SEGA

ISSUE 11 • JULY '93 • NOT AN OFFICIAL SEGA PUBLICATION • £2.25

UK'S BIGGEST-SELLING MEGA DRIVE MAGAZINE

MEGA DRIVE

ADVANCED GAMING

EXCLUSIVE PREVIEWS OF ALL THE HOTTEST SUMMER RELEASES

SON OF CHUCK

MASSIVE PREVIEW OF CHUCK ROCK II

F-15 STRIKE EAGLE II
TWO TRIBES
DRACULA
FLINTSTONES
PUGGSY
SUMMER CHALLENGE
TECHNOCLASH
JUNGLE STRIKE
MIG-29
CAPTAIN PLANET
MICROCOSM
BALL JACKS

FREE!

18 MEGA TRUMP CARDS



JUNGLE STRIKE



THUNDERHAWK



BUBBA 'N' STIX

PRINTED IN THE UK DM9.50

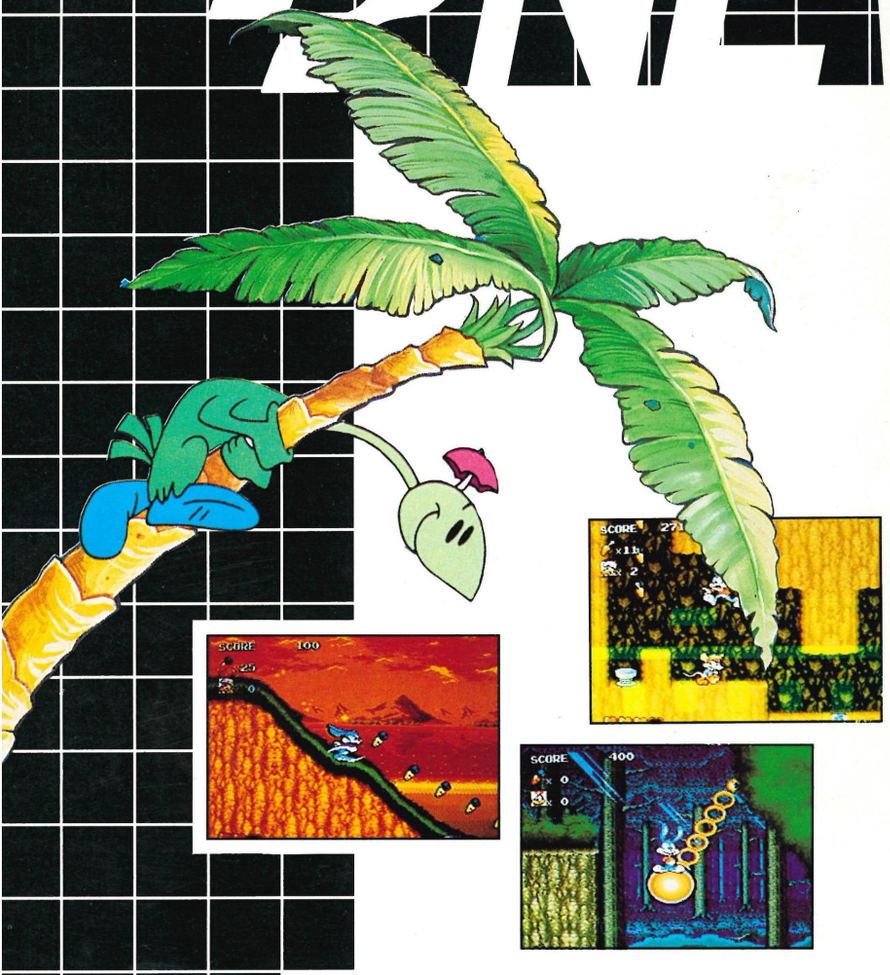
MAVERICK MAGAZINES

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2 NEW

MEGA



Join Buster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold..

Buster's Hidden Tre



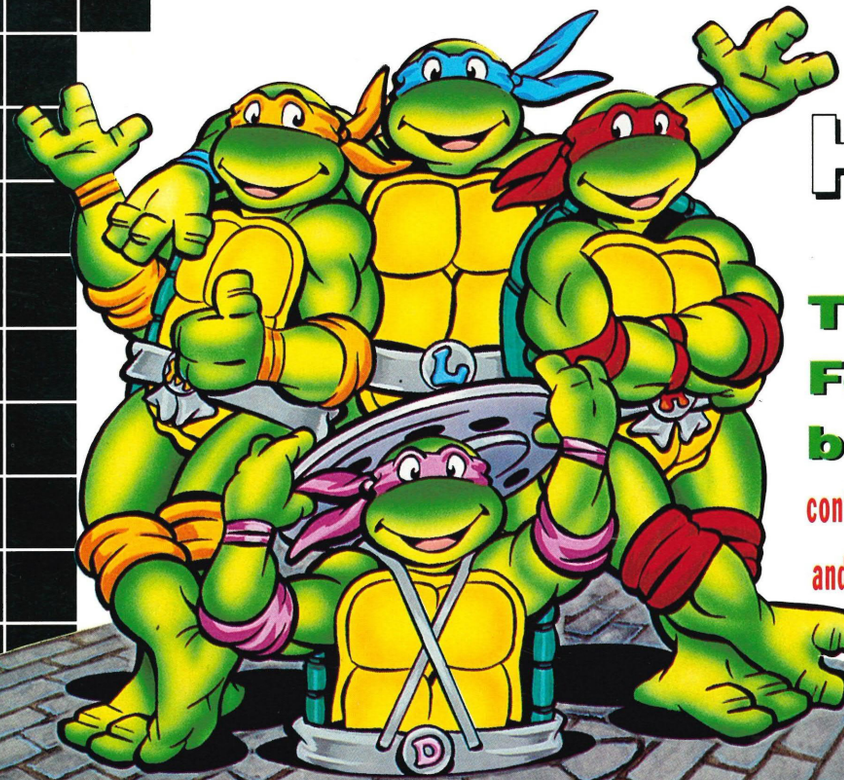




TEENAGE MUTANT HERO TURTLES®

THE HYPERSTONE HEIST™





The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again? C preserve the rights of citizens freedom, de and on-time pizza delivery!

KON

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TITLES

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Available soon!

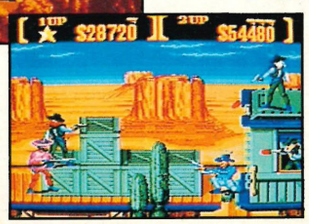
SUNSETRIDERS

It's Spaghetti -Western action all the way, in this wacky Wild West shoot 'em up.









an they

nocracy

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

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AMI®

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CONTENTS

ISSUE 11 JULY 1993

NEWS 6

At last the Mega Drive 2 and CD 2, along with virtual reality – y'know just the usual round-up of *MAG* exclusives! Oh yes, we are now the Number One Mega Drive mag in the UK and that's official.

SUBSCRIBE NOW! 57

And why not? Over 45,000 satisfied readers each month can't all be wrong or suffer from personality disorders. Save yourself a few clams and get that cheque/PO made out now.

DEVIL'S ADVOCATE 68

The last in this popular feature – boo hoo! Is the Mega-CD living up to all its promotional promises or is really just a fart in a Coke can? This month from Macclesfield's number one console outlet, Bits and Pieces.

MEGA FILE 90

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

MEGAPHONE 94

No, no, no! When are we going to receive more than two vaguely intelligent, legible letters per month?

CLASSIFIEDS 97

We'll swap Pam for anything worth at least £5. Get the message? It's not too cryptic!

MOVE OVER SEGA 86

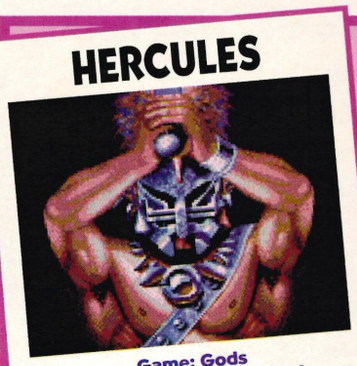
On your knees Nintendo! The big boys (and girls) from Marconi are stepping into the world of video entertainment. Marconi simulation is expert in the field of military simulation – video games are kid's stuff to these people! Look at the screen shots and make your own mind up. Could this be the future or will we see it in the arcades this year?

MEGA TRUMPS ANYONE?

What are these two sheets of game character thingies inside the bag with the mag then? What are you supposed to do with a couple of bits of perforated cardboard?

Well, pop the 18 Mega Trump cards out of the sheets and deal 'em out to a bunch of pals (just a couple will probably do). You're now ready to play! All you have to do now is turn to page 10 and read up on the rules.

There'll be another lot of cards next month.





FREE MEGA-CD MINI MAG



NEWS 46

Everything from Japanese Cyberpunk RPGs to the latest Make my Video effort. It's all inside.

DRACULA 48

Something to get your teeth into?

SILPHEED 52

Loads of shooting and banging.

THUNDERHAWK 53

See and believe.

MICROCOSM 56

A fantastic journey into the world of CD.

16 PAGE

More specialist help for the less gifted gamers out there...

FATAL FURY.....70

Stand up and be counted with this complete guide. No more will kick boxers kick sand in your face when you've used these four pages of unadulterated tips.

COOL SPOT.....74

Rich's wonderfully crafted guide to the hardest levels has led to him being called silly names such as 'Cartographer 2: Son of Dave".

SUNSET RIDERS.....78

Grab your gun and save some gals. You won't get anywhere near up to Rich's standard though!

GAMES INSIDE

BALLJACKS 15
BUBBA 'N' STIX 64
CAPTAIN PLANET.....58
CYBORG JUSTICE 36
DRACULA.....48
F-15 STRIKE EAGLE 2.....60
THE FLINTSTONES 40
INTERNATIONAL RUGBY 34
JACK NICKLAUS 26
JUNGLE STRKE.....16
MICROCOSM.....56
MIG-29.....20
PELE SOCCER 63
PUGGSY.....32
SILPHEED.....52
SON OF CHUCK.....12
SUMMER CHALLENGE 38
TECHNOCLASH.....24
TECMO WORLD CUP 62
THUNDERHAWK 53
TWO TRIBES.....28
WIZ 'N' LIZ.....42



DRACULA

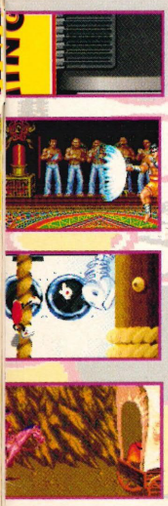


JUNGLE STRIKE



TWO TRIBES

TIPS SECTION





SHEILA McDUFF.....82

The Caledonian beauty pops up again to answer all those questions and soothe away your fears. No more marriage proposals please. Sheila really isn't that type of girl!



GAME GENIE CODES.....83

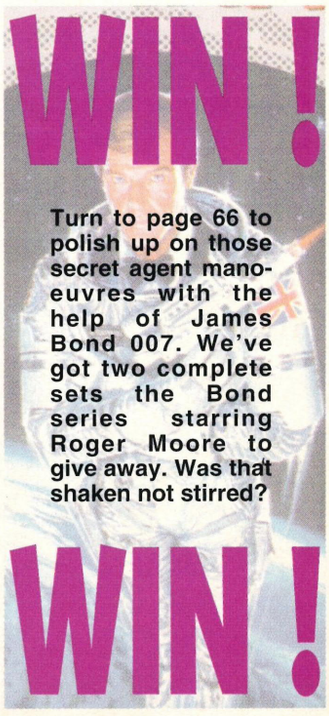
More seemingly meaningless numbers that magically change your concept of gaming when fed into the Game Genie.



TIPS PAGES.....84

Super-duper useful info on X-Men, Powermonger, Mega-lo-Mania, Ecco the Dolphin and loads more. If you're a dirty rotten cheating blighter this is certainly the page for you.







Cor, look at the curves on this new Mega Drive. Fwoar!

MEGA DRIVE 2

You may recall reports of the new-shaped Sega 16-bit systems a few months ago. Well, here they are in all their glory – the super sleek and considerably smaller Mega Drive and the new low profile Mega-CD unit.

Both new systems are fully compatible with current machines as all the changes made have been mainly cosmetic. The Mega Drive 2 will be bundled with a single six-button joypad and an as yet unspecified game – although I could make a fairly well-informed guess...just think about it!

Looking at the system unit there are a number of notable omissions, the most obvious of which is the lack of both a volume control and a headphone socket. All stereo audio output will now be routed out through a phono output on the rear of the unit.

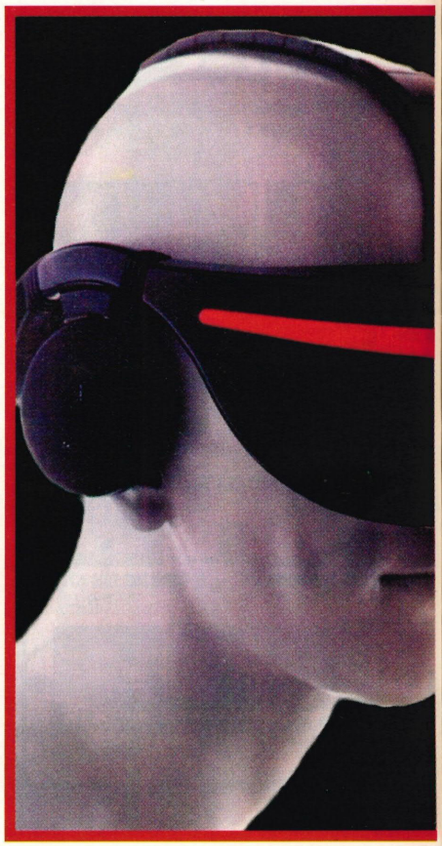
As you may (or may not be) aware, the current Mega-CD unit is actually only a limited run of 70,000 units, all of which have been shipped. When these have sold out no more CD systems will be available to retailers in the UK until October when the CD 2 is launched. Fortunately the connector which interfaces the Mega Drive to the CD system is identical on the old and new machines so you'll be able to plug your old Mega Drive into the new Mega-CD.

Likewise if you have an existing Mega-CD you'll be able to plug the Mega Drive 2 into it with no compatibility problems.

At the moment the prices are expected to be £75 for the Mega Drive 2 with the Mega-CD 2 weighing in at £175.



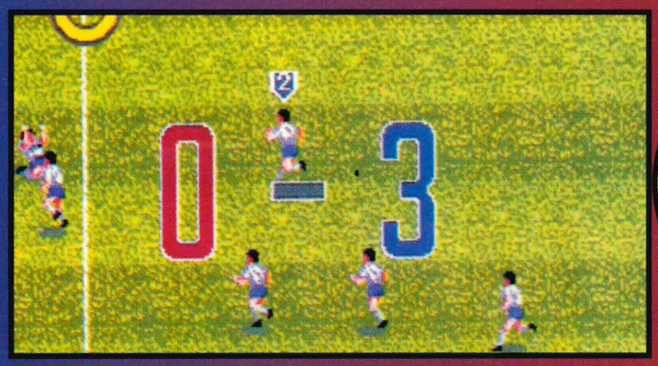
The new streamlined Mega-CD complete with the Mega Drive 2







SEGATAP

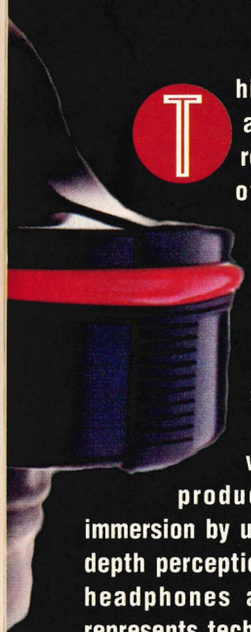




There are times when two players just isn't enough. Fortunately Sega also feels this way and in July the company will be releasing its four-player adaptor, the SegaTap.

At present details are only available on two games which will utilise the SegaTap's extended interfaces, and these are a snazzed-up version of Gauntlet (being developed by Tengen) and a football sim, Japan League Pro-Striker. Both games should be available around the time of the adaptor's launch.

VIRTUA VR



This is it! The real bona-fide news about Sega's forthcoming virtual reality add-on. You may have read other speculative features regarding this new peripheral, but we have the facts. The unit is set to be announced (that's ANNOUNCED, not RELEASED) at the summer CES in Chicago which starts on 3 June.

Virtua VR is a full-colour virtual reality add-on which will produce a feeling of true game immersion by using 3D stereo-optic images with depth perception along with stereo hi-fi quality headphones all in one headset. The unit represents technology which has previously only been available to the US military for training facilities (check out our feature this issue).

Obviously the Mega Drive can't handle the vast amount of graphics data required for such a system on its own, so it won't simply be just a case of plugging in a cartridge and sticking the visor into the monitor port. An additional box will be required which will upgrade the graphics manipulation capabilities of the Mega Drive well beyond that of anything seen before. The power that is required will mean that the new system will make even Nintendo's Super FX system look feeble by comparison.

There are allegedly four games in development for the system – one of which will almost certainly be Sega's hit arcade game Virtua Racing. The other three will apparently cover the fantasy role-playing, flight simulator and shoot'em-up areas.



Watch for an in-depth look in next month's feature from the Chicago CES.

STREET FIGHTER II DELAYED

After bringing you the first screen shots of what's set to be the biggest Mega Drive game of all time, we can now announce that Street Fighter II Champion Edition has been delayed until September!

Speaking to Capcom US recently it has been revealed that although journalists around the world have now seen the game and loved it, the Capcom parent company (based in Japan) has a number of revisions it wants to make. It's not clear exactly what the problems are at present but the changes will mean that the game won't reach the shelves until at least September, possibly later.

Why is it always the games that everyone really wants to get hold of that are plagued with release problems? Originally we reported a February release, then March/April and finally June in our last issue (which seemed quite final). Will we ever see the game properly?

SEGA GAMES FROM SPACE



Time Warner and TCI, two of the largest cable network companies in the US have done a deal with Sega to broadcast games directly into peoples' homes.

US Mega Drive owners will be able to get demos of software from the cable system. By plugging an adaptor into the Mega Drive and the cable receiver box, players will be able to choose one of numerous games.

At present Time Warner and TCI have more than 20 million subscriptions – a figure which is growing all the time. Admittedly Cable TV penetration is greater in the US than anywhere else, but if the system works it could mean a complete change in the console market.

Beyond simply down-loading preview games, the future holds possibilities such as multi-player games where thousands of people could be involved!

If all goes well during the trial period in the States, Sega may transfer the service to Europe and Japan.

FINAL FIGHT II

With Capcom hurling itself into Sega development this year we're assured that beyond Street Fighter II (which has now been delayed until September) there will be at least two more games released by the first quarter of 1994. Although not confirmed as we go to press it seems likely that the first of these will be Final Fight II.

Many of you will have come across the original game either in the arcades or on one of the many home conversions (presumably you all checked out our review of the Mega-CD version last issue), but the sequel apparently takes things one stage further.

Set in a far more futuristic world than the downtown thuggery of the original, this game draws elements from every other scrolling beat'em-up you've ever played and blends them with a novel touch of cyberpunk.

Set to be released on the SNES in September the Mega Drive version is likely to be a massive 16Mbit cart and if we're lucky we could see it by Christmas.







BUBSY DELAYED



Yes, yes, I know we've been going on about Bubsy for ages, but it's not our fault. The game was originally supposed to be out in July but it has been postponed until September.

Apparently Accolade is planning to release the game simultaneously on both Mega Drive and SNES on a global basis. Whether or not things will work out like that remains to be seen. Maybe we'll even be able to review it soon!

ULTRAMAN



Arghhh! There's a giant 100ft Japanese bloke in a snug-fitting red and silver Lycra bodysuit beating up a giant rubber dinosaur. Quick run for cover!

Yep, Japan's silliest-looking superhero is now just about ready to hit the Mega Drive. Basically a fairly simplistic-looking one-on-one beat'em-up the Sega version of the game is set to be an accurate conversion of the SNES game which was recently launched officially in the UK.

It will include a number of enormous sprites jumping around and beating each other up. It may not quite be Street Fighter II, but it looks like it will be a laugh nonetheless.

CHARTS

SUPPLIED BY

GAME

★	1	Tiny Toons Adv
⇦	2	PGA Golf 2
★	3	Another World
⇦	4	Desert Strike
⇦	5	Streets of Rage 2
⇦	6	Ecco
⇨	7	Golden Axe
⇦	8	Lemmings
⇦	9	Road Rash 2
★	10	Cyborg Justice

New Entry ★ Non Mover ✖

Risen ⇦ Re-entry ⇨ Fallen ⇦

PRINCE OF PERSIA

We are pleased to announce that Domark is set to (finally) release a Mega Drive cartridge version of Prince of Persia.

After enjoying some considerable success with the Master System version it looks as though we can finally look forward to this platform classic in September.

Let's hope that it plays a darned sight better than the excruciatingly poor Mega-CD version of the game which we saw released earlier this year. We'll bring you more news as we get it.

JUNGLE BOOK

Virgin Games is set to unleash its first Disney licensed game later this year in the shape of Jungle Book. Already proving itself to be as popular as ever in the cinema (being released early last month) it's hoped that the game, which is based around all the major scenes from the film, will appeal to players both young and old.

Currently in the very early stages of development we're assured that Virgin's Jungle Book will capture all of the magic of the Disney original. As yet we've only seen some very early development stuff, but it seems to be shaping up quite nicely!

Watch for more news soon.



SONIC TOYS

Tomy, the company behind numerous toys and games including the current fave Bar Code Battler, has secured the rights to produce a wide variety of products based around Sonic the Hedgehog.

In the next few months it seems that we can expect to see not only cuddly toys but also die-cast models – seemingly these are a bit like Dinky toys, action figures of all the major characters, pinball games, water 'fun' games and even an assortment of radio-controlled models.

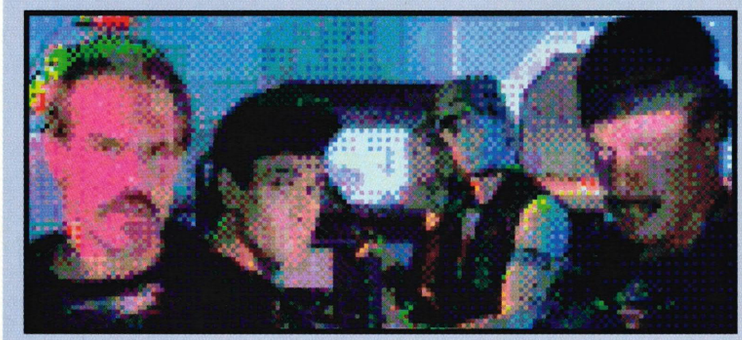
It looks like all of these goodies will be available around the summer so now you can prat about with Dinky toys as well as video games. Gosh, I bet you can't wait can you!

STREETS OF RAGE III

As we reported in last month's news it seems increasingly likely that Sega's first 24Mbit game (that's three times the size of Sonic 2) is actually going to be the third instalment of the Streets of Rage saga.

Sources at Sega have stated that "nothing is confirmed but it is pencilled in for release at some point in the next year". At present we can only speculate as to what the game will be like, but judging by the improvements between the first and second games, the third should be something truly spectacular.

NIGHT TRAP CAUSES A STIR



It seems that Sega came under some considerable stick this month as it geared up for the release of its two-disc full-motion video epic – Night Trap (reviewed in issue 10). Numerous 'quality' newspapers have been waxing lyrical about how mind-distressingly terrible the game is.

Dubbed by *The Sun* (What a glorious tome of human decency it is too!) as a 'video nasty' it seems that even a bunch of stuffy MPs have decided to stick their oar in about it, with Tory Geoff Dickman stating that "This video-nasty is going too far. Think of the harm to children who will watch it for hours". Hmm, yes quite!

Apparently there are a number of things that people are getting upset about. First, the fact that the game is full of sorority sweethearts getting all frothy about spending a weekend in a spooky mansion. Second, the fact that said girlies are actually getting molested by big stupid-looking aliens called Augs who pin them against walls and suck their brain juices out. Sounds pretty nasty when you read it doesn't it?

The trouble is, all the MPs and journos who are slagging off this ground-breaking little gem are actually fairly ignorant. To start with, very few of them will have actually played it, and also no one is taking into consideration that out of over an hour of full-motion video there's only two or three seconds which could be thought of as even remotely dodgy.



Storm over 'real girls' horror game

A HORRIFIC new computer game showing five real-life girls being attacked by alien monsters sparked a storm last night.

Unlike traditional games the £59 Night Trap on hi-tech Sega Mega-CD uses pre-filmed video clips.

It has horror-movie style scenes of scantily-clad girls being grabbed by metal clamps. Then they are apparently killed with an electric drill in their necks.

The game – which features Dillycent Strokes actress Dina Plaza – is due to be released soon.

But it was slammed yesterday by MPs and stamp-up campaigners.

Tory MP Geoffrey Dickens said: "This video-nasty is going too far. Think of the harm to children who will watch it for hours."

Valerie Riches, founder of Family Youth Concern, which promotes Christian values said: "This is a symptom of a very sick society."

A Sega spokesman said: "It is harmless fun – just like the A-Team. You don't actually see anyone killed."

Screams . . . a girl is grabbed by aliens

Struggle . . . she is pinned with a clamp

Scary . . . victims' necks are attacked

MEGA DRIVE ADVANCED GAMING IS MARKET LEADER



The mag you are holding is Britain's biggest-selling Mega Drive magazine. Others may tell you different, but it has been confirmed that we are the official best seller by the Audit Bureau of Circulation.

Our ABC figure places our circulation at 42,685 which is head and shoulders above all of the competition – and it's growing all the time. This is official confirmation that *Mega Drive Advanced Gaming* is the only mag you need if you want the most up-to-date news, previews and reviews, along with the most helpful and informative players' guides.

Why not turn to page 57 and fill out a subs form to make sure you get a copy delivered to your door every month.

MEGA TRUMP RULES

I bet that when you picked up your copy of this month's *MAG*, you wondered what the hell those playing-card gizmos were. Well, you have just become the owner of a set of brand-spanking-new Mega trump cards. You can now get together with all your friends and create amazing battles between the saviours of good and evil, saving princesses and...

OK, so I lied about the last bit, but what you can do is have a jolly spiffing game of trumps while eating a sandwich and drinking a can of Tizer (sandwich and Tizer not included). Wanna know how to play? Then read on...

All the cards are dealt face down, one to each person. The players must then hold their cards so that only the top one is visible (face up, of course), making sure that none of your so called 'friends' is sneaking a look over your shoulder. The dealer now reads out an item on his top card, say strength, and the rest of the players read out their strength scores. It's then a matter of the highest score winning, with the winner adding all the cards won to the bottom of his or her pile. After the first go it is the turn of the person on the left of the dealer to read out an item and after this go play continues anticlockwise.

That's all very well, I hear you cry, but what if two or more cards share the same value? Well, if this happens, all the top cards are placed in the centre and the same players pick again from their next card. The winner of this round takes the cards that he/she's just won, and the cards from the centre as well.

The game ends when someone (usually the one who's been sneaking looks over everyone else's shoulder) wins all the cards. Keep these cards safe, as in future months there will be more cards, including...well, some VERY big names from your favourite games.



BUBBA 'N' STIX CD



We've just heard that Bubba 'N' Stix (previewed on page 64) is to find its way onto Mega-CD.

As with other Core Design games which have made the transition to the new format, the game will be include many more levels, some of which will employ different styles of gameplay as well as a full-motion video cartoon intro sequence. It's not clear as yet when the title will be ready, but it will be before Christmas.

AGGRESSOR

With Thunderhawk proving to be one of the most impressive console-based games ever, Core is working on a CD game which employs the same style of graphics. Currently titled Aggressor, the game is a shoot'em-up based in space which will feature impressive scaling and rotation effects.

It's obvious that this is going to be absolutely stunning. All graphics are ray-traced and incredibly smoothly animated, while other effects employed are simply gob-smacking. As far as gameplay goes, the closest thing we could think of is the classic arcade blaster Galaxy Force.

THOMAS THE TANK ENGINE

Yes, we know it sounds a bit crap (unless you are an avid fan that is), but there is a Thomas the Tank Engine product coming out this summer.

It's not a platform game, it's not an adventure and it's not a shoot'em-up – it's actually an electronic colouring book which uses a similar user interface to the supremely crappy Art Alive product which was released last year.

Quite why anyone would want to spend £40 on something as limited as this is beyond me. Watch out for it hitting the shelves around August/September. Hmm, I'll have to watch out for that one then!

SEGA UK CHAMPIONSHIPS

The UK Championships have been and gone again. Doesn't time fly eh? The big games-playing contest that decides which Brit goes to the Euro Championships was yet again won by games-meister Karl Roberts – can nothing stop this chap?

Held at the Williams' motor racing team offices (what a surprise considering Sega's sponsorship), the competition was compèred by none other than Big Breakfast supremo Chris Evans and Bad Influence lassie Violet Berlin. After the compo had finished, entrants were then treated to a meeting with Britain's very own racing star Damon Hill, who (obviously purely by chance) turned up at the event to sit in big racing cars and have his photo taken.





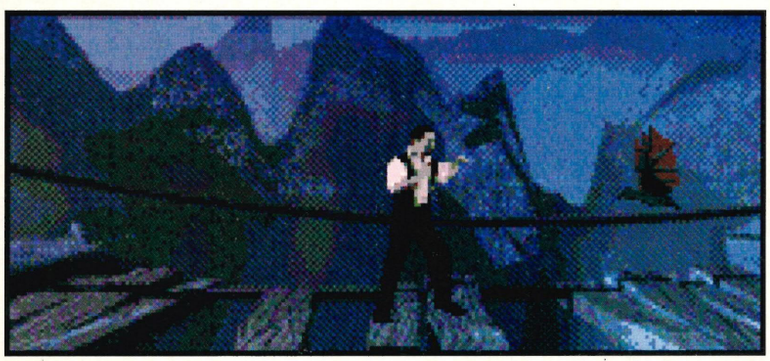
WIN GOODIES!

OK, so this isn't exactly a news item, but we thought we'd slip it in here! We've got loads of gumph from software houses which we want to give away – there are copies of the Lemmings CD single, a tape of the Mega-lo-Mania album, a Cool Spot lollipop, Cool Spot sunglasses, Virgin Games stickers, the Mega-lo-Mania CD single plus a limited edition CD which has all the music from the Batman Returns and Jurassic Park Mega-CD games.

What do you have to do to win all this lot? Well, the person who sends us the funniest birthday card (it's our first birthday next month you know...hint, hint) will get the lot, as well as any other bits and bobs we find lying around.



DRACULA ON CART



No doubt you've checked out our stupendous preview of Psygnosis' forthcoming CD version of Dracula elsewhere this issue, but did you know that we can expect to see it on cart soon as well?

Sources at Psygnosis tell us that a cartridge version of Dracula will be out by Christmas, but it will actually be a totally different game. No digitised backgrounds, no digitised sprites, no FMV (obviously) and totally different gameplay.

Based on the SNES version of Dracula (currently in development) we're assured that the cart-based Drac will be faster and far more action-oriented than the CD game, but it will still follow the theme of the film very closely.

Watch out for some screen shots in next month's news.



SEGA SHEDULE

All dates and titles are subject to change without notice.

JUNE

Fatal Fury	Action
Balljacks	Action
Captain America	Action
King of the Monsters	Action
Battletoads	Action
Muhammad Ali	Sports
Cool Spot	Action

JULY

Shining Force	RPG
Mazin Wars	Action
Double Clutch	Action
Flintstones	Platform
Tecmo Soccer	Sports
Ranger X	Action
Jungle Strike	Action
Mutant League	Sports
BOB	Action

For Mega-CD release schedule see our CD news section on page 46.

ROCKET KNIGHT

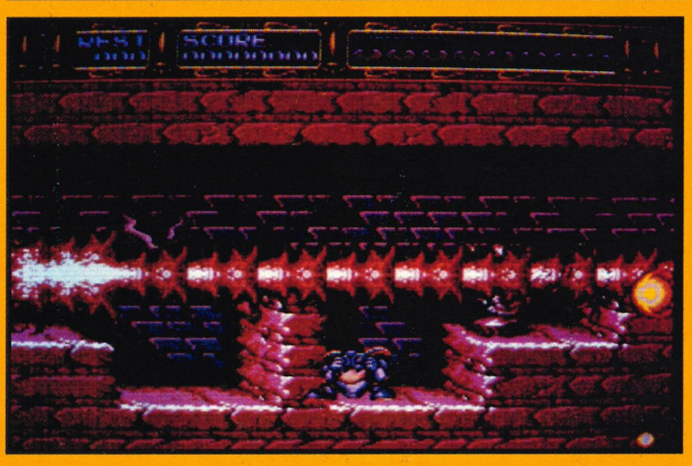
As we reported last issue the next 'big thing' from Konami (the company responsible for such delights as Turtles, Sunset Riders and Tiny Toons) is a rather splendid little platform blaster by the name of Rocket Knight.

Starring Sparkster (a sort of robotic space rodent) the game takes you through a variety of levels which all require you to zap bad guys (including some huge end-of-level guardians) and, erm... zap bad guys.

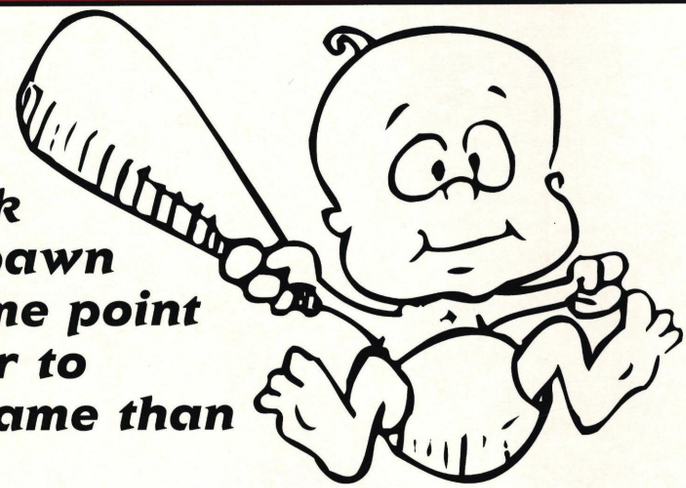
We're assured by the developers that the game is absolutely huge and will incorporate a number of novel twists into the gameplay that require a bit more thought than just your standard jumpy-jumpy-shooty-shooty game.

From what we've seen so far it looks very impressive and we'll be bringing you a huge stonker of a preview in next month's issue.





It had to happen eventually didn't it? Chuck Rock had to spawn a sequel at some point and who better to carry on the flame than his baby son?



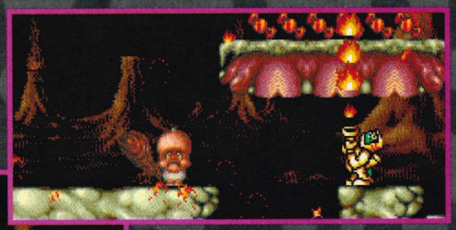


As you can see there are some quite phenomenally huge sprites! The movement of this dinosaur is extremely smooth

SON O

IT AIN'T HALF HOT MUM

(Right) The chaps in the funny asbestos suits have a habit of firing their deadly flame-throwers at you. A blow to the bonce should do the trick

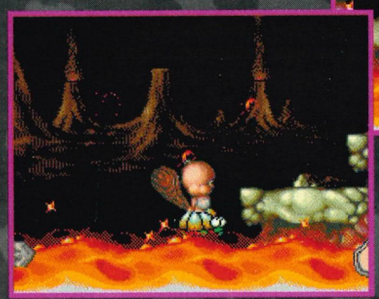




(Left) Sometimes you have to use your surroundings to get over an obstacle. Here we see Chuck jnr using a large boulder to roll over some fiery ground

(Right) Hey big mama! Give her a swift smack in the face and then terrorise her poor defenceless kiddies





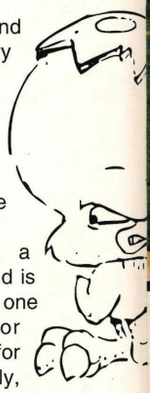
(Left) The turtle can walk over the lava but he certainly makes a meal of it. Have you ever heard a turtle swear?

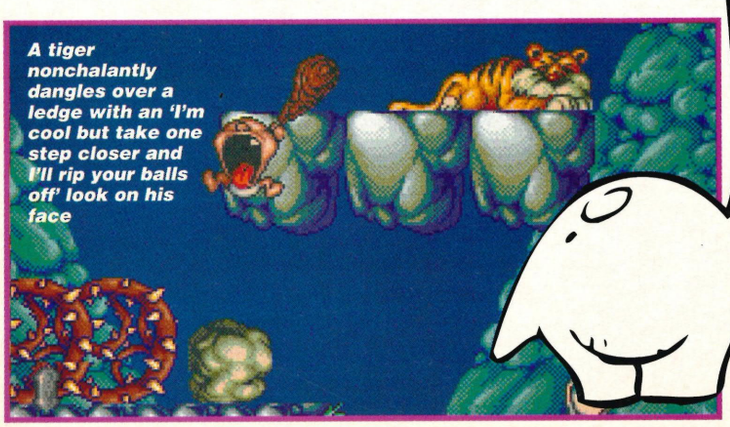
PREVIEW

Having proved to be exceptionally popular across a variety of formats Chuck Rock has now become one of the most popular cavemen since Fred Flintstone and Captain Caveman. With a sequel to his first outing just around the corner can we expect something really special? What more could the development team do with the theme? Well...

After defeating the evil and distinctly stupid-looking Gary Gritter, good ol' Chuck has been a jolly lucky chap. Not only has he become a local hero and all-round good egg, but he's also set up a business to help make his life a bit more comfortable.

Chuck has become a pioneer of the car industry and is now the managing director of one of the world's biggest motor manufacturers. Building cars for the average Stone Age family, our hero has found fortune to match his fame and is now living it up in the lap of luxury.





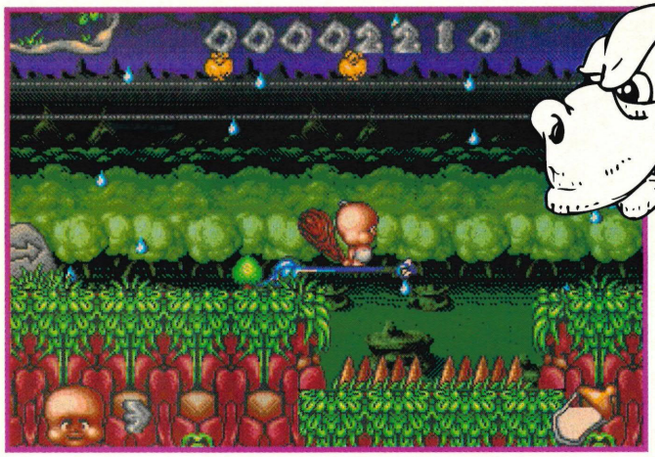
A tiger nonchalantly dangles over a ledge with an 'I'm cool but take one step closer and I'll rip your balls off' look on his face



What a lovely wooden house. It's a shame the neighbours are such a miserable bunch of cretinous barbarians



Many of the wider gaps will need to be crossed by means of a swinging rope. Jump up and grab the rope and do your baby Tarzan impression



Thunder and lightning add a nice atmospheric touch to the proceedings, as does a touch of typical Macclesfield weather

OF CHUCK

Unfortunately Chuck has made some enemies on his way to the top and he is now in the predicament of having been kidnapped by the board of directors of a rival company. Who will save him from this terrible situation? Who better than his very own flesh and blood – young Chuck junior?

PREHISTORIC PRE-PUBESCENCE

Cuteness was never something that Chuck Rock had in its favour. Admittedly the Neanderthal hero was a bit of a lad, but he didn't really have that squeaky-clean girlie appeal that so many video games seem to have these days. A little baby on the other hand has tons of yucky gooey girliness.

Despite his rather cute appearance though, our young and intrepid hero has a decidedly vicious streak – a sort of prehistoric psycho-baby. With him at all times is his supersized club which will take out just about anything (including giant dinosaurs) if he hits it enough times.

He's quite versatile with his weapon and can use it to wallop things in a variety of different ways. Watching him swing the club up off the floor, over his head and back down onto the ground is really quite hilarious.

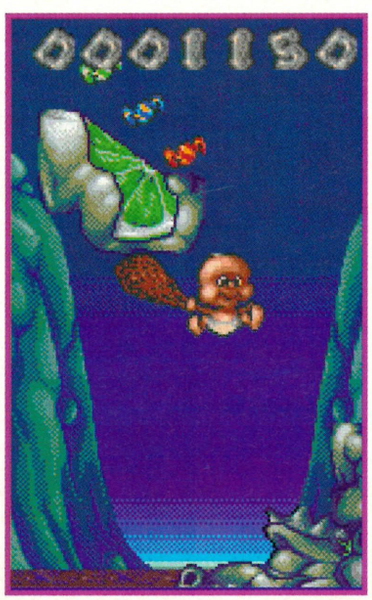
Clubbing stuff is an integral part of the gameplay in Son of Chuck. Just like with the gratuitous belly-butting in the original, progress can only be made if you spend a great deal of time beating the crap out of anything that moves.

On his travels the wee bouncing baby will encounter a variety of mean and nasty creatures. Strange men

CONTINUED



Just like in the previous game, you can enlist the help of numerous characters in difficult areas. Here we have a prehistoric Arnold Schwarzenegger helping you jump high enough to reach the rest of the level



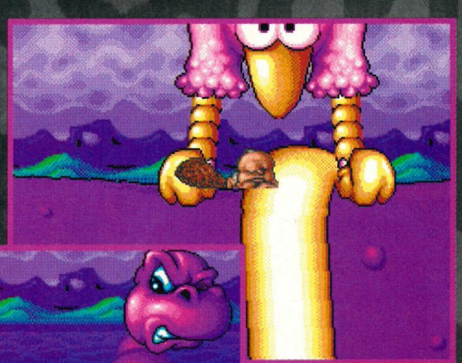
The weirdness kicks in on the later levels as you find slices of lime hanging in mid-air. Hmmm...

DINO SORES



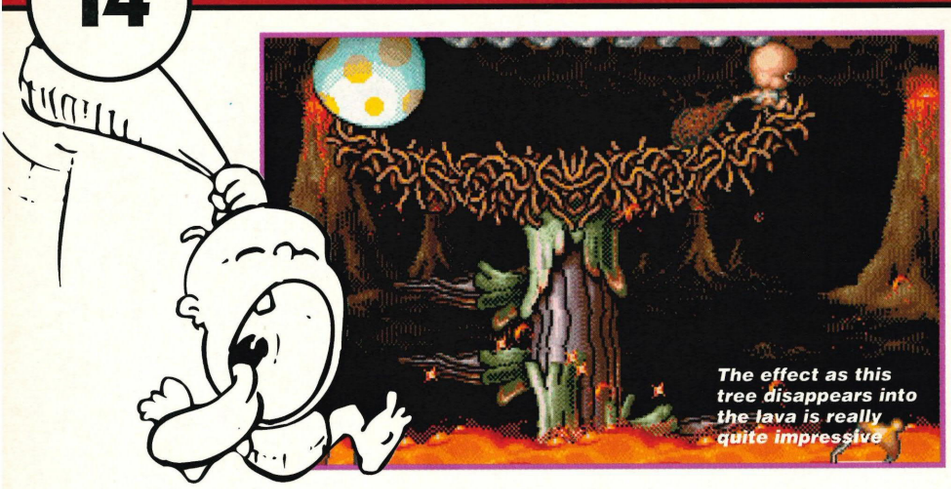
There are some quite clever graphics-rotation effects employed throughout the game. One of the most noteworthy is the dinosaur wallowing in the lake

...Run along his back and avoid the huge bird which swoops in from the background (some killer graphics scaling on this bit)



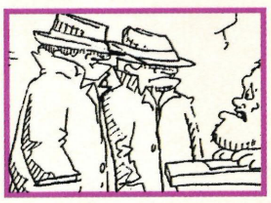


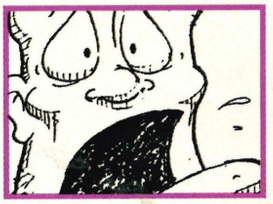
...and then finally smack the thing in the head with your club. What a corker eh?

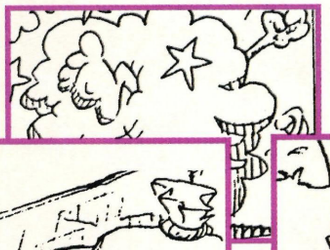


The effect as this tree disappears into the lava is really quite impressive

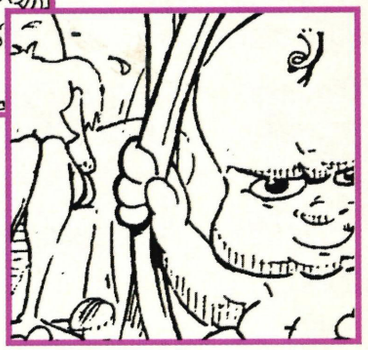












All the major scenes in the game have been carefully story-boarded by Core's artists to help develop the continuity of the story

CONTINUED

dressed in dinosaur outfits, thugs, dweebs, vultures, dinosaurs and sabre-toothed tigers can all be found throughout the huge number of levels.

Chuck junior's travels will take him through numerous environments. From the idyllic forests near his home town to the lava-filled volcanic wastelands of the mountains, and off through the frozen wastes of the far northern territories he must explore every nook and cranny to try and find out just where his dad has managed to get to.

Each environment requires different skills on the part of the player. You'll find that some are simple platform sections which rely heavily on the beat'em-up elements of the game, whilst others will simply test your joypad handling skills.

DON'T WET YOURSELF

Undoubtedly the most impressive thing about Son of Chuck is the quality of the graphics. The sprites are all gorgeously animated whilst the backdrops all have a wonderful cartoon quality about them.

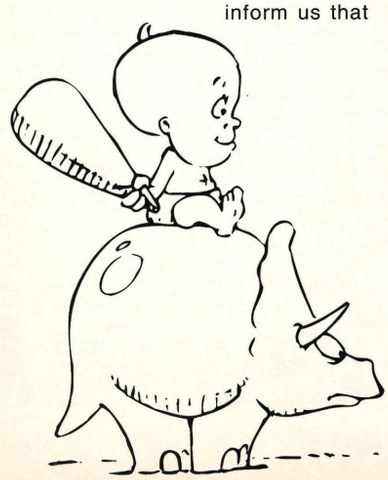
Throughout the levels you're treated to some lovely scaling and graphics-rotation effects – who said the Mega Drive couldn't match the Super Nintendo's Mode 7? This stuff looks easily as good and the final tweaks have yet to be made to the visuals.

The copy of the game which we saw was a nearly finished cartridge version, however the programmers inform us that as soon as this is completed a greatly enhanced Mega-CD version will be available. This will apparently incorporate a three-minute fully animated cartoon as an intro sequence and will also include a number of new levels.

It's not clear when this enhanced version will be available, but it seems certain we'll see the cart appearing in August on Core's new games label. What a corker eh?



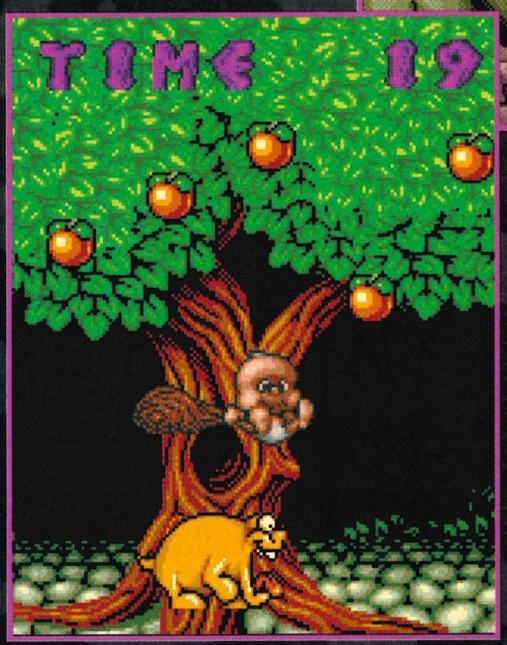
JOHN



BONUS CITY

There are a number of bonus stages throughout the game. Here you have to club a huge lump of rock and turn it into a well-know sculpture (a bit Street Fighter II this)





Jump on the funny yellow thing's back and smack as many apples off the tree as you can possibly manage



The river race is a fun track 'n' field Olympic Gold-type thing which requires some frantic button tapping to ensure that Chuck jnr wins the race

BALLJACKS

REVIEW

Fancy playing a novel intergalactic arena event featuring metallic crabs?! Sega thinks you do!

It is 7650 AD, and the annual balljacks world championship is set to take place in the historic grand arena. Competitors and spectators from all over the galaxy have come to take part in, and bear witness to, this all-time sports spectacle...

So says the blurb for this latest futuristic sports sim from Sega. You play the part of a giant metal crab, otherwise known as a jacker (ahem!) and have to steal two spheres from your opponent and keep them over your side for a given period of time.

If this sounds like your idea of fun, then I suspect that you also listen to Demis Rousos records in your spare time, because this game has nothing going for it accept an original idea, and I'm sure that even Hitler had some of those.

CRABS WILL BE CRABS

The game starts with you and an opponent (either the computer or another player) at each end of the arena, on a track that enables you to move up and down the screen. When you are facing each other there is a conveyor belt behind this track that the spheres run along on.

Now, and here comes the really clever bit, all you have to do is fire your metallic talons at the balls and bring them over to your side of the play area. That's it. There's nothing else to it. Sure, you can try to twat your opponent around the back of the head by steering the ball into him, but that hardly makes for an interesting intergalactic arena event!

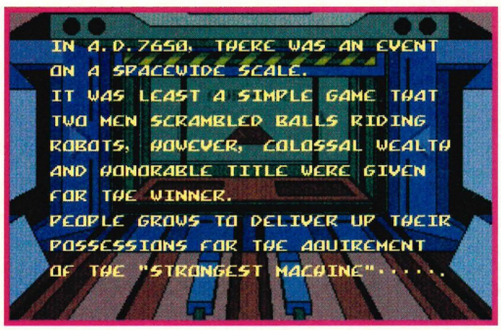
In the one-player game you try your hand at beating various galactic champs with stupid monikers, such as Eddie 'heavy metal' Valquez and Sylvia 'take no prisoners' Montand. I mean really, how can you take them seriously with names akin to WWF wrestlers! The two-player game ought to have been better, but sadly this is also a steaming pile of offal offering no feeling of challenge or excitement.

It's sad in a masochistic kind of way that this game's so dull, because it really does try to be different. Usual software offerings seem to be nothing more than shoot'em-ups or platform games, with a smattering of kung-fu romps thrown in.

Maybe someday someone will come up with a truly original idea that will make the transition from concept to cartridge without ending up looking and playing like a complete and utter duff egg!

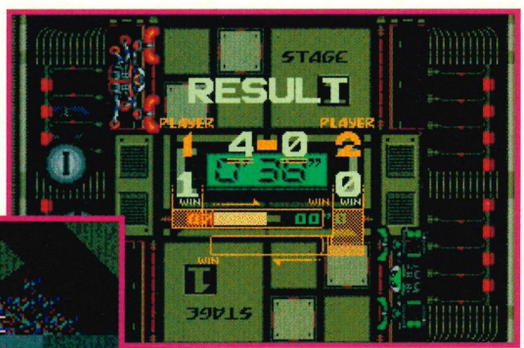


KEITH



(Left) The story behind the game. If you can understand this, then please write to: What the hell does this mean? Maverick Towers...

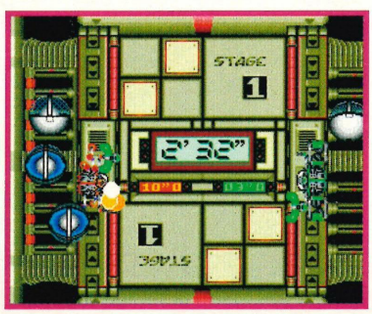
(Below) Stick that in your pipe and smoke it



(Below) An aerial view of the arena. Here, hang on a minute, is that my mum I can see in the crowd?



(Below) After sustaining copious amounts of damage, my crab thought "Sod this, I'm going home", and promptly blew up!



BALLJACKS

PLAYERS:	1/2
DIFFICULTY:	EASY
PUZZLE	

GRAPHICS

4 *Bland-looking backdrops, but OK sprites*

SOUND

3 *Annoying futuristic 'techno' tune plays throughout the game*

PLAYABILITY

3 *You give it a few goes because it's something different*

DURABILITY

3 *Your opponents get harder, but there's no change in the gameplay*

UPPERS

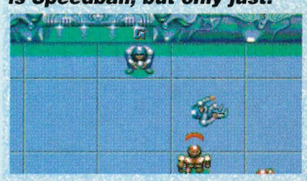
- *You'll never play another game like it*
- *Will appeal to younger players*

DOWNERS

- *Dull repetitive gameplay*
- *No lasting challenge*

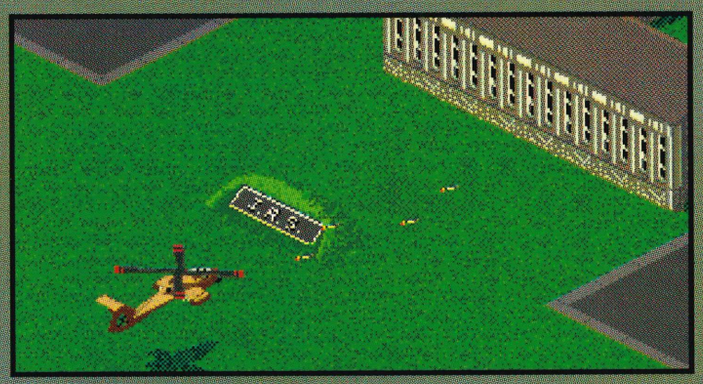
ALTERNATIVELY

Although this is a bit crap, it is quite unique. The only game that could really be considered as an alternative is Speedball, but only just.



25%

It had to happen eventually! One of the best games to appear on the Mega Drive has finally spawned a sequel. Is it as good as the original?



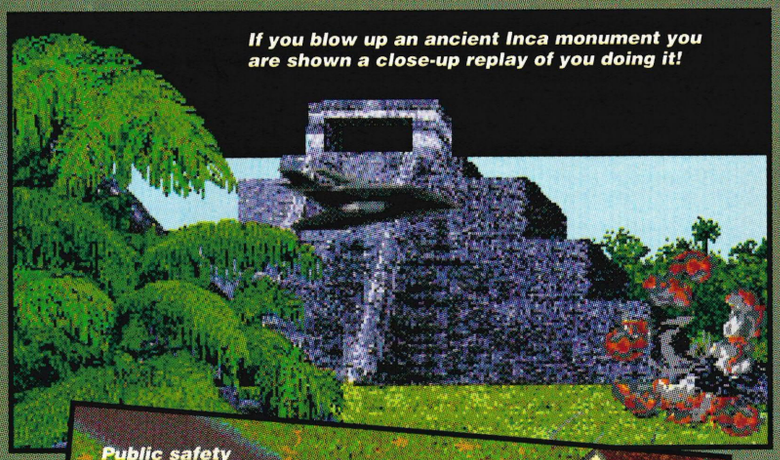
You must protect all of the important buildings in Washington from terrorist attacks. However, you might get a medal for blowing up the IRS building!

JUNGLE STRI

REVIEW



See that pile of wreckage? That's me, that is!



If you blow up an ancient Inca monument you are shown a close-up replay of you doing it!



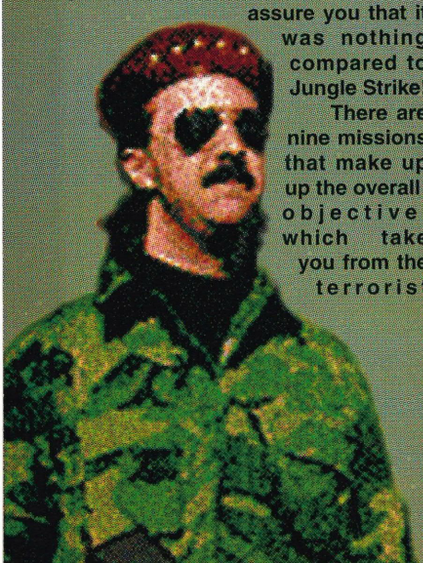
Public safety warning – If you see a fuel tanker, don't shoot it with hellfire missiles!

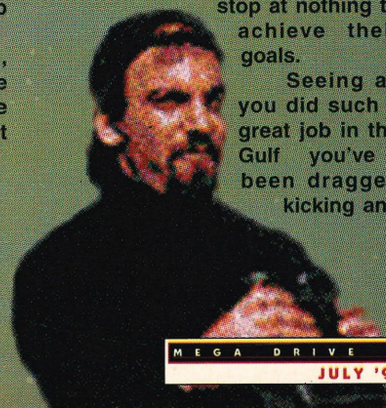
There can be no denying the fact that Desert Strike made a huge impact when it was released. OK, it unfortunately cashed in on the strife occurring in the Gulf, but it stood head and shoulders above all other games on the Mega Drive.

The basic mechanics of the sequel are very similar to the original – you still have to go around shooting enemy vehicles and soldiers whilst protecting the innocent, there are hostages to be rescued and you have to make sure you keep your supplies of fuel and ammo up. I've definitely seen all that somewhere before!

This time however, things are on a considerably larger scale. Taking up a massive 16Mbits of game code, Jungle Strike is an absolute whopper – if you thought the first game posed a challenge, let me assure you that it was nothing compared to Jungle Strike!

There are nine missions that make up up the overall objective, which take you from the terrorist dominated streets of Washington DC to the depths of the jungles of South America.





SON OF MADMAN

As you are no doubt aware, General Kilbaba (the Desert Madman) is dead. Unfortunately, the old boy had a son who has grown up to be a strapping great lunatic hell-bent on revenge against those who killed his daddy. Aided by another psychopathic whacko, Carlos Ortega, he's set up a network of terrorists who will stop at nothing to achieve their goals.

Seeing as you did such a great job in the Gulf you've been dragged kicking and screaming out of early retirement and back into the ranks of US Military Intelligence. This time you've got loads more toys to play with and an enormous play area in which to go and get the bad guys.

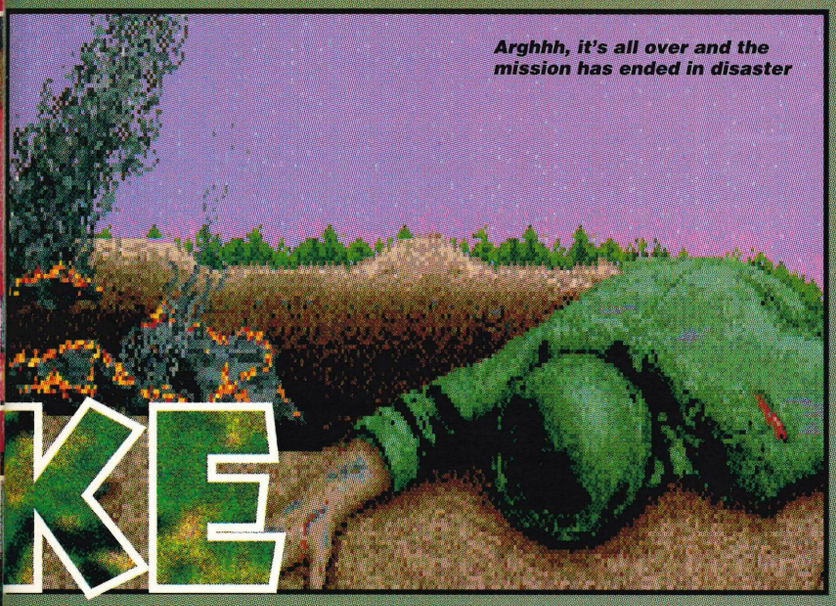
Unlike the first game where you simply had an (admittedly quite hard) Apache Attack Chopper with which to do the business, you've now been presented with a number of different vehicles that are all suited to different styles of mission.

You begin in Washington DC with your brand spanking-new Comanche attack helicopter sitting on a heli-pad on the White House lawn. Your job is to clear up any terrorist threat that would endanger the life of the President. This entails protecting important governmental buildings and national monuments before finally escorting the president's motorcade to the White House.

The game map on this first level is far larger than anything found in Desert Strike. The streets of DC are filled with buildings of varying sizes and many of them hide a dark secret. Some are the secret bases belonging to the terrorists, whilst others conceal secret stashes of either ammunition or fuel that are vital to your survival.

After you have seen good ol' Bill to his bedside

CONTINUED

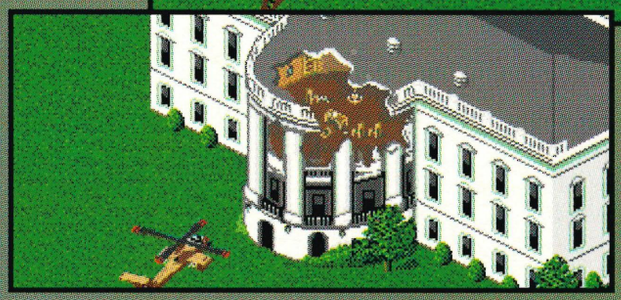


Arghhh, it's all over and the mission has ended in disaster

KE

Welcome to the White House. Let's see if Bill and Hilary are at home





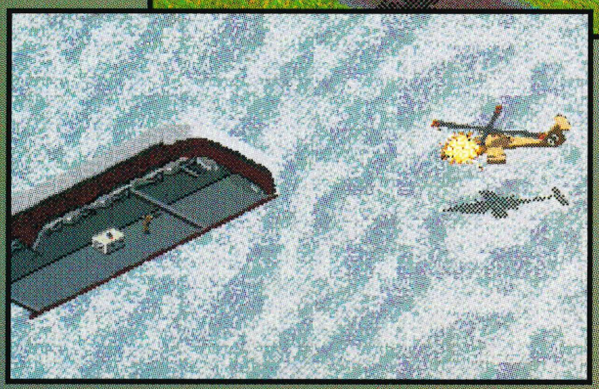
Looks like there's no one home after all!



After the first couple of missions you will be thrown in at the deep end and have to put a stop to all of the drug baron's evil deeds

When you find the drug factory, destroy it but make sure you don't kill any of the scientists



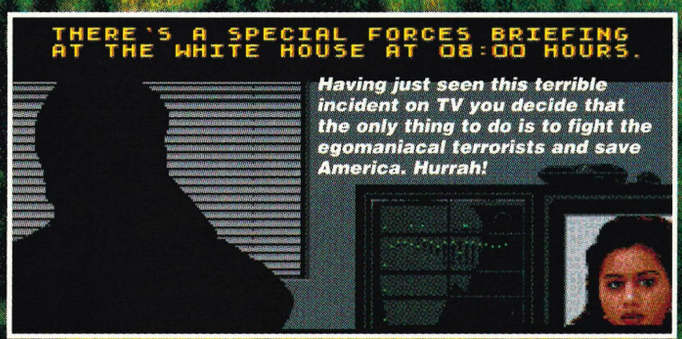


When you are on the snow levels make sure you shoot all of the mounds of snow. When they blow up, hidden bunkers will be revealed that contain lots of goodies

EGOMANIACS ANONYMOUS



This used to be a beautiful island until Kilbaba came along



Having just seen this terrible incident on TV you decide that the only thing to do is to fight the egomaniacal terrorists and save America. Hurrah!



Here come the armed forces to sort out the pinko scumbags!

complete with milk and cookies, you're then sent to the coast to try out your new XL-9 hovercraft.

CONTINUED

After rescuing a bunch of marooned Navy SEALS in your Comanche, you've got to locate a stolen experimental hovercraft and use this to infiltrate Kilbaba's secret base and recover a stash of plutonium. Having completed this task you'll then find yourself faced with a bunch of nuclear submarines intent on blowing you out of the water!

As with the first level, this section of the game is absolutely huge and offers far more of a challenge than Desert Strike ever did. Whilst the controls are very similar to those for the chopper, you soon realise that thrashing a brand-new hovercraft is far harder than it looks.

Further missions take you back to the Comanche with missions taking place in the snowy wastes of the Andes and the deep jungles of South America. Later on you'll find yourself flying a F-117a Stealth Bomber and nipping around on an experimental motorcycle!

The final show-down takes you deep into the mountains where you must not only capture the drug lord and the madman alive, but must also blow away the Tomahawk missiles that threaten the world. Scary stuff indeed, but a definite thrill all the way through.

MY GOD IT'S HUGE!

The most striking thing about Jungle Strike is that it's enormous. The levels just seem to get bigger and bigger as you work through and they're all filled with a wide variety of terrorist weapons.

Add to this the use of different vehicles with which to complete different missions and you end up with something that is truly awesome! This isn't something that you'll get to grips with in a few hours – it's a well 'ard blast that will tax your brain as well as your trigger finger.

I was expecting great things of Jungle Strike and I can safely say that I'm not disappointed. Graphically, it is smooth and slick and the animation has been greatly enhanced since the original. In places the background graphics aren't brilliantly drawn but this is more than made up for by some of the excellent between-level presentation screens.



After each mission you'll be briefed on the next assignment



Throughout the game you can see how well you are doing by calling up the status screen. I don't think I'm being particularly successful

It's also good to see that the sound has been improved. Those of you who've played the SNES version of Desert Strike will know that the sampled sound effects were absolutely superb, and this has all the high quality samples you could possibly want. From the rattle of the chain guns to the whir of the Comanche's winch, everything sounds superb.

As an example of how to blend a shoot'em-up with a tactical war game, Jungle Strike is absolutely superb. The game is so involved that it's difficult to go into everything in a mere four-page review. There are very few Mega Drive games which rank as an 'essential purchase', however Jungle Strike is one of them.



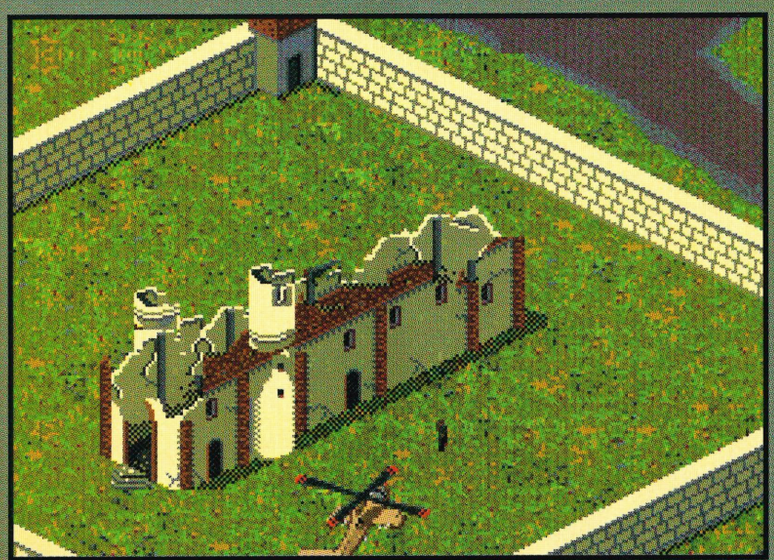
JOHN



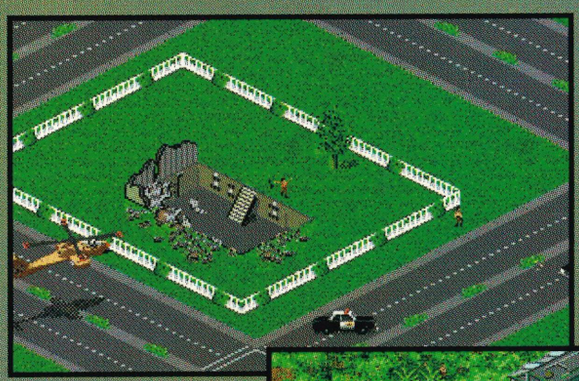
To complete a successful mission choose the best co-pilot. Some of them are missing in action and you will have to rescue them later on in the game



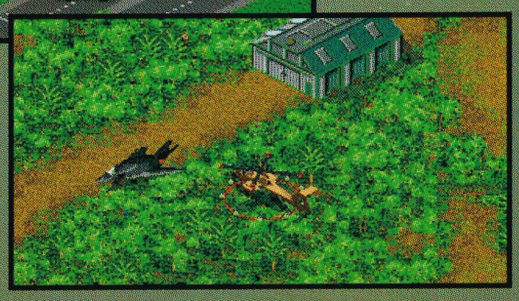
The fourth mission is set at night when visibility is very poor. Unfortunately the opposing army is equipped with state-of-the-art night vision goggles that enable the soldiers to see you quite easily



In Puloso City you will be required to rescue a lot of hostages. Your helicopter can only carry a certain amount of people, so sometimes you'll have to leave people behind

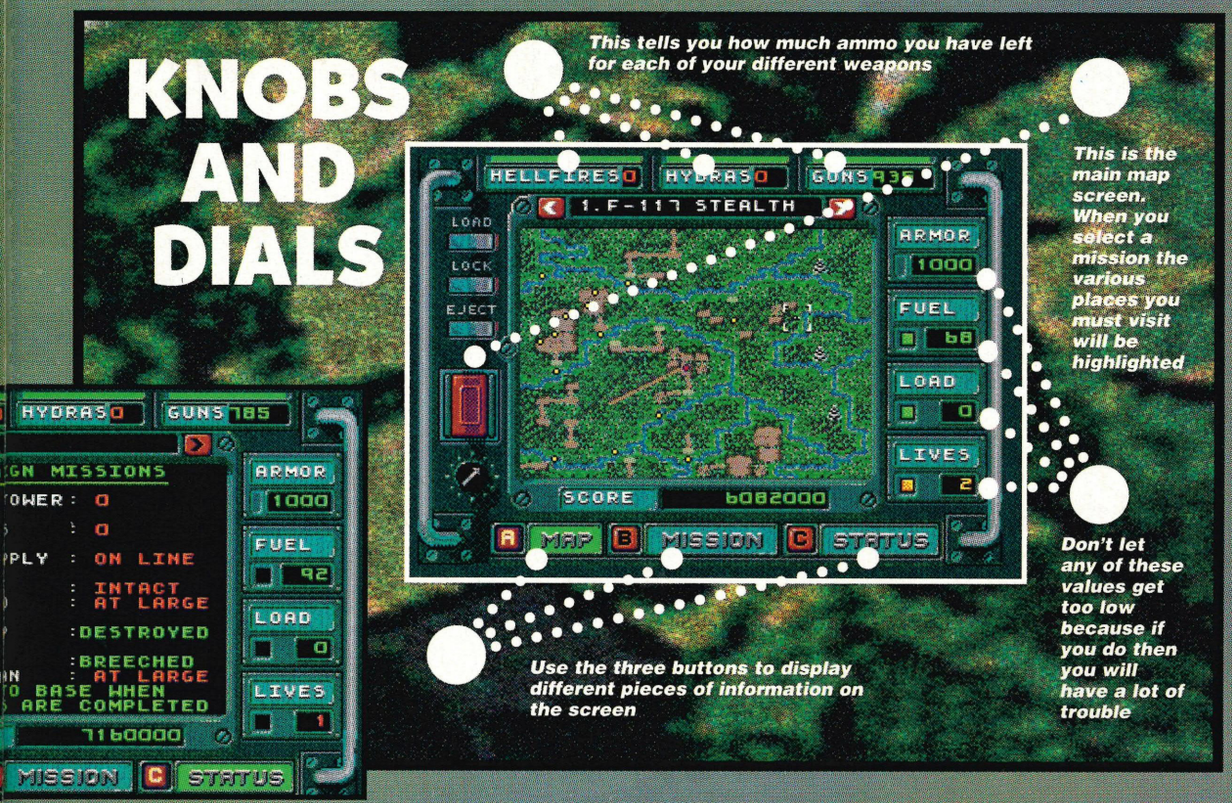


In the later stages of the first mission you will have to rescue a spy who is being held hostage. Blow up the building he is in and shoot all of the bad guys. Rescue the spy and he will tell you where to find the President



If you park your chopper you can get out and ride in a different vehicle. My favourite is the Stealth Fighter that is hidden in the jungle

KNOBS AND DIALS



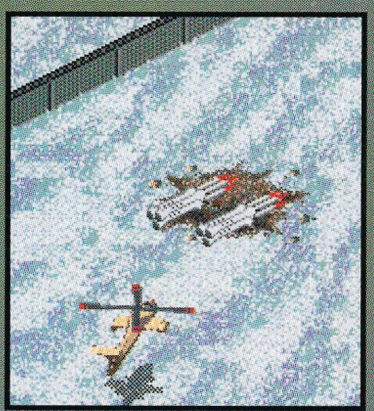
EXCUSE ME!..



I think I must have been the only person who didn't go completely crazy over Desert Strike when it was released. However, Jungle Strike is another matter altogether – it's brilliant!

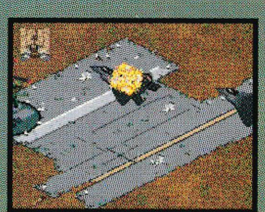
The graphics and sound have been vastly improved since Desert Strike, adding a great deal more atmosphere to the overall game. The only negative point that I can think of is that it is bloomin` difficult and it will take even the most hardened and skilled game player a very long time to finish.

On the whole though, I think that EA has done it again and come up with yet another fantastically playable game that will probably sell by the bucketload. **RICH**



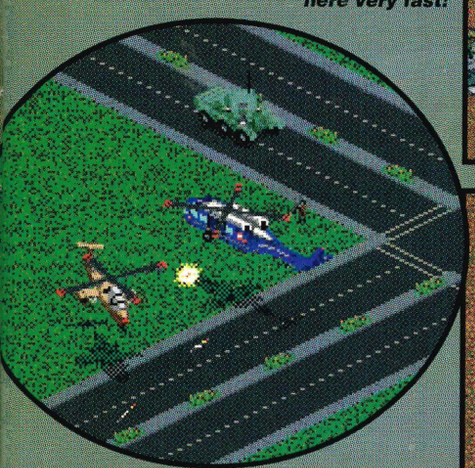
I wonder who left those thermonuclear devices lying around?

(Right) I think I should get out of here very fast!

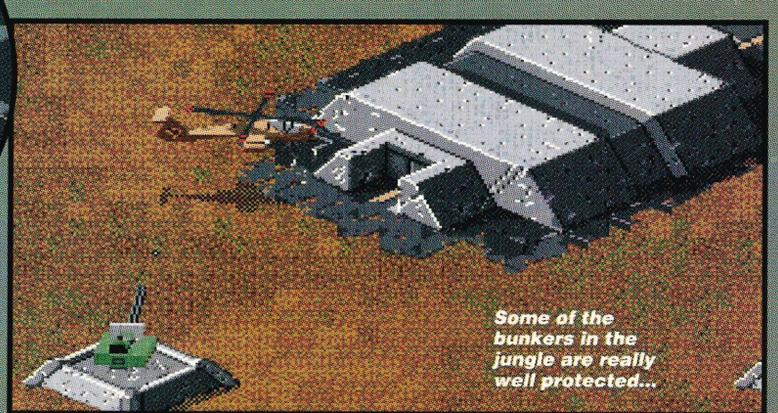


Destroy all the drug fields because only very silly people take drugs anyway





The last mission requires you to protect Air Force One from an all-out assault. Make sure you don't accidentally destroy it like I did because you'll be in BIG trouble



Some of the bunkers in the jungle are really well protected...

JUNGLE STRIKE

PLAYERS:	1
DIFFICULTY:	HARD
SHOOT'EM-UP	

GRAPHICS

8 Excellent, but the standard does tend to drop in places. The sprites are superb

SOUND

9 The sampled sound effects are mega stonkingly brilliant!

PLAYABILITY

9 A wicked blend of shoot'em-up and strategy. Designed for experienced players

DURABILITY

8 This one is so hard it's going to take you a long time to finish

UPPERS

- Wonderful gameplay
- A real challenge
- Brilliant sound effects

DOWNERS

- Some backgrounds are a bit ropy
- Inexperienced players wil have problems

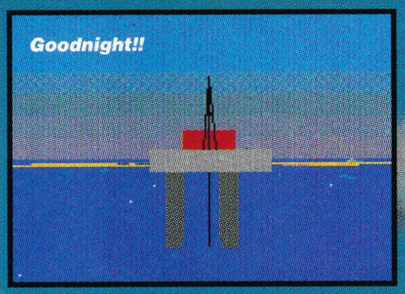
ALTERNATIVELY

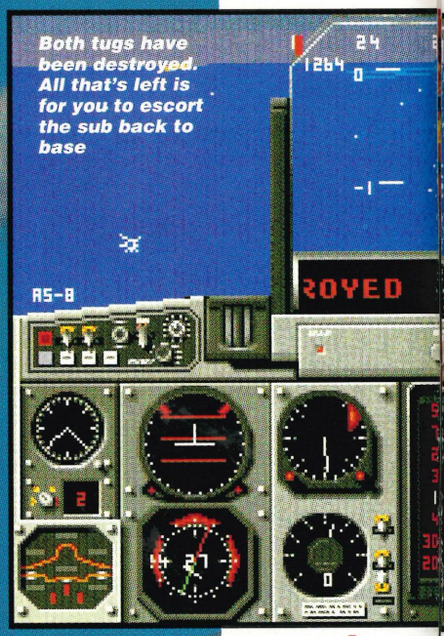
The only game that even comes close is the original – Desert Strike. It wasn't as big or involved but is still an excellent game.



94%

Already a storming success on both the PC and the Amiga, it seems that MiG-29 is set to prove that the Mega Drive is more than capable of running a decent flight sim.





MIG-29



REVIEW

With the Iron Curtain having been lifted, we are now beginning to see games that put you in control of various sorts of Ruskie and Commie hardware. Gone are the days when a mere yank-tank would suffice, games players are now invited to enjoy the delights of previously forbidden Eastern fruits.

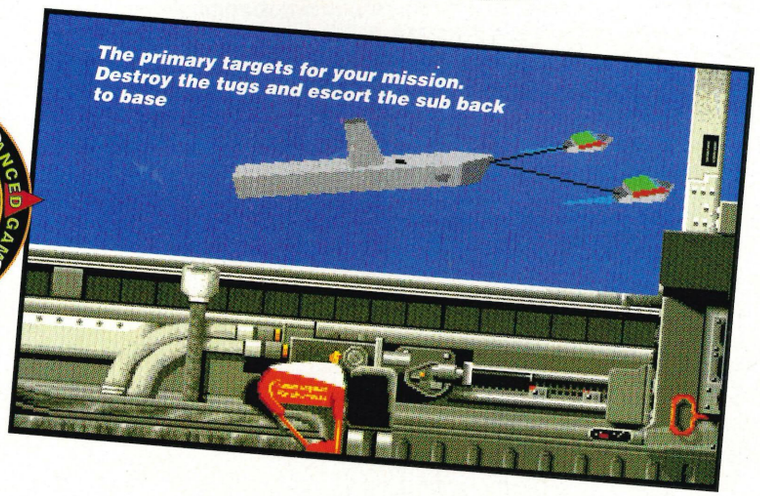
STRIKE ONE

Referred to by technical bods as a 'strike attack aircraft', the MiG-29 is one of the fastest, meanest aircraft in the Russian or Soviet (or whatever it calls itself now) airforce. It's big, fast and capable of carrying a stupendous amount of weaponry. If you want a totally ludicrous arsenal then this is the place to come for cannons, rockets, missiles, laser-guided death machines, bombs...anything! If there's a weapon more than capable of taking out an ant from somewhere on the next continent, then this machine is probably capable of both carrying and targeting it!

But hang on, the Cold War is over. What are you going to shoot at if there isn't really an enemy any more? Well, in the spirit of modern international relations you are a fighter pilot in a squadron of multi-national baddie-bashers!

Apparently, a gang of pro-communist thugs have taken it upon themselves to nick a load of military hardware and are now busy thundering their way across an unspecified neutral territory slaughtering all the innocents in their wake and generally causing havoc.

The UN, being the nice and friendly guys that they are, decide that this is really not an awfully good show and proceed to launch a sizeable military task force. Your job involves both providing back-up for the UN troops (you know the guys, they're the ones who wear the bright blue helmets which might as well have 'shoot me' written on 'em in big letters), and primary strikes against major targets.



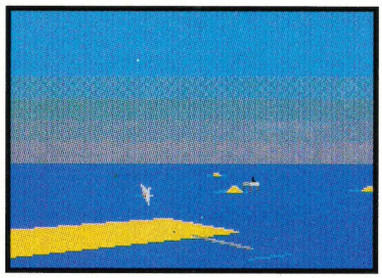
What this effectively means is that not only are you supposed to support the boys when they get into strife, but you're the guy that unluckily always ends up being convinced to 'go in first' as it were!

Those of you who have only ever played console games will doubtless never have experienced the delights of a fully blown flight sim. Even if you've played LHX Attack Chopper or F-22 Interceptor, there will have been nothing to prepare you for what MiG-29 offers.

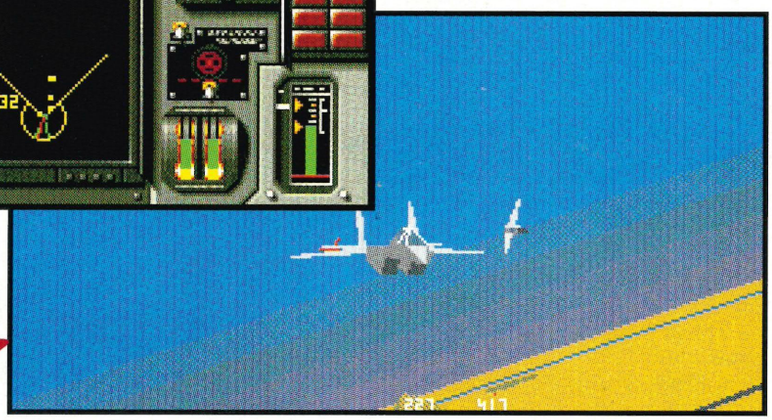
Fans of sims on the Amiga and PC will no doubt think that the Mega Drive version of one of their classic games is a bit slow and dated, but this really is the first step into totally new territory.

F-22 was effectively a shoot'em-up. OK, it was a 'from the cockpit' 3D job, but it was basically an elaborate



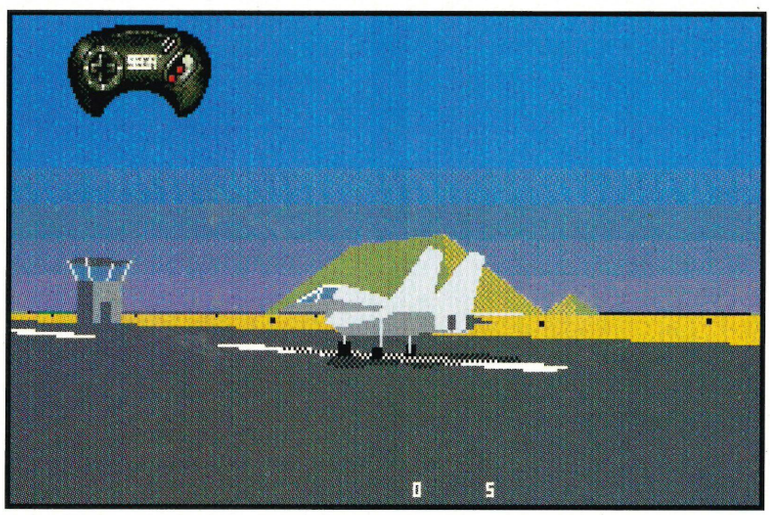


After getting shot at by just about every available piece of military hardware in the western hemisphere, ejection seemed the most pleasant option!



(Above) Chances are that this guy's managed to get a lock on you. Drop some flares, brake hard and hope that you live to tell the tale

(Below) The training missions ease you into the action by showing you exactly what to do. Just follow the blinking joypad and you can't go wrong



blast 'em game. Personally, I thought it was great, if a bit limited. However, what MiG-29 gives you is full control over all the important bits of flying a fully-fledged jet-fighter.

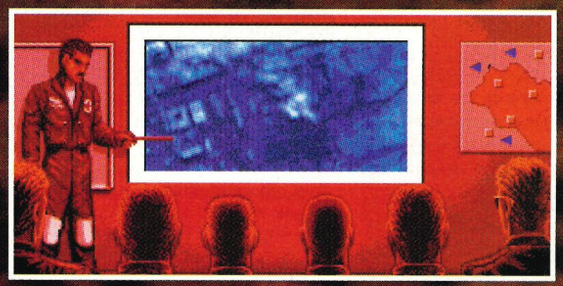
THE REAL THING

Begin your missions on the runway and feel the G-force as you open up the throttle and hurtle skywards (OK, so you can't actually feel the G-force, I was lying). Pull up the undercarriage and activate your tactical computer and weapons systems.

Track down the closest Commie and kick in the afterburners as you screech through the sound barrier in hot pursuit. Get in range, identify the target and choose which of your numerous weapons you are going to give the enemy pilot the pleasure of being killed with!

CONTINUED

A DAY IN THE LIFE OF COMMANDER BILLY



Right lads – bomb this, destroy that, bring down four planes and get back in time for tea and crumpets. OK?!

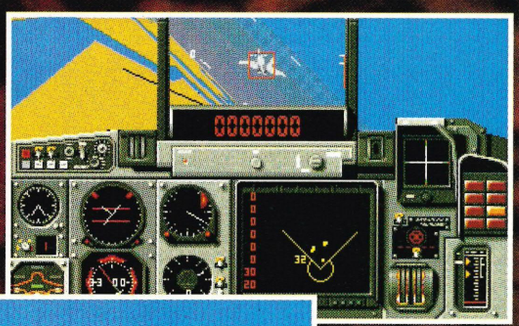
Target locked on, missiles away and...

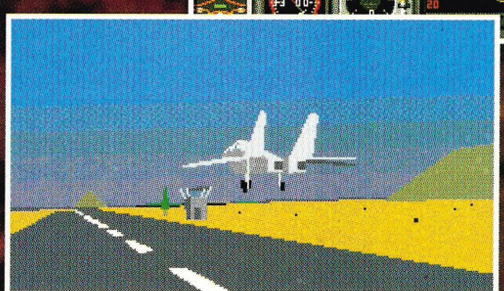




...A fireball erupts as your missiles hit. Only three targets left and we can all go home

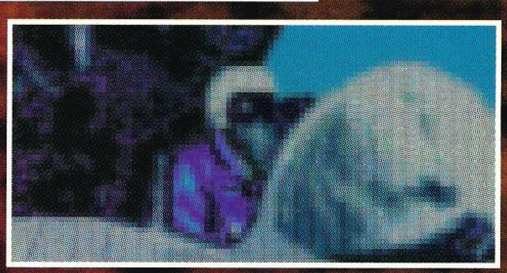
Things are starting to hot up. Fighter dead ahead, lock red. FIRE





Landing can be tricky, but luckily there is an auto-land option for pilots who are too yellow to do it themselves

After scoring a stunning victory, it's back to base to rearm, reload and finish off the crumpets

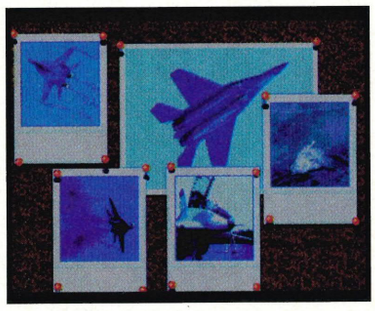


CONTINUED

Ease back on the throttle, watch the pretty explosion and then toy with the idea of whether or not to strafe the parachute that appears as the bits of broken aircraft tumble to the ground. From here it's on to your next target.

Whether you attack helicopters and jet-fighters in the skies or take on ground-based targets which include everything from missile launchers to oil rigs, the 3D images are all of a surprisingly high standard.

To be honest, I was astounded at just how gracefully everything moves in MiG. For instance, if you call up one of the numerous external views of your plane by means of some very simple-to-use pop-up menus, the scenery fills the screen stretching to the horizon. All objects, roads and vehicles move in such a way that creates a tremendous feeling of perspective and depth.



Excellent digitised sequences showing the outcome of your actions should you eject, crash and so on

A MASTERPIECE OR JUST DIFFERENT?

However, it's not just the 3D graphics that are top-notch in MiG-29. The between-mission screens utilise stunning digitised footage. Each time you are killed – and believe me it'll happen a lot at first – you're shown a brief film sequence showing either your plane crashing to the ground or your ejector seat soaring skywards. There are many of these sequences which although short, are darned fine.

Like the graphics, the sound in Mig-29 is also of a very high calibre. All of the sound effects are good quality samples which range from explosions, to the roar of your weapons as they are unleashed. All very satisfying stuff.

You have to be a certain sort of games player to enjoy this sort of thing. It's a bit more grown-up than your average game and as a result I think that younger players will soon tire of it.

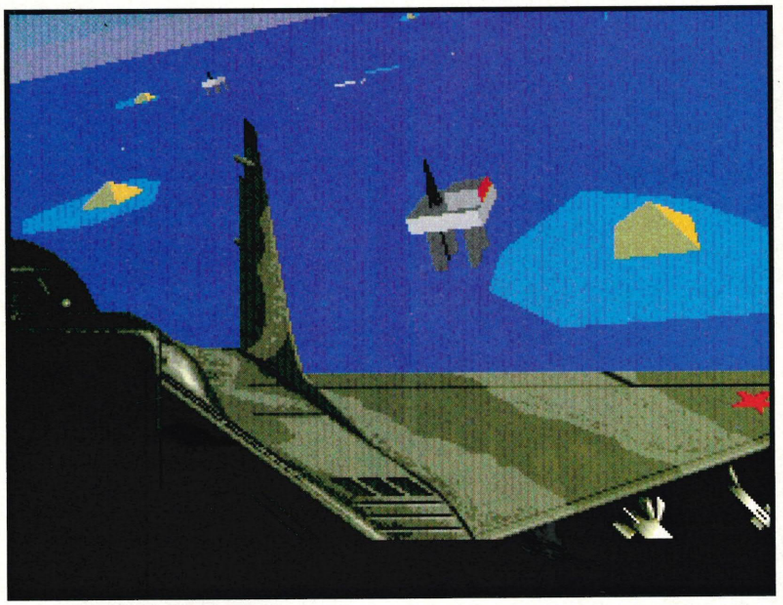
It's not a 'wham bam thank-you mam' blaster – you need to think about each move you make and carefully consider the strategy involved. However, if you're totally fed up of games that are too simplistic I can heartily recommend this to provide you with more of a challenge.

It has a plethora of difficult and involved missions to test you and it flexes the grey matter considerably more than many recent Mega Drive carts.

It's very different to anything else presently available on the Mega Drive and for that reason it's definitely worth checking out. How it will compare to the sims that are to come (F-15 II for example) I don't know, but at present it reigns supreme.



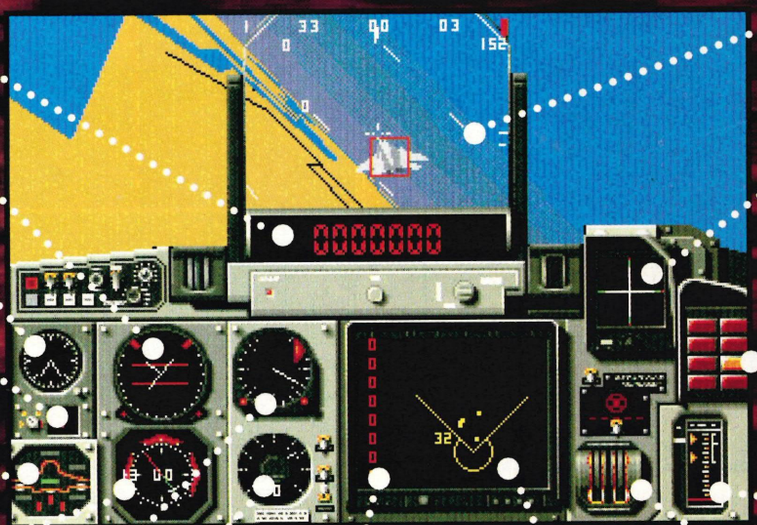
JOHN



Luckily you're able to scan all around your plane, so check your six and watch for bogeys



FINDING YOUR WAY AROUND THE COCKPIT



SCORE
Self explanatory really – you blow things up, you score the points!

ARTIFICIAL HORIZON
Lets you know which way up you're flying when you can't see the ground

ALTIMETER
Shows your altitude

WAYPOINT INDICATOR
Indicates which waypoint you are currently following. You can set the waypoints via the map screen

K WEAPONS STATUS
A visual indication of which weapons are currently active

DISTANCE TO WAYPOINT
Shows how far away you are from the currently selected waypoint

AIRSPEED INDICATOR
Displays how fast you're travelling

VERTICAL SPEED INDICATOR
Indicates whether you're gaining altitude or loosing it and at what rate

ROUNDS REMAINING
Displays the number of rounds remaining for each weapon carried

RADAR
Shows position of ground installations and enemy planes, and direction of incoming missiles. The number indicates the scanning range

THRUST INDICATORS
Shows percentage of thrust being delivered to the engines and whether afterburners have been engaged

FUEL GAUGE
If the bar's at the top you'll stay airborne. If it isn't, you'd better get ready to jump!

DAMAGE INDICATOR LIGHTS
Shows the status of important systems aboard your aircraft, such as hydraulic pressure, landing gear and weapons systems

AILERON AND RUDDER LINES
Helps you coordinate turns by letting you see where the joystick is positioned during flight

HEADS UP DISPLAY
Shows the heading, airspeed and altitude of your plane. Also duplicated in the lower instrumentation

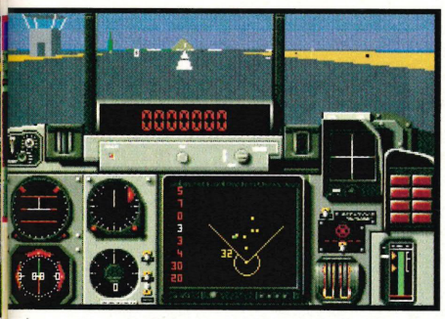
EXCUSE ME!..



Like all good armchair pilots, I love the idea of being in control of every major system of the aircraft.

The team that programmed MiG-29 really has done a first rate job of getting everything to move in a convincing way, and I just luuurrve the outside views.

The only major bad vibe is the pop-up menus. If you need to drop a flare pretty sharpish, you have to access a menu and you can't control the plane, which is not good if you're flying at 200ft and twice the speed of sound! Still, as my Aunt Gertie always used to say, if you can't handle a bit of adrenaline now and again, you don't deserve to be flying this baby anyway. So there! **KEITH**



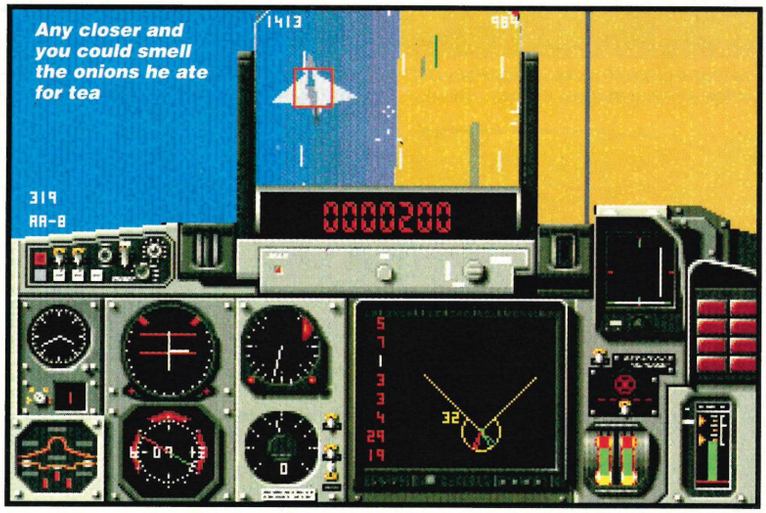
Landing gear, check. Brakes, check. Weapons, check. Knight to rook four, check!



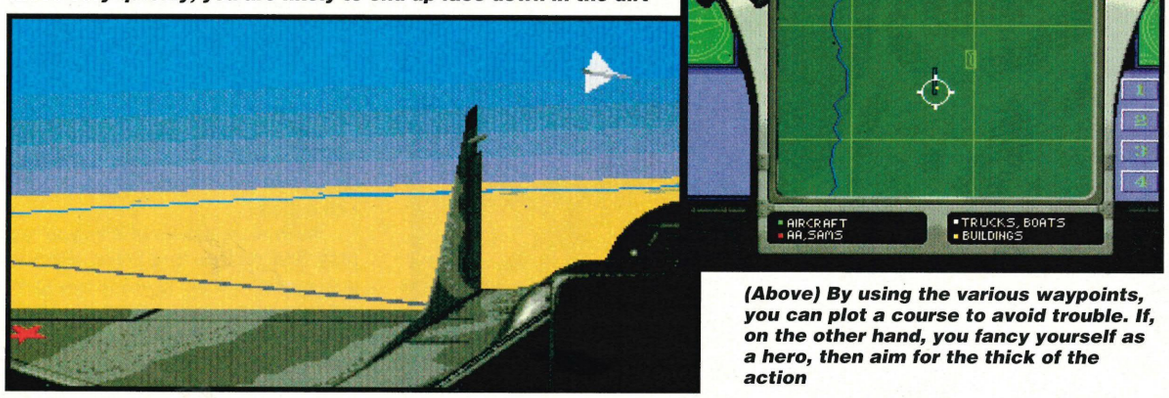
(Above) From here you can choose how to arm your plane. There's going to be a lot of fighters, so load up on AA missiles



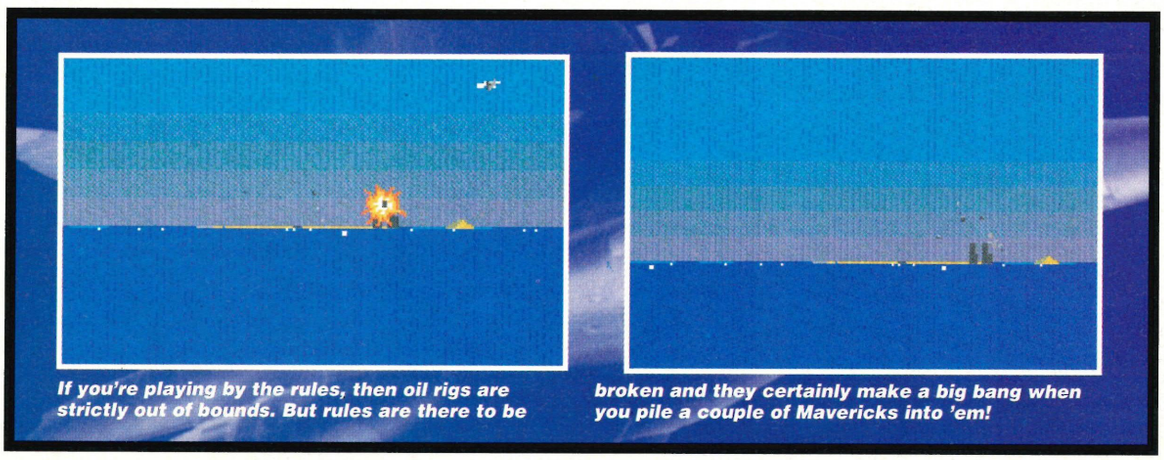
(Left) Everything's going your way. Your missiles are locked on, so send them up his tailpipe (oo-er, missus!)



(Below) The hunter becomes the hunted! Unless you make a move very quickly, you are likely to end up face down in the dirt



(Above) By using the various waypoints, you can plot a course to avoid trouble. If, on the other hand, you fancy yourself as a hero, then aim for the thick of the action



If you're playing by the rules, then oil rigs are strictly out of bounds. But rules are there to be broken and they certainly make a big bang when you pile a couple of Mavericks into 'em!

MIG-29

PLAYERS:	1
DIFFICULTY:	MEDIUM
FLIGHT SIMULATOR	

GRAPHICS

8 *3D polygon graphics very fast and smooth. General presentation is excellent*

SOUND

7 *Excellent use of sampled effects throughout. Music is a bit thin on the ground*

PLAYABILITY

8 *For players who are looking for a bit more depth and strategy with their action*

DURABILITY

8 *Loads of missions with all manner of objectives. You'll play for weeks*

UPPERS

- ▲ *Superb 3D graphics*
- ▲ *Excellent digitised footage*
- ▲ *Involved strategic gameplay*
- ▲ *Superb sampled sound effects*

DOWNERS

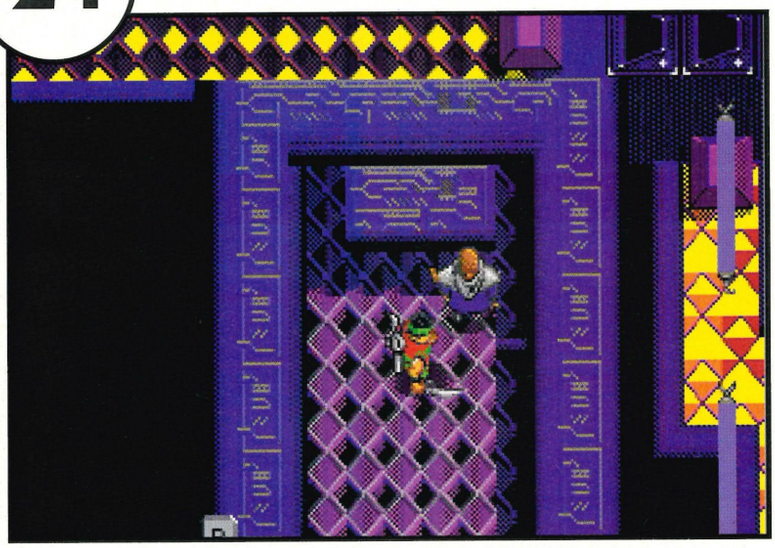
- ▼ *Limited appeal, only older players will gain full benefit*
- ▼ *The strategy could alienate some players*

ALTERNATIVELY

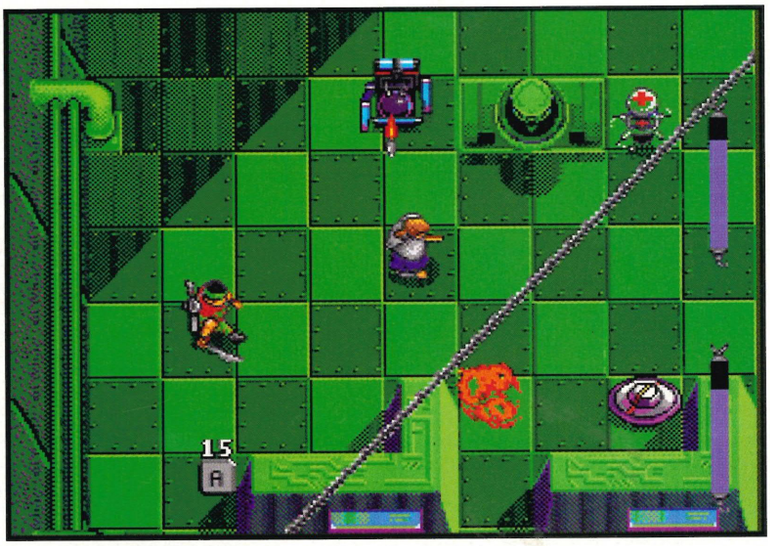
There's not much around at the moment – F-22 and LHX are obvious choices and these are nowhere near as good as MiG-29.



91%



You must find the access card before you can leave this level via the escape route. Only after doing this can think of yourself as a hero



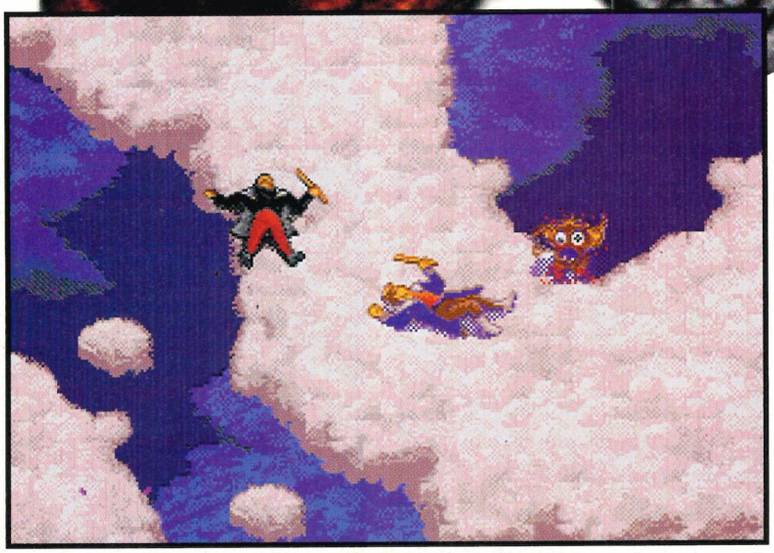
The top-down view is very reminiscent of Gauntlet, but the gameplay is much better, incorporating more powerful spells and harder enemies

TECHN

These are the machines that you are up against. I'd read up on those spell books if I were you!

Prince Ronan has just about bloomin' well taken all he's going to take. Now it's time for the worm to turn and get very mean!

PREVIEW



Walking around cloud city, you decide to have a nap on a passing cumulonimbus

If there's one thing that is guaranteed to get up my nose, it's when some unthinking megalomaniac sends down hoards of stinking great killing robot machines to try and wipe out my world.

Now, I'm not a violent man, well, OK then I am, but even I would be tempted to beat seven bells out of this unthinking pratt. After all, it's just not the done thing in the caring, sharing '90s which is why I feel a strong sense of empathy towards the brave wizard, Prince Ronan.

Here the poor chap is, stranded on Earth (Isn't it funny how everyone seems to get stranded on Earth. We must be some kind of intergalactic magnet!) with only his two hard-sounding bodyguards, Chazz and Farrg, for company.

His mission in life is to search out and do deadly battle with the mechanised combatants and their creator, Miron Stiles. Now, it's time to kick bottom!

As in most games of this type, you play the part of the hero, Ronan, guiding him around levels, seeking out evil and confronting it head on. Unlike most shoot'em-ups (which this basically is), spells and a certain amount of lateral thinking are needed to vanquish the evil machines and bring peace back to your world. In fact, Techno Clash contains elements of RPGs, and is a great deal more than a mindless blast.

SPELLS, BELLS AND MAYHEM

To start off with, you get to chose between two computer controlled intelligent allies; Chass the fire wizard and Farrg the commando. Unlike most characters under computer control, they do actually act independently from whatever you're doing and so can make the game a whole lot more interesting to play.

Ronan has numerous spells at his disposal and these fall into two



Ronan and friends. The guy on the right is the villain, so remember his face because later on you're likely to meet up in unfriendly circumstances



Take a look at those pecs. Hard or what? Just because he's rock 'ard, don't underestimate his intelligence in a battle or you'll regret it!

O CLASH

categories; combat and non-combat. Among the combat spells are such delights as lightning bolts, fire globes and boomerang weapons.

Although the last of these, the boomerang weapons, are immensely powerful (they can be controlled after you have shot them and can be detonated at any time), there is a trade off – they use up enormous amounts of energy. So if your life force is too low and you decide to use the boomerang spell, then it's a big thank you and goodnight to the brave and stupid Prince Ronan!

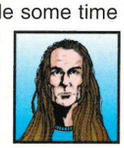
OH, WHAT A LOVELY PLANET

The non-combat spells, although not nearly as much fun to use, are equally important to survival. They contain spells for healing and even levitation – a neat party trick guaranteed to get you the girl at any social gathering.

All this action takes place over seven very different and colourful locations, some with over nine different levels – that all adds up to a grand total of, erm, quite a lot actually.

From what we've seen, Techno Clash should keep even the most ardent of games players happy for quite a while to come, and should provide us with sackfuls of mail begging for tips on how to kill the destructobot on level five!

It should be available some time in July, and will set you back slightly more than two giant bags of pink mallow mushrooms, ie £39.99.

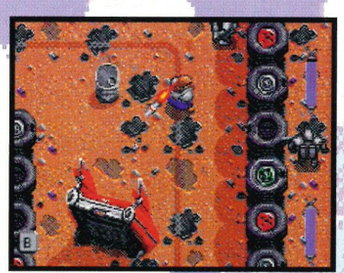


KEITH

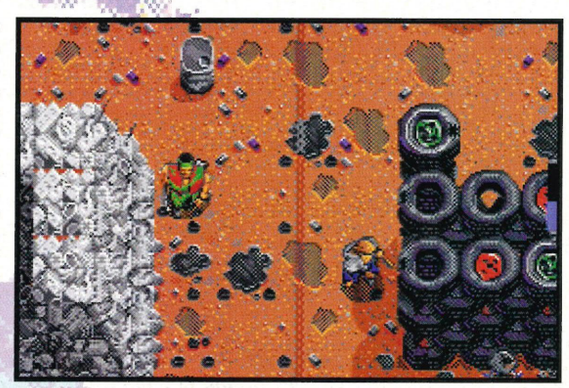
CLASH OF THE TITANS



Upon entering the level, Ronan and Farrg must take every opportunity to collect as much spell power as they can. The icon located at the bottom left-hand corner of the screen gives our hero extra boomerang weapons that will prove very useful later on



While Farrg has wandered off to do a bit of sight-seeing, Ronan is in deep plop, with a battlebot just having launched a heat seeking missile at him!



(Right) Approaching the end of the level all that's left to do is walk through that large bunker-like structure on the left, and you will be magically whisked away to face a rather nasty out of this world guardian. Eeek!

After getting very rich by hitting a little ball with a long stick Jack Nicklaus has decided to get more wonga by endorsing this new game from Accolade.





Just look at those lush, rolling green valleys. It's a shame they're going to end up full of divots!

JACK NICKLA
POWER GOLF CHALL



The map screen. This is where you get to plot your course through (or, if you're crap at playing the game 'in') the bunkers

PREVIEW

Electronic Arts set a very high standard for golf simulations with PGA Tour Golf. Highly acclaimed on all formats (except the SNES), many golf games paled in its shadow. The only game to even touch it was PGA Tour Golf 2. Accolade has now decided to change this situation by releasing Jack Nicklaus Power Golf Challenge.

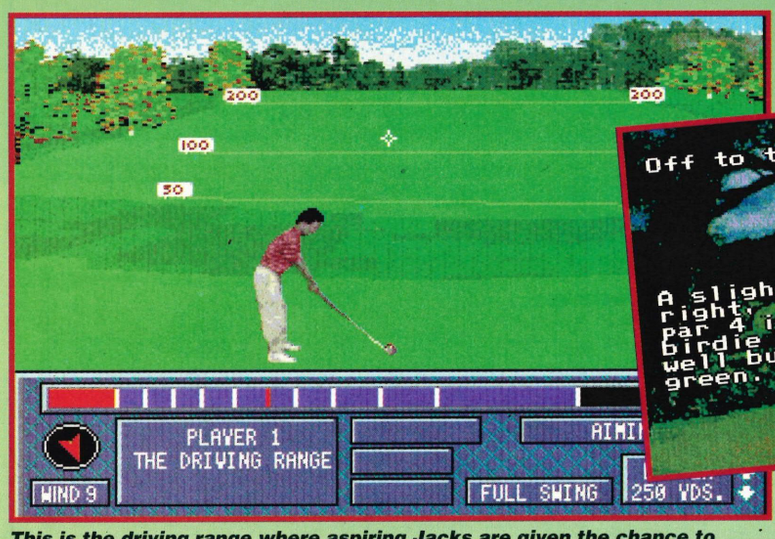
The most striking aspect of the game when you take your first glimpse is that some of the graphics have been digitised – most noticeable are the well-animated golfers.

Whenever a good shot is played the crowd gives a hearty cheer or a sympathetic sigh depending on whether the ball actually went in the hole or not! Other sound effects like the splash when the ball hits the water, or the thwack when you hit the ball are also very realistic.

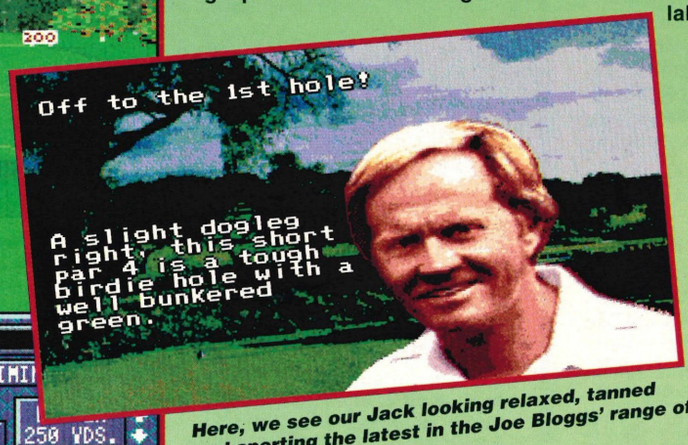
THE EAGLE HAS LANDED

There are two different courses you can choose from, both of which were designed by Jack Nicklaus; the water-intensive English Turn Golf Club at New Orleans, and the rugged Sherwood Country Club course at Thousand Oaks in California.

As you would expect there are the usual obstacles such as bunkers, trees, rivers and lakes. There are also areas

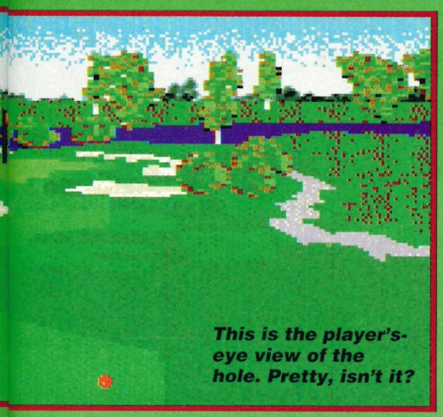


This is the driving range where aspiring Jacks are given the chance to knock little white balls about until the cows come home



Here, we see our Jack looking relaxed, tanned and sporting the latest in the Joe Bloggs' range of hairpieces





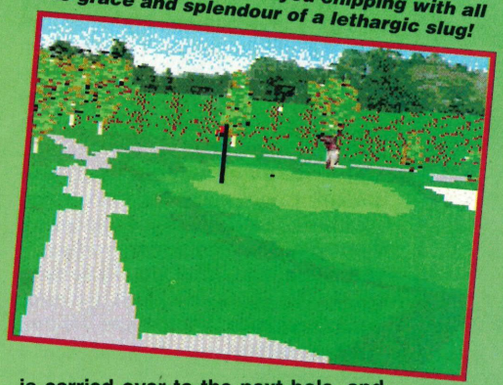
This is the player's-eye view of the hole. Pretty, isn't it?

An example of the menus that make Jack Nicklaus such a comprehensive golf sim



AUS ENGE

A long-distance view of you chipping with all the grace and splendour of a lethargic slug!



of rough that slow the ball down very quickly if it rolls through them, so you must make sure that the ball is hit accurately to land on the fairway.

Up to four human players can participate at any one time, or you can just play against the computer on your own. There are many golfers of both sexes you can choose from when you start playing a game, all of which can be customised so that they play just like the real pros. If you find the computer opposition too tough however, it's possible to reduce the accuracy of their shots!

TEE TIME

To help out the computer golf novices amongst you, there is a practice driving range and putting green. As well as this, a skins game has been included where the winner of each hole gets a set amount of money. If a hole is drawn, the money is carried over to the next hole, and so on.

The game features a wide variety of golf shots. When you take a shot you must select the appropriate club and then choose the power and the amount of spin, using Accolade's revolutionary Power Bar interface.

If a particularly good shot is played it's possible to see a replay of it from both the viewpoint of the golfer and from where the ball lands.

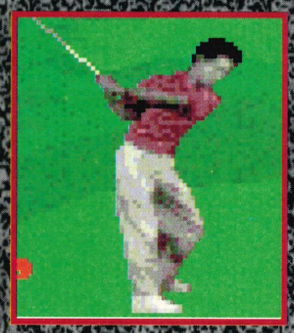
A battery back-up feature has also been included so that statistics can be kept on all of the players – they are updated at the end of every round.

With further features, including a tape-measure to judge distances and accurate ball trajectory plotting, this could take PGA Golf's crown as the king of the golf sims when it comes out in May, priced £39.99.

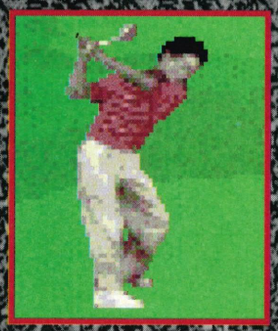


RICH

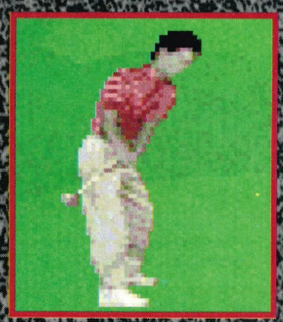
MASTER GOLF CLASS



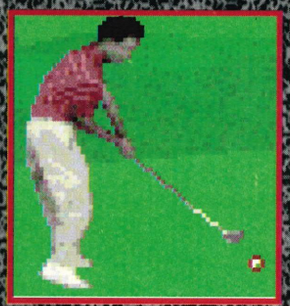
1. (Left) Right then, legs slightly apart, shoulders square...



2. (Right) Bring your club up on the back swing, keeping your eye on the ball...

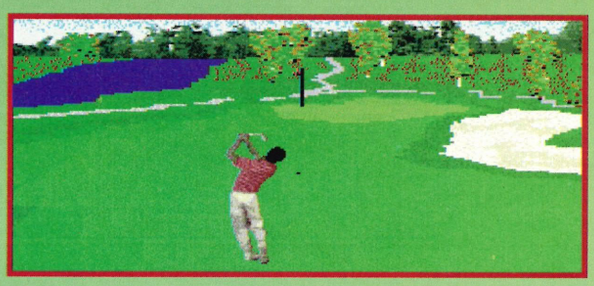


3. (Right) Start to shift your weight forward onto your leading foot, ready to follow through, and...



4. (Left) Smash the crap out of that little white ball!

Be careful of that sandtrap on the right!



(Below) Here you are on the green with an 11 foot putt, but judging by the arrows on the power bar, it's been under-hit





The Mega Drive is controlling Jack which means I'm in dire straits!



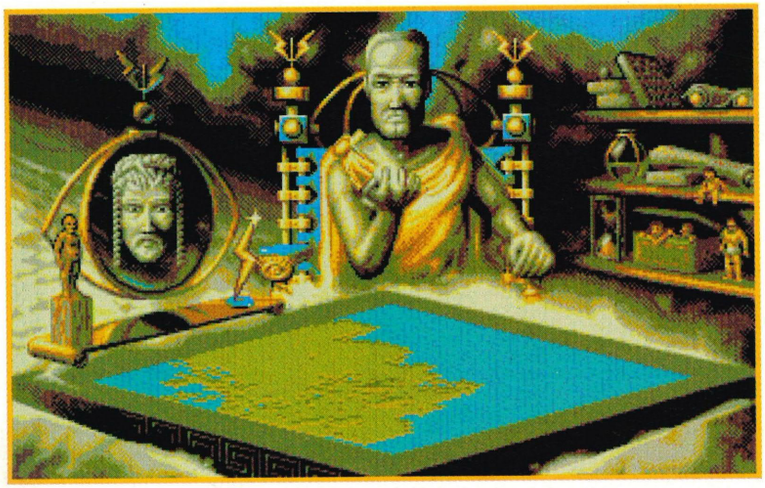
With the tape-measure, you can find out the distance to the pin as the crow flies. It's not much use unless you're a bird, though

Wouldn't it be great to be an all-powerful god? Well, now you can with the help of the up and coming Populous 2.

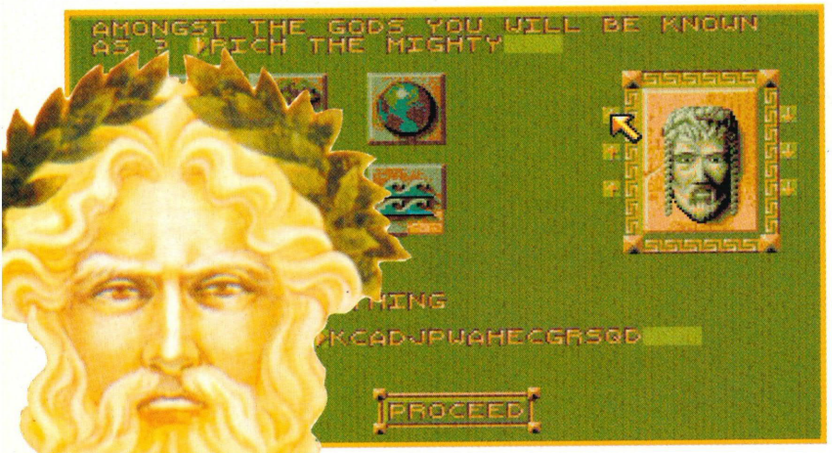
TWO T

POPUL

PREVIEW



After successfully taking over a land Zeus rewards you depending on how many fights you have won



Rich the Mighty has just conquered his first land and can now use his experience to increase his own powers

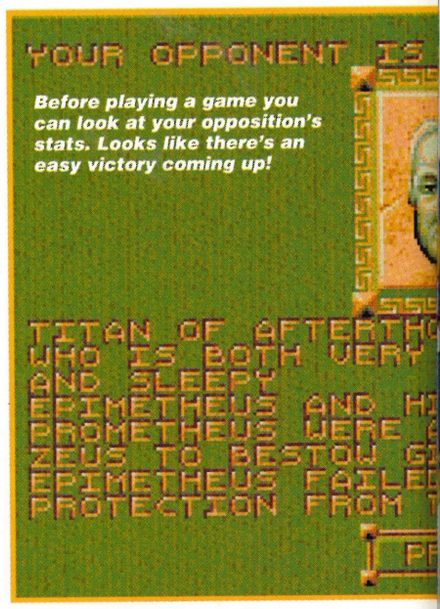
Just think of all the fun you could have if you were an omnipotent being looking down on the world. If anyone did anything you didn't like then you could strike them down with a bolt of lightning, or curse them with a series of hideous plagues. Rewarding people who had faith in you would result in a huge following and would give your ego a massive boost. The people at Bullfrog obviously thought this would be a laugh and as a result they dreamt up the Idea for the Populous games.

YOUR MOVE...

The first Populous game was just a battle between God and the Devil set over a series of 3D isometric scrolling landscapes. The sequel, Two Tribes has a similar sort of set-up and it is based at Mount Olympus. Here legend has it that lots of good and evil deities were always using humans to fight wars to settle their differences.

As one of the lesser gods it is up to you to show Zeus that you are worthy of the power he has given you. To prove your abilities Zeus has created a world inhabited by a few people. It is here that a battle takes place between you and Zeus' choice of opponent.

Some of the inhabitants worship you and the rest follow the other god. It is up to you to look after your followers and to make sure that they reproduce as quickly as possible.

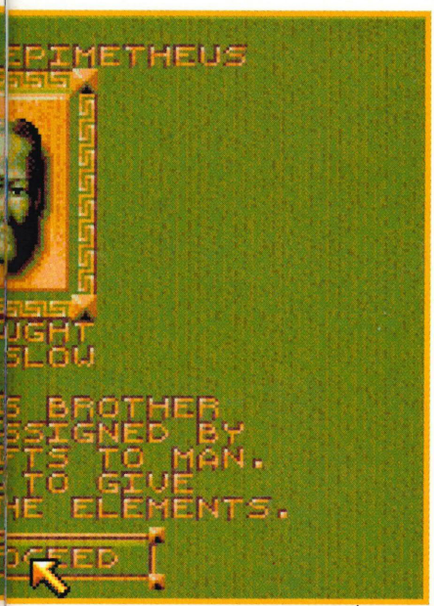


As the population increases it soon becomes necessary for the people to build more homes. The problem is that they can only build their houses and farms on areas of flat land. Thankfully you have the power to alter the



Pestilence is fun! Put a swamp in the middle of a village and watch as everything sinks into the quagmire

'RIBES: OUS II



each battle is to completely wipe out the opposing god's army, so their lives must be made as tough as possible to stop them reproducing.

It seems that even gods have limitations because it is not possible to wipe out the enemy instantly. The only way of doing it is to command the elements and to change the weather. If your people are living high up in the hills and the enemy's people are living in a valley then a few tidal waves, followed by a quick flood should result in a large number of his people drowning.

Alternatively a few earthquakes here and there can also cause a few casualties in the enemy ranks. As well as this there are about 20 other ways of crippling the bad guys. It is possible to strike them down with bolts of lightning, create enormous volcanoes either in the middle of or next to villages, start whirlwinds and whirlpools that destroy the ground, turn the earth into lethal swamps, and you can even blow entire villages into the sea with a large gust of wind.

ACT OF GOD

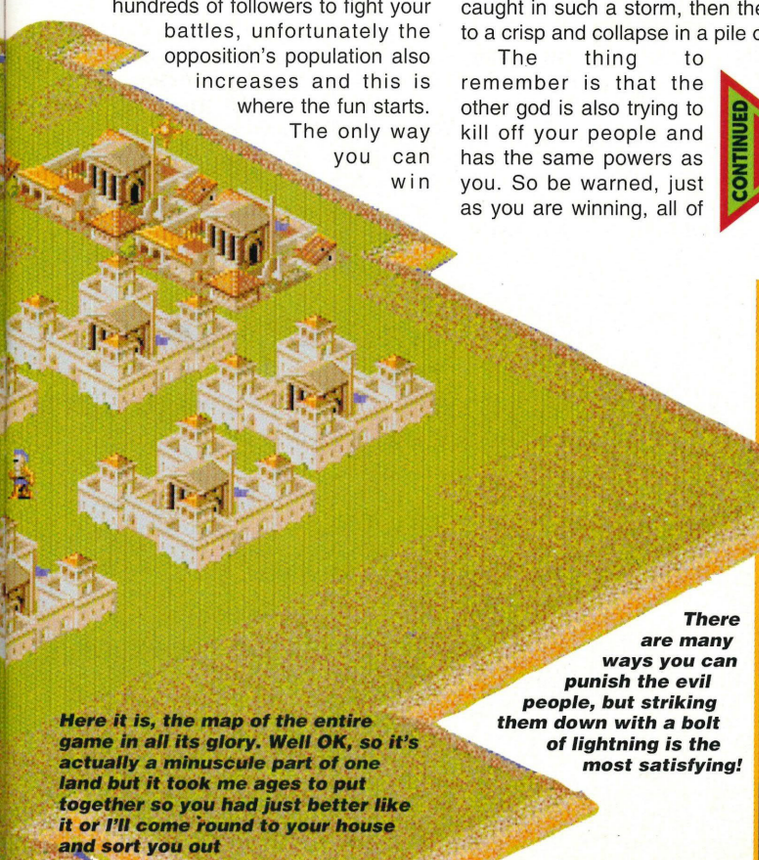
My personal favourite though is the firestorm where fire falls out of the sky and burns all of the houses and surrounding land. If a person gets caught in such a storm, then they burn to a crisp and collapse in a pile of ash!

The thing to remember is that the other god is also trying to kill off your people and has the same powers as you. So be warned, just as you are winning, all of

CONTINUED

landscape so it is possible to flatten the areas near where your people live.

Eventually you end up with hundreds of followers to fight your battles, unfortunately the opposition's population also increases and this is where the fun starts. The only way you can win



Here it is, the map of the entire game in all its glory. Well OK, so it's actually a minuscule part of one land but it took me ages to put together so you had just better like it or I'll come round to your house and sort you out



Here we are at the main playing screen. I have just created a massive area of land and my minions are having a good time trying to populate it



Judgement day has come for one of the red men as I shower him with fire and brimstone



If you have enough power then you can activate the Armageddon Icon and watch your followers fight to the death



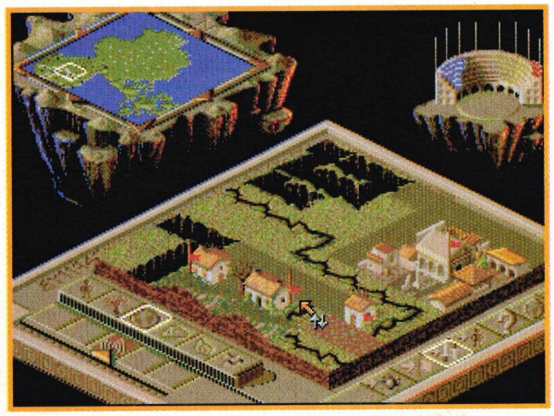
There are many ways you can punish the evil people, but striking them down with a bolt of lightning is the most satisfying!



Sometimes it is possible to build up a massive following before the enemy can do anything, which means that his people are vulnerable to attack

(Right) If you can't be bothered to use your powers to kill someone then just take the land away from beneath their feet and watch them drown!

(Left) It was a nice peaceful day and everyone was happy until Rich the Destructor decided to wipe out the entire country with plagues, firestorms, and earthquakes all at once







All of the little white dots on the map are where Epimetheus has gone a bit doo-lally and filled the sea with whirlpools that can destroy the surrounding land

CONTINUED

your people could unexpectedly go up in flames or fall down a chasm into the very depths of hell.

As well as killing everyone with the elements, you can command your people to go to war and just slaughter anyone they come across. It is also possible to turn some of the stronger characters into knights who will then go out on an orgy of death and destruction.

As you might have already guessed quite a lot of little people get killed in the process of this game, and what's more it's great fun! The inclusion of more disasters really adds to the game – in the first Populous there were only five powers available.



When your leader becomes strong you can turn him into a knight who goes around slaughtering anyone he meets and burning their houses



Poseidon is a real pain in the backside because he makes big rivers appear in the middle of your cities

This is the overall map of the land

The number of people sitting in the amphitheatre represents the number of followers you have



Click on these to cause lots of suffering to innocent people!

Click on one of these to see what types of disasters you are able to create

Obviously this is the main part of the screen where all of the maiming and torture takes place



A couple of beautiful ladies were talking to each other, unaware that they were about to be attacked by a flock of psychotic crows

This is a strange one. If you do extremely well you will eventually be able to do some crazy-paving. If a god finds this hard then it explains why builders charge such high prices

In this version you start off only knowing how to cause one disaster and must earn the right to find out about the rest of them. Each time a land is won you are awarded a score based upon the number of enemies you've killed and the number of people you have left on your side. If the score is sufficiently high enough then you will gain a lot of experience that can then be used to learn more skills.

After you have completed the first couple of levels your opponents will become a lot tougher and will even cause trouble right at the start of the game. This means that you will have to act very quickly and start thinking strategically.

The only reason the original Populous game was a bit of a flop on the Mega Drive was the dodgy control system. It seems that this has been improved on for the sequel which is much more playable than the first one.

Incidentally, this is one of the first games that can be used in conjunction with the new Sega Micro Trackball which should make the control system even better, because you can use the mouse to move the cursor around the screen much quicker and more accurately than you can with a standard joypad.

HEAVENS ABOVE

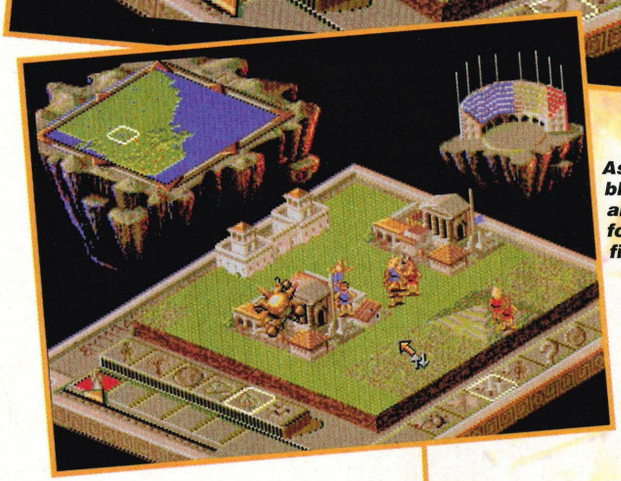
Although the initial part of each battle where you have to flatten the land so that the people can inhabit it can get a bit tiresome, the final stages more than make up for it when a tense desperate battle for supremacy takes place.

All in all I reckon that Populous 2 is shaping up to be an excellent strategy game and to be honest I can't wait for it to come out so that I can play it some more!



RICH





As you can see, blue is winning and is now trying for an all out fight

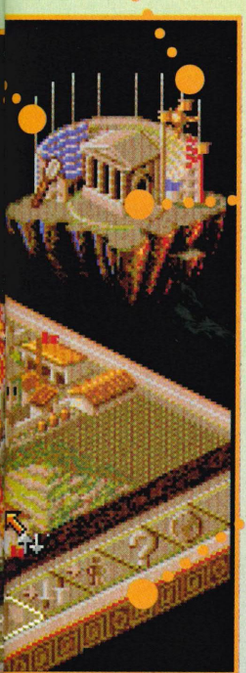


Various gods make cameo appearances in this game. Ares, the god of war, just walks around the land leaving a trail of destruction



If I paid attention in classical studies at school then I might know who this creature is supposed to be!

The flags show you how strong a person or building is



This little picture shows you the status of a person or building

These icons are used to tell your people how to act. You can tell them to fight, group together, build houses or to go to the current leader

PUGG

It's cute season on the Mega Drive once again, but can your stomach take the pace?



Just check out those graphics, man! Our hero really needs to be careful of that big, green gargoyle-type thing or else it'll be goodnight, Puggsy!



The idea here is to light the candle, but first you need to turn on the gas and find the missing bit of pipe

"Ground control to Major Puggsy. You are cleared for landing on runway 69. Oh, and would you mind awfully if we stole your spaceship? Thanks a lot old chap. Over and out."





REVIEW

I don't know what it is about Mega Drive games at the moment, but it seems to me that the characters just keep getting cuter and cuter. First, there was that blue hedgehog thingy, then came the lemmings which were all hair and very little brains, and now the latest character for you to go all gooey and sentimental over (If you're a girl, that is, ahem!) is Puggsy, the forthcoming release from Psygnosis.

Puggsy is a lost and stranded space alien who has crash-landed on the planet Earth and, not being from around this neck of the woods, is rather bemused by it all. To add insult to injury, some villainous cretins have gone and done a runner with his spaceship! So, like all good alien species that land on Earth, he sets out to try and find it.

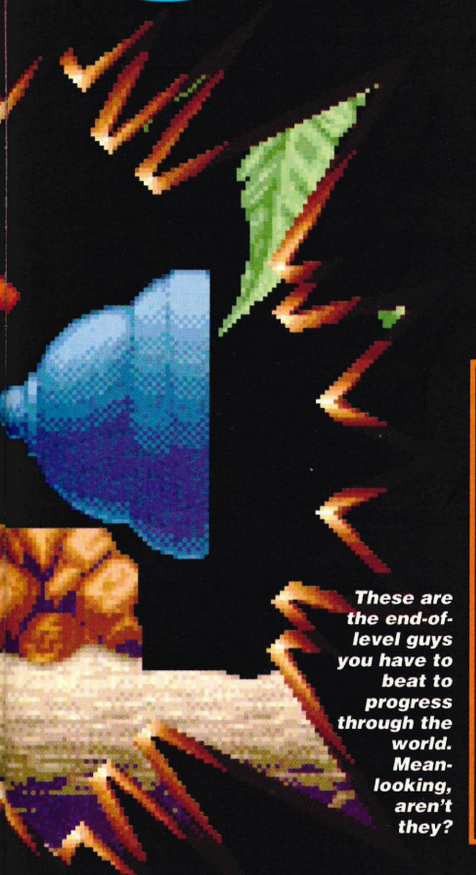
This is where you come in – isn't it always! Grab Puggsy by the tips of his protruding deelyboppers and guide him through the various levels looking for his nicked space cruiser (Only 33,000 light years on the clock. Wanna buy a bargain, guv'nor?).

OK, so the story might not be the greatest tale ever told, and at first glance this game might only appear to be a simple platform game, but if you delve into its depths (oo-er!) it starts to look like a whole lot more. In fact, it begins to bear a striking resemblance to an arcade/adventure with platform overtones.

SHIP-NAPPED

The whole game is centred on a series of puzzles that have to be overcome before Puggsy can escape his current environment. For instance, in one of the secret levels, you need to find a gas pipe so that you can light a Bunsen burner and then go about igniting a candle. Only after having done that can you leave and progress to the next screen. It may sound easy, but when you're waddling about trying

GSY



These are the end-of-level guys you have to beat to progress through the world. Mean-looking, aren't they?



Wow, it's my lucky day. Six barrels of Babbingtons' Bottom Buster all to myself!



Open the chest, find the money and then do a runner to the end of the level





Bloing, bloing, bloing!



Ouch! Wiped out by a giant purple lobster. Oh, the

to dodge and destroy killer badgers, believe me pal, it ain't.

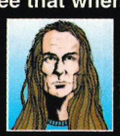
Puggsy can use the various objects he finds lying around to destroy the baddies which is a very good idea seeing as they are the gits who stole his ship, or produce stair-like structures that make getting onto the higher areas of the level possible. At first glance, this doesn't seem necessary because the playing area doesn't look very big, but it doesn't take you very long to realise that it's lucky Puggsy doesn't suffer from vertigo!

Graphically, Puggsy looks stunning with some of the best backdrops yet seen in a Mega Drive game. It's very easy to miss vital clues because you're so busy walking around trying to see everything and admiring the scenery that you overlook the obvious!

HOW CUTE?!

The Puggsy sprite is incredibly cute and wobbles and bounces around the screen in such a way that you find yourself wanting to grab him by his extra-terrestrial cheeks and say "Who's a lubbley, wubbley, Puggsy then?" Naturally, this isn't a very wise thing to go around letting people know, unless you want a man in a white coat to drag you off kicking and screaming to your very own padded room...

Puggsy is scheduled for release in June and I guarantee that when it does finally surface, you'll all want a Puggsy of your very own – even the boys.



KEITH

PUGGSY

PLAYERS:	1
DIFFICULTY:	MEDIUM
PLATFORM	

GRAPHICS

9 Stunning backdrops and cute sprites get you really involved right from the start

SOUND

6 Although it's a nice tune warbling in the background, it could get a bit irritating!

PLAYABILITY

9 Right from the word go, you just can't help liking this alien space hopper!

DURABILITY

8 Lots of puzzles and secret levels to keep even the most ardent platform fan amused

UPPERS

- Superb graphics
- Lots to explore
- Cunning problems that add depth

DOWNERS

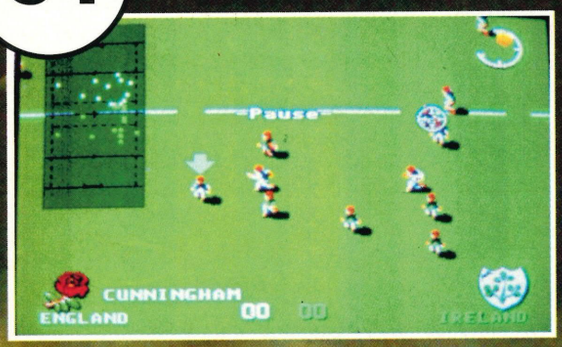
- Control method is a bit fiddley

ALTERNATIVELY

There's an abundance of platform stuff, but Galahad is probably the nearest puzzle/platform competition to Puggsy – only not as cute!



90%



Here we have good ol' England taking on Ireland. You'll notice that in the top-left there is a map of the field showing the positions of all the players. The chap with the big arrow on his head is the guy with the ball

PREVIEW

It's one of those sports that you either love or hate, and it's normally got something to do with whether or not someone grabbed the wrong bit when you were practising scrums at school – overzealous back liners are enough to put anyone off the sport for life.

The exhilaration of running full whack down a field, with a team that has the combined weight of several hundred-weight trying to bring you to the ground just can't be matched though. Most people love the sport for the excitement, but can you really reproduce this on a Mega Drive game?

This is actually Domark's first entry into the ever-popular sports game arena and it seems to be shaping up quite nicely.

SCRUM HALF

I'm not well up on the rules and regulations of international Rugby, but I can tell you that Domark's new game covers just about everything I can remember from my days at school.

Presentation is by means of the now tried and tested Super Kick Off-type top down scrolly thing. The field pans both vertically and horizontally to give you a view of the whole pitch, including rampaging crowds and sideliners.

Just so you know where all your chaps are at any one time you're provided with a handy (and quite cleverly transparent) map of the pitch in the top left-hand corner of the screen that shows all the players along with the ball position. Looks a bit familiar huh?

All options are controlled by means of a very friendly icon system and they'll help you get at the plethora of possibilities which the game poses. You can choose to play as (and against) any of the major international teams in a variety of different tournaments.

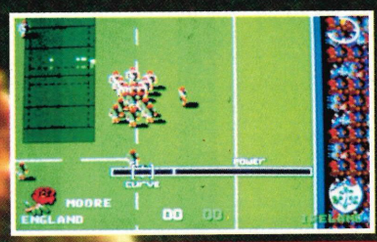
Choose to throw yourself straight in at the deep end and go for the World Cup, or why not try for a simple friendly game against a really crap team to boost your confidence? Alternatively there's a two-player option where you can battle it out for international Rugby supremacy.

As is the norm with most sporty games of the moment this introduces the player to the tactical side of the game as well as the 'hands on' dirty stuff. You have full management control of the team which means you can rearrange the positions of your players as you see fit.

If you're a Rugby fan this could turn out to be a godsend when it's released in July.



JOHN

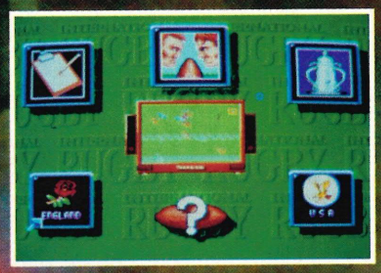


The lads go in for the scrum. The power bar at the bottom of the screen helps you influence both the power and the curve of the ball as it's kicked



The USA don't have a Rugby team surely? Oh well, despite this the wee yank at the side is about to lob the ball back into play

© SKY SPORTS

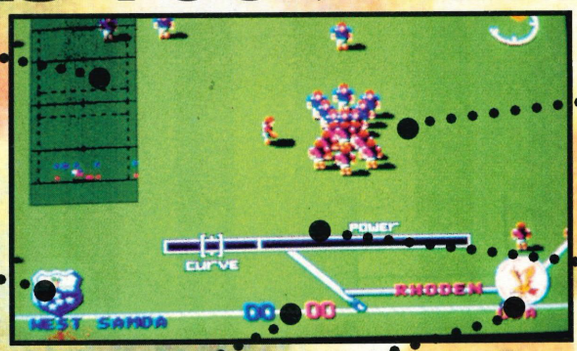


The icon driven options are actually very easy to use and will help you through all of the tactical stuff, as well as the basic game management screens



Lots of menus and text. We don't want all this...we want action, and plenty of it

MIND YOUR HANDS!



This shows the whole pitch with both teams marked in different colours

The scrum (with all sorts of painful manly grappling going on underneath)

Player one's team name and badge

The power bar is brought up each time you are making the ball travel any great distance

The score which is a phenomenal, nil – nil

The badge and name of player two's team

INTERNATIONAL RUGBY

The civilised sport of Rugby finally gets an airing on the Mega Drive...

The New Man is Dead. Long Live the Sportsman.



Sports Quarterly, The Classic British Sports Magazine

Summer Issue At All Quality Newsagents 27th May

You wake up to find that you've got to take on an army of state-of-the-art war machines. This isn't going to be a good day!



The game begins in the assembly room. Build a robot to your own specifications and away you go



If you get in close to an enemy you can grab hold of his arm and pull it off!

CYBORG JUS



REVIEW

The only way to describe Cyborg Justice is as a cross between Streets of Rage and Black Hole Assault. In other words this is a sideways scrolling beat'em-up where you play the role of a cyborg fighting for your life.

Fortunately, Sega has decided to add some variation to the usual fighting scenario and you'll find that all of the fighters are able to make various adjustments to their bodies. This means that if a robot sustains a large amount of damage in a certain place then he can disassemble himself and do some repairs.

During the process of the game a lot of enemy robots will have the stuffing kicked out of them and their dead shells will be left lying on the ground. Being a robot you are able to take these dead robots apart and use them as spare parts to increase your chance of winning.

BRAIN ACHE

Another good addition is that you can constantly upgrade your body. There's a large range of different weapons that can be bolted onto your arm, but unfortunately you can only have one weapon at any one time. However, if one of your



I don't think I wanted to do that

I HAVE THE POWER



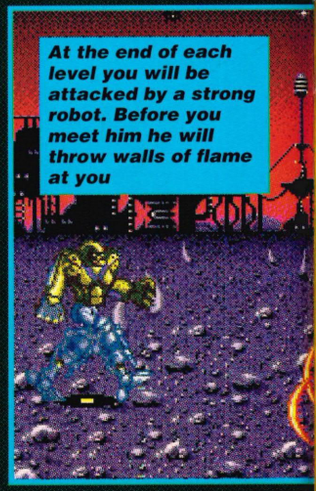
Imagine the pain you can inflict by shoving a circular saw into someone's chest!



Stun an enemy by hitting them three times and then you can do whatever you want to them!



This is one of the end-of-level guardians and he is about to die because I have just stolen his laser weapon and used it against him!



At the end of each level you will be attacked by a strong robot. Before you meet him he will throw walls of flame at you



Two players can play simultaneously, but it gets a bit confusing sometimes

STICE



That looks as if it was painful

opponents has a better weapon than you then tear his arm off and use it as a replacement for your own.

This may seem similar to picking up weapons after someone else has dropped them in games like Streets of Rage, but here you really have to fight for them, and more often than not it's you who ends up armless! – If this happens it is time to kick an opponent to death and then use the spare body parts to rebuild yourself.

After a few fights you'll have lost some energy and if your energy bar is too low then you'll die unless you can find a way to replenish your powerpacks. Luckily it is possible to recharge by pulling an opponent's torso from his legs in the middle of a fight and connecting it up to yourself. This results in instant death for them and is a very good way of killing some of the nastier bad guys.

When all the robots have been killed on one level then a spaceship will take you to the next level. At the end of every three levels you will have to fight a guardian who looks the same as all the other mechanised war machines you have met, but he packs a much more powerful punch.

Instead of fighting him with the usual punches and kicks your best bet is to go straight in and try to pull him apart. Even the hardest of guardians are actually quite easy to beat using this method.

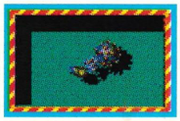
WHAP IT ON



NORMAL Bog-standard hand to punch people with



LAUNCHER Launches itself at the enemy. Miss and you must pick it up



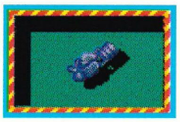
CRUSHER You can spin three armour shredding balls at high speed



LASER This laser beam is very powerful, but it takes a long time to fire



CIRCULAR SAW Fit this to cut your opponent's arms off!



FIRE SPRAY Use this to roast your opponent when he is close to you!

WE CAN REBUILD HIM...

The robot you control has a large amount of punches and kicks that he can do, but some of them require a strange combination of button presses on the joypad. After you have activated some of the more complex moves it seems that the sprite on the screen takes a long time to do what you want it to do. This slight delay is enough for you to be hit and knocked down.

It is for this reason that anyone playing this game will probably only use the basic punches and kicks, completely disregarding the more difficult moves. This results in the gameplay being very limited and subsequently boring.

The overall idea behind Cyborg Justice is a very good one, but unfortunately it just doesn't work. You only ever get attacked by two robots at a time, and the pace of the game never really picks up enough to make the game exciting.



RICH

If someone attacks you from behind you can sort them out with a swift back-hander





If you are not close enough to hit someone, just disconnect your hand and throw it at them

CYBORG JUSTICE

PLAYERS:	1/2
DIFFICULTY:	MEDIUM
BEAT'EM UP	

GRAPHICS

8 The animation is very fluid but some of the backgrounds are a bit bland

SOUND

7 All of the tunes are quite funky, but you will turn the volume down after a while

PLAYABILITY

7 The controls are very responsive and even the harder moves are executed easily

DURABILITY

5 It will take a while to get into it and when you do you'll wonder why you bothered!

UPPERS

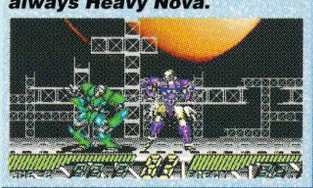
- Fab robot sprites
- Loads of moves
- Lots of violence

DOWNERS

- Very repetitive
- Some of the moves are unnecessarily complex

ALTERNATIVELY

Scrolling beat'em-ups don't come better than Final Fight CD or Streets of Rage II. If you must have robots there's always Heavy Nova.



68%

Thanks to AMS. Tel: 081 2010535

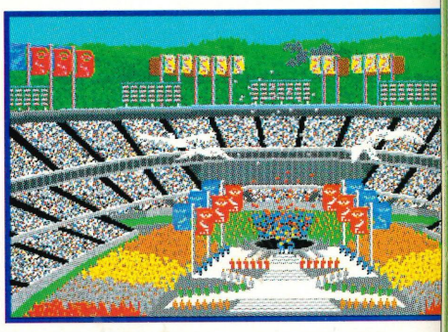


SUMMER C

All right, there's no need to get stroppy. So I overstepped the line a little...

Select your opponents from either the wimpoid amateur-ranking lads and lasses, up to the world class superbeings. I know which ones I'd rather be up against

If Daley Thompson's Decathlon hadn't come out on the Speccy all those years ago we may have never seen games like this on our screens...





REVIEW

The history of multi-event video sports games has been unspectacular to say the very least. Since it all started way back in nineteen-eighty-something-or-other there've been hundreds of these little blighters, and all of them have been very similar. They've all involved at least six different events and have required you to annihilate your game controller (be it joypad, joystick or keyboard) by either vigorous waggling or frantic tapping of buttons.

PHOTO FINISH

As games become ever more sophisticated, surely we can expect something a little more refined from the latest sporting challenge? Well, yes and no. Whilst Summer Challenge offers a distinctly new angle in terms of presentation, it still requires you to wiggle and jiggle with your joypad. Do people really like all this waggling and furious tapping?

In time-old tradition Summer Challenge is based on the Olympic Games and requires the players to

WHAT'S NEXT?



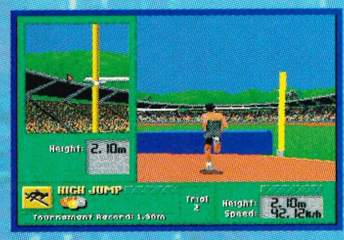
Just call me Robin Hood – Kevin Costner's got nothing on me! Get a load of that little beauty



Jump in a boat and try and make it go as as fast as you can through the gates



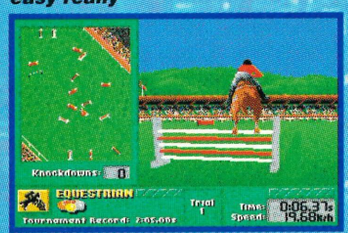
The hurdles would be much more fun if you raced head-to-head against someone



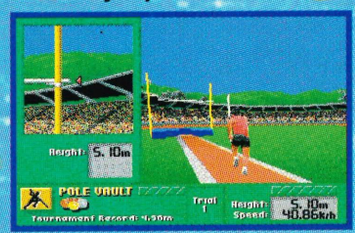
This is one of the events where the 3D perspective cocks up your judgment



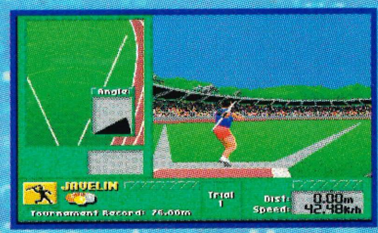
All the equestrian event involves is trying to get a bloody great horse to jump over a few fences. Sounds easy really



Video game pole-vaulting is famous for being absolutely impossible



The ancient art of throwing big pointy objects at Olympic stewards



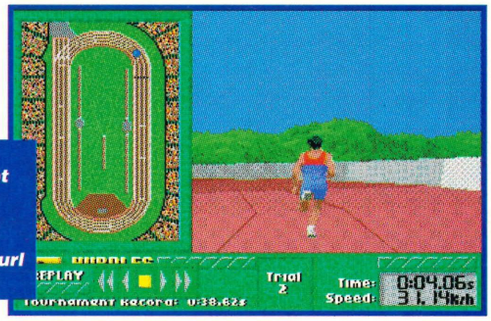
What could be easier than riding a bike round and round in circles?



CHALLENGE



The feeble opening ceremony. No multi-event sports game would be complete without a few fireworks and a couple of sad-looking doves



The instant replay feature is quite a nice little touch. It's not very useful, but it gives you something to play with after you've cocked up an event so many times that you want to hurl the cart through the window



Ouch! Make one wrong move and you can get yourself involved in a rather spectacular bike crash

compete (or practise) in eight different events. Just to get it all out of the way, I'll let you know all of 'em now: hurdles, javelin, show-jumping, archery, pole-vault, high-jump, kayaking and cycling – how much excitement can you take?

They're fairly tried and tested events and pretty much all of them have appeared in at least five or six different games over the past few years.

Fortunately, although the basic concept of Summer Challenge is a bit...well, boring, the actual execution of the game is a refreshing change. Rather than the typical mind-numbingly dull side-on view of sprites running, jumping or riding something across a horizontally scrolling backdrop, this game actually uses a unique 3D view. By using some cunningly shaded sprites and some equally cunning 3D polygon graphics, we are treated to something a little out of the ordinary.

All movement is beautifully smooth and glitch free. The scenery swells towards you with unnerving grace and moves in perspective to devastating effect.

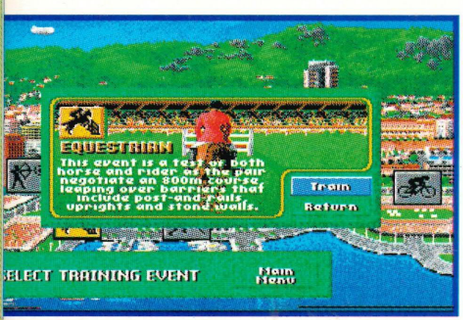
RUN-OF-THE-MILL?

OK, so we've established that it actually looks quite nifty, but is it playable? To be honest, some of it is and some of it sucks. The archery is totally brill and fab and is without a doubt the best bit of the whole game. It may be simple, but you do actually feel some sense of accomplishment when you've got the dancing cross-hair under control and are launching an arrow towards the bull's-eye.

At the opposite end of the scale we have the pole-vault. What is it about sports games and pole-vault events? For some reason they always seem to be totally unplayable and near impossible to perform. If you had trouble with the Olympic Gold event you don't stand a chance with this.

Other events which immediately jump out at you are the hurdles and the equestrian. Both are fairly similar in terms of their goal but are very different when it comes to actually performing them. For a start the hurdles are actually half-playable, whereas the equestrian seems to have a mind of its own.

All this fancy perspective graphics malarkey may look very nice, but it cocks up your judgement when it come to performing jumps and things. The biggest problem has to be that you can't always see where you're going – something which is really quite useful when you've got to jump over an object about four feet high!



Each event begins with an informative yet ultimately useless little fact thingy which comes complete with a fairly pretty little piccy

Yes! I managed to actually twang myself up to this position. All I have to do now is make sure I get over the bloody bar

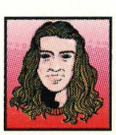


FLAWED TO PERFECTION?

If you feel the need for a multi-event sports game, then this is quite possibly one of the best. As far as presentation goes it wipes the floor with everything else, however I failed to get tremendously excited about it.

Like Olympic Gold it has an impressive selection of different sports, but to be honest it isn't the most thrilling game you'll ever come across. Even when there's a whole gang of you playing it fails to thrill as you never go head-to-head against anyone, which is very odd as I don't recall there being any solo Olympic events do you?

I found this a unique, yet flawed attempt at adding some spice to an ancient formula.



JOHN

SUMMER CHALLENGE

PLAYERS: 1/10

DIFFICULTY: MEDIUM

SPORT

GRAPHICS

8 – Some extremely smooth polygon graphics and lovely sprites

SOUND

5 – Average quality samples and fairly poor tunes

PLAYABILITY

6 – The presentation gets in the way and there's too much button thumping

DURABILITY

6 – As a solo game – forget it. With 10 players it'd be ace, but very slow going

UPPERS

- Some lovely use of polygon graphics
- Incredibly slick presentation
- An interesting choice of events

DOWNERS

- Presentation cocks-up gameplay
- Distances hard to judge
- You'll knacker your joypad

ALTERNATIVELY

Olympic Gold is about the only other game of this type. Although the graphics aren't as nice, it's probably a smidge more playable.



72%

THE FLINTS



Poor Fred's unfortunate antics made a great cartoon, but will the Flintstones game be as addictive?

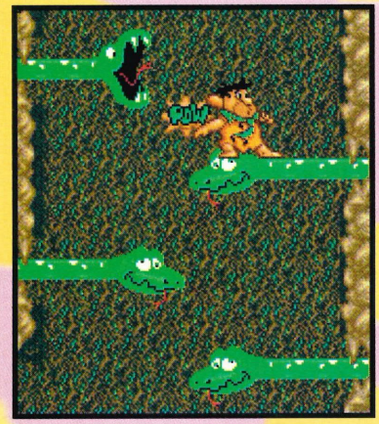


Fred is only happy when he is swinging his club around



This angry dinosaur is found resting on the train. Club him on the head three times and you will be able to get past him

These snakes shoot out of the walls at you. Hit them on the head and use them as stepping stones to the top of the wall





Hooray! Fred has rescued Pebbles in his Flintmobile



Watch out for the fish because they will push you towards a wall of spikes

REVIEW

As is usual with cartoon licences, the Flintstones has been turned into yet another platform game, this time in the same vein as Chuck Rock.

Apparently strange things are afoot in downtown Bedrock where dinosaurs have gone out of control and stolen various household items from people in the local neighbourhood. Fred, an unlikely and reluctant hero if ever there was one, has been elected to recover all of the lost items from the rogue dinosaurs.

You take the role of Fred and must fight your way through six tough levels to recover the stolen objects that are being guarded at the end of each stage. This is no easy task though, because you are constantly hounded by a multitude of small, prehistoric creatures.

YABBA-DABBA-DOO!

Thankfully Fred is a true caveman and wouldn't be seen dead without his trusty club which he uses in true Neanderthal-style to hit anyone and anything that dares to get in his way. However, some of the monsters such as the snakes that pop out of the walls and try to bite you, simply refuse to be killed. Fortunately, after hitting them a few times they will be temporarily stunned enabling you to stand on them and use them as stepping stones to a previously unreachable platform!

There are platforms that much to your intense frustration, you'll find but just cannot reach. That is until you discover Fred's ability to grab hold of ledges from underneath and pull himself up. Despite this useful skill the game is still very hard, due to the amount of monsters that jump out at you and the awkward obstacles that impede you.

The easy level acts as a good introduction to the game but allows you to only play the first few stages. The normal level is incredibly difficult and some of the later stages can get infuriating – there is nothing worse than fighting through a particularly tough part of the game and then dying, only to find that when you restart you have to go through the entire malarkey again!

My main gripe is that the game is a tad unfair. I don't mind losing lives because of my lack of gameplaying skill but for something to happen completely unexpectedly resulting in your death is outrageous. On level five in the caves for example, there is a point where fire rains down from the roof in front of you and you have to jump over the resulting flames. Imagine how annoying it is when you jump over the last flame and a whopping great hole suddenly opens up in the ground and swallows you up. I'm afraid this is just not on!

WILMAAAAAA!

To make the game easier there are balloons hidden around the levels that when burst with your club reveal goodies like extra lives, continues and score bonuses. If you are particularly lucky you will find a picture of your beloved Wilma that will grant you temporary invincibility. Also scattered around are eggs that hatch when hit. Pick up the baby bird that comes out and it will turn into a large pterodactyl that you can fly around on for 20 seconds, enabling you to fly over



This end-of-level boss is a real pain. He chases you around this giant skeleton breathing fire at you

What's this? A blue hedgehog in a computer game? What a ridiculous idea!



STONES

some of the harder sections of the game with ease.

Over all this game captures the feel of the cartoon rather well, especially with its absolutely spot-on character animation of Fred. One thing that made the cartoon outstanding was the sheer ingenuity of the various contraptions used by the inhabitants of Bedrock, with most of the devices featuring a small dinosaur as one of its main components. This is reflected in the game, although not as much as it could have been. In the underwater level you will meet some octopuses that use pedal-operated blower fans to transport you about, and on level four you'll ride on a train being pulled by a giant sprinting dinosaur!

It is this attention to detail that makes the game good, but unfortunately the difficulty level will annoy inexperienced gamers. If you reckon you're good at platform games and want a challenge then you'd be wise to at least give this game a good look.

However, at the end of the day you might still be disappointed by the game's lack of levels. This is much better than any previous Flintstones game, but it is still just an average platform game.

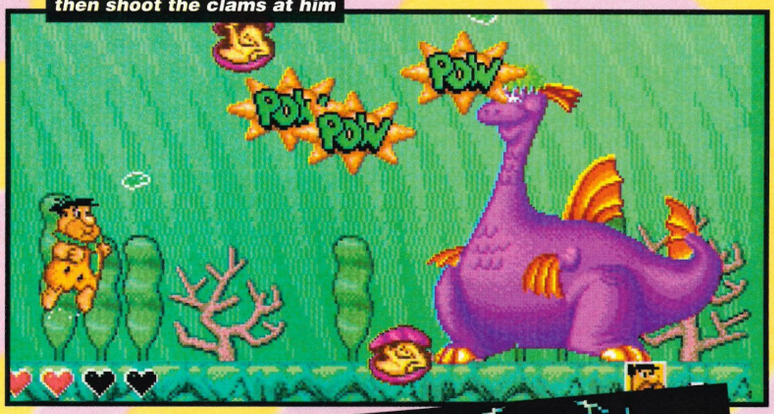


RICH



This could be a sticky situation

This is the second guardian. Avoid the whirlpools he creates and then shoot the clams at him





When the jellyfish starts playing up all the lights will go out. Give it a good clubbing and the lights will come back on

At one stage of the game you will be chased down a tunnel by flowing molten lava







Fred has been playing Prince of Persia a lot recently, and has now learnt how to hang from ledges!

WHERE'S BARNEY?



If you collect 50 of these stars you will be rewarded with an extra life



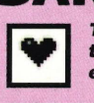
You will find lots of these balloons – pop them with your club to find bonuses inside



Collect these weights to increase your strength



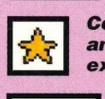
If you are low on energy, this will top you up



These hearts increase the maximum amount of energy you can have



This Martian is very hard to find. He will whisk you away to the bonus screen to score lots of points



Collect 50 of these stars and you will be given an extra continue



Pick up this picture of Wilma and you will become invincible

THE FLINTSTONES

PLAYERS:	1
DIFFICULTY:	HARD
PLATFORM	

GRAPHICS

7 Captures the feel of the cartoon well

SOUND

6 The music is good for a while but will get on your nerves quickly

PLAYABILITY

7 It's as playable as just about every other platform game!

DURABILITY

7 Easy to get into, but soon gets dead hard

UPPERS

- Flintstone fans will be overjoyed
- You must hit small critters with a big club

DOWNERS

- Sometimes infuriating and unfair
- Dino isn't in it

ALTERNATIVELY

The nearest platform of this type is Chuck Rock. The main difference is that Chuck has to solve puzzles as well as bashing monsters.



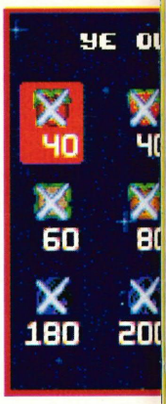
Thanks to Console Plus 0532 500445

Oh no! All of the fluffy wuffy bunny wabbits from the planet Pun have been kidnapped by an evil sorcerer!



Here we see Wiz in his native habitat about to grab some fruit





PREVIEW

Right from the start you know that Wiz 'N' Liz is going to be a strange experience. If I tell you that the game's full title has been changed from Wizzy and Lizzy, to Wiz 'N' Liz Save The Fluffy Wuffy Bunny Wabbits, then you'll probably realise that this game is cute beyond belief. On with the story...

In order to break the spell that transported the bunnies from the planet Pun, and thus rescue them from the clutches of the evil sorcerer, Wiz and Liz must make a concoction from magic fruit and vegetables. The problem is, there's a limited amount of ingredients on the wizards' planet, so they must use magic portals to get to other worlds to continue their search.

BAT'S BLOOD, SIR?

When you start playing you have to mix up fruit and vegetables in your magic cauldron. In order to do this you have to run left or right along the platforms from your house to pick up ingredients to put in the pot. Mixing two items together results in a magic spell that can be used later on in the game.

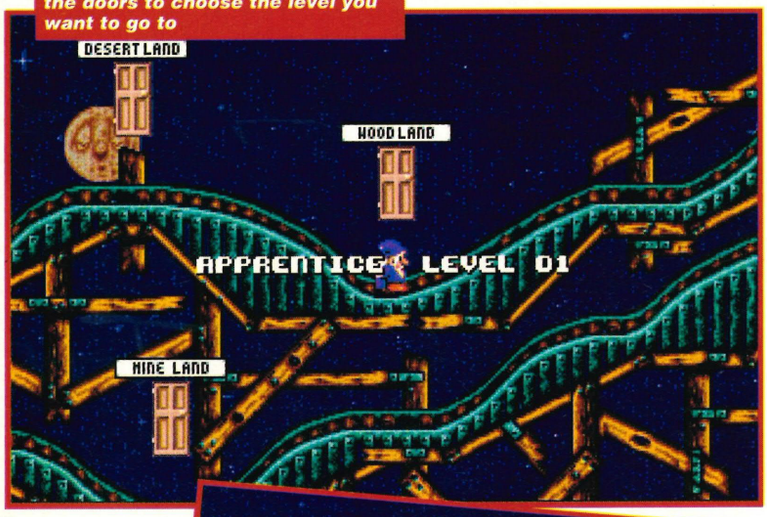
The first spell opens up a door next to your house and this gives you access to a strange roller-coaster from which you'll find many doors leading to other planets. Jump through one of these and away you go on your rescue mission!

Once on another planet you have to speed along the platforms rescuing the rabbits and picking up the icons they drop. Collect five fruit icons and you'll gain another vital ingredient for your cooking pot.

SPELLBOUND

Some of the levels require a certain amount of rabbits to be rescued within a very strict time limit, and on others letters have to be found that spell out specific words. Thankfully, both of the wizards are nippy characters who can reach speeds that even rival those of a

When you jump through the door next to your house you end up on this wacky roller-coaster level. From here just jump through one of the doors to choose the level you want to go to





If you manage to pick up all of the pieces of fruit on a level you will be given an ingredient that will follow you home!

The great thing about this game is the split-screen two-player head-to-head option

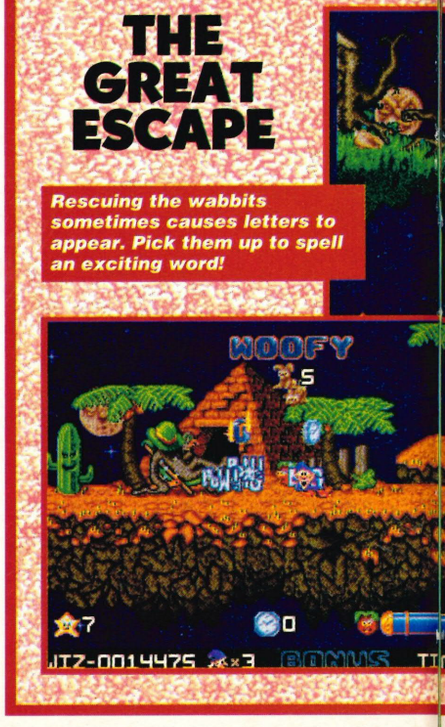


If you can mix up the right spell the shop door will magically open



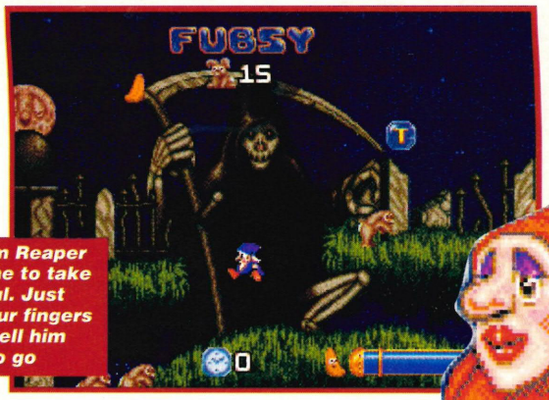
THE GREAT ESCAPE

Rescuing the wabbits sometimes causes letters to appear. Pick them up to spell an exciting word!





Vegetables! Get your vegetables here, 20 pence a pound



The Grim Reaper has come to take your soul. Just stick your fingers up and tell him where to go



Hey, wow, it's Grassland where everyone is mellow and like, peace and harmony is spread everywhere, man!

WIZ 'N' LIZ

certain blue spiky chap! It is this aspect that gives Wiz 'N' Liz the edge over similar platform games.

Aside from the speed, what is probably the most impressive part of the game is the two-player head-to-head option where you compete using a split screen similar to that in Sonic 2. Thankfully the atrocious slow-down that occurred in Sonic 2 is missing in this game.

AS IF BY MAGIC!

When each quest to rescue the rabbits has been completed, the exit door opens enabling the wizards to get back to their home world. Once back under their own roof it's on again to mix up more spells.

The spell you create depends on the combination of ingredients used, and unfortunately you'll find that a lot of the spells do nothing! However if you concoct the right one it's possible to boost your score, create bonus letters, open a door to the ingredient shop and even gain access to some hidden sub-games. One of these sub-games is a Galaxians-style shoot'em-up, and another allows you to pelt images of some of Psygnosis' programmers with rotten tomatoes!

Unfortunately, Wiz 'N' Liz does look as if it could be a tad on the easy side, because apart from the occasional end-of-level guardians there aren't any enemies to speak of and the only real problem is the time limit that you are given on some of the levels.

Don't let this put you off the game though because the little touches which have been mentioned make Wiz 'N' Liz a great little game. Also to boost the lastability there are three different difficulty levels, each of which has a very large number of worlds.

Watch out for a full review in the coming months.



RICH

Don't come anywhere near me or I'll hit you with this giant strawberry





The first guardian you meet is the gargantuan flower, just shoot it a bit and it will fall to pieces

(Below) In two-player mode you each have to find and unlock your own exit. Looks like Wiz has been going the wrong way!



When the word is spelt correctly, find all the other wabbits and then leave



Oh look, it's a giant rabbit!



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THE NEXT GENERATION?





DRACULA

MASSIVE PREVIEW OF THE ULTIMATE FILM LICENCE



EXCLUSIVE

THE LATEST WORLDWIDE CD NEWS

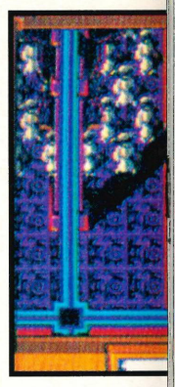


MEGA-CD NEWS

Yet again we bring you the most informative and downright fabby news about the latest CD games. What more could you possibly want?

MAKE MY VIDEO

It's time to make your own video, featuring such pop 'gurus' (it says here) as Marky Mark, INXS and Kris Kross. If nothing else, it'll at least give you the chance to rewrite that Kris Kross song 'jump', and make it acceptable for human consumption!



NIGHT STRIKER

A fantastic-looking shoot'em-up from Taito looks set to rear its 'not so ugly' head sometime in the near future. It's a 3D blast in much the same mould as the old arcade standard, Space Harrier.

You have the job of ducking and diving to avoid all sorts of futuristic space clobber which is being thrown at you by some unknown alien entity. The main difference between the two is that, being the Night Striker and a bit of a hard lad to boot, you get the chance to try out all kinds of weaponry and transport. Coo, can't wait!



DEVASTATOR

Yet another shoot'em-up wings its way out of the land of the rising sushi bar in the shape of Devastator. Developed by Wolf Team, the very same guys who brought us Road Avenger, Cobra Command and Sol-Feace, it's a horizontally scrolling destroy-everything-that-appears-to-move type of a game with the added twist that the heroes are actually heroines.

Add to that some flying and platform stages and it looks like a pretty neat game. One point worth noting is the cartoon sequences used during the game – apart from the lower resolution, it's not too dissimilar from watching TV. There are no release plans for the UK yet.









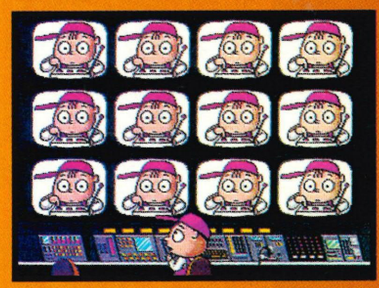
SWITCH

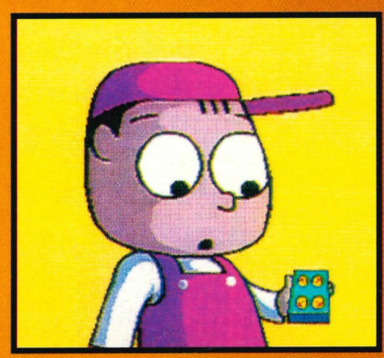
Gagamation is a new animation technique that aims to bring all the humour of a Russ Abbot show to your Mega-CD, via the game Switch.

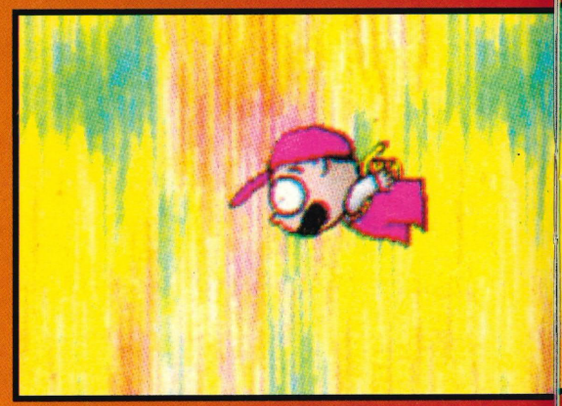
It is billed as a 'comedy game' but no one here at Maverick Towers could work out what the hell was going on! It does however appear to contain some highly cute graphics, centred on a little boy and his dog.

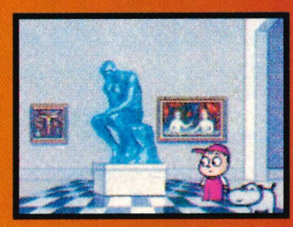
We think (and I stress the word THINK) that the plot involves strolling around and overcoming various obstacles and problems using slapstick humour à la Laurel and Hardy – if it does bear any resemblance to this, then strike one for us and if it doesn't you read it here last!





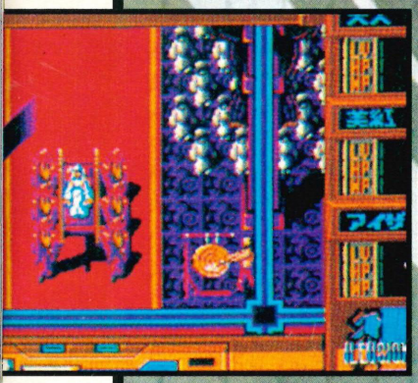








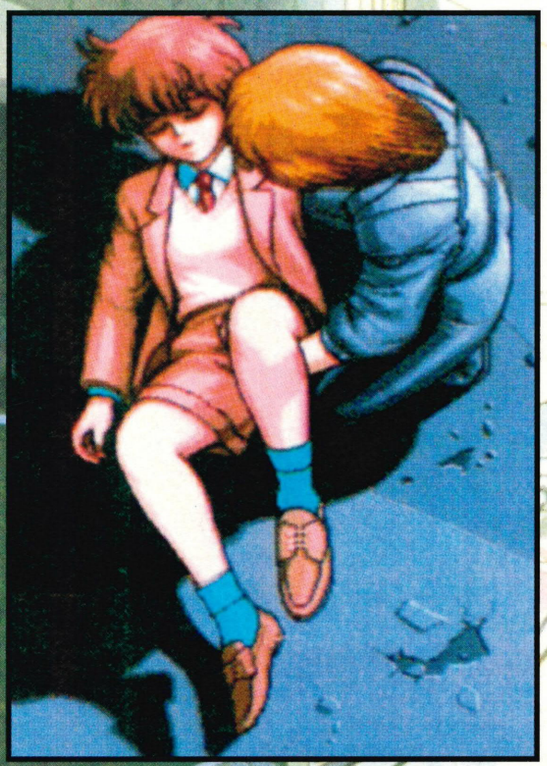
ILLUSION CITY



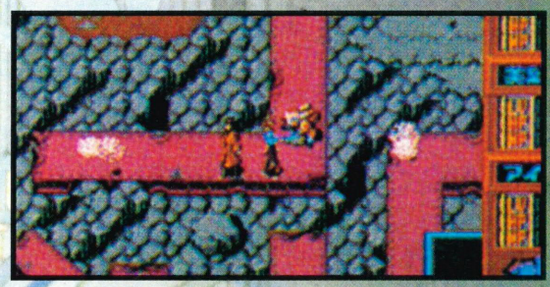
A new futuristic RPG that contains strong elements of cyberpunk has just been released in the States. Set in Japan in the year 2019 it's called Illusion City. You get the chance to play a hard and handsome young sprite on a quest to right the wrongs of the world.

Unlike other RPGs, this one revolves around a fairly adult theme, reminiscent of the film Blade Runner. The mechanics of the game are fairly standard, but one difference is that enemies carry out multiple attacks, and later in the game they get rather big and come at you in full glorious 3D.

Graphically, it looks very good indeed; using various snippets of cartoon-like animation to describe different locations and so forth. It's out now in the US, and should be available over here later in the year.







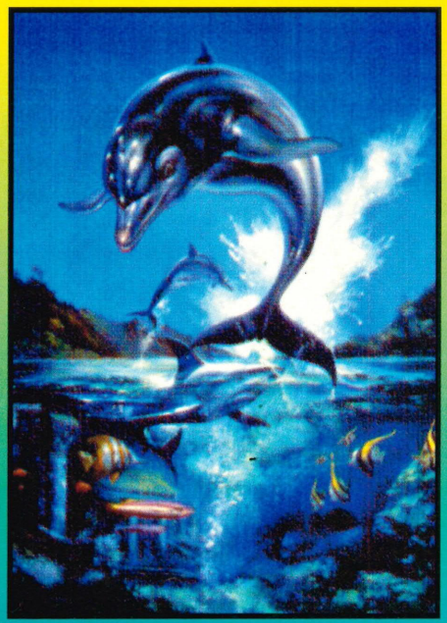


QSOUND FOR ECCO

Ecco the dolphin is about to go 3D, but before you get all excited and start planning your latest flipper episode let me point out that it's the SOUND that's getting the latest 3D technology and not the graphics.

Sega has linked up with a Canadian firm to start producing CD games with a radical new concept in sound. Called QSound, it goes one better than stereo placement by giving the impression of a blanket of sound surrounding the player.

It's due to be introduced in the US next month, when Ecco is to be released on the Mega-CD, and will apparently feature in all CD software from Ecco onwards. Expect to see it in Europe by the autumn.



SEGA RELEASE SCHEDULE

JUNE

Afterburner III	Action
Night Trap	Adventure
Robo Aleste	Action
Final Fight	Action
Wonderdog(JVC)	Action
Chuck Rock(Sony)	Action
Sewer Shark(Sony)	Action
Dracula(Sony)	Adventure
Hook(Sony)	Adventure

JULY

Time Gal	Action
Music video Marky Mark(Sony)	Leisure
Music Video INXS(Sony)	Leisure
Music Video Kris Kross(Sony)	Leisure

DRAC

It's been a long time coming, but the Mega-CD game based on this year's hit movie is finally ready to be unleashed. Has it been worth the wait?

MEGA-CD

PREVIEW

One really big problem that has plagued the recent Dracula movie is that it did not really match up to everyone's expectations. The hype portrayed a wonderful gothic movie that would be the vampire flick to end all vampire flicks, but to be honest when it came to the crunch it ended up being a girlie love story that happened to have a vampire in it.

This game has also had an enormous amount of hype surrounding it. Using a stunning combination of full-motion video sequences with digitised sprites and backgrounds it's rapidly becoming the presentation benchmark for all Sega multi-media titles. Could it be the vampire game to end all vampire games? Or even the movie licence to end all movie licences?



"Once upon a time, in a land far away there lived a big green frog." For goodness sake man, all this video game censorship is going way too far. Dracula is a love story after all, let's get some sex and violence in there!



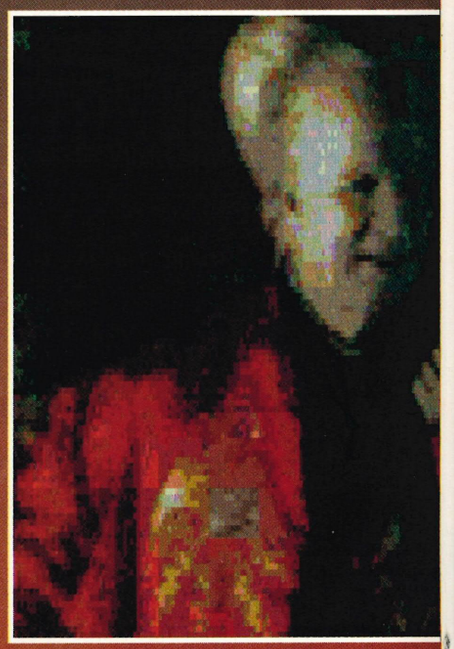
Jonathan fights the birds off (Copyright: crappy, well-used phrases 1993)

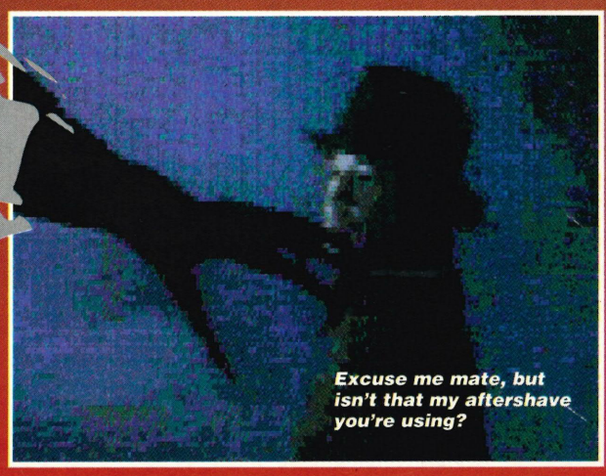
I VANT TO BITE YOU

To my knowledge this has to be the first film-based video game that is instantly-recognisable. Forget the Gary Oldman and Keanu Reeves bits, they're obvious – I'm talking about the levels themselves. Check out the scenery in the screen shots across these pages and I'm sure you'll agree that they conjure up a definite Dracula-type atmosphere.

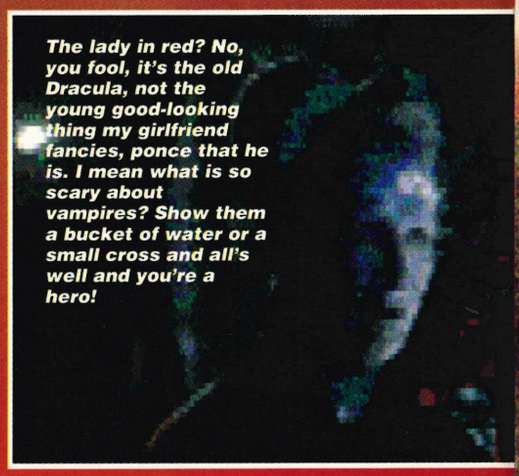
Using the incredibly expensive and pant-wettingly fabby Silicon Graphics system, the developer has managed to recreate the feel of Francis Ford Coppola's hit movie. By using the plans for the original film sets and recreating them within a computer simulation on the Silicon Graphics machine, the entire Dracula universe has been rebuilt. An enormous amount of graphics data has been used to produce an effect that looks almost real.

Forget parallax scrolling, that's a thing of the past! What we have here is full-motion video footage moving in true perspective. Every pixel line moves at a different rate to produce



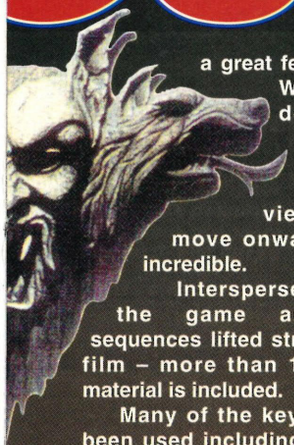


Excuse me mate, but isn't that my aftershave you're using?



The lady in red? No, you fool, it's the old Dracula, not the young good-looking thing my girlfriend fancies, ponce that he is. I mean what is so scary about vampires? Show them a bucket of water or a small cross and all's well and you're a hero!

CULA



a great feeling of depth. Walk through a door and the scene pans round your point of view before you move onward. It's quite incredible.

Interspersed throughout the game are digitised sequences lifted straight from the film – more than 15 minutes of material is included.

Many of the key scenes have been used including Drac tapping young Johnny Harker on the shoulder when he's shaving, as well as all the bits from years ago when young Dracula returned home from the Holy Wars. Scenes such as these are used to illustrate various sections of the game and many are quite lengthy.

One surprising factor is that there is no speech in these sections. Apparently this would have caused problems with various licensing agreements. We asked Psygnosis about this, but the answer seemed far too complicated to bother putting into print here.

SOCK HIM IN THE MUSH

So, what kind of game is it then? With all this fancy presentation and digitised Silicon Graphics malarkey, one would expect a rather spiffing game. So will Dracula deliver the goods?

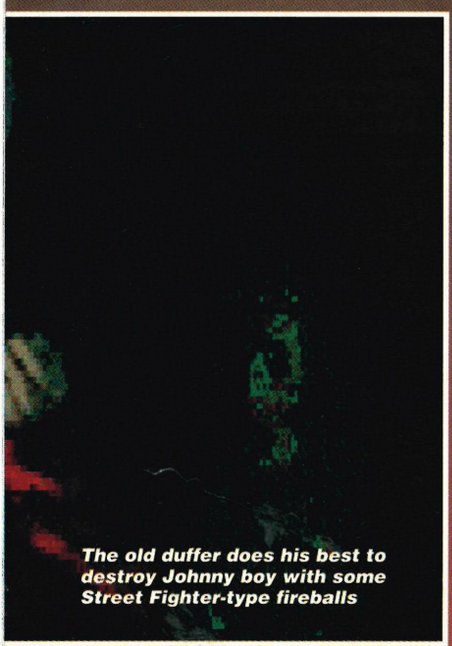
Basically it's a horizontally scrolling beat'em-up very much in the vein of a previous Psygnosis title, Shadow of the Beast. As you'd expect you play the role of Jonathan Harker as he works his way towards defeating the dastardly Drac.

Beginning outside the castle deep in the heart of Transylvania the onslaught of dastardly ghosts, ghouls, demons, spooks and monsters commences.

Jonathan has a number of moves that he can use to defeat the evil hordes and these include two different punches which are all very terribly English 'put your fists up'-type thumping. He also has three different kicks – one of which is a deadly spinning back kick. S'funny that, I don't remember Keanu Reeves ever performing any martial arts in the film!

Anyway, I digress. These moves all cover the three different areas in which our hero is attacked. He can punch flying meanies out of

CONTINUED



The old duffer does his best to destroy Johnny boy with some Street Fighter-type fireballs

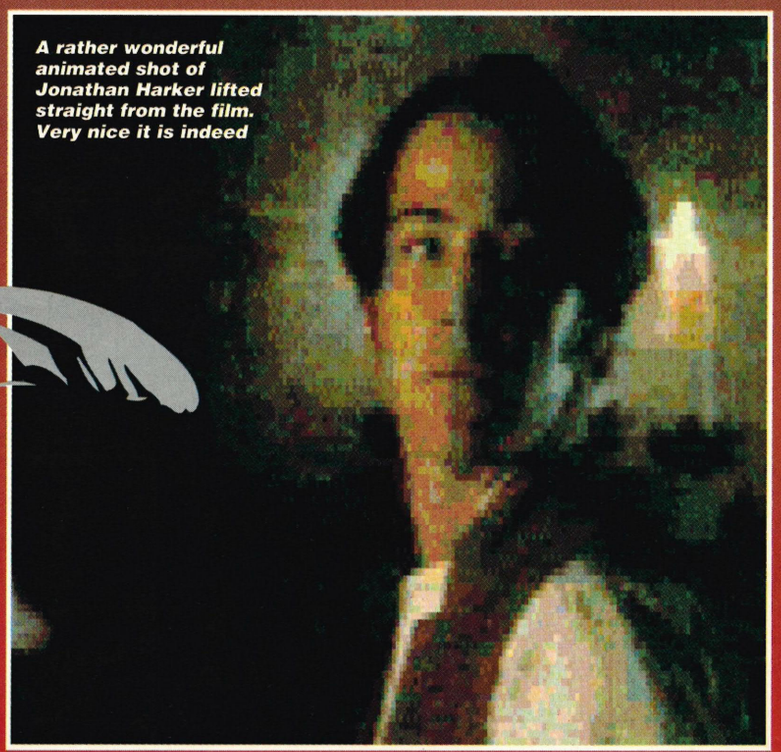




Old Vlad is something of a dark horse. Who would have thought a bloodthirsty vampire would have such a fine collection of books? It must be there for show and very studenty it is too!



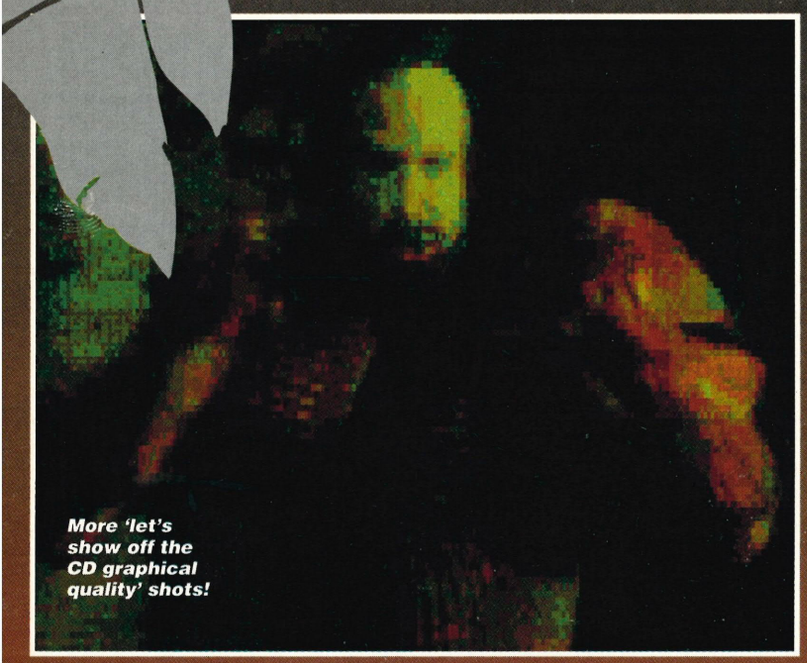
Now it's the flying gargoyle that is out to stop you. A couple of roundhouse kicks should see it off, no sweat!



A rather wonderful animated shot of Jonathan Harker lifted straight from the film. Very nice it is indeed



Poor old John has copped it. Oh the shame, slain by midget skeletons



More 'let's show off the CD graphical quality' shots!

Wow, Dracula certainly knows how to dress for the occasion. Here he sports the latest in scarlet robes – ideal for that special night down the pub with the local druids

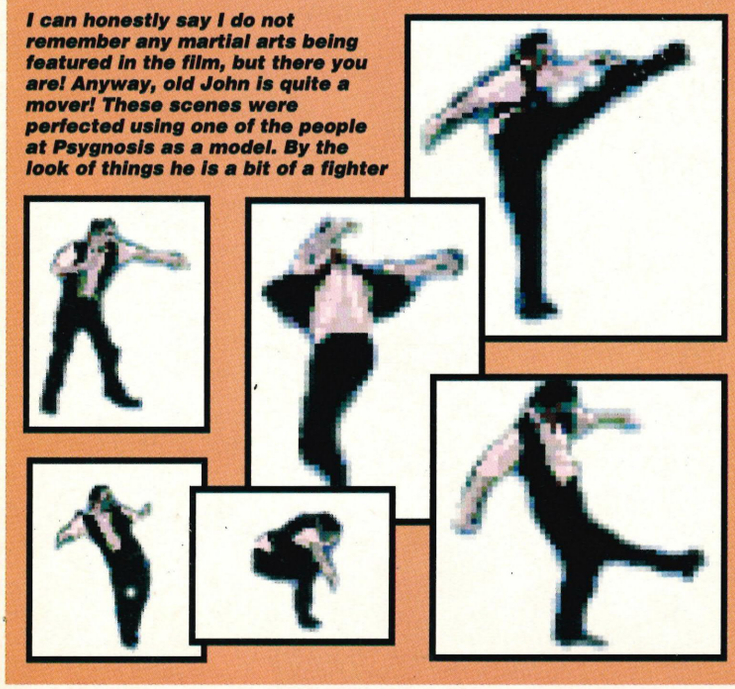


To the untrained eye this simply looks like an arm protruding from a wall. To us in the know it's the doorway to a secret room which is one of many found throughout the castle



BRUCE WHO?

I can honestly say I do not remember any martial arts being featured in the film, but there you are! Anyway, old John is quite a mover! These scenes were perfected using one of the people at Psygnosis as a model. By the look of things he is a bit of a fighter



CONTINUED

the sky, kick ghouls that attack at waist level and swiftly lay the boot into anything that crawls along the floor. In all he's a fairly versatile chap.

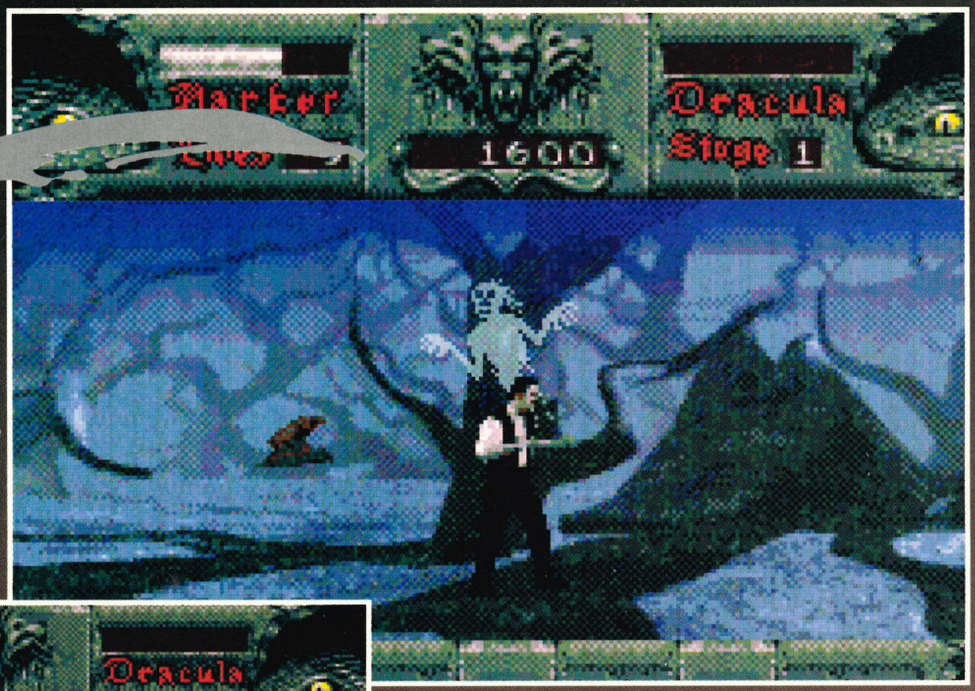
On the monster front there is a huge host of terrible monstrosities that try to tear your throat out. Bats, rats and rooks begin the proceedings, swiftly followed by a side-order of ghosts and zombies which are all armed with large clubs and bludgeons.

As if all this isn't enough you've also got to contend with big bad Vlad himself who'll appear in a number of forms. The first time you



Well, there is no turning back now! Into the abyss we go with crucifix and stake at the ready. It's not all bad, those Brides of Dracula are a bit on the tasty side

After you've killed the thing in the woods its spirit is free to float to heaven or something like that



(Below) Goodness, the stairs in this place are almost as bad as the things I have to climb every day to get into the office. Come to think of it, the people who inhabit the office are reminiscent of the creatures that live in Dracula's castle. What a weird coincidence!



(Below) Here's the bridge over troubled waters that Jonathan has to cross before he enters the castle. Mind the step!



(Below) "Pah, 40 a day and it never did me any harm sonny boy!" Let this be lesson to all you children who are thinking about taking up smoking. It's not big and it's not clever



see him he'll be the old geezer clad in red silk, however later on you'll see him as a wolf, a bat and his younger persona complete with daft blue shades.

He's also got a bunch of chums who'll pop up from time to time. Remember in the film when Lucy vamped out in the tomb dressed in her wedding garb? Well, she's here, as are the rather lovely Brides of Dracula who'll try and seduce poor defenceless Jonathan into submission. What an incredibly unfortunate chap to have those three lovelies draped over him!

After spending some considerable time with the game we only saw a small number of the adversaries, and from what we can gather so far this is going to be one hell of a tough game. In fact, at this stage it could be said that it may be a bit too hard.

Some of the meanies are particularly vicious and if they somehow manage to kill you you're sent all the way back to the beginning of the level.

Yet another impressive-looking game is set to hit the streets thanks to the technology provided by the Mega-CD. Whether or not the gameplay will actually match the quality of the animation and background graphics still remains to be seen. Doubtless all die-hard Dracula fans will be marching to the shops in droves when this is finally released in June.

This is the first movie licence product to hit the new CD-based medium. Let's hope that any future titles manage to match the quality of presentation seen here.



JOHN

Finally, it seems that we are beginning to see what the Mega-CD is really capable of achieving. Will Silpheed change the face of the shoot'em-up?



The huge alien dreadnoughts move just like the giant ships in the arcade game Starblade. It really is an awfully impressive spectacle

SILPHEED VR

PREVIEW

With Wolf Team's Sol-Feace turning out to be a tremendous disappointment as the first shoot'em-up on the Mega-CD, wouldn't it be nice to know that there's something on the way that really stretches the capabilities of this new machine?

No doubt you caught the screen shots we printed of Silpheed in last month's CD news pages. Well, here's the next batch of beauties to titillate and tantalise your fancy. Looks pretty hot, huh?

By using a combination of advanced polygon graphics, full-motion video and fractal generated scenery, it looks as if Silpheed is going to be something really quite special. So far we've only seen three of the levels in the game but they all look quite incredible!

Beginning with a startling introduction sequence where your ship rises from the depths of your base and launches through a Battle Star Galactica-style launch-tube, the scene is set for a graphical masterpiece.

Although the appearance of Silpheed is like a highly advanced version of the Super Nintendo game Star Wing, there are some considerable differences that we must put you right on. First, Silpheed does not offer the freedom to fly wherever you want. To be honest it's basically a Galaxians/Xenon-style shoot'em-up where you're simply facing and shooting up into the screen.

SUPER EFFECTS?

Second, the flashy backgrounds are simply played back as a lengthy sequence. For example, in the space section you are given the impression that you're ducking and weaving between the giant alien dreadnoughts, however the background graphics are always played back in the same way each time you play.

Although the version we had a fiddle with was only at a very early stage of development, fear not – it looks as though the finished product will be something really quite snazzy.

There are loads of power-ups to collect and weapons to play around with, and it certainly looks as though you're going to need them! The action comes thick and fast throughout each level with aliens ranging from tiny little alien fighters to huge end-of-level guardians.

The release date hasn't been confirmed at the moment, but Sega tells us that Silpheed VR should be released some time around September or October. Watch out for more news as we hear it!



JOHN



The backgrounds are generated using a graphics technique which maps fractal generated features onto polygon-based structures. This gives some of the most realistic scenery seen on any 16-bit system

RUN THE GAUNTLET



(Left) Possibly the most impressive use of polygons can be found when you infiltrate the enemy base. Racing through these passages you are treated to a gorgeous 3D effect

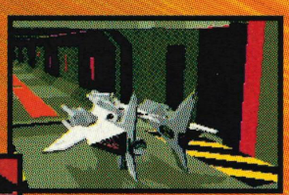


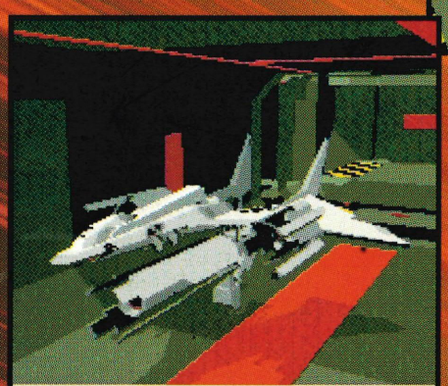
(Right) As you turn a corner the effect really has to be seen to be believed. It's so realistic that it's hard to put into words just how bloody brilliant it looks!

LOOKS A BIT SNAZZY



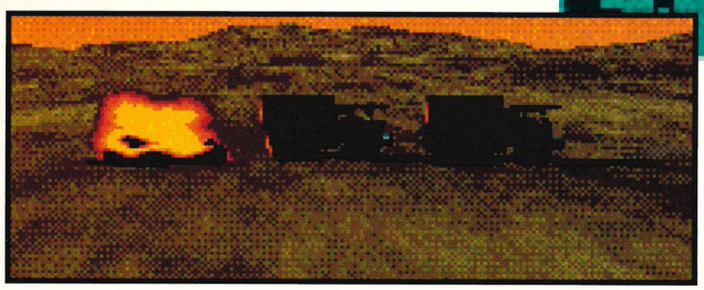






Your rather impressive-looking ship rises up from the depths of your base in true Blake's 7 style (Do you remember the Scorpio in Blake's 7?)





Gosh, that was a close one. Anything else like that happens and I'm out of here



At last! Could we finally be seeing what the Mega-CD is capable of producing? Could this really be the ultimate shoot'em-up?

THUNDERHAWK

PREVIEW

Flight simulation or flight sim – whatever way I read it these words always conjure up images of a 2,000 word Microprose instruction manual and endless nights attempting to work out how to get the thing to fly. This is not my idea of having a great time I have to say!

Well, Core is promoting the idea that Thunderhawk, the soon-to-be-released helicopter game, is a flight sim. If the word simulation applies to stunning graphics, realistic sound and sampled speech, then yes, Core would be correct to assume it has on its hands the finest simulation to grace any Sega machine. However, if Core thinks it has developed the ultimate peripheral for helicopter crew training, then I'm afraid the company is sadly mistaken. Despite this, I think that Thunderhawk is a shoot'em-up that uses the Mega-CD to its full potential in every department.

Forget all that tedious simulation rubbish, Thunderhawk is the game that will blow the shorts from such pretenders as Cobra Command, and show those SNES people how bad the polygon graphics featured in Star Fox really are. The SNES SFX chip? Who needs it!

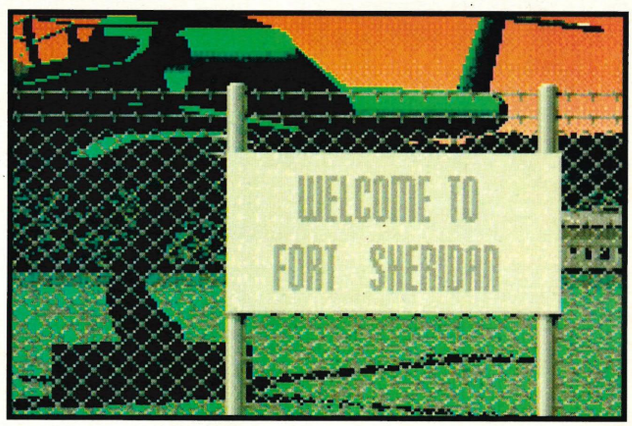
Despite the fact that this bears the name of a game that was a big hit on ST and Amiga, on CD Thunderhawk is in all essence a completely different and redesigned game. The floppy disk versions were 3D polygon games that owed more to LHX Attack Chopper or Steel Talons than Cobra Command.

Thunderhawk, CD-style uses graphics-scaling and mind-blowing banking techniques. The terrains have been created to look realistic, with rotating and banking texture-mapped ground (like the SNES Mode 7 stuff featured in Super Star Wars). This means the terrain and backgrounds change in scale, colour and so on in relation to what you are viewing from the cockpit.

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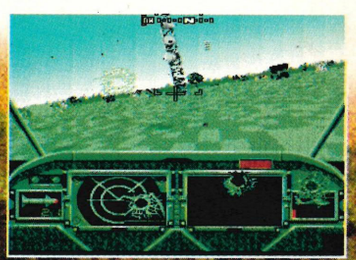
The helicopter in front has just executed an attack from behind, but he has flown straight over me after I dropped my airspeed. Now it's my turn to attempt to get a missile lock. This is not as easy as it sounds because he will weave all over the place in an attempt to shake me off his tail



This is the area where it all happens, good old Fort Sheridan. This place is to helicopter pilots what Tennants Extra is to larger drinkers



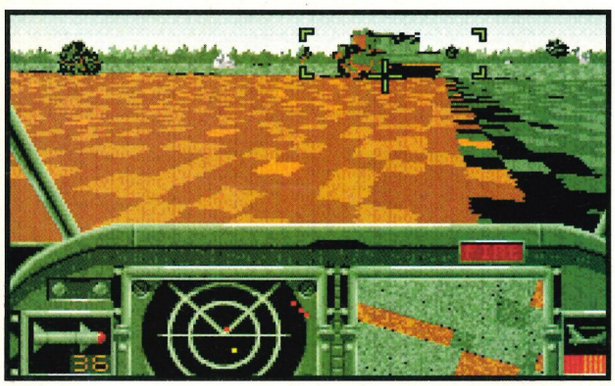
We have a lock on the important primary target. It's a bloody tent. Leave it out mate!



In an attempt to save the young people of the nation, the main target is the broadcasting tower of Radio 1. Think of the benefits; no more Simon bloody Bates and Dave Lee Travis. Hoorah!

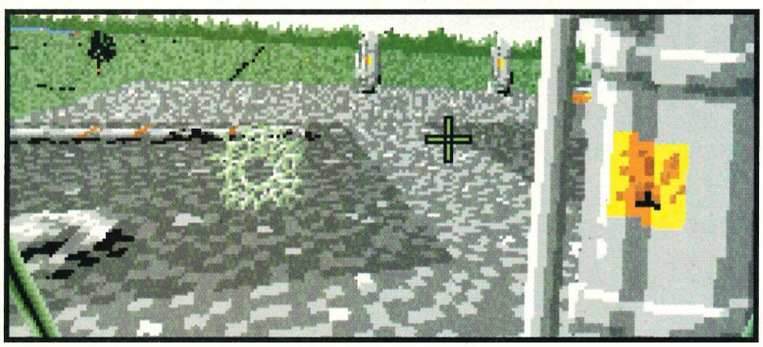


The night mission is difficult to complete especially at low level. I find that trees get in the way, along with enemy tanks...



I've got the person in my sights now. Line up that cross-hair and get ready to fill the air with hot lead

(Below) The oil refinery before I let loose a salvo of Maverick Magazines



CONTINUED

None of the usual problems associated with the Mega Drive and flight sims, such as the lack of good screen updates (Remember Steel Talons?) are present – the CD has now made such misgivings redundant.

From the screen shots we have featured you astute readers out there may not be able to appreciate just how well the screen does update itself, but believe me when I say this thing is fast and is nothing less than breathtaking.

GET IT UP

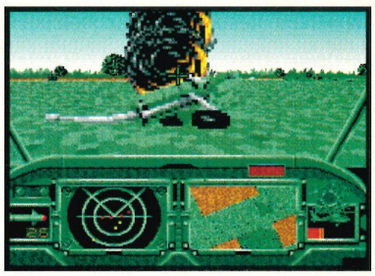
The scenarios that make up the majority of missions dictate that many land-based installations must be destroyed as primary and secondary targets. Surrounding these targets are all manner of military hardware, from the latest main battle tanks to enemy helicopters and SAM missile sites.

The ground defences remained static in the incomplete version of the game that we were given to play, but the finished game will feature total movement from all tanks, trucks and 180 degree rotation of the missile launchers.

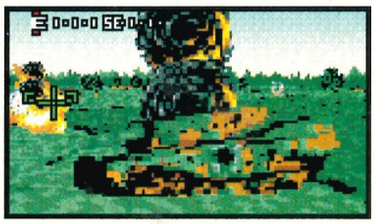
The damn thing was difficult enough when I played against stationary targets, so heaven knows how I will fare in battle with intelligent opposition.

When attacking targets it is not the case that you charge in and blow the piss from anything your guns lock onto, tactics play a major factor in deciding if your mission will be a success or failure. For example, enemy SAM batteries must be destroyed before the inner circle of primary targets can be eliminated, careful observation of the air-to-air radar screen must be made to stop those dreaded opposition air forces.

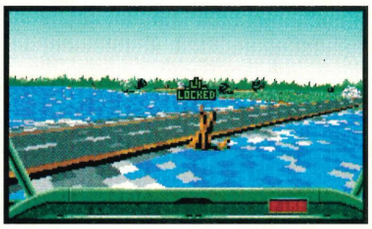
It's not all bad news however because sampled speech will inform the pilot of incoming missiles and enemy forces in the immediate area.



Not a chance, let's get the cads and show them no mercy



And it's all over, leaving only the burning hulk of what was once a million dollar piece of equipment



Down the road and over the bridge went the intelligence report. I see no drug dealers

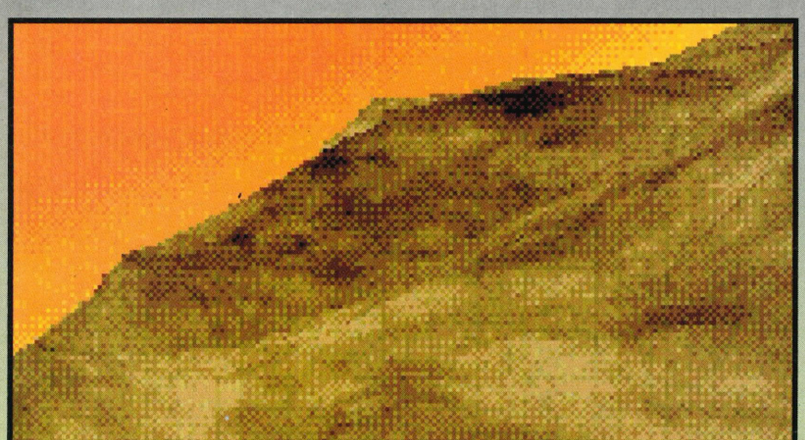
In my view the inclusion of strategic thinking lifts Thunderhawk from the average 'looks-good-but-it's-just-another-shoot'em-up' genre.

AIRBORNE ANTICS

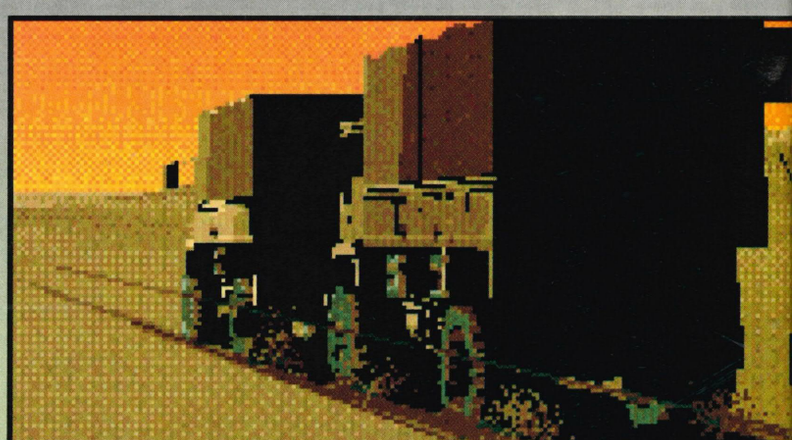
On the subject of destroying tanks and other such assorted military related things, the visual images of enemies being destroyed (in keeping with the majority of the game) are exceptional.

When using the main cannon this feature really comes to the fore. If you attack a tank or similarly thick-skinned vehicle the first few bursts of

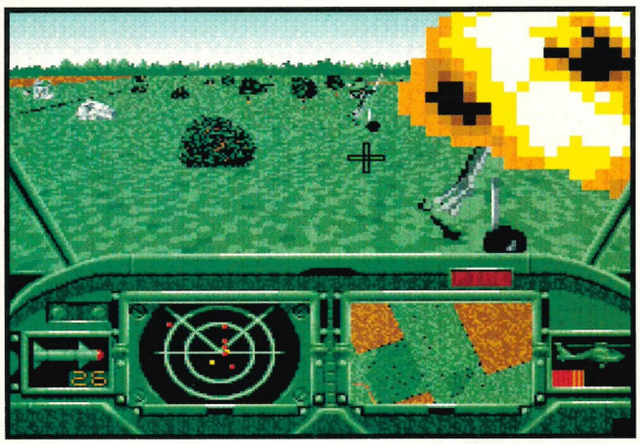
WE LOST THE CAMEL SIR!



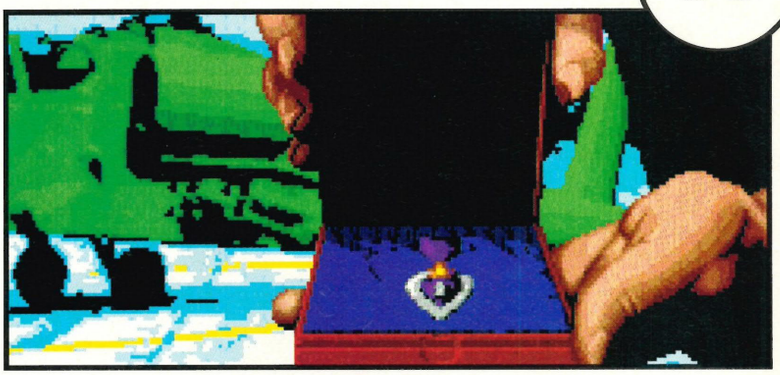
A view of the land over which many of the missions will take place. This particular area comes from the intro screens



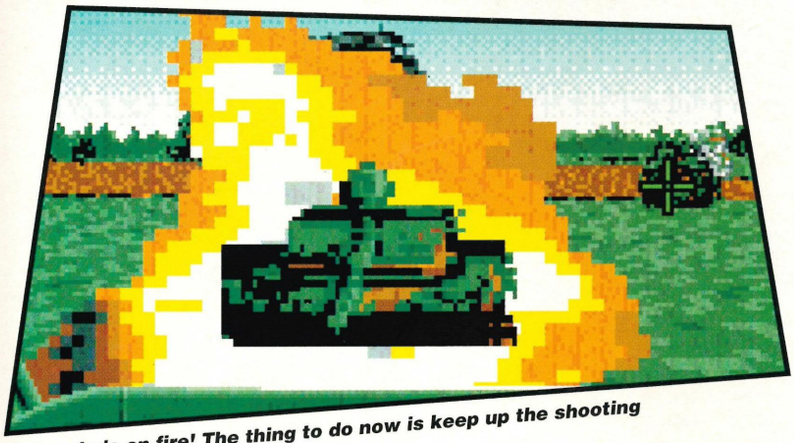
"Look, are you sure it's this way Nobby? This doesn't look at all like Catford to me." I think we made a mistake back at that sand dune



Ground-based artillery. After eliminating the SAM batteries, protecting the guns is a turkey shoot



In honour of the scratch I received when cleaning the windows, the high command has awarded me the Purple Heart. Perhaps it will impress the girls at the next 'Tough Helicopters Club Disco'



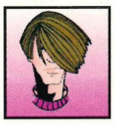
Wham, he's on fire! The thing to do now is keep up the shooting

automatic fire will set fire to the target, depicted graphically by large billowing plumes of black smoke. Keep up the firing and the thing will explode into a lovely ball of flames, which when cleared will reveal the smouldering charred wreckage.

The game has 10 massive missions to choose from, each of which features up to 10 objectives. These range from escorting navy ships, to (that old favourite of post-Glasnost) 'stop the drug runners in South America'.

One mission we did manage to play was the Oil Dispute scenario. This, as expected, is located in the Middle East and involves many search and destroy missions back-to-back with 'take out enemy airfield' duties.

The sheer detail put into locations such as the oil refineries, is simply stunning and is bettered only by the PC version of Comanche for on-ground detail. This must be THE game CD owners have been waiting for so let's have a big hand all-round for those nice chaps at Core. Hip, hip...



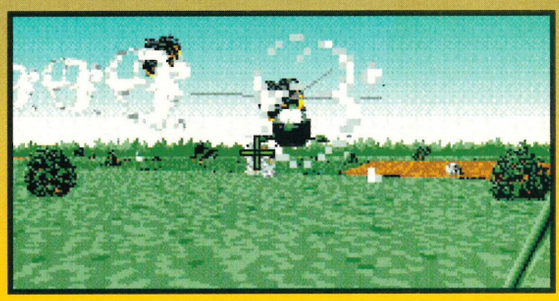
GERRY

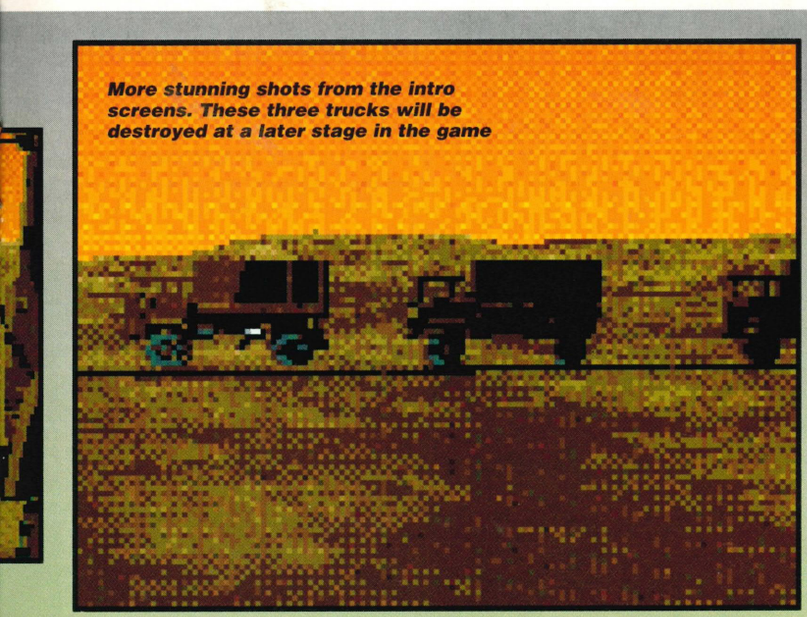
WHO THE DROKK IS TOM CRUISE?



I've wasted the truck so now it's time to get that bloke in the chopper. He's been harassing me all morning

Got the bugger! That's the last time he will sneak up on me from behind





More stunning shots from the intro screens. These three trucks will be destroyed at a later stage in the game



MICROCOSM

With Psygnosis leading the way in full-motion video products we take a look at its post-Dracula project, Microcosm.

MEGA-CD

PREVIEW

We popped over to Liverpool recently to have a chat with those responsible for Psygnosis' forthcoming onslaught into the world of multi-media gaming.

We were shown two products; Psygnosis' first movie licence, Dracula (reviewed elsewhere in this glorious tome) and an epic project going by the unusual title of Microcosm.

The latter has been developed using the same methods as Dracula, with the graphics being designed on the extremely expensive well-fabby Silicon Graphics system (the thing they used to animate the T1000 in T2). Microcosm is based around a Fantastic Voyage-style scenario – for those of you who are totally and utterly uncultured, Fantastic Voyage was a ground-breaking sci-fi novel that involved a miniaturised group of scientists being injected into someone's blood stream.

NURSE! NURSE!

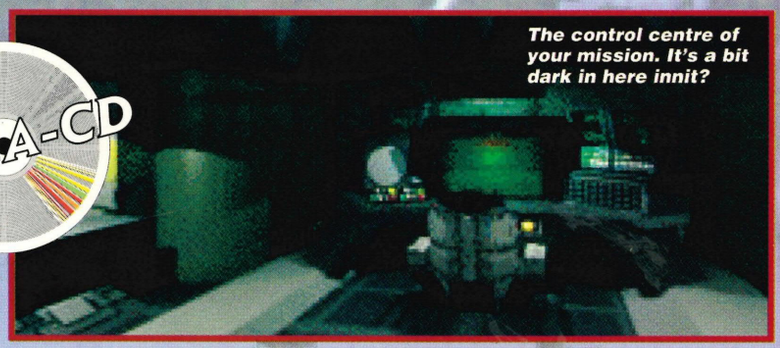
The basic concept behind Microcosm is that there's a huge corporate war going on between two massive companies. One of these does something to piss the other lot off, so as a form of retaliation the president of the victim company authorises the implantation of a tiny thought-manipulation droid into the brain of his rival – a fairly drastic measure I'm sure you'll agree!

Unfortunately a series of events results in all sorts of people finding out about this heinous crime and there's a big hoo-ha. It ends up with you being miniaturised and injected into the brain as well. Once inside you've got to whiz around the arteries and other squidgy, yucky bits and destroy the droid.

Well, that's the background and it's fairly different from your average 'big robot terrorising the planet and you're a lone warrior who's got to destroy it'-type storyline innit? We have to give them 10 out of 10 for originality.

The best way to describe Microcosm is to say that it's unique. There have been other full-motion video titles on the Mega-CD (Sewer Shark and Night Trap are undoubtedly the best), but there has been nothing to match the quality presented here.

The screen shots dotted around this page are samples taken from the original story-board from the Silicon Graphics system.



The control centre of your mission. It's a bit dark in here innit?



One of your micro submersibles prepares itself. Are you ready for the gooey mission ahead?



Your view of many of the scenes pans around with unnerving quality. You could be watching a movie!

All sequences are developed on this machine and are then simply transferred as digitised footage onto CD format. The only difference that will be seen in the final Sega version is that all pictures will have a much grainier appearance, although the images themselves will be the same.

TECHY STUFF

Just so you know, the final game will really push the limits of the Mega-CD system. It will occupy more than 500Mb of graphic and sound data and the video sequences will be played back at 60 frames per second.

Music has been composed by none other than ex-Yes (Or are they still going?) keyboard whizzo Rick Wakeman, and there are simply loads of eerie and suitably futuristic sounding tunes throughout the game.

It would seem that Psygnosis has the potential to just steamroller over everyone when it comes to multi-media development. With the most impressive graphics in the business, coupled with CD quality sound what more could you want to see in a game? Let's just hope that the gameplay matches the presentation.

Microcosm is currently pencilled in for an autumn release and will be distributed through Sony Imagesoft, which is the company previously responsible for all of the other Sega FMV stuff including Night Trap and those godawful Make My Video efforts.



JOHN

WHAT'S UP DOCK?



Your bio-zapper pod heads towards the temporary base that's lodged in the company president's blood stream (yuck)



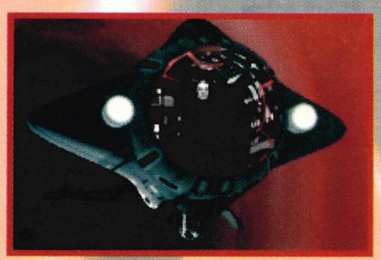
Lining up before you plunge into the little hole is half the trick really isn't it? Judge it wrong and you could end up in a mess



Heading forward we're just about there. If I can just slip it into this hole we'll be home scot-free



Flying through the blood vessels you're treated to an impressive display of what can only be described as 'whirly-swirly graphics'



You're continually treated to all sorts of views of your vehicle – it's not like your average 'look at the outside of your ship' affair. This thing pans all the way round just like in a movie

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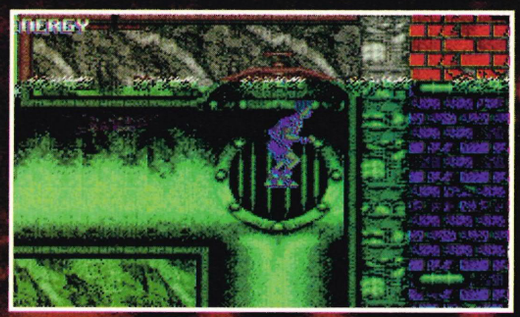
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JUNE '93

TOXIC TORMENT



This sewer water must be stopped before it engulfs the young hero. To stop it the valves must be shut off



Our man must battle his way through miles of winding pipes to find four valves that will enable him to stop the slime escaping



Gulp, the slime level is rising at an alarming rate. Time for a sharp exit



About time too, I've finally found one of the valves. A few turns to the right should stop this lot from causing any more damage to the environment

CAPTAIN PL

REVIEW

Is Captain Planet a superhero out to save the world from pollution or just out to bore us to tears? Read on and find



These days I'm on a permanent downer. Nothing, not even Rangers losing in Europe can cheer me up. The blame lies squarely with this cart. Please dear readers do not make the mistakes I have made and steer well away from this. The cart I am referring to has a name and this is Captain Planet.

BIG MAC

What sells products these days? Sex? no, AIDS has stopped all that. A nice tune? Nah, that's old hat. When in doubt the one thing that is guaranteed to shift games is the environment.

There's a few pounds to be made from all this global warming trend – Virgin pulled it off with Global Gladiators. But least that was a decent game – Captain Planet is so environmentally unfriendly that it burns holes in your pocket along with the ozone layer.

Sega seems to have come a cropper here with the Captain Planet cartoon rapidly losing popularity in the US (it never was a big hit in Europe) and the Global issue losing much of its 'trendiness'. So perhaps someone in the know will contact me and explain what is actually going on round here.

Why on Earth has Sega released yet another sideways scrolling, platform game into a vastly overcrowded market. It's not as if the thing is a massive game, it only has nine levels for goodness sake. None of the levels have anything outstanding or original about them whatsoever, graphically or otherwise.

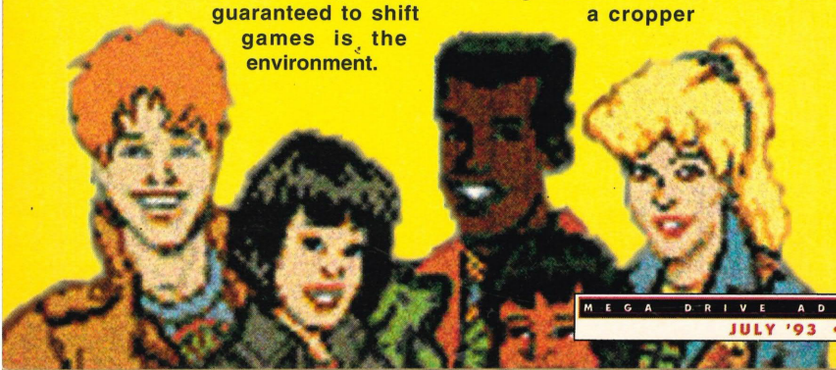
There are no cute characters such as Sonic or Ecco, there is simply a gang of multiracial kids (Right-on or what?) who fight against an assortment of super evil chappies intent on polluting the Mother Earth with toxins and the like.

PLANET OF WHAT?

These kids are weak individually, but when they bond together there's a quick metamorphosis and Captain Planet, green hero extraordinaire appears.

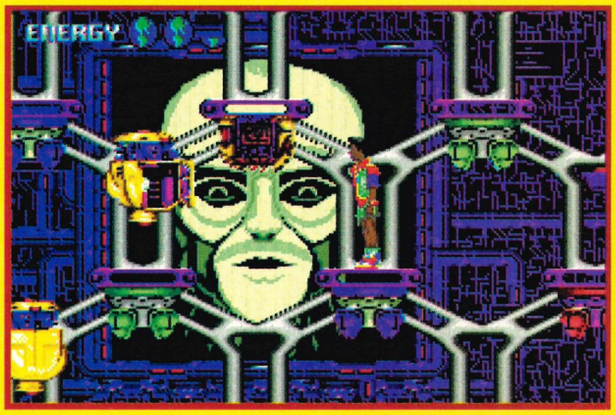
In your quest to clean up the world your character must venture into many dens of pollution. These include sewers, chemical plants and occasionally you have to duff up a radioactive clone.

The ironic thing is that to

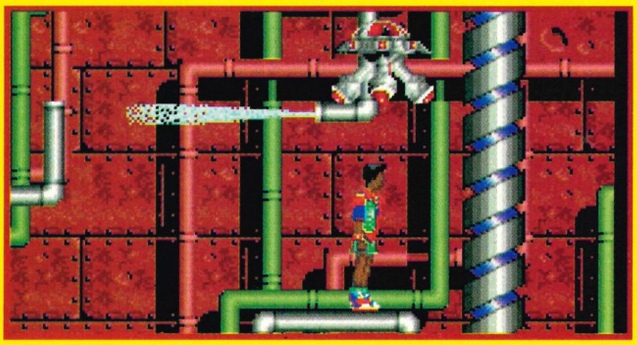




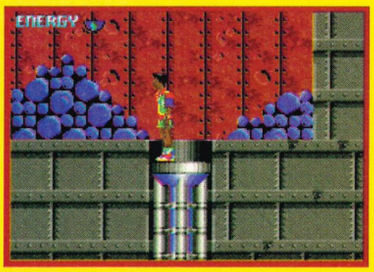
Tricky part here. Loads of electric bolts and nasty little yellow things are out to stop you from destroying the small computer terminals



The guardians of the screens are pretty useless when it comes to actually doing anything about stopping you destroying the terminals. All they have to protect them are stupid dopey grins

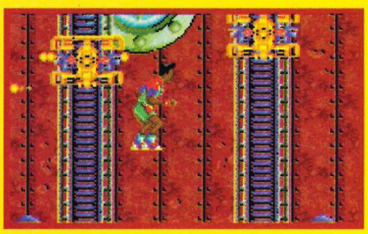


Under this and straight along should see you well on your journey

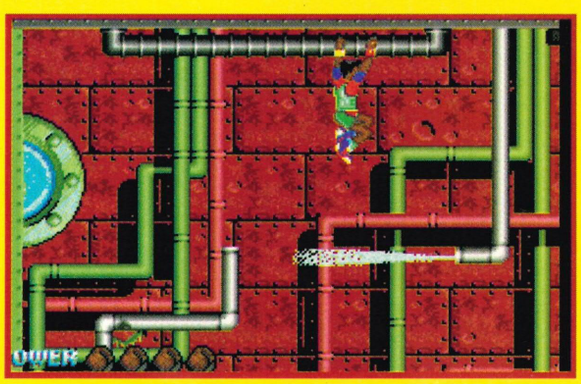


Up we go and into more unseen danger. For people who destroy the planet they keep a clean house

ANET



(Above) Hitch a lift with these fellows and it's no problem making it over to the next stage



Arghhh, hang on tight there's loads of toxic crap just waiting to swallow me up down there

actually get a brief glimpse of old Captain P all the levels have to be completed before the band of brats have the necessary power to transform.

A far superior title for this game, if in my humbleness I can suggest such a thing, could have been 'Oh no, another duff platform game with a superhero to sell the thing'. It may be a tad on the long-winded side, but the stir generated from the title would have created more interest than this feeble effort dealing with the effects of pollution.

GREAT TIGHTS!

So much for cosmetics, the fact that the gameplay does not reach the mark is the single most important factor in why Captain Planet falls flat on its face.

The inclusion of a random level selector, which in theory is supposed to liven the game up, has the opposite effect. Who on Earth wants to play level seven as an introduction to the game.

The four characters themselves have little or no difference in power or stamina. Their ability to destroy enemies and move through the game is identical. Surely the inclusion of four characters should decree that they all have individual characteristics like in Teenage Mutant Ninja Turtles, whereby the outcome of the game can be determined by your choice of character.

The fact that each Planeteer has the power to evoke the wrath of an element doesn't seem to matter when playing the game. For example Linka's power is wind, but the end result of her wind has the same effect as the power of the ocean which is evoked by Gi.

Throughout the course of the game I could find no indication that the abilities of the Planeteers could, or would for that matter, strengthen or weaken, not a special weapon or power-up was to be found anywhere despite the naked truth that some of the opponents become a lot nastier than the average rat and cockroach usually found lurking in each stage!

I suppose you all want an in-depth description of how the thing looks? Oh well, on marks out of 10; colour – three, scrolling – two. Do I really have to do this? Look at the screen shots and appreciate the dullness. I'm off to bed for a long lie down!



GERRY

CAPTAIN PLANET

PLAYERS:	1
DIFFICULTY:	MEDIUM
PLATFORM/ACTION	

GRAPHICS

4 *Uninspired, dull, flat and monotonous. This is 1993 after all*

SOUND

3 *More sounds to push your shopping trolley to*

PLAYABILITY

5 *Instantly forgettable. Controls reasonably responsive*

DURABILITY

2 *Not applicable!*

UPPERS

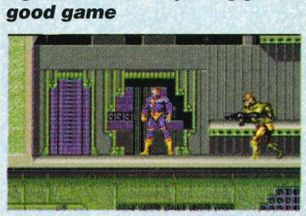
▲ *To be fair it is aimed at the younger player (if that can be counted as an upper)*

DOWNERS

▼ *See review! Bland, boring and out of date*

ALTERNATIVELY

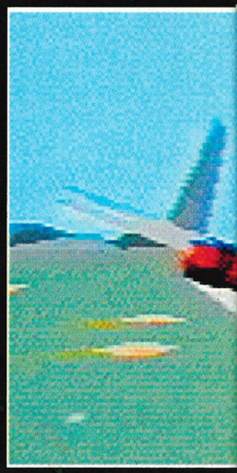
The X-Men are a collection of real heroes, not bratty right-on kids. A spiffingly good game



30%



Microprose is renowned for producing the finest flight sims on both Amiga and PC. Will its first step into the Mega Drive scene continue this tradition?



F-15 ST



Blow one of the bad guys away and watch as he bricks his pants hoping that his parachute will actually open and he'll get home safely

PREVIEW

There can be no denying that the Mega Drive is extremely lacking in the flight simulation department. Actually, come to think of it there aren't many on any console, but that stands to reason really!

Until last year consoles were the champions of mindless aggression and brutal beat'em-ups. When it came to adversaries, if you couldn't shoot at it or punch it in the gob straight away there was absolutely no point bothering.

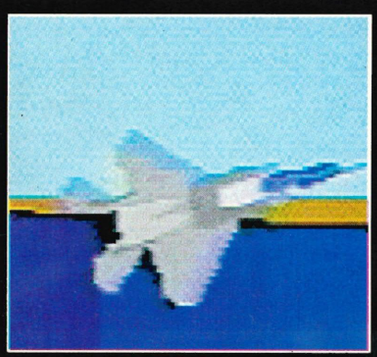
Things are different now though and the 'computer game' mentality is (thankfully) slipping into the console market and we're starting to see games like F-15 Strike Eagle II. This is a game which has possibly been the most successful flight simulator to appear on any computer.

FLIGHT WHAT?

Although hiding under the guise of flight simulator, F-15 is actually more of an elaborate 3D shoot'em-up which happens to be presented in a flight sim style. Your goals invariably involve either shooting at, or dropping a bomb on one of numerous military targets and then scarpering back home before you get your balls shot off!

Missions are set in a variety of different world hot spots, each containing a predictably nasty dictator type, with far too much military hardware at his disposal than is absolutely necessary.

Perform your 'Lone Ranger in a jet plane impression' over central Europe, in the Gulf, in the Middle East (isn't that where the Gulf is?), Vietnam, Libya or oop near the Arctic Circle. Each of these



You don't just have to sit in the cockpit to watch what's going on you know. You can pop outside and have a look at some of the lovely external views like this



The briefing tells you that you'll be launching millions of pounds worth of military hardware



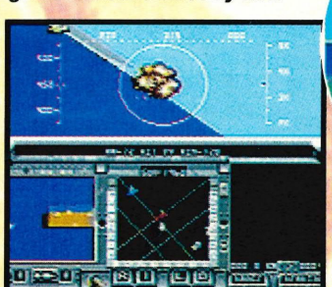
Chicken! Come back here and fight like a real man you big Jessie. C'mon, put 'em up. Come and have a go if you think you're 'ard enough!

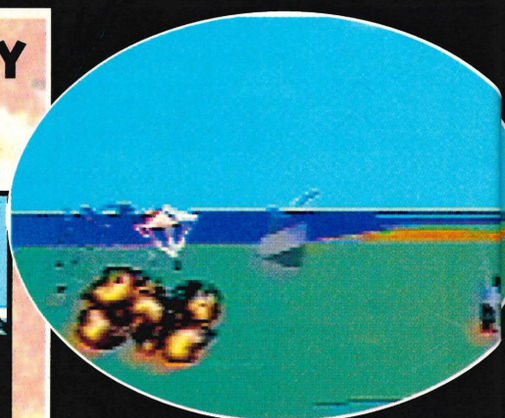
BLOW THEM OUT OF THE SKY



Pop over to the Gulf and blow a few raving loonies out of the sky with all the power that your death dealing yank machine can offer

Somehow I always thought that a MiG would make a bit more mess when you fire a guided missile directly at it



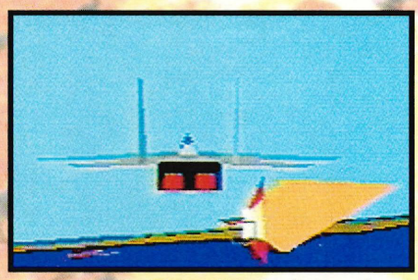


Another victim falls foul to your devastating weaponry and your sharp shooting



This is a nice 3D image isn't it? A screen shot of an F-15 homing in on its helpless prey. How dramatic!

DEATH DEALING MONSTROSITIES



Watch out for the evil hairy hun as he sneaks up behind you and lets fly a rather evil-looking guided missile



Things always feel much better when you can do the same to them in return

RIKE EAGLE II



Turn around and you get a quite nicely drawn piccy of your co-pilot chap. He's a bit shy is old Fred here, so don't expect him to say too much

locations will see you targeting command centres and supply dumps, as well as missile launchers and all manner of other nasty laser guided, heat seeking, death dealing monstrosities. On top of this you'll also come under a constant barrage of fire from both armed helicopters and suitably high powered jet fighters.

It's not all shooting and bombing though. Nope, this is a flight simulator remember – you can't just fly around and wait for the bad guys to come and get you. Oh no, you've got to go and find them and use well 'ard strategy and stuff.

The plane pretty much looks after itself, hence my point about this being more of a shoot'em-up than a sim. All you have to do is point it in roughly the right direction and then avoid anyone taking pot-shots at it.

However, for added flight simulator-ness you do have a wide variety of external views to play around with – you get to look at your plane from above, behind, from the side or even just behind the left wing and down a bit. It's fairly useless stuff but where would we be without it?

COME AND GET IT

To add to the strategy side of things you also have full control over the weapons make up of your plane. You can decide whether you want laser guided bombs, sidewinder missiles, rockets or whatever.

On top of this you've got maps and charts to plan the most effective and stealthy route for your attack. Choose to hop over the mountains and then quickly turn and run, or maybe come in from the coast and surprise the enemy.

Whatever you choose, you've always got the options laid out in front of you and in this respect F-15 II has a lot more in common with a game like LHX Attack Chopper than it does with F-22 Interceptor.



Choose your difficulty level by selecting one of these funny-looking chaps. Click the cursor on his head and you could be anything from rookie to ace pilot

It seems as though we're set to have quite a little dogfight on our hands over the coming months, with Domark's MiG 29 in one corner and this in the other. Both have nippy, smooth polygon manipulation and also a wide variety of missions on offer. Which one will win?

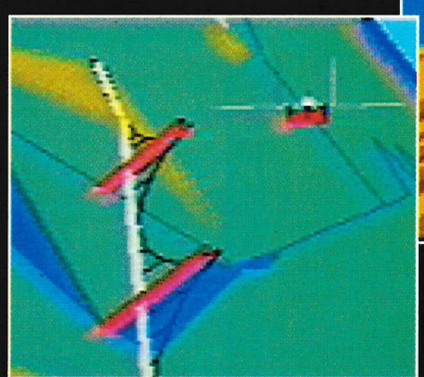


JOHN



Track the enemy with your sophisticated computer tracker thingies while admiring the view on the horizon at the same time

The 3D graphics manipulation is actually very smooth indeed. This bridge moves with surprising grace as you move in to try some daring maverick flying





It's a map. There's not a lot you can say about this really is there? It's a coastal bit, and erm...you could almost certainly plan your route from here

TECMO WORLD CUP

Fancy becoming all primal and bonding with 21 other men on a football pitch? If so, then read on.

REVIEW



Football to me is 22 grown men running around a large grassy area, kicking around an over-inflated pig's bladder. Call me a cynical old fool, but I have never seen the fascination of getting cold, wet and dirty all in the name of some kind of primitive male-bonding.

I do however, like footy games, probably because it doesn't necessitate getting cold, wet and dirty! Unfortunately, Tecmo World Cup makes me long for the pleasure of getting a ball smashed into my legs on a cold Sunday morning. It isn't so much that the game is crap to look at, although it is, it's that the gameplay is so simple.

The whole show starts with you having to choose your country and, having watched the last World Cup, I don't think that I ever saw England playing in a dirty brown strip as is portrayed in this game.

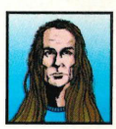
After deciding who you want to be (although it doesn't make the slightest difference to team tactics or skill) it's on to the formation screen. You can choose one of four squad formations, such as four defenders with three mid-fielders and the rest of the team playing up front in attack.

After all this has been done, you finally get to go out onto the pitch and kick the ball around. Here, the game really falls down. Controlling the ball is just a matter of gaining possession by pressing A on the control pad and running with it until you see the whites of their goalkeeper's eyes. You can pass by hitting button B and when you do finally reach goal land, another whack on button B will invariably send the ball wide or over the bar. Lots of excitement there, eh?



I bet his mother's so proud of him!

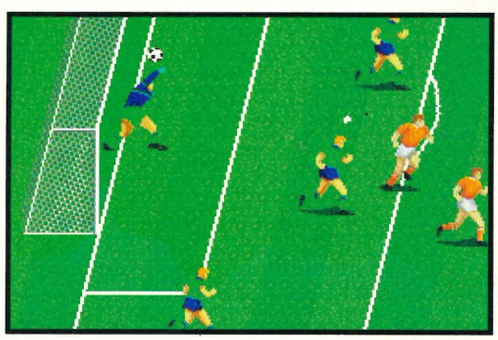
As far as graphics go, the simple answer is that they don't. The sprites are not particularly well-animated and the game plays about as good as I do, ie crap and then some. Do yourself a favour – instead of buying this turkey of a game, go out and treat yourself to a copy of Jeremy Beadle's greatest gaffs and larfs, as I'm sure that it can't be any worse. Then again...



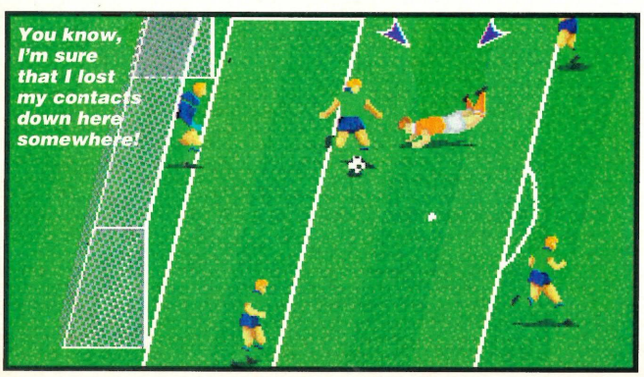
KEITH



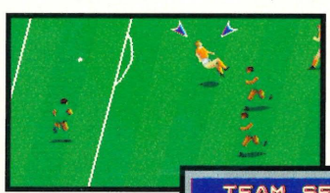
The arrows indicate the current player under your control. As soon as the whistle blows, use him to make a blinding run up the centre of the field



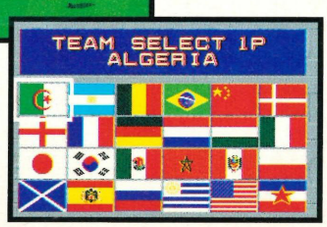
The keeper makes a valiant dive, but he's no match for the golden boot of Sloan!



You know, I'm sure that I lost my contacts down here somewhere!



Acrobatics-are-us! If this scissor kick goes in, I'll be jumping for joy, Jon!



A choice of 24 teams are at your disposal. Each is represented by its national flag

TECMO WORLD CUP

PLAYERS:	1/2
DIFFICULTY:	LOW
SPORTS SIM	

GRAPHICS

5 *Smooth scrolling, but the sprites aren't that well-animated*

SOUND

3 *Irritating tune that sounds like a Bananarama song!*

PLAYABILITY

4 *By its very nature, you want to have at least one go*

DURABILITY

3 *Far too simple to offer any lasting challenge to anyone*

UPPERS

- *It's a football game!*
- *The case would make a good pen holder...*

DOWNERS

- *The graphics are truly less than mediocre*
- *So simplistic it's untrue!*
- *Scoring a goal is a really hit and miss affair*
- *That bloody Bananarama song!*

ALTERNATIVELY

Try Andre Agassi's tennis, 'cause it's more of a football game than this!



40%

Thanks to Bits and Pieces for the loan of this game. 0625 501810.

PELE SOCCER

As soon as one decent soccer game hit the market we were destined to be plagued by a horde of footie games all fighting for supremacy.

PREVIEW

Call me sentimental, but football hasn't quite been the same since Pele stopped playing in the World Cup. Possibly one of the most famous players ever, this prince of soccer wowed the world with his apparent boundless skill.

It seems that Accolade is intent on rekindling this old spirit by swelling its range of sports titles even further. With Hardball III already impressing the socks off everyone, and Summer Challenge proving that you can make effective use of digitised sprites, it seems that the company is developing somewhat of a reputation in this field.

Until now soccer games have always adopted one of two viewpoints – either horizontally scrolling à la European Club Soccer or vertical scrolling like Super Kick Off. It's nice to see that these rather staid traditions are beginning to change. Pele Soccer adapts a more radical approach to the game in that your view is an isometric diagonal scrolling affair which moves from top left to bottom right. A bit different from the norm I'm sure you'll agree.

IT'S ONLY A GAME

To add even more to the presentation all of the players are actually digitised representations which move with fluidity and smoothness – they are similar to the athletes found in Summer Challenge. As I'm sure you can see from the screen shots they are far more detailed than anything we've seen before.

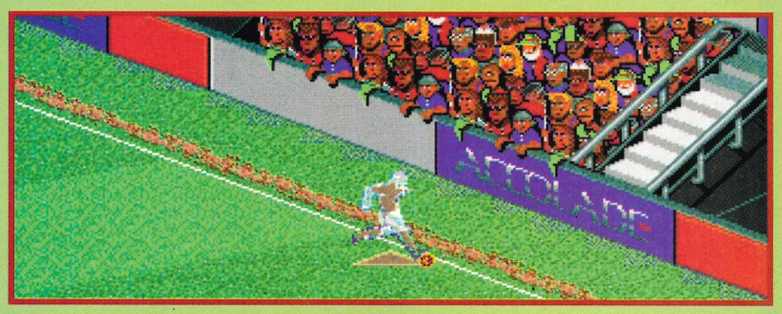
Unlike many other footie games it seems that Pele Soccer works far more in 'real time' than any other. The players seem to move at the speed you would actually expect them to, rather than the turbo-charged super athletes that seem to crop up so often in other games.

Although the version we saw was very early (only one team was properly coloured as you'll notice), it seems apparent already that the emphasis here lies with kicking the ball about and scoring goals, as opposed to being on player management and strategy. It is very much an arcade-style game at the moment – whether it will be like this in its finished form is anyone's guess, so we'll have to wait and see.

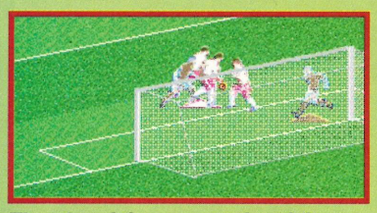
We're assured that Pele Soccer will be released in this country in September for £39.99. We'll be bringing you an in-depth review before then.



JOHN

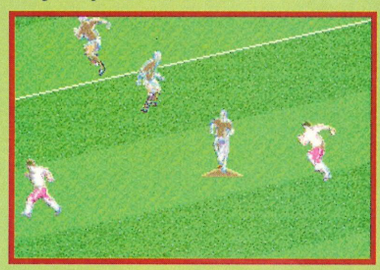


The crowd do their 'we're actually the creatures from the cantina in Star Wars' impression. Quite believable really!

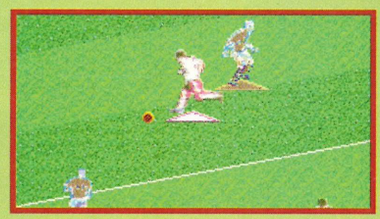


There's a fair amount of activity around the goal area – everyone piling in on top of the goalie isn't exactly fair now is it?

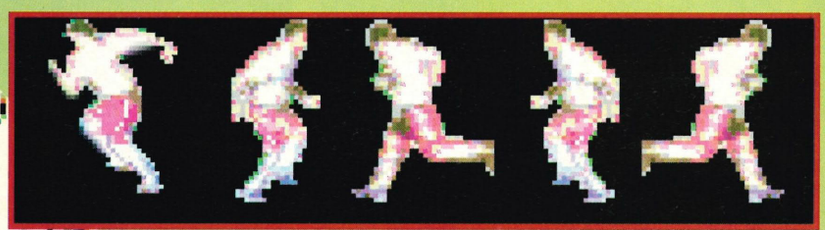
It's nice to see a different approach to a football game. Isometric views haven't really been tried before and they're quite effective



The version we've seen so far is actually very early so some of the sprites aren't quite finished as you an see from this chap here viewed in Predator-vision

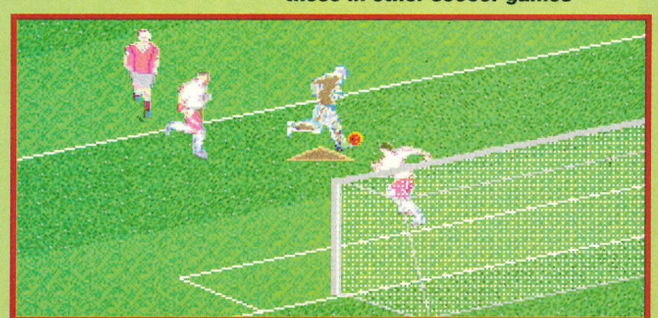






(Above) The players are all digitised from video and will eventually be animated using lots of frames

(Below) The animation looks to be coming along quite nicely. All of the players seem to move very smoothly and look far more realistic than those in other soccer games





Every character in the game has been carefully thought out and drawn before being committed to its pixillated form. As you can see, there looks to be a fair amount of weirdness going on here

BUBBA

Platform games and consoles seem to go hand in hand, but isn't it all getting a bit dull? Let's see...

PREVIEW



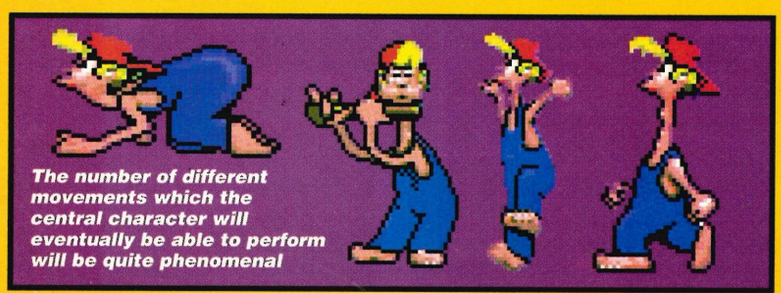
This is just the first part of what will finally be a scrolling map of the whole game world. You will start over here on the far left in the forest and eventually end up in the spaceport



The stick can be used to whack any of the various bad guys that will eventually roam the levels of the game. An effective bludgeon methinks



A great many frames of animation have been used to ensure that every movement the central character makes is as fluid and as realistic as possible



The number of different movements which the central character will eventually be able to perform will be quite phenomenal

I'm really into weird games. Forget run-of-the-mill movie licences and boring old farty stuff – if a game has a bit of whackiness about it I'll sit up and take notice. Core's forthcoming offering Bubba 'N' Stix definitely seems to have potential from what we've seen.

Currently in the ' incredibly early' stages of development this rather super-looking game draws elements from bog-standard platform games and mixes them with some brain challenging puzzles. It may not sound like the most original thing ever, but it has a certain charm that will undoubtedly win everyone over.

THAT'S MA STICK!

Before we go on it'd be best to outline the story behind the game a bit. Basically the hero of the game has been kidnapped by aliens and dumped on an alien planet.

Waking up with a tremendously sore head he finds that all he now has for company is a rather unusual stick creature that will obey his every command. All he has to do is explore the strange levels of the planet and find his way back home to Earth. Simple.

This may not sound terribly original at first, but when you realise that this stick thingy is a very intelligent being things start to hot up a bit. Our hero, young Bubba (his name could be either Bubba or Elvis in the final version) can use the stick to do just about anything. He can poke it in holes in walls and use it as a step, use it as a snooker cue, balance over tightropes, throw it at enemies or even just club creatures over the head with it.

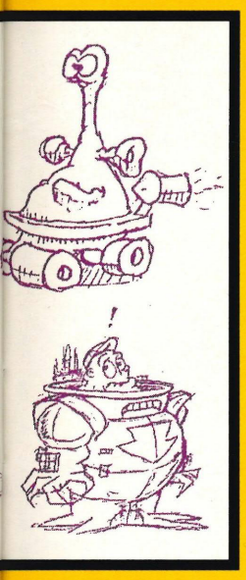


Throw the bloody thing away and it always comes back!

Later in the game it can even be used as a lever to open up doors or access the workings of various bits of machinery. It really is a very versatile little alien stick and it has an added bonus – you can't lose it. Whatever you do with it, wherever you leave it, you can always whistle it back into your hand.

All the major puzzles in the game require the stick in order to be solved and many call for a certain amount of brain strain on the behalf of the player. From what the programmers tell us the game is set to be huge, so it's not likely to be one you can finish quickly.

Although it's in the very early stages there are two things that are already apparent. First, the gameplay is going to involve a bit





Throw the stick too far and it'll always come back to you. Handy that really

Our hero can perform a huge number of moves – one of the most important of which is running away from anything even remotely horrid and yucky



'N' STIX



Hang around too long and Bubba gets a bit bored and starts to blow down the end of his new alien friend (oo-er!)



Even motions such as crawling are portrayed with some excellent animation

more than your average mindless platform game. Second, the graphics and animations used throughout are going to be absolutely gorgeous.

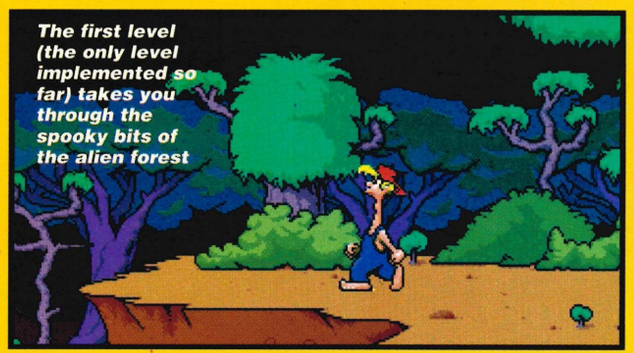
HUBBA BUBBA

As you can see from these screen shots the graphics have a very clean and crisp quality about them that give an excellent cartoon-look to the game. The animation looks extremely smooth and fluid, and coupled with the startling use of parallax scrolling and some clever background rotation techniques (SNES Mode 7 eat your heart out!) this looks to be as visually thrilling as it is original.

The game is pencilled in for an August or September release so we'll be bringing you an in-depth preview over the coming months.



JOHN



The first level (the only level implemented so far) takes you through the spooky bits of the alien forest

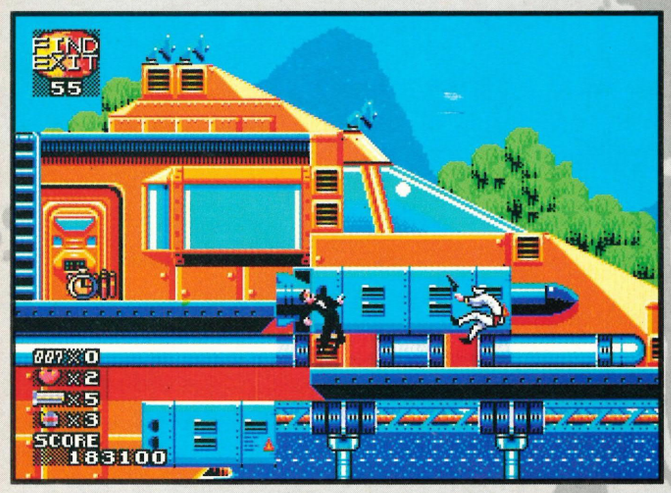


I still can't make my mind up whether he looks cool or a bit goofy – what do you reckon?

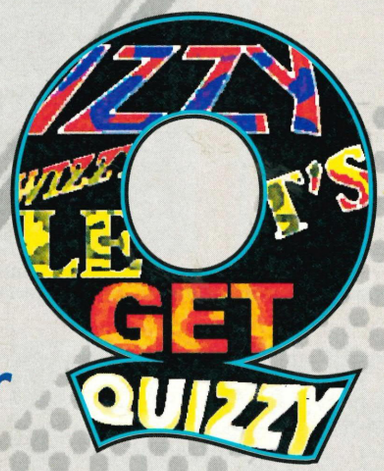
The intro to the game will show how Bubba came to be on the strange alien planet and how he met the alien stick. These original sketches will eventually be worked into a fully animated introduction sequence



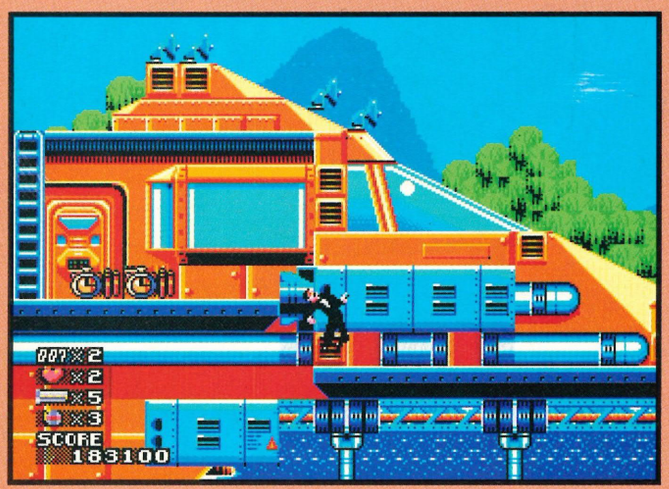
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Win the complete set of Roger Moore Bond films. That's seven videos in each package. Cor lummy guv!



SPOT THE SPY



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TIE-BREAKER: THE '00' IN '007' MEANS.....

What do Live and Let Die, The Man With The Golden Gun, The Spy Who Loved Me, Moonraker, For Your Eyes Only, Octopussy and A View To A Kill have in common? Yep correct, they are all classic Bond movies starring good ol' Roger Moore. If you fancy a box set with all seven of these corking vids in it why not enter this ridiculously easy competition and one of two sets could be yours.

BOND, JAMES BOND

What do you have to do then? You see the two screen shots on the left? Well, the one on the bottom has been doctored slightly and there are seven differences between it and the one above. All you have to do is circle the differences and then cut out the form and send it in to us. Dead easy or what?

For added fun and games fill in the tie-breaker thingy – yes, I know they're annoying, but think of the sense of achievement when you win. When you've done all that, sit down and have a little rest and then find yourself an envelope, a pen and a stamp and send the form in to the following address by 24 June 1993.

SPOT THE SPY,
MAG,
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
SK11 6LF.



BAG COMPO RESULTS

Well, the time has finally arrived to exclusively reveal the very lucky winners of the fab 'n' groovy 'carry-your-Mega Drive-in-a-Tesco-bag-no-longer' competition! We had not one, but 10, yes count them, 10 limited edition console carriers up for grabs. They're black, they're sleek and they are not quite XR3is, but they are better than a smoked herring for carrying your gear around to a mate's house and giving him a jolly good slapping on Fatal Fury.

Anyway, here are the winners (in no particular order of size); **J Millen, Kent; D Barrett, Manchester; J Davies, S Wales (never mind!); S Humphries, Essex; J Swain, Milton Keynes; M Salmon, London; R Bernard, Middlesex; A Keeling, W Midlands; S Creme, Reading and T Lewis, Berkshire.**

Mention must also be made of the dullard who claimed that a bag is in fact not a BAG – **Andy McGarry of Ashton-under-Lyne.** Next time read the question or face the wrath of Gerry's four-month-old boxer shorts!!



Cor lummy guv, look at these super-sexy-lovely-jubbley bags to carry your prized possessions...or your Mega Drive if you prefer

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DEVIL'S

What do you think of the Mega-CD? We hung around in Bits and Pieces in Macclesfield for a few hours, pestering the customers and generally making fools of ourselves.



PHIL



Store owner and all-round boss (a nice boss say the staff).

MAG: How are sales of the Mega-CD so far?

P: On the whole it is selling very well, considering it is (ahem) a little on the expensive side.

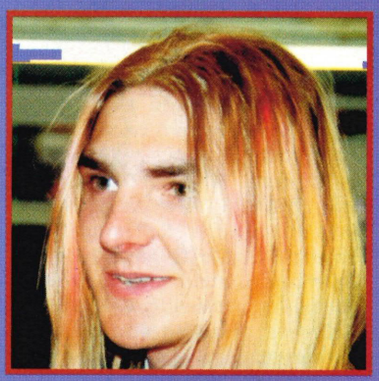
MAG: Any feedback so far regarding the software?

P: If you mean the free in-pack software disks, most customers seem to be content with what they have played so far. The new software titles are not selling so well at the moment, but as soon as people become fed up with the free stuff I'm sure all that will change.

MAG: Do you see the CD as something that will eventually take over from the Mega Drive?

P: Not at the moment. I suppose that quite soon everyone who owns a Mega Drive will get hold of one, natural progression I guess.

THE MAN WITH NO NAME



MAG: Have you bought the Mega-CD yet?

N: No, not yet but I'm seriously thinking about it – well, if I had the money anyway.

MAG: Have you played or seen any of the games available so far?

N: If that's one of the games (points at a screen), then yes, Cobra Command. It looks good, though maybe a little too easy.

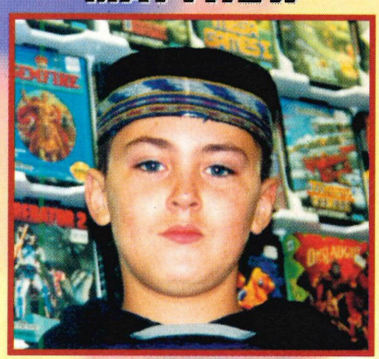
MAG: Do you see the CD as an expensive add-on to the Mega Drive, or the future for the console?

N: Well, it has to be the way things will eventually go, when the more advanced games appear the console will fade away.

MAG: How do you feel about the price of the CD games?

N: At £40 it's not so bad when compared to the actual Mega Drive, but it's still horrendously overpriced.

MATTHEW



The young arrogant games champ.

MAG: So Matt, what do you think of the Mega-CD?

M: Nothing released for it so far is particularly brilliant – the way people went on about it you would have thought it was going to be excellent.

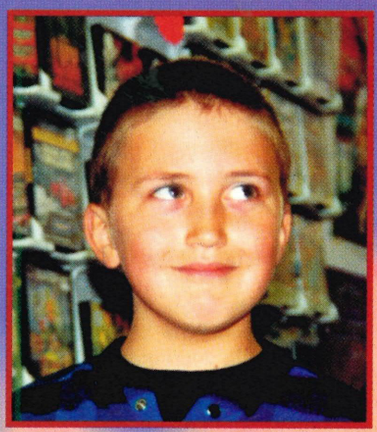
MAG: You're disappointed with it then?

M: So far yes, it seems to be all hype.

MAG: What about the games?

M: The free ones are all old games that most people will have played before, and what's the point in that?

MARK



Another top games player (so I'm told anyway).

MAG: Have you played any of the CD games yet?

M: Yes. Apart from Cobra Command all of them are old things that I've already played on the Mega Drive.

MAG: Is it worth the money?

M: I don't know. Luckily it's not me who digs deep and pays for all the stuff! (His poor mum.)

SIMON



Guess what? Another games wizard!

MAG: What about you, Simon? Do you think the Mega-CD was worth the wait?

S: Yes and no. The games that come with it were good in their day, but I can't understand why old games are being given away with a new machine. I expect it will get better eventually.

MAG: Do you think the software for it is expensive?

S: Yes, it's the same as normal

S ADVOCATE

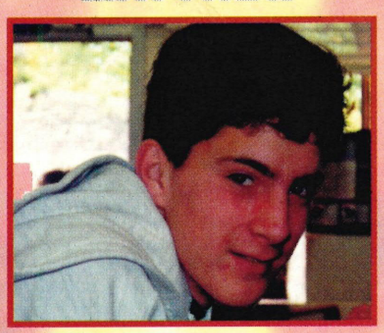
games which also cost too much.
MAG: So would you go out and buy a CD?
S: Yes, if I had the money.

JULIAN SLATER



MAG: What do you think of the Mega-CD?
JS: It's a very good machine with great potential.
MAG: Would you fork out the money though?
JS: I already have done. (That's blown that one then!)
MAG: What do you think of the free software pack included with the machine?
JS: I'm happy with it all. I didn't own any of the old games that came along with it, so I'm quite satisfied.
MAG: Have you bought any of the new games so far released?
JS: No, but I'm sure the new stuff will be an improvement on anything so far.
MAG: What about the price of the discs?
JS: Well, they're very expensive, but I shall have to pay as I don't have much choice really!

MATTHEW



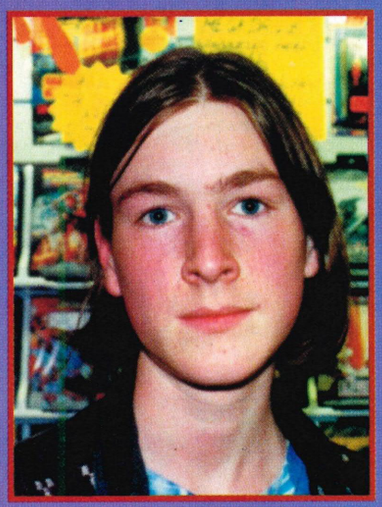
Innocent bystander caught up in events over which he had no control.
MAG: Have you played the Mega-CD?
M: Yes, I played it when I was in the States. (Show off!)
MAG: Convinced?
M: Mmm, probably, but I would still have to see a lot more titles released before I would actually fork out the money for it.
MAG: What about the games so far released?
M: The free games are all old things and most people who own a Mega Drive will already have them. They're popular titles, but I still can't see any reason for Sega including them in the pack.
MAG: Does it live up to the hype?
M: It certainly has the potential to be a great machine. Some of the new titles look great with the speech and the animated sequences. Probably a bit overrated.

DARREN WILMOT



He works in the store.
MAG: So tell us, is this thing worth the money or not?
D: Of course it is. It's so advanced that it'll make you breakfast and tuck you in at night.
MAG: Have you played most of the new titles available?
D: I've played them all and let me tell you, they are all worth every penny. What's a measly £40 to most people? I can spend that down the pub in just under an hour.
MAG: Be honest now Darren, are you on some sort of bonus or commission scheme?
D: Erm, yes. Damn it, I've been sussed! The boss threatened me with the sack if I didn't say all the right things, I was only obeying orders!!! Please help me, I love my job.
MAG: Groan. Stop it please. End of conversation.

NICK



NICK: A hip and trendy customer (because it's that type of shop)
MAG: Thinking of buying the Mega-CD?
N: Yes, I am actually.
MAG: Is the price a little off-putting?
N: Yes, it is a bit on the expensive side.
MAG: Have you played any of the games yet?
N: No, but I've seen quite a lot of them and I have to say they don't look too good.
MAG: What about the software prices?
N: Actually I don't think it's really too high in relation to other things such as Mega Drive carts.
MAG: Do you think it's lived up to the advertising hype?
N: No, not with the games so far released. However, time will tell if the thing will sell.



Thanks to all the staff and customers of Bits and Pieces, Macclesfield, for their help with this article. Oh yes, they asked me to say that it is possibly the best-stocked consoles shop in the country, and they can convert your Mega Drive to run US imports for a reasonable sum of £15 – call 0625 501810. There we are, free plug over. Can I go home now?



FATAL FURY

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Are you a sad games player who is in need of some gems of wisdom? Read on to master this beat'em-up.



RICH

GENERAL ADVICE

● Whenever you are fighting against a friend or the computer make sure that you play defensively. If you go all out for a quick win then you will probably lose. Just hold back and wait so that you can benefit from your opponent's mistakes.

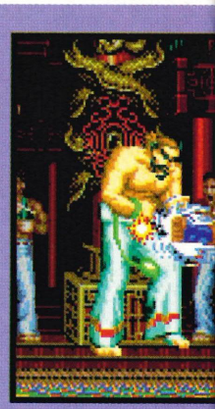
● The more astute of you will realise that you can jump into and out of the screen. If you are standing in the foreground and the computer opponent is in the background, or vice versa, then wait for him to jump to where you are standing. If you do a ducking kick as he lands you will knock him back to where he was before. He will then jump to where you are again, and so on. This will result in an easy win.

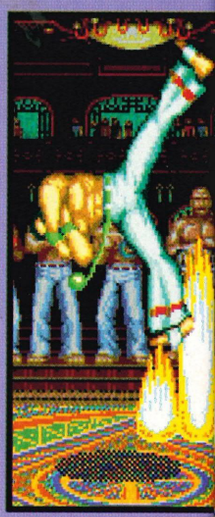
RICHARD MYER



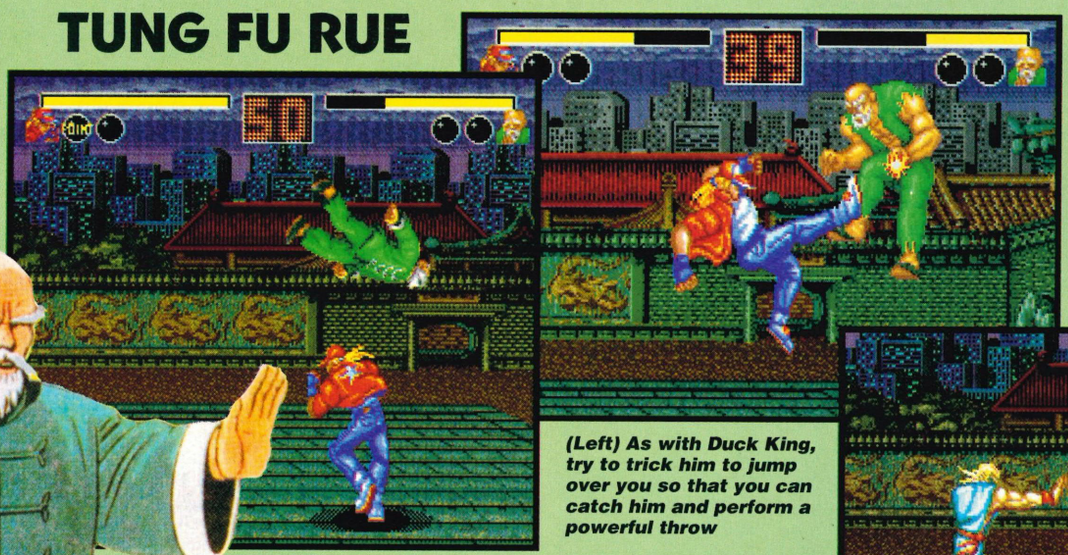
He has lots of spinning kicks. If he tries this spinning handstand kick against you then do a low sweep and kick his hands from underneath him. If he does a spinning kick use a jumping kick

If you are Terry Bogard learn his supershot kick. Do this and Richard Myer doesn't stand a chance





TUNG FU RUE



(Left) If you are playing as Terry then counter this move with a supershot kick for maximum damage

(Below) Tung Fu Rue is a very sneaky fighter. You almost feel sorry for him because he is so small and then he mutates into a giant monster in the middle of a fight! When he does his spinning fist attack it is best to hit him with a fireball or hurricane



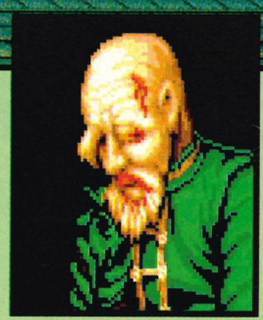
(Left) As with Duck King, try to trick him to jump over you so that you can catch him and perform a powerful throw





(Left) Whenever Tung Fu jumps towards you, sweep his legs away as he lands

(Right) Tung Fu may be a kung fu master, but he is too old to compete with the young fighters





When Richard is standing on the ground he sometimes pauses for a few moments, rocking backwards and forwards. When he does this, perform the flying fist or flying knee technique to knock him senseless



(Above) Alas, poor old Richard couldn't stand the pace, and now he is out of the competition



(Left) Richard is the master of aerial techniques. If ever he jumps in the air try to do a special attack such as the fireball or the hurricane. If you can time it to hit him as he lands then there is nothing he can do about it





If he jumps over you, anticipate where he will land and grab him from behind, slamming him into the ground

Duck must be related to Blanka in Street Fighter II because he does a lot of rolling attacks. As with Blanka, take him out with a quick punch whilst he is spinning

(Left) The easiest way to defeat Mr King is to keep catching him with your ducking kicks

(Below) If he ever jumps into the air, try to do a special attack that will hit him as he comes down to the ground



DUCK KING



Michael is the first tough fighter you'll meet. He doesn't do any kicks, but he makes up for it with his wide range of powerful punches. Get in close and do a lot of low kicks. He will probably block most of them but this will force him to jump into the air where he is very vulnerable



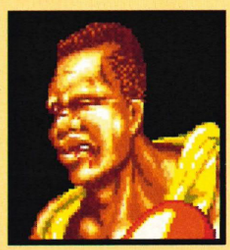
Because he is so large, Michael is a very slow fighter. If you get the chance, just run up to him and throw him to the ground

Like Joe Higashi, Mike can throw hurricanes that will whisk you off your feet. Try to block these attacks





You can also jump over these attacks with a flying kick, followed by a ducking foot sweep



MICHAEL MAX



Boxing may be a sport of kings, but a boxer will never be king of the fighters! Move over Michael!

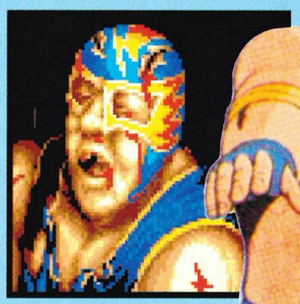
RAIDEN



Raiden is the final fighter in the competition and he is also the biggest! Because of his sheer size he is very easy to hit, but not so easy to avoid

Stand close to Raiden and he will do a drop kick. Duck down so that he flies over you and then catch him with a kick or throw





Raiden has been defeated and you are now the World Champion!



One of your best bets when fighting this guy is to keep your distance and pelt him with fireballs



When Raiden does this sand-blast technique make sure you are standing quite close. He will be vulnerable as he finishes his move, giving you the opportunity to give him a good kicking

HOWARD GEESE

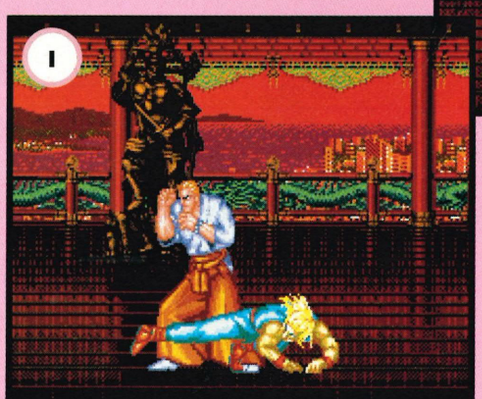
Your victory over the rest of the opponents is short lived because Howard Geese then jumps out of the crowd and demands to fight you. Master of Aikido, Geese is the most formidable opponent in the game – it's shame he's easy to beat. If he tries a special move then throw him and his move won't hit you



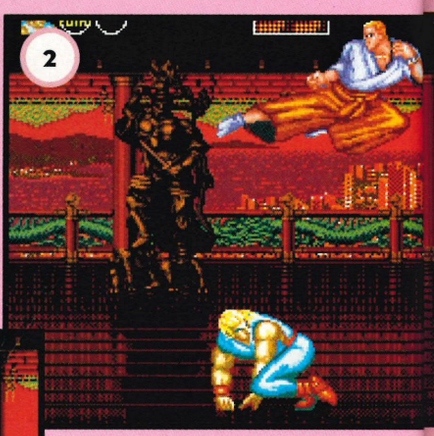




Fireball Howie from a distance and he'll get out of the way. Get in close and try to block all of his moves to beat him



To beat this opponent perfectly, just stand next to him and do a foot sweep. This will cause Geese to do a jumping kick...



(Above) ...and so you can hit him as he lands with another sweep. Just repeat this process and it is very unlikely that he will hit you at all!

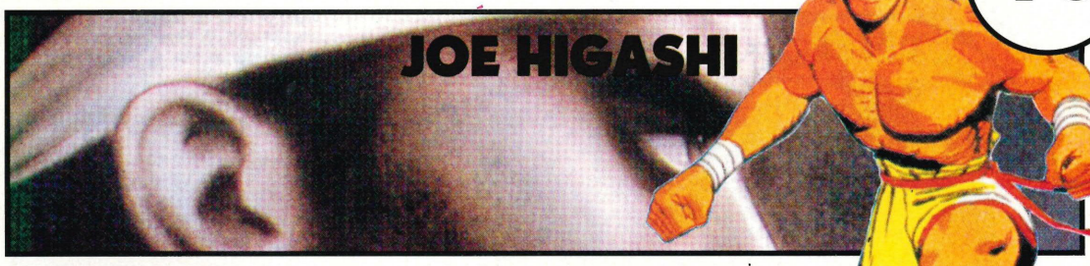
(Right) Be careful when you try to throw him under normal circumstances because chances are he will be able to throw you instead



THE THREE FIGHTERS

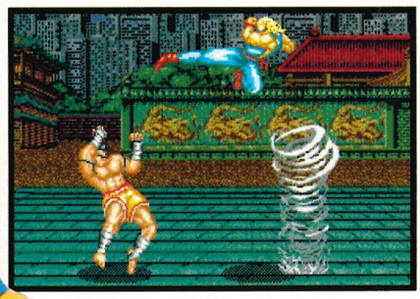
When you play this game you have a choice of three characters. You must choose which one you want to be, and after a couple of fights the other two characters decide to challenge you. To help you out here's the low-down on how to beat the good guys as well as the bad guys.

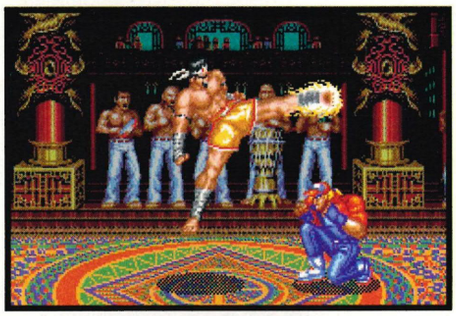
JOE HIGASHI





Joe's speciality is the hurricane punch where he unleashes a whirlwind that chases after you!





Duck under Joe's slash kick and hit him where it hurts!

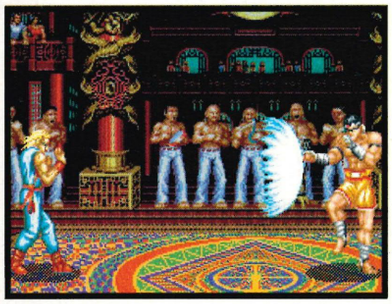
Joe's other move is the flying tiger knee. If this hits you then it will hurt so just counter the move with a low kick

ANDY BOGARD



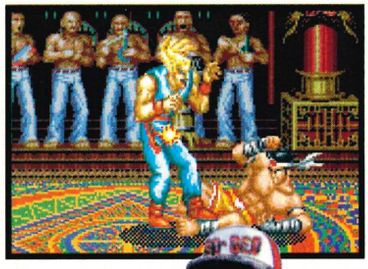


Andy has this annoying habit of spinning around in the air and hitting you. If he ever does this sort him out with a well placed kick



Jump over Andy's fireballs or counter them with a special move of your own

The dragon bullet is also one of Andy's favourite moves. If he ever tries to do it to you then counter it with a low kick



TERRY BOGARD





Terry Bogard has the best special moves. Like the rest of the opponents he is easily dealt with by doing a low kick as he lands after jumping





When Terry does his power wave just jump over it and kick him in the head

The supershot kick is one of the most powerful moves. Make sure you block it and then get in a punch afterwards







COOL SPOT

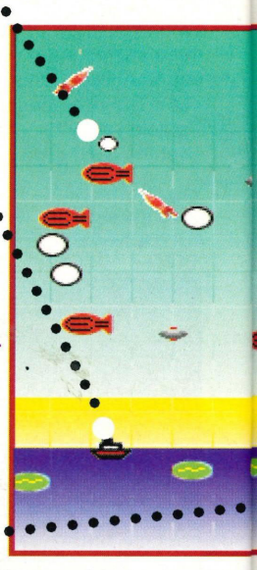
To help you lead cool dude Spot, here's the maps of the toughest levels of Virgin's latest release.



Rich

This is a special bubble that surrounds you when you touch it. It will then lift you up to the rocket at the top of the level giving you access to a secret supply of spots (8)

You start this level standing on a ship. Make sure you don't fall in the water because you will die instantly (1)



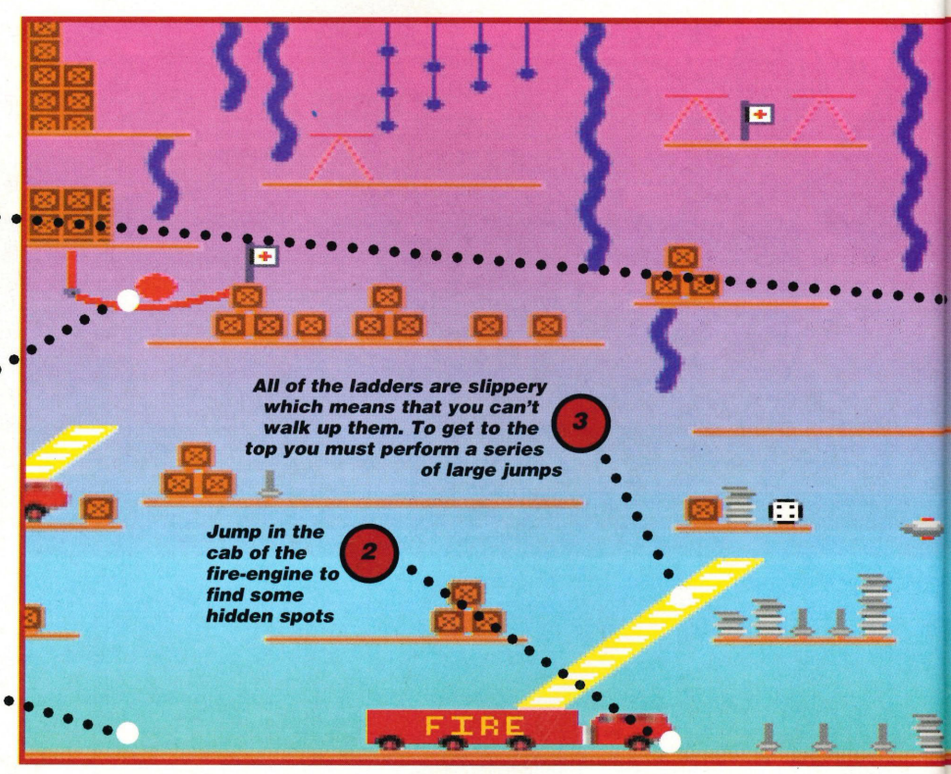
(2) *Some of the lily pads that you must jump on are already occupied by frogs that spit at you. Shoot them a few times with your bubbles to make them fall off*

TOYING AROUND

There is yet another bottle of energy at the top of this ladder (9)

The ball that rolls along this ribbon takes quite a few hits before it bursts. Just stand at a safe distance and shoot it (8)

This is where you start on this level. Run to the right and shoot all of the toy robots (1)



All of the ladders are slippery which means that you can't walk up them. To get to the top you must perform a series of large jumps (3)

Jump in the cab of the fire-engine to find some hidden spots (2)

THE KEY

BALL: *These balls that are suspended on the ceiling make great platforms to jump between*

BALLOON: *Use the red and green balloons as platforms so that you can get up to the top of the levels*

BALLOON GUY: *This curious balloon person is in fact just another platform*

BIG BUBBLE: *Jump on this bubble and it bursts sending you flying into the air*

CAGE: *This is your chum who you must rescue*

BOX: *Serve as platforms. You can also walk through these and find hidden goodies*

LITTLE BUBBLE: *Jump on a bubble to float up into the air*

MOUSETRAP: *This can either hurt you or send you flying*

COINS: *Useful as platforms*

DICE: *Are also useful as platforms*

HOUSE OF CARDS: *Again are useful as platforms to help you in your quest*

RESTART: *Touch a flag and you will restart from there when you next die*

SPIKE: *Avoid these as they cause lots of damage*

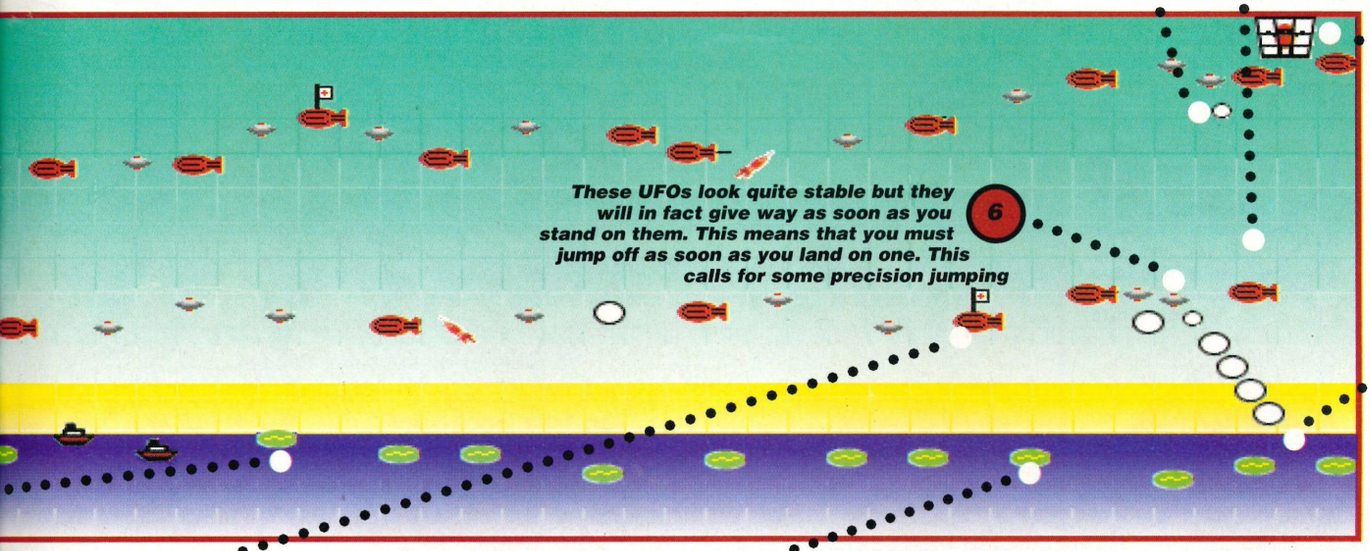
UFO: *Fall away when you land on them so move quickly*

WADING AROUND

If you reach this point and still haven't picked up enough spots then falling off this UFO will reward you with another handful of spots

9

5 Jump up here and you will find a bottle that restores your energy



10 Once you have found 60 per cent of the spots on the level then you can shoot the lock of this cage which will release you friend

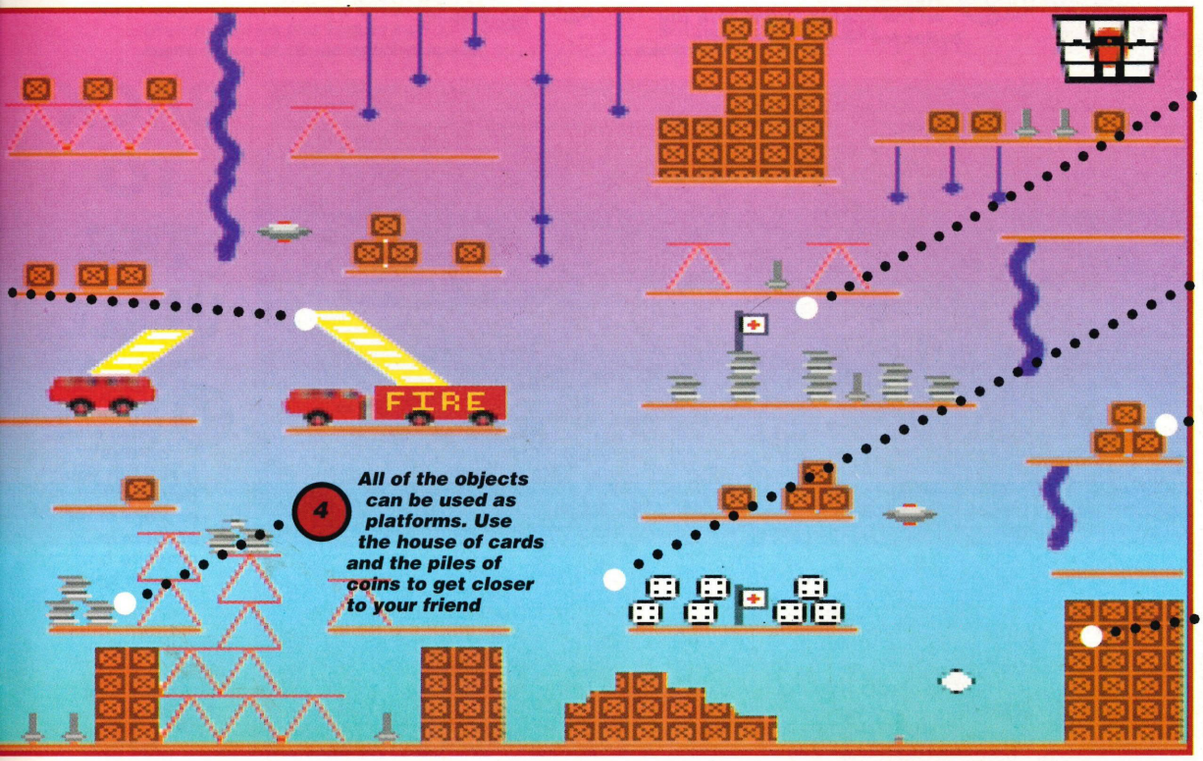
These UFOs look quite stable but they will in fact give way as soon as you stand on them. This means that you must jump off as soon as you land on one. This calls for some precision jumping

6

4 When you reach the far right of the level you must jump onto these bubbles. This will cause you to bounce up onto one of the Zeppelins above

7 Touch this flag and you will restart from here the next time you die

3 This is the first awkward jump you will have to make. Stand right on the edge of the lily and go for it. Do not try to pick up the spot that you can see on the left because if you do you will miss the platform and die



10 If you stand on the tall pile of coins underneath this platform and jump up towards the spike you will be able to jump through the platform which lets you bypass a large part of the level

7 Collect this bottle to have all of your energy restored

6 There are more spots hidden in this other pile of crates

4 All of the objects can be used as platforms. Use the house of cards and the piles of coins to get closer to your friend

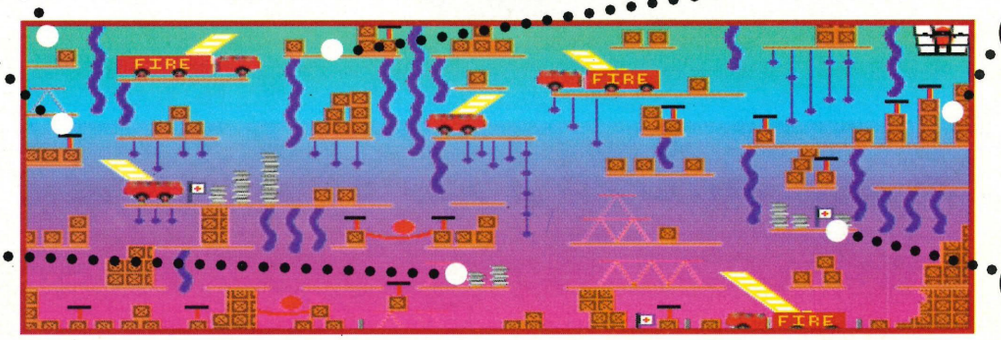
5 Use the bubble to get to the top of this stack of crates. You can actually walk through the side of the top crate where lots of lovely bonuses are waiting to be discovered

WOUND UP

Start here and climb down the rope to position two... 1

3 If you are low on energy then head up here where extra energy can be gained

...Where you will be confronted by this vicious pencil creature. At first sight it looks harmless, but soon it will start spinning around which will sap your energy. You can only shoot it whilst it is spinning 2



6 Use these crates to get to the cage, or run through the lower ones and jump which will result in you being thrown into the air, collecting hidden bonuses as you go

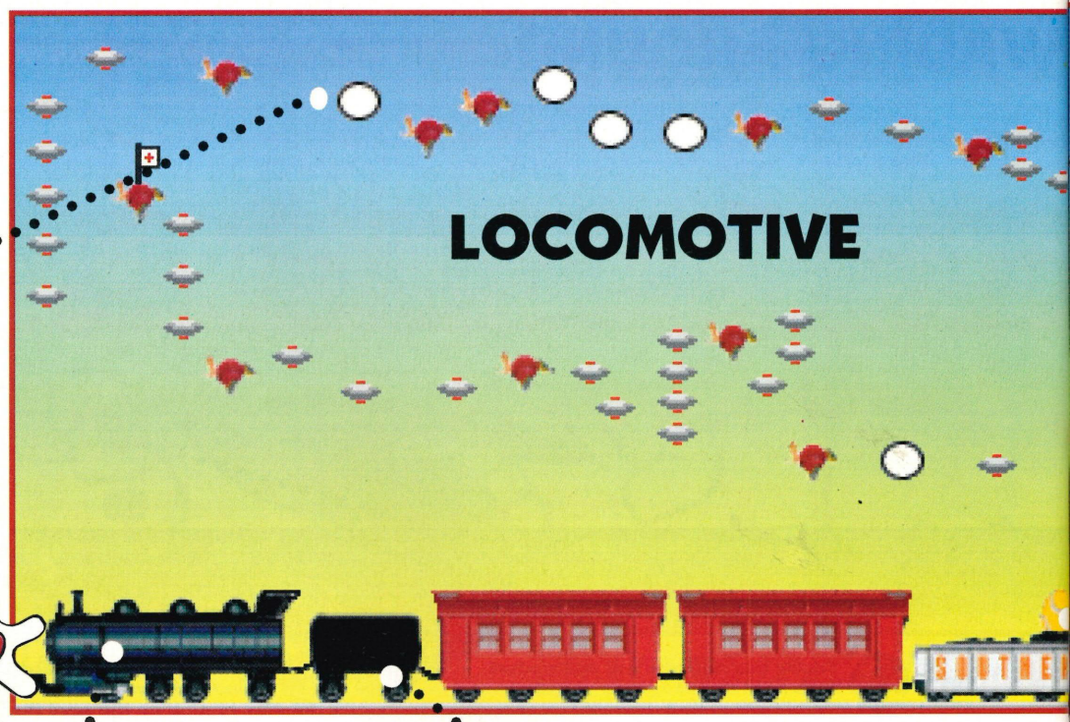
Because this is a particularly tough level there are lots of energy bottles strewn about 4

5 You guessed it, it's yet another energy bottle



6 Take a massive jump from the edge of the big balloon and you will land on this bubble that will bounce you to safety

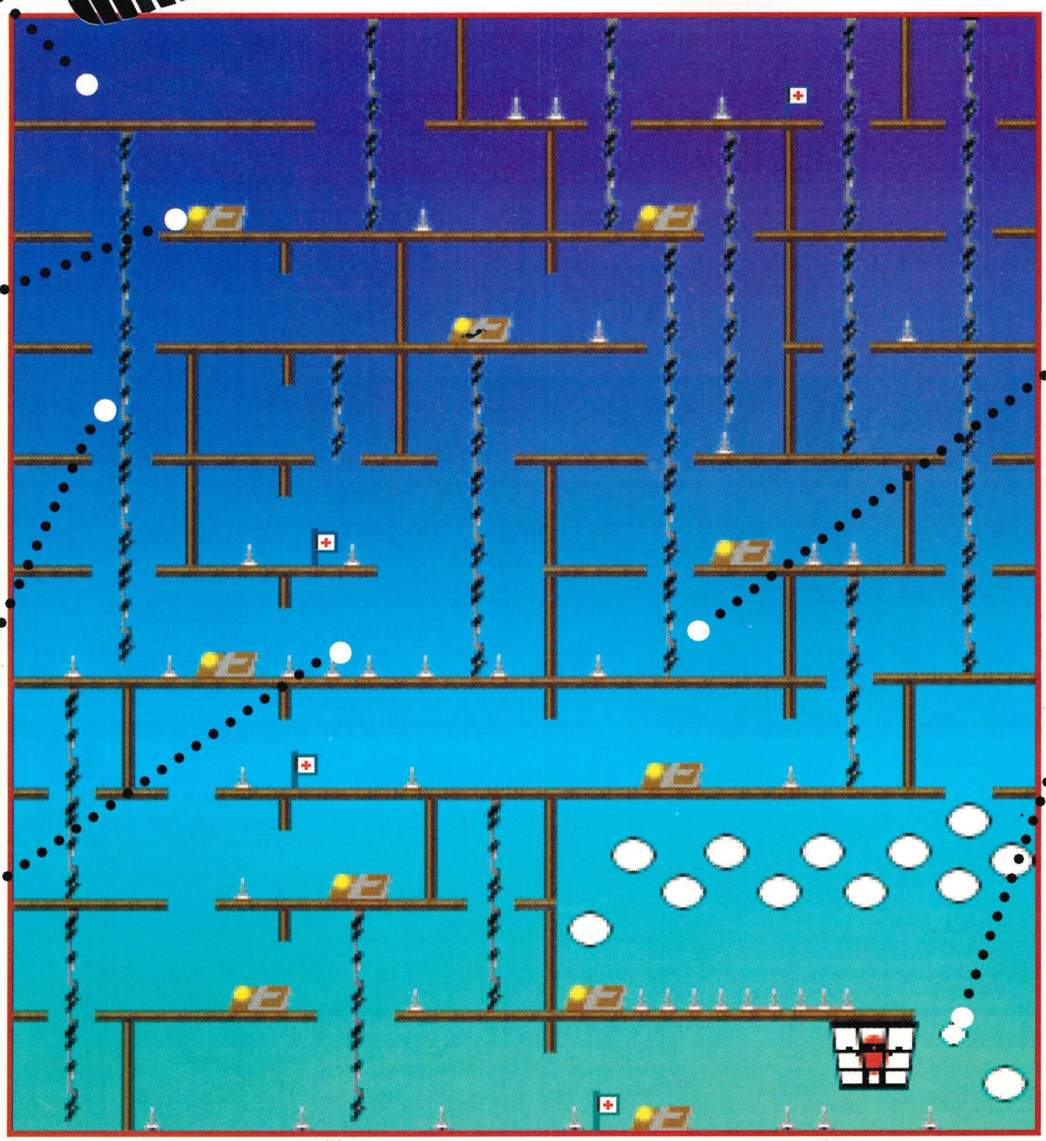
LOCOMOTIVE



1 This level is set on a runaway train and you start off standing on the engine. Jump into the boiler for some extra spots

2 There is a hole in the top of this coal wagon. Jump in and get more spots

BACK TO THE WALL



1 This is a particularly hard level and there are no energy or time bonuses anywhere. This is where you start and the first thing to do is to head right and climb down the wire

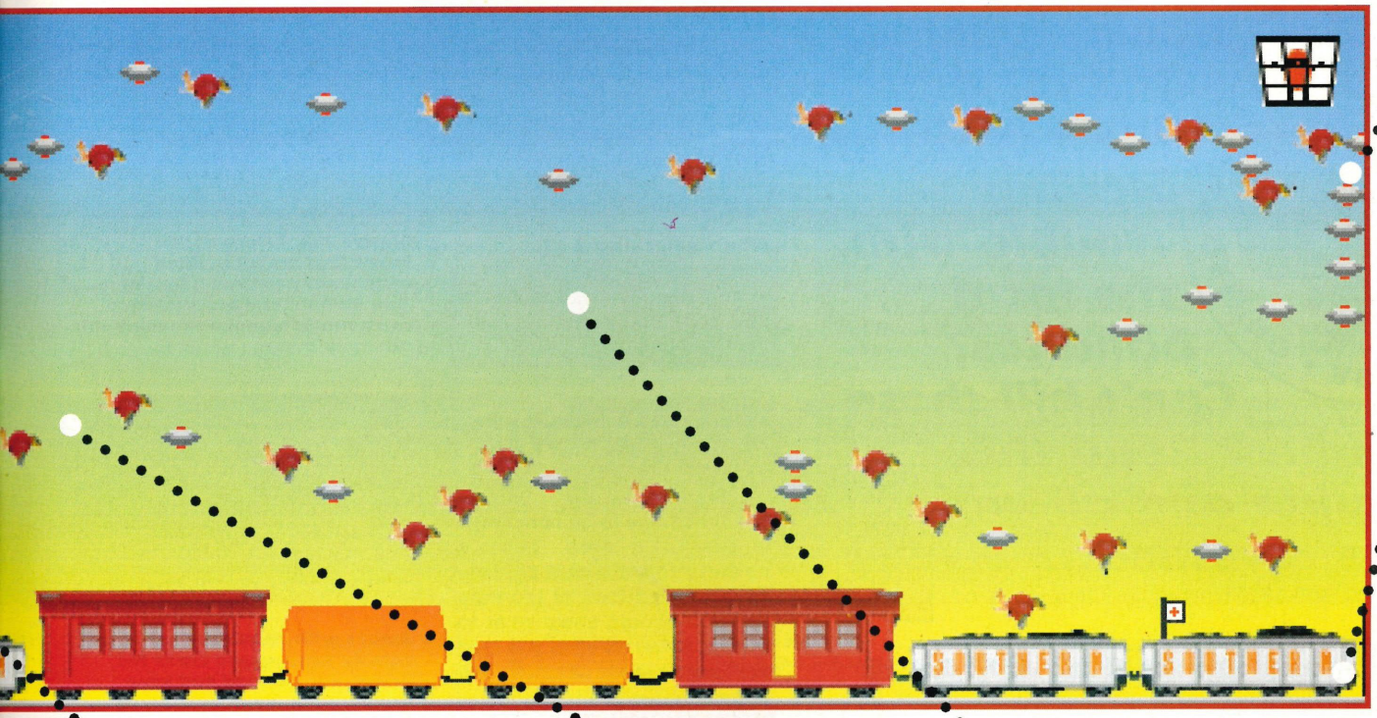
2 There are quite a few of these mousetraps dotted around this level. If you jump on the left-hand side then it will snap shut on you causing you damage. If you jump on it from the right though it will snap shut and fling you painlessly up into the air

3 Be careful when you climb up and down these wires because insane mice will start to throw lumps of cheese at you

4 Watch out for the mousetrap and the large number of spikes on this platform

5 There are lots of dead ends on this level, but you have to explore most of them in order to find enough spots

6 Run under your mate's cage and jump on the bubbles and you will be bounced up to a previously undiscovered platform. Work your way along to the left avoiding the spikes and then bounce your way up and right on the bubbles that you find



8 If you still haven't got enough spots by the time you get here then follow this set of UFOs to find some more

4 If you fall off the far end of the train, instead of dying you will be rewarded with extra energy

3 On the 'Southern' carriage you will be attacked by mad railway men throwing coal. Take them out and then stand on the tennis ball to reach some more of those elusive spots

5 There is another energy bottle here, but I don't know why because there are no enemies in this section of the level!

7 Collecting this little icon will give you extra time to complete the level. To reach it you must fall on it from the platforms above

DOCK AND ROLL

6 If you do a running jump off the left-hand side of this platform then you will pick up a lot of spots and will end up on a platform that is normally difficult to reach

4 This is another short cut. Climb right up to the top of this rope and jump to the right and you will just catch hold of the bottom of another rope

5 These spiky balls are littered all over the place. Avoid contact with them at all costs

3 If you climb half-way up this rope it is possible to jump up and left. This is a major shortcut

2 You won't get far if you don't notice the holes in the ship's mast that you can run through

1 This is the penultimate level and it's the hardest of the lot. You start down here and have to work your way around to the top-right of the stage

SUNSET RIDERS

MEGA DRIVE ADVANCED GAMING • MEGA DRIVE ADVANCED GAMING •

Howdy partner and all that kind of thing. Having trouble with the local banditos? Can't kill those Injuns? Read this guide and all will be revealed...



GERRY

THE BONUS STAGE

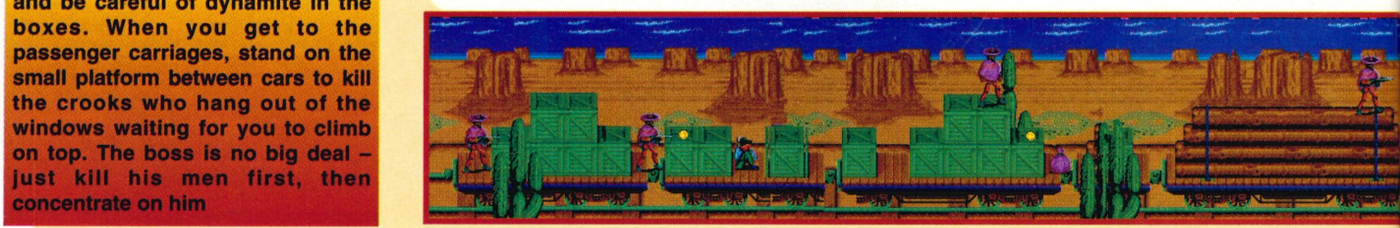
Easy rules here – to obtain all those continues and money, simply watch where the shadow stops. Gallop towards it on the horse and claim that prize



LEVEL TWO

The train. There are no set ways of completing this stage. Follow the map and you will know what to expect. Always watch your back and be careful of dynamite in the boxes. When you get to the passenger carriages, stand on the small platform between cars to kill the crooks who hang out of the windows waiting for you to climb on top. The boss is no big deal – just kill his men first, then concentrate on him







When selecting a character always choose Cormano. He is armed with a shotgun which has more fire-power than Bill's silly little pea-shooters!

Always shoot the wooden boxes that are often filled with handy power-ups for the gun. Be cautious because they can contain explosives which will blow you away

1

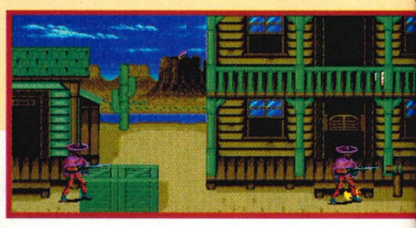
LEVEL ONE

The first stage to be completed is the town area. There's nothing too difficult to do – have a quick look at the map and you should know what to expect. Never dwell in one area too long as loads of crooks will appear filling the air with bullets and you won't stand a chance. Whenever your man enters a new area always check behind you, these criminal types have a habit of sneaking up and shooting you in the back. Whenever possible enter the saloons and banks to collect extra ammo and rapid gun energy



Blokes with knives are out to get you. As soon as you cross the bridge, turn around and keep firing

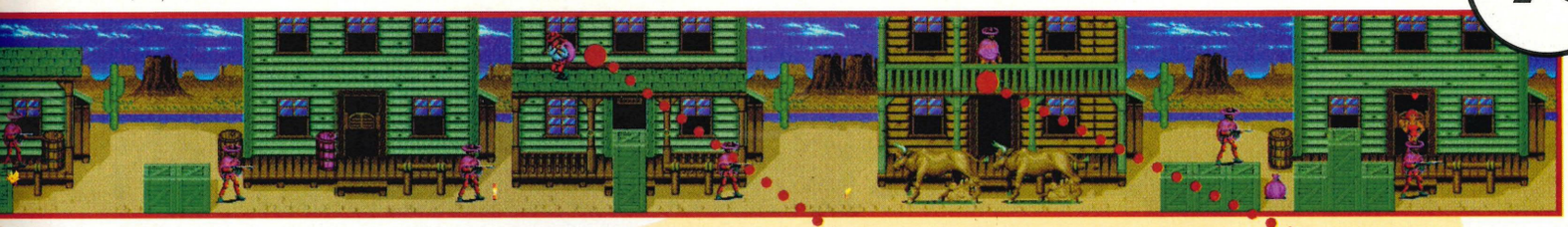
7







Billy Cool is a real rootin' tootin' cowboy so don't mess with him! Cormano is jealous of him because of his talent with the ladies

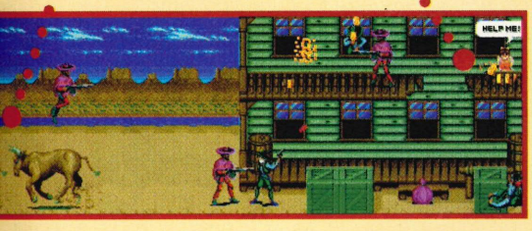


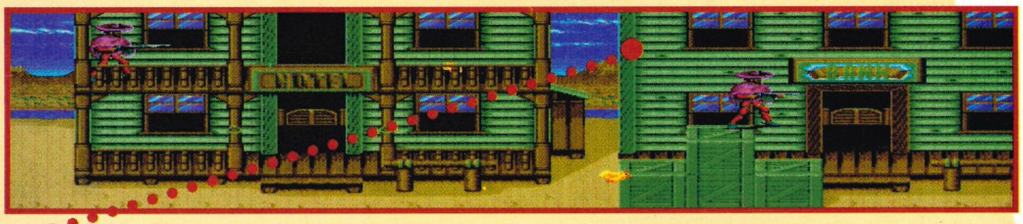
When you reach this stage more cows will appear. Jump onto the leader's back and leap-frog from cow to cow to avoid being killed **4**

The damsel in distress. A bit on the tricky side as there's no set formula to avoid her captor's bullets. Keep high as much as possible, then stay under the cover provided by the wooden boxes. You have loads of time, so don't panic **5**

2 High windows. Eight out of 10 times a baddie with a shooter will appear as soon as you pass. Always be ready for them. Keep to the high ledges whenever possible

3 When you reach this stage jump up onto the balcony. A herd of stampeding cattle are out shopping for the day – as they do!

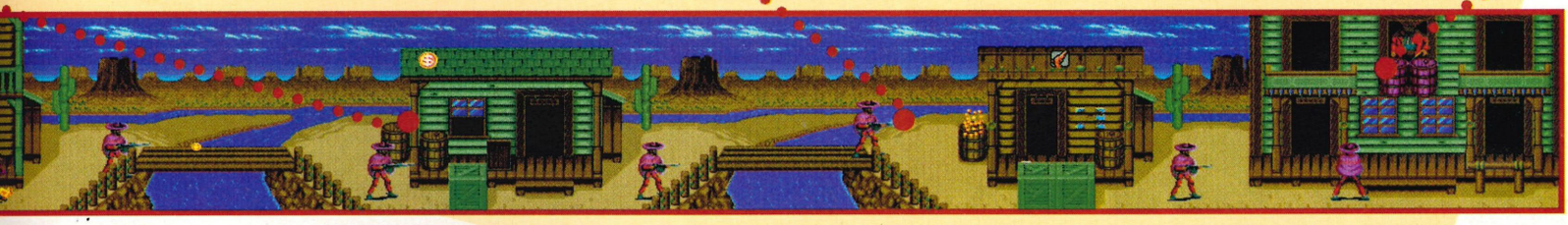




More of the same here. Stay high and use common sense. Shoot high barrels whenever possible and watch your back **6**

Same rules as with the other bridge – watch your back **8**

The big boss. Stay to the sides and deal with his men first, they do not cause too many problems. Shoot the barrels at his feet but be careful when they fall. After this the boss should be easy prey to a ruthless killer such as yourself **9**

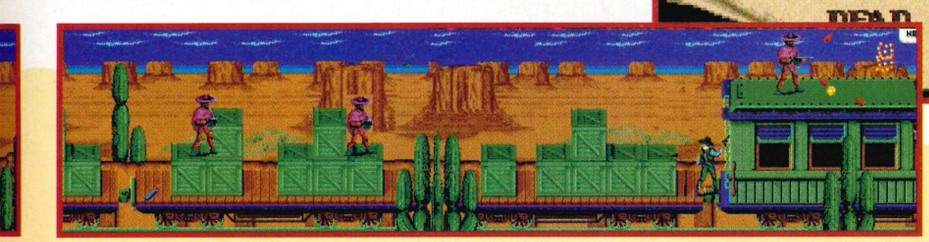


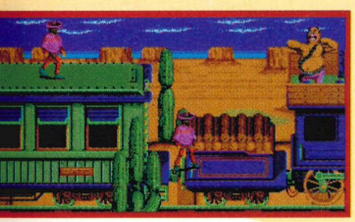


In general Cormano is a better character than Billy because he has a bigger and better weapon and he eats less baked beans

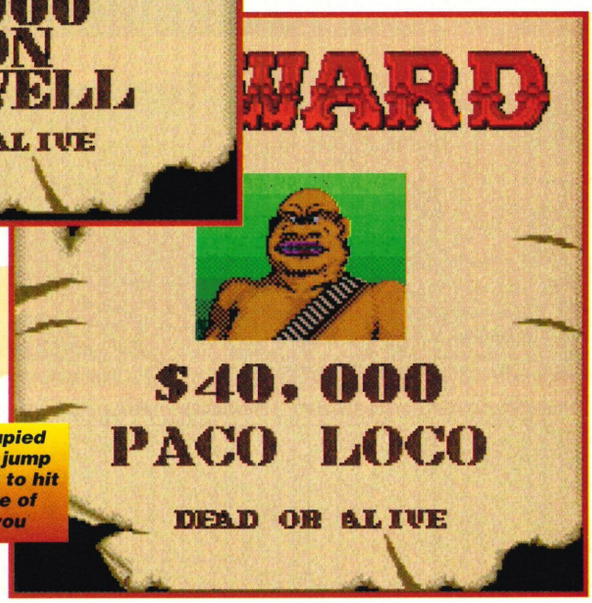


When you meet Simon Greedwell he will be hiding behind some barrels. Shoot the men who attack you while you're shooting the barrels away. When you have destroyed the barrels you can concentrate on shooting Greedwell. Avoid his shots and he will soon be dead meat



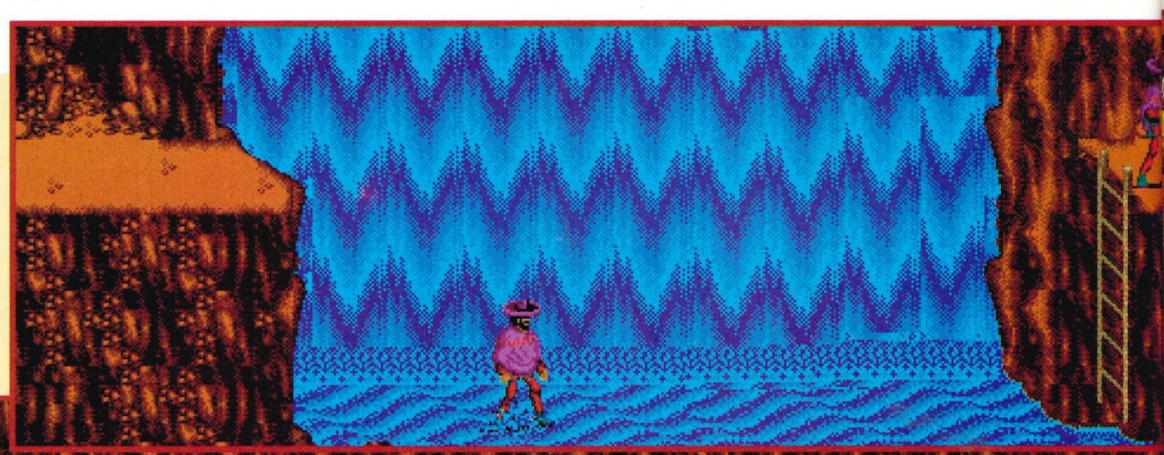


The last carriage of the train on level two is occupied by Paco Loco and his hoods. When you meet him jump out of the carriage and shoot diagonally upwards to hit him. Watch out because he shoots back and some of his men will climb out of the windows to attack you



LEVEL THREE

The Injuns. A little more tricky than previous stages so study the map until you know the terrain. Keep up a constant rate of fire because there are masses of Indians all over the place





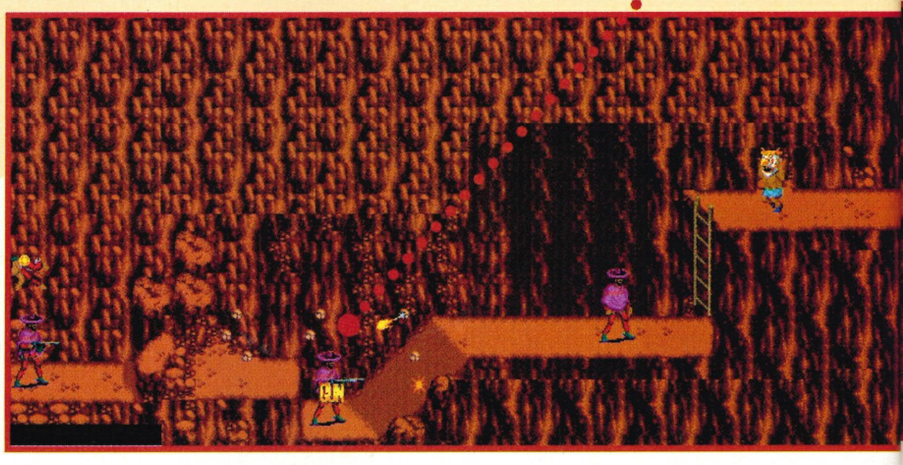
1 *Whenever you come to a slope or hill watch your back. Savages carrying fire-arrows have a nasty habit of sliding down the cliff and attacking from behind*

Masses of braves attack from all directions so be on your guard and keep shooting

4 *Falling rocks and masonry*



The big Chief. He is difficult to kill so wait until he jumps onto one of the poles then move to the opposite side of the screen. Wait until he is on the ground, then blast him. Whenever possible shoot him when he is in the air, but always make sure you stay a good distance from him



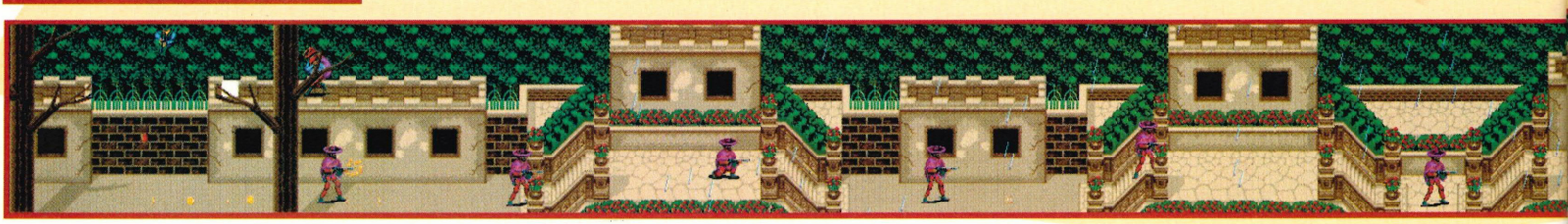
FINAL LEVEL

Here is the bad guys' ranch so get ready for a lot of shooting. Watch your back and keep an eye on the bushes which contain snipers. Stay low because masses of thugs attack and this section is difficult to complete. Only your reflexes can save you here, so good luck!



1 *Watch your back for wolves (I think they're supposed to be wolves) that attack from behind*

2 *Blast the wall and it will eventually give way. Be careful of the wolves behind you*



When you step onto the bridge it will fall into the water, but don't fret, this will do you no harm. Turn and fire as the Indians attempt to kill you from behind. Wait for the two on the ledge to come into the water before killing them. Now rescue the girl.

2 *Careful of the falling rocks at this stage*

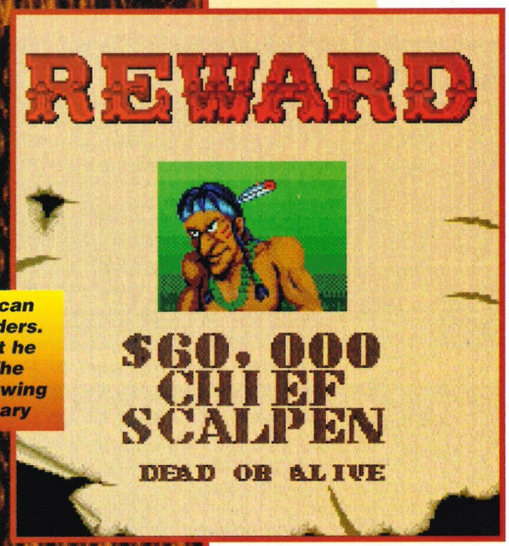
3 *Falling stones here*

Now you have completed this section it's time for some fun on the rope-lift. Stay in the top section because this will enable you to kill the Indians who attempt to board for a free ride. If you are a high score freak jump onto the ledges for the power-ups, If not, leave them as they are more hassle than they're worth

6 *Falling rocks and masonry*

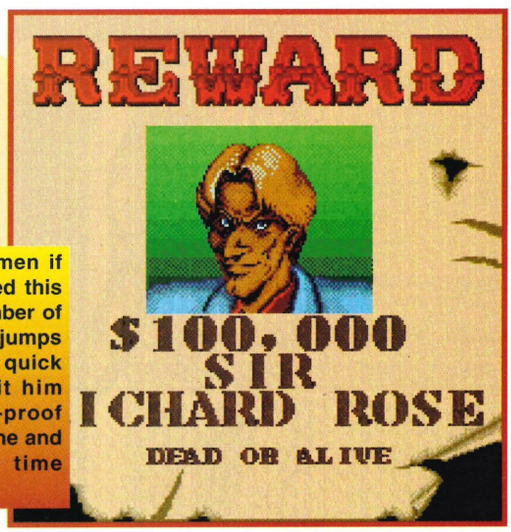
5 *Falling rocks and masonry*

The Chief is one tricky so and so who can take a lot of damage before he surrenders. He is swift and agile which means that he can jump great distances with ease. The fact that he is also very skillful at throwing knives makes him a very tough adversary





Mmm, a tricky one this. Kill all his men if possible and once you have completed this feat your next opponent will be a member of the British aristocracy. Whenever he jumps from the balcony you must fire one quick shot and jump up. This should hit him enough times to remove his bullet-proof vest. Continue the 'up and down' routine and you'll kill him. This method is time consuming and boring – but it works





SHEILA McDUFF'S TIPS

Welcome my lovelies to my boudoir, where I once again try to ease your pains with help coming straight from my warm and tender heart.

After the amazing response to my helpline page last month, I have managed to crawl from under the huge pile of letters to let you know that if you are stuck and need a helping hand, don't forget to send you queries to me at:

Sheila McDuff,
***MAG*,**
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire,
SK11 6LF.

BART'S NIGHTMARE

Dear Sheila,
I am writing to you because I am stuck at the lollipop bit of level two in Bart Vs the Space Mutants. Also can you please tell me what the magnet is used for?
John Wilson, Dumfries.

Well John, stand at the start of the cement section and then jump onto the second moving platform just before the 'lollipop bit'. Jump up and down three times and you will be taken past the part of the game that's troubling you. If you use the magnet at the Wheel of Fortune just before you play the game you will win some money.

BLACK BALLED

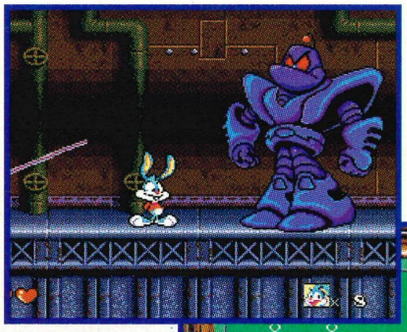
Dear Sheila,
I have recently been told that there is a secret game hidden away in Black Hole Assault. Do you know how to get to it, because if you don't I will remain a sad and lonely person for the rest of my life.
John Ng, Borehamwood.

Never fear John because as always I know the answer to your problems. Load up the game and go to 'Name Entry' on the options screen. Select the name 'AZY.', change it to 'AZY', and then quit from the name entry screen. Go to play the game under the name 'AZY' and you will find yourself playing a new game called Black Ball Assault, which incidentally is better than the actual game itself.

POCKET JUGGLING

Dear Sheila,
Please could you tell me how to do the trick shot on stage four, New York to Atlantic city on Side Pocket on the Mega Drive. I have tried every possible way of doing the shot and failed and am near to pulling my hair out in frustration. I hope you can help me, as without doing that shot I can't finish the game and go on at least to stage five.
Timothy Lowe, Tipton.

I don't know much about this game myself, as pool is played by fat, hairy men in seedy places. However, one of my minions was up all night last night beavering away to solve your problems. Apparently you must aim directly at the blue ball (number two) and hit it with full power, using maximum draw and no spin. If everything works out, all the balls should go in their respective pockets.



Can you get past Elmyra and reach the final boss?



Having problems with your balls? Sheila is the one to help relieve your stress

TAZ TIZZY!

Dear Sheila,
I reckon that your magazine is brilliant and much better than any of the others. I am writing regarding the tip for Taz-Mania in issue seven. I've tried it over and over again. Could you tell me what I am doing wrong?
Olivia Stephen.

All you have to do is to hold down A, B, C and Start simultaneously on the second joypad at the title screen. If you hear a bell sound then you've done it correctly. Nothing could be simpler!

FEMALE PROBLEMS

Dear Sheila,
I have recently bought Tiny Toons and have got quite far into it, but just cannot get past Elmyra. Even at full speed she manages to catch me and hug me to death. Can you give me any clues to help me get past her?
Andrew Lyons, Portsmouth.

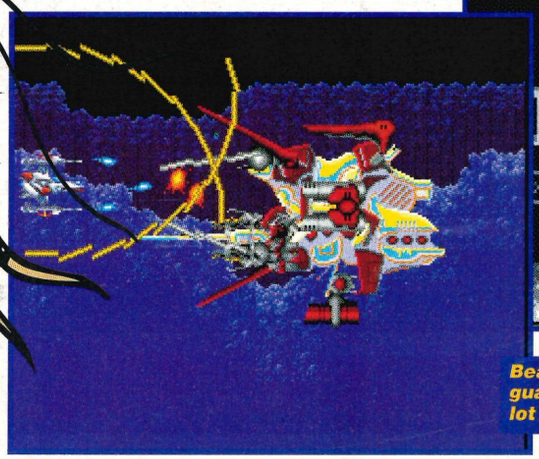
The trick to this stage is to take things slowly and not at full speed like you've been doing – silly boy! If it looks as if Elmyra is going to catch you then jump over her. She will turn round and then you can jump back over her again and carry on running left to the exit.

FEACE FARCE

Dear Sheila,
For my birthday I was given a Mega-CD which came bundled with some games, one of which was Sol-Feace. I think this is a great shoot'em-up but I am having a few problems defeating the guardian at the end of level four. Are there any cheats that I could use that would help me get past it?
James Newham, St Leonards on Sea.

Unfortunately for you I don't know of any cheats, but I do know how to beat this tough guardian. When you first meet it, it will shoot masses of bullets from its bottom section. If you manage to survive this it will then shoot two homing lasers at you. Just concentrate on shooting the spaceship and soon your worries will all be over and you will have completed the game.





Beating this final guardian will take a lot of effort



If you get bored with Black Hole Assault, which you inevitably will, then why not play the secret hidden game?

GAME GENIE CODES

More games 'effects' (as the lads at Hornby Hobbies like to call them – we call 'em cheats) for you. If you discover any codes of your own, drop us a line.

ROLO TO THE RESCUE

Another cutesy platform game with lots of luvvy-wuvvy fluffy wikkle bunnies and stuff. Only one code for this, but it's quite useful...

DJ8AADYE – Invincibility, infinite lives plus a full map.

Before entering the code, make sure the Game Genie is switched off (down), now enter the code and press Start. When Rolo walks on screen turn the Genie on and press Start.

The screen will go black, but don't worry! Press A on the joypad and you'll go back to the title screen. Next turn the Genie off and then press Start. You'll now have the cheat activated. Weird huh?



ROAD RASH II

As ever, Road Rash 2 is still strong in popularity so here are some rather useful codes for those of you who are hooked on Electronic Arts' racing/beat'em-up.

RH6A86YI – The master code MUST BE ENTERED
8TSTACD8 – Start with $5,000 (Player one)
7ASTAGD8 – Start with $10,000 (Player one)
2TSTAWD8 – Start with $25,000 (Player one)
2ASTAC58 – Start with $250,000 (Player one)
8TTAACDW – Start with $5,000 (Player two)
7ATAAGDW – Start with $10,000 (Player two)
2TTAAWDW – Start with $25,000 (Player two)
ZATAAC5W – Start with $250,000 (Player two)
BESTAAEG – Start with Diablo 1000N
BTSTAAEG – Start with Banzai 750



ECCO THE DOLPHIN

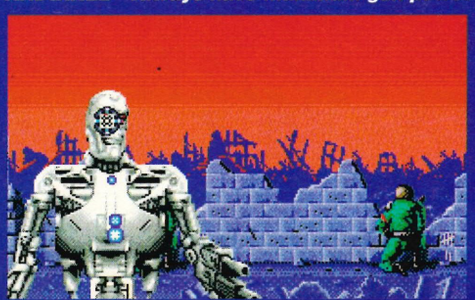
As ever we've got tips for Ecco – do the cheats for this game never end? So prepare yourself for the next batch...

AKRTJA64 – Infinite air
AL2AJA7AI + ALZAJA5Y + AAVTNAFC – Protection from enemies including the octopus
SW2AKGPJ + TCAJGEL + E42AJAFN – Jellyfish and other enemies restore air instead of taking it away
HCBTLAEW – School of fish restores health completely

TERMINATOR 2

Even though it's a bit crap unless you've got a Menacer, T2 is an extremely popular game. Maybe the following petit tippettes will help get you past the really annoying bits.

EY6ABE3W – Start with 25 credits
RY6ABE3W – Start with 75 credits
RZ8AA6V6 – Infinite lives
RGJAA6OC – Infinite energy
RZ8AA6XO – Infinite rockets and shotgun shells on pick up
SF4ABJXL – Start on trip to Skynet
SF4ABNXL – Start on Skynet
SF4ABTXL – Start on Cyberdyne Systems
SF4AB2XL – Start on Freeway
SF4AB6XL – Start on Steel Mill
AADtAAEL – Always have maximum gun power



SUPER MONACO GP 2

Even though he doesn't drive for Williams, Ayrton Senna has proved to be a big hit for Sega. The following codes should help make your Grand Prix career a bit less troublesome.

RE5TC6Z6 – Your position is always reported as first
SBFTBAYA – Start the World Championship on round nine
B7FTAAEC – Start World Championship on round 16
DAAACACL – Much faster high-end acceleration plus greater top speed (this code only works with automatic transmission)

THE TERMINATOR

If you can't finish this without a cheat you're a sad muppet, so for those of you who are crap here's a few codes.

RO3A861A – Protection from damage
AW9T8A78 – Infinite time bombs
AG2A8AGO – One time bomb at once
BL2A8AGO – Nine time bombs at a time
EC2A8AH2 – Energy capsules worth more

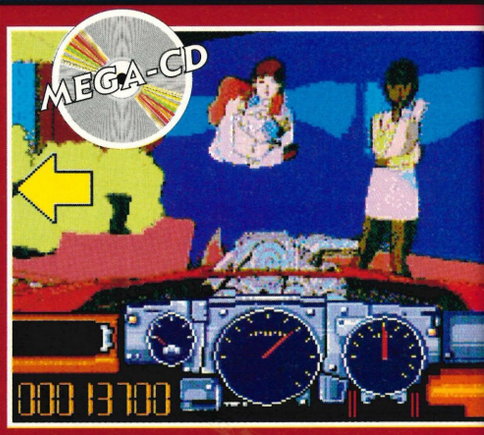
MARIO LEMIEUX HOCKEY

Not as good as NHLPA but still a damn fine game. It's good value too 'cause you get a bloody great ice hockey puck with it (very useful).

FCJTD8XT – Player one starts with 49 points
AKVTC72N – Freezes game timer
FBZTD814 – Player one scores 49 points each time a goal is scored

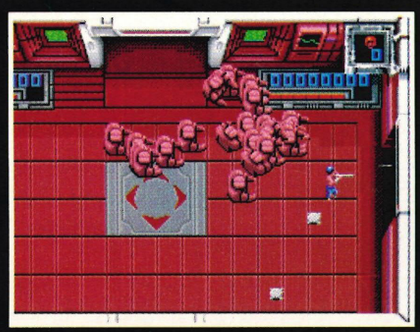
DIRTY ROTTEN CHEAT

The ultimate selection of red-hot tips and cheats for both Mega Drive and CD games. As ever, we welcome any tips from you lot...write to the usual address.



SUPER SMASH TV

Quite a clever little cheat this... Go into a room and kill all of the bad guys except one. As long as you don't kill this last chap (either with your gun or a bomb) you'll be able to roam around and pick up all of the prizes which appear! Quite ingenious, don't you think?



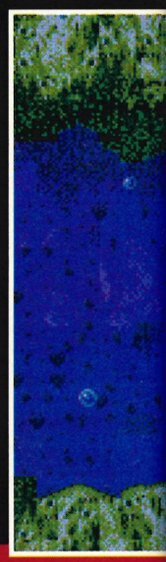
POWERMONGER

The level codes for this game are stupendously silly, but just to prove that we're ace, here's the very last code:

TJ3DP2TJW7TI5PJ3DJ4PJLIKPH AKJEKOGO.

Is that just a silly code or what?

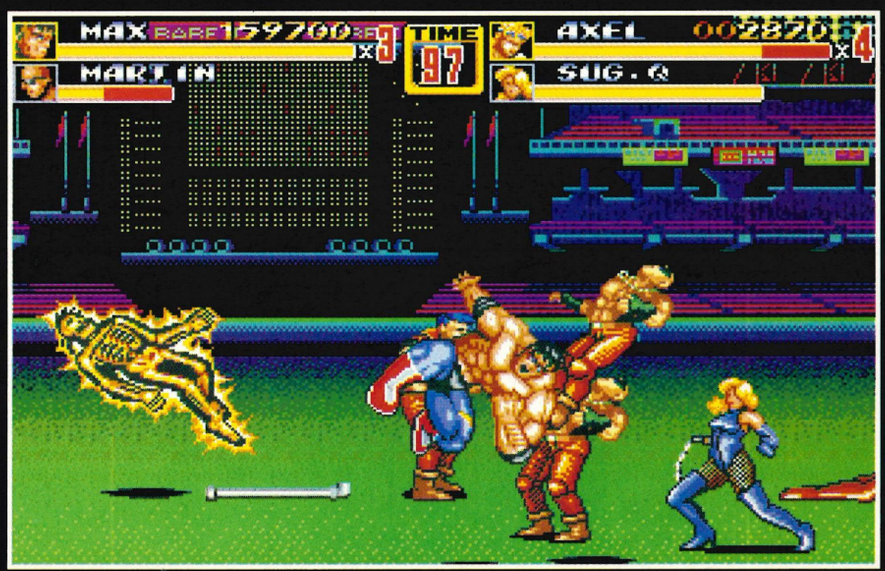




STREETS OF RAGE II

You've probably seen SNES owners going loopy over their Street Fighter II 'character Vs character' cheats – well, now we've got one for Streets of Rage II.

At the title screen hold down Right and button B on pad one. At the same time hold down Left and button A on pad two. While holding all of these down, press C on pad two. All you have to do now is start the game as usual and you'll be able to choose the same character. Gosh.



X-MEN

X-Men can be a right pain in the arse at times, so it's good to know that there's a level skip cheat to make things a bit easier for you.

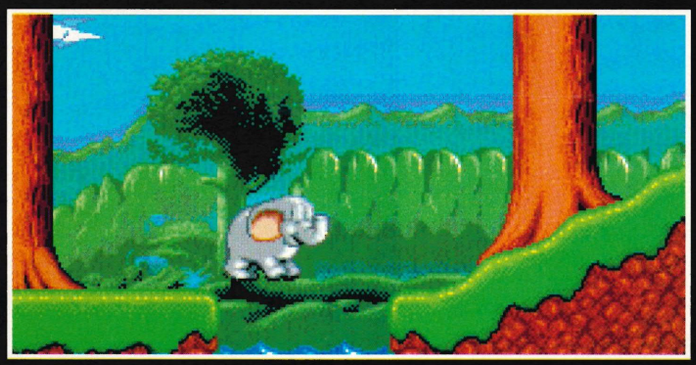
Turn on your machine and on pad one hold down A, C and Down. When the title screen appears press Start. Now unplug your pad and stick it in port two and hit Start. When you begin the game in the control room you can pick any control panel you like (levels start with the first on the extreme left) and warp to any level!



ROAD AVENGER

For a rather handy level select cheat press A six times. When you start the game you'll go straight to a level skip screen! Easy or what?

To complete the game without actually playing it, press A five times, B five times and then press A again. The game will now play itself from start to finish.



ROLO TO THE RESCUE

When the title screen appears hold the Up/Left diagonal on your joypad and hold down buttons A and C. Now press Reset whilst still holding these buttons. Keep them held for about another five seconds and then press B. All being well you'll now be at a special options screen where you can select all sorts of goodies including infinite lives or invulnerability.



ECCO

People keep phoning us up for this, even though we've printed it before. Here it is again: The last boss code for Ecco is actually AIHNLUKR. There, that was easy wasn't it?

To add a bit of spice to your game why not try one of the following codes?

ALNILSEN
ATLANTIS
STARFISH
FREESWIM
NNNNNNNN

Another tip you might be interested in is this rather splendid invincibility cheat. At the beginning of the game keep jumping into the air and pressing A and Start. Next, as you fall back into the water press A, C, B. You should now be completely invincible and won't even need any air.

RBI 4

One of the best baseball games, but it's a bit hard playing against the computer, innit? Why not enter the following code to get yourself a 'super team'?

Just pop this code in: D333 K4K DKMEK on league mode.

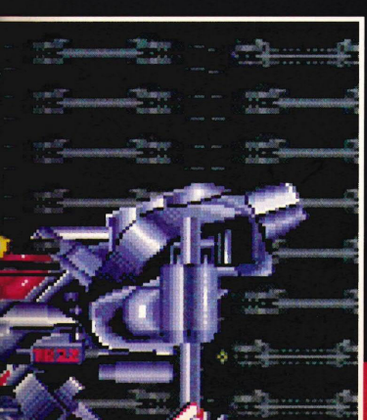
TURTLES: THE HYPERSTONE HEIST

Another level skip cheat for you here.

As the Konami logo appears press C, B, B, A, A, A, B, C. When the title screen appears press A, B, B, C, C, C, B, A. Phew! I hope you're paying attention at the back. Start the game as usual and you'll be presented with a stage select screen.







SOL-FEACE

Skip levels in this, the only shoot'em-up that every Mega-CD owner owns, by pressing buttons A, B and C together.

To get yourself an impressive 99 lives press A, B, C, A, B, C, B, C, B, A and Start on the title screen. Enter the config mode and select Start, now select mode and press Right until the symbol MY99 appears.

Now you'll find that when you begin the game you'll have 99 lives. How incredibly useful!

MEGA-lo-MANIA

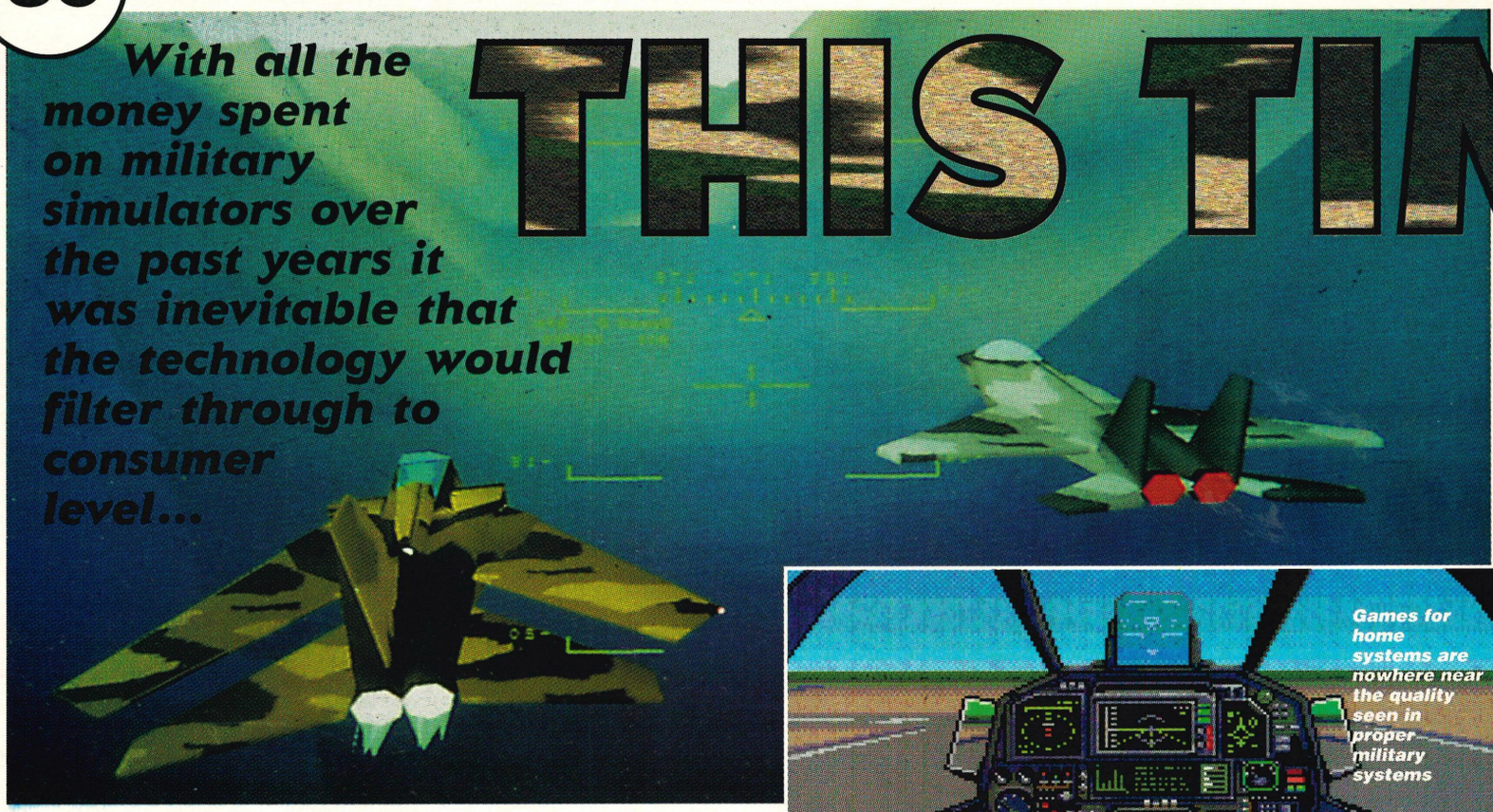
Having problems with your plans to take over the world? Well, here are the level codes for Mega-lo-Mania.

Never again will you have to struggle through those niggly little bits with a stupidly small army of men.

Level One: FXDCNECJFTS
Level Two: GKLATVPWINK
Level Three: ATABFIQWIHO
Level Four: EBADLZXERTU
Level Five: HJOBHBNYRHO
Level Six: ZMWBNYBSTBQ
Level Seven: RWPBXJNNTNF
Level Eight: ILCBUDWNKNZ
Level Nine: YUHDSRFCYST.

THIS TIM

With all the money spent on military simulators over the past years it was inevitable that the technology would filter through to consumer level...



(Above) This is the sort of quality that is seen in modern jet fighter simulations. Everything moves in true 3D ensuring that the pilot is in a truly 'real' environment

FEATURE

We are all very familiar with headlines such as "Gorbachev finally brings down hard-line communists and plunges the Soviet Union into new era of democracy", but as a result of the demise of the totalitarian state soon we could be reading headlines like "Street Fighter 2 and Sonic go down the tubes: official". Sound implausible? Not as much as you might think!

Since the collapse of the Soviet block the demand for hi-tech military hardware has declined steadily. With the writing on the wall for the arms trade one company in particular, Marconi simulations, is now poised to use all its experience and expertise to move into the field of entertainment.

BATTLE STATIONS

Marconi has been producing flight sims, tank battle scenarios and almost every other type of simulation for about 29 years. These range from running a nuclear power station to commanding a submarine!

When it is taken into consideration that the cost of a Challenger tank is in the region of six million pounds one can well imagine that the apparatus used for training the crew must look and feel as close to the real thing as technology allows.

Remember also it is not simply a matter of how much the vehicle costs – more importantly in a war the lives of a tank crew, a fighter pilot and many others can depend on how well they have trained for the real thing and therefore any simulation trainer must try and recreate actual combat conditions.

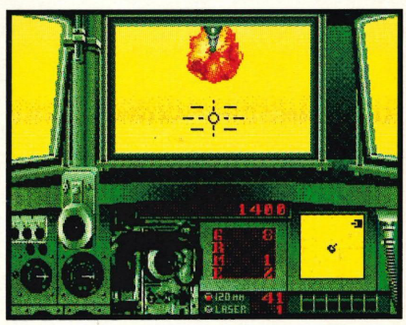
Battle-Vu is the latest gunnery trainer developed by Marconi for the British Army. It has been designed for training Challenger 2 tank crews, and students can practise engagements in a computer-generated authentic-looking world.

The gunnery periscope has 360 degree rotation and the computer memory can generate almost 1,400 'exercises' that enable the crew to simulate almost every situation that may arise on the battlefield.

The technical capabilities of this remarkable piece of machinery are any gamer's dream come true: The simulated battlefield and 3D enemy targets are viewed on a 1,024 line colour monitor. The system has dual R3000 RISC (Reduced Instruction Set Computer) processors that both run at 25MHz, 16Mb of main memory and a 780Mb hard disk. Sounds impressive huh?

To perfect the graphics the system has eight graphics pipelines that are used to provide geometry and





Super Battle Tank may look nice, but imagine a system like Battle-Vu on a home based machine!

(Left) Could Stephen King's glimpse into the world of virtual reality be a true indication of things to come?

E IT'S WAR!

BATTLETECH: 31ST CENTURY WAR

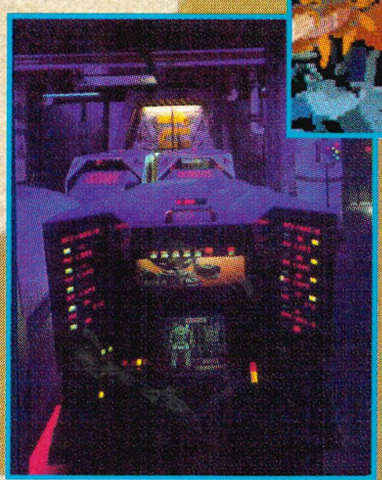
Virtual World Entertainment's BattleTech Center is the first themed virtual reality entertainment centre in the world. Based in Chicago the centre opened in July 1990 and since then has attracted more than 180,000 visitors.

The game involves players strapping themselves into one of 16 pods as they enter a gaming environment set in the year 3025. Players become members of an army of gigantic BattleMechs – huge armoured robots that fight out the wars of the distant future. The teams are thrown into a variety of battle scenarios in which the goal is to work together in order to destroy the opposition.

The game utilises all of the latest video game technology to create a huge universe where players can roam freely about the post-apocalyptic cities of Earth.



All of the BattleTech in-game graphics utilise silky smooth graphics scaling and ray-traced bitmapped images



Players sit in the cockpit module and are completely surrounded by screens and control systems. Once closed the unit shuts out the outside world thrusting the player into a different universe



In all there are 16 different BattleTech capsules – eight pods on each team are all linked into a central computer which keeps track of the battle

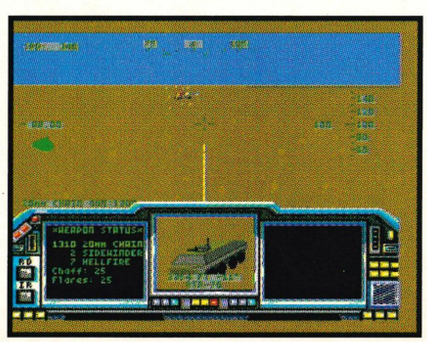
constantly update whatever is displayed on screen. Battle-Vu also incorporates an Ethernet link enabling many machines to fight in the same scenario in unison. The Mega Drive certainly pales somewhat in the face of all this!

This example is only one of the many highly advanced simulations already manufactured by Marconi, it has also produced a naval

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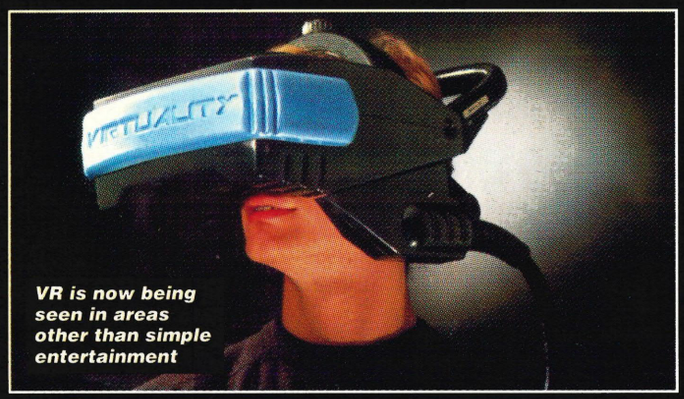


The Mega Drive can't handle the speed of graphics on something like Steel Talons



LHX Attack Chopper is one of the most involved simulations so far. However the graphics handling is very simplistic and doesn't really give an impression of realism. As technology improves though just imagine the sort of thing we may be seeing!

NOT ALL FUN AND GAMES



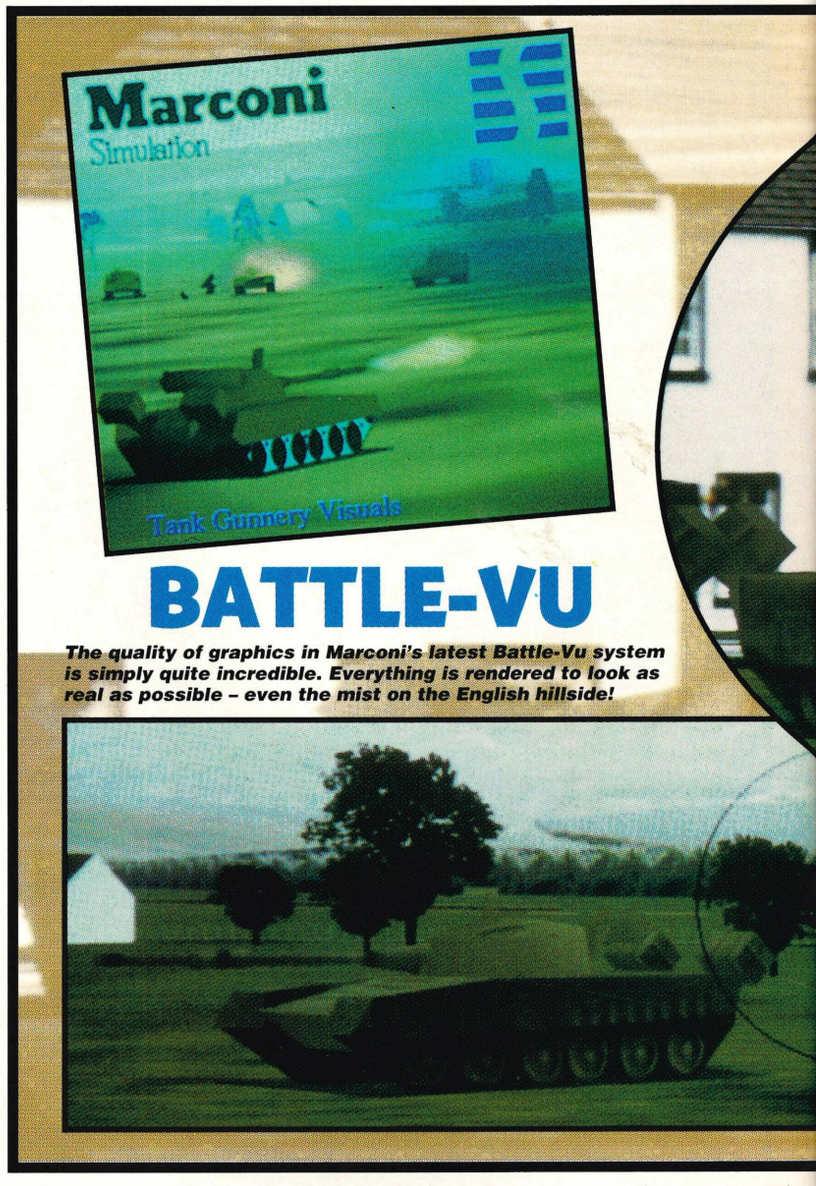
VR is now being seen in areas other than simple entertainment

Military simulations are not the only area where the new techniques currently being employed can be used to their full potential. Utilising the latest virtual reality technology, such as enhanced graphics and the sensation of touch given by W-Industries' space glove, means many other professions are constantly keeping a careful eye on current developments. One area that could benefit considerably is medicine. Although the advent of full body interface is still quite some way off much research is still being put into this field.

The benefits to medical science will be almost limitless when this technology is fully developed. For example medical students will be able to operate on computer generated patients with no fear of loss of life or mistakes being made – definitely food for thought!

Teaching is another field where the new VR advancements could also be exploited to the full. Rather than read from a textbook with simple flat pictures, students will be able to enter the world of which they are learning.

One American company, Quest, is currently researching VR learning techniques that will allow students to access areas where no human could possibly enter, such as the interior of a combustion engine. Applying such advanced learning techniques will allow students to participate in the learning process as opposed to 'being outside' the lesson. The advantages to future students could be paramount.



BATTLE-VU

The quality of graphics in Marconi's latest Battle-Vu system is simply quite incredible. Everything is rendered to look as real as possible – even the mist on the English hillside!

CONTINUED

simulator for use with the Dutch Navy and flight simulators for the United States Air Force.

BREAK THE BANK

Unfortunately there is some bad news, Paul Theasby, the person in charge of researching the leisure side of things for Marconi informed us that "Undoubtedly the technology to produce such machines for arcade use is available at the moment, however the immediate problem is cost. The most expensive arcade machines cost somewhere in the region of £60,000. A fully operational military simulator can cost from £200,000 to a million pounds".

When asked if we are likely to see such things as Battle-Vu in the local arcade Paul replied, "Yes, the price of producing such simulators is always coming down so we can expect to see the first operational models in under two years. Obviously the next step forward is to the home entertainment market".

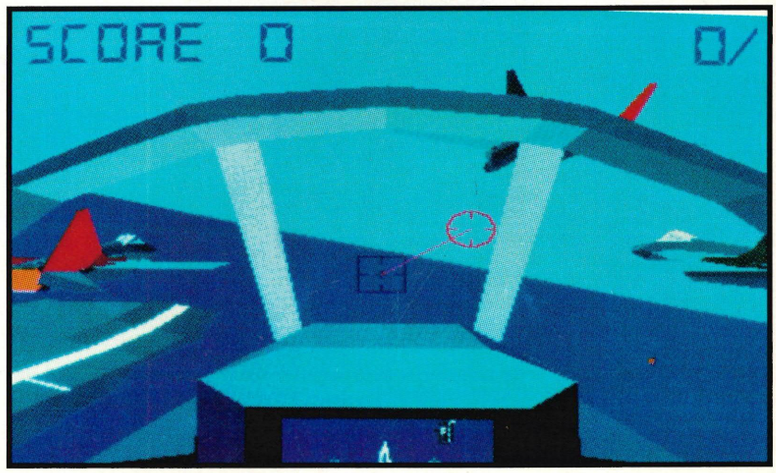
Unfortunately the leisure side of things looks as though it could be ripe for exploitation. With the advent of full-body interaction no great deal of imagination is needed to realise the potential for the development of full-interactive pornographic programmes.

No more will people be titillated by simply looking at the naked bodies of what could be the perfect fantasy male or female, they will actually be able to create this person. The sensations of touch and even smell could be simulated placing you in a full sensory environment, not unlike the bonking scene in the Lawnmower Man – yeuch, let's hope the bodysuit is disposable!

Despite the moral outcry which such developments will inevitably cause, the sums of money generated by the manufacture and use of such machines should ensure no government legislation will stand in the way of the advancement of 'pornology' be it for better or worse.

DISNEY'S REALITY?

In the not too distant future the creation of theme parks dedicated exclusively to virtual gaming will be as common as today's amusement parks.



The graphics employed in current virtual reality games is quite simplistic compared to the industrial level stuff. VTOL was one of the first Virtuality products and although very smooth it's a little blocky

Such places will incorporate many different themes and worlds in which you can indulge in such adventures as war world or fantasy world.

The present cartoon-style graphics will be replaced with 'cyber space' worlds that will only be surpassed by reality. The majority of the machines will be linked to a main frame system that allows an infinite number of players to interact with each other.

One such place exists already – the BattleTech Center located on the outskirts of Chicago is the first multi-player, real-time interactive virtual environment. Opened in 1990 the



THE BEST ON OFFER



Although not a comprehensive simulation, Comanche: Maximum Overkill on the PC is the closest so far on a home format to recreate the images generated by industrial simulators



All of the scenery and other vehicles in Comanche are generated using a series of polygons. Images are then bitmapped onto these polygons to give the impression of solidity



Nope, this isn't just a digitised photo of English suburbia – fooled you! It is in fact a view from one of the urban combat simulators from Marconi. Image this moving in real-time! Hmmm...

company behind this venture is Virtual World Entertainment of Chicago.

The centre simulates a space war in which players engage in single combat with giant mechanised robots. The participants enter simulator cockpits rather than wear the head-mounted displays. Each player has 100 miles of computer generated terrain to explore. This incorporates changing weather patterns, canyons and fellow robot players. The game is played with 16 players split into two eight-player groups who then proceed to annihilate each other. It makes a change from a good night down at the pub I would imagine! So far the centre has proved to be a great success and several more are in the pipeline.

So far we have only examined the impact of technology on the world of video games, but what of the effect on human beings? Just what will the reaction of the brain when it is placed into a world where fact and fantasy exist side by side? Give us a few years and we might find out!



As time goes on, PC games are getting more and more advanced when it comes to presentation. This shot which has been taken from the intro sequence to F-15 III is almost up to the standard of older military sims

THE MEGA FILE

Where else can you find such a brilliant list of Mega Drive games? This is the definitive collection of ratings. Accept no other.

1943 (IMPORT) £30
Run-of-the-mill WWII shoot'em-up. Yes, it has pretty graphics and loads of enemies, but so what? 56%
▲ *Good fun for NF dinner parties*
▼ *Where's the originality?*

688 ATTACK SUB (SEGA) £39.99
Submarine sim with some pleasantly effective arcade sequences. 68%
▲ *Some wicked speech*
▼ *Takes a while to get going*

AFTERBURNER (SEGA) £34.99
Conversion of classic 3D air combat arcade machine. Very fast 3D graphics and blasting action. 61%
▲ *Fast and furious*
▼ *Too easy – no lasting appeal*

AIR DIVER (IMPORT) £29.99
3D perspective shoot'em-up jobby with big naff-looking baddies and stunningly boring gameplay. 58%
▲ *3D concept is not often seen on the Mega Drive*
▼ *Looks naff and has as much appeal as an old sock*

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99
Fairly poncey arcade adventure/platform game combination. 59%
▲ *Some reasonable graphics*
▼ *Nauseatingly cute*

ALIEN 3 (FLYING EDGE) £34.99
Average platform shooty game that has little (if anything!) to do with the film. 62%
▲ *Very good graphics and sampled sounds*
▼ *Sluggish controls and totally unoriginal gameplay*

ALIEN STORM (SEGA) £34.99
High-tech version of Golden Axe. 46%
▲ *Some very speedy scrolling, colourful graphics*
▼ *Far too easy – ultimately boring*

ALISIA DRAGOON (SEGA) £34.99
Surprisingly playable platform shooter. 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. 47%
▲ *Er...none really*
▼ *Naff graphics, poor quality sound, very poor arcade conversion*

AMBITION OF CAESAR (IMPORT) £34.99
Average war game based on all things Roman and war-like. 72%
▲ *One of the more easily accessible war games*
▼ *Looks a bit duff*

ANDRE AGASSI (TECHMAGIC) £39.99S
As far as tennis sims go the Mega Drive is severely lacking. This is the best effort so far. If tennis is your thing buy this. 82%
▲ *Brilliant for two players*
▼ *Players move too fast*

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. 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. 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. 25%
▲ *Reasonable presentation*
▼ *Too few stages, unchallenging*

BART Vs THE SPACE MUTANTS (FLYING EDGE) £39.99
Scrolling platform game with naff sprites and excruciatingly dull gameplay. 67%
▲ *Some good Bart-style humour*
▼ *Sprites are too small and the game is boring*

BATMAN (SEGA) £35
Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. 59%
▲ *Some very moody-looking graphics*
▼ *Another wasted film licence*

BATMAN: REVENGE OF THE JOKER (SUNSOFT) £35
Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like hell. 78%
▲ *A real meaty challenge*
▼ *Maybe too tough for mere mortals*

BATTLE GOLFER (IMPORT) £29.99
Arcade adventure based around golf. Knock your ball from hole to hole to move through the different locations. Weirdsville. 42%
▲ *Definitely an original concept*
▼ *Japanese import means all the text is unreadable*

BATTLE SQUADRON (EA) £39.99
Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meanies. 68%
▲ *Challenging gameplay and good graphics*
▼ *Unusual quirks in some of the levels make progress difficult*

BATTLETOADS (US IMPORT) £39.99
Difficult platform/adventure game. Ripped off from TMNT. Goog fun. 79%
▲ *Very clever sections of game*
▼ *The graphics are frightfully bad*

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. 78%
▲ *Attractive and difficult*
▼ *Seen it all before*

BONANZA BROTHERS (SEGA) £34.99
One or two-player platform game. 65%
▲ *Good fun to play. Excellent presentation*
▼ *Not enough levels*

BUCK ROGERS (EA) £49.99
Expensive role-playing game in space. 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. 58%
▲ *Superb presentation*
▼ *Far too many moves to be remembered by a mere mortal*

BULLS Vs LAKERS (EA) £39.99
Another EA basketball game, but this one features the more famous players' signature moves. 64%
▲ *Looks good, plays well in two-player mode*
▼ *Boring in one-player mode*

BURNING FORCE (SEGA) £34.95
This game looks a bit like Space Harrier with different graphics. Gameplay is far too uninspired. It also suffers from naff collision detection. 38%
▲ *Looks nice...*
▼ *...Until you see it moving*

CADASH (IMPORT) £34.99
Good attempt at mixing platform-style beat'em-up with a role-playing game with loads of levels. Neat two-player option. Too fiddly and far too sluggish. 78%
▲ *New approach. Close conversion of arcade original*
▼ *Graphics look a bit poor. Gameplay is not involved enough*

CALIFORNIA GAMES (SEGA) £39.99
Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. 62%
▲ *Looks quite nice. Good variety of sports*
▼ *Fairly old and tired concept. How thrilling can foot-bag be?*

CAL RIPKIN JNR BASEBALL (IMPORT) £44.99
Good-looking baseball sim that just doesn't have the oomph of RBI 4. Quite difficult to master. 73%
▲ *Good presentation*
▼ *Yet more bat and ball games*

CAPTAIN AMERICA (IMPORT) £35
A superhero and his mates try and save the world in the most boring way. 62%
▲ *Good for feeding those fantasies*
▼ *Graphics, sound, gameplay*

CASTLE OF ILLUSION (SEGA) £34.99
Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. 89%
▲ *Super graphics and great gameplay*
▼ *Er...none really*

CENTURION (EA) £39.99
A Roman strategy game where you control your legions as they attempt to take over the world. 63%
▲ *Thoroughly involved gameplay*
▼ *There is not very much action for arcade fans*

CHAKAN: THE FOREVER MAN (SEGA) £39.99
Evil, brooding and excellent. Chakan takes on all sorts of denizens of the dark with his twin blades. 88%
▲ *Brilliant gameplay and atmosphere*
▼ *A bit short*

CHAMPIONSHIP PRO-AM (IMPORT) £39.99
Slightly above average driving sim. 74%
▲ *Chaotic at times*
▼ *Becomes dull after a time*

CHIKI CHIKI BOYS (CAPCOM) £39.99
Oh deary, deary me. No, no, no! 28%
▲ *Pardon*
▼ *As above*

CHUCK ROCK (VIRGIN) £39.99
Neat prehistoric platform game starring Chuck Rock. 79%
▲ *Excellent graphics and superb sampled sound*
▼ *Gameplay is a little shallow*

CLUE (IMPORT) £39.99
Expensive version of a relatively cheap board-game with crap graphics. 22%
▲ *A quick way to lose some cash*
▼ *You must be friendless and dull*

COLUMNS (SEGA) £29.99
Pretty version of Tetris. 79%
▲ *Thoroughly enjoyable*
▼ *Expensive for such a simple game*

COOLSPOT (VIRGIN) £39.99
Yo my man. The coolest smartie in town finally makes it to the Mega Drive. Platform game that looks fantastic but really is the same old thing over again. 89%
▲ *Brilliant animation*
▼ *No variety*

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, great presentation*
▼ *Very hard to get to grips with. Often seems pointless*

CRACK DOWN (SEGA) £34.99
A cross between Gauntlet and Smash TV with an exploration element. 72%
▲ *Nice presentation and features*
▼ *Can get a bit 'samey'*

CRUE BALL (EA) £39.99
Reasonable 'heavy metal' pinball game with the full Motley Crue licence. Gameplay is slow. 63%
▲ *Passes the time fairly painlessly*
▼ *Zzzzzzzzzzz*

CURSE (IMPORT) £24.99
Utterly abysmal horizontal shoot'em-up. Looks naff, sounds awful and has about as much appeal as a rutting skunk. Truly dreadful! 4%
▲ *Absolutely none whatsoever*
▼ *The programmers are probably still out there*

CYBERBALL (SEGA) £29.99
21st century American football Speedball II without the good bits. Just buy Speedball II. 27%
▲ *Accurate conversion of the arcade*
▼ *Said machine was crap*

DANGEROUS SEED (IMPORT) £29.99
Tired old vertical shooter with everything you would expect from a game of this type. 50%
▲ *Cheaper than most import blasters*
▼ *Far too painful on the eye*

DARIUS 2 (IMPORT) £34.99
Enormous stonker of a horizontal scrolling shooter. 65%
▲ *HUGE game; 26 massive levels*
▼ *Fairly ordinary gameplay*

DARK CASTLE (EA) £34.99
Platform/puzzle/adventure combination with lots of levels. 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. 77%
▲ *Looks great and there are some really neat sound effects*
▼ *The screen flip does your head in*

DEATH DUEL (IMPORT) £34.99
Overly simplistic shoot'em-up. 68%
▲ *Nice graphics*
▼ *Limited gameplay*

DECAP ATTACK (SEGA) £34.99
Weird platform game where you jump around lobbing your head at countless passers-by. 78%
▲ *Very funny and very playable*
▼ *A bit too easy in places*

DESERT STRIKE (EA) £39.99
Still one of THE best games on the Mega Drive. A completely wondrous multi-directional scrolling strategy/shoot'em-up. Loads of missions, loads of fun. 90%
▲ *Looks great and plays even better*
▼ *Can get a bit too hard*

DEVILISH (IMPORT) £34.99
Snazzed up Breakout with one of the most stupid storylines ever. An evil wizard turns a prince and princess into a pair of paddles...Very credible. 38%
▲ *It's certainly a change from rehashed shoot'em-ups!*
▼ *It's a bit crap actually*

DICK TRACY (SEGA) £39.99
Grossly overpriced, cocked up film licence which is pretty crap 39%
▲ *At least Madonna isn't in it*
▼ *It's horribly dull*

DJ BOY (SEGA) £34.99
A sideways scrolling beat'em-up on roller-skates. Whoever is responsible

should be strung up and have terrible things done to them! 27%
▲ *Useful as a doorstop*
▼ *It's so crap it's insulting*

DOUBLE DRAGON (BALLISTIC) £29.99
Why do we need a conversion of this old and decrepit game? It was and still is a naff beat'em-up. 40%
▲ *The graphics are identical to the arcade machine*
▼ *It's just a pity that the gameplay is as well*

DOUBLE DRAGON 3 (FLYING EDGE) £35
More bobbins than Double Dragon and that's bad beat'em-up action. 10%
▲ *A good question*
▼ *It's just unadulterated crap*

DRAGON'S FURY (DOMARK) £39.99
Destined to be a classic this one. A wonderful pinball experience with loads of sub-levels and clever bits. 87%
▲ *One of the best console pinball games around. Superb presentation*
▼ *There's only one table*

DYNA BROTHERS (IMPORT) £35
Flawed attempt to copy Populous with dinosaurs. Good fun, but gets too difficult too fast. 79%
▲ *Cute graphics, and simple but involving gameplay*
▼ *Where is that difficulty curve?*

DYNAMITE DUKE (SEGA) £34.99
Rather naff Op Wolf clone with some truly rubbish visuals. Blast the bad guys as they appear from behind Jeeps. 42%
▲ *If you like Op Wolf this is as close as you'll get at the moment*
▼ *It looks terrible and is sluggish*

EA HOCKEY (EA) £39.99
It's one of the most enjoyable sports games, especially in two-player. 88%
▲ *Amazingly playable*
▼ *Erm...There aren't any naked women in it*

ECCO THE DOLPHIN (SEGA) £39.99
Environmentally friendly game featuring great graphics, large areas to explore, brilliant gameplay and a cute dolphin trying to save his friends. 94%
▲ *Good all round*
▼ *Give me Flipper any day*

ELEMENTAL MASTER (IMPORT) £24.99
Scrolling shooty with loads of rotten greebos lobbing rocks at you. 70%
▲ *Absolutely superb graphics*
▼ *Gameplay has little depth*

EMPIRE OF STEEL (FLYING EDGE) £34.99
This is a rather unusually presented horizontal scroller of piloting either a light plane or an airship! Quite nifty. 84%
▲ *Original visuals*
▼ *The gameplay doesn't match the presentation in terms of quality*

ESWAT (SEGA) £34.99
Jools has a soft spot for this mediocre platform/shoot'em-up. I'm not entirely sure why. It looks poor and plays like any other game. There's nothing wrong with it – just nothing right either. 73%
▲ *Plays OK, looks OK*
▼ *See above*

EUROPEAN CLUB SOCCER (VIRGIN) £34.99
Decent soccer game. Too easy in one-player mode, but great in two-player. Crucifies World Cup Italia '90. 62%
▲ *Very good presentation. Neat password system for leagues*
▼ *Boring in one-player mode*

EVANDER HOLYFIELD'S REAL DEAL BOXING
Fab looking Fight Night Special with no consistency in the opponents and limited gameplay. 57%
▲ *Some really nice blood spurts!*
▼ *A real sucker punch for the buyer*

F-22 INTERCEPTOR (SEGA) £39.99
The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. 70%
▲ *Fast polygon graphics*
▼ *Not much of a sim really*

FAERY TALE ADVENTURE (EA) £39.99
Whopping big role-playing adventure. Ideal for less experienced RPGers. 65%
▲ *Quite simple quests. Easy to use features*
▼ *Too basic for some*

FANTASIA (SEGA) £29.99
Stunning-looking platform game based on the Disney flick. 46%
▲ *It looks gob-smackingly good*
▼ *Far too difficult to play*

FATAL FURY (TAKARA/SEGA) £39.99
Groovy man. Top beat'em-up and about time too! Take on the local nutters and show them who the boss is. Yes, yes, yes. 92%
▲ *Massive sprites, loads of moves*
▼ *Difficult to access some of the moves*

FATAL LABYRINTH (SEGA) £34.99
Simple yet effective top-down RPG affair. Roam around collecting goodies and bashing/monsters. Easy life! 85%
▲ *Nice presentation*
▼ *Too much of a walk in the park*

FATAL REWIND (EA) £39.99
A superb conversion of the Amiga title Killing Game Show. 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. 22%
▲ *None whatsoever*
▼ *Everything about the game including the box*

FIRE SHARK (IMPORT) £29.99
Loose interpretation of the ancient scrolling blaster 1942. 68%
▲ *Very playable indeed*
▼ *Hardly challenging*

FLAMING DODGEBALL KID, THE (IMPORT) £35
One or two-player ball throwing game. 82%
▲ *Addictive, colourful and entertaining*
▼ *Could take years to suss out what's going on*

FLASHBAC K (US GOLD) £39.99
As teasing and perplexing as a collection of female sixthformers in gymslips. Get the idea, it looks class and plays even better. 90%
▲ *French and horny*
▼ *Too cosmetic*

FLICKY (SEGA) £I9.99
Platform puzzle game involving a cat…hmmm. 28%
▲ *Just like old crap games...*
▼ *It's a new crap game*

FORGOTTEN WORLDS (SEGA) £34.99
Rather smashing two-player shoot'em-up with some superb background graphics. 75%
▲ *Very playable, superb graphics*
▼ *Infinite lives in two-player mode*

GADGET TWINS (IMPORT) £35.00
Crap game with sprites that are reminiscent of something the Rainbow team would knock up on acid. Save the magical kingdom or something equally forgettable. 15%
▲ *The cover makes good toilet paper*
▼ *Only enough paper for one visit*

GAIN GROUND (SEGA) £34.99
A strategy shoot'em-up. You have to choose the right soldiers to do the right job as you move through the flick screen scenery. Slow, thoughtful pace and a decent two-player mode. 75%
▲ *Big, fun and varied*
▼ *A bit deliberate for some*

GALAHAD (EA) £39.99
Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. 90%
▲ *Good use of the MD. Excellent graphics*
▼ *Sound a bit on the iffy side*

GALAXY FORCE 2 (SEGA) £39.95
Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint as you shoot aliens wears thin very fast. 30%
▲ *Very colourful*
▼ *Yaaaawn!*

GAMES WINTER CHALLENGE, THE (SEGA) £39.99
Eight events based on the pistes, bobsleigh runs and snow covered plains. Play with friends for that 'You bastard!' feeling in full. 66%
▲ *Looks good and plays great*
▼ *Not so good for one player*

GEMFIRE (IMPORT) £34.99
Travel back to mediaeval England and conquer the place. A strategy game that takes some time to get used to, but worth the effort. 76%
▲ *Absorbing and interesting*
▼ *Won't get the heart rate going*

GEORGE FOREMAN'S KO BOXING (FLYING EDGE) £39.99
Standard boxing game with some suitably naff and weird graphics and sound effects. 48%
▲ *Some nice tacky elements*
▼ *Pretty goddang dull in no time*

GHOSTBUSTERS (SEGA) £34.99
Platform nonsense straight from the film. Attractive sprites, but frustrating gameplay. 48%
▲ *Cute and chirpy*
▼ *Too bouncy by half*

GHOULS AND GHOSTS (SEGA) £44.99
Excellent (but expensive) conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat thumping sound. 86%
▲ *Unlimited lives, testing gameplay...*
▼ *...That may be too testing*

GLEY LANCER (IMPORT) £39.99
Mistranslated Japanese shoot'em-up I. 89%
▲ *Great graphics and gameplay*
▼ *Screen clutters up at times*

G-LOC (SEGA) £39.99
Out-dated flight sim that is supposedly a top-notch Afterburner conversion. 56%
▲ *A few nice graphical touches*
▼ *Decrepit and old*

GODS (IMPORT) £35
Become a god and leap round righting wrongs. 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 . 86%
▲ *Great fun especially for two*
▼ *Too easy for one*

GOLDEN AXE 2 (SEGA) £44.99
Hardly a great leap forward but just as good as first game. Don't get either. 65%
▲ *It worked once*
▼ *So why not do it again?*

GRANADA (IMPORT) £35
Four levels of multi-directional shoot'em-up . 71%
▲ *Pretty graphics and very playable*
▼ *Too short and a bit repetitive*

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35
Unplayable dross . 38%
▲ *The female sprites wiggle a lot*
▼ *Poorly implemented tat*

GREAT WALDO ADVENTURE, THE (IMPORT) £49.99
Kiddies educational adventure. Explore five levels and attempt to find the lost scrolls and the one and only Waldo himself. Stricty for the under eights or the deranged. 63%
▲ *Vaguely thought-provoking*
▼ *Monotonous*

GREENDOG (SEGA) £34.99
A cool dude searching for the Surfboard of the Ancients. Good-looking game that suffers from lack of any real challenge. A bit boring really. 70%
▲ *Very well presented*
▼ *You'll finish it in a day*

GYNOUG (SEGA) £39.99
A scrolling shoot'em-up with loadsa weapons, weird enemies and the hero's got wings! 88%
▲ *Spiffing fun for all the family*
▼ *Goes on a bit, but so does my mum*

HARD BALL (SEGA) £39.99
Well, it's baseball really, but jolly good fun all the same. 72%
▲ *Slick interpretation of the game*
▼ *Doesn't have that edge to make it great*

HARD BALL 3 (ACCOLADE) £39.99
The definative Baseball game on the Mega Drive. Everything you could ever want is here. 89%
▲ *Brilliant conversion*
▼ *Too many options*

HARD DRIVIN' (TENGEN) £35
The finest example of duff 3D programming you are ever likely to see. Lots of glitches. 32%
▲ *A pic of a Ferrari on the box*
▼ *Graphics, sound, gameplay*

HEAVY UNIT (IMPORT) £30 27%
Another dodgy Japanese blaster.
▲ *Not much really*
▼ *Pretty much everything*

HELLFIRE (SEGA) £34.99
A top-class horizontal shoot'em-up . 72%
▲ *Enjoyable and playable*
▼ *Nothing stunning*

HERZOG ZWEI (SEGA) £34.99
You have a range of armoured units to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. 85%
▲ *Lots of depth and never slows down*
▼ *A lot to worry about and initially inaccessible*

HIT THE ICE (IMPORT) £49.99
Poor copy of the NHPLA series. Not recommended. 68%
▲ *Quite funny*
▼ *The price*

HOME ALONE (SEGA) £34.99
God-awful licence where you get to be Macauley Culkin. Utter crap. 35%
▲ *Novelty of weapon building*
▼ *Painful gameplay*

HUMANS (IMPORT) £39.99
Lemmings rip-off that uses dopey Dave look-alikes. Perplexing puzzles and crisp graphics. 80%
▲ *80 mind-boggling puzzles*
▼ *An annoying password system*

IMMORTAL, THE (EA) £39.99
Top-notch arcade adventure with gloriously gory graphics and nicely weighted gameplay. Loads of magic, hordes of gold and monsters. 80%
▲ *Big play area, loads of atmosphere and action*
▼ *The wizard looks like a ponce*

INDIANA JONES AND THE LAST CRUSADE (US GOLD) £39.99
Good film conversion that sticks to the plot very closely and ends up as a platform game Nice soundtrack and it's better looking than other versions. 82%
▲ *Action and puzzles*
▼ *Only five levels*

INSECTOR X (IMPORT) £35
Quality gameplay as you bug-spray your way through levels of insects. The backgrounds are superb and the sound's not bad either. 80%
▲ *Marvellous gameplay and it looks great*
▼ *Some levels are too big*

ISHIDO: THE WAY OF THE STONES (IMPORT) £35
Oriental board-game where you have to match up shapes and colours of stones randomly pulled from a bag. Something of an acquired taste. 72%
▲ *A pretty version of a tile game*
▼ *Not one for the bloodthirsty*

JAMES BOND THE DUEL (DOMARK) £39.99
Take on the role of 007 in this fun platform shoot'em-up. Good for a while but rather small and too easy. 75%
▲ *Good fun, nice animation of the main sprite.*
▼ *No real challenge*

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99
This has to be seen to be believed. It is so crap it is worth renting just to see how awful it is. 12%
▲ *Quality crowd noises*
▼ *Its mere existence*

JAMES POND (EA) £39.99
The first instalment in the ever popular James Pond saga. Cute as hell platformer where you swim around collecting things. 79%
▲ *Cute, cuddly and full of fun*
▼ *Lacks variety in the gameplay*

JAMES POND 2: ROBOCOD (EA) £39.99
The second game sees a half metal Pond trying to stop Dr Maybe from taking over Santa's toy factory. 87%
▲ *Superb levels designs and wacky graphics*
▼ *Might elicit the odd 'joypad through the window' moment*

JEWEL MASTER (SEGA) £34.99
Some nonsensical platform beat'em-up where you switch rings to use different weapons. 40%
▲ *Intro music's quite nice*
▼ *Essentially useless in the great scheme of things*

JOE MONTANA FOOTBALL (SEGA) £34.99
It had to match up to John Madden to compete and frankly it didn't. Fewer plays, poorer graphics and an absolute cinch. 52%
▲ *Diverting for two players*
▼ *Never a match for Madden*

JOE MONTANA 2 (SEGA) £34.99
Someone didn't learn their lesson because this is still not a viable alternative to Madden, despite more plays and a better challenge. 53%
▲ *Attractive and playable*
▼ *Speech is eventually repeated*

JOE MONTANA 3 (IMPORT) £35
New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. 59%
▲ *Good fun for a while*
▼ *Too similar I'm afraid*

JOHN MADDEN FOOTBALL (EA) £39.99
What a corker. Un-putdown-able, excellent control system and a bundle of plays. 75%
▲ *Time flies when playing*
▼ *Find the right couple of plays and you'll beat nearly every team*

JOHN MADDEN 2 (EA) £39.99
New pitch textures, new plays and new formations and it is better than the original. 85%
▲ *Job-threatening stuff as you call in sick for three days running*
▼ *An update not a sequel*

JOHN MADDEN '93 (EA) £39.99
Another update of the Madden series. 88%
▲ *Just as good as before*
▼ *Awful speech*

JORDAN VS BIRD (EA) £34.99
Good-looking but very boring one-on-one basketball game. Why bother. 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*

CONTINUED

▼ *You'll loathe the intro tune*

KID CHAMELEON (SEGA) £39.99
As platforms go it's hard to beat this one on size if not playability. A kid races around wearing different helmets to give him various powers. 81%
▲ *Size and variety of levels*
▼ *Too hard for some gamesters*

KING'S BOUNTY (EA) £39.99
Visually drab and aurally underwhelming but there's a stonking great RPG in there as well. Not for the casual RPGer. 50%
▲ *Massive with lots of RPG fun*
▼ *Hardly a work of art*

KING OF THE MONSTERS (SEGA) £39.99
Japanese monster madness. Trash the city, beat up fellow monsters. Sounds like fun but wears thin quickly. 68%
▲ *Fun for a while*
▼ *Frustrating*

KLAX (TENGEN) £34.99
Catch the coloured tiles to make matching lines. Not as good as Columns or Tetris but all right. 74%
▲ *That falling tile gameplay which never fails to amuse*
▼ *Never gets a sweat going*

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99
The murderous clown from Springfield has to trap rats in a cross between Lemmings and mah-jong. 80%
▲ *The size and the graphics*
▼ *You really could throttle the little bastard sometimes*

LAKERS Vs CELTIC (IMPORT) £35
From EA in the US this was its first full basketball game and jolly good fun it is in two-player mode where it catches the end to end atmosphere perfectly. One-player game is dull. 65%
▲ *Great with a friend and some top graphics*
▼ *It all gets a bit boring*

LAST BATTLE (SEGA) £34.99
Ninja kung-fu karate drivel that irritates immediately. 40%
▲ *Shows how not to program*
▼ *People bought it*

LEMMINGS (SEGA) £39.99
Fun, fun, fun. Save the lemmings from death, build bridges, destroy anything that gets in the way throughout the 180 levels. The most original and addictive game for a long time. Brilliant. 92%
▲ *Password system, massive game, good graphics, lots of fun*
▼ *Slight screen flicker in two-player mode*

LHX ATTACK CHOPPER (EA) £39.99
Flight sim that puts the player in charge of a powerful helicopter. 3D polygon graphics and a 'create mission' option add up to a thumbs up. 84%
▲ *Varied gameplay, good graphics*
▼ *Lack of wide appeal. Not everyone wants to fly a chopper*

LOTUS TURBO CHALLENGE (EA) £39.99
Nifty little driving sim that was one of the first MD games to feature two-player split screen. Drags a bit in one-player mode. 91%
▲ *Fast action, great graphics*
▼ *A little tedious.*

MI-ABRAMS BATTLE TANK (SEGA) £39.99
Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. 68%
▲ *Easy to get into, but not too simple*
▼ *Scenery is a bit quiet*

MAGICAL TALURUT (IMPORT) £35
Totally weird walking shoot and punch outing featuring a midget wizard. Clearly programmed by someone with a history of hallucinogenic drug abuse. 77%
▲ *Novel ideas, pretty graphics*
▼ *Short and gets hard too soon*

MARBLE MADNESS (EA) £39.99
The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. 69%
▲ *Frantic yet basic action*
▼ *It gets frustrating eventually*

MARIO LEMIEUX HOCKEY (SEGA) £39.99
Stands well on its own as a side-on ice hockey game, but when it's up against EA Hockey then it can only ever come second. 79%
▲ *Excellent tournament mode*
▼ *Lacks atmosphere*

MARVEL LAND (IMPORT) £40
The fast moving Wonderboy gameplay combined with grade A graphics, not to mention more pick-ups than you care to name. 80%
▲ *Hours of play in gorgeous environment*
▼ *Well, the sound cannot be described as brilliant*

MEGA-lo-MANIA (VIRGIN) £39.99
If playing at god tickles your fancy then this is the game for you. 94%
▲ *It exists*
▼ *You'll become a hermit*

MERCS (SEGA) £39.99
Hmm, I'm afraid this is dull formularized shoot'em-up stuff that really shouldn't be done anymore. Ah well. 13%
▲ *Mindless violence*
▼ *It's shit*

MICK AND MACK: THE GLOBAL GLADIATORS (VIRGIN) £39.99
McDonalds has a go at upping its street cred with this 'save the world from pollution' effort. 83%
▲ *Plays well*
▼ *Not enough depth*

MICKEY AND DONALD (SEGA) £39.99
Disney's two faves help each other out in this sumptous platform game. A bit easy but you can't fail to love it. 86%
▲ *Looks and plays really well*
▼ *Too easy*

MICRO MACHINES (CODEMASTERS) £34.99
Yawn, another racing game which Jools seems to like. Race all over objects such as the bath and a pool table in miniaturized cars, boats, so on and so forth. 89%
▲ *Side-splitting two-player mode really makes the game*
▼ *Some uninspiring tracks (Or kitchen tables!)*

MIDNIGHT RESISTANCE (IMPORT) £38
A conversion with dodgy graphics as you fire loads of weapons at loads of things with loads of weapons. 60%
▲ *More mindless violence*
▼ *Tricky controls*

MIGHT AND MAGIC: GATEWAY (EA) £49.99
Expensive, but huge RPG. The graphics are naff, the encounters controls are a bit duff and as for the sound... 64%
▲ *Bloody massive*
▼ *Doesn't anyone think RPGs need graphics?*

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95
Who the hell is Mike Ditka and didn't he realise if you can't better John Madden you might as well forget it. 30%
▲ *Two-player saves the day*
▼ *He's got a silly name*

MOONWALKER (SEGA) £34.99
Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well-animated platform game. 64%
▲ *Brilliant fun and very playable*
▼ *More variety needed*

MUHAMMAD ALI HEAVYWEIGHT BOXING (VIRGIN) £39.99
Yet another goddang boxing game featuring Mr Butterfly himself. 48%
▲ *Erm. Some nice speech samples*
▼ *Slow, tedious and boring*

MUTANT LEAGUE FOOTBALL (EA) £39.99
A completely novel and bloodthristy version of the classic John Madden American football games. 86%
▲ *More Interesting than the real thing*
▼ *It's still bloody American football*

MYSTIC DEFENDER (SEGA) £34.99
The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. 52%
▲ *Interesting visuals*
▼ *Wears thin after a while*

NBA ALL-STAR CHALLENGE (FLYING EDGE) £39.99
The beat'em-up with atmosphere. 52%
▲ *Quite decent basketball action*
▼ *Massive yawn factor*

NEW ZEALAND STORY (IMPORT) £35
Fabulous coin-op conversion that is one of the best platform games around. 84%
▲ *You'll never put it down...*
▼ *And thus ruin your life*

NHLPA '93 (EA) £39.99
Updated version of EA Hockey. 86%
▲ *The complete game*
▼ *Erm...none really*

OLYMPIC GOLD (US GOLD) £39.99
Multi-event sports game with the best known sports. 78%
▲ *It'll raise a sweat with anyone*
▼ *Sore fingers, too small, sore fingers, swimming's a nightmare, sore fingers*

ONSLAUGHT (BALLISTIC) £39.99
Formulaic blasty thingy. 42%
▲ *Mildly diverting for small children*
▼ *Largely a waste of money*

OUTLANDER (IMPORT) £39.99
Poor attempt to cash in on Road Rash and Mad Max. 42%
▲ *Nice Scrolling*
▼ *Death by boredom*

OUTRUN (SEGA) £34.99
Racing game that has seen better days. 24%
▲ *Funny when the car flips*
▼ *Insomniacs sign here*

OUTRUN 2019 (SEGA) £39.99
Good-looking game set in the future. The best so far of the series. 65%
▲ *Plays nicely*
▼ *Yet another racing game*

PAC-MANIA (DOMARK) £34.99
3D version of the old fave with all the ghosts and pills of the original. 64%
▲ *A good giggle for a quiet night*
▼ *Seen it all before really*

PAPERBOY (DOMARK) £34.99
Ride your BMX through surburban America, or was it Beirut? 52%
▲ *Arcade perfect*
▼ *That's part of the problem*

PAPERBOY II (TENGEN) £34.99
Ride your BMX through surburbia chucking a paper at things. 60%
▲ *Better than the first one*
▼ *Still essentially a crap game*

PGA TOUR GOLF 2 (EA) £39.99
Get out and buy it. Was the definitive golf game before Leaderboard. 81%
▲ *Incredibly playable*
▼ *Some ropy intro graphics*

PHANTASY STAR 2
A huge battery-backed RPG that set the standard for others. Not the best, but still excellent. 81%
▲ *You'll be there for weeks*
▼ *Bloody hard*

PHANTASY STAR 3
Bigger and better than number two, difficult to believe, I know. It's got really good graphics! 82%
▲ *Good-looking, very playable*
▼ *Daunting at first*

PHELIOS (SEGA) £34.99
Mundane little vertical shoot'em-up . 71%
▲ *Nice gameplay touches*
▼ *It's all over so quick*

PIGSKIN FOOTBRAWL (IMPORT) £34.99
Mediaeval-type American football game. 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 . 30%
▲ *You can't beat smashing a chair over a mate*
▼ *Dead boring on your own*

POPULOUS (EA) £39.99
You play God and play havoc with people's lives. 90%
▲ *Very addictive*
▼ *The power can go to your head*

POWERBALL (IMPORT) £35
Tragically duff Speedball clone. 48%
▲ *Makes SB2 look even better*
▼ *How long have I got?*

POWERMONGER (EA) £39.99
Massive strategy and war game. 87%
▲ *Hours of engrossing play.*
▼ *Not enough variety or fighting*

PREDATOR 2 (ARENA) £34.99
Very average shoot'em-up. 65%
▲ *Addictive*
▼ *Far too small. Lack of challenge*

QUACKSHOT (SEGA) £39.99
Brilliant everything'em-up with Donald Duck . 87%
▲ *Does everything marvellously*
▼ *Again no naked women. Cuh!*

RAIDEN TRAD (IMPORT) £40
Graphically impressive vertical blaster . 81%
▲ *Includes excellent presentation*
▼ *Gameplay is a little limiting*

RAINBOW ISLANDS (IMPORT) £39.99
A sickeningly cute platform game. 83%
▲ *Incredibly playable*
▼ *It's a bit pukey*

RAMBO 3 (SEGA) £29.99
Overhead multi-directional scrolly shoot'em-up . 47%
▲ *Better than average sound*
▼ *Game style is a bit old hat*

RASTAN SAGA 2 (SEGA) £29.99
Hack 'n' slash barbarian basher. 48%
▲ *Beat'em-up junkies will love it*
▼ *... A good job, no one else will*

RBI BASEBALL 4 (TENGEN) £34.99
Brilliant conversion that knocks all other baseball sims for six. Good animation and nifty features. 87%
▲ *Good gameplay, nice graphics*
▼ *Takes forever to reach the World Series*

REVENGE OF SHINOBI (SEGA) £34.99
Sequel to the brilliant Shinobi with some fabbo graphics and sound. 81%
▲ *Fantastic presentation and excellent gameplay*
▼ *Erm, none really*

RINGSIDE ANGEL (IMPORT) £34.99
Wrestling game involving scantily clad girlies beating the crap out of each other. Awful gameplay, but a wonderful subject matter. 45%
▲ *Hmm, half-naked women!*
▼ *It's a completely crap game*

RINGS OF POWER (EA) £49.99
Unfortunately this is a distinctly poor RPG with bad control system. 51%
▲ *Quests are quite interesting*
▼ *Graphics are jerky, controls are bad and the game is too dear*

RISKY WOODS (EA) £39.99
You're a knight walking through average levels firing average weapons at average enemies. 55%
▲ *It looks quite good*
▼ *Shallow gameplay*

ROAD RASH (EA) £39.99
3D motorcycle racing game with some rather novel ideas! Beat the crap out of your opponents. 78%
▲ *Superb animation and fun gameplay*
▼ *No two-player option*

ROAD RASH 2 (EA) £39.99
Brilliant follow-up to the original. Enhanced gameplay and more tracks make this a must for all driving fans 84%
▲ *Great fun*
▼ *Little variety*

ROGER CLEMENS' BASEBALL (US IMPORT) £44.99
Slightly below average sports sim. Pales in the face of more superior sims. 71%
▲ *The gameplay is challenging*
▼ *Boring after two mi nutes*

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. The option of jumping on the backs of friends is included. 66%
▲ *Big and you can control different characters*
▼ *Too long*

SAINT SWORD (IMPORT) £34.99
Multi-directional scrolling hack 'n' slash job. 37%
▲ *Seven decent sized levels*
▼ *It's bobbins*

SHADOW BLASTERS (IMPORT) £29.99
Distinctly poor scrolling beat'em-up. Looks crap and it is crap. 34%
▲ *None*
▼ *As appealing as cold sick*

SHADOW DANCER (SEGA) £34.99
From the hit arcade machine, one man and his dog take on the evil hordes in this scrolling beat'em-up. 84%
▲ *Brilliant graphics and terrific gameplay*
▼ *I don't like dogs*

SHADOW OF THE BEAST (EA) £39.99
Visually awesome game converted from the Amiga classic. It's crap, but it's a nifty way of showing off the Mega Drive. 62%
▲ *Looks gob-smackingly good*
▼ *Plays gob-smackingly badly*

SHADOW OF THE BEAST II (EA) £39.99
Incredible graphics, impressive sound, but excuse me can I have a more of a game please? 88%
▲ *Excellent presentation*
▼ *Too hard and it's tiny*

SHINING IN THE DARKNESS (SEGA) £44.99
Stonking RPG with brilliant graphics and truly deep gameplay. One of the best games of this type. 72%
▲ *Fantastic graphics and superb puzzles*
▼ *Too much aimless wandering*

SIDE POCKET (IMPORT) £34.99
Dreadful, but well presented attempt to bring pool to the MD. 30%
▲ *Females on the intro screen*
▼ *The complete game*

SONIC THE HEDGEHOG (SEGA) £34.99
Obscure scrolling platform game starring a bizarre blue hedgehog. 85%
▲ *Great graphics and sound*
▼ *Levels are far too easy*

SONIC THE HEDGEHOG 2 (SEGA) £39.99
The sequel to a really obscure platform romp. Sonic is joined by Miles in this bigger, speedier game. 93%
▲ *Miles is one wicked dude*
▼ *It's not a significant improvement over the first game*

SPACE HARRIER 2 (SEGA) £34.99
3D arcade blaster. Snore. 48%
▲ *Fast 3D graphics*
▼ *Gameplay is a little thin*

SPACE INVADERS '90 (IMPORT) £29.99
Graphically enhanced version of the original shoot'em-up. 64%
▲ *A good conversion*
▼ *Only the graphics have been brought up to date*

SPEEDBALL 2 (VIRGIN) £39.99
Futuristic sports sim with bags of violence. Look and plays great, particularly in two-player. 78%
▲ *Fantastic graphics and superb sampled sound*
▼ *You really need two players*

SPIDERMAN (SEGA) £29.99
Mediocre platform game that offers

nothing new. Reasonable fun, but you'll soon tire of it. 64%
▲ *Wickedly moody soundtrack*
▼ *Very little lasting appeal*

SPLATTERHOUSE 2 (IMPORT) £39.99
Gory scrolling beat'em-up. Once you've got over the novelty of chopping up babies with a chainsaw you'll hate it. For Evil Dead fans only! 72%
▲ *Novel gory graphics*
▼ *Very weak gameplay*

STAR CONTROL (BALLISTIC) £39.99
Huge strategy game that has been squeezed onto an 8 meg cart. Ideal for those who like a bit of strategy without too much brain drain. 68%
▲ *Neat graphics and fun gameplay*
▼ *Blend of arcade and strategy alienates fans of both styles*

STAR CRUISER (IMPORT) £34.99
Utterly unplayable shooter unless you speak Japanese. 47%
▲ *None whatsoever*
▼ *It's bloomin' foreign innit?*

STARFLIGHT (EA) £39.99
An interesting blend of trading, adventure and blasting that spans a massive virtual universe. 56%
▲ *Great idea...*
▼ *...Shame about the implementation*

STEEL TALONS (IMPORT) £35
Slow, turgid, depressing helicopter sim that Domark will be releasing officially this year. 55%
▲ *Faithful arcade conversion*
▼ *You could make tea between screen updates*

STORMLORD (IMPORT) £34.99
Very good-looking platform game from British developer 21st Century. Looks and plays like Ghosts and Goblins. 75%
▲ *Superb presentation*
▼ *Inconsistent difficulty levels*

STREETS OF RAGE (SEGA) £34.99
The definitive Mega Drive beat'em-up in the style of Double Dragon. Looks great and has brilliant moves. 79%
▲ *Wonderful presentation*
▼ *A bit too easy*

STREETS OF RAGE II (SEGA) £44.99
Brilliant sequel to a quality original. Bigger graphics, bigger levels. 91%
▲ *Top presentation and gameplay*
▼ *Best as two-player*

STRIDER (SEGA) £44.99
Horrendously expensive multi-directional scrolling beat'em-up. Lovely graphics and top sound. 78%
▲ *Excellent arcade conversion. Looks superb*
▼ *Too bloody expensive!*

SUNSET RIDERS (KONAMI) £39.99
A class conversion of the hit arcade beat'em-up . 82%
▲ *Loads of fun*
▼ *Far too repetitive*

SUPER AIRWOLF (IMPORT) £34.99
Absolutely nothing to do with Airwolf. 65%
▲ *Surprisingly playable*
▼ *The presentation is awful*

SUPER BATTLETANK (IMPORT) £44.99
Climb aboard the latest in American killing technology . Set in the desert wastes of Nothern Iraq it`s up to you stop that man Saddam. NIce digitised intros but not a lot else 50%
▲ *Easy to master controls*
▼ *Yawn*

SUPER FANTASY ZONE (IMPORT) £35
Very odd this one. You play a spaceship who has to avenge its father's death by shooting vegetables. 86%
▲ *Lots of lovely pastel graphics*
▼ *Very rare in this country*

SUPER HANG ON (SEGA) £34.99
Great conversion of the 3D arcade Bike Racer. Smart graphics and sound. 72%
▲ *Presentation is quite superb*
▼ *Gameplay is a little lacking*

SUPER HIGH IMPACT (IMPORT) £34.99
Interesting American football sim ideal for beginners. No way near up to John Madden standards but the game is easily accessed. Good game for beginners 68%
▲ *Ideal for beginners*
▼ *Not enough plays*

SUPER HQ (IMPORT) £34.99
This is a new version of an old theme; three different vehicles in which to chase the criminals who can actually shoot back. Wears thin very quickly. 40%
▲ *Fun for about 15 minutes*
▼ *Tedious for longer*

SUPER HYDLIDE (SEGA) £29.99
Fantasy role-playing game with drab graphics and dim plot. Adventure buffs'll love it. 65%
▲ *Very involved gameplay*
▼ *Only RPG nut-jobs will like it*

SUPER KICK OFF (US GOLD) £39.99
At last the long suffering football fan has a playable cart. The best so far. 88%
▲ *Excellent presentation*
▼ *Bogged down by the stats*

SUPER LEAGUE BASEBALL (SEGA) £34.99
An adequate baseball sim that doesn't quite make the mark of RBI 4. 48%
▲ *Reasonably playable*
▼ *Has no ZING!*

SUPER MONACO GP (SEGA) £34.99
Good quality coin-op conversion. Adequate graphics and reasonable joypad response. 68%
▲ *Reasonable graphics*
▼ *Beginning to show its age a bit*

SUPER MONACO GP 2 (SEGA) £39.99
Updated game, but this time it's got Ayrton Senna's name on it. 73%
▲ *Some nice digitized piccies*
▼ *Joypad response is a bit sluggish*

SUPER OFF ROAD (BALLISTIC) £34.99
Old fashioned 'round and round'-type racing game with teeny-weeny graphics. Very playable! 68%
▲ *Very playable indeed*
▼ *Graphics are too small*

SUPER REAL BASKETBALL (SEGA) £34.99
Playable basketball game with some wicked close-ups of your shots. Considered a classic by die hards. 64%
▲ *Corking graphics*
▼ *You really need two players*

SUPER REAL VOLLEYBALL (SEGA) £34.99
2D graphics are pap and gameplay is drab. Yah-boo sucks. If you like volleyball, go to the beach. 65%
▲ *The only volleyball game*
▼ *Looks crap and plays worse*

SUPER SHINOBI II (SEGA) £39.99
Bloody fabulous ninja game that has to be in everyone's collection. 93%
▲ *Huge amount of moves, great to play*
▼ *Some moves are a bit fiddly*

SUPER SMASH TV (FLYING EDGE) £34.99
Dreadful conversion of the old arcade classic. 33%
▲ *Two-player game amusing*
▼ *Incredibly boring and dull*

SUPER THUNDERBLADE (SEGA) £34.99
An adequate version of the arcade hit. 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. Maybe one for the novices to get thier teeth into. 67%
▲ *One of the best*
▼ *It costs nearly £50!*

TAZ-MANIA (SEGA) £39.99
Wonderful-looking platform game. Great graphics, sound, animation and backgrounds. 85%
▲ *Looks ace*
▼ *Not enough gameplay*

TEAM USA BASKETBALL (EA) £39.99
Another updated game, this time Bulls Vs Lakers becomes Team USA. 62%
▲ *Two-player game good laugh, nice graphics*
▼ *No variety. Too easy*

TECHNOCOP (SEGA) £29.99
Impossible Mission-type platform game with drivey bits. An ambitious project that hasn't paid off. 63%
▲ *Great idea...*
▼ *Bad presentation*

TECHNO SOCCER (IMPORT) £35
Dire attempt by the Japanese to make a game out of our national sport. 10%
▲ *The captain can catch fire(?)*
▼ *Induces suicidal tendencies*

TEENAGE MUTANT NINJA TURTLES: THE HYPER STONE HEIST (KONAMI) £39.99
Average 'run around and duff up the bad guys' affair. Too small and easy. Despite the fact the Turtles are here it`s still very average. 65%
▲ *Fun being a turtle*
▼ *No challenge*

TERMINATOR (VIRGIN) £34.99
Great presentation, but under all the frills it's nothing more than a weak platform shoot'em-up. 63%
▲ *Stunning visuals*
▼ *The game is far, far too easy*

TERMINATOR 2 (ARENA) £39.99
Menacer compatible shoot'em-up based on the arcade machine. Great fun, good atmosphere and the best Menacer game about. 85%
▲ *Fast moving action*
▼ *Needs Menacer for full potential*

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
Drive lots of fast cars in this 3D driving game. 68%
▲ *Some wicked cars*
▼ *Screen update can't keep up*

THUNDER FORCE II (SEGA) £39.99
Wicked shoot'em-up. Eight way scrolling job. Plays great! 82%
▲ *Very playable*
▼ *Graphics are a bit poor*

THUNDER FORCE III (SEGA) £39.99
Horizontal scroller with some wicked graphics. A classic. 85%
▲ *Amazing graphics*
▼ *Very hard levels*

THUNDER FORCE IV (SEGA) £39.99
What? Another Thunder force? The pick of the bunch this one with its amazingly good 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*

TINY TOONS (KONAMI) £39.99
Cute platform romp with fluffy bunnies. Loads of fun. The animation is superb, check this out. 93%
▲ *Fun game play*
▼ *A bit too easy*

TOEJAM AND EARL (SEGA) £39.99
Adventure where you control the two dudes as they try to rebuild their spaceship. 72%
▲ *Lots of humour in there!*
▼ *The graphics really are terrible throughout*

TOKI (SEGA) £34.99
Wicked platform game. Guide your ape through loadsa levels to rescue your animal loving girlfriend. 69%
▲ *Great graphics and massive levels*
▼ *Gameplay is a tad dull at times but it's a huge game*

TORA! TORA! (IMPORT) £34.99
Looks a bit like Flying Shark, but not as playable 53%
▲ *Ideal for younger players*
▼ *Far too easy*

TOXIC CRUSADER (IMPORT) £35
Crap beat'em-up. 43%
▲ *He uses a mop*
▼ *Bloody dull*

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*

TURBO OUTRUN (SEGA) £34.99
Race around California in your open-top Ferrari. Awful. 12%
▲ *Nope*
▼ *You name it, it's got it*

TWIN HAWK (SEGA) £34.99
If I see another scrolling shooter I think I'll scream...Arghhh! 41%
▲ *You pilot three planes at once*
▼ *So boring it's untrue!*

TWINKLE TAIL (IMPORT) £35
Walking shoot'em-up with loads of different weapons. Good, but not that good. 78%
▲ *Well-balanced difficulty and as good as a lot of others*
▼ *Never truly original*

TWO CRUDE DUDES (SEGA) £34.99
Tough opposition in this scrolling beat 'em-up. 86%
▲ *Grotesque graphics*
▼ *Iffy sound effects*

ULTIMATE TIGER (IMPORT) £37.99
Scrolling shoot'em-up which yet again offers nothing new. 32%
▲ *Nuffink*
▼ *Uninspired*

UNDEADLINE (IMPORT) £35
Vertical walking blaster stuff full of weapons and power-ups. 86%
▲ *Some gruesome guardians*
▼ *Not exactly original*

UNIVERSAL SOLDIER (BALLISTIC) £34.99
An old Amiga platform/shooty classic gets renamed to cash in on film. 60%
▲ *Interesting weapons*
▼ *Game shows its age*

VALIS 3 (IMPORT) £30
Vertically scrolling slash'em game – at least you don't shoot anything! 48%
▲ *Wicked presentation*
▼ *A bit too hard in places*

VOLFIED (IMPORT) £24.99
Paint the screen by drawing lines and filling in the gaps. Just like Qix. 72%
▲ *Wicked gameplay*
▼ *Crap presentation*

WANI WANI WORLD (IMPORT) £35
Based around an ancient two-player coin-op. 79%
▲ *Mildly addictive*
▼ *Migraine inducing graphics*

WARDNER SPECIAL (IMPORT) £34.99
Stonking coin-op conversion of this storming platform shooter. 53%
▲ *Arcade quality visuals*
▼ *Longevity score is a bit weak*

WARRIOR OF ROME (IMPORT) £39.99
Completely wicked and playable strategy war game. Set in ancient times when tanks and planes held no sway over the outcome of the battle, simply pure strategy 74%
▲ *Easy to get into*
▼ *Not for experienced players*

WARRIORS OF THE ETERNAL SUN (IMPORT) £35
Daunting TSR endorsed D&D RPG. Masses of places to explore including the usual mazes and passage ways. Filled with all the expected dragons and monsters. A must for die hards, others may find it tedious. 65%
▲ *Good variety*
▼ *Long periods of nothing*

WHERE IN THE WORLD IS CARMEN SANDIEGO? (EA) £49.99
Educational detective game that teaches the player geography! Includes a free encyclopaedia. A mixture of text adventure and Role playing. Highly enjoyable 85%
▲ *Good fun. Very educational*
▼ *A bit 'samey'*

WHERE IN TIME IS CARMEN SANDIEGO? (EA) £49.99
Same as above game, but with historical knowledge. Still, it's a good edition if you don't own the original 74%
▲ *Very good fun indeed*
▼ *Presentation is a bit weak*

WHIPRUSH (IMPORT) £19.99
Pleasant little average type shoot'em-up thingy. 61%
▲ *Looks OK*
▼ *It's yet another shooter*

WONDERBOY 3 (SEGA) £34.99
Scrolling collect'em-up. Totally, completely and utterly dire in every way. 27%
▲ *None*
▼ *C'mon Sega, we're not stupid*

WONDERBOY IN MONSTERWORLD (SEGA) £39.99
Excellent role-playing adventure game which spans loads of levels. 85%
▲ *Superb huge levels*
▼ *Wonderboy is far too cute*

WORLD CLASS LEADERBOARD (US GOLD) £39.99
The best 3D golf game on the Mega Drive. 82%
▲ *The best golf game yet!*
▼ *You've got to like golf*

WORLD CUP ITALIA '90 (SEGA) £29.99
A pretty naff footie sim. 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. Some good comic style humour and a few good moves. Let down by the fact it is way too easy and it does become boring. 69%
▲ *Great graphics*
▼ *Fights are too short*

XDR (IMPORT) £34.99
Horizontal scrolling shooter. 43%
▲ *Erm...Nope*
▼ *It's another crap shoot'em-up*

XENON 2 (VIRGIN) £39.99
The once classic Amiga vertical shooter has now been converted to the trusty Mega Drive. It`s still a good laugh despite being a little too easy. 72%
▲ *Fantastic presentation*
▼ *Gameplay is a bit weak*

X-MEN (SEGA) £39.99
Superhero bea-em-up that delivers the goods. Large levls, super villains, special moves, it`s got the lot. A worthy purchase. 91%
▲ *Loads of fun*
▼ *Tad on the difficult side*

ZANY GOLF (EA) £39.99
It'd probably be good if you were on drugs, but crazy golf with hamburgers, windmills and sausages does nowt for me. 35%
▲ *It's an original idea I suppose*
▼ *But it doesn't quite work*

ZERO WING (SEGA) £39.95
Polished horizontal blaster. Looks great and plays well, but unless you have a lot of will-power you'll finish it rather quickly. 72%
▲ *One of the best shooters*
▼ *Infinite continues a pain*

ZOOM (SEGA) £29.99
Mediocre puzzle based on the arcade classic Painter. 43%
▲ *Fun for a few minutes*
▼ *...Then it gets terribly boring*



MEGA PHONE

Maverick Mags, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

DESPERATELY SEEKING RBI

Dear MAG,
Please help. I can't find RBI Baseball 4 for sale anywhere. I'm writing in the hope that you'll be able to give a list of stockists for this game.
Helen Juggins, Southampton.



JOHN: *I'm sure one of the suppliers that advertise in the mag will be able to point you in the right direction – why not try calling one?*

A LEAGUE OF YOUR OWN II – THE SEQUEL

Dear Gerry,
I would like to complain bitterly about your reply to the letter you got in the May issue of Mega Drive which was headed 'A league of your own'.

Initially you answered the questions asked by James Walace from Glasgow well, but some of your replies were out of order, especially the reply to the question regarding the European Super League, and I quote "If this is the case Rangers will never make it: Celtic yes, Partick Thistle, hmm, not sure on that one".

How can you say such things about Rangers when they are the only British team still remaining in the Super League, in fact the only British team to make it to the Champions' League, Celtic did not even make it past the second round of the UEFA Cup.

I think it is time I asked you a question, are you a Celtic fan? After you have answered I think you should apologise to Rangers fans and admit you were wrong in all your comments.
David Harris, Lenzie, Glasgow.



GERRY: *Goodness gracious, quick call the newspapers, this is definitely a first – here we have a Rangers fan who can write. Hang on, not only write, but use full stops and commas. All my comments were true, the Super League is only for teams who have won the Champions' Cup eg Celtic, not Rangers (ha, ha).*

In answer to your question, no! I follow Port Glasgow Juniors and Greenock Morton. I think it is safe to say that neither of these two teams are likely to make it into the Super League, so take it easy and play Super Kick Off, it's the nearest thing any Rangers fan will come to European Glory!

STREET FIGHTER II DILEMMA

Dear MAG,
I am writing to you to ask about Street Fighter II. I have heard lots about it but the release date keeps chopping and changing. Could you tell me the proper release date? Could you also tell me whether it's worth getting when I already have Streets of Rage II.
David Robson, Leicester.



JOHN: *You should've bought last month's mag 'cos there was lots of info on SF II along with the first MD screen shots. The US release date for SF II is the first week in September. Unfortunately, there have been some complications regarding the UK release of the game. We're not sure of specific details but it seems there is some kind of dispute between Capcom and Sega. As I'm writing this, there is no confirmed UK date. Sorry.*

As to whether you should buy it or not...SF II is likely to be the best game you'll ever see on a Mega Drive cartridge.

STREET FIGHTING CONFUSION

Dear Mega Drive,
I am a very confused Mega Drive player. Street Fighter II was first announced in February, then in March then April. Now I read elsewhere that it will be released in May for £40 with a free six button joypad. Is this true?
Keith Lord, Southampton.



JOHN: *I have never seen an announcement that Street Fighter II Champion Edition will include a free joypad. This will undoubtedly cost players an extra £20 on top of the price of the game. As for a release date we only know the US date at present (first week in September) although a UK date could be announced any day now.*

THE INQUISITOR

Dear Mega Drive,
Please could you answer these questions for me...
1) When will Street Fighter II be out?
2) How much will it cost?
3) How much will the joypad be?
4) Will Super Kick Off have proper names in it?
5) Same as above for Sensible Soccer?
6) When will Jungle Strike be released?

TO SUE OR NOT TO SUE?

**Dear Mega Drive,
I recently watched a program on Central TV called 'It's a Living'. The program was about the prices of computer games in America.**

The program showed two parents who decided to take Nintendo to court over their ridiculous prices. The parents' lawyer was sure that they would win. He estimated that Nintendo overcharge their customers by about $10. If Nintendo lost the case they would have to refund all customers about three times the amount they were found to be overcharging.

Apparently Nintendo have been sued before and have lost millions in cases like this. This seems right to me as I believe both Sega and Nintendo overcharge. What shocked me though was that towards the end of the program the difference in prices between the UK and America was shown. The American prices are by far the cheaper!

**My point is that if people can sue in America and win, then surely people in England can do the same. I found the American prices to be cheap compared to English.
Ismail Sidat, Leicester.**



JOHN: ***To sue or not to sue? That is the question. One thing you must bear in mind is that America really is the land of the lawsuit. This is a place where you can sue a microwave manufacturer for not putting 'do not use your microwave to dry out your cat' in the instruction manual. Although there are many similarities between the UK and US systems, the American legal system is a very strange beast indeed.***

The chances of actually succeeding in a lawsuit against Sega UK would be pretty slim. On many occasions Sega has published justification of its pricing – namely development costs, distribution, shipping, the cost of having the cartridges manufactured in Japan, packaging and so on.

To be honest, I'd be very surprised if any court in Britain would take on a case like this and even if it did it would cost you a fortune in legal fees. My advice is to be careful where you buy your games from. Yes, they are far too expensive, but there really isn't much we can do about it. Also buy MAG each month to see which games are the ones to get!

7) Is it any good?
8) Is there going to be SF III?
Rocky Falzon, Surrey.



JOHN: *Oh God, a list of questions. I thought people had stopped sending these.*
1) September.
2) Anything from £40 to £65 it depends – nothing's confirmed.
3) Around £20 I'd imagine.
4) No.
5) No.
6) July.
7) Yes.
8) Probably.

MR MENZIES

Dear MAG,
I went to John Menzies to get April's edition of Mega Drive Advanced Gaming but it wasn't in and it was only April 3rd. I had to buy the May issue instead. Why?
Jamie Hadaway, Midlothian.



JOHN: *The issue that comes out in April is cover dated May – this is just the way things work. You'll notice that most magazines have a cover date like this – the publishing trade is a wild, wacky and fun one.*

SEQUELS GALORE

Dear Mega Drive,
I've heard that Domark is planning a sequel to Pit Fighter. Is this true? I've also heard that Splatterhouse 3 will be a 16MBit cart. Is this true?
Jason Hancock, Barnsley.



JOHN: *Unfortunately I have to admit that there is going to be a version of Pit Fighter II later in the year. As for Splatterhouse 3, yes it will be a 16MBit cart and the game looks to be as much of an arcade adventure as it is a gory beat'em-up.*

WHY IS GOD LATE?

Dear Mag,
Back in issue three you reviewed the Mega Drive version of Gods. Is it ever going to come out? I've been waiting for ages.
Jason Keen, Swindon.



JOHN: *You can buy Gods at the moment, but only on import. If you buy a US copy of the game you'll have to make sure that you either a) Have a US Genesis machine or b) Have a converted UK machine.*

CREEP

Dear MAG,
I think your mag is undoubtedly the best that money can buy and...(yes, yes, yes, we know. Now get to the point – John).
1) Could you tell me when both Super Shinobi II and Shinobi III will be out in the shops?
2) What is the best platform shoot'em-up?
Graeme Coke, Scotland.

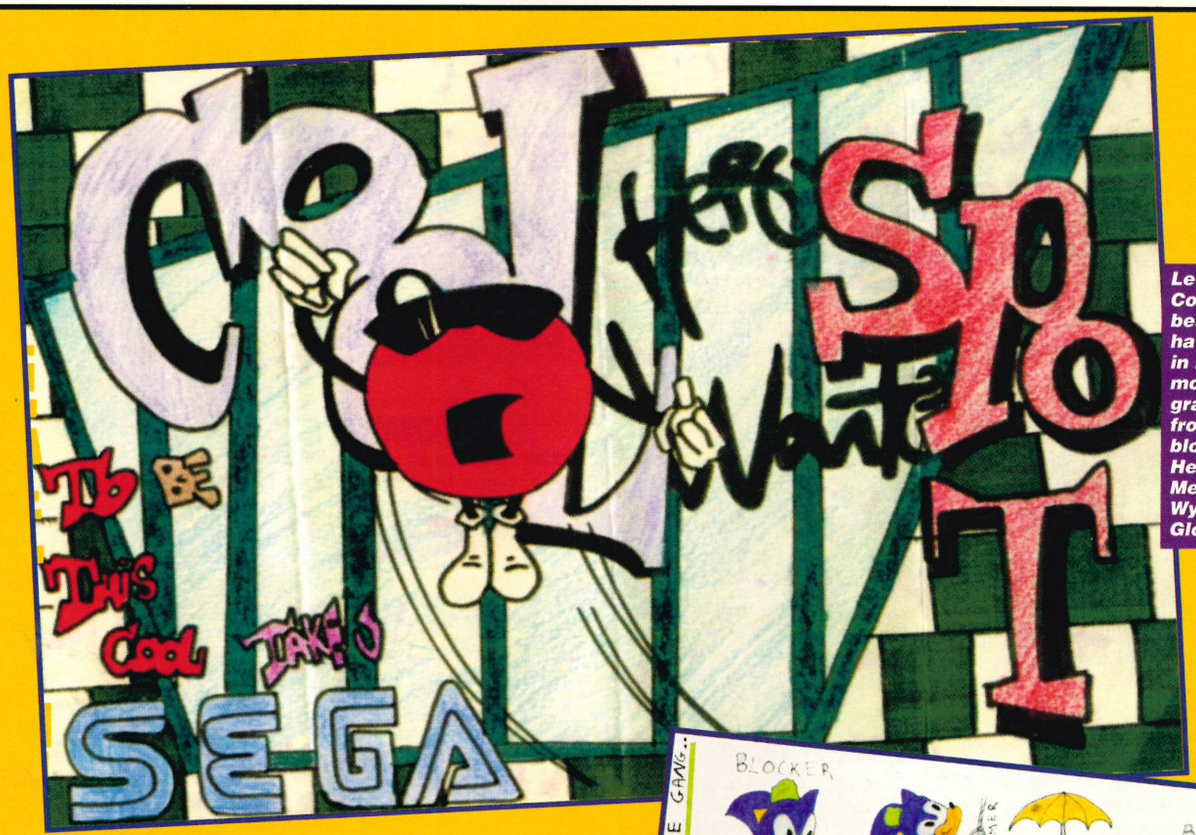


JOHN: *Questions, questions, questions...*
1) We're told that it should be out some time in June or July (it's slipped something rotten).
2) There are lots of good 'uns, but we like Gods (although it's import only), as well as Shadow Dancer and...erm, Fatal Rewind (an oldie, but a goodie). There are loads of really excellent games, why not check out the Mega File for a complete list of reviews?

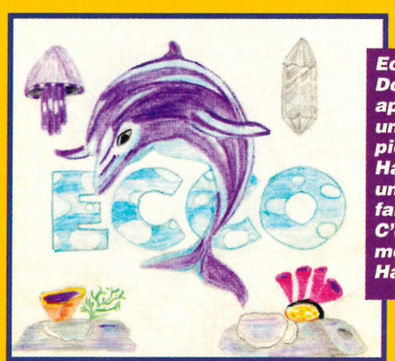
HORROR GAME?

Dear MAG,
I was reading in the paper the other day that Night Trap was a 'video nasty' and that it was 'a symptom of a very sick society'. Why have they said this when your review of it seemed to be very complimentary? Why didn't you

GALLERIE D'ART



Le Spot est Cool. C'est le best piccy we have received in le past few months. Une grande change from Sonic le bloody Hedgehog. Merci Rob Wytchard from Gloucester



Ecco le Dolphin appears dans un grand fishy piccy. Jamie Hadaway est un artist fantastique! C'est bon monsieur Hadaway



Sommings – une concept nouvelle. L'artist forgot to send his name and address

warn us about the horrific content of the game? Surely it is your responsibility to warn us of such things?
Gary Taylor, Westbury, Wilts.



JOHN: *No doubt you're referring to the utterly ludicrous article printed in the quality newspapers on 28 April. Nothing like a spot of overzealous scaremongering to find a spooky story about video games is there? If you can find a negative thing to say about consoles and computer games I'm sure any of these tomes of wisdom would print it. What a farce! You never see anything complimentary do you?*

Night Trap is a totally different style of game. Yes, it is a full-motion video film based on crappy B horror movies. Yes, it does have a warning on the box. Yes, it does cost nearly £60, and yes, you do need a Mega-CD to play it. That gives us a number of things to go on...

A) You've been warned by the box and it is based on a dodgy genre – all tongue in cheek of course!

B) It's expensive anyway – not something your average 12-year-old can afford. There is a warning so parents needn't buy it for their kids if they find it 'disturbing'.

C) Your average youngster doesn't really have access to a Mega-CD at present anyway – there are only 70,000 units out there and most are owned by older players (with an income that can match the £260 price tag).

If you believe the trash the papers print, fine. We thought the game was a bit of a laugh and we did outline the fact that it was a little 'out of the ordinary'.

WHY PREVIEW?

Why do you have previews? Are previews not incomplete and therefore can only be seen as something coming next? I can't see why you give as many pages to previews as you do to reviews. Anyway, you already give us good information in the news section. Why not get rid of previews altogether?
M Johnson, Exeter.



JOHN: *You seem to have answered your own question here. Previews are there to show what is coming next. I'm sure people want to see as much as possible of any 'big game' which is soon to be released – the more screen shots and the more coverage the better. Something like Jungle Strike (previewed in issue 10) deserves as much coverage as possible.*

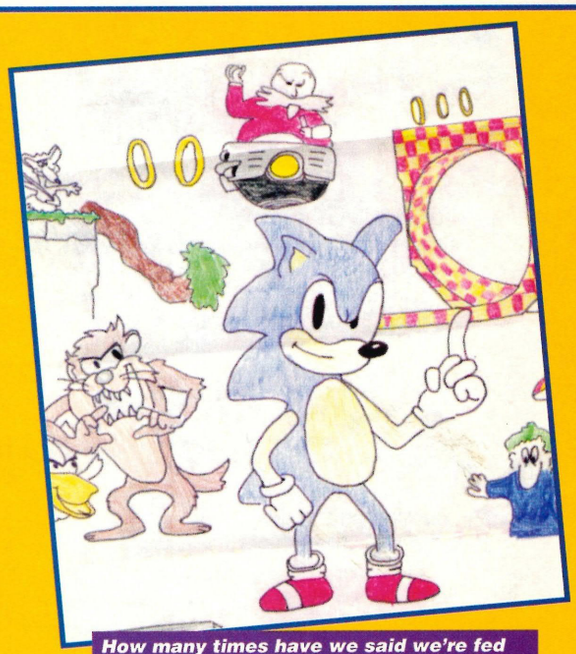
MICKEY MOUSE

Dear John,
My friend has just bought the MarioPaint mouse thing for his SNES and I think it's really good. When will the Mega Drive mouse be coming out? You printed news on it ages ago and we've still not seen anything on it.
Kev, Scarborough.



JOHN: *The Mega Mouse (or whatever it's likely to be called) should be out at about the same time as the new Mega Drive 2. The first game which will utilise this new peripheral will be Virgin's Two Tribes.*

MORE SONIC



How many times have we said we're fed up of getting Sonic pictures eh? Come on, how often have you heard it? This person obviously took no notice

A COMEDIAN

Dear Gerry,
Thank you for eloquently answering my last letter (issue 9) by signing off calling me a dipshit and for answering all my questions about the battle between Sega and Nintendo so wonderfully. Could you do the same this time?

a) As a keen Rugby League fan (flat cap, whippet, pint of bitter please luv) and a sports sim fan I was wondering if there would be any MD rugby games.

b) After reading your review of Super Kick Off I went out to buy the game, however when I reached the shops it turns out that the game isn't £39.99 at all, it was actually £44.99 and I didn't have enough money. Why were you wrong?

c) What is the difference between a smoked haddock and a person from Wigan? One is smelly, sweaty and slimy and the other is a fish.
Don Kiddock, St Helens.



GERRY: *a)International Rugby from Domark is the only Rugby game we know of that's on the way at the moment. Take a look at the preview on page 34.*

b) We were informed at the time of the review that the game would only cost £39.99. If US Gold, or any software house tells us a price we tend to believe it.

c) Hmm, yes very funny!

SONIC THE TV STAR

Dear John,
When is Sonic the Hedgehog the TV series going to start? I read your article about it, but I've not heard anything since?
Caroline Goodall, Devon.



JOHN: *The series starts in the US around now (we don't have any exact dates), but as yet there is no confirmation as to when Channel 4 (for it is they who've snapped up the rights) will be bringing the series to our screens. We'll let you know more just as soon as we have any information.*

VIRTUAL GAMES

Dear MAG,
I've read in all sorts of mags that there's to be a virtual reality add-on for the Mega Drive. Surely this is all porkies? There's no way the Mega Drive could cope with all the graphics and stuff that a virtual reality machine uses.
Richard Bramner, York.



JOHN: *Virtua VR as Sega is planning to call it is a separate system which will plug into the Mega Drive unit. It contains all sorts of fancy graphics hardware that handles the speedy graphics.*

Why not check out our news pages for more information?

WHAT'S THE DATE?

Dear Mega Phone,
I have been with you since issue number six and have enjoyed reading your magazine. Today is the 31st of March and already I've got number nine which is labelled May 1993. Can't you slow things down a little bit and release the magazines at the end or beginning of the month. If you keep this up we will be reading the '94 issues sometime in the middle of June this year.

Some constructive criticism; the players' guide section, good as it is, is just too far ahead. In the April issue you reviewed Teenage Mutant Ninja Turtles, then in May we get a complete guide to the game. Could you not have waited until June or July before it was printed giving us gamers the chance to play, explore and make our own mistakes before you print the guides.

I buy a game for a challenge and if it came with a players' guide I wouldn't buy it. I prefer to play the game on my own merits not someone else's. Please give us a chance to play the game before guiding them.
Mr K Casey, Nottingham.



JOHN: *The point you raised about players' guides is quite valid and there is a reason for the occasional appearance of games that are nowhere near release. We try to offer a service whereby a game is previewed one month, reviewed the next (often close to release) and then guided once it's been on the shelves a while.*

Unfortunately, the release schedule (which is dictated by Sega Europe) often lets a game 'slip back' from its release date. A software house can tell you a game is coming out in a certain month until it's blue in the face, but if it misses its release slot the game will often be late.

In the past this has occurred as we're putting the magazine together and we find out that a game has slipped after the magazine has gone to print. It's a problem, but we try to keep on top of it, whilst being as current as possible at the same time.

In the mean time, why not just hold onto your copies of the mag and only use the guide when you need it?

MAG CLASSIFIEDS

WANTED

Rainbow Islands – Where is this game? If you have a copy I'll swap it for John Madden '93, Lemmings or Streets of Rage 2.
Steven Sharkey, Flat B, Central Buildings, Cornmarket, Penrith, Cumbria, CA11 7HT. Tel: 0768 899 773 after 6pm.

Wanted: Any good Amiga PD programs for club distribution.
Bethan Hawkins, Holly Bush, Crwbin, Kidwelly, Dyfed, SA17 5DR. Tel: 0269 841605.

Wanted: Any good Mega-CD games, must be UK versions. Especially want Final Fight or Night Trap.
Joe Nelson, 16 Harrow Close, Caerleon, Gwent, NP6 1EF. Tel: Gwent 420010.

Wanted: Mega Drive, two joypads and game under £95. Must live near Blackburn.
Paul Brookman, 22 Beaver Close, Wilpshire, Blackburn, BB1 9LB. Tel: 0254 247 486 after 4pm.

FOR SALE

Amiga 500 with 1MB RAM, good condition with new internal disk drive, Star LC-20 dot matrix printer, mouse, original games, Amos, hardware copier, 40 mags, all boxed with manuals. £350 or less.
Daniel Houghton, Falmer House, Hill Road, Speen, Newbury, Berks, RG13 1RP. Tel: 0635 33932.

Amstrad CPC 464, colour monitor, two joysticks, 46 games, good condition. Worth £400, sell for £100.
Christopher Wright, 25 Deane Field View, Waterthorpe, Sheffield, S19 6LA. Tel: 0742 481128.

English Mega Drive, seven games including Ecco, Sonic 2, WWF plus Action Replay Pro, and Menacer with six games. Sell for £250. 16 mags for an extra £10 – all recent issues. Must be able to collect.
Gary Boardman, 5 Kelmscott Gardens, Chelmsford, Eastleigh, Hants, SO5 1TD.

For sale: Japanese Mega Drive with joypad, joystick and two games. Plays all English games. Still boxed. £95. Buyer collects.
Micheal Taylor, 123 Kirkham, Biddick, Washington, Tyne and Wear, NE38 7EX. Tel: 4153432.

For sale: Master System 2 with two control pads and 10 games including Alex Kidd, Sonic, Sonic 2, New Zealand Story, Ghouls 'n' Ghosts, Asterix, Bubble Bobble, Moonwalker, Psycho Fox, Rampage and Spiderman. All boxed as new with instructions, £200.
Roland Bunce, Cricket Hill Lane, Yateley, Camberley, Surrey, GY17 7BG. Tel: 0252 870191.

For sale: Master System converter including three games: R-type, Lucky Dime Caper and Secret Command. All boxed with instructions. Three months old. £50 ono. Also Streets of Rage 1, £15 or free with converter.
Mark Shepherd, 63 Dunstable, Lower Falinge, Rochdale, Lancs, OL12 OPQ. Tel: 0706 55801.

For sale: Master system games: Captain Silver, Penguinland, Y's, Rastan, £15 each. Rescue Mission £12. Phantasy Star £20. All good condition.
Peter McGaharon, 18 Quarry Place, Dumbarton, Strathclyde, G82 5BJ. Tel: 0389 67063.

For sale: Mint condition Mega Drive with four great games: Lemmings, Quackshot, Mercs and Sonic. Also includes Arcade Power Stick and joypad. Mega Drive plays all cartridges. Worth £310 but will sell for £220 or any other reasonable offer.
David Thomas, 1 Tannock Court, Hazel Grove, Stockport, Cheshire, SK7 6AX.

For sale or swap. Outrun for Mega Drive or any other Mega game may be considered.
Paul Goodall, 43 Edinburgh Road, Musselburgh, Midlothian, Scotland, EH21 6EE. Tel: 031 665 4610.

For sale: Sega Master System 2 and eight games plus arcade joystick – £125.
Graham Harron, 10 Palmerston Park, Bayswater, Londonderry, N.Ireland, BT47 1DJ. Tel: 0504 48246.

For sale: Sega Mega Drive (UK), 12 games and three control pads including one remote. Games include top titles such as Lemmings, Sonic 2, Aliens 3, Terminator 2, and Chuck Rock. Console under 12 months old. £320 ono.
James Chamberlain, 23 Eye Road, Peterborough, Cambs, PE1 4SA. Tel: 0733 347750.

For sale: Sonic the Hedgehog £15, Ecco the Dolphin £25, Speedball 2 £20, Powermonger £25. All games with instructions. Will post down to you by recorded delivery.
Marc Gibb, 1 Dundas Road, Inverallochy, Aberdeenshire, AB43 5YG. Tel: 0346 582624 after 6pm.

For sale: Super Hang On in mint condition for £17, or will swap for Sword of Vermillion, Shining in the Darkness or any decent RPG.
Leif Dixon, 14 Gatacre Road, Ipswich, Suffolk, IP1 2LQ. Tel: 0473 250 400.

I will sell Sonic the Hedgehog in good condition for £17.50 and Streets of Rage in mint condition for £22.00.
Paul Rowley, Old Park, Plough Road, Tibberton, Nr Droitwich, Worcs, WR9 7NN.

Lynx 2 with five games, adaptor, screen guard, carry pouch and comm-Lynx cable. All boxed as new. Worth £270, sell for £200. Buyer collects.
Paul Nield, 87 Broughton Rd, Crewe, Cheshire, CW1 4NW.

Master System 2 with one control pad, includes seven games: Sonic, Lemmings, Spiderman, Ghost Busters, Populous, etc still boxed, great condition, £90.
R.Hayes, 10 Bookham Court, Phipps Bridge Road, Mitcham, CR4 3PH. Tel: 081 640 9298.

Mega Drive Bio-Hazard Battle cart. Bio alien shoot'em-up including two-player mode. Excellent graphics, hardly played, in perfect condition, £25.
Paul Wade, 12 Fiddlewood Road, Old Catton, Norwich, NR6 6DW. Tel: 0603 413284.

Mega Drive for sale, four months old, one joypad, Sonic, Ecco, Thunderforce 4, Bio-Hazard Battle, Galahad and Strider. Also Jap converter with Ghouls 'n' Ghosts. All boxed and in excellent condition, open to realistic offers.
Scott Murray, 35 Mamellah Crescent, Newmachar, Aberdeenshire, Scotland, AB2 OWG.

Mega Drive Games £25 each: Space Harrier, Strider, California Games, Helios, Zany Golf, Joe Montana Football, Mike Ditka Football, Herzog Zwei, Legend of Galahad, Fantasia, Turrican, Burning Force, Bonanza, Faery Tale, Zoom, Sonic.
C.Chambers, 37 London Road, Woolmer Green, Herts, SG3 6JE. Tel: 0438 812545.

Mega Drive games for sale and a few Game Gear games for sale.
Martin Hopkins, 34 Princess Drive, Melton Mowbray, Leics, LE13 ODJ. Tel:0664 68872.

Mega Drive only one-year-old, and eight games including Sonic 2 and Taz-Mania. Cost £400, will sell for £300. Also for sale Master System convertor plus nine games and accessories.
Andree Almeida, Flat 70, 23 Brown St, Dundee, Scotland, DD1 5EF. Tel:0382 22474 after 5pm.

Mega Drive only three months old with nine months guarantee plus two joypads, Lemmings, Pacmania, Olympic Gold, LHX Chopper, Madden '93, PGA Golf 1&2, sell for £225 or swap for Amiga 500/600 (1MB), with joystick and mouse.
John Browes, 31 Heritage Way, Stanmore, Harrow, Middx, HA7 2AX. Tel: 081 861 4577.

Mega Drive and games: Greendog, F22, LHX Chopper, Ecco, Corporation, Sonic, T2, GPII, Desert Strike, Starlight, Action Replay codes and more. Joypad, Python, Quickshot, all boxed, worth £620 will take £400.
Andrew Gebhardt, 9 Woodville Court, Woodville Road, Cardiff, CF2 4DR. Tel: 0222 382572.

Mega Drive in very good condition, £65. Also 35 various games, £15 to £25 each. There is £1400 worth of equipment here, but you can have it for £600 ono, or buy separately. I will deliver to honest buyer.
D James, 14 South Street, Southsea, Portsmouth, Hants, PO5 4DP.

NES for sale with Super Mario Brothers. Immaculate condition only £44 plus four NES games: Hook, Double Dragon, Chip 'n' Dale, and a boy and his blob. Games can be sold separately for £5 each or £20 for five.
Lee Steele, 150 Milton Road, Corringham, Essex, SS17 8JX. Tel: 0375 677061.

SWAP

Exchange Zero Wing for Splatterhouse 2, Bio-Hazard Battle, Mickey Mouse, or any other decent game.
Lee Reid, 1 Ottervale, Otterham, Camelford, Cornwall, 9L32 9TA. Tel: 08406 411.

Ghouls 'n' Ghosts swap for Shining in the Darkness or Phantasy Star 3.
Robbie Jamieson, 524 Ritchie Park, Johnstone, Renfrewshire, Scotland, PA5 8JP. Tel: 0505 37769 after 5pm.

I will swap Fantasia and World Cup Italia '90 for Streets of Rage 1 or 2, or Speedball 2.
Dean Lockey, 3 Sandringham Court, Hanworth, Doncaster, South Yorks, DN11 8QU.

I will swap Krusty's Fun House for Pro Action Replay (Mega Drive). Must be good condition. Also swap Pro Wrestling (Master System), Python Joystick no box (Mega Drive), Master Gear no box, for Micro Machines (Mega Drive).
Colin Edminston, 72/4 Redhall Crescent, Edinburgh, EH14 2HD. Tel: 0314 430606.

I will swap my Mega Drive, Menacer and seven games including T2, Sonic and Arch Rivals for a SNES, Super Scope, Street Fighter II and other games.
Ryan Wood, 206 New Barns Avenue, Ely, Cambs, CB7 4RG. Tel: 0353 666530.

Mega Drive games for swap. Desert Strike, Ecco the Dolphin, Sonic, Streets of Rage. I want PGA Golf 2, Team USA.
David Evans, 9 Ffordd, Gwynedd, Garden Village, Wrexham, Clwyd, LL11 2TF. Tel: 0978 265884.

Sonic the Hedgehog: Swap for Robocod, Ghouls 'n' Ghosts, John Madden or Rolo to the Rescue. Also wanted: Turbo joypad. Collect near Oxford.
Nick Lefevre, The Cottage, The Croft, Aston, Tirfold, Oxon, OX11 9DL. Tel: 0235 850820.

Swap Alien 3 for any of the following: Chuck Rock, Dragon's Fury, Corporation, LHX Attack Chopper, Thunderforce 4.
Ross Sillifant, Trebarwick, Mill Road, Bradworthy, Holsworthy, Devon, EX22 7RT. Tel: 0409 241 375 week days 7-9pm.

Swap boxed SNES with Super Marioland, two control pads, five Mega Drive games, boxed maverick 3 control stick for USA SNES with games. All games are boxed with instructions.
Ricky Valentino, 3 Falkland Avenue, New Southgate, London N11 1JS. Tel: 081 368 7486.

Swap: Budokan or Bare Knuckle for your good RPGs – Phantasy Star 2/3 or Sword of Vermillion. Also consider Paperboy.
Chris Brown, 29 Nelson Road, Edmonton, London N9 ORH. Tel: 081 803 0813.

Swap Mega Drive arcade joystick, carry case, 11 games including World of Illusion, Streets of Rage, Chuck Rock, ASGP2, John Madden '93, for SNES with seven games, or sell for £410.
I M Probert, 5 Ty Tyleri, Tillery St, Abertillery, Gwent, NP3 IHN. Tel: 0495 320521.

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I am an 11-year-old boy looking for an 11/12-year-old male pen-pal. Must enjoy computers. If interested write to:
Robert Peter, Dean Head Farm House, Old Alban Road, Bradford, Thornton, West Yorks, BD13 3RT.

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Paul, 4 The Green, Ribble Village, Ribbleton, Preston, PR2 6QF. Tel: 0772 796489.

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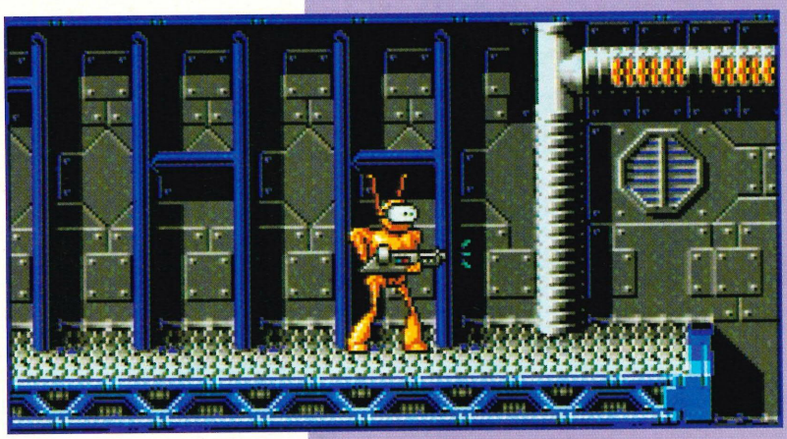
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NEXT MONTH

Happy birthday to us. Yes, that's correct readers, that hard-working crew known to you as Mega Drive Advanced Gaming is officially one year old. In effect this means that in the short space of 12 months we have become the NUMBER ONE selling Mega Drive publication in the UK. Hopefully we shall all be treated to McDonalds for burgers and soft drinks before heading on to a special private screening of Rupert Bear: The Movie. Pictures later!





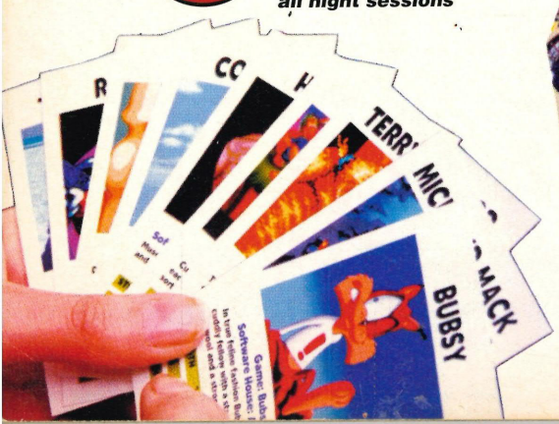
After whetting the old appetite with our Bob preview last issue you will undoubtedly be ready for a full review in our next issue. Watch this space

Watch out for the next thrilling instalment of MAG hitting the shelves on THURSDAY 24 MAY

The CD front brings a preview of Virgin's Terminator and more of the latest news on what is happening in the CD world. Just why has Sega wasted loads of money on some terrible advertising? Read it here



Also in our next issue we will have more free trump cards of all your favourite heroes. Grab some more and up the stakes in those all night sessions



John will have the first of his in-depth reports from Chicago where he will be holding the Union Jack high for MAG. Expect news on all the latest Sega news from across the Pond including VR and Sega CD

Let's face it, nothing Mega Drive related is complete without mentioning Streetfighter II. After our worldwide coup in bringing you the first screen shots what we have next month is something a little more special. That's all I'm prepared to say

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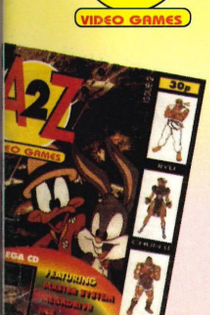
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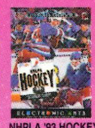

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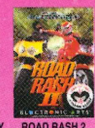

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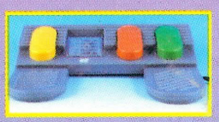

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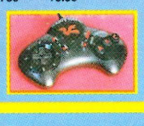
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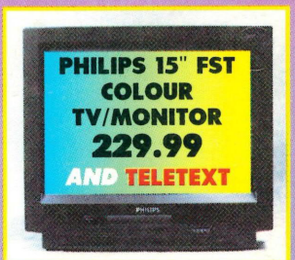
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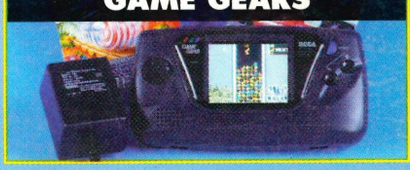
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