



Right: Yeah, it's still the same expression. Erm, inane? Vacant? Rob B reckons it's 'bacon'.

A big, round, pink balloon. But not as big, round and pink as something I just thought of.

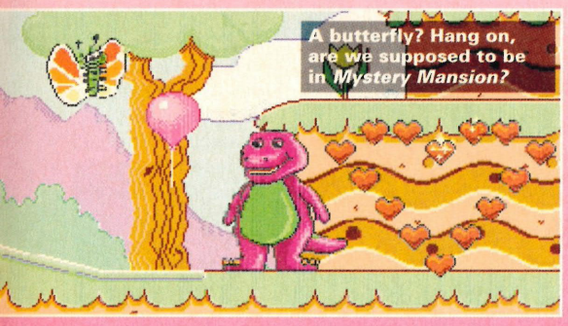
His acting ability's often been likened to that of Roger Moore.



Despite the proliferation of instruments, the music is terrible.

BARNEY'S HIDE & SEEK GAME

'Like, gag me with a spoon. Uh, bag your toenails, they're so grody. Like, I dunno...' Watch out, JOSSE BILSON's discovered his true identity as a valley girl called Moon.



It's cutesy to the max. Like, I dunno. You know, I live in, like, a really neat part of Encino... Y'know, I like all the clean things in life like harmless cartoon characters and peace and harmony, y'know, tubular. But my mother she, like, makes me clean the catbox *and* do the dishes. No way!'

With a suspicious new tan, convincing blond wig and high cut bikini, Josse leaves the peace and in-breeding of his New Mexico valley retreat and goes in search of bubblegum coloured fun in the big city of Vegas.

Candyfloss and bubblegum

'So I was hanging out at the mall, wandering towards a salon to get my toenails cut, and I strolled into the Sega store to check out the latest Genesis games. Rows and rows of blood, gore and fighting games. Gross! What we need is peace and love, candyfloss and bubblegum. Ah! *Barney's Hide and Seek*.

Could be you've heard of him over in Great Britain but here Barney's a current big hit in a kind of Mr-Blobby-rips-off-*Jurassic-Park*-and-*Babapapa*-into-the-bargain way. Behold a gorgeous children's platformer in which lovable pink Barney finds (and hugs) his friends, blows kisses, plays musical instruments and discovers lots of surprises and presents along the way. Like, awesome. I'll buy that for a silver dollar.'

Bikini

However, Josse is *not* a valley girl, or in California. He's gone completely mad and is in a games importers in Bradford (but he is wearing the bikini). Wise-head-on-young-shoulders Jonathan (the cavalry), finds Josse, rescues him, and in an effort to persuade the police not to press charges, gallantly puts *Barney's Hide and Seek* forward as evidence.

'Cute? It's like sticking two or more fingers down your throat. Here's some evidence from the box the game won't arrive in because you won't buy it: 'Barney names favourite things like toys and animals. Children ALWAYS win and Barney NEVER gets hurt!' It's poisoning the minds of children and games reviewers alike. This is the true evil of society.

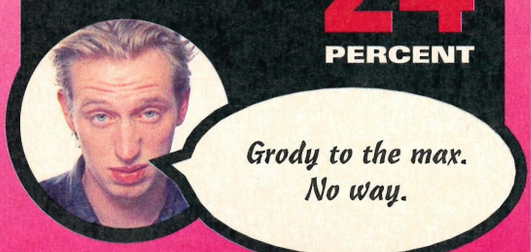
Really making friends

This game is targeted at kids so young that they should *not* be playing computer games, they should be out *really* making friends or learning how to speak. For goodness' sake, there's only one button that has any effect on the character. Everybody's permanently grinning and blowing love-heart kisses and saying 'I love you'. It's no wonder it made Josse behave oddly, go on, please let him off.

END ZONE

All right, I can see that it's meant to be for kids so that explains the sickly iconography and gameplay void, but it's pitched so young it has no right to exist.

24 PERCENT



TOP GEAR

Whenever there's a long train journey to be taken, LINDA BARKER's first in the queue. 'I'll take my Game Gear!' she says. (Except she's a secret trainspotter.)

CJ ELEPHANT FUGITIVE!

Codemasters ● £21.99 ● March

This game has to have one of the most disturbing graphics I have ever seen! Press a certain combination and CJ seems to acquire an elephant head in his hands. Nobody else believed me, but it's true! There's another odd bit where you can fry the elephant, kind of. Gruesome! A nicer touch is that when you blast a baddie with some kind of deadly flame from your proboscis, there's an apple as a reward. This is basically a platform game with the action happening on the dark, dark streets of some metropolis or other. Let's call it London. Why? Because a lot of the action takes place underground and London has one of the most intricate underground systems of any city in the world. Even if you discount the underground itself there are sewers, all manner of pipes and the Tyburn. Y'see, the physical underground of the city relates to the human underground – the criminal underclass, the prostitutes. Fascinating stuff, I think you'll agree but nothing to do with this game really. Shame, but hey, CJ's an elephant who has to traverse the pipes to reach his destination and you're the chap/chapess to help him. It's certainly an odd 'un, but that's no reason why it can't also be a good 'un. And, d'you know what? It is. Hurrah! Grab an elefriend and try the trunk-to-trunk. Double thrills guaranteed!

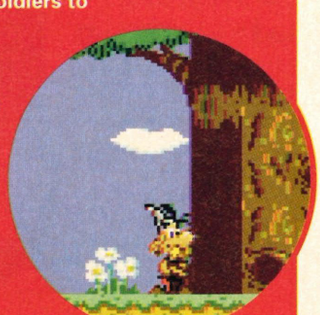
75%

ASTERIX AND THE SECRET MISSION

Sega ● Import ● Out now

The aim here is to save Gaul from the greedy Romans. To do this, Asterix must take one of Getafix's magic potions. But! But! But! Getafix has run out of magic herbs, so Asterix and Co set off across the kingdom to find the herbs. There's a medicinal plant in each level, so get searching! Along the way, there are deserts, glaciers, temples and ruins to traverse. And! There are Ceaser's soldiers to contend with too.

With six levels and bonus levels, this should keep you going for quite a while. It looks exactly as it should. Remember those rainy mornings in the library, sat on tiny chairs around tiny tables reading the *Asterix* books? Well, this took me back a few years I can tell you. And it just looks so good!



70%

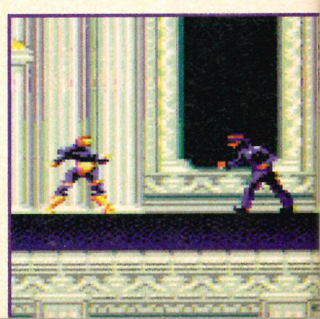
X-MEN

Sega ● Import ● Out now

Questions: Who are these X-Men, eh? And why have I never heard of them?
Answers: Some kind of superheros. 'Cos you're a girl. Hmmm.

Right, the X-Men are the work of Professor X, a good man with a naughty half-brother who goes under the strange moniker of Juggernaut. A few of the X-men have been taken hostage by some evil mutants, and Wolverine and Cyclops have to rescue them before they can defeat the Master of Magnetism.

First off, choose your character. I went for the Wolverine (a large carnivorous mammal of Eurasia and North America with dark, thick fur, fact fans) with his sharp claws and power to heal. It turned out to be a chap in a blue jumpsuit! Wander through a posh-looking building zapping insects, turning somersaults and jumping over crates. It's a big building this, with loads of lifts and a penthouse. And some poison water! There's really not much else I can tell you about this one. It's an action hero platformer and quite good as far as it goes. But, it's nothing special – nothing stands out to make me go 'Oooh!' or 'Ahh!' Ho hum.



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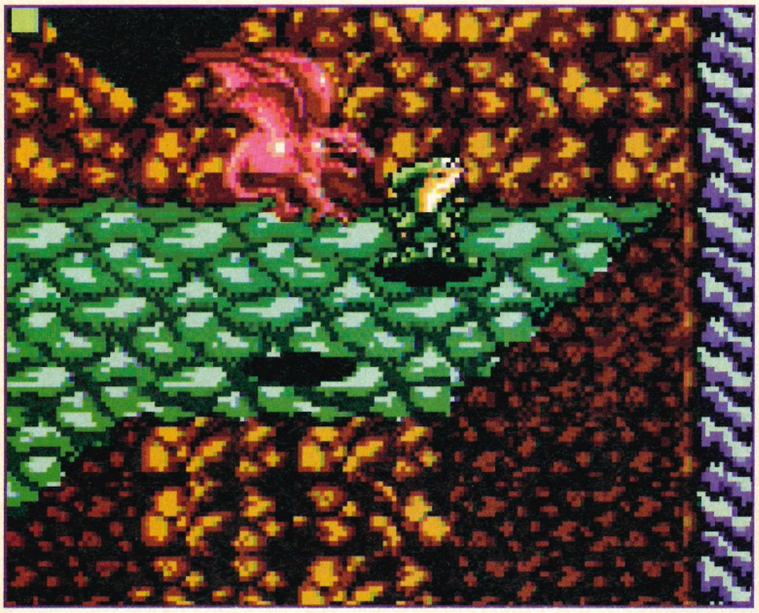
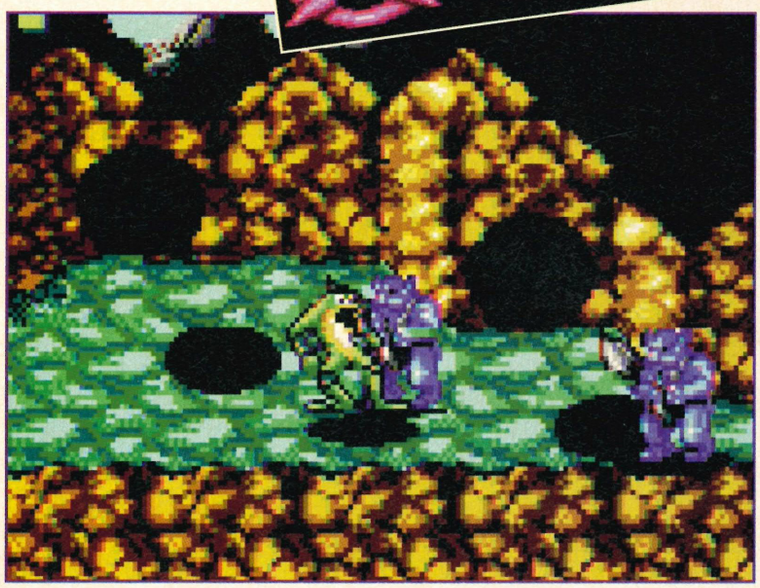


BATTLETOADS

Sega ● £TBA ● April

Toads, eh? Ugh! Horrible, warty things, not like frogs. Frogs live in lily ponds, but toads live under stones and smell! And they're slimy! And! Nobody ever kissed a toad! These toads stick out long tounges and eat flies, kill things that look like stick insects and then use their limbs as weapons. Hey! Hang on, I always assumed toads could swim but I went into the water and drowned. Along the way, I met Mr Stick Insect man. I tried to be friendly but he just kept kicking me. As well as all the *Wildlife on One* bit there's also a strange bit in a vector-like room with lasers flying at you. And then a bit where you go down a shaft on a rope, and then some platform game bits, and some surfing bits as well. There's plenty of variety, but it was a bit difficult for me.

68%



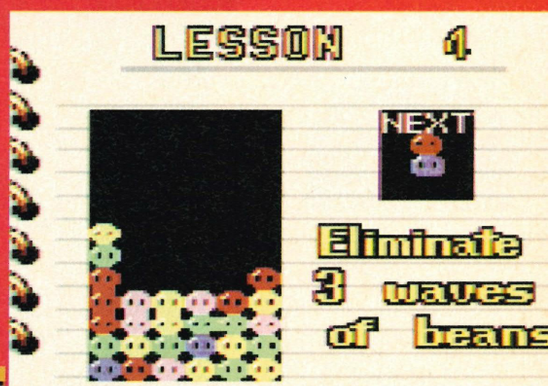
DR ROBOTNIK'S MEAN BEAN MACHINE

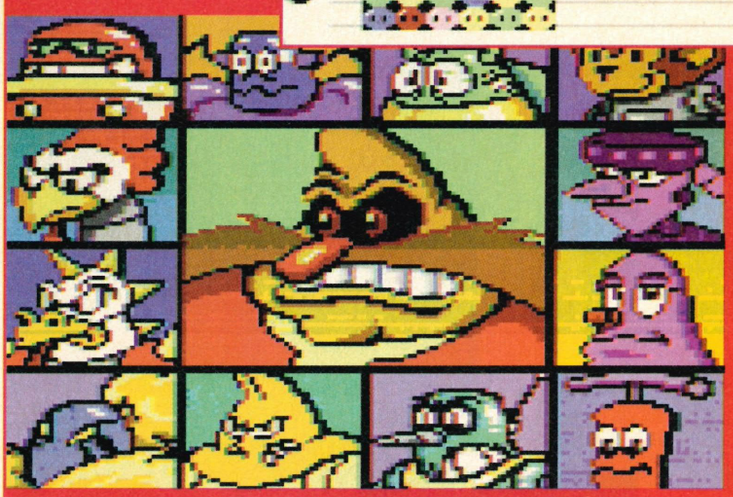
Sega ● £29.99 ● Out now

'Make *Dr Robotnik* quite big, because it's the best game ever,' said the Ed as he handed me this one, obviously not trying to prejudice me at all. *(But it's an evil, hateful game. Ed)* I turned it on and the opening credits certainly looked pretty cool. All them little beans coming down in rows and you've got to move them about to get three or more of the same colour together, hey hang on – it's *Columns,* isn't it? Mind you, I'm not complaining. You can never have too much of a good thing. It's *Puzznic and Plotting* too, and *Jewelbox,* and *Tetris* of course. They're all the same and I love them all! Mind you, this one does have an odd bit – let ten pairs drop in it says. But the they can only drop into a small area and it fills up immediately and you lose. Basically. Hmm. Still, after a bit of practise those little fingers learn to move a bit more swiftly and you get the hang of it and then it's great. This is, basically, all my favourite games in one. It can't lose!

This isn't really a 'quite big' review though, is it? And what else can I tell you? Oh, there are some pretty smart animated in-betweeny bits with the evil doctor demanding his beans! This is ace!

90%

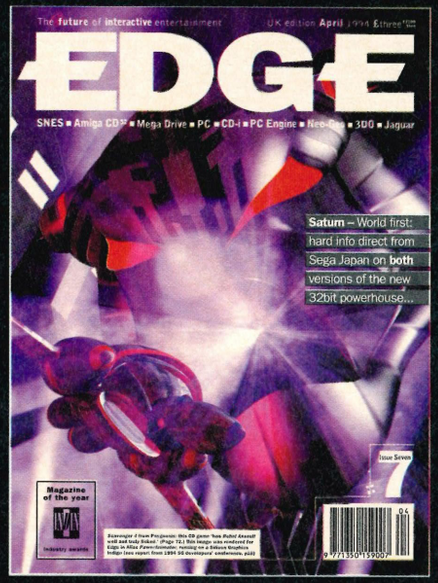




EDGE

This **magazine**
has been **voted**
Magazine of the year
by people working
in the games **industry**

Don't you want to know **why**?



Magazine of the year

IN/IN

Industry awards

Issue **seven** onsale at selected newsagents now

EDGE

SKILL ZONE

They might have happened a long while ago, but the exploits of Yuri Gagarin should still prove an inspiration to us all. Yuri joined the Soviet Air Force in 1957, and by 1961 he found himself the first man to travel in space, orbiting the Earth in his satellite spaceship Vostok. His bravery earned him not only the highest worldwide acclaim and accolades, but also a fortune. What a star, eh?

Fancy earning yourself fame and fortune? There's no need to leave our protective (though decaying) atmosphere, there's no need even to leave the safety of your console. Simply delve deeper into the games you're playing anyway, find out some original cheats, hints or tips and send them to us.

It could earn you £50, or even some of the bizarre stuff kicking around our office. It will almost certainly earn you the fame and notoriety of appearing on the dignified, distinguished, almost toffee-nosed pages of Skill Zone.

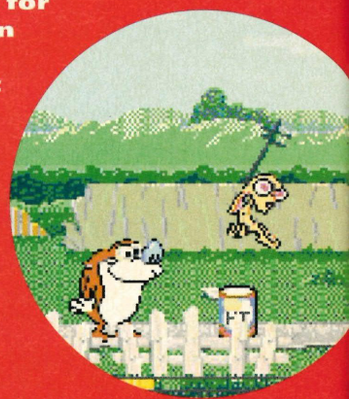
The Skill Zone dos and don'ts

Do...
- Find an original cheat, hint, tip or whatever.
- Make sure it works.
- Write it down and send it to us.
- Remember to include your name and address.
- State clearly what game and machine it's for.

Don't...
- Move.
- Talk out of time.
- Think.
- Worry. Everything's just fine. Just fine.

Ren & Stimpy

Yeah, yeah, yeah. It's Rob B from the Stereo MC's with a timely return to me mates the Zonies. The MC's been quiet for some time, I spend all day on my Mega Drive. Yo! Crucial! Kickin'! Listen to meee. I got some codes for *Ren & Stimpeee*. Select your levels with these level selects. It's for one player only, NUFF RESPECT! Yeah, yeah, yeah...



LEVEL	CODE
2	8B20000 – 004C4SR
3	8900004 – 884C2SI
4	831000B – D8N6250

LHX Chopper Attack

Incoming! The top Devon lad who's been bombarding us with tips this month, Stephen Beer, has sent us the last level code for this helicopter offensive. Just tap in CA1AR4G. Okay?

Populous 2

No, don't thank us, thank Stephen Beer of Exeter (again!) for these rather super duper tips for this omnipresent overseer of games. Type in the following codes for an added advantage:

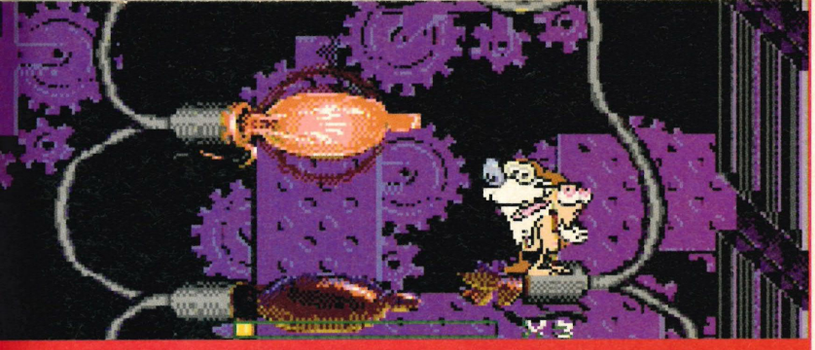
HUMANOID	Tons more Mana
WIBBLE	All FX in current game
EXPERIMENT	Maximum experience
NOT HALF	Next game is 999

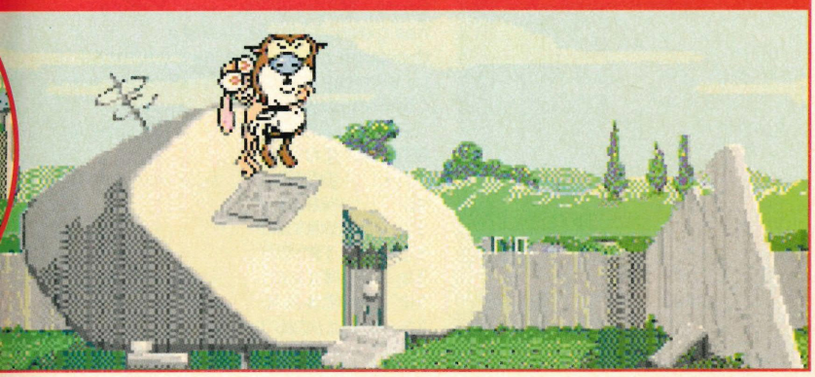
Gods

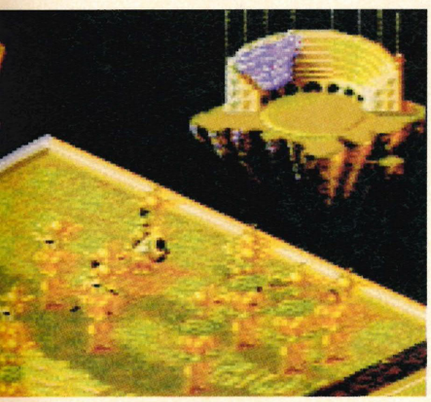
The all-seeing, all-knowing Barry Hoare of Southampton opened his arms wide, drew back his head, roared a gutteral laugh and let flee a nugget of information, booming loud as though it were a thunderclap. 'Level codes' he spake... 'Level codes for *Gods* on the Mega Drive.' 'Cheers,' we mumbled, cowering. 'Cheers for the nugget of information.'

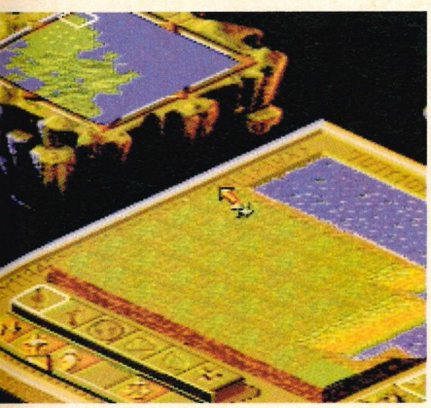
LEVEL	CODE
2	NASHWAN
3	COYOTE
4	FOXX

WIN £50 ZONE



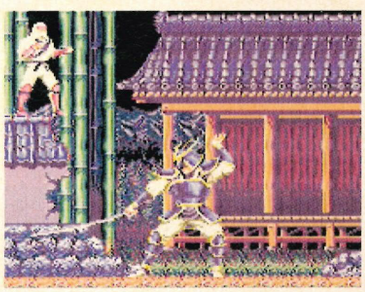


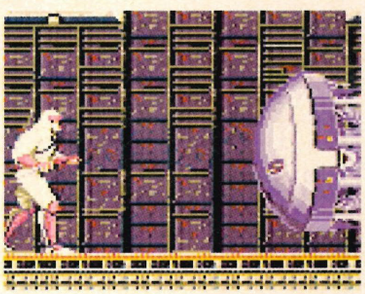


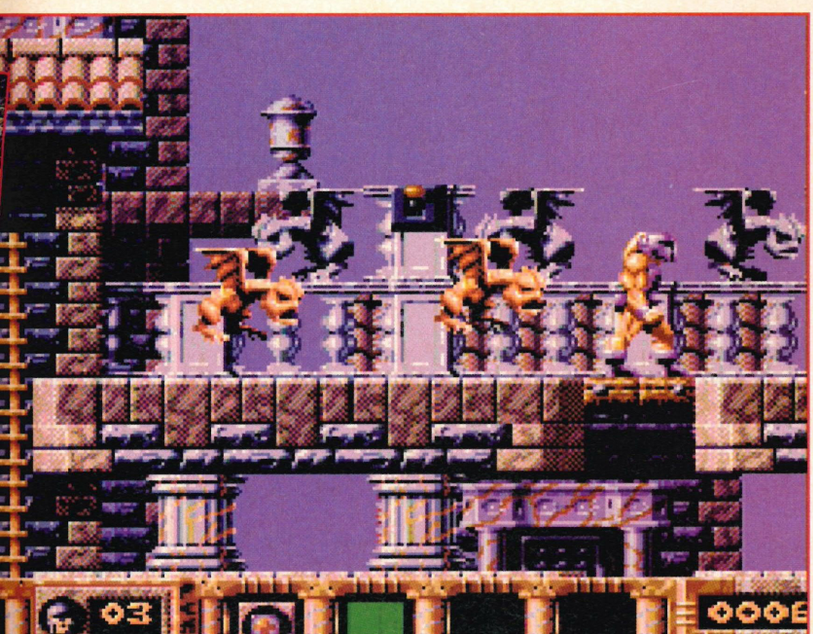


Revenge of Shinobi

There's much raising of glasses and doffing of caps around the *SZ* office. We were paying tribute to Steven Kerslake of Wokingham in gratitude of his top tip for *Shinobi*. Go to the options menu then up to ▶







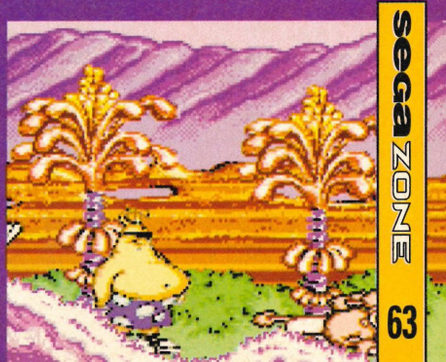
ToeJam and Earl

Producer: It's the commercial break. Where's that warm up man?
Warm up man: Hiya, Bobby Chariot here! How're ya diddlin'?
Audience: *(No response.)*
Bobby: Oh, bloody sod you then! Anyway, so since my missus kicked me out I've been sleeping in me Jag. I don't 'alf miss the kiddies though. So I went to stay at my mate Stephen Beer's house in Exeter and he let me play on his Mega Drive so I worked out a few cheats for you. Here are all the locations for space ship parts...

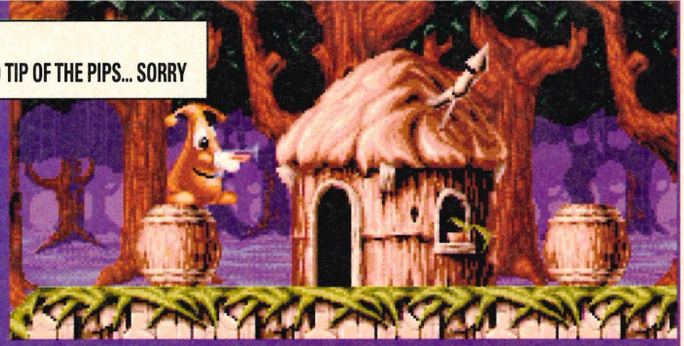
Level 2:	Four squares down, three squares across
Level 6:	Five squares down, seven squares across
Level 10:	Two squares down, six squares across
Level 12:	Six squares down, five squares across
Level 15:	Two squares down, two squares across
Level 17:	Two squares down, seven squares across
Level 20:	Seven squares down, two squares across
Level 21:	Six squares down, seven squares across
Level 23:	Two squares down, four squares across

Producer: Ah! Erm, a technical breakdown. WARM UP MAN!
Warm up man: Er, 'ello again. Bobby Chariot's yer man, how're ya diddlin'?
Audience: *(No response.)*
Bobby: Oh, bloody sod you then! All right then well I'm still missing me kiddies, but here's some more help with *ToeJam and Earl* - the lift locations.

Level 1:	3 down	5 across
Level 2:	3 down	6 across
Level 3:	4 down	3 across
Level 4:	6 down	2 across
Level 5:	6 down	2 across
Level 6:	3 down	7 across
Level 7:	6 down	4 across
Level 8:	6 down	7 across
Level 9:	6 down	4 across
Level 10:	6 down	5 across
Level 11:	6 down	7 across
Level 12:	3 down	7 across
Level 13:	1 down	6 across
Level 14:	4 down	5 across
Level 15:	5 down	3 across
Level 16:	1 down	5 across
Level 17:	4 down	6 across
Level 18:	3 down	2 across
Level 19:	6 down	7 across
Level 20:	2 down	7 across
Level 21:	2 down	6 across
Level 22:	6 down	4across
Level 23:	2 down	3 across



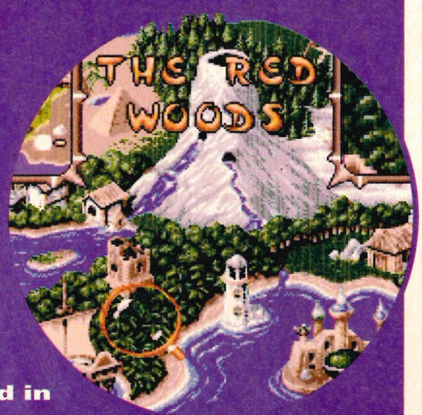
Puggsy



Ever spent an inordinate amount of time bouncing around controlling a semi-deflated space hopper? Fancy discovering whole new worlds at no extra cost to yourself? If not, why not?

Well, either way, console yourself with these codes for one of our favourite puzzle/platformers, as sent in by Stuart McCrone of Gwent.

The Cove	377 501 370 673 776 111 750 561 240
Red Woods	377 501 570 673 777 131 700 521 244
Star Lake Fall	377 503 570 653 775 135 700 101 244
Splinter Town	337 503 570 656 724 531 750 041 244
Badger Mill	117 403 570 656 725 531 700 001 344
Pyramids	117 413 540 654 627 531 700 001 304
Dark Blade Forest	112 413 500 650 635 535 700 001 304
Diamond Mines	152 453 500 650 635 535 740 105 314
Dark skull Castle	340 453 500 650 635 535 763 105 314
Fire Heart	242 453 500 650 634 535 760 005 114
Aztec Temple	200 453 500 650 636 575 763 115 114
Racrock Forge	200 453 500 254 716 571 633 115 154
Raclantis Docks	240 653 100 254 314 561 223 117 114



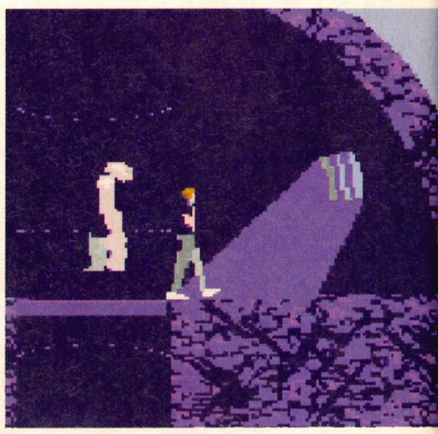
Bonus games for extra lives are also to be found in Aztec Temple and Racrock Forge Levels.

▶ the Shurikins and select 00. Wait for some time and the two noughts will squidge and fatten. Then select Easy and you'll have infinite Shurikins and nine lives.

Another World

Sturdy Midlands lad Gary Jardine has given *Another World* a thorough going over, and equipped us with the following level codes. Cheers Gary.

STAGE	CODE
9	DDRX
10	HRTB
11	BRTD
12	TFBB
13	TXHF
14	CRJL
15	LFCK

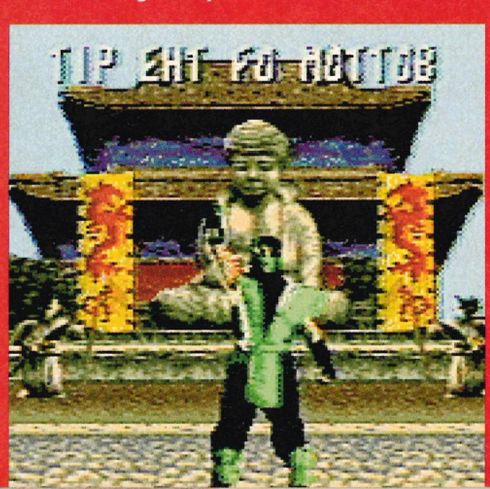


QUESTIONS AND ANSWERS • QUESTIONS AND ANSWERS • QUESTIONS AND

Having some problems with your game? You're not very good are you? In fact you're something of a saddo loser with no gameplay skills. Oh dear! Never mind, help is at hand. Just write to Doctor Josse Bilson at Q&A, *Sega Zone*, 30 Monmuth St, Bath BA1 2BW

Mike Farandon from Liverpool writes:
Dear *Sega Zone*, glad to see you've got yourselves a Q&A section, but I'll be even happier if you can give me some help on the fantastic *Rocket Knight Adventures*. How about it?
SZ reply: Okay Mike. You could have been a little more specific, but whatever your problem is I'm sure infinite continues will make things much easier. Try this Action Replay code: FFFB0D0005. Better?

Ravi Barta from Cannock inquires:
All right there *Sega Zone* tipsters, once and for all, what *is* the blood code for the Mega Drive's *Mortal Kombat*?
SZ reply: For the last time, it's ABACABB. What's wrong with you?

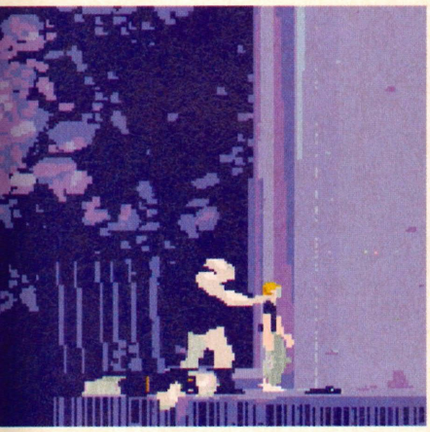


Mark Owen from Take That (the one with the lisp) asks:
Dear *Sega Zone*, it might seem a bit sad but I'm having trouble with my swing. On my favourite Mega Drive game *Jack Nicklaus Power Challenge*, that is. Any chance you lot can help me get a bit more length?
SZ reply: You sad loser! Why not get a proper job, and while you're about it, get a proper golf game like PGA European Tour. *We took a quick straw poll in the office and decided to help you. The best help we could give you would be a humane exectution by lethal injection, but none of us have got the bottle so here's an idea to shut you up. To get more swing, use the Power Bar and go into the Over Swing Zone. Press A then press it again when you're back to the hit line. Take that, saddo!*

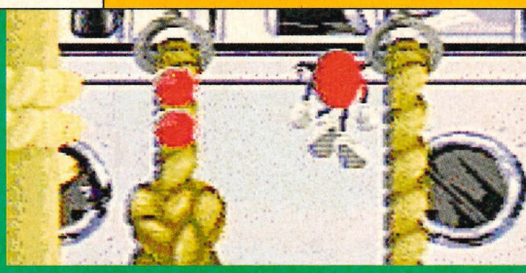
Micro Machines

Yo! Nuff respekt to a pretend English Irishman Mr JJ McAuley of Old Aberdeen. He's the crucial, kikkin' dude with 'nuff knowledge to lay down these codes for you.

Infinite Lives	B, Down, C, Down, Up, Down, Left, Down.
Extra Grip	C, Up, Left, Right, A, B, A, C.
Faster Car	Up, Down, A, B, Left, Right, C.
Tougher Game	Left, Right, Left, Right, Up, Down, Start, Down.
Even Tougher!	Left, Down, Up, Down, Right, Down, A, Down.



Cool Spot



Fancy a quick cheat for the coolest game of all time? Well there's no need to get in a flap, stay cool. Simply go to the cheat screen (otherwise known as the Options screen), and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C. No, no, no, don't thank us, thank Deakin Scott of Chertsey. He's a terribly nice lad, you know.

ANSWERS • QUESTIONS AND ANSWERS

Jacqueline Faragher from Keynsham writes:

Hey you guys, I was one of the lucky people who got *FIFA Soccer* for Christmas, lucky because they sold out all over the country apparently. I agree with Tim Norris that it's a bloody brilliant game, but some of the teams *are* a bit tricky. How about some codes to get through to the finals?

SZ reply: All right then Jacqueline, we'll give you codes, as sent in by a chap called Jason McAnea from Roehampton. But first let me tell you about the time I married Madonna. No, really it's a true story. You know that Sean Penn geezer, well he was round at our house on the... (Stop it Josse, just get on with the tips will you. Ed.) *Oh, sorry. Here are the codes:*

YEAR	WORLD CUP FINALISTS	CODE
1930	Uraguay vs Argentina	DTWXT4WQ6Q
1934	Italy vs Czech	YKYWR61C
1938	Italy vs Hungary	YKYW0615
Then there was a little break for some minor political skirmish.		
1950	Uraguay vs Brazil	3KCXT9J2
1954	Germany vs Hungary	JRUW05PG4Z
1958	Brazil vs Sweden	WQMCN9PF
1962	Brazil vs Czech	WQMBR9PC
1966	England vs Germany	BSOBW5JSMY
1970	Brazil vs Italy	WQMB392
1974	Germany vs Holland	JRVWY5PG41
1978	Argentina vs Holland	BHWBY5PG01
1982	Italy vs Germany	C+7B35PO42
1986	Argentina vs Germany	BHWBW5PG03
1990	Erm, same as last one	
1994	Well not England for a start. Cheers, Graham Taylor.	

Action Replay codes

Zombies Ate My Neighbors

Infinite energy	FFFAAF000A

Bonanza Brothers

Infinite lives for player one	FFC05 70007
Infinite lives for player two	FF6C3 D0006

MiG-29

Infinite AS-7 missiles	FFC56 F0004
Infinite AS-8 missiles	FFC56 D0003
Infinite AA-7 missiles	FFC56 B0003
Infinite AA-8 missiles	FFC56 90002
Infinite 57mm rockets	FFC56 70007
Infinite cannon rounds	FFC56 50005
Infinite chaff	FFC57 30014
Infinite flares	FFC57 1001E

Terminator

Reece goes ice skating	FFFF2 F0000

General Chaos

Infinite medics for player one	FF031 90005
Infinite medics for player two	FF031 B0005

Zero Wing

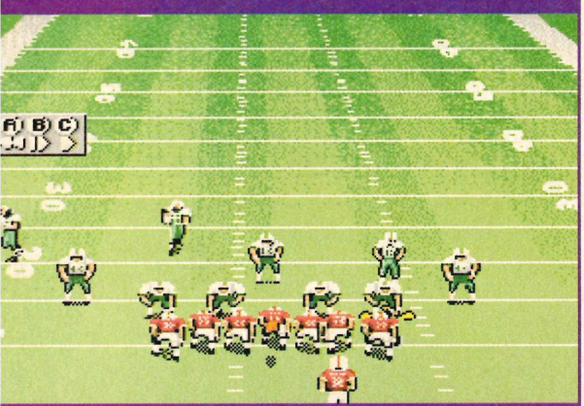
Infinite lives	FF00F D0002

MADDEN

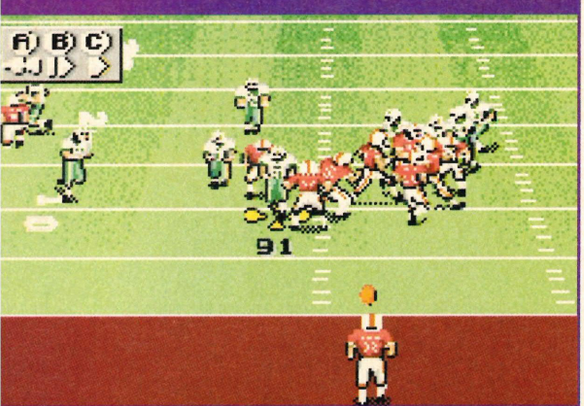
Sports correspondent extraordinaire DAVID ROBERTS has come up with tips to

PUNT BLOCK

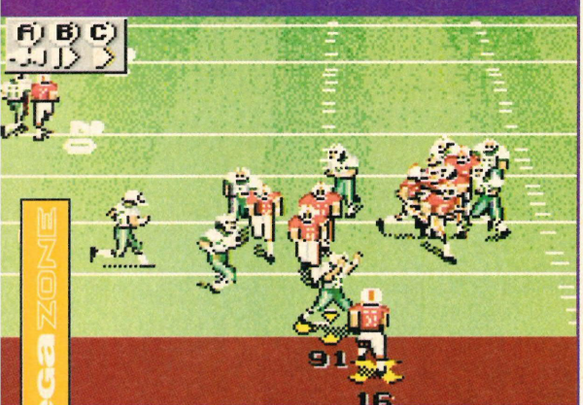
If you learn how to block your opponent's kicker when he's punting, you'll prevent him shooting too far up the field. If you're lucky, you could even block the kick, intercept the ball and run to the end zone.



As they line up for their punt, make sure you've taken control of the bloke on the left.



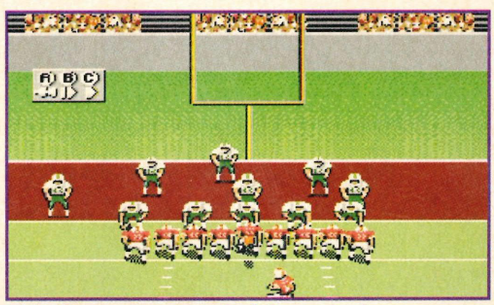
Then, straight after the snap, avoid the defenceman by going left, and run towards...



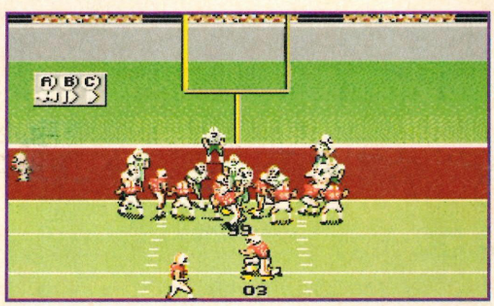
...the kicker. Press C and you're player's hands will go up, blocking the kick. Nice one.

FIELDGOAL BLOCK

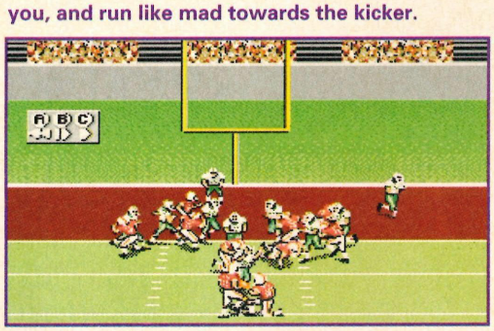
This is along very much the same lines as the Punt Block. If you get this right, you can prevent the other team scoring some pretty crucial points. Blocking is one of the most potent defence mechanisms.



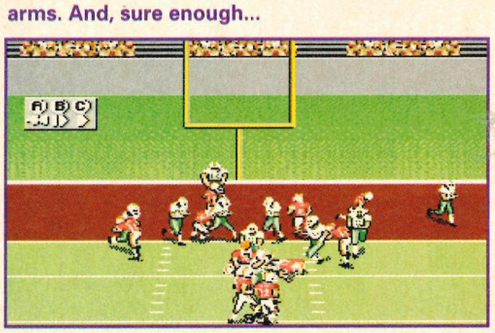
This time, take control of the central defenceman, and wait for the snap.



Press C to knock down the big bloke in front of you, and run like mad towards the kicker.



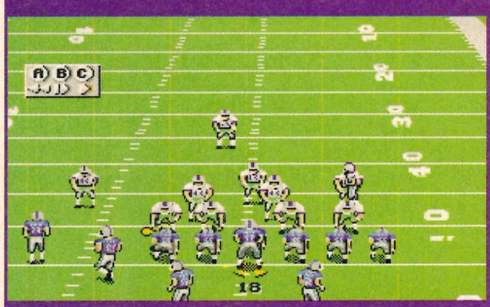
Press C again, this time to raise the player's arms. And, sure enough...



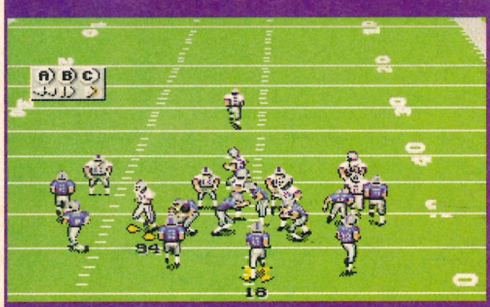
...the kick is deflected. Three points denied! You can't get much better defending than that.

SACK 'IM

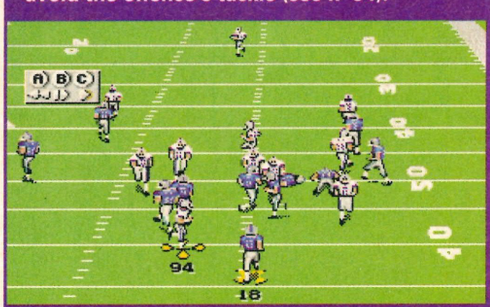
One of the most exciting defensive moves in American football, is quarterback sacking. This involves a defenceman tackling the QB before he manages to pass the ball to one of his receivers.



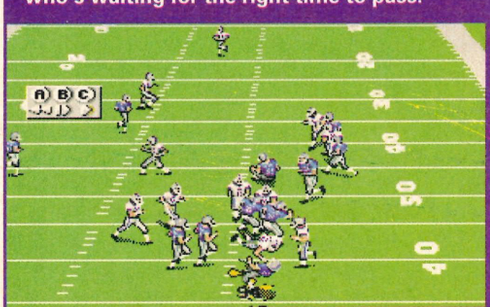
The easiest way to attempt a sack is to take control of one of the guys on the extremes.



As soon as the ball is snapped, move left to avoid the offence's tackle (see nº 94).



Then swerve back towards the quarterback, who's waiting for the right time to pass.



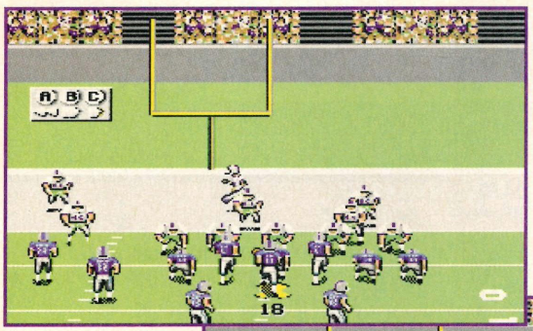
Erm, he obviously didn't spot you hurtling towards him. And he's down. That's a sack!

NFL '94

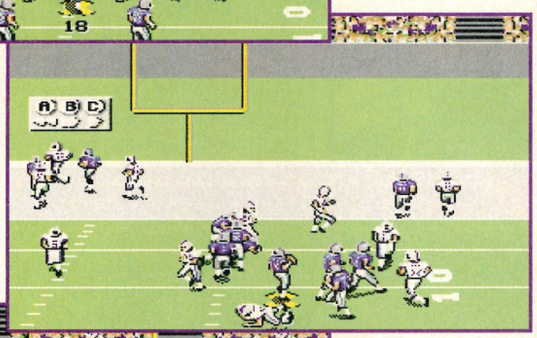
one of the most popular games around – welcome to *Madden NFL '94*!

INTERCEPTION

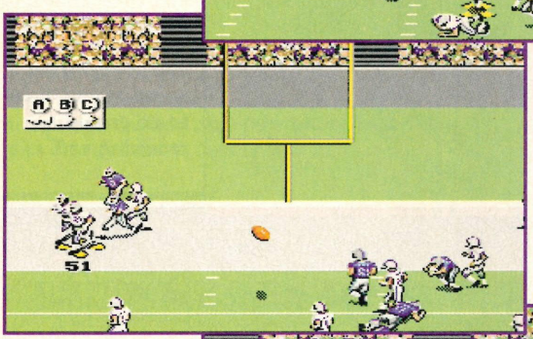
Another powerful defensive weapon. Interceptions can lead to immediate touchdowns, if done properly and in the right part of the field. Anyway, here's how to do it.



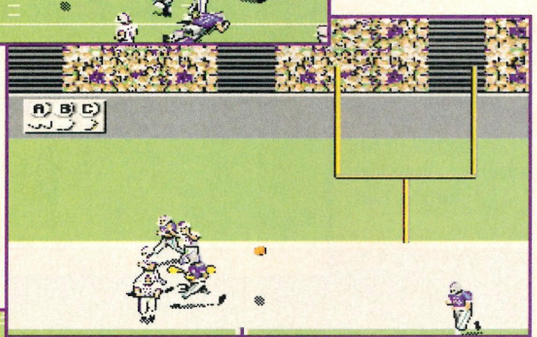
At the snap, you're scared that the opposition might just be able to throw a ball into the end zone... And catch it for a touchdown. Just cover the receivers.



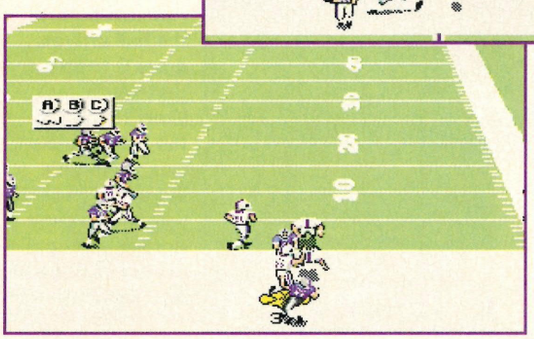
Missed the sack with one player? You can still cover the receivers. Look at the white defencemen and the blue receivers in the end zone.



When the quarterback throws the ball, take control of one of the defencemen and place him just in front of the receiver.



As the ball comes in, you have to make sure your timing is right. Press C and your arms will go up. Erm, close your eyes and hope.

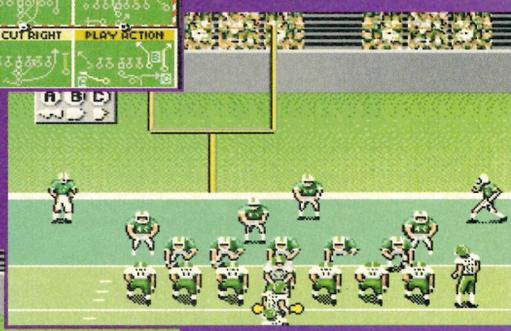


Yeeeaaahhh! INTERCEPTION! Thanks to another shrewd defensive move, you've just prevented them scoring six points. Ha! Ha! Ha! Ha! Ha! Ha! (etc.)

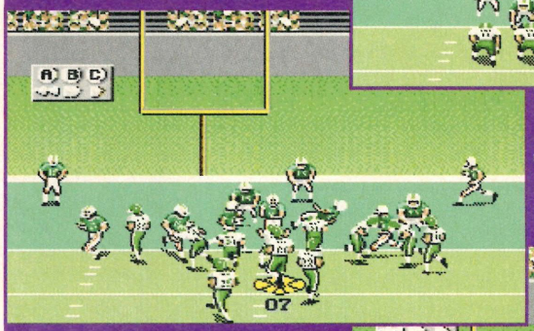
QUARTERBACK SNEAK

You're on the goal line, you've got three or four yards to go, and you're not too worried about losing your quarterback to injury. Ahem.

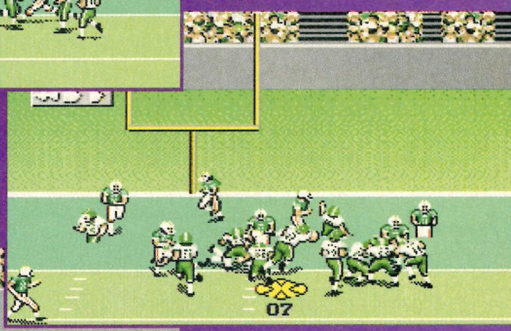
Chose the Goal Line formation and then select QB Sneak. As in the diagram, this involves the quarterback being extra clever and bluffing lots.



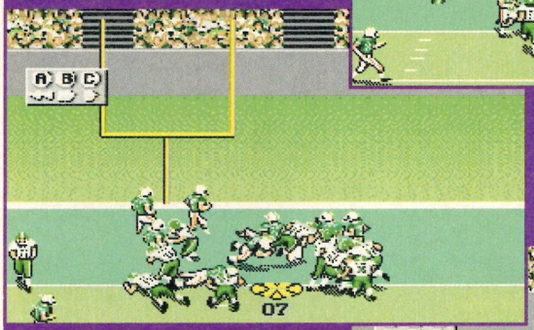
As the quarterback picks up the ball (by pressing C), he turns round, pretending that he's about to pass the ball to the fullback or halfback.



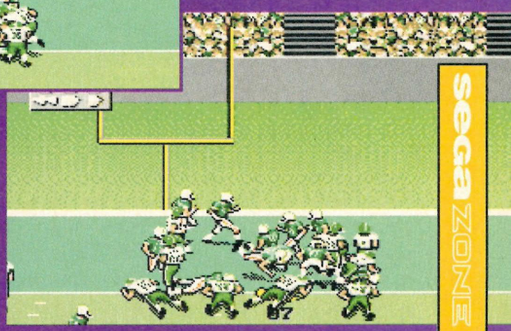
But, ha ha ha, he doesn't. Instead, he turns round again, and waits for the offence to flatten...



...the opposing defence. As soon as you can spot a gap in the line, head towards it and press A. That'll make the fellow dive for the line.



As the quarterback hovers over the line, all you can do is pray – and there's not much time left.

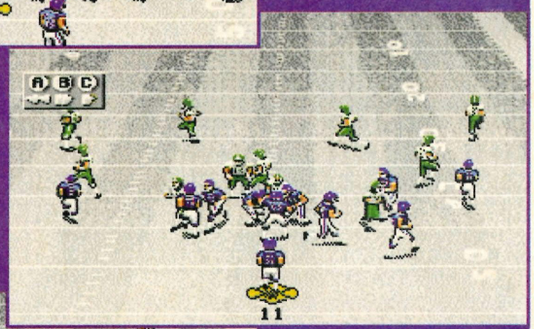


Hurrah! He makes the end zone by a few inches. Now this is a really great move, but if your quarterback is tackled by one of the big defencemen, you could get him injured. Not ideal if you still have an entire game to play.

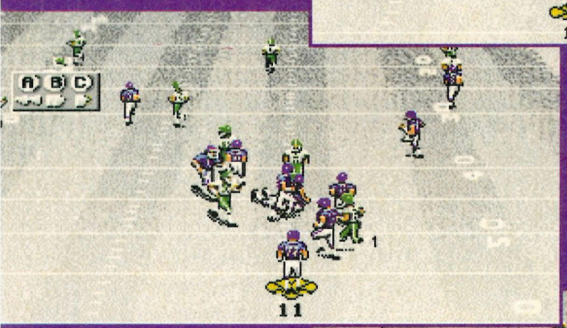
TAKE IT EASY - DON'T RUSH

When you first pick up *Madden*, you might want to get rid of the ball really quickly, because you're not quite sure what to do with it. Well, in most cases, you're better off actually holding the ball and taking time over what you do.

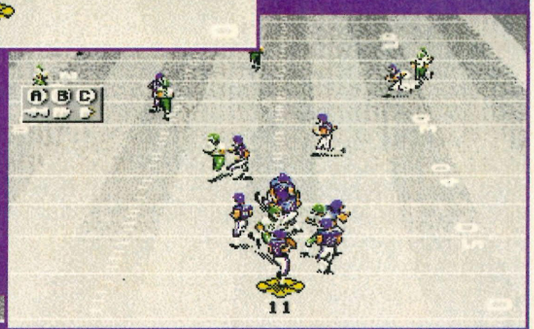
Take this simple passing move as an example. (Okay.) The quarterback gets the ball, and he steps back a few yards. Now, in most cases, you'll want to pass as quickly as possible, to avoid being sacked. Or something.



So, you're the quarterback, and you've got to take it easy. Give your receivers time to get into position and shake off the defencemen.

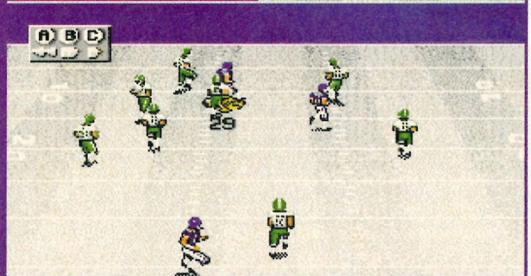


Look! There are two blue receivers on the right, and another one (somewhat covered though) on the left. While you're looking for your receivers...



...your really big boys are blocking their defencemen, and they contribute to the time you have to chose which one to pass to.

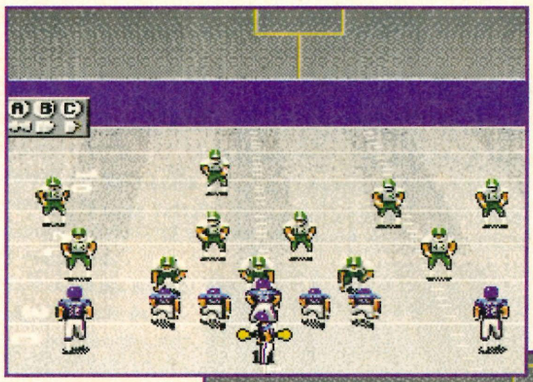
Well, in the real world, I should have chosen one of the two receivers on the right because they had very few defencemen around them.



But, as usual, I went for the slightly more difficult option, and threw it to the receiver on the left who was completely surrounded. But he did catch it!

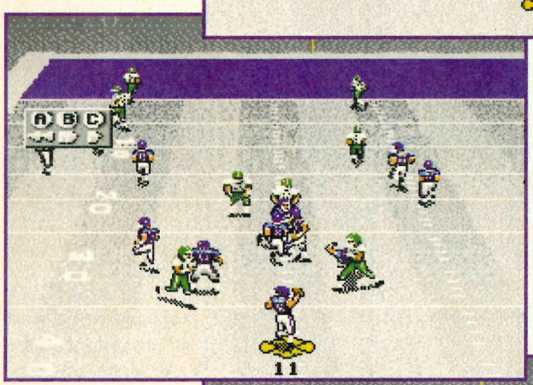
IT'S ALL IN THE CATCHING

Receiving is an art. It's not a random element of the game at all. If you know when to put your arms up or dive to catch a well-thrown ball, you'll gain yards and point against the best teams.

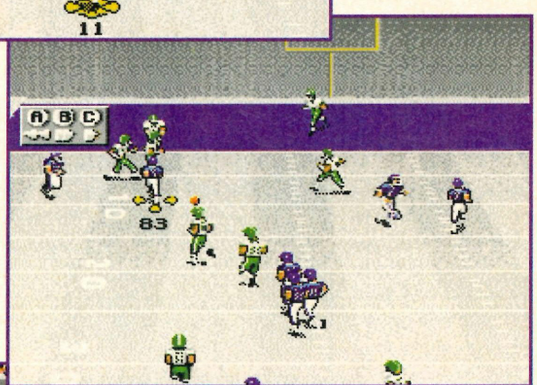


This attacking move isn't anything special, but the beauty of it lies in the receiving. Just look carefully. Okay, so the ball is snapped, and the quarterback takes time before passing the ball.

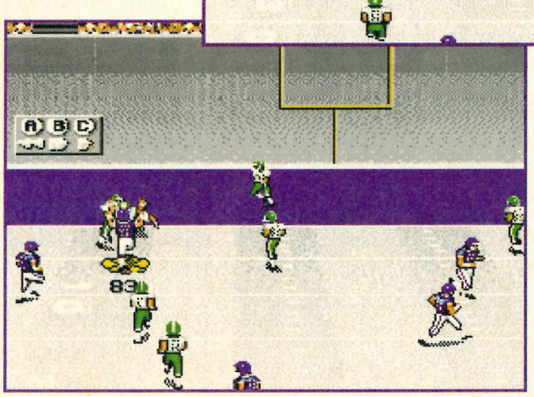
On the left wing there, you've got two receivers running like mad to get into their respective positions – keep your eye on them.



Once you've decided which receiver to throw the ball to, press the appropriate button (A, B or C) and concentrate on what you have to do on the receiving end.



The ball glides towards the chosen one, and you've pressed B to tell the computer you want to take control of the receiver. Now aim for the ball.



And just before the ball arrives, press C to ensure that you're less likely to fumble the ball, or miss it 'cos you didn't judge the line too well. If you can't run fast enough, press A, and you'll dive for it.

JURASSIC PARK CD

Professor Dan Jevons – his mates call him Eggy – has braved the jungle that is *Jurassic Park CD*, to come up with this most complete guide.

Let's start with the difficult bits, those really annoying puzzles and action sequences you have to get just right.

TRICERATOPS ZONE 2

The first time you arrive here, you will see a sick Triceratops blocking your entrance to the Pump Room, and another staring at you form behind a tree. What you have to do is honk the upturned jeep's horn and the active Triceratops will charge the jeep. Then, as he backs away and starts to turn his head toward you, honk the horn twice again. He should charge the jeep once more, causing the Triceratops CD and the Crowbar to fall out the back. When he starts to turn his head, honk the horn twice more (you have to get the timing just right) and he'll ram the jeep a final time causing the medical injector to fall out. Quickly pick it up and use it on the sick Triceratops.

TRICERATOPS ZONE 4

Although at first it seems impossible to get the female Triceratops off her nest without getting killed by her mate, it soon becomes apparent that more cunning tactics are needed to obtain her precious eggs. Watch the sneaking Gallimimus in the area until he manages to put his head into the Triceratops nest, then zap him as he heads back for the bushes. If you do it right, he'll drop the egg he just stole, allowing you to collect it safely.

T-REX ZONE 1

After you have used your ID Card in the security lock, a calm female voice will inform you that

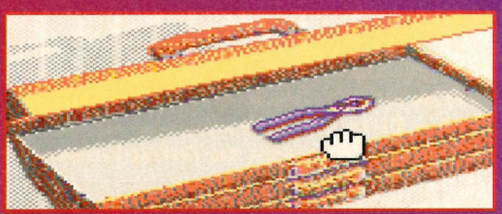
fhvhfvdf fdvbhfv fvhfv fvhfv. *(Eh? Ed.)*

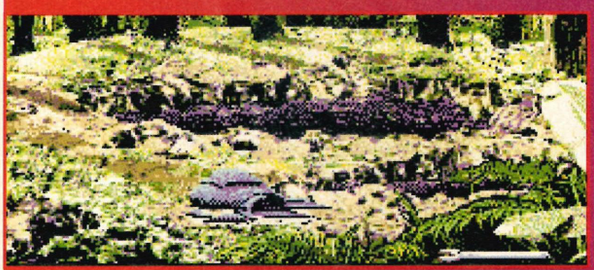
TOOLS

Cutters to cut. Pliers to ply. And Wrenches to, er, wrench. That'll be tools then.

WIRE CUTTERS
LOCATION – Examine the boot of the trashed jeep in the zone outside the T-Rex paddock (just like in the movie yeah?).
USE – Cuts down the blue bag in Gallimimus Zone 2 and cuts the straps around the crate containing the motion tracker in the Visitors' Centre.

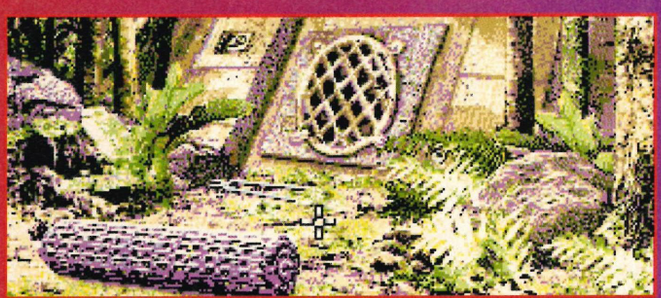
PLIERS
LOCATION – Red box on ground floor of the Visitors' Centre.
USE – Extract ID CARD 2 from card post outside of Centre.



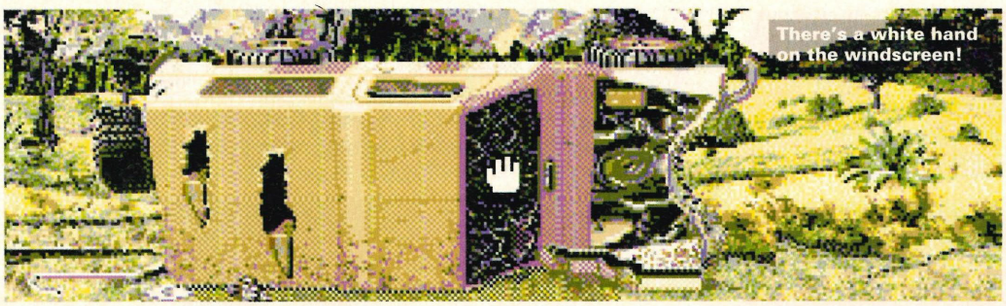


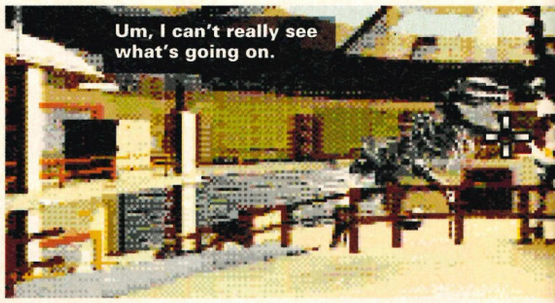
WRENCH
LOCATION – Use the wire cutters to cut the wire cable holding the blue bag in Gallimimus Zone 2.
USE – Opens the drain grate in Gallimius Zone 2 allowing return through the tunnel from Gallimimus Zone 4.

BOLT CUTTERS
LOCATION – Examine the big log (ho ho) in Gallimimus Zone 4.
USE – Removes the drain grid in Gallimimus Zone 4, cuts the loose wires in the fence outside the T-Rex paddock to give access to the T-Rex zones, and cuts the padlock on the crate in the Visitors' Centre.



CROW BAR
LOCATION – The upturned jeep in Triceratops Zone 2.
USE – Opens the suit case in Triceratops Zone 1 and opens the drain exit in Raptor Zone 6.


There's a white hand on the windscreen!


Um, I can't really see what's going on.

OTHER ITEMS

Oh, other items, that's really descriptive, that is. Well, it means things that don't fall in any of the other categories.

ROCKS
LOCATION - Beach zone 1, Gallimimus Zone 1, Triceratops Zone 4, Raptor Zone 1, Raptor Zone 2.
USE - Secure floating log to Raptor Zone 2 (two rocks). Drop in filter in Raptor Zone 3 to get ID Card 4 (two rocks).

INFRA RED GOGGLES
LOCATION - Use ID Card 3 or 4 to open a small panel inside the cupboard in Room 3 of the Visitors' Centre.
USE - Allows sight inside the dark Raptor Caves.

MOTION TRACKER
LOCATION - Examine the boxes right of the first door on the top landing of the Visitors' Centre, then use wire cutters or bolt cutters to cut through the straps around the crate.
USE - Shows any dinosaur (or indeed human) movement within your area.

GAS CAN
LOCATION - Inside jeep in Dilophosaurus Zone 1.
USE - Fills up the engine of the boat in Dilophosaurus Zone 1 allowing access to Dilophosaurus Zone 2.

BRANCHES
LOCATION - Examine the big tree in Triceratops Zone 1.
USE - Feed them to the baby Triceratops in Triceratops Zone 1 and you can then examine the case containing ID Card 3.

BEAR HORN
LOCATION - T-Rex Zone 3.
USE - Wait until the T-Rex is about to eat you in T-Rex Zone 3, then use it. He'll back away at the sound allowing you to escape into the drain. Phew!

INJECTOR
LOCATION - In the upturned jeep in Triceratops Zone 2.
USE - Instantly heals the sick dinosaur in the same zone (this is powerful stuff).

you have 30 seconds before the door is going to open. And unfortunately, the T-Rex is going to arrive a lot sooner than that. Time to panic. Quickly get out your Stun Gun (or Tranq Gun) and when T-Rex appears, repeatedly shoot him on the 'pecking spot' (ie the cheek bones on either side of his face) whenever he lowers his head onto the screen. When the door finally opens, you must either use two Gas Gun shots to knock the T-Rex's head fully off screen (easy), or a fully charged Stun Gun shot right on the pecking spot (not so easy) before quickly heading towards the exit and up into the Waterfall Room.

GALLIMIMUS ZONE 3

In the last three hours of your allotted time span, the Bio-Syn chopper will land on the island, and if you want to get away you're going to have to nick it. Unfortunately, that entails a rather hefty and dangerous gun battle in this zone. When you get there, immediately turn to face the two gun men behind the rocks, and take them out one at a time using your Tranq Gun. Shoot the guy in the river before turning back to the rocks for the final baddie. The trick to this bit is to just cover the area where they're going to appear and keep firing so they pop up into your stream of fire. This knocks them out quickly and stops them shooting at you.

GALLIMIMUS ZONE 4

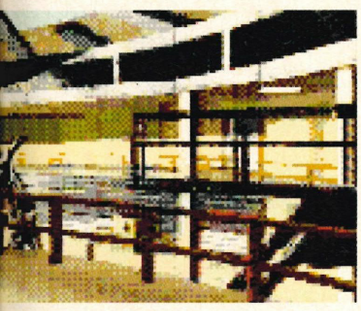
Make sure you've opened the storm drain in Gallimimus Zone 2 before you come here! Otherwise, you'll be stuck. Bad programming or a cunning ploy to make the game more difficult? Who can say?

GENERAL TIPS

- Always remember to save your game before attempting to enter any life endangering zone. There's nothing more annoying than losing all your progress from a careless act of lazy gaming.

- When in the Raptor zones, if you should happen to shoot a Raptor, you'll find they recover from the blast as soon as they disappear from your line of sight. So try to keep the unconscious Raptors on screen while you

Our office Mac on which we write.



DILOPHOSAURUS ZONE1
GAS CAN
T-REX CD
COMPY EGGS

GAS CAN

DILOPHOSAURUS ZONE 2
HEALTH POST
DILOPHOSAURUS EGGS

NORTH
WEST
EAST
SOUTH

NOTE - USE ON SCREEN COMPASS TO LOCATE CORRESPONDING EXITS

GALLIMIMUS ZONE 1
BIG ROCK
GALLIMIMUS EGGS

GALLIMIMUS ZONE 2
WRENCH
GALLIMIMUS EGGS

WRENCH
BOLT CUTTERS

GALLIMIMUS ZONE 3
GALLIMIMUS EGGS

GALLIMIMUS ZONE 4
BOLT CUTTERS
GALLIMIMUS EGGS

HELICOPTER RIDE HOME

VISITORS' CENTRE

CENTRE OF ISLAND
ID CARD 2

BEACH - STARTING POINT
STUN GUN
BIG ROCK

BRACHIOSAURUS ZONE
NEST
ID CARD 1
BRACHIOSAURUS EGGS
COMPY EGGS

TYRANNOSAURUS REX
ZONE 2
(WATER FALL ROOM)

TYRANNOSAURUS REX
ZONE 3 NEST
BEAR HORN
T-REX EGGS

ID CARD 3 OR 4

TYRANNOSAURUS REX
ZONE 1
(INSIDE PADDOCK)

BOLT CUTTERS

OUTSIDE T-REX PADDOCK
WIRE CUTTERS

TRICERATOPS ZONE 1
FIELD
BRANCHES
ID-CARD 3

TRICERATOPS ZONE 2
OUTSIDE PUMP ROOM
TRICERATOPS CD
CROW BAR
INJECTOR

ID CARD 3 OR 4

TRICERATOPS ZONE 3
INSIDE PUMP ROOM
ONE USE ID CARD

PASS CODE

TRICERATOPS
ZONE 4 NEST
BIG ROCK
TRICERATOPS EGGS

COMPY ZONE
(VOLCANO AREA)
COMPY EGGS

WHERE TEXT IS WRITTEN NEAR DIRECTIONAL LINES, YOU NEED THAT ITEM TO REACH THAT ZONE

OUTSIDE RAPTOR CAVE
(ZONE 1)
BIG ROCK

2 X BIG ROCK

RAPTOR ZONE 3
HIGHER CAVE 1
ID CARD 4

RAPTOR ZONE 2
LOWER CAVE 1
BIG ROCK

RAPTOR ZONE 4
COURTYARD BATTLE

ID CARD 4

RAPTOR ZONE 5
HIGHER CAVE 2

RAPTOR ZONE 6
LOWER CAVE 2 NEST
RAPTOR EGGS

KEY

WRITING IN RED - ITEMS
WRITING IN BLACK - LOCATION OF EGGS

DIRECTION OF TRAVEL. 2 WAY PATHS

ONE WAY PATHS

NOTE - WHERE TRAVEL LINES CROSS FROM ONE ZONE TO ANOTHER, TIME TAKEN = 10 MINUTES. INSIDE OF ZONES TIME TAKEN FOR TRAVEL BETWEEN SECTORS = 5 MINUTES

DILOPHOSAURUS ZONE
GALLIMIMUS ZONE
BRACHIOSAUR ZONE
T-REX ZONE
TRICERATOPS ZONE
RAPTOR ZONE
COMPY ZONE

WRENCH OR CROW BAR

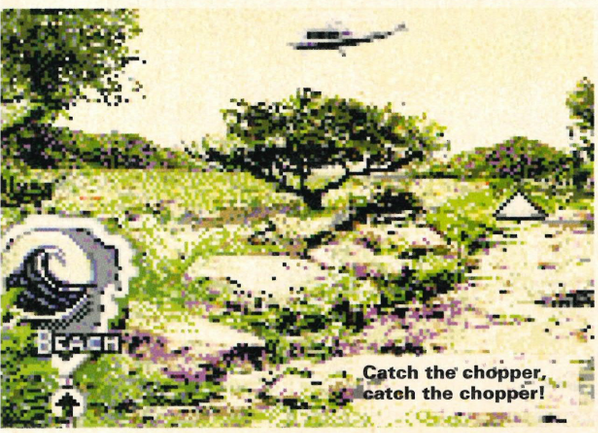
explore, especially in Raptor Zone 4 where you have to fend them off for 30 seconds while the door opens.

- Speaking of those doors, it's worth noting they only open for five seconds. So you better not hang around.

- When moving the cursor around the screen, if it changes into a green crosshair, that means you have the correct item to use.

- Time is an important factor, so study the location map and work out which paths you can take to save as much time as possible.

- Try not to get eaten, slimed, charged, skewered, cut into little bits or shot. As it doesn't help the cause.

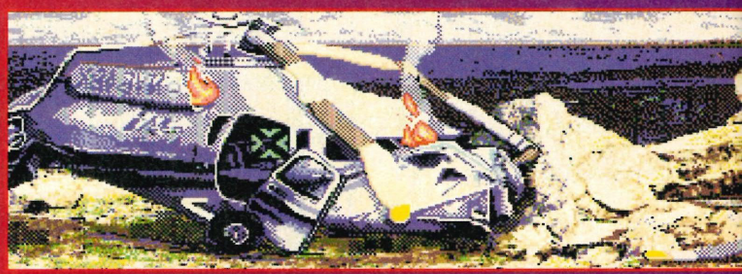


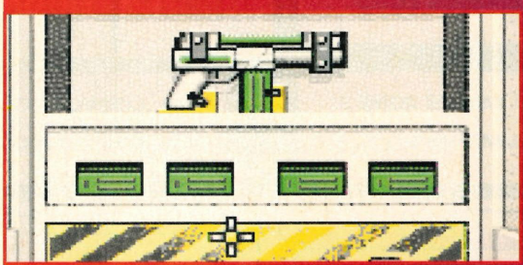
Catch the chopper, catch the chopper!

WEAPONS

Weapons are dead useful. They help you kill people and stun the dinos. Here's where to find them.

STUN GUN
LOCATION - Inside the helicopter in the Beach Zone.
USE - Zaps the dinos. Hold the button down to charge up to four hits in one blast.





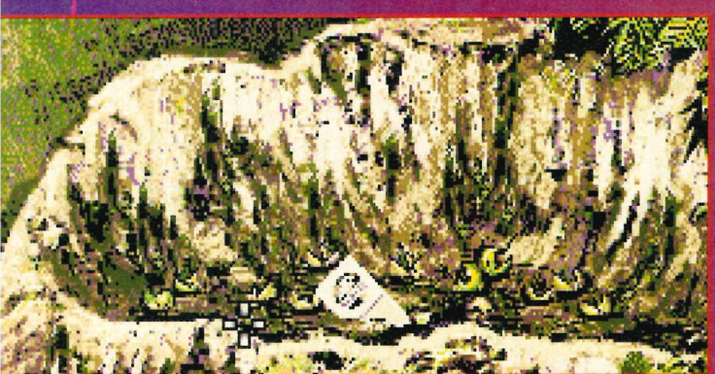
TRANQUILISER GUN
LOCATION - Cupboard in Room 2 of the Visitors' Centre.
USE - Tranquillises the dinos. Comes with 40 shots.

EXTRA TRANQ AMMO
LOCATION - Inside the crate on the bottom floor of the Visitors' Centre, use the bolt cutters to remove padlocks and allow access to cartridges.
USE - 30 extra tranquilliser gun shots.

GAS GUN
LOCATION - Cupboard in Room 3 of the Visitors' Centre.
USE - Very powerful blast of gas. Only two shots though.

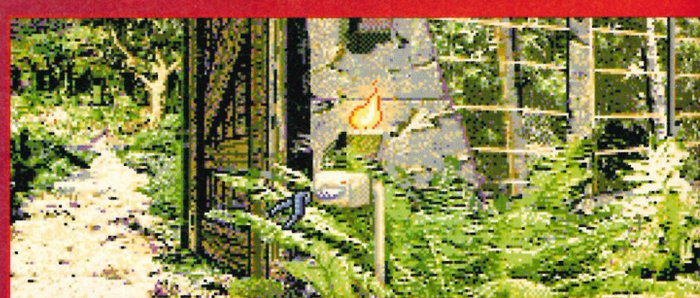
SECURITY CARDS

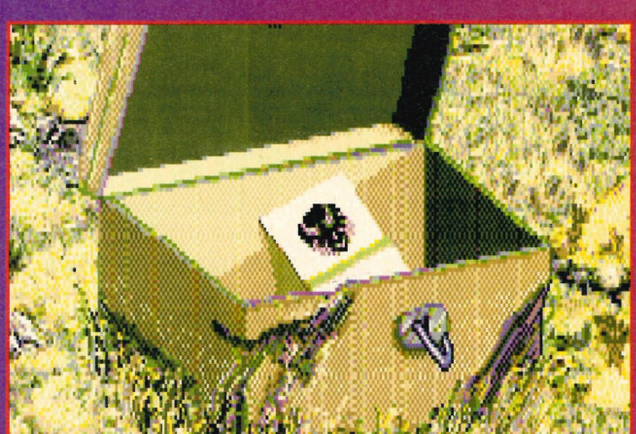
Below is a complete list of all the Security Cards in Jurassic Park CD, what they do, and where to find them.



ID CARD 1
LOCATION - Examine the nest in Brachiosaurus Zone 1.
USE - Opens Door 1 in the Visitors' Centre.

ID CARD 2
LOCATION - Use pliers on the card slot outside the Visitors' Centre.
USE - Opens Door 2 and activates the incubator.





ID CARD 3
LOCATION - Examine the case in Triceratops Zone 1, use the crowbar to open the case.
USE - Opens Doors 1, 2 and 3 in the Visitors' Centre, gives access to the Infra Red Goggles and Brachiosaurus Disk inside the cupboard panels of Rooms Two and Three in the Visitors' Centre, allows access to the Pump Room in Triceratops Zone 4 and opens the security door in T-Rex Zone 1.

ID CARD 4
LOCATION - Examine the filter in Raptor Zone 3, then chuck two rocks in to raise the water level and put the card within your reach.
USE - All of the above and also the security door in Raptor Zone 4.

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SALAD DAZE

You'll need three things if you want to appear in Salad Daze. First, the ability to write. Secondly, something interesting to say (although some flexibility might be in order here). And thirdly, a hundredweight of basmati rice (the significance of which will become clear over the coming months). So, if you reckon you fit the bill, write in without delay. Eh, chums?

Please help me

I've been playing computer games since I was 13 (I'm 15 now) and I've noticed that my friends have slowly drifted away. I'm now only left with my little brother, my mum and the plastic dinosaur that sits on top of my TV to talk to. So, the reason I'm writing is to ask if any of you writers will be my penpal. If you write to me, I promise to stop playing computer games for at least ten minutes and scribble a reply. Please help me revitalise my social contacts.
Danny Wade
Lancashire

I luv you

Could you please expound a recondite matter to me?
(A few, actually.)
1. Are there any future plans for a chess game on the Mega Drive?
2. Are there any special tips and hints for *Mortal Kombat*? Reason being, I am absolutely crap at everything but sports games. For example, is there anyone out there who has shot a 57 or better in *PGA 2*? T'was not a fluke, as I also have a few 59s in the bag too. (Best four rounds is 251.)

If you answer this letter then thank you, I luv you very much. If you do not then, well, I luv you anyway. Up the workers!
John

(Can we do that? Expound a recon... thingy?) (Don't think so. Ed.) *Er, sorry. No.*

Graphic violence

How on earth do you get to be a journalist or editor if you don't know what a pastiche is. Go and buy a dictionary (thats DIKSHUNARRY to you), or get an 'O' level in English. No wonder kids nowadays can't read or write. What a marvellous job you are doing; unable to answer intelligent questions whilst filling their heads with graphic violence. Guess you're doing your bit for the world.
A qualified press officer having to read your magazine to do my job.

At least we know when to use question marks. And how to spell 'that's'. And what a joke is. And have names.

Alone in the world

I am a complete addict of *Sega Zone* and *Star Trek: The Next Generation*. But, since *STTNG* is only on Sky, whenever I mention it to any of my friends they say 'What?' and look puzzled. So, in the last issue, when Tim Norris was reviewing *Eternal Champions* and mentioned Geordi La Forge, I was so excited that somebody else had at least heard of *STTNG* that I had to write in and ask if Tim Norris is an addict of *Star Trek* like me, or am I still alone in the world?
Lucy Prebble
Haslemere

Tim's house proudly sports a Sky TV dish, and he regularly tunes into Star Trek: TNG. *And, although he tries to keep it quiet, Jonathan used to watch* TNG *when it was on BBC2, and still follows the exploits of Captain Picard, Commander Riker, Lieutenant Worf, Councellor Troi and the rest of the crew of the NCC-1701D on video.* (I wanted that kept quiet. Ed.)

Stuart Campbell

I'm complaining because of one of your games reviewers: Stuart Campbell. The reason I'm complaining is because he gave some quite good games bad percentages. Take *Socket* for example. It's not bad enough to get 0%. And *Kick Boxing*? Come on, it's not that bad. You should try and get him a job reporting at the *Sunday Sport*. So, Campbell, me and my followers have signed a petition to stop you reviewing. I hope we've done some damage.
Ross Gillis
Peterborough

Stuart says: Thanks for your letter, Ross. I've taken your criticism on board, and I'll be paying particularly close attention to some of the valid and constructive points you made. Sadly, it's all a bit too late for me, as Jonathan was horrified by the weight of opinion and immediately decided on the spot that I would never appear in the hallowed pages of Sega Zone *again. I've been made redundant, effective as of this moment, so you'll never have to listen to any of my woefully ill-informed rantings again. I'm sorry if I upset you and*

I am Carl

Hello. I am Carl. Hope you're feeling well. I've done my top 20 games on the Mega Drive in 1993:
1. Micro Machines
2. WWF Royal Rumble
3. Jurassic Park
4. Sonic Spinball
5. Chuck Rock II: Son of Chuck
6. World of Illusion
7. Castle of Illusion
8. Quackshot
9. Sensible Soccer
10. Streets of Rage 2
11. PGA Golf Tour 2
12. Cool Spot
13. Street Fighter II Special Championship Edition
14. Aladdin
15. Sonic 2
16. Tiny Toons Adventure
17. WWF Wrestlemania
18. Sonic 1
19. Lemmings
20. Streets of Rage
I did my top 20 games. If it is possible, please could you send me your top 50 games through the post or an information pack. Many thanks.
Carl Skeiding
Stourbridge

It's not possible for us to send you our top 50 games, unfortunately, but we will send you an information pack. It's about the 1994 Winter Olympics at Lillehammer, in Norway.

Sega Zone Winner

We'd love to help, but writing* Sega Zone *every month requires every last drop of our creative juices. By the time we've finished putting together an issue we feel too physically and emotionally drained to write to our mums, let alone any penpals. But since you're so sad, you've won yourself an EA 4-Way Play.

your followers in any way. Please accept my very deepest apologies. You miserable illiterate cretin. Jonathan says: Why can't we all just be friends?

Penny

I'd just like to throw my penny's worth in to the James Bond debate. I think Robert Powell was by far the best holder of that part – he's sexier than Sean Connery, has more style than Roger Moore and looks better without his shirt on than Tim Dalton. And he's a 'serious' actor. Do I win a T-shirt?
Julie Jones
Newcastle

Unfortunately, Robert Powell is far from flawless. After enjoying initial success in The Thirty-Nine Steps *and as Jesus, he's now married to one of Pan's People and has found his niche as side-kick to unfunny comedian Jasper Carrott. And he was never James Bond anyway. No, there'll never be a finer Bond than Sean Connery.*

My mate Jeremy

Me and my mate Jeremy, who lives next door to McDonalds (lucky sod), have calculated that we spend on average three hours a day playing *NHL Hockey '94*. We're a little worried that we're both going to have heart-attacks when we grow up, but we love the game so much and are so engrossed in the whole 'ice hockey experience' that we don't really want to give it up. We don't play any other games, just *NHL Hockey*. Does this mean we're all right or are we as bad as the saddoes who play *Sonic The Hedgehog* all day long?
Nick Jarrett
North London

Let's get one thing straight. Jonathan says that Sonic *players aren't necessarily sad. Anyway, have you ever thought that you could cut down on the amount of time you spend playing* NHL Hockey *by joining your local ice hockey club? You could practise all the moves on your Mega Drive, and then try them out in real life. This way you could still play the game, and avoid becoming too much of a couch potato.*

Like spaghetti bolognese

I have a problem with my wires. You see, with all the computer equipment stacked up in my bedroom, my floor is just a tangle of wires. It looks like spaghetti bolognese. Or even Spaghetti Junction. The main problem is that my mum trips over them when she comes in to tell me to tidy my room up. Any suggestions as to how I can rectify this problem?
Nathaniel Bullfinch
Exeter

We used to have the same trouble, but we've got it sorted out now. Whenever our wires begin to reach life-threatening levels of untidiness, Josse brings in his special flute. As he plays a beguiling tune, the wires slither apart and arrange themselves into neat coils, ready to be tidied away. Try it.

Cupboards were bare

Ha-hey! I've just finished reading issue 16, the one with the big *NBA Jam* feature and competition. You seemed so positive about the game and it sounded such fun that I decided to buy it on the spot. I went to my local games shop this week but the cupboards were bare, so to speak. When's it out?
Marie Thames
Doncaster

Ah ha. Your letter was postmarked 24th February. NBA Jam *hit the shelves in early March and hasn't sat still since. If you take a look at the little boxes at the top of review pages it says when the game comes out and how much it costs.*

Bit by bit

Ever since I bought *Shining in the Darkness*, I've been addicted to role-playing games. Well, not addicted, exactly, but incredibly keen on them. I've gone on to buy *Shining Force, The Immortal, Sword of Vermillion* and the *Phantasy Star* games, and I've finished them all, and I've had a brilliant time doing it.

What I want to know is, why are so few games like these released in this country? The list above might sound quite lengthy, but compared to, say, shoot-'em-ups, or football games, RPGs are in a tiny minority. In Japan, on the other hand, RPGs are big business, accounting for something like 50% of the total games market. In America, too, they sell loads. Yet here, in Europe publishers seem scared to put them on the shelves. *Shining Force*, for example, has only just sneaked into the shops over here, while the Japanese have been playing *Shining Force II* for ages.

The best sort of RPGs by far are Japanese-style ones, like *Shining Force*, where you look down on the action from above and spend ages reading the dialogue that scrolls past on the screen. Playing these is like reading a really good book, with the story unfolding bit by bit. I much prefer them to things like *Might and Magic*, where you're worrying about hit points and things the whole time.

So come on, software publishers. Be a bit braver. RPGs could be enormous in this country. (And they'd make a pleasant change from all those platform games, eh?)
P Moriarty
Sterling

Rumour has it that a top international publisher was thinking of releasing Lunar *(which got 91% in SZ 16) in this country, but got cold feet.*

I've got a Game Gear

I've got a Game Gear and I would like to ask you a few questions.
1. With the Game Gear cable, do both people have to have the game in their Game Gear? (No one I ask knows the answer.)
2. Is it worth buying a Mega Drive? I've already got a Game Gear.
3. Is *Street Fighter II* coming out on the Game Gear?
4. In the next issue, will there be a tips booklet?
5. What's the best game on the Game Gear?
Greg Leedham
St Albans

Oh, marvellous. Right then:
1) Yes.
2) Not really.
3) No.
4) Ah ha ha ha ha ha.
5) Undoubtedly Super Vortron Wars, an incredible 3D shoot-'em-up that's only available on Japanese import, although you'll have to look very hard for it.

In France

How come there isn't a game about Eric Cantona on the Mega Drive?
Robert Donadoni
Chippenham

There is a game in France called Eric Cantona's Football Challenge.

Sega Zone Winner

Any news

I read *Game Zone* this month (my mate's got a Nintendo you see) and in their feature on the forthcoming Ryan Giggs game it makes no mention of the game coming out on the Mega Drive. Surely it's such a big-name licence a version's bound to come out on our system as well. Any news?
Damien Krab
Morten Hampstead

Nope. Never heard of it. But you've just won yourself a copy of* Pelé. *And you can't get a bigger-name licence than that.

Sega Zone Winner

Lycra shorts

Football games are a waste of time on the Mega Drive. I mean, you miss out on all the reasons people play football anyway. Like the fresh air, the lycra shorts, the muddy knees and the hot showers afterwards. Not to mention the overall benefit to the body's cardio-repiratory system. Playing a so-called 'football game' on a computer will exercise, at most, three digits on each hand. So wake up, games manufacturers, and stop wasting your time on football games.
Matthew O'Connor
Skegness

But you also miss out on perpetual drizzle, always getting picked last, having to go in goal, and getting shouted at when you let the ball go past. Anyway, you win Josse's slightly used football socks which he wore when Pelé came down way back in September.

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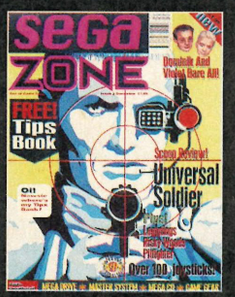
BACK ISSUES

Here's a word from David: 'Je voudrais remercier mes amis, mes collègues de travail, mon chat, ma maman, et finalement, tous ceux et celles qui nous ont aidés a faire en sorte que *Sega Zone* devienne un magazine cult.' Um, thanks.

1 Free *James Pond* boomerang • *Sonic 2* review • *Speedball 2* • *Gods* • *Bart*.

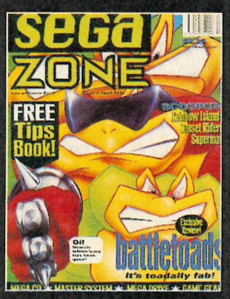


2 Free *Cartbusters* tips book • *Universal Soldier* scooped • *Lemmings*.

3 *Streets Of Rage 2* • *Road Rash 2* • *Terminator 2* • *Rolo To The Rescue*.

4 Sword-slashing *Chakan* • *Ecco* • *PGA 2* • *Micro Machines* • *World Of Illusion*.

5 Free *Sega Zone* stickers • *Dracula* • *Super Kick Off* • *Megalomania*.



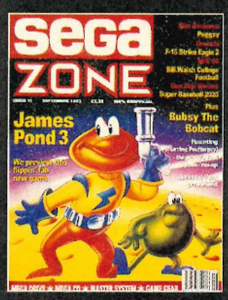
6 Free *Cartbusters 2* tips book • *Battletoads* exclusive • *Rainbow Islands* • *Mick and Mack*.

7 Free Zone Groan • *X-Men* scoop • Ten-page Mega-CD feature • *Krusty's Fun House*.

8 Free *Sonic* badge • *Street Fighter II* world exclusive • Cart rental feature.

9 *Rocket Knight Adventures* scooped • The making of *Lawnmower Man II*.

10 *General Chaos* marches in • *BOB* • *F1* • *Davis Cup* • *Technoclash*.



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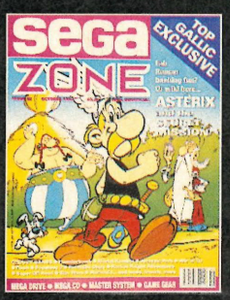

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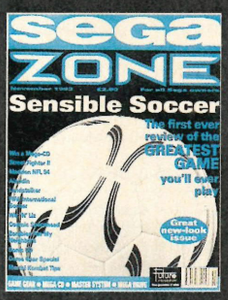
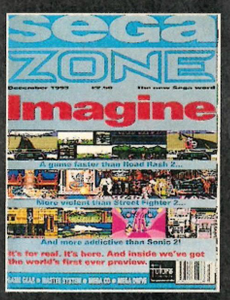


13 Free sticker, badge and a releases for 1994 booklet • First review of *Sensi Soccer*.



14 Free poster and EA 4-Way Play Special Offer • First ever preview of *Face Plant*.

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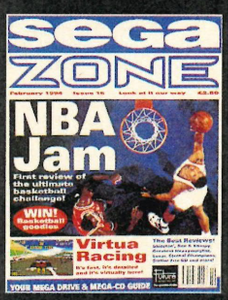

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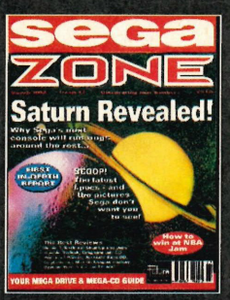

17 First pictures of Saturn games • *Sonic 3* • *Double Switch* • *NBA Jam* tips.

Yes, I forgot to buy *Sega Zone*. And I'll probably forget my head next time. So, please rush me the following issues at £2.50 each:

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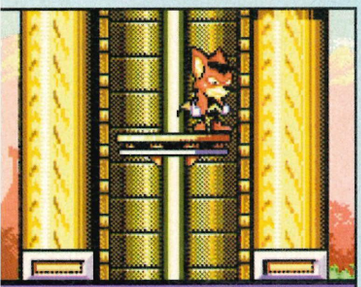
THE CAR

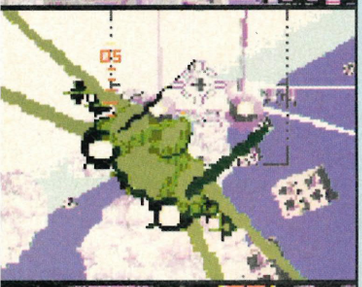
THIS MONTH A-L

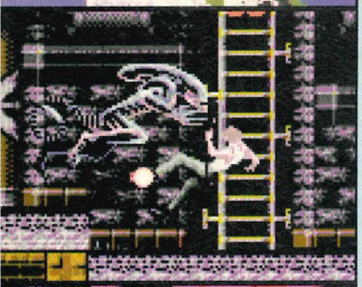
JOSSE BILSON is very knowlegeable about car magazines and game carts, so we brought the two together in an up-to-date cart show.

What are those games types?

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







Game Name	Publisher	MD/CD	Type	Origin	Price	Review	SZ Rating	Comment
Abrams Tank	Sega	MD	BTL	UK	£39.99	-	62%	Tank battle sim with a different angle and jelly controls.
Aerobiz	Sega	MD	STG	UK	£49.99	SZ12	64%	Bizarre, big and quite dull airline management sim. No, really.
Aero Blasters	Kemco	MD	SHT	JAP	import	-	89%	Brilliant, tough, fast and varied horizontally-scrolling shoot-'em-up.
Aero The Acro-bat	Sunsoft	MD	PLTF	US	£42.95	SZ15	72%	Circus sensation starring a mouse with wings. Better than average platformer.
Afterburner 2	Sega	MD	FLT	UK	£34.99	-	46%	Not so hot. All flashy looks and no content.
Afterburner 3	Sega	CD	FLT	US	import	-	69%	Uses the Mega-CD's graphics well, but it's not in the *Silpheed* class.
Air Diver	Sega	MD	SHT	US	import	-	45%	3D first person perspective shoot-'em-up that's maybe a bit too easy.
Aladdin	Sega	MD	PLTF	UK	£49.99	SZ13	90%	Beautiful Disney tie-in with great storyline, gorgeous graphics and top animation.
Alex Kidd	Sega	MD	PTF	UK	£19.99	-	50%	Colourful, cute but fairly crap platform adventure with Sega's one-time hero.
Alien Storm	Sega	MD	ADV	UK	£34.99	-	52%	Mixed up adventure platform action with sexy, slippy sprites.
Alien³	Acclaim	MD	SHT	UK	£39.99	-	80%	Wondrous, mindless gory violence in a challenging shoot-'em-up film licence.
Alisia Dragoon	Sega	MD	PTF	UK	£19.99	-	80%	Mystical atmosphere, superb graphics and a tough play make a bargain at 20 quid.
Andre Agassi Tennis	TecMagic	MD	SPT	UK	£39.99	SZ8	74%	Tough, playable, well presented tennis sim all in white with a shaven chest.
Annet Again	Wolfteam	CD	RPG	JAP	import	-	72%	Puzzly platform cartoony time-travel adventure starring the manga-esque cutsie.
Another World	Virgin	MD	PTF	UK	£39.99	SZ6	94%	Wonderful-looking with cinema-style graphics and an unusually good storyline.
Aquatic Games	Electronic Arts	MD	SPT	UK	£34.99	-	72%	Underwater sports sim starring top lad *James Pond* shell shooting limpets. Hoorah!
Arch Rivals	Acclaim	MD	SPT	UK	£37.99	-	55%	Interesting idea: beat-'em-up basketball cross that nearly works but plays flat.
Arcus Odyssey	Renovation	MD	ADV	UK	£44.99	-	65%	Large, varied, addictive platform adventure. Top two-player 3D action.
Ariel the Little Mermaid	Sega	MD	PTF	UK	£34.99	-	74%	*Ecco*-clone. Underwater adventures starring the perfectly formed mermaid.
Arnold Palmer Golf	Sega	MD	SPT	UK	£34.99	-	55%	Feels and plays pretty realistically, but superceded and outclassed by *PGA Tour*.
Arrow Flash	Sega	MD	SHT	UK	£19.99	-	30%	Poor man's horizontally-scrolling shoot-'em-up. Cack action and graphics = budget price.
Art Alive	Sega	MD	EH?	UK	£14.99	-	16%	Ultimately pointless novelty art package that produces dumb pictures you can't save.
Assault Suit Leynos	Sega	MD	SHT	US	import	-	50%	Frustrating controls make tough scrolling gameplay even tougher.
Asterix (Great Rescue)	Sega	MD	PLTF	UK	£39.99	SZ12	74%	Good-looking, slightly different platformer that's not quite brimming with Gallic charm.
Atomic Robokid	Asmik	MD	SHT	US	import	-	62%	Strategic mazey shoot-'em-up, with some variety, but now feeling its age somewhat.
Awesome Possum	Tengen	MD	PLTF	JAP	£47.95	SZ14	76%	Decent enough environment friendly educational platformer that includes rhinos.
Ayrton Senna's SM GP 2	Sega	MD	DRV	UK	£39.99	-	90%	Blimming brilliant racing game. Best adrenalin-pumping thrills, now with added strategy.
Back to the Future 3	Virgin	MD	EH?	UK	£37.99	-	65%	Platformy mixture that feels like four games sardined uncomfortably together.
Bad Omen	Sega	MD	PZL	UK	£39.99	-	81%	*Breakout* casserole spiced up with slices of pinball and topped off with a little lollo rosso.
Barkley: Shut Up and Jam!	Accolade	MD	SPT	UK	£39.99	SZ17	76%	Large sprites at the expense of smooth animation. A pretty 'cool' basketball game, though.
Bart's Nightmare	Acclaim	MD	PLTF	UK	£39.99	SZ12	47%	*Bart's Nightmare*? *Bart's Nightmare*, more like.
Bart vs the Space Mutants	Flying Edge	MD	PTF	UK	£39.99	SZ1	80%	Play Bart defending his home town from the space mutants. Eat my shorts, etc.
Batman	Sega	MD	BTUP/PTF	UK	£34.99	-	72%	Beat-'em-up that follows the film in being good-looking but short on meaningful action.
Batman Returns	Sega	MD/CD	BTUP/DRV/PTF	UK	£39.99	SZ4	82%	Better sequel that alternates between crimefighting and a spin in the Batmobile.
Batman Revenge of the Joker	Sunsoft	MD	PTF	US	£39.99	SZ7	81%	Best of the trilogy, but should still be better. Top pants-outside-yer-trahzis action.
Battle Golfer	Sega Japan	MD	SPT	JAP	import	-	20%	The weirdest, silliest golf game I've ever played. Perhaps I need a trip to Japan.
Battle Master	Sega US	MD	RPG	US	import	-	45%	Goes to show why all the best RPGs originate in the land of the rising ¥.
Battletoads	Tradewest	MD	BTUP	UK	import	SZ6	90%	With the Turtles relegated to the back shelf, Toads make their platform beating entrance.
Bill Walsh's Football	Electronic Arts	MD	SPT	UK	£44.99	SZ11	89%	Damn good American footie game, but still slightly overshadowed by *Madden's*.
Bill Walsh's Football CD	Electronic Arts	CD	SPT	UK	£39.99	SZ16	78%	A fiver cheaper than the cart version, but you'll have to wait forever while it loads.

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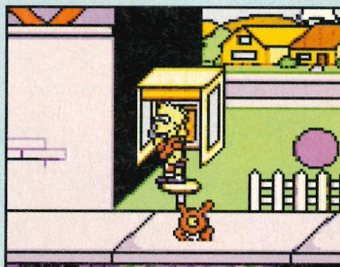
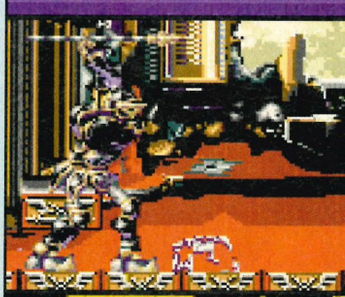
Game Name	Publisher	MD/CD	Type	Origin	Price	Review	SZ Rating	Comment
Bio-Hazard	Sega	MD	PTF/SHT	UK	£39.99	-	79%	Excellent sound, adequately different feel to each level, good shooting fun. *Odd* name.
Black Hole Assault	Micronet	CD	BTUP	JAP	import	-	15%	Crap robots attempt to beat each other up. Good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





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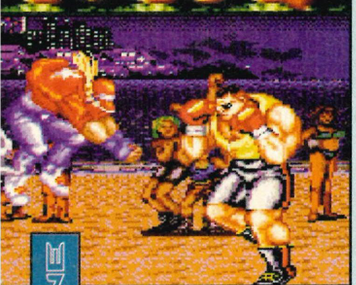
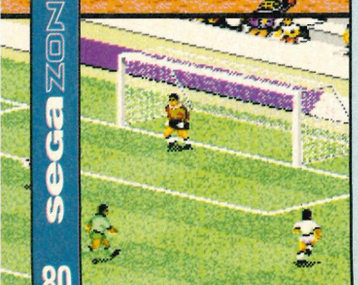
THOSE FROM 'M' TO 'Z', THAT IS

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

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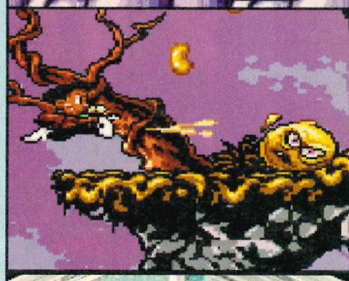
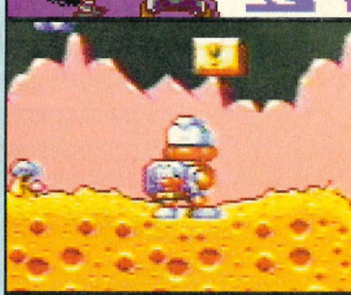
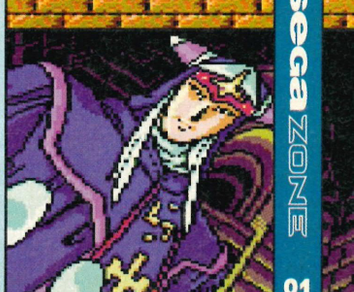
Game Name	Publisher	MD/CD	Type	Country	Price	Issue	SZ Rating	Comment
Greatest Heavyweights	Sega	MD	BTUP	UK	£49.99	SZ16	91%	Just slightly better than *Boxing Legends*. Take on the unbeatable Marciano. If you dare.
Greendog	Sega	MD	PLTF	UK	£39.99	-	60%	Good-looking and atmospheric platformer that falls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







NEXT MONTH M-Z

THE BACK PAGE

NEXT MONTH IN SEGA ZONE

Next month's *Sega Zone* will be really great, with loads of good stuff in and some really hilarious jokes. We expect. So don't accidentally buy *Sega Power* or *Mega* instead, eh?

BRILLIANT FEATURES

As usual, next month's *Sega Zone* will have some great features in it. And who better to tell you about them than Mr Features himself, Josse Bilson. *(Hey, right. Josse.)* So what'll they be about, then? *(I dunno. Shoot-'em-ups or something, probably. But look, I must dash. It's a beautiful day, and there are some horses waiting to carry me off to the West Midlands. Hiya, girls. Woah, there! See ya, then... Josse.)* Oh. Er. Bye then. David Roberts is bound to know, but he's on holiday. Maybe he's got his phone with him. (Dials number in Crete.) *(Features? Chomp. Slurp. A joystick round-up, maybe? I've no idea. Ingrid? No, she doesn't know either. Gobble. Munch. Gnnnnnngh. Argh. Click bzzzz..... David.)* David? Hello? David? Oh dear.

EXCELLENT REVIEWS

Still, there are bound to be some cracking reviews. There always are. And Tim Tucker and Cameron Winstanley are the men to ask about them. *(There was a list somewhere, but I've got a dinner appointment to keep. Sorry. Peter Maxwell Davies is going to be there and everything. And I've got the most awful headache... Tim T.) (It's okay. Leave this to me. We'll have reviews of- No! Not yet! Put me down! I'm not ready! Jet, stop them! Please! No... Cam.)* Oh no.

TREMENDOUS TIPS

Crumbs. Who's left? They'll have to do the players' guides and things. Linda? *(She's at home, I think, having some sort of get together with her family and friends. And she wouldn't stop singing, last time I saw her. Anyway, I can't stop. I'm off to Santa Fé on my new motorbike. Vroom! Vroom! Hold on, Jack... Tim N.)* Oh.

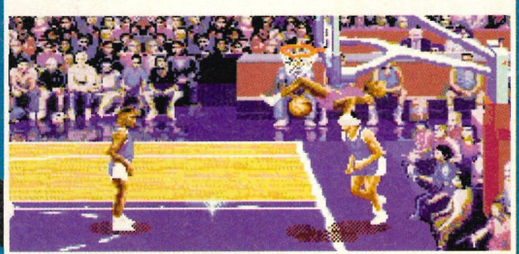
LOADS OF OTHER STUFF

Stuart, then. Any idea what's going to be in the next issue? Stu-art. Wakey wakey. (It was his 273rd birthday yesterday, and it looks like he's sleeping it off.) Wake up, Stuart. Stuart? Stuart? Sob. Him as well. That's it, then, really. Sniff. (Dies.)

COMPETITION WINNERS

Have you won? Or lost.

There were loads of competitions in issue 16 of *Sega Zone*. Or three, at least. Okay, two. And these are all the winners. Of them.



NBA JAM BASKETBALL GEAR
Entering into the spirit of our *NBA Jam* celebration issue, Acclaim stumped up a whole load of basketball goodies. But those hoping to win had first to answer some questions, the answers to which were: the Seattle Supersonics; special moves; and the National Basketball Association. And the winners? A basketball strip signed by Larry Johnson (who's a basketball player) and a Spalding ball go to Mark Smith of Cheadle. And the runner-up prizes, four Spalding balls, go to Chris Cunnah of Worsley, Rebecca Fulker of Southampton, George Montegue-Tuke of Wembley and Michael Mills of Sheffield.

WINTER OLYMPICS SKIING STUFF
The Winter Olympics might be over now, but they can live on forever in the minds of the six lucky winners of our US Gold competition. All you had to do was tell us: that the Winter Olympics were held in Lillehammer, in Norway; that they took place between 12-17 February 1994; and five of the events (of which there are too many for us to list now). The winner – Richard Applegate of Kings Lynn – gets an ace ski jacket. And the runners-up – Marianne Beavis of Marlborough, Andy Rowlands of Portsmouth, Robert Tenenbaum of Sweden, Charlene of Stourton and Amy Capstick of Thornhill – get *Winter Olympics* ski wallets.

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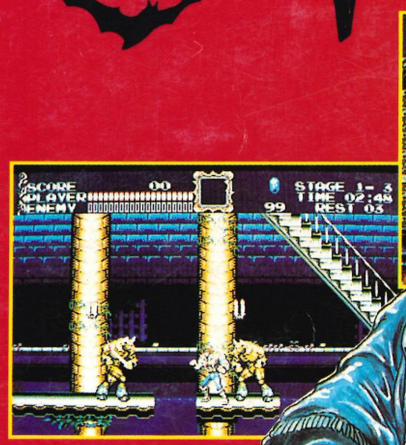
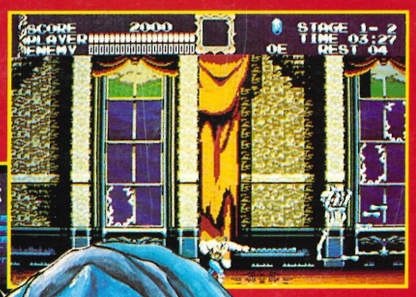
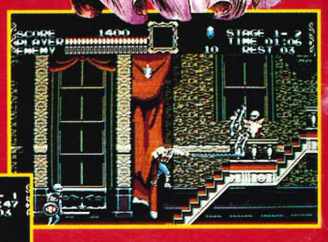




As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.



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