



CAMES INDEX

AFTER THE SPORTS SPECIAL A FEW MONTHS AGO WE WERE INUNDATED WITH REQUESTS FOR EVEN MORE SPORTS. THIS SECOND SPORTS SPECIAL IS THE RESULT. THERE IS SOMETHING HERE FOR EVERYONE, SO GET READING!



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ELECTRONIC ARTS

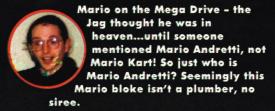
SPORTS

RACING GAME

RELEASE DATE

JUNE

16 MEG



MARIO AND

Mario Andretti is one of these famous drivers—well, famous to some perhaps but I've never heard of him owing to the fact that I know nothing about motor sports (except being the best in the office at Virtua Racing). Anyway, Mario is seemingly one of the most successful/best/hardest drivers ever to drop his ignition keys.

Mario Andretti started racing when he was but the tender age of 11 and he has never looked back (in a manner of speaking anyway) since. Wins in the Indy 500, Daytona 500 and, erm, a few other races have guaranteed Mario a place in the driving hall of fame, if indeed such a place exists. Old Mario has even been named Driver of the Quarter Century, which is seemingly quite an achievement. And how about this for a startling and interesting fact that you probably don't know – once Mario broke his kneecap when racing, but he told his old man that he had fallen down some church stairs, the little devil!



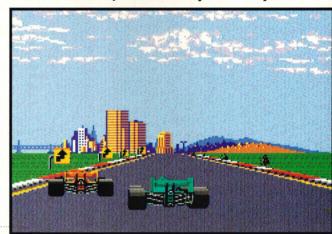
A Being the rookie round these parts, tradition dictates I start at the back, with no money and a very slow car



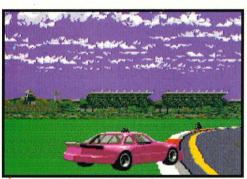
IRELAND 1. ITALY O

If you're really thick you may well be under the impression that Mario (as it shall be known) is a platform game. If so, you're wrong, for indeed it is none other than a racing game that looks like almost every other racing I've ever seen, especially on the Master System...except it's not very good at all. No, you not did misread my words, at last EA Sports Network has released a rubbish game. How long have we waited for this sweet moment? It's great fun and proves that the folks at EA human after all.

Anyway, back to this racing lark. Mario has driven all sorts of cars and we get the chance to drive three types. These are the sprint car (small, slow vehicles), the good old stock-car and of course the Indycar (fast racing-car to you and me).



At last we manage to get a look at the opposition...and pretty naff they look too



▲ Not good enough. To win races we must stay on the track



▲ The automap split-screen. If you become lost or just worried, call this up



CAR HEYS AND CLUTCH

So we choose from one of three types of car, customise the car by choosing a colour then head off for a spot of fast, dangerous driving. A full career, a one-off jaunt around any old course or a two-player head-to-head game can be entered into. Choose your circuit from a selection of 15 and you're ready to go.

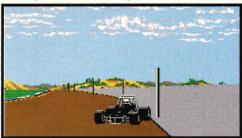
Being the rookie driver you will start off at the back of the pack, jockeying for a pole position. If you choose to enter into the qualification race your chances of beginning the race in one of the leading positions are vastly improved. This can also serve as 'breaking-in' run to get to know the stretches for good fast runs and where to brake when taking those sharp corners. Then we head into our first race, which is where the problems begin...



▲ Where would a car game be with no split screen?



▲Purple Haze, looks good to me



▲ I should listen to Mario's advice!



RETTI RACING







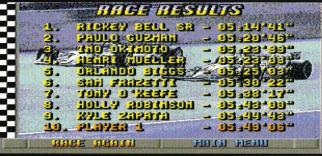
More full-screen action as we hurtle past the notso-subtle EA. billboards



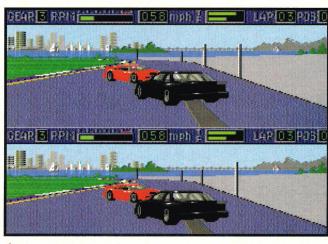


▲ The chap waving the flag implies that the race is in its final phase





▲ First time unlucky, or something like that. Personally I blame the well-dodgy control system



▲ It's on split mode and yet again I've collided with that dastardly car. Ye gods, eh readers?!



Mario gives a handy tip: "Stay on the track and never crash. Being the first over the finish-line is good too"





PRESENTATION
Suprisingly poor for Ea. A few shots of Mario and that's

Very bad. Mario looks saimilar similar to a Master System game

Terrible. Mumbling. from the car engines and a few shouts of "Last lap"

SHORT TERM PLAY

I suppose so, if
you really fancy a
auickie

LONG TERM PLAY

No one in a healthy
state of mind would
play it for any length
of time

OVERALL Idea

I can see the label on the packaging but I can't believe it's an EA game



SAD OLD GIT

I shall not bore you with all the ins and outs that constitute a driving game – from the screenshots on these pages I'm sure you can hazard a guess about which views can be used in the game etc. Suffice to say that Electronic Arts has released what is one hell of a poor game that is all the more insulting if the recent release of the excellent Virtua Racing is taken into consideration. The graphics, to put it mildly, are simply awful, while the backgrounds are surely left over from some old Master System game and the tracks never vary – no hills or dips, they are simply flat.

These two features alone should be enough to scare anyone off any game, however the final nail in the coffin is yet to be hammered in. The control system, in keeping with the reminder of the game is terrible. Corners cannot be 'dragged' and braking is a complete waste of time.

Nothing more remains to be said about Mario Andretti Racing other than to advise you to give it a very wide berth. Electronic Arts, what were you thinking of? We have come to expect so much better from you.







THE SECOND OPINION



ALLIE WEST

How smart is this? Not very, I'll tell

you. It looks really bad and plays even worse. The really good holiday that I've just been on to Orlando (that's in Florida you know) was much more fun

than playing this. I got to do lots of really wonderful things and it was superb. Unfortunately this was one of the first games I played when I got back and it really brought me back down to earth with a bump. Quite why Mario Andretti would want anything to do with this is beyond me. Considering he was such a racing legend surely he'd want to be associated with a good game?





MARKO'S MA



arko's Magic Football is, surprisingly enough, about a kid named Marko who owns a football that has...wait for it...magical powers. You didn't expect that, did you?! Quite how his football got its magical properties is beyond me, but it did - a sort of Paul Daniels of the spherical world. So we have Marko innocently playing with his ball, meanwhile on the other side of town **Colonel Brown is busy experimenting** with strange slimy substances, mutating harmless cute animals into ferocious slime beasts. Can you spot the connection vet? Yes folks, the Colonel unleashes his creations on suburbia and only Marko stands in their way. Quite why the armed forces couldn't take over is unknown, but a 10-year-old kid with a large stuffed pig's bladder will obviously do the job better than anyone else anyway.

COULD IT BE MAGIC?

The first noticeable thing about this game is the quality of the graphics. The animation is brilliant and is perhaps some of the best I've seen on a Mega Drive cartridge yet. The whole game has a distinct cartoon feel to it which means that most of the sprites and backgrounds look pretty simplistic, but Marko himself has a lot of different frames of animation as do most of the slime monsters.



RELEASE DATE

794

JUNE





▲ This is Marko's infected town. Crap players will revel in the fact that they now have the password to level four as well



▲ Don't try this at home, kids. Playing footy on a window-sill can cause all manner of problems



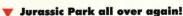
Now that's not very nice. The phrase 'eat my balls' takes on a whole new meaning



RELIGHT MY FIRE

The guest to save downtown suburbia is not a simple as you might think. The place is literally swarming with deranged gunge monsters, although most of them can be sorted out by simply booting the ball at them. If the ball is not on the screen then simply lift your leg and, lo and behold, it magically appears out of your shorts and plonks down on the ground in front of you. This amazing trouser teleportation may go to explain the title of the game, because it is in fact the only thing the ball does that is even remotely magical.

Believe it or not, Marko hasn't fallen head over heels – he's performing his devastating overhead kick







GIC FOOTBALL







EVERYTHING CHANGES

Marko is quite an athletic little chappie and has a couple of nifty moves. As well as just dribbling the ball about and having it drop out of his pants, he can boot it really hard at the enemies. He can also play that old favourite game 'keepie uppie', where you repeatedly kick the ball in the air with one foot. This may not sound particularly impressive in itself, but from this position he can perform a powerful bicycle kick that can kill gungy dinosaurs instantaneously.

Marko can also chip the ball up into the air. then onto his head and keep it there for an indefinite length of time. Jumping when the ball is on his head causes it to go flying up into the air hitting any bad guys that might happen to be directly above him. "What else can this legendary ball do?" I hear you cry. Well, it also serves as an incredible impromptu trampoline that can catapult the soccer star to unfeasible heights.



The kid is really good at the old footy skills. Look how hard he concentrates to keep the ball on his head









◀ Isn't that the same gunge machine seen in Mick and Mack? Is this the same game?



I FOUND HEAVEN

Not all of the levels require Marko to rid the area of the local beasties. In some there are sewage cans dotted around and as these are the cause of the mutations they have to be destroyed. The levels can only be finished by turning off the slime machine that is hidden somewhere, but on certain levels this cannot be done until all of the slime canisters have been found and destroyed. Thankfully, none of them are hidden overly well and so this is not too arduous a task.

> ◀ Yikes! Flaming death was only just avoided there by legging it down this rope. Smell that singed hair



ONLY TAKES A MINUTE

Cosmetically, Marko's Magic Football is a great game that looks wonderful and sounds OK. My main gripe is the speed at which the game runs. At some points it seems to be tediously slow and Marko doesn't reel off the attacks as fast as he could do - at that speed he couldn't even score against a Scottish goalkeeper, let alone anyone else! Some of the monsters require more than one hit before they die and seeing as it takes ages to get the ball back again to kick it, the chances are that Marko will get hit and lose some of his precious energy points. This can get quite annoying, especially as some of the restart points are hard to locate.



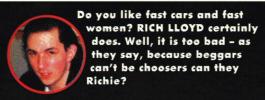
We've seen so many footy games of late thanks to the advent of the World Cup that the situation is getting a little out of hand. Therefore it was actually quite a relief when this came into the office - OK,

so it has a football in it but I have never been so relieved to see a platform game! The game looks good with a brilliant main sprite made up of some really fluid animation, while the background graphics are colourful and detailed. As for the gameplay, what we have here is a lengthy and enjoyable romp with an amusing character line-up, smooth controls and a challenging design. However, it does tend to get a little monotonous, because although there are a lot of levels there is very little variety. But hey, it's fun so who cares?









COMBAT

If I had to name my two favourite Mega Drive racing games they would be Sega's Virtua Racing and Codemaster's Micro Machines. I'd choose Virtua because it is technically excellent and goes really fast, and Micro Machines because it is an extremely playable and funny game that starts off fast and ends up as a balls out, race to the finish every time. It doesn't have the smart graphics of Virtua but it has tons of gameplay which is what matters the most. With the impending release of Micro Machines 2, Accolade has taken the brave step of releasing Combat Cars which looks very similar to Codemaster's finest title.

Remember in Micro Machines the whole game was viewed from overhead and you screamed around a complicated track, racing

DOUBLE YOUR MONEY

LAP SPEED 48***; LAP SPEED 48***; LAP SPEED 48***; LAP SPEED 48***; LAP SPEED 48***;

▲For some reason the cars can pass through each other, and hear I am sitting in a flaming wreck of a car

against either a friend or three other computer opponents? Well, Combat Cars looks virtually identical, but this time in two-player mode the screen is split in half so that the cars can race independently of each other. In order to make sure that the split screen didn't reduce the players' window and therefore make it impossible to see the track immediately ahead, Accolade has used a similar method as featured in the two-player mode of Sonic 2 and compressed the screen down to half its normal size. Even though this makes the game look a bit odd, it makes sure that there is no disadvantage to the player in this

mode.

There are two different two-player modes to choose from – these are the standard Grand Prix mode where both of you battle it out against other computer opponents, or the head-to-head where a one-on-one race takes place.



▲ This corner isn't that drastic, but the hairpins are another matter. Time to go to Honest Ron's insurance emporium

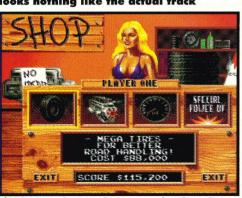


NOW

RELEASE DATE

OUT

▲ A pretty picture of the course that looks nothing like the actual track



▲ The goods may be expensive but the view makes it worth the asking price





At the end of the race the winning positions are shown. That's me on the top, honest!



▲ These eight gadgers are the racing élite. Except for Mama of course – she's the token ugly old bag



▲The winner! Come in first and rake in tons of cash

CARS









▲ Weapons are the order of the day here



Andy doesn't look too hot, but he carries homing missiles which are by the best weapon

Now I
don't think I
really wanted
that to
happen



GUNS 'N' ROSES

Apart from the split screen, the other difference between this and Micro Machines is that each character, of which there are eight, has their own weapons system. Some of them are a bit useless like the smokescreen that only affects cars immediately behind, while others are more powerful like land-mines. Andrew the Alien has the best weapon which is a guided missile system – in the role of Andrew all you have to do is simply drive along, fire the gun and the missile will then automatically lock on to the nearest opponent and blast them off the road! Needless to say this is pretty useful and could potentially mean that Andy can win the race simply by reeling off a few missiles here and there.

To compensate for this each weapon has a certain amount of charges to start off with which increase after each lap. At the end of the race a bonus is given, the size of which depends on how many charges remain. This means that you can make more money by being skilful and saving the weapons instead of going in with your quns blazing.



▲ This is what we want – two players battling it out and then having a proper fight afterwards

LAP - ARANK

V Talk about unfair. In head-to-head mode I've got a smokescreen as my only weapon and my opponent has guided missiles that can hit me from anywhere on the



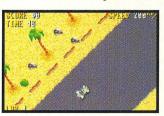
ROCK HARD

Combat Cars would be a fantastic game if it wasn't for one thing – the difficulty level. Every race game I have ever played has given the player a few easy laps to get used to the momentum of the car and the way each player handles, but not here.

The first track is fairly difficult in itself, but only a skilful player will be able to pass the second track and you can forget about the third! It is annoying to see the computer cars scream around corners that you skid out on every time. At first I thought it was me being a bit crap but no, to my relief everyone else in the office agreed too.

After a while, having built up some cash and bought more parts, the cars do handle corners well and travel at a fair whack but at the start of the game they handle dreadfully and it is very hard to qualify. Add to this the fact that if you don't qualify in third position or above every time the game ends straightaway and you have one very frustrating racing game. This is disappointing because it did look as if it would be far superior to Micro Machines, but sadly it doesn't come close.

V Snow and ice and all things nice. It may look cool but thew action gets hot as the cars slip around



Fighting for position is what it is all about. Shame the computer cars always beat the pants off me!



THE SECOND OPINION



Where I come from we have a saying for things like Combat Cars. I believe it goes something along these lines, "What a pile of crap". Yes indeed,

direct and to the point, with no messing around. Combat Cars is simply a second rate ripoff of Micro Machines, what else. Why Accolade felt the need to pick up on what is a brutal piece of programming from a dodgy American software house is beyond me. Do yourself a favour and chuck up in the nearest available place – it's a lot more fun than this rubbish. Ahoy to the World Cup. About time too.





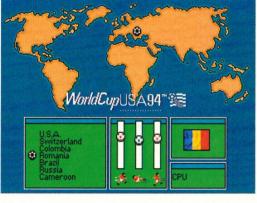
Being an all-round footy expert and loyal Greenock Morton fan THE JAG was handed the task of reviewing the mighty Sensible Soccer...and very pleased he was. However we decided that his work over the past few months had been so good that when this football game arrived it would be our pleasure (and only fair) to let the lad play this for hours too. Was he still smiling at the end of the day?

t was written that the winter did turn to spring, then to summer. In this summer was a land they called Amerika and in this mighty land they called Amerika were many mighty stadiums. So it came to pass that many men and the tribes of men would gather in the stadiums in the land called Amerika, and that they would do battle and before the battle was won there would be much wailing and gnashing of teeth from many of the tribes as only one tribe would be crowned. The tribe who prevailed in battle would be therefore known as World Champion as it had indeed overcome many demons and sons of demons.

However Breetan had been cast into the wilderness for years to wander and wail for it had no warriors to match the Eetalians and Geermans. All it had was one named Tay-lor who was banished and eaten by Wolves.

The above text is the effect the dreaded disease 'World Cupus' can have on the normally rational. Yes, it's not long to go now before we can go to the offlicence and stock up on beer, chuck out all the nonfootball types and settle down for three weeks of uninterrupted football, beer, arguing, crisps and hangovers. The FIFA World Cup has finally arrived at last after a four-year absence...and a Mega Drive game is never far behind any large sporting event.

The World Cup is not just any small sporting event but the single largest event in the world, larger even than the Derby and the Queen's Speech (the more patriotic of you may find that last statement difficult to believe but alas, the truth it is) and as such competition was fierce in the bid to win such a lucrative title. So who do you think triumphed in this mother of all battles? Renegade of Sensible fame...no, US Gold of Italia '90 fame. Yes, the software house who brought us the incredibly dreadful official game of the '90 Finals has been permitted to have another crack at the



Choose your country from here. Anyone you fancy playing can be called up. If you feel that way inclined whack in Scotland or **England from** the customised team stats

WORLD RECORD

MAY

We should never judge a software house by its past record (most of the time anyway) and I wasn't downhearted when I heard that US Gold was producing the game especially after the fine job it did on Winter Olympics. Straight from the kick-off things were looking promising with the nice little World Cup logo and an official FIFA logo just to remind us who won the licence.

MAY

So then it was onto the options screen, and to the next options screen, and to the next, and yet again...which confirmed my deepest held suspicions; this game (as was FIFA Soccer) is intended for the American market and we all know that your average American knows as much about our sacred game of footy (sorry, soccer) as I do about sheep farming in the Falklands. They are obsessed with stats, offensive plays, defensive plays and all that other rubbish that your average Brit immediately skips - unless you subscribe to that stupid gang of people kicking about our island fortress who embrace all things American.

Everything you would ever want to muck around with on a game can be done; player kits, skin colour, haircuts, boots, and so the list continues. This of course may appeal to a certain quarter of the market, but I wanted to steam in and get a half-decent game of footy underway. Sure, options have their place (the replay option is very good) but are they really that important when applied to football - a game that is by its very nature incredibly simplistic.



01:54

That

ref!

least a

booking,

deserved at



trish.

net

Z: T. PAUNE

Italy

again

have it in the

MEGATECH 🦬

JP USA '94

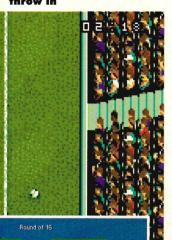






▲ Tommy Coyne screams

▼ The Italians step for the throw in





THE HAND OF GOD

A quick butchers at the screen shots will confirm the statement that World Cup '94 is one these look-down scrolling affairs much in the same vein as the Kick Off series. However all similarities sadly end there. In the cream of the console football games the players have the ability to dribble, make short passes, punt the ball up the field and hit all manner of shots on goal. In fact the aforementioned are absolute requirements before any football game can be taken seriously. Unfortunately many of these features are sorely missing from World Cup '94.

The players can only run in straight lines. Expect blinding runs up the wings followed by a superb cross? Not a chance! The players in this game have only one pass feature and the ball simply 'flies' to the feet of his nearest team member. Attempting to run up the field and beat a few opposition players will result in your team gaining a free kick which for some uncanny reason always seems to be kicked backwards despite the fact that the directional cursor is placed directly within the opposition's six-yard area.

The gameplay is nothing short of appalling and despite the proud boasts of 3,000 frames of animation the players' movements have more in common with a cardboard box than a set of footballers playing their hearts out for cup and country.

The one major annoyance was the ref's tendency to award a free-kick every 10 seconds or so. When pressed, the tackle button will throw one your players into a bone-crunching lunge at his opposing player which results in a free-kick eight out of 10 times. This is not conducive to free-flowing football at all. In one game the number of my players sent off actually numbered five.

The computer-controlled opposition seems to have the ability to 'steal' the ball, but simply stealing it back is an impossible task, even when the players score goals the celebrations are nil. The ball simply hits the back of the static net and that's about it really.



ARE YOU SURE?

The first game the US plays in the World Cup this season will be against the very underrated Swiss. In my book the US aren't much cop (even though they beat England last year) so my money will be on the Swiss.

And here they line up...go on Switzerland





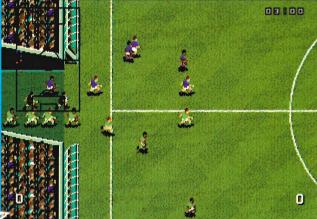
Be serious; 2-0 to the Americans? Being a little generous are we chaps?

My first game and Eire face the Italians. On we go

And out
step the
teams into a
lukewarm
response
from the
large crowd









Basketball is a game that requires skill, strength, stamina, agility and all-round physical excellence. Perhaps this explains why LLOYD HOWE is hopeless even at the console versions.

HYPERD

BY: KONAMI



SPORTS SIM



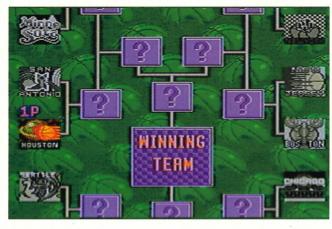
▶ All of the teams can enter a league and the winning team unsurprisingly gets put in the 'winning team' box n case you hadn't noticed, there are quite a lot of basketball games coming out pretty soon. Some of them are serious simulations, like NBA showdown and others are more orientated towards fun like Berkley's Shut Up And Jam. Konami's Hyperdunk is a mixture of both these types of games because even though all of the rules are accurately implemented, the gameplay is far from realistic. Action is the order of the day because all of the players are super athletes and can perform the most outrageous feats ever seen in a game of this kind

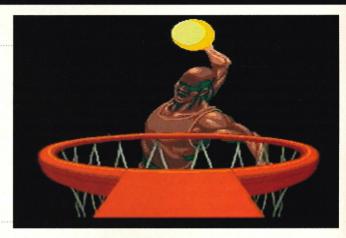


SLAM, JAM, THANH-YOU MA'AM

As a spectator sport, basketball is one of the best because (usually) the action is fast and furious and skilful players like Shaq and Michael Jordan perform the most spectacular physical feats in order to score baskets in style.

On a console basketball games usually involve one player getting possession of the ball, running up the court and scoring, and then the other player does the same so at the end of the day all you do is run backwards and forwards.





▲ This is what we like to see. A bloke slamming his balls all over the place. Oo-er!



At the face-off the bloke who jumps highest wins the ball. With Clark Kent playing it's not hard to tell who's going to win!



LICENCE? WHAT LICENCE?

It seems the NBA has been making a lot of money recently with the amount of licences it has been giving out. Hyperdunk is not officially licensed though, which means you won't see any of your favourite

players here.
Even though all the players have individual skills such as shot power, speed, jumping ability, accuracy and height advantages, none of them are real basketball players. Most of the teams are made up of popular characters and people instead. A certain Mr H Simpson makes an appearance, as does JRR Tolkien and Ren Hoek. Perhaps the player to watch out for is a Mr Clark Kent whose jumping ability isn't quite as high as it should have been!

HOUSTON
HEIGHT NO.
HEI

▲ Some new players make their basketball débuts in the line-up. Raymond Chandler takes time out from writing to join his mates General Custer and Robert Plant to play for San Antonio



What an outrageous shot. The bloke in the white shirt grabbed the ball, jumped backwards out of the three point line and just slung it over his head. The shock is, it actually went in!

UNH





HARLEM GLOBETROTTERS ON GILLIGANS ISLAND

Even with the inclusion of players' signature moves and other features, console basketball games that try to capture the true feeling of the game somehow never really succeed.

Take NBA Showdown for example. Technically, it is excellent with all the plays and licensed players but it soon gets boring. Perhaps it is for this reason that Konami has gone for a more arcade-orientated game where virtually anything goes. Even though all the rules have been programmed it is possible to turn the fouls off so the odd barge here and there doesn't interrupt the game. This makes the game great fun because you can get away with murder and steal the ball when you wouldn't normally have been able to.

The best part of the game though is the ability to perform ludicrous attempts on the basket. If your player is near the basket he will nearly always go for a slam dunk or a simple throw, but by moving the joypad while your player is jumping you can spin the player around and get him to throw the ball at unfeasible angles.

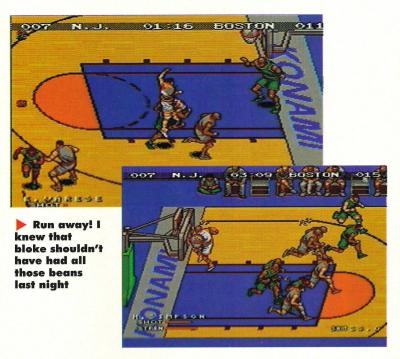
At one point I had a man on the halfway line and I managed to make him jump and spin around twice before throwing the ball backwards over his head. The ball bounced on the hoop and rolled around the edge twice before giving me three points! There are loads of laughs to be had by doing shots like this when playing multiplayer games, but sadly in one-player mode the fun is very limited.

004 HOUSTON 0: 30:8 SAN ANT 006

Wahay! Sartre scores in style and swings off the hoop after slam dunking the ball

Donnelly jumps for the basket, but look carefully and you will see someone about to jump in the way and throw him to the ground. What a nasty bloke











All of the intros are smooth and slick, with lots of attention to detail

76% GRAPHICS
The sprites move well but the flickering shadows are really eye strainers

50UND
Average music and sound effects

SHORT TERM PLAY
This is very easy to
get into and great
fun at first...

LONG TERM PLAY
...but on your own
you will get bored
quite quickly

OVERALL A 9 bas sed

A good attempt at a basketball game but sadly it is not enough

THE SECOND OPINION

JULIAN CONNOLY

If the one-player game had been merely two on two instead of full teams this would probably have been a lot more fun. As it stands it only

becomes enjoyable when two or more players take part and try to out do each other with the most outrageous baskets. I applaud Konami's idea of going for and action oriented style, abandoning all those annoying rules and things, and it certainly makes for a fast moving game. Like Andy said though, this is not a game you'll be playing every minute you can, just when you've got a few friends around and nothing to do.

THE FOURTH QUARTER

At the end of the day Hyperdunk is quite a fun basketball game and is definitely the best one I have played in quite a while, but games like this have a very short life indeed, especially if you are a solo player.

With the Sega Tap things can get very exciting, but this is one of those games that you will dig out every now and then to have a bit of a laugh and then let it gather dust on your shelf for a while before it ever sees the light of day again. Even with the different play-off and elimination competitions I have to say that you will soon tire of this game, which is a shame really.





BY: EA

ELECTRONIC ARTS

SPORTS SIM

SETTINGS

RELEASE DATE

NOW

OUT

£44.99

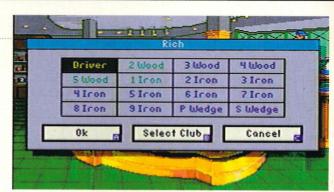
8-MEG



PGA EUROP

olf has always struck me as being one of the most boring games of all time. Let's face it, watching a man bang a ball about with a stick isn't the most enthralling way of spending a Saturday afternoon, especially when you end up seeing some lucky git win more money than you are ever likely to earn in a lifetime.

Strangely enough computer golf sims are a completely different kettle of fish. Some people reckon that Leaderboard is the ultimate golf simulation on any computer format, but sadly the Mega Drive version was not much cop and the highly successful PGA Tour series stomped all over it.



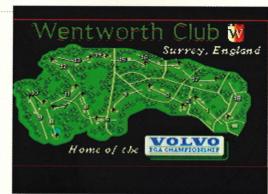
▲ Before playing a round select which clubs you would like to play with



GREEN WITH ENVY

PGA Tour 2 scored a whopping 94 per cent back in MT 13 making it the best Mega Drive golf game ever. PGA European Tour includes all of the features of PGA 2 but has lots of new and exciting options as well, and is played over five completely new courses. As well as the usual tournament and practice modes there is a new shoot-out play mode as well as a match play option where you can win loads of money (not real moolah unfortunately).

In the shoot-out game four players line up and play three separate holes. The player that took the most amount of shots on the first hole is eliminated, and so on, until only one player remains and prizes are awarded accordingly. Match play is another four-player game where four teams of two play three rounds of golf, the losing team being eliminated at the end of each round.



Good old Blighty, eh? There was me thinking that Volvos were made in Sweden



bit for a day or two you too could win 600 grand...and here I am writing this review! Sort of puts things into perspective, doesn't it. Lucky buggers

▲ When playing with your balls it is best to try and get a good lay

It's the fly-by camera. Use the joypad to move the camera about. Quite why you would want to do this is beyond me, but you can



YOU WOULDN'T LET IT LIE!

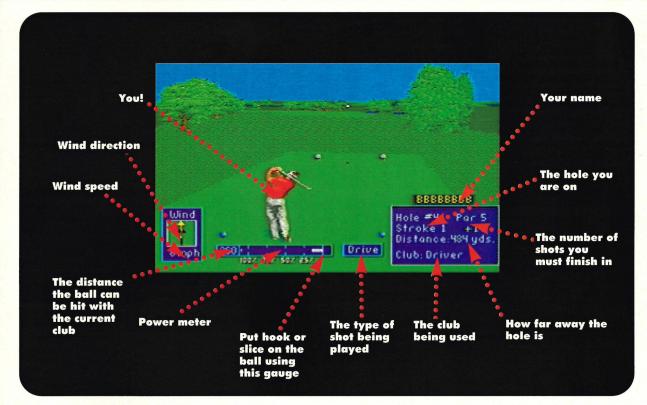
As we all know, the whole point of golf is, put simply, to get the ball down the hole in as few shots as possible. To make the game more realistic all sorts of conditions and factors must be taken into consideration. At first it seems that the most important thing to try and overcome is the wind, which can blow the ball all over the place, but you soon learn how to shoot the ball into the wind with enough curve to perform more accurate shots.

What takes more practice though is learning how the lie of the ball and the surrounding terrain affects your shots. Masters will only ever get their ball on the fairway, on the green, or in the hole, but we mortals who aren't so good have to cope with other areas of the hole like the rough, or the fringe. Landing the ball in one of these areas will drastically affect the accuracy of your next shot and reduces the distance you can hit the ball. Land the ball in a bunker or in the water and you will have even more problems!



▲ The overview shows the path that your ball has taken. Take a good look and you will see how totally crap I am at this game

UUH GULF





A HORSE IS A HORSE, A HORSE OF COURSE

The original PGA game had four courses and the follow-up had a grand total of seven. Now for some reason we seem to only have five courses again, but never mind because they are all based on courses located throughout Europe in the PGA Tour. Two of the courses are from England, and the others are from Spain, France and Switzerland.

Each course in the game was designed from the original ground plans and as such is about as faithful to the original plans as possible. At the start of each hole the course is displayed using a 'fly-by' camera, but in this version it is now possible to control the angle and position of the camera so that you can view the course from any desired position

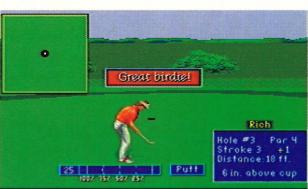


If ever perform anv shots an Instant replay will be shown straight

outstanding away

SO IS IT ANY GOOD OR WHAT?

Although Euro Tour is an improvement on the other two games it must be said that if you owned one of the series already you would be quite disappointed if you purchased this as well. The improvements aren't sufficient to warrant spending another £45 on. However, if you don't own a PGA game and you are interested in golf simulations then you can't go wrong with this.



Great stuff. The crowd goes wild. Obviously I'm not as bad at this game as I first thought



THAT "JAG" MAN

Lloyd makes some very interesting and valid comments, however I have to disagree with him on more than one topic. To receive full enjoyment from this game I think you must at least have

more than a little patience and above all have at least a passing interest in golf. I do not confess to being a golf fanatic and subsequently I found myself yawning slightly after a few hours play. This, by no means should be taken as a slur on the game but the subject matter is hardly inspiring is it? EA has obviously done its homework but I just can't raise any enthusiasm for PGA Euro Tour. Sorry chaps. Now where's my copy of FIFA...







As golf games go there are three choices: either one of the PGA series, Leaderboard or Jack Nicklaus but none of them are as good as this.







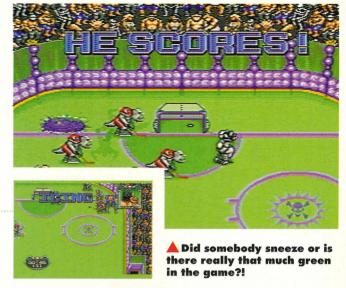


On a bad day ALLIE WEST could be mistaken for one of EA's mutants, and therefore would feel quite at home playing Mutant League Hockey. Today is a bad day...

MUIHN



remember the first time I saw Mutant League Football, all I could think was "What the hell is this? How dare EA sacrilege the mighty game of American football!". However, after I had played it for a while I soon realised that the exciting essence of the game remained intact despite all the mutilations, growling and blood! Mutant League Hockey is in exactly the same vein as its footy cousin, and where ML Football used the Madden game engine ML Hockey utilises the same engine seen in EA's NHLPA. However, I'm not really a hockey fan so the bizarre alterations do not offend this time!





TOXIC AVENGER

Basically Mutant League Hockey is your average ice hockey sim with one major difference – the players. This game is riddled with some of the most grotesque characters in Pixeldom and, like Mutant League Football, features more than its fair share of blood, guts and

black humour. People have said that ice hockey is quite a ferocious game anyway, with boxing bouts on the ice and the odd annihilation of the ref, but you haven't seen anything until you've played this game.

The idea of the game is simply to play hockey, but you also get the opportunity to really go hell for leather by beating your opponents to a pulp (literally!), breaking the odd bone (or all of

them if you've had a particularly







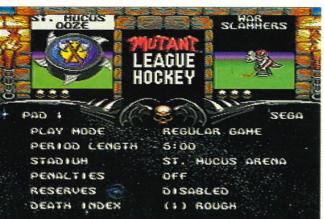
MAR

SETTINGS

RELEASE DATE

104

bad day) and gorging something's eye out if you don't like its face! You can also pick up weapons, kill or bribe the ref, fall through the ice, avoid shark fins protruding through the ice, mutilate your opponents and even fart to get rid of players who are getting a trifle





Computer dating the EA

🌓 One banana, two banana, three banana, four...

Hoorah, we won! We won! What a miracle!





TWO HEADS, THREE ARMS AND A LIMP

The graphics are incredibly stylised, with some really detailed intermittent screens such as the end-ofquarter screen. The sprites and images used to represent the refs and coaches are quite superb, as well as being incredibly comical. You really do feel like your Mega Drive is getting a run for its money with every colour available from its palette being utilised to the full. Like its football predecessor you again have a wide variety of gruesome geeks in your team, each one illustrated cleanly and, surprisingly, differing from one another.

The biggest downer is the size of the on-ice sprites. Having previously compared this game to NHLPA this is where ML Hockey deviates, with the sprites appearing a little too small and blocky. Then there's the puck, or should I say 'Where's the puck?'. Is this is a joke? I know there's a lot to cram on to the screen but did the programmers really have to make the puck so insignificant - correct me if I'm wrong, but doesn't the puck play an important part in the game of ice hockey? Also, one thing that I did notice when playing this game is the inordinate amount of green in the overall image - the ice, the monsters, the slime and there are probably some bogeys in there somewhere too!

LEAGUE HOCKEY





IS THIS YOUR EYEBALL?

There are 20 teams to choose from, each with varying player skills and its own coach who has a unique way to incite enthusiasm in his players (usually threatening to rip their limbs off if they don't win!). At first this is fun, but as you can imagine the gutter humour soon gets a little tedious. The gameplay follows in a similar vein with the blood, guts and exaggerated violence factor getting in the way of simply playing hockey – you sure wouldn't see this type of behaviour from Brett Hull or Wayne Gretzky!

Luckily some real tactics and strategy remain in the game. You can alternate between your team players and as well as using weapons you can also barge and tackle the opposition or play various stylised shots. The goal-mouth can be changed into a 'real' character which likes eating the pucks, players can get sent off and sent to the Graveyard, you can bribe the ref or you can get in to a scrap with an opposing player in a one-on-one fisticuffs bout. Sadly though, the fact remains that all this cosmetic glitz gets in the way of the real game.



▲ I'm sorry dad, I promise I'll never do it





Ouch! Look at that puck
it's no wonder the
players end up as a pile of
bones!





PRESENTATION
Lots of out-of-game option and menu screens. All fits together well

83%

Detailed intermittent screens with comical character animation

SOUN Nice gru

Nice grunts and groans, but pretty average rock-style soundtrack

SHOR Basy the coisn't o

the control system isn't as user-friendly as NHLPA

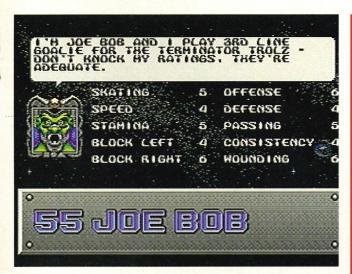
The tournament roster and five brutality settings add to the entertainment

78

especially with more than one person, but not recommended for fanatical ice hockey fans



A Now who should I kill today? Ah, I know...the ref



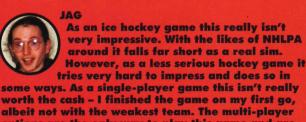
▲ Hello, my name's Joe and I like knitting, pretty pooches and maiming my team-mates...

EH, CALM DOWN OH!

The main problem we found with this game is that although it runs incredibly fast and appears very impressive, it is actually too fast for your eyes to keep up with. With the players being so small and the puck practically non-existent, it is so hard to focus that after a while everything simply fades in to a blur – the speed at which the puck moves even challenges Linford Christie's 100-metre sprint record!

We wouldn't recommend this game to die-hard ice hockey fans. Although you do get a ref and are restricted by rules such as icing, there really isn't that much of a strategic element within the game. The emphasis in this game is obviously on fun, but playing against the computer soon becomes tiresome with the players making the same old, tired manoeuvres. Even the five difficulty (or 'gore') settings rarely fail to offer any real challenge in the long run.

THE SECOND OPINION



worth the cash – I finished the game on my first go, albeit not with the weakest team. The multi-player options are the only way to play this game and are quite enjoyable. Some of the gory touches are excellent, as is the presentation throughout. The scrolling is very fast, although at times it makes it very difficult to spot the puck, as do the very complicated sprites. If you want a fun hockey game then by all means buy this game – it is enjoyable only with friends though, and hockey purists should look elsewhere for their thrills.



BY: ELECTRONIC ARTS



SKITCHIN







SPORTS SIM

SETTING

RELEASE DATE

MAR

OUT

£39.99

1/2

o Electronic Arts is sitting there one day discussing what game to do next. John Madden Crochet '94? NHLPA Ice Polishing '94? Lotus 36? Or Road Rash again – with a different twist? They chose the latter.

Skitchin' is based on the incredibly dangerous activity of putting on a pair of rollerblades, grabbing hold of the bumper of a passing car and getting dragged along. So, if you take Road Rash and replace the bike-riding with this crazy hobby you've got Skitchin'. Everything else is pretty much the same.



PRESENTABLE?

Now I might be alone in this, but I was utterly convinced that the graphics in Road Rash were naff; about 2.5 colours, and a resolution roughly akin to that of a chess-board. Well, rest easy

folks, Skitchin has stayed faithful to the concept of looking crap-but-functional. So now instead of dodgy-looking blokes in funny-coloured leathers you get dodgy hip-looking blokes who don't tuck their shirts in and wear matching baseball caps.

The sound however has improved with about 12 tunes in that West Coast funk/metal style that people who wear woollen hats with designer labels on the front like. You know, the ones who started a revival in lumberjack shirts.



▲ Each race is introduced by the overpowering Spectre, reporting for Outlaw Sports. If you are lucky you may pick up a few hints here

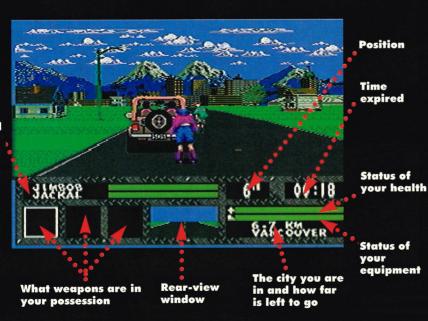


Make a successful landing after leaping over a ramp and three people give you mid-air performance marks out of 10

The jump went slightly wrong and we'll need some serious washing powder to get all of the grass stains out

HOLD ON TIGHT

Punch
power and
power of
your
nearest
rival





A Spread-eagled in mid-air is great fun while you are doing it, as long as you don't worry about the inevitably painful landing



▲ The post-race report on how you did.
The better you do the more cash bonuses
you are likely to collect



5197



PICK IT UP

You aren't alone out there either. There could be up to 10 other skitchers that you'll have to compete against and let me warn you now that sportsmanship isn't going to cut any ice with these guys. There are only two things they understand: speed and violence. The most common example of the two together is when you and maybe

three other skitchers catch a ride on the same vehicle. What then follows is an almighty punchup as you try to knock them off before they can do the same to you.

Of course things can be made easier if you have managed to pick up one of the nasty weapons that occasionally appear on the road. Ranging from crow bars to bicycle chains these all despatch any opponent far quicker than any punch or kick could.

Three weapons can be carried at any one time, but with them being so darn difficult to pick up the chances of collecting three even during a full game are fairly slim. Imagine it, you are haring along the road at a fair old pace, but because of the game's viewpoint the road ahead is slightly obscured, so usually it isn't until the last second that you realise a weapon is on the road in front of you. Even if you do spot it you still have to crouch down and reach out for it. Most of the time I was just too late.



The equipment status screen keeps you up to date on which bits of kit are in need of repair or replacement. Green means they are fine, red means they are dead

▲ This is the man who wants to separate you from your money and sell you better specified and more expensive equipment every time





A If you've ever wondered what it feels like to get run over, this game is the closest I've come to finding out



A Hanging on for dear life to the back of the Jeep and some geek comes along and wants to pick a fight



Spicy Placent

12 tracks can be played from this CD and they all turn up in the game. Some of the titles are slightly less than tasteful

▼ This is what sorts out the men from the boys. If you can hang on to this cop car without getting arrested you really are a top-class skitcher





A little too dangerous?

Well, there isn't a great deal to this game. The idea is that skitchin' (an amalgam of skating and hitching) has become a huge underground sport in America. Illegal races take place in a number of cities across North America and all you have to do to enter is strap on your boots, pay your entrance fee and grab hold of the nearest passing car.

Just skating along the road won't give you enough speed to compete with the top skitchers, so you can't avoid that terrifying moment where you just have to stick out your arm, grab hold of something firm and hope you don't get run over. Once you've got the hang of it it isn't that difficult, you learn the best place to be in the road and the optimum speed to stand a good chance of pulling off a decent skitch.

As this game is all about racing, just hanging on to the back of a car won't be enough to get you into the top five places in order to qualify for the next race. You have to be able to perform slingshots. This is where you balance your momentum against the speed of the car and pick the best time to thrust yourself forward and gain speed. Get it right and you'll sail past four cars before you slow down, get it wrong and you may well end up further back than you were, or worse – face down on the Tarmac.





▲ It isn't true, I'm not a loser. I have a totally fulfilling existence



Just going for a slingshot



▲ Getting next car



▲ I've just been run over...very painfully



Back on the skates, but a long way back



20 second qualifying



'ELLO, 'ELLO, ELLO'

There are hazards to all this skitchin' besides getting beaten up. The biggest nuisance is the police – skitchin' is illegal after all so they aren't too keen on it. Should you so wish you can pick up some extra bonus cash by skitchin' on a police car for as long as you think is safe. Stay too long however and you'll be thrown in jail.

Another major hazard is getting run over. The game provides a rear-view mirror so you can see the cars coming up behind and thus time your skitch. Warning: lose concentration and wander into the path of an encoming car and it will burt

into the path of an oncoming car and it will hurt.

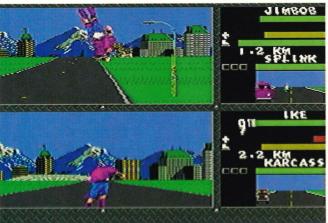
After the initial thump of flesh on metal you'll sail high into the air and come down heavily. Should you be lucky enough to land off the road all you have to do is get up and start again, but land on the Tarmac and you'll be very lucky not to get run over again. This is immensely frustrating because there is so little you can do about it.



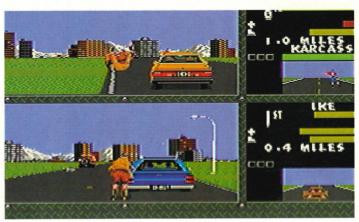
It isn't only the human players who can get run over – any skitcher can fall foul of one ton of pink Jeep



Landing flat on your farmac results in some ve the jump judges



▲ Player two just skates along while player one goes on for a full-on moebius flip off a ramp



▲ Player one gets flattened by a Cadillac, but player two gets a ride with one of those huge American station wagons





JUMPING JACK FLASH

Should you actually manage to finish a race in the top five, you receive cash bonuses which depend on how well you have performed. What can help bump this up is performing a few tricks off the ramps that turn up at regular intervals. Timing is the important factor here because all tricks are activated by a simple push on the control pad, but do it too late, or attempt it at too low a speed and you'll be chewing Tarmac yet again. Too many falls and you'll be spending most of your cash in the shop trying to replace cheap equipment instead of saving for better, more expensive stuff.



One thing not to do is try and skate through the barriers

◀ Got a skitch but only 0.9 miles to go



on and still no near to

IT TAKES TIME

02:47

Even with the inclusion of a two-player head-to-head mode Skitchin' isn't instantly obvious as being good fun. It takes too long to get the hang of actually grabbing the cars and slingshotting effectively. Once you do though Skitchin' begins to get better the more you play it.

We've already established that it looks awful, but there is some variety in the track layouts and backgrounds – each city is distinctive from the others and they have at least managed to get a good quality soundtrack. The difficulty level is very well done – you should see a bit more of the game each time you play, and all the while you'll be getting much better and finding the speed needed to win races.

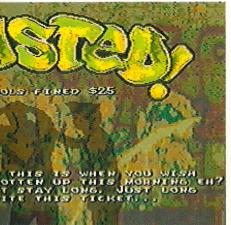
Skitchin' isn't a classic, but it is certainly a grower – the more you play it the better it gets and if two half-decent players get together it can be very good fun. It isn't truly original, but it is a very good game.

BLOWST

▲ Damn! The skates fell apart, that's the race



ace and chewing ry poor marks from



Ooops! A
night in the cells
with some big,
affectionate men
and you may
never be able to
skate again

THE SECOND OPINION



JOHNNY JAG McALLEICE

Jools has played this a hell of a lot more than me and assures me it's a bit of a grower. I'm none too convinced. The graphics look a shade on the old

side and the action is inferior to Road Rash 2. The great 'beat your fellow contestants up' section is missing, it's just a little slow in one player and the split screen two-player mode is disgustingly bad to control.

Perhaps in the long run Skitchin' could be well worth the money, but I remain unimpressed by this second rate Road Rash rip off from Electronic Arts.



CHALLENGE THOUGHT

Good-looking title screens and intermediate screens

65% GRAPHICS
Blocky and not ve colourful, but the at least move fast

Funky and fast moving but the tunes have some tasteless names

SHORT TERM PLA

At first you haven't got a clue what all the fuss is about

LONG TERM PLAY
If grows on you and
you really want to

VERALL Greating a real and any

Great two-player action, and you need a real skill to get anywhere





Not content with updating the classic hockey game, EA hockey, EA now proudly presents the updated version of the updated updated version...! think. We sent LLOYD HOWE down to investigate.

JH HU









SPORTS SIM





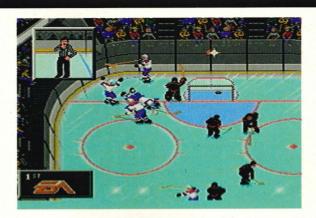


RELEASE DATE



NOW

f you haven't played one of the EA hockey games then where have you been? EA Hockey was the game that set the ball rolling and to put it simply it was superb. It was fast and playable with the only downer being that it was quite easy to score. In 1993 EA acquired an official NHLPA license and released an updated version, this time with all of the current teams and their statistics. It was harder to score goals but for some reason the game ran slightly slower. 1994 saw the release of the next version, with updated teams and some new features. Now CD owners can have a go because NHLPA '94 has been revamped especially for them, and what's more it's cheaper than the cartridge version!





ICE ICE BABY

Right from the start I must state that this game is being aimed at people who own a Mega-CD but don't already own NHLPA '94 on cart. This is because it is exactly the same game, except with much better presentation and a better price tag. Bill Walsh College Football and Powermonger are also going to be released on CD in this way.

The differences are clear from the first moment you start up the machine instead of the title screen appearing, a spectacular intro comes up featuring a couple of minutes of full-screen FMV (which is better than the FMV seen in most other games), showing hockey players being put through their paces and getting slammed about a bit. The camera then pans out to show the action continuing on a TV screen, and other screens scroll into view along with logos of all the teams in the game - very impressive indeed. To be perfectly honest however, I would rather see more attention paid to the quality of the game instaed of having five minutes of boring FMV every time I load a CD game. It may look good but what purpose does it



JOLLY HOCKEY STICKS

There can't possibly be anyone who hasn't played one of these games before, but just in case an alien from the planet Bong happens to have beamed up a copy of

this fine mag onto its spaceship, I shall explain the rules. The game is split up into three halves or periods or whatever they are called. Each period starts off with the players in the centre of the rink for the face-off, where the ref throws the puck up into the air and promptly buggers off as there is a flurry of fists and sticks as the players scrabble for possession. They must then try and get the puck into the remarkably small net at the other side of the rink to score a goal, and that's about it.

Hockey is renowned for its violence, but fighting is not allowed and neither is tripping or hooking people with your stick. When this happens the offending players are sent to the sin bin, which is a strange name considering they don't actually commit any sin whatsoever while in the bin. Thankfully it is

possible to turn the penalties off, resulting in all the matches ending up as multiplayer free-for-alls.







COR, LOOK AT 1













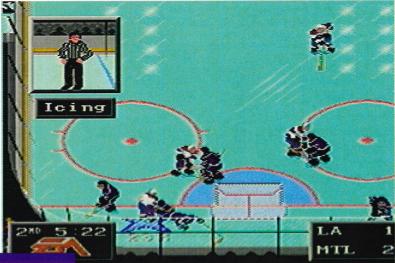
Contrary to popular belief the shoot-out does not involve two blokes putting holes in each other with bullets it's a penalty shoot-out instead. We know which type we would have preferred though, don't we kids? Corruption what's that?!



Wayne's World, Wayne's World...oops, wrong Wayne. What a daft name anyhow

HOSE VISUALS

The intro sequence features some of the smartest full-screen video we have seen to date. To whet your appetite, have a gander at these piccies...



Sadly you can't fight in this game, but you can make up for it by decking people with your stick (but only in the game, eh kids? Hee hee hee)





Look out, it's Ron Barr. Now who'd have thought he'd be in this game? Not me, for sure



ICE STATION ZEBRA

So, you already own NHLPA '94, but should you buy NHLPA '94 CD? The answer is no, however if you don't own the original cart then this is a game to add to your collection. The gameplay is excellent and all the FMV scenes and other features add to the overall effect, resulting in a highly polished package that is well worth shelling out forty sovs for. The original was a fantastic game and this is too. This game is so much fun even if you only play it on your own, and the play-off options give the game a very long life. Get it now.

ANTONY LEA

Well, I can see the point of this game, but only just. What you actually get is the NHLPA '94 cartridge on compact disc, for the same price. This version is identical as far as I can see, which is no bad thing because the cartridge version was the best NHLPA yet. In fact you also get a very smart full-screen colour FMV introduction as well as digitised pictures of all the NHL players into the bargain, plus much improved organ music. If you have a Mega-CD and don't own NHLPA '94 then do buy this - it is excellent. However, it is not worthwhile for those who already own an EA hockey game.



OK, so ANTONY LEA isn't that tall, but that's no reason to force him into this NBA Jam review. "No I won't do it! Absolutely, definitely not. Oh all right then, for a tenner."

NBA

A RENA ASTRIBUTARIST IN

16 MB

STYLE

SPORT SIM

PRICE TEA



SKILL SETTINGS 5

RELEASE DAT

ou know, this month must surely be called 'Basketball' month for Mega Drive releases.

Not only have we been thrown Barkley:
Shut Up And Jam, NBA Showdown and Hyperdunk, but now we have to contend with NBA Jam too. I guess you want to know which is the best one too? Well, get reading...



NBA HAM

If you've been into an arcade recently, in among the Mortal Kombat and Street Fighter II machines, you should have seen a rather smartlooking basketball game by Midway, called NBA Jam. This Mega Drive game, as you may have guessed, is a conversion of that coin-op, and it's not half bad. The arcade game itself had amazing graphics and sound, as well as a great fourplayer option. Just how has the conversion come out?



▲ Dallas is coming back, after New York throws in a two-pointer.

Jackson is on the ball





▲ A three-pointer for Harper, and the other team are unable to reply





▲ With only 14 seconds on the clock, it's another three pointer!

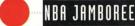
► Both players go up, but Anderson gets to well over seven feet!



▲ The shot clock in the corner shows there are only 19 seconds left for the team to shoot. Good job it already has then!

It's a pass from player one to player two, and a long one at that. Neither are on the screen

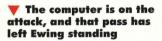




The game is played as a two-on-two game only. If you play one-player the other three players are computer controlled, and so on up to four human players. In two-player games you can either play as a team, or as members of opposite teams. You can select any of the 27 NBA teams to play as, although you only play as their two star players. The game has battery back-up to keep your win and loss record – when you play again, simply enter your initials and you can start off where you left it last time.

As a conversion, this is excellent. Everything that was in the original game has been faithfully reproduced on the humble Mega Drive. The graphics are still top-notch, all the players have their own signature moves (even if they are 'everso' superhuman), and the animation is superb! The commentator shouts out during play, "He's warming up" or "Boom, Shak-a-Lack!", and the music is as close to the arcade original as possible. The presentation throughout is excellent too, with profiles of all the players and teams. Even the four-player option has been retained. So is this the best game ever then?

Well, no actually. The arcade NBA Jam did look and sound incredible, but the gameplay was not up to the presentation. As this is an arcade conversion, the same faults lie in this version – there is little or no strategy involved and the game is basically a 'run-to-one-end-then-the-other' type affair.







AM







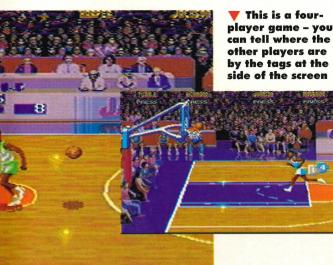
BOOM! SHAQ-A-LAQ

You can't say that this game is a push-over – although the game difficulty can be changed to easy, the game still provides a very strong challenge. The aim of the game is to beat all 27 NBA teams, and even though there are no playoffs or tournaments at all it could be some time before you complete the game.

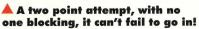
To stack the odds more in your favour, the game includes a turbo button which enables you to move faster. You also have more chance of scoring if you get three baskets in a row because you get on a 'hot streak' where the ball glows orange, and everything you throw seems to go in. This all ends when you are scored against.

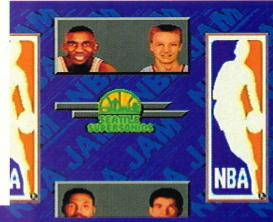
In one-player versions you can play in two different modes: either with the computer helping, or without. With a helping team-mate you never have directional control of anyone but your selected player, although you can make the other player shoot or pass back with your controls. This means that if the ball is passed away from you, you have to rely on your computer team-mate to help. This is the same feeling of non-participation that Barkley features, and detracts from the game somewhat. Without the helping player, you gain control of whichever player has the ball. Of course this can still leave you with only the computer in defence.











This is part of the attract sequence. The teams scroll by downwards, as the NBA logo scrolls smoothly upwards



PRESENTATION
Half-time reports,
coaching tips, player
profiles...you name
it, it's all here!

GRAPHICS
Well-defined and
well-animated sprite
and court

Excellent speech throughout the gar The music is a little bit too 'bleepy'

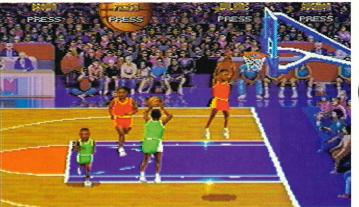
SHORT TERM PLAY
Easy to get into, and
hard to put down.
Four-player games

LONG TERM PLAY

75%

No tournament as such, just 27 teams to beat. It isn't easy,

Excellent basketbe especially player greet conformation imperfect machine.



ASTOUNDING ARCADE ACTION

Even though this is mostly a washout as a one-player game, it is far better as a two or three-player game and as four-player it is an excellent game of two-on-two basketball. The gameplay is by no means poor, it just seems to have no real depth. It is far better though, than any of the existing basketball games, I guess they just weren't up to much.

This is a very strong contender for best arcade conversion ever. If you liked the coin-op, or want a pure action basketball game, you really ought to buy this. Basketball purists, who prefer more strategy in their play, are better off looking elsewhere.

THE SECOND OPINION

STEVE CHAPMAN
By far the best of all the basketball
games I've seen this month and a topnotch conversion of the arcade game.
Acclaim has obviously tried to cram all
of the arcade's features onto the cart

without sacrificing the gameplay. Graphics, animation, sound, four players, it's the arcade game right down the line, which is also where its problems lie. The lack of a tournament or play-off mode brings longevity into doubt and the lack of any 'simulation' of the game may put fans of the sport off. Still, not bad by any means and certainly the best of a bad lot.





MEGA-CD GAMES



BATMAN RETURNS

BY SEGA PRICE: £44.99 **REVIEWED: MT 19** The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent

MT RATING: 94%

BATTLECORPS

BY: CORE DESIGN PRICE: £39.99 **REVIEWED: MT32** You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet. MT RATING: 90%

CHUCK ROCK II: SON OF CHUCK

BY: CORE PRICE: £44.99 REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

DOUBLE SWITCH BY: SEGA

PRICE: £44.99 **REVIEWED: MT 27** Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM PRICE: £44.99 **REVIEWED: MT 27** Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT PRICE: £44.99 **REVIEWED: MT 26** Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN PRICE: £39.99 **REVIEWED: MT 23** Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA PRICE: \$44.99 **REVIEWED: MT 21** CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA PRICE: £44.99 **REVIEWED: MT 17** The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD – all the levels, all the characters, all the bonus rounds...and a new timeattack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS BY: SONY IMAGESOFT PRICE: £44.99 REVIEWED: MT 26 Similar to Mad Dog McCree but set

in the future instead of the Wild West. Aliens have invaded and disquised themselves as humans, so you must work out who the bad auys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT PRICE: £44.99 **REVIEWED: MT 16** The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA PRICE: £39.99 **REVIEWED: MT 16** Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen headto-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD BY: SEGA

PRICE: £39.95 **REVIEWED: MT 26** Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT PRICE: £44.99 **REVIEWED: MT 16** Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS

BY KONAMI PRICE: £74.99 (WITH ONE GUN) **REVIEWED: MT 22** Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.

MT RATING: 80%

LUNAR THE SILVER STAR

BY: WORKING DESIGNS PRICE: £39.95 **REVIEWED: MT 27** This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

MT RATING: 82%

MAD DOG McCREE

BY: AMERICAN LASER GAMES PRICE: £44.99 **REVIEWED: MT 26** Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes.

MT RATING 61%

MICROCOSM

BY PSYGNOSIS PRICE: £39.99 **REVIEWED: MT 25** 'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'emup which is enjoyable but just not long-lasting enough. MT RATING: 609

MORTAL KOMBAT

BY: ACCLAIM. PRICE: £39.99 REVIEWED: MT31

The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.

MT RATING: 69%

MY PAINT

BY: SADDLEBACK GRAPHICS PRICE: £39.99 **REVIEWED: MT32** Ho ha! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague MT RATING: 2%

MYSTERY MANSION

BY SFGA PRICE: £39.99 **REVIEWED: MT 29** Another grainy FMV title and like the rest it seriously lacks in the gan stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete. MT RATING: 65%

NHLPA HOCKEY '94 CD BY: EA

PRICE: £39.99 REVIEWED: MT 27 Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have

MT RATING: 91%

NIGHT TRAP

BY SONY IMAGESOFT PRICE: £44.99

REVIEWED: MT 17 The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.

MT RATING: 70%

PRINCE OF PERSIA

BY SEGA PRICE: £44.99 REVIEWED: MT 10 Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.

PRIZE FIGHTER

BY: DIGITAL PICTURES PRICE: £49.99 **REVIEWED: MT 28** If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better. MT RATING: 62%

RISE OF THE DRAGON

BY DYNAMICS PRICE: IMPORT **REVIEWED: MT 29** Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.

MT RATING: 88%

SECRET OF MONKEY ISLAND

BY: LUCASARTS PRICE: £TBA REVIEWED: MT 26 Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck. MT RATING: 93%

SENSIBLE SOCCER CD

BY: PSYGNOSIS PRICE: £39.99 **REVIEWED: MT30** Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a



better atmosphere. MT RATING: 96%

SEWER SHARK

BY SONY IMAGESOFT PRICE: £44.99 **REVIEWED: MT 16** In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's

'Game Over'.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA PRICE: £44.99 REVIEWED: MT 16 Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA PRICE: IMPORT REVIEWED: MT 21 Same format as the first one, but the three cases are longer and the game comes on two CDs. AT PATING: 84%

SILPHEED

BY SEGA PRICE: £44.99 REVIEWED: MT 21 Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your spaceship blasting through enemy spacesnip blasting inrough enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

MT RATING: 94%

SONIC CD

BY SEGA PRICE: £44.99 REVIEWED: MT 21 More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes. MT RATING: 94%

SPIDERMAN VS KINGPIN

BY SEGA PRICE: IMPORT EVIEWED: MT 24 Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions. MT RATING: 84%

TERMINATOR CD PRICE: £49.99 REVIEWED: MT 26 The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell – it looks so appalling. Run around shooting robots which eventually gets tiresome.

MT RATING: 69%

THUNDERHAWK

BY CORE DESIGN PRICE: £44.99

REVIEWED: MT 22 The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it ingling impressive comou game is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.

MT RATING: 91%

TOMCAT ALLEY

BY SEGA PRICE: £39.99 REVIEWED: MT 29 Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.

MT RATING: 72%

WOLFCHILD

BY SEGA PRICE: £39.99 REVIEWED: MT 16 A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

WONDER DOG

BY JVC PRICE: £39.99 REVIEWED: MT 12 Wonder Dog has just crashlanded on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy PATING: 82%

WWF RAGE IN THE CAGE BY: ACCLAIM

PRICE: £44.99 REVIEWED: MT 26 Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.

MT RATING: 72%

MEGA DRIVE



AEROBIZ

BY: SEGA PRICE: IMPORT **REVIEWED: MT 21** An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this! MT RATING: 90%

ALADDIN BY: SEGA

PRICE: £44.99 **REVIEWED: MT 23** Probably the most gorgeouslooking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

MT RATING: 90%

ALIEN 3

BY ARENA PRICE: £39.99 REVIEWED: MT 9 Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging

MT RATING: 94%



ANOTHER WORLD

BY: VIRGIN
PRICE: £39.99 REVIEWED: MT 14 A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

IT RATING: 86%

AYRTON SENNA'S SUPER MONACO GP 2

PRICE: £49.99 REVIEWED: MT 6 Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

MT RATING: 90%



BARE KNUCKLE III

BY SEGA PRICE: IMPORT **REVIEWED: MT 29** Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes. PATING: 90%

BARKLEY: SHUT UP AND JAM

BY: ACCOLADE PRICE: £44 99 **REVIEWED: MT 27** Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.

MT RATING: 70%

BATMAN RETURNS

BY: SEGA PRICE: £39.99 **REVIEWED: MT 12** Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for

novices.

MT RATING: 76%



BELLE'S QUEST

BY: ACCLAIM PRICE: £39.95 REVIEWED: MT 26 In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a

bit too easy.

MT RATING: 78%

BIO-HAZARD BATTLE

BY: SEGA PRICE: £39.99 **REVIEWED: MT 11** Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or twoplayer blast. It features spectacularly gross graphics and good extra weapons systems. **AT RATING: 88%**

BLOCK OUT

BY: ELECTRONIC ARTS PRICE: £34.99 REVIEWED: PRE-MEGATECH A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

MT RATING: 91%

BUBBA 'N' STIX

BY: CORE DESIGN PRICE: £39 99 **REVIEWED: MT 27** Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

MT RATING: 83%



CASTLEVANIA

BY: KONAMI PRICE: £44.99 **REVIEWED: MT 26** The popular Nintendo series



makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. MT

CHAKAN

BY: SEGA PRICE: £39.99 **REVIEWED: MT 15** Chakan is an undead swordsman who has to hack up all platformbased supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

MT RATING: 73%

CHUCK ROCK II

PRICE: £39.99 REVIEWED: MT 21 Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new. MT RATING: 86%

COMBAT CARS

BY: ACCOLADE PRICE: £39 99 **REVIEWED: MT32** A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard. MT RATING: 62%

CORPORATION

BY: VIRGIN PRICE: £39.99 **REVIEWED: MT 4** A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay

MT RATING: 87%





DAVID ROBINSON'S SUPREME COURT **BASKETBALL**

BY: SEGA PRICE: \$39.99 REVIEWED: MT 6 Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the oncourt action. Strikes the right balance between realism and fast arcade action.

MT RATING: 83%

DAVIS CUP TENNIS

BY: DOMARK PRICE: £39.99 **REVIEWED: MT19** The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

MT RATING: 90%

DESERT STRIKE

BY ELECTRONIC ARTS PRICE: £39.99

REVIEWED: MT 3 Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

MT RATING: 93%

DRAGON

BY: VIRGIN PRICE: £39.99 **REVIEWED: MT 32** Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.

MT RATING: 85%

DRAGONBALL Z

BY: BANDAL PRICE- \$30 00 **REVIEWED: MT31** Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.

MT RATING: 75%

DRAGON'S FURY

BY TENGEN PRICE: £39.99 **REVIEWED: MT 1** Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.



ECCO THE DOLPHIN

BY: SEGA PRICE: £39.99 **REVIEWED: MT 13** Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a

MT RATING: 94%

ETERNAL CHAMPIONS

BY: SEGA PRICE: £59.99 **REVIEWED: MT 25** Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though

MT RATING: 82%

EX-MUTANTS

BY: SEGA PRICE: £39.99 **REVIEWED: MT 12** A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy. T RATING: 899

F1 WORLD CHAMPIONSHIP

BY: DOMARK PRICE: £44.99 **REVIEWED: MT 20** This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

MT RATING: 94%

F-15 STRIKE EAGLE II

BY: MICROPROSE PRICE: £44.99 REVIEWED: MT31

A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.

T RATING: 69%

FATAL FURY 2

BY: TAKARA PRICE: IMPORT **REVIEWED: MT 30** Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newie.

FIDO DIDO

MT RATING: 67%

BY: KANEKO PRICE: £39.99 **REVIEWED: MT 26** After Cool Spot, another 7-Up character gets to star in his own game - this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky subgames, but some of the main platform parts can be quite frustrating.
MT RATING: 82%

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS PRICE: £44.99 **REVIEWED: MT 24** Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Íncredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner,

MT RATING: 92%

FLASHBACK

BY: US GOLD PRICE: £44.99 REVIEWED: MT 18 Scientist Conrad Hart has to

uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persiatype puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.



GAUNTLET 4

BY: TENGEN PRICE: £39.99 REVIEWED: MT 22 The classic coin-op finally converted to the MD, and it's not just arcade-perfect it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic MT RATING: 94%

GHOSTBUSTERS

BY: SEGA PRICE: £34.99 REVIEWED: PRE-MEGATECH Choose your favourite Ghostbuster ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.
MT RATING: 86%

GHOULS 'N' GHOSTS

PRICE: £44.99 REVIEWED: PRE-MEGATECH Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

GODS

BY: MINDSCAPE PRICE: IMPORT **REVIEWED: MT 11** Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult. MT RATING: 899

GUNSTAR HEROES

BY: SEGA PRICE: £39.99 REVIEWED: MT 21 Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or twoplayer mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality. MT RATING: 95%

GYNOUG

BY: SEGA PRICE: £39.99 REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
AT RATING: 91%

HARDBALL '94

BY: ACCOLADE PRICE: £39 99 **REVIEWED: MT32**

A decent baseball game that for some reason doesn't seem to be as good as the others in the series.

IT RATING: 74%



THE INCREDIBLE HULK

BY: US Gold PRICE: £TBA **REVIEWED: MT32**

A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it. G: 82%

INTERNATIONAL RUGBY CHALLENGE

BY DOMARK PRICE: £39.99 **REVIEWED: MT 19** This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments - Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

T RATING: 75%



J-LEAGUE PRO-STRIKER

BY: SEGA PRICE: IMPORT REVIEWED: MT 19 Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese! MT RATING: 93%

JEOPARDY BY: GAMETEK **PRICE: IMPORT**

REVIEWED: MT 30

Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good



for those dreary family gettogethers though, but unfortunately the questions are all Americanrelated.

MT RATING: 55%

JOHN MADDEN '92

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

JOHN MADDEN FOOTBALL '93 BY: ELECTRONIC ARTS

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Classic teams, more speech,
battery save and extra moves are
what this game has over John
Madden '92. Apart from that, it is
practically the same game, so
don't consider buying this version
if you've already got the other
unless you're a real gridiron
nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL 194

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23
Gone is the original Park Place
game engine, to be replaced
instead by a tweaked version of
the Bill Walsh College Football
engine. In this version, over 50
NFL teams plus great teams from
the past and John Madden's alltime great team are featured, but
sadly the graphics and gameplay
are inferior to previous versions.

JUNGLE BOOK

BY: VIRGIN
PRICE: £44.99
REVIEWED: MT 30
Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

MT RATING: 83%



KING OF THE MONSTERS

BY: TAKARA
PRICE: £39.99
REVIEWED: MT31
Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

MT RATING: 69%

KLAX BY TENGEN PRICE: £34.99 REVIEWED: PRE-MEGATECH
This is an extremely playable,
Tetris-derived puzzle game in
which coloured tiles roll down a
conveyor belt and have to be
caught and tossed into a bin in
order to make point-scoring

patterns.
MT RATING: 85%



LANDSTALKER

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
The MD's answer to Nintendo's
Zelda series, and an excellent
graphic RPG it is too. Loads to
explore, a brilliant story-line and
loads of other stuff – basically it's

excellent.
MT RATING: 93%



LEMMINGS

BY: SEGA PRICE: £39.99 REVIEWED: MT 11 Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Drive lotus Esprits and Elans
around increasingly tortuous
tracks, with ever-worsening
weather conditions to add further
to your troubles. Excellent splitscreen two-player mode. The
weather effects are nice, but as a
whole the graphics could have
been better.

MT RATING: 85%





MARIO ANDRETTI

BY: EA
PRICE: £39.99
REVIEWED: MT32

A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

MT RATING: 40%

MARKO'S MAGIC FOOTBALL

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 30
Variation on the Soccer Kid
theme. Great cartoony feel with
some gorgeously colourful
graphics and fluid sprites. Plenty
of levels but gets a little repetitive.
Your average platform game with
a football thrown in for good
measure.

MT RATING: 73%

MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18:
Dash along a series of levels,
hacking apart anything and
everything you encounter. You're
presented with challenge after
challenge, including some
absolutely massive bosses. Could
be better-looking, but it does play
well

MT RATING: 90%

MEGA-lo-MANIA

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13.
Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 929

MEGA TURRICAN

BY DATA EAST PRICE: IMPORT REVIEWED: MT 29 Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to

start with. MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39,99
REVIEWED: MT 15
Mick or Mack join up, somehow,
with McDonalds (of international
hamburger infamy) to fight various
environmental threats (such as
blobby slime monsters and mad
beavers) in this platform game. It's
all a bit too simple to be
interesting for very long, although
the graphics are smart and
gameplay is fast and jolly.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH
Mickey Mouse has to rescue his
missus, Minnie, from an evil witch
by the name of Mizrabel in this
cute and cuddly platform
adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

MICRO MACHINES

BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15
Simple but superb one or twoplayer race game in which you
have to steer your toy
car/boat/helicopter (the Micro
Machines of the title) around
tracks set up on the beach, the
breakfast table, in the garden and
more. Tremendous fun.

MT RATING: 92% MORTAL KOMBAT

BY: ACCLAIM

PRICE: £49.99
REVIEWED: MT 21
A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'emup in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15
Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

MUTANT LEAGUE HOCKEY

BY: EA
PRICE: £44.99
REVIEWED: MT 27
Funny variant on the NHLPA
games, where you can literally
smash each other to death on the
icel Lots of obstacles and funny
animation make this a great

game. MT RATING: 78%



NBA JAM

BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27
Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%



NHLPA HOCKEY '93



BY: ELECTRONIC ARTS PRICE: £39.99 REVIEWED: MT 10 Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game - a punch-up subgame for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option. MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS PRICE: £44.99 **REVIEWED: MT 22** Features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, fourplayer ice hockey action then this is definitely the game to get.

MT RATING: 90%



PETE SAMPRAS TENNIS

BY: CODEMASTERS PRICE: \$39 99 REVIEWED: MT 30 Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.

MT RATING: 79%

PGA EUROPEAN TOUR

GOLF

BY: EA PRICE: £44.99 **REVIEWED: MT 27** The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

MT RATING: 90%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS PRICE: £39.99 REVIEWED: MT 13 Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save - this cartridge is just loaded with features.
MT RATING: 94%

PHANTASY STAR III BY: SEGA PRICE: £49.99 REVIEWED: PRE-MEGATECH Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

MT RATING: 89%

POWERMONGER BY: ELECTRONIC ARTS

PRICE: £39.99 REVIEWED: MT 14 Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.

PRINCE OF PERSIA

BY: DOMARK PRICE: £39 99 **REVIEWED: MT 27** Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

PUGGSY

BY: PSYGNOSIS PRICE \$39 99 REVIEWED: MT 21 Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

MT RATING: 90%





QUACKSHOT

BY SEGA PRICE: £39.99 REVIEWED: MT 1 Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should

be. MT RATING: 82%





RANGER X

BY: SEGA PRICE: £39.99 **REVIEWED: MT 19** A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters. MT RATING: 94%

RAMPART

BY: TENGEN PRICE: IMPORT **REVIEWED: MT 13** Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

MT RATING: 90%

RATING: 77

RBI BASEBALL 4

BY: TENGEN PRICE: £39.99 **REVIEWED: MT31** A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.



ROAD RASH 2

BY: ELECTRONIC ARTS PRICE: £39.99 **REVIEWED: MT 12** More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

MT RATING: 89%

ROBOCOD

BY: ELECTRONIC ARTS PRICE: £39 99 REVIEWED: MT 1 Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits. dodging Maybe's multitudinous monsters

MT RATING: 85%

ROBOCOP VS TERMINATOR

BY: VIRGIN PRICE: TBA **REVIEWED: MT 24** Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there

MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI PRICE: £39.99 **REVIEWED: MT 20** Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.



ROLO TO THE RESCUE

BY: ELECTRONIC ARTS PRICE: £34.99 REVIEWED: MT 14 A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system
MT_RATING: 89°

ROLLING THUNDER 2

BY: SEGA PRICE: £39.99 REVIEWED: MT 17 This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.

MT RATING: 89%

RYAN GIGGS SOCCER

BY: ACCLAIM PRICE: £39.99 REEVIEWED: MT32 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is. MT RATING: 25%



BY: SONY PRICE: £39.99 **REVIEWED: MT 24** This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

MT RATING: 80%

SENSIBLE SOCCER INTERNATIONAL EDITION

BY: SONY IMAGESOFT PRICE: £39.99 REVIEWED: MT31 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.
MT RATING: 95%

SHADOWRUN

BY SEGA PRICE: IMPORT REVIEWED: MT 29 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking. MT RATING: 95%

SHINOBI III

BY: SEGA PRICE: £39.99 REVIEWED: MT 21 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.

MT RATING: 93%

SKITCHIN'

BY: EA PRICE: £39.99 REVIEWED: MT 27 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.
MT RATING: 839

SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE PRICE: £39.99 **REVIEWED: MT 28**

Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.

MT RATING: 92%

SONIC THE HEDGEHOG BY: SEGA PRICE: £34.99

REVIEWED: PRE-MEGATECH If you don't know about this already, WAKE UPIH.
MT RATING: 83%

SONIC 2

BY: SEGA PRICE: £39.99 REVIEWED: MT 11

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! Not as

easy as the first game.

MT RATING: 95%



SONIC 3

BY: SEGA PRICE: £39.99 **REVIEWED: MT 27** Surprise – it's a platform game and a

darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far. MT RATING: 93%

SONIC SPINBALL

BY: SEGA PRICE: £49.99 REVIEWED: MT 24

Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball, Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.



MT RATING: 86%

SPIDERMAN

BY: SEGA PRICE: £39.99 REVIEWED: PRE-MEGATECH King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.

MT RATING: 91%

STAR CONTROL

BY: ACCOLADE PRICE: £39 99 REVIEWED: PRE MEGATECH Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-tohead, or play a drawn-out strategy game variation. One of the best two-player MD games.

MT RATING: 90%



STREET FIGHTER II SCE

BY: SEGA PRICE: £59.99 **REVIEWED: MT 23**

12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA PRICE: £44.99 **REVIEWED: MT 13** Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUBTERRANIA

BY SEGA PRICE: £39.99 **REVIEWED: MT 29** Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and

MT RATING: 90%

SUNSET RIDERS

BY: KONAMI PRICE: £39.99 **REVIEWED: MT 16** The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player cooperative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD PRICE: £44.99 **REVIEWED: MT 15** Loads of options for different footy tournaments, various weather conditions, strip colours - the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the

Mega Drive at the moment. MT RATING: 75%

SUPER STREET FIGHTER

BY: CAPCOM PRICE: £TBA REVIEWED: MT32 It's SF witrh knobs on. Four extra characters and better gameplay make this the game of '94. MT RATING: 96%



TAZ-MANIA

BY: SEGA PRICE: £39.99 REVIEWED: MT 6 Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but

it's really easy. MT RATING: 82%

TMNT: THE HYPERSTONE HEIST

BY: KONAMI PRICE: £39.99 **REVIEWED: MT 16** This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound,

but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR 2

BY: ACCLAIM PRICE: £39.99 REVIEWED: MT 13 Based on the hit Operation Wolfstyle coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators.

Works with Sega's Menacer light

gun to make it even more like the arcade game. MT RATING: 86%

THIRD WORLD WAR

BY EXTREME ENTERTAINMENT PRICE: IMPORT REVIEWED: MT 29 Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite

hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

MT RATING: 83%

THUNDERFORCE IV

BY: SEGA

PRICE: £39 99 **REVIEWED: MT 9** More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes

out of your head. MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN **TREASURE**

BY: KONAMI

PRICE: £39.99 **REVIEWED: MT 17** Takes all the best bits from the platform genre and welds them together into a great-looking, fastmoving, funny, massive, fluffy and loveable concoction. It's a bit easy though.

MT RATING: 94%

TOEJAM AND EARL

PRICE: £39.99 REVIEWED: PRE-MEGATECH ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic

gameplay fun. MT RATING: 82%

TOEJAM AND EARL 2 BY: SEGA

PRICE: £49.99 **REVIEWED: MT 25** ToeJam & Earl's second outing on the Mega Drive is a massive 16meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet . The crazy offthe-wall humour, psychedelic

graphics and big, funky sounds will hook you instantly. AT RATING: 91%



TWO CRUDE DUDES

BY: SEGA PRICE: £34.99 REVIEWED: MT 5

One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoony, comical beat'em-up action with great graphics, great fun, but

dead easy. MT RATING: 84%



VIRTUA RACING

BY SEGA PRICE: £69.99 **REVIEWED: MT 29** Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least! Great fun, addictive but very

pricey. MT RATING: 93%



WIZ 'N' LIZ

BY: PSYGNOSIS PRICE: £39.99 **REVIEWED: MT 22**

Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

MT RATING: 86%

WORLD OF ILLUSION BY: SEGA PRICE: £39.99 **REVIEWED: MT 12**

Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger

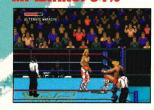
players. MT RATING: 90%



WWF WRESTLEMANIA BY: FLYING EDGE PRICE: £39.99 **REVIEWED: MT 13**

Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

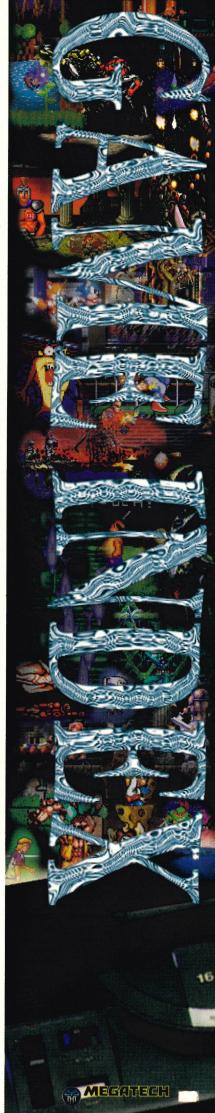
WIT RATING: 84%



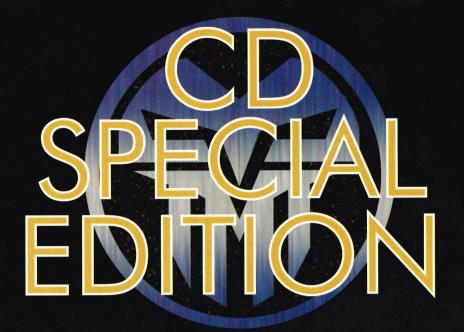
ZOMBIES

BY: KONAMI PRICE: £39.99 **REVIEWED: MT 22** Eek! Assorted B-movie baddies are running amok and suprise, suprise - it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.









ARE ALL YOU MEGA-CD OWNERS FEELING LEFT OUT? NOT BEEN REPRINTING YOUR FAVOURITE CD GAME REVIEWS HAVE WE? WELL, TO STOP YOUR WHINING WE'RE

ÎETAL GEAR

