SEGA

ISSUE 9 • MAY '93 • NOT AN OFFICIAL SEGA PUBLICATION • £1.95

MEGA DRIVE

ADVANCED GAMING



JAGUAR XJ220

HIGH SPEED FANTASY

FREE!

MASSIVE POSTER

- X-MEN
- WOLFCHILD
- PAPERBOY 2
- SUNSET RIDERS
- DOUBLE CLUTCH
- DOUBLE DRAGON III
- SUMMER CHALLENGE

16 PAGE MEGA-CD MINI MAG



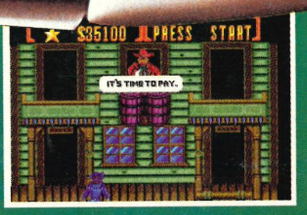
RETURN OF JOKER



COOL SPOT



MUTANT LEAGUE



SUNSET RIDERS

MAVERICK MAGAZINES

05

9 770966 551007

Forget the rest and join the BEST ! ! Unbeatable prices and NO hidden charges ! !

GAME GEARS



GAME GEAR WITH COLUMNS

FREE MEMBERSHIP MAINS ADAPTOR CARRY CASE

99.99

GAME GEAR SONIC 1 BUMPER PACK

WITH SONIC THE HEDGEHOG AND MAINS ADAPTOR

STAR BUY

FREE MEMBERSHIP COLUMNS GAME SUPER MONACO GRAND PRIX GAME

129.99

GAME GEAR SONIC 2 PACK

WITH COLUMNS GAME AND SONIC 2 GAME

FREE MEMBERSHIP MAINS ADAPTOR

117.99

SAVE UP TO £6 OFF RRP ON GAME GEAR GAMES

ALIEN 3	23.49
ALIEN SYNDROME	20.99
ARIEL - THE LITTLE MERMAID	23.49
BATMAN RETURNS	23.49
CHAKAN	25.49
CHUCK ROCK	20.99
COLUMNS	17.99
CRYSTAL WARRIORS	25.49
DEFENDERS OF OASIS	28.99
DEVILISH	20.99
DONALD DUCK	25.49
EVANDER HOLYFIELD BOXING	25.49
G-LOC	20.99
GEORGE FOREMAN BOXING	23.49
INDIANA JONES 3	23.49
JOE MONTANA (U.S.) FOOTBALL	20.99
KRUSTY'S FUN HOUSE	23.49
LEADER BOARD	20.99
LEMMINGS	23.49
MICKEY MOUSE	20.99
NINJA GAIDEN	20.99
OUTRUN EUROPA	23.49
PENGO	17.99
PREDATOR 2	23.49
PRINCE OF PERSIA	23.49
PSYCHIC WORLD	17.99
SENNA SUPER MONACO	23.49
SHINOBI 2	23.49
SIMPSONS	23.49
SMASH TV	23.49
SONIC THE HEDGEHOG	25.49
SONIC 2	24.99
SPIDERMAN 2	25.49
STREETS OF RAGE	20.99
SUPER KICK OFF	25.49
SUPER MONACO GP	19.99
SUPER OFF ROAD RACER	23.49
SUPER SPACE INVADERS	23.49
TAZMANIA	23.49
TERMINATOR	23.49
TOM AND JERRY	25.49
WIMBLEDON TENNIS	23.49
WONDERBOY - DRAGONS TRAP	25.49

GAME GEAR EXTRAS



BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) 12.99



BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) 11.99

SEGA MASTER GEAR CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR) 14.99



SEGA SUPER WIDE GEAR MAGNIFIER FOR GAME GEAR (ALSO ACTS AS SUN VISOR) 14.99



SEGA TV ADAPTOR (TURNS GAME GEAR INTO HANDHELD TV) 54.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) 13.99

MAINS ADAPTOR FOR GAME GEAR 7.99



BLACK CARRY BAG FOR GAME GEAR WITH GAME AND ACCESSORY COMPARTMENTS 9.99



STEREO EARPHONES FOR USE WITH GAMEBOY, GAME GEAR OR LYNX (ALSO FOR USE WITH PERSONAL STEREOS) ... 3.99



CARRYBAG FOR GAME GEAR 10.99



STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99



SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) 29.99

GAME GEAR PROTECTOR CARRY CASE 11.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 6.99



SONIC THE HEDGEHOG CUDDLY TOY 12.99

For a **FREE** 8 page colour catalogue call 0279 600204

MEGADRIVES

SAVE AN EXTRA £10 OFF ANY MEGADRIVE GAME*



MEGADRIVE SONIC PACK

WITH 2 SEGA JOYPADS AND SONIC

FREE MEMBERSHIP £10 OFF ANY MEGADRIVE GAME*

129.99

MEGADRIVE SONIC BUMPER PACK

WITH CONTROLLER, SONIC THE HEDGEHOG, SONIC 2

FREE MEMBERSHIP EXTRA TURBO 2 JOYPAD OR £10 OFF ANY MEGADRIVE GAME*

STAR BUY

149.99

£10 OFF A GAME OFFER*

You can buy one Megadrive game at £10 off our catalogue price when you buy a Sega Megadrive. Please order the game at the same time as the Megadrive.

You can choose an extra Turbo 2 Joypad instead if you're ordering the Sonic Bumber Pack.

SAVE UP TO £20 OFF RRP ON MEGADRIVE GAMES

ALEX KIDD IN ENCHANTED CASTLE	17.99
ALIEN 3	31.49
AQUATICS WITH JAMES POND	28.49
ARIEL - THE LITTLE MERMAID	28.49
ATOMIC RUNNER	28.49
BATMAN RETURNS	31.49
BUBSY BOBCAT	29.99
BULLS VS LAKERS	31.49
CAPTAIN PLANET	28.49
CHAKAN	31.49
CHIKI CHIKI BOYS	31.99
CHUCK ROCK	31.49
CORPORATION	31.49
CRUE BALL	31.49
D. ROBINSON BASKETBALL	31.49
DESERT STRIKE	31.49
DONALD DUCK - QUACKSHOT	31.49
DRAGON'S FURY	31.49
ECCO (DOLPHIN)	31.49
EVANDER HOLLYFIELD BOXING	31.49
EX MUTANTS	28.49
F22 INTERCEPTOR	31.49
FLASHBACK	31.99
GHOULS N GHOSTS	23.99
GLOBAL GLADIATORS (MC KIDS)	31.99
GOLDEN AXE	19.99
HARDBALL 3	29.99
HOME ALONE	28.49
INDIANA JONES 3	31.49
JACK NICKLAUS POWER CHALLENGE GOLF	29.99
JAMES BOND - 007	31.49
JOE MONTANA'S (SPORTSTALK) U.S. FOOTBALL 3	31.49
JOHN MADDEN '92	31.49
JOHN MADDEN '93	31.49
KRUSTY'S FUN HOUSE	31.49
LEMMINGS	31.49
LHX ATTACK CHOPPER	31.49
LOTUS TURBO CHALLENGE	31.49
MEGA-LO-MANIA	31.99
MICKEY AND DONALD	31.49
MICKEY MOUSE	31.49
MUTANT FOOTBALL	31.99
NBA '93 BASKETBALL	31.99
NHL ICE HOCKEY '93	31.49
OLYMPIC GOLD	31.49
OUTRUN 2019	31.99
PGA GOLF 2	31.99
PGA GOLF TOUR	31.49
PITFIGHTER	31.49
POWERMONGER	31.99
PREDATOR 2	28.49
REVENGE OF SHINOBI	19.99
ROAD RASH	31.49
ROAD RASH 2	31.49
ROBOCOD (JAMES POND 2)	31.49
ROLO TO THE RESCUE	31.99
SENNA SUPER MONACO	31.49
SIDE POCKET	28.49
SMASH TV	28.49
SONIC 2	31.49
SPACE HARRIER 2	17.99
SPEEDBALL 2	28.49
SPLATTERHOUSE 2	31.49
STREETS OF RAGE	28.49
STREETS OF RAGE 2	35.99
STRIDER	25.99
STRIDER 2	31.99
SUPER FANTASY ZONE	31.99
SUPER HANG ON	31.49
SUPER KICK OFF	31.99
SUPER MONACO GRAND PRIX	20.99
SUPER OFF ROAD RACER	22.99
SUPER SHINOBI 3	31.99
SUPERMAN	31.99
SWORD OF VERMILLION	29.99
SYLVESTER AND TWEETY	31.99
TALESPIN	28.49
TAZMANIA	31.49
TERMINATOR	31.49
TERMINATOR 2 (MENACER LIGHT GUN GAME)	31.49
TESTDRIVE 2	22.99
THUNDERFORCE 4	31.49
TOE JAM AND EARL	20.99
TWO CRUDE DUDES	28.49
UNIVERSAL SOLDIER	25.99
WINTER GAMES	22.99
WORLD CLASS LEADERBOARD	31.49
WORLD CUP ITALIA 90	17.99
WWF WRESTLEMANIA	30.49

MEGADRIVE EXTRAS



STRIKER JOYPAD FOR MEGADRIVE (WITH RAPID FIRE AND STEREO HEADPHONE SOCKET) 16.99



TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE 12.99



TURBO TOUCH 360 TOUCH SENSITIVE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE) 16.99



SEGA ARCADE POWER STICK FOR MEGADRIVE 34.99



QUICKJOY SG PROPAD FOR MEGADRIVE (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) 13.99



QS135 PYTHON JOYSTICK FOR MEGADRIVE 9.99



QS162 MAVERICK JOYSTICK FOR MEGADRIVE 12.99



SEGA MENACER LIGHT GUN FOR MEGADRIVE WITH SIX GAMES *FREE* MEMBERSHIP 59.99



GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) 38.99



STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99



CARRYBAG FOR MEGADRIVE 17.99

***What you see is what you pay, when you're buying in the UK !** ***

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99

MONITOR LEAD FOR MEGADRIVE TO PHILLIPS CM8833 MK 2 MONITOR 7.99

SCART LEAD FOR MEGADRIVE - CONNECTS TO TELEVISION WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) 9.99

DUST COVER FOR MEGADRIVE 4.99



QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES) 24.99



WITH REMOTE CONTROL. ENABLES MONITOR QUALITY PICTURE VIA SCART CONNECTION. INCLUDES REAR SCART/EURO OR FROMT A/V INPUT TO A/V CHANNEL. 60 CHANNE; TUNING, BLACK TRINITON SCREEN, LOOP AERIAL.

FREE SCART LEAD (STATE AMIGA, ST, MEGADRIVE OR SNES) MEMBERSHIP

*(excluding telephone orders - add 50p per item)

FOR A FREE 8 PAGE COLOUR CATALOGUE PHONE 0279 600204

We only supply members but you can order as you join. Annual Membership: UK £6.99 EC £8.99 WORLD £10.99

NRG also contains competitions to win £££Es worth of prizes. Currently on offer; An autographed copy of Nigel Mansell's World Championship, 10 Lethal Weapon Videos and Games, Bubsy T-Shirts and pin badges, Sonic Cuddly toys and your chance to design the front cover of NRG!

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST and IBM PC.

Over 150,000 people have joined Special Reserve, so don't delay, join today! The club with no obligation to buy!

You can phone in your order or use this coupon ➤

Special Reserve Games Club

0279 600204

The Biggest and Best computer games club in the world. Probably.

Join now for £6.99 (UK) and get all this:

- Save £££'s on games — hundreds of special offers every month
- NRG – CLUB MAGAZINE — 48 page colour bi-monthly magazine
- Over £30 worth of coupons — in each issue of NRG to save even more money!
- Latest News and Reviews — NRG keeps you up-to-date on games and hardware
- WIN over £2000 worth of prizes — Free to enter competitions in every issue of NRG
- Advance Order System — Order early. New games sent day of arrival
- Credit Card Orders — Phone lines open to 8pm Mon-Fri & to 5pm Sat & Sun
- No obligation to buy! — & all prices include UK Postage and VAT



We only stock official UK products

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. E.& O.E.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) BUG

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No _____

Credit card expiry date _____ Signature _____

Cheques payable to: SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. *Overseas orders must be paid by credit card.*

SPECIAL RESERVE • SPECIAL RESERVE • SPECIAL RESERVE • SPECIAL RESERVE

THE ACTION ZONE

MOTOR HARLEY-DAVIDSON CYCLES®

WIN SUPER NINTENDO + STREETFIGHTER 2 + SUPERSCOPE
All the arcade action in your own home!



0839 40 50 21

0839 40 50 28

WIN HARLEY DAVIDSON GEAR
Own a Harley Davidson leather jacket - worth £500!

WIN AN ACTION REPLAY FOR YOUR MACHINE
Infinite power, infinite lives, become invincible!

0839 40 50 27



WIN MEGA DRIVE + MEGA-CD + SONIC 2 + CD GAMES
Sound, graphics, games! More Mega!

0839 40 50 22

WIN £250 WORTH OF GAMES
Run riot in a games store!

0839 40 50 26



WIN STREET FIGHTER JOYSTICK or INFRA RED JOYSTICK
Your choice! The control of the arcade machine or the cable free infra red

0839 40 50 25



0839 40 50 23

WIN A GAME GEAR + TV TUNER + SONIC 2
Great games and a TV tuner!

THUNDERBIRDS - MODELS plus TRACEY ISLAND
Limited edition replicas can be yours

0839 40 50 29

AMIGA A1200 OR AMIGA A600
Choose between the new 32 Bit A1200 or the trusty A600

0839 40 50 24

IMS Ltd, P.O.Box 28, Northampton NN1 5DS

Calls cost 36p (Cheap) 48p per min (other times). Multiple choice questions. Max possible cost £3.60. Please be sure that you have permission to make this call. Ends 30.6.93. Nintendo, Sega, Amiga, Streetfighter II, Sonic 2, Action Replay and Harley Davidson are all registered trademarks of their respected compnaies. We are not related or endorsed by them.

CONTENTS

ISSUE NINE MAY 1993

NEWS 6

Psygnosis gives us a glimpse of **Lemmings 2** and we have a sneaky listen to **Lemmings the Single**...move over Mario. We also have the latest on **Jimmy White's Snooker** and **Mortal Kombat**. Oh yes, and news on some sequel to a sequel or other called **Sonic 3** or something! It sure don't ring any bells in my head.

SUBS 53

Nuff said. Get your hand in your pocket and subscribe now with our easy to complete form.

DEVIL'S ADVOCATE 88

This month at Hanley, Stoke on Trent. What did you think of the World in Action feature 'Welcome to the Danger Zone'?

MEGA FILE 90

Once more we present the most up-to-date listings on Mega Drive games anywhere – nearly 300 games featured. More fulfilling than a bag of spare-rib flavour Nik Naks.

MEGAPHONE 94

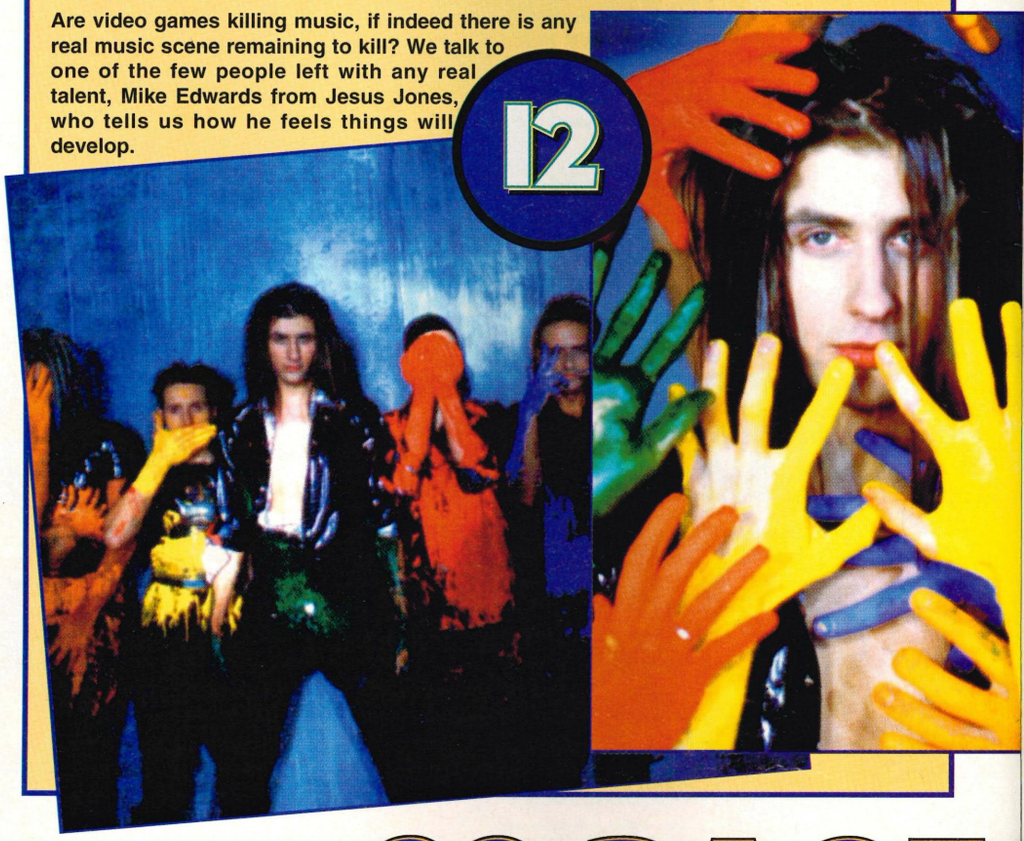
Groan, thank goodness the new boy (Rich) has had the pleasure of answering the majority of letters this month.

CLASSIFIEDS 97

Buy, sell and swap in this month's thrilling instalment of the classifieds. Can you afford to miss it?

ARE VIDEO GAMES KILLING MUSIC? 12

Are video games killing music, if indeed there is any real music scene remaining to kill? We talk to one of the few people left with any real talent, Mike Edwards from Jesus Jones, who tells us how he feels things will develop.



FREE MEGA-CD MINI MAG



NEWS 44

The most comprehensive Mega-CD news coverage you're likely to find anywhere.

IN THE BAG 46

So what does Sega give away with the Mega-CD then? Sol-Feace, Cobra Command and a 5-in-1 disc of ancient cart games are all tested here.

KRIS KROSS 48

Strange things from across the Atlantic. Can you make your own video or will it be thumbs down?

HOLD THE FRONT PAGE 50

Buying a CD unit? Here are the definitive reviews of every single official UK game.

WOLFCHILD 54

JVC delves into the world of games. Is this first effort worth crossing the road for? Find out inside.

22 PAGE

STEEL TALONS 72

No need to freak out at the thought of getting high with Dave's complete tactical solution.

ROLLING THUNDER 2 70

More top tips on how to save the globe .

HUMANS 74

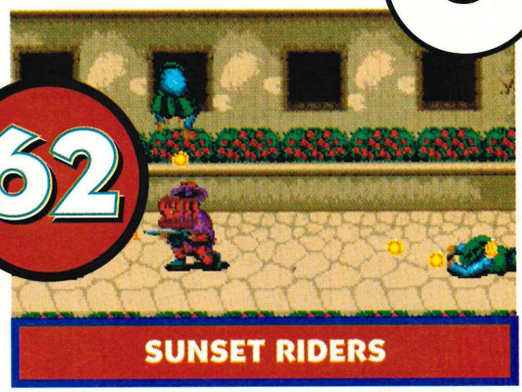
Help the neanderthal people invent and kill. No more shall dinosaurs make a meal of your players.

ROLO TO THE RESCUE 76

Part two mapped by Dave. For everyone too thick to work out the final stages of the game themselves.

GAMES INSIDE

5-IN-I.....46
BATMAN: RETURN OF THE JOKER.....26
CLUE.....24
COBRA COMMAND.....47
COOL SPOT.....16
DOUBLE CLUTCH.....64
DOUBLE DRAGON 3.....38
GEORGE FOREMAN.....66
HARDBALL 3.....25
JAGUAR XJ220.....20
KRIS KROSS.....48
MUHAMMAD ALI.....29
MUTANT LEAGUE FOOTBALL.....34
NBA ALL-STAR CHALLENGE.....28
PAPERBOY 2.....40
SOL-FEACE.....47
SUMMER CHALLENGE.....30
SUNSET RIDERS.....62
WOLFCHILD.....54
X-MEN.....32



62 SUNSET RIDERS



54 WOLFCHILD



20 JAGUAR XJ220

TIPS SECTION

















TURTLES.....80
Pizza eating frolics with the green mutoids.

GAME GENIE CODES.....83

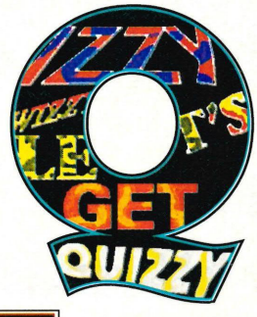
SOL-FEACE.....84
The Mega-CD shoot'em-up is bound to break more than one heart. Avoid all this sadness, read on.

TIPS GLORIOUS TIPS.....68
Streets of Rage II, Chakan, Lemmings, Lotus...

CAVEY DAVEY.....86
Answers all your pleas for help.



16 COOL SPOT



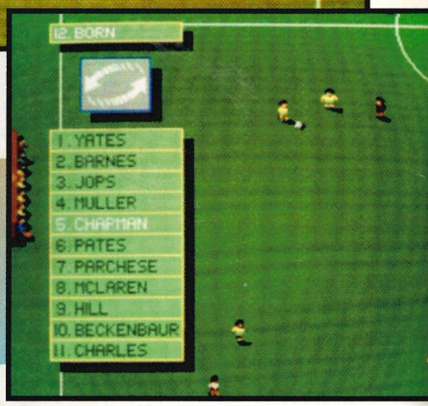
WIN !

Take it away. Win one of 10 console carriers in this easy to answer quiz arranged in conjunction with our friends at Silica Systems. Turn to page 60.



SENSIBLE SOCCER





Just as we've got used to the fact that Super Kick Off is actually the best soccer game on the Mega Drive, we then find out that Sensible Soccer is on the way!

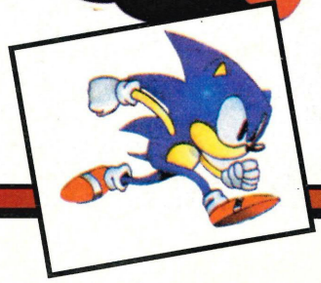
Widely acclaimed as the very best computer soccer game, it seems that the Mega Drive version of the game will be a further revamp of the recently enhanced Amiga original.

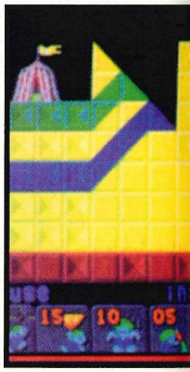
The Sensible team informs us that the Mega Drive version will have some seriously snazzed up graphics to ensure that it really is the best footie game you're likely to find anywhere. As with all previous versions of the game, there are bags of options to muck around with and bundles of different tournaments for you to put your teams through. What more could you possibly want? How about a soundtrack penned by none other than Captain Sensible?

Expect to see this appear this autumn. Bet you can't wait!

SONIC 3 – BEFORE CHRISTMAS ?







Just when you thought it was safe to go back to your Mega Drive, Sega goes and announces that Sonic 3 is actually well into development! No, this isn't the much fabled CD Sonic (see news page 44), this is your bona fide third instalment in the Sonic the Hedgehog series.

According to our sources the game has actually been in development for some considerable time. No final release date has been confirmed, but it would seem likely that Sonic 3 will arrive before Christmas this year.

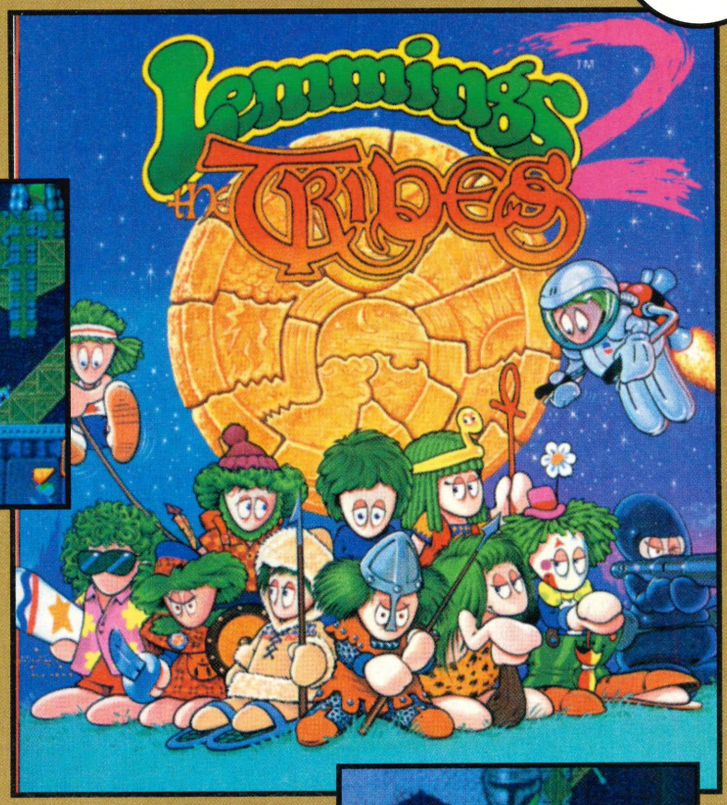
As far as we're aware, Tails will still be present in this version of the game, but he's not the only pal that Sonic will have. According to sources at Sega there will be a variety of cute and cuddly characters that will help our spiky pal crush Robotnik's latest plan.

Chances are that Robotnik won't be alone either. In an attempt to give the game more of a 'cartoon' atmosphere there'll be a variety of henchmen who are all set to crush Sonic as he hops and skips his way through the new levels.

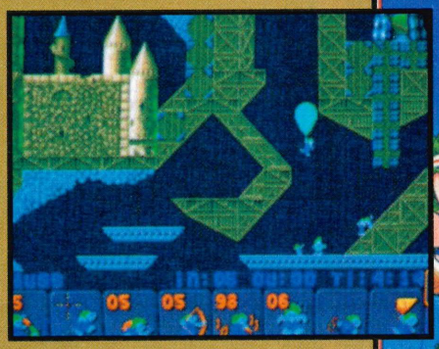


Graphically we're assured that the game will look considerably better, with larger sprites, superior animation and some beautifully drawn backdrops. All this will be crammed into a 16Mbit cartridge making it twice the size of Sonic 2, and four times the size of the original game! More news in the coming months.

LEMMINGS 2: THE TRIBES



The lemmings are returning! After the immense success of these cute and cuddly suicidal maniacs on every format under the sun it's good to know that the long awaited sequel is due for release! Already available on the PC and Amiga, Lemmings 2: The Tribes is a development of the original game with some much more involved puzzles.

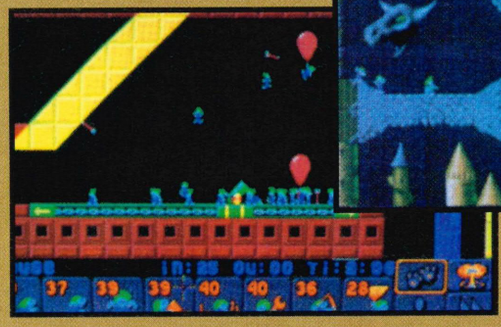


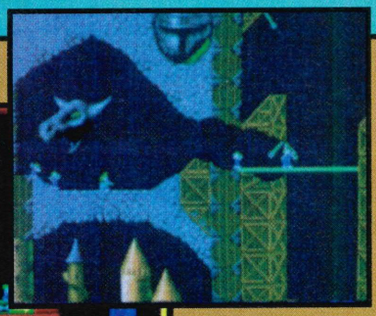
Different situations require lemmings with their own individual skills (as you well know), and in the new game there are a number of tribes that specialize in different tasks. For example there's the mediaeval mob which is expert in getting through woody glades and assaulting castles. There's also the clown bunch that jumps around on brightly coloured trampolines and prats about on tightropes, and the mysterious shadow gang that is a sort of space age SAS-type team.



Graphically the game is very similar to the original version (which was released through Sega just before Christmas) although the icon bar will be considerably different and the background graphics will vary from snowy wastes and space age buildings, to the whacky world of the circus.

Lemmings 2 is currently being beavered away on by the lads at Psygnosis and as long as all goes according to plan it should be released in time for Christmas this year. The computer versions of the game suffered from a series of delayed release dates, so let's hope our version doesn't suffer the same fate!





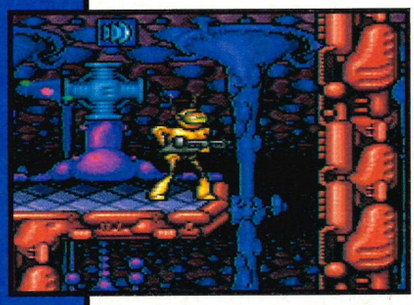
OH, NO IT'S BOB!



From the creator of Toejam and Earl comes BOB, the forthcoming space age platform blaster from Electronic Arts. Set for release in early July this action-packed game follows the exploits of a strange alien robot who gets lost on his way to pick up a blind-date.

Crashing into an asteroid, the hero of the game finds himself trapped in a labyrinth of monster filled passageways and levels that must be explored if you're to find a way out.

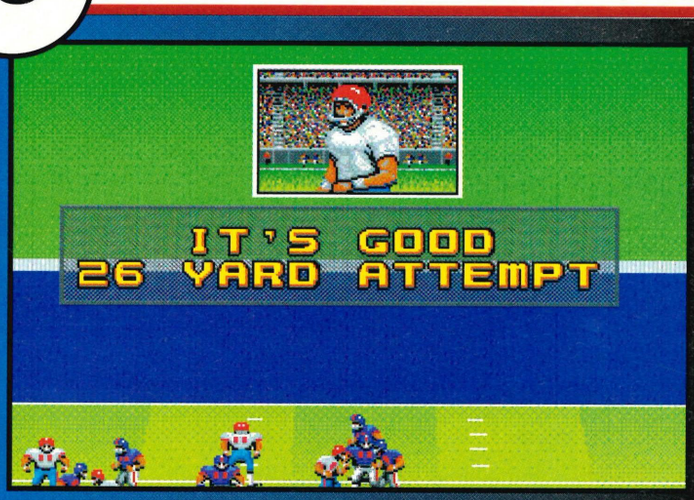
The game is filled with awesome weapons and artillery that must be used to devastating effect. There are rocket launchers, guided missiles, flame-throwers and laser cannons, all of which can be picked up to blast the mutant aliens to kingdom come.



At first it all seems to be your typical platform blaster fare, but BOB has a secret weapon that will endear him to your heart – humour. As you'd expect from the deranged mind that dreamed up Toejam and Earl this game is packed with novel little features and unusual quirky little twists. By combining Rambo-type action with whacky surf-bum humour this is sure to be a winner. Watch for a preview soon.







DOUBLE HEADER

Sega is set to produce another Mega Drive package in conjunction with software giant Electronic Arts. Included in the new pack, to be billed as the Double Header, is a 16Mbit cartridge containing the classics, EA Hockey and John Madden American Football. This places two of the most popular Mega Drive games ever on a single cart! Couldn't ask for more than that could you? Expect to see the new deal turning up in shops from 2 April '93 for £149.99.



SPEEDWAY PRO CHALLENGE

US software house Renovation is set to release Speedway Pro Challenge any day now. A 3D driving simulation (which looks a bit like Flying Edge's Ferrari Grand Prix) the game allows two players to screech around the track simultaneously. It is not the most impressive looking game you're ever likely to find, but it is one of the few racing games (apart from Lotus of course) that allows two-player racing.



Expect to see Speedway Pro on import any day now, with an official release much later in the year.

MEGA-lo-MANIA ALBUM

With the official (and very late) release of Mega-lo-Mania just around the corner, I'm sure you'll all be thrilled to bits to hear that Virgin is going to release a tips album on record, CD and cassette.

It's going to be a full 40-odd minutes of tunes each with some relevance to the game. Some tracks have level codes muttered in the background while others have vital pieces of information embedded in the lyrics. Certainly sounds original!

Expect to see this hitting both the software and record shops in May at the same price as a music CD. If all goes according to plan you should see both the game and album next to each other.

MEGA-lo-MANIA PUT BACK

For some completely weird reason it would appear that yet again Sega has stepped in and delayed the release of a truly excellent game. Mega-lo-Mania from Virgin Games (reviewed in issue seven – 94 per cent) was originally set for launch in March and it has now been put back to at least May, possibly even later!

Those of you who want to play this superb strategy game will now have to wait much longer for the pleasure.



CHARTS

SUPPLIED BY GAME

★	1	PGA Tour Golf 2
→	2	Sonic 2
←	3	Road Rash 2
↕	4	Golden Axe
★	5	Lemmings
↕	6	California Games
↕	7	NHL Hockey
↕	8	Crüe Ball
★	9	Empire of Steel
↕	10	Alex Kidd

New Entry ★ Non Mover ✖
Risen → Re-entry ↕ Fallen ←

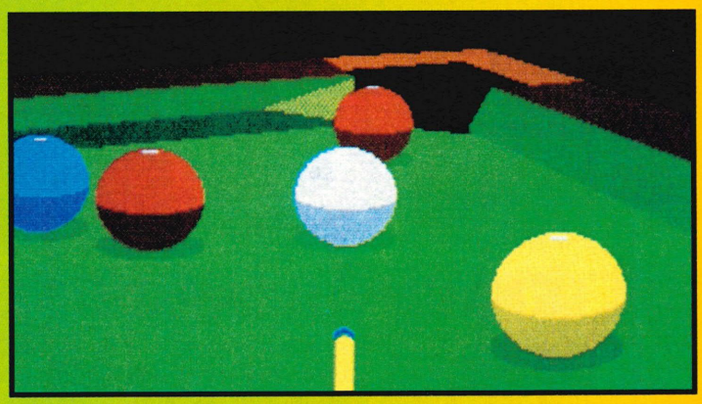
JIMMY WHITE'S WHIRLWIND SNOOKER

Amiga, ST and PC owners have been bragging about this little beauty for ages and it's about bloomin' time we saw it on the Mega Drive!

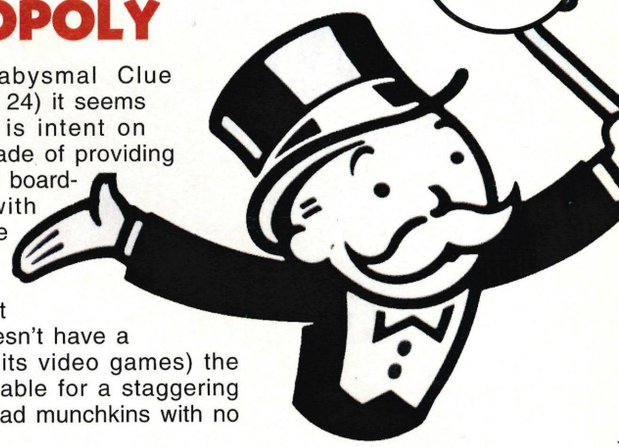
By using state-of-the-art 3D graphics, this amazing snooker simulation gives you an 'eye-level view' of the table as you zip around lining up your shots and making your moves.

Unlike any other snooker game, Jimmy White's is more of a simulation than a game. Designer Archer MacLean claims that you can do anything in this game that you can do in the real thing. Filled with humour and some truly exceptional graphics, this is set to be the definitive snooker game on the Mega Drive.

Expect to see this appear from Virgin Games around either October or November this year.



MONOPOLY



After the truly abysmal Clue (reviewed on page 24) it seems that Parker Bros is intent on continuing its crusade of providing console versions of board-game classics with Monopoly. Gosh we can hardly wait.

Available on US import only (at present Parker doesn't have a UK distributor for its video games) the game will be available for a staggering £49.99 to all you sad munchkins with no pals!

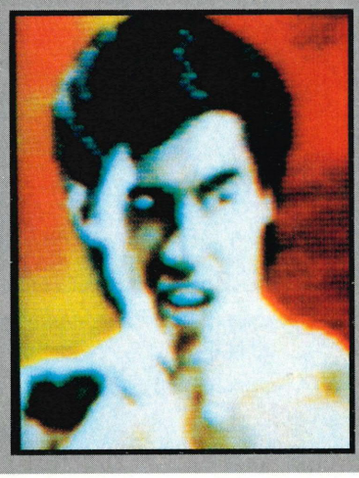
MORTAL KOMBAT

As we reported in issue seven, the stunning Mortal Kombat arcade game is set to make an appearance on the Mega Drive much later on this year.

Using some quite startling digitized sprites, the game gives you a choice of seven main characters. Play alone in a fight against a plethora of deranged psychopathic mutants or choose to play a two-player fight to the death.

Hailed in the US as being the only game that even comes close to stealing Streetfighter II's thunder, it only remains to be seen if the home versions will be up to the same sort of quality.

Mortal Kombat is to be released on Acclaim's Flying Edge label sometime this autumn. If development goes according to plan, we can also look forward to a greatly enhanced Mega-CD version of the game at Christmas.



CRASH DUMMIES

The infamous Volvo crash dummies burst into the video game scene courtesy of Acclaim, with this, the first of their exploits. As you'd expect the game involves hurling your plastic form into a variety of situations in order to test out the safety aspects of various products. Successfully completing each of the tests earns you large amounts of cash that you can then put towards a well-earned holiday.

So what does the game involve? Well, first you've got to throw yourself off a building and crash through numerous verandas and sunscreens. Having successfully broken every piece of your fragile body you then move on to testing air bags in a brand new car – a Volvo perhaps?

Crunching the car leads you onto some ski-slope antics and after this you end up having to guide a rather large and dangerous looking missile. All being well we should see this appearing in the shops this summer.



MORE HINT BOOKS

The Mega Drive seems to be blessed with more hints and cheats books than you could ever want to shake a stick at! The latest is in the form of Corish's Console Guide from Kuma Computers. It's a multi-format tips book that covers the most popular games on all the main formats.

For the Mega Drive there are extensive tips for Splatterhouse 2, Golden Axe 2, EA Hockey, Terminator, Taz-Mania, John Madden, Desert Strike and (surprise, surprise) Sonic the Hedgehog.

The Console Guide should be available from all decent book shops prices £9.99.

VAT ON MAGAZINE PRICES



Some potentially bad news I'm afraid – VAT may have to be paid on magazines. The next Budget on 15 March is when good ol' Normski Lamont will be whopping extra tax on fags, booze and petrol as usual. It seems however, that he's got a few new targets for this extra charge lark and this is going to effect you lot. The printed word has been exempt from tax for the last God knows how many hundreds of years, but now it looks as though we're going to get VAT on magazines.

What does this mean? Well, basically it means that prices are likely to go up by 17.5 per cent. A magazine such as our good self will have to raise our cover price from £1.95 to £2.25 to be able to cover this extra charge. What a complete and utter bummer – a monster 30 pence added to the cost 'cause the government want a slice of your dosh!

Although we did not have confirmation as to whether it's going to happen, be warned that next issue could be a bit dearer!

Worry not though! We'll still be bringing you the very best magazine possible for your Mega Drive and we'll be whipping the competition with our exclusive news, reviews and superb players' guides. Watch out for some nifty free gifts over the coming months as well.



CHAOS ENGINE

After the stonkingly huge and exclusive news item regarding Chaos Engine we bought you last month, we can now reveal that the game will be released on the Mega Drive in the UK.

The lads working at Renegade/Bitmap Brothers have actually signed on the dotted line and an as yet unnamed company has agreed to distribute the game for them. All being well we should be able to bring you a full preview of the game (along with details of which company has snapped the deal up) in next month's issue.





LEMMINGS: THE SINGLE

Even more Lemmings news this month – there's going to be a single! We've just received news from Psygnosis that the single will be released mid-April through the stupendously famous Food Records.

Apparently the tune has been put together by a couple of chaps who were the 'back room' boys in the KLF and we're assured by Psygnosis' funky dude – Mark Blewicc – that it sounds just like old KLF stuff.

Sounds pretty neat huh? After strutting your thang to Mario and Sonic down at the local hot spot you can now boogie to the Lemmings, I'll bet £5 there's a sample of "Let's go!" in there!



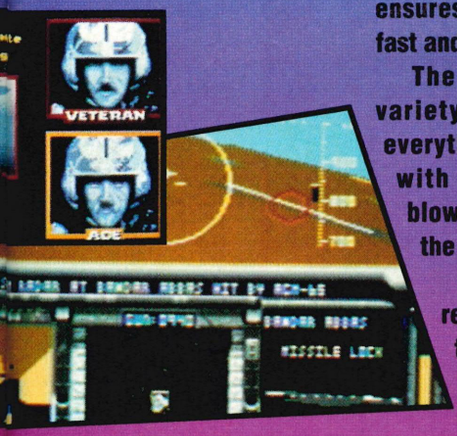
STRIKE EAGLE II



After much speculation it's been confirmed that F-15 II will be officially released on the Mega Drive in the UK through Microprose's own label.

Utilizing some rather smart looking 3D polygon graphics, it looks as though this is set to be the best simulation on the Mega Drive yet. Apparently part of the delay in launching the product has been the tweaking of the graphics driver which ensures that all of the action is as fast and as smooth as possible.

The game will incorporate a variety of missions which cover everything from basic dogfighting with dastardly enemy MiGs to blowing up ground targets out in the middle of the desert.



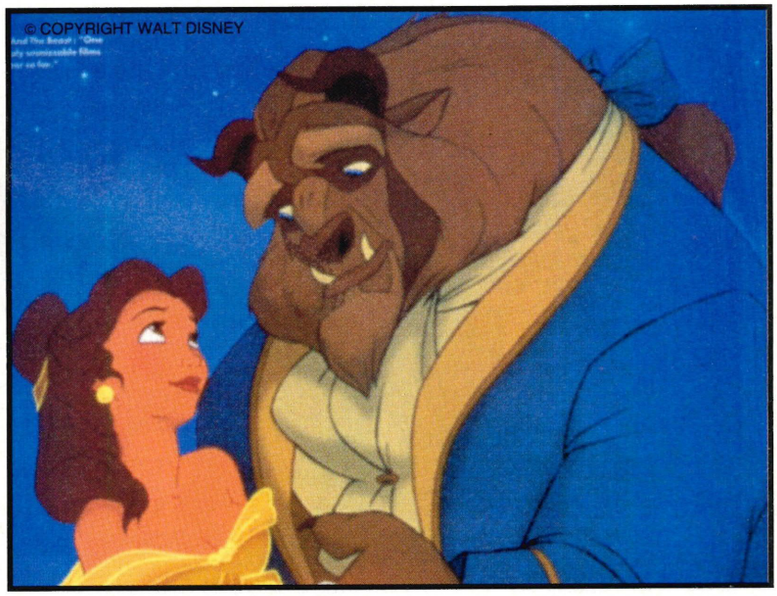
Unfortunately there's no firm release date as yet, but maybe these screenshots will whet your appetite a bit for what is to come.

BEAUTY AND THE BEAST

US software house Sunsoft (which brought us Batman: Revenge of the Joker reviewed this issue page 26) has secured the game rights to the Oscar winning animated epic, Beauty and the Beast.

Apparently designed to appeal to both boys and girls ('cause the film was a bit girlie really wasn't it eh?), Sunsoft is expecting this game to be an absolute sell-out. It's not clear as to the style of gameplay at present, but Sunsoft's vice president of sales and marketing, Rita Zimmerer assures us that the game will "retain the same outstanding quality in graphics which was so much part of the film".

The game is expected to be released in the US this November and as yet no UK software house has confirmed that it's distributing the game in the UK.



SEGA EUROPE ON EPILEPSY

Recent allegations have linked cases of photo-sensitive epilepsy with playing video games. The 'popular press' has spent a great deal of time digging up any muck it can, but as yet no one has mentioned the video games manufacturers' side to this.

The following quotes are taken from a statement made by Sega Europe to the British Epilepsy Association. "It is estimated by the British Epilepsy Association that 300,000 people suffer from epilepsy in this country, and of this total only between three to five per cent are affected by photosensitive epilepsy.

Various forms of light source can stimulate this form of epilepsy, although the TV screen is most common. It is the flickering rates in television screens which induce seizures in people who already suffer from photosensitive epilepsy, and not the use of video games themselves.

Due to Sega's concern to minimize epileptic incidents we will be funding a study into this matter."

The British Epilepsy Association has recently stated that, "The current public anxiety about video games is misplaced. This reflects the lack of understanding about epilepsy".

MEGASTAR JOYSTICK

The number of Mega Drive joypad replacements rises yet again with the introduction of the new Megastar joystick from Spectravideo.



This huge chunky looking behemoth of a stick incorporates loads of features to make sure that it will stand up to all your furious waggling and jiggling about.

The stick itself is an eight-way directional jobby with a seriously firm steel shaft and a blue knobby bit on top that really means business.

Elsewhere are all the buttons you'd expect to find (three fire buttons and start) as well as a nifty auto-fire option and a slow-mo feature that all joystick manufacturers seem to think we want for some reason!

The unit's casing is made out of transparent shock-absorbent plastic (so you can see all the clever workings inside) and it's got an impressive array of suckers on the underside.

The stick should be out in the shops now priced at £29.99. Alternatively you could call Spectravideo on 081 902 2211.

PERVERS

FEATURE

There can be no denying that video games are gaining a higher and higher profile, but are they really a threat to the music industry?

It's very trendy at the moment to argue that video games are killing off pop music and that the singles market is being destroyed, but is this really true? The media seems to have a bit of a bee in its bonnet about this one, so we decided to look at the subject from a different point of view by talking to one of the leading figures in modern music...

Mike Edwards, lead singer and driving force behind Jesus Jones is definitely a champion of modern technology. The group's latest album, Perverse, uses sampling and digital recording technology to the utmost and the band is spearheading the new wave of rock bands that take technology on board as opposed to shying away from it.

The first and most obvious question is whether or not Mike played video games at all, and if so which machine he uses. His response was certainly enthusiastic: "I love the things. I've actually got both systems at the moment – the Super Nintendo and the Sega Mega Drive, but to be honest I prefer the Sega. I don't know, the games just seem more exciting. The Nintendo games may look very nice, but they do nothing for me really.

I'm seriously into to flying games and flight simulators. I don't mean the really boring stuff, I love things where you fly around shooting at things. The Sega has some superb games at the moment – I love F-22 Interceptor and Steel Talons, they're my sort of thing".

JESUS JONES VIDEO GAME?

Moving on to the nitty-gritty we discussed the way in which the music industry was currently changing. The up and coming multi-media systems such as Philips' new CD-I system and the Mega-CD unit are certainly helping the crossover between video game and music video.

"Interactivity is something which we as a band are very interested in. We're all for getting people involved with the band and doing something a bit new and different. We were actually planning to do something with the new album.



Jesus Jones (Mike Edwards in centre) is a band which grasps modern technology and uses it to enhance its music. Who knows what the future could hold - are interactive albums just around the corner?

As you know, everything except the vocals were recorded digitally and we considered publishing disks which would contain samples that could be played around with on a PC. We thought of it as a kind of 'interactive album', but eventually the record company decided against it."

Would Jesus Jones consider working on a Make My Video product like the Kris Kross and C&C Music Factory games recently released?

"I've actually heard that the INXS disc is pretty cool stuff. I've no idea what the things involve but I've heard that it's all interactive video stuff. It would be safe to say that interactive is definitely a word I'd like to be associated with Jesus Jones products.

The biggest problem in the rock music side of things is that it's afraid of changing. There's a definite feeling that a rock band should be just a bunch of blokes playing guitars and hitting drums – whilst not being consciously retro, these bands will never really grasp the new technology. Modern bands and dance bands are leading the way in all this new technology, I suppose it's all to do with being of the computer literate generation.

To be honest I'm from the computer illiterate generation. I'm 28 years old and all this new technology has suddenly appeared. I want to grasp the new ideas and make use of them.

The music industry will never die, you've just got to allow any new technology to be used for the purpose it's intended. It's like video – it took a while for people to catch on to the visual side of music, but now it would be hard to imagine a music business without videos wouldn't it?

The next phase has to be something where the 'fans' can get involved. The time is gone when people just want to be talked at or sung at. They want a part in the proceedings and to feel that they're involved. Until the video games appeared and everyone had a console, this sort of idea wasn't really possible."

SOUNDTRACK TO LIFE

New technology is obviously going to bring all of the entertainment industries closer together, but in the meantime would Mike be interested in working on a soundtrack specifically for a game. For example the theme tune for Sonic 3?

"Given the opportunity I'd jump at the chance of producing the soundtrack for a new game – it's something new and a bit different and bearing in mind the scale of the video games market I think it would even be possible for a band to establish itself in this way.

At the moment the

CONTINUED

ARE VIDEO GAMES KILLING POP MUSIC?

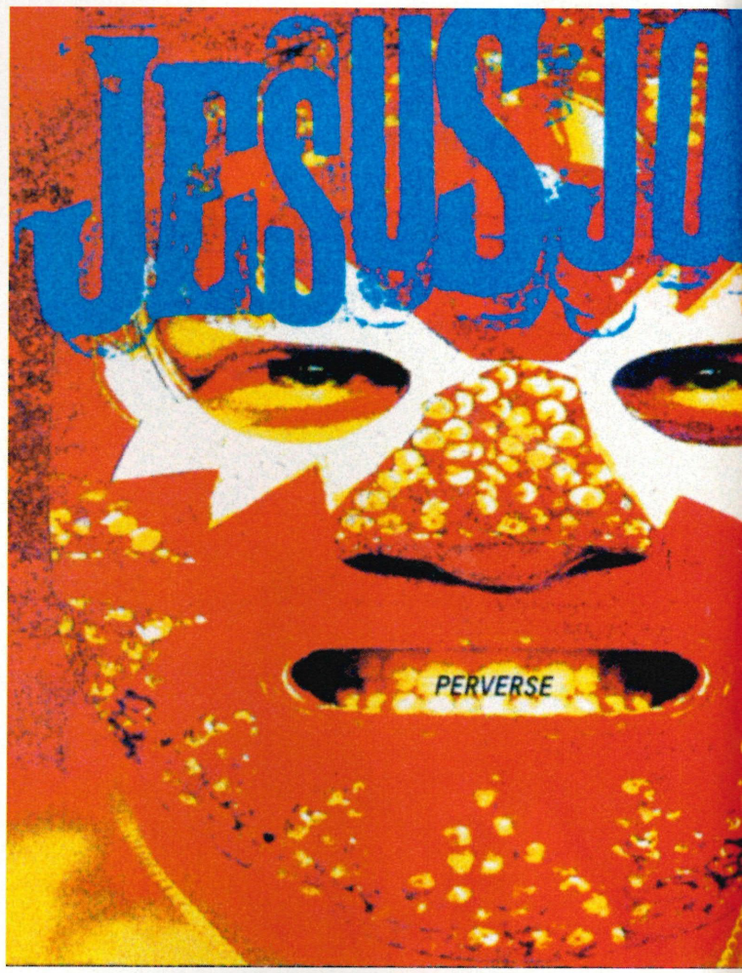
13

SE?



MEGA DRIVE ADVANCED GAMING
MAY '93 • ISSUE 9







Steve Sutherland – Editor NME

"Obviously the extreme success of the video game market is going to have a knock-on effect into the music industry.

The music industry in the UK is in a spot of trouble at the moment anyway – it's badly run and the recession is having a huge effect. Video games aren't causing the problems, they're just not helping matters.

The main reason that video games are thriving has to be the market that they're aimed at. At the moment the record companies don't have something that can compete with the likes of Sonic.

When Sonic 2 was released it was compared in terms of sales with Simply Red's Stars album, but no one under the age of 105 will buy a Simply Red album will they?

There isn't anything aimed at the same age group at the moment, the only bands that really appeal are Nirvana and stuff like that. There's the crap that appeals to younger kids and then there's music that appeals to late teens plus, there's no middle area for music."

CONTINUED

tunes in games are a bit naff. If you sit around playing something like Desert Strike for an hour or so, you eventually end up turning the sound off cause it's crap. With CD games though, imagine the possibilities! I'd definitely do something if I was given the opportunity."

Would this still be done under the Jesus Jones name though, or would it be an entirely new project? "Everything we've done so far has been as Jesus Jones so I can't see any reason why this would be any different. I want to produce music – it's what I do and I express myself through Jesus Jones. This music can be through any form. The biggest problem that music has encountered over the past 50 years is it's becoming more and more of a 'backing' or a 'soundtrack'. Years ago people used to just enjoy music for the sake of it, but now you have to accompany something or play for something. It shouldn't be like that."

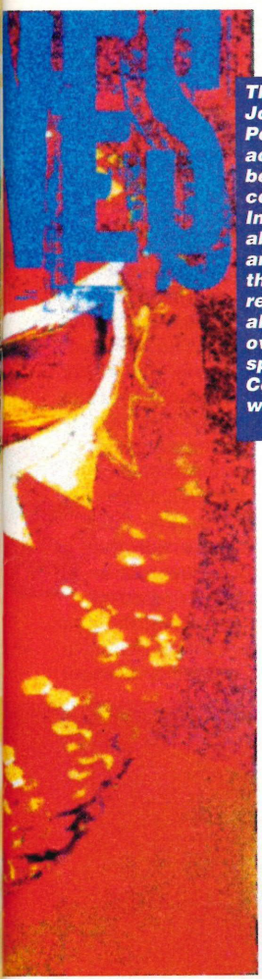
It's more than apparent that the singles market is dying off. Is this anything to do with games though? Surely games aren't responsible for people's buying habits?

"Singles have been on the drop for years now and it's true to say that kids have a wider choice of things to spend their money on. CD singles have certainly helped tremendously 'cause they're more like mini EPs, but in future maybe this CD+G stuff will generate a bit more interest."

DEATH TO SINGLES?

So does Mike think that video games are banging the nails in the coffin of the music industry? "Nah! The record companies know exactly what they're doing. They wouldn't remaster old classical music if it didn't sell and they wouldn't produce any kind of product if they weren't sure it would work and make lots of money.

They're very good at marketing products and eventually it could even be they who have a hand in video games. Chances are we'll see the big record companies becoming 'entertainment' companies – they all do video already, so what's to stop them moving into video games and multi-media? They'll do it eventually."



The latesr Jesus Jones album Perverse was actually going to be released on computer discs. Imagine being able to play around with all the samples and remix the whole album to your own specifications. Could this be the way ahead?

MELODY·MAKER

TOMORROW'S RIOTS TODAY

Ben Mothersole – The Stud Brother for Melody Maker and features editor for Deadline Magazine

"Video games are obviously a thing that a lot of the kids are into, but it's not so much a threat to the music industry more like a kick up the arse. Companies like Sega and Nintendo are spending a fortune on promoting new games and they're starting to get a higher profile than many of the new albums that are released.

It seems odd really, especially when you find games costing over £40 and a CD is only about £12 or £13. I think it probably has more to do with the fact that kids feel like they're a part of the game and enjoy being involved.

The industry will experience changes and with the new CD based stuff coming out for the computers and consoles I can see a number of bands being tempted towards writing tunes for games. Many bands rely a lot on images and this new media is tailormade for them. It's an ideal situation, they don't have an image but they can combine computer graphics with their music"



The launch of Sonic 2 actually generated more money in its first day than Simply Red's Stars album!



"The music industry will never die, you've just got to allow any new technology to be used for the purpose it's intended. It's like video – it took a while for people to catch on to the visual side of music, but now it would be hard to imagine a music business without videos"

(Mike Edwards, Jesus Jones)

Nick Early – Marketing, Virgin Retail

"As far as we're concerned we're happy to allow music, video and video games to co-exist on the shelves next to each other. All 18 of the Megastores cover the three media and we have 30 games centres that deal exclusively with both video and board-games.

There can be no denying that the singles market is declining – you don't get bands making a fortune from a couple of number one singles anymore. Kids only have a limited budget to spend each week and there's more evidence indicating that they're saving up to buy a £40 to £50 game cartridge rather than buying a £3 single. Having said that though when you look at the whole picture you can't really class the two products in the same category.

The video games side of things will eventually go like video – it'll all become part of the same thing and we'll eventually get to the point where we don't remember being without them. At the moment it's just a bit trendy to say that games are in the lead – but it's not true."

Virgin GAMES

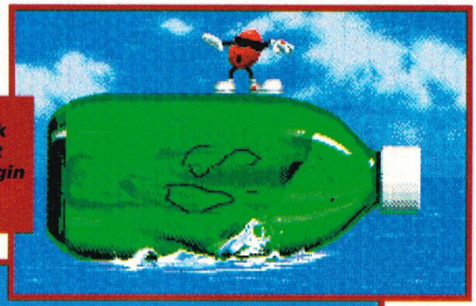
Mick and Mack beware, there's a new guy in them there hills set to kick some ass and become the coolest dude in Coolsville!

COOL

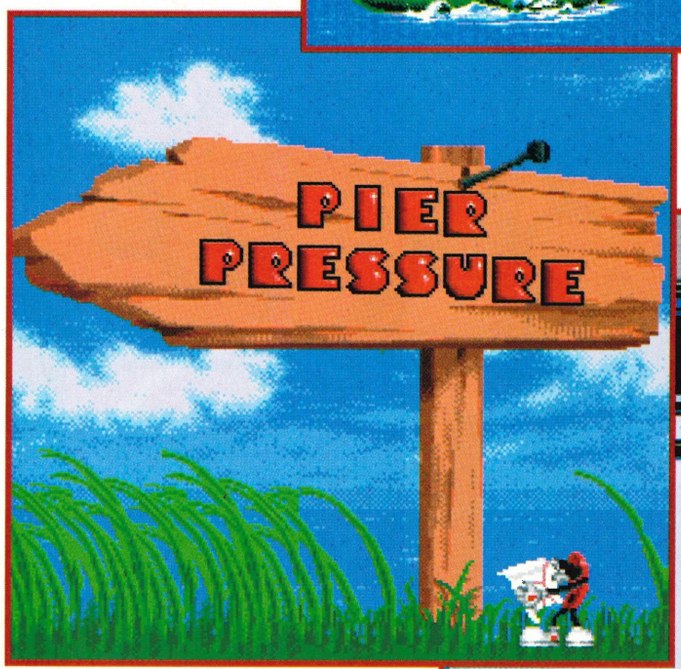
PREVIEW



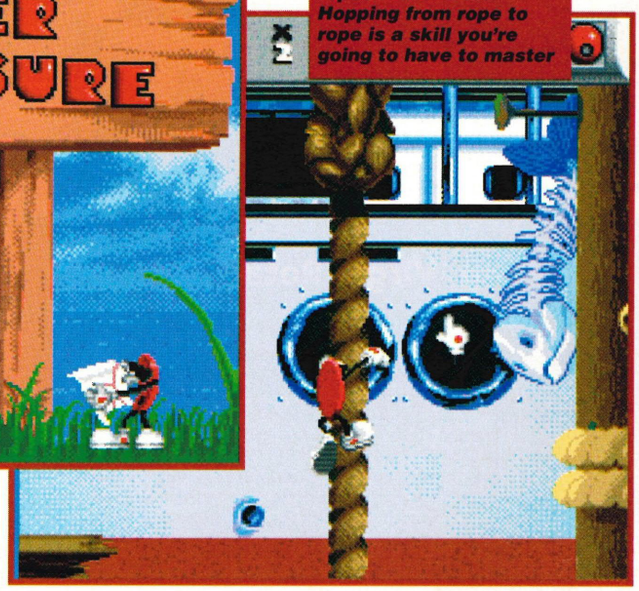
"Message in a bottle..." After cruising the waves you find this little note stuffed inside a bottle of a certain fizzy drink



Gosh, I wonder what extremely popular soft drink used to be in the bottle that Cool Spot is surfing on? Virgin would never stoop to the whims of a major sponsor!

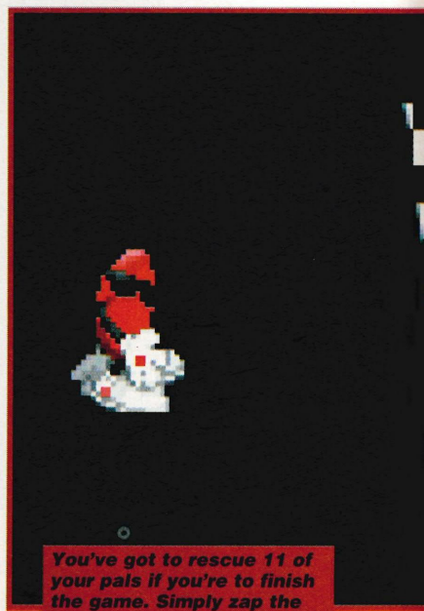


Where to now then? I know, I'll just whip out my map and look intelligent...Hang on! What's this bloody great sign then?



The first few levels of the game will see you crawling up and down ropes rather a lot. Hopping from rope to rope is a skill you're going to have to master





You've got to rescue 11 of your pals if you're to finish the game. Simply zap the lock and your chum is free!

He may look similar to a Smartie wearing shades, but appearances can be very deceptive as the two Global Gladiators will probably come to learn. Cancel that McChicken meal, I'll have the M&Ms to go, me old mucka!

This new character goes by the name of Cool Spot and he ain't a happy spot. Why is this spot's lot not a happy lot? Well, the facts of the matter run something like this. One Mr Wicked Willy (not related to the phallic star of video and comic, I'm happy to report) has set out to convince an unbelieving world that spots do exist. How will this be done? By capturing a live specimen. How else indeed!

ROGUE SPOT

The Willy-type character has set traps all over the likeliest places your average cool spot will hang out, such as the beach, and has now captured more than his fair share of the pesky little things. The word has spread and Cool, the hero of Spotland, is setting off to rescue his spotty buddies. Things can only get worse.

The creative person responsible for the game is one Dave Perry who in a shady past has produced Mega Drive games such as Terminator and Mick and Mack: The Global Gladiators. Anyone familiar with any of the above two will have a good idea of what Mr Perry accomplished visually with both titles. If you're not, a lot of attention went into the animation making movement look very fluid.

All things said and done, Cool Spot is a platform affair with the usual miscellany of rogues out to stop the young pretender rescuing his friends. He is armed with only a pair of shades (Ray-Ban no doubt), a side arm that has a tendency to shoot

SPOT

white blobs and those essential track shoes.

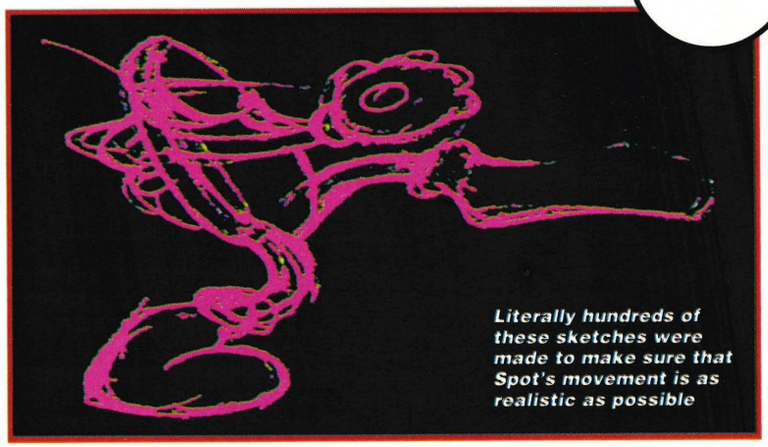
The aim of the game is to put the world to rights and release those friends of Cool Spot before Wicked Willy gets to them and produces evidence of their existence. This is along the same lines as the plot to Splash, give or take a few discrepancies.

Cool Spot has 11 very colourful levels to whiz through and seven different Cool worlds. Prepare to be attacked by giant crabs and shellfish on the beach. Kill them and gag at the sexy boxer shorts they wear! Attack toy robots in the play room that have formed an alliance with numerous sets of snapping false teeth and then go on to eliminate green toads.

Spot must also battle through the bathtub and to cap it all off jump a runaway train (complete with soundtrack from the Magnificent Seven), in a scene straight from Back to the Future III.

The levels seem to differ in size from relatively small, to large and difficult stages. If you complete the game in good time and if enough cool points are

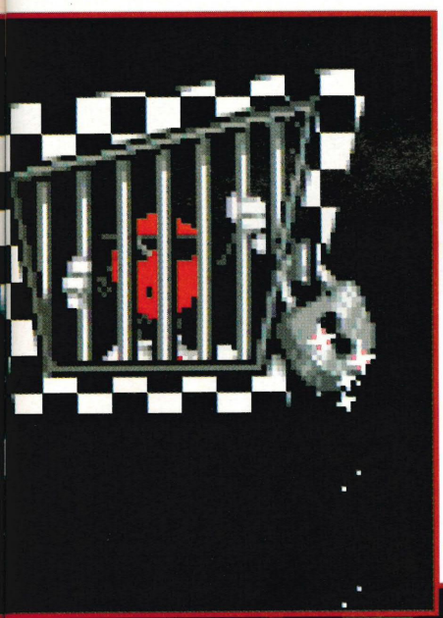
CONTINUED

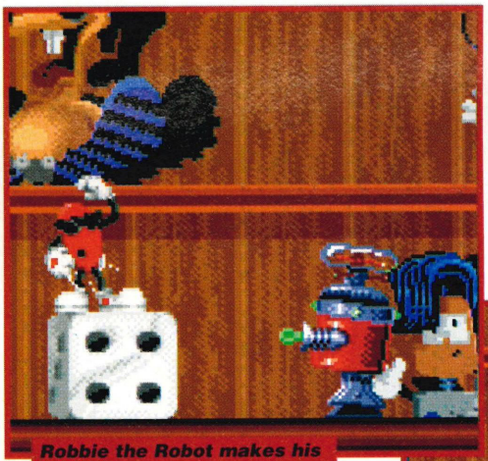


Literally hundreds of these sketches were made to make sure that Spot's movement is as realistic as possible



A rather irate mouse gets so cheesed off with Spot's poncing about that he hurls a deadly lump of cheddar at him!

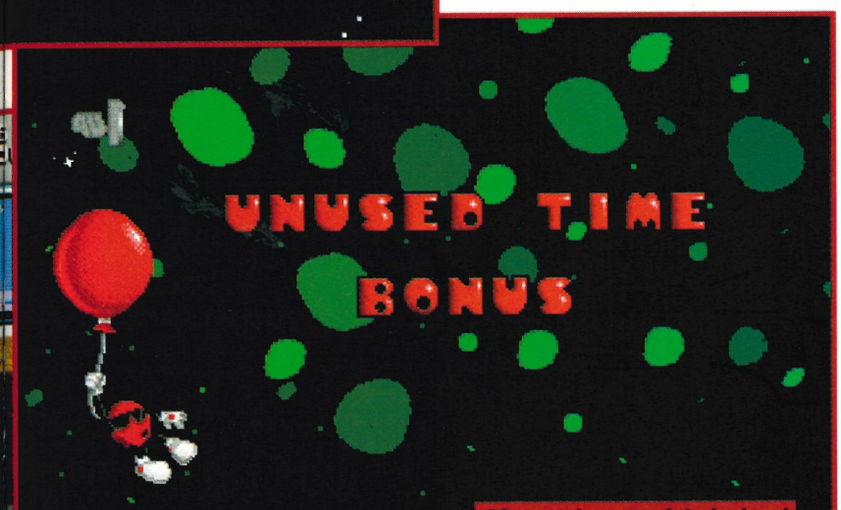




Robbie the Robot makes his all-important screen comeback in the much later levels of the game



Hands up who wants to be a fire engine? Spot finds himself in an unusual world filled with kiddies toys and Ray-Ban sunglasses

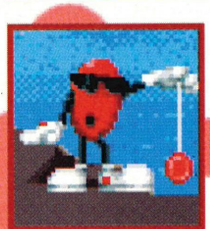


Cool Spot takes on a particularly vicious looking crab with his fizzy fingers. This level is overflowing with some rather angry sea dwelling creatures

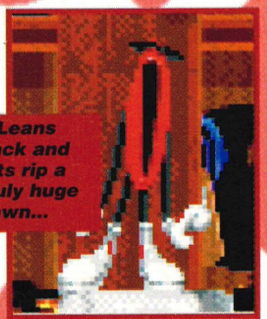
After you've completed a level you're awarded a huge wad of bonus points that are related to the number of Cool Points you collected and the amount of time you had remaining. Get enough points and you'll receive an extra life

SPOT THE DUDE

Hang around too long and Spot either whips out his yo-yo...

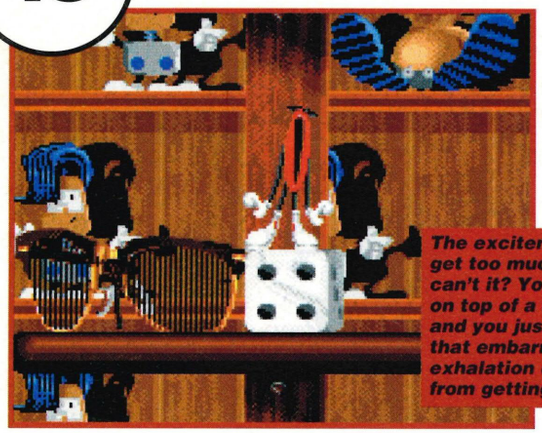


...Leans back and lets rip a truly huge yawn...

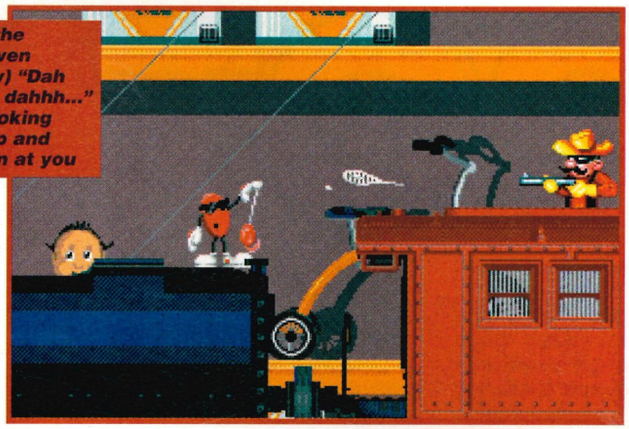


Or whips his specs off and gives 'em a good clean. What a dude!





The excitement can really get too much for a guy can't it? You hang around on top of a die for too long and you just can't stop that embarrassing exhalation of stale air from getting out can you?

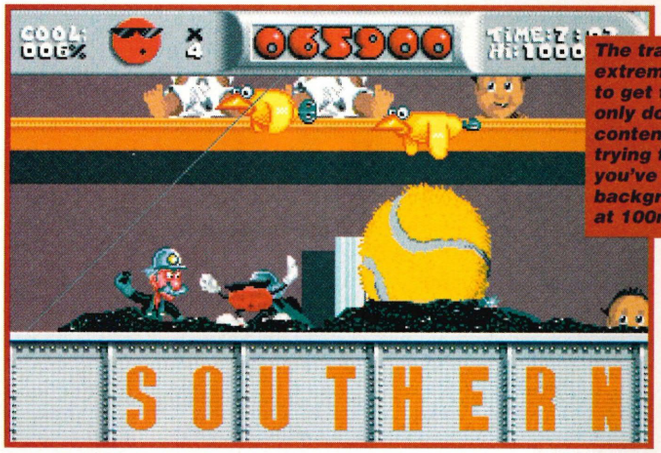


To the tune of the Magnificent Seven (altogether now) "Dah dah, dada dahh dahhh..." A rather daft looking cowboy pops up and fires his fizz gun at you

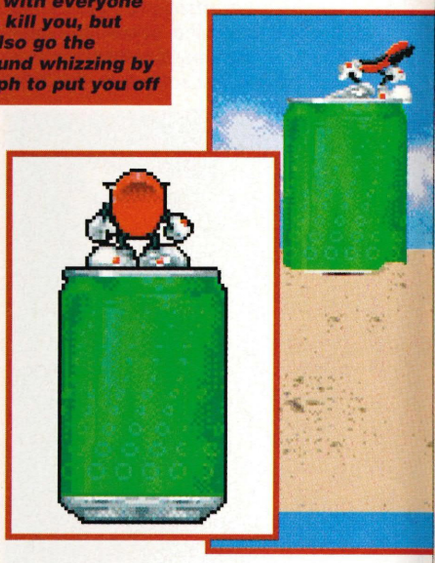




These chaps are related to those springy things we all used to play with when we were kids. You know the ones...What were they called? Slinkies, that's right!



The train is an extremely difficult level to get to grips with. Not only do you have to contend with everyone trying to kill you, but you've also go the background whizzing by at 100mph to put you off



CONTINUED

accumulated, access to the special cool bonus stage will be at your fingertips.

Remember though folks, size isn't everything! So how do those levels look? Very good you'll be pleased to know. Dave Perry has disappointed no one and produced a fine looking game. The background parallax is excellent to say the least.

The whole game is something of a treat on the old porkies. The beach level is a real treat because Cool must bounce on beach chairs and go on to grab balloons to gain extra height to get to those all-important bonuses. The artists responsible have obviously done their homework because this really is superb.

From what we've seen of the game so far everything looks to be well in order. Spot, the main sprite lives up to his name and moves in a splendid manner, performing back-flips when jumping, snapping those fingers, shuffling up pieces of string and generally playing the cool guy all round.

SIZE ISN'T EVERYTHING

The complete package is all very smooth, utilizing 250 Spot animations and 850 animation frames. Well, so those clever people at Virgin would have me believe anyway!

The soundtracks to accompany the game are superior to the average thing we're used to and from the options screen the choice appears to be unlimited. Are we witnessing one of those rare things – a game that has actually had some thought put into it? The onward rush of time will be the only judge of this.

Cool Spot is shaping up well for its official release early this year, but there is some pretty good competition out there at the moment. Hedgehogs and dolphins have all pulled it off, so I can think of no gaping reason why something that looks like a candy-covered sweet should meet with less success. I have known stranger things to happen!

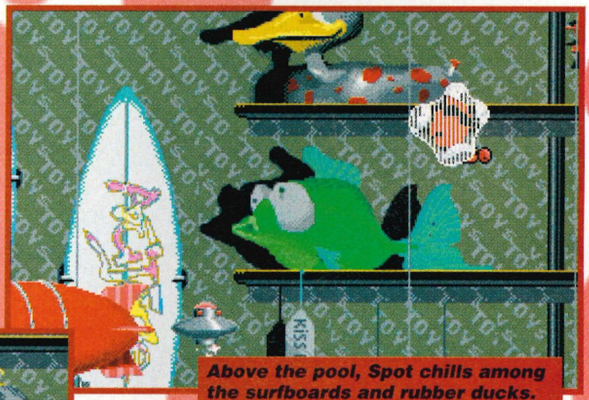


GERRY

PADDLING POOLS ARE COOL



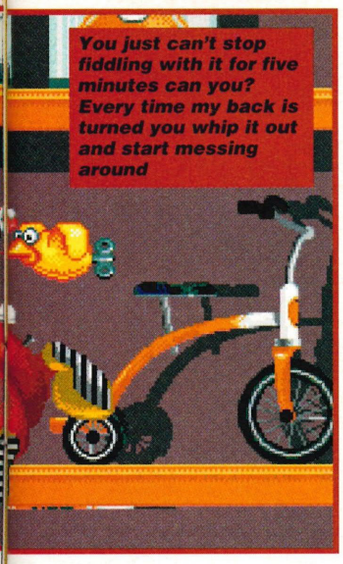
Among the toy boats and lilly pads Spot has to leap around until he finds a way out of the pool



Above the pool, Spot chills among the surfboards and rubber ducks. This is obviously the happening place to hang

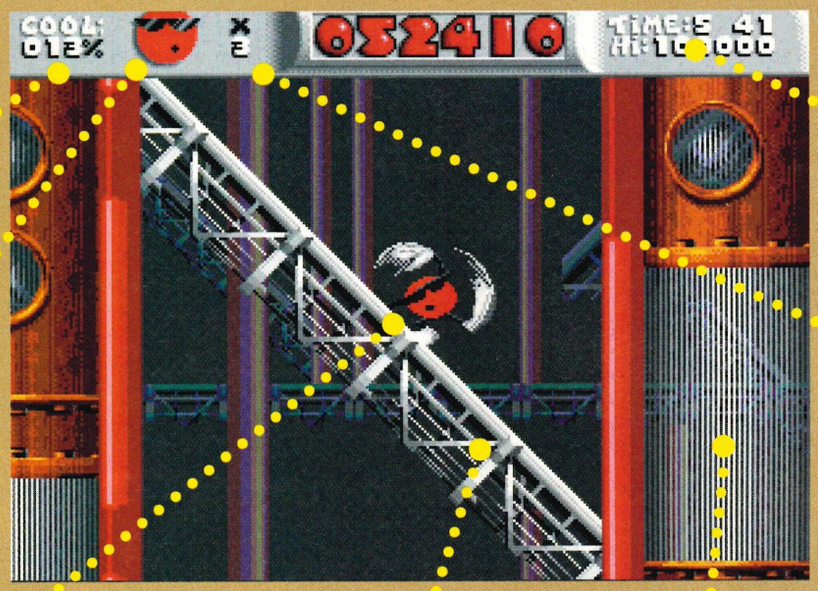


After bouncing all the way up to a bunch of levels suspended in mid-air, Spot finds that the floor just disappears from underneath him. Oops!



You just can't stop fiddling with it for five minutes can you? Every time my back is turned you whip it out and start messing around

SLIDES 'N' CHUTES 'N' STUFF



This tells you how many cool points you've picked up. I think 13 per cent is a bit pathetic really

The face represents how knackered Spot is at the moment. Here we see him at the peak of fitness

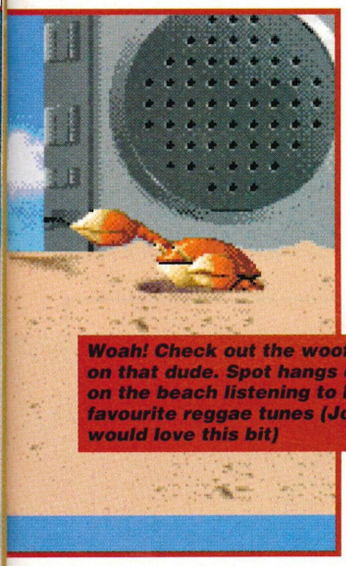
Each level has a fairly generous time limit that must be beaten

Where would we be without a stash of extra lives, eh?

Cool Spot pose number 143 – falling down a slide and looking stupid

It's fairly obvious as to what these are isn't it? They're bloomin' slides aren't they? You fall down 'em!

These big chute things suck our gangly hero skywards



Woah! Check out the woofers on that dude. Spot hangs out on the beach listening to his favourite reggae tunes (Jon would love this bit)

TRADE SECRETS

Cool Spot is the latest game from David Perry, the programmer responsible for hits such as Global Gladiators: Mick and Mack and The Terminator,

Born in Northern Ireland, he began programming on a ZX81 at the age of 14. When he was 17, he moved to England and got a job as a low-paid programmer.

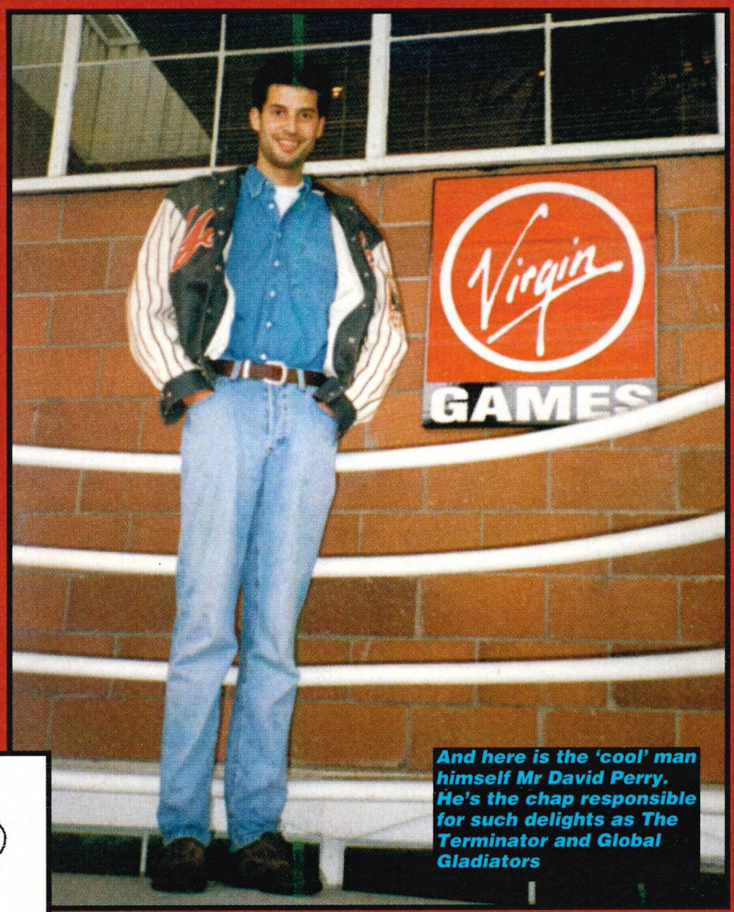
Since then his career has boomed, and he has worked for many software houses including Mikro-Gen, Sega, Elite, Encore, US Gold, Ocean, Infogrames, Mirrorsoft, Virgin Mastertronic, Virgin Games, Digital Integration, Disney, Mindscape, and Firebird.

When he starts a project such as Cool Spot, he has no social life and can be found in the office from eight o'clock in the morning until the early hours, producing masses of code.

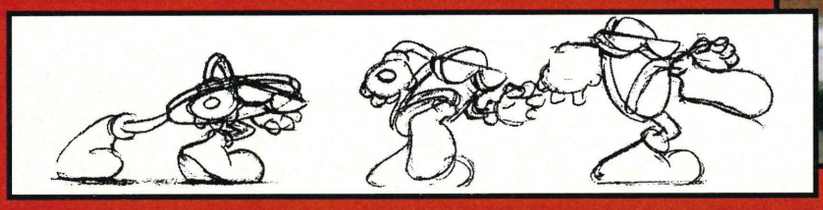
Under these conditions it normally takes him about six months to design and program a game for Sega to approve. In this case, Cool Spot took three months to program, one month to rigorously test, and two months to get through submission.

During the development of a title, he designs and programs simultaneously, so that if any ideas do not work, they can be easily redesigned, resulting in a more refined end product. Most importantly, if a game just isn't up to scratch, he thinks nothing of starting from the beginning to get the best results possible.

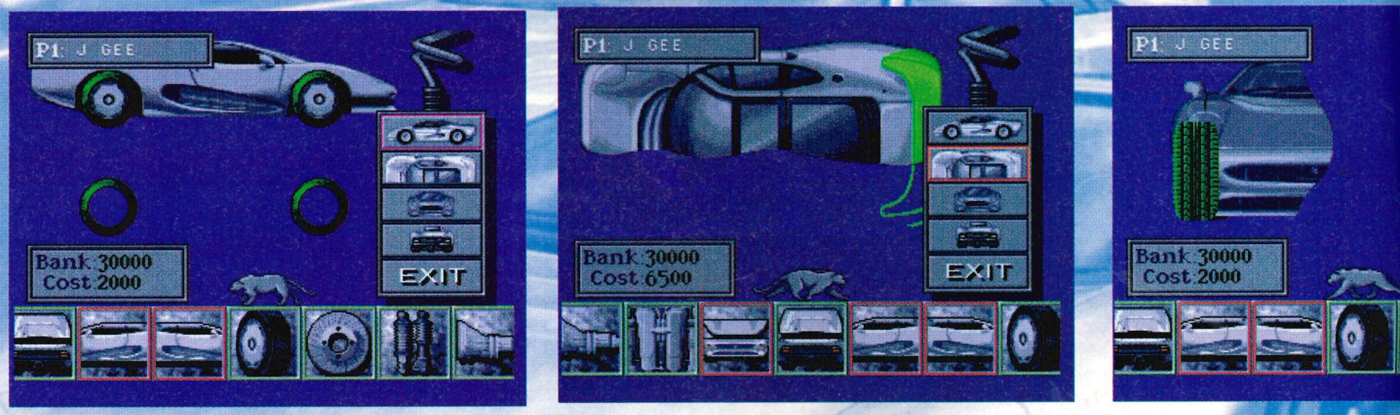
After a game has been completed David likes to sunbathe on the California coast, play sports, ride a unicycle and to impress the ladies with his accent!



And here is the 'cool' man himself Mr David Perry. He's the chap responsible for such delights as The Terminator and Global Gladiators



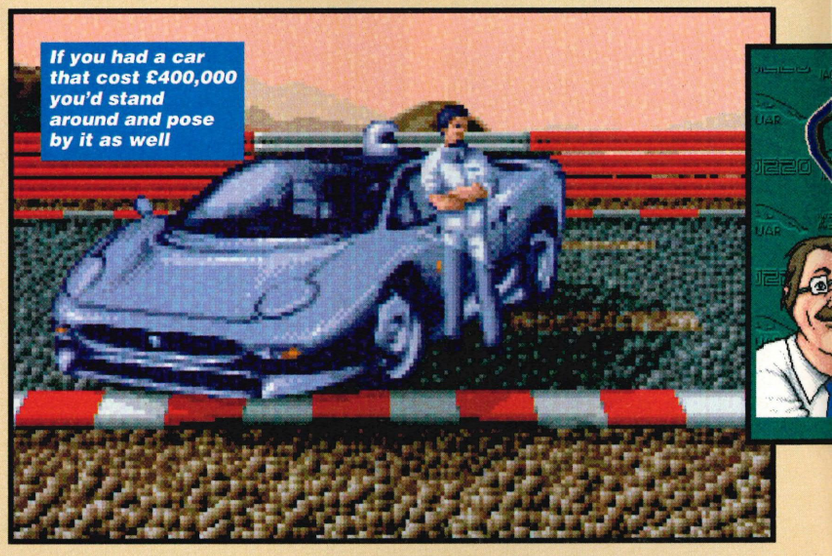
NASTY REPAIR BILL



After a race there'll be a number of bits on your car that are knackered. These screens allow you to view the car from different angles as you add new bits of bodywork, new tyres and re-calibrate the engine

JAGUAR XJ2

The thought of getting behind the wheel of the world's fastest production car is certainly an enticing one. Can the game live up to the prestige of the real thing?



If you had a car that cost £400,000 you'd stand around and pose by it as well

REVIEW

When Core Design first developed this little gem for the Amiga it was hailed as the best thing to arrive since sliced bread. The computer games magazines wet themselves over it and were all falling over each other in order to stack accolades and awards upon it. But this was all nearly two years ago, so does it still stand as a top-notch racing game now?

It's a sad fact that there really aren't all that many decent racing games on the Mega Drive. Lotus Turbo Challenge from EA was pretty hot and Road Rash was neat, but apart from that they've been a bit, erm...crap.

As the Mega-CD emerges as the great champion of all things Sega, what we need is a truly brilliant 3D racing game with more bells and whistles than you could ever possibly want – and I think we've got it.

To start off with, this game has something that immediately sets it aside from the rest. An incredibly cool car. I know it's a bit laddish to go gooey over a car, but to say the Jag XJ220 isn't sexy is like saying Erika off Tottywatch isn't a bit of all right. It's big, sleek and bloody fast (the car that is, not Erika). Forget your Lotus Esprit or Ferrari F40, this is the real McCoy.

As well as the nifty car, Jaguar has more features and options than you could shake a stick at. You've got 32 different circuits in 16 different countries to race on, each with its own specific weather conditions and hazards. On top of this you can adjust the spec of your car by changing tyres and engine calibration to ensure that you get the top performance from your vehicle. If that isn't enough there's also a comprehensive track editing program that lets you build your own circuits.

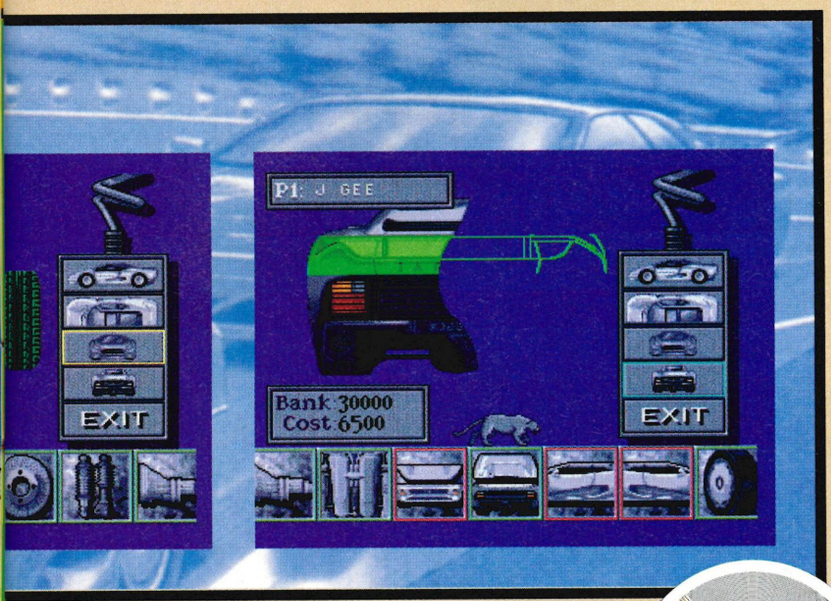
In fact, this editor is possibly one of the game's really big selling points. Popping into this option lets you build a track up to 2.3 miles long (quite why it's 2.3 miles long I don't know) with all the bends, wiggles, hills and scenery you could possibly want, and then save it out to the Mega-CD's memory to be called up at a later date.

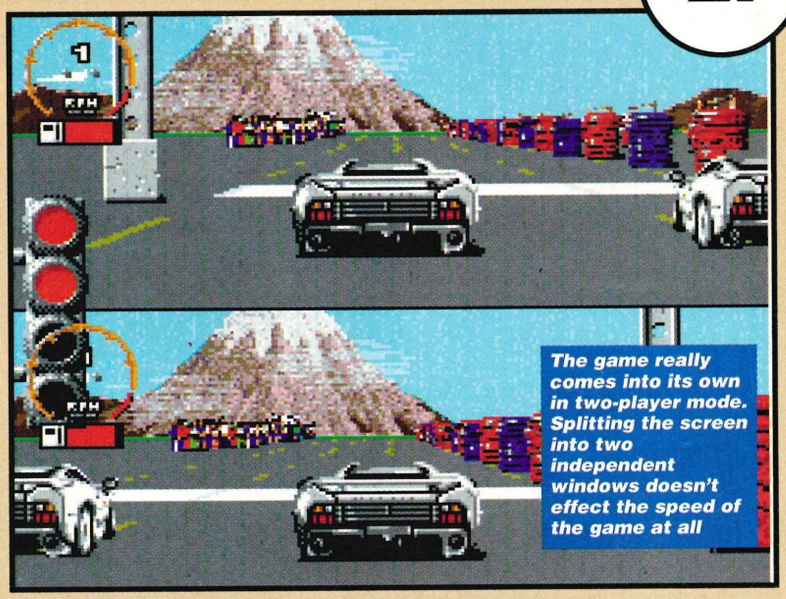
To be truthful the editor is just as much fun as racing around the tracks themselves. Creating more and more difficult tracks with increasingly nasty hazards and speedy bits gives you a definite feeling of power.

QUAD CAM BABY

Right then, down to the nitty-gritty. Is the racing bit much cop and does the thing look any good?

As you can see from the screen shots it's a fairly standard screen layout. You view the race from just



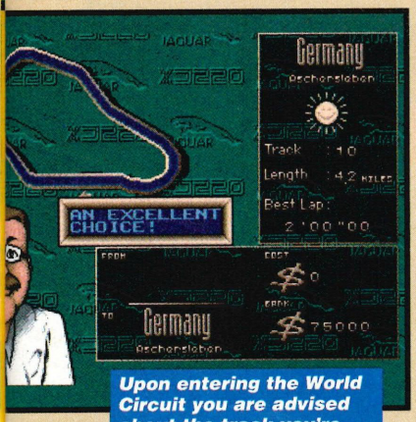


The game really comes into its own in two-player mode. Splitting the screen into two independent windows doesn't effect the speed of the game at all

220

MEGA-CD





Upon entering the World Circuit you are advised about the track you're going to race on by this jovial chap. Good choice my man

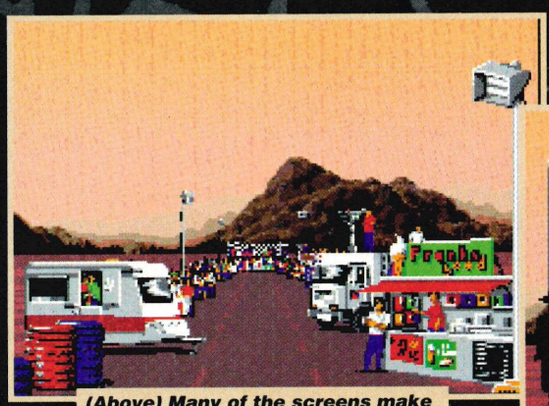
behind your car – à la Lotus Turbo Challenge – and the road snakes off towards the horizon.

When you start up the car and begin to move, one of the most glaring points is how smoothly the scenery moves. As the roadside objects move closer towards you they swell in size in a very natural fashion. None of the jerky stuff you would have seen before – this is a glorious demonstration of smooth graphics scaling, something we can expect to see more of in Mega-CD games.

Put the game in two-player mode and the screen splits across the middle to give a two-player

CONTINUED

ZOOM ON IN THERE

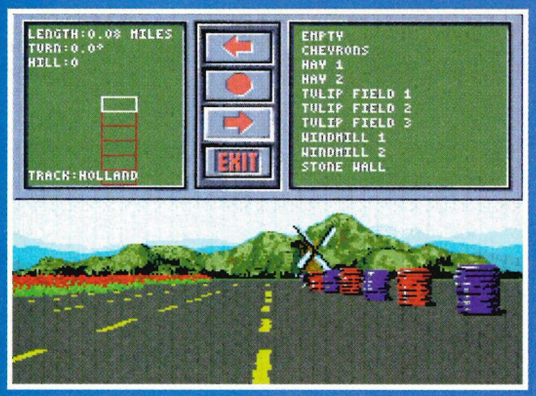


(Above) Many of the screens make gratuitous use of the Mega-CD's nifty scaling abilities. Here we see the zoom up towards...

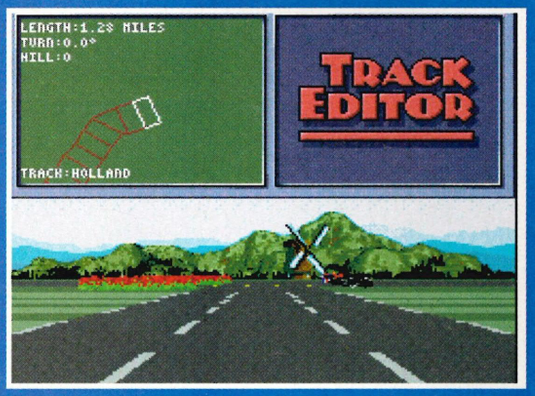
(Below) ...The award ceremony. Gosh, how utterly exciting. Look at him, poncing about on the podium. Bloody great berk. Who said I was a bad loser?



DO IT YOURSELF



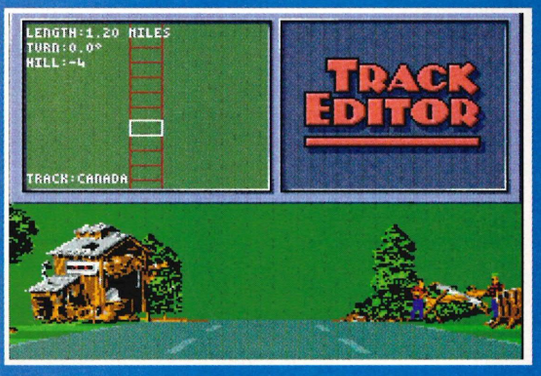
The track editor allows you a huge amount of freedom when it comes to designing your dream race track. Select which country you want and then add the scenery 'in character'



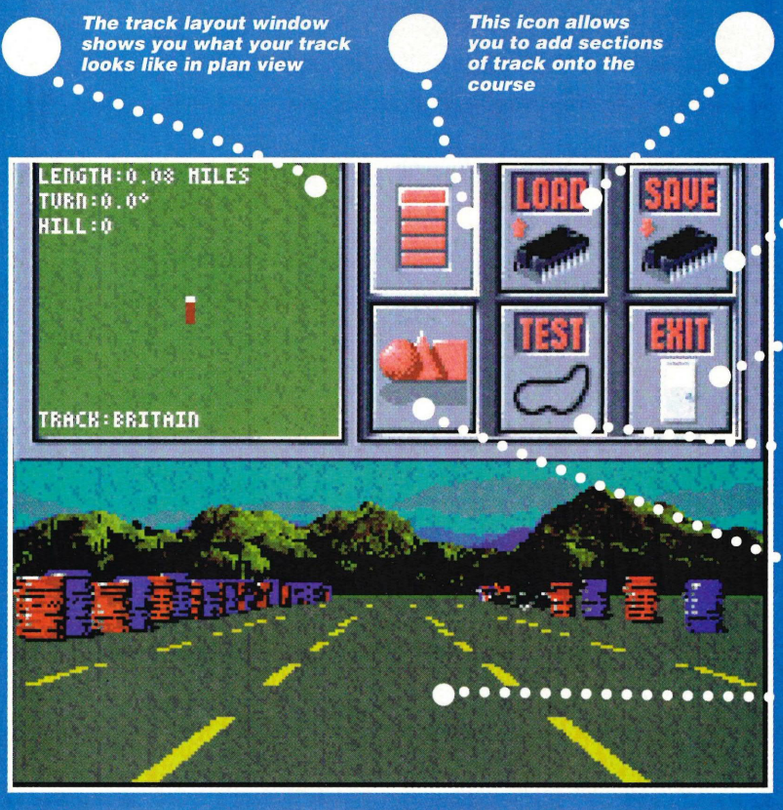
You have 2.3 miles of track to play around with and you can wiggle it about as well as add hills and chicanes



When you've built up a particularly impressive bit you can whiz around your track in glorious 3D in the window at the bottom of the screen



Each country has its own unique set of roadside scenery. In Canada you've got everything from shacks to strapping big lads chopping down trees



The track layout window shows you what your track looks like in plan view

This icon allows you to add sections of track onto the course

Load a track from the CD's memory

Save a track out

Click on here to exit to the country select screen

Test the track in your Jag to make sure it's as good as you want

Funny shapes obviously mean scenery

The 3D window gives you an idea of how each section looks

CONTINUED

simultaneous race. Does this compromise the quality of the graphics or the speed of play? Nope. All that happens is that a new dimension is added making the thing even more playable than before.

Graphically the game is hard to fault. Your car moves smoothly and is recognizably a Jag, while all the other sprites look just like the Ferraris, Lambourghinis and Porsches that they represent.

FAULTLESS RACING

The roadside objects are all drawn exceptionally well and move with a silky smooth grace while the backdrops look especially wonderful as they sit on the horizon. Even the between race options look a bit nifty, right down to the CD player that lets you select which tune you want to listen to as you hurtle around the tracks.

As you'd expect with the game being on CD, the quality of the music is excellent with instrumental stuff ranging from funky dance tunes to mellow AOR. Stick your CD drive through the stereo, whap the volume up to an apocalyptic level and impress the hell out of everyone.

This is definitely the best racing game I've ever played on a Sega machine. It has everything going for it. It's incredibly playable, the



The one-player mode gives you a full screen with a very pretty sky and a good view of the track ahead

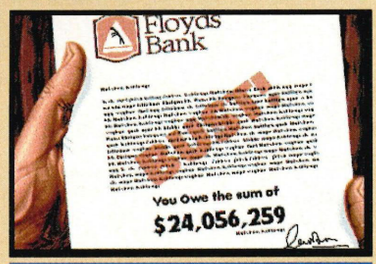


Get over mate! Just 'cause you've got a Ferrari doesn't mean you own the road. Go on...get lost

I'LL GET YOU PENELOPE PITSTOP



Not only do you take part in a drivers' league, but you also have to ensure that the Jaguar team does exceptionally well in the constructors' league



You owe the bank over $24 million. If you don't pay we'll come round and saw your legs off



Player two whizzes into the pits just to make sure he gets enough fuel to last him round the track

As you screech to a halt, this young lad wiggles his fuel hose in your general direction. Apparently this tops you up a bit



graphics are gorgeous, the sound is awesome and it has enough options to enhance the game and give it more depth. On top of this the track editor ensures that you'll keep coming back for more as you devise more and more wickedly tricky tracks to negotiate.

Does it have any faults? Well, not really. Admittedly you need £350 worth of gear to be able to play it, but one of the advantages you have if you buy a Mega-CD is that you can expect more complex games with much more features than normal. The chance of Jaguar ever appearing on cartridge is pretty slim, there are just too many features to cram into the confines of even a 16Mbit cart.

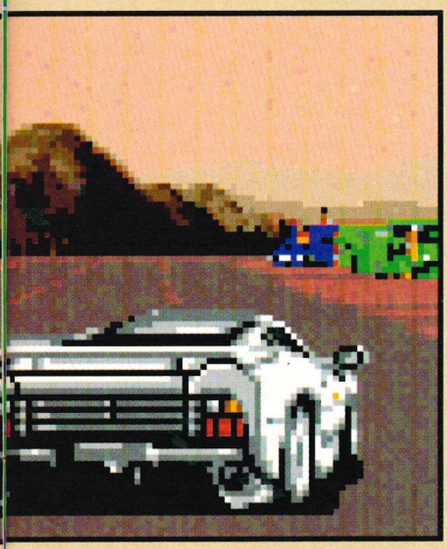
If you're out to get a Mega-CD this is well worth checking out. Along with Sewer Shark it's one of the few games that will justify buying the new machine.



JOHN

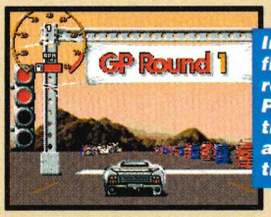


The Jaguar team mates pose for the camera. See that really ugly guy... That's you that is

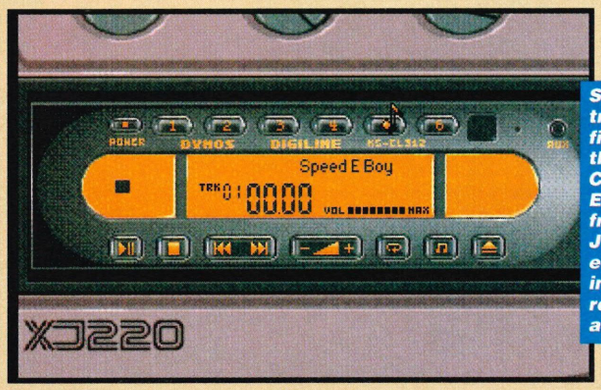




OK, I've recognized all the other cars in the game, but what's this sneaking past? Is it a Lotus or some fancy yankmobile?



Into the first round. Pedal to the metal and all that...



Six different tracks at your fingertips in this rather cool CD player. Everything from funk to Joe Satriani-esque instrumental rock is available

MEGA PANEL

SCORES OUT OF 10

RACING GAME	JAGUAR XJ220
ONE/TWO PLAYER	
OVERALL SCORE	92%
GRAPHICS	8
SOUND	9
PLAYABILITY	8
DURABILITY	8

UPPERS

- The car
- Brill track editor
- Superb two-player simultaneous option
- Wicked soundtrack

DOWNERS

- It's sad that only people with a Mega-CD will be able to play it

CLUE

Who in their right mind would spend £50 on a console version of Cluedo? Well...



Mrs Peacock sneaks around in the study. She's a bit shifty this one

REVIEW

You've got to be a particularly sad case to want to spend this amount of wonga on a computerized board-game. For a start, the cardboard version only costs about £20, so why not buy that instead?

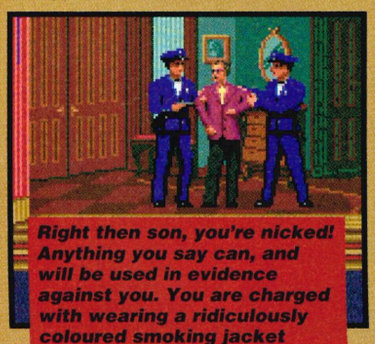
As far as I can tell, the only people that'd buy this are gimps who can't rustle up a few pals to sit round a board. Is the video game market really trying to create socially retarded dweebos with no friends?

I'm sorry to get on my high horse about this, but it really bugs me to see people ripping off games players so blatantly.

I AIN'T GOT A CLUE MATE

You all know how to play Cluedo I'm sure, how hard can it be? Six different players roam around the nine rooms on the board and they try to work out which one of them committed the murder, where they did it and with which of the six weapons.

Surprisingly, the game can be played by up to six players! These six can either be human or a combination of human and computer players. The very minimum playing set-up is one human player and two other computer characters.



Right then son, you're nicked! Anything you say can, and will be used in evidence against you. You are charged with wearing a ridiculously coloured smoking jacket

At the beginning of the game the computer chooses three cards which indicate who the murderer was, where they did it and what weapon they used.

You start (just like in the board-game) with a collection of clue cards that vary in number depending on which level you're playing the game on. These cards will show you where the murder wasn't, who didn't do it and which weapon it wasn't done with. All you have to do now is roam around the manor house investigating all of the other possibilities.

Control of the game couldn't be easier. At the beginning of each go you have the choice of either rolling the dice to move around the board, investigating a room (if you're in it) or making a final accusation.

If you choose to roll and move somewhere else you are treated to the only decent graphic in the game. A digitized hand pops up from the bottom of the screen with its fist clenched. It jiggles about suggestively until you decide to let go of the dice. You can then move your character peg around the board, just like the real thing. Gosh!

The majority of the game is actually a bunch of badly illustrated menus and options where you decide upon the circumstances that the murder was committed.

Each time you make some kind of decision your ideas are then transferred to a brief animated interlude that either proves or disproves your investigation. Sounds great in theory, but it's very slow and tedious and ruins the flow of the game.

To be honest I can think of no real saving graces for this pile of tripe. In short, it's a stupendous rip-off. Asking 50 quid for something like this is a perfect example of how the video games market is taking people for a ride. If you fancy a game of Cluedo, buy the board-game and find yourself some friends.



JOHN

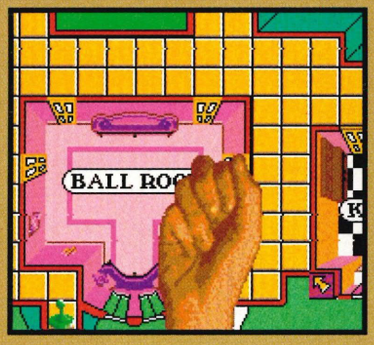


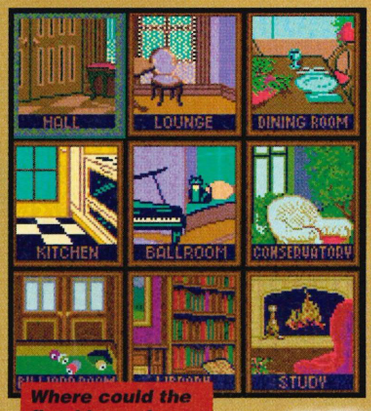
(Left) The six characters of the game – Miss Scarlet, Colonel Mustard, Mrs White, Rev Green, Mrs Peacock and Professor Plum

(Below) Surprisingly enough, you don't see the graphic of the whole board all that often. Here it is with your gesticulating hand

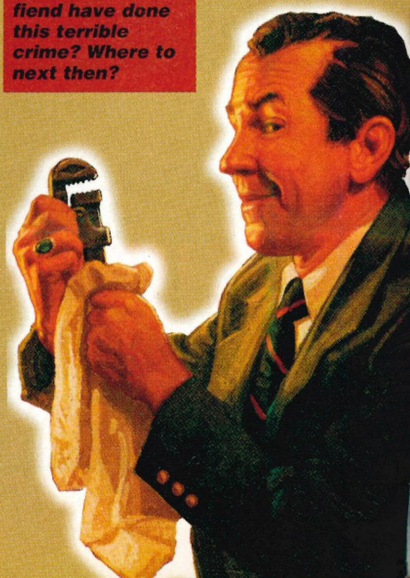


The lead piping – an effective bludgeon if ever I saw one





Where could the fiend have done this terrible crime? Where to next then?



MEGA PANEL



SCORES OUT OF 10

BOARD-GAME	CLUE
ONE/SIX PLAYERS	
OVERALL SCORE	22%
GRAPHICS	5
SOUND	4
PLAYABILITY	3
DURABILITY	2

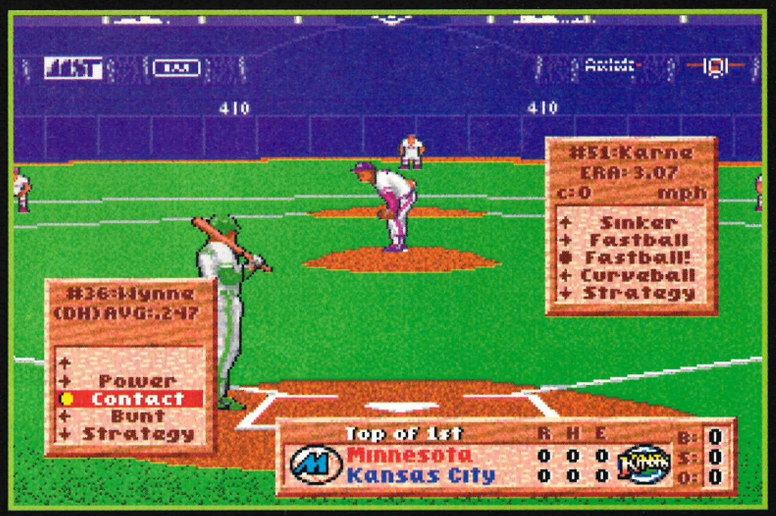
UPPERS

- Absolutely none whatsoever unless you have no mates

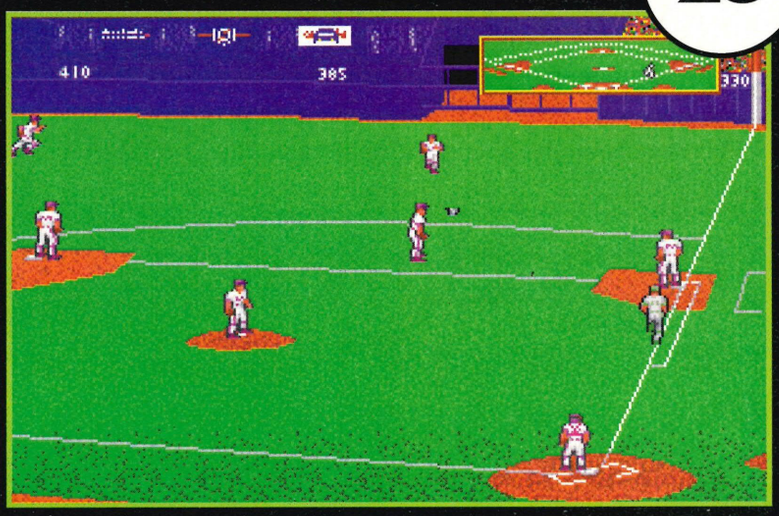
DOWNERS

- The extortionate price
- The abysmal graphics

Thanks to Bits and Pieces. Tel: 0625 501810.



The game is about to begin. Here is the pitcher on the mound lining up...



Good views of the action mean you always know what is going on

HARDBALL III

PREVIEW

How much can one baseball sim differ from another? Well, a hell of a lot according to Accolade...

Due for a spring release is another instalment in the Hardball Baseball series from Accolade. This set of baseball sims has been one of the most successful, reaching the top of the UK and US charts for both Mega Drive and PC.

According to Accolade, Hardball 3 will contain many features never before incorporated in the usual baseball sim. For example Al Michaels (the American Jimmy Hill of the baseball world) has had his commentary added to the play, so we'll never be confused by the strange jargon again!

Another new characteristic included is the team play feature. This effectively means your fellow team members will play at your side without you having to prompt them.

The player will have the choice of competing in a number of different leagues and knockout competitions, including a 162 match season. The option to use the all-star line-ups for championship games is also present.

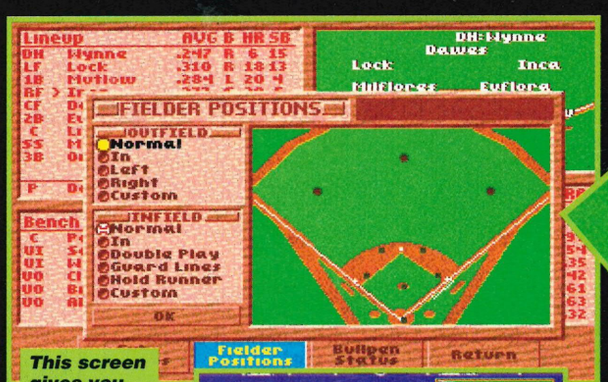
The game has a built-in battery back-up meaning a complete season can be saved rather than just one game. There also is an instant replay feature allowing players to view key plays over again with enhanced graphics.

Accolade has also given you the chance to build your very own team, and everything from individual stats to the colour of the kits is at your fingertips.

From what we've seen so far Hardball 3 could be the baseball game to challenge RBI 4. The graphics look fine and the pitch views seem to convey a fine sense of 'being there'. You'll even see that each ballpark has been realistically recreated to make sure the action is as accurate as it possibly could be. Watch out for a full review very soon.



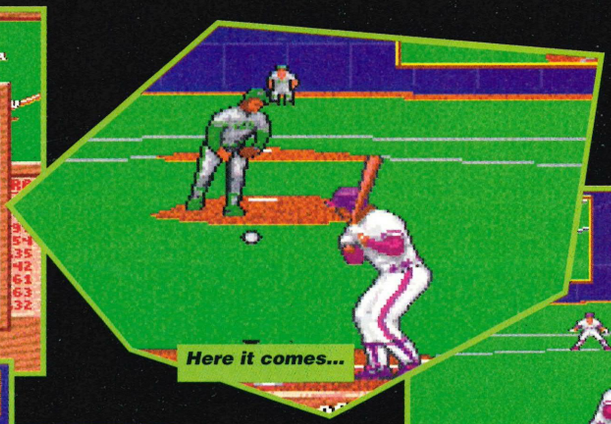
GERRY



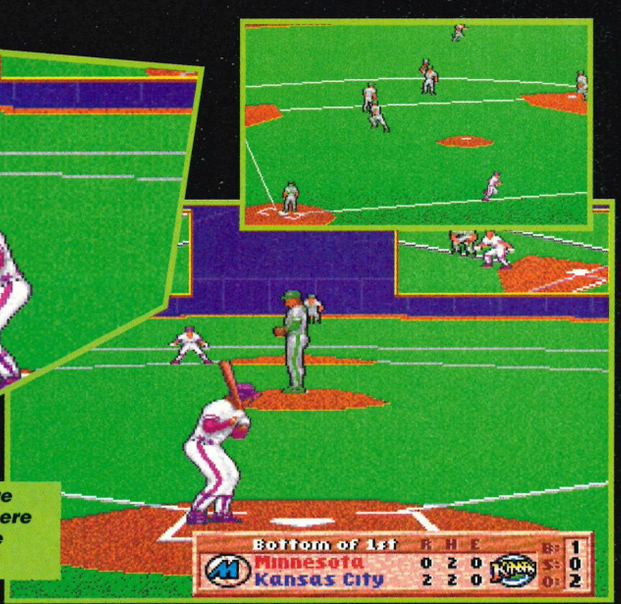
This screen gives you the choice of fielding positions. Which do you think suit the conditions and opposition?



When things aren't going too well why not take out the opposition batter with a demon fast pitch?



Here it comes...



The bases are loaded and here we go for the grand slam

Just when you thought he was dead, Batman clad in his nylon grey and blue garb decides to save Gotham City from the Joker, a happy chap who wants to put a smile on everyone's face. Rough justice?

BATMAN REVENGE OF

REVIEW

A toxic chemical used to create explosives is disappearing from Gotham City and the Caped Crusader soon deduces that his arch-nemesis the Joker is behind it.

Batman: Revenge of the Joker is set over seven platform levels of varied size and difficulty. You start off praying for success at the Gotham City Cathedral before sniffing around in the Joker's warehouse.

Then you decide to take in the mountain air at the subtly titled Snow Mountain, moving rapidly via a refinery to the underground conduit. Suffering claustrophobia, you pay a quick visit to the Joker's ammunition base and finally head for an old friend's bash at the Joker's haunt at the sun-kissed island of Ha-Hacienda

Unfortunately, life is not so jolly for Batman's arch-rivals, especially as the game features the original DC comic characters. Batman is the camp-type in grey and blue, not the gloomy all-black clad jobby of recent years.

WOT, NO ROBIN?

The batman sprite is a joy to watch, accurately rendered from the original comic strip with slick animation. Even the backdrops, albeit a trifle confused at times, aren't bad. Graphically, the game is let down by the five Master System-style end-of-level bosses and sprite collision detection, which is dubious at times.

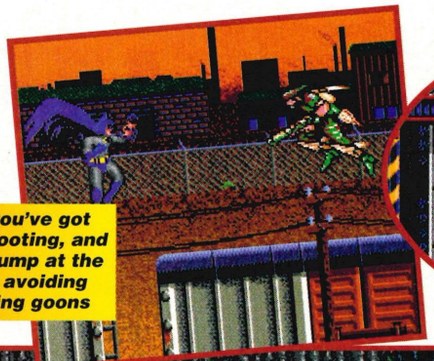
You start the game with your wrist projector, and the ability to kick and slide your way into things. You can also attempt high and low jumps, and even flying kicks.

This however is only the beginning. The game features a liberal scattering of four weapon power-ups. These are the batarang, the crossbow, the sonic neutraliser or the shield star. Hold down on the





Yes, it does get pretty bloody hard on the last level. If you can pass this lot without losing any energy then you're a better man than I am



On the train you've got to have firm footing, and the nerve to jump at the same time as avoiding jetpack wearing goons



In the factory, it's a case of judging what's really a platform and what's just pretty scenery





MAN
F THE JOKER

fire button on any of these and the blast will be far more powerful.

Casually left around are backpack energy capsules. Press every button after collecting eight, and you'll be invincible for a while. This is pretty handy, but you can still fall to your death. Up to 31 can be held back for future problems, and these are depicted on screen by a flashing bar of up to eight energy levels.

EAGLE EYED

There are five big boss levels out of the seven levels. These are increasingly tough, almost to the point where the time it takes to destroy them gets irritating. Graphically, these are all poorly depicted which is a shame considering the quality of graphics seen getting to these points.

At the beginning of each level you have an energy bar of eight units. You don't get any extra energy, so high skill important. The levels aren't just simple 'avoid enemies and their weapons', but you've also got to avoid pitfalls such as lowering walls, conveyor belts and falling spikes.

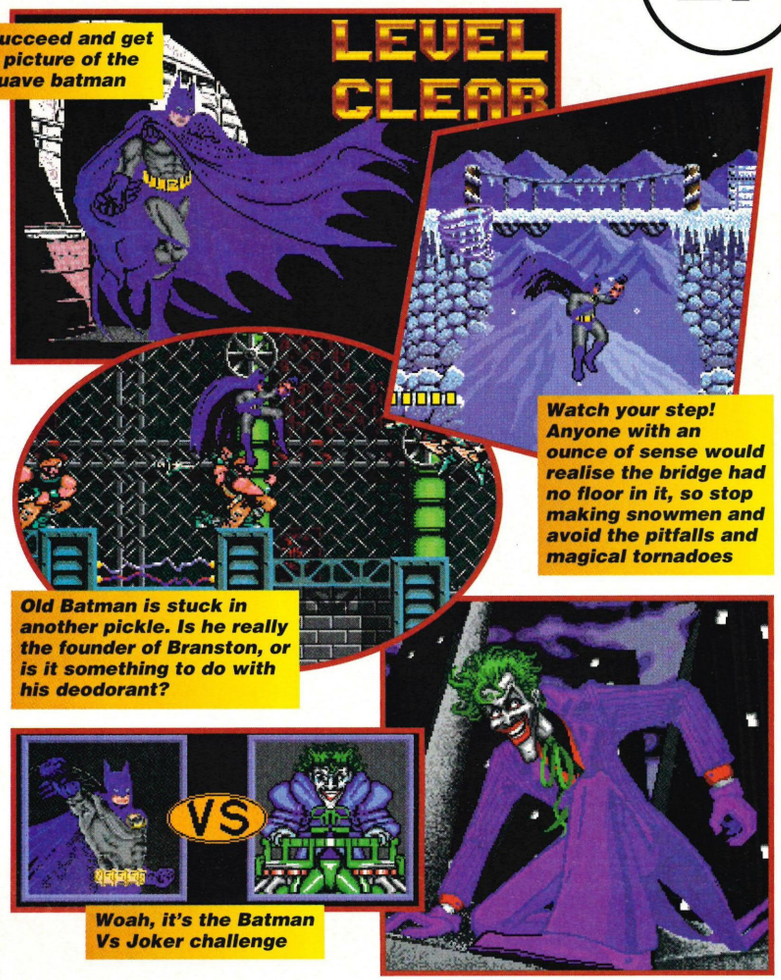
Although only a one-player game, it does have plenty of options for you to play around with to change the control pad and such-like. The infinite continues and the password facility prove invaluable in this game. There is only one difficulty level to worry about, and that's rock. So I would worry if I was you.

To sum up, Batman: Return of the Joker is a visually pleasing game in the main and the sound and musical score are not at all bad.

There are some dodgy aspects however, such as when Batman decides to pose and lean forward, right into a spike, for no reason and also the dubious sprite collision detection.

As a challenge, there can't be many out there which are as ridiculously tough. Even seasoned gamers may find they have bitten off more than they can chew. A reviewers dilemma: should it be slated or praised for its difficulty. Oh bugger it. It's fab and groovy and full of tough action.

NICK

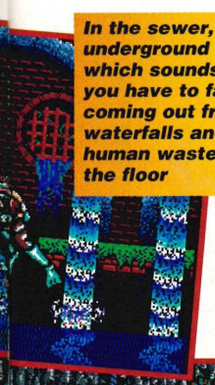


Succeed and get a picture of the suave batman

Watch your step! Anyone with an ounce of sense would realise the bridge had no floor in it, so stop making snowmen and avoid the pitfalls and magical tornadoes

Old Batman is stuck in another pickle. Is he really the founder of Branston, or is it something to do with his deodorant?

Woah, it's the Batman Vs Joker challenge



In the sewer, or the underground conduit which sounds far nicer, you have to face things coming out from the waterfalls and out of the human waste matter on the floor



Dashing from rooftop to rooftop of Gotham City with some meat heads running after you and a Zeppelin chucking eggs from above

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
BATMAN: REVENGE OF THE JOKER	78%	GRAPHICS 8
ONE PLAYER		SOUND 6
		PLAYABILITY 6
		DURABILITY 7

UPPERS	DOWNERS
● Smart in-game graphics	● Ridiculously tough
● Invaluable password system	● The guardians are a joke
● A real gamers challenge	● Sprite collision is often awry



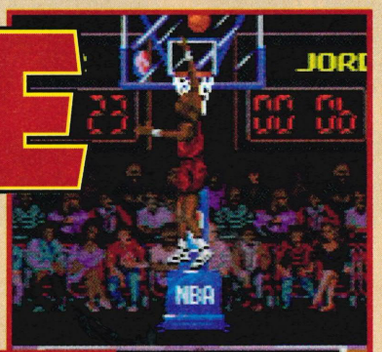
Thanks to CTW Games, Tel: 0602 401725.

NBA ALL-STAR CHALLENGE

Play 'in yer face basketball' with the hottest NBA All-Stars in this ultimate game of skill.



Play too rough and some geek in black and white gives you a good finger wagging for charging





Drexler can only stand in awe as Jordan performs his signature move and earns an extra few million dollars in endorsements

REVIEW

You can pick and choose from any of the NBA's 27 teams, and select well-known Dream Team stars such as Larry Bird, David Robinson and Michael Jordan.

There are five types of games to play in either a one or two-player game. The first of these is the basic one-on-one challenge whereby two players battle it out on half the court trying to get as many points as possible. This can be played as part of a tournament.

Another challenge is the free throw. This is simply pegging the ball into the basket from close range. It looks like a swizz, but it's not easy and you'll probably end up looking like a complete dufus trying (I emphasize the 'trying')to score after you position the moving cursor target over the basket.

SLAM DUNK

The three point shoot-out involves the long-range bomb shots from five ball troughs around the D. This is probably the trickiest shot in the game and trying to score from outside the D requires great accuracy, skill and luck – especially if you decide to play against the clock.

The HORSE game is apparently an all-American classic school-yard game where you have to put the ball in the net from a set position, and your opponent then has to emulate your shot. Fail to score and you get one of the letters from the word horse. The loser is the first one to complete the word.

During play you can also get in trouble, just like in the real thing, with the five violations; charging, blocking, travelling, didn't clear the ball and shot lock violation. Of course, these only really apply to the one-on-one games. One good feature is that you can even insist on a rematch like a mardy little kid if things don't go as well as planned!

NBA All-Star Challenge is supposed to feature individual player artificial intelligence. Well, I suppose some of the players are slightly different! However, if you want to see Jordan Vs Bird challenges that are realistic then watch a video!

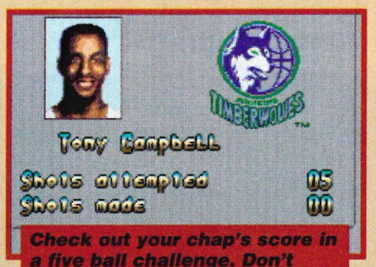
All things considered, NBA All-Star Challenge is just as tedious as all the other basketball games on the market, and to top it all it's one that only uses half a court. Yep, this is a half-baked game which has been endorsed!



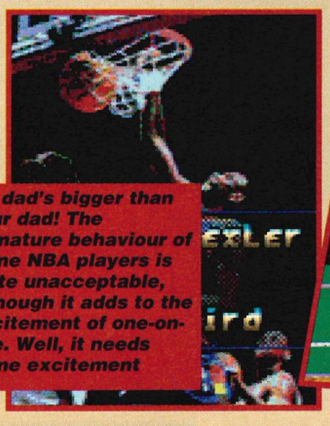
NICK



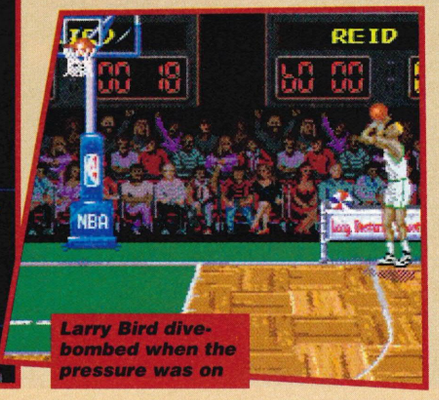
One-on-one options involve choosing between competing against the clock or a set score, varied skill levels and winner outs. Oh, the decisions involved are mind-numbing!



Check out your chap's score in a five ball challenge. Don't expect too much of a future for this one-time hero of the Timberwolves



My dad's bigger than your dad! The immature behaviour of some NBA players is quite unacceptable, although it adds to the excitement of one-on-one. Well, it needs some excitement



Larry Bird dive-bombed when the pressure was on

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE		
NBA ALL-STAR CHALLENGE	57%	GRAPHICS	5
ONE PLAYER		SOUND	6
		PLAYABILITY	6
		DURABILITY	7

UPPERS

- Decent gameplay for NBA fans
- Fairly real action for star players

DOWNERS

- Only half of the court is used
- Must be a hardcore fan

Thanks to Bits & Pieces. Tel: (0625) 501810.

MUHAMMAD ALI HEAVYWEIGHT BOXING

REVIEW

Boxing games are far from being the kings of the video game beat'em-ups. How will Muhammad Ali stand up to the likes of Fatal Fury?

I find it hard to believe that there is a real demand for boxing games on any format. It's not that I'm seriously against the sport, I just don't think there's enough to do apart from stand opposite a chap and continuously smack him in the face.

In the past there have been some so-so games on the Mega Drive, Evander Holyfield's 'Real Deal' being worthy of particular note. As yet however, none of the boxing games have been able to hold my attention for longer than a few minutes.

Unfortunately, Muhammad Ali is pretty much in the same boat. Admittedly it does make a decent stab at being a bit different as it uses some rather clever 3D polygon graphics to represent the ring. Also as you belt the living daylights out of your opponent the view of the proceedings rotates around the fighter so that you always have the clearest view of the action. The effect is actually quite nifty and works surprisingly well.

A BELTER?

It doesn't really matter how good a game is technically though, does it? When it comes down to it, it's the playability of the thing that really matters and unfortunately this one's a bit of a pooper.

I'll admit that the apparent plethora of features and tweakable options is quite impressive, but the game doesn't really require much skill. You can pretend it does, but really all that is required of you is a half-hearted stab at the joypad buttons.

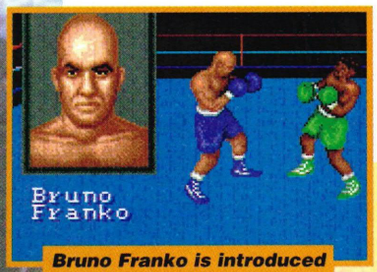
The options fool you into thinking that there's a serious side to this because it gives you the choice of playing arcade or simulation mode. What this means is that there's a mode that requires such serious fiddling around that you have to fool yourself into believing there's some kind of simulation going on!

The game does have some impressive elements though. The aforementioned graphics are quite nifty and there are some absolutely brilliant sampled sound effects throughout. It's just a pity that they don't add to the playability.

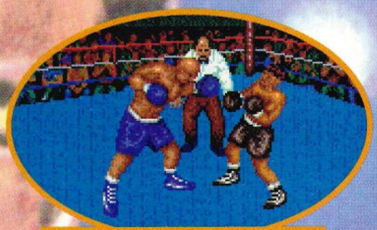
Overall this is a game that will appeal to die-hard boxing fans or people who idolize Ali. The average games player will find it dull though.



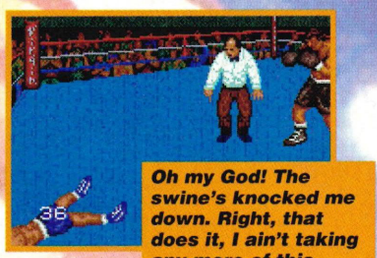
JOHN



Bruno Franko is introduced into the ring. What a lad eh? Float like a brick and sting like a Baby Wet One or something like that

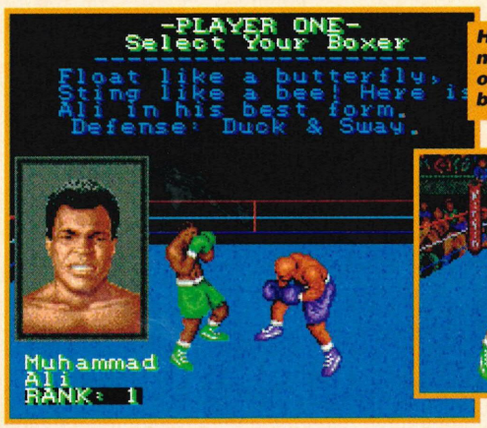


As good ol' Bruno lays into his opponent the ring rotates to ensure that you have the clearest possible view of the proceedings

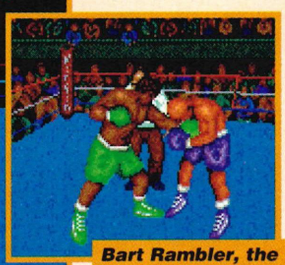


Oh my God! The swine's knocked me down. Right, that does it, I ain't taking any more of this

FLOAT LIKE A BUTTERFLY

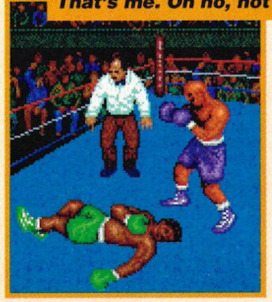


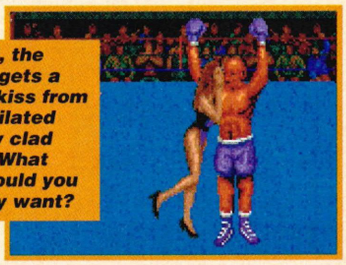
Here he is, the big man himself. Brought out of retirement and back into the ring



Bart Rambler, the number two guy gets a serious smack in the gob from dearest Mr Ali

He's down! Oops, no he isn't. That's me. Oh no, not again





Oh well, the winner gets a sloppy kiss from this pixilated scantily clad bimbo. What more could you possibly want?

MEGA PANEL

SCORES OUT OF 10

BEAT'EM-UP

MUHAMMAD ALI HEAVYWEIGHT BOXING

ONE/TWO PLAYER

OVERALL SCORE 48%

GRAPHICS	7
SOUND	8
PLAYABILITY	4
DURABILITY	3

UPPERS

- The sampled sounds are fantastic
- Some clever 3D rotation effects

DOWNERS

- Slow, tedious and boring
- Too simplistic

Thanks to CTW Games. Tel: 0602 401725

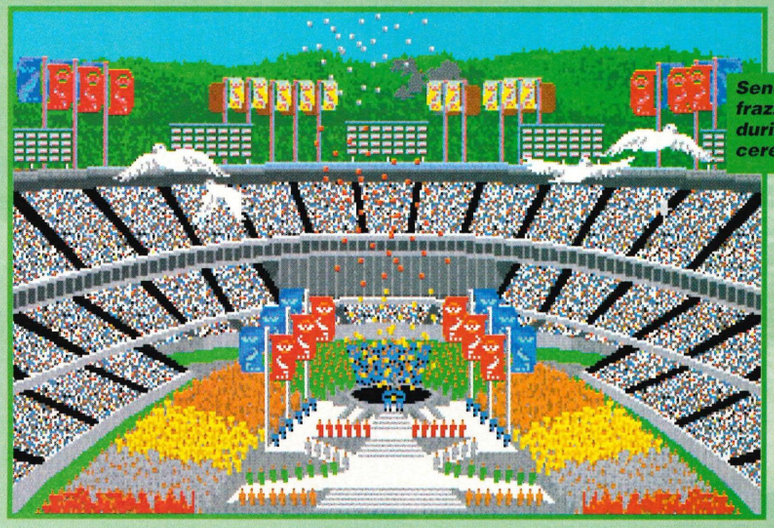
Following on from the success of Winter Challenge, Accolade is in the final stages of development of Summer Challenge. Get that javelin at the ready.



Cycling around the velodrome will really take it out of your poor digits

PREVIEW

SUMMER



Send out the doves to be frazzled in the flames during the opening ceremony

In this simulation of eight events you pit your wits against the world's best athletes. This is all done for the prestige of a piece of gold-plated metal around your neck!

A varied combination of skill and stamina are required to succeed in the events that are as diverse as pole-vault and kayaking, high jump and archery, hurdles and cycling, along with that well known combination, javelin and equestrian.

NEW WORLD RECORD

Start the game by entering your name in the competition and selecting your country. You can then decide to practise in the training mode or compete in the tournament.

If you play in the eight event tournament mode the players can be human or computer controlled. The computer player skill level can be adjusted to one of three difficulties; beginner, intermediate and expert.

Summer Challenge features gameplay strongly reminiscent of the PC version, of which it's a direct translation, and the detail really has had a lot of attention paid to it. The graphics are actually digitized images of real athletes captured on video and then slickly presented on this cart. It even features all the pomp of the opening and closing ceremonies if you want to watch them.

When you throw a javelin you see all the graceful throwing movements and high jump shows up all the facets of the Fosbury Flop, even down to rubbing your back in agony if you leap too soon! Summer Challenge also has an instant replay feature to allow you to relive the glory of past successes or complete cock-ups.

All the details and tactics have been accurately rendered for the individual sports, with all the movements and strategy as close to the real thing as possible. So you do rise up the side of the velodrome when cycling, and archery is as full of nervous tension as the real McCoy.

Control takes some getting used to for each event; stamina is required for constantly tapping certain buttons for speed and acceleration, and a degree of skill is required for jump or movement actions. Fortunately, the training option allows you to play as often as you like to get things sussed.

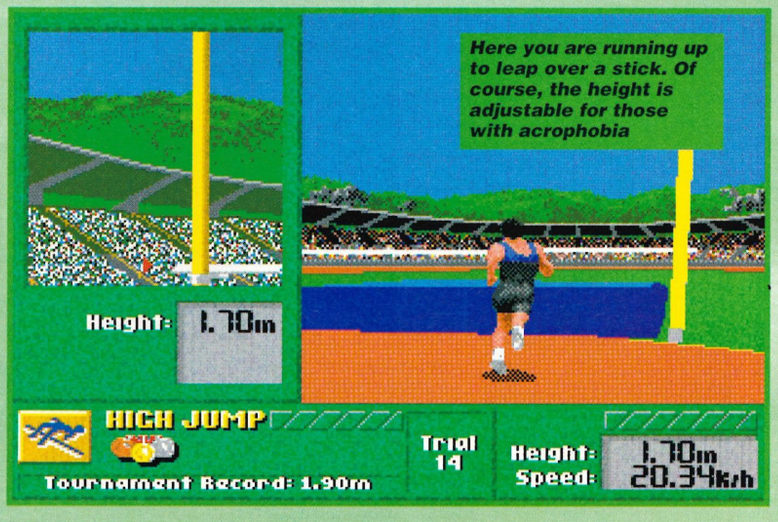
Developed for Accolade by the MindSpan team which has also developed the original Winter Challenge, this should be available for the Mega Drive during June for £34.99.



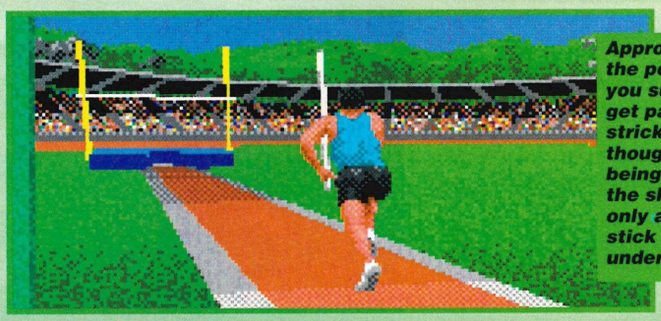
NICK



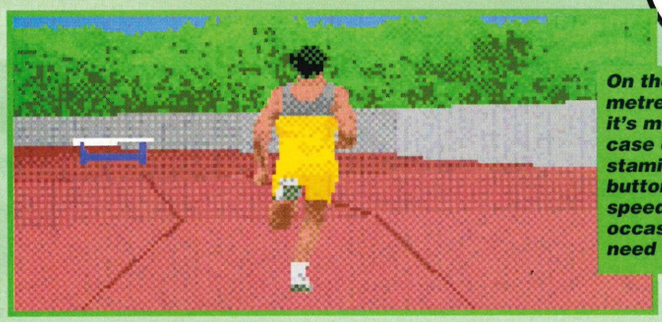
Disaster is about to strike our intrepid javelin thrower as he dislocates his shoulder and ruins his athletics career



Here you are running up to leap over a stick. Of course, the height is adjustable for those with acrophobia

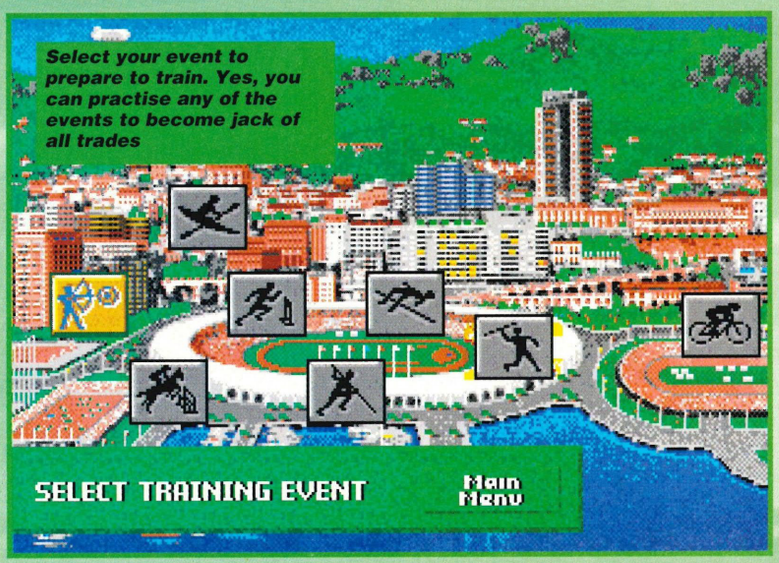


Approaching the pole-vault, you suddenly get panic stricken at the thought of being high in the sky with only a bendy stick underneath you



On the 400 metre hurdles it's more a case of stamina and button pressing speed than the occasional need for skill

CHALLENGE



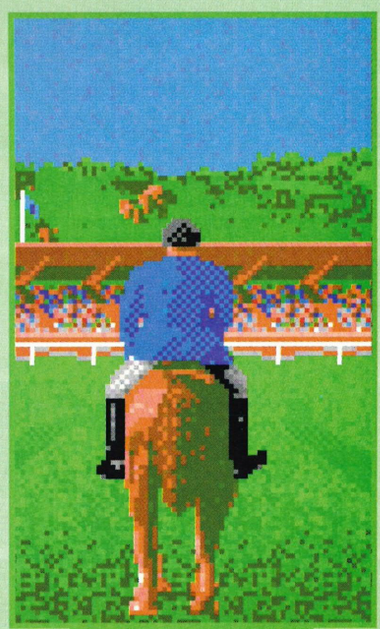
Select your event to prepare to train. Yes, you can practise any of the events to become jack of all trades



After cruising down the kayak course, you're still bitter about missing the gate and hitting the concrete wall



On the podium it's simply a case of showing off your medals with all the other horsey types..



There aren't many games where you can pansy around on a horse while defending the process as a 'real sport'!



Choose the mug of your competitor, as well as their nationality, skill level and their name too



Take aim, be steady and avoid beta blockers in the archery competition

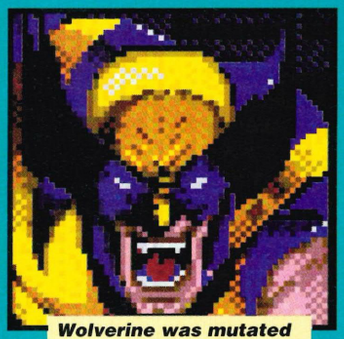


Gambit is a skilled stick fighter and can charge up small items with mystical energy



The Nightcrawler is very agile and has the ability to teleport from one place to another

MEET THE BOYS!



Wolverine was mutated as the result of a genetic experiment, and now has retractable claws that he can use to dispatch bad guys with



For as long as he can remember, Cyclops has been cursed by the ability to destroy things with his eyes

The number one Marvel comic is here in the form of a simultaneous two-player platform extravaganza. It's time to put your underpants on over your trousers to see if the game is actually going to be any good...

X-MEN

PREVIEW

X-Men is one of the most successful comic book series that Marvel has ever created. If you don't know the storyline, well, when the first mutants were discovered they were completely rejected by society, and turned to crime in order to survive.

From a group of these outcasts professor Xavier formed the X-Men to fight against crime. People were wary of them until it became clear that they could protect the world from the evil mutants' plans.

The X-Men train in a place called the Danger Room, which is a powerful computer, producing holographic worlds where their skills are tested to the extreme. However, the evil Magneto has devised a powerful computer virus and its sole purpose is to destroy the X-Men, thus leaving the world unprotected and ripe for invasion.

All of the X-Men have their own abilities. Gambit is an ex-criminal who is able to use a strange type of energy to make small things explode. He can do this to any object, but his favourites are playing cards, hence his name. He is also adept at fighting with a staff.

DANGER ZONE

Wolverine was mutated as the result of top secret government experiments. He has a virtually unbreakable skeleton, retractable claws, and possesses acute senses of sight, smell, and hearing. When his mutant ability is low he will start slashing wildly in a berserker rage, which could even kill him if he is feeling weak.

Cyclops has eyes that store light which he can unleash at will in a devastating optical blast. Because of this he must always wear a visor so that he doesn't accidentally destroy everything he looks at.

When the Nightcrawler was found he was being blamed for a series of child murders. He has been with the professor ever since, investigating his strange ability to teleport from one point in space to another.

The backup characters are Rogue, Archangel, Iceman, Storm and Jean Grey. These can be summoned at any point throughout the game to aid in the fight against evil.

The game captures the feel of the comic perfectly. You can perform all of the characters' trademark techniques, such as extending Wolverine's claws. Some of the more powerful moves call on your reserves of mutant power which gradually replenishes with time. This means that you have to pace yourself, and not use all your power in one go.

Even on the easy level this game is difficult. On the first level you will be attacked by men hiding



Cyclops can shoot his laser in all directions, but it uses a lot of power





Gambit avoids the meteorites while fighting on a spaceship

Wolverine was having trouble against this strange looking fellow until he called Rogue to punch his lights out

in trees when you least expect it and Juggernaut, the first mid-level guardian, is really tough.

If you are getting hurt too much, then you can change characters thus keeping them all alive. This is important because if you let one of them die, then you have to start the level all over again.

FRANTIC SEARCH

Each time you complete a level you are released from the Danger Room to go and explore the X-Men's headquarters to look for ways to recharge your energy before getting sucked back into the computer.

At some points in the game you will find doors. It is possible to go through some of them to find short cuts, power-ups or even a horde of enemies if you're very unlucky! However some of them are locked and you have to locate the keys in order to get any further. Alternatively some doors will only open when you punch certain switches.

Sometimes, you will come to a dead end and if this happens you will have to explore the level to find a switch, activate it, and then explore the level again trying to find any secret passages that it will have opened. All the time you are doing this enemies will attack meaning that the game can get very hard.

X-Men looks like a top two-player platform game, and could be the best comic book conversion yet, easily beating the previous Marvel game, Spiderman Vs the Kingpin. Look out for this around late May priced £39.99.



RICH



The lovely Storm has been summoned and she leaves a massive trail of destruction in her path



Gambit is near to the end of his quest, but he'll have his work cut out against this robot



A naughty mutant is taken out when Gambit slashes him across the face



Because the holographic computer is going wrong it eventually sends evil duplicate X-Men against you. Here, Wolverine is fighting himself. Nice glasses Wolfie!



The Iceman cometh. Hurrah! In this game the Iceman is useless because he can never hit anyone



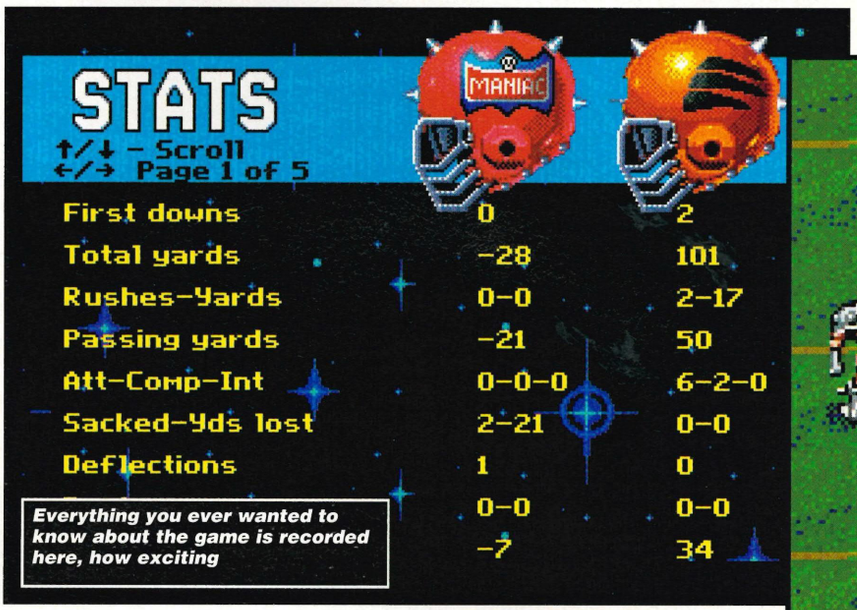
On one of the later levels you must fight to stay on top of a spaceship as it is flying along



Wolverine demonstrates one of his fearsome berserker attacks

MUTANT LEAG

The John Madden American football games have proven to be some of EA's most successful titles. Will this game with the novel twist on the theme be as well received?

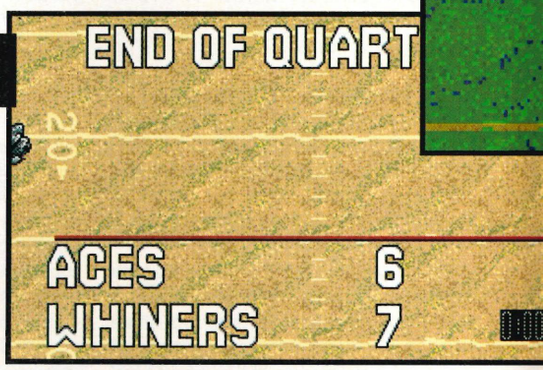


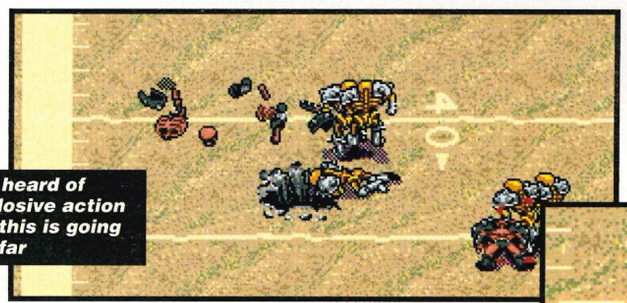
Everything you ever wanted to know about the game is recorded here, how exciting



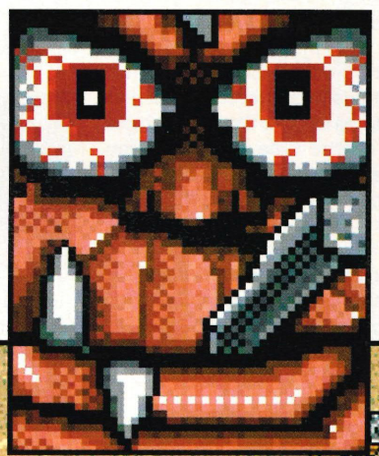
This looks like the sub bench when Rangers play a game. Oh my mistake, this lot are far better behaved

Erm, things aren't going too well at the moment

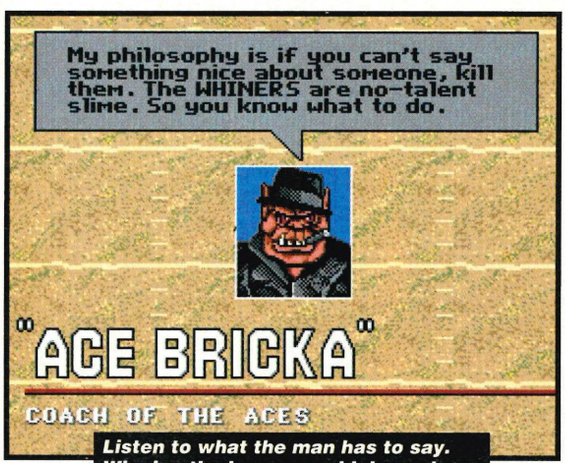




I've heard of explosive action but this is going too far



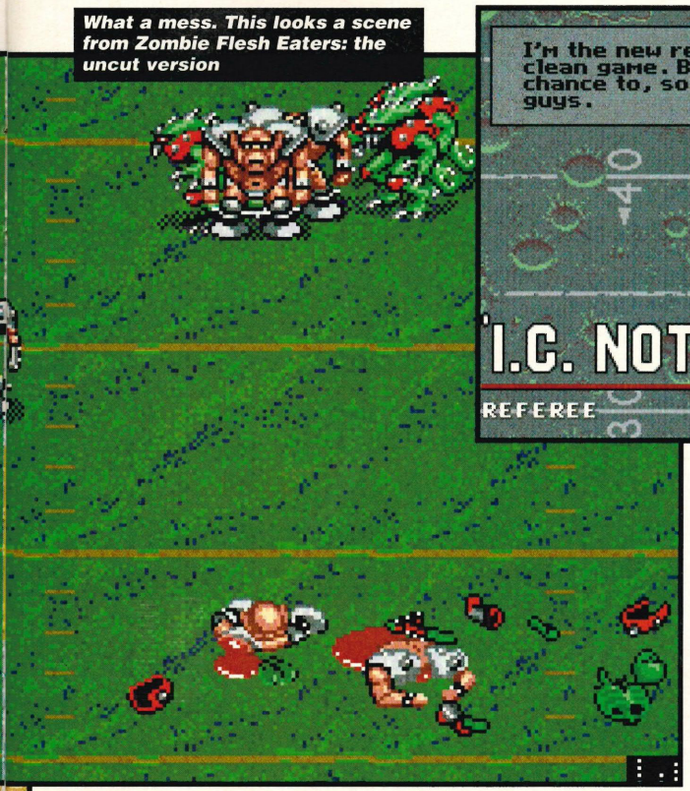
The teams line up. This looks as though it could be a rather violent game – look close enough and you will be able to make out Vinny Jones and Mark Hughes. Let's face it, this is more their type of game



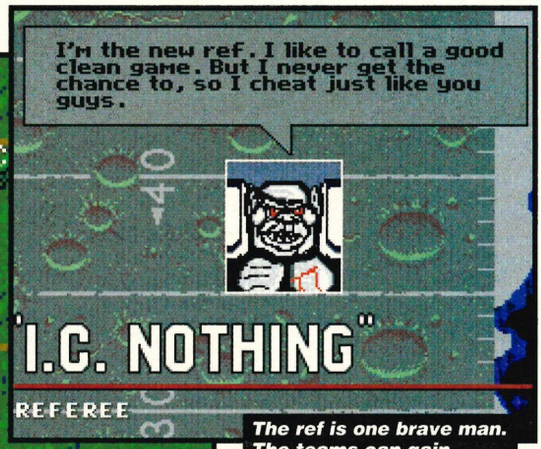
Listen to what the man has to say. Winning the league could depend upon it. Actually, forget the league...your life could depend on it!

RELEASE DATE: OUT NOVEMBER • PRICE: £39.99

UE FOOTBALL



What a mess. This looks a scene from Zombie Flesh Eaters: the uncut version



The ref is one brave man. The teams can gain points for killing him, but on the other hand he isn't known for his fair judgement. Offer him a few quid and things can improve for your team





Holes in the pitch are apt to contain explosives, or worse your star player could fall into an abyss complete with fire and brimstone



REVIEW

What will intergalactic sport be like in the twenty-fourth century then? As the worlds unite and alien races live together in peace and harmony there is no longer a need for war or aggression.

Instead they turn their attention to a sport that apparently has only a very loose rule structure. Based on the ancient game of American pro football, teams from across the cosmos come together to beat the stuffing out of each other in order to carry an inflated pig's bladder (covered in venomous spikes of course) across a line at the end of a field.

Just like Yankee football, the season involves lots of teams from two different leagues; the Toxic Conference and Maniac Conference. They have to beat each other in a series of divisional play-offs before moving on to play in the all-important Blud Bowl.

The play-offs are played at any of 19 different stadiums and each of these is fraught with hazards. American footie may be played on either turf or Astroturf, but in the future this is definitely wimp's stuff. Rock, ice, sand and rubber are the preferred playing surfaces and each has its own effect on the way in which the players can move around.

SUPERBRAWL

To add a little spice to the proceedings there's also a liberal scattering of mines, chasms and potholes that make play that little bit more interesting. On later levels you even have to contend with the unpredictable nature of low gravity.

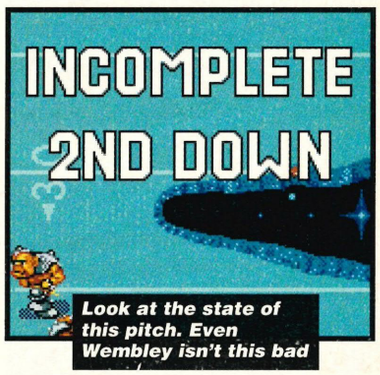
As you'd expect, the players in this stellar arena are different from your common or garden San Francisco 49ers or LA Raiders. Nope, in the future we have robots, mutants and aliens all battling it out to prove who's the toughest players throughout the galaxy.

Although the basic principles of football are adhered to, the stipulations of what is considered fair play have changed somewhat. You still have to achieve yardage gains, and score touchdowns and field goals, but if you're in a spot of bother you do get the opportunity to bend the rules a little in your favour.

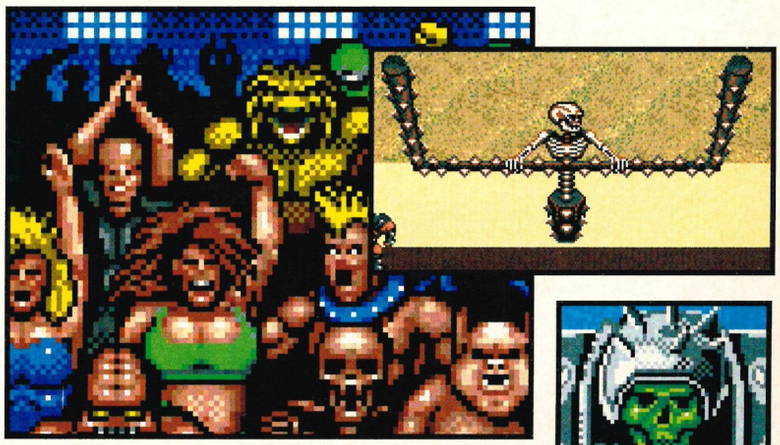
Is the referee annoying you? Does he keep insisting on awarding penalties to the opposition? Why not send a bunch of your lads over to duff him up a bit? Alternatively, why not offer him a few quid to make judgements in your favour? Anything's possible with the right resources.

When you first play the game one thing becomes glaringly obvious – it is very similar to the John Madden series of games. Electronic Arts assures us that the game has absolutely nothing to do

CONTINUED

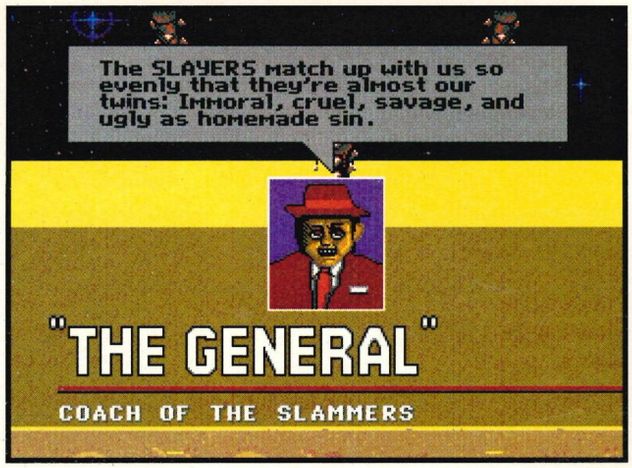


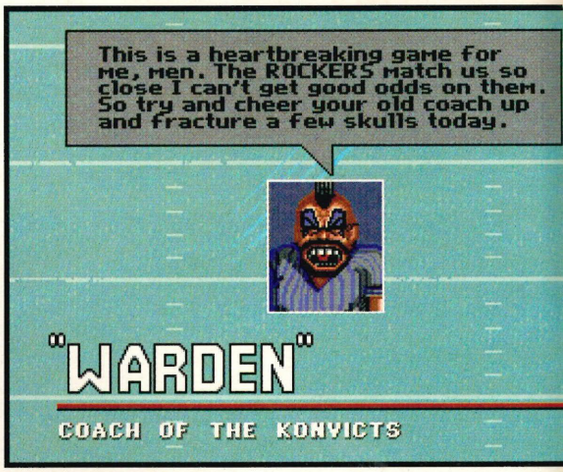
Look at the state of this pitch. Even Wembley isn't this bad



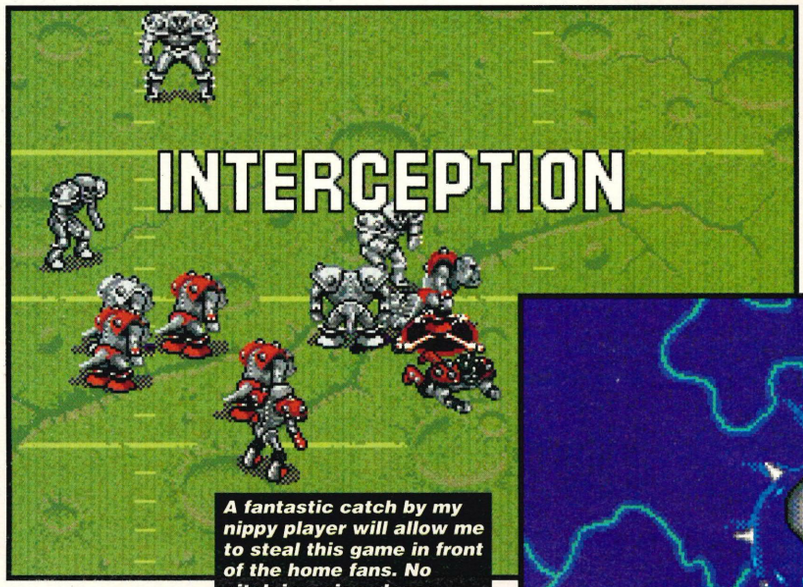
See her in the middle wearing the green she thinks I'm God's gift! Of course she doesn't have her glasses on!



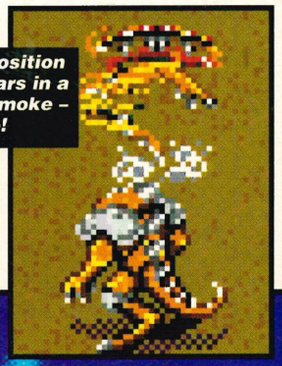








A fantastic catch by my nippy player will allow me to steal this game in front of the home fans. No pitch invasion please



The opposition disappears in a puff of smoke – we hope!







The alien turns on an electrifying performance. This is his special move and what a move it is!





MEGA PANEL

SCORES OUT OF 10

SPORTS GAME	
MUTANT LEAGUE FOOTBALL	
ONE/TWO PLAYER	
OVERALL SCORE	86%
GRAPHICS	7
SOUND	7
PLAYABILITY	8
DURABILITY	8

UPPERS

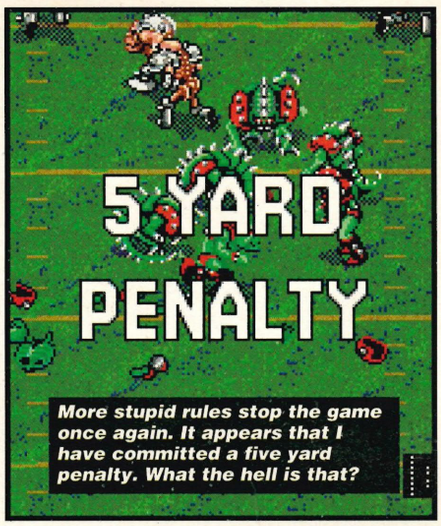
- Well presented
- Humorously aggressive
- Some good ideas pinched from John Madden

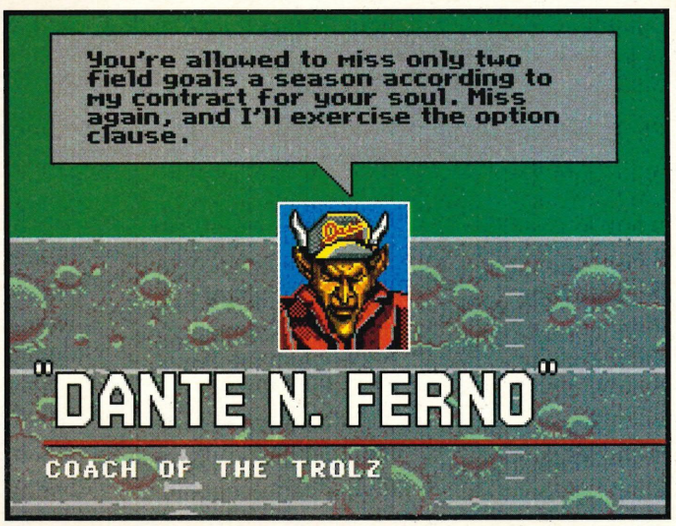
DOWNERS

- Too unpredictable at times



Many of the players insist on spewing out some macho garbage before and after the game. The people who designed the game are obviously very pessimistic about the tribulations of feminism in the future















CONTINUED

with the classic sports sim, but there are a number of features that look remarkably familiar.

Remember the pass windows that appear at the top of the screen when your quarterback has the ball? They're here. The playbook between downs where you select different plays with the three joypad buttons? It's here too. The all-star teams? Hmm, I think I've seen that somewhere before. I suppose there's a lot to be said for nicking perfectly good ideas!

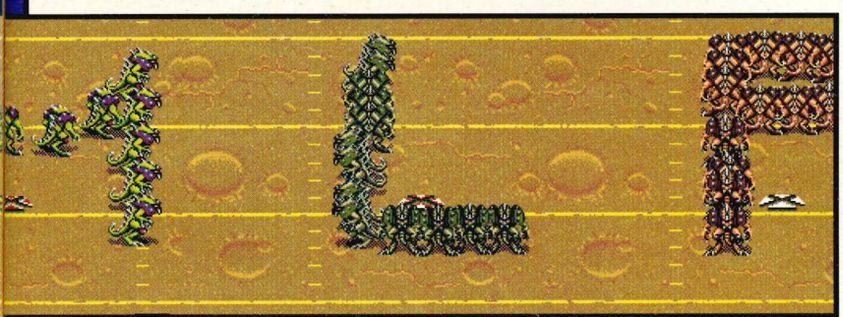
One thing from John Madden that isn't here is the rather nifty perspective effect to the graphics as you scan across the pitch from left to right. The pitch view has more in common with EA Hockey than John Madden, but that's not necessarily a bad thing now is it?

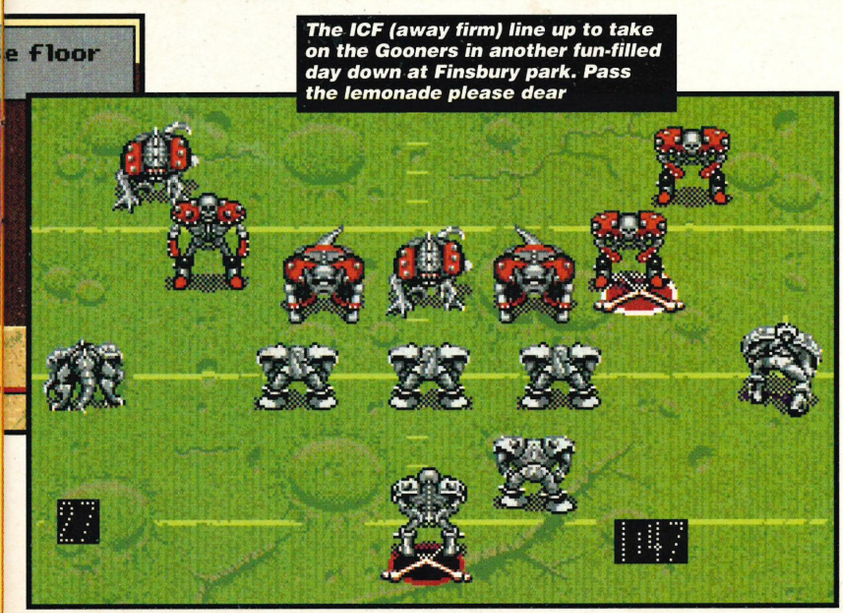
On the 'play' side of things the game is very different. Gone are the old blitz, shotgun and special defences – now we have blood and guts, run and kill, and blud blitz formations – to name but a few.

Your players are merciless at the best of times and will stop at nothing to trample the opposition into the ground. In a one-player game you are even warned of the ferocity of your opponents by means of a death index that varies from simply rough, up to a level of either bone breaking or annihilation!

Considering the game was actually developed in the States, the kind of humour that is found is actually very...erm, English. It's not the sort of thing that you can put your finger on, but many of the funny bits in Mutant League aren't what you associate with American humour.

Ever played a game where you can be disqualified due to excessive flatulence? Nope, me neither until I played this. Even the violence in the game is treated in an amusing way. Mugging the referee often results in a huge cloud of smoke with arms, legs and important gooey bits popping out all over the place in true comic book-style.





The ICF (away firm) line up to take on the Gooners in another fun-filled day down at Finsbury park. Pass the lemonade please dear

AMERICAN HUMOUR?

Humour is definitely one of the game's strongest points – that and the unpredictable nature of many of the players. This isn't just a space age sports simulation, it's a game that has numerous factors just to throw you off your guard, such as players that can stride huge distances of pitch before you've even noticed they've got the ball. Some of you will doubtless get extremely cheesed off with factors beyond your control, and if anything, this is the only slight downfall the game has.

The presentation of the whole thing is absolutely top-class, from the animation of the players to the craters and crevices in the pitch. The sound is pretty good too; the players grunt and groan while the coach curses at you in garbled alien gibberish and the crowd cheers you on. All stirring stuff.

Overall, it has to be said that if you're after a sports game that requires all the skill of John Madden, but with some quirky humour and daft bits then this one's for you. Despite the light-hearted nature of the game, you still need all of the strategy and skill of a standard simulation, but this time you get to have a bit of a laugh.



JOHN

GIVE US A TWIRL



One of the lads kicking – super animation!! SF2 eat your heart out!

Erm, here he is punching

More super moves. This time he's off for a dump without using the toilet

This is the thrilling hurricane kick. I'm impressed

DOUBL

May the gods protect us, Billy and Jimmy are back again, this time in Double Dragon 3. Groan.



Gosh, I can hardly wait



Meet Billy and Jimmy. You do realize if these characters were for real they would be acting in Japanese monster movies called something like 'Godzilla meets the Double Dragon 4 in the fires of Hell'! Sorry it's just a thought

BILLY AND JIMMY WENT ON A JOURNEY TO COMPLETE THEIR MARTIAL ARTS. ON THEIR RETURN HOME, TWO YEARS LATER, THEY MET A FORTUNE TELLER.

REVIEW

Why me? Was I a member of some evil nocturnal organisation in a past life? Or even part of some pagan rites club based in the Shetlands? What on earth have I done to deserve all this?

Way back when I used to think this was a cushy job I had the misfortune to review a game that went by the name of Double Dragon and in a nutshell it was awful. However, it did have the excuse that it was a conversion of an ancient arcade machine game, so I showed a little sympathy when it came to giving a final score.

This time round there is absolutely no excuse, I know I've said it before, but this has to be the WORST game that has ever had the misfortune to come my way – a rip-off, nonsense and anything else bad I can think off. Excluding of course, the time the Huns beat us one-nil in the cup when we played them off the Park!

BAD TIDINGS

Double Dragon 3 is a beat'em-up. I use the term very loosely as the sprites seem to move as if they have a mind of their own, in fact it's almost like watching a Crystal Tips and Alistair video. The sprites flutter all over the place for no apparent reason other than fluttering all over the place!

The object of the game is to collect five Rosetta stones to vanquish evil, or something boring like that. Well, to cut a long story short, one or two players act out the role of either Jimmy or Billy Lee – two brothers who are allegedly the ultimate martial arts fighters on the globe. Alternatively take on the role of one of six lesser characters



Really, well that's made my day you know

E DRAGON 3



Here we have another picture of tough Romans. I love the outfits, ideal for toga parties



Ah, at last. This guy looks to me like a cross between someone from a Jimi Hendrix film and the bloke from Altern 8. I blame it on too many drugs



The Italian job. Yes, here we have the intrepid boys duffing up Roman legionaries – so we're led to believe anyway

with combat skills ranging from general thuggery to karate.

There are a very limited number of special moves (again I'm using a term loosely) such as the hurricane kick that seems to knock over opponents. Wow, big deal!

In all the game has five different locations with only one difficulty setting, which appears to be extra easy.

SNORE

None of the levels pose any problem whatsoever. It is simply a case of walking to the left of the screen (the only direction in which the thing seems to scroll), then waiting for a few blokes to attack.

As in the previous Double Dragon games, the young fighter can enter shops and purchase items such as trick moves and cheap weapons that don't seem to affect the enemy.

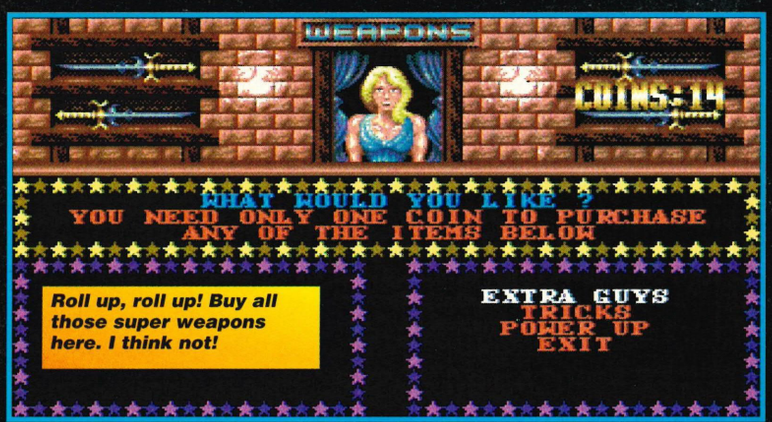
The baddies consist mostly of oriental gentlemen and large types wearing leathers – at least I think that's what they're supposed to be. Oh yes, your hero has to beat up a member of Altern 8 before progression to level three or four is permitted.

The graphics are completely uninspired and in some cases an insult to the art of graphic design. The scrolling doesn't even have one layer of parallax for goodness sake!

Take my advice and stay well away from this. Paying out £45 for this doesn't bear thinking about.



GERRY



Roll up, roll up! Buy all those super weapons here. I think not!



Gulp, here come those dreaded samurai people with their sharp swords. Jimmy and Billy are really pushing here!

MEGA PANEL



SCORES OUT OF 10

BEAT'EM-UP

DOUBLE DRAGON 3

ONE/TWO PLAYER

OVERALL SCORE 10%

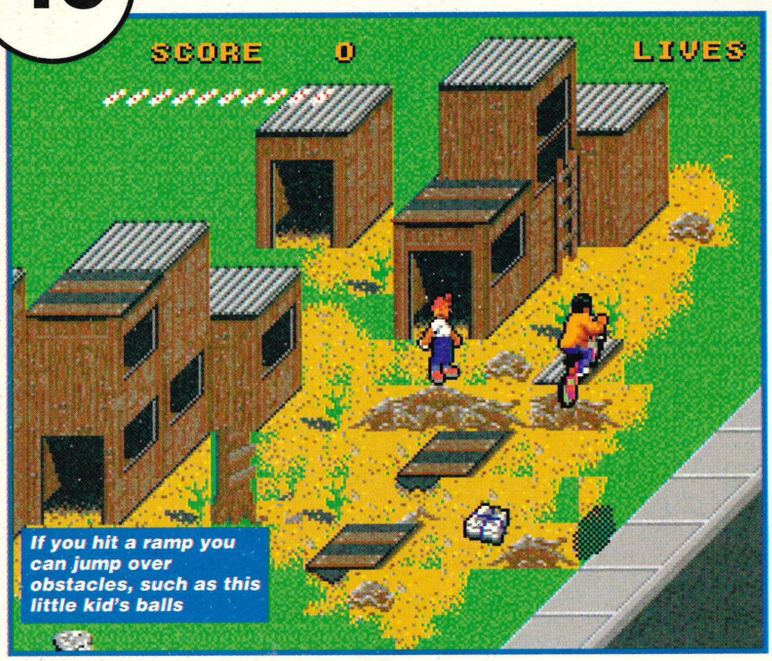
GRAPHICS	2
SOUND	1
PLAYABILITY	1
DURABILITY	1

UPPERS

- The bloke from Altern 8 puts in guest appearance

DOWNERS

- It exists



If you hit a ramp you can jump over obstacles, such as this little kid's balls

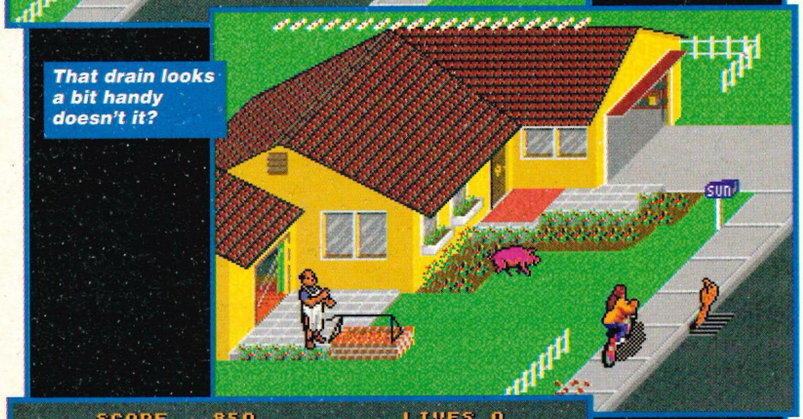
The original Paperboy caused a storm when it first hit the arcades about 10 years ago. Released by Atari, it featured a revolutionary control system; a set of handlebars, complete with brake levers!



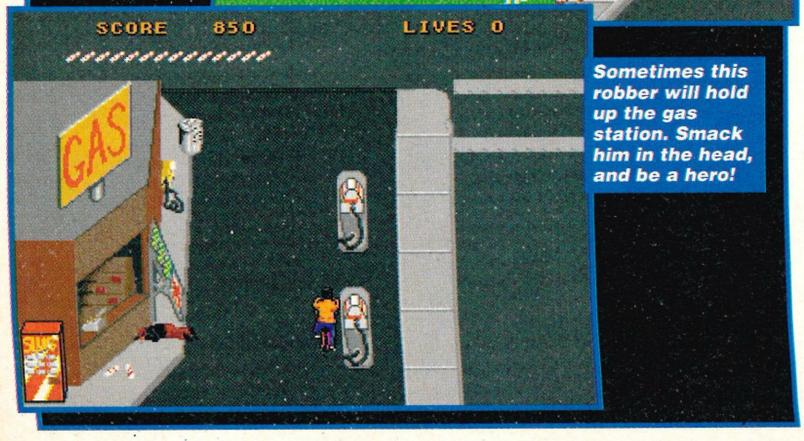
PAPER



If you are too slow, you will get attacked from behind by bees



That drain looks a bit handy doesn't it?



Sometimes this robber will hold up the gas station. Smack him in the head, and be a hero!

REVIEW

Now Tengen has released Paperboy 2, an improved version of the ageing classic. The scenario is simple. You are a paper-boy, who has to drive up a scrolling screen delivering papers to your subscribers, and putting them through the windows of any non-subscribers, whilst avoiding various hazards along the way.

This is the same storyline as the original that has been converted to every possible format, each of which were reasonable conversions.

EASY STREET, HARD WAY

The first noticeable difference is that you can choose whether you want to be a paper-boy or paper-girl. This makes absolutely no difference to the game, but is a nice touch anyway. When you start playing, you are also presented with a choice of streets to deliver papers to. Easy Street is the easiest of the levels, Medium Avenue is slightly more difficult and unsurprisingly, Hard Way is the hardest level.

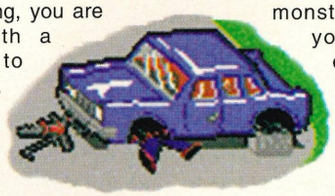
When you start off, you must ride your bike diagonally up the screen, tossing newspapers to the houses on the left. Later on in the level you go round a corner and must throw the papers to the houses that are now on your right.

All the houses you must deliver to have 'Sun' written on the letter-boxes in the front garden. If you throw a paper into one of these boxes, you get a special bonus. More often than not though, you will probably miss and break a window, or hit a person on the head.

SEWER MONSTER

If you fail to deliver a paper, or destroy part of your subscriber's property, he/she will cancel their paper. Lose too many subscribers, and you will be fired.

If by some freak of nature you manage to deliver to all of your customers, someone in the street will re-subscribe. This goes on until you have a maximum of 10 subscribers, then another perfect delivery will result in you being rewarded an extra life. This may sound very easy, but there are a multitude of people and animals milling about that get in your way. Any slight mishap, including hitting the curb, and you lose a life. Unlike the original you are able to jump which is very useful for avoiding some of the smaller obstacles, especially the monster that tries to grab you from inside the drains.



If you hit a ramp of some sort you will go flying up into the air. This enables you to jump over even the biggest obstacles. These obstacles range from cats to the living dead and just throwing a few papers in their direction will see most of them off.

Your boss wants to put his rivals



Bullseye! You too will be able to throw papers with such accuracy if you become a supreme tosser like me!

RBOY 2



out of business, and to achieve this he has developed a Mafia-style attitude, encouraging you to smash up as much of their property as possible, and even cause them physical harm.

This, naturally, is the best part of the game. There's nothing better than terrorising little old ladies by hurling missiles at them! If someone is working beneath a car, then a quick lob of a paper knocks out the jack, and he gets trapped, squirming underneath! Are kids supposed to play this game?

BMX STUNTS

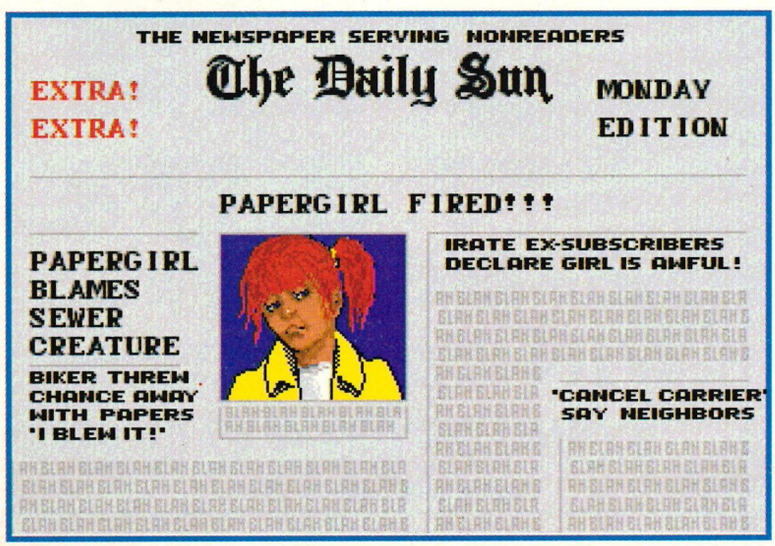
At the end of the day, after finishing your deliveries, you get to have a go on the BMX training course where you can score points by throwing papers at targets, and by jumping over rivers and streams. Reach the end and all the kids in the spectator stand will give you a round of applause!

Paperboy 2 slightly improves on the original. This however, isn't really sufficient to come up to today's higher standard of games.

The graphics are not as good as they could have been, but are passable. The sound is surprisingly good, with lots of digitized speech when you die, or get a paper directly into a box. Although this is quite a fun game when you start playing, there are no outstanding features, and it soon gets repetitive. After a few days of playing, you will consign this to the shelf to gather dust, and only dig it out when you have half an hour to kill.



RICH



If you are hopeless, then you will hit the headlines of your own paper

TRAINING COURSE



At the end of each day you must ride through the training course. Don't mess up like this!

Throw papers at the targets and metal plates to get loads of bonus points

Hooray! Your fans cheer you at the end of the training course

MEGA PANEL

SCORES OUT OF 10

ARCADE	
PAPERBOY 2	
ONE/TWO PLAYER	
OVERALL SCORE	60%
GRAPHICS	5
SOUND	7
PLAYABILITY	6
DURABILITY	5

UPPERS	DOWNERS
● Good speech	● Not enough variety
● Brings back memories...	● No collision detection
	● Brings back memories!
	●

MEGA GAMES

LARGE SELECTION OF USED GAMES

PART EXCHANGES WELCOME

Title	New	Used	Title	New	Used
Alien 3	32.95	23.00	Lotus Turbo Challange	34.95	23.00
Alisia Dragoon	29.95	19.00	Mohammed Ali Boxing	Call	
Aquatic Games	29.95	19.00	Micro Machines	34.95	25.00
Art Alive	29.95	21.00	Olympic Gold	29.95	19.00
Batman Returns	32.95	23.00	Pro Action Replay	44.95	
Bio Hazard Battle	34.95	25.00	Rampart	34.95	24.00
Bull V Lakers	32.95	23.00	Road Rash II	34.95	24.00
Chuck Rock	32.95	22.00	Side Pocket	34.95	24.00
Corporation	32.95	23.00	Sonic II	34.95	22.00
Crue Ball	32.95	23.00	Speedball II	32.95	22.00
Chester Cheetah	Call		Splatterhouse II	32.95	22.00
Desert Strike	32.95	23.00	Super Monaco	32.95	23.00
Dragons Fury	34.95	23.00	Super Monaco II	34.95	23.00
Ecco	34.95	25.00	Tazmania	32.95	22.00
F22 Interceptor	29.95	22.00	Terminator	29.95	19.00
Home Alone	29.95	19.00	Terminator II	34.95	23.00
Humans	Call		Thunderforce IV	32.95	23.00
Indiana Jones	32.95	22.00	Universal Soldier	32.95	23.00
Joe Montana '93	32.95	23.00	World Of Illusion	32.95	23.00
John Madden Football	32.95	23.00	WWF	34.95	23.00
Kid Chameleon	29.95	19.00	UK/Jap Adaptor	9.95	
Lemmings	34.95	23.00	Megadrive & 2 Games	129.95	
LHX Attack Chopper	32.95	23.00	Game Gear & Sonic	99.95	

Tel: 071 372 4356

★ LARGE SELECTION OF USED GAMES ★
★ PART EXCHANGE OR CASH FOR YOUR GAMES ★
★ PLEASE CALL FOR ACCESSORIES & GAMES NOT ON THE LIST ★
★ REPAIRS UNDERTAKEN ★

SHOP OPEN 7 DAYS A WEEK - 213A BELSIZE ROAD, LONDON, NW6
All these and much more! Latest UK & import titles!

Please add £1.50 for games and accessories and £9 for consoles.
Cheques/PO's/Access/Visa to: Mega Games, Merlin House, 122-126 Kilburn High Road, London NW6 4HY Tel: 071 372 4356
ERM...prices subject to change due to currency fluctuations

AMS

ELECTRONIC GAMES

WE OFFER A TREASURE CHEST OF TITLES

★ FREE TRIPS TO EURODISNEY ★



MEGADRIVE (UK/US)		MEGADRIVE (UK/US)	
ALIEN 3	37.99	GLOBAL GLADIATORS	CALL
AMAZING TENNIS	CALL	GREENDOG	34.99
ANOTHER WORLD	CALL	INDIANA JONES	37.99
AQUABATICS	34.99	KID CHAMELEON	34.99
ATOMIC RUNNER	36.99	KRUSTYS FUN HOUSE	38.99
BUCK ROGERS	29.99	LEMMINGS	37.95
CAPTAIN AMERICA	37.95	LOTUS TURBO CHALLENGE	38.95
CHAKAN THE FOREVER MAN	38.99	M.I.G 29	CALL
CHUCK ROCK	37.99	MUHAMMED ALI BOXING	CALL
CRUE BALL	37.99	M.U.S.H.A	34.99
DESERT STRIKE	39.99	PGA TOUR GOLF 2	39.99
DRAGON'S FURY	37.99	PITFIGHTER	39.99
EA NHLPA HOCKEY 93	37.95	PREDATOR 2	36.99
ECCO THE DOLPHIN	39.99	POWERMONGER	39.95
EURO CLUB SOCCER	38.99	QUACKSHOT	34.99
F-22 INTERCEPTOR	34.99	ROAD RASH 2	39.95
FATAL FURY	CALL	ROBOCOD	34.99
FINAL ZONE	34.99	SIDE POCKET	36.99
FLASHBACK	CALL	SHADOW OF THE BEAST 2	39.99
FLINTSTONES	CALL	SMASH TV	36.99
GADGET TWINS	44.99	SONIC THE HEDGEHOG 2	36.99
GAME GENIE	44.95	STAR CONTROL	29.99
		STREETS OF RAGE 2	44.95
		STEEL TALONS	34.99
		SUPER KICK OFF	CALL
		SUPER OFF ROAD	29.99
		TERMINATOR 2	37.99
		THE SIMPSONS	34.99
		TWO CRUDE DUDES	39.99
		WHEEL OF FORTUNE	44.99
		WORLD OF ILLUSION	38.95
		WWF WRESTLEMANIA	37.99

WOULD YOU LIKE A TRIP TO 'EURODISNEY'?

When you buy 4 games or more from us, and join our club at a cost of £9.99 per annum, we'll give you a voucher valid for one year enabling you to claim the following FREE of charge:

1).....2 Return flights to Paris
2).....2 Entrance tickets to 'Eurodisney'

HURRY!!! OFFER ONLY AVAILABLE FOR A LIMITED PERIOD OF TIME.

Send large SAE for details and list of available games or call.
Membership entitles you to FREE monthly newsletters detailing latest releases and news; colour catalogue; discounts; Free entry to all promotions/competitions and Mega-CD newsletter.

WHY BUY FROM ANYWHERE ELSE?!?

(Prices start from £19.99. All software subject to availability.)

081 201 0535

Shop open 12 to 7pm Mon to Sat. Please call to reserve and/or confirm availability.
Please send cheques & postal orders payable to: 'AMS ELECTRONIC GAMES' and post to: AMS Games, Dept MAG, 145b Deans Lane, Edgware, Middlesex. HA8 9NY
Please add £3.00 per title P&P to Europe.

TIPS 'N' CHEATS SUPER PRIZES

GET YOUR SCORE SORTED
EEEEEZZZEEEEE!!!

WITH

MEGASUS SOLUTIONS

NO "CALL TIME" WASTED WITH VERBAL RUBBISH!
LINES UPDATED EVERY MONDAY WITH THE HOTTEST TIPS AND CHEATS AROUND

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

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

COMP-LINE 0336 42 03 28

(Multi-choice with Tie Breaker)

IMPORTANT:

Please ask the permission of the person who pays the telephone bill before making any calls.
CALLS COST 36p/MIN CHEAP RATE AND 48p/MIN AT ALL OTHER TIMES.
Calls cost a maximum of £3.60. Full rules from this address.
Megasus Solutions, Globe House, Headley Road, Grayshott, Surrey, GU26 6LB.

MEGA-CD EXCLUSIVE PULL-OUT MAGAZINE ● ISSUE 3 ●MAY '93

MEGA-CD

ADVANCED GAMING

WOLFCHILD

BEWARE THE WEREWOLF...

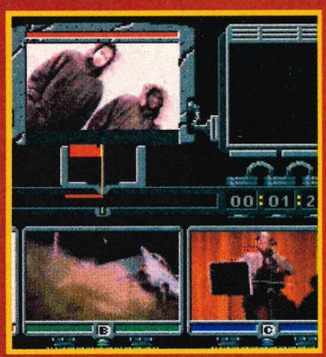
EVERY OFFICIAL CD GAME FEATURED

SOL-FEACE



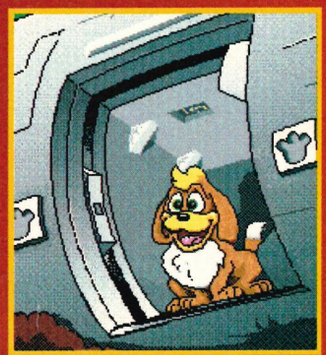
PAGE 47

KRIS KROSS



PAGE 48

WONDERDOG



PAGE 52

CHUCK ROCK
WONDERDOG
SEGA CLASSICS
ROAD AVENGER
PRINCE OF PERSIA
SHERLOCK HOLMES
BLACK HOLE ASSAULT

MEGA-CD NEWS

The British Mega-CD will be hitting the streets about now, so there is no doubt that you are all totally desperate to find out all you can about the wonder machine and its games...

CD SONIC

Not only do we bring you exclusive news of Sonic 3 this issue (see page six), but we now give you the latest update on the one game that all Mega-CD owners are waiting for – CD Sonic. Set to be considerably larger than either of the games we know and love, one of CD Sonic's most impressive features will be the quality of animation used for the cartoon sequences between levels. Representatives from Sega have been heard saying that it'll have "Disney quality animation" in these sections.

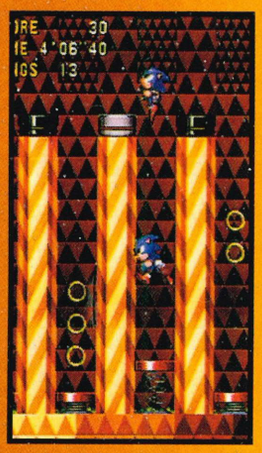
The game itself has actually only been in development for a few months, although there have been rumours for about a year! It would seem that there is still a lot of work to be done.

One thing we can be assured of though is that it involves a very similar style of gameplay to both Sonic 1 and 2, but it's likely to be bigger, have considerably better graphics and animation and much better sound, as well as lengthy passages of speech.

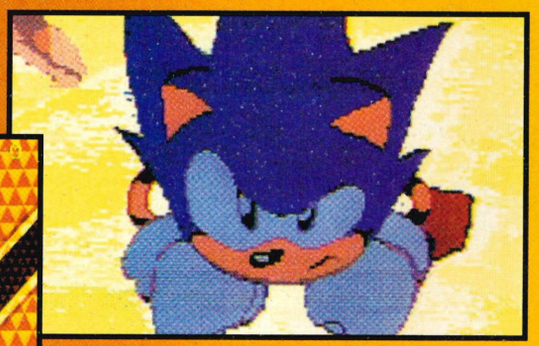
We can also look forward to the inclusion of a new section to the game known as Time Attack which is a race against the clock. Here you have to get from the start of a level to the finish in the fastest possible time.

It could even be early 1994 before we see this little beauty, but rest assured we'll bring you any news just as soon as we get it.















MOVIE MA



LAST ACTION HERO

Set to be the other big movie of the summer is Arnie's Last Action Hero. Apparently, Sony Imagesoft has snapped up the rights to the Mega-CD version and all being well it's going to be another interactive movie jobby.

Details of what the game will involve are unclear at present. All we know is that it's set for US release this autumn and it'll probably involve lots of shooting!

SEWER SH TRA





DNESS: JURASSIC PARK

Set to be the big movie of the summer, Jurassic Park looks like it's also going to cause quite a storm on the Mega-CD. Billed as the machine's first genuine 'interactive movie' the game includes all the film's major characters.

it follows the story of an eccentric billionaire who wants to construct a prehistoric theme park. He found a million-year-old mosquito in a block of ice and is painstakingly extracting dinosaur DNA strands from its bloodstream so he can recreate whole dinosaurs. Flashy stuff eh? As you'd expect, it all goes horribly wrong and the dinosaurs run amok, creating all sorts of damage.

The game is being developed alongside the film production and it's all being sorted out by Sega at its rather snazzy and expensive multi-media studio in Los Angeles. Expect to see the game appearing this autumn.



CLIFFHANGER

Sony Imagesoft is certainly into this movie licence lark! Its autumn catalogue will not only include Arnie's latest movie, but also the long awaited new Stallone movie, Cliffhanger.

The game places you in Stallone's shoes as a mountain rescue expert whose girlfriend has been kidnapped by a bunch of hi-tech fugitives – whatever they are! All the action is set on a snowy mountainside and we're assured that the game will include the obligatory digitized footage from the movie, along with Sly's eloquent and dulcet tones informing you of any important info. Watch for more news next month.

SILPHEED

Looked in awe at the recent shots of the Super Nintendo game Star Fox? Well, it seems that it prompted Sega to scour the Japanese developers for a game that would match this graphical masterpiece. The result? Silpheed. This is only a working title with the official UK version probably being called something totally different.

A 3D shoot'em-up, the game utilizes some absolutely gob-smacking 3D polygons which are like both the arcade game Starblade and the aforementioned Star Fox. The action will take you from the valleys and plains of your home world where there are some startling fractal generated backdrops, to the far reaches of outer space where you'll have to attack huge lumbering space hulks and fleets of vicious star fighters.



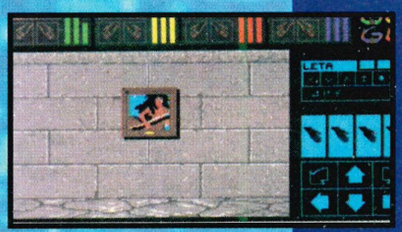


DUNGEON MASTER 2

RPG buffs will be in an orgasmic state when they realize that the long awaited sequel to Dungeon Master is to be launched onto the Sega multi-media platform. For years Sega owners have been pratting about with old fashioned scrolly D&D games.

Fortunately, to make up for this we are treated to the very first version of Dungeon Master 2! Apparently this will have some super snazzed up graphics, talking characters and absolutely enormous quests.

It seems that the game is being released in Japan first because they're crackers about role-playing games over there, with a US and UK release at roughly the same time later in the year. Sounds brill.



ARK AND NIGHT P DELAYED

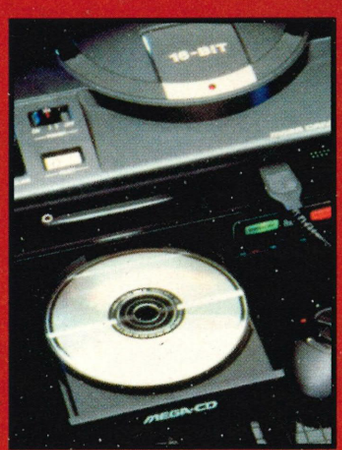
If you saw our review of Sewer Shark last issue you will no doubt realize that this is set to be an absolute stonker. Unfortunately, Sega is experiencing problems converting it across to a UK format CD, so we're going to have to wait a couple of months for a proper UK version. What a bummer eh?

It seems that these full-motion video games are actually a real pain in the arse for developers. Apparently the games are originally filmed and digitized for the US NTSC standard which actually updates the piccies on your screen much faster than the UK PAL standard.

As a result when they try and run the thing on a UK machine the graphics and the sound that's being taken in from the CD are actually pulled in at different speeds. The result is some bad lip synch problems rivalling even the tackiest Japanese monster movies!

We're assured by Sega that both Sewer Shark, and the forthcoming adventure game Night Trap will appear intact sometime before the summer.

MEGA-CD EXPLAINED



Judging by the number of letters we're receiving on the subject, it would seem that there's some considerable confusion about this compatibility lark with the Mega-CDs out there. Here are the facts! There are three different types of Mega Drive; the UK Mega Drive, the US Genesis and the Japanese Mega Drive.

There are also three different CD units; the UK Mega-CD, the US Sega-CD and the Japanese Mega-CD. You can only use a CD unit with the Mega Drive console from the same country ie a UK Mega-CD with a UK Mega Drive.

When it comes to software, the same is true with UK games only working in a UK Mega-CD attached to a UK Mega Drive. It is all quite simple really.

Why is this though you may ask? Apparently it's all to do with Sega wanting to clamp down on grey import games passing from country to country. This means if you can't play a foreign game on your system, you won't want to buy one. Grey import problem solved! That's the theory anyway.

IN THE BAG

The Mega-CD comes complete with three game CDs. The first is the Sega Classics Pack which contains five ageing cart games, Cobra Command is the second and the final one is Sol-Feace. Are they any good?

SEGA CLASSICS

REVIEW

COLUMNS

A clever little one this, nothing too complex but a real grower nonetheless. Columns of three coloured jewels fall from the top of a pit, in the usual Tetris manner. This pit is seven jewels in width and some 15 or 16 high.

The idea is to arrange the coloured jewels into rows, columns, or diagonals of three or more of the same kind. Once they have been matched they disappear and the jewels above drop to fill the gaps below. The idea is not to allow the pit to fill up and end the game.

Luck plays a big part in that when the matched jewels disappear the falling jewels often make another match.

You frequently get extremely useful chain reactions that can clear a backlog in the play area very swiftly. It's good fun and the two-player challenge is a laugh.

GOLDEN AXE

This old favourite sees three muscley types trying to fight the skeletal minions of the evil Death Adder. This is one of the games that woke people up to the Mega Drive in the early days of its career in Europe, and rightly so!

The combination of magic, monsters, hack 'n' slash gameplay and top-notch graphics make Golden Axe a really special game for its age.

Its only downfall is the fact it is too easy in one-player mode, but two-player mode – where you can hit the other player as well as the bad guys – is a real winner.

REVENGE OF SHINOBI

An absolute corker of a ninja game and, along with Golden Axe, it did wonders for the Mega Drive. You control Jo Mushashi who has to take on the evil Neo Zeed who is trying – for a second time – to dominate the world. The top class ninja has his shurikens, sword and four varieties of ninja magic with which to combat his foes.

This game also has one of the most famous cheats in the Mega Drive world: Set the number of shurikens at zero, leave it for a while and you'll have an infinite number.

It is fast moving, looks brilliant even by today's standards, and even the sequel won't improve on it much. A top game.

STREETS OF RAGE

For many this was the definitive Mega Drive beat'em-up. The combination of swish backgrounds and innovative gameplay made it very popular in its day. It looks dated now, but it is still a good crack and you won't finish this one in a day.

You can choose from three characters, each with different styles of butt-kicking. When it comes to it though all you can do is press B to attack and C to jump. It can hardly be called varied, but it is violent enough to keep the interest up!

One nice touch is the way you can call up artillery back-up if things get tricky. This isn't brilliant, but it's worth having.

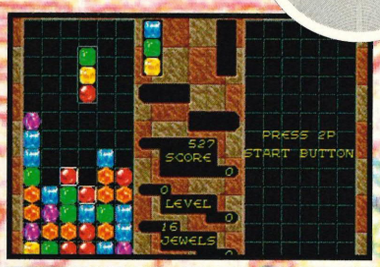
SUPER MONACO GP

This is the original, and some may say the best, Monaco GP game. It's the classic tale of 16 tracks, a GP driver (you) and 22 other drivers determined to beat you as best they know how.

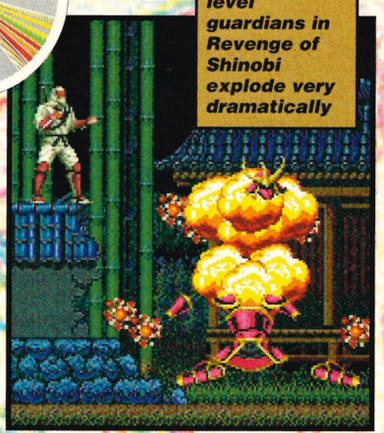
It hasn't actually got much to do with Monaco at all and none of the tracks seem to resemble their namesakes with anything more than a passing nod.

There is a one-off practice mode and you can also enter a full season's championship and lose in even bigger style. Ahhh, what the hell, it's quick, makes some nice brrm, brrm noises and passes a few hours fairly quickly. Not the best game here but it's OK.

OVERALL 70%



Columns features a two-player competitive game, but it's not as good as two-player Tetris on the Game Boy



The end-of-level guardians in Revenge of Shinobi explode very dramatically



Those rather charming pink lizards in Golden Axe can be ridden by the player and they use their tales to whip the opposition



Axel from Streets of Rage makes full use of a handy piece of pipe

COBRA COMMAND



The thrill of flying through the Grand Canyon at full whack just can't be beaten

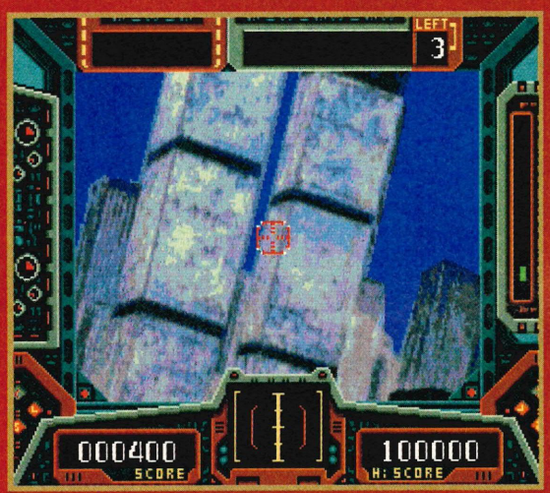
REVIEW

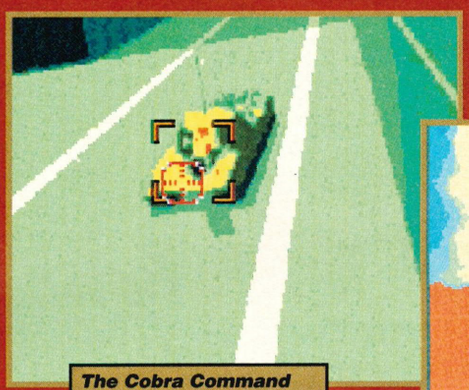
This is essentially a bloody impressive conversion of one of those laserdisc games that are identical all the way through. This one though offers some intense and challenging shooting action as well as the usual 'push left at the correct moment' stuff.

The graphics are in the style of Japanese animé; your Akiras or your Venus Wars with massive flowing explosions and some interesting camera work. There is an excellent soundtrack with plenty of speech and radio chatter. On the hard level you don't get told where to go, which gives a tough challenge.

It's good to come back to occasionally, but not to play for long time. It's the only one here that really uses the CD's potential.

OVERALL 80%





The Cobra Command chopper zooms in on a New York assailed by the invasion force



The enemy helicopters are getting a good pasting from you

SOL-FEACE

REVIEW

One of the first CD games in Japan, and written by the same people who wrote Cobra Command – Wolf Team. This is essentially your basic shoot'em-up that isn't especially long, but it is bloody hard.

There are minimal power-ups for the ship so it doesn't get that exciting on screen, but you do get infinite continues giving you the opportunity to get bored with it very quickly.



See that, that's your dead friend that is. Unlucky my man

Why is it on the Mega-CD? Well, it has a decent soundtrack and a crap voice-over on the intro and some of the sprites are rotated using the special techniques that the Mega-CD has. Aside from that it hardly shouts 'Ding a lang my ding dang'! But then for a freebie it ain't bad.

OVERALL 55%



Cop for that classic piece of sprite rotation in the robot's appendages

This large robot isn't even an end-of-level guardian. It's just a basic enemy who jumps up and down and waves its arms

This is all a bit strange for a Monday. A CD entitled 'Make your own music video', featuring those two transatlantic superstars (???) Kris Kross, landed on my desk – much to my horror!



Do us all a big favour and shut up mate

KRIS KROSS MAKE MY VIDEO

REVIEW

Well, the basic idea behind this involves piecing together frames of film featuring naked women, monsters from Hell, Kris Kross (see monsters from Hell) and anything else that has appeared on TV and cinema over the years.

This CD is an American import and I think it's the sort of thing more tuned to our cousins from across the sea than us. It is definitely very different from what we're used to on CD format.

In the first instance there is no 'game' as such to mess around with. The opening shots are of a right-on hip hop, electro video jockey inviting callers to give him a buzz so he can play their favourite Kris Kross tracks. Very exhilarating! But hold on, not content with listening to the music, the callers demand a visual demo of the skills of the top video jockeys around and this is where we come in.

JUMP! YEAH, RIGHT!

Each caller chooses one of the three Kris Kross records. A selection of history-making tunes such as Jump, I Missed The Bus and that legendary song, Warm It Up are offered.

Once the caller has decided which song they want they then proceed to inform you, as the VJ, what they would like to see incorporated in their video.

According to the manual it is 'Very Important' to listen to this vital information because it will be the viewers who decide if you make the grade or not.



The hippest man in town shows me what he and his fans think of my new improved Kris Kross video. Up yours mate, methinks

This has to be one of the most annoying parts of the whole fiasco with the callers having the most grating American accents I've ever had the displeasure of listening to. Oh yeah, and they all have names such as Candy and Rrrandy. Is this the sort of audience Kris Kross would like to admit to?

After this it's down to you to use all the video dicing icons available at your fingertips. Everything you would ever need is here; flip between three screens, toss the image, add a little strobe light, slow motion, freeze frame, slice the screen into differing lines. The list is practically endless and there are two choices per option.

After 'filming' is complete the finished work is viewed and given the thumbs up or down by the VJ. If you are good enough the video will make it into the top 10.

IT'S A SWINDLE!

If you can't stand all this heated competition pressure then the option of simply directing your own video has been included. The classy cut of choreography can be saved thanks, or no thanks as the case may be, to a battery back-up. This means you can thrill all your friends at a later date.

Fancy yourself as a budding Julien Temple? (For all you simpletons out there, he's a famous director.) Well, this could be the thing for you. I'm afraid after five minutes it left me dry and lucky to escape with my life because everyone else in the office had heard enough of the two bratty Americans wailing away.



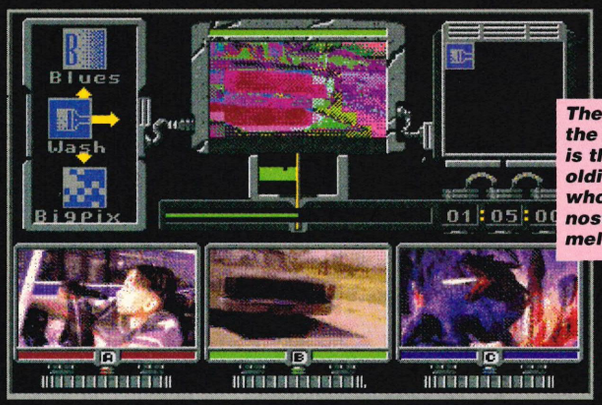
Here is the man of the moment. He's called Wilson C Packer or something along those lines!

Three songs is hardly what I would call unlimited material for expressing one's creative video genius. There does appear to be limitless cinema and TV footage to mess around with, but after fooling about with every feature this effort becomes very boring – even the VJ is tedious with all his jive talk. In the end I couldn't give a toss what he or his listeners thought.

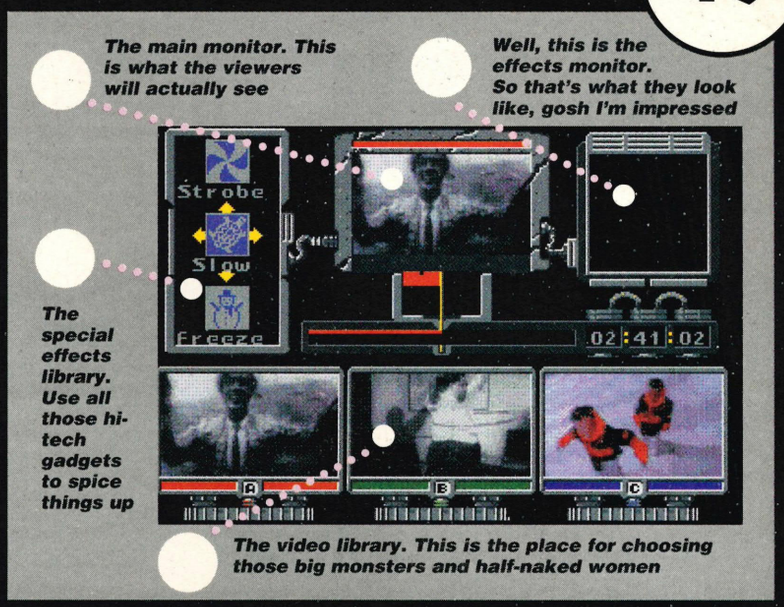
If you're a fan of Kris Kross you'll hate it, if you are not you'll hate it even more. Top marks for trying out a new formula but not enough variety has been incorporated. Probably fun after an excess amount of alcohol!



GERRY



The option to turn the screen all acidy is there for all you oldies out there who miss the nostalgia of the mellow yellow days



The main monitor. This is what the viewers will actually see

Well, this is the effects monitor. So that's what they look like, gosh I'm impressed

The special effects library. Use all those hi-tech gadgets to spice things up

The video library. This is the place for choosing those big monsters and half-naked women



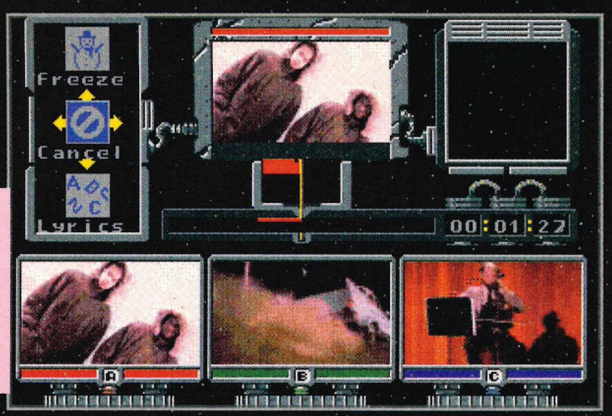


My favourite is the nasty monster on the left-hand side. He always goes down well with the fans



Yes, it's that man again doing what he does best. Yep, talking





This is it, kick off. In we go to the exciting world of making videos for the rich and famous, well it's Kris Kross actually!



Laid back or what? I bet he's a big hit with the girls!



No matter what I produce, the fans just don't seem to appreciate it. Philistines!

MEGA PANEL

SCORES OUT OF 10

INTERACTIVE: MAKE YOUR OWN...

KRIS KROSS

ONE PLAYER

OVERALL SCORE

45%

GRAPHICS	8
SOUND	8
PLAYABILITY	3
DURABILITY	3

UPPERS

- Fantastic presentation
- Good sound
- Like nothing you've ever played before

DOWNERS

- Kris Kross are the stars
- Nothing to keep the player hooked
- Irritating

HOLD THE FRO

As we go to press, Sega assures us that the following official releases will be available in the shops alongside the Mega-CD unit at time of launch.

Sega • Price: £39.99

ROAD AVENGER

REVIEW

If playing the freebie Cobra Command whet your appetite for this type of game you're bound to love Road Avenger FX. Here you take on SCUM, the filth of the highways and byways, from the safety of your super sporty red car.

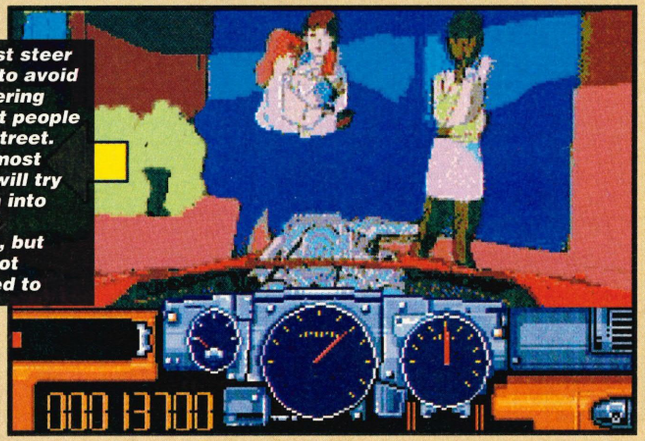
Wolf Team has disappointed no one with this visual feast. Superb animation and fast action should make this a winner with the CD gamer, that is until you've played it for just under an hour and the thing has become terribly tedious. It becomes simply a case of remembering where the yellow arrows and computer prompts will appear and then Bob's your uncle.

The limited number of levels all look spiffingly good the first and second time around, after this it's big Zs all the way to the bedroom. Definitely one for people with chronic amnesia.

OVERALL 70%



Look at that chopper! (Obligatory helicopter comment)



You must steer quickly to avoid slaughtering innocent people on the street. OK, so most people will try to crash into them on purpose, but you're not supposed to

Sega • Price: £39.99

SHERLOCK HOLMES



We now have conclusive proof that as well as creating Sherlock Holmes, Sir Arthur Conan Doyle also played a part in designing that other masterpiece of mystery, Eastenders

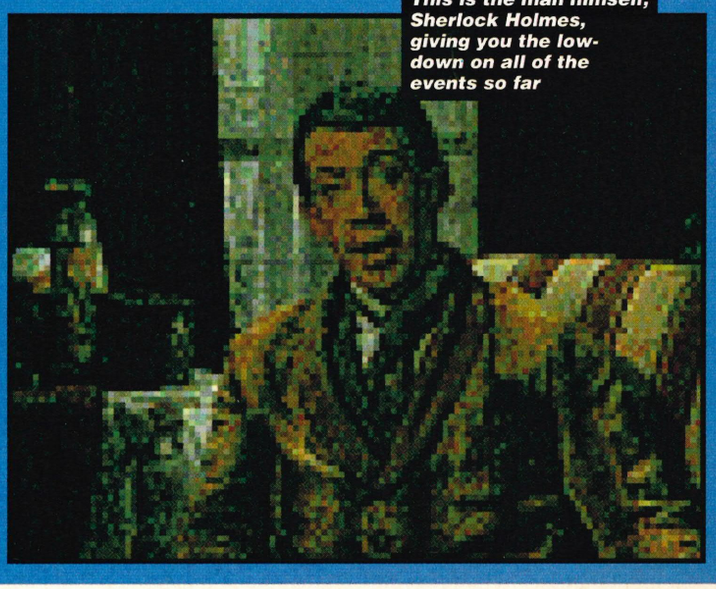
REVIEW

Travel back in time to olde London Town and play the greatest sleuth ever to, well, to catch criminals I suppose! This is a very different CD game to get the brain working. There's no blood and gore for the sicko types, just a rich text adventure.

Using the note books and various contacts Watson and Holmes built up it is up to you to travel all over the world, sift through evidence and ensure justice is carried out in a number of cases.

Graphically it is possibly the weakest CD game so far, but I fancy anyone interested in this genre of game will let that pass. I found it engrossing. Go on give it a go, you never know.

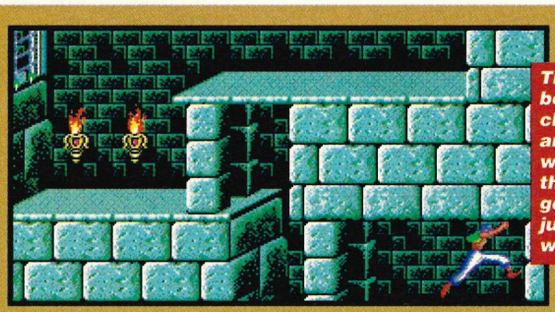
OVERALL 85%



This is the man himself, Sherlock Holmes, giving you the low-down on all of the events so far

ONT PAGE!

MEGA-CD



This game boasts stunning character animations, which means that it looks good when you jump into brick walls

Sega • Price: £39.99

PRINCE OF PERSIA

REVIEW

Hmm, this is a bit of a disappointment really considering this oldish game has made it on to CD. Why the let-down? Well, the main sprite still moves very well and all the dungeons look good, as does most of the game, but there have been no real improvements from the ST and Amiga versions.

A rather boring and basic 'save the damsel in distress' storyline opens the way for the young Arabian prince to enter the big nasty dungeon to face all the usual things one might expect to find lurking in the shadows.

Admittedly the game is difficult to complete with 20-plus levels, but the bloody control system can take some of the blame for the thing being difficult to complete. As said before, this is a pointless conversion.

OVERALL 79%

Sega • Price: £39.99

BLACK HOLE ASSAULT

REVIEW

Oh dear, it's Black Hole Assault. I played this game on import and the passing of time has changed nothing – it's still one of the worst CD games around.

Black Hole Assault is a beat'em-up, but there's no Blanka or Chun Li to be seen. This time it's robots from Earth fighting robots from outer space to decide who has rule over the planet Earth. (The truth about those scriptwriters from Godzilla movies exclusively revealed: they are alive, well and working for Sega Japan. Obviously they've not learned a thing in all that time they took off!)

The moves are limited and boring to say the least. The heavy metal soundtrack is also crap – not the quality of the sound, that's fine, it's the type of music itself! No, no, no. Avoid at all costs.

OVERALL 59%



Millions of dollars invested in advancements in modern technology now allow you to kick the pants off everyone and everything more brutally

Sony Imagesoft • Price: £39.99

CHUCK ROCK

REVIEW

Another enigma here. Why, oh why has Sony released Chuck Rock on CD format? Apart from some nice little intro screens this is the same game seen on several other formats. The sound, as expected is much improved and we can now see a live rock band playing instruments rather than the nasty effort last witnessed on the Mega Drive.

Despite this, Chuck Rock is still a good laugh and a fine platform game. Steaming around the prehistoric world smacking dinosaurs with bricks appeals to my delinquent sense of humour.

With five levels in all to complete it should not present too much of a problem to anyone with a good idea of what games are all about. If you don't own the cartridge version this may be worth a look. I'm still confused though.

OVERALL 70%



Apparently Chuck is often found on top of friendly pink dinosaurs!



Someone told him that he could fly if he flapped his arms fast enough. Oooh!



Chuck ponders whether to rescue his true love from his arch-enemy, or to just vegetate in front of the footie on telly

Sega • Price: £39.99

HOOK

REVIEW

If flying around dressed in tight green leggings and hanging out with loads of small boys takes your fancy then it's time to seek immediate psychological help. No sorry, what I mean is Hook could be coming from the same planet as your good self!

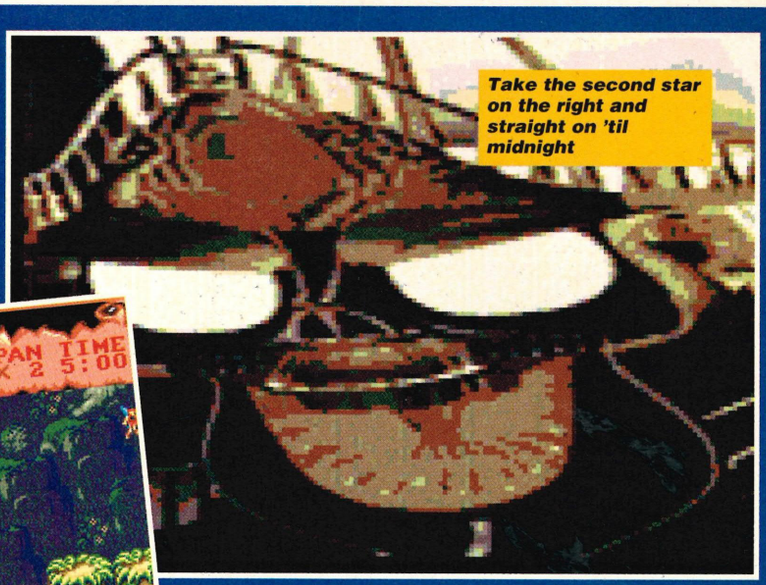
Based on the incredibly unsuccessful film of the same name it's up to you to save Never Never Land from the pillaging of Captain Hook.

This is another platform game (yawn) consisting of 11 mind-numbing levels and the most frustrating control system on the planet. As expected you take the role of Peter Pan and with a little help from Tinkerbell you learn how to fly and fight. Get the message? Thank goodness for that, I thought I was going to have to stay here all night! This is just the same old story with a film title to give it a bit of respectability. Don't believe the hype.

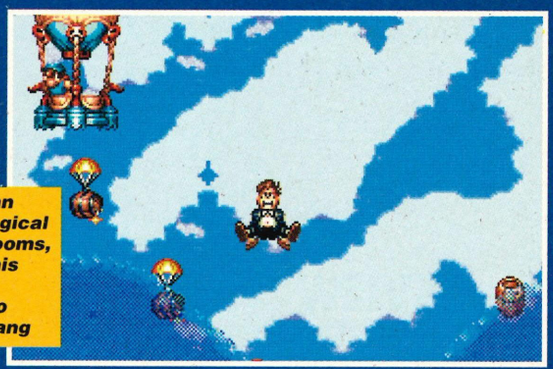
OVERALL 45%



Under the influence of hallucinogenic drugs, Peter Banning believes that he is in a place called Never Never Land. He'll be saying he can fly in a minute!



Take the second star on the right and straight on 'til midnight



When Peter Pan runs out of magical energy mushrooms, he reverts to his adult self and comes down to earth with a bang

Sega • Price: £39.99

WONDERDOG

REVIEW

What do we have here then? A dog from outer space – yeah right! Convince me please. Yet more platform fun from the land of the Rising Sun. The story this time revolves around a certain mutt trying to find his adopted master – this involves bounding around various levels.

Wonderdog is a mishmash of Sonic and Mario, and nicks ideas from almost every other platform game kicking around. However despite all the obvious pilfering it still manages to deliver the goods.

The backgrounds are wonderfully illustrated and several of the stages are incredibly difficult to complete, even with infinite continues. On the downside it does become a little repetitive, but I'm prepared to let that pass if you will. Well worth a look at.

OVERALL 88%



Here is the canine superhero in all his glory, about to leave his spaceship for the first time in a scene from the impressive animated intro

COMING SOON

Sega is intending to produce a steady flow of UK CD titles. The following are releases that are apparently due in the next couple of months.

ROBO ALESTE

Some of you may have seen this game elsewhere as a Japanese import under the ludicrous name of Nobunga and his Ninja Force. Basically a scrolling shoot'em-up with lots of big nasty looking robots this looks suspiciously like every other scrolly blaster on the Mega Drive. It apparently has a rather nifty soundtrack and there are a few large end-of-level guardians which use the scale and rotate facility.

NIGHT TRAP

Dubbed as the game that will 'sell the Mega-CD' this two disk (Yes, that's two disks – over 900 megabytes of code!) adventure game puts you in a strange position. There's this house you see...and it seems to be full of these nubile young school girls...and you've got to save them from these horrible monsters or something.

Anyway, it looks absolutely fabby and uses the same style full-motion video graphics that we've seen before in Sewere Shark.

Sega tells us that the game will retail for about £50. It may sound expensive but it looks well worth the dosh!





MAKE SURE YOU GET IT !

MEGA DRIVE
ADVANCED GAMING

The benefits of subscribing to Mega Drive Advanced Gaming:

- **£18 for a year's sub gives a saving of £6**
- **A six month sub costs £10 (a saving of £2)**
- **Subscribers receive a free newsletter every month with exclusive info inside**
- **Free delivery to your door every month**

I'm fed up of missing it, can you help me get it?

By using either of the two forms below you can guarantee your monthly copy of the greatest Mega Drive magazine to exist in the known universe!

On the one hand you can subscribe and have the mag posted through your door every month, or on the other you can reserve a copy with your newsagent. The choice is yours! So get on with it...

Anyone out there in Canada or USA who wants a subscription can contact the following address for prices and details.
British Magazine Distribution, Unit 14, 225 Bysham Park Drive, Woodstock, Ontario, N4T 1P21, Canada. Tel: (519) 539 0200. Fax: (519) 539 9725

MEGA DRIVE
ADVANCED GAMING

Dear Newsagent,

Please reserve for me a copy of that first-class publication, Mega Drive Advanced Gaming, which incidentally is published by Maverick Magazines and distributed fully SOR by UMD (071 700 4600).

My name is .....

Address .....

.....

.....

.....

Post Code .....

Complete this form and hand it to your newsagent to avoid missing out on an issue of Mega Drive Advanced Gaming.

SUBSCRIPTION TO:

MEGA DRIVE
ADVANCED GAMING

Name.....

Address .....

.....

Post Code .....

Method of payment:
❑ Postal Order ❑ Cheque
Payable to Maverick Magazines Ltd

Length of subscription:
❑ Six months (£10) ❑ Twelve months (£18)

Starting from issue .....

(Subs received after 12 April will commence with issue 11)

Send to: Subscriptions, Mega Drive Advanced Gaming, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

APRIL '93

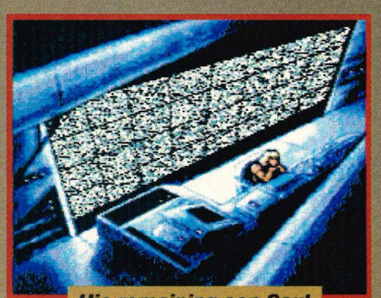


All is quiet...

WOLFCH



This is Max Schneider reporting for Core News Live. Dr Kal Morrow has been kidnapped, and his wife and younger son brutally murdered



His remaining son Saul has seen the entire incident on videotape



...He then decides that he must take revenge upon all those who are responsible



It is suspected that Draxx, leader of the evil Chimera, played a part in these events

REVIEW

Chuck Rock just about made it, but Hook failed miserably. Can Wolfchild make a successful crossover from cart to CD?

I've really sussed this writing lark out. First of all kick off the review with a couple of witty comments concerning children and animals, then it's on to the content of the game. However, this isn't the way forward for this game review!

I had been waiting for Wolfchild with a fair amount of excitement, however the game I received was very disappointing. I realise certain other publications have been wetting their pants over Wolfchild, but personally I can't really see what all the excitement is about!

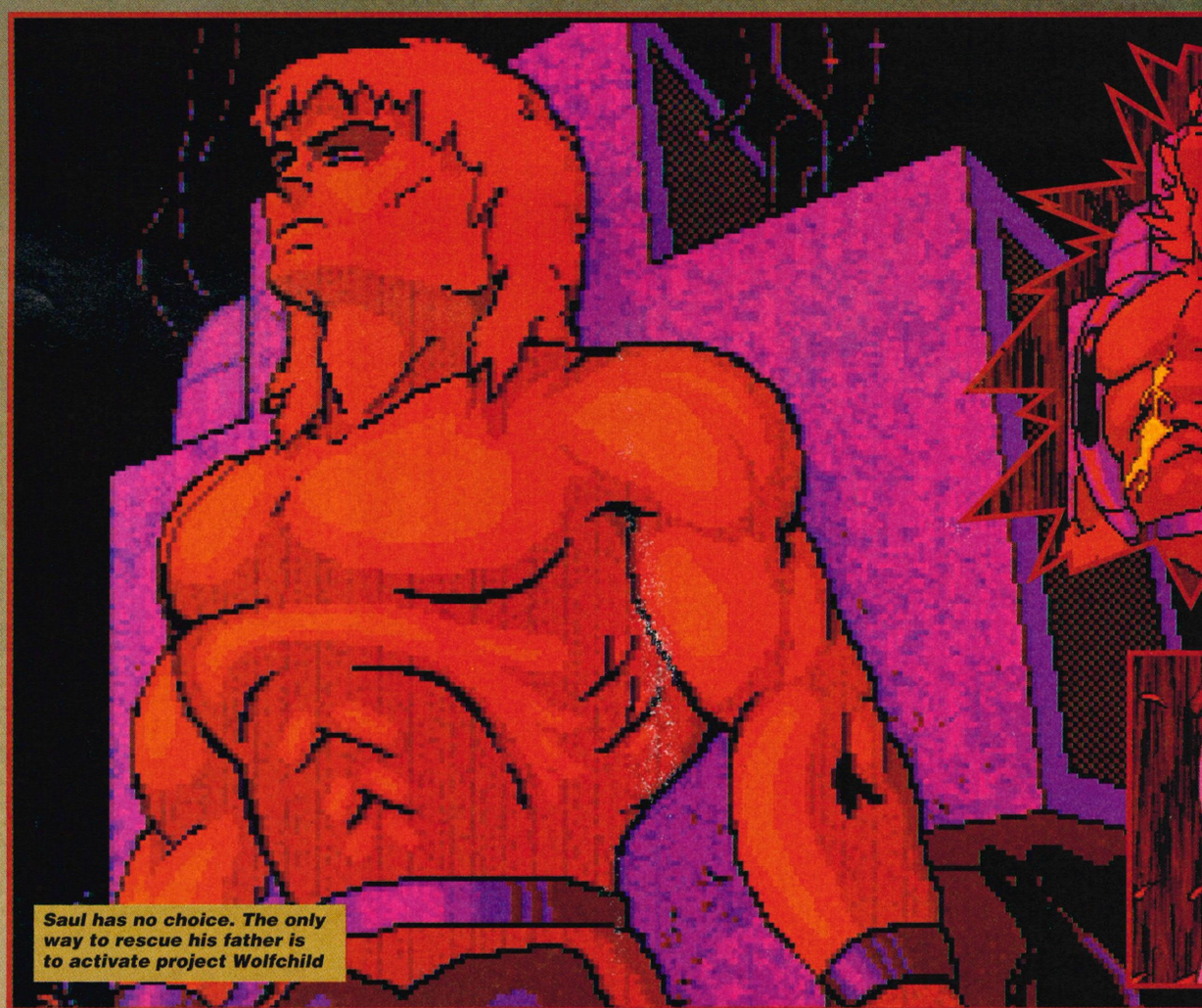
Now we all know the Mega Drive is a reliable but limited console, it just can't handle certain things as well as other machines. This is a sad but true fact, so when Sega announced this CD thing we had every right to think, "About time too, I'm sick of those SNES deadheads slagging me off". Where exactly is all this leading? I suppose what I'm trying to say is this...

If Wolfchild was simply a cart released for the Mega Drive it would be one of the best kicking around. The fact of the matter is that Wolfchild is an official CD release which completely wastes the true potential of this remarkable machine – as do so many other CD games. One can only wonder just exactly what Sega is up to.

THE UPPER LIMIT

Wolfchild is not exactly what you would call a new title. Various versions of the game are available on floppy disk and have been for about 18 months. The CD adaptation looks very similar to the Amiga and ST efforts, including the cartoon-style introductory story.

What is all the fuss about then



Saul has no choice. The only way to rescue his father is to activate project Wolfchild

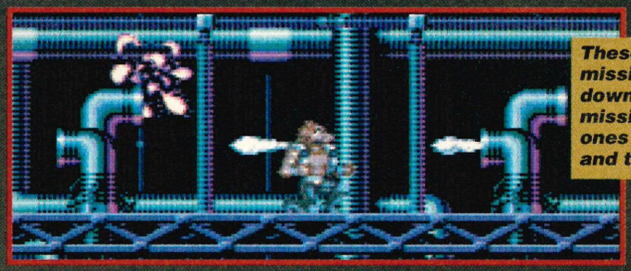
ILD

and why does a typical bloke turn into a wolf at the drop of a hat? Well, Saul's old man is a scientist who can mutate nice people into nasty monsters. Draxx wants this invention and one kidnapping later and the doctor is the grip of evil.

Saul steps into the transmutation booth (just like in the fly) and emerges as the Wolfchild, the creature which can be both man and beast depending on the number of power-ups obtained. Now it's time to bring on the bad guys and a rescue is on the cards.

Surprisingly you take on the role of Wolfchild! As the would-be rescuer you prepare to battle through 10 levels filled with what most video games levels are packed with; monsters, evil mutants, and superweapons.

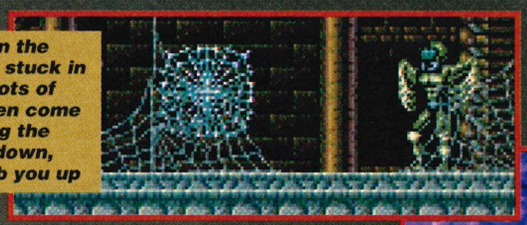
CONTINUED



These pipes fire three missiles at a time. Duck down and punch the low missiles. Wait for the high ones to go over your head and then run!



On stage six there are genetic chambers, and the occupants aren't very happy!



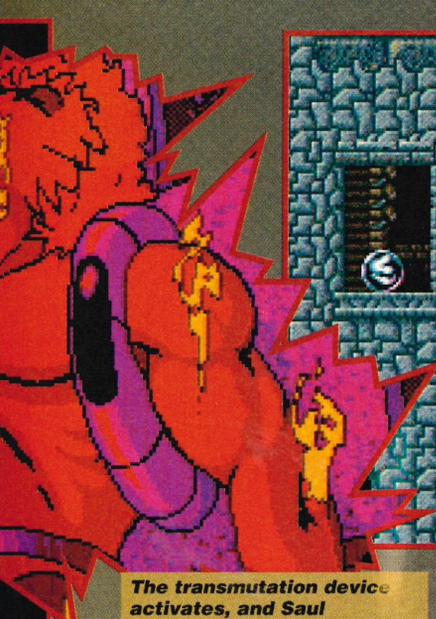
At one point in the game you get stuck in a dead end. Lots of spidermen then come crawling along the ceiling, drop down, and try to web you up



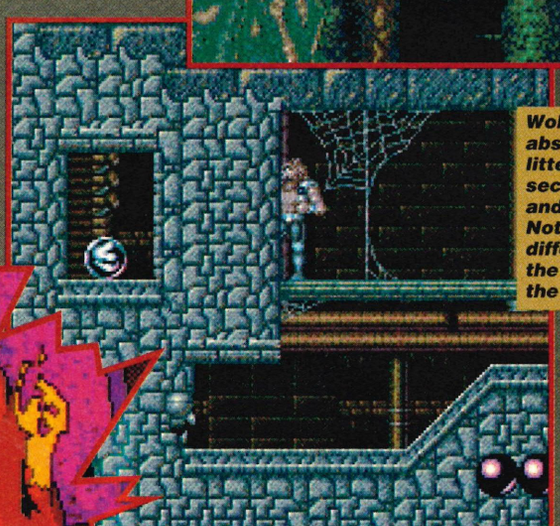
Some platforms in the game start to move when you jump on them. This, for instance, climbs up and down trees when you are on it



When you restart after dying, you appear in a bolt of lightning



The transmutation device activates, and Saul prepares for the unknown



Wolfchild is absolutely littered with secret rooms and short cuts. Note the slight difference in the pattern on the wall here?



Exit one Saul, enter one lycanthropic superhero!



At this stage, you have to run along the conveyor belt, avoiding the crates which injure you if you touch them. This is strange, because they are harmless everywhere else in the game

EAT YOUR GREENS



VITALITY: Extra health. If your health goes above a level, you change into Wolfchild



EXTEND: This increases the maximum length of your health bar by one point



FIREBLAST: This temporarily doubles your firepower when you are the wolf



RESTART: When you die, you start at the last restart point you found



SHIELD: Pick this up, and become invulnerable for a short time



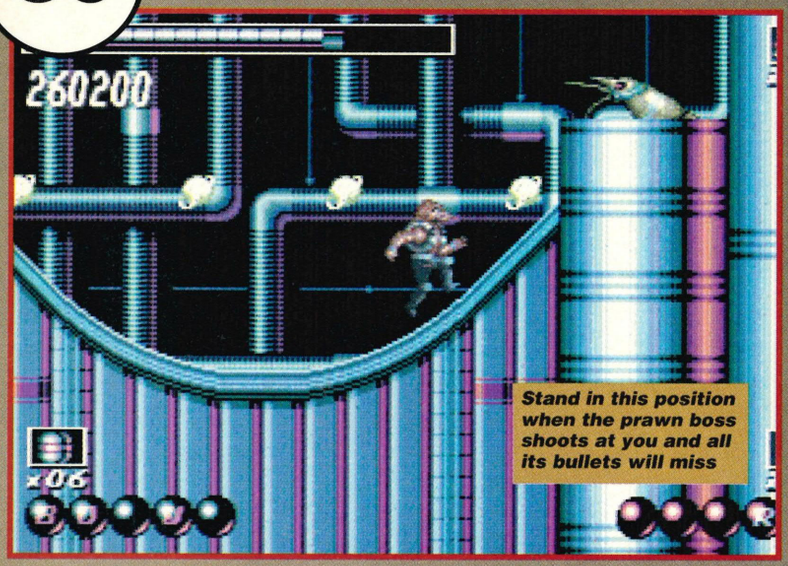
THREE-WAY: Three-way shots come in very handy in the later stages of the game



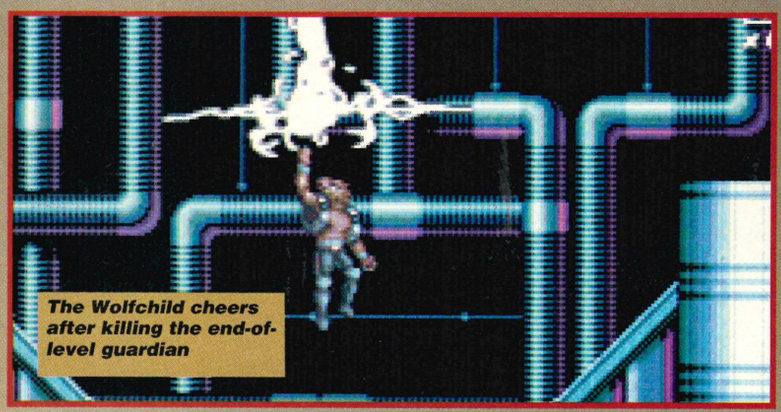
SMARTBOMB: Using this inflicts massive amounts of damage on the enemies



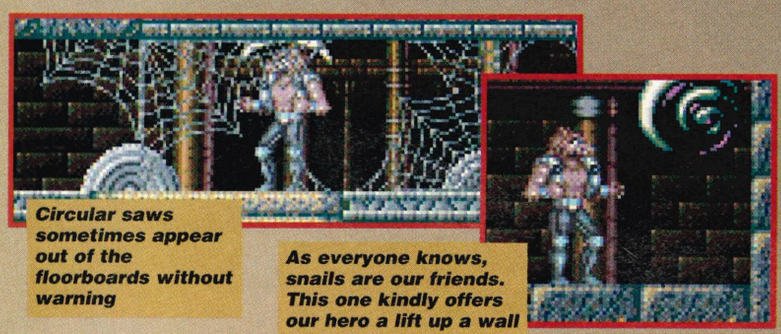
LARGE SHOT: This is a powerful weapon, but cannot be fired rapidly



Stand in this position when the prawn boss shoots at you and all its bullets will miss



The Wolfchild cheers after killing the end-of-level guardian



Circular saws sometimes appear out of the floorboards without warning

As everyone knows, snails are our friends. This one kindly offers our hero a lift up a wall



Saul punches the air after defeating the end-of-level boss

CONTINUED

Wolfchild is something of a mixture of platform adventure, beat'em-up and arcade puzzle. It is a sideways scrolling affair where you must fight through the usual hotchpotch of terrains and landscapes before finally meeting Draxx.

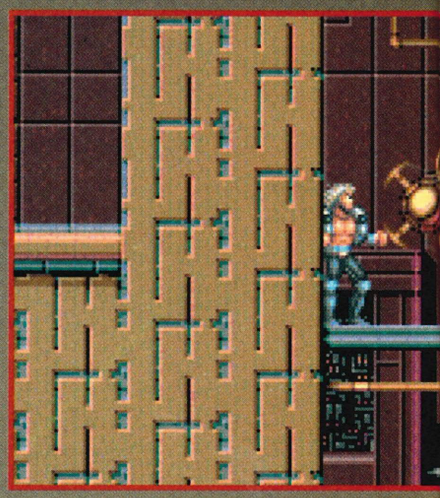
The game has the option of customizing the controls to suit your needs, ie changing the fire button from button A to button B. I do admit that this is quite useful.

A CD IN MEGA DRIVE'S CLOTHING

The majority of the levels are large and on the hard option, difficult to complete. The puzzles come not so much in the form of the standard RPG paradox, but more of a 'finding the short cut' routine which enables you to sneak around where the largest and most difficult monsters are located.

You can avoid up to half the distance of a journey on many of the stages using this trick. Believe me, it can stop hours of frustrating hassle and running through the whole game again when the hero is creamed by a mutant halfway through level eight!

Along the way young Saul can find many interesting powerful weapons with which eliminating foes becomes infinitely easier. You'll find that each time Saul transforms into Wolfchild he is automatically equipped with an unlimited amount of ammo for his single fireblast weapon.



The next weapon after the fireblast is the double fireblast, which fires twice the amount of ammo and at a faster rate! In this manner Wolfchild can progressively become more powerful in the duration of the game and work his way up to having homing missiles and force fields in his armoury.

VALUABLE INSIGHT



This is the screen that appears between levels

The pictures that appear in this box provide a look at the type of creatures you will meet in that level

A map gradually builds up as you progress through the levels, and ends up looking like this

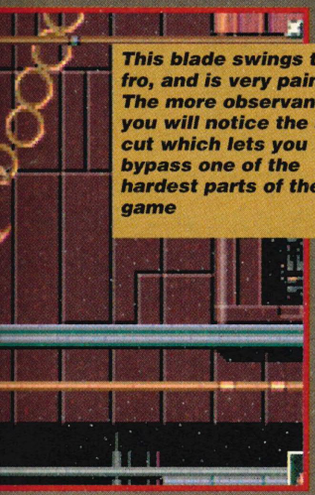


The first boss you will meet is this half-man, half-eagle. He flies around shooting, but a few swift punches should sort him out, no problem!

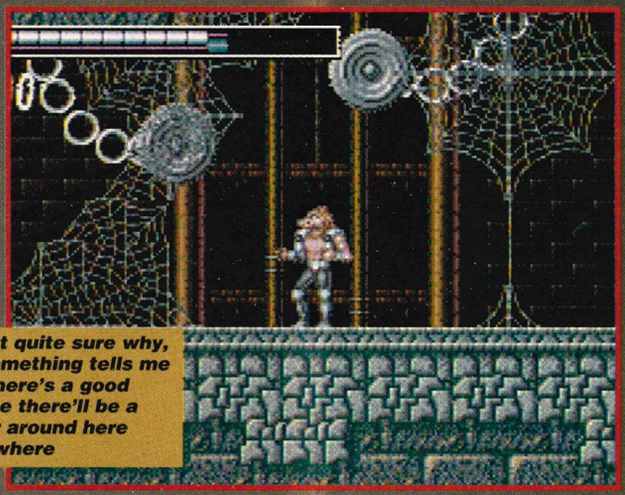
OH SHIT!

The lizardman teleports around the platforms, and then shoots. Anticipate where he will appear, hit him a few times and then dodge his shots

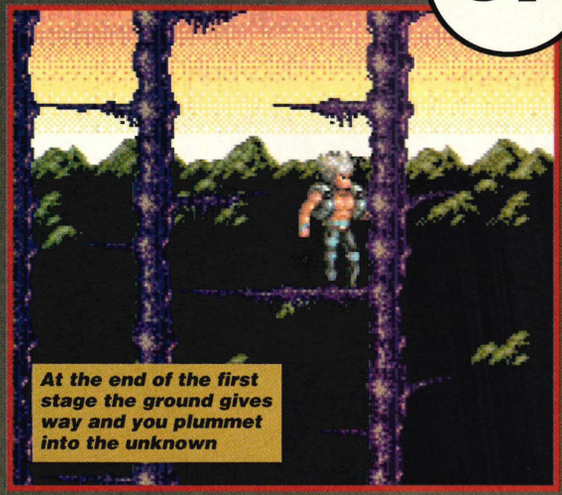




This blade swings to and fro, and is very painful. The more observant of you will notice the short cut which lets you bypass one of the hardest parts of the game



I'm not quite sure why, but something tells me that there's a good chance there'll be a spider around here somewhere



At the end of the first stage the ground gives way and you plummet into the unknown

Often hidden behind the breakable scenery are bonuses which have to be punched or shot before they can become active. In most instances the bonus is one of the letters that form the words 'bonus' or 'extra'. When all the letters which make up either of the words are collected Wolfchild will receive an extra life or special bonus points.

If Wolfchild was a Mega Drive game the graphics could easily be described as very good. The parallax scrolls excellently and the colours are extremely well depicted.

Unfortunately for everyone concerned, this is not a Mega Drive cart, so I've come to the conclusion that for a CD format offering it just does not come up to scratch. Even the usually pretty animated opening shots which are found on the worst CD games are poor in Wolfchild.

I'd advise Mega Drive owners to invest in the cart and if you've got a CD, well, you're probably looking for more! Sega we're waiting for the jewel in the CD crown!



GERRY

STOP PRESS



Saul transforms into the wolf, and impersonates Michael Jackson at the same time



After transforming, you give a meaty howl!

News recently heard from the States would have us believe that Wolfchild is to be released any day now for the Sega Genesis (Mega Drive to us).

The game will have several changes from the CD version on sale in this country. The most noticeable difference is the size of the game – the cart will have seven levels which is three less than its CD cousin. Many of the levels will be rather smaller than those seen on CD format and many of the special stages will be lost. The animated intro story screens will also be sacrificed on the Genesis version, although this is hardly what one would call a great loss! As expected, the soundtrack will not measure up to that heard on the CD version of Wolfchild.

No official word as yet exists as to when the European Mega Drive version is to be released and who will have the distribution rights; Sega or Japanese giant JVC. Watch this space.



Throughout the game people will suddenly jump out and hit you. Check out the person hiding in the tree – you can just see his gun!



Alas, he can take no more, so he curls up and dies



When you defeat Draxx he turns into this!

This prawn-like boss sticks its head out of a pipe and fires four missiles. After it has shot twice, it jumps out, rolls along, and jumps back into another pipe





This is Draxx, leader of Chimera

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
WOLFCHILD	64%	GRAPHICS 6
ONE PLAYER		SOUND 7
		PLAYABILITY 6
		DURABILITY 5

UPPERS	DOWNERS
● Enjoyable	● Disappointing for a CD game
● Challenging	
● Accurate conversion	

Thanks to JVC Musical Industries

LOOK NO FURTHER FOR CONSOLE BARGAINS

OVER 2000 DIFFERENT ITEMS IN STOCK!

DUE OUT SOON
STREETFIGHTER II
HUMANS
ARCHAIC ANTICS
SUPER KICK OFF

ACTION REPLAY PRO	46.99
ALIEN 3	39.00
ALTERED BEAST	21.00
AQUATICS/JAMES POND	32.00
ARCH RIVALS	34.00
ARIEL THE MERMAID	32.00
BACK TO THE FUTURE 3	33.95
BART V SPACE MUTANTS	34.99
BATMAN	34.99
BATMAN RETURNS	35.99
BIO HAZARD BATTLE	34.99
BUCK ROGERS	39.99
BURNING FORCE (EX)	24.00
BUSTER DOUGLAS BOXING (EX)	24.00
CALIBRE 50	29.95
CAPRIATTI TENNIS	39.00
CAPTAIN AMERICA	39.99
CARMEN SANDIEGO	38.00
CHAKAN	37.00
CHUCK ROCK	37.00
CORPORATION	37.00
CRACKDOWN (EX)	19.99
CRUE BALL	36.99
CYBERBALL	33.50
DEATH DUEL	49.00
DE CAP ATTACK	32.00
DESERT STRIKE	39.99
DINOLAND	32.00
DJ BOY	29.99
DONALD DUCK	36.99
DOUBLE DRAGON 2 (EX)	19.99
DRAGON FURY	36.99
DYNAMITE DUKE	34.50
ECCO THE DOLPHIN	39.99
EMPIRE OF STEEL	36.99
EUROPEAN CLUB SOCCER	CALL
AVAN. HOLYFIELD BOX	36.99
FATAL LABYRINTH	36.99
FIGHTING MASTERS	44.99
FORGOTTEN WORLDS (EX)	19.99

DUE SOON
FATAL FURY

GAIN GROUND (EX)	19.99
GALLAHAD	26.99
GOLDEN AXE	24.99
GREEN DOG	31.95
HARD DRIVIN'	36.99
HEAVY NOVA (EX)	22.50
HEAVY UNIT (EX)	18.00
HERZOG ZWEI (EX)	19.99
HOME ALONE	29.99
INDY 3	35.99
ISHIDO (EX)	22.99
J.M. SPORTS TALK F/BALL	36.99
JOE MONTANA F/BALL 3	36.99
JOHN MADDEN 1993	36.99
JORDAN V BIRD	36.99
KID CHAMELEON	35.00
KUBKI SOLDIER	37.50
LEMMINGS	39.99
LHX ATTACK CHOPPER	36.99
LOTUS TURBO CHALLENGE	36.99
MERCS (EX)	19.99
M. MOUSE CASTLE ILLUSION	36.99
MIDNIGHT RESISTANCE	35.00
MYSTIC DEFENDER	33.00
NHL PA'93 HOCKEY	36.99
OLYMPIC GOLD	36.99
ONSLAUGHT	36.99
PGA TOUR GOLF	33.00
PGA TOUR GOLF 2	34.99
PHELIOS	32.50
PITFIGHTER	36.99
POWER MONGER	36.99
PREDATOR 2	36.99
RAIDEN TRAP	34.00
RAMPART	43.00
RINGS OF POWER	39.00
RISKY WOODS	36.99
ROAD RASH 2	38.00
ROBOCOD J.POND 2	36.00
ROLO TO THE RESCUE	36.00
SHADOW OF THE BEAST 2	36.00
SLIME WORLD	35.00
SONIC	33.00
SONIC 2	36.99
SONIC 2 (JAP)	33.00
SPACE HARRIER 2	35.00
SPIDERMAN	35.00
SPLATTERHOUSE	35.00
STAR CRUISER (EX)	27.00
STREETS OF RAGE 2	44.00
SUPER FANTASY ZONE	36.99
SENNA'S S/MONACO II	36.99
SUPER OFF ROAD	29.00
SUPER SMASH TV	31.00
TALESPIN	36.99
TASK FORCE HARRIER	39.00
TASMANIA	39.00
TERMINATOR	36.99
THUNDERFORCE 2 (EX)	21.00
TIGER (EX)	22.00
TOKI	36.99
TROUBLESHOOTER	36.99
TRUXTON (EX)	21.00
TURBO OUTRUN	33.00
TURRICAN	37.00
ULTIMATE QIX (EX)	19.99
UNIVERSAL SOLDIER	29.00
WANI WANI WORLD	29.00
WARDNER (EX)	16.00
WARSONG	36.99
W/CLASS LEADERBOARD	36.00
WORLD TROPHY SOCCER	39.00
WRESTLE WAR (EX)	22.00
WWF	39.00
XENON 2 (UK)	34.00
ZANY GOLF (EX)	21.00
ZERO WING (EX)	21.00

(EX) = SHOP SOILED/EXCHANGE/ OR END OF RANGE

ACCESSORIES

JAPANESE CONVERTER	10.99
MEGADRIVE CLEANER	9.50
GAME GENIE	44.00
MEGADRIVE CARRYCASE	19.99
MENACER & GAMES	55.00
FOOTPEDAL	26.00
REPLACEMENT POWER SUPPLY	14.99
CHIMERA 3 JOYSTICK	11.00
PRO-2 JOYPAD	14.00
COMP-PRO SERIES 2 JOYPAD	15.00

FREE FLIPOVER PHOTO-ALBUM SENT WITH EACH ORDER (WORTH £2.99)

MEGA-FIRE JOYPAD	16.99
SIGMA-RAY JOYSTICK	14.00
STRIKER JOYPAD	15.99
SUPERBOARD JOYSTICK	17.99
CLEAR PRO-PAD	14.00

WE ALSO STOCK A MASSIVE RANGE OF SOFTWARE, COMPUTERS AND ACCESSORIES

NO EXTRAS – WHAT YOU SEE IS WHAT YOU PAY!

MICRO SNIPS
25 - 29 GRANGE ROAD WEST
BIRKENHEAD. L41 4BY

051 650-0500
(FAX 051 650-0506)

Access VISA

UNIVERSAL GAMES (UK) est. 1989

MEMBERS AND NON-MEMBERS WELCOME

USA's No. 1 GAMES CLUB NOW IN THE UK

MEGADRIVE
MASTER SYSTEM
GAME GEAR
SUPER NES
GAMEBOY

YOU WANT IT
WE'VE GOT IT
AT THE RIGHT PRICE
... FAST ...

DON'T BE LAST WITH NEW RELEASES + INFO... BE FIRST FOR ONCE!

OVER 60,000 MEMBERS IN THE UK ALONE

★★ MEMBERSHIP INCLUDES ★★

- HUGE DISCOUNTS ON EVERY PURCHSE,
- FREE MONTHLY UPDATE ON NEW RELEASES, RELEASE DATES + BEST BUYS,
- UNIQUE MEMBERS SWAP CLUB

PLUS: PRIZES AND GIFT VOUCHERS EVERY MONTH.
PLUS LOTS LOTS MORE

For more info call...
081 984 7337 (5 lines)
....GAMES....HARDWARE....NEW....EXCHANGE....

WE PART EXCHANGE & BUY FOR CASH
MEGA DRIVE / GAMES / CONSOLES

bits'n'pieces
33 CHURCH STREET
MACCLESFIELD, SK11 6LB
CALLERS WELCOME
SEND LIST AND S.A.E FOR WRITTEN QUOTE

SO YOU WANT
SEGA MEGADRIVE...
THEN RING ...FAST?
0625 501810

NEW TITLES ARRIVING DAILY - RING FOR PRICE - WE ALSO STOCK A HUGE RANGE OF JOYSTICKS
MAIL ORDER: GAME P&P £1, HARDWARE P&P £5, OVERNIGHT DELIVERY £10-
GUARANTEED - PLEASE NOTE: MOST MAIL ORDER IS TURNED AROUND SAME DAY.
HOWEVER, IF IT'S NOT IN STOCK, WE WILL RETURN YOUR MONEY THE SAME DAY UNLESS YOU STATE OTHERWISE.

ADVERTISE IN THIS SPACE

CALL OUR CHAP....JON BEALE

ON

0206 562233

READER SURVEY

MAG is the single greatest Mega Drive magazine, but we still endeavour to ensure that it's exactly what YOU want. By filling in this reader survey you can help us make sure we continue to provide the ultimate mag. The first few surveys out of the bag win a game.

1 Name (including all the sad and embarrassing middle names) .....
.....
.....
.....

2 Address and phone number .....
.....
.....
.....
.....
.....

3 Age .....

4 Sex (anyone who says "yes please" will be strung up and shot).....
.....

5 Occupation (your real job, not a made up one).....
.....
.....

6 Do you own a Mega Drive?
- ❑ Yes
- ❑ No
- ❑ I use a friend's

7 How many people read your copy of *Mega Drive Advanced Gaming*?
- ❑ Just me
- ❑ Me and one other
- ❑ Me and two others
- ❑ Me and three or more others

8 Given that there is likely to be a VAT charge imposed on magazines in the not too distant future (see news item page 10), would you still buy the magazine if it was raised in price from £1.95 to £2.25?
- ❑ I would still buy it as often as I have in the past
- ❑ I would buy it less often than before
- ❑ I would stop buying it altogether

9 Do gifts such as colour posters or booklets affect your choice of magazines?
- ❑ Yes
- ❑ No

10 Would you still buy a magazine if the cover price went up due to an expensive cover-mounted gift?
- ❑ Yes
- ❑ No

11 Given your budget for purchasing video games magazines please list the magazines you buy in order of priority.....
.....
.....
.....
.....
.....

12 Given that its release price is to be £269.99 are you likely to purchase a Mega-CD unit?
- ❑ Within six months?
- ❑ A year?
- ❑ Never?

13 The following are the guides we have run in the past three issues (including this issue). Could you please tick the following boxes.

	Bought mag 'cos of this guide	Guide was extremely useful	Own the game but guide wasn't useful	Don't own game so guide wasn't useful
Batman Returns	❑	❑	❑	❑
Ecco the Dolphin	❑	❑	❑	❑
Mickey & Donald	❑	❑	❑	❑
Beast II	❑	❑	❑	❑
T2: The Arcade Game	❑	❑	❑	❑
Chakan	❑	❑	❑	❑
Powermonger	❑	❑	❑	❑
Streets of Rage II	❑	❑	❑	❑
Turtles	❑	❑	❑	❑
Sol-Feace	❑	❑	❑	❑
Rolling Thunder 2	❑	❑	❑	❑
Rolo to the Rescue	❑	❑	❑	❑
Humans	❑	❑	❑	❑

14 Do you feel that the size of a magazine's tips, cheats and guides section influences your decision to purchase that magazine?
- ❑ Yes
- ❑ No

15 Given a limited number of pages in a magazine, which combination would you like to see?
- ❑ More guides/less reviews
- ❑ Less guides/more reviews
- ❑ Keep it as it is

16 Do you own an Action Replay Pro cartridge?
- ❑ Yes
- ❑ No

17 Do you own a Game Genie cartridge?
- ❑ Yes
- ❑ No

18 How often do you buy games?
- ❑ Once a week
- ❑ Once a fortnight
- ❑ Once a month
- ❑ Once every three months
- ❑ Once a year

Other (please specify).....
.....

19 What kind of games do you buy?
- ❑ All carts are official UK games
- ❑ Some UK games/some Japanese and American imports
- ❑ All imported games

20 Do you ever rent Mega Drive games?
- ❑ A lot
- ❑ Sometimes
- ❑ Never

21 What types of games are your favourites? (please number in order of preference)
- ❑ Simulations
- ❑ Shoot'em-ups
- ❑ Beat'em-ups
- ❑ Strategy/puzzle
- ❑ Adventure
- ❑ Action/adventure
- ❑ Platform

When completed, chop out the page (or photocopy it) and send it to:

SPILL THE BEANS
Mega Drive Advanced Gaming
Maverick Magazines
Waters Green House
Waters Green
Macclesfield
SK11 6LF.

SUPER CHARGED

Control, the only Super Nintendo Magazine to have, is going to be a thousand times better

100% Super Nintendo

100 pages devoted to the most excessive console around

Global reporting

Tune in and turn on to the pulse of all the games news from around the world

16 page pull-out guide

A live-wire selection of the best players' guides around

Stunning new look

Spine-tingling design befitting a magazine for the ultimate console

Hard-hitting reviews

Lightning sharp editorial that tells you all you need to know

Electrifying free gifts

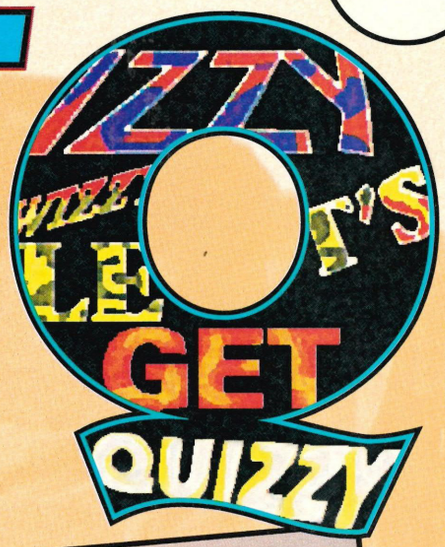
The first issues will offer an AI poster, the only tips book you need and more

NEW ISSUE ON SALE 29TH APRIL

SUPER CONTROL

PRICE £1.95

TAKE IT AWAY!



Win the essential goodie – a limited edition console carrier. We have got not one, not two, but 10 bags to give away!



No, you're not dreaming! You could be the proud owner of one of these incredibly handsome Mega Drive carriers and become the envy of those around you!

These limited edition console carriers are smart and safe enough to lug your console and all your games around to a mate's house, or even on holiday.

With numerous pockets, webbed straps, quick release clips, expandable pouches, base grips, chunky zips and more, these bags deserve a slot on no less than the Clothes Show. Yes, these special holdalls will improve your street cred no end and will undoubtedly make you the envy of all your friends, or Gerry'll give you your money back – well, not quite. I'm getting carried away with this sales lark!

Of course, not everyone can win, but if you're desperate to have one of these cool bags, then you can get hold of one at a ridiculously cheap price of £14.99 only from Silica Systems, tel: 081 309 1111.

IN THE BAG

The big and ridiculously easy question: What is NOT a bag?

A: The miserable old woman down the road
B: The handy item to carry something with ease
C: The finest brand of Mongolian beer

Get this wrong, and Nick will come round, pinch your Mega Drive and declare his undying love for you – yeuch!!!

Simply fill in this form and send it to:

Oh what a splendid bag you have!
MAG, Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield SK11 4LF.

SILICA SYSTEMS

Silica Systems is one of the UK's leading dealers of Sega systems, stocking the complete range of Sega products. Free services to customers include rapid order processing, next day despatch of hardware, competitive pricing of Sega products and up-to-date price lists of the latest carts.

OH, WHAT A SPLENDID BAG YOU HAVE!

The correct answer is .....

Name .....

Address .....

.....

.....

Postcode .....

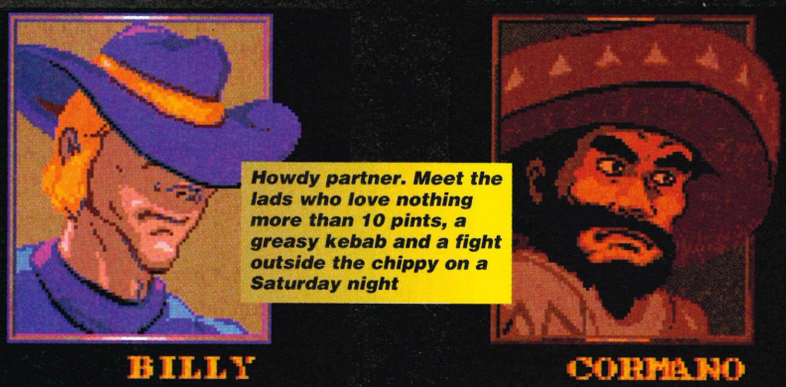
What computer/consoles do you own? .....

.....

SUNSET

Ever fancied having 'A Fistful of Dollars' or even going for 'A Few Dollars More'? Break out that old cowboy suit and plug in Sunset Riders to avoid disappointment now.

REVIEW



Howdy partner. Meet the lads who love nothing more than 10 pints, a greasy kebab and a fight outside the chippy on a Saturday night

BILLY CORMANO

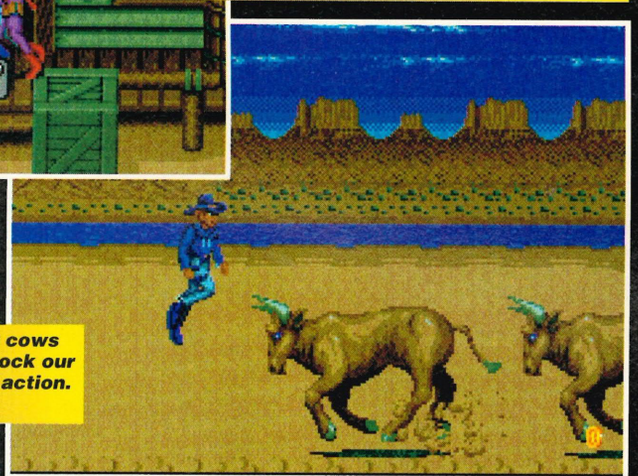
This little gem of a game has recently arrived from Konami. I loved playing cowboys and Indians when I was small so I was hoping that none of my illusions had been shattered. Luckily for me Sunset Riders is super fun, so I'm very pleased that at a time when the good old western is nearly extinct Konami has stuck its neck out and knocked out this bundle of fun!

To kick off, Sunset Riders is simply a walk around, shoot the bad guys and save the damsel in distress affair. Nothing new in that I hear you shout!

Well, never a more honest word has been spoken. But Sunset Riders has something quite a few games knocking around at the moment are severely lacking in – humour, and to cap it all it's loads of fun to play.



Well, what can I say? One of the boys cops off with a lady of ill-repute in the middle of a big gun battle. What a guy! (He must've taken lessons off you Gerry! – Pam)



A herd of silly cows attempt to knock our man from the action. Not a chance

A HORSE WITH NO NAME

The game can be played in the normal one or two-player mode or in the two-player Vs battle. The latter requires a friend and yourself to hide behind barrels in an attempt to kill each other. Hurling sticks of dynamite is not an unknown practice here! It's all good clean fun however!

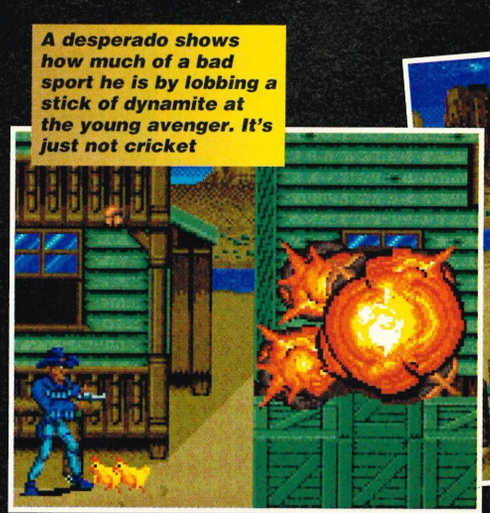
Sunset Riders follows the old formula of wandering through a town in the old west blowing away the villains who crawl from every nook and cranny.

There is a choice of two spaghetti western characters; Billy the blond haired all-American gun-slinger and Cormano, the mysterious stranger who takes lip from no man.

The early stages are set in and around an old western town filled with gold, and women who the good guys visit for erm, power- ups!



More women. Think I'll start drinking with these guys. They seem to get all the girls



A desperado shows how much of a bad sport he is by lobbing a stick of dynamite at the young avenger. It's just not cricket



Has the man with no name really gone a bridge too far this time?

RIDERS



face angry Indians, falling rocks and dangerous rope lifts. Make it this far and it's onto the runaway train ride to save yet another girlie who can't fend for herself. Tut, these game designers are so sexist, our Pam would never need a man to help her if she was ever in distress!

The runaway train scene comes complete with high and low bars which are infuriating and they managed to get me almost every time. In the end I did win through to end up face to face the final boss, Sir Richard Rose.

Old Rich owns a very nice looking ranch and his band of desperadoes don't take too kindly to you attempting to kill the man who pays the wages. This stage is difficult with the number of baddies, wolves and stampeding cows attacking becoming outrageous. Fighting Sir Richard does not even bear thinking about, but I'd suggest that you always remember the bullet-proof vest!

ROOTIN' TOOTIN' COWBOYS

At times the graphical content of Sunset Riders can be flat and uninspired, but never dull. All the backdrops and scenery are very colourful and extremely well defined. The game scrolls well too.

If a complaint is to be made it must be targetted against the genre of the game. Walking around blowing villains away is hardly original, but what is these days? True, the game has only five levels with small bonus stages but you try beating it first time round on normal mode, it took Dave three attempts!

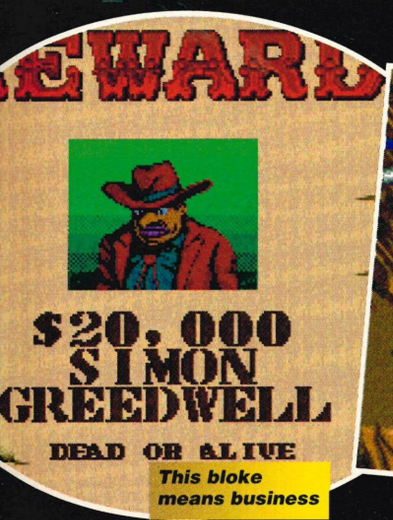


Apart from the women-folk the lads must pick up gold, ammo and stars which give extra lives. However, sometimes not all is as it should be. Nasty items such as dynamite have a habit of disguising themselves as barrels, which more often than not contain a nice supply of bullets. So one wrong shot and it's toast for the hombre.

On the latter stages of the game our hero must



GERRY



This bloke means business



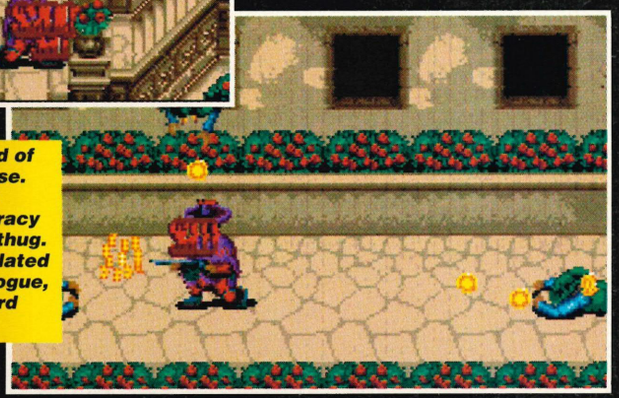
Our hero chases a runaway wagon. Look closely and you will see Laura Ingles throwing gifts from the back



Old Sir Rich may be a baddie, but he certainly knows how to prune roses



All this rain reminds me of Macclesfield on a summer day



The homestead of Sir Richard Rose. Member of the British aristocracy and complete thug. Could he be related to that other rogue, Jamie Blandford per chance?



It's two-player fun time. Poor old John was just too slow when he faced the fastest gun in the office (cringe)



Gosh, these British Rail staff are getting uglier



MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP	
SUNSET RIDERS	
ONE/TWO PLAYER	
OVERALL SCORE	82%
GRAPHICS	6
SOUND	5
PLAYABILITY	8
DURABILITY	7

UPPERS

- Great fun
- Humorous graphics
- Challenging gameplay

DOWNERS

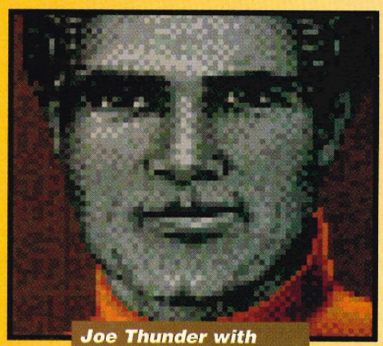
- Far too repetitive
- The sound could be better

If you're looking for an ancient looking overhead racing game, but you don't want to pay a lot for it then Double Clutch – Sega's first dabble on the budget game scene – will make its debut in the near future.

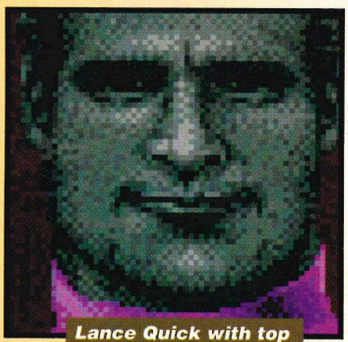


Now which way? It's pretty obvious at times, but it can rapidly change into a spaghetti-like maze

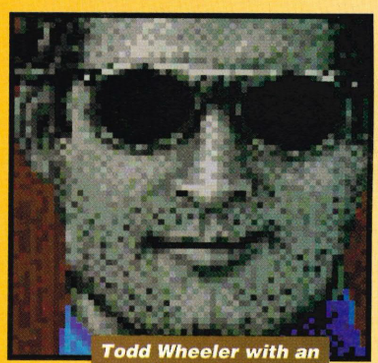
TURBOSUPERCHARGER



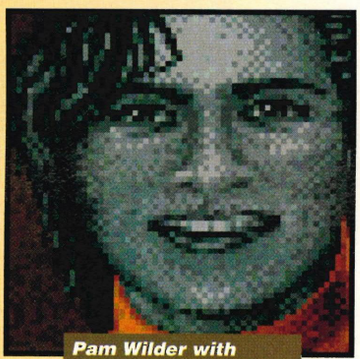
Joe Thunder with good traction.
Motto: Don't spin your wheels



Lance Quick with top acceleration.
Motto: Clutch off to an early lead



Todd Wheeler with an excellent engine.
Motto: Power is all you need



Pam Wilder with sharp braking.
Motto: Can't win if you crash

PREVIEW

DOUBLE CLUTCH

Of course looks aren't everything. The 12 courses in Double Clutch are varied in their complexity, from simple roundabout jobs through to complex maze-like things. Admittedly some of these look a trifle similar – that's due to old tracks being mirrored, inverted and generally mucked about with.

You have the choice to drive as one of four drivers – Todd Wheeler, with the good engine for the fastest top speed; Lance Quick, with the speedy acceleration; Pam Wilder, with good brakes to slow down and finally, good ol' Joe Thunder, with excellent traction for those hairpin bends.

MIRROR, SIGNAL, MANOEUVRE

Realistic obstacles litter the course; haystacks and trees line the trackside, and oil slicks, puddles and ice upset the steering on the speed lanes at the most inconvenient of times.

Of course, not everything on the course is bad. Certain objects can be collected to improve your cash flow, or add to your car's vital driving stats such as acceleration, tyre grip, engine power and nitro boosts. These can also be improved after a successful race when you earn valuable cash bonuses according to your final race position.

Success reaps its rewards, and you'll get a load of wonga for coming first, second or third. Then you can enhance your performance. Come fourth and it's game over, no continues in here.

Double Clutch features all manner of varied weather conditions which in turn affect the course's nature and the car handling. Snow and rain make steering a pain, yet on bright dry days driving is a doddle.

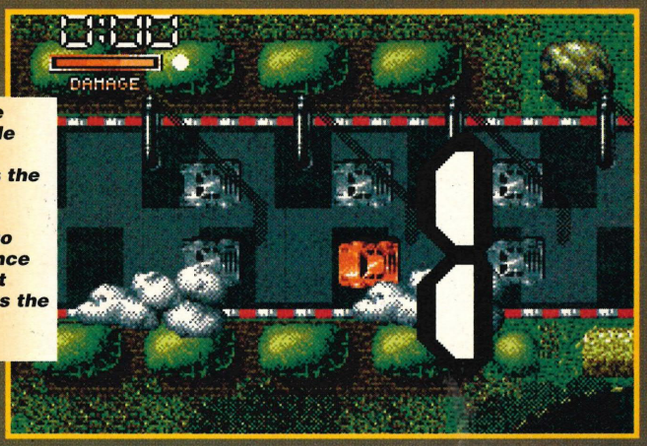
The three joypad buttons allow for the standard braking, gas pedal acceleration and nitrous injection



You've earned some dosh, now what should Mr Thunder buy from the shop today?



Here we see one of the many ridiculous twisty-turny things on the twisty-turny track

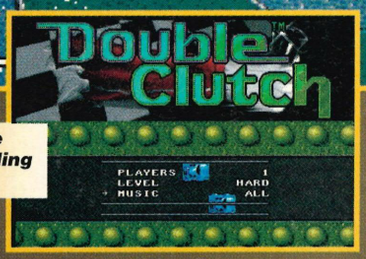


You feel the sweat trickle down your forehead as the clock ticks down...One second to go and no chance to figure out what shapes the clouds are making



It's the last lap, it's snowing and this ungrateful slob decides to overtake you at the last minute

DOUBLE CLUTCH



Well, this is the extremely thrilling option screen

to nip through the streets. The nitros are simply collected around the tracks as special items, or bought after you finish a race.

FLYING START

There is also a two-player option available where you can challenge a chum to see who really is the greatest driver. This is done in a very similar fashion to Micro Machines, so the screen isn't split, but if one player lags behind they automatically pop up behind the leading player's car.

Double Clutch features a few pre-game options where you can practise some of the courses, adjust the difficulty level and select the music you prefer. This is pretty standard, but essential in almost every cart nowadays.

Expect to see this first game on the new Sega budget label soon at a fair dinkum price of £34.99. It smacks of Micro Machines at times, but we shall see how well it succeeds in a later issue.

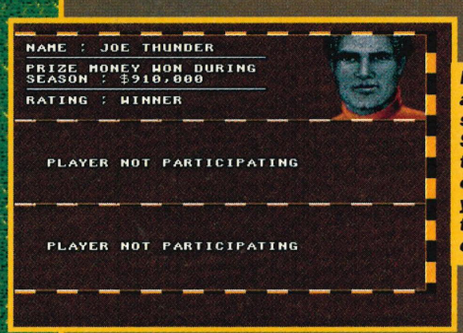




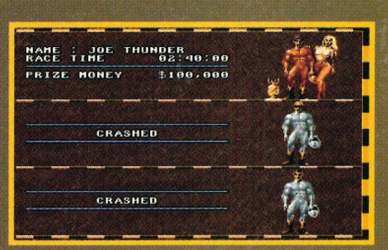
Obviously, rain makes driving pretty hazardous, especially when it falls down in sheets like this



On a twisty road, crash and the other car crashes with you



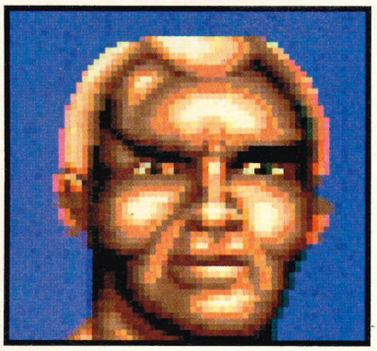
Lose one race and your season is over. So look at all the cash you've earned, check your rating and turn into a tax exile



The winners' rostrum is a trifle empty thanks to my bullying tactics and making the opposition crash off the road



LORENZO BULLET LUCIANO
A veteran journeyman who's tough and keen with lightning jabs and fast footwork



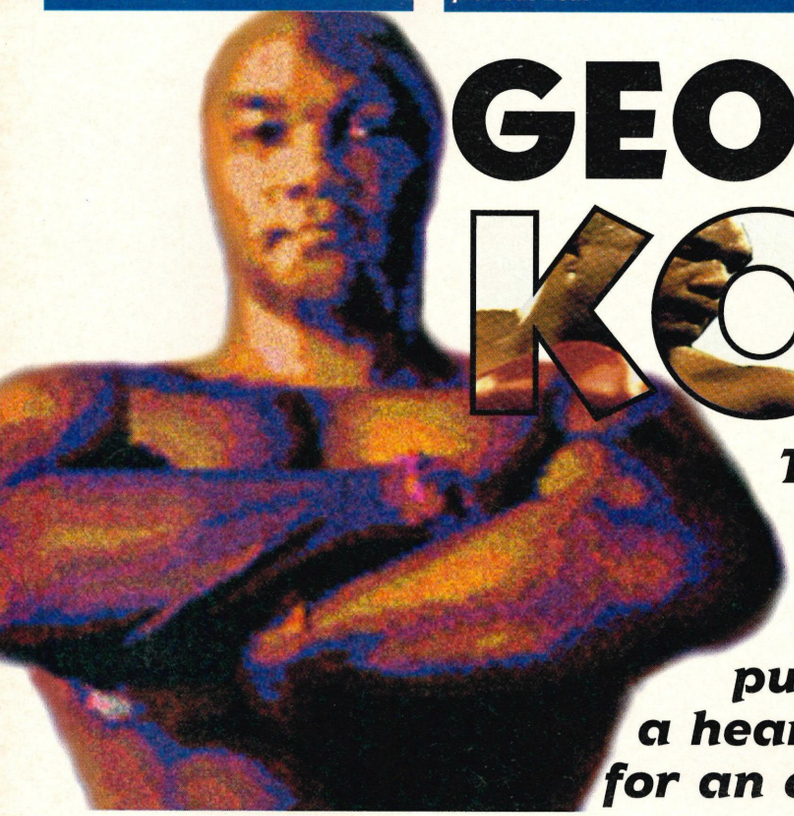
TONY TORNADO COLLINS
Needs to prove he isn't past it after being humiliated in a previous bout



RENKO THE BOSS FUJIOKA
An unorthodox boxer without a killer punch. A brilliant amateur so keep check on his speed

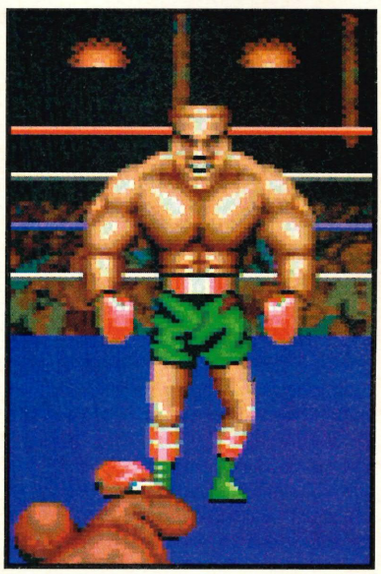


SONNY JOE DUKES
Not one of the greats, but with a dazzling special punch that could see you flat out



GEORGE FOREM KO BOXI

The punching preacher is back on the heavyweight boxing scene. Prepare your Mega Drive for 251 pounds of a pure cheeseburger muncher with a heart of gold! So don your gloves for an orgy of gratuitous violence.



Cavey Davey's look-alike (?) lays his opponent out. As a wise man once said, "I'm gonna punch your lights out Georgie"!

REVIEW

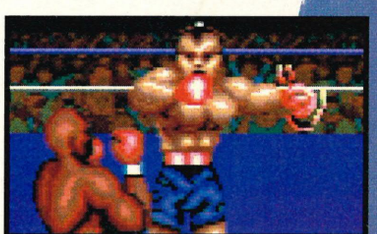
George Foreman's is one of the many boxing sims to appear on the Mega Drive at the moment. Unfortunately most of them are pants, so how does this effort from Flying Edge compare?

One or two players can indulge in this synchrony of jabs and hooks. In one-player mode you can only play the role of George Foreman as you try and battle on to become the undisputed Heavyweight Champion of the World. This involves taking on 15 opponents of different speeds, styles and power... and beating all of them.

If you lose to any opponent, you can only continue if you go back and beat your previous challenger. Lose again and it's game over and you have to start again from the bottom of the ladder. Thankfully, there is a password facility to enable you to return to a set area in the gameplay.



A sad saucy bint trying her best to put our George off. Pwoar!



It's a case of ducking, diving and avoiding the whirlwind punch

WHAM, BAM

In the two-player mode you can, with one player as George Foreman, take on any of the opponents whenever you so desire. This is vital to learn their obvious styles, although useless against a class gameplaying friend!

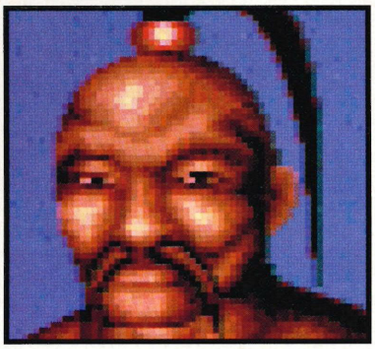
The direction pad moves the boxer from side to side, directs punches and allows blocking. That's basically it, but there are some extra touches to prevent boredom setting in during the first five minutes.

Simply, the A button is left punch, B is right punch and C delivers a super punch. Pressing Up results in a jab, and leaving it alone allows for hooks. Hooks are generally more damaging, although harder to inflict. Pressing Down results in a defensive manoeuvre.

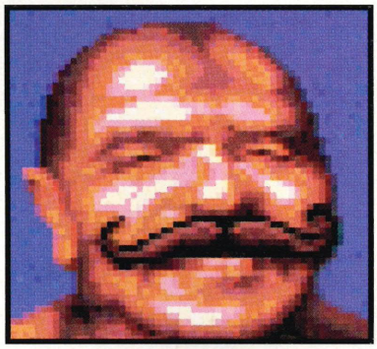
You can also dodge simply by pressing the Dpad to the left or right,



EARTHQUAKE HARLEY
A strange boxer because he's so unpredictable. Very powerful, but you'll have to watch him!



TERRIBLE TURK
An old pro wrestler. He likes the finer things in life, like knockout punches



LANCE THE SHEIK BORQUE
An old veteran who has fought with the best. He's got a mean temper, especially when losing



EDDIE THE PIRATE PRESTON
A tough fighter with his eye on the Championship. More likely to be seen in Streetfighter II

IAN'S NG!

although this happens all too often by accident with the Mega Drive pad.

The aim of the game is to beat the living daylights out of your opponents by knocking them down. This is all right if it happens to your rival, but not to yourself. Recovery is a humiliating and thankless task of pressing the A and B buttons alternately.

UGLY MUG

The boxers' faces indicate how badly your fighter is hurt and how much damage your opponent has sustained. You even lose power when your punches don't connect. The border around the screen twinkles when the boxer is in real trouble and then it's time to retire to a nice condo in Florida!

Time is also a factor, although it isn't real-time and there are only three rounds to worry about. These are displayed on screen all of the time as are the super punches which are shown as gloves in the upper left-hand corner of the fighting screen.

The winner is decided by knockout, technical knockout and the judge's decision. Obviously, the essential object of the game is to defeat all World-ranked Heavyweight contenders, thus winning all four championship belts.

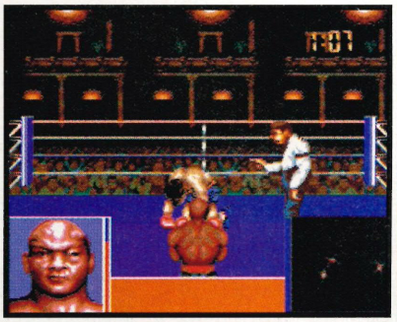
Who would want the real thing when you can sit in the comfort of wherever and bash a joypad? It's far safer and without the risk of a dubious referee decision. This is worth checking out if only for the dodgy speech effects, but nothing else really.



NICK



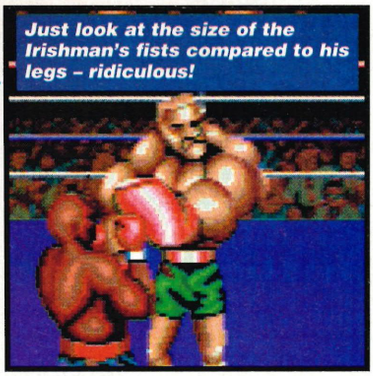
Here is a one-sided punch count. Of course, during the two-player game Dave did pop out to make a lovely cup of tea – hence the discrepancy



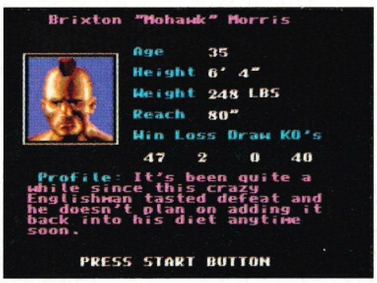
George knocks the living daylights out of his opponent, but has he the sheer gall and guts to get up off the floor to face more facial battering?



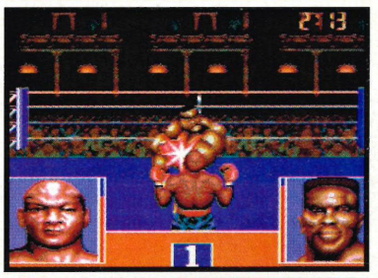
Georgie lands a sparkling pile-driver straight into the young oriental pretender's gob. Nice one, Mr Foreman



Just look at the size of the Irishman's fists compared to his legs – ridiculous!



Check out the opponent's stats. Here we see the big hard lad from England – London's own Mohawk



This tough guy is a real handful, and is definitely giving George a run for his money with a well aimed thwack jab in the chops

MEGA PANEL

SCORES OUT OF 10

SPORT	KO BOXING
ONE/TWO PLAYER	
OVERALL SCORE	48%
GRAPHICS	4
SOUND	5
PLAYABILITY	4
DURABILITY	6

UPPERS

- The sampled speech is enjoyably tacky
- It offers a real challenge

DOWNERS

- Dave is better at it than I am
- Repetitive, repetitive, repetitive

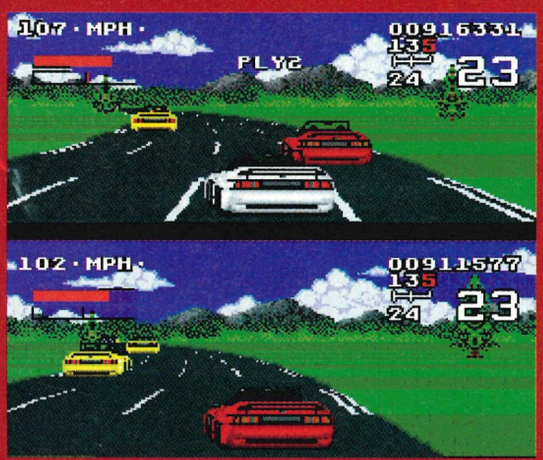
MY CHEATING HEART



Once again we've slaved over the game's cauldron to concoct more special tips and cheats. So starting from today, start saying 'I've been tipped!'

LOTUS TURBO CHALLENGE

Is your car the equivalent of a knackered Skoda? Or are you just simply pants? Either way I can put a smile on your face (Oo-er!) by telling you to enter SLUGPACE on the password screen. Now your car will reach and stay at incredible speeds for the duration of the race!

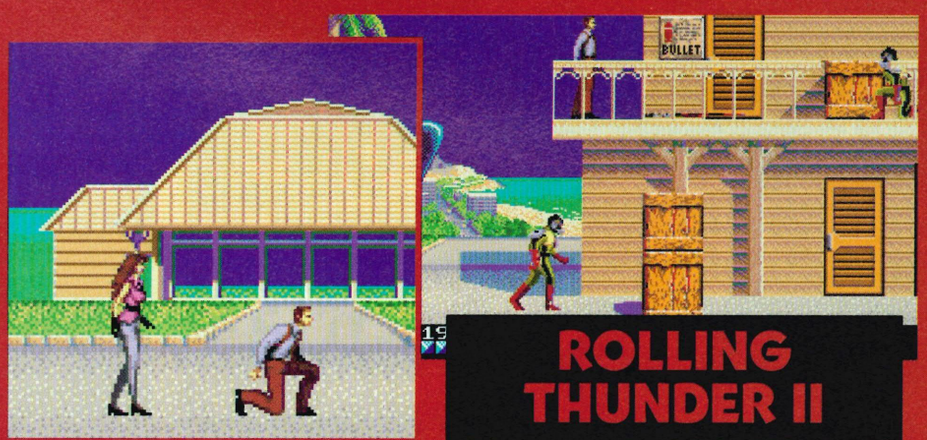


STREETS OF RAGE II

Just when you think you've completed the game you suddenly die because your energy bar has dropped down to nothing! So to stop this from happening use this Replay code: FFEF810068
And if that's not enough then tap in this code for a nice surprise!: FFA56700E6.

If you're looking for a challenge rather than a cheat then put your pad into port two then keep A and B pressed as you enter the options screen. Once there you'll see a new level called Mania. Try that for size!





ROLLING THUNDER II

Are Gimdo's armies too difficult to defeat? If the answer is yes, and you'd like some Replay codes to help you out, then type in the following;
FFF20D0002: This will give you infinite lives
FFCD0C0001: Endless life energy
If that's not good enough then here's the game codes;
1: A MAGICAL THUNDER LEARNED THE SECRET
2: A NATURAL FIGHTER CREATED THE GENIUS
3: A ROLLING NUCLEUS SMASHED THE NEURON
4: A CURIOUS PROGRAM PUNCHED THE POWDER
5: A LOGICAL LEOPARD BLASTED THE SECRET
6: A PRIVATE ISOPOTE DESIRED THE TARGET
7: A NATURAL RAINBOW ELECTED THE FUTURE
8: A MAGICAL MACHINE MUFFLED THE KILLER
9: A DIGITAL NUCLEUS PUNCHED THE DEVICE
10: A PRIVATE THUNDER CREATED THE POWDER
And for the more advanced player here's the second level codes;
1: A ROLLING PROGRAM SMASHED THE GENIUS
2: A CURIOUS RAINBOW LEARNED THE FUTURE
3: A MAGICAL ISOTOPE BLASTED THE DEVICE
4: A PRIVATE LEOPARD PUNCHED THE NEURON
5: A SLENDER FIGHTER ELECTED THE GENIUS
6: A DIGITAL RAINBOW MUFFLED THE SECRET
7: A LOGICAL THUNDER SMASHED THE POWDER
8: A ROLLING MACHINE DESIRED THE FUTURE
9: A SLENDER NUCLEUS BLASTED THE TARGET
10: A CURIOUS ISOTOPE CREATED THE KILLER

LEMMINGS REPLAY CODES

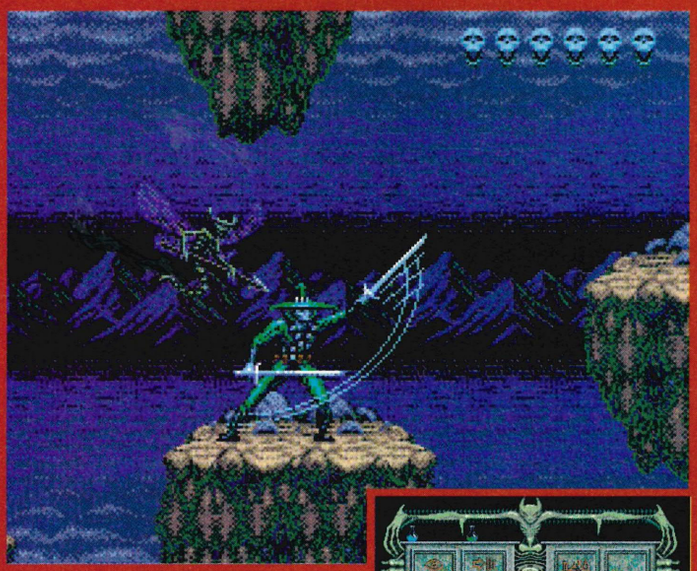
Here's a helpful list for those of you who just can't finish those annoyingly hard levels;
FFF48A000X: Replace the X with any number you wish to set the amount of athletes you require
FFF48B000X: Just like the above but this code affects floaters
FFF48C000X: To adjust the amount of bombers
FFF48D000X: Change the number of blockers
FFF48E000X: Same as before but for builders
FFF48F000X: Affects the amount of bashers
FFF490000X: This time the miners get a fair deal (but do they deserve it?)
FFF491000X: Dig until you fall through the scenery!
FFF4E8003B: Or perhaps unlimited time takes your fancy?
FFF539000D: For a special treat.

HUMANS

This has taken me ages to type out but I do it for the love of my audience, so here's a complete list of level codes for Humans.

LEVEL ONE: JWHVRMRKNKHB
LEVEL TWO: YHQBSBGTSFXY
LEVEL THREE:
DGTVQBWXBJNC
LEVEL FOUR: PBGPGHQZMZGT
LEVEL FIVE: TMHCPYPCDQHQ
LEVEL SIX: DTMFCPWJWFPW
LEVEL SEVEN:
FKNMZXDGJKBW
LEVEL EIGHT:
XSJKNQLMFHWZ
LEVEL NINE: DVDQTNKTMHSF
LEVEL 10: VYJMDMPVXHHD
LEVEL 11: SDKJRGJHDWZQ
LEVEL 12: HCDFWZSNXCPH
LEVEL 13: CBJHXXDMHSVL
LEVEL 14: FPYBCXGPMPMP
LEVEL 15: SRQHNLDRDWPG
LEVEL 16: NYZKBLPGZXMF
LEVEL 17: ZGXMLRRNWHLK
LEVEL 18: RKLLKDZHXNQP
LEVEL 19: VCRMFKNSRDMF
LEVEL 20: WDFGNXGRRMPN
LEVEL 21: YXLPSLBXWHBQ
LEVEL 22: XQHHWPQBJMPC
LEVEL 23: VYNSJGFQJHCB
LEVEL 24: SDMFCJKBCJGZ
LEVEL 25: TKJXCLWLZTWP
LEVEL 26: CVYXWHYRGDWD
LEVEL 27: WTBSDCBXKTWL
LEVEL 28: QXJKDYRMLSTC
LEVEL 29: VSPQXYVCLVCB
LEVEL 30: MFKTJGNSXQJM
LEVEL 31: FHQHHMTCJSPN
LEVEL 32: FTWFSBZLYNXS
LEVEL 33: LWLSTSLVWDRX
LEVEL 35: ZSRGHXCZYFLQ
LEVEL 36: ZGHWLXJSXSZM
LEVEL 37: RSBMVGVSTSBL
LEVEL 38: CZQNJYZWLWFQ
LEVEL 39: ZFPKPYXJCRGX
LEVEL 40: NSFLKXCBJDWF
LEVEL 41: HQVQNQVMVGPQ
LEVEL 42: FCTRRYFMZMVK
LEVEL 43: BYNNYHYTGDTC
LEVEL 44: BDMBGXDYLKHG
LEVEL 45: TNLQVNQPJBZQ
LEVEL 46: PZFCTHKXBVXM
LEVEL 47: DFGFGFWRRCXW
LEVEL 48: VNWLGXTRQNCF
LEVEL 49: ZWNSXGFYNMHS
LEVEL 50: PDJTKPCTYXDK
LEVEL 51: HHJYFSXNNPFG
LEVEL 52: BPHGLQXJHWJY
LEVEL 53: BWLPKPNGVFQD
LEVEL 54: WHYNDZMTYNQT
LEVEL 55: QDDGVHPGFWLS
LEVEL 56: NGJFTCRVQXKZ
LEVEL 57: KNCFXXKRMHGV
LEVEL 58: TSDRLSHXZMJD
LEVEL 59: WZWZWZSHCJMH
LEVEL 60: YNTBXYJYNWLK
LEVEL 61: FQXKPTYLQJZM
LEVEL 62: TZYNMBQRSFZW
LEVEL 63: BSHJMJTMFCFS
LEVEL 64: LTLJQVMRYZLM
LEVEL 65: NCHQVFQXFQZH
LEVEL 66: MFGLYVGRQVZP
LEVEL 67: QTSDFMBYTMJJ
LEVEL 68: CLYBHVQNGBYN
LEVEL 69: ZWXGZQRGLPPN
LEVEL 70: VWPKNRSXXYTY
LEVEL 71: NCHMNXGHZGLS
LEVEL 72: TWJZBHKTMHCP
LEVEL 73: TQVCXVNFFZZN
LEVEL 74: QLMVQJNJMZLQ
LEVEL 75: VKPKLSLLYTFC
LEVEL 76: DWJPYHKDGPYT
LEVEL 77: RKLDKFSJBSJZ
LEVEL 78: TYZNGBCBWPJV
LEVEL 79: BCDDSNZQZYPC
LEVEL 80: XPMNWJKFNQZC.

CHAKAN



My idea of immortality is not being able to die, however Chakan does have a habit of dying in the most awkward of times. So use this Replay code to keep that energy high: FFC0D0000C.



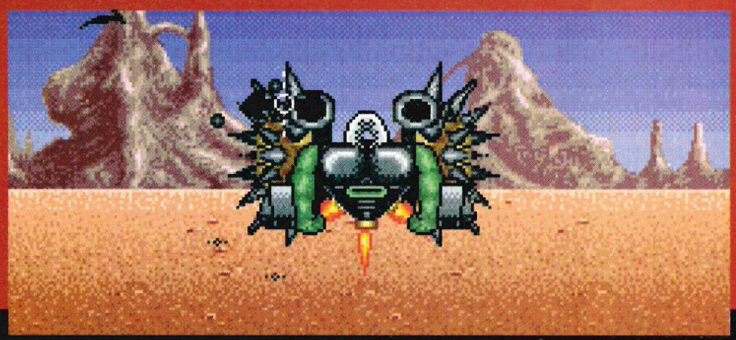


POWERMONGER

Just because I did a tactical guide, my editor insisted that I play the thing to the end for the tips page. Well thankfully I got there and this is the code for the final level.
TJ3DP2TJW7TI5
PJ3DJ4PJLIKPH
AKJEKOGQ
Enjoy!

DEATH DUEL

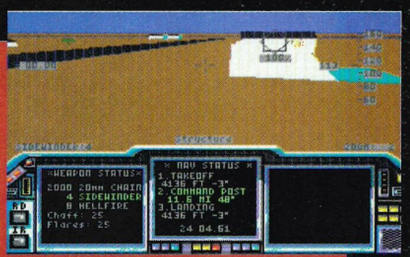
How many times do you come a cropper when you fire your last missile and the enemy promptly destroys you? Well, if you own a Replay Cart then read the following codes;
FF268D0040: This lets your left-hand weapon have infinite shots
FF26AF0040: Now your centre weapon has infinite ammo
FF26D10040: And of course the right-hand weapon gets the same treatment
FF1F4F00XX: Change X to 01-10 for a level select
FFFF290005: Unlimited continues
FFFF2F0099: This will grant you infinite time
FFFF389999: This will freeze your money at the large figure of 9999.



ATOMIC RUNNER



If you find this arcade conversion too difficult to complete without the help of a Replay code then you should read the following.
FFC321000F: Infinite continues
FFC3230004: More lives then you could ever use
FFC3240001: Invincibility against all enemies
FFDD0D0004: This will make your shots much bigger
FFDD1A0010: For a super high jump!



LHX ATTACK CHOPPER

If your helicopter is being destroyed then enter the following Replay codes;
FFF1BD00D0: Infinite chain guns will be present
FFF1BF0004: Sidewinders will no longer be a problem
FFF1C10008: You can't comprehend the amount of hellfires you'll have.

ROLLING THUNDER 2

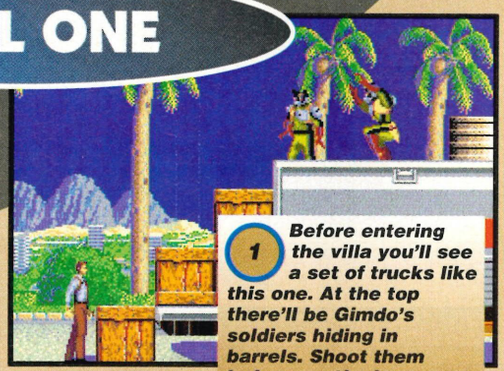
MEGA DRIVE ADVANCED GAMING • MEGA DRIVE ADVANCED GAMING •

Message for Albatross: Attention, Gimdo has rekindled his interest in world domination. You must penetrate his forces and destroy this evil plot. Here's some tactical data you may need to thwart the master plan.



LEVEL ONE

The first clue you're given of Gimdo's whereabouts is his secret villa. Find anything you can that will help reveal this base so your mission can be accomplished successfully.



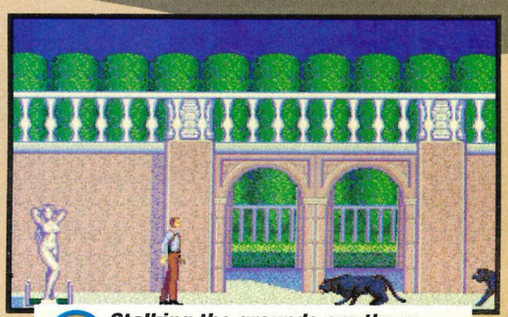
1 ***Before entering the villa you'll see a set of trucks like this one. At the top there'll be Gimdo's soldiers hiding in barrels. Shoot them before continuing***



2 ***Although you're on a strict time limit to clear each section, it's always best to delay a little in order to see little surprises like this one***

LEVEL TWO

As you continue your search through Gimdo's private land you'll inevitably run into more danger. Let's see what's in store for you...



3 ***Stalking the grounds are these deadly black panthers. The best way to deal with them is to let them jump up at your throat and then quickly give them a slug from your gun***



4 ***Gimdo has constructed a nice surprise for you. Help!***

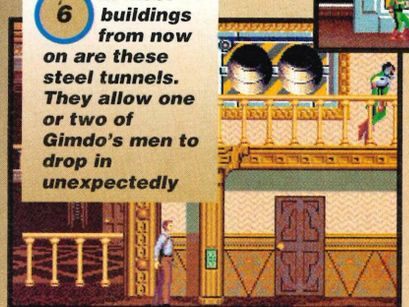


5 ***The only thing you need to worry about when fighting this gargantuan robot is that you don't fall into its electronic sights***

LEVEL THREE

The next level is quite straightforward to complete, but here's a few more pics to help you on your way.



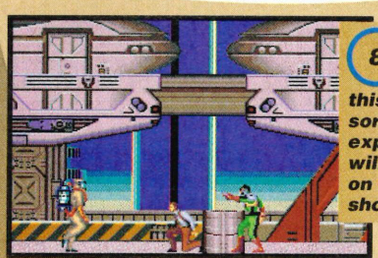


6 ***In most buildings from now on are these steel tunnels. They allow one or two of Gimdo's men to drop in unexpectedly***

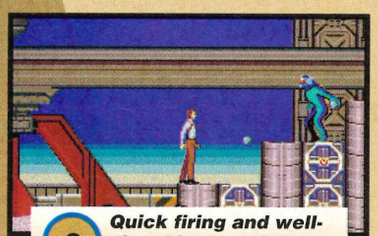
7 ***An epic battle will take place at the last pillar. Assume this position on the screen before moving to the top balcony to kill the rest***

LEVEL FOUR

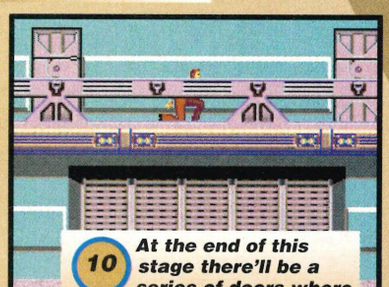
Your next adventure takes place in some sort of futuristic resort where spaceships fly onto the screen and soldiers leap out to attack.



8 ***If the screen becomes too congested shoot this man carrying some sort of jet pack. The explosion that occurs will blind all enemies on the screen for a short amount of time***



9 ***Quick firing and well-timed jumps will be needed when trying to kill this geek who keeps throwing bombs at you***



10 ***At the end of this stage there'll be a series of doors where soldiers will rush out to attack. Kill them all to advance to the next level***

LEVEL FIVE

The next clue that has been left behind leads you into the hornets' nest. This is a secret laboratory where Gimdo's soldiers are bred. Some startling facts will be discovered in this place!



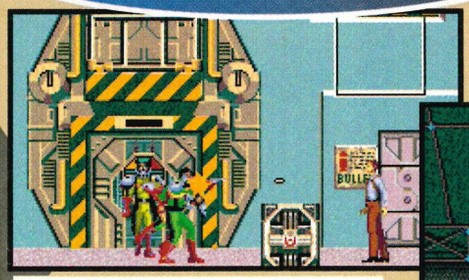
11 *Hiding in the shadows are these robotic menaces. Occasionally one'll pop its head around the corner and take a blast at you*

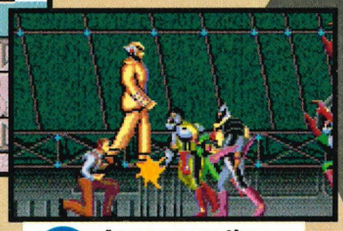


12 *The end-of-level obstacle is nasty. The laser above will fire randomly across the screen, killing anything it makes contact with. Just alternate between sides*

LEVEL SIX

Illusions will be created during this level, so take careful note of the following to avoid disaster...



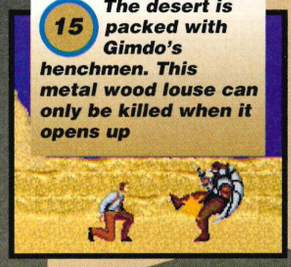


13 *The first things to watch for are these doorways. As soon as you notice something appearing, run to the opposite side and shoot anything that leaves it. Then leap up onto the balcony and then further up the screen*

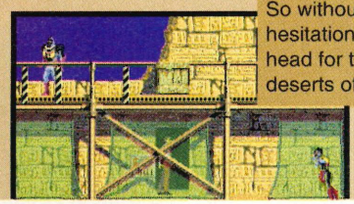
14 *As you near the end of the level you'll see Gimdo for the first time. Before you can reach him he departs in his secret submarine*

LEVEL SEVEN

WCPO try to track the escaping sub, but they lose contact somewhere near Cairo. So without hesitation you head for the deserts of Egypt.



15 *The desert is packed with Gimdo's henchmen. This metal wood louse can only be killed when it opens up*



16 *Walk behind the green netting to stock up on vital ammo while dodging all of the enemies above!*

LEVEL EIGHT

Inside the pyramids are numerous dangers that should not be discounted. Let's find out what they are.



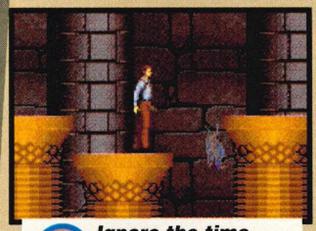
17 *We see the return of the droids that cower in the alcoves. Use the same tactics as before*



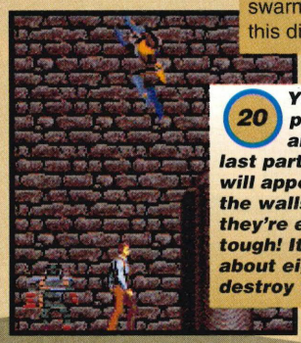
18 *At the end of the pyramid you'll meet an intelligent computer that has four laser guns. Dodge the sights and start shooting the guns*

LEVEL NINE

While exploring under the pyramid you will have to leap from pillar to pillar. Bats will swarm as you try this difficult task.



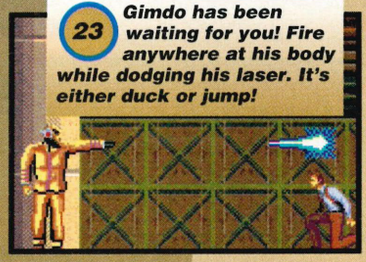
19 *Ignore the time limit during this level or you'll end up falling off. Shoot the bats before jumping!*



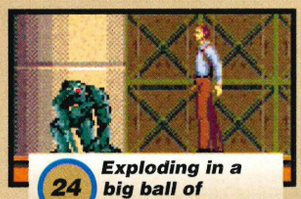
20 *You need plenty of ammo for the last part! Robots will appear out of the walls and they're extremely tough! It'll take about eight shots to destroy them*

LEVEL II

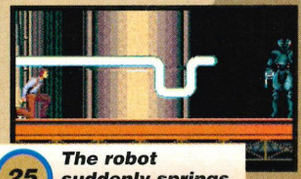
Gimdo is unnerved by your presence, perhaps he knows something you don't? Before you go in to kick ass let's see what we know about him.



23 *Gimdo has been waiting for you! Fire anywhere at his body while dodging his laser. It's either duck or jump!*



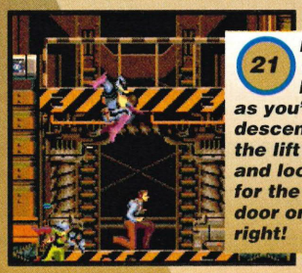
24 *Exploding in a big ball of flames, Gimdo reveals his true identity – a robot! Weird*



25 *The robot suddenly springs from the ground and starts attacking with these laser bolts*

LEVEL IO

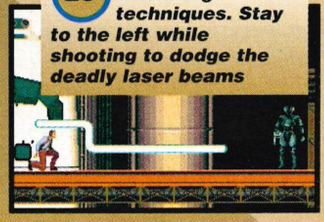
Now we arrive at the initial part of Gimdo's secret fortress. You must destroy all of his weapons and military supplies before the final conflict. Failure will result in world destruction!



21 *Keep a cool head as you're descending the lift shaft and look out for the ammo door on the right!*



22 *When you're ascending on another lift stay on the top platform. Get ready to jump into the door that has the bullet sign on it*



26 *The robot has two attacking techniques. Stay to the left while shooting to dodge the deadly laser beams*

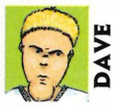


27 *Ahhh! It was all a dream and we're all going down to the pub to talk about it!*

STEEL TALONS

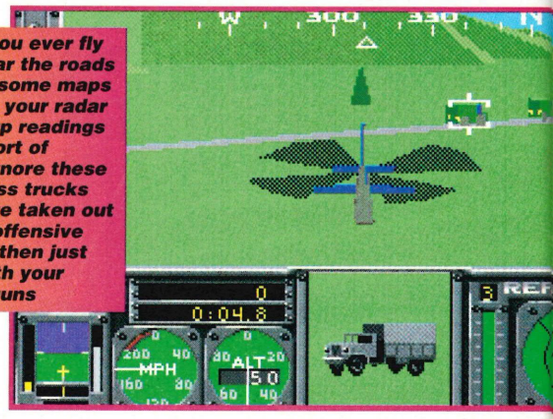
MEGA DRIVE ADVANCED GAMING • ADVANCED GAMING •

Get ready to take off for the flight of a lifetime. This guide should make sure it isn't your last one!



DAVE

The first course we will embark upon is to study the weaknesses and strengths of the enemy. You wouldn't want to run into a AH-64A Apache and not know what to do would you?



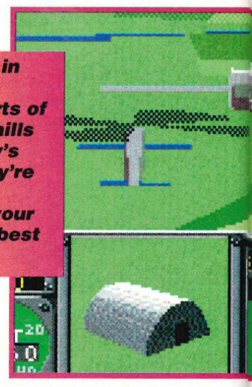
1 If you ever fly near the roads on some maps then your radar will pick up readings of some sort of convoy. Ignore these defenceless trucks until you've taken out all of the offensive weapons, then just lace in with your machine-guns



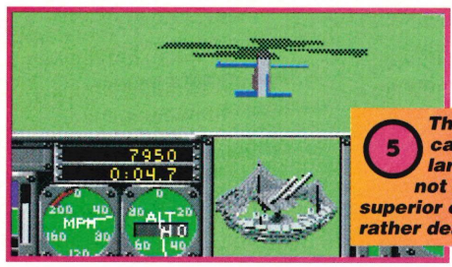
2 The most common enemy is the tank. They're heavily armoured and reasonably manoeuvrable. Use a few rounds of your trusty chain guns to see them off



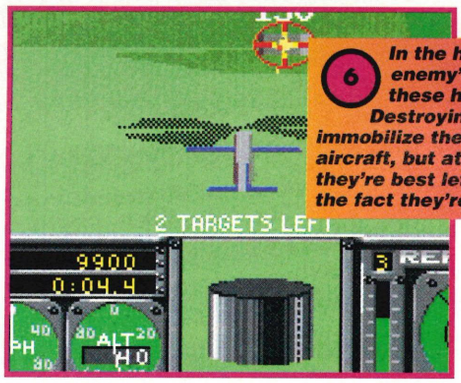
3 Hiding in the outskirts of various hills are the enemy's barracks. They're very easy to destroy with your guns, but are best left to last



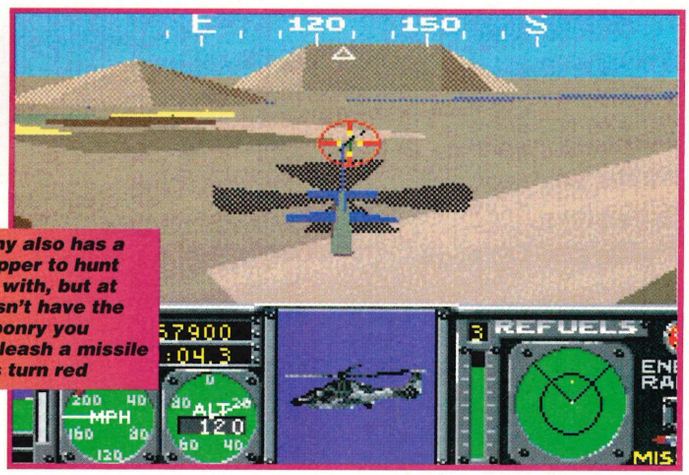
4 Zipping along the roads relaying messages are these Jeeps. If you spot one during your flight then shoot it without hesitation and the enemy's communications will be weakened



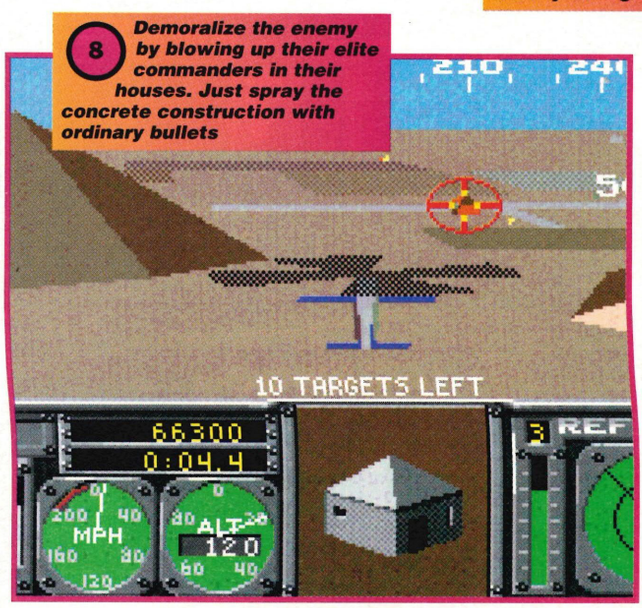
5 These ground forces can bring down any large chopper. Often not noticed due to their superior camouflage they're rather deadly!



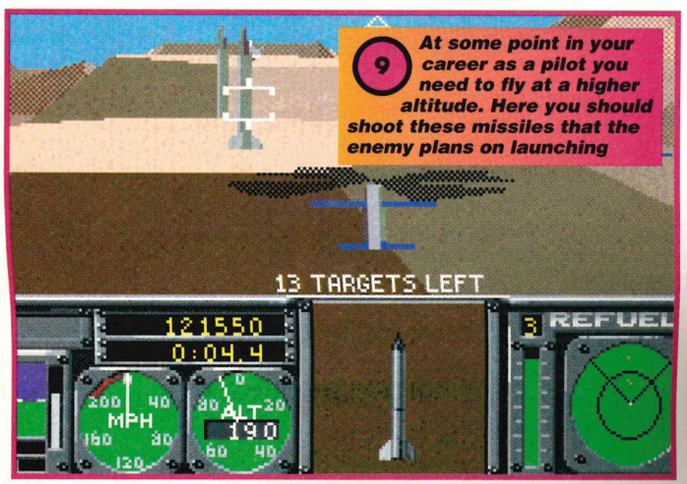
6 In the heart of the enemy's settlement are these huge fuel tanks. Destroying them will help immobilize the enemy's aircraft, but at the same time they're best left to last due to the fact they're heavily guarded



7 The enemy also has a large chopper to hunt you down with, but at least it doesn't have the handling or weaponry you possess. Just unleash a missile when your sights turn red

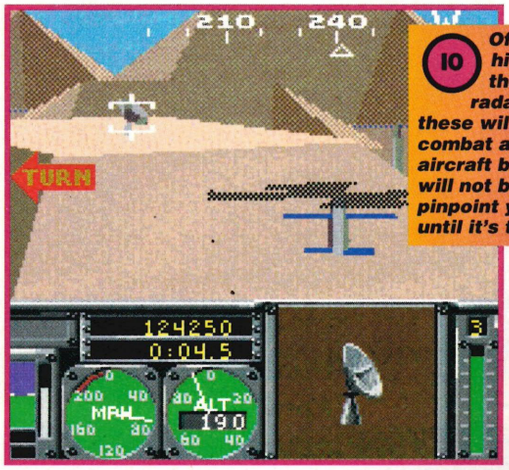


8 Demoralize the enemy by blowing up their elite commanders in their houses. Just spray the concrete construction with ordinary bullets



9 At some point in your career as a pilot you need to fly at a higher altitude. Here you should shoot these missiles that the enemy plans on launching





10 *Often found on high ground are the enemy's radars. Destroying these will help future combat against enemy aircraft because they will not be able to pinpoint your location until it's too late*



11 *Annihilating these control towers will help stop enemy aircraft from leaving the ground so quickly. Very useful!*





12 *Once the control towers have been destroyed you can turn your attention to the defenceless planes that are still on the ground. A few rounds of your chain guns will blow them up*



13 *An airborne jet is definitely the most dangerous thing to encounter during the game. Shoot them down with a well-timed missile – get it wrong and you'll know about it!*



14 *In the later levels you'll find these mobile missile launchers. They don't actually unleash their cargo so they can also be left to last*

As a special treat I've included a complete tactical solution for the last level. This will help you gain the right to wear the Steel Talons badge with pride.

1 *Waiting just outside your starting alcove is this tank which is the first in a long line of ground forces that you'll need to concentrate on first*

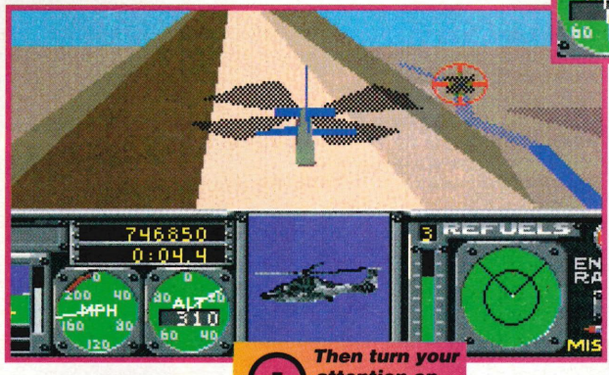


2 *Many of the enemy forces have taken refuge in the hills which would technically make them more dangerous. However, it actually makes them more vulnerable from sneak attacks like this*

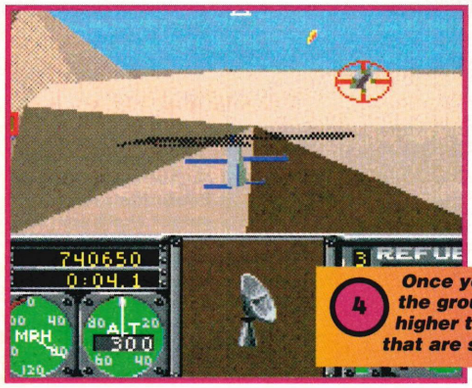


3 *Keeping at a low altitude you can also concentrate on the anti-aircraft guns*





5 *Then turn your attention on clearing the skies of all of the enemy's helicopters with your collection of missiles*



4 *Once you've destroyed all of the ground forces you can fly higher to destroy the radars that are situated on the hills*



6 *With all of the offensive weapons destroyed you can now safely destroy all of the buildings and missiles that enemy has left*

MEGA DRIVE ADVANCED GAMING • MEGA DRIVE ADVANCED GAMING •

Yet again we strike with more top tactical advice for the unworthy. The following will decipher all the mysteries of the evolution of the human race!



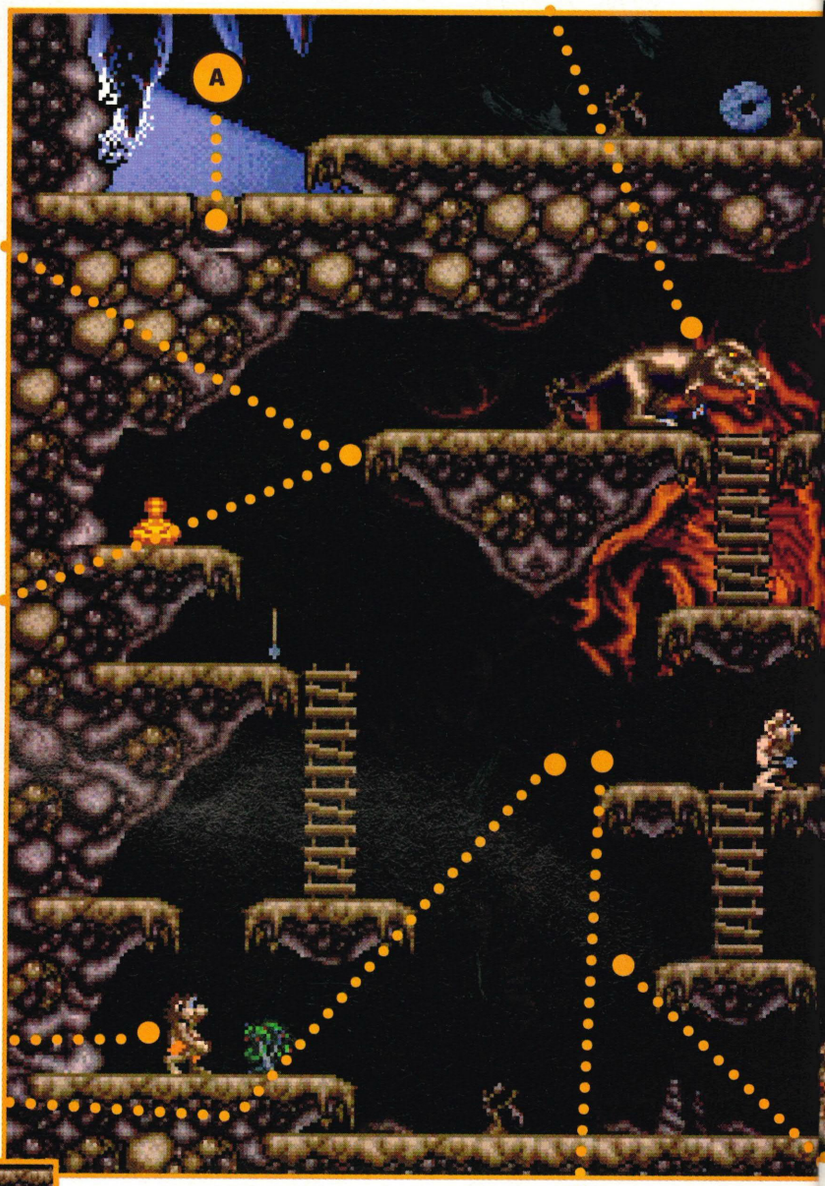
DAVE

HUMANS

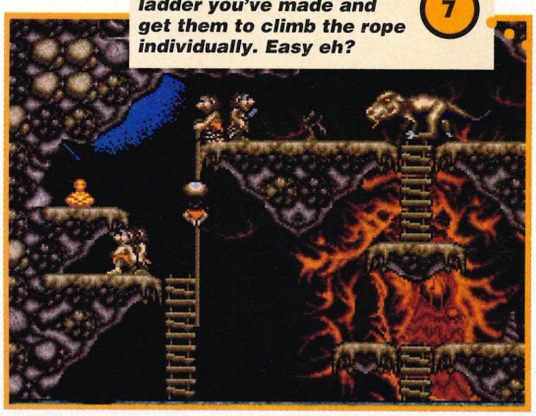
This is the last and hardest level of the game. During the course of this guide you'll learn all about the tricks of the trade as well as discovering the final solution to the game, so read on!



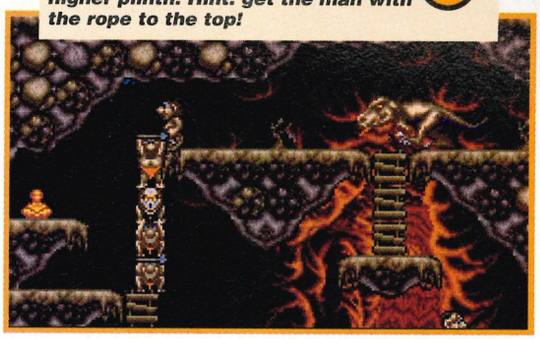
Using your hunting prowess, kill the dinosaur with your spear. Now that it is safe to walk past, get an unarmed human to walk up to the bush and wait for further orders **8**



Then dismantle the human ladder you've made and get them to climb the rope individually. Easy eh? **7**



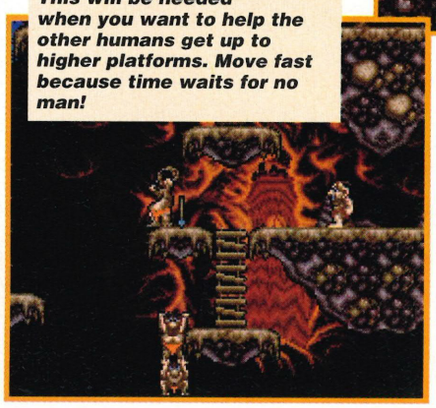
Once again it's time for some Billy Smart antics to help you reach that higher plinth. Hint: get the man with the rope to the top! **6**

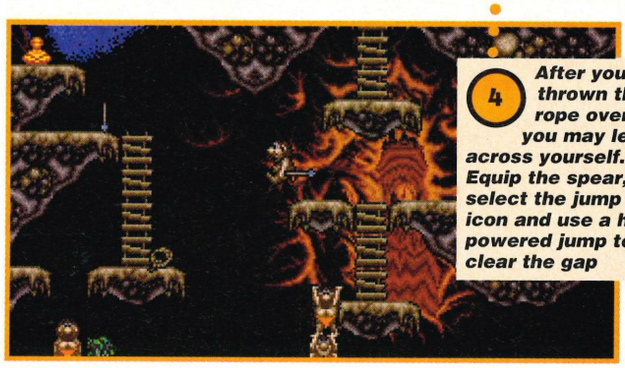


Now lower the rope to the trapped human and get him to climb to freedom. Then get the others to join the fray **5**



Then with delicate skill, throw the rope to the other platform. This will be needed when you want to help the other humans get up to higher platforms. Move fast because time waits for no man! **3**





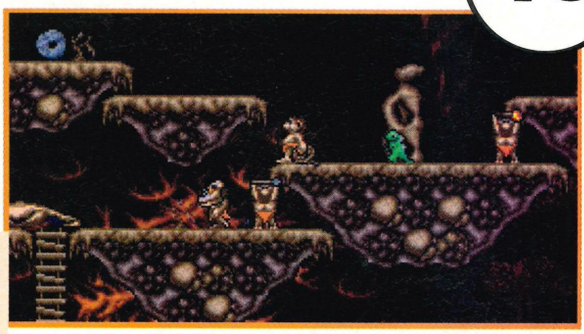
After you've thrown the rope over you may leap across yourself. Equip the spear, select the jump icon and use a high powered jump to clear the gap **4**





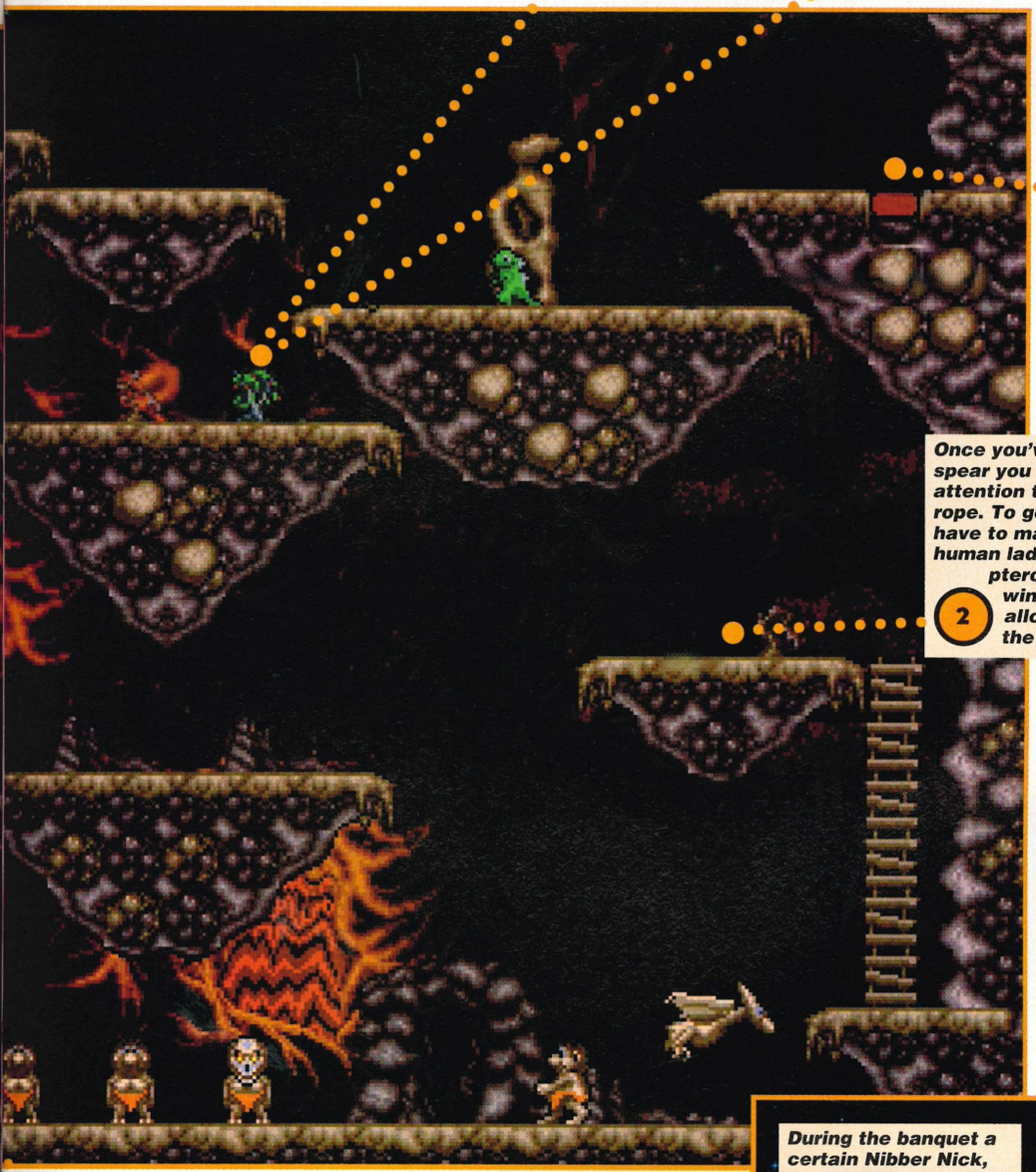
Now use your tribal leader's magic to turn that unarmed human into a burning torch. What a nice chap he is to sacrifice his own life so he may help others!

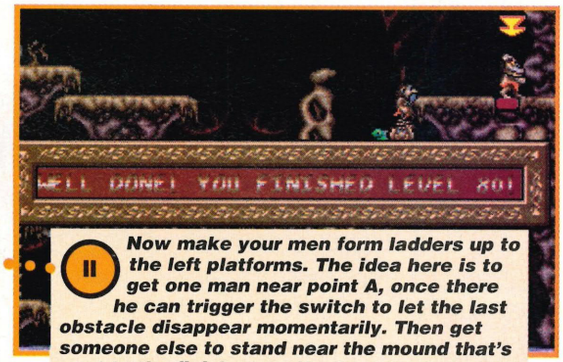
9



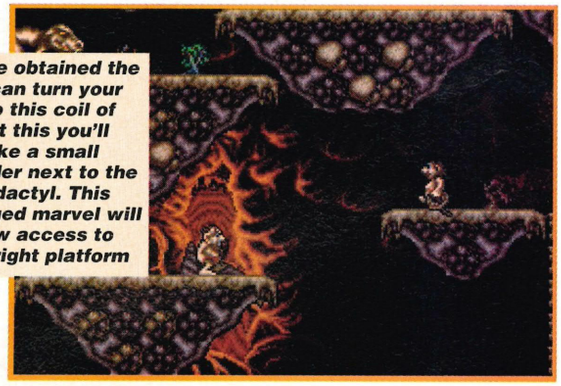
You're nearly there, so start getting your humans up to the next platform like so

10





11 Now make your men form ladders up to the left platforms. The idea here is to get one man near point A, once there he can trigger the switch to let the last obstacle disappear momentarily. Then get someone else to stand near the mound that's next to the finish zone. Next get the human at point A to activate the switch so the human on the other side can complete the level!



Once you've obtained the spear you can turn your attention to this coil of rope. To get this you'll have to make a small human ladder next to the pterodactyl. This winged marvel will allow access to the right platform

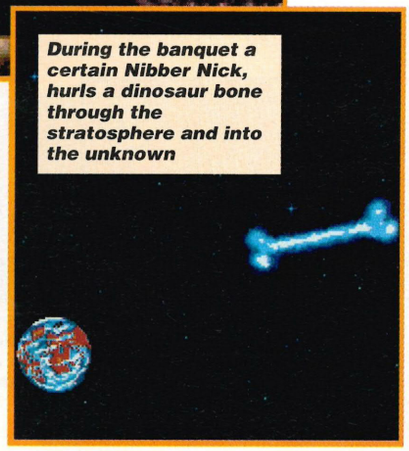
2



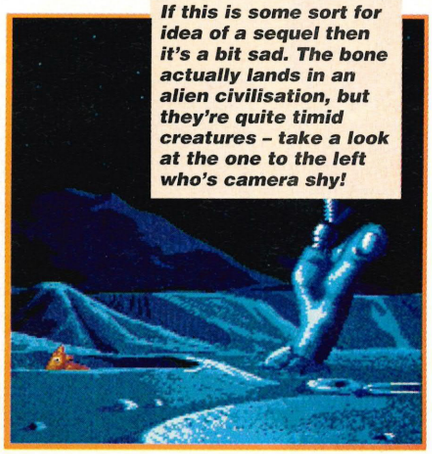
A quick glance at the tabloids results in good news for the humans in the evolution race, but the apes will be back...



1 Before you start rushing through this level you'll need a spear. Start this small quest by making this human ladder with your fellow Neanderthals, then go up to the platform where the evil caveman walks and fool him into throwing his spear. When it misses you, just pick it up!



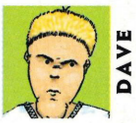
During the banquet a certain Nibber Nick, hurls a dinosaur bone through the stratosphere and into the unknown



If this is some sort for idea of a sequel then it's a bit sad. The bone actually lands in an alien civilisation, but they're quite timid creatures – take a look at the one to the left who's camera shy!

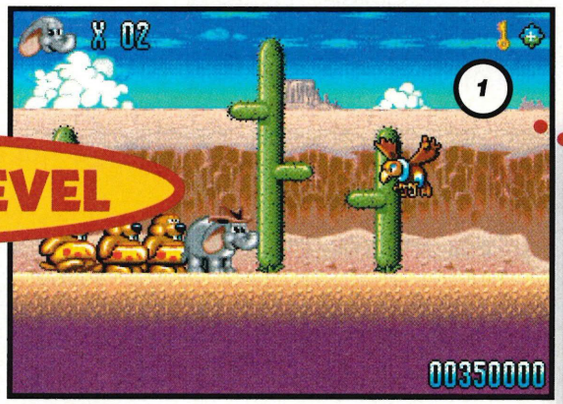
ROLO TO THE RESCUE

With recent letters regarding this cartoon-style platform game we've finally compiled a complete guide to the last two levels for you to enjoy.

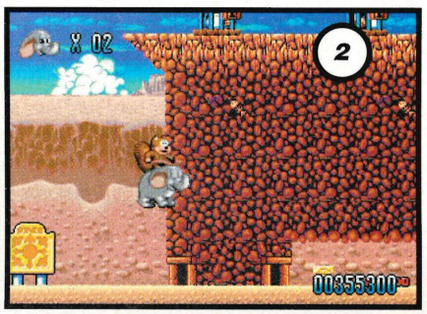


WILD WEST LEVEL

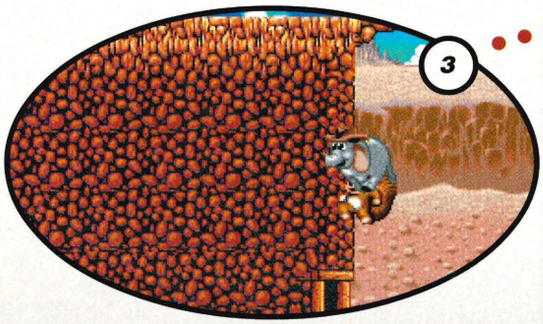
Donning his crumpled hat, Rolo searches the parched deserts to find more of his circus friends who are still held captive. Along the way he meets mutant cacti and psychotic vultures. Let's see what else there is.



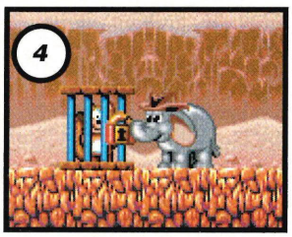
Keep an eye on the skies because vultures come swooping in to take a nasty peck at Rolo



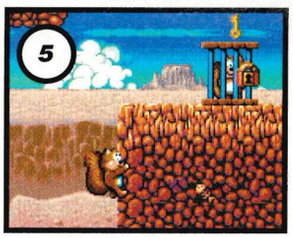
Up on this hill are the rest of the cute creatures which our intrepid mammal has to rescue



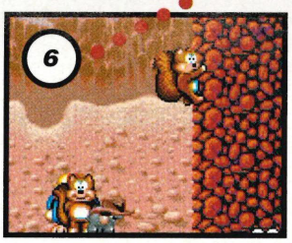
Before a rescue is staged you must send a squirrel up here to get the helium Rolo needs



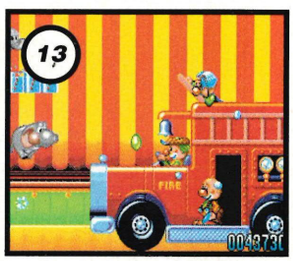
You want the squirrel as your only companion for the time being



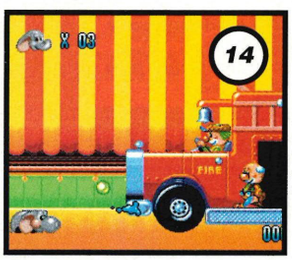
Using the squirrel's climbing technique, get it to this platform which Rolo can't reach



After you've explored the other side of this hill and rescued everyone, come back to get the two moles



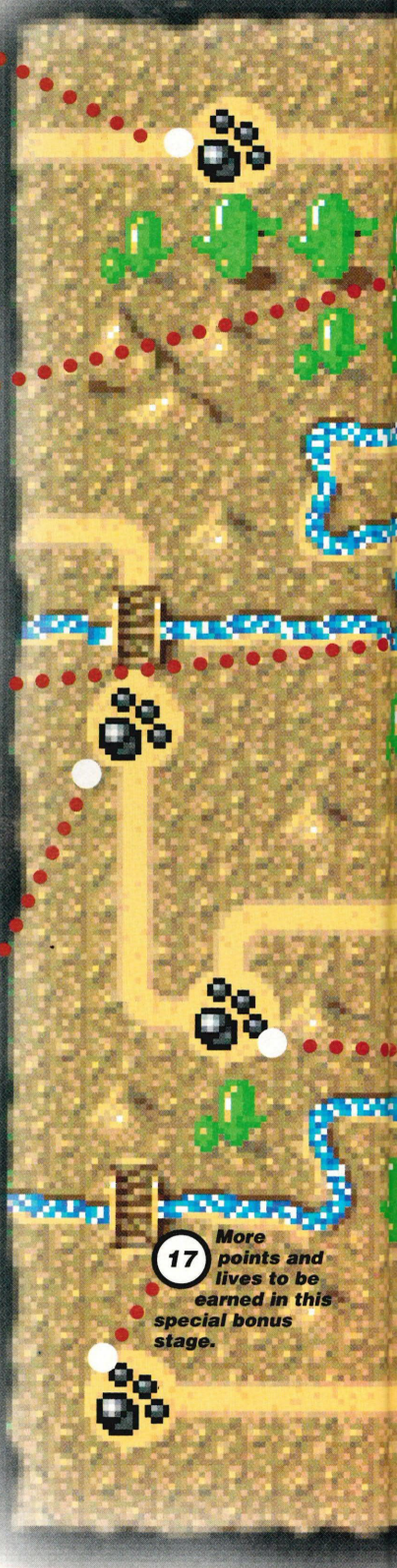
Before you enter the final level again you've got to kill the clowns that guard the area. Start by squirting water at the top clown



Once the top clown is destroyed, work on the bottom one



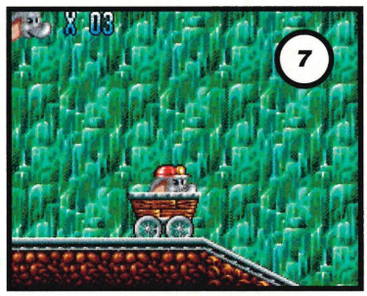
There's only the driver left to vanquish and then BOOM!



More points and lives to be earned in this special bonus stage.



Jump to the highest point of these rocks to earn yourself extra lives and points



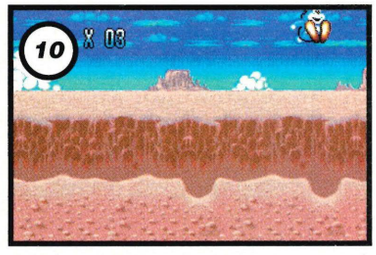
When racing along the tracks in the old mine, take great care of the holes that appear in the tracks



The entrance to the mine is located to the right



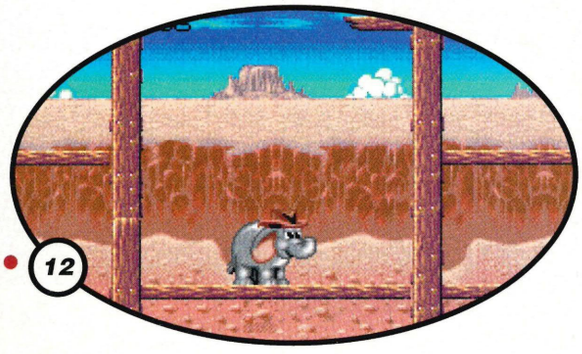
You must bounce on McSmiley's head to gain access to the exit



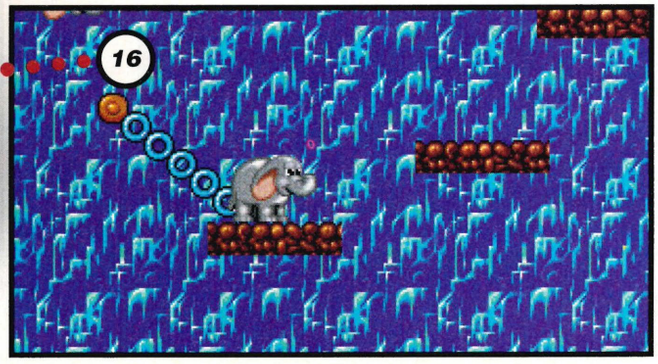
Use the rabbit to get the jigsaw piece above the exit



11 Flying around at the top of the screen are these planes. Be careful of the bombs that they release!



Running in a rage are these menacing bombs. Don't bother to diffuse them in any way

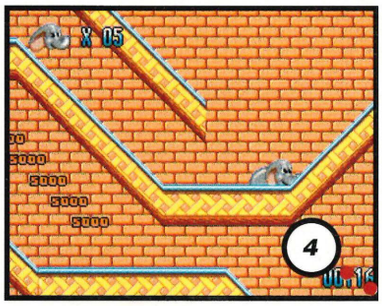


Time all of your jumps perfectly to avoid the lava that bubbles underneath the precarious platforms

A small link to the first levels can be detected in this mine. 18

FINAL LEVEL

Somewhere in this crazy town is good ol' McSmiley himself. Rolo will only rest by his mum's side when he knows that McSmiley has been defeated and all of the animals have been set free. The following tips are to help you do just that.



Slide down the chutes to gain a huge wealth of lives and points

Directly above the exit is another hidden jigsaw piece



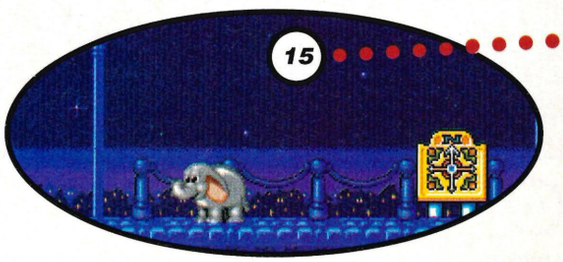




You may lose the friendship of two squirrels when crossing these spikes. Oh, well! Life goes on!

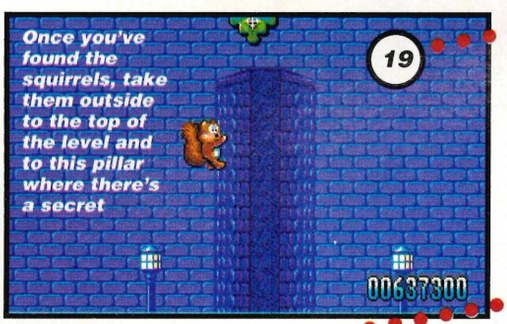


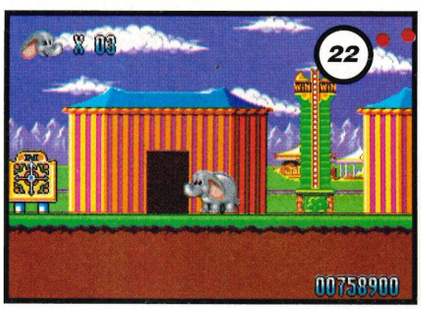
Don't leave this level until you've got the jigsaw piece on the right-hand side of the exit



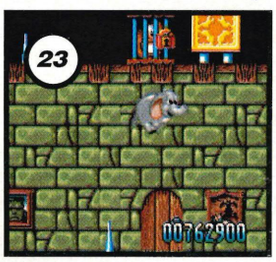
More bonuses than you can shake a milk bottle at (20)



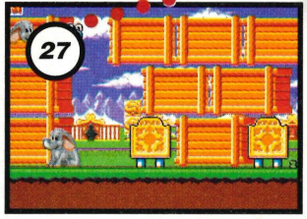




Enter the tent here for a surprise



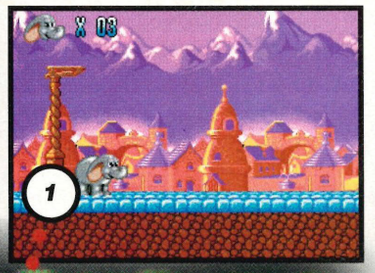
Just as you enter the ghost house you can see this distressed chappie



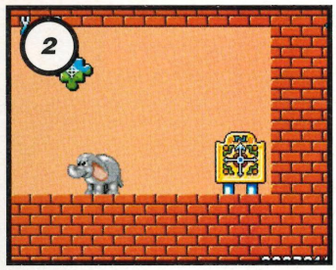
Keep to the left when exploring this bonus screen



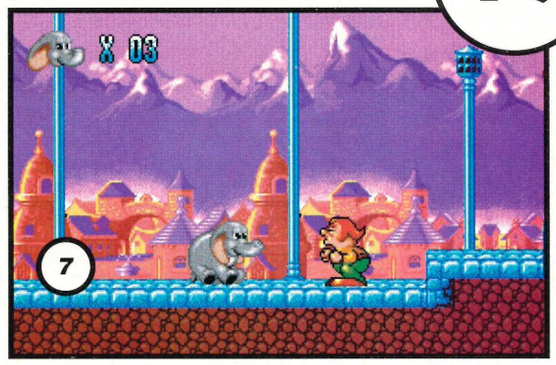
Don't forget this piece of jigsaw!



To the left of the starting position is this lamppost, jump onto the top to get at the secret jigsaw piece



In the last door to the right is the exit and this puzzle-piece



One of the nastier people you could meet in the game is this fire-breather. Jump over his fiery breath before landing on his head

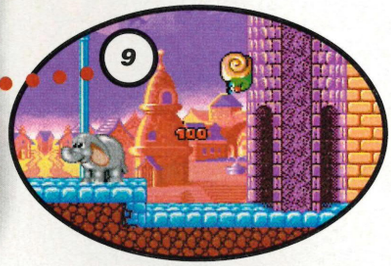


Don't stay in the open for too long or these balloon men will make a direct hit with their bombs



Nudge the boxes to gain a small collection of bonus lives

14 Rolo can even fly this rocket to the moon for a collection of points and lives!



Don't kill the snails on the wall until you've rescued all of the animals above



Even potted plants attack our defenceless hero!



If you stand on the loose tile at the top of the castle you'll float high into the sky and find a missing jigsaw piece

29 This area is a direct link to level 17



The squirrel must climb the walls here to get Rolo's helium



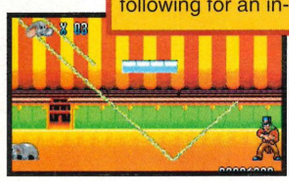
Lives may be recovered in this strange place

28 As soon as you start run right, then pick up this helmet for invincibility for the rest of the level



This bonus room is a real pain. Jump off the ghosts until you reach the exit at the top-right of the screen

Well, this is it! The final encounter with the main man himself. Read the following for an in-depth lesson.



Crouch down as soon as you start to dodge the laser he fires



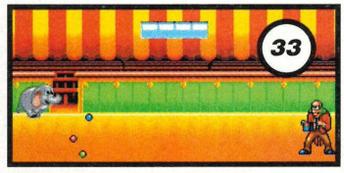
Then nimbly jump over the faces he launches at you



Shoot this flower with your water gun



At the end of the roller-coaster ride you'll need to jump these crates to get the last jigsaw piece



He'll throw balls at you – at the last second jump over them, then jump on his head



He'll repeat this to the right, left and above. Use the same tactics but reverse them to suit. Then after a few goes, BANG!

TMNT: HYPER STONE HEIST

MEGA DRIVE ADVANCED GAMING • MEGA DRIVE ADVANCED GAMING •

Having trouble controlling the ninjas? Then consult this guide to find out all the secrets of Krang and Shredder!



DAVE

YELLOW FOOT



This robotic ninja will always prefer to attack from a distance with his shuriken knives. You'll know when he's about to launch these weapons because he will jump high in the air

WHITE FOOT

Not much of an attacking robot. This one prefers to block with his tonfun while others attack. To kill him, jump in from behind and attack before he turns around



SUPER POWER BOX



Before rushing over and activating this bonus wait until the screen is full of baddies. This way you'll inflict greater damage

PURPLE FOOT



Don't let their gay colour deceive you – they're very sneaky. They'll stay to the side and hurl shuriken stars into your back. Dispose of this enemy quickly

SENTRY DROID



Created by Krang, these metal menaces whiz around on their singular wheel, firing lasers and electric lassos. Kill them quickly before they kill you!

ROCKY

Another of Krang's genetic inventions are these rock-like creatures. They're extremely tough and they like to knock their enemies off their feet with a head-butt



PIZZA ENERGY



Well, what is there to say? It's a health restoring pizza that will cure all ailments

Before starting you should choose the right character. There's only two of real value, so let's discover why...

LEONARDO



(Left) Although he's the leader, he's too laid back. He has a trained mind but is a clumsy fighter, so this makes him third choice

DONATELLO

(Right) An adept fighter with an incredible brain. This combination makes him the best choice



RAPHAEL



(Left) Raphael is the most aggressive and superb fighter. He's too easily lead into a no-win situation, so he is the second best choice

MICHAELANGELO

(Right) Mike's pizza eating skills have only lead to good nunchuka spinning and jokes. Last choice unless you're looking for a good laugh



LEVEL ONE



The drivers of this magnificent city leave little to be desired. Take this blind beggar for instance



After leaving the stagnant sewers you'll explore the streets of New York to find more enemies. Hit this fire hydrant to let off some steam



These weird creatures have a hatred for any green skinned reptile. Gulp!

LEVEL ONE BOSS



Leather Head the mutant crocodile enters the show by insulting our green hero. Just smile back sweetly and prepare for battle



Start the performance with a quick attack combination to introduce him to your weapon



Then get ready to leap into the air as he makes his charging attack



Then as he straightens up on the other side of the screen, he'll turn and throw several daggers at you. After he's finished his attack move closer and repeat the former tactics until he's destroyed

OIL DRUM



Very useful when you need to defeat multiple enemies in a single move. Just hit the side of it and wait for the explosion – from a distance of course!

MOUSER



This mechanical rodent belongs to Baxter. They're not dangerous but they do attack in large numbers

GREY FOOT



Attacks at a short distance with his wooden chain that is very similar to nunchukas. He's the same as any foot soldier to kill

BLUE FOOT



This sword wielding enemy will rush in and attack with his razor blade. Not to be taken lightly

LEVEL TWO



You start the level on Donatello's water-boards. As you skim the waves more foot soldiers will appear, so attack as if you're on land



There's more dangers to look out for, like this lot



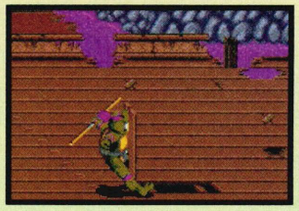
Bump up your score by collecting these bonus boxes



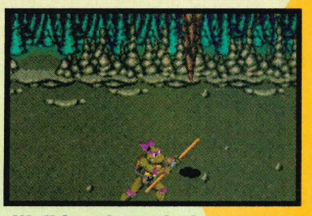
Like the oil drums, these fireworks will let off a tiny explosion that will destroy anything caught in it



Be extra careful of the spiked logs that have been conveniently left in the water



Upon reaching the ghost ship you'll find more traps to be wary of, such as these dodgy floorboards!

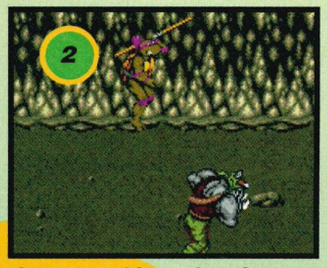


Walking through the cavern beyond the wrecked ship is no easy task. Stalactites will drop down and impale anything that's under them

LEVEL TWO BOSS

The next guardian is Rocksteady. A delicate cross between a rhino and street thug makes this foe strong but thick. Start the combat by whacking him a few times





Jump over him as he tries to knock you off your feet



Then repeat the attack process, but be careful as he often produces a machine-gun and sprays the screen with shell-piercing bullets

LEVEL THREE

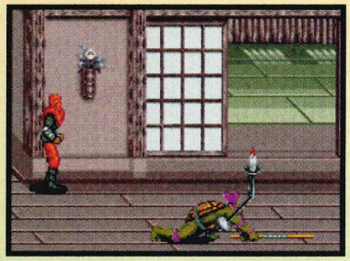


From time to time during this level fire-breathing droids will attempt to toast our hero. Just keep your distance until the heat has died down



In this dojo you'll be caught in a bamboo spike trap. Stay in-between the spikes until you've defeated all enemies

The candlesticks can be knocked towards enemies, killing them instantly





These statues fire lasers randomly. Assume this position and kill all!



Here's Rocksteady to be vanquished again



At the end of this dojo is Tatsu – a martial art expert who is proficient at throwing daggers at high speeds

After the first attack he'll leap across the screen and drop lots of daggers. Stay at the edge before engaging him





Once Tatsu is defeated the wall will crumble to reveal Shredder's hide-out. In this secret cave is Leather Head. Repeat the tactics you used last time

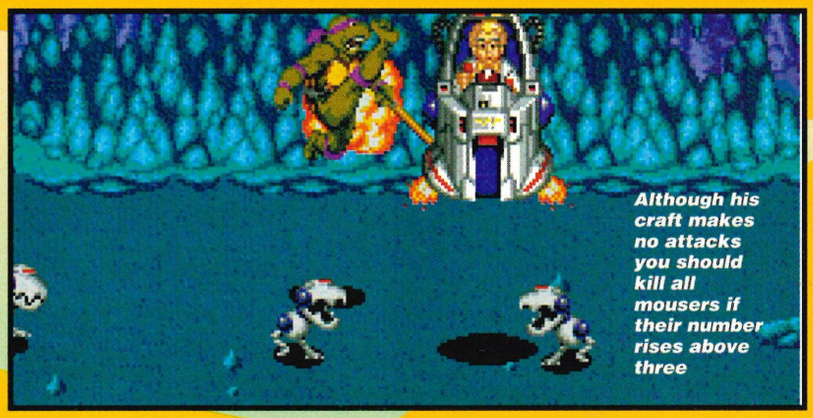
Tatsu has been resurrected by the magic powers of Shredder



LEVEL THREE BOSS



Baxter Stockman decides that he can put an end to your adventure with his army of mousers. Concentrate on destroying his craft



Although his craft makes no attacks you should kill all mousers if their number rises above three

LEVEL FOUR

While you're battling through the hordes of Krang's men there'll be this rather nasty surprise. Just jump them

I wonder where this lift leads to?



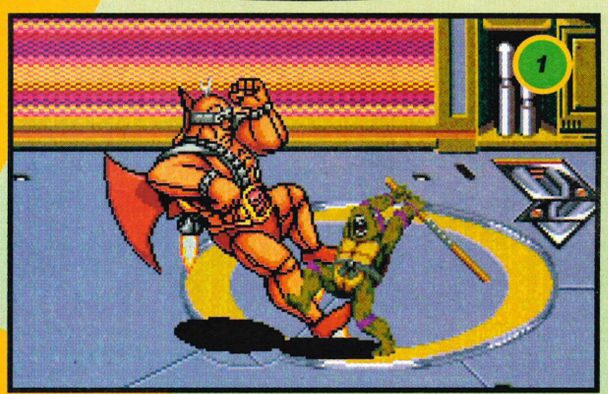
If you survived the first dose of iron balls then get ready for the next lot

The last of Krang's rock soldiers attempt to slow you down

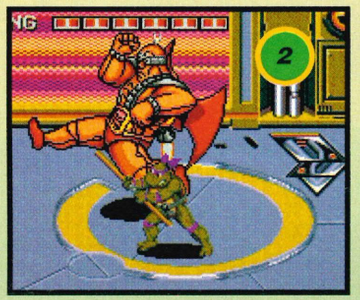
High energy lasers fire from the walls as foot soldiers leap from the air vents to join the ever-growing fray

Krang, I presume?

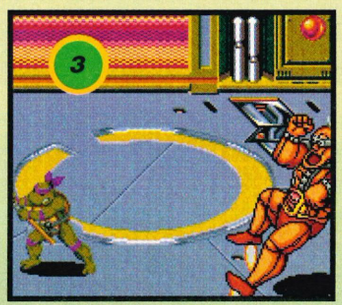
LEVEL FOUR BOSS



Krang engages the turtles after turning into Super Krang! Start by hacking at his legs



Whenever Krang raises his leg, run away. Don't hang about or he'll crush you with his new-found attack



Near the end Krang will fire bombs. Keep jumping and moving. When attacking keep hitting his legs



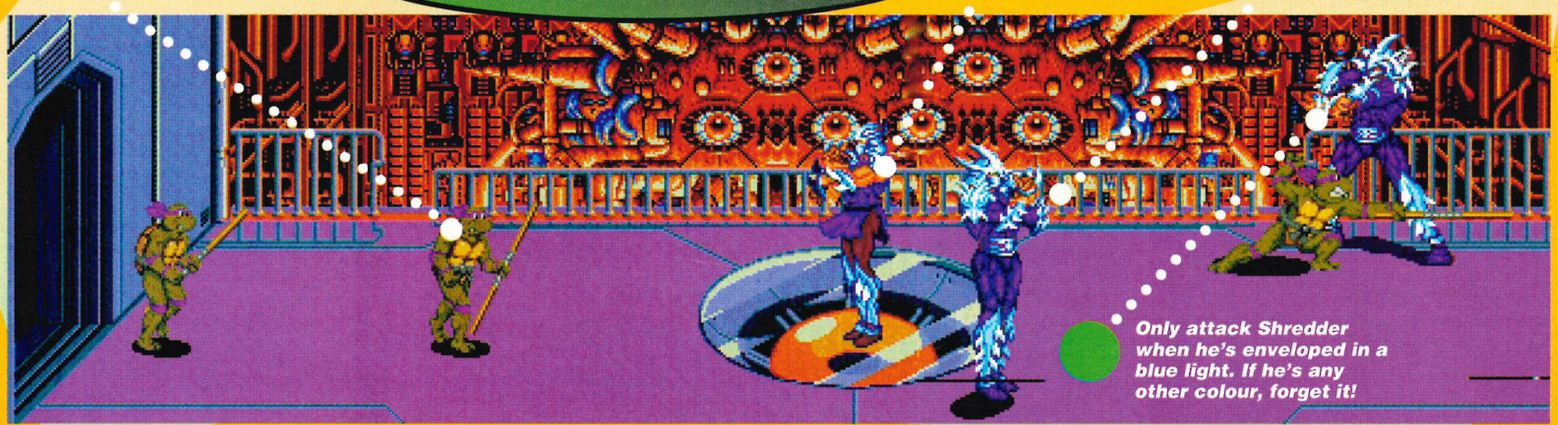
After you've killed Krang, it's on to investigate the lift that leads to the Final Shell Shock. Careful of the foot soldiers that materialize on the lift

FINAL LEVEL

Shredder's here armed to the teeth with chrome polish

Shredder smiles as he is shrouded in a strange green light

The end result is a new and improved Super Shredder



Only attack Shredder when he's enveloped in a blue light. If he's any other colour, forget it!

GAME GENIE CODES



OK, once again it's time to start entering more invaluable codes that'll allow you to hack and crack your way through the following games.

FORGOTTEN WORLDS





Make your life infinitely better by using these Game Genie codes and then use them to destroy the evil paramecium.

ANWA-CAGL:
Start with a huge amount of money, 32,500 zen

ANWT-CAB8:
Player two can also have 32,500 zen

AD8T-BAFA:
Each tiny coin picked up will be worth 1,000 zen

AD8T-BAZE:
Regular coins now have a value of 5,000 zen!

AH8T-AAFG:
The large coins can now be exchanged for 11,000 zen

A18T-AAFL:
The huge coin will be worth an incredible 50,000 zen

ATGA-CA24:
Your character will now be impervious to enemy attacks

AVCA-CA8E:
Traps will no longer be a threat to you

FD8T-BJ9W:
POW prizes will provide extra strength

CX8T-BJ94:
Drum prizes will also grant you extra strength

ZD8A-CAFA + AM8A-CAPC:
Paramecium will now be much easier to defeat

BAPT-CADL:
The machinery room will now lead to the impressive Tower of Dread.

TOKI

If Dr Stark is too difficult to vanquish then read this collection of Game Genie codes. With the help of these miraculous letters and numbers you'll find the girl and live happily ever after.

ATWT-CA88: This original cheat will give you infinite lives

BC3T-AA4T: What about infinite continues instead?

AATT-CA44: Stop the sands of time with this code

A2VT-CA74: You'll never lose energy spitballs if you die

AATT-CAGA: Energy spitballs will stay in your possession a lot longer

ACWA-ABFN: Prolong the life of your footwear by 32 times

ACWA-ABF8: Invincibility will also last 32 times longer

AL7A-CA58 + AG7A-DE56: This clever code means the palace guards die with just one shot!



WORLD CUP ITALIA '90

It is time to chant and cheat your way to the top of the European divisions with these following Game Genie codes in this unique football game.

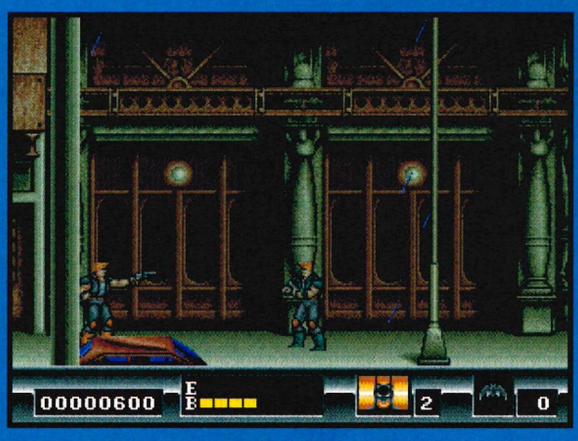
AJMT-AA56 + 9TMT-BGNA + AAMT-ANEC:
Start the game off with a six-nil advantage over player two

AJMT-AA56 + 9TMT-BGNA + A2MT-AAEC:
If player two is upset over the former cheat then use this one to have nil-six in their favour

AZZA-BE3G:
Become the best goal scoring team by making each goal worth six points, for player one anyway

AZZA-BE6E:
Player two can also make his/her goals worth six points

ATYA-BE32:
Sometimes you may need to get through a match quickly to avoid a severe thrashing, so use this code to speed up time considerably.



BATMAN

Being a bit of an Adam West fighting the criminals of Gothem city? Too much smoking and boozing? Flab showing? Then exercise all your muscles and brace yourself for these Game Genie codes.

AKFT-AA4Y: Batman will have infinite chances in his quest

AKYA-AA9G: Batman's pockets will be bulging with this amount of batarangs

RYFA-C8VR: Batman becomes bullet-proof!

AAEA-CABW: Laugh off those knife attacks with this code

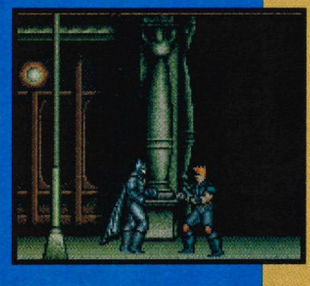
AAET-CAAL: Chuckle as the chandeliers bounce off your bonce

AKYT-AA5L: The batwing will now have an infinite source of rockets

AKYT-AA7R: Even the batmobile has endless missiles

9TET-BGD2 + BTET-AAD4 + 96ET-AAD6 + 5NET-AYX8 + AJET-AA6A: This lengthy code means you start the game with the final boss. Great!

AKEA-AA4J: Try this code for a nice surprise!



SOL-FEACE

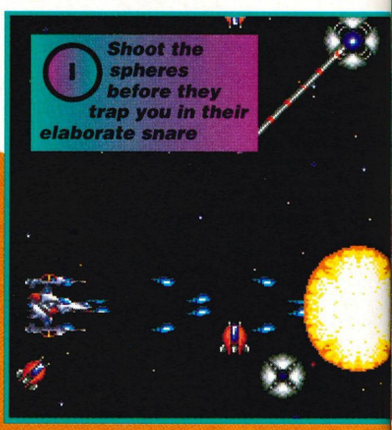
To help celebrate the release of the Mega-CD and the in-pack game Sol-Feace, we're gonna give you the full solution. I'm sorry to spoil things for you, but I enjoy finishing games so much and then sharing my immense knowledge!



DAVE

LEVEL 1

The first level to conquer is Sirius (The Dog Star) which is famous for derelict spacecraft that float through this part of space. The reason it's a graveyard for the careless pilot is that there's a number of GCS-WT's nasties patrolling this area.



1 Shoot the spheres before they trap you in their elaborate snare



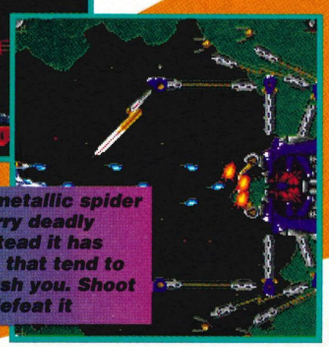
2 This nasty is fairly easy to destroy, but it does have a sting in its tail – this flame attack. Careful of shrapnel when it explodes



3 Shoot the spacecraft debris to knock it backwards



4 This large spacecraft is a bit of a git! Stay in the bottom region and dodge the blue globe that chases you. Generally avoid it until it goes elsewhere



5 This huge metallic spider doesn't carry deadly venom, instead it has long forelegs that tend to reach out and crush you. Shoot it in the head to defeat it



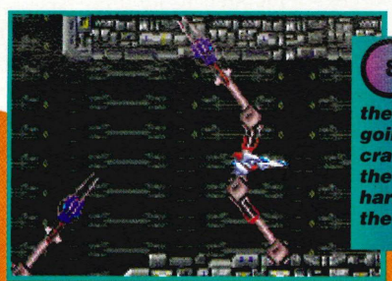
6 If it makes an advancing move with its legs move down to the bottom-left and wait for a new opening



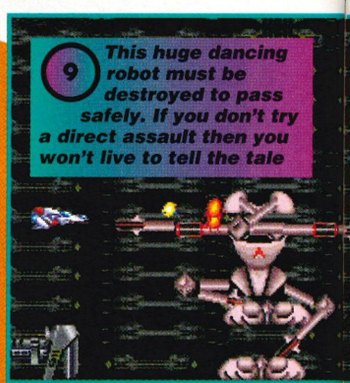
7 Just before its death, debris will be ejected. This is fairly easy to avoid

LEVEL 2

The next objective is the enemy's arsenal. Destroy a large amount of this and you'll have a chance at defeating the GCS-WT. Be warned, now it's not very easy!



8 First impressions suggest that the robotic arms are going to destroy your craft. Be warned, it's the claws that will harm you, just like the piccy depicts



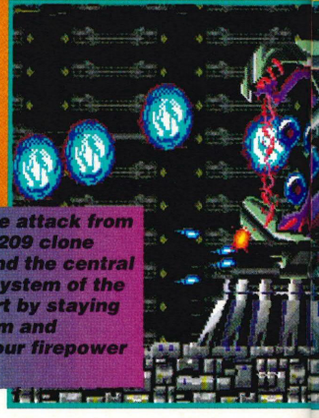
9 This huge dancing robot must be destroyed to pass safely. If you don't try a direct assault then you won't live to tell the tale

10 Ever since Robocop (the film) there's been several variations of this kind of robot. Well, this one starts off by firing a plethora of bullets. Keep on the move to dodge this attack





12 After its initial attack it'll jump into the air and fire a multitude of homing missiles at you. Just shoot them to survive



11 When it advances you'll need to take a new safe position up here



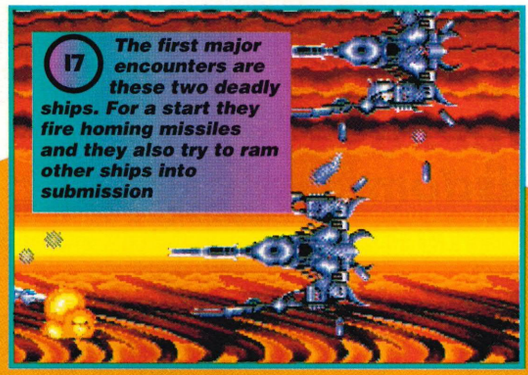
13 Ha! That will teach it not to mess with the best!



14 After the attack from the ED-209 clone you'll find the central nervous system of the computer. Start by staying near the bottom and concentrate your firepower in its direction

LEVEL 3

The Artifistar is the next part of your ongoing quest against the evil C-MOS chip. This section must be completed before making a direct attack on its base on Pluto. This area is not totally unguarded – there's a particularly large battleship cruiser waiting for the unwary.



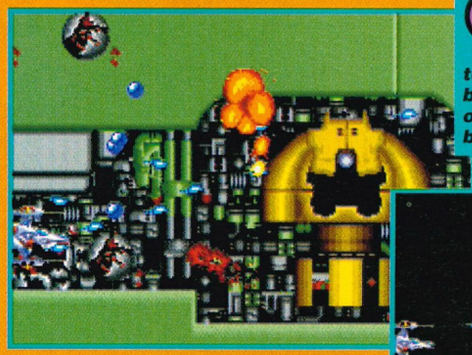
17 The first major encounters are these two deadly ships. For a start they fire homing missiles and they also try to ram other ships into submission



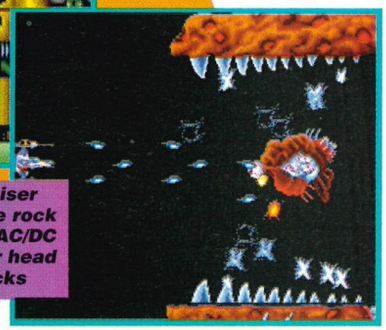
18 Towards the end of this level you'll be surprised by this nasty snake-like creature. Just stay to the right to avoid all of its attacks



19 Then start assuming this attack position and keep an eye out for those green missiles that explode over a large radius



20 Just before you leave this level you'll be confronted with the massive cruiser. Armed to the teeth it's not going to be easy. Try to knock out all of the gun emplacements before tackling this problem



21 Once you've defeated the cruiser you'll meet some sort of large rock monster – and no, it's not an AC/DC fan! Start attacking the smaller head that floats around the two larger rocks



22 Just before you get squashed between the two large rocks fly to the top-right where you should be safe



23 Retreat back to the left while firing at the smaller head



24 When you're being chased down the corridors by alien spacecraft use your thrusters to destroy anything that is near your behind!



25 Whenever there's a gap in the scenery stay close to the bottom of the screen. This way you'll dodge everything – like this huge chunk of metal

LEVEL 4

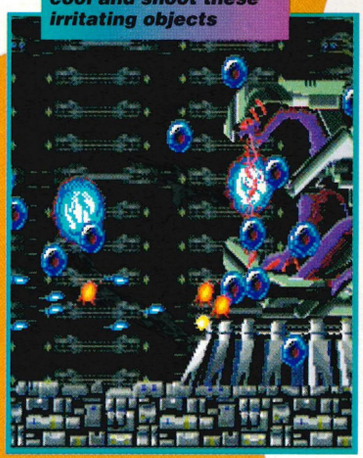
On the outskirts of the solar system is Pluto where a large GCS-WT base is concealed. This must be destroyed before the final showdown. I hope your joypad skills are top-notch!







15 At some point during the battle it'll unleash a collection of energy globes. Just keep your cool and shoot these irritating objects









26 At the end of this sub-level you'll find a very tough challenge indeed. Start by destroying this craft



27 With the majority of the smaller guns vanquished you can start on the larger gun which is very easy to kill



16 With the arsenal of the enemy's main computer destroyed you should be on for a comfortable victory against the GCS-WT



28 Before that main computer there'll be this jellyfish craft. Dodge the tentacles that try to smash your craft into the next solar system



29 You expect the final fight to be the hardest and by Jove isn't it just that! It'll start by launching an array of bullets at you. Just do your best to avoid them



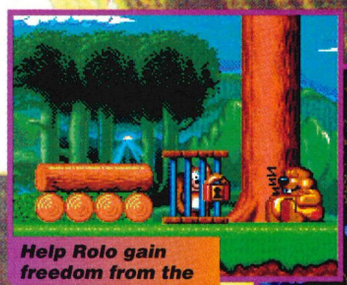
30 Then to add to your troubles there'll be two lasers that'll chase you to the ends of the earth

HIEROGLYPHIC HILARITY

Hello study buddies! Once again I'm here with my infinite wisdom to solve your gaming queries. If you need help write to Cavey Davey at the usual address.



Scare drivers silly in this unique racing game



Help Rolo gain freedom from the circus in this great game



Shoot your way through the galaxy in this superb shoot'em-up



Sega's Ecco maybe the best to date

SUPERIOR MAG

Dear Dave,
I think that your magazine is the best on the market, it's by far better than the other useless pap on the shelves. I won't even mention their names as they're so bad! Anyway, keep up the good work and could you answer the following?
1: What's your advice on purchasing a brilliant RPG?
2: Is Streetfighter II going to be the same as the SNES version?
3: When is Sensible Soccer to be released?
4: During an episode of that dire program 'Bad Influence' they showed the level select cheat for Sonic 2. Could you tell me what it is?
Yours in full admiration,
Jody Shapcott, Exeter, Devon.

DAVE:Why thank-you for such a flattering letter, but enough of this talk, otherwise you'll be asking for a free game!
1: Well, for an exciting combination try the Phantasy Star series or Shining in the Darkness.
2: There's no reason why it shouldn't be, but it's rumoured that it'll be the Championship Edition!
3: We are informed that Sensible Soccer will be released some time this summer.
4: Yes, I can but you'll have to look for it in issue eight!



WRESTLEMANIA!

Dear Dave,
Please can you tell me when Thunder-Pro Wrestling and Ringside Angel are to be released on the Mega Drive in the UK? And if that's not possible can you tell me if they're available on Jap import and if so, where?
Sam Knee.

DAVE:Hold on, where are the pleasantries? Where's the 'How are you?' And the 'Your mag's the best...'? I don't know what the world's coming to. Anyway in reply to your query, Ringside Angel is around on Jap import, read through some of our advertisements for stockists. As for Thunder-Pro Wrestling, I don't know. Are you sure that's what it is called, because we've not heard about it?

RASH THINKING

Dear Dave,
Late this January I purchased Road Rash II I was ecstatic as I raced down the country lanes knocking people over and clobbering coppers. Then when I got indoors I started to play the game, it's not as good as the real thing, but it'll do.
After hours of toil and sweat I completed the last course. In my moments of glory I chuckled as I watched the final screens of animation. Then as the game continued it crashed. I entered the code several times after and it still failed to play after the final level. Could this be a cartridge defect or software problem?
Yours,
Mr R Crawshaw, Milnsbridge, Huddersfield.

DAVE: I'm shocked! Fancy injuring innocent pedestrians, just to play your new game! Anyway, the reason for this constant game failure sounds to me like a software problem. The best thing to do is to contact Electronic Arts and ask someone there.

TOP FIVE GAMES

Dear Dave,
Having recently purchased my Mega Drive, I thought it would be wise to buy a magazine to compliment my machine. After enjoying your mag immensely, my girlfriend and I are now looking for some two-player games, preferably simultaneously. So could you advise us on the following categories?
1: Role-playing.
2: Platform.
3: Shoot'em-ups.
4: Flight simulation.
5: Arcade adventure.
Yours faithfully,
Mark Hambly, Plymouth, Devon.

DAVE:Congratulations on your recent spending spree! I hope that you will continue to indulge in our magazine. Now I hope that the following answers are to your satisfaction.
1: A two-player role-playing game? Well, I don't think there are any! But the best RPGs are probably the Phantasy Star series or the remarkable Shining in the Darkness.
2: Possibly Mick and Mack.
3: Xenon 2 is not simultaneous, but it's good.
4: Not the MD's strong point, but there is LHX Attack Chopper.
5: Ecco the Dolphin! Ecco the Dolphin! Ecco the Dolphin! Ecco the Dolphin! Ecco the Dolphin! Ecco the Dolphin! Get the message?

That's all but before I go I would like to thank Ed Lomas for sending in endless amounts of codes and cheats, but please stop whinging on as to where your prize is! Second, Helen Juggins, you're a very naughty girl! Next time I'm in Portsmouth visiting my family, I'm coming to see you! (Arghhh, run away! – Pam.)



Ordering at MacDonalds will never be the same!

A FEW GOOD ADS

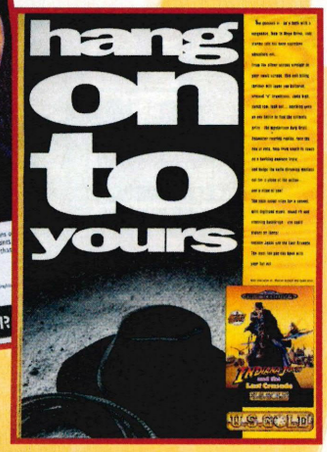


Virgin's adverts are filled with the kind of designs more usually associated with rave singles





EA was one of the first to try and liven up its advertising, to lure the buyers



FEATURE

Something's happening in the world of video game advertising – the magazine ads are suddenly getting interesting. Jools explores.

Stagnation used to be the watchword of that noble band of people who design ads for computer games. The designers only had aspirations to make them as boring, dull and uninteresting as they could humanly manage. As a result they induced a state of ennui as soon as they could, usually before you could pick your nose and turn the page.

Their problem was one of money. There Softco Ltd is, having lashed out all this money from its art budget on a piece of compromised box artwork. It then has to slap the box artwork in an ad, tape an 'Out Soon' over the top and bang it off to Mr Magazine Publisher.

Things seem to be changing however! The big players in the software industry, are actually investing some of their hard-earned cash into an advert design that people will be excited, nay, inspired by. Inspired enough, they hope, to spend £40 plus on whatever is being advertised.

Electronic Arts was probably the first with its double page spread adverts showing a gob-smacked father and son having come off rather badly from a motorbike and an ice hockey puck respectively. This represented Road Rash and EA Hockey. These however are in need of a rehash because ads of a similar nature have been running for nearly a year now.

You may have seen EA's American three page ads for Road Rash II where a guy is riding along saying, "I've got something in my eye". You turn over the page and said object turns out to be a heavy gauge chain! These are classics and deserve a showing over here.

Lately US Gold, Virgin and Domark have been producing ads with a difference. US Gold's "Hang on to yours" (It means your hat!) single page ad for Mega Drive Indy is a fine example of blistering hype and great-looking design.

Domark's Dragon's Fury ad was a good start but a bit too cluttered really to work. Its Secret Diary of a Sega Player DPS, plugging all the company's Sega titles through a week's entries in a diary surrounded by assorted teenage clutter, is great looking but the whole secret diary thing is just a bit Adrian Mole for the young gamesters' tastes.

Virgins' ads use computer generated swirling colours and effects so expertly in the background that the impact of these ads is incredible. The slogan "Adventures in Hyper-reality" owes much to the Shamen, but is still a real winner.

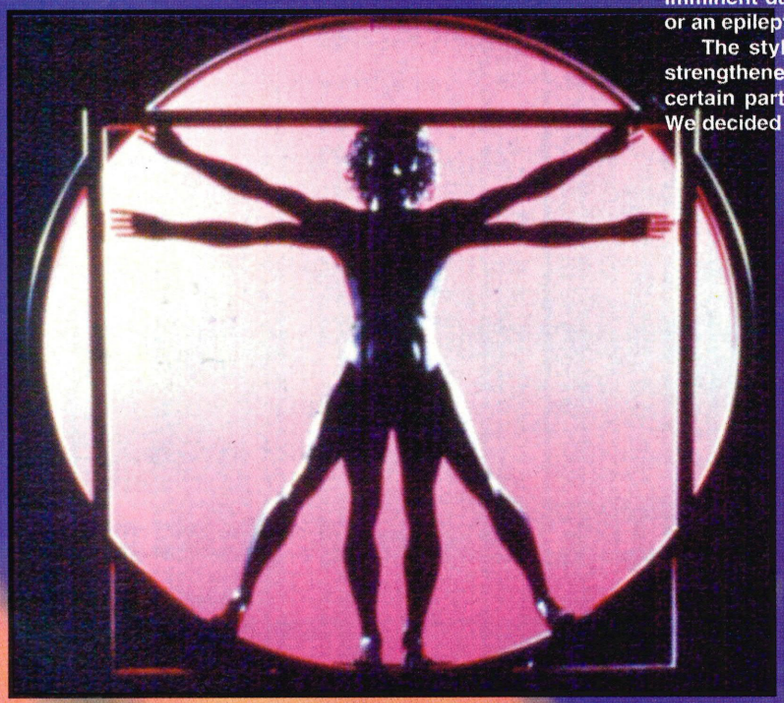
What does it all mean? Probably that the industry's growing up, accepting that it is playing with the big boys now and poxy ads with cheap logos just don't cut the ice any more. I'm not saying all the ads are great all the time, but they are getting there!

DEVIL'S

Arghhh! Lock up your console, World in Action has just informed us that we are all in danger!

The World in Action programme, screened on Monday 15 February was entitled 'Welcome to the Danger Zone'. It set out to convince people that anyone who has touched a console game is in imminent danger of suffering a mental breakdown or an epileptic fit.

The style and presentation of the show only strengthened the belief, on our part anyway, that certain parties are creating a storm in a teacup. We decided to find out what you think of all this.



STORE MANAGER PATRICK TRAVERS



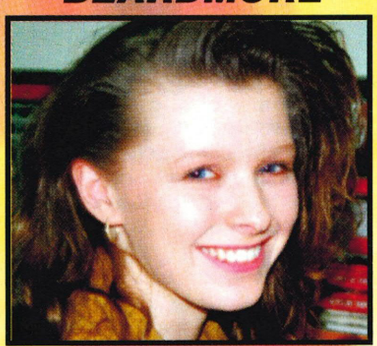
MAG: So how is the console scene going here?
PT: It's a Sega explosion. It's come from nothing really, but we've got plenty in stock to keep it going.
MAG: But how about the Super Nintendo?
PT: The Mega Drive is definitely our star performer, reflecting a national trend. Unfortunately, there have been problems with supply and demand of games. Sega has a problem with new titles, we read a review in all of the magazines and we cannot get hold of enough copies to meet the demand.
MAG: How do you feel about the current idea on the addictive qualities of games?
PT: I've got two children with a Mega Drive, and I've listened to the comments in the press. I think most responsible parents would be watching out for it to see if it becomes too much a part of their leisure time. We restrict playing, you know – one day on, one day off.
MAG: How do your kids feel about that?
PT: They enjoy it more because they're having a decent break in-between.
MAG: So it boils down to parental control?
PT: Yes, it's the same as anything. If you watch too much or listen to too much of anything you begin to believe it, don't you? This is no different.
MAG: What about the epilepsy scare?
PT: The media seems to have made more out of it than it actually is. The retail trade though will have to watch events, until there is medical evidence to support the claims. Yes, we are aware of it, and just waiting for circumstances to become more clear.

STEVE PATT



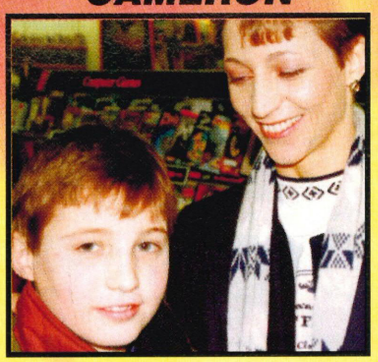
MAG: Do you think that you can become addicted to games?
SP: Some of them, yeah.
MAG: What do your parents think?
SP: Dad plays on it more than me!
MAG: So he's addicted? Do you reckon it's a good or a bad thing?
SP: Bad. I can never get on it! (A true family of game junkies!)
MAG: Did you watch the World in Action 'video games' programme?
SP: Yes, I thought most of it was rubbish. All they were trying to do was scare people.
MAG: You don't agree with this?
SP: I'm sure there are people who become ill from playing games, but for every one who does have a problem there must be thousands who lead a normal life.

JENNY BEARDMORE



MAG: What do you feel about the recent scare theory of kids being addicted to console games?
JB: I think games playing should be done in moderation, not all the time. It's just a form of entertainment isn't it?
MAG: Do you reckon it can cause a problem?
JB: Some people have gone too far and need to play more and more of the time. They get influenced by television and want all of the new games. They feel they've got to have them.
MAG: Have you taken any notice of the reports in the newspapers and more recently on television, particularly the World in Action programme?
JB: Yes, I have read several reports on such things as epilepsy and the like, but the media have a habit of blowing things right out of proportion, so I tend to take these reports with a pinch of salt.
Mag: Even the so-called serious news shows such as World in Action?
JB: Yes, what makes them so different from anyone else? A news story is a news story.

SANDRA AND DANIEL CAMERON

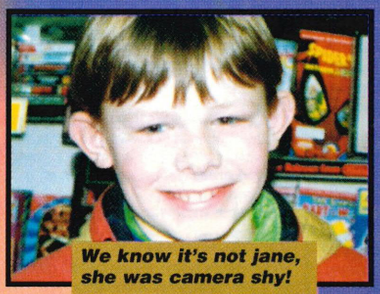


MAG: What kind of games do you want to buy for your Mega Drive?
SC: We usually borrow them, but he (Daniel) hasn't played it for a month as part of his punishment.
MAG: So you feel parental guidance is needed?
SC: Yeah. At Christmas it was first thing he did in the mornings before he got dressed, and as soon as he got home in the evenings. Even his headmaster had to chat to the school about computer games.
DC: I still like Soccer and Streets of Rage.
MAG: Did you see the World in Action programme the other night about computer games?

ADVOCATE

SC: It was food for thought.
MAG: Can you explain what you mean by 'food for thought'?
SC: Well, it made me think about the consequences of such things as photosensitivity. I had heard of such things but never realised the full implications of overexposure to video games.
MAG: So has the programme changed your thoughts on consoles in general?
SC: No, not as such.

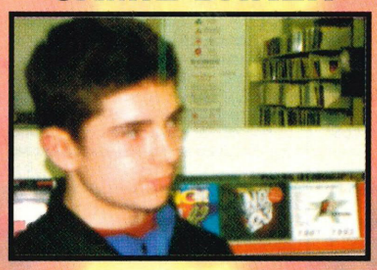
JANE AND LOADS OF KIDS



We know it's not jane, she was camera shy!

MAG: Are you aware of the World in Action programme stating that kids playing games tend to be antisocial?
J: No, but it's not surprising. Some of those games go on for ages, but all it needs is for me to tell the kids to stop, and they will. They may whinge for a minute or two, but 'no' means 'no' in our house!
MAG: Would you consider buying a Mega Drive despite the recent worries over epilepsy?
J: No, I wouldn't buy one, you'd just end up spending lots of money.
MAG: What about pressure from television advertising and so on?
J: It still does not effect me.

JAMIE BAKER



MAG: Do you ever feel addicted to any of your Mega Drive Games?
JB: Yes, games like Lemmings.
MAG: What, to an extreme?
JB: Yeah, yeah, I can't put it down until my mum tells me to stop.
MAG: So does it interfere with your school life?
JB: Nah. I just finish off my work before I get to play the game.
MAG: What about the epilepsy scare?
JB: I'm sure games can't trigger it off...(Jamie didn't really have his talkative head on so we left it at that!)

STEVEN WARD AND MUM



MAG: How do you feel about scientists saying that computer games are addictive, cause antisocial behaviour and aggressiveness?
Mum: Well, since he broke up on Friday (it's half term, by the way) he's not been off his computer. He starts playing early in morning, then his friends come round and they play on it together. It doesn't matter what I do because he'll just go out to see them instead.
MAG : Don't you think his school work could suffer?
Mum: Yes. He's got some project work to do, and he hasn't started it yet. I've tried to get him to do his homework in the morning, but no luck yet.
MAG: So would you say Steven was addicted?
Mum: No, more like possessed! He can't think of anything else. I can't understand why, but school has a lot to answer for because that's all they talk about at dinner time.
MAG: Do the TV reports, especially World in Action worry you?
SW: Not so much as the addictive thing. I'm sure I will never keel over from a fit and that's what that programme was really about.

CLAIRE MITCHELL AND NICOLA

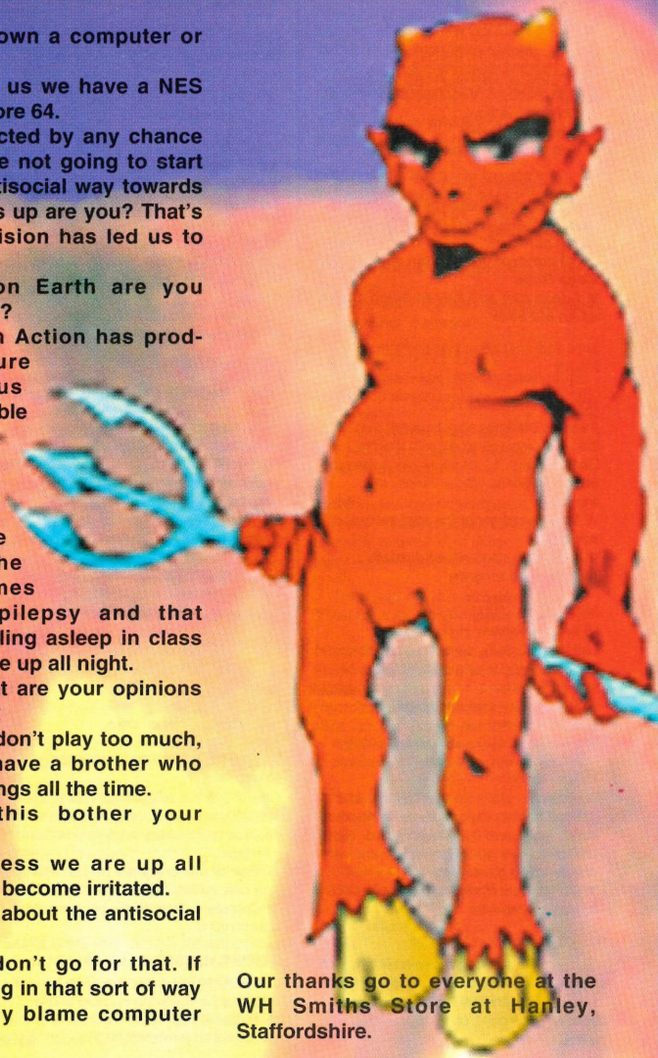




THE LADS!

MAG: What do you feel about the World in Action notion that you can be addicted to games?
Lads: Rubbish, absolute rubbish.
MAG: How about the epilepsy scare?
Lads: Rubbish, total rubbish!
MAG: What do you parents feel about you playing games?
Lads: It's all right, I can play constantly if I want.
MAG: Do you think games can cause antisocial behaviour?
Lads: What exactly do you mean by antisocial behaviour?
MAG: Well, enticing kids and adults to act aggressively.
Lads: No way, if people start acting like hooligans (They actually used more colourful language!) you can't go round blaming video games for that. If people were worried about that sort of thing they would have to close all the pubs in Britain before they blamed video games.

MAG: Do you own a computer or console?
Girls: Between us we have a NES and a Commodore 64.
MAG: Not addicted by any chance are you? You're not going to start acting in an antisocial way towards us, then beat us up are you? That's what ITV television has led us to believe.
Girls: What on Earth are you gibbering about?
MAG: World in Action has produced a feature informing us we're all in terrible danger from games players.
Nicola: Yes, I did watch it, it was the one promoting the idea that games can cause epilepsy and that children are falling asleep in class because they are up all night.
MAG: Yes, what are your opinions on this subject?
Girls: Well, we don't play too much, but I (Nicola) have a brother who plays on the things all the time.
MAG: Does this bother your parents?
Girls: Not unless we are up all night, then they become irritated.
MAG: What the about the antisocial accusations?
Girls: No, we don't go for that. If people are acting in that sort of way you can't really blame computer games.



Our thanks go to everyone at the WH Smiths Store at Hanley, Staffordshire.

THE MEGA FILE

The most up to date and informative list of Mega Drive games you could ever want to read. Remember to check these pages before you go out and buy any game.

1943 (IMPORT) £30
Run-of-the-mill WWII shoot'em-up. Yes, it has pretty graphics and loads of enemies, but so do an awful lot of other games. **56%**
▲ *Good fun for NF dinner parties*
▼ *Where's the originality?*

688 ATTACK SUB (SEGA) £39.99
Submarine sim with some plea-santly effective arcade sequences. Good if you're patient **68%**
▲ *Some wicked speech*
▼ *Takes a while to get going*

AFTERBURNER (SEGA) £34.99
Conversion of classic 3D air combat arcade machine. Very fast 3D graphics and blasting action. **61%**
▲ *Fast and furious*
▼ *Too easy – no lasting appeal*

AIR DIVER (IMPORT) £29.99
3D perspective shoot'em-up jobby with big naff looking baddies and stunningly boring gameplay. **58%**
▲ *3D concept is not often seen on the Mega Drive*
▼ *Looks naff and has as much appeal as an old sock*

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99 **59%**

ALIEN 3 (FLYING EDGE) £34.99
Average platform shooty game that has little (if anything!) to do with the film. Dash through 15 levels blowing the crap out of the aliens with a variety of weapons. **62%**
▲ *Very good graphics and sampled sounds*
▼ *Sluggish controls and totally unoriginal gameplay*

ALIEN STORM (SEGA) £34.99
High-tech version of Golden Axe. Left/right scrolling beat'em-up with lots of baddies. Arcade original was crap, so there's little hope. **46%**
▲ *Some very speedy scrolling, colourful graphics*
▼ *Far too easy – ultimately boring*

ALISIA DRAGOON (SEGA) £34.99
Surprisingly playable platform shooter. A girl and her pet dragon take on the world in this novel and quite huge game **83%**
▲ *Some very good graphics and very challenging gameplay*
▼ *Stinginess in dishing out continues hinders progress*

ALTERED BEAST (SEGA) £29.99
Originally the 'in-pack' game with the MD this is a classic example of how not to show the machine's abilities. Scrolling beat'em-ups don't come worse than this. **47%**
▲ *Er...none really*
▼ *Naff graphics, poor quality sound. Very poor conversion of arcade original*

AMBITION OF CAESAR (IMPORT) £34.99
Average war game based on all things Roman and war like. A good challenge for varying abilities. A good intro to war gaming **72%**
▲ *One of the more easily accessible war games*
▼ *Looks a bit duff*

ANOTHER WORLD (VIRGIN GAMES) £39.99
Wander round an alien planet with a mutant friend in a vain attempt to find your way back to Earth. Stunning visuals, great gameplay. The best thing to come from France since cheap red wine. Treat yourself to a bottle now. **89%**
▲ *Clever and teasing*
▼ *Not recommended for posh dinner parties*

AQUATIC GAMES, THE (EA) £39.99
James Pond returns for a bit of pre-match training in a spoof Olympic joypad basher **78%**
▲ *Quite funny, nice presentation*
▼ *Too much finger work*

ARCH RIVALS (FLYING EDGE) £39.99
Basketball game with a difference. Cartoon-style graphics with some interesting interpretations of the rules of basketball. Want to beat up your opponent? Go on.. **69%**
▲ *Some very good cartoon-style graphics*
▼ *Nice ideas – shame about the game. It's far too boring*

ARIEL, THE LITTLE MERMAID (SEGA) £39.99
Well presented if unchallenging underwater-type game. Roam around a maze and sing songs to vanquish your foes or, if it takes your fancy, incinerate them. Aimed at the younger end of the market. **61%**
▲ *Ariel gets her kit off*
▼ *Tad on the easy side*

ARNOLD PALMER TOURNAMENT GOLF (SEGA) £34.99
One of the first 3D golf games on the Mega Drive. Some very impressive courses, with a very easy to suss user interface. **84%**
▲ *One of the originals on the MD and still one of the best*
▼ *Can get a little dull once you've mastered it*

ARROW FLASH (IMPORT) £24.99
Yet another horizontal scrolling blaster with fancy backdrops and big end-of-level guardians. Yawn yawn, yawn. You can turn into a robot though (coo!) **52%**
▲ *Graphics are very good in places*
▼ *Offers nothing new*

ATOMIC RUNNER (SEGA) £34.99
Fixed scroll run and shoot'em-up with impressive graphics. **40%**
▲ *Looks good*
▼ *Boring and controls are a pain*

BACK TO THE FUTURE 3 (SEGA) £34.99
Recently re-released film licence. Take Marty and Doc back to the 19th Century in a variety of playing styles. Not brilliant. **25%**
▲ *Reasonable presentation*
▼ *Too few stages, unchallenging*

BART Vs THE SPACE MUTANTS (FLYING EDGE) £39.99
Scrolling platform game with naff sprites and excruciatingly dull gameplay. Just cos Bart is in it doesn't mean it's any good! **67%**
▲ *Some good Bart-style humour*
▼ *Sprites are too small and the game is boring*

BATMAN (SEGA) £35
Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. **59%**
▲ *Some very moody looking graphics*
▼ *Another wasted film licence*

BATTLE GOLFER (IMPORT) £29.99
Arcade adventure based around golf. Knock your ball from hole to hole to move through the different locations. Weirdsville. **42%**
▲ *Definitely an original concept*
▼ *Japanese import means all the text is unreadable*

BATTLE SQUADRON (EA) £39.99
Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meanies. **68%**
▲ *Challenging gameplay and good graphics*
▼ *Unusual quirks in some of the levels make progress difficult*

BIMINI RUN (IMPORT) £29.99
3D speedboat shoot'em-up. Looks like the arcade game Hydra. Nice graphics, shame it's so crap. **42%**
▲ *Pleasant looking graphics*
▼ *Absolutely nothing special about the gameplay*

BIO-HAZARD BATTLE (SEGA) £39.99
Good-looking and testing shoot'em-up that doesn't really offer anything new. **78%**
▲ *Attractive and difficult*
▼ *Seen it all before*

BONANZA BROTHERS (SEGA) £34.99
One or two-player platform game. Raid locations and pinch the loot while avoiding the cops. Brilliant as a two-player game. **65%**
▲ *Good fun to play. Excellent presentation*
▼ *Not enough levels*

BUCK ROGERS (EA) £49.99
Expensive role-playing game in space. Very deep gameplay and battery back-up save option. **80%**
▲ *Incredibly involved gameplay*
▼ *Some graphics look a bit dull*

BUDOKAN (EA) £39.99
The original beat'em-up on the Mega Drive for one or two players. Numerous ninjitsu-type events with some novel twists. **58%**
▲ *Superb presentation*
▼ *Far too many moves to be remembered by a mere mortal*

BULLS Vs LAKERS (EA) £39.99
Another EA basketball game, but this one features the more famous players' signature moves. **64%**
▲ *Looks good plays well in two-player mode*
▼ *Boring in one-player mode*

BURNING FORCE (SEGA) £34.95
This game looks a bit like Space Harrier with different graphics. Gameplay is far too uninspired. It also suffers from naff collision detection. **38%**
▲ *Looks nice...*
▼ *...Until you see it moving*

CADASH (IMPORT) £34.99
Good attempt at mixing platform-style beat'em-up with a role-playing game with loads of levels. Neat two-player option. Too fiddly and far too sluggish. **78%**
▲ *New approach. Close conversion of arcade original*
▼ *Graphics look a bit poor. Gameplay is not involved enough*

CAL RIPKIN JNR BASEBALL (IMPORT) £44.99
Good looking baseball sim that just doesn't have the oomph of RBI 4. Quite difficult to master, one for disciples of this genre. **73%**
▲ *Good presentation*
▼ *Yet more bat and ball games*

CALIFORNIA GAMES (SEGA) £39.99
Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. **62%**
▲ *Looks quite nice. Good variety of sports*
▼ *Fairly old and tired concept. How thrilling can foot-bag be?*

CAPTAIN AMERICA (IMPORT) £35
A superhero and his mates try and save the world in the most boring way possible. **62%**
▲ *Good for feeding those fantasies*
▼ *Graphics, sound, gameplay*

CASTLE OF ILLUSION (SEGA) £34.99
Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. **89%**
▲ *Super graphics and great gameplay*
▼ *Er...none really*

CENTURION (ELECTRONIC ARTS) £39.99
A Roman strategy game where you control your legions as they attempt to take over the world. **63%**
▲ *Thoroughly involved gameplay*
▼ *There is not very much action for arcade fans*

CHAKAN: THE FOREVER MAN (SEGA) £39.99
Evil, brooding and excellent. Chakan takes on all sorts of denizens of the dark with his twin blades in this cross between Shinobi and Hell. **88%**
▲ *Brilliant gameplay and atmosphere*
▼ *A bit short*

CHAMPIONSHIP PRO-AM (IMPORT) £39.99
Slightly above average driving sim. Looks rather like Super Off Road with racing circuits as opposed to dirt tracks. Racing fans only need apply **74%**
▲ *Chaotic at times*
▼ *Becomes dull after a time*

CHIKI CHIKI BOYS (CAPCOM) £39.99
Oh deary, deary me. No, no, no! Anyone caught with a copy of this should be forced to wash their genitals with a hedgehog. Sideways scrolling platform manure. **28%**
▲ *Pardon*
▼ *As above*

CHUCK ROCK (VIRGIN) £39.99
Neat prehistoric platform game starring Chuck Rock. Belly-butt your way through loads of gorgeous looking levels **79%**
▲ *Excellent graphics and superb sampled sound*
▼ *Gameplay is a little shallow in places*

COLUMNS (SEGA) £29.99
Pretty version of Tetris. Drop the coloured blocks into the pit and make up lines. Seen it before, done it before...It's still brilliant! **79%**
▲ *Thoroughly enjoyable*
▼ *Quite expensive for such a simple game*

CORPORATION (VIRGIN) £39.99
Big 'roam around the office block knocking off mutants'-type RPG. Lovely 3D perspective graphics make this a visual feast. **75%**
▲ *Massive levels and great presentation*
▼ *Very hard to get to grips with. Roaming around often seems pointless*

CURSE (IMPORT) £24.99
Utterly abysmal horizontal shoot'em-up. Looks naff, sounds awful and has about as much appeal as a rutting skunk. **4%**
▲ *Absolutely none whatsoever*
▼ *The programmers are probably still out there*

CRACK DOWN (SEGA) £34.99
A cross between Gauntlet and Smash TV with an exploration element. **72%**
▲ *Nice presentation and loads of features*
▼ *Can get a bit 'samey'*

CRUE BALL (EA) £39.99
Reasonable 'heavy metal' pinball game with the full Motley Crue licence. Gameplay is slow. **63%**
▲ *Passes the time fairly painlessly*
▼ *Zzzzzzzzzzz*

CYBERBALL (SEGA) £29.99
21st century American football Speedball II without the good bits. Just buy Speedball II. **27%**
▲ *Accurate conversion of arcade machine*
▼ *Said machine was crap*

DANGEROUS SEED (IMPORT) £29.99
Tired old vertical shooter with everything you would expect from a game of this type. Confusing to look at and dull to play. **50%**
▲ *It's cheaper than most imported blasters*
▼ *Far too painful on the eye*

DARIUS 2 (IMPORT) £34.99
Enormous stonker of a horizontal scrolling shooter. Massive levels with loads of aliens. If you can find it check it out. **65%**
▲ *HUGE game; 26 massive levels*
▼ *Fairly ordinary gameplay*

DARK CASTLE (ELECTRONIC ARTS) £34.99
Platform/puzzle/adventure combination with lots of levels. Possibly the worst game EA has ever released. Looks awful and is very frustrating to play. **38%**
▲ *Interesting idea...*
▼ *...Shame it doesn't really work*

DAVID ROBINSON SUPREME COURT BASKETBALL (SEGA) £34.99
Slick and smooth basketball game with wicked gameplay. Has unusual screen flip between each end of court that cocks things up. **77%**
▲ *Looks great and there are some really neat sound effects*
▼ *The screen flip does your head in after a while*

DEATH DUEL (IMPORT) £34.99
Overly simplistic shoot'em-up. Nice graphics, shame about the game. Move a cross-hair and shoot, that's about it really. **68%**

▲*Nice graphics*
▼*Limited gameplay*

DECAP ATTACK (SEGA) £34.99
Weird platform game where you jump around lobbing your head at countless passers by. **78%**
▲ *Very funny and very playable*
▼ *A bit too easy in places*

DESERT STRIKE (EA) £39.99
Still one of THE best games on the Mega Drive. A completely wondrous multi-directional scrolling strategy/shoot'em-up. Loads of missions, loads of fun. **90%**
▲ *Looks great and plays even better*
▼ *Can get a bit too hard*

DEVILISH (IMPORT) £34.99
Snazzed up Breakout with one of the most stupid storylines ever. An evil wizard turns a prince and princess into a pair of paddles...Very credible. **38%**
▲ *It's certainly a change from rehashed shoot'em-ups!*
▼ *It's a bit crap actually*

DICK TRACY (SEGA) £39.99
Grossly overpriced, cocked up film licence. Platform/shoot'em-ups don't come much worse. **39%**
▲ *At least Madonna isn't in it*
▼ *It's horribly dull*

DJ BOY (SEGA) £34.99
A sideways scrolling beat'em-up on roller-skates. Whoever is responsible should be strung up and have terrible things done to them! **27%**
▲ *Useful as a doorstop*
▼ *It's so crap it's insulting*

DOUBLE DRAGON (BALLISTIC) £29.99
Why do we need a conversion of this old and decrepit game? It was and still is a naff beat'em-up. **40%**
▲ *The graphics are identical to the arcade machine*
▼ *It's just a pity that the gameplay is as well*

DRAGON'S FURY (DOMARK) £39.99
Destined to be a classic this one. A wonderful fantasy pinball experience with loads of sub levels and clever little fiddly bits. **87%**
▲ *One of the best console pinball games around. Superb presentation*
▼ *There's only one table*

DYNA BROTHERS (IMPORT) £35
Flawed attempt to copy Populous with dinosaurs. Good fun, but gets too difficult too fast. **79%**
▲ *Cute graphics and simple, but involving gameplay*
▼ *Where is that difficulty curve?*

DYNAMITE DUKE (SEGA) £34.99
Rather naff Op Wolf clone with some truly rubbish visuals. Blast the bad guys as they jump out from behind Jeeps and barrels while collecting big guns. **42%**
▲ *If you like Op Wolf this is as close as you'll get at the moment*
▼ *It looks terrible and is sluggish*

EA HOCKEY (EA) £39.99
It's one of the most enjoyable sports games, especially in two-players. **88%**
▲ *Amazingly playable*
▼ *Erm...There aren't any naked women in it. Pity really, 'cause it could use a few*

ECCO THE DOLPHIN (SEGA) £39.99
Environmentally friendly game featuring great graphics, large areas to explore, brilliant gameplay and a cute dolphin trying to save his friends. **94%**
▲ *Good all round*
▼ *Give me Flipper any day*

ELEMENTAL MASTER (IMPORT) £24.99
Vertically scrolling shooty shooty job with loads of rotten greebos lobbing rocks at you. **70%**
▲ *Absolutely superb graphics*
▼ *Gameplay has little depth*

EMPIRE OF STEEL (FLYING EDGE) £34.99
This is a rather unusually presented horizontal scroller which places you in the unenviable position of piloting either a light plane or an airship! To tell the truth it's quite a nifty game really. **84%**
▲ *Original visuals*
▼ *The gameplay doesn't match the presentation in terms of quality*

ESWAT (SEGA) £34.99
Jools has a soft spot for this mediocre platform/shoot'em-up. I'm not entirely sure why. It looks poor and plays like any other game. There's nothing wrong with it – just nothing right either. **73%**
▲ *Plays OK, looks OK*
▼ *See above*

EUROPEAN CLUB SOCCER (VIRGIN) £34.99
The only decent soccer game. Sideways scrolling jobby. Too easy in one-player mode, but great in two-player. Crucifies World Cup Italia '90. **62%**
▲ *Very good presentation. Neat password system for leagues*
▼ *Boring in one-player mode*

EVANDER HOLYFIELD'S REAL DEAL BOXING
Fab looking Fight Night Special with no consistency in the opponents and limited gameplay. **57%**
▲ *Some really nice blood spurts!*
▼ *A real sucker punch for the purchaser*

FAERY TALE ADVENTURE (EA) £39.99
Whopping big role-playing adventure. Ideal for less experienced RPGers. **65%**
▲ *Quite simple quests. Easy to use features*
▼ *Too basic for some*

FANTASIA (SEGA) £29.99
Stunning looking platform game based on the Disney flick. **46%**
▲ *It looks gob-smackingly good*
▼ *Far too difficult to play*

FATAL FURY (TAKARA/SEGA) PRICE TBA
Groovy man. Top beat'em-up, about time too! Take on the local nutters and show them who the boss is. Yes, yes, yes. **92%**
▲ *Massive sprites, loads of moves*
▼ *Difficult to access some of the moves*

FATAL LABYRINTH (SEGA) £34.99
Simple yet effective top-down RPG affair. Roam around collecting the goodies and bashing the monsters. Easy life! **85%**
▲ *Nice presentation*
▼ *Too much of a walk in the park*

FATAL REWIND (ELECTRONIC ARTS) £39.99
A superb conversion of the Amiga title Killing Game Show. Excellent presentation and novel 'rewind' feature lets you skip back through your game after dying. **85%**
▲ *Platform shoot'em-ups don't come much better than this!*
▼ *Slows down too much*

FERRARI GRAND PRIX CHALLENGE (FLYING EDGE) £34.99
Awful racing game that should never have got out of development. Contains novelty value for being shite. **23%**
▲ *Useful for that wobbly table*
▼ *It's crap*

FIRE MUSTANG (IMPORT) £34.99
Distinctly unpleasant horizontal scroller. Quite horrible to play and distinctly average to look at. **22%**
▲ *None whatsoever*
▼ *Everything about the game including the box*

FIRE SHARK (IMPORT) £29.99
Loose interpretation of the ancient scrolling blaster 1942. Pilot your bi-plane up through the levels blowing away the enemy. **68%**
▲ *Very playable indeed*
▼ *Hardly challenging*

FLAMING DODGEBALL KID, THE (IMPORT) £35
One or two-player ball throwing game. Tournament and league option, but the Jap text is an bstacle. **82%**
▲ *Addictive, colourful and entertaining*
▼ *Could take years to suss out what's going on*

FLICKY (SEGA) £19.99 **28%**

FORGOTTEN WORLDS (SEGA) £34.99
Rather smashing two-player shoot'em-up with some superb background graphics. **75%**
▲ *Very playable, superb graphics*
▼ *Infinite lives in two-player mode*

F-22 INTERCEPTOR (SEGA) £39.99
The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**
▲ *Fast polygon graphics*
▼ *Not much of a sim really*

G-LOC (SEGA) £39.99
Out-dated flight sim that is supposedly a top notch Afterburner conversion. Believe it not, still it's better than the CD effort. **56%**
▲ *A few nice graphical touches*
▼ *Decrepit and old*

GADGET TWINS (IMPORT) £35.00
Crap game with sprites that are reminiscent of something the Rainbow team would knock up on acid. Save the magical kingdom or something equally forgettable. **15%**
▲ *The cover makes good toilet paper*
▼ *Only enough paper for one visit*

GAIN GROUND (SEGA) £34.99
A strategy shoot'em-up. You have to choose the right soldiers to do the right job as you move through the flick screen scenery. Slow, thoughtful pace and a decent two-player mode. **75%**
▲ *Big, fun and varied*
▼ *A bit deliberate for some*

GALAXY FORCE 2 (SEGA) £39.95
Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint as you shoot aliens wears thin very fast. **30%**
▲ *Very colourful*
▼ *Yaaaawn!*

GALAHAD (EA) £39.99
Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**
▲ *Good use of the MD. Excellent graphics*
▼ *Sound a bit on the iffy side*

GAMES WINTER CHALLENGE, THE (SEGA) £39.99
Eight events based on the pistes, bobsleigh runs and snow covered plains. Play with friends for that 'You bastard!' feeling in full. **66%**
▲ *Looks good and plays great*
▼ *Not so good for one player*

GEMFIRE (IMPORT) £34.99
Travel back to mediaeval England and conquer the place. A strategy game that takes some time to get used to, but worth the effort. **76%**
▲ *Absorbing and interesting*
▼ *Won't get the heart rate going*

GHOSTBUSTERS (SEGA) £34.99
Platform nonsense straight from the film. Attractive sprites but frustrating gameplay. **48%**
▲ *Cute and chirpy*
▼ *Too bouncy by half*

GHOULS AND GHOSTS (SEGA) £44.99
Excellent (but expensive) conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat thunping sound. **86%**
▲ *Unlimited lives, testing gameplay...*
▼ *...That may be too testing*

GLEY LANCER
Mistranslated Japanese shoot'em-up with some novel power-ups and nice baddies. Plays well. **89%**
▲ *Great graphics and gameplay*
▼ *Screen clutters up at times*

GREENDOG (SEGA) £34.99
A cool dude searching for the Surfboard of the Ancients. Good looking game that suffers from lack of any real challenge. A bit boring really. **70%**
▲ *Very well presented*
▼ *You'll finish it in a day*

GODS (IMPORT) £35
Become a god and leap round righting wrongs, destroying evil and protecting the weak. Brilliant platform game. **91%**
▲ *Real challenge. Good sound and graphics*
▼ *Not for beginners*

GOLDEN AXE (SEGA) £34.99
A tale of a man, a woman and a dwarf hacking their way through extras from Jason and the Argonauts. In two-player you can even hack each other. **86%**
▲ *Great fun especially for two*
▼ *Too easy for one*

GOLDEN AXE 2 (SEGA) £44.99
Hardly a great leap forward but just as good as first. Don't bother getting both though. **65%**
▲ *It worked once*
▼ *So why not do it again?*

GRANADA (IMPORT) £35
Four levels of multi-directional shoot'em-up in an attempt to blow up nuclear power stations. **71%**
▲ *Pretty graphics and very playable*
▼ *Too short and a bit repetitive*

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35
Unplayable dross where hitting the ball has nothing to do with getting the racket in the way. Ignore. **38%**
▲ *The female sprites wiggle a lot*
▼ *Poorly implemented tat*

GREAT WALDO ADVENTURE, THE (IMPORT) £49.99
Kiddies educational adventure. Explore five levels and attempt to find the lost scrolls and the one and only Waldo himself. Stricty for the under eights or the deranged **63%**
▲ *Vaguely thought provoking*
▼ *Monotonous*

GYNOUG (SEGA) £39.99
A scrolling shoot'em-up with loadsa weapons, weird enemies, and the hero's got wings! **88%**
▲ *Spiffing fun for all the family*
▼ *Goes on a bit, but so does my mum*

HARD BALL (SEGA) £39.99
Well, it's baseball really, but jolly good fun all the same. **72%**
▲ *Slick interpretation of the game*
▼ *Doesn't have that edge to make it great*

HARD DRIVIN' (TENGEN) £35
The finest example of duff 3D programming you are ever likely to see. Lots of glitches. **32%**
▲ *A pic of a Ferrari on the box*
▼ *Graphics, sound, gameplay*

HELLFIRE (SEGA) £34.99
A top class horizontal shoot'em-up with well designed gameplay and attractive graphics. Tense but not too tricky. Excellent fun. **72%**
▲ *Very playable*
▼ *Nothing stunning*

HERZOG ZWEI (SEGA) £34.99
You have a range of armoured units to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. **85%**
▲ *Lots of depth and never slows down*
▼ *A lot to worry about and initially inaccessible*

HOME ALONE (SEGA) £34.99
God-awful licence where you get to be Macauley Culkin. On top of that it's crap as well **35%**
▲ *Novelty of weapon building*
▼ *Painful gameplay*

HUMANS (IMPORT) £39.99
Lemmings rip-off that uses dopey Dave look-alikes instead of dim animals. Perplexing puzzles and crisp looking graphics. **80%**
▲ *80 mind-boggling puzzles*
▼ *An annoying password system*

INDIANA JONES AND THE LAST CRUSADE (US GOLD) £39.99
Good film conversion that sticks to the plot very closely and ends up as a platform game Nice soundtrack and it's better looking than other versions. **82%**
▲ *Action and puzzles*
▼ *Only five levels*

IMMORTAL, THE (EA) £39.99
Top-notch arcade adventure with gloriously gory graphics and nicely weighted gameplay. Loads of magic, monsters and hordes of gold and goblins. **80%**
▲ *Big play area, loads of atmosphere and action*
▼ *The wizard looks like a ponce*

INSECTOR X (IMPORT) £35
Quality gameplay as you bug-spray your way through levels of insects. The backgrounds are superb and the sound's not bad eithe. **80%**
▲ *Marvellous gameplay and it looks great*
▼ *Some levels are too big*

ISHIDO: THE WAY OF THE STONES (IMPORT) £35
Oriental board-game where you have to match up shapes and colours of stones randomly pulled from a bag. Something of an acquired taste. **72%**
▲ *Pretty and a good version of a tile game*
▼ *Not one for the bloodthirsty*

JAMES BOND THE DUEL (DOMARK) £39.99
Take on the role of 007 in this fun platform shoot'em-up. Good for a while but rather small and too easy. **75%**
▲ *Good fun, nice animation of the main sprite.*
▼ *No real challenge*

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99
This has to be seen to be believed. It is so crap it is worth renting just to see how awful it is. **12%**
▲ *Quality crowd noises*
▼ *Its mere existence*

JAMES POND (EA) £39.99
The first instalment in the ever popular James Pond saga. Cute as hell platformer where you swim around collecting things. Great fun, but drags after a while. **79%**
▲ *Cute, cuddly and full of fun*
▼ *Lacks variety in the gameplay*

JAMES POND 2: ROBOCOD (EA) £39.99
The second instalment sees a half metal Pond trying to stop Dr Maybe from taking over Santa's toy factory. Better than the original. **87%**
▲ *Superb levels designs and wacky graphics*
▼ *Might elicit the odd 'joypad through the window' moment*

JEWEL MASTER (SEGA) £34.99
Some nonsensical platform beat'em-up where you switch rings to use different weapons. **40%**
▲ *Intro music's quite nice*
▼ *Essentially useless in the great scheme of things*

JOE MONTANA FOOTBALL (SEGA) £34.99
It had to match up to John Madden to compete and frankly it didn't. Fewer plays, poorer graphics and an absolute cinch. **52%**
▲ *Diverting for two players*
▼ *Never a match for Madden*

JOE MONTANA 2 (SEGA) £34.99
Someone didn't learn their lesson because this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**
▲ *Attractive and playable*
▼ *Speech is eventually repeated*

JOE MONTANA 3 (IMPORT) £35
New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**
▲ *Good fun for a while*
▼ *Too similar I'm afraid*

JOHN MADDEN FOOTBALL (EA) £39.99
What a corker. Unputdownable, excellent control system and a bundle of plays. **75%**

CONTINUED

▲ *Time flies when playing*
▼ *Find the right couple of plays and you'll beat nearly very team*

JOHN MADDEN 2 (EA) £39.99
New pitch textures, new plays and new formations and it is better than the original. **85%**
▲ *Job-threatening stuff as you call in sick for three days running*
▼ *An update not a sequel*

JOHN MADDEN '93 (EA) £39.99
Another update of the nauseatingly successful Madden series. New stats, new presentation. **88%**
▲ *Just as good as before*
▼ *Awful speech*

JORDAN VS BIRD (EA) £34.99
Good looking but very boring one-on-one basketball. **40%**
▲ *Pass*
▼ *Akin to being starved to death*

JUNCTION (IMPORT) £30
One of those marble trap thingies based on an obscure coin-op. **64%**
▲ *It is addictive and incredibly simple*
▼ *You'll loathe the intro tune*

KID CHAMELEON (SEGA) £39.99
As platforms go it's hard to beat this one on size if not playability. A kid races around wearing different helmets to give him different powers. Difficult as well. **81%**
▲ *Size and variety of levels*
▼ *Too hard for some gamesters*

KING'S BOUNTY (EA) £39.99
Visually drab and aurally underwhelming but there's a stonking great RPG in there as well. Not for the casual RPGer. **50%**
▲ *Massive with lots of RPG fun*
▼ *Hardly a work of art*

KLAX (TENGEN) £34.99
Catch the coloured tiles to make matching lines. Not as good as Columns or Tetris but alright. **74%**
▲ *That falling tile gameplay which never fails to amuse*
▼ *Never gets a sweat going*

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99
The murderous clown from Springfield has to trap rats in a cross between Lemmings and mah-jong. **80%**
▲ *The size and the graphics*
▼ *You really could throttle the little bastard sometimes*

LAKERS Vs CELTIC (IMPORT) £35
From EA in the US this was its first full basketball game and jolly good fun it is in two-player mode where it catches the end to end atmosphere perfectly. One-player is dull. **65%**
▲ *Great with a friend and some top graphics*
▼ *It all gets a bit boring*

LAST BATTLE (SEGA) £34.99
Ninja kung-fu karate drivel that irritates immediately. **40%**
▲ *Shows how not to program*
▼ *People bought it*

LEMMINGS (SEGA) £39.99
Fun, fun, fun. Save the lemmings from death, build bridges, destroy anything that gets in the way throughout the 180 levels. The most original and addictive game for a long time. Brilliant. **92%**
▲ *Password system, massive game, good graphics, lots of fun*
▼ *Slight screen flicker in two-player mode*

LHX ATTACK CHOPPER (EA) £39.99
Reasonable flight sim that puts the player in charge of a powerful helicopter. 3D polygon graphics and a 'create mission' option add up to a thumbs up. **84%**
▲ *Varied gameplay, good graphics*
▼ *Lack of wide appeal. Not everyone wants to fly a chopper*

LOTUS TURBO CHALLENGE (EA) £39.99
Nifty little driving sim that was one of the first MD games to feature two-player split screen. Drags a bit in one player. **91%**
▲ *Fast action, great graphics*
▼ *A little tedious.*

MARVEL LAND (IMPORT) £40
The fast moving Wonderboy gameplay combined with grade A graphics, not to mention more pick-ups than you care to name. **80%**
▲ *Hours of play in gorgeous environment*
▼ *Well, the sound's not brilliant*

MI-ABRAMS BATTLE TANK (SEGA) £39.99
Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. **68%**
▲ *Easy to get into, but not too simple*
▼ *Scenery is a bit quiet*

MAGICAL TALURUT (IMPORT) £35
Totally weird walking shoot and punch outing featuring a midget wizard. Clearly programmed by someone with a history of hallucinogenic drug abuse. **77%**
▲ *Novel ideas, pretty graphics*
▼ *Short and gets hard too soon*

MARBLE MADNESS (EA) £39.99
The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. Two-player is a real giggle. **69%**
▲ *Frantic yet basic action*
▼ *It gets frustrating eventually*

MARIO LEMIEUX HOCKEY (SEGA) £39.99
Stands well on its own as a side-on ice hockey game, but when it's up against EA Hockey then it can only ever come second. **79%**
▲ *Excellent tournament mode*
▼ *Lacks atmosphere*

MEGA-LO-MANIA (VIRGIN) £39.99
If playing at god tickles your fancy then this is the game for you. Take charge of a small band of desparadoes and help them on the way to become rulers of the planet. **94%**
▲ *It exists*
▼ *You'll become a hermit*

MERCS (SEGA) £39.99
Hmm, I'm afraid this is dull formularized shoot'em-up stuff that really shouldn't be done anymore. Ah well. **13%**
▲ *Mindless violence*
▼ *It's shit*

MICKEY AND DONALD (SEGA) £39.99
Disney's two faves help each other out in this sumptous platform game. A bit easy but you can't fail to love it. **86%**
▲ *Looks and plays really well*
▼ *Too easy*

MIDNIGHT RESISTANCE (IMPORT) £38
A conversion with dodgy graphics as you fire loads of weapons at loads of things with loads of weapons. **60%**
▲ *More mindless violence*
▼ *Tricky controls*

MICK AND MACK: THE GLOBAL GLADIATORS (VIRGIN) £39.99
McDonalds has a go at upping its street cred with this save the world from pollution effort. Good looking platform romp with two racially aware kids and loads of messy gunge. **83%**
▲ *Plays well*
▼ *Not enough depth*

MICRO MACHINES (CODEMASTERS) £34.99
Yawn, another racing game which Jools seems to like. Race all over objects such as the bath and a pool table in miniaturized cars, boats, so on and so forth. **89%**
▲ *Side splting two-player mode really makes the game*
▼ *Some uninspiring tracks (Or kitchen tables!)*

MIGHT AND MAGIC: GATEWAY (EA) £49.99
Expensive but huge RPG. The graphics are naff, the encounters controls are a bit duff and as for the sound. **64%**
▲ *Bloody massive*
▼ *Doesn't anyone think RPGs need graphics?*

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95
Who the hell is Mike Ditka and didn't he realise if you can't better John Madden. You might as well forget it. **30%**
▲ *Two-player saves the day*
▼ *He's got a silly name*

MOONWALKER (SEGA) £34.99
Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well animated platform game. **64%**
▲ *Brilliant fun and very playable*
▼ *More variety needed*

MYSTIC DEFENDER (SEGA) £34.99
The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. **52%**
▲ *Interesting visuals*
▼ *Wears thin after a while*

NEW ZEALAND STORY (IMPORT) £35
Fabulous coin-op conversion that is one of the best platform games around. Cute enough to make even the hardest stomach turn. **84%**
▲ *You'll never put it down*
▼ *And thus ruin your life*

NHLPA '93 (EA) £39.99
Updated version of EA Hockey, fast, furious and loads of fun. Playing in two-player a must, so get yourself a copy now. **86%**
▲ *The complete game*
▼ *Erm...none really*

ONSLAUGHT (BALLISTIC) £39.99
Formulaic blasty thingy with so-so graphics and repetitive baddies. **42%**
▲ *Mildly diverting for small children*
▼ *Largely a waste of money*

OLYMPIC GOLD (US GOLD) £39.99
Spending £40 on a device for breaking your joypad never struck me as a good idea. **78%**
▲ *It'll raise a sweat with anyone*
▼ *Sore fingers, too small, sore fingers, swimming's a nightmare, sore fingers*

OUTLANDER (IMPORT) £39.99
Poor attempt to cash in on Road Rash and Mad Max. Drive across Austalia eliminating bike gangs before fighting the evil boss Dusty. Seen it all before. **42%**
▲ *Nice Scrolling*
▼ *Death by boredom*

OUTRUN (SEGA) £34.99
Racing game that has seen better days, in this case about 1986 when the coin-op – very average – appeared. **24%**
▲ *Funny when the car flips*
▼ *Insomniacs sign here*

OUTRUN 2019 (SEGA) £39.99
Good looking game set in the future. The best so far of the series. **65%**
▲ *Plays nicely*
▼ *Yet another racing game*

PAC-MANIA (DOMARK) £34.99
3D version of the old fave with all the ghosts and pills of the original. **64%**
▲ *A good giggle for a quiet night*
▼ *Seen it all before really*

PAPERBOY (DOMARK) £34.99
Ride your BMX through surburban America, or was it Beirut? **52%**
▲ *Arcade perfect*
▼ *That's part of the problem*

PAPERBOYII (TENGEN) £34.99
Ride your BMX through surburban America chucking a paper at things **60%**
▲ *Better than the first one*
▼ *Still essentially a crap game*

PGA TOUR GOLF (EA) £39.99
Don't waste your time reading this, just get out and buy it. Was the definitive golf game on the MD. **81%**
▲ *Incredibly playable*
▼ *Some ropy intro graphics*

PHANTASY STAR 2
A huge battery backed-up RPG that set the standard for others. **81%**
▲ *You'll be there for weeks*
▼ *Bloody hard*

PHANTASY STAR 3
Bigger and better than number two, difficult to believe, I know. It's got really good graphics! **82%**
▲ *Good looking very playable*
▼ *Daunting at first*

PHELIOS (SEGA) £34.99
Mundane little vertical shoot'em-up that shoots its load too early by giving a level select option. **71%**
▲ *Nice gameplay touches*
▼ *It's all over so quick*

PIGSKIN FOOTBRAWL (IMPORT) £34.99
Mediaeval-type American football game. Nothing to get excited about. Fight, kick, maim... Raises a smile but not a lot else. **45%**
▲ *Good soundtrack*
▼ *Nothing to write home about*

PIT-FIGHTER (DOMARK) £39.99
Two-player option saves this reasonable one-on-three beat'em-up from obscurity. Digitized graphics don't quite work. **30%**
▲ *You can't beat smashing a chair over a mate*
▼ *Dead boring on your own*

POPULOUS (EA) £39.99
You are God, the Man, the Big Cheese. **90%**
▲ *Very addictive*
▼ *The power can go to your head*

POWERBALL (IMPORT) £35
Tragically duff Speedball clone that loses all the good bits in an attempt to be different. Just buy Speedball 2. **48%**
▲ *Makes SB2 look even better*
▼ *How long have I got?*

POWERMONGER (EA) £39.99
Massive strategy and war game. Build up your army, attack, defend, use diplomacy, manage farms. **87%**
▲ *Hours of engrossing play.*
▼ *Not enough variety or fighting*

PREDATOR 2 (ARENA) £34.99
Very average shoot'em-up. Rather small and too easy. Predator ship stage is the only challenge. **65%**
▲ *Addictive*
▼ *Far too small. Lack of challenge*

QUACKSHOT (SEGA) £39.99
Brilliant everything'em-up with Donald Duck in the driving seat. Run, shoot and quack through some great levels. **87%**
▲ *Does everything marvellously*
▼ *Again no naked women. Cuh!*

RAIDEN TRAD (IMPORT) £40
Graphically impressive vertical blaster with phenomenal power-ups and all sorts of enemies. **81%**
▲ *Includes excellent presentation*
▼ *Gameplay is a little limiting*

RAINBOW ISLANDS (IMPORT) £39.99
Sickeningly cute platform game. Lob rainbows at the bad guys as you jump up through layers of meanie filled platforms. **83%**
▲ *Incredibly playable*
▼ *It's a bit pukey*

RAMBO 3 (SEGA) £29.99
Overhead multi-directional scrolly shoot'em-up starring Rambo and a variety of large guns. **47%**
▲ *Better than average sound*
▼ *Game style is a bit old hat*

RASTAN SAGA 2 (SEGA) £29.99
Hack 'n' slash barbarian basher. **48%**
▲ *Beat'em-up junkies will love it*
▼ *... A good job, no one else will*

RBI BASEBALL 4 (TENGEN) £34.99
Brilliant conversion that knocks all other baseball sims for six. Good animation and nifty features. **87%**
▲ *Good gameplay, nice graphics*
▼ *Takes forever to reach the World Series*

REVENGE OF SHINOBI (SEGA) £34.99
Sequel to the brilliant Shinobi with some fabbo graphics and sound. **81%**
▲ *Fantastic presentation and excellent gameplay*
▼ *Erm, none really*

RINGSIDE ANGEL (IMPORT) £34.99
Wrestling game involving scantily clad girlies beating the crap out of each other. Awful gameplay, but a wonderful subject matter. **45%**
▲ *Hmm, half-naked women!*
▼ *It's a completely crap game*

RINGS OF POWER (EA) £49.99
Unfortunately this is a distinctly poor RPG with a very bad control system. **51%**
▲ *Quests are quite interesting*
▼ *Graphics are jerky, controls are bad and the game is too dear*

RISKY WOODS (EA) £39.99
You're a knight walking through average levels firing average weapons at average enemies. **55%**
▲ *It looks quite good*
▼ *Shallow gameplay*

ROAD RASH (EA) £39.99
3D motorcycle racing game with some rather novel ideas! Beat the crap out of your opponents. **78%**
▲ *Superb animation and fun gameplay*
▼ *No two-player option*

ROAD RASH 2 (EA) £39.99
Brilliant follow up to the original. Play at hooligans on motorcycles. All done in the best possible taste. **84%**
▲ *Great fun*
▼ *Little variety*

ROLLING THUNDER 2 (IMPORT) £39.99
Huge scrolling platform game based on the ancient Atari coin-op. **82%**
▲ *The gameplay is addictive*
▼ *The graphics are awful*

ROLO TO THE RESCUE (EA) £39.99
An elephant has to rescue his friends from the evil ringmaster. Big, but it goes on a bit. **66%**
▲ *Big and you can control different characters*
▼ *Too long*

SAINT SWORD (IMPORT) £34.99
Multi-directional scrolling hack 'n' slash job. **37%**
▲ *Seven decent sized levels*
▼ *It's bobbins*

SHADOW BLASTERS (IMPORT) £29.99
Distinctly poor scrolling beat'em-up. Looks crap and it is crap. **34%**
▲ *None*
▼ *As appealing as cold sick*

SHADOW DANCER (SEGA) £34.99
Wicked ninja game based on the hit arcade machine. One man and his dog take on the evil hordes in this scrolling beat'em-up. **84%**
▲ *Brilliant graphics and terrific gameplay*
▼ *I don't like dogs*

SHADOW OF THE BEAST (EA) £39.99
Visually awesome game converted from the Amiga classic. It's crap, but it's a nifty way of showing off the Mega Drive's abilities. **62%**
▲ *Looks gob-smackingly good*
▼ *Plays gob-smackingly badly*

SHADOW OF THE BEAST II (EA) £39.99
Incredible graphics, impressive sound, but excuse me can I have a more of a game please? **88%**
▲ *Excellent presentation*
▼ *Too hard and it's tiny*

SIDE POCKET (IMPORT) £34.99
Dreadful attempt to bring pool to the MD. **30%**
▲ *Females on the intro screen*
▼ *The complete game*

SHINING IN THE DARKNESS (SEGA) £44.99
Stonking RPG with brilliant graphics and truly deep gameplay. One of the best games of this type. **72%**
▲ *Fantastic graphics and superb puzzles*
▼ *Too much aimless wandering*

SONIC THE HEDGEHOG (SEGA) £34.99
Obscure scrolling platform game starring a blue hedgehog. Apparently it sold quite well. **85%**
▲ *Great graphics and sound*
▼ *Levels are far too easy*

SONIC THE HEDGEHOG 2 (SEGA) £39.99
The sequel to a really obscure platform

romp. Sonic is joined by Miles in this bigger, speedier game. **93%**
▲ *Miles is one wicked dude*
▼ *It's not a significant improvement over the first game*

SPACE HARRIER 2 (SEGA) £34.99
Good conversion of the 3D arcade blaster. **48%**
▲ *Fast 3D graphics*
▼ *Gameplay is a little thin*

SPACE INVADERS '90 (IMPORT) £29.99
Graphically enhanced version of the original shoot'em-up. **64%**
▲ *A good conversion*
▼ *Only the graphics have been brought up to date*

SPEEDBALL 2 (VIRGIN) £39.99
Futuristic sports sim with bags of violence. Look and plays great, particularly in two-player. **78%**
▲ *Fantastic graphics and superb sampled sound*
▼ *You really need two players*

SPIDERMAN (SEGA) £29.99
Mediocre platform game that offers nothing new. Reasonable fun, but you'll soon tire of it. **64%**
▲ *Wickedly moody soundtrack*
▼ *Very little lasting appeal*

SPLATTERHOUSE 2 (IMPORT) £39.99
Gory scrolling beat'em-up. Once you've got over the novelty of chopping up babies with a chainsaw you'll hate it. **72%**
▲ *Novel gory graphics*
▼ *Very weak gameplay*

STAR CONTROL (BALLISTIC) £39.99
Huge strategy game that has been squeezed onto an 8 meg cart. Ideal for those who like a bit of strategy without too much brain drain. **68%**
▲ *Neat graphics and fun gameplay*
▼ *Blend of arcade and strategy alienates fans of both styles*

STAR CRUISER (IMPORT) £34.99
Vertical shooter with Q & A section between levels. Utterly unplayable unless you speak Japanese. **47%**
▲ *None whatsoever*
▼ *It's bloomin' foreign innit?*

STARFLIGHT (EA) £39.99
An interesting blend of trading, adventure and blasting that spans a massive virtual universe. Far too big for its own good. **56%**
▲ *Great idea...*
▼ *...Shame about the implementation*

STEEL TALONS (IMPORT) £35
Slow, turgid, depressing helicopter sim that Domark will be releasing officially this year. **55%**
▲ *Faithful arcade conversion*
▼ *You could make tea in between screen updates*

STORMLORD (IMPORT) £34.99
Very good looking platform game from British developer 21st Century. Looks and plays a bit like Ghosts and Goblins. **75%**
▲ *Superb presentation*
▼ *Inconsistent difficulty levels*

STREETS OF RAGE (SEGA) £34.99
The definitive Mega Drive beat'em-up in the style of Double Dragon. Looks great and has brilliant moves. **79%**
▲ *Wonderful presentation*
▼ *A bit too easy*

STREETS OF RAGE II (SEGA) £44.99
Brilliant sequel to a quality original. Bigger graphics, much bigger levels. Superb. **91%**
▲ *Excellent presentation and gameplay*
▼ *Best as two-player*

STRIDER (SEGA) £44.99
Horrendously expensive multi-directional scrolling beat'em-up. Lovely graphics and top sound. **78%**
▲ *Excellent arcade conversion. Looks superb*
▼ *Too bloody expensive!*

SUPER AIRWOLF (IMPORT) £34.99
Absolutely nothing to do with Airwolf. Pilot your chopper through the jungle blowing everything up. **65%**
▲ *Surprisingly playable*
▼ *The presentation is awful*

SUPER BATTLETANK (IMPORT) £44.99
Climb aboard the latest in American killing technology to defeat those irritating Iraqis. Slow paced tank sim that looks better than it plays. **50%**
▲ *Easy to master controls*
▼ *Yawn*

SUPER FANTASY ZONE (IMPORT) £35
Very odd this one. You play a spaceship who has to avenge its father's death by shooting vegetables. **86%**
▲ *Lots of lovely pastel graphics*
▼ *Very rare in this country*

SUPER HANG ON (SEGA) £34.99
Excellent conversion of the 3D arcade Bike Racer. Great graphics and boostin' sound. **72%**
▲ *Presentation is quite superb*
▼ *Gameplay is a little lacking*

SUPER HIGH IMPACT (IMPORT) £34.99
Interesting American football sim ideal for beginners. No way near up to John Madden standards. **68%**
▲ *Ideal for beginners*
▼ *Not enough plays*

SUPER HQ (IMPORT) £34.99
This is a new version of an old theme, three different vehicles in which to chase the criminals who can actually shoot back. Wears thin very quickly. **40%**
▲ *Fun for about 15 minutes*
▼ *Tedious for longer*

SUPER HYDLIDE (SEGA) £29.99
Fantasy role-playing game with drab graphics and dim plot. Puzzles are involved so adventure buffs'll love it. **65%**
▲ *Very involved gameplay*
▼ *Only RPG nut-jobs will like it*

SUPER KICK OFF (US GOLD) £39.99
At last the long suffering football fan has a playable Mega Drive cart. If this is your game it's the best so far. Thank the heavens. **88%**
▲ *Excellent presentation*
▼ *IBogged down by the stats*

SUPER LEAGUE BASEBALL (SEGA) £34.99
An adequate baseball sim that doesn't quite make the mark. It is no way near as good as RBI 4. **48%**
▲ *Reasonably playable*
▼ *Has no ZING!*

SUPER MONACO GP (SEGA) £34.99
Good quality coin-op conversion. Adequate graphics and reasonable joypad response. **68%**
▲ *Reasonable graphics*
▼ *Beginning to show its age a bit*

SUPER MONACO GP 2 (SEGA) £39.99
Updated game, but this time it's got Ayrton Senna's name on it. **73%**
▲ *Some nice digitized piccies*
▼ *Joypad response is a bit sluggish*

SUPER OFF ROAD (BALLISTIC) £34.99
Old fashioned 'round and round'-type racing game with teeny-weenie graphics. Very playable! **68%**
▲ *Very playable indeed*
▼ *Graphics are too small*

SUPER REAL BASKETBALL (SEGA) £34.99
Playable basketball game with some wicked close ups of your shots. **64%**
▲ *Corking graphics*
▼ *You really need two players*

SUPER REAL VOLLEYBALL (SEGA) £34.99
2D graphics are pap and gameplay is drab. Yah-boo sucks. **65%**
▲ *The only volleyball game*
▼ *Looks crap and plays worse*

SUPER SMASH TV (FLYING EDGE) £34.99
Dreadful conversion of the old arcade classic. Blow away thugs and mutants to win prizes. **33%**
▲ *Two-player game amusing*
▼ *Incredibly boring and dull*

SUPER SHINOBI II (SEGA) £39.99
Bloody fabulous ninja game that has to be in everyone's collection. New moves and new magic. Buy it! **93%**
▲ *Huge amount of moves, great to play*
▼ *Some moves are a bit fiddly*

SUPER THUNDERBLADE (SEGA) £34.99
An adequate version of the arcade hit. Pilot your chopper through the cities blowing up bad guys. **59%**
▲ *Graphics are quite nice*
▼ *Gameplay is a bit poor*

SWORD OF SODAN (EA) £39.99
Amiga conversion that failed. Epic beat'em-up that's boring. **40%**
▲ *Looks nice*
▼ *Pity it doesn't play very well*

SWORD OF VERMILLION (SEGA) £49.99
One of the better RPG. Looks nice, big maps, plays well. **67%**
▲ *One of the best*
▼ *It costs nearly £50!*

TAZ-MANIA (SEGA) £39.99
Wonderful looking platform game. Great graphic, sound, animation and backgrounds. **85%**
▲ *Looks ace*
▼ *Not enough to gameplay*

TEAM USA BASKETBALL (EA) £39.99
Another updated game, this time Bulls Vs Lakers becomes Team USA. Attempt to win a Gold medal at the Olympics. **62%**
▲ *Two-player game good laugh, nice graphics*
▼ *No variety. Too easy*

TECHNOCOP (SEGA) £29.99
Impossible Mission-type platform game with drivey bits. An ambitious project that hasn't paid off. **63%**
▲ *Great idea...*
▼ *Bad presentation*

TECHNO SOCCER (IMPORT) £35
Dire attempt by the Japanese to make a game out of our national sport. **10%**
▲ *The captain can catch fire(?)*
▼ *Induces suicidal tendencies*

TEENAGE MUTANT NINJA TURTLES: THE HYPER STONE HEIST (KONAMI) £39.99
Average run around and duff up the bad guys affair. Too small and relatively easy. **65%**
▲ *Fun being a turtle*
▼ *INo challenge*

TERMINATOR (VIRGIN) £34.99
Great presentation, but under all the frills it's nothing more than a weak platform shoot'em-up. **63%**
▲ *Stunning visuals*
▼ *The game is far, far too easy*

TERMINATOR 2 (ARENA) £39.99
Menacer compatible shoot'em-up based on the arcade machine. Great fun, good atmosphere and the best Menacer game about. **85%**
▲ *Fast moving action*
▼ *Needs Menacer for full potential*

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
Drive lots of fast cars in this 3D driving game. **68%**
▲ *Some wicked cars*
▼ *Screen update can't keep up*

THUNDER FORCE II (SEGA) £39.99
Wicked shoot'em-up. Eight way scrolling job. Plays great! **82%**
▲ *Very playable*
▼ *Graphics are a bit poor*

THUNDER FORCE III (SEGA) £39.99
Horizontal scroller with some WICKED graphics. A classic. **85%**
▲ *Amazing graphics*
▼ *Very hard levels*

THUNDER FORCE IV (SEGA) £39.99
What? Another one? The pick of the bunch this one. Amazing graphics and wicked gameplay. **94%**
▲ *Gob-smacking graphics*
▼ *Again, no topless totty*

TIGER HELI (IMPORT) £34.99
Vertically scrolling chopper blaster. Good visuals, great gameplay. Try it! **78%**
▲ *Looks nice, plays well*
▼ *A bit hard to get hold of*

TOEJAM AND EARL (SEGA) £39.99
Scrolling adventure where you control the two dudes as they try to rebuild their spaceship. Neat game – crap visuals **72%**
▲ *Lots of humour in there!*
▼ *The graphics are poo*

TOKI (SEGA) £34.99
Wicked platform game. Guide your ape through loadsa levels. **69%**
▲ *Great graphics. Massive levels*
▼ *Gameplay is a tad dull*

TORA! TORA! (IMPORT) £34.99 **53%**

TOXIC CRUSADER (IMPORT) £35
Crap beat'em-up featuring this chap with the worst skin problem since the Singing Detective. **43%**
▲ *He uses a mop*
▼ *Bloody dull*

TURBO OUTRUN (SEGA) £34.99
Race around California in your open top Ferrari. Awful. **12%**
▲ *Nope*
▼ *You name it, it's got it*

TROUBLE SHOOTER (IMPORT) £39.99
Very slick shoot'em-up starring two babes. **61%**
▲ *Fantastic visuals*
▼ *Girlies don't get their kit off*

TRUXTON (SEGA) £34.99
Vertical shooting and lots of guns. Dated but very playable. **78%**
▲ *Bold graphics*
▼ *Not awfully original*

TWIN HAWK (SEGA) £34.99
If I see another scrolling shooter I think I'll scream... ARGHHH! **41%**
▲ *You pilot three planes at once*
▼ *So boring it's untrue!*

TWINKLE TAIL (IMPORT) £35
Walking shoot'em-up with loads of different weapons. Good, but not that good. **78%**
▲ *Well balanced difficulty and as good as a lot of others*
▼ *Never truly original*

TWO CRUDE DUDES (SEGA) £34.99
Tough opposition in this scrolling beat 'em-up. **86%**
▲ *Grotesque graphics*
▼ *Iffy sound effects*

UNDEADLINE (IMPORT) £35
Vertical walking blaster stuff full of weapons and power-ups. **86%**
▲ *Some gruesome guardians*
▼ *Not exactly original*

UNIVERSAL SOLDIER (BALLISTIC) £34.99
An old Amiga platform/shooty classic gets renamed to cash in on the Muscles from Brussles success. **60%**
▲ *Interesting weapons*
▼ *Game shows its age*

ULTIMATE TIGER (IMPORT) £37.99
Scrolling shoot'em-up which yet again offers nothing new. **32%**
▲ *Nuffink*
▼ *Uninspired*

VALIS 3 (IMPORT) £30
Vertically scrolling slash'em game – at least you don't shoot anything! **48%**
▲ *Wicked presentation*
▼ *A bit too hard in places*

VOLFIED (IMPORT) £24.99
Paint the screen by drawing lines and filling in the gaps. **72%**
▲ *Wicked gameplay*
▼ *Crap presentation*

WANI WANI WORLD (IMPORT) £35
Based around an ancient two-player coin-op with the most garish graphics ever seen. Weird! **79%**
▲ *Mildly addictive*
▼ *Migraine inducing graphics*

WARDNER SPECIAL (IMPORT) £34.99
Stonking coin-op conversion of this storming platform shooter. Nothing to do with the above game. **53%**
▲ *Arcade quality visuals*
▼ *Longevity score is a bit weak*

WARRIOR OF ROME (IMPORT) £39.99
Completely wicked and playable strategy war game. **74%**
▲ *Easy to get into*
▼ *Not for experienced players*

WARRIORS OF THE ETERNAL SUN (IMPORT) £35
Daunting D&D RPG. Rated by aficionados, but no one else! **65%**
▲ *Good variety*
▼ *Long periods of nothing*

WHERE IN TIME IS CARMEN SANDIEGO (EA) £49.99
Educational detective game that teaches history. You even get an encyclopaedia with it! **74%**
▲ *Very good fun indeed*
▼ *Presentation is a bit weak. It's also expensive*

WHERE IN THE WORLD IS CARMEN SANDIEGO (EA) £49.99
Same as above but with geography and trivia-type general knowledge. **85%**
▲ *Good fun. Very educational*
▼ *A bit 'samey'*

WHIPRUSH (IMPORT) £19.99
Pleasant little average type shoot'em-up thingy. **61%**
▲ *Looks OK*
▼ *It's yet another shooter*

WONDERBOY 3 (SEGA) £34.99
Scrolling collect'em-up. Totally completely and utterly dire. **27%**
▲ *None*
▼ *C'mon Sega, we're not stupid*

WORLD CLASS LEADERBOARD (US GOLD) £39.99
The best 3D golf game on the Mega Drive. Smashing graphics, wicked speech and brilliant courses make it a must! **82%**
▲ *The best golf game yet!*
▼ *You've got to like golf*

WORLD CUP ITALIA '90 (SEGA) £29.99
A pretty naff footie sim. One of the worst we've seen. **55%**
▲ *None really*
▼ *It's crap*

WRESTLE WAR (SEGA) £34.99
A poor attempt at cashing in on the WWF craze. **59%**
▲ *Not a bad beat'em-up*
▼ *Not a good beat'em-up*

WWF (FLYING EDGE) £39.99
Nearly very good wrestling game with all your favourite stars. **69%**
▲ *Great graphics*
▼ *Fights are too short*

XENON 2 (VIRGIN) £39.99
The once classic Amiga vertical shooter gets ported across to the Mega. Superb graphics . **72%**
▲ *Fantastic presentation*
▼ *Gameplay is a bit weak*

XDR (IMPORT) £34.99
Horizontal scrolling shooter. Gaudy graphics, boring blasting. What a load of rubbish. **43%**
▲ *Erm....Nope*
▼ *It's another crap shoot'em-up*

ZANY GOLF (EA) £39.99
It'd probably be good if you're on drugs, but crazy golf does with hamburgers, windmills and sausages does nowt for me. **35%**
▲ *It's an original idea I suppose*
▼ *But it doesn't quite work*

ZERO WING (SEGA) £39.95
Polished horizontal blaster. Looks great and plays well. **72%**
▲ *One of the best shooters*
▼ *Infinite continues a pain*

ZOOM (SEGA) £29.99
Mediocre puzzle based on Painter, the arcade game. Drag a brush and collect bonuses. **43%**
▲ *Fun for a few minutes*
▼ *...Then it gets boring*



MEGA PHONE

Maverick Mags, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

WELL GOOD!

Dear Mega Phone,
I would like to say well done for the great mag. It has to be the best one for Mega Drive owners anywhere. The Mega-CD feature was very informative and useful, but here are some questions I have that you did not cover.

Will the UK Mega-CD be compatible with a Japanese Mega Drive. Secondly will Bare Knuckle be the same as Streets of Rage 2? Please answer these as I do not want to buy a Mega-CD that I cannot play.
No name and address.



John: *The UK Mega-CD will not be compatible with a Japanese Mega Drive and vice versa. To run any of the CD machines you need to have a Mega Drive and CD unit from the same country. Sega's new grey import protection ensures that Mega-CD games will only work on the machines for which they are intended.*

As for your question regarding Streets of Rage II – the game will be called Bare Knuckle II in Japan.

HOW LOW SHOULD WE GO?!

Dear *MAG*,
Question number one. I am going to buy one of the following games and would like some advice as to which one is the best; Streets of Rage 2, Sonic 2, Chuck Rock or Galahad.

Why did you rate Evander Holyfield so low? It should have received at least 90%. Last question: How much will the Mega-CD retail for and how much will the CDs themselves cost?
Thanks,
Hillena Distill, Norwich.



Gerry: *It all depends on which sort of game you enjoy. As far as platform games go Sonic 2 beats most others hands down, but if beating things up is your little fetish then I would recommend Streets of Rage 2. We only scored Evander Holyfield at 54 per cent, and not 90 per cent as you suggest, for the simple fact that it is crap and was lucky to receive a score of that much. No official prices have as yet reached us regarding the Mega-CD, but we speculate it should sell for around the £200-£250 mark.*

A LEAGUE OF YOUR OWN

Dear *MAG*,
Can you please answer these questions.
1. When will Sensible Soccer be released for the Mega Drive?
2. Will Sensible Soccer have a Scottish league eg Rangers, Partick Thistle?
3. Will Sensible Soccer have proper names for players such as McCoist of Rangers or Van Basten of AC Milan?
4. Do you think Kick Off will have the proper names?
5. Will there be a game like Euro Club Soccer with better graphics with all of the new FIFA football rules and with players' names?
6. In Kick Off will you be able to be a manager?
James Wallace, Glasgow.



Gerry: *At the time of this issue going to press the information we had received was that Sensible Soccer will be released, but no one seems quite sure when. The chances of it having a Scottish League are slim to say the least because the Mega Drive version will more than likely take the form of a European Super League. If this is the case Rangers will never make it. Celtic – yes. Partick Thistle, hmm, I'm not sure on that one.*

If the version being released on the Mega Drive is similar to its Amiga counterpart then the players should have their own stats, but as before McCoist of Rangers will never make it and McStay of Celtic is where the good money should be at.

The new FIFA rules? Well, the passback law has not been included but the new offside ruling should be. We'll give you more information as we get it.

OH GREAT AND MIGHTY ONE

Dear *MAG*,
Help, I've been trying to get my hands on an import copy of Gods, but my local dealer says due to a difference in hertz the game isn't compatible with British consoles. Is this true? If so what is the difference between that and other games.

Fill me in as I'm keen to get my hands on a copy.
Steve Albini, Catford.



Gerry: *The reason Gods or most other Genesis games will not work on a British console lies simply with the fact that US machines (and Japanese for the record) are coded to read only American games and vice versa with your British machine. The only way round this problem is to have your machine converted which will empty your pocket to the tune of £50 or so.*

VIRTUALLY HERE?

Dear Megaphone,
I am writing in connection with your 'Exclusive First Report From Las Vegas CES' Page. I was interested to learn that plans for a Virtuality system which will be compatible with the Mega Drive exist. Please can you tell me if it is definitely scheduled for release in the autumn or sooner as I would love one of these fantastic machines.
Susan Millet, London.



John: *Sega was demonstrating an early version of the machine in Las Vegas with the view to*

TAKE-OVER BID

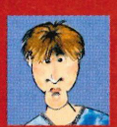
Dear John,
I am writing to you regarding Sega's comment in your Mega-CD feature in issue seven. They quote, "The Mega-CD will completely take over from cartridges in two to three years". So what are they saying here exactly? The Mega Drive will be obsolete in a couple of years and it's only use will be something to plug the Mega-CD into? OK, so they will still have to produce cartridges but will production fall by at least 50% of current output. I'm sure me and most other Mega Drive owners feel strongly about this subject.
Anthony Payne, Suffolk.



John: *The Mega Drive won't be obsolete will it? It'll have this bloody great CD thing latched onto the bottom of it won't it? In two or three years time CD as a data medium will be the norm. Cartridges simply don't have the capacity to hold all the information required to produce a game like Sewer Shark or Cobra Command.*

Technology must progress and as the developers get more involved with multi-media productions the games will be on a much greater scale. Face it, cartridges will eventually fizzle out, but not yet. Mega Drive owners have absolutely nothing to worry about for at least a couple of years.

Admittedly, the Mega-CD unit is expensive now, but it won't be forever. In two years time there could well be a Wondermega-style machine for a similar price as a Mega Drive. Keep your hair on and save your dosh!



Gerry: *Unlucky mate, I bet that new Mega Drive looks considerably less attractive than it did on Christmas Day! Ever thought about the MAG classifieds – they're free you know! Still, look on the bright side you could be a SNES owner and be thinking "what CD?"!*

a worldwide launch at the summer CES in Chicago. As long as it gains a good response at this show (which it surely will), the machine should be launched in time for Christmas this year.

The unit is intended to plug into the Mega Drive and will act as a graphics enhancement unit. It will be a completely separate computer which calculates and displays all the fancy 3D images required for VR.

As far as a price goes, I have absolutely no idea how much it'll be, but as soon as we have any extra news we'll let everyone know.

PRINCE AND PEARLS

Dear Gerry, John and Dave, (Unlucky Pam and Jools!)

As I am a big Prince fan and I was pleased to hear that a game based on Prince was on the drawing-board. Will it only be available on the Mega-CD or will be released on the Mega Drive?

Steve Wright, Lancs.



Gerry: *The Prince 'game' will only be released on CD format. It will not be so much a game, more of a make your own Prince video very similar to the Kris Kross monstrosity reviewed this issue. The CD will include three tracks from the Diamonds and Pearls recording. So, if that's your poison, be my guest.*



John: *There are actually a number of Prince related Sega products scheduled for release. There's the Make My Video number as well as Virtual Video product which simply plays back a bunch of videos through your Mega-CD using computer graphics.*

TEE-OFF!

Dear Sir/Madam,

I would like to know who gave the World Class Leaderboard Golf game 82% in your magazine? On reading this brilliant review and the not so brilliant review of PGA 2 I purchased Leaderboard and rushed home to put it on. I was very disappointed, the graphics were useless, the speech pathetic. All in all, a complete waste of money. I already have PGA Tour Golf and in comparison – well, it's not even in the same league.

I just hope the shop will exchange the stupid game for PGA 2, if not I'll be writing to you again.

Steve Saunders, Norfolk.



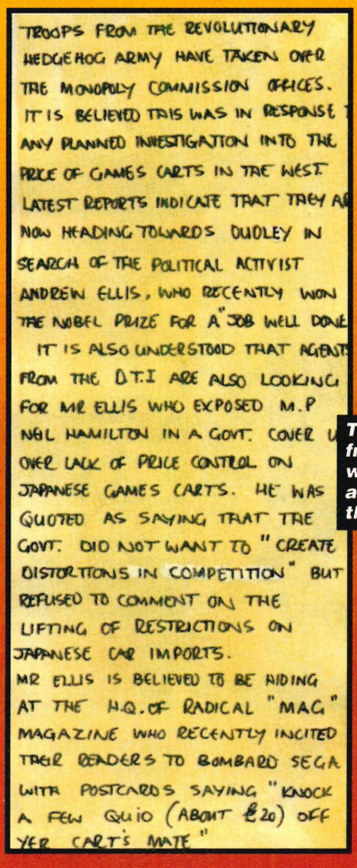
John: *In my opinion, World Class Leaderboard is actually a very playable game. I've never been a fan of PGA (1 or 2) and there are other people on the MAG team who agree. As I keep saying almost every month – reviews are a collective opinion of the team – if anyone disagrees we print an 'Excuse Me', where whoever disagrees airs their opinion. In this case, we all agreed that World Class Leaderboard was the better game.*



Gerry: *OK who do think reviewed the game? What are you – a brain donor? Look at the end of the text. Look carefully now, see the little picture, yes that's the one. What does it say next to the picture? Come on it's not difficult. Well done, it spells John. Think now, come on you're nearly there. Congratulations it was John who wrote the review. Let's have a round of applause!*

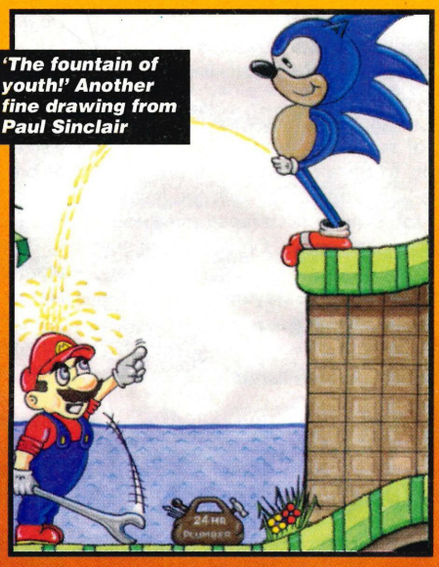
You obviously don't like the game, is that John's fault? He did not instruct you to go out and buy the game, he simply relayed to you what he thought about it, and the rest of us agreed with him.

If you can't work that one out in your thick skull you're obviously more simple than I had first anticipated. I'm mystified as to why you have written to us – if the shop refuse to exchange the game, what would you expect us to do, send the boys round to mske sure justice is carried out?



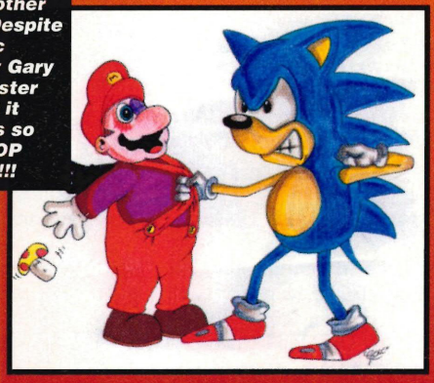


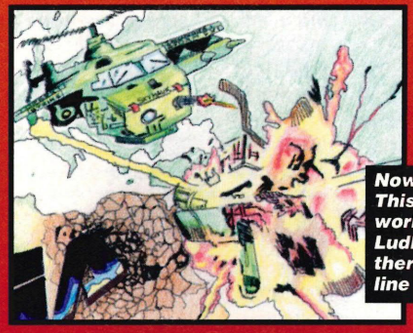
Thanks to Paul Sinclair from Belfast for this wonderful drawing and also the story behind the picture!



'The fountain of youth!' Another fine drawing from Paul Sinclair

At MAG we have entitled this 'Oh no, not another picture of Sonic'! Despite the obvious artistic talent displayed by Gary Baker from Gloucester we have really had it with Sonic pictures so will you please STOP SENDING THEM IN!!!





Now this is a bit more like it. This mini masterpiece is the work of Gareth Jackson from Ludlow. Keep it up Gareth, there's a future for you in this line of work



A really excellent picture of a lemming. This comes from the pen of Shaun Comer from Peasedown near Bath

LET 'EM HAVE IT

Dear Mega Drive,

I've noticed in your letters section that you never seem to answer all the queries or questions put forward by the readers. Your replies are usually in the vein of insulting the reader's intelligence for asking the question in the first place. Is it not the case that you are the ones without the brains because you cannot answer all the questions and resort to pathetic childish insults instead? Let's see if you can answer my queries concerning the gaming world.

1: Worldwide, USA, Japan, Europe – what is the best selling system, Sega or Nintendo and by what degree?

2: When a game such as Ecco the Dolphin is released why do I find it impossible to purchase it in major retailers such as Comet and Dixons? They tell me I have a three month wait for games once they are released. Is there a limited supply of copies at first?

4: Could you publish real photographs of yourselves so we can see if you are as ugly as your caricatures?

5: Is it possible to advertise my car in your free advert section. It costs £16 in Auto Mart?

The first two questions may take a bit of research – so I don't expect them to be answered, therefore I'll give you a head start with the insults. I'm fat, ugly and suffer from various antisocial diseases. Oh yes, I also sell Life Assurance for a living.

Don Kiddick, Merseyside.



Gerry: *Oh dear, a little upset are we! There, there, never mind. I find that being childish and immature is one of the few pleasures in life. Lighten up and try it sometime, you never know, it could be fun!*

Anyway back to the issues raised. We try to answer all of the questions put to us by readers in the letters page, but sometimes I cannot take responsibility for the fact that some of the queries are so dull we can't bring ourselves to answer them! (More childish insults eh folks!)

However, despite your reservations I shall try to answer the questions – shock, horror! Worldwide, Nintendo sells more systems than Sega. We can only speculate as to the degree, but nine out 10 households in the US reputedly own some form of Nintendo system. When you take into consideration that the US market accounts for almost half of all console sales in the world it would be fair to assume Nintendo – at the moment – is leading Sega. In Europe and Japan the battle is a little more even, I'd say about 50/50 overall.

The reason you are unable to purchase games as soon as they are officially released is that Sega Europe occasionally experiences difficulty with the distribution of carts. The games are manufactured in Japan and as you correctly assume, demand sometimes outstrips supply. This situation is being given Sega's undivided attention so things should start to improve in the near future.

Why do you want to see our true likenesses? If you are so ugly will it give you some sort of ego boost to look at even uglier humans? The real reason behind the cartoon pictures is simple – we don't want to be recognised when walking down the street. You may think having hordes of rampant women chasing you is fun but it does have its drawbacks and I should know (Personally I hate it! – Pam). Take my word for it, you're better off staying the way you are mate, fat and ugly. Jools is happy with his lot.

As for the advert, send me eight quid and I'll include it for half of what Auto Mart would charge. You can't say fairer than that now can you? See you later dipshit.

PIN UP

Dear *MAG*,

I am writing to you to see if you can possibly help me.

I own a Sega Mega Drive and various other Sega machines and I also buy your magazine. Do you have or produce an enamel logo badge? I have seen people wearing such badges.

If you do have any of these or any other badges with the logo could you please send me one.

I would very much appreciate and treasure one. I wish your company the very best for the future.

Best wishes,

Miss S Fellows, Dudley.



Gerry: *Eh, people wearing a badge bearing the sacred MAG logo. We at fortress Maverick have never seen or heard of such things Miss Fellows. We would be delighted to send you such an item but none exist. So if by chance you do happen upon someone sporting one ask them to post it to the MAG address so we can have look – we promise to send it back. Sorry we can't help you out, we're as mystified as your good self. Wow, freaky or what?*

MEGA-CD DIVIDE

Dear *MAG*,

Where does the incompatibility lie between the CD ROM, Mega-CD and Mega Drive? If I buy a US Mega-CD will it work on my UK Mega Drive but only play US CD ROMs, or will a US CD ROM not work on my UK machine under any circumstances?

I ask this because if the option is available it would seem more logical to buy a US CD-only machine than a UK CD only version, both on price and choice.

Secondly where do you stand on Sega's new policy of only allowing games to be reviewed in advance under their supervision at their headquarters?

Deke Roberts, Oxford.



John: *As I mentioned earlier, all of the Sega CD units are only compatible with both the machines and the software intended for the country in which they're sold. This means if you buy a US CD it will only work on a US Genesis with American software.*

It's all in an attempt to clamp down on the grey import situation around the world. I hope this sorts you out a bit. My advice would be to buy a UK CD Drive because the software should begin to flood out very soon. See this month's Mega-CD news section for more details.

As far as Sega's recent reviewing policy goes, we haven't really had any problems. I'm sure you've read other magazine writers waxing lyrical about how "unfair" it is and how "Sega heavies breathe down your neck".

To tell you the truth what actually happens is that they leave us in a room and we play the games for as long as we need. Invariably we get to see pretty much all of the game (take Streets of Rage II for example – we played the whole thing at Sega HQ) and we don't get hassled by anyone. It's a pain, but we cope!

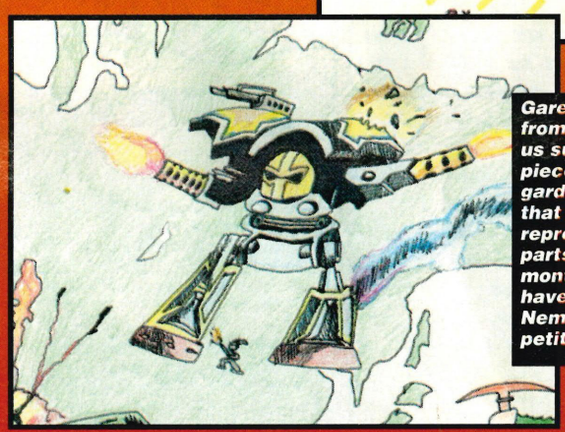
GALLERY D'ART NOUVEAU



Adam Robertson from Darlington is proud to present his latest masterpiece 'Mania de Taz avec Sega logo'. A veritable work of art don't you think?



Jason Freeman, the wild wandering impressionist gives a surrealist angle to 'Taz le Hedgehog'. Jason apparently doesn't live anywhere so he couldn't provide his address



Gareth Jackson from Ludlow sent us such a huge piece of avant-garde art noveau that we've had to reproduce different parts of it each month. Here we have 'Le grande Nemesis Titan avec petit homme'

MAG CLASSIFIEDS

WANTED

Wanted: Any good Mega CD games. **Adi Leff, 1 South Hill, Park, Gardens, London, NW3 2TD. Tel 071 794 9724.**

Wanted: Desert Strike, Golden Axe or Greendog. Will pay up to £15. Must be boxed with instructions all for UK Mega Drive. **Yasin Ziya, 71 Island Road, Upstreet, Canterbury, Kent, CT3 4BZ.**

Wanted: Mega Drive games. Any game considered. Must be reasonably priced in Herts or Northant's area. **Terry Eldred, 41 Great Whites Road, Hemel Hempstead, Herts, HP3 9LH. Tel 0442 236747**.

Wanted: Mega Drive games. James Pond 2, Castle of Illusion, Streets of Rage 2, Mickey and Donald, EA Hockey. All others considered. Also wanted Action Replay cart. **Joseph Cox, 11 Valey Farm Road, Melton, Woodbridge, Sufflok, IP12 ILJ. Tel 0394 382905.**

Wanted; Mega Drive games. Will pay up to £22 or I will swap my games, I have over 90. **Brian Usher, 58 Crown Street, Inverness, IN2 3A2. Tel 0463 221173 after 7 pm.**

Wanted: Mickey Mouse Castle of Illusion. I will swap any of the following games for a copy. Super off Road, Fire Shark, Dick Tracy, Road Rash, Tazmania, Sonic 1, Splatterhouse 2, Klax. **Gary Decoine, 6 Greystones Close, Kemsing, Sevenoaks, Kent, TN15 6QP. Tel 0732 61754 after 6 pm**

FOR SALE

All copies of Mega Drive Advanced Gaming and all other Mega Drive mags. £1.50 and £2.00 each. **D Conroy , 12/5 Garvald Court, Edinburgh, EH16 6RG**

Amiga 500+, 1 year old excellent condition. 50 games, joystick etc. Sell for £310 ONO. **Nick Boyle, 18 Windermere Close, Brooke, Norfolk, NR1S 1HT.**

Amstrad 6128 with Cruiser Power Play joystick and tape player. 41 disc games including Streetfighter 2, Golden Axe, Robocop, Lotus Esprit Turbo 36. Tape games include Streetfighter 1 and Turrican, WWF and 40 Amstrad mags. **Ross Griffin, Hawthorne Lodge, Moory Meadow, Combe Martin, Devon, EX34 ODG. Tel 0271 883834.**

Atari ST with full STE capabilities, 40 full price games and over 200 demos. All for £150. **Graeme Spence, 6 Manor Close, Edwalton, Notts, NG12 4BH. Tel 0602 231893.**

For Sale: Alisia Dragon (USA) mint condition £22 also PC engine games for sale. **Mr W Rees, 10 Pergwm Street, Trealaw, Rhondda, Mid-Glamorgan, South Wales, CF40 2UP.**

For Sale: Crash and your Sinclair. Excellent Spectrum mags. For sale issue No`s 2 to 50 of crash. No`s 22 to 70 0f Your Sinclair. **Colin Favor, 20 Avis Square, Stepney, London, E1.**

For sale or swap. F-22, Corporation, Desert Strike, Castle of Illusion. Any swap considered or sell individually for £20. **Simon Hornby, 36 Middle Furlong, Didcot, Oxon, OX11 7SL.**

For sale: Galahad, £20, LHX £25. **Matthew Dennis, 6 Dimples Lane, East Morton, Keighley, West Yorkshire, BD20 SSU. Tel 0274 567222.**

For Sale: Game Gear battery pack. Sonic 1 and 2, G-loc, Wonderboy. All boxed in perfect condition. £160. ST Ultimate Ripper cheat cartridge as new £18. MIG 29, Road Blasters, Harrier Jump Jet and Drum Studio all for ST, £3 each. **Stuart Welsh, Tanglewood, 15 Abbots Road, Mannmead, Plymouth, Devon, PL3 4PD.**

For Sale: Game Gear with 12 great games. Sonic 2, Sonic, Taz, Super Klck Off and eight other titles. AC adaptor battery pack, carry case, all boxed with instructions, Sell for £250. **Oliver Rolfe, 15 Picklers Hill, Abington, Oxon, OX14 2BA. Tel 0235 534601.**

For Sale: Games, all in excellent condition. Marble Madness £15, Toki £20, Robocod £20, Phantasia (Jap) £15. Mega Drive only. **Jason Sinfield, Sunny Banks, Cleveley, Enstone, Chipping Norton, Oxon, OX7 407. Tel 0608 677213 after 6pm.**

For Sale: Lakers v Celtic's, Toe Jam and Earl, California Games, Columns, Gynoug. £20 each. **Patrick Galvin, 70 Richmond Road, Leytonstone, London, E11 4BU. Tel 081 558 5325.**

For Sale: Master gear converter for game gear with Master System. Golden Axe £25 also Game Gear Shinobi £15. All in good condition. **Ross Sillifont, Trebarwick, Mill Road, Bradworthy, Hoisworth, Devon, EX22 7RI. Tel 241375.**

For Sale: Master System. Six Games including Wonder Boy 3 and Double Dragon, Also light gun and compatable games. All this is worth £200, yours for just £75 ONO. **Chris Robson, 28 Park Gardens, Hawkwell, Essex, IS5 4HE. Tel 0702 206933**.

For Sale: Mega Drive and four games. Sonic 1, Undeadline (Jap) Buck Rogers, Revenge of Shinobi plus Jap adaptor, two joypads. Sell the lot for £150. **Carl Leah, BDSM Leah, Wavell BKS, Band IQLR, BFPO 45.**

For Sale: Mega Drive two months old plus two control pads and six games. Sonic 1 and 2, Desert Strike, Tazmania, Lotus Turbo Challenge and Mickey and Donald World of Illusion plus Sega Carry case and manuals. All in perfect condition. £275. **Mr G Barrows, 49 Blacklane, Eynsham, Oxford. Tel 880853.**

For Sale or SWAP: Monaco 2 (Jap) £25 ONO. No instructions but in A1 condition also Arnold Palmers Golf (UK) £20, excellent condition, Wanted any good games. Will pay £20 for any recent titles. **Robert Jones, 9 Sutcliffe Close, Bushey, Watford, Herts, WD2 3PL. Tel 081 950 9457.**

For Sale: Quack Shot, £20 or I will swap for any good Mega Drive game. Perfect condition with booklet. **Gavin Bailey, 15 Longacre, Newbury, Berkshire, RG14 6D2. Tel 0635 30422.**

For Sale: Sega Master Ststem 2. 2 pads, 4 games. Asterix, Tasmania, Sonic 2'and Alex Kidd. Boxed and in good condition, Sell for £85.00. **Oliver Scott, 56 Reganald Road, Northwood, Middlesex, HA6 1EE. Tel 0923 820254.**

For Sale: Sega Master System and 7 great games, 2 pads, 1 joystick, rapid fire unit. All boxed as new only £115. **Mike Axon, 23 Alexandra Road, Sale, Cheshire, M33 3BF.**

For Sale: Sega Master System with 8 games including Castle of Illusion, Sonic, Moon Walker, Golden Axe, Vigilante plus light gun and two control pads. Sell for £70. **Robert Belshaw, 35 Calder View Wood Head, Hamilton, Lanarkshire, Scotland, ML3 8TP. Tel 457476 after 4pm.**

For Sale: Shadow of the Beast for Master System only £20 or will swap for any good Mega Drive games. Would like Terminator 2, Alien 3, Road Rash 2. Will buy games for £15 to £25 each. **Carl Donkin, 8 Daffodil Ave, Horden, Peterlee, Co. Durham, SR8 4PW. Tel 091 518 3625.**

For sale: Sonic 1, Desert Strike, Joe Montana 2. All offers considered. Please write, might swap. **Ian Ludlow, 18 Abbeylands Crescent, Navan, Co Meath, Ireland.**

For Sale: Robocod for £30 or swap for PGA Tour Golf. **Chris Carvell, 22 Forester Road, Brosley, Shropshire, TF12 5BS. Tel 0925 882935.**

For Sale: UK Mega Drive, excellent condition, 2 remote control joypads, 1 Competition Pro Joypad. 12 Great games, Sonic 2, Desert Strike tec, Action Replay cart. All boxed as new. Worth well over £600 sell for £380. **Ian Brown, 152 Preston Road, Standish, Nr Wigan, Lancashire. Tel 0257 426125.**

For Sale: UK Mega Drive: 13 games in total including Sonic 2, Ecco, NHLPA, Streets of Rage, Alien 3, Euro Club Soccer, PGA Tour Golf and 6 other 85%+ plus games. All boxed with instructions. Will consider swap for SNES with 7 games or sell for £395. No Splits. **A J Williams, 11 Moanor Farm Road, Crigglestone, Wakefield, W Yorks, WE4 3PQ.**

SWAP

EA Hockey for PGA, Devils Crash for NHLPA, Alien 3 for Speedball 2, Thunderforce 4 for Streets of Rage 2, Thunderforce 3 for John Madden '93, Strider for Side Pocket. **Steven Shanrkey, Flat B, Central Buildings, Cornmarket, Penrith, Cumbria, CA11 7HT.**

Swap: EA Hockey and £10 for NHLPA '93. **Mark Briscoe The Bell Inn, Newport Road, Tong, Nr Shifnal, Shropshire, TF11 8PS. Tel 0952 76210 after 5pm.**

Swap: Euro Club Soccer and Mega Games compilation all in perfect condition for Sonic 2, Moonwalker or Castle of Illusion. **Alan Taylor, 26 Terrence Ave, Rhyl, Clwyd, LL18 1DD. Tel 0745 336757.**

Swap: Immortal, Blockout, Shinobi or Wrestle War (no booklet) for the Mega Drive. I want Budokan, Columns, Splatter House 2 or any RPG's. No imports please, must be in good condition. **Daniel Couch, 10 Short Park Road, Perverell, PLymouth, Devon. PL34 PZ.**

Swap: F-22, Strider, Terminator, Road Rash for PGA Tour Golf, Alisia Dragoon, Hellfire, Lemmings, Phantasty Star 2 or 3 or Sonic 2. **Gary Armson, 21 Armscot Close, Hunts Cross, Liverpool, L25 ONX. Tel 051 486 3073.**

Swap: My four week old Mega Drive for your SNES. Mega Drive still boxed and includes Sonic 1 and 2. Perfect condition, still boxed. To negotiate and discuss travel arrangements get in touch soon. **Paul Fitzpatrick, 36 Castle Drive, Coleshill, North Warwickshire. Birmingham, B46 3LY.**

Swap: Revenge of Shinobi and Kid Chameleon for Street Smart and Fighting Masters. **Chris Jilian, 17 Meadhurst Road, Leicester, LE6 AFR. Tel 857837.**

Swap: Revenge of Shinobi, Sonic 1 + 2, PGA Tour Golf, Corporation, Desert Strike, Ecco the Dolphin, Shining in the Darkness, Warriors of the Eternal Sun. Only swap for 85%+ rated games. No Altered Beasts or Maddens please. **Robert Jackson, 164 Western Ave, Blacon, Chester, Cheshire, CH1 5QZ.**

Swap: Risky Woods foe your Road Rash 2. Excellent condition, or sell for £27. **Tom North, Windmill Mill, East Ilsley, Berks, RG16 OAD. Tel 0635 28650.**

Swap: Sonic 2 for Desert Strike or Another World. **James Shoosmith, Hey House, Coggins, Mill Lane, Mayfield, East Sussex, TN20 6UL. Tel 0453 872319.**

Swap: Sonic 1 for Road Rash 2, EA Hockey, PGA Tour Golf, John Madden Football, RBI Basebal 4. **Paul Platt, 91 Humberstone Road, Grimsby, South Humberside, DN32 8DP.**

Swap: Sonic 1 for Ecco the Dolphin, Streets of Rage or Desert Strike. All carts must be in good condition. Any considered for the Mega Drive. **Craig Sherwin, Flat 2, 24 Carlton Road, Southampton, SO1 2HK**

Swap: Splatterhouse 2, Shadow Dancer, European Club Soccer for any of the following. Galahad, PGA Tour Golf, NHLPA Hockey or any other good games. **Lee Huddart, 31 Blackthorn Ave, Beech Hill, Wigan, WN6 7SA. Tel 0942 35928.**

Swap: Super Wrestle Mania or Road Rash for your PGA Tour Golf. **Steven Eagles, 3 Rectory Close, Marsh Gibbon, Bicester, Oxon, OX6 OHT. Tel 0869 277330.**

Swap: Tazmania, Desert Strike, Sonic 2 or Road Rash for your Speedball 2, NHLPA Hockey or World of Illusion or any other good games. **Rajeev Sareen, 335 Lady Margaret Road, Southall, Middlesex, UB1 2PZ. Tel 081 578 2671.**

Swap: Tazmania for Arnold Palmers Golf, PGA Tour Golf 2, Toe Jam and Earl or Corporation. **Nathan Overson, 30 Saltings, Terrington St Clement, Kings Lynn, Norfolk, PE34 4PB. Tel 0533 827400 after 8 pm.**

Swap: W.W.F (Mega Drive) for Streets of Rage 2. **Steve Miller, 251 Coldhams Lane, Cambridge, Cambs, CB1 3HG. Tel 0223 212701 after 6 pm.**

Swap Warriors of the Eternal Sun for Shining in the Darkness. **T Stores, 91 Drakes Drive, Stevenage, Herts, SG2 OHA. Tel 0438 362110 after 6.30.**

PENPALS

Pen Pals wanted. I enjoy listening to Guns'n'Roses and Rave Music. I also enjoy soccer and most other sports and playing Mega Drive games. I am 13 years old and would like a female pen pal aged between 12-14 with a sense of humour. **Gareth O'Neill, 7 Forest Green, River Valley, Swords, Co Dublin, Ireland.**

Want to talk to other gamers? Need game advice? Welcome to the pen pal club that can offer this and more. Write for more info. **152A Montrose Street, Brechin, Angus, DD9 7DH.**

Want to talk about consoles? Want to know the latest Sega news? Want to write to new people? If so then contact the Mega Pen Pal Club and tips service. Send S.A.E to: **HDR Services, 17 Orrishmere, Cheadle Hulme, Cheshire, SK8 5HP.**

LIVERY IN THE UK MAINLAND

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	Tel: 081-309 1111 Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	Tel: 071-580 4000 Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	Tel: 081-302 8811 Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA No Late Night Opening	Tel: 0702 468039 Fax No: 0702 462363

To: Silica Systems, MDAG-0493-103, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMSTRAD MEGA PC

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

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

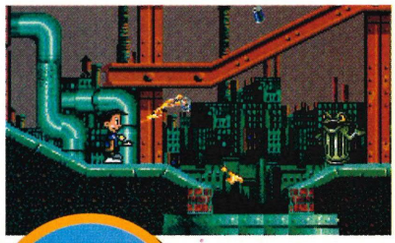
Tel (Home): ..... Tel (Work): .....

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

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

THE END OF ANOTHER ISSUE – NO MORE DEADLINES. HOORAH!

NEXT MONTH



Next month there's a complete review of the coolest M&M in town, Cool Spot – and if that isn't enough that feline-type Bubsy should be receiving the full works from one of our very gifted staff writers. Tennis fans fed up with Jennifer Capriati can check out the new Andre Agassi tennis sim. It would have to be pretty dire to sink to the level of Capriati, so keep your fingers crossed.

Well, in next month's issue our resident Sonic 2 champ and all-round top gamer Dave, has come in from the cold and stardom to bring you the complete guide to Mick and Mack, plus how to complete Fatal Fury – with one hand and drinking Newcastle Brown Ale in true suvvern style, from a pint glass!



Also dropping in for tea are Tinytoons, Flashback and two more carts from EA; Haunting and Jungle Strike. Oh, not forgetting Two Tribes the sequel to Populous.

Watch out for the next fabulous issue hitting the shelves on Thursday 29 April



SEGA RELEASE SCHEDULE

APRIL

MEGA DRIVE

Atomic Runner .....Action
Rolling Thunder 2.....Action
Captain Planet .....Action
Black Hole Assault .....Action
Prince of Persia.....Action

MAY

MEGA DRIVE

utch.....Driving
19 .....Driving
i Boys .....Action
merica .....Action
.....Action
diators .....Action
k Off.....Sport
.....Action
d Ali .....Sport
.....Action
orld .....Action
ague
.....Sport

MEGA-CD

.....Adventure

e dates and titles are subject without notice

reservations I shall try to answer the questions – shock, horror! Worldwide, Nintendo sells more systems than Sega. We can only speculate as to the degree, but nine out 10 households in the US reputedly own, some form of Nintendo system. When you take into consideration that the US market accounts for almost half of all console sales in the world it would be fair to assume Nintendo – at the moment – is leading Sega. In Europe and Japan the battle is a little more even, I'd say about 50/50 overall.

The reason you are unable to purchase games as soon as they are officially released is that Sega Europe occasionally experiences difficulty with

help you out, we're as mystified as your good self. Wow, freaky or what?

MEGA-CD DIVIDE

Dear *MAG*,

Where does the incompatibility lie between the CD ROM, Mega-CD and Mega Drive? If I buy a US Mega-CD will it work on my UK Mega Drive but only play US CD ROMs, or will a US CD ROM not work on my UK machine under any circumstances?

I ask this because if the option is available it would seem more logical to buy a US CD-only machine than a UK CD only version, both on price and choice.

Secondly where do you stand on

THE PEOPLE WE JOLLY WELL DIDN'T OUGHT TO FORGET

Editorial

PUBLISHER:
HUGH GOLLNER

EDITOR
JOHN DAVISON

STAFF WRITERS:
DAVE GOODYEAR
GERRY DOAK
RICH LLOYD
NICK WALKLAND

PRODUCTION EDITOR:
PAM NORMAN

PRODUCTION ASSISTANT:
AMANDA ELLIS

CONTRIBUTOR AND DESERTER:
JULIAN BOARDMAN

Art

ART EDITOR:
JONATHAN ROSS

ASSISTANT ART EDITOR:
STEPHEN LINDLEY

Others

NEWSTRADE MANAGER:
CAROLYN WOOD

ADVERTISING MANAGER:
JOHN BEALES. TEL: 0206 562233
FAX: 0206 769368

MAVERICK MAGAZINES

DISTRIBUTION BY UMD
Tel: 071 700 4600
Fully SOR

PRINTED IN THE UK BY
William Gibbons & Sons Ltd

***Mega Drive Advanced Gaming*, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.**
Fax: 0625 511593

No part of this publication may be transmitted or reproduced in any form without the permission of the publishers.

***Mega Drive Advanced Gaming* is a totally independent and unofficial magazine. We are in no way connected with, or endorsed by Sega Europe. All copyrights recognised.**

Thanks to:

Lee at EMI Records
Mike Edwards
Marc at AMS
Console Plus
Takara
Bits 'n' Pieces

Plus - FREE! MEGA DRIVE GAMES SYSTEM BUILT-IN

486 for £899 + VAT

INCLUDING VGA COLOUR MONITOR + HARD DRIVE

Amstrad® 'Mega Plus' 486SLC 33MHz PC

92MHz LANDMARK SPEEDCOM v2.00

LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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



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

- *Processor and clock speed: PC Mode: 33MHz 486SLC Mega Mode: 7.14MHz 68000*
- *40Mb or 100Mb IDE Hard Drive*
- *Core Test: Ultra Fast 1,119Kb/Sec Transfer Rate (40Mb)*
- *2Mb or 4Mb RAM (16Mb Maximum RAM)*
- *1K On Chip Cache*
- *3½"1.44Mb Floppy Disk Drive*
- *1 x 16-bit 'AT' Expansion Slot Available*
- *Maths Co-Processor Socket for 387SX/387SL/487SLC*
- *Western Digital 16-bit On-board S-VGA Chipset*
- *512K Video RAM (for 256 Colours)*
- *14" Dual Sync Colour Monitor with Built-in Stereo Speakers PC Mode: Horizontal Frequency 31.5KHz Graphics Resolution 640 x 480 - 256 Colours Ad-Lib Stereo Sound through the built-in Speakers Mega Mode: Horizontal Frequency 15.65KHz Graphics Resolution 320 x 224 - 512 Colour palette Arcade Quality Graphics with Stereo Sound*
- *Sound Capability - PC Mode: Full Ad-Lib Sound Mega Mode: Full Mega Drive Stereo Sound*
- *External Interfaces - Parallel Port, Twin RS232C Serial Ports, PS/2 Type Keyboard Socket, PS/2 Type Mouse Socket, VGA Monitor Port, VGA Monitor Power Socket, PC Analogue Joystick Port, Two Sega Compatible Games Pad Ports, Mega Drive Cartridge Slot, Mega CD Connector Port, Stereo Headphones Socket.*
- *Ergonomic 102-Key PS/2 Type Keyboard*
- *Dimensions - 325mm (w) x 78mm (h) x 292mm (d)*
- *Power - 65W (110-240V Auto-Sensing)*
- *Supplied Accessories - PS/2 Type PC Mouse, Precision Analogue PC Joystick, 1 x Sega Compatible Games Pad*
- *Software - Windows 3.1 & MS-DOS v5.0 (pre-installed) + Amstrad Desktop Graphical Interface + Interactive Tutor, Mindscape PC Games Pack: Wing Commander "Special Edition", Life & Death II "The Brain", Mavis Beacon Teaches Typing, Hooray For Henrietta and Henrietta's Book Of Spells*
- *12 Months On-Site Warranty*

INCLUDES 12 MONTHS ON-SITE WARRANTY with NCR

FREE! WINDOWS 3.1 Pre Installed

INCLUDES:

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

40Mb 24ms or **100Mb** 16ms HARD DRIVE

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

3½" FLOPPY DRIVE

512K VIDEO RAM
640 x 480 256 COLOURS

AD-Lib™ SOUND CARD
COMPATIBLE

PS/2 TYPE MOUSE

PC JOYSTICK
PRECISION ANALOGUE WITH PC GAMES PORT

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

12 MONTHS WARRANTY ON-SITE WITH NCR

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

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

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

SEGA MEGA DRIVE COMPATIBLE

GAMES SYSTEM BUILT-IN
- ACCEPTS ALL SEGA MEGA DRIVE SOFTWARE
- FULLY COMPATIBLE SEGA MEGA DRIVE CARTRIDGE SLOT
- EASY ACCESS VIA CUSTOM DESIGNED SLIDING FRONT PANEL
- INCLUDES 1 CONTROL PAD 2 PORTS AVAILABLE
- SUPERB ARCADE GRAPHICS AND FULL STEREO SOUND + STEREO HEADPHONE SOCKET
- SEGA MEGA CD COMPATIBLE

2Mb RAM 40Mb HARD DRIVE
£899
+VAT = £1056.33 Order Ref: AMP 1033

4Mb RAM 100Mb HARD DRIVE
£999
+VAT = £1173.83 Order Ref: AMP 1134

FREE OVERNIGHT COURIER DELIVERY IN THE UK MAINLAND

230293-OPI/5

SILICA SYSTEMS OFFER YOU

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

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

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm		No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA		**Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm		No Late Night Opening	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB		**Tel: 071-629 1234**
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)		Late Night: Thursday - 8pm	Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm		Late Night: Friday - 7pm	Fax No: 081-309 0017
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA		**Tel: 0702 468039**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)		No Late Night Opening	Fax No: 0702 462363

To: Silica Systems, MDAG-0493-103, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMSTRAD MEGA PC

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

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

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

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

Look! Is it a bird? Is it a Plane? No it's..?!?!

COOL SPOT™









HARDER THAN THE REST

Virgin GAMES

Exceptional games for your SEGA™

© 1993 Virgin Games Ltd. All Rights Reserved. © Seven-Up, 7-UP and SPOT character are trademarks identifying products of the Seven-Up Company, Dallas, TX. U.S.A. 1993. Sega™, Mega Drive™, and Master System™ are Trademarks of Sega Enterprises Ltd.