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Britain's Best Sega Magazine!

INSIDE SEGA PRO THIS ISSUE

Now we have two versions of your favourite magazine there really is no other choice for the owner of any Sega system!





To celebrate the New Year, this issue SegaPro brings you a cover-mounted 68-page Guide To '95, full to the brim with details of all the games you can look forward to in the coming months. Meanwhile SegaPro CD goes crazy with TWO cover discs, containing playable demos of Pitfall: The Mayan Adventure and BC Racers. Inside both mags, we've got REVIEWS galore: the first-ever Saturn games, Samurai Shodown and Ristar EXCLUSIVES on MD, the second batch of 32X games, plus many more reviews and previews on all the Sega systems.
I know what Des Lynam will be asking: "Just how do they do that?" Well, Des, it's all part of being Britain's best Sega magazine.

SEGA PRO

FEBRUARY '95

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SEGA XS, Sega Solutions, The A-Z of Sega Games, Super Gamer, The A-Z of SNES Games and Games World.

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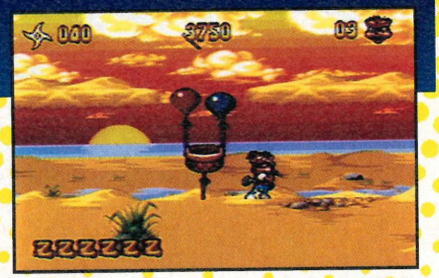
The news tonight. Kamikaze squirrel dive-bombs onto Mega Drive on page 6. Top basketball player invites you to slam-dunk on 7. And finally, Mega-CD kids bulldoze a building site on 8, causing havoc.

1995 - THE DAWN OF A NEW ERA!

This issue comes out just as the New Year dawns and it's apt that inside we have the first-ever review of *Virtua Fighter* for the Saturn. Sega are pinning their hopes for the future on this new-generation machine and from what we've seen they aren't going to be disappointed. Check out what we think in the review and also in our 64-page *Guide To '95* book,free with this issue.

Our commitment to keeping you bang up to date with new developments on the Sega scene means this book is packed with facts, screenshots and speculation on the games that are going to be big throughout 1995. Every Sega system is covered, from the humble Master System to the mighty new Saturn.

Read and enjoy!
Chris Marke, Editor



IT'S ZERO HOUR

You may remember Zero The Kamikaze Squirrel as the dive-bombing nemesis of Aero The Acrobat. However, this nutty character now wants a share of the limelight for himself in the latest game set to burst onto the Mega Drive from Marubeni.

Zero has left the World Of Amusement Circus to save his forest homeland, threatened by the axe of evil Jacques Le Sheets. The dire lumberjack is destroying the trees of the forest in order to make paper to print counterfeit money using stolen plates.

Zero must traverse the sandy beach, scale the perilous cliffs, manoeuvre a jet ski down the furious white-water rapids, encounter the evil lumberjack forces, including the sinister wolverine Quicksilver, and race through the deadly toxic waste pool. Phew, that took some saying! Only after doing all this can Zero face off with the menacing Le Sheets in the final confrontation at the secluded paper mill and factory.

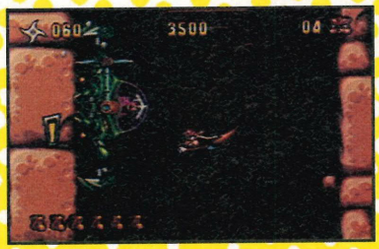
With unlimited continues, Zero should pick up icons to refill his star inventory, his energy and gain extra points. Most levels have specific devices that act as springboards to launch Zero upward and onward. Using these Zero can also find secret rooms scattered high above each level.

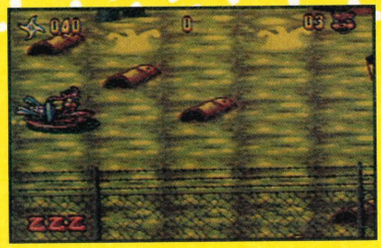
Zero, the squirrel with a mission more important than stealing some nuts, will be hurtling onto the Mega Drive in March '95. Look out for more nutty facts soon.



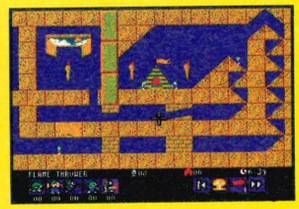
Zero's a real Kamikaze – I always said these squirrels were nuts.







LEMMINGS SOLUTIONS

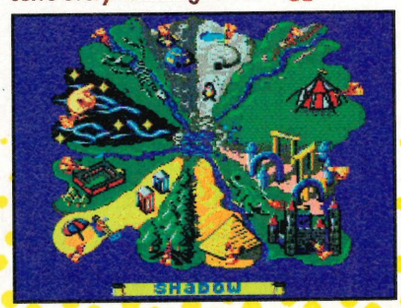


Those wacky creatures that inhabit the hardest platform puzzlers in town have been bugging Mega Drive owners for what seems like forever. However, fear not for help is at hand in the form of a book called *Lemmings: The Solutions* from Kuma Books.

Inside, all the action from every *Lemmings* game is busted, allowing you to finally complete the levels you thought would haunt you for the rest of your natural life. The book is a step-by-step guide through every level, covering all the single-player levels of *Lemmings*, *Oh No! More Lemmings* and *Lemmings 2 – The Tribes*. Priced at £9.95 this is a must for any *Lemmings* addict.



With Kuma's new book you'll be able to solve every Lemmings level.



VIDEO GAMES REVOLUTION

In a bid to alter the way we purchase our video games, American retailers Microplay have recently launched their first British outlet.

The first store is opening in Shirley, near Birmingham and promises to help us save lots of money. The latest games can be hired from Microplay and played at home to help decide whether you want to keep the cart. If the answer's 'no' and you want to

TIMECOP COMIC

To coincide with the launch of *TimeCop*, the latest science-fiction blockbuster movie and Mega-CD film tie-in, Manga Publishing are to launch the official comic-book adaptation of *TimeCop*. It will be the first issue of the new comic series, Manga Heroes.

TimeCop will be a 64-page full colour monthly magazine, featuring state-of-the-art computer graphics which mirror the film's special effects. It tells the story of a time-travelling law enforcement officer, who goes back in time in an attempt to stop the murder of his wife.

The movie went straight to number one at the US box office on its release in September and to date has grossed over $40 million. The film will be released in the UK by Universal in January 1995, while the Mega-CD game will be coming out in March from JVC.

To find out more about the *TimeCop* game check out our *Guide To '95* book. Also look out next issue for our exclusive, fully playable, cover-mounted Mega-CD demo of the JVC smash.

Once again SEGAPRO CD will be providing you with the early levels of another top-quality Mega-CD release. Things just keep getting better!











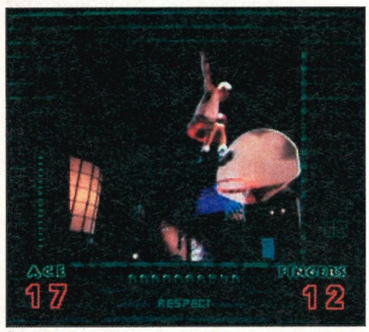
SLAM THE MAN!

You wanna jam? Well, top NBA star Scottie Pippen invites you to take him on in *Slam City* from Digital Pictures. They reckon the game is going to be the hottest basketball title ever to hit the streets thanks to its real-life movie action and exciting gameplay.

There are a host of characters to take on in a one-on-one extravaganza, including Fingers, Mad Dog, Juice and Smash. If you play through all the characters you'll also get the chance to take on the All-Star himself; Mister Scottie Pippen!

All the action takes place in real video, with loads of awesome slamming action, which Digital Pictures claims is the fastest you can get in Full Motion Video on the Mega-CD. Add to this loads of trash-talk speech to get you into the hard-hitting atmosphere and this looks like being a great sports sim.

It's about to come out in America with over two hours of FMV footage. We'll give you more information on a UK release as and when we get it.



ECCO TO THE RESCUE

Sega have teamed up with the Royal Lifesaving Society to launch the Rookie Lifeguard programme. Sega will support the RLSS in this essential lifesaving project, which aims to teach youngsters the rudiments of lifesaving techniques, after successful sponsorship of the society in the past.

The RLSS uses the Sega title *Ecco The Dolphin* to emphasise the fun and challenge of the programme, which is a complete break from traditional lifesaving schemes. To help Ecco in his quest, Sega also brought in the two new stars of *Baywatch*, Jason Simmons and Yasmine Bleeth (Don't ask me, I don't know who the hell they are either!) to launch the training programme recently.

The RLSS is a registered charity, providing 95% of the lifeguard training in Britain and annually teaches over 250,000 people of all ages the skills which can save lives. It looks like Ecco has put his name to the right organisation, especially as Sega say he is recognised as today's ecologically sound superhero. Ho hum, that all sounds a little bit sickly sweet to us; but even so, anything that saves lives deserves a Pro Yo!

change the game, you can take it back to the shop and part-exchange it for a new game or cash. This part-exchange deal can also be used for games not originally bought in Microplay.

Interested? Who wouldn't be, considering the astronomical cost of games these days? Well, fear not if you live miles from Birmingham. Microplay, who have nearly 130 stores across Yankeeland, are planning to open a further 14 stores over here within the next 12 months. It could be just the thing cash-strapped Sega owners have been waiting for!



LITTLE RED CORVETTE

Here's some interesting news for fans of classic pinball games. Bally have announced the launch of a radical new pinball machine, designed for lovers of that all-American car the Corvette.



They say that for over 40 years Chevrolet's Corvette has had more of what drivers love best: namely speed, performance and excitement. It is these attributes that Bally's new game endorses as it whizzes the ball through 13 international race tracks. Along the way the player must collect ten famous Corvette models and meet six alluring female models driving Corvettes of their own (Calm down Pilky, it's only a game! – Ed).



The game is packed with special equipment. There is a two-car drag strip, Christmas tree starting lights, a replica LT5 engine that players can load the ball into, and revs that shake as you reach those souped-up jackpot scores.

For die-hard pinball fans and Corvette lovers alike, this game, with its thumping DCS sound system, looks like being a knockout. Get those engines revving!

KID'S STUFF!

Designed by early education experts, Digital Pictures' new 'Digital Kids' line offers titles especially aimed at the younger Mega-CD owners or players out there. First up from the new range is a novel game called *Kids On Site*.

In this game the kids on the site get to operate huge bulldozers and the kids back at home, sitting in front of their Mega-CD, are in control. You must work the levers, engage the hydraulics and grind the gears in a desperate bid to get the mud moving!

Colourful actors from the construction crew all help bring this game to life as they guide the player through each machine's operation. There are four rigs to choose from – a bulldozer, excavator, steamroller and wrecking ball – with the object being to build things up or knock them down. If you mess up you'll end up bulldozing cars and burying co-workers.



It's already out in America so keep an eye out here. This game could be crashing into a store near you soon!

ELSPA CHARTS COMPILED BY GALLUP

...MEGA DRIVE...

1	FIFA Soccer '95	EA	£44.99
2	The Lion King	Virgin	£44.99
3	Micro Machines 2	Codemasters	£44.99
4	Sonic & Knuckles	Sega	£44.99
5	Jimmy White's Snooker	Virgin	£29.99
6	Earthworm Jim	Virgin	£44.99
7	Urban Strike	EA	£44.99
8	PGA Tour Golf 3	EA	£44.99
9	Mortal Hombat II	Acclaim	£44.99
10	Sonic Spinball	Sega	£19.99
11	Jurassic Park	Sega	£44.99
12	Micro Machines	Codemasters	£39.99
13	Sonic The Hedgehog 3	Sega	£44.99
14	Mega Bomberman	Sega	£39.99
15	Sonic The Hedgehog	Sega	£14.99
16	RoboCop Vs Terminator	Virgin	£39.99
17	Sonic The Hedgehog 2	Sega	£19.99
18	Ren & Stimpy	Sega	£39.99
19	Desert Strike	EA	£39.99
20	Super Street Fighter II	Sega	£49.99

...MASTER SYSTEM...

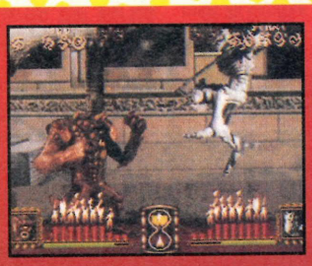
1	The Jungle Book	Virgin	£32.99
2	The Lion King	Virgin	£29.99
3	Sonic Chaos	Sega	£29.99
4	Aladdin	Virgin	£32.99
5	Sonic The Hedgehog 2	Sega	£29.99
6	RoboCop Vs Terminator	Virgin	£32.99
7	Desert Strike	EA	£29.99
8	Desert Speed Trap	Sega	£29.99
9	PGA Tour Golf	EA	£29.99
10	Mickey Mouse 2	Sega	£29.99

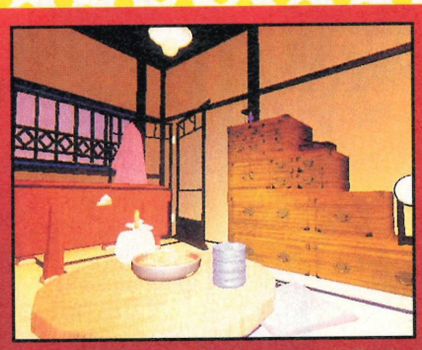
...GAME GEAR...

1	The Lion King	Virgin	£29.99
2	Cool Spot	Virgin	£32.99
3	Sonic Chaos	Sega	£29.99
4	Mortal Hombat II	Acclaim	£29.99
5	Donald Duck	Sega	£19.99
6	Sonic The Hedgehog	Sega	£19.99
7	The Jungle Book	Virgin	£32.99
8	RoboCop Vs Terminator	Virgin	£32.99
9	Sonic Spinball	Sega	£29.99
10	Super Off-Road	Virgin	£32.99

...MEGA-CD...

1	Rebel Assault	JVC	£49.99
2	FIFA International Soccer	EA	£49.99
3	Sonic CD	Sega	£44.99
4	Mickey Mania	Sony	£39.99
5	Ecco	Sega	£44.99
6	Thunderhawk	Core	£44.99
7	Jaguar XJ220	Sega	£39.99
8	Wolfchild	Sega	£39.99
9	Prince Of Persia	Sega	£39.99
10	Ground Zero Texas	Sony	£49.99





SAT'S AMAZING!

We at SegaPro like to keep you up to date with all the latest news on the games coming out soon for the impressive Sega Saturn. Two more stunning-looking titles have recently come to our attention. They go by the names of *Van Battle* and *Yumemikata*.

Van Battle is a beat-'em-up with the sort of stunning graphics that could easily give the awesome *Virtua Fighter* a run for its money. It is viewed from the same side-on perspective common to most Mega Drive beat-'em-ups, such as *Mortal Kombat* and *Street Fighter II*, but that's where the similarities end.

This game is streets ahead of the its Mega Drive cousins, both in the superb graphics and thumping sound it offers. The characters are enormous, offering outrageous special moves to the brave, and the backgrounds are equally as impressive. Watch out for *Van Battle* in the summer of '95.

In contrast the strangely named, unless you're Japanese of course, *Yumemikata* is a much more intellectual game for the Saturn. It's a graphical adventure which takes you around a Japanese house in search of objects and clues to help you in your quest. Once again look out for this game on import some time in 1995. It looks like a strong title, despite the fact it will probably never get an official release over here.



SOWING THE SEEDS!

As news starts growing on the late 1995 release of *Dark Seed 2*, as described in our *Guide to '95* book, Mega-CD owners still patiently await the original *Dark Seed* game. As it's now scheduled for a February release we thought we'd print some screenshots to get you excited.

Dark Seed is a graphic adventure which takes you into a strange and mysterious world, created by HR Giger. Best known for the creation of the monsters in the *Alien* movies, Giger is an outstanding artist whose creative input is evident throughout the game – from the moody backgrounds to the bizarre alien creatures you meet.

You play a writer who has recently moved into a new house. One morning you wake with a headache, which you quickly discover is caused by an alien living your head (aren't they always!). You must work out the puzzles to save yourself, then defeat the evil alien creatures of the Dark World, who have created a base in the cellar of your house.

There are loads of puzzles to solve and strange places to visit in this fantastic adventure. Look out for more on this exciting title in the next issue of SegaPro.

COMPETITION WINNERS

SYLVESTER AND TWEETY

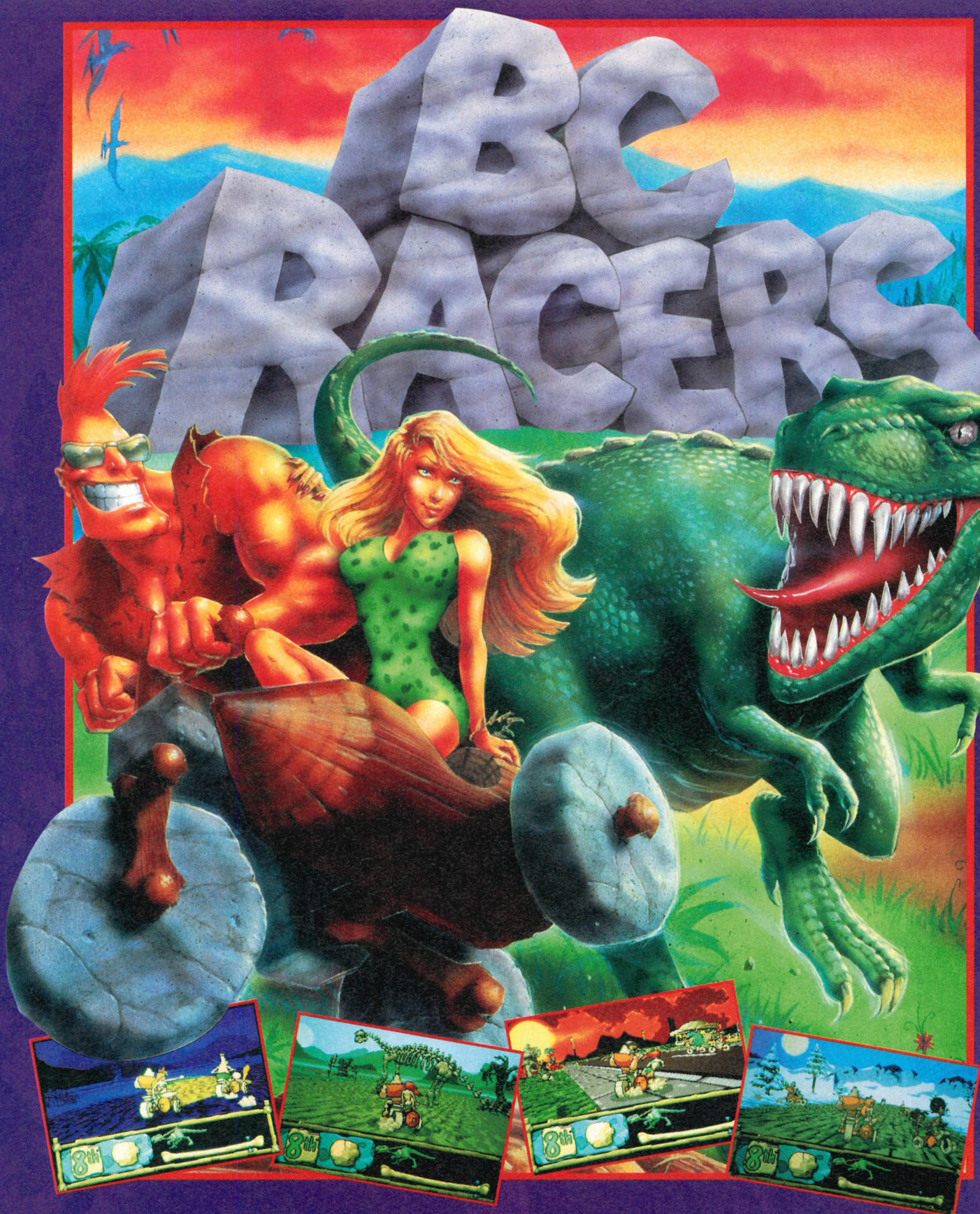
Congratulations to our five cagey winners of the caption competition. They'll each receive a copy of the *Sylvester And Tweety* game, a T-Shirt and a prestigious Sylvester key ring. The winners are as follows: Paul White, Swansea; Alan Milne, Morayshire; Scotland; Mark Stewart, Chatham; Jonathan Edwards, Calne; and Adrian Pimms, Southampton.

HURRICANES

The lucky winners of this crazy compo are as follows... The five main winners, who each receive a copy of *Hurricanes* for the Mega Drive, a *Hurricanes* LCD game and a copy of Polygram's cartoon video are: Ben Bateman, Norwich; David Bolton, Edgeware; David Hill, Gateshead; Matthew Bishop, Bedford; and Martin Corrigan, Paisley.

The ten runners-up, who each receive a copy of the LCD game and a copy of the video are: Stuart Woolley, Selston; Steven Douglas, Portadown; Douglas Phillips, Portsmouth; S Bowman, Cumbria; David Croft, Northampton; Zoe Alpe, Basildon; Paul Ross, Nairn; Shaun Hayward, Penzance; Justin Hyett, Crewkerne; and Andrew Hawarth, Darwen.

Congratulations to all our winners.



BC RACERS - it's pre-hysterical
Cool n' crazy CLIFF ACE is gettin' in some quality time with his cave-babe ROXY as they speed n' smash their way on a dino-powered dirtbike through 32 howlin' heats in a madcap, 3D, cartoon race against a hardrock host of rocky racers! Up to 2-players.

ALSO AVAILABLE ON PC & PC CD ROM

CORE DESIGN LIMITED

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MEGA-CD

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SEGA PRO

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FOR SALE

Night Trap for sale, duplicate gift as new, one of the best Mega-CD games available. Only £30 ono. Leave message on Paging bureau Tel: (0426) 318 293.

128K ZX Spectrum for sale, loads of games included. Second-hand with instructions. Will sell for £120. Phone (08793) 440 between 6.30pm and 8.30pm and ask for Sandy.

Amiga 1200, 50 games, 2 joysticks, 2 mice, hard drive installed. Separate disk drive included. 50 blank disks. The lot for £350. Sensible offers accepted. Write to Anthony Ace, 338 Neath Road, Plasmarl, Swansea SA6 8JN.

Sega Mega Drive + case, joystick and three games (Sonic, Taz and Spiderman). 8 months old. Accept £90 ovno. Also – Sega Game Gear, 2 games (Taz & Columns) and pair-phones. Hardly used as new + case. Accept £100 ovno. Tel: (0388) 607 629.

More crap games at high prices. Alien Storm, Super Monaco GP and Super Thunderblade all for £15. Mega-lo-Mania £10. Sonic £2. Euro Club Soccer £19. Populous £10. Golden Axe £10. All Mega Drive (0705) 370714

Mega Drive Games – FIFA Soccer £30 (as new), Jungle Strike £25, Madden '92 £15, Mega-CD games – Lethal Enforcers £35 (as new), Monkey Island £25, 30 Sega mags £15. Phone (0252) 621 421.

Super Kick Off and Mazin Wars £20 each. Tel (0582) 23145

PENPALS

18-year-old guy searching for sexy girls. Like computer games, music. Anyone interested, send to Tareq Fadel, 1 Liddington Hall Drive, Guildford, Surrey GU3 3AF. (Send Photo if Possible.)

13-year-old male seeks sexy female between 13–15 years of age. Must like playing games, music and have a good sense of humour. Please send recent photo to Alastair, 70 Monor Wood Road, Purley, Surrey CR8 4LF.

Boy seeking girl aged 10–11. Must like games and must be good-looking. Please phone (0279) 722215 or write to Oliver, 75 Lower Sheering Road, Sawbridgeworth, Herts CM21 9LG.

14-year-old male wants 14-year-old sexy female who isn't a low life. Send a photo to Chris, 11 Chapter Drive, Kimberley, Nottingham, NG16 2QD.

Hello male 16-year-old looking for female penpals aged 15–17 who like games, music and basketball. Contact Medhat Sami Hassan Abdullah Al-sarrae, PO Box 3330 Safat, BO34 Kuwait.

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WANTED

Swap Pete Sampras Tennis for Lotus Turbo Challenge, plus Tiny Toon Adventures for Turtles in Time or Zombies on the Mega Drive. Phone Barry Davidson on (0592) 756 563 after 7.30pm.

If anyone knows where I can obtain either a copy of Arcus Odyssey for the Mega Drive, or a Sonic Baseball Jacket, please ring Angelina on (0964) 535 116. Both must be new, or in excellent condition.

Wanted Mortal Kombat 2, Lethal Enforcers, Super Street Fighter, Urban Strike. Buy or swap for Sonic 3, Landstalker, FIFA Soccer, Sunset Riders, Hellfire amongst others. I can swap any two games for one of yours. Phone Craig (081) 346 7873.

Wanted GI Joe toys, Big vehicles £3 each. Small vehicles £1.50 each. Send full list of your GI Joe vehicles and figures along with your address to Nicholas Maher, 20 Park Lane, Brierfield Nelson, Lancs BB9 5BW.

Wanted. Sega Master System control stick and/or games. Please contact Hugo on (081) 446 1839. Somebody reply, please!

I will swap my copy of Jurassic Park (MD) for your copy of Toejam and Earl. My copy's in good condition, yours must be as well. Phone between 4.00pm and 8.00pm on (0626) 775018 (South Devon). Ask for Steven!

Wanted Pete Sampras Tennis for Mega Drive. Willing to pay up to 20 pounds. Call Gaz on (0473) 728 106

Wanted. Bubble Bobble for the Master System. Ask for Paul. Tel: Southampton (0703) 495 124.

THE DOWN-RIGHT SPOOKY!

Is there a cheat to go Jordan or Shaq on NBA Jam for Mega Drive? Could you please tell me by phoning David on (0506) 843 983.

CLUBS

Hi I am a 14-year-old male looking for people who can help me start up a club and give ideas on what happens in it and having a laugh 14-18.

If you want some tips and cheats for a game on the Mega Drive, send £1.00 and a SAE to 217 Nottingham Road, Melton Mowbray, Leics LE13 0NS. Send a list of MD games.

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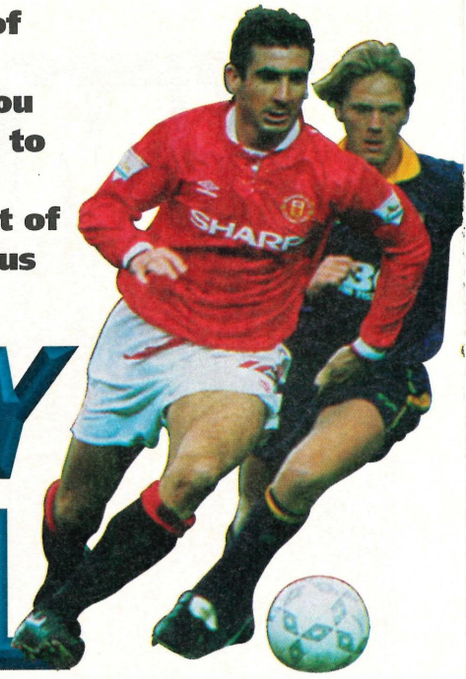
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LEAGUE FIFA '95

EA SPORTS

You join us for the climax of the FIFA Fantasy Football League. Mark Hill brings you the full results for weeks 5 to 7, along with all the player scores, match highlights and the final result of our competition. Will you win the prestigious Champion's Trophy?



FIFA FANTASY FOOTBALL

WEEK 5, 6 & 7 POINTS

The list below shows you the points scored in weeks 5, 6 and 7 combined. Note that the TOTAL PTS is the overall number of points scored by that player in the full season. Just add these TOTAL PTS together for your players and defence to discover your final team total.

Player	Goals Scored	Card Pts	Wks 5–7 Pts	TOTAL Pts
ARSENAL				
10 H Cleary	0	No cards	0	+6
11 P Henry	0	No cards	0	–1
13 B Harris	3	–2 (1R)	+7	+14
16 G Asher	2	No cards	+6	+21
14 D Howell	1	No cards	+3	+3
8 A Cooper	1	No cards	+3	+3
12 F James	0	–2 (1R)	–2	–2
ASTON VILLA				
7 I Johnson	0	–1 (1Y)	–1	+1
13 P Daniels	0	No cards	0	–1
14 S Bradshaw	0	–1 (1Y)	–1	+2
15 A Hicks	13***	–1 (1Y)	+41	+90
16 D Nathan	0	No cards	0	+18
12 B Delaney	2	–1 (1Y)	+5	+5
11 C Ryker	1	No cards	+3	+3
BLACKBURN				
7 T Rowan	1	No cards	+3	+2
8 S Kearns	3	No cards	+9	+17
10 B Lahey	0	No cards	0	–2
11 R Saunders	1	No cards	+3	+1
12 M Coffee	1	–1 (1Y)	+2	+1
15 B Arnold	0	–1 (1Y)	–1	+14
16 A Finch	4*	No cards	+13	+14
13 J Stone	0	–2 (1R)	–2	–2
CHELSEA				
7 S Raines	0	No cards	0	+6
12 J Rose	0	–3 (1Y, 1R)	–3	+1
14 H Gabriel	4*	–2 (2Y)	+11	+36
15 E Coop	2	–1 (1Y)	+5	+5
16 D Knox	0	No cards	0	+9
8 P Surrey	2	No cards	+6	+6
10 R Geofrey	0	–1 (1Y)	–1	–1
LIVERPOOL				
8 S Eaton	1	No cards	+3	+6
14 T Dawkins	1	No cards	+3	+6
15 A Latham	0	No cards	0	+3
16 D Anstee	3	No cards	+9	+12
MANCHESTER UTD				
7 D Francis	1	No cards	+3	+5
10 E Pierce	0	No cards	0	–2
13 D Roper	4	No cards	+12	+16
8 L Alton	2	–2 (1R)	+4	+4
NEWCASTLE				
8 S Parhik	2	No cards	+6	+3
10 S Horton	0	No cards	0	+3
12 M Fowler	1	–1 (1Y)	+2	–1
14 J Wooster	2	No cards	+6	+21
15 B Harrison	6*	–2 (1R)	+17	+53
11 E Roberts	0	–1 (1Y)	–1	–1
NORWICH				
7 A Woodward	1	No cards	+3	+6
10 B Harlow	3	No cards	+9	+12
11 M Phipps	0	No cards	0	+3
13 F Rankin	8**	No cards	+26	+42
14 P Suttersby	0	No cards	0	+3

PLAYER SCORES

1 Goal	+3pts
Hat-trick*	+10pts
1 Goal conceded	–2pts
Yellow card	–1pts
Red card	–2pts

DEFENCES – GOALS CONCEDED

Team	GA	Wk5–7 Pts	TOTAL PTS
ARSENAL	12	–24	–52
ASTON VILLA	9	–18	–32
BLACKBURN	11	–22	–34
CHELSEA	9	–18	–38
LIVERPOOL	14	–28	–68
MAN UTD	9	–18	–42
NEWCASTLE	8	–16	–30
NORWICH	5	–10	–50

WEEK 5 RESULTS

CHELSEA	2	-	2	ARSENAL
H Gabriel E Coop				B Harris D Howell

BOOKINGS:

J Rose	Chelsea
H Gabriel	Chelsea
R Geofrey	Chelsea

NEWCASTLE	2	-	1	BLACKBURN
J Wooster B Harrison				M Coffee

BOOKINGS:

M Fowler	Newcastle
M Coffee	Blackburn

SENDINGS OFF:

J Stone	Blackburn

LIVERPOOL	2	-	6	ASTON VILLA
D Anstee (2) B Delaney				A Hicks (5)*

NORWICH	3	-	3	MAN UTD
F Rankin (2) B Harlow				D Roper (2) H Parton (unlisted)

WEEK 6 RESULTS

CHELSEA	5	-	2	NEWCASTLE
P Surrey (2) H Gabriel (3)*				M Fowler S Parhik

BOOKINGS:

E Roberts	Newcastle

SENDINGS OFF:

B Harrison	Newcastle

ARSENAL	3	-	3	BLACKBURN
B Harris A Cooper G Asher				A Finch S Kearns (2)

SENDINGS OFF:

B Harris	Arsenal
F Graham	Arsenal (unlisted)
F James	Arsenal

LIVERPOOL	1	-	4	NORWICH
T Dawkins F Rankin (3)*				B Harlow

ASTON VILLA	4	-	1	MAN UTD
A Hicks (3)* C Ryker				L Alton

BOOKINGS:

J Flemming	Manchester Utd (unlisted)
I Johnson	Aston Villa

SENDINGS OFF:

L Alton	Manchester Utd
C Barstow	Manchester Utd (unlisted)
H Parton	Manchester Utd (unlisted)

WEEK 7 RESULTS

LIVERPOOL	2	-	4	MANUTD
S Eaton D Anstee				D Roper (2) D Francis L Alton

NEWCASTLE	7	-	2	ARSENAL
B Harrison (5)* S Parhik J Wooster				B Harris G Asher

SENDINGS OFF:

P Martins	Arsenal (unlisted)

ASTON VILLA	6	-	6	BLACKBURN
A Hicks (5)* B Delaney				T Rowan A Finch (3)* S Kearns R Saunders

BOOKINGS:

A Hicks	Aston Villa
B Arnold	Blackburn
B Delaney	Aston Villa
S Bradshaw	Aston Villa

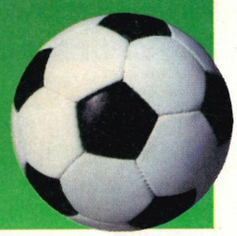
CHELSEA	1	-	5	NORWICH
E Coop				F Rankin (3)* A Woodward B Harlow

BOOKINGS:

E Coop	Chelsea
H Gabriel	Chelsea

SENDINGS OFF:

J Rose	Chelsea



MANAGER OF THE MONTH

1	BEECH GROVERS	KEVIN O'CONNELL	+192
2	BLACK AND WHITE ARMY	ADAM BRIDGES	+185
3	JM ALL-STAR VII	MARK ASIEDU	+176
4	BLACKBURN	BEN STYRING	+175
5	SPURS	JOHN TURNBULL	+171
6	PREDATORS	ASAD BAJWA	+165
7	DAVID MELLOR FAN CLUB	SIMON FROGGITT	+156
8	DM ALL-STARS '79	DOUGLAS MERCER	+155
9	THE LATICS	PAUL HIGSON	+153
10	GRACE'S MAGIC ARMY	STEPHEN GRACE	+148
11	EA BARMY ARMY	DARREN BAKER	+146*
12	TISSA'S BARMY ARMY	PAUL TEASDALE	+137*
13	SMELLS LIKE TEAM SPIRIT ALBION	BARRY PEARCE	+129*
14	AWOOGA!	ANTONY BULLIVANT	+130*
15	JUST LIKE TOTTENHAM	RICHARD STONE	+124*

Congratuations to Kevin O'Connell and his championship-winning Beech Grovers. They were at the top from week one and have been there ever since. To add to his previous prizes, Kevin wins the prestigious Champion's Trophy, a football from World Cup USA signed by David Platt, a replica EA England sports shirt, a full team strip, an EA jacket worth £200, *FIFA '95*, a 4 Way Play adaptor and some back-catalogue EA carts!

The nine runners-up also receive an EA goodie bag.

The final league table says it all. Phil King's Villa side led from start to finish and had already secured the championship by the sixth week. Chelsea blew the runners-up spot by losing their last match.

FINAL LEAGUE TABLE

		P	W	D	L	F	A	Pts	GD
1	ASTON VILLA	7	6	1	0	39	16	19	+23
2	NEWCASTLE	7	5	0	2	29	15	15	+14
3	CHELSEA	7	4	1	2	25	19	13	+6
4	BLACKBURN	7	3	2	2	19	17	11	+2
5	NORWICH	7	2	2	3	21	25	8	-8
6	MAN UTD	7	2	1	4	14	21	4	-7
7	ARSENAL	7	0	4	3	17	26	4	-9
8	LIVERPOOL	7	0	1	6	9	34	1	-25

FIFA *FANTASY* FOOTBALL

KING OF FIFA

As the king lifts his FIFA crown Mark Hill looks back on a memorable first season of FIFA Fantasy League Football.



What a season! We brought you the world's first review of *FIFA '95*, we then went on to launch our highly successful FIFA Fantasy Football tournament which saw a very large percentage of our readers entering with high hopes of being Manager Of The Season.

Firstly I'd like to congratulate Phil King for winning the first ever console league championship. Known to the office staff as 'The Kingster', Phil has proven time and time again how consistent he is when it comes to a football title and a three-button joypad. Earlier this year he was runner-up in the *Sensible Soccer* World Cup – after winning it the year before. Now he's added to his trophy collection, and deservedly so too.

Phil has had a memorable season, winning six of his seven matches. It was perhaps a cruel blow when Neil Armstrong held him to a six-all draw in the final game, but the resilient fighting spirit of the Blackburn eleven produced what was unarguably the greatest FIFA soccer match we had ever seen. In the final minute of Phil's season, with a 100 percent record looking very likely, Neil's Blackburn hit the back of the net to deny the outstanding statistic.

So it was proved the master could be held at the last hurdle, but let's not forget the rest of the league. Mark Hill's Newcastle had an impressive run until Chris Marke put a stop to his title bid, and then Chris himself missed a runner-up spot when rookie Mark Pilkington hit him for five in his very last game.

Commiserations to Chris Huntingdon Newham and his Liverpool side. He took over from ex-Pro Jason Johnson and found it hard-going right from the first week. Rooted to the bottom for the entire season, his only point came against Colin Nightingale's Arsenal – who finished second from bottom.

So the season comes to a close, but what fun we've had. When it comes down to an official office championship you can't fail to ignore the heated rivalry between Editors, Designers and Staff Writers alike. Mark Hill and Phil King both found the need to change joypads during many of the ties – it was that important. It also proved just how skilful the '95 edition of *FIFA* is, since the most experienced video gamesplayers amongst us finished in the top half of the table.

On a final note let me remind you that there will be another fantasy tournament very soon – and once again we will be offering our readers the chance to take part in a competition that has undoubtedly become one of the most talked-about ideas in the software industry.

SEASON STATS

It's been an high-scoring season with 173 goals in 28 matches – an average of 6.18 goals per game! And proving just how competitive it was, a total of 36 players were booked, with 20 sent off.

Top individual scorer, by a mile, was Villa's A Hicks with an incredible 28 goals (4 per game). He also had 7 hat-tricks and scored a record 8 goals in one match. Unsurprisingly, Villa were the top-scoring team with 39 goals (5.57 per game).

Runners-up Newcastle had the best defensive record with only 15 goals conceded (2.14 per game); while Liverpool had the worst, letting in 34 goals (4.86 per game).

The dubious accolade for the most sendings off is shared between Manchester Utd and Arsenal who each had 5 red cards. However, Chelsea had the most bookings with 11 and, with three red cards, were arguably the dirtiest team in the league.

Interestingly enough, Norwich and Liverpool proved the cleanest teams of the bunch with not a single booking between them – if only there'd been a FIFA award for Fair Play, they might have won something!



FIFA *FANTASY* FOOTBALL

MATCH HIGHLIGHTS

★★★ WEEK 5 ★★★

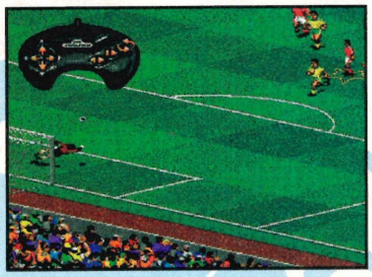
JUST THE POINT NORWICH

NORWICH 3 **MAN UTD 3**

The Canaries' feathers were ruffled by a first minute strike by H Parton. But United's lead was soon cancelled out by an F Rankin curling 25-yard shot . it was another superb Norwich break that gave F Rankin a second goal to put his team 2–1 ahead.

Gritting his teeth our own Mark Pilkington was determined to win it as he pushed the ball around with more style and composure in the second half. United, equally desperate for the three points to lift them up the table, equalised through D Roper. In a superb climax B Harlow fired the Canaries back in front, and it stayed like this until the last kick but one of the game – D Roper pouncing on a loose ball to cruelly deny Pilky his first win of the season.





★★★ WEEK 6 ★★★

MAGPIE BLUES

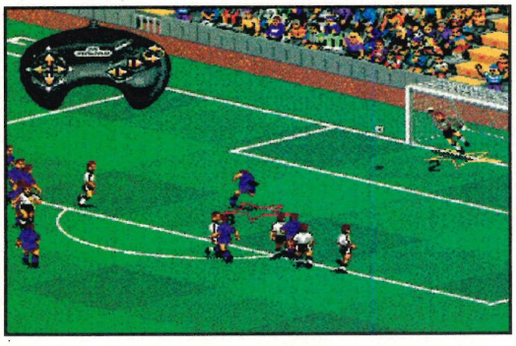
CHELSEA 5 **NEWCASTLE 2**

After last week's disappointing draw against lowly Arsenal, Chris Marke's spirited Chelsea put on a superb performance to beat Mark Hill's high-flying Magpies. When S Parhik scored early in the first half, it looked like Newcastle were heading for another win, but Chelsea equalised through H Gabriel. He stuck in another, soon followed by a P Surrey goal to make it 3–1.

Things looked up for flustered Newcastle when M Fowler lowered the deficit, but they were soon reduced to ten men when star striker B Harrison got his marching orders. This was the signal for Chelsea to push forward and confirm victory with two more goals, H Gabriel completing his hat-trick.

It was a disastrous result for Newcastle, whose slender championship hopes were put to rest when Phil King's Villa secured the top spot with a win against Manchester Utd.





★★★ WEEK 7 ★★★

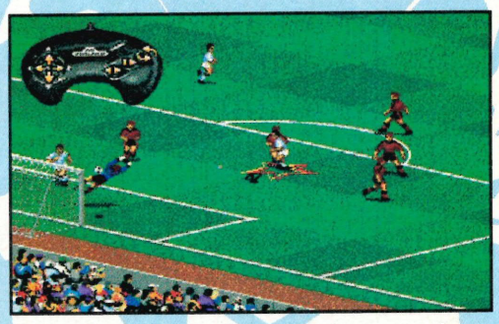
ROVERS RETURN

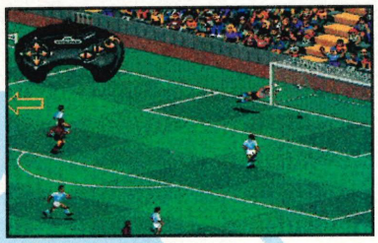
BLACKBURN 6 **ASTON VILLA 6**

This 12-goal thriller much rank as the match of the season. Although Phil King's Villa had already secured the championship, he was determined to maintain his 100% winning record. But things started to go wrong when Neil Armstrong's underdogs scored in the first minute through A Finch. A disgruntled Phil blamed his joypad and swapped it for another. But seconds later, T Rowan made it 2–0 to Rovers.

A red-faced Phil was clearly shocked and went in search of yet another joypad! This time it did the trick as star striker A Hicks ran riot, scoring five goals in succession – all of them virtually identical shots from the corner of the area!

Just as Phil started to breathe a sigh of relief, though, Blackburn knocked the smile off his face with three quick goals to square the match. By this time a crowd had gathered round the monitor to see Phil score what he thought was the winner with a minute to go. He desperately tried to hang onto his lead by passing the ball around midfield, but A Finch got hold of it and hit a last-gasp equaliser for Rovers. Needless to say, the crowd went wild!





TOP RANKIN

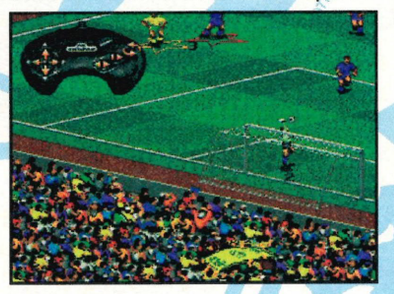
NORWICH 5 **CHELSEA 1**

Mark Pilkington's Canaries chalked up a shock win thanks to the heroics of top scorer F Rankin. After last week's hat-trick against lowly Liverpool, he repeated the feat against Chris Marke's out-of-sorts Chelsea side.

The first shock came after just 21 seconds when the Chelsea goalie casually threw the ball out, only for the alert Rankin to head it straight back into the net! Chelsea responded by getting physical, resulting in two bookings and a red card.

Just 45 seconds into the second half, Rankin struck again. And within a minute he'd notched up his hat-trick. Chelsea got one back a few seconds later, but any comeback hopes were dispelled when A Woodward scored Norwich's fourth with a lucky long shot. In the last minute B Harlow made it five, pouncing on another terrible goalie throw-out.





Who'd have thought Pilky could crush mighty Chelsea, or a fast-fading Blackburn could pull off one, last gasp, feat of heroics to prevent the Kingster's 100% record? It's all over for now, but negotiations are already under way for a second season. Stay tuned to join in the fun!



PREVIEW

MEGA DRIVE

QUARTERBACK CLUB

Phil King was delighted to be invited into an elite club, but didn't realise he was about to be set upon by 300lb linebackers...



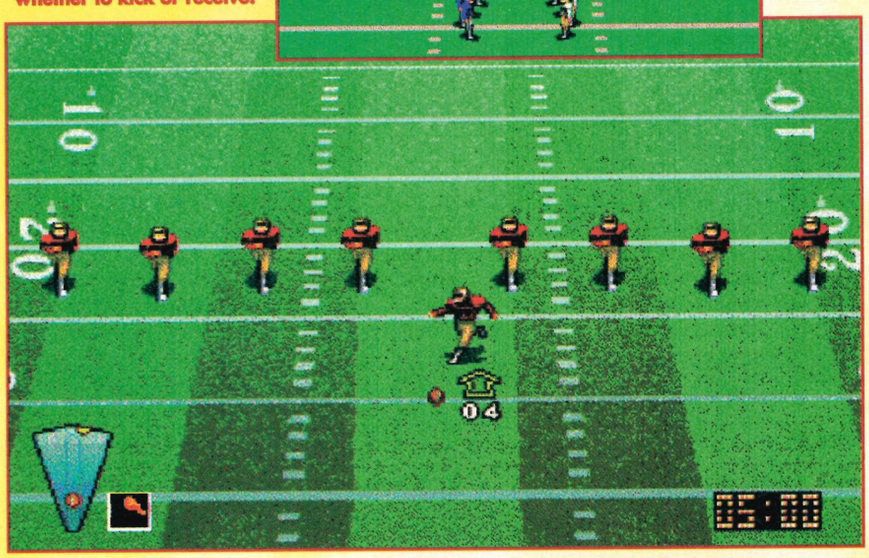
Before the match starts, the winner of the toss elects whether to kick or receive.

When it comes to American football simulations, EA Sports have just about cornered the market with their excellent Madden series. The latest instalment, *Madden '95*, received a well-deserved 90% in last month's review. However, Acclaim have done their gridiron homework and come up with an NFL licence of their own, programmed by Iguana – the people behind the excellent *NBA Jam*.

NFL Quarterback Club not only offers a Madden-style array of play options, but three different game modes. The most innovative of these is the Quarterback Challenge. Selecting from the 19 real NFL quarterbacks on offer, or creating a custom one of your own, you compete against the others in four events (see box for more details). Three of these involve throwing the football at moving targets or just into the distance; the other is a race round an obstacle course. Points are earned for each event and the overall number-one player after all of them is named 'champion quarterback'.

For those who prefer to play proper matches, though, there are two other game modes. The Simulation option lets you select from any of 30 authentic NFL scenarios, for instance where one team was trailing by a lot of points in the last quarter. It's up to you to win the game for that team in the time left. There are even some futuristic scenarios, including one involving not-yet-instated NFL teams the Jaguars and Panthers.

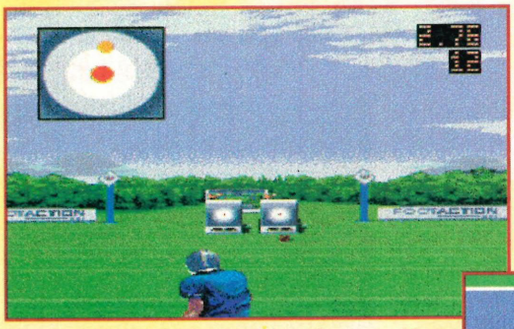
The main game mode is Play NFL, where you can enjoy proper full-length matches. The action will look familiar to *Madden* fans, except that the pitch is viewed from



The kick off. Kicking the ball is done in a similar way to the Madden series, stopping the power meter (bottom left) and altering the angle.



In a pre-season friendly you can choose any sort of weather.



Yes! Not quite a perfect bull's-eye but it's tricky enough to hit the target at all. You need to time your throw very accurately.

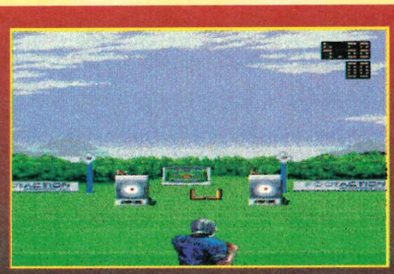


The teams line up for another play. With a Sega Tap, up to five players can join in.

QUARTERBACK CHALLENGE

In the QB Challenge game mode, you play a series of four events to test your quarterback skills...

ACCURACY



Viewing the 3-D scene from behind the quarterback, you have to aim at moving targets. The distance thrown is determined by where the rapidly moving cursor is when you press fire. It's all quite tricky as you have to time your throw to account for the moving target and synchronise this with the right strength. Hitting more-distant targets earns you extra points.

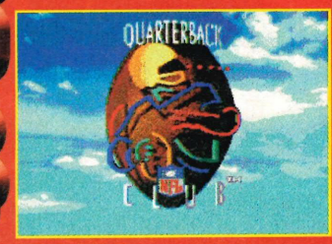
SPEED & MOBILITY



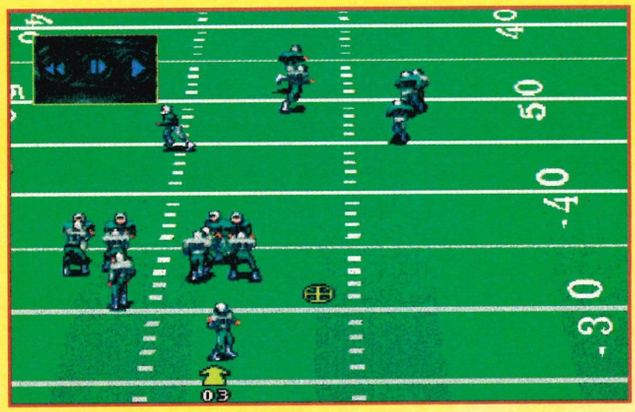
The odd one out of the four events, this entails running around an obstacle course in the fastest time possible. You need to duck under a bar and hurdle a bench, as well as negotiating the cones – touching obstacles costs you time penalties. You can earn a time deduction by hitting the middle of the target with your throw at the end, but missing it incurs a penalty.

QB

ACCLAIM
£TBA
OUT: JAN



COMPLETION



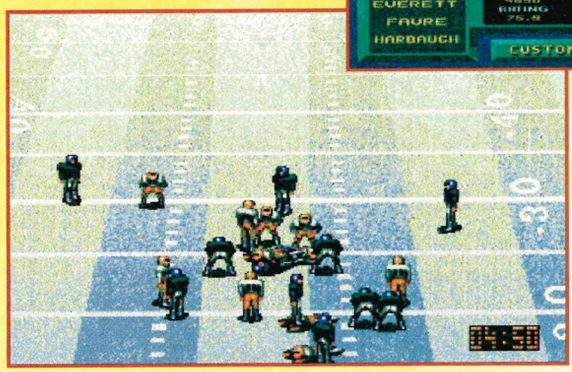
View plays again on the instant replay. Like in *FIFA*, you can key in on any player.



For a pass, the three receivers are indicated by A, B and C.



In the QB Challenge, you select from 19 NFL quarterbacks. Each has realistic stats and abilities.



A pile of players dive onto the snowy pitch. You can knock over rivals (or even team-mates) after a play!

1st IMPRESSIONS

With three completely different game modes, real quarterbacks and up-to-date rules, *NFL Quarterback Club* certainly boasts some impressive stats. The multi-event Quarterback Challenge is really a bonus section, completely separate from the main game. It's quite good fun and is probably the best simulation of actual QB throwing we've seen: you need great accuracy and timing to hit the targets. However, it's a bit of a shame you can't use the QB skills you learn here in proper matches.

The main gridiron action is very similar to *Madden* and even uses the same technique of on-screen A/B/C receivers as *'95*. Although we only had time for a couple of matches, we found it all quite realistic and enjoyable with plenty of plays to select from – the detailed kicking strategies are a nice touch.

ALL IN A GAME

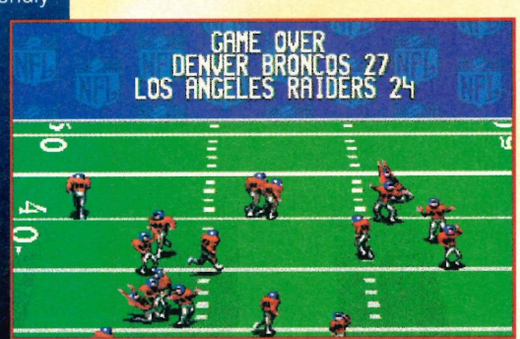
In each of the three game modes, up to five players can join in, using a Sega Tap adaptor– although they merely take turns in the Challenge events.

In the main Play NFL mode, you can enjoy a full 16-match season (saving to battery backup), go straight to the playoffs, compete in the annual NFC vs AFC Pro Bowl, or play a Pre-Season friendly between any of the 28 teams. The latter option also permits you to use any quarterback for your team, and alter the weather (rain, snow etc).

Both Play NFL and Simulation modes use the same game engine. Playing on any of three skill levels, you select from a large range of formations and plays, including special ones unique to each team. Executing these is similar to *Madden* as you press either A, B or C to pass to one of three receivers – shown on-screen instead of in windows. Running with the ball, you can shoulder-charge, spin and dive to get past chasing defenders.

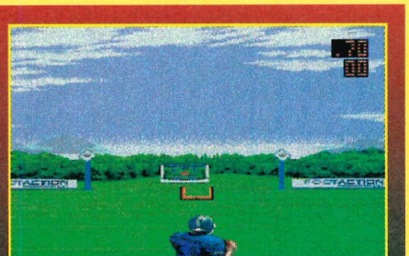
As in the recent *Madden '95*, the new NFL rules have been incorporated. So after a touchdown you can go for either a standard one-point kick or a two-point conversion where you must get the ball in the end zone again from the two-yard line.

a higher angle than the later games in that series. Plays are greeted by a cheering or booing crowd and occasional speech samples such as 'first down' and 'interception'. And if you manage to score a touchdown, prepare to enjoy some amusing dancing by the players! SP



At the end of a game, the winning players dance ecstatically around the pitch.

DISTANCE



The simplest event of the lot, this is a test of brute strength – or rather how fast you can bash the A and B buttons. Do it quickly and the cursor advances into the distance, but slow down and it starts to retreat: it's where it's at when the clock runs out that matters. An autofire joypad certainly comes in handy here, letting you throw the maximum 79 yards every time!

READ & RECOGNITION



This is similar to the first Accuracy event, except that there are six targets traversing the screen at different speeds. Only some have yellow flags on them: hitting these earns you points, but connecting with an unflagged target reduces your overall score. This is a simulation of trying to locate your receivers amidst opposing defenders. Very tricky stuff.

DISC INFO

DISC DEMOS

SEGA PRO CD

If you're reading SegaPro CD, you'll be wondering how to play your Pitfall and BC Racers cover-mounted demos. Well, here's all you need to know...

PITFALL

This incorporates the intro and allows you to play the first level of Activision's slick platform game. Being cast into the jungle can be a frightening experience, so here's a SegaPro survival guide...



In our playable demo, you can bungee-jump from rubber plants and swing through the jungle.



How To Play

It's easy to get into, really. Your Indiana Jones-style hero can run to the left or right, jumping onto tree branches and over hazards such as the expanding quicksand patches on the ground. You can also jump onto static vines and climb up or down, or onto moving ones to swing over gaps and dangers.

All the time, you'll be attacked by various animals. You can crack the whip to kill these or use one of your weapons, including sling stones, boomerangs and exploding rocks. These are all limited in supply, but extra ones can be found around the level.

Other things to watch out for include cobwebs which you can bounce off, rubber plants which you can grab to do a bungee jump (leap off when you're springing upwards), and diagonal ropes which you can slide down. Have fun, but remember: it's a jungle out there!

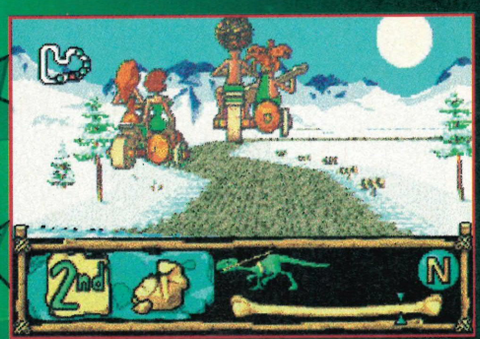
Controls

A	Fire your current weapon (shown at the bottom-left of the screen).
B	Leap into the air. Press with Left/Right to jump sid ways.
C	Crack your bull-whip. Some animals need several hits to kill.
Up	Climb up vine.
Down	Climb down vine.
Left	Walk/run to the left.
Right	Walk/run to the right.
Start	Switch between collected weapons.
Hold Start	Pause the game.



BC RACERS

In this demo of Core's wacky racer, you get to zoom around the medium-level icy track – just one of 32 in the finished game. Here's how to 'get on your bike'...



How To Play

Racing with Cliff and Roxy (in the finished game you'll be able to select from six pairs of caveman characters), you ride your stone-age sidecar round an icy track against seven opponents. Can you beat them all and be first to the chequered flag?

To get a quick start off the grid, while holding the B button, also hold Down on the D-pad and release it just as the starter waves his flag. To get well ahead of rivals, punch at them as you pull alongside. Watch out, though: getting hit or crashing reduces your energy (shown by a crumbling boulder) – if this reaches zero, it's race over. To replenish energy and dino-power, run over the huge joints of meat in the pits (near the start line).

For every completed lap you're given a nitro-boost (an 'N' in the status panel) to temporarily speed you up. It's best to use these on the straights, as the extra speed makes it harder to corner.



Controls

A	Punch to the left.
B	Hold down to accelerate.
C	Punch to the right.
Down	Apply the brakes.
Left	Steer your bike left.
Right	Steer your bike right.
Hold A & Up	Activate nitro-boost.
Start	Pause the game. Now move Up/Down to change camera angle.

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If you're a Mega-CD owner who's bought the normal version of SegaPro by mistake, or live overseas, you can still get hold of the cover-mounted demos by ordering them directly from our mail-order department.

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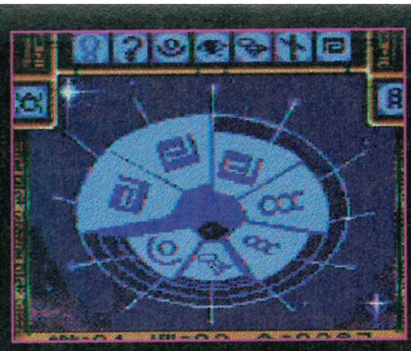
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PREVIEW

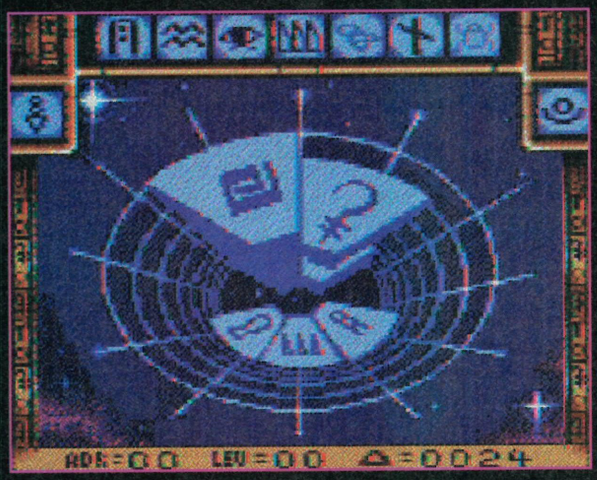
GAME GEAR



Here we are quite a way into the game – my brain was melting at this point.

The bonus score screen. Lovely, isn't it?





The spooky Stargate. Men fear it, and so do women. Probably.

The hand-held version of this movie licence is completely different from its MD counterpart. Mark Pilkington tells all...

WHAT DOES IT ALL MEAN?

Just look at those right tasty screenshots for a minute. They're a bit confusing, eh? We were completely baffled for a while, but here's an explanation...

You have to place three matching symbols on top of one another as the tiles fall down into the Stargate. Every tile has a different symbol on each side – you can flip it as it falls to decided which way to lay it.

Once you have three symbols matched up, they will disappear and give you more room to place other down. Fail to match symbols up with each other and you will soon fill up the Stargate – if you run out of room it's game over. Make enough tiles disappear to reach the target score and you're onto the next stage. Hurrah!



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COMPLETION

1st IMPRESSIONS

Bbased on the blockbuster film, things should work out quite nicely for this game. It's certainly a bit more imaginative than your average movie licence – and a completely different game to the MD platform shoot-'em-up version. Looking similar to the Mega Drive classic *Block-Out*, this is sure to be a hit with Game Gear players when it appears early in 1995 to coincide with the film's release. One to look out for.

STARGATE

The Ancient Egyptians have always been held in awe by the rest of the world. Some would say that they had the greatest empire that ever existed – better even than the good old British Empire! Anyway, back in 1928 a startling discovery was made at an Egyptian archaeological site: a series of tablets were unearthed with complicated hieroglyphics carved onto them. Buried just beneath these tablets was a curious 20-metre ring – or the Stargate as it later came to be known. Even the brainiest boffins couldn't work out what the strange inscriptions or ring meant, which was rather embarrassing for all involved.

Now, back in the present day, scientists have discovered that the Stargate was built by aliens from a distant star system and enables you to travel instantly to remote parts of the universe. A select band of adventurers are preparing to travel through the Stargate. Their mission? To discover strange new worlds and to boldly go... where no man has been before!

Surprisingly, far from being a platform adventure like the Mega Drive version, this all adds up to a puzzle game as you strategically place falling tiles into the well-like Stargate. SP



"Well done", says your commander-in-chief. What a nice chap.



Flip those tiles to line up the symbols. But can you remember what's where?



The game has two modes: one is just for practice as you can't die.



The options screen in all its glory.

Here's a clip from the game's intro. Hmmm...



ALL IN A GAME

Stargate is a 4-meg 3-D puzzle game where you attempt to destroy the nasty aliens via a series of puzzle games. It's a similar concept to *Columns* and *Tetris*, really, but this time the tiles fall into a 3-D well (the Stargate) rather than a simple 2-D area.

The game it most resembles is the classic *Block-Out*, but rather than connecting awkward shapes, you have to stack symbols to make them disappear. This aspect is a bit like the *Shanghai* puzzle game played with mahjong tiles, as you have to memorise where obscured symbols are.

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AWESOME SOFTWARE



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REVIEW

SATURN



GALE RACER

EXCLUSIVE!

Specially imported from Japan, *Gale Racer* is a new Saturn title based on the arcade game *Rad Mobile* – a driving experience famous for its accurate depiction of distances and changes in the weather. The name 'Gale Racer' is given to the very best drivers. Begin in Los Angeles and race across the States to finish in New York. Yes folks, it's *Out Run* all over again! Admire spectacular American scenery from the 'Cliffhanger' Rocky Mountains to the bright lights of gamble city – Las Vegas! Drive at night or day in sunny, foggy and rainy conditions. You have the motor, you have the engine – now hear your Saturn scream!

Although the Saturn is not being released officially in the UK until the end of 1995 we are already able to go to an importers and buy a Saturn with an ever-increasing range of software titles to boot. *Gale Racer* is the first driving title – and as stated in the introduction, it appears to be a next-generation *Out Run* with a West-to-East-coast race across the USA.

20 rounds make up the six different areas you'll visit in this. Vehicles have been formed and texture-mapped using advanced polygon graphics. The special features include night stages where players can drive with their headlights on or off, and torrential rain for which you need to activate your windscreen wipers. A nice touch.

The scenes are similar to *Out Run* with gorgeous tree-lined American highways, spectacular scenic mountain stretches, foggy canyons, barren deserts and disused dirt tracks, to name a few areas. The American road signs, tunnels and sun-soaked beaches flash past at blistering speed. Taking the banked curves is also very smooth and tidy.

But despite the smooth polygon graphics of a Saturn machine we all know is capable of arcade-quality material, the collisions with other vehicles are surprisingly dodgy. If you run into the back of a vehicle, then the car, truck or van in question seems to disappear off the face of the earth whilst you are unconvincingly placed back on the track from a stationary position.

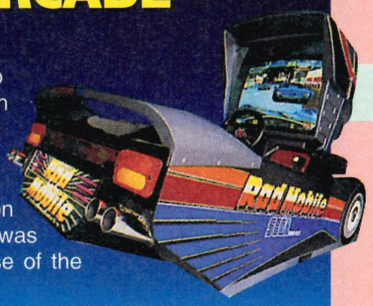
Overtaking reveals an ugly transparency to the other vehicles too. You can drive through an impossible gap between two vehicles ahead without losing speed. It's as if you're driving through the sprites. The slight jerking of the screen that's supposedly representing contact leaves a lot to be desired.

The capabilities of the Saturn are shown off in the impressive photo-quality introduction sequence giving an all-angle look at your vehicle dashing across the Golden Gate Bridge. But when you start to race it's all too easy really. The poor collisions make this look more like one man and his Lamborghini against a bunch of milk floats! The ride is enjoyable enough, but the coast-to-coast race is over all too quickly.

There are a few aspects to *Gale Racer* worth picking out. Sonic The Hedgehog dangles from your windscreen as your toy gimmick for the race! And on one of the stages you find yourself driving on a railway line

THE RADICAL ARCADE ORIGINAL

Gale Racer is based on the coin-op *Rad Mobile* which appeared in 1991, the time when 32-bit boards were first introduced to the arcade market. Now it has been upgraded and its sensational speed has been replicated on the Saturn. This 32-bit racer was able to be transformed because of the advanced Saturn specifications.



PROtip

NO MATTER HOW SMALL A GAP MAY LOOK BETWEEN TWO VEHICLES AHEAD, GO FOR IT! THE CHANCES ARE YOU'LL PASS THROUGH, NO MATTER HOW UNCONVINCING THE OVERTAKING MAY APPEAR TO BE.

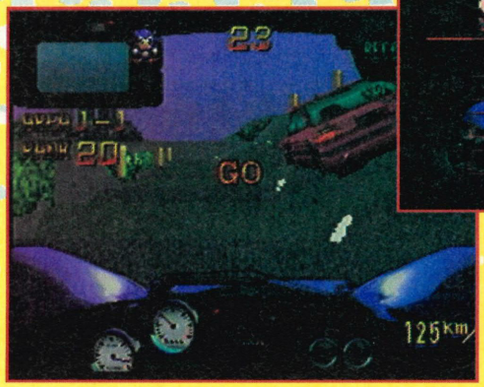


Things get a bit slippery on a wet road, but overtaking is easy in this game.

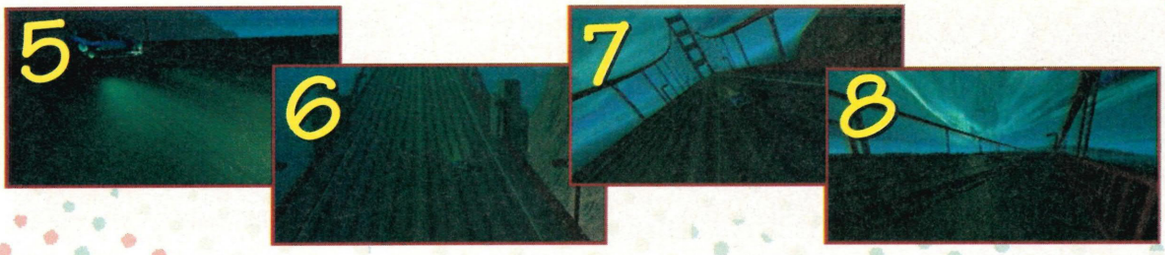




As well as the main race, there's a time attack mode. Records are also kept.



It's time to put your foot down. The banked track is portrayed very well.

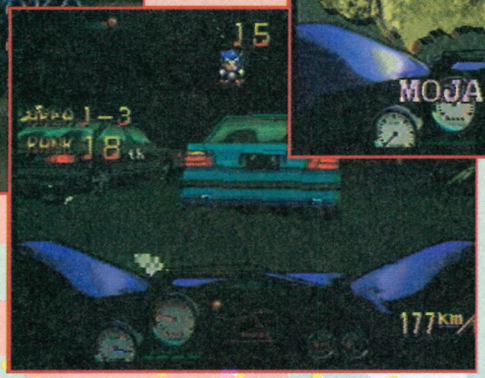


RACER



Are you fast enough to top the rankings for each area in the coast-to-coast race?





Speeding through the Mojave desert in the second stage of the game. There's a clear road ahead.

Watch out for singing mormons in Salt Lake City. Donny Osmond!



Driving at night without your lights on is not a good idea, as it's darn hard to see where you're going!

Tail-gating a rival on a tricky night section.







Remember to use your windscreen wipers when it rains.

Sonic swings to and fro as you drive.



with a train rapidly catching you up from behind. The way the windscreen wipers serve their purpose is also pretty smart.

However, I can't rate the game that highly because it's not true racing for me. There are parts to this that bring back memories of racers where you'd pass a vehicle, slow down, and then wonder why the guy you just passed had suddenly disappeared. Seeing a huge tanker overtake me in the mountains capped it all!

If you're looking for a decent Saturn racing title, I'd recommend waiting for *Daytona USA*. This is expected to blow away anything seen before on a Sega console.

Mark "Outrunner" Hill SP



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PROview

MARK P
I love a good driving game, but this is messy and way too easy.

CHRIS
A good souped-up conversion of *Rad Mobile*, but it looks a bit old hat now.

PHIL
This proves that even the most amazing console can suffer poor games.

PROscore

GRAPHICS 79%
▲ A brilliant introduction sequence of photo-image quality to set the mood.
▼ Well-drawn backdrops and sprites are overshadowed by poor crashes.

SOUND 88%
▲ Superb stereo music tracks to accompany your coast-to-coast journey.
▲ Realistic sound FX, in particular your smart-sounding car engine.

GAMEPLAY 64%
▲ Very fast and smooth racing across a variety of tracks.
▼ The unconvincing collisions with other vehicles really let this down.

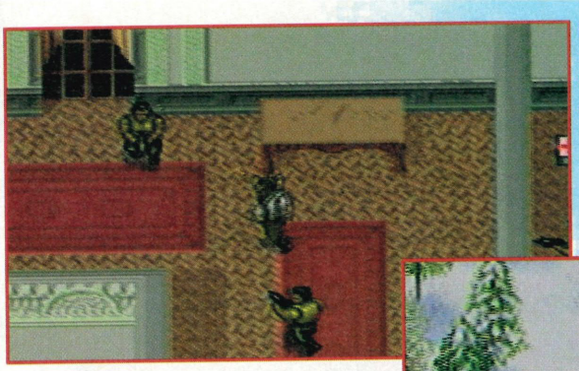
CHALLENGE 60%
▲ The two-player split-screen mode produces a great head-to-head battle.
▼ Sadly, the race across the States is far too easy to provide lasting interest.

64%

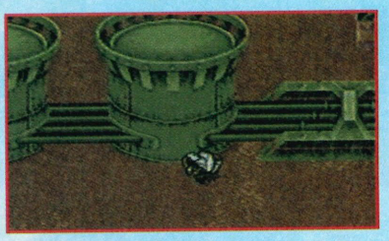
A Saturn release that looks very smart but is let down by easy driving and dodgy collisions with other vehicles.

PREVIEW

MEGA DRIVE



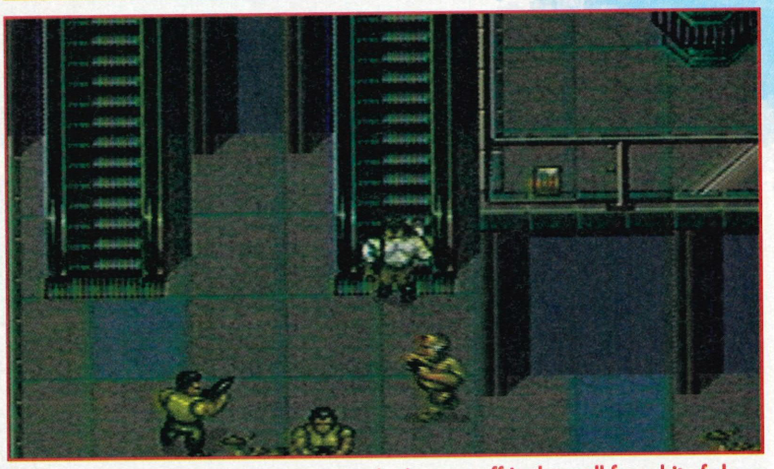
Right at the start of the game, and Arnie's already in the thick of the action.





Oh dear. What's happened to poor old Arnie?

The skiing bit. But where are the skis?



Arnie stops off in the mall for a bit of shopping. As with most things, it soon leads to extreme violence.

Mark Pilkington, being SegaPro's answer to Arnold Schwarzenegger (ho ho!), is the perfect man to preview True Lies...

We've all seen the True Lies movie, we've all brought the T-shirt and we've all worn the boxer shorts. Des Lynam has even told us 'how they did that'! What else is there to do? Why, play *True Lies* on the Mega Drive, of course. The various levels on the game follow the film's plot quite closely, with the action portrayed from a slightly angled overhead perspective.

As a computer salesman and part-time secret agent (even your wife doesn't know!), your mission is to defeat the bad terrorist organisation, the Crimson Jihad. They've managed to get their dirty little palms on a few nuclear warheads – the scoundrels, eh?

You wander around each level, rooting out trouble wherever it rears its ugly head. Just like Arnie, your solution for dealing with the hordes of terrorists is simple: don't bother negotiating, just blast the swines with your machine gun!

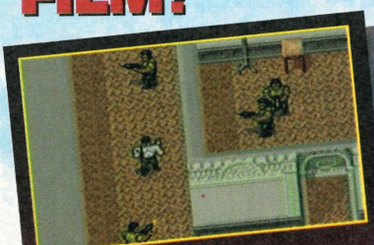
Occasionally you'll receive messages from your pals, Gib (your partner), Trilby (your boss) and Aziz (terrorist baddie). They inform you, via on-screen text, of your next mission in the level and of what to look out for in special situations. Not only that, but they also tell jokes and poke fun at you. Yeah, it's almost like having your very own set of computer friends!

If the game's anywhere near as exciting as the blockbuster film, then we should have a real winner on our hands – and I'm not lying! SP

True Lies

HEY, DIDN'T THIS HAPPEN IN THE FILM?

Life for Harry, the computer salesman and secret agent, is filled with excitement and danger. Here is a typical night...



7.30pm: THE CHATEAU

Harry cunningly penetrates the palace of the very rich, but not so famous, Jamal Khaled. He gets chatted up by a girlie...



7.31pm: DOWNHILL SKI

He spills a pint down the poor girlie's top, so she calls the guards over to beat him up! Cue high-speed race down mountainside with many dogs, guards and snowmobiles involved.



7.45pm: ON THE ROAD

Harry stumbles across his old pal Gib. He gets into Gib's car and they both drive off home.



8.05pm: CHINATOWN

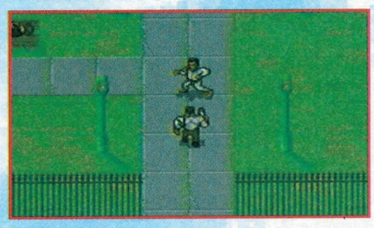
Suddenly having an uncontrollable craving for some Chinese food, Harry and Gib drive all the way to Chinatown.



Brrrrr! It's a bit cold, isn't it?

Is it me, or does Arnie look a bit fat? Answers on a post-card, please...

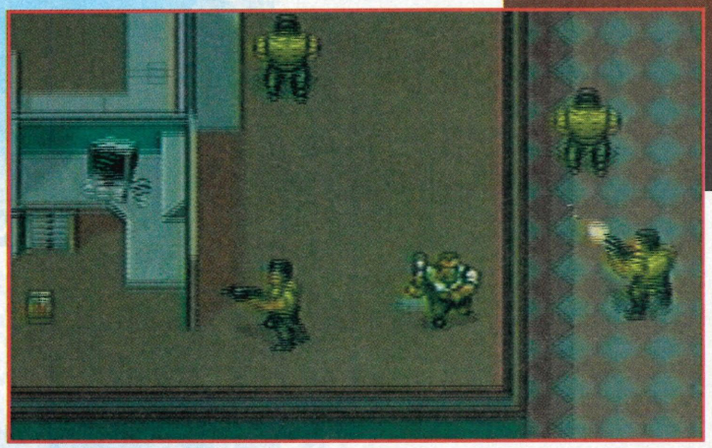




In the park, things will get more than just a bit tricky for you...

ALL IN A GAME

In *True Lies*, you take control of secret agent Harry (Arnie) as he attempts to complete 16 levels of pure, rompin'-stompin' blasting. You view the action from top-down in a similar vein to *The Chaos Engine* and *Gauntlet*, shooting all around at the terrorist gunmen who swarm onto the screen. Whilst you play through each level, you are updated on the action by on-screen messages from Gib, Trilby and Aziz. 16 megs of Arnie have been squeezed onto this cart – how do Acclaim manage it?



Go on, kill everyone! Death, destruction, mayhem – it's all in a day's work for me.



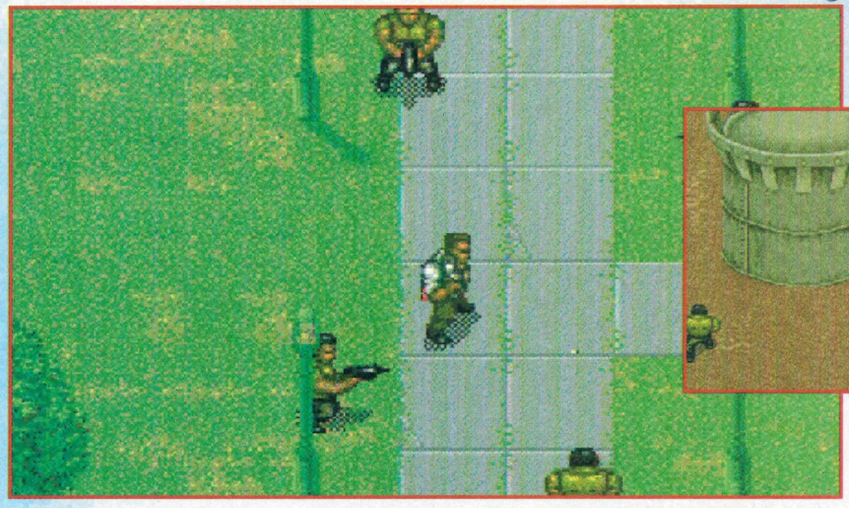


Flippin' New Year sales shoppers get everywhere, don't they?

Don't step in front of limos – remember your Green Cross Code!



For once Harry gets some peace in a glorious winter landscape, but I bet it won't last long.



(Left) Harry is surrounded by gun-toting terrorists. How's he going to get out of this one?

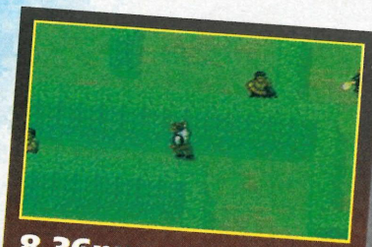


(Above) Shooting the bad guys turns them into a bloody mess. Serves 'em right, eh?



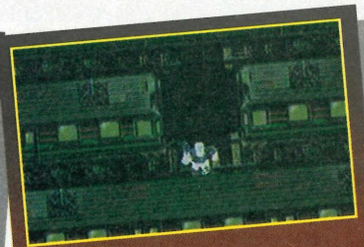
8.26pm: MALL CHASE

Failing to find a decent take-away in Chinatown, Harry and Gib decide to chase each other around the local Mall...



8.36pm: THE PARK

After that, they both decide to see what's happening in the nearest park. An army of terrorists happens to be camping there at the time.



8.53pm: TRAIN STATION

Running away from the terrorists, they both head towards the nearest railway station. Once there, Harry decides to head home.



10.06pm: ROOFTOP BATTLE

Once Harry arrives back home, he discovers some thieves trying to nick tiles from his roof. He battles them...



ACCLIAM
£TBA
OUT: JAN



COMPLETION

1st IMPRESSIONS

Hmmm... To tell you the truth, we weren't too impressed by this. To be fair, this early version of *True Lies* did keep on crashing when we were playing it, and it obviously isn't finished yet. But so far it all seems a bit samey with just endless baddie blasting. Apparently there aren't even any different weapons for Arnie to use. It would also have been nice to have a few vehicle sections or be able to ski down the mountain. There is a glimmer of hope for this game: unlike most recent movie licences, it isn't a platformer! *True Lies* might turn out to be a classic yet – and, hey, we all love Arnie, don't we?

PREVIEW

MEGA DRIVE

STAR

Mark Hill beams up to Acclaim for a look at the final developments to a Mega Drive sci-fi adventure featuring Stargates – ancient metallic rings that can transport humans millions of light years from Earth...

Due for release at the end of February, Acclaim's movie licence *Stargate* is a side-view, eight-way-scrolling platform shoot-'em-up. In this one-player journey there are two objectives – the main one being to locate seven pieces of the Stargate code that will enable you to return back to Earth. Destroying an enemy named Ra with the nuclear device is all part of the job.

Completing one of the secondary objectives is not vital, but it will give you a different ending to the game. We are told only one of these has been completed at present: the dismantling of a nuclear bomb device sent by nasty aliens.

You take on the role of O'Neil, the character played by Kurt Russell in the film. Other characters in cameo roles will not be available to control – they'll just be involving in set-pieces to add personality to the game and help guide the player.

WHAT IS A STARGATE?

In Cairo in the year 1919 an American archaeologist and his daughters are approached by workers digging in front of the Great Pyramid of Gîza. They have made an amazing discovery: six ancient tablets containing the most complex form of Egyptian hieroglyphics ever seen. Stunned, the archaeologist exclaims that, "...this is the find of the century."

"No, Professor, it is what is under the tablets that we want you to see". Slowly, a quartz and metallic ring 30 metres in diameter is lifted from the dig site. Although covered in hieroglyphics, it is clearly not of ancient Egyptian origin. It is also not from this earth.

A Stargate is made from a mineral substance, a quartz with unusual properties. Its abilities effectively classify it as a time machine, breaking down matter and transporting it to another place and relative time in the universe. You must dial the address of a corresponding Stargate to get to your destination – it's a bit like a fax machine! The two stars from the film use the Stargate, and then face a titanic battle in locating Earth and getting back.

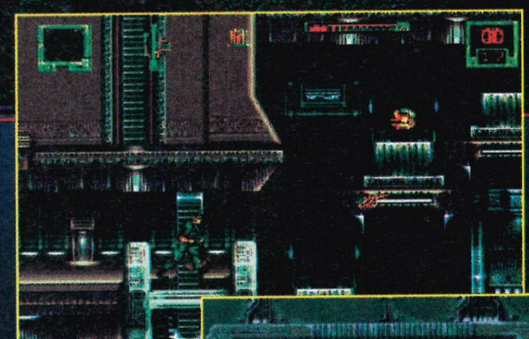


Running down a stairway in a desert city. Shoot that guy before he teleports away.

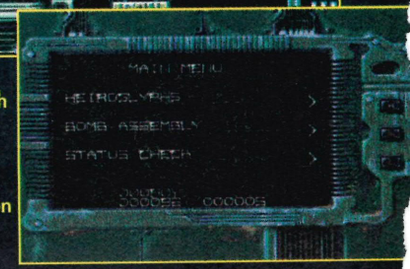


Hangin' on in there. You can dangle off platform edges for as long as you like before climbing up.

You can fire your machine gun straight up to hit baddies on the platforms above your head.



Later on, you explore this hi-tech alien level.



Check your mission progress on the pause screen.

STARGATE: THE MOVIE





The epic sci-fi adventure on the big screen stars James Spandler and Kurt Russell. Apparently an estimated $70 million was the movie budget , thanks to lots of special effects and the largest sets since The Ten Commandments. $25 million alone has been spent on the marketing budget.

Spandler stars as a renegade Egyptologist who is brought to a classified military base to decipher the six ancient tablets, while Russell is a career military officer with a secret agenda. They soon solve the first mystery about the Stargate and embark on an adventure taking them millions of light years from Earth.

G A T E

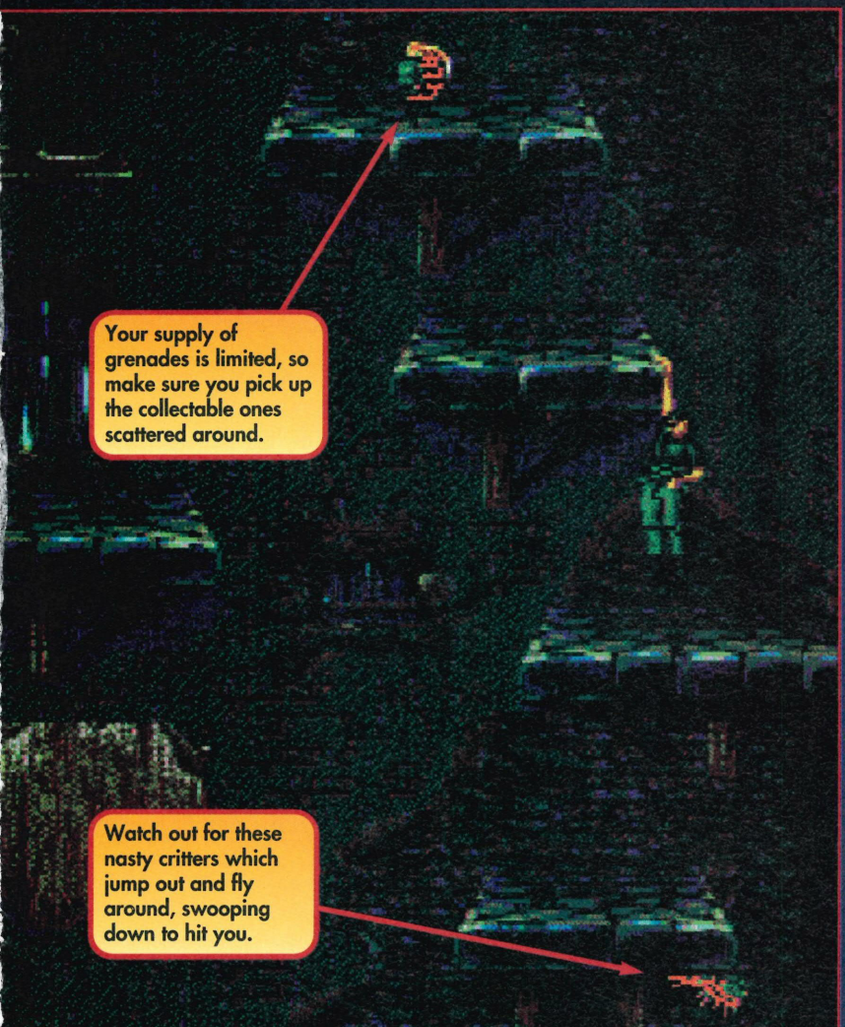
ACCLAIM
£TBA
OUT: FEB



COMPLETION

1st IMPRESSIONS

Players can expect to see realistic, smooth animation – real people were digitised and used as a basis for the animators working on *Stargate*. An incredibly lifelike view has been created, so the game will reflect on the film's atmosphere as closely as possible. The size of this is looking impressive – nine big levels plus an array of bonus sub-games. Look out for the Stargate Decode Logic Game and a ride in a pulley-mechanism box-cart. These are just two of the four sub-games that have been completed so far. LDC mapping facilities by use of the special radio function are another interesting aspect to the game, and another reason to believe that this could well be a very appetising adventure.

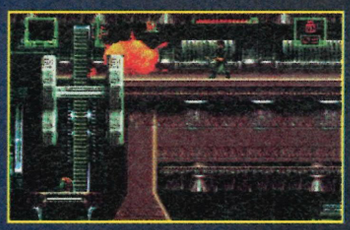


THE NINE LEVELS

The *Stargate* levels will be made up and interconnecting network of maps. Players walk from one map to another simply by walking through doors or open areas at the extreme left or right of a map. In other cases players can enter various doors or entrances in the background – some being carefully hidden to ensure your exploration skills are tested.

Players will be able to interact with the following kinds of backgrounds: solid areas, platforms, rope, grip rails, ladders, rock-faces with handholds, thin balancing-type platforms, quicksand, hooks etc. There's plenty in this for the hardened explorer – a real Indiana Jones type of adventure through a world steeped in ancient history.

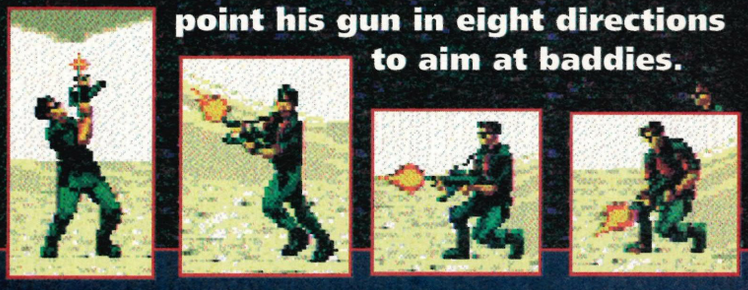






360° FIRE POWER

Your digitised shades-wearing sprite can point his gun in eight directions to aim at baddies.





Doors and entrances in the backdrops often lead to new areas.

(Below) You can even fire your gun while hanging off a ledge with one arm. Now that's cool.



ALL IN A GAME

Stargate is a one-player game featuring 16 megs of action-adventure material. This includes specially digitised character animations – a similar technique and appearance on screen to Acclaim's worldwide beat-'em-up favourite, the awesome *Mortal Kombat II*.

As the rugged machine-gun war hero battling the deathtraps of ancient history, expect your job to entail plenty of 'hanging around', swinging along grip rails, climbing up ropes and teetering along balance beams. Or to put another way, you'll be trained up for an appearance on The Gladiators – it's a rugged kind of game, making a US army assault course look like a playground in the park.

The firing system is eight-directional, so you can point your weapon all around you. It's rat-a-tat machine gun much like the one our own planetary friend Earthworm Jim owns, but not to such comical effect. In addition, you can throw grenades and break into a run, permitting longer leaps across the screen.

There will also be bonus sub-games, a glider sequence, multiple missions on any given level, character morphing, and backgrounds that elaborate on the movie sets.

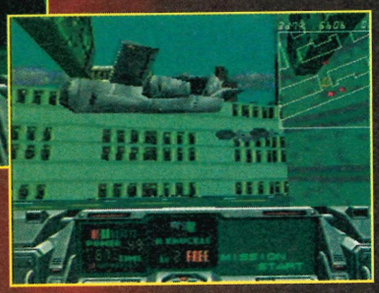
REVIEW

MEGA-32X

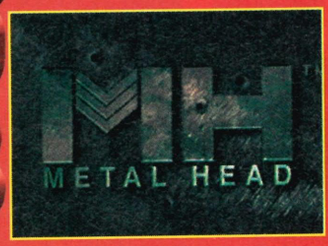


Blimey! I wonder who owns all these jeeps. The army, maybe?

Inside your metal monster robot, you come across a giant plane in the midde of the city.



SEGA
£TBA
OUT: JAN



Mark Hill takes on a Terminator role, but this time as a huge metal robot patrolling the big-grid city...

M.H METAL HEAD

COMPLETION

1st IMPRESSIONS

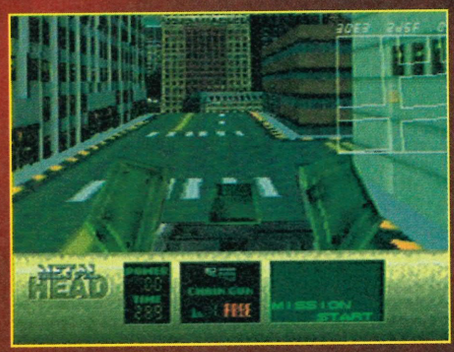
As a romping stomping Metal Head – a huge Terminating robot making the streets your own backyard, this is looking good. We were told by Sega Europe that Sega of Japan have sent over numerous updated versions of *Metal Head*. Clearly the programmers have really gone to town, continually improving the product so it will be perfect as a major 32X title for 1995.

From what we've seen you can expect to walk around a city amidst some incredibly realistic cityscape scrolling. Everything on the screen is big – including yourself as the Metal Head and the big spanning city network of streets that make an ideal urban war setting. As the scenario is set in the future, expect some explosive and rewarding action with all kinds of mechanical enemy structures flashing up on the radar.

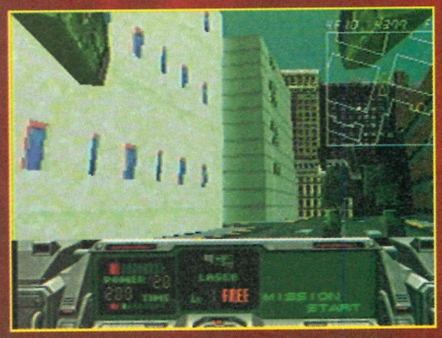


Watch out for planes above – they'll drop their bombs on you.

Sega's new 32X 3-D shoot-'em-up *Metal Head* should boast some near arcade-perfect action, graphics and sound. We are told that by keeping the number of polygons down to 10,000 per second, the game will be able to run at an impressive 20 frames per second.



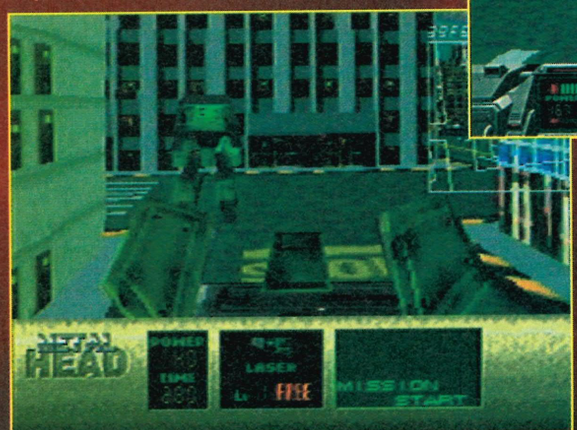
The city streets are eerily empty of people. Where is everyone?

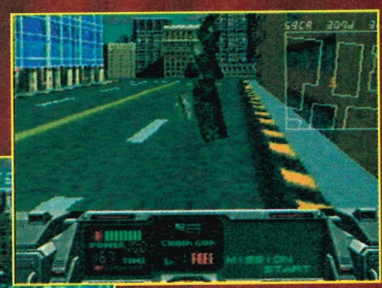


Chasing through narrow city streets after enemy robots.

As a huge metal robot you must patrol the streets laid out in a grid much like any American city. Each level comes complete with a series of missions – most involving the extermination of an array of tough enemies with metal substances similar to your own. By guiding your cursor across the screen as you move freely around, weapons such as chain guns and grenades are the ideal choice for wiping the likes of towering enemy robots off the face of the tarmac.

Like many 32X games that are either released or due in 1995, *Metal Head* will enable players to switch between camera views. There are four in all – the first giving you complete vision of what's ahead, the next from behind your robot, another from behind but at a lower angle, and the final one from high above as a kind of helicopter view.





It's great fun going around in your giant robot. The 3-D graphics are brilliant.



Prepare to see over eight levels of blistering action. This title is expected to produce the smoothest and most realistic 3-D effect yet for a game of this type. It's all a long way from the first-ever 3-D graphics, similar in terms of the first-person perspective, which came about in the early '80s. Unlike the mazey streets *Metal Head* features, this title was a real maze adventure on the good old ZX81. It went by the name of *3D Monster Maze* and required 16K of extra RAM to the machine's existing 1K of memory! Times have certainly changed since then. SP

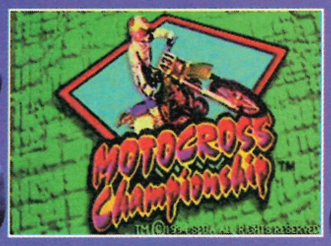
REVIEW

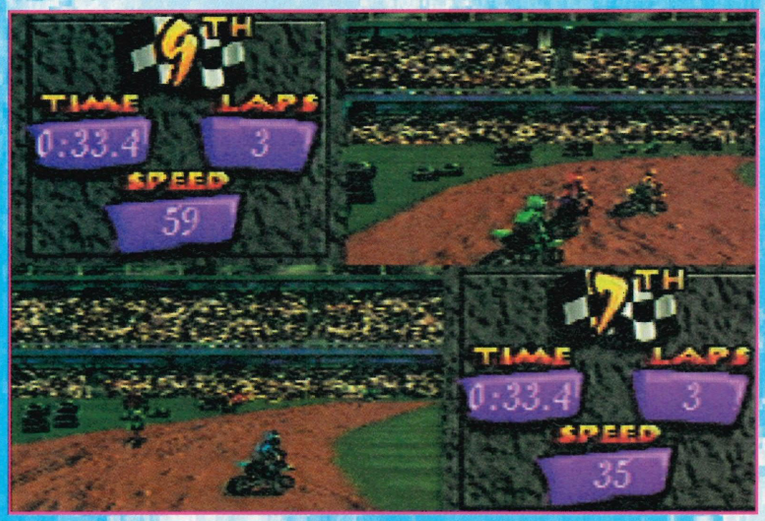
MEGA-32X

MOTOCROSS Championship

It's dirty, it's noisy, it's very very bumpy. Mark Hill kick-starts his bike for a look at the cross-country winner-takes-all ramble due for release soon on the 32X.

SEGA
£TBA
OUT: JAN

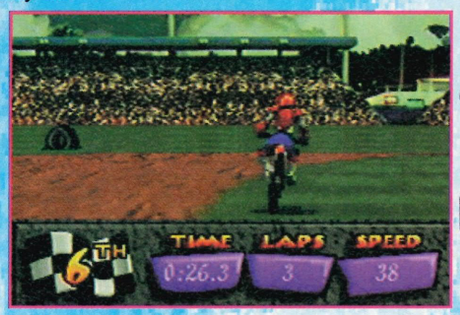




Although Motocross isn't the biggest sporting attraction around, it's certainly a fast and exhilarating pastime where competitors risk life and limb to become the best on two wheels over a series of undulating dirt tracks.

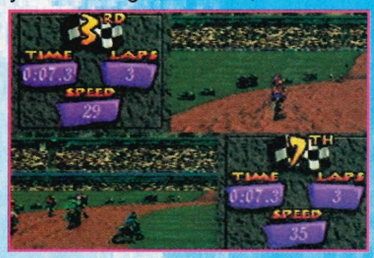
From the outset, the style of the *Motocross* game is not dissimilar to the highly acclaimed *Road Rash*. You can turn the bends at incredible speeds, beat away your opponents with fists, and even take off through the air for some truly spectacular overtaking stunts.

As this is a 32X title, we're guaranteed plenty of fast and furious 3-D action thanks to the in-built graphics scaling. With dirt thrown under your back wheels and ridges that launch your bike high in the air, one of the biggest skills – as a unique control by all accounts – is your ability to stay on the bike and lift the wheels when required. Imagine a series of ridges on the track ahead. Pull up as you hit the ridge for speed and wicked height! As you land it's important to push down on the controls for an accurate and smooth landing. Slip-ups can cause either a rapid loss of speed or a crash.



The split-screen mode lets you race against a friend.

Don't ride your bike over the grass – hit that dirt!



Jumping over the hills is exhilarating stuff.

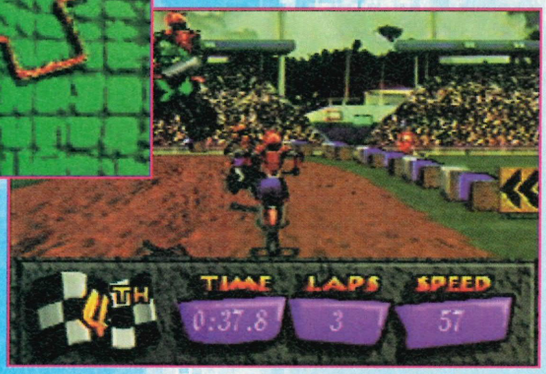
Other features will include a two-player split-screen affair, plus many racing options including tournaments where you can win various prizes. You also get to choose the size of bike required and the type of track you wish to race on.

Due for release in February, *Motocross* looks set to be a storming 32X title offering a unique racing experience. The size of the sprites and impressive rolling landscapes should stand out more than anything. SP





A map of one of the tracks.



Skilful riding is needed to beat the computer opponents.

COMPLETION

1st IMPRESSIONS

Although moving away from standard biking games such as *Road Rash* and *Hang-On*, *Motocross* is looking a very tidy and smooth racer. One particular feature we'll be looking forward to is the ability to ride the dips and ridges with increased skill – all dependent on the way you lift and lower your front wheels for taking off and landing.

On top of this, the 32X backdrops are looking very polished with effective scaling to help bring across the danger and excitement of this two-wheeled motor-sport as you race round a set of rugged tracks. The power of the 32X is the feature that should take this beyond any racer we've been used to playing on the Mega Drive or Mega-CD.

PREVIEW

MEGA-CD



Gotcha with a great punch. Ha, that'll teach you to wear face paint, you clown!

DIGITAL PICTURES
£TBA
OUT: FEB

SUPREME WARRIOR



Blimey, this bloke looks a bit weird. Didn't he used to be in Kiss?

If you've always dreamed of starring in a kung-fu movie, Digital Pictures' new FMV beat-'em-up should knock you out...

California-based Digital Pictures have pioneered the concept of Full Motion Video games, sort of interactive movies, starting with the controversial *Night Trap* on the Mega-CD. Since then they've scored successes with real-action games like the atmospheric boxing sim *Prize Fighter* and particularly the chart-topping *Ground Zero Texas*.

Now they aim to break new ground in the beat-'em-up genre with *Supreme Warrior*. Filmed entirely on location in the martials-arts movie capital, Hong Kong, it aims to capture the impact and speed of a kung-fu film – but letting you do the fighting against a range of real human opponents. To ensure a totally authentic movie feel, it's been directed by veteran martial-arts movie-maker Guy Norris.

In the game, you fight one-on-one against 12 different opponents – played by real martial-arts actors. Beat all of these and you can confront the final big baddie, the Master. Playing on any of three skill levels, fighting moves available include lightning kicks, fists of steel and over 12 special spectacular secret moves to discover.

As with previous Digital Pictures games, all the action comprises cleverly intercut video sequences, responding to what moves you make. Using compression techniques, they've managed to cram no less than two hours' worth of video on a single CD. Also, Digital Pictures' unique InstaSwitch™ system means there are none of those annoying delays normally associated with CD releases – so as soon as press punch or kick, the relevant sequence appears instantly. Meanwhile the DigiChrome™ video allows 64 colours on screen.

Supreme Warrior is due to be released this spring in the States, but now Digital Pictures have been bought by Acclaim, it should receive a simultaneous release over here. A special 32X CD version is also planned, with even better-quality video. SP



Select your moves in classic beat-'em-up style and watch the resulting video sequences.



Maybe you shouldn't have teased this geezer about his green eye-shadow!

COMPLETION

1st IMPRESSIONS

Digital Pictures' motto is 'when movie makers make games, everything else is cartoons'. Well, there's certainly never been a beat-'em-up quite like this before, effectively placing you in your own interactive kung-fu movie. Thanks to the brilliantly shot video sequences, the full fighting impact is captured, making it the most realistic-looking combat game we've ever seen. With the InstaSwitch™ system eliminating any CD-accessing delays, this could well be a Mega-CD classic. The only real question is whether the gameplay can improve on the simple action seen in *Prize Fighter*, but at least here you get plenty of opponents for long-term appeal. We can't wait to start fighting!

All the combat moves were performed by expert martial artists.



By golly, who's this chap? How did I get into this mess? All I asked for was a chop suey!



SUPREME WARRIOR

PREVIEW

MEGA-CD





DIGITAL PICTURES
£TBA
OUT: FEB



CORPSE KILLER

Exactly how do you kill a corpse? We don't know, but Digital Pictures' new horror-movie shoot-'em-up aims to scare your socks off...

Digital Pictures, the people behind such CD classics as *Ground Zero Texas*, have really raised the stakes in the video-game business, pumping eight million dollars in their four latest releases. The reason for this is their elaborate movie-style production techniques, as their games are almost entirely made up from Full Motion Video.

One of their new 'interactive movies' is *Corpse Killer*, a horror adventure that has you battling with bloodthirsty zombies. The plot might ring a bell for James Bond fans as you're stranded on a remote Caribbean island populated by voodoo worshippers. You were part of a Navy SEAL team sent to assassinate the mad professor Dr Hellman, along with his undead cronies. Trouble is, your comrades have all been turned into zombies – and worse still, you're slowly turning into one!

With both your undead mates and voodoo natives after your blood, it's time for some furious shoot-'em-up action. You can use either a light gun or joypad to gun down enemies galore in the various scenes. In fact, the pace of the action even adjusts to your shooting skill – so the better you are, the faster those zombies come at you!



Uh oh. By the roll of his eyes, you can tell this guy's a bit dodgy.



Mmm, crème de menthe, how sweet. Or maybe it's a zombie cocktail.



Don't worry luv, it's only a bloke in a silly mask!

There's more to this than mindless blasting, though. As you play through the game, tactical decisions have to made at certain points as you aim to save your skin and find the mad doctor's secret hideout. This entails no less than 60 hours of solid gameplay – crammed onto a single disc.

Corpse Killer was filmed entirely on location in the Caribbean with a full cast of actors and Hollywood director to obtain that authentic movie feel. As with the *Supreme Warrior* beat-'em-up, Digital Pictures' special InstaSwitch™ system means there are no annoying delays for the CD accessing – just non-stop action all the way.

Due for a spring release in the US, this spine-chilling shoot-'em-up should see a simultaneous official European appearance through Digital Pictures' parent company Acclaim. An enhanced 32X CD version should follow later in the year. SP



She certainly doesn't look like a zombie to me.



The whole game was filmed on location in the Caribbean.

COMPLETION

1st IMPRESSIONS

With furious blasting action, a brilliant horror theme and lots of exotic scenery, this could well outdo even *Ground Zero Texas*. The DigiChrome™ Full Motion Video looks great and the action never lets up thanks to the unique InstaSwitch™ system which eliminates CD delays. As with their previous releases, Digital Pictures have set out to create a game that looks so real that you feel totally involved in the proceedings. It could bring a whole new meaning to the phrase 'video-game zombie'. The only question is whether , like *Ground Zero*, the blasting action might get a little repetitive in the long term. This game should storm the charts, though.

SEGA XS

JAM-PACKED WITH SIZZLING SOLUTIONS!

VIRTUA FIGHTER EXCLUSIVE!

FIRST EVER SATURN SOLUTION!





Yep it's true! You're not seeing things folks, SEGA XS has produced the first ever complete Players' Guide to the awesome beat-'em-up Virtua Fighter on the Saturn! We profile every character, show you their special moves and describe their unique fighting styles. It's a must read!

We also have EXCLUSIVE solutions to Earthworm Jim, Sonic And Knuckles, Cannon Fodder, Wolverine and much, much more. It's an awesome line-up, so reserve you're copy today to be a part of the winning team!

ISSUE 14 ON SALE 12 JAN

REVIEWS



THE SegaPro YO:
The prestigious award given to games earning 90% or more. Only for the very best.

INTRO TEXT: Provides a detailed background to the game and its characters. This means the main review text can get straight to the point. **1**

PROTIPBOX: An invaluable hint for those tricky situations. We reveal a top tip to help you progress through the game. **2**

PROSCORES: A breakdown of the strong and weak points of each release. Even the strongest titles can contain the odd flaw. **3**

PROVIEW: Second opinions on the game so that everyone gets a say. All four members of the team get to play every game. **4**

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MEET THE TEAM!



Chris Marke

"A New Year dawns and everyone's thoughts turn to what they can do to better themselves. I haven't got a New Year's resolution as such, but I have got a wish. It's simply to win the National Lottery! With the 10 million smackers I could either strive to make the world a better place or spend my life splashing the dosh on depraved activities and unnecessary luxuries. Hmm, tough choice...Not!"

Fave game: Virtua Fighter



Mark Hill

"I have my sights set on one thing in 1995 – Japan. I set off on my 21st birthday from Heathrow to Toyko and my New Year's resolution will be to make the most of it. An experience of a lifetime cannot be wasted – travelling is the best education. I'll just say a quick hello to my Japanese friend Akiko – see you on March 2nd!"

Fave game: Cannon Fodder



Phil King

"My New Year's resolution is to clean my flat more than once in a blue moon. I've never been the tidiest person around, and all sorts of rubbish just seems to accumulate in my living room: piles of old newspapers, leaflets, crisp bags, pizza boxes – I wonder where they all come from. Who knows what I might find while clearing everything up off the floor? Perhaps the carpet. PS. I hope my landlord doesn't read SEGAPRO!"

Fave game: Micro Machines 2



Mark Pilkington

"New Year's resolutions? Hmmm, let's see... To get a car – something fast, black and with a huge set of speakers to boot! Start smoking – everyone vows to kick this vile habit, so I thought it would be nice to start it! To grow my hair – I've tried before but failed miserably. Oh, and to start bodybuilding so that I can beat anyone up who calls me 'PILKY!' (ho, ho!)"

Fave game: Virtua Fighter

REVIEWS INTRO

32X **AFTER BURNER** The classic coin-op is converted perfectly to the Mega-32X 61

CD **BC RACERS** Core's caveman racer features familiar 3-D scaling techniques 42

MD **BONKERS** This strange Sega cart is effectively four games in one 50

MD **CANNON FODDER** War has never been so much fun as in Sensible's wacky shoot-'em-up 52

MD **CLAYFIGHTER** The acclaimed SNES beat-'em-up finally gets converted 46

32X **COSMIC CARNAGE** The 32X's first beat-'em-up features fighters with adjustable armour 38

MD **DAFFY DUCK GOES TO HOLLYWOOD** The madcap duck searches for stardom in this fun cartoon platformer 62

GG **ECCO: THE TIDES OF TIME** The dynamic dolphin swims into another aquatic adventure 66

GG **LEGEND OF ILLUSION** Mickey Mouse stars in his third top-notch Game Gear platformer 59

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CD **REVENGERS OF VENGEANCE** Roleplaying, one-on-one combat, blasting: this CD game's got it all! 60

MD **RISTAR** An exclusive review of Sega's brand-new platform star's debut 40

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MD **ROCK N' ROLL RACING** Either beat your rivals or blow them up in this fun two-player racer 64

MD **SAMURAI SHODOWN** Sega's latest beat-'em-up features sword-swinging Samurai 34

MD **THE SMURFS** Those strange little blue people make a comeback in this platformer 54

MS **SONIC SPINBALL** Sonic's pinball game is converted to the MS, but is it a ball? 48

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GG **TAZ IN ESCAPE FROM MARS** The spinning devil returns for another platform adventure 56

SAT **VIRTUA FIGHTER** The brilliant arcade beat-'em-up is the first Saturn game to arrive 36

MD **YOGI BEAR** That smarter-than-the-average bear tries to save Jellystone Park 58

REVIEW

MEGA DRIVE

EXCLUSIVE!

SAMURAI SHODOWN

Samurai Shodown was originally an SNK coin-op before making appearances on both the Neo Geo and 3DO. Now Sega have got on the bandwagon with a Mega Drive version – another beat-'em-up following classics such as _Street Fighter II_ and _Eternal Champions_. Enter a Japanese culture and take on 12 tough Samurai opponents from the Far East. Most are Japanese with the exception of an ambitious American and a warrior from China. Elaborate clothing and lethal weaponry give this performance its native feel, the physical contact turns things nasty. One poor move here and you'll be sliced and pay the price. Time for a Shodown...





On this bonus stage the crosses seem to be made out of old rope. Hack 'em with your weapon.

When the 'button-tapping' symbol comes up, hit those buttons to knock away your opponent's weapons.



As a traditional _Street Fighter II_ kind of one-on-one beat-'em-up, _Samurai Shodown_ has little to hide. The energy bars stretch along the top of the screen to indicate whose strength will diminish first, there's a timer that counts down to zero, and two options standard to any title like this: a versus mode and a tournament.

Using the good old-fashioned side-on view, this features large, colourful graphics and authentic fighting sounds for battle. Each of the 12 fighters has an individual setup, with different speed, dexterity and power settings.

The fighters are blessed with a variety of (dare I say it) special moves and weapons for taking out their opponents. And when I watched them on screen it's noticeable how diverse the characters are and how polished the gameplay appears to be.

Most of the fighters use their fists and weapons although a few have alternative methods of combat. Gen-An is quite a fighter – he'll spew out poison that'll burn you to death. Meanwhile Nazo sticks to traditional Ninja tactics – the famous Shuriken stars being one of the most lethal and effective weapons in the business.

The differences between the fighters is quite significant. Jubei, never satisfied with just the one blade, has two swords. And to get a slice of the action is easy. Just stand in one spot for a mere second or two and he'll not think twice about a demonstration.

As for Galford, well he's one who believes a man's best friend is his

PROTIP

USE YOUR POW MOVES WISELY! WHEN THE BAR IS AT A MAXIMUM, THE POW LETTERS ENLARGE. UNLEASH YOUR SPECIAL ONLY WHEN YOUR OPPONENT IS EXPOSED TO ATTACK.



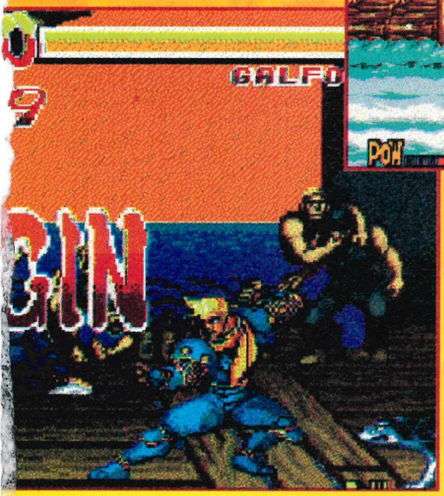
Let the violence begin! As you can see, there's nothing new in this beat-'em-up presentation.



Here you've managed to force the CPU fighter to part with his sword. Now he's exposed to attack so finish him!



Get that dog off my case. I hate mutts cocking their legs and biting my trousers. This ain't a pet store, you know.





When your POW bar reaches maximum, you can unleash a power move.





Galford's fried by his double. This character likes to roast, toast and then boast, so watch it!

dog. Fight him and he'll send his dog to attack you! There's another tactic to this too – his best friend is really a decoy. With enough on your plate as you scrap with the mutt, its owner will take full advantage by leaping in to finish the job off.

Haohmaru is similar to Ryu from *Street Fighter II* – easy to get to grips with yet still very powerful when it comes down to a good, hard punch. Charlotte brings a much-needed female element to a fight with a sword and line for ensnaring opponents.

When it comes down to variety, this Shodown seems to have a lot of it. You'll love the POW bar. When this fills to the 100% mark you can unleash the old double whammy, eye-popping, gut-wrenching, heart-pumping, ear-itching special move. These POW moves drain you opponent's energy to the point where they can count themselves dead.

This game deserves as much praise as its illustrious arcade cousin because it's damn smart to watch and play. The Japanese sprites are big and authentic with oriental costumes to reflect on their vigorous personalities. Sound samples are worth a mention because the superb FX add to that boiling-point atmosphere all the more.

At the end of the day, *Samurai Shodown* is a playable beat-'em-up with plenty to be discovered and a lot to fight for. It's not quite the world-beating *Street Fighter II*, but still a sight for sore eyes after the disappointment of *Cosmic Carnage* on the 32X.

Mark "Free Spirit" Hill SP



Turning yellow can transform you into a very nasty individual. Watch this swooping move underneath the opponent.



A quick flick with the sword and Haohmaru is sent flying, first class, through the air.

Slash! Any move with a sword looks spectacular in this game. Go on, slit that belly.



SEGA
£TBA
OUT: FEB



CART SIZE: 24Mbit
PLAYERS: 2
STAGES: .....n/a
SKILL LEVELS: 8
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■■
Another very playable beat-'em-up with some great fighting sprites.

MARK P ■■■■■
Samurai Shodown sure packs a punch, not to mention a slice and dice!

CHRIS ■■■■■
The weapons make this more interesting, though not quite as good as *MKII*.

PROscore

GRAPHICS 87%
▲ Hard-hitting special moves and delightful combat animations.
▲ Artistic Japanese backgrounds to carry across the ancient Samurai spirit.

SOUND 86%
▲ Great sound FX and sampled speech to enhance the combat drama.
▲ A good few soundtracks to suit the temper-frayed atmosphere.

GAMEPLAY 84%
▲ Skilful fights with the same brutal punishment of an *SFII* bout.
▼ Not that different from what's been seen before on the beat-'em-up front.

CHALLENGE 86%
▲ A big challenge in winning the tournament on each of eight skill levels.
▲ You need to adjust your tactics to beat all the different fighters.

85%

A Japanese experience that puts the ancient mysteries of the Samurai warriors into perspective. A good beat-'em-up choice.

Virtua Fighter

THE FIGHTERS



AKIRA
NAME: .....Akira Yuki
COUNTRY: .....Japan
AGE: 25
SEX: .....Male
JOB: .....Kung-Fu Teacher
BLOOD TYPE: .....O
HOBBY: .....Kung-Fu



LAU
NAME: .....Lau Chan
COUNTRY: .....China
AGE: 53
SEX: .....Male
JOB: .....Cook
BLOOD TYPE: .....B
HOBBY: .....Chinese Poem

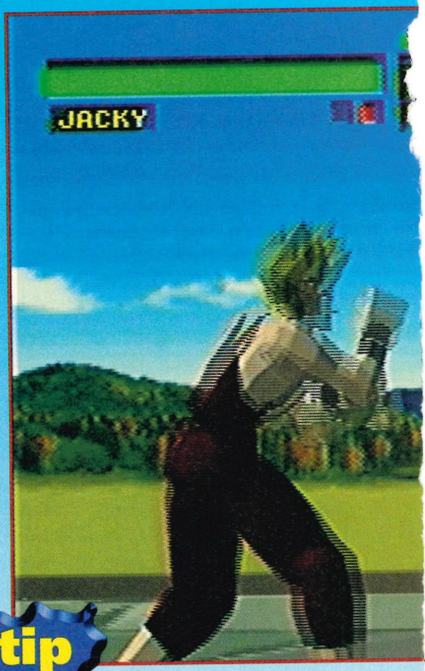


PAI
NAME: .....Pai Chan
COUNTRY: .....Hong Kong
AGE: 18
SEX: .....Female
JOB: .....Action Star
BLOOD TYPE: .....O
HOBBY: .....Dance



WOLF
NAME: .....Wolf Hawkfield
COUNTRY: .....Canada
AGE: 27
SEX: .....Male
JOB: .....Wrestler
BLOOD TYPE: .....O
HOBBY: .....Karaoke

My Gawd – the Saturn's finally arrived! Yes, that's right, Sega's pumped-up answer to the Play Station, 3DO, Jaguar, CD-32, CD-i and (phew!) PC CD-ROM is finally here – at least on import. So, what do we think of it then? Well...it's beautiful! It does everything that we expected from it, plus a little bit more on top of that. It even makes you a cup of coffee! But what about the games? A console without games is like a library without, erm, books. Fortunately for the Saturn, *Virtua Fighter* more than answers the call of duty...



To say that this game was coin-op perfect would be stretching the truth just a bit too far, but having played through it from start to finish, I can tell you it isn't far off the mark. Give or take the odd polygon, for £600+ you too could get your hands on the closest thing to the original game that money can buy – and in the safety of your own living room, too. But enough praise, let's get down to the nitty-gritty of what's what in the game.

As this is a one-on-one beat-'em-up, it would probably be as good a place to start as any with the actual fighters themselves. There are eight of them in all, and each has their own special unique moves. If you use these moves correctly, you can kill the other guy off much quicker than before – oh, and they look good too, of course! Many of them are just throws and kicks, but some of the more spectacular ones enable you to pick people up by their

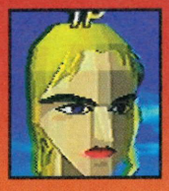
PROtip

COMBOS AND SPECIAL MOVES ARE ESSENTIAL TO GET ANYWHERE IN FIGHTING GAMES, AND *VIRTUA FIGHTER* IS NO DIFFERENT. PROBABLY THE BEST CHARACTER TO PLAY AS IS JACKY.



JEFFRY

NAME: .....Jeffry McWild
COUNTRY: .....Australia
AGE: 36
SEX: .....Male
JOB: .....Fisherman
BLOOD TYPE: .....A
HOBBY: .....Reggae Music



SARAH

NAME: .....Sarah Bryant
COUNTRY: .....America
AGE: 20
SEX: .....Female
JOB: .....College Student
BLOOD TYPE: .....AB
HOBBY: .....Sky Diving



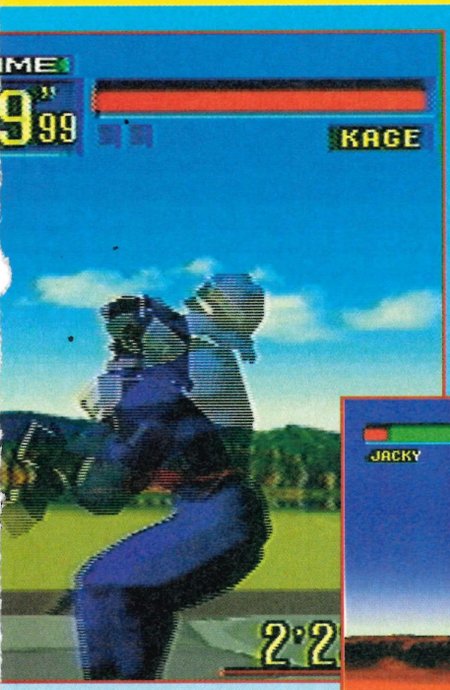
KAGE

NAME: .....Kagemaru
COUNTRY: .....Japan
AGE: 21
SEX: .....Male
JOB: .....Ninja
BLOOD TYPE: .....B
HOBBY: .....Marjong

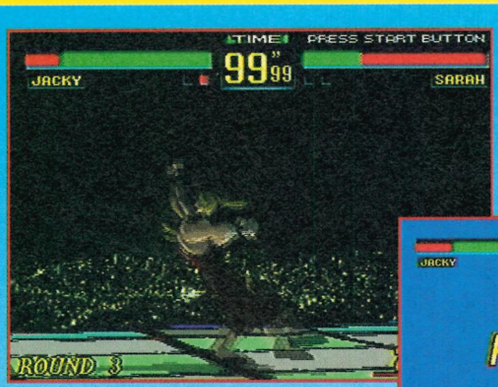


JACKY

NAME: .....Jacky Bryant
COUNTRY: .....America
AGE: 22
SEX: .....Male
JOB: .....IndyCar Racer
BLOOD TYPE: .....A
HOBBY: .....Training



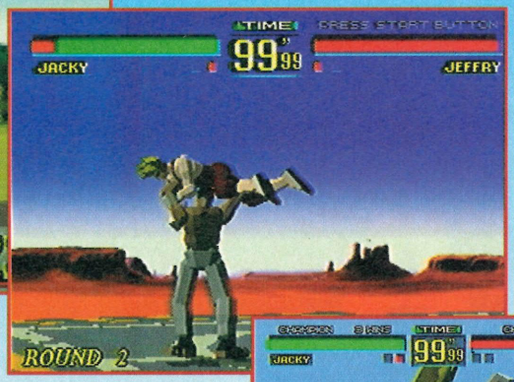
Kage is down to his last bit of energy – one more blow will knock him out.



Sarah jumps across, grabs Jacky by the neck and prepares to slam him into the ground.



Instead of a knockout, you can win by throwing your rival out of the ring.





Lau delivers another crushing punch to Jeffry's head. One more and he's out.



After every bout, the 3-D view zooms in on the gloating victor.



heads and then slam them down into the ground again. Yipes!

In the single-player mode, you have to fight your way past all of the characters before meeting up with the ultimate bad baddie: the evil Dural. A fairly simple task on easy level, but as hard as anything on the toughest setting.

The two-player mode is where it's really at, though. If you're having trouble with a bully at school, if another bloke's just snogged your girlfriend or if you're just feeling in a violent mood, what'll you do? Why, invite the good chap around for a quick battle on *Virtua Fighter*, of course! For sheer competitiveness alone, this is the business. The only problem is that you'll have to fork out for a second joypad, as the Saturn only comes with one.

In terms of playability, this game has it sorted. It's easy enough to just pick up and play, but at the same time it still has you hooked after the seventh fight in a row. The rules are simple: two fighters are placed in a square arena together, told to kill each other without stepping out of the boundaries – a bit like Sumo wrestling, in a way, but much more violent.

The graphics in the game are virtually coin-op perfect. What particularly impressed me was the fluidity of each fighter's movement – stand at a distance, squint your eyes and you could be forgiven for thinking that these were real humans, it's that good! On the odd, odd occasion, you might catch a few polygons flickering on and off in the replays, but this is rare. The backgrounds, in particular, really make use of the Saturn's massive colour palette. Just take a look at those glorious screenshots!

Soundwise, this is... yep, that's right... coin-op perfect! Everything from the original speech up to the arcadey background music. It's all here, it's all brilliant, and just begging for you to play the game.

It's not a huge secret that a few critics would love to see the Saturn make a major boo-boo for its first release. But no, it was not to be! *Virtua Fighter* is here; it's groovy, it's funky, it's happening, it's on the case and in your face. Pucker up – it packs quite a punch!

Mark "Punch-Drunk" Pilkington SP



The camera zooms and pans round to show the replay from another angle.

IMPORT
£100
OUT: NOW

Virtua Fighter

CD ACCESS:.....very fast
PLAYERS: 2
STAGES: 9
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■■
Superb stuff, but I'd recommend waiting for the cheaper official release.

MARK H ■■■■■
At last the Saturn is here and this game shows what it can do. Amazing!

CHRIS ■■■■■
It's just like the arcade machine, proving the Saturn's capabilities.

PROscore

GRAPHICS 96%
▲ The graphics are as close to the coin-op as you're ever going to see.
▲ The super-duper smoothness of each fighter is simply gobsmacking.

SOUND 93%
▲ Arcade perfect, with all the speech and crunching FX.
▼ The actual arcade music wasn't an aural masterpiece, really.

GAMEPLAY 94%
▲ Any fool can just pick up the pad and start playing instantly.
▲ The controls are logically and thoughtfully set out.

CHALLENGE 95%
▲ The one-player mode takes some beatingwhen set at the hardest level.
▲ As for the two-player mode, it's the best beat-'em-up fun you can have.

95%

The nearest thing to having the arcade machine in your home! Pricey, although many importers are bundling it with the Saturn.

REVIEW

MEGA-32X

COSMIC CARNAGE

Let the Carnage begin! Sega's new 32X machine is about to explode in yer face with *Cosmic Carnage* – the 32-bit answer to *Street Fighter II, Eternal Champions* and *Mortal Kombat II*. In an uncharted star system miles from planet earth, eight fighters battle it out for the right to claim the last remaining passenger seat in the aftermath of an accident in space. Featuring special zooming and camera angles, the choice of body armour parts for the fighters and an array of screaming gore sequences, it is hoped this will take the software market by storm. Welcome Cylic, Zena-Lan, Naruto, Tyr, Yug, Deamon, Naja and Talmac for another titanic beat-'em -up battle...

THE FUGITIVES

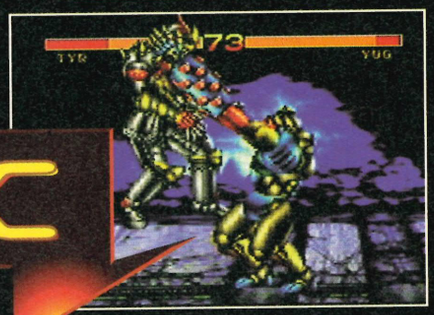


YUG

This gorilla uses his long arms to deliver punishing hammer blows, bone-crunching holds and devastating throws.

ATTACKS

Spinning Double Striker
Blaze Hold
Strangle Hold
Wheel Press
Rolling Gang Buster



The camera zooms in for a close look at Yug's demolition of Tyr as he holds him up in the air.

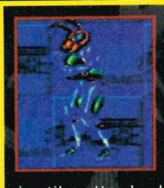
As the Sega add-on, the 32X, is slotted into the Mega Drive it is difficult to hide your high expectations. This is, after all, the next step in console technology, or at least the red carpet that will lead to Sega's next-generation Saturn when we finally see it released officially over here in the UK.

Switching on, the Sega logo drops down with a metallic effect, and then it's onto the scene of deepest darkest space with an intro sequence of scrolling paragraphs as if this were the opening credits to Star Wars.

Cosmic Carnage is structured much like any other beat-'em-up, with two fighters playing a best-of-three bout face-on. Each has his or her own vitality bar, there's a timer (which can be turned on or off) running from 99 down to zero, and an array of elegant backgrounds scrolling from left to right as they would in *Eternal Champions* or *Street Fighter II*.

Of the eight fighters, four are soldiers and four are fugitives. If you are one of the soldiers you can select the armour you want your fighter to wear – in effect creating your own fighting machine. And here's the unique bit; depending on the combination of armour you equip your fighter with, they can perform various sets of special moves (see 'Body Cosmetics' box). The skills and abilities of a fighter

THE SOLDIERS



CYLIC

This ant-like fighter is fast and agile. His main strength is the number of projectile attacks he can throw.

ATTACKS

WITH LIGHT ARMOUR
Energy Smasher
Graviton Crusher
Energy Blaster
WITH HEAVY ARMOUR
Machine Gun Knuckle
Energy Thunder
Grenade Attack
BOTH ARMOUR STYLES
Double Needle Kick
Neck Throw



ZENA-LAN

This fiery lady's attacks make full use of her flaming and electrical abilities as well as her crushing charge.

ATTACKS

WITH LIGHT ARMOUR
Fury Punch
Bloody Spiral
Riding Crusher
WITH HEAVY ARMOUR
Lightning Kick
Knee Blast
Blazing Charge
BOTH ARMOUR STYLES
Flying Lariat



NARUTO

The NInja has elbow blades and a long sword for an extra-long reach. He's also good at aerial manoeuvres.

ATTACKS

WITH LIGHT ARMOUR
Naruto Slice
Spinning Kick
Whirlwind Kick
WITH HEAVY ARMOUR
Spinning Double Slice
Whirlwind Blast Kick
Double Hand Blast
BOTH ARMOUR STYLES
Dash
Drop Throw



TYR

With his armour on it's very easy to mistake this fighter for a tank. He can perform some devastating charges and body slams.

ATTACKS

WITH LIGHT ARMOUR
Atomic Hammer
Dash Hurdler
Breast Charger
WITH HEAVY ARMOUR
Mega Buster Drop
Mega Cyclone Wrecker
Mega Cannon
BOTH ARMOUR STYLES
Super Press
Tornado
Super Whip



DEAMON

Has a scorpion stinger attached to the back of his head. His claws can tear an opponent to shreds.

ATTACKS

Whirling Thrasher
Hammerhead Whip
Rolling Claw



NAJA

With her snake head and very long body, two-pronged tail and blood-lusting fangs, Naja is a real handful!

ATTACKS

Back Whip
Winder Rush
Tail Squeeze



TALMAC

He uses razor claws, lightning reflexes and powerful punches, plus some excellent projectile attacks.

ATTACKS

Gale Wall
Gale Wave
Pile Dragon
Gale Arrow

Naja's tail serves many purposes – see how she uses it to strangle the whole body of her opponent!





Cylic gets ready for a bungee jump. Now hold still while I tie this around your ankles.

depend entirely on the combination of body parts attached.

Graphically the difference between 16-bit and 32-bit is clear – the camera angles zoom in and out smoothly to create that *Virtua Fighter* effect. If Yug, one of the fugitives, punches hard at his opponent, his fist inflates like a balloon. When Naruto frazzles his opponent this is considered to be a special attack so you'll see the camera zoom in for a detailed look at the gory sequence taking place.

Although the movement of the fighters causes the views to constantly adjust, when the close-ups occur you can't fail to notice how pixellated the sprites appear to be. It looks a little untidy. Adding to this, the movement of these fighting beasts is a touch scrappy – by no means as smooth as I'd first anticipated.

PROTIP

TRY AND TRAP YOUR OPPONENT IN THE CORNERS AND START TO ATTACK WITH A SERIES OF LOW KICKS, FOLLOWED UP BY A SPECIAL MOVE. THAT SHOULD DAMAGE YOUR OPPONENT!

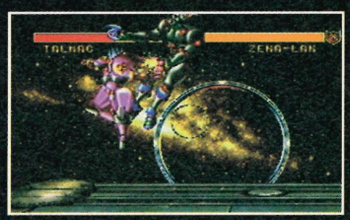
Once you've completed this on the easiest of the five skill levels you can't fail to be disappointed. I found the speed and contact of *Street Fighter II* a lot more appetising, and the fatalities in *Mortal Kombat II* more entertaining. I praise the idea of body parts giving players the experimental factor to beef up the gameplay, but the segments of the armour on a fighter, individually animated to move in unison with other parts of his body, failed to impress me.

Sitting back and watching you fighter decapitate a freak gives a few hours of pleasure, I suppose, but my overall view is that the 32X has not delivered the arcade-quality product I had expected to see. Something in this is not quite right and I think I can put my finger on it. The fights are much of a lottery and tactics often seem to go right out the window – no matter how long you play this for.

I don't rate titles highly when a new graphics show fails to improve the gameplay. I'm not putting the 32X down since *Virtua*



Naja uses her tail to seduce her opponent in a violent fashion. This should wrap things up!



Talmac and Zena-Lan fight it out together in a midair skirmish of epic proportions.



Yug's fist inflates like a balloon so he can inflict a devastating punch on his retreating opponent.



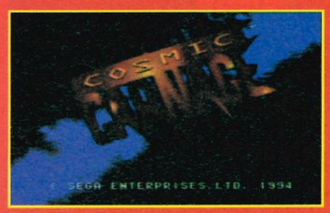
Not a pose for the camera but an energetic Cylic throwing his opponent high in the air.

Racing proved what 32-bit power can do for the Mega Drive. But *Cosmic Carnage* is not the fighter we all thought it would be – it's so easy to pick out 16-bit beat-'em-ups with far more addiction and entertainment.

Mark "Body Builder" Hill SP



SEGA
£TBA
OUT: JAN



CART SIZE:.....32Mbit
PLAYERS: 2
STAGES:.....8
SKILL LEVELS: 5
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

MARK P ■■■■■
The choice of armour is a good idea, but the combat itself isn't too hot.

PHIL ■■■■■
Hardly spectacular: most of this could have been done on a standard MD.

CHRIS ■■■■■
Very disappointing compared to the first 32X games. A mediocre beat-'em-up.

PROscore

GRAPHICS 84%
▲ The new zoom-in graphical effects are a Mega Drive novelty at first.
▼ Close-up views of the action seem very pixellated.

SOUND 72%
▲ A good selection of music tracks for each of the backgrounds.
▼ Many of the sound FX leave a lot to be desired.

GAMEPLAY 60%
▲ Nice that you can experiment with various body parts and special moves.
▼ *Street Fighter II* offers far better gameplay than this.

CHALLENGE 63%
▲ Incentives to find all the special moves and discover hidden characters.
▼ No clear ways of fighting a tactical battle – a bit of a lottery.

62%

Not the 32X beat-'em-up we'd expected. The graphical scaling is worth a look, but the fights are simply too unconvincing.

REVIEW



MEGA DRIVE



Ristar

Having been a journalist and a compulsive liar for, oooh, 29 years now, there comes a time when I could really go mad at the thought of playing another darned platform game. No, not just mad, but totally barmy. I may be getting paid for playing these games, but what about my mental health, eh? Who cares about that? For all anyone knows, I might be slowly driven mad by this job. Oh well, on with the review and all that... What have we go here? ANOTHER platform game? Arrrrrggghhhh! Forget Sonic, forget Bubsy, forget Aero, forget Earthworm Jim, forget Sparkster. All of these so-called 'platform game heroes' are set to be swept aside by Sega's brightest new star. He may be still a platform hero but, as we exclusively revealed in our preview last issue, this one comes with a heck of a lot of promise. Let's have a closer inspection, eh? Step forward please... RISTAR!

Ristar is another in a long, long line of cutesy platform game characters designed to appeal to the young and old alike. As you can see from the screenshots, you control a star. Not just any ordinary star, mind, but a star with arms and legs. He has a rather unique way of killing the baddies as well – he head-butts them. His other unique ability is to catapult himself into the air, via a launch pole, and turn into a shooting star. Blimey! It all sounds a bit too good to be true.

When you start playing the game's first level, immediately you start to draw comparisons with Sonic The Hedgehog's Greenhill zone. The two levels look more than a little similar to each other: both have the same style of platforms with grass on top, both have a beautiful background to admire and both have the essential trees and flowers to brighten things up. This feeling of *déjà vu* remains throughout the game, as many of the other levels have familiar aspects (eg the underwater swimming scenes).

The tunes that play on the various levels are both chirpy and yet funky at the same time.



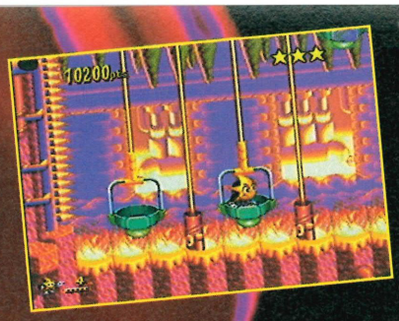
Ristar jumps in the drink. He can swim underwater and doesn't need to breathe.

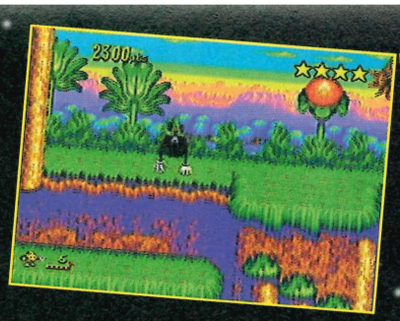
PROtip

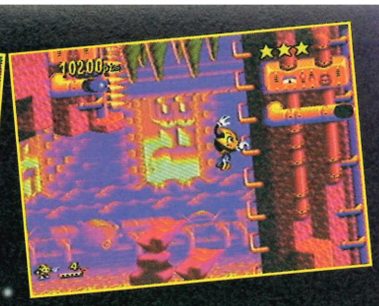
TO TURN RISTAR INTO A SUPERSONIC SHOOTING STAR, GRAB ONTO THE LEVER AND HOLD DOWN ON THE B BUTTON. NOW PRESS IN THE DIRECTION THAT YOU'RE SWINGING TO SPEED UP, THEN LET GO!

The first Sound Stage tune reminded me slightly of Orbital, if comparisons could be made. Ristar's own little theme tune is a bit annoying at times, but niggles aside, I wasn't too disappointed with what was on offer. Each level has its own particular tune, and they all seem to suit the action well. As for sound effects, the little squeak that Ristar lets out when he gets hit instantly makes you feel sorry for the guy, but the hideous noise that comes out when you attack the baddies instantly annoys, and it doesn't get much better from then on...

Graphically, things are well drawn, but the animation on Ristar and his opponents is a little sparse. That's not to say that it's bad but, well, there could've been more of it. In





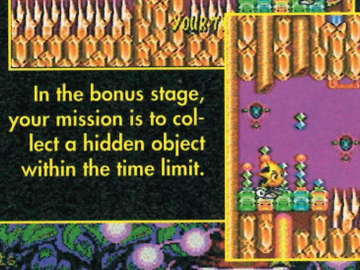




Ristar encounters a mutant bunny. Go on, grab him and head-butt him.



Completing the bonus stages earns you loads of extra points.



In the bonus stage, your mission is to collect a hidden object within the time limit.





In the forest level, things get darker as you progress.



Use the handles to climb safely over these spikes.





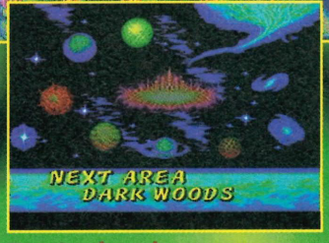
Grab the baddies with your arms, then butt 'em.



This giant shellfish chucks out spiky balls and requires several hits to kill.

Don't touch the eels while swimming underwater or you'll be electrocuted.





Zooming through space to reach the next level.

terms of colour, things are much brighter in this game than, say, the Sonic series.

Playing this game is, quite frankly, no different to playing any of the other platform games on the market nowadays. It's a platform game. A darn good platform game but, at the end of the day it doesn't really break any new ground in the genre. Ho-hum. The basic gameplay involves a lot of the old jumping around and killing baddies, pausing only to collect the many helpful power-ups along the way.

I'm going to give this a ProYo!, because technically that's what it's worth as a top-notch platformer, but to be frank with you my heart's not really in it. Personally I'm fed up with playing platform games, the market's overrun with them as it is. Nice one, Sega, but how's about something truly original for your next big game?

Mark "Wishing On A Star" Pilkington SP



SEGA
£44.99
OUT: JAN



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 2
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

MARK H ■■■■■

Similar to Sonic in many ways, but still very playable and addictive.

PHIL ■■■■■

This is instantly playable and I was soon completely hooked.

CHRIS ■■■■■

Yes, it's another platformer, but it's top-notch stuff and Ristar is a star!

PROscore

GRAPHICS 85%

▲ Ristar isn't as well animated as Sonic, but still does enough to appeal.

▲ Each level's backgrounds are both bright and colourful.

SOUND 84%

▲ The tunes that play throughout the game are quite funky at times...

▼ ...and quite annoying at others. Ditto for the sound effects, mate!

GAMEPLAY 88%

▲ Instantly appealing, this is a game that anyone can pick up and play.

▼ Often similar to Sonic. A few more original features would have been nice.

CHALLENGE 90%

▲ This is a game that will prove challenging to anyone – whoever they are!

▼ Once completed, you won't want to come back to this again and again.

90%

A promising debut by Ristar, this guy will go far. Good stuff, but a touch more originality would have made it even better.

REVIEW

MEGA-CD

CARTOON CAPERS

To set the prehistoric atmosphere perfectly, a brilliant cartoon intro shows the competitors racing and hitting each other to win the boulderdash bike.

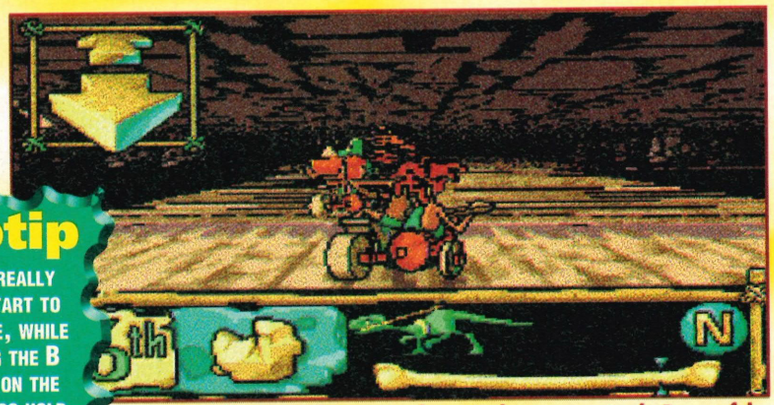
BC RACERS

After dazzling gamesplayers with CD shoot-'em-ups like *Soulstar* and *Battlecorps*, Core Design have used the same 3-D graphics engine for a new racing game. 'The Flintstones meets Mario Kart' is one way of describing *BC Racers*, which puts you on the saddle of a stone-age superbike. Well, a motorcyle sidecar combination, to be exact, containing your choice of six prehistoric pairings – including new stars Cliff & Roxy and old favourites Chuck & Junior. Millionaire caveman Millstone Rockafella has organised a racing championship with the first prize of the Ultimate Boulderdash Bike, complete with candle headlight and turtle-shell bodywork! But to get it you'll have to ride your way to the front, punching your rivals out of the way in a no-holds-barred contest...

Using their famous scaled graphics, Core Design have tried to bring *Mario Kart*-style racing to the Mega-CD. The 3-D work well enough, with nice cartoon characters and a choice of three camera heights behind your bike. As with all scaled sprites, the main problem is the way opponents and objects appear very blocky when they get too close.

The big difference to *Mario Kart* is the lack of a competitive split-screen two-player mode. Apparently one was planned, but there was no way the game could run fast enough for it – so we'll have to wait for next year's 32X conversion for that. A bit of a disappointment, then, but the great cartoon intro still promised lots of racing fun.

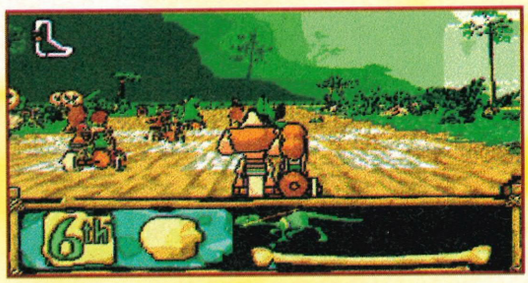
Before the action starts, you get to choose from six pairs of characters (see box) and four skill levels – although the hardest two require passwords earned by winning the easier ones. It's then straight onto the grid – no qualifying laps needed here – for the first of eight races. Each of these takes place in a different habitat, ranging from dense jungle to barren desert. With different tracks used for the skill levels, there are 32 in total.



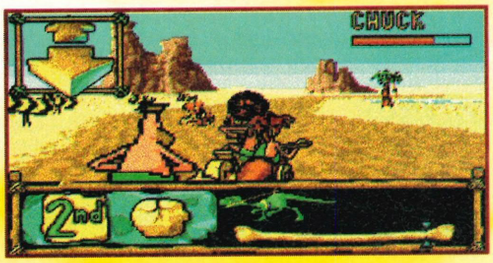
Jimmi & Bob get ready to overtake a rival on a cave track. Be careful not to crash off the side of the wooden bridges.

PROtip

FOR A REALLY QUICK START TO THE RACE, WHILE HOLDING THE B BUTTON ON THE GRID, ALSO HOLD DOWN THE D-PAD AND RELEASE IT JUST AS THE STARTER WAVES HIS FLAG.



Cliff & Roxy line up with the other racers on the starting grid.



It's disappointing, though, that the different environments have very little effect on the racing. For example, I'd have expected to be sliding all over the place on the icy levels, but it was pretty much business as usual. More obstacles and features crop up on later tracks, such as humpback bridges to jump over and rising gravestones to avoid, but most of the time all you have to do is keep your bike on the road and punch the odd opponent. Limited nitro-boosts (one per lap) introduce a small tactical element, as does riding through the pits to top up your dino-energy. But on the whole the racing is simplistic: cornering is simply a case of tapping the throttle to avoid drifting out too far. Some *Mario Kart*-style collectable power-ups might have added more interest.

PREHISTORIC PAIRINGS

Before you start racing, you can choose from six pairs of characters to ride your bike, each with strengths and weaknesses...

Cliff Ace & Roxy



The main stars of the game. Cliff is a cool shades-wearing cave-dude, while Roxy is a foxy babe who packs a mean punch.

Acceleration	6
Speed	7
Energy	6
Attack	6

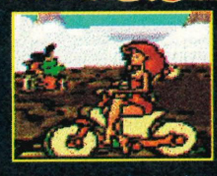
Chuck Rock & Junior



The Chucks have one of the fastest bikes with great acceleration. Junior hits rivals with his massive club.

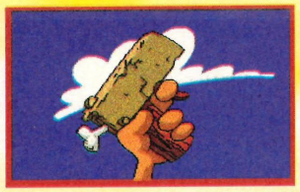
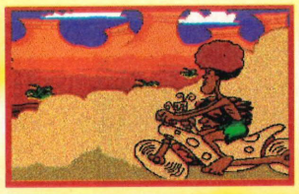
Acceleration	9
Speed	7
Energy	4
Attack	5

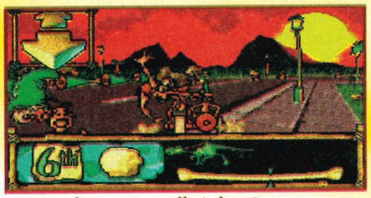
Granite Jackstone & Tina Burna



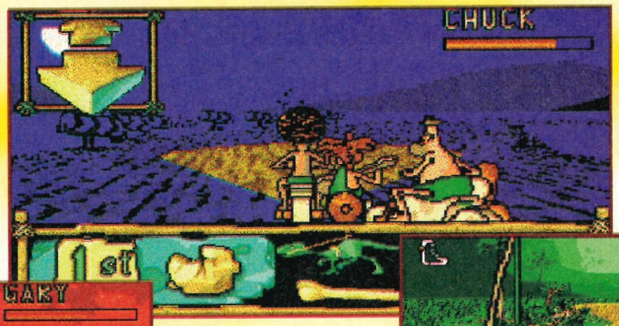
The girls have the fastest bike of the whole lot. Their weakness is a lack of energy that makes them vulnerable to attack.

Acceleration	9
Speed	9
Energy	3
Attack	4

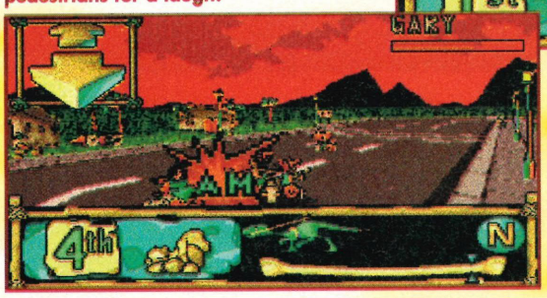




It's wacky racing all right. On some levels you can even run over pedestrians for a laugh!



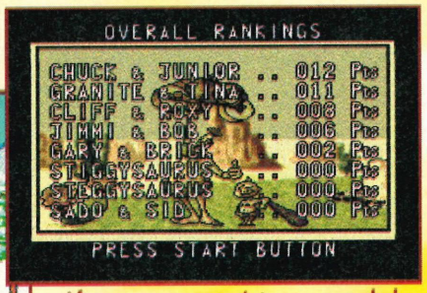
The night levels are tricky as you can only really see what's in your headlight arc. Watch out for gravestones.



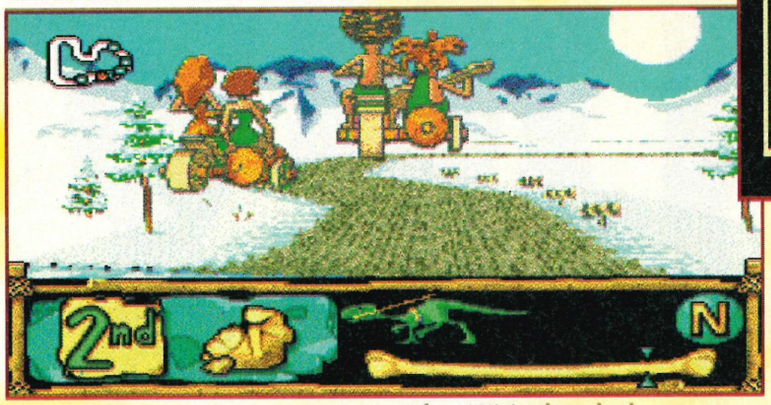
Bam! Hitting opponents slows them down for a bit. With the game paused you can change the height of the 3-D view.



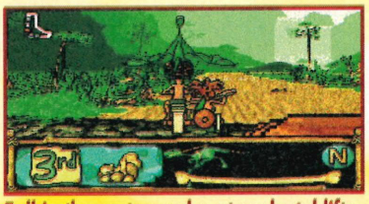
Run over those joints of meat to replenish your dino-power.



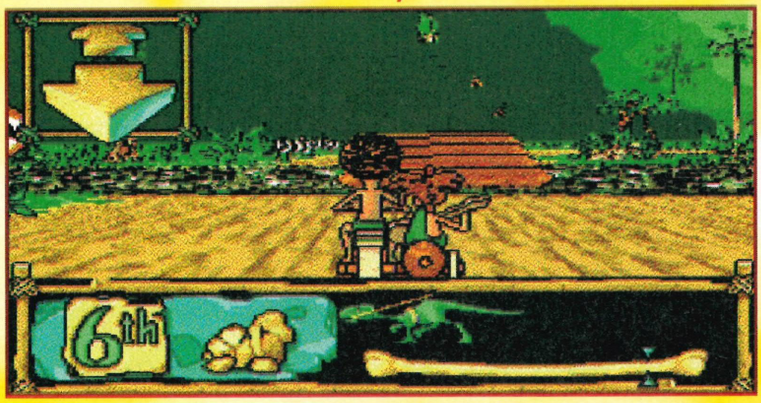
After every race, points are awarded for the overall championship.



Wheee! Hitting humpback bridges at speed results in a massive jump into the air.



Fall in the water and a pterodactyl lifts you back onto the track.

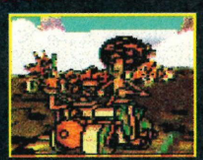


Having said that, the game is quite fun to play for a while as you try to hold off the opposition on the final lap to win races and earn championship points. Of course, what it's really lacking is to race against a friend. In fact, there is a cooperative two-player mode with one steering the bike and the other punching and using nitros, but it's all a bit half-hearted and not that different from the solo mode.

Technically *BC Racers* isn't at all bad, but a lack of exhilarating speed equates to a lack of excitement. It's a pleasant enough ride with some amusing features to entertain you, but hardly one to get your adrenaline pumping.

Phil "Fast Lane" King SP

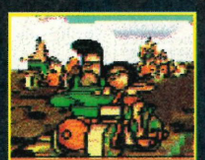
Jimmi Handtrix & Bob Hardley



This rockin' pair can ride through trouble thanks to a fast bike and plentiful energy, but their attacks are weak.

Acceleration	8
Speed	8
Energy	8
Attack	1

Brick Jagger & Gary Gritta



These tough guys can really dish out the punishment to racing rivals, although their bike isn't the fastest around.

Acceleration	6
Speed	5
Energy	5
Attack	9

Sado-tooth Tyger & Sid Viscous

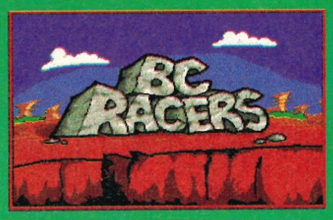


An unusual couple with a sabre-toothed tiger and a punk rocker! They have lots of energy but the slowest bike.

Acceleration	5
Speed	4
Energy	9
Attack	7



CORE
£44.99
OUT: DEC



CD ACCESS: .....medium
PLAYERS: 2
STAGES: .....32 tracks
SKILL LEVELS: 4
FEATURES: .....continues
CONTACT: .....Core
(0332) 297797

PROview

MARK P
The caveman characters are all very funny, and punching rivals is fun.

MARK H
The racing is instantly playable. Pity you can't race against a friend, though.

CHRIS
I'd be tempted to wait for the 32X version with a proper two-player mode.

PROscore

GRAPHICS 79%
▲ Nice cartoon presentation screens and attractive race scenery.
▼ Although well drawn, the characters get very blocky when close up.

SOUND 81%
▲ Some neat tribal tunes make for a good prehistoric atmosphere.
▼ Standard racing drone for the bikes plus the odd skidding sound.

GAMEPLAY 78%
▲ Good fun with lots of rival-bashing and a choice of wacky characters.
▼ Not that much to it. Mainly a case of avoiding damage and using nitros well.

CHALLENGE 82%
▲ Four skill levels to choose from, each with a different set of eight tracks.
▼ The lack of a split-screen two-player mode is a real downer.

80%

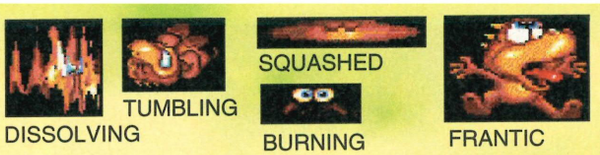
An enjoyable racer with a refreshingly different theme. Not that fast, though, and lacking a split-screen two-player mode.

REVIEW

MEGA DRIVE



Ah, I remember doing this. The best bit was when you came to the bottom of the hill and found out that you were heading straight towards a motorway!





Noooo! I'm being attacked – and by a frog of all things.

Most normal, sane people will probably be sick to death of dinosaurs by now. With Jurassic Park and Flintstones fever only just calming down, the last thing that we really need is another dinosaur computer game, right? Well, normally I'd say yes, but Activision's latest release is a little different. *Radical Rex* breaks all the traditional rules of dino-games by giving the main character some street cred. How does a skateboarding, punky, fire-breathing teenage dinosaur get you?

radical Rex

Things start to crumble apart a bit, when you find out that after all the original and imaginative character idea, the game is yet another darned platformer. Doh! How many of the suckers can one man take before he's driven completely insane?

Visually this game has definitely got what it takes. Everything on screen is nicely rounded off, giving the whole game a very 'cuddly' appearance. The best parts are when ol' Rad gets killed or injured – the animations really come into a league of their own now. Squashing, dissolving, burning, splatting against walls: you'd never have thought there were so many ways for a dinosaur to die!

The tunes that play throughout the game don't really match up to the high standards of the graphics. They're all very tribal and jungly, but whatever happened to the breakbeats, flute loops and screeching guitars that you'd expect for a 'Radical' dinosaur like Rex?

Playing the game is a very similar experience to playing almost every other platform game on the market nowadays. You wander around the various levels, jumping on and off of platforms, collecting gems and

PROtip

LOOK FOR ANY SPRING-PLANTS THAT ARE LYING AROUND ON THE GROUND. BY JUMPING ONTO THEM YOU CAN LEAP WAY UP INTO THE AIR TO REACH HIGHER PLATFORMS.

MAKE HIM DANCE!

Rex has lots of, erm, interesting animations in the game. Have a look at some of these...


FRIGHTENED


DAZED


SPLAT

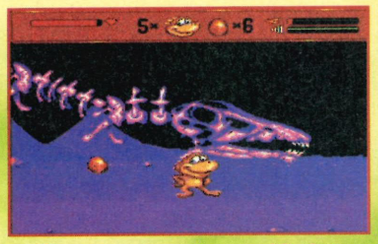

SKID STOP


BOARD FLIP


HALF-PIPE


FALLING


SKATE JUMP



And here I am, meeting an old relative face to face. This one's my Uncle Bobby.

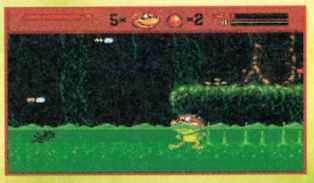



180 TURN


SKATE-BOARDING

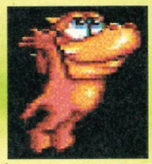


Swimming underwater. Quite relaxing, really. Well, it is if you discount the hordes of jellyfish, piranhas and electric eels!



Yipes! I wouldn't want to be in your boots when your Mum finds out that you've been playing around in the swamp...


WAITING


JUMPING


DUCKING


SAYING HELLO



Hmm, just think. In years to come, this will become a desert in America.


WALKING


KICKING



breathing fire at any baddies that come towards you. Pretty basic stuff, I know, but things are livened up a little when you add skateboarding, a bonus game, underwater swimming and some well-designed levels to the mix.

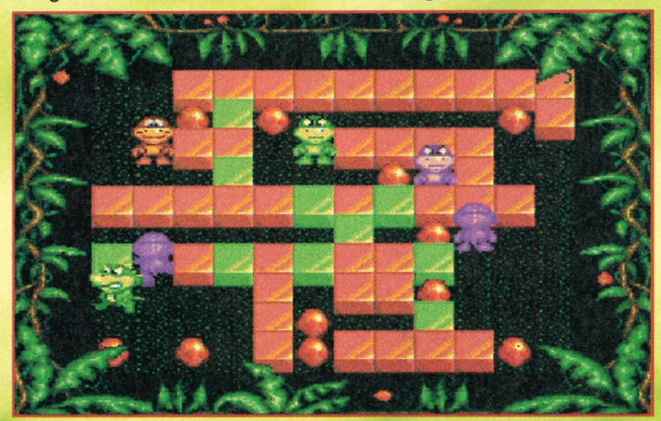
Rex himself is a bit of a mover. Not only can he breathe fire at enemies, he can also karate kick and roar at them. Both the strength of his fire-breathing and roaring is increased by the amount of special power-ups that you collect. He can also trash (or fire) his skateboard at any opponents in the game – ah, at last: a touch of originality!

The levels themselves are well designed and thought out. For example, one level places you inside a huge dinosaur, with the object being to make your way out of the maze that is his stomach. Other levels resort back to the more traditional climate of jungles and swamps.

All in all, *Radical Rex* has shown me that it has what it takes in this cruel, cruel world of platform games – it can stand out from the rest of the pack. It's original, well designed and even funny at times. Get it for the dino-mad member of your family. Today!

Mark "Carnivore!" Pilkington SP

The bonus game is a bit like that old classic, *Pac-man*. Those were the days, eh?




HURT


DROWNING


NEEDING AIR


DANCING


STOMPING


RADICAL ROAR


EXCELLENT MOSH


LEGENDARY WAVE


ANGRY


SWIMMING



ACTIVISION
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 2
STAGES: 10
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Activision
(081) 7429400

PROview

MARK H ■■■■■
Not quite up to the high standard of *Pitfall*, but still a pleasant platformer.

CHRIS ■■■■■
The skateboarding makes it more innovative than most platform games.

PHIL ■■■■■
Lots of variety and zany humour in this very entertaining game.

PROscore

GRAPHICS 86%
▲ Rex is very well animated and drawn. Ditto for the various baddies.
▲ Colourful backgrounds constantly surprise you with their level of detail.

SOUND 74%
▲ The tunes that play on every level are all quite chirpy and upbeat.
▼ FX are OK, but we were a bit disappointed by the lack of dino-roars.

GAMEPLAY 82%
▲ Thanks to the familiar control setup, this game is instantly playable.
▼ It may be a bit too basic for most experienced gamers out there.

CHALLENGE 78%
▲ You'll undoubtedly want to complete this after playing it a few times.
▼ After you've finished it, it's doomed to never be played again.

81%

Another cracker from Activision. As playable as they come, *Radical Rex* looks like a contender for your Christmas money...

REVIEW

MEGA DRIVE

Clayfighter

DID YOU SPILL MY PINT?!

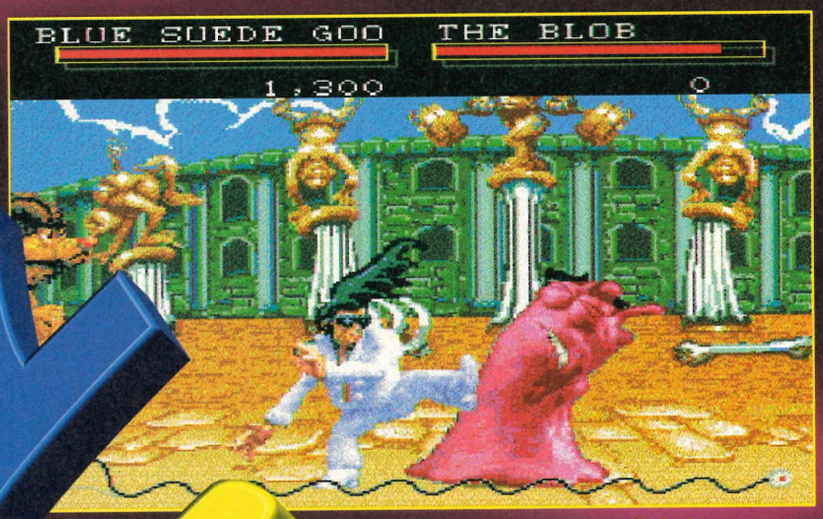
There are seven characters who you can choose from in the game to play as. Hmmm, who shall I be?



BAD MR FROSTY
LIKES: SNOW
HATES: FIRE
WANTS: WINTER
JOB: SNOW-PLOUGH
MOTTO: CHILL



BONKER
LIKES: PIES
HATES: CRYING
WANTS: BUZZERS
JOB: CLOWNING
MOTTO: PLAY



Continually kicking an opponent should be enough to defeat anyone.

Blimey! It's yet another one-on-one beat-'em-up for the Mega Drive. How many of them are there now? Hmm, let's see... *Super Street Fighter II, Eternal Champions, Mortal Kombat II, Brutal, Art Of Fighting, Dragon, Dragon Ball Z, Shaq Fu, Ballz, Double Dragon V, World Heroes, Rise Of The Robots*... shall I go on? The last thing that the Mega Drive needs is yet another beat-'em-up, so what do we have here? Something original, perhaps?

With a name like *Clayfighter*, you can be pretty sure that this isn't a driving game. No way José – *Clayfighter* is as violent as beat-'em-ups get. Sadly, violence doesn't translate into originality, so don't be surprised when I tell you that this bears more than a passing resemblance to *MKII* and all its cronies. Probably the only thing that makes this game stand out from the rest of the pack is its imaginative depiction of the fighters.

Each clay character in the game has been modelled in actual 3-D first before being filmed and digitised into the game. Technology, eh?

As you can imagine, this means that the graphics are top-notch works of art, with super-smooth animation to boot, right?

Wrong! Something must have gone awry during the production process, because the animation is as jumpy as a flea in a circus – if not more so! Admittedly, the characters and the various backgrounds which you battle in are all quite colourful, but as a whole I felt a bit let down by it all. Surely it's just shoddy programming that's at fault when the original SNES animation doesn't make it across intact? After all, look at the quality the MD can achieve in games such as *Earthworm Jim*!

On a more positive note, the sampled speech and sound effects are pretty good stuff. The Elvis impersonator's (Blue Suede Goo) little mannerisms (such as his "Ah-thank-you-very-much" drawl whenever he wins a bout) really bring the character to life. And Ickey-Bod Clay just wouldn't be the same without his fearsome cackles...

So what can your chosen fighter do? Well, like just about every single other beat-'em-up on the market nowadays, each fighter has his or her own special moves to perform. This is fine in theory, but the problems come when you actually try and perform them. By the time you actually manage to pull off something, the chances are that you'll be halfway to defeat as your opponent lays into you with basic punches and kicks!

If you're playing against the computer, this shouldn't pose any problem, as all you have to do now is press towards and button A rapidly to defeat him. Playing against a human, though, is more of a frustrating experience. Battles in the two-player mode are usually won by the player who can jump up and kick his opponent first, but even then you won't feel any kind of contact. And after all, contact is probably the most important part of a beat-'em-up.

So is this worth getting? Nah, I think not. Compared to the SNES version, this looks very ordinary. If I were you, I'd save your money for a rainy day or get a far superior game such as *Mortal Kombat II*.

Mark "Get In The Ring!" Pilkington SP

PROTIP

DON'T BOTHER WITH TRICKY SPECIAL MOVES AGAINST THE COMPUTER. SIMPLY KEEP PUSHING FORWARDS, PUNCHING AND KICKING AWAY AT YOUR OPPONENT TO WIN THE BOUT.



Can you kick it? Hey, Helga can...



It's not all blood 'n' guts, you know. Just look at these two – they're dancing!



THE BLOB

LIKES: CLAY
HATES: HAIR
WANTS: CLAY
JOB: CLAYMAKER
MOTTO: BOUNCE!



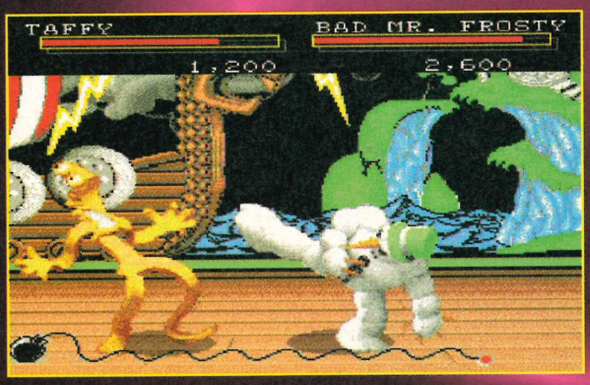
BLUE SUEDE GOO

LIKES: MUSIC
HATES: HELGA
WANTS: GUITAR
JOB: MUSICIAN
MOTTO: OH BABY!



HELGA

LIKES: FOOD
HATES: SALAD
WANTS: COOKIES
JOB: SINGER
MOTTO: EAT!



I'll bet even Jackie Chan couldn't perform kicks like this one...



ICKEY-BOD CLAY

LIKES: NIGHT
HATES: DAY
WANTS: NIGHT
JOB: FRIGHT
MOTTO: RUN



TAFFY

LIKES: SWEETS
HATES: DENTISTS
WANTS: CANDY
JOB: CANDY-MAN
MOTTO: STRETCH



Taffy gives Tiny a good slap.



The Blob may be short and fat, but he can sure jump.



TINY

LIKES: COLOUR
HATES: WIMPS
WANTS: FIGHTS
JOB: FLEXING
MOTTO: DESTROY



Blue Suede Goo does the splits in midair to get over The Blob. Mind the hair, man.



Look at Elvis go! He must've just heard the news about Michael and Lisa-Marie...



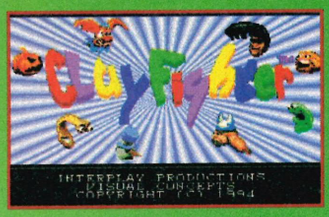
Yipes! I don't know which one is uglier. Do you?



Kids, never resort to head-butting – it hurts you just as bad as it hurts them. Believe me, I've tried it!



INTERPLAY
£39.99
OUT: JAN



CART SIZE:.....16Mbit
PLAYERS: 2
STAGES: 8
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT: .....Interplay
(071) 7001856

Proview

PHIL

The wacky characters provide some laughs, but it's not that playable.

MARK H

I was never a big fan of the SNES game, and this is not a good conversion.

CHRIS

The novelty will soon wear off to reveal a mediocre beat-'em-up.

Proscore

GRAPHICS 79%

▲ The digitised clay figures are well portrayed, both in colour and size.

▼ Unfortunately, the animation looks very jerky compared to on the SNES.

SOUND 74%

▲ The various sound effects and amusing speech samples add to the fun.

▼ Compared to the FX, the tunes that play throughout are a bit bland.

GAMEPLAY 48%

▲ For the first few goes, the wacky characters make this a good laugh.

▼ The lack of difficulty in the one-player mode won't impress you.

CHALLENGE 36%

▲ You should easily be able to complete this after a couple of goes.

▼ But after that, what is there anything left for you to do?

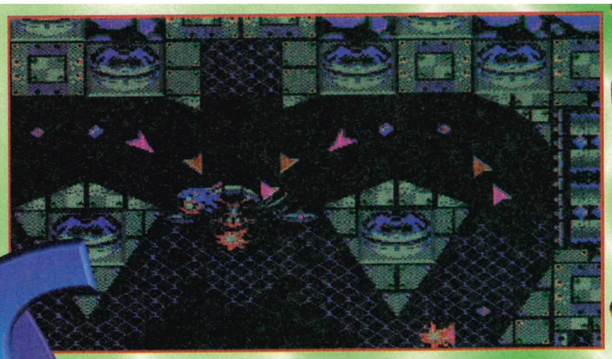
49%

Oh dear! A poor port-over from the SNES and a contender for worst beat-'em-up of the year. It ain't too good.

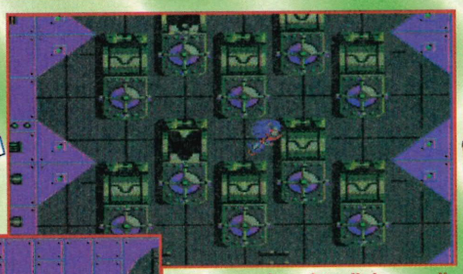
REVIEW

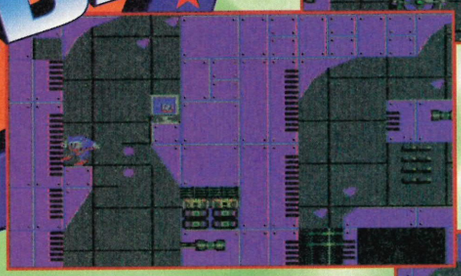
MASTER SYSTEM

SONIC SPINBALL



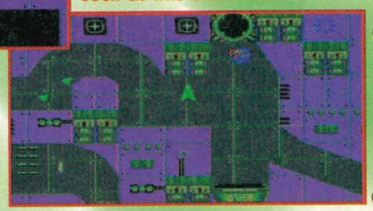
The Scorpion boss is an easy nut to crack – hit him five times and he's down and out.



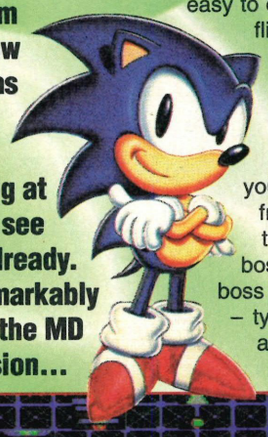


Sonic needs to hit all these cells twice to release his animal friends and an emerald.

A little exploration from time to time can bring rewards such as this extra life.



In an attempt to turn Mobius from a place of peace into a world of robots, Robotnik has created a Volcano Veg-O fortress. It hides his robot factory, a mechanical paradise that runs on energy generated from the lava. On hearing the news Sonic leaps to his feet, leaving Amy to knit his sweater while he prepares for the next battle. He must save his homeland yet again from the guy who just never gives up. Gone are the platform days; now Robotnik has built a cunning pinball defence system. Looking at it, though, I can see a way through already. It seems remarkably similar to the MD version...



Both the MD and GG versions of *Sonic Spinball* received average ratings from us Pros because it was a game of chance more than anything. Each of the four levels saw Sonic repeatedly retracing his steps – and unlike true pinball titles there were few special features to bump up your scores.

The MS version is almost a straight translation of its MD counterpart with identical level designs and features. The first level in the Toxic Caves is very easy to crack. First you flip up to the slime container concealing the first emerald. Trigger a switch or two and the slime drains. When you reach the higher table you'll be able to collect the free emerald, plus the other two each side to access the boss room at the top. The boss is an absolute doddle to kill – typical of Sonic's enemies in any of his titles really! Later levels, where steam jets and electrical chambers (just two examples) give Sonic access to emeralds, are easily found and solved.

PROtip

YOU CAN MOVE SONIC IN THE AIR A FAIR BIT IN THIS MS VERSION. IF YOU THINK YOU'RE ABOUT TO FALL BETWEEN THE TWO BASE FLIPPERS, SHIFT SONIC TO THE RIGHT OR LEFT.

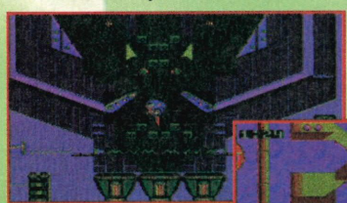
These warps can take Sonic just where he needs to go – near an emerald. There are five to collect on this level.

From start to finish there is no hiding the fact that this is the easiest version of *Sonic Spinball* with the left-to-right midair manipulation of our spiky friend giving players an easy method of avoiding the gap between base flippers that leads to the loss of a life.

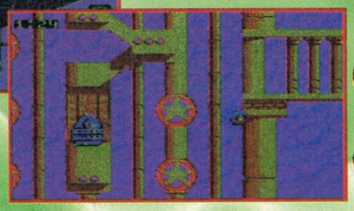
A few other faults such as a jerky screen, far too many continues and just the one-player mode seem to gel with shallow and simple gameplay. Graphics are actually very well done – but we're here to interact, not watch. I'd suggest you avoid this rather tame Sonic affair.

Mark "Spinballer" Hill SP





This level is plastered in electrical equipment. Sonic jumps out of an electrical spark below.



On a later bonus level Sonic finds the only way is up. Collect 100 rings for an extra life.

SEGA
£29.99
OUT: JAN



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 4
SKILL LEVELS: 2
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■■

With midair manipulation and loads of continues, you'll complete it easily.

CHRIS ■■■■■

The MD version wasn't all that hot, and this one lacks any challenge.

MARK P ■■■■■

Some great graphics, but the repetitive action never gets very exciting.

PROscore

GRAPHICS 89%

▲ Some of the best sprites and backdrops ever to grace the MS console.

▼ Jerky scrolling hinders the otherwise very sound graphical displays.

SOUND 82%

▲ Sound FX could not really be much better on the MS.

▼ The music can get irritating. There is an option to turn it off if you wish.

GAMEPLAY 63%

▲ Much fun to be had from triggering gates and exploring passages.

▼ Repeatedly going over the same areas soon becomes frustrating.

CHALLENGE 45%

▲ There are a few hidden areas containing extra lives and bonuses.

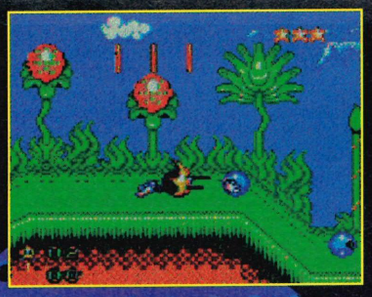
▼ Four levels that take little time to see through and are easily completed.

59%

Almost identical to the MD version but lacking a decent challenge. Only four levels and they are easily completed.

REVIEW

GAME GEAR





Scaling up the side of a platform – what a guy!

Ristar

After his Mega Drive appearance, Sega's new platform hero makes a Game Gear showing. The question is, does the young star have what it takes to shoot to the top on the small screen, or will he disappear into the nearest black hole? Well, there's only one way to find out: no, not by glancing at the final ProScore – but by reading this review, of course!



He can also climb along under platforms by holding onto the hand-grips.



For some strange reason, Ristar can't jump as highly on the Game Gear as he can on the Mega Drive.

Quite what the die-hard Sonic gamers will make of this game would be an interesting experiment in psycho-analysis. We could get about five of them in a room, tell them that they were about to play the Game Gear version of Sega's replacement for Sonic, and see the results. Some, of course, would refuse to accept such a fact – "You could never replace Sonic!" they would stubbornly respond. But others, the braver ones, would become intrigued by this and beg to play the game...

These brave souls might be a tad disappointed by what was on offer, to tell you the truth. Admittedly, the graphics are fine – Ristar and his opponents are both colourful and well-animated – but some of the playability's been lost in the translation from MD. This type of thing always happens to Game Gear conversions of Mega Drive classics – just have a look at *Sonic Spinball*!

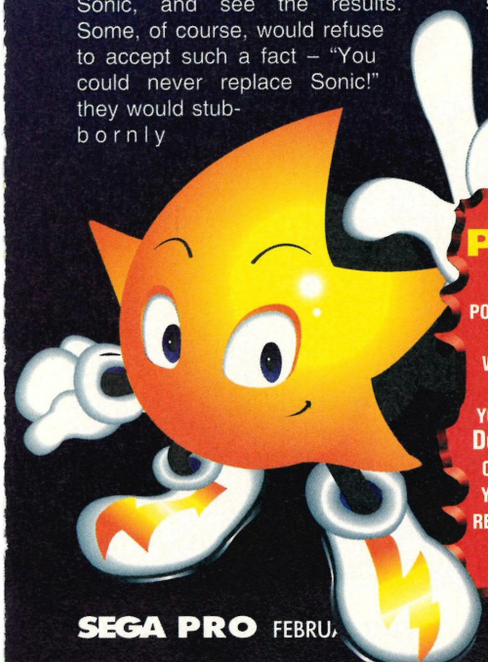
I'm normally the worst culprit in SegaPro for putting down the sound on GG games simply because of the poor sonic capabilities of the machine. Fortunately for you, I'm not going to do that this time around. No, because when compared to the Mega Drive's original tunes, the Game Gear makes a more than adequate attempt at them. I'm not saying I would actually sit back and listen to them, mind; but for sheer effort alone, the sound's a winner in my book.

Playing this game is a strange experience. If you've already played the Mega Drive version, then you will no doubt notice that its younger brother has some collision detection problems. To kill the baddies on the Mega Drive, all you had to do was vaguely fire your arms at the enemy to hit them. Not so in the Game Gear version. No, you have to pixel-perfectly line yourself up with the enemy before you can even think about attacking him. A couple of pixels out of place and your arms will go straight through him – ARRRRGGGHHH!

As well as the collision detection problem, *Ristar* GG has a few changes to the MD's gameplay. For one thing, the levels are laid out slightly differently and Ristar himself can't jump as high. There are also shimmering blocks which obstruct certain sections of the levels, although you can head-butt your way through these.

All in all, *Ristar* is a fair conversion of the MD game, retaining a lot of the simple gameplay and attractive graphics. Only the shoddy collision detection mars the fun, making it frustrating at times.

Mark "Starry-eyed" Pilkington SP



PROTIP

Remember to position yourself exactly level when attacking a baddie or you'll miss him. Don't forget, you can also stretch your arms up to reach high bonus stars.

SEGA
£29.99
OUT: JAN



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

MARK H

The over-fussy collision detection spoils an otherwise good conversion.

PHIL

The simple platform gameplay suits the Game Gear to a tee. Very addictive.

CHRIS

I can see myself playing this until I complete it. A good GG platformer.

PROscore

GRAPHICS 84%

▲ The whole game is very colourful and well animated.

▼ Ristar sometimes jumps right into supposedly solid bits of scenery!

SOUND 74%

▲ The jolly tunes are almost exactly the same as ones on the MD.

▼ Incredibly, there aren't any sound effects. None at all!

GAMEPLAY 82%

▲ The basic platform gameplay is as instantly playable as it ever was.

▼ Sadly, the dodgy collision detection will spoil things for many gamers.

CHALLENGE 80%

▲ As tough as freshly moulded nails, this will challenge the best of you!

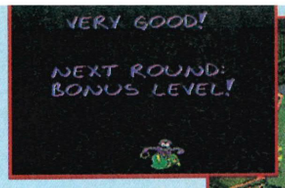
▼ Can be frustrating. Possibly a bit too difficult for most gamers out there.

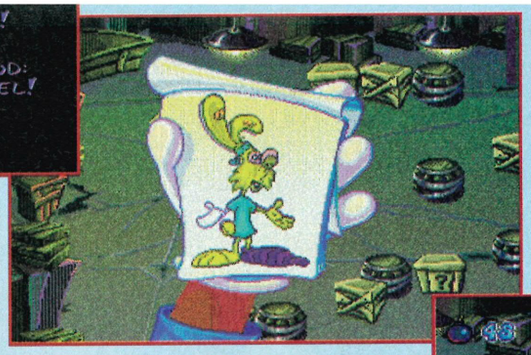
81%

A slightly marred conversion of the excellent Mega Drive game. It will still prove playable for platform fans, though.

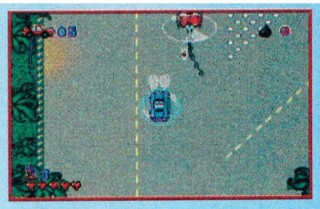
REVIEW

MEGA DRIVE





In the warehouse you'll need to smash open the crates and barrels to find the body parts that complete this picture.



The chopper passes overhead to give you a special shield for bumping other vehicles off the road. Excellent!



In the crates marked with a question mark it's likely you'll find a heart or an extra-time icon.

WANTED – Harry The Handbag, ringleader to a bunch of thieving tunes stealing valuable items from a museum. WANTED – The Rat in the 'build-a-wall' junkyard. WANTED – Mr Big in the crate-crazy warehouse. WANTED – MA Tow Truck for his appalling driving on the streets. All four must be caught and put behind bars. You play the part of a copper out to nick this crazy mob in a game true to its name – Bonkers! All the Disney characters are eager little beavers attempting to break the law in a chaotic and witty fashion. Starting in the police station in a smart blue uniform, select one of the four wanted posters, then carry out your duties in a race against time. There's no falling asleep on this job...

Bonkers

The task I found difficult was finding a comparison to *Bonkers*. The truth is, there isn't one. You'll notice a unique little something about this that keeps it apart from any title played before. And as Disney have their name to this game you can rest assured that at least the characters will be cute and comical.

The game starts in a police station with a picture of your character eagerly pointing to the Wanted posters on the wall behind him. These are the four different games you can play, in any order, at any time. If one assignment is just that little bit too taxing then you can always come back to it later. There's nothing like a good spoon-feed to keep you interested.

As each of the posters gives little away about the style of each game, I opted to try the first poster, Harry The Handbag. Now he's a criminal who likes his museums, because this is where the scene is set. You don't get to see Harry straight away – there are well over 12 rounds of action before the ringleader materialises (like the other three games). It's the thieves' sly antics you need to worry about (see 'Game Explain' box).

All the action is shown on a single screen with the exception of the street driving game. Each game uses the same skill-raising technique – each round increasing in difficulty by the number, speed and intelligence of the characters.

I found *Bonkers* addictive at first, simply by the way you are kept on your toes 99 percent of the time. The real incentive in completing each round is by the way you learn from the previous one.

High-quality cartoon graphics coupled with great Disney sounds bring out the best personalities of the sprites – animation being cute and tidy to keep the wit and charm high on Sega's list of priorities. Gameplay is hammer and

PROtip

REMEMBER TO KEEP ONE EYE ON THE TIMER AND THE OTHER ON YOUR ENERGY HEART INDICATOR. IF EITHER IS LOW YOU CAN FIND CLOCKS AND HEARTS TO REPLENISH EACH OF THEM.



GAME EXPLAIN

There are four different games to play, in any order...



WANTED – HARRY THE HANDBAG

This game is probably the most straightforward of the four. As the PC your job is to stop a bunch of thieving toons from stealing the toon treasures displayed on the pillars. You can only move left and right across the bottom of the screen, firing an unlimited supply of ring doughnuts.

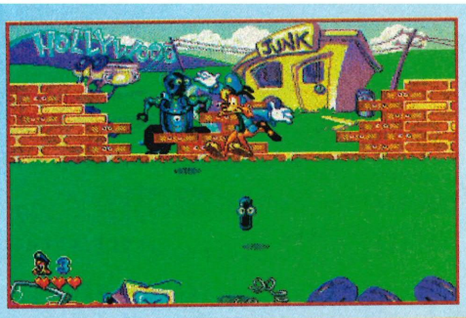
Looking down the museum, a sort of 3-D perspective shows the thieving toons slowly get bigger as they approach the treasures. En route they use the pillars as cover. You've got to hit every toon before time runs out or you lose all your hearts.

WANTED – THE RAT

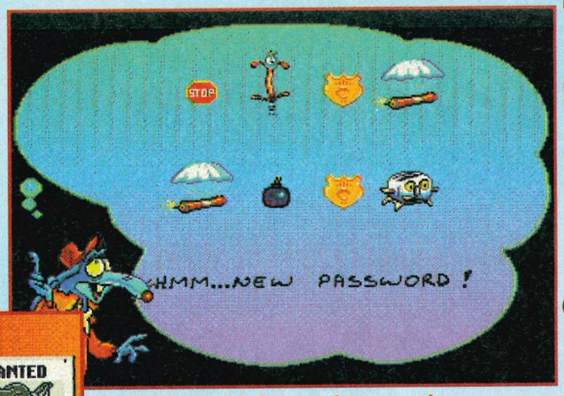


You move across the bottom of the screen, firing your bricks vertically to build up the wall. With the big cannon firing cannon balls and objects such as tyres and springs hindering your progress, it's a job requiring accurate brick-throwing and careful jumping. Icons such as hearts and invincibility can be collected to give yourself more of a chance.

Make sure you throw a brick or two at the toon with the hammer – he'll make even more work for you by knocking bricks out again! Only when you've filled in all the gaps to block out the cannon will you complete the round.



In the junkyard you've got to build up that wall as quickly as possible. Get throwing those bricks!



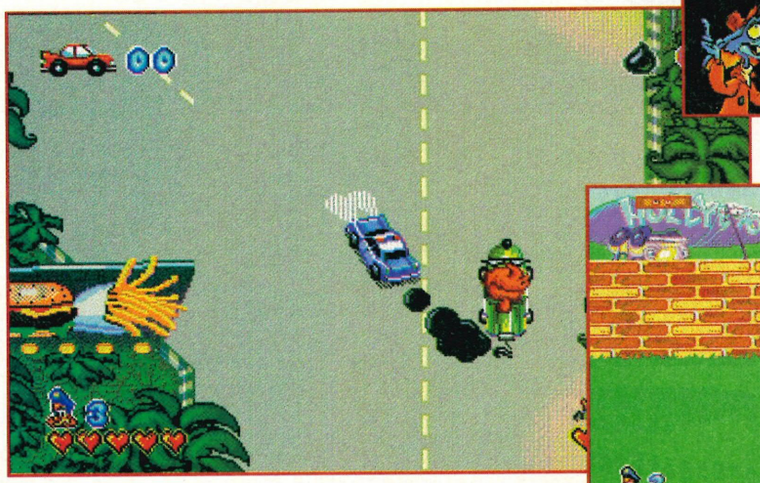
There's a useful illustrated password function enabling you to start from higher rounds.

Here is the police station where you can select to play one of the four games. Point to a Wanted poster.

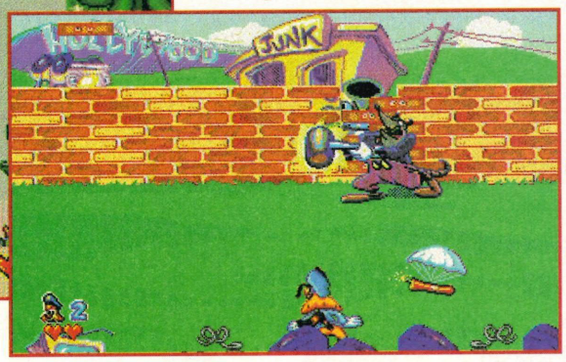




Can you stop Harry and his cronies stealing the museum exhibits?



The best way to deal with the boss on the street game is to put him into a skid with your oil slick.



tongs from one round to the next: expect your nerves and reactions to be tested to the full!

In saying all of this, the simplicity of *Bonkers* cannot be disguised as aspects such as the vertically directed doughnuts and bricks, single-screen action and poor car sprite controls are easily picked out. And the repetition can start to irritate once you've reached round ten. Thank heaven for the bonus games after every three rounds – the chance to earn an extra life is a welcome change.

The illustrated password function suggests this is aimed for a younger age group (it was originally to have been part of the Sega's Kids' Range), and after playing through I have my reservations about its lasting appeal. It's fun at first and unique in many ways, but *Bonkers* can't rate too highly simply because of the repetitive and rather limited gameplay from one round to the next.

Mark "Bonkers" Hill SP

The last thing you need is a toon knocking bricks out of a wall you're building.



In the Toon museum those thieves are trying to run with the treasure. Hit them with a doughnut before they escape.

WANTED – MR BIG



Here you find yourself in a warehouse packed with crates and barrels. In the time available you must smash open as many of these as you can to find all the body parts making up a toon picture.

Moving in eight directions you can either smash crates to find either nothing, a body part or a power-up icon such as extra time or a heart. Throwing crates across the floor will get rid of any enemy toons standing in your way.

Watch out! In later rounds the enemy toons increase in number and don't hesitate to throw crates at you.

WANTED – MA TOW TRUCK

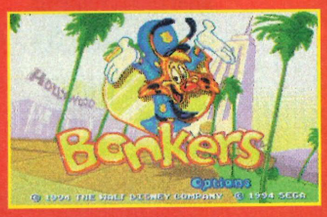
This game takes you onto the streets in a car equipped with an oil-slick device and a bubble-gun weapon. First take out the traffic, then go for MA Tow Truck in a one-on-one. The first to lose all their hearts is defeated so make sure it's not you!

From round to round the scene is the same: a series of roads with junctions every now and then. Never fear about getting lost though – the criminals are always just ahead or behind you.

Pick up extra oil and bubble gum from the passing choppers. The oil causes enemy vehicles to spin off in a heap; the gum will clamp them to the road.



SEGA
£29.99
OUT: JAN



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: .....4 games
SKILL LEVELS: 3
FEATURES: .....password
CONTACT:.....Sega
(071) 3733000

PROview

PHIL

Despite the four different games, I can't see myself playing it for long.

CHRIS

A bit basic for experienced games-players, but fun for a while.

MARK P

Good fun and particularly suited to younger players – like me!

PROSCORE

GRAPHICS 85%

▲ Cute Disney sprites with a personality thanks to the good animation.

▼ Four games, although for each the same scene is used for every level.

SOUND 80%

▲ High-tempo, happy-go-lucky Disney tunes to go with the hectic action.

▼ Rather muffled speech samples that could have sounded a lot sharper.

GAMEPLAY 74%

▲ Four different games of nonstop action to keep you amused for a while.

▼ Very simple gameplay – clearly for the younger end of the age scale.

CHALLENGE 72%

▲ Certainly gets tough in each of the four games beyond the 12th round.

▼ Not the most appealing challenge you'll ever wish to complete.

74%

Clever character animations and witty antics, but the gameplay's a bit shallow to justify long-term interest. Suitable for youngsters.

REVIEW

MEGA DRIVE

CANNON FODDER

Bazooka! Grenade! War! Have I caught your ATTENTION? Good, now do you like the idea of living on the edge? Fancy a bit of blood-splattering entertainment? If you do then you might be interested to hear that Virgin are releasing a former Amiga war hero on the Mega Drive in January, going by the name of *Cannon Fodder*. Commanding troops on the Amiga version was an explosive addiction our own Phil King warned us about. With 24 missions of up to six stages each, it's dangerous out there. This job needs a handful of guys who can sweat it out in the thick of things. Well, you're the military bigwig – let's crack this job and put on a fireworks display to show the tax-payers just what heroes are really made of.



In the cold Arctic region one of your troops carries out his orders: simply to lob a grenade under this building.



Later missions just get more interesting. Here the troops bust through an underground complex.





It's useful finding all this ammo – just don't become enemy bait. Get the enemy first, then scoop the loot!

The size of *Cannon Fodder* immediately caught my attention – there are 24 missions, each split into phases. Counting all these I came to a figure of over 100, so on paper this is the mother of all battles!

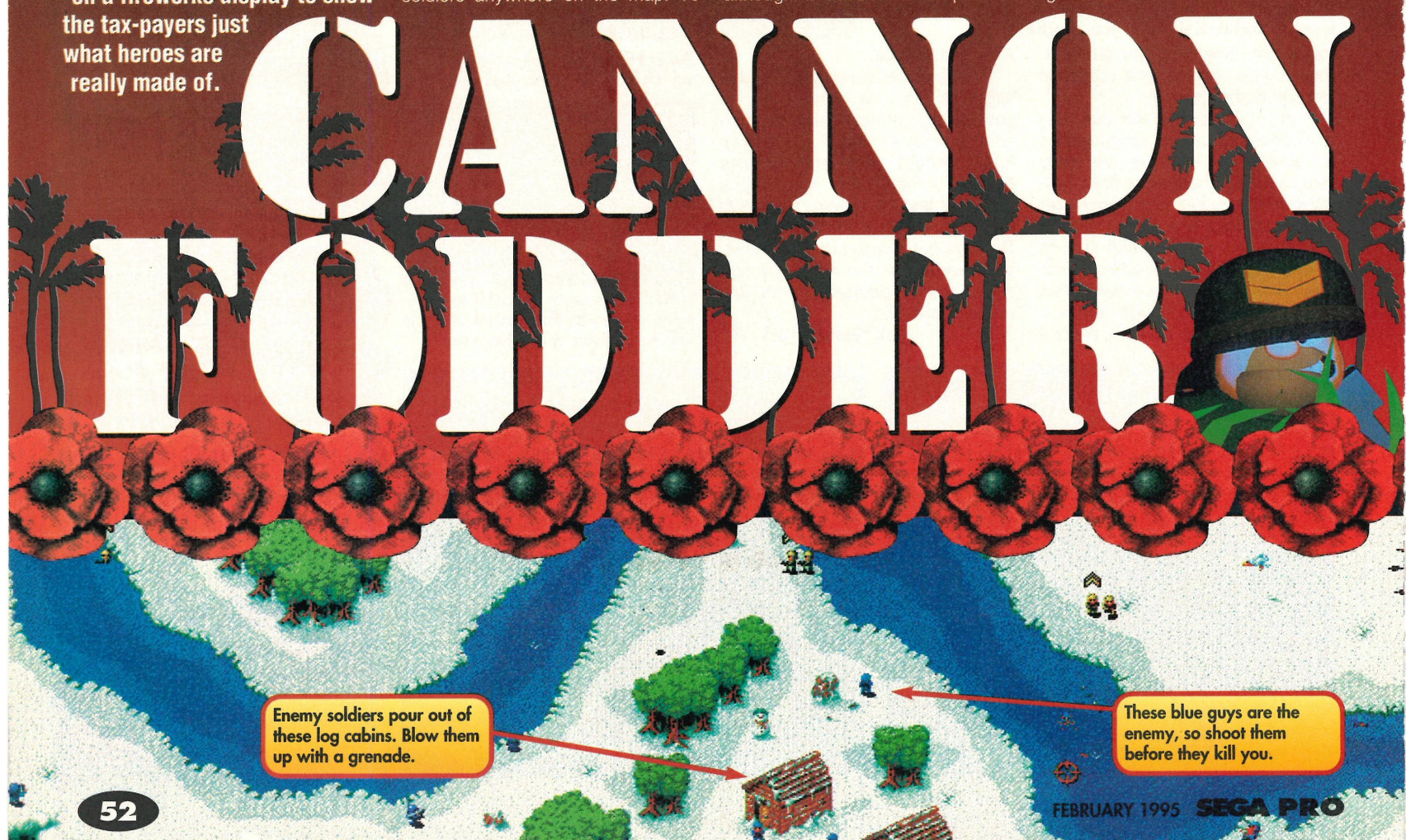
Cannon Fodder requires quick thinking and a keen tactical mind as you judge one situation after another and decide how to deal with each best. The missions are set over five different types of terrain from dusty desert-like canyons to underground factories, cold Arctic regions, lush green jungles and built-up towns.

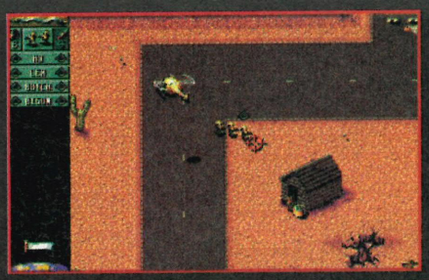
The first mission lets three troops loose in the forest. You treat the soldiers like lemmings. The sprites, reminiscent of *Sensi Soccer* players, are small yet effective on the screen. Using an arrow you can direct your soldiers anywhere on the map. To begin with they all walk together – and really for the first few missions it's unnecessary to split them. Later it's a good idea to leave the group behind and just take your leader. Why risk having the whole lot blown to bits by a bazooka? If one goes down you always have others to give yourself a fighting chance.

The simple shooting method of directing a target cursor over the enemy as your troops storm through the war zones is very effective. If you're one of those rare people who actually own a Sega mouse, it comes in handy here. However, although it doesn't have quite the same fluency, a joypad works surprisingly well and you soon get the hang of it.

I found this a refreshing change from many of the titles seen this year. The theme of war has been exploited extremely well. *Cannon Fodder* forced me to have my wits about me the whole time. Enemy troops appear from the trees or quietly swim across the river to ambush you, and only your sharp reactions will keep the death threats at bay!

Gunfire is unlimited and also rather useless on anything other than enemy troops. Pick up the grenades from crates left scattered





The enemy chopper arrives overhead as your troops infiltrate one of the concentration camps.

The skidoos are fun to drive. Leap over the hedges and run over the bazooka men for a clean job.





As your recruits come over the hill you can see all the men lost in service as their gravestones accumulate on the hillside.





Even up here on this cliff I can destroy the building below. Bazookas give you the range, and they are damn smart too.

Bring up the handy map for that vital check on buildings that are still waiting to be destroyed.

PROTIP

MANY EARLY MISSIONS CAN BE COMPLETED WITH JUST ONE OF YOUR TROOPS. ALTHOUGH THIS REDUCES YOUR FIRE POWER, AT LEAST YOU CAN'T GET ALL YOUR MEN BLOWN UP BY ONE GRENADE!

around and you'll be able to complete mission orders: to blow up all buildings and defeat every enemy soldier (and often to rescue prisoners too). The bazookas put you on a par with enemies already carrying such a luxury. Get the huge beast in your hands and you'll relish the opportunity of saving a suicidal swim across the river to blow up that final building. The long-range bazooka really does its job well!

The graphics and sound complement each other to maximum effect. See how a soldier rolls around in pain after being shot, blood still visible despite his minute size! The explosive sound FX generate moods of panic, excitement, anxiety and anticipation. The constant bombardment of enemy gunfire, bazookas and grenades leaves you little time to dwell on the slightly repetitive element of *Cannon Fodder*. Being kept on your toes therefore makes the samey situations on many missions insignificant in your overall enjoyment of this. As well as the skirmishing, there are plenty of obstacles to watch out for, including quicksand pits and hidden trip-wires.

You may think the slow sinking of your tiny enemy spite into the quicksand is a cute touch, but wait until later missions. You get to drive tanks, skidoos and choppers – leaping from ramps, rampaging through enemy camps and mowing down hard-nut bazooka baddies.

Everything in a war is here – and it has that bloodthirsty appeal EA's 'Strike' series generated thanks to the multitude of action sequences, teasing situations and survival tests. A two-player mode is absent, but what the hey? Going solo will ensure the glory rests on your soldiers if you are ever to succeed as one of the Mega Drive's greatest war heroes.

Mark "Commando" Hill SP



The troops you lose serving for their country are not forgotten – their names scroll down at the end of every mission.

That's the idea. Blow up these huts, but watch out where the roofs land!

The green guys are your troops. You can split them up if you need to.



VIRGIN
£44.99
OUT: JAN

CANNON FODDER

CART SIZE:.....16Mbit
PLAYERS: 1
STAGES:.....24 missions
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT:.....Virgin
(081) 9602255

PROview

MARK P ■■■■■
Lots of action and humour. War really has never been so much fun!

PHIL ■■■■■
A great game combining wacky humour and top-notch playability.

CHRIS ■■■■■
Deceptively simple at first, the gameplay soon has you completely hooked.

PROscore

GRAPHICS 87%
▲ Blood-splattering death animations and genuine black humour.
▲ Detailed and effective overhead backdrops covering many war scenarios.

SOUND 88%
▲ Superb explosive FX generate an exciting and anxious atmosphere.
▲ Hard-hitting war-time music to set the *Cannon Fodder* mood.

GAMEPLAY 89%
▲ A brilliant cursor control system makes for instantly compelling gameplay.
▼ The strategy element is rather underexploited. It can get repetitive.

CHALLENGE 93%
▲ The difficulty setting is perfectly judged for complete addiction!
▲ Plenty of recruits ensure your army is strong for this awesome challenge.

90%

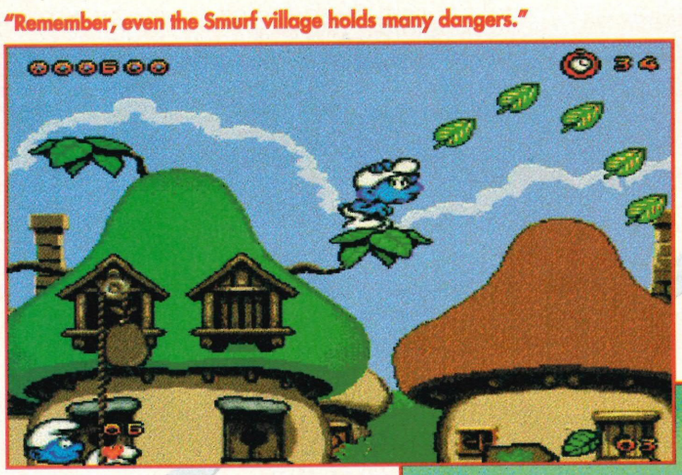
An original and instantly compelling war title with addiction, excitement and relentless skirmishing action. Great fun to play.

REVIEW

MEGA DRIVE

THE S

La-La-LaLaLaLa, LaLaLa-La-La! Recognise that famous tune? No? Well you should – it's the Smurfs theme music! Some of you young 'uns might not remember this, but there wasa time when the Smurfs were all the rage – back in the mid '80s, they were the equivalent of the Power Rangers today. Along with the brilliant Sunday lunch-time cartoon series, you also used to be able to buy little rubber Smurf toys. Remember those? Hmm, thinking about it, they're probably worth quite a bit these days – I think I'll just dig up that old toy box in the attic...



"Remember, even the Smurf village holds many dangers."



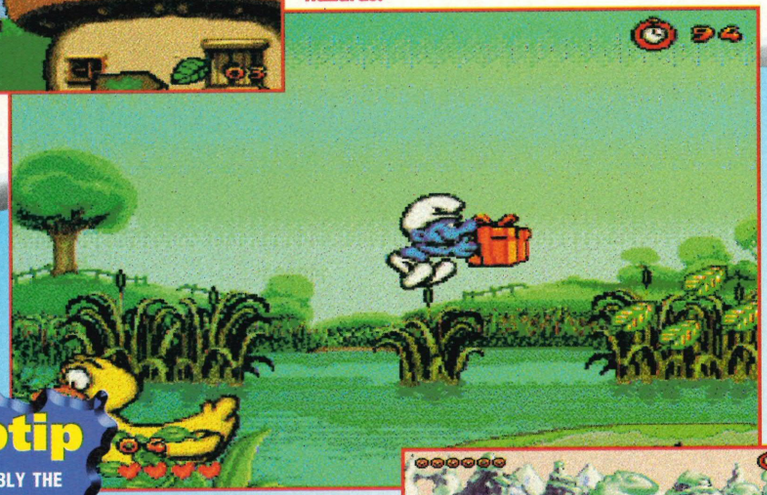
"For most of the game, Hefty, you will have to resort to jumping to avoid most hazards."

Sit back, grab that cup of hot chocolate and make yourself comfy. Done that? Right, it's time for me to tell you a story...

"The Smurfs are in trouble! Gargamel, the evil sorcerer, has really gone too far this time. He's Smurfnapping all of the Smurfs! Brainy Smurf, Jokey Smurf, Greedy Smurf and Smurfette have already fallen to his evil ways. Something must be done, Hefty, and that is the reason why I've called you into this top secret meeting."

The words sunk into Hefty Smurf's head like a hot knife into butter. Just a few minutes ago, the little chap was happily farming on the fields outside the village, without a care in the world. This was, of course, before the messenger had rushed over to him to tell him he was needed in Papa Smurf's hut, straight away. Rushing over there, the news that greeted him wasn't good. Papa Smurf was right, something HAD to be done – and done fast!

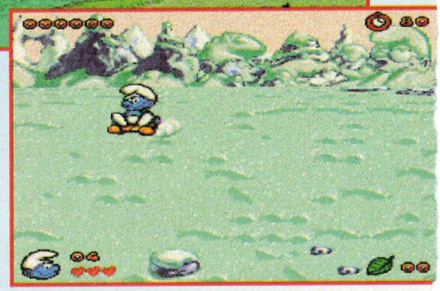
"Where will I have to go to free my friends?" Hefty asked worriedly. Old Papa Smurf frowned for a minute, before jumping down from his chair and hobbling over to his treasure chest. After a few minutes of frantic rummaging around, he came back over to Hefty with a game cartridge under his arm. He plugged it into his Mega Drive and started pointing to various locations on screen. "You're going to have to complete this game! You'll find most of this is a platform affair, with your character being portrayed side-on. Your first task will be to make your way into the forest – a creepy, dark place populated by all kinds of nasties. You will eventually come across a terrible dragon, who you will have to kill before you can rescue one of the Smurfs. As you continue your journey, you'll find yourself up against all sorts of strange situations, including a snowboard and chariot race, spooky caves and huge dams. You'll eventually have to face the evil Gargamel before you can complete your quest."



"You'll find that you have the ability to hold various objects."

PROtip

PROBABLY THE BEST PIECE OF ADVICE IS TO TAKE YOUR TIME OVER THINGS – DON'T RUSH STRAIGHT INTO EACH LEVEL. REMEMBER TO AVOID ALL THE BADDIES BY JUMPING OVER THEM.

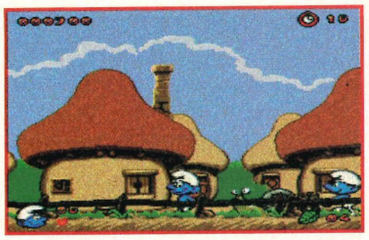


"The 3-D snowboarding section adds a bit more interest to the game."

Thinking about all of this for a few seconds, Hefty then enquired about the chariot and snowboarding races. "Well, heh, as you can see by the screenshots, Hefty, they take the form of a 3-D scene in which you race towards the screen. Great fun to play, and very smooth to watch."

"Oh," Hefty said, "and what about the scenery, Papa?"

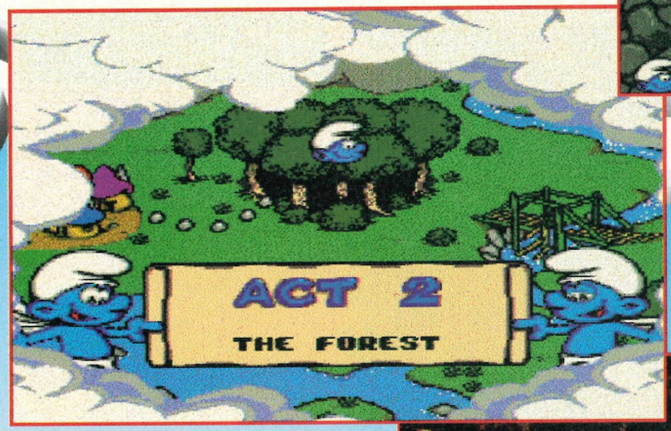
"You mean the graphics? Hmm, not too hot here I'm afraid. The actual sprites – particularly the Smurfs –



"Watch out for the Smurf farmer – he'll throw up pieces of dirt as he works, which can be harmful to you."

"Later on in the game, you'll come across a huge dam."

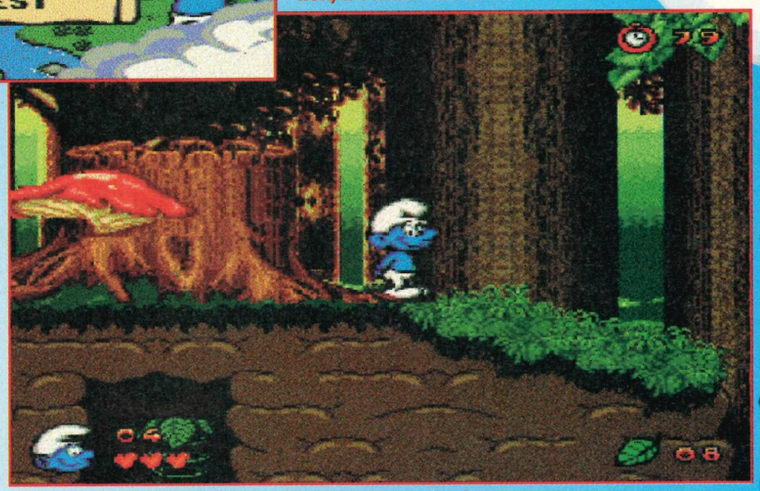




"After this level, things really start to get tough..."



"Ah, a clip from the game's introduction, if I'm not mistaken."



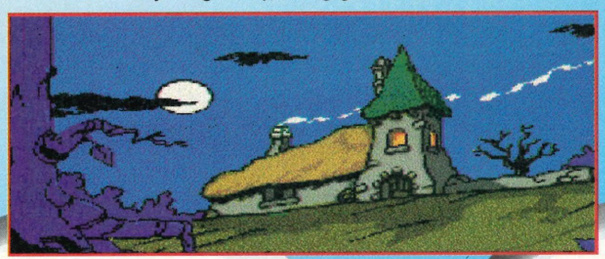
"Some of the best graphics in the game are in the forest."

are fine, but the animation lets the side down. The scrolling's a bit shoddy at times too, while a poor use of colours gives the game a kind of 8-bit feel. A better job could've been made here, really.

"The sound, on the other hand, is fine. All of the tunes from the original cartoon series are replicated here perfectly. What is missing are some decent sound effects – some speech samples would really have made the game come to life! As it stands, the sound effects are limited to the usual splats and blats that you'd find in just about every other type of game on the market. Does that answer all of your questions, Hefty?"

"Yes, I guess so – but is this game going to be difficult?" the plucky little Smurf asked. Papa Smurf thought about this, before carefully answering, "Yes, it will be difficult, young Smurf. The various levels aren't going to be easy, particularly after the first two, but on your side you have many advantages: a password system, good sprite detection and the ability to control the other Smurfs when you rescue them. Their special abilities such as Jokey Smurf's exploding gifts, will come in useful."

"This game over screen means you have failed in your quest, young Hefty."

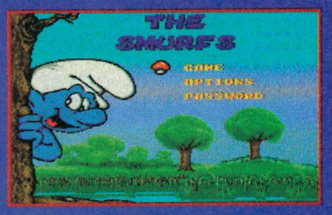


"Gosh, that's clever!" exclaimed Hefty Smurf. "So would you, in your unbiased opinion, recommend this game to me, Papa?" Papa was silent for a few minutes, before suddenly standing up on his big chair and announcing, "YES! Yes, I would. The gameplay, whilst a bit basic, is fine. The 3-D sections inject some much needed variety, but you're going to need to be a bit a half-decent gamer to get to them, because this is a tough game at times. Infogrames have done a fine job here, but it may prove to be a bit boring for some folk!" And with that, Hefty grabbed hold of the joypad, determined to free his friends...

Mark "Smurf" Pilkington SP

SMURFS

INFOGRAMES
£39.99
OUT: JAN



CART SIZE: 8Mbit
PLAYERS: 1
STAGES: 13
SKILL LEVELS: 3
FEATURES: .....password
CONTACT: .....Infogrames
(071) 7388199

PROview

MARK H
The 3-D scenes are the highlights in an otherwise mediocre platformer.

PHIL
I found it all a bit too frustrating for my liking. Not bad, though.

CHRIS
Not the best platformer I've ever played, but a fair use of the licence.

PROscore

GRAPHICS 77%
▲ The sprites and backgrounds are fine for what they are...
▼ ...but the animation (or lack of it) and dull colours let things go a little.

SOUND 69%
▲ The cartoon's theme tune is perfectly rendered here on the MD.
▼ The lack of speech and so-so sound effects are a disappointment.

GAMEPLAY 74%
▲ 3-D sections breathe fresh air into what is otherwise pretty dull action.
▼ The platform gameplay has been seen a thousand times before.

CHALLENGE 82%
▲ The first couple of levels are easy, with a good learning curve.
▼ May prove a bit too difficult for most gamers. It can get frustrating.

74%

We all love the Smurfs, but whilst this game is fine for die-hard fans of the little blue men, others may be put off by its basic gameplay.

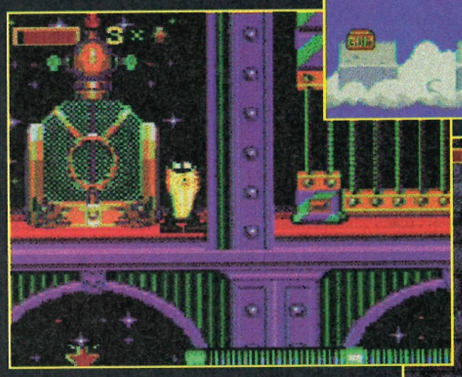
REVIEW



GAME GEAR

TAZ IN ESCAPE FROM MARS

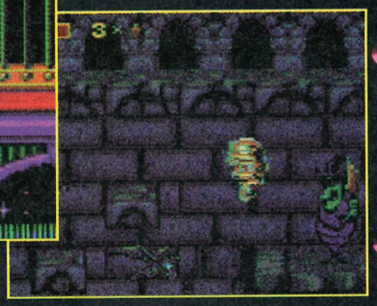
That cheeky little devil from Tasmania is back, and this time he's strutting his stuff on the Game Gear! The original Taz-Mania game was a bit of a hit when it was first released. It featured some excellent graphics with some decent sound. But the question is, can this new Taz game improve on things? Originally appearing on the Mega Drive about three months ago now, this latest Taz adventure promises to give our hero all the action he can handle, but some would say promises are made to be broken...



At the start of the game, you'll find poor old Taz trapped in prison on Mars. Jeez, how'd he end up in there?



The famed spinning attack which Taz uses to kill the baddies with.



Controlling li'l Taz is an easy enough task: not only can you can make him run and jump all around each level, but you can also make him perform his famous spin attack. You've all seen this on the cartoons – where he spins from tree to tree drilling huge holes in them as he goes on a rampage. You can use this spin attack for two things: not only can you kill any baddies with it, but you can also spin up against the walls and climb up them. All pretty good stuff.

Presentation-wise, this game is fine. The graphics are both well-drawn and colourful, with the animation on Taz in particular being super-smooth stuff. The only problems come when you see how dodgy and jerky the scrolling is – terrible stuff, Sega. Soundwise, each level has its own little tune, but the problems start to arise when the Game Gear's limited sound chip gives rise to weak spot effects and repetitive music.

Sadly for Taz, the playability of its predecessor just isn't here. There's nothing too bad about this game, it's just that what's here didn't inspire me to want to play it for more than five minutes. All in all, nothing too amazing. A much better job could have been made of this sequel, only for some reason, it wasn't. It's all a bit disappointing, really – particularly after the excellent first Taz game.

Mark "Hairy, Wild And Ravenous?" Pilkington SP

PROTIP

PRACTISE TAZ'S VARIOUS MOVES, PARTICULARLY HIS USEFUL SPINNING ATTACK. ONCE YOU GET THE HANG OF THIS YOU CAN RAGE AROUND, BOPPING BADDIES AND CLIMBING WALLS.



Taz is in the desert. Mind you don't get caught on those cactus spikes, Taz!

One of the level intros. Isn't it nice?

Taz stomping along on the planet Mars. Doesn't he look mean?



SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 1
FEATURES: .....none
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■■
Not as playable as the original Taz game – or the sequel on MD.

MARK H ■■■■■■
Very average platform stuff with nothing special to keep my interest.

CHRIS ■■■■■
That naff scrolling is annoying and the game's too predictable.

PROSCORE

GRAPHICS 76%
▲ Taz and his buddies are all very well drawn, as are the backgrounds.
▼ Sadly, the jerky scrolling on every level mars the game's playability.

SOUND 59%
▲ The sound effects and music are fine for a few minutes, but...
▼ ...thanks to the tinny sound chip, things rapidly get on your nerves.

GAMEPLAY 68%
▲ When you first start playing, things are fine for a few minutes, but...
▼ ...thanks to poor programming, things rapidly get on your nerves!

CHALLENGE 58%
▼ After just a few goes, it's unlikely that you'll ever want to play it again.
▼ Yet another shoddy platform game to add to your collection.

63%

If only a little more time had been put into this, we might have all been running around the streets making weird growling noises.

REVIEW

MEGA-CD

PITFALL

THE MAYAN ADVENTURE

The first *Pitfall* game appeared on the Atari 2600 console, way back in 1982 – during the first video-games boom. This featured a tiny stick-man hero and blocky graphics, which was 'state of the art' at the time! 12 years on, Activision have taken the basic *Pitfall* concept and introduced top-notch graphics and sound for a true Nineties incarnation of the classic platformer on the 16-bit Sega systems. Following last month's Mega Drive review, we take a look at the Mega-CD version...

The great news for Mega-CD owners is that *Pitfall* is far better than your average enhanced cart-to-CD conversion. Not only does it boast the usual CD-quality sound and intro, but also three extra levels to the cartridge, making for a longer, more challenging adventure. Hopefully other companies will follow Activision's lead here and take the trouble of creating extra levels for their CD conversions.

As for the soundtrack, we thought it was pretty darn brilliant on the Mega Drive, but it's even better on CD. There's over 50 minutes of cinematic music, including an excellent theme tune by David Kneupper (who's written scores for Columbia Pictures and Universal Studios). The FMV game intro isn't that exciting, though – just taken from the *Pitfall* TV ad, with a bloke running and swinging through the jungle.

However, the in-game CD sound FX are so realistic, you could close your eyes and believe you were in the jungle. These were done by top Hollywood sound studio Soundelux Media Labs, using the Spacialiser® 3-D sound process. For authenticity the FX were recorded in the rain forests of Costa Rica, home of the Mayans! You can even select your own sound effect tracks for each level to set just the right mood – what a great idea.

Apart from these considerable enhancements, the game looks and plays exactly the same as on cart. No bad thing, as the graphics are still superb with excellent character animation, while the classic platform gameplay's very addictive. There are lots of puzzles and hidden bonus features to find – including the original *Pitfall* game – as you swing through the jungle, whipping animals and even jumping on crocodiles' heads.

The whole effect is an incredibly slick jungle adventure that's so playable you'll want to see it right through to the end. If only all CD conversions were this good.

Phil "Whip 'Em" King SP

PROTIP

ONCE YOU GET HIT, USE YOUR BRIEF FEW SECONDS OF INVINCIBILITY TO GET PAST ANY OTHER NEARBY DANGERS. HURRY, YOU'VE GOT TO MAKE THE MOST OF YOUR OPPORTUNITIES!





Crikey, these jungle spiders make strong webs. You can even use them as trampolines to bounce up.





Crack your whip at the attacking creatures to kill them.

Ever get that sinking feeling? You will if you stumble into a patch of quicksand!





ACTIVISION
£39.99
OUT: NOW

CD ACCESS: .....medium
PLAYERS: 1
STAGES: 14
SKILL LEVELS: 2
FEATURES: .....continues
CONTACT:.....Activision
(081) 7429400

PROview

MARK P ■■■■■□
A superlative conversion that plays as good as it looks and sounds.

MARK H ■■■■■□
Cheaper than the cart, with three extra levels and even better sound.

CHRIS ■■■■□
A really great platform game, as you can tell from this month's CD demo!

PROSCORE

GRAPHICS 91%
▲ Every character and background is animated in superb style.
▲ Good use of colour on every level creates a great jungle atmosphere.

SOUND 97%
▲ Even better than the cart. The samples in this game are really something.
▲ The cinematic CD tunes are excellent. Over 50 minutes of music.

GAMEPLAY 87%
▲ Easy to get straight into, with enough puzzles to keep you occupied.
▼ Because the game is so difficult, things can get a bit frustrating.

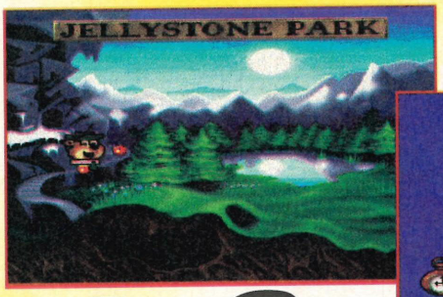
CHALLENGE 90%
▲ Hard enough to make you want to keep coming back to get a bit further.
▼ Having to repeat levels is a pain – passwords would've been nice.

90%

Few improvements on the original game; but if you don't already have that, this version represents great value for money.

REVIEW

MEGA DRIVE



As a level is completed it's marked in the Jellystone map. You can repeat levels if you wish.



Extra points are earned by collecting clocks and picnic baskets.



Yogi warns off a friend by jumping on his head. With a cool swish they perform that traditional cartoon dash!

YOGI BEAR

It's springtime and Yogi is woken from his winter sleep, only to discover that work has started on a secret chemical plant right in the middle of Jellystone Park! Now the fun-loving cartoon bear must find good old Ranger Smith to warn him of the dangers. In desperation Yogi must cross five hazardous terrains, warning his animal friends as he does so. He can ride the carts in the mines, collect up to 99 clocks on a level and even inflate with the aid of a secret potion. One thing he won't relish though are radioactive sandwiches and sulphuric cake so he better getta' movin' otherwise his life will no longer be a picnic in the park.

As Yogi dashes through the park he encounters many of his friends who are unaware of the impending dangers. He starts with three cakes (effectively energy points) and must share a piece when a friend comes into contact. But being generous is not easy – if Yogi loses a whole cake he must start the level again!

There are 20 stages making up the five different terrains and for each level the objectives for Yogi are very simple. He jumps on the heads of his animal friends to warn them off. He can go from a walk into a sprint for longer jumps. He also has clocks to find to give him time in his 'dream' bonus level and the picnic baskets act as trails leading to possible bonuses and hidden rooms.

The backgrounds are bright and very clear, yet the gameplay is old and littered with unoriginal platform techniques. The repetition of samey sprites and jumping patterns irritates, and the challenge is literally a picnic in the park – easy and dull.

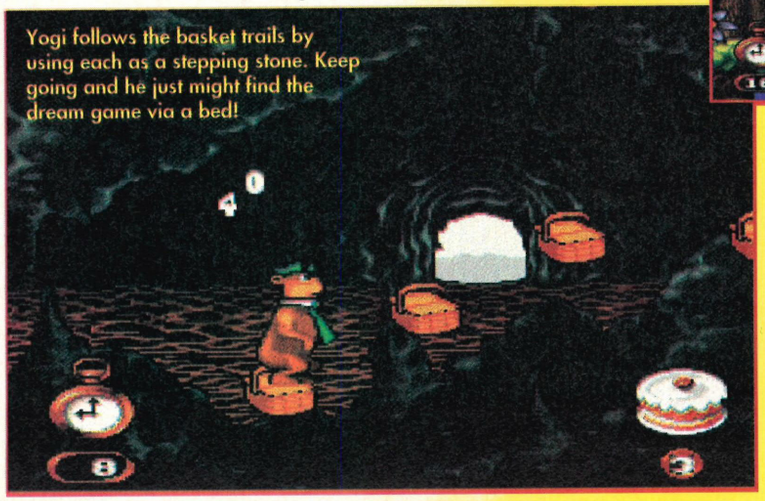
Many software companies like to use the excuse: "Oh, but remember it's for young children". Young video gamers today are brilliant at the toughest of titles and will see Yogi as a real bogey. Sorry Gametek but this plays like it's been rustled up in five minutes. And to sell it at a £44.99 is asking a lot!

There is a little incentive, I suppose, to find the hidden rooms and dream game, but only a little. Nothing else really inspired me. Atmospheric music and sound FX don't compensate for the stale gaming style.

Mark "Boo-boo" Hill SP

PROTIP

DON'T BE FOOLED BY THE NAME 'YOGI BEAR', FOLKS. HE MAY BE SMARTER THAN THE AVERAGE BEAR, BUT HIS MD APPEARANCE LEAVES A LOT TO BE DESIRED. DON'T BUY IT.



Yogi follows the basket trails by using each as a stepping stone. Keep going and he just might find the dream game via a bed!



The cake ensures Yogi keeps going. If a whole cake diminishes to nothing then he'll lose a life. Grab that slice, Yogi.



If you go down to the woods today you're sure to get a spooky surprise.

GAMETEK
£44.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 20
SKILL LEVELS: 1
FEATURES: .....none
CONTACT: .....Gametek (0753) 553445

PROview

MARK P

Yogi may be smarter than the average bear, but his game's cack.

PHIL

One big boo-boo. No, I can't bear it any longer!

CHRIS

A huge disappointment for fans of the cartoons. It looks very dated.

PROscore

GRAPHICS 50%

▼ Level designs with as much originality as a red traffic cone.

▼ Lacks character with stiff animation for Yogi and his animal mates.

SOUND 78%

▲ Atmospheric music to suit the happy-go-lucky Yogi in Jellystone Park.

▼ A few good sound FX but nothing very special.

GAMEPLAY 45%

▼ Repetitive use of platform features throughout the game.

▼ Boring to play because of its mid-'80s style and unimaginative approach.

CHALLENGE 40%

▲ A few hidden areas and bonuses to find by collecting the many icons.

▼ Very limited staying power as the challenge is so simplistic and dull.

43%

A poor release that won't keep you entertained for long. Very predictable from one side of Jellystone Park to the other.

REVIEW



GAME GEAR

Mickey Mouse. He's a famous little chap, isn't he? And is he popular, or what? Girlies find him cute, blokes find him annoying – but one's thing for sure, everyone knows his face. As a celebration of him getting his bus pass, Sega have released a new game starring ol' big ears on the Game Gear. But can it live up to the high standard set by Mickey's previous adventures, *Castle Of Illusion* and *Land Of Illusion*? Well, it's got 'Illusion' in the title for a start!

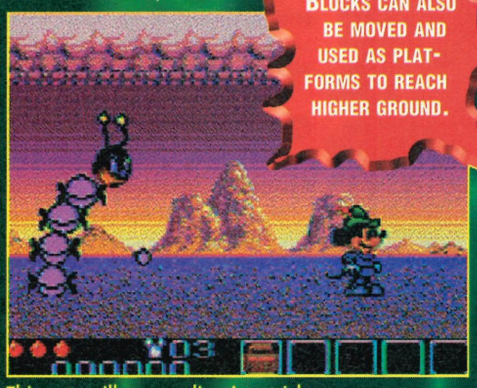
LEGEND OF ILLUSION

STARRING MICKEY MOUSE

This is yet another platform game, I'm sad to say, but the good news for all you Mouse nutters out there is it's a rather good platform game. This is mainly due to the fact that Mickey himself is a very agile and versatile character. He can do almost everything in this game, from throwing bars of soap at baddies, to picking up chests and blocks to use as makeshift platforms.

PROTIP

YOU CAN OPEN TREASURE CHESTS BY PICKING UP A BLOCK AND THROWING IT ON TOP OF THEM. BLOCKS CAN ALSO BE MOVED AND USED AS PLATFORMS TO REACH HIGHER GROUND.



This caterpillar guardian is a tricky fiend indeed to defeat. Hey Mickey, he's behind you!



I get a familiar feeling when I walk into the office every morning!

What a mouse!

Being a Mickey Mouse game, the graphics are suitably well-drawn and animated. I wouldn't quite say that this is up to interactive cartoon standards, but they come pretty close to it. The intermission screens between each level are some of the best I've seen.

Sonically, the Game Gear's weak sound chip doesn't do the music any favours. The effects are fine, but when it comes to the various tunes, you'll find it hard to make them out.

This game is very much an interactive story, really. After each level, there are about six screens of text and pictures which update the story from the last level. You'll be really get drawn into the plot of the game, and I must admit to being more interested in what would happen next, story-wise, than actually playing the thing!

There's no doubts that this is a highly polished and playable game, it's only problem being the need to play through the earlier levels again and again – which could eventually prove tiresome. If only it had a password system, then it might've been a ProYo!

Mark "Pipsqueak" Pilkington SP



Mickey Mouse: he may have big ears, but we still love him! (Well, girls do, anyway...)



The map in the game is very similar to one of Mario's jobbies. Don't hold that against it, though.



Mickey can pick up and carry objects in this game. Blimey, whatever next?

SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■■
Well up to the standard of Mickey's previous games: top-notch stuff.

CHRIS ■■■■■
Mickey brings his unique Disney magic to the platform genre. Excellent.

MARK H ■■■■■
Simple platform fun, but very playable. Some great graphics too.

PROscore

GRAPHICS 89%

▲ Mickey and his friends are all well animated and drawn – very cartoony!

▲ Intermission screens for each level are both colourful and interesting.

SOUND 52%

▲ Some adequate sound effects are to be found in this game.

▼ The tunes grate a bit, but there's always the option of turning them off.

GAMEPLAY 90%

▲ This is an instantly playable platform game!

▲ The fairly easy early levels are a good introduction to the game.

CHALLENGE 80%

▲ It's almost guaranteed that you'll want to complete the game.

▼ A bit too easy really, but great fun while it lasts.

86%

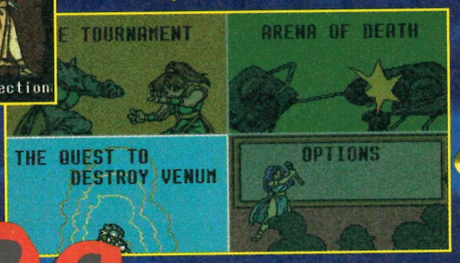
Mickey proves once more that when it comes to playable games, he's right there at the top of the pile...

REVIEW

MEGA-CD



Select one of the ten fighters for either the beat-'em-up sections or the full RPG adventure.


figure_TOURNAMENT
ARENA OF DEATH
THE QUEST TO DESTROY VENUM
OPTIONS

On this screen you select one of the three game modes: The Tournament, Arena Of Death or Quest To Destroy Venum.

REVENGERS OF VENGEANCE

Cheer when Barko the Man-Wolf shreds his enemy with a flurry of claws! Scream with feverish joy when the mighty Algos fells his opponent with the foe-crippling Gut Ripper! Get ready for some heart-stopping, limb-tearing, hand-to-hand combat action. Get dragged, kicking and screaming for mercy, into a fantastic and violent world. *Revengers Of Vengeance* is an RPG, shoot-'em-up and beat-'em-up all rolled into one. It's all about ten tragic and inspiring tales of reluctant heroes battling the evil devil king Venum...



This is the village where you must visit the various Inns, Pubs, Shops and Guilds.



Go into the Gym for either a three-day or week training course. This helps you prepare for the fights!



Get your potions here. Yes, you can increase your health, receive magic powers, perform miracles – it's a revelation!

This import from the States features a pleasing aspect to its gameplay – there are three ways you can play. After admiring an impressive series of cartoon sequences showing the heroes of the game in action against Dungeons & Dragons-type backgrounds, a Game Mode selection screen flashes up. You are asked to select The Tournament, Arena Of Death or The Quest To Destroy Venum.

In Tournament the scenario is much like *Street Fighter II*. You choose one of ten Revengers Of Vengeance and fight your way through to Venum himself. The sprites are very jerky in movement, and there are few special moves, but it's still not bad to play – especially when blades draw blood and deathly screams echo against the fantastic RPG-style backgrounds.

The Arena Of Death is an even better game mode – it allows players to create and save their own custom-made Revengers, adjusting each aspect of their fighting style, strengths and weaknesses.

The Quest To Destroy Venum is the big one which incorporates the beat-'em-up action of the previous two game modes in an epic role-playing quest. With a *Shining Force*-style town and command windows, you select your Revenger and visit the shops (for potions, scrolls etc), the Gym (to train for the fights), and a Guild where you can buy quests in the shape of arcade shoot-'em-ups! Complete the task and many gold pieces will be yours.

Typical of RPGs, there are many ways you can develop your character to turn him or her into the ultimate warrior. From foot speed, intelligence and charisma to stress, offensive power and luck – it's all here! Experience points and gold pieces are vital to your overall success.

As there is so much of a variation in gaming styles, this is instantly compelling. And with the interactive sub-games mixed in with the RPG scenarios, I rate this as one of the most unique and rewarding CD adventures on the market.

Mark "Avenger" Hill SP

PROTIP

TO EARN CASH QUICKLY, GO TO THE GUILD IN THE TOWN AND COMPLETE THE DRAGON QUEST. YOU'LL BE REWARDED 1,000 GOLD PIECES, AND CAN REPEAT THE QUEST AGAIN AND AGAIN.

SEGA
£49.99
OUT: NOW



CD ACCESS: .....medium
PLAYERS: 2
STAGES: .....n/a
SKILL LEVELS: 3
FEATURES: battery backup
CONTACT: .....Video Game Centre (0202) 527314

PROview

MARK P ■■■■□
Some very amusing cartoon sequences and enjoyable adventuring.

PHIL ■■■■□
There's plenty of variety here with three different game styles in one.

CHRIS ■■■■□
A well-presented RPG with the bonus of some playable beat-'em-up action.

PROSCORE

GRAPHICS 82%
▲ The cartoon sequences introducing each of the characters are brilliant.
▼ Although the beat-'em-up sections are playable, they're far from smooth.

SOUND 84%
▲ All the intro sequences are accompanied by excellent CD stereo sounds.
▼ Music during the RPG sections lacks variation and sparkle.

GAMEPLAY 85%
▲ Beat-'em-up, shoot-'em-up and RPG gaming all in one.
▲ There's a lot of fun to be had from developing your character.

CHALLENGE 88%
▲ Ten inspiring tales to complete as you battle to defeat King Venum.
▲ Very hard beat-'em-up sections. You really need to train your character.

85%

If you're looking for a CD title with variation, look no further than this one. It's easy to get into and a lot of fun to play through.

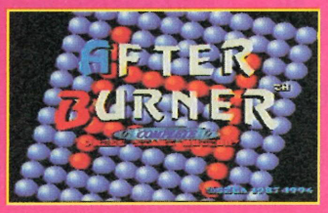
REVIEW

MEGA-32X



Zooming over the desert at supersonic speed, you target your missiles on distand planes and shoot nearer ones with your machine guns.

SEGA
£39.99
OUT: JAN



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 30
SKILL LEVELS: 4
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

AFTER BURNER

Thunder across the skies, feel the adrenaline pumping and the machine guns rattle. Twist and dive in the air with the fastest jet in the business. This is no training exercise now, this is for real. When you load your weapons and take off from the aircraft carrier, the rest is up to you. Have you got the stamina, reflexes and the nerve to take on the enemy? There can only be one game fitting this description: *After Burner* was a milestone in the history of Sega. Gone are the trips down to the arcade for a blast, now an arcade-quality version can be played in your own front room...

It's been quite some time since I last popped down the arcade for a blast on the old coin-op. Of course nowadays you'd expect to see the arcade dwellers smacking the plastic buttons on *Street Fighter II* or *Mortal Kombat*, but the memories of a joystick, a jet and over 20 stages of air battles are as crystal clear as the launch of the ZX81.

It's not the first time a new Sega machine has seen a version of *After Burner* backing up its launch. *After Burner III* on the Mega-CD was attempted. Sadly it played like a Sea Harrier without wings. But now the 32X is out, maybe we'll see a decent con version at last.

From the minute you take off in that fab jet of yours it's arcade *déjà vu*. Awesome speed, great 3-D graphics and hard-hitting atmospheric sounds. Yep, this is how the arcade played and it's a very good conversion. Every little detail is here – including the weaving in and out of canyons and army camp pylons when you're not engaging in a dogfight.

If you were, and maybe still are, a fan of this pure and explosive shoot-'em-up, the 32X will do you proud – this really is a perfect conversion. The only trouble is knowing what's going on. The screens are often so busy as you twist and dive through the fire and smoke that being reliant on luck is often your only strategy.

In saying this, *After Burner* is a classic brought to life by a machine finally capable of reproducing the same atmosphere of the arcade. The old experts of *After Burner* will relish weaving their magic to show it really is quite skill-fu after alll!

Mark "Jet-setting" Hill SP



Every so often you land automatically on a runway to replenish fuel and ammo.

PROTIP

DON'T TAKE OFF WITH ALL GUNS BLAZING – YOU'LL RUN OUT OF AMMO WELL SHORT OF THE NEXT RELOADING POINT. WHEN AN ENEMY WAVE APPEARS, LINE UP YOUR TARGETS IMMEDIATELY.





Flying at night is an awesome experience, but you've just been hit by an enemy missile.

PROview

PHIL
I never really liked the coin-op, but at least this is better than *Space Harrier*.

MARK P
Good for arcade fans, but I'd rather see brand-new games on the 32X.

CHRIS
What is Mark H on? It's an insult to dredge up this old game again!

PROSCORE

GRAPHICS 88%
▲ A superb sense of speed thanks to the excellent backgrounds and scaling.
▲ Arcade-perfect in every sense, from the take-off to reloading.

SOUND 86%
▲ Hard-hitting sound FX generating the perfect air-force atmosphere.
▲ All the After Burner music thrown in to complete the soundtrack.

GAMEPLAY 84%
▲ Adrenaline flows in line with the explosive and exciting air skirmishes.
▼ Luck is often a factor. Targeting the enemy is a little unconvincing.

CHALLENGE 83%
▲ A choice of four skill levels to test your aerial abilities to the full.
▼ It does get samey – one stage isn't that different from the next.

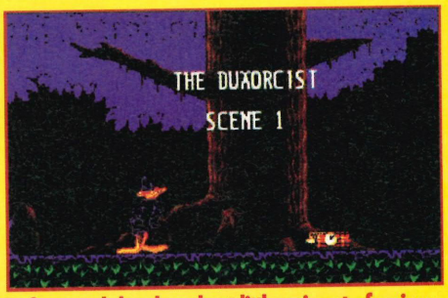
84%

Finally a convversion true to the arcade original with high-speed action in a jet. Stage upon stage of relentless skirmishing fun.

REVIEW

MEGA DRIVE

We all love Daffy Duck, don't we? I mean, check out the alternatives: Bug Bunny (annoying, carrot-eating rabbit with big ears), Taz (loud and probably quite smelly creature), Yosemite Sam (even louder and smellier bad guy) and Elmer Fudd (boring, sadistic and bald). No, I'm afraid when it comes down to right-on cartoon characters, Daffy Duck has what it takes: he's funny, charismatic and has a nice touch of irony. Now, at last, he's on the Mega Drive, but will his game score a duck?



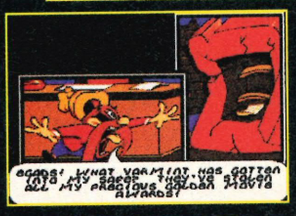
Before each level, a short little snippet of animation leads you into the action.

Daffy Duck IN HOLLYWOOD

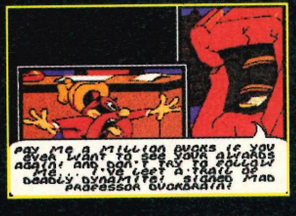
THE STORY SO FAR...

The intro to the game is a bit like a mini-comic. Let's read it...



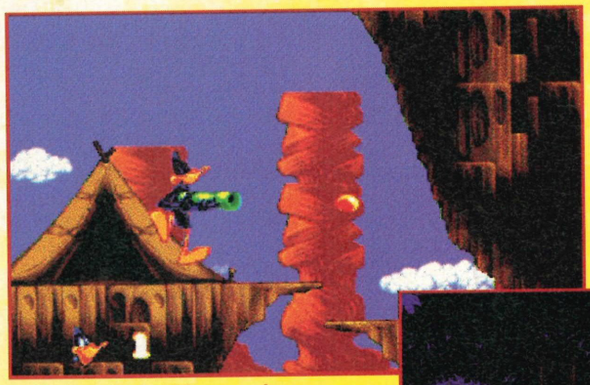






This platform game manages to capture the spirit of the cartoon series quite well. All of those well-known characters, such as Yosemite Sam, Bugs Bunny and Marvin The Alien are here like one big, happy family. So how do they all fit in? Well, the plot to the game goes like this: all of Yosemite Sam's Golden Movie Awards have been stolen by Mad Professor Duckbrain. Cunningly, Duckbrain has left behind a trail of dynamite leading to the awards, but is Sam brave enough to go after them? No, he isn't. Instead, the decides to call on the services of good ol' Daffy Duck – and so, armed with his special Acme bubble-gum gun, Daffy promises to bring back Sam's awards if it's the last thing he does.

The graphics in the game stick true to the original cartoon series, with the animation really standing out. Every character in the game, particularly Daffy, have more frames of animation than Phil King has chips every night – no, it's true! Even when you leave Daffy alone for a few minutes, he starts to get up to all kinds of mischief. I'm not just talking about the usual 'tapping your foot on the ground' routine here, I'm talking 'getting the remote control out of your pocket and switching off the TV set'! And that just about sets the tone for the kind of wackiness that we can expect out of Daffy here...



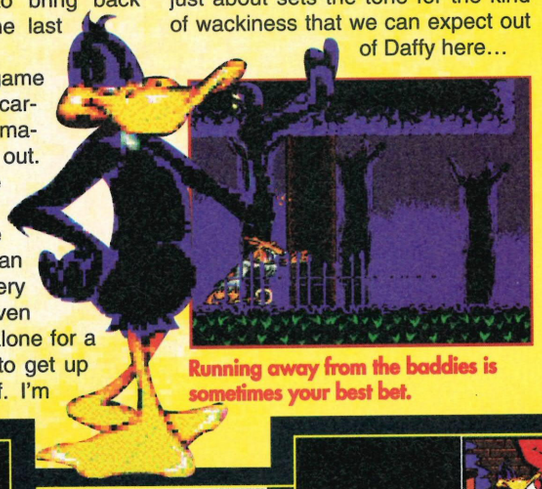
Daffy fires his bubble gun – bang, bang, bang!

He may be looking smug now, but he won't be that way for long.



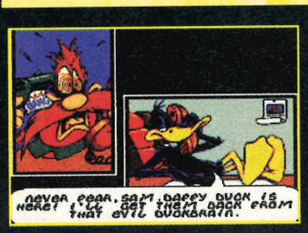
One of the speed moves that Daffy can perform in the game is to set his tail on fire in order to race across the level at full speed until he reaches a water-bucket which he can sit in. I've never seen this in a computer game before, and it certainly makes for a sight for sore eyes when compared to the usual power-up collecting that goes on.

Talking about power-ups, you can collect special pellets for your gun in the game. For instance, a three-way shot and a green slime shot can be yours if you come across the correct icon, whilst extra points and other special abilities can also be found.



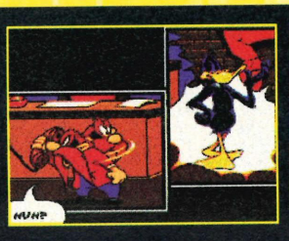
Running away from the baddies is sometimes your best bet.















Yowch! Poor old Daffy's been hurt by some kind of slime-blob-thing!

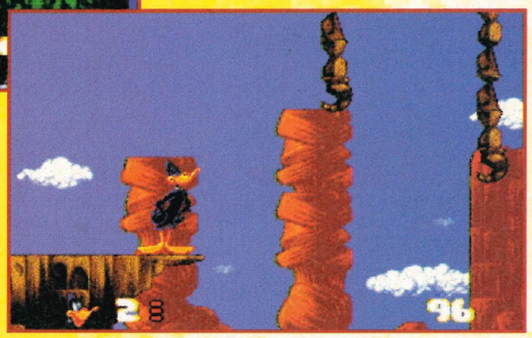




Cooling off from just having his tail set on fire – top comedy or what?!

Walking in the desert... a duck's gotta do what a duck's gotta do!

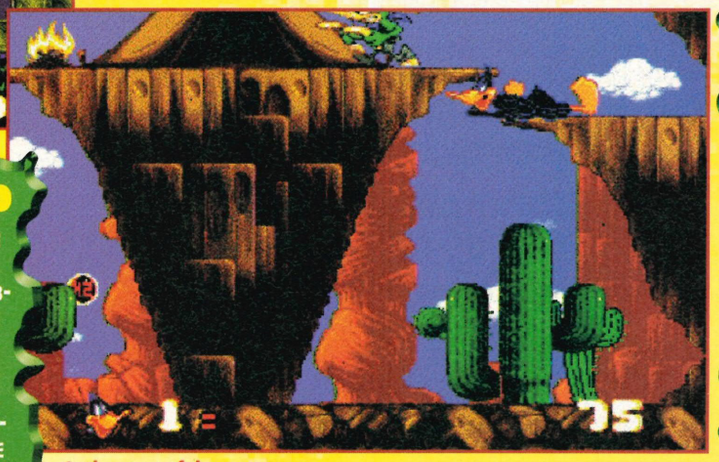




Blimey! I can feel a jumping bit coming on.



Something strange has just happened to Daffy's body.



At the start of the game, you can choose what level you want to start in.





You too can look as mad as this when you reach this section of the game.

Cunningly avoiding a cowboy, Daffy decides to have a look at what's happening below him.

PROTIP

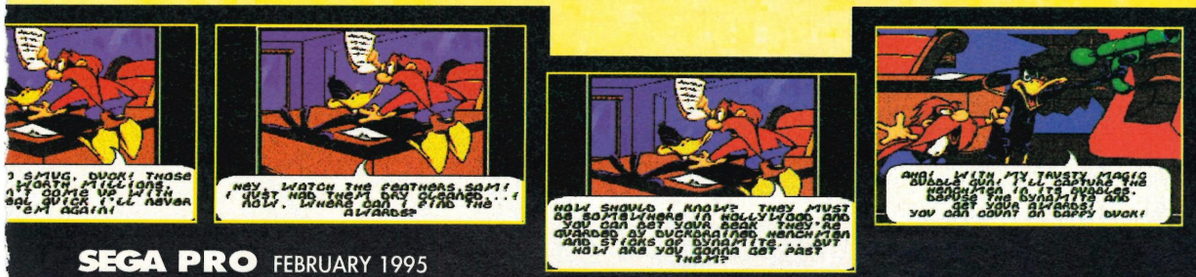
FIRING YOUR GUN AT A BADDIE WILL TRAP HIM IN A BUBBLE. MAKE SURE YOU BURST THIS TO KILL HIM – OTHERWISE HE'LL ESCAPE. POWER-UPS SUCH AS THE THREE-WAY BULLETS KILL ENEMIIES STRAIGHT AWAY.

Most power-ups in the game just suddenly appear before you as you walk along the platforms, for some strange reason.

The music in the game is brilliant stuff, with each level having its own theme tune. The spooky organ tunes that play in the graveyard level, in particular, are as atmospheric as they come – very Phantom Of The Opera. And as for that title music, well... it's even better than the cartoon original.

All of the usual platform malarkey is present here, but what really makes this game stand out is the superb sound and graphics. It's a quacker!

Mark "The Duck Stops Here" Pilkington SP



SEGA
£44.99
OUT: JAN

Daffy Duck IN HOLLYWOOD

CART SIZE:.....16Mbit
PLAYERS: 1
STAGES:.....6
SKILL LEVELS: 3
FEATURES: .....password
CONTACT:.....Sega
(071) 3733000

PROview

MARK H
Some hilarious scenes keep you amused in this playable platformer.

PHIL
My favourite cartoon character gets the game he deserves. Great stuff.

CHRIS
An excellent conversion of the cartoons. You'll go daffy over this one.

PROscore

GRAPHICS 89%
▲ Sprites and backgrounds are simply superb, ditto for the animation too.
▼ The game may be a little slow for some gamers out there.

SOUND 86%
▲ The music and various samples are all top-notch stuff.
▼ The FX let the side down a little, but apart from that, things are fine.

GAMEPLAY 83%
▲ It may be basic platform stuff, but it sure is playable platform stuff...
▼ We've all seen this type of game time and time before, I'm afraid.

CHALLENGE 84%
▲ You get to choose where you begin the game from the first two levels.
▼ May prove a little difficult for some players. Could drive you quackers!

83%

Another fine platform game from the Sega stable. Superbly presented with some nice humorous touches.

REVIEW

MEGA DRIVE





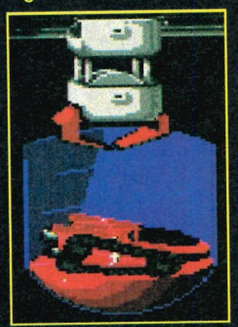


Get the cameras out at the ramp sections – you can capture some superb action shots.

When mankind discovered intelligent life on Bogmire in the year 2833 it started a craze like nothing ever seen before. The native Saurions began racing with all sorts of souped-up cars to classic Rock N' Roll music from the planet earth. The idea caught on, and the Rock N' Roll Racing Commission formed. The first race was held in 2911 and now the sport is the most-watched in the entire universe. 7.8 billion people from 17 planets tune into see this modern-age demolition derby. Software house Interplay give you the race of a lifetime against criminals, machines, geniuses and the lizard prince of Bogmire, Ragewortt himself. Are you ready to Rock N' Roll?



In a fight to be the first around the corner, everyone forgets about the inviting armour-repair icon.



One day you too could own a Battle Trak. To drive it, you'll have to earn it – so get winning races!

ROCK N' RAC

Like all new drivers you should start your career as a Rookie and race three planets: Chemi VI, Drakonis and Bogmire. Once you've got the experience from this relatively easy test you are ready for the next levels – Veteran and Expert races. Here you race five planets for a crack at the prestigious Indy Gold Cup.

Not unlike Accolade's playable *Combat Cars* you race over a series of courses, rotating your vehicle by moving left and right. The weapons add to the flow of racing adrenaline with *Road Rash*-style Nitros giving bursts of speed, fierce missiles destined to cause untold troubles, and mines that lay on the track to surely catch at least one back-marker out!

The *Rock N' Roll Racing* view is different to the overhead one used by *Combat Cars* and *Micro Machines*. The isometric two-point perspective arguably gives us an improved look at the vehicles in action.

You start the game with a Dirt Devil, equipped with VK Plasma Rifles, BF's Slip Sauce and Locust Jump Jets. The next lady up is the Marauder, then the illustrious Air Blade (the best vehicle in Rookie mode), followed by two elite vehicles: a Battle Trak and the $130,000 Havoc.

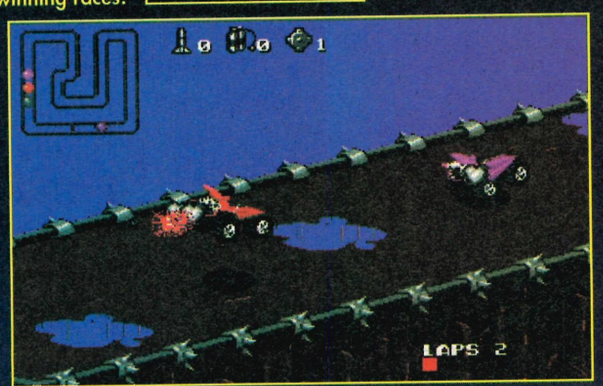
Selected from the superb presentated screen, the cars rotate on a display stand and then get lifted by crane for your use. Now the fun begins. You are up against three other competitors in a race and the more first places you achieve, the more money you'll make. Saving the pennies is vital because you'll need to upgrade your vehicle as other competitors do throughout a season (by visiting the hi-tech shop between the races).

Once the flag is dropped you're off, and it's fun, fun, fun through four laps of rampant mayhem! Sundog Beams, Bear Claw mines, Rogue Missiles, Lighting Turbos – all these weapons turn the heat up. And the incentive to win all the races and get the very best vehicles – the ones other competitors seem to earn before you – is huge.

The tracks get more complex as the season goes on. Ramps, jumps,

PROtip

STARTING ON THE GRID, LET THE OTHER VEHICLES PULL AWAY FROM YOU SLIGHTLY. THIS GIVES YOU TIME TO BLAST THEM FROM BEHIND WITH MISSILES, BEFORE ROARING PAST INTO THE LEAD.



See how these oil slicks can flamboyantly put your vehicle in a 720-degree spin.



Here's your first challenge, to win a Rookie season. The ultimate prize is the Indy Gold Cup.



Visit the shop for a little browse around. You never know, you might just find something for Auntie's birthday.

The more money you win, the better the vehicle and your weaponry. I love the showroom.







As the car in front fires a missile, so do you. The guy ahead is about to become a fireball – like the guy in front of him!





Here's a rare screenshot: two missiles flying across one another at a crossroads ramp section of the track.

N' ROLL CING

slicks of oil, spikes, warp arrows for incredible acceleration – it's great. And as the tracks are raised off the ground, there's always the danger of crashing over the barrier and off the edge!

The vehicles leap around the tracks with a cute style and the warfare is relentless (see smoke pour out the back when damage is high!). Scrolling is very smooth, and the vehicle sprites have been drawn very well. There are five different scenarios to enjoy too.

Sound can't fail to impress with sampled speech commentaries throughout a race such as 'Jake's about to blow' (when your damage indicator is low and you should find an armour repair on the track) and 'Snake seems to be lost'. The Rock N' Roll music is perfect for the 'wild' occasion – 'Born To Be Wild' being my favourite tune! The only problem is the way the music is rudely interrupted by the commentary, instead of playing over the top of it (as on the SNES).

With a password save facility too and an essential two-player split-screen (which plays better than you'd imagine), this game deserves to be test-driven. You can be cheeky, tight, greedy, violent, hysterical and anxious all in one race! A pat on the back for Interplay; they've souped up a real gem of a racer here.

Mark "Wild One" Hill SP



Launching missiles at the opponent is great fun. They are not heat-seekers – you've got to skilfully aim them.

INTERPLAY
£39.99
OUT: NOW

ROCK N' ROLL RACING
NEW CUE PASSWORD VS. MODE

CART SIZE:.....16Mbit
PLAYERS: 2
STAGES:.....5 planets
SKILL LEVELS: 1
FEATURES:.....password
CONTACT: .....Interplay
(0235) 821666

PROview

MARK P ■■■■■
Two-player mode is brilliant as you constantly try to sabotage each other.

PHIL ■■■■■
I really enjoyed this one on the SNES (spit!), and it's just as playable here.

CHRIS ■■■■■
A great game, but a shame that the music keeps stopping in its tracks.

PROscore

GRAPHICS 88%

▲ The best vehicle sprites ever seen in a 'rotational' racing game.

▲ Presentation screens such as the shop and showroom are very well done.

SOUND 87%

▲ The Rock N' Roll music is superb. This is a WILD game, remember!

▲ Speech samples give useful information, although interrupting the music.

GAMEPLAY 92%

▲ Heated racing fun at its best. Destroy or overtake – the choice is yours!

▲ Easy to control, easy to understand and many vehicle upgrades to earn.

CHALLENGE 90%

▲ Rookie level's a good way to start; Veteran is a brilliant challenge.

▲ A neat two-player team or versus mode to keep you hooked for longer.

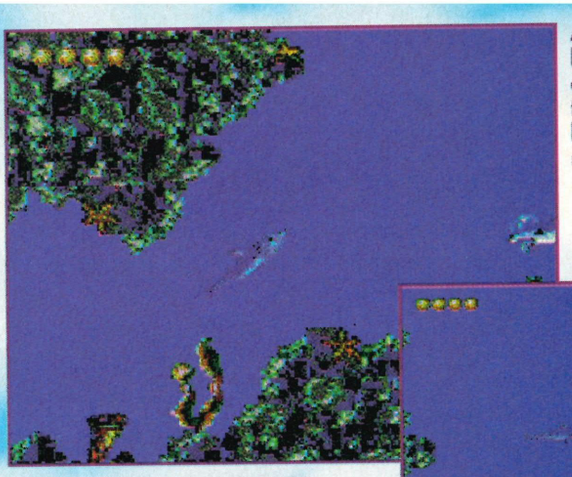
90%

An excellent conversion of one of the most playable racers around.
Pure Rock N' Roll!

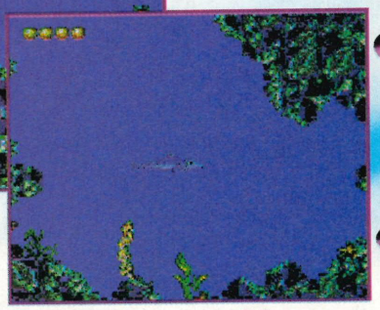
REVIEW

GAME GEAR

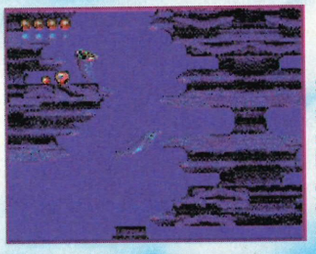
Ah, the peaceful ocean, eh? You can't beat it for pure relaxation, you know. Dolphins, the second most intelligent life-form on earth, would agree with me on this one too! Of course, like humans and other creatures, even dolphins have the occasional problem from time to time. And who do they call upon when things go wrong? Why, only their equivalent of Arnold Schwarzenegger – Ecco the Dolphin...



A dolphin's life is a hard and troubled one. Just try doing this when you can hardly see the screen.

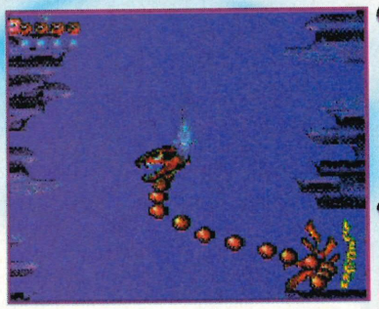


Leave Ecco alone, and he'll float in the sea.

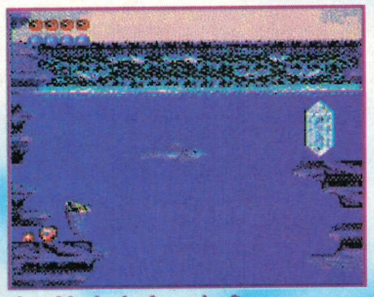


Swim, swim, swim! Its not all fun, fun, fun!

Wouldn't you just love to spend all day swimming around in the wide, wide oceans of the planet without any cares in the world? You would? Well, *Ecco: Tides Of Time* on the Game Gear could just be the game for you! If you've played the first *Ecco* game, you won't be surprised to find that the sequel bears more than a passing resemblance to its older brother. In fact, the gameplay is practically identical...



Another tricky hazard for you to overcome... But can you be bothered to play this far into it?



The old Glyphs from the first game make a reappearance. Sadly, so does almost everything else. Doh!



Controlling ol' bottle-nose will take a bit of practice at first, as judging his speed and direction correctly isn't easy. As in the first game, you actually 'swim' Ecco around the screen – this was praised by seemingly the whole of the specialist press at the time, but personally I couldn't see what all the fuss was about. If anything, it just makes playing the game harder and more frustrating.

Making matters even worse for you is the fact that the ocean is literally packed with every dolphin hazard imaginable – sharks, spikes and jellyfish are all out there to give you problems. Of course, the actual terrain and rock formations will also have to be taken into consideration, many of which form brain-numbing mazes. Once you've got to grips with everything, though, you can start to really appreciate the finer aspects of the game.

PROTIP

PRACTISE ECCO'S STRANGE AND RATHER ANNOYING CONTROL SYSTEM. EVENTUALLY YOU'LL GET THE HANG OF IT AND THEN YOU CAN REALLY GET SWIMMING AND PUZZLE-SOLVING.

The only problems with the 'finer' aspects of this game is the fact that they are very similar to the original's. When it comes down to it, all that the programmers have really done to this game is redraw the maps and change the puzzles a bit. Not much of a problem for you if this is the first Ecco game you've bought, but the old veterans out there might feel a bit hard done by. Not much of a sequel, more of a revamp.

Mark "I'm A Pisces!" Pilkington SP



ecco THE TIDES OF TIME

SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 2
STAGES: 24
SKILL LEVELS: 1
FEATURES: .....password
CONTACT:.....Sega
(071) 3733000

PROview

PHIL
Disappointingly similar to the original game with hardly any new features.

MARK H
A whole new set of puzzles to solve – it should keep you playing for ages.

CHRIS
Fans of the original will lap this up, but it needed more innovations.

PROscore

GRAPHICS 64%
▲ Ecco himself is a very well-animated dolphin. Good use of colour too!
▼ Sadly, the backgrounds for each level repeat themselves too often.

SOUND 39%
▲ Some okayish sound effects are heard as you swim around the place.
▼ The Game Gear's tinny sound chip rears its ugly head once again...

GAMEPLAY 74%
▲ When you start playing this, you're either going to love Ecco or hate him.
▼ The 'swimming' controls take some getting used to and can be frustrating.

CHALLENGE 85%
▲ Some people will want to complete this, even if it kills them!
▼ Others will be too frustrated by awkward controls and difficult puzzles.

74%

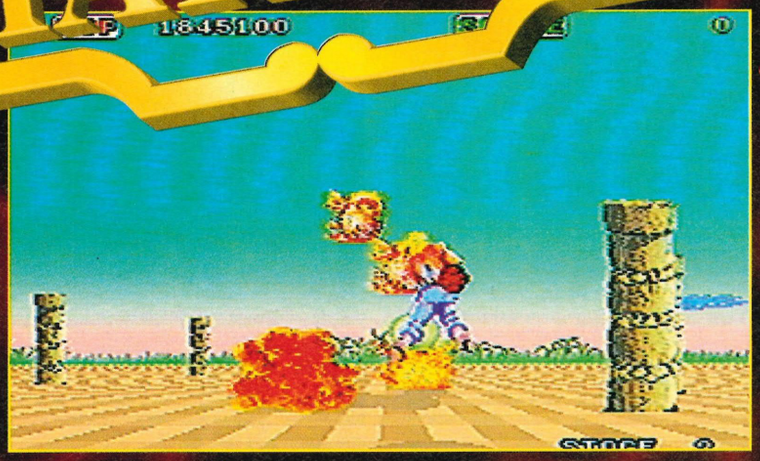
Some will love it, others will hate it. One thing's for sure, owners of the original game will feel a bit peeved. Some 'sequel', eh?

REVIEW

MEGA-32X

SPACE HARRIER

Quite what was going through Sega's minds when they decided to release this ancient dinosaur of a game on the brand-new 32X is beyond me. Whilst *Space Harrier* may have been a bit of a blast in the older days, these days might it just be taking the Mick a little? Would even a nostalgic arcade fan pay money for this conversion of a ten-year-old coin-op? Hmm, we shall see...



And here we are, just blasting along. Shoot at everything and you'll be fine.



Yet more mindless shooting action...



Ah, something remotely interesting. An end-of-level guardian for you – and he's got two heads!



Oh dear. It's back to the same boring old shooting stuff...



Sad but true: probably the best graphics in the game are on the options screen. Lovely!



This big dragon isn't your grandmother – it's the first end-of-level guardian.

Space Harrier is about ten years old now. The original arcade game was a bit of a classic when it was first released, so much so that just about every games system and computer has since had its own conversion.

You name it, and I can guarantee that *Space Harrier*'s been on it: right from Spectrums, Amstrads, C64s, Master Systems, Amigas and STs up to the trusty old Mega Drive itself. So why then, pray tell, do we need another darned conversion of this 3-D blast-'em-up? And on the 32X of all things?! Well, according to Sega, *Space Harrier* is being released in the cunning guise of a 32X 'budget range' – at a 'mere' £39.99. So, who's pulling whose leg, here exactly?

If this is supposed to be a pixel-for-pixel conversion of the original coin-op, then all I can say is "Oh dear". Did people actually gain any kind of enjoyment from this? Having played through the first five levels of the game (I know... but, hey, someone had to!), I have come to the conclusion that all you actually do is fly into the screen and shoot at things – not exactly riveting stuff, is it? I mean, I wouldn't mind it if there was a bit of variety thrown into the mix, dare I say it – a bit of interaction. Noooo! Don't be silly!

PROTIP

DON'T BUY A TEN-YEAR-OLD GAME! BUT IF YOU REALLY MUST (SAD GIT), PLUG IN AN AUTOFIRE JOYPAD AND JUST KEEP MOVING AROUND THE SCREEN. YOU DON'T NEED A LOT OF SKILL HERE.

You won't exactly be impressed by the music in the game, either... It was all 'beep-beep-poom' to my poor ears. Unfortunately, the original arcade conversion sounded as bad as this as well, so I suppose in terms of conversion quality, it's a job well done!

I can't really see anyone wanting to buy a ten-year-old game for the equivalent of a full-price MD cart, can you? Nah, me neither! Don't do it, readers, you'll only regret it!

Mark "Runnin' And Gunnin'!" Pilkington SP

SEGA
£39.99
OUT: JAN



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES:.....8
SKILL LEVELS: 5
FEATURES: .....none
CONTACT:.....Sega
(071) 3733000

PROview

PHIL

Do me a favour! What next? A 32X version of *Space Invaders*?

MARK H

It may be a perfect conversion, but the coin-op was never much cop.

CHRIS

If you must buy a 32X classic coin-op conversion, get *After Burner* instead.

PROscore

GRAPHICS 69%

▲ The scaled 3-D graphics stick close to the original arcade original.

▼ Unfortunately, the arcade version is ten years old now!

SOUND 38%

▲ Once again, as close to the original arcade version as you're going to get.

▼ Have I mentioned how old the original game is yet? Beep! Beep!

GAMEPLAY 35%

▲ For a few seconds, this game looks like a reasonable 3-D shoot-'em-up.

▼ The repetitive, mind-numbing blasting is terrible. This game sucks!

CHALLENGE 53%

▲ With an autofire pad, you'll be able to give this game a run for its money.

▼ And after that? You'll never want to play this dire cart again!

43%

It's all very well converting 'classic coin-ops', but in our book *Space Harrier* could never be described as one.

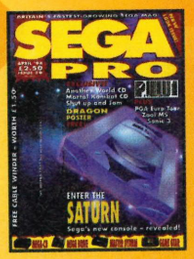
GRAB THOSE ISSUES YOU MIGHT HAVE MISSED!

BACK ISSUES

Please note Issues 1, 2, 3, 4, 8, 14, 20 and 32 are sold out



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS).



ISSUE 30 £2.75
A new look this month and yet another freebie – this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



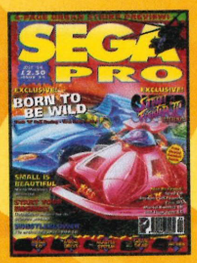
ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at Virtual Bart, Cyclone, Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning ne w platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month – free stickers and a free Mortal Kombat comic! Some-times we amaze even ourselves...



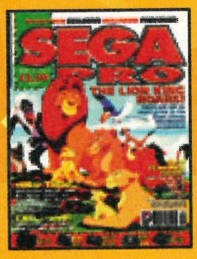
ISSUE 35 £2.75
Let us tell you about some games this month... How about Mortal Kombat II, or the first review of Super Street Fighter II, or the first list of Mega Drive 32 releases and specs of the new machine itself. Or even the first info on Sonic and Knuckles. When it comes to the latest Sega info, we think you know what we're trying to say...



ISSUE 36 £2.75
What an action-packed issue. There's an exclusive first look at Spider-Man: Maximum Carnage, plus exclusive previews of Putty Squad (MD), Kawasaki Superbikes (MD & GG) and Lemmings 2 (MS & GG). Mortal Kombat II gets reviewed on MD and GG – decorate your T-shirt with our special MKII iron-on transfer!



ISSUE 37 £2.50
A truly outstanding issue. There's an amazing world exclusive 16-page supplement and review of FIFA Soccer '95, plus exclusive features on Powerdrive (MD) and Mickey Mania (MD). Add to that a massive review section, including NHL '95 (MD), Mega Race (CD) and Ballz (MD) and it's clear why we're number one!



ISSUE 38 £2.50
An exclusive 16-page guide to Earthworm Jim accompanies this blockbuster issue – and there's a full review of the game inside. We roar ahead with a special feature on Disney's The Lion King, plus exclusive previews of Nigel Mansell's IndyCar (MD) and Novastorm (CD), and a world exclusive review of *NBA Jam* on Mega-CD.



ISSUE 39 £2.50
The latest games are ripped apart in our 84-page tips book. Inside the mag we have an exclusive preview of EA's Road Rash III, and previews of 32X games Doom, Star Wars Arcade and Virtua Racing Deluxe. We also review The Lion King (MD & MS), Micro Machines 2 (MD), FIFA Soccer (GG) Lemmings 2 (MD) and many more.



ISSUE 40 £2.95
Don't miss our fab cover-mounted Sonic& Knuckles water bottle! Inside we exclusively reveal Sega's new platform hero Ristar in a massive six-page preview feature. We also preview three Saturn games, plus Cosmic Carnage on the 32X. A Santa-sackful of reviews include 32X Doom, Virtua Racing Deluxe, and Star Wars Arcade.

We still have a few copies of the early issues of SegaPro available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13, 15, 16 for the bargain price of £2. Ring Karen on 0202 299900 and order now to get your copies.

Grab your copy of SegaPro CD with a fully playable CD demo! (Please note that the editorial content is identical to that in the normal SegaPro.)



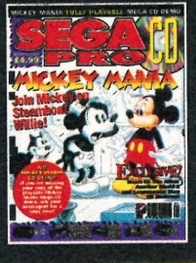
ISSUE 1 £4.99
For a first issue we needed something special and boy did we get it! Check out the exclusive playable demo of JVC's fast-paced thriller, Rebel Assault, plus an eight-page supplement! Add to this a host of top exclusives, including FIFA Soccer '95 (MD), for an unforgettable experience!



ISSUE 2 £4.99
One of the best disc demos ever lets you play three stages of Psygnosis's new 3-D blaster Novastorm – with an exclusive preview of the game inside the mag. Plus all the excellent editorial features from SegaPro #38, including a world exclusive review of NBA Jam CD and first review of Core's eagerly awaited Soulstar (CD).



ISSUE 3 £4.99
This month's Mega-CD demo lets you play a level of JVC's wacky shoot-em-up Keio Flying Squadron. Inside the mag there's an exclusive review of Novastorm and a preview of World Cup Golf on CD. Plus an exclusive preview of Road Rash III, and first previews of 32X games Doom, Star Wars Arcade and Virtua Racing Deluxe.



ISSUE 4 £4.99
Be a cartoon star in our stunning Mickey Mania playable CD demo, read our review inside, and check out our full solution! We also review the CD anime adventure Snatcher and the value-packed Another World 2 sequel Heart Of The Alien. Plus reviews of 32X Doom, Virtua Racing Deluxe and Star Wars Arcade.

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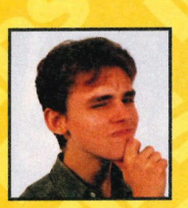
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NB: all prices quoted include postage and packing. Sorry, but issues 1, 2, 3, 4, 8 and 14 are sold out.



Hello, hello and hello! Welcome one and all, once again, to the place where it's all happening... PROTIPS! The place where, not only can you find that cheat that you've always been after for, ohhh, ages now, but also the place where you (yes – YOU!) can send in your hottest tips and cheats that you can find. Hey, what are you waiting for? Come and join the party!



PROTIPS

I WANT... YOU!

All right mister, send all the tips you have to this address:

PROTIPS
SEGAPRO,
PARAGON PUBLISHING LTD,
DURHAM HOUSE,
124 OLD CHRISTCHURCH RD,
BOURNEMOUTH BH1 1NF

TIPS: GIMME, GIMME, GIMME!

So, you want to know what tips you can send in? Well, it's up to you really, but seeing as there's a prize on offer every month, it's best to make them a bit special. Passwords, tips, cheats and solutions are all prize-worthy. Solutions are where you're most likely to stand a chance of winning something, so get on the case!

SONY SIZZLERS!

Some brilliant Mega Turrican T-shirts (try saying that quickly!) are up for grabs this month, courtesy of one of SEGAPRO's favourite companies: Sony Imagesoft. If you manage to send in a hot tip or cheat, then you too could win something like this – who knows what the prize will be next month!



CANNON FODDER

War, what is it good for? Flippin' great video games, that's what! Sensible Software's zany shoot-'em-up is a tough cookie, though. If your recruits keep getting slaughtered, read the first part of our full solution!..... 82



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TIPS HELP

If you need help, there's only one place to turn. When you're stuck in a game, send a letter to ProHelp explaining in detail what your problem is and Mark 'Helpful' Hill will do his best to sort it out for you. 74

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Flashback.....MD
Micro Machines .....MD
Shining Force II .....MD
Sonic Spinball .....MD
Virtua Racing .....MD

TIPS

MEGA DRIVE



NHL '94

Yes, it's about time we had a tip for EA's ice-hockey sim, so thank lordy that Michael Rees from Cleveland saw the good sense to send me in this cheat to clear the player stats back to normal. If you have a Universal Adaptor, put *NHL '94* on it backwards. Switch it on and press reset. Now take the adaptor off, plug the game in as normal and the player stats will be returned to normal.

However, this sounds a bit dodgy to me, so I wouldn't advise it. SEGAPRO will take no responsibility whatsoever for damaged carts, adaptors or Mega Drives. So there!

FIFA SOCCER '95

HIDDEN CHEAT SCREEN

John Lehan from Yorkshire and Lee Watts from Luton Beds (amongst thousands of others out there) have been busy bees lately, playing away on *FIFA '95* for, ohhh, literally ages to bring us these codes. First of all, go into the main options screen and type in the following for cheats galore…

C, C, C, B, A, A, A, B	Invisible Walls
B, A, C, B, C, C	Curve Ball
C, A, B, C, C, B, A, C	Crazy Ball
A, A, B, B, C, C, A, A	Dream Team
B, A, B, B, B, B, B, B, B, B	Super Power
A, A, A, A, A, B, B, B, B, B	Super Goalie
A, A, A, A, A, B, C	Super Offence
B, B, B, B, B, C, B	Super Defence
B, A, C, B, C, C	Penalty Shootout

Now, to get to the cheat screen, start a match as usual. Pause the game and go to the Control menu, press A. Now activate those cheats!



DAVIS CUP WORLD TENNIS

PASSWORDS

Gary Fairclough from Yorkshire's sent me some rather handy passwords for this decent-enough tennis game. Enter these codes on the password screen…

To be ranked number 1 on the world tour, pick Ted Hoff and put this password in:

3	S	Q	.	5	3	.	9	J	K	.	6	C		
S	.	.	.	.	.	.	.	.	$	Z	0	1		

Put in this password for the final against France, still ranked No. 1:

3	S	Q	.	5	6	Q	6	G	G	.	1	.		
.	.	.	.	.	.	.	.	.	$	Z	S	$		

MICRO MACHINES 2

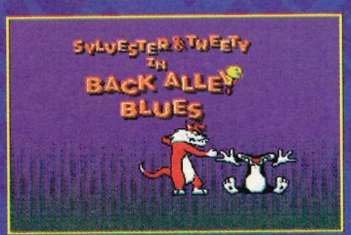
Good ol' Richard Eddy, Codemasters PR supremo, has managed to smuggle out the secret Power-Up locations for *Micro Machines 2*. What a guy! Anyway, on with those locations…

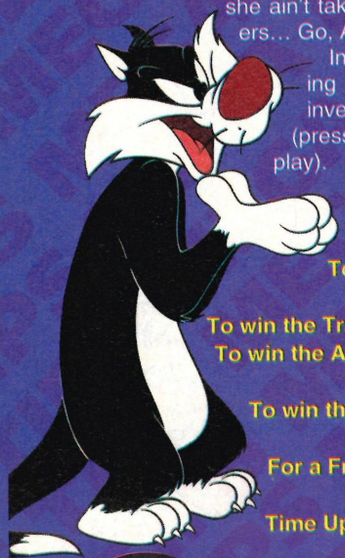
LEVEL	POSITION	EFFECT
2 Driller Killer	Middle of Table	Warp to new level
6 Ceiling Circuits	Towards bottom-right, off track on second lap	Warp to new level
8 ATV Action	Bottom-right under flowers on second lap	Warp to next level
12 Roller Coaster	Above bottom wallpaper roll	Extra life
13 Bury My Body	Top-left of map	Bonus lap
14 Piano Panic	Bottom-left of map, after completing one lap	Extra life
16 Turbo Buggies	Bottom-left corner of map	Bonus lap
17 Treehouse Tumble	On bottom plank, about halfway along	Bonus lap
18 Vice Squad	Middle of table	Extra life
19 Hit Parade	On left of keyboard to right of map	Bonus lap

SYLVESTER & TWEETY

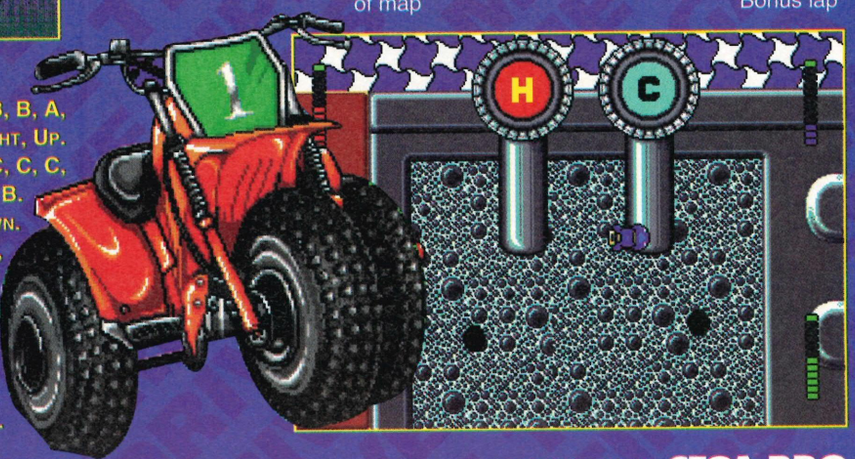
The brilliant Andrea Simpson from Time Warner Interactive is back again – and this time she ain't takin' any prisoners… Go, Andrea, go!

Input the following codes on the inventory screen (press START during play).





To win the House level:	B, B, C, B, B, A, A, LEFT, RIGHT, UP.
To win the Backyard level:	LEFT, A, C, C, C, DOWN, UP, LEFT, B, B.
To win the Train level:	C, B, C, A, B, C, A, B, C, DOWN.
To win the Alley level:	C, DOWN, UP, UP, B, C, C, C, A, A.
To win the Lab level:	UP, B, C, A, A, B, B, RIGHT, B, RIGHT.
For a Free Continue:	LEFT, A, A, B, UP, C, A, B, B, C.
Time Up:	A, B, C, C, A, UP, C, C, C, UP.



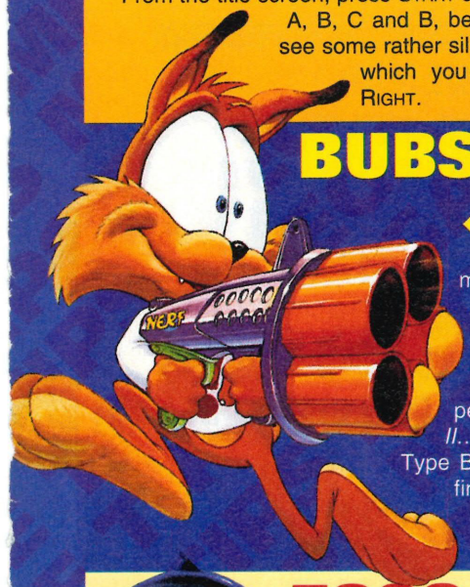
DYNAMITE HEADDY



Apparently, Renaldo Davidson from Birmingham is a SEGAPRO 'Finatic'! Now, what exactly is a Finatic when it's at home? Is it some kind of fish lover?! Oh well, whatever it is, ol' Rens kindly given us this super-smart cheat for *Dynamite Headdy*. What a hero!

From the title screen, press START and highlight Options. Now press B, A, B, C and B, before pressing START. You will now see some rather silly animations of Dynamite Headdy, which you may scroll through by pressing RIGHT.

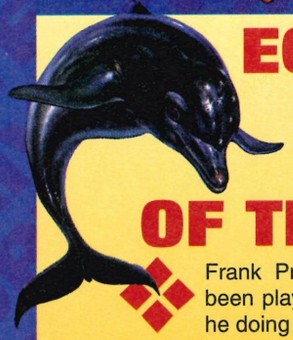
BUBSY II



This is one of those games that you'll either love or hate. Fortunately for Accolade, most people loved it. Anyway, some dodgy chaps called Spamm and Gimbo posted me a huge printout sheet with a whole load of cheats on it the other day, and it just so happened that one of them was for *Bubsy II*...

Type B, A, LEFT and LEFT either when you first start the game or when the game's paused to gain 99 Ballzookas. Now nothing can stop you!

ECCO 2: THE TIDES OF TIME





Frank Priessen from Holland has been playing through this game day and night. Why was he doing this? Well, to bring us the passwords, of course!

1	CRYSTAL SPRINGS	VEDMCVEB
2	FAULT ZONE	MGGXLCZA
3	TWO TIDES	OHLVZUYA
4	SKY WAY	CNTWFJDB
5	SKY TIDES	EMFBRMDB
6	TUBE OF MEDUSA	YWPTRHZA
7	SKY LANDS	IODPDWEB
8	FIN TO FEATHER	OZEVOEXA
9	EAGLE'S BAY	YKPJSPCB
10	ASTERITE'S CAVE	UYBUSUAB
11	FOUR ISLANDS	MOIKWBFB
12	SEA OF DARKNESS	WDVUWRZA
13	VENT OF MEDUSA	GVCUFWBB
14	GATE WAY	CZBIVWHB
15	MORAY ABYSS	SDGFAQAB
16	THE EYE	IECDWPTE
17	BIG WATER	GZOHLTIA
18	DEEP RIDGE	IPFIKWQP
19	THE HUNGRY ONES	OFSCJXJE
20	SECRET CAVE	SZLGIVIPE
21	LUNAR BAY	WNYHUKPE
22	BLACK CLOUDS	MWKGAKKE
23	GRAVITOR BOX	ONKVLXJE
24	GLOBE HOLDER	EUDTBFJE
25	VORTEX QUEEN	APLMTTDA
26	HOME BAY	ENLGXIJA
27	EPILOGUE	SMOKPAEA
28	FISH CITY	MFPYKEFA
29	CITY OF FOREVER	CQETXRKA

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ACTION REPLAYS, AHOY!

Thanks to Mark Stevens from London for these codes!

SPIDER-MAN & THE X-MEN
FF008900D3 — Infinite Lives

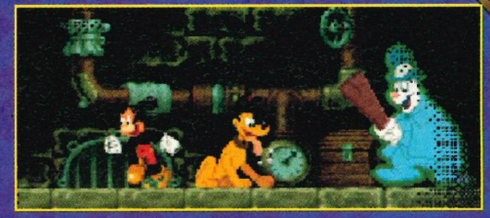
STREETS OF RAGE 3
FFE18B0000 — Bosses are much easier to kill

URBAN STRIKE
FF10DF0003 — Infinite Lives – all levels
FF10D70064 — Infinite Fuel – all levels

...and cheers to Leslie from Cleveland for this super-fine set!

MICKEY MANIA
FF04670004 — Infinite Lives

THE LION KING
FFCCEF0009 — Infinite Lives
FFCCF70004 — Unlimited Energy





TIPS

GG MS M-CD







THE JUNGLE BOOK

Adam Burness certainly knows his stuff when it comes to *The Jungle Book* on the Game Gear! For example here's a level select that he's discovered...

When the Walt Disney sign appears, start rotating the D-pad. Press START and then LEFT and RIGHT to choose your level.



ALADDIN



More passwords than you can shake a very big, erm, thingie at, courtesy of Adam Burness from Milton Keynes...

Level 2	LAED
Level 3	ASNF
Level 4	DMIA
Level 5	INSI
Level 6	NEUA
Level 7	AALG
Level 8	BLTO
Level 9	VIAN

CHUCK ROCK

Passwords from Adam Burness from Milton Keynes, ahoy!

Level 2	7609M
Level 3	NN6E3
Level 4	84AKC

SONIC CHAOS



Andrew Rumins from Cleveland certainly knows his stuff when it comes to Sonic. For instance, he's only gone and found a cheat for a level select on *Sonic Chaos*...

When you first switch the game on, press DOWN, DOWN, UP, UP, LEFT, RIGHT, LEFT, RIGHT, 1 and then 2. Now you can listen to all of the tunes to your heart's content!

LEMMINGS

A handy-dandy level select for *Lemmings* on the Master System! When the Lemming pulls the cart, press buttons 1 and 2 together on joypad one. Now rotate the D-pad clockwise, then go to the main screen and select a level.

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ACT 1

Storage	Catch man power box
Storage	Catch man power box
Bruno	Get Code
Grads	Get Code
Band	Get Code
Bruno	Catch Luigi punch
Alex	Get Code

BONUS TRAPS

Dancer	Band
Bruno	Storage
Handyman	Bruno's Room

ACT 2

Bruno	Get Trap
Grads	Get Trap
Band	Catch man lamp
Alex	Catch man window
Grad	Disarm coffin – arm bands, catch mummy
Basement	Get trap
Bruno	Disarm – rearm basket, catch mummy
Band	Get trap
Basement	Catch man elevator
Band	Disarm – rearm cage, catch mummy
Alex	Get trap
Storage	Get trap
Basement	Catch Eddie conveyor
Storage	Catch Eddie phone
Alex	Disarm – recharge chair, catch mummy

ACT 3

Storage	Catch Woman power box
Lobby	Catch Eddie column
Basement	Catch Eddie conveyor
Alex	Catch Eddie conveyor
Basement	Catch man elevator
Grads	Catch Eddie's bands
Storage	Catch man phone-trap
Band	Catch Eddie cage

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Welcome to this month's ProHelp. Many thanks for all the letters I've received so far since I took over from Jason 'Globetrotter' Johnson. If you have any gaming troubles, do write in to me and I'll do my level best to help you out, 'coz that's what this section's all about! Let's see what problems I can solve this month...



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YOU NEED HELP?

FLASHBACK FURY



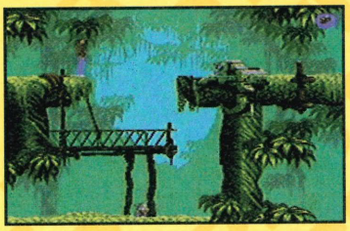
Q Dear SegaPro,

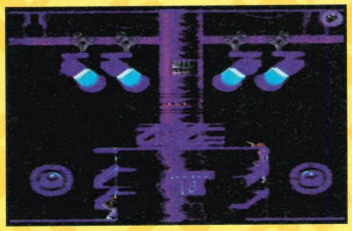
Please can you help me! I am totally stuck on *Flashback* for the Mega Drive. Please help me. Thanks.

Steven Bramwell, Newcastle-upon-Tyne

A You say you are 'totally stuck' on *Flashback*. It's as unclear as the fog on the Tyne huh? It does seem this way to me. And since you've not specified a particular area of the game you'd like help on I will leave you with these level codes to punch in:

	Easy	Normal	Expert
1	Pixel	Falcon	Clio
2	Betsy	Data	Acrtc
3	Pancho	Milord	Blob
4	Studio	Quicky	Stun
5	Toho	Bijou	Mimolo
6	Akane	Bubble	Hector
7	Incbin	Clip	Kalima





I'll give you a few tips too. To get through the closed doors, pillars and walls (obstacles), stand right up against them but facing in the opposite direction. Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. You will now be pushed through the obstacle. Ensure you keep the button pressed until you are all the way through or you'll get stuck.

COSMETICS



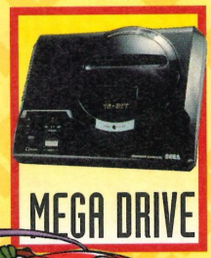
Q Dear ace man Mark,

I've bought *Cosmic Spacehead* on the Mega Drive but not really got very far with it. Have you got a cheat that'll take me nearer the end of the game?

Ed Lavington, Preston

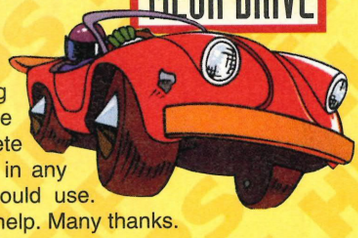
A As it happens there is a password you can enter that'll take you to the space station with four lives. Simply enter MLHUFFE6WWLGLRWFIDOU on the password screen.

QUEEN OF THE ROAD



Q To the Pros,

Help! Help! Help! *Micro Machines* is the game and I'm the dame. The boys think us girls can't play computer games like we can't drive cars or understand video recorders. My brother, being just one of the sexist pigs on this planet, thinks the same.



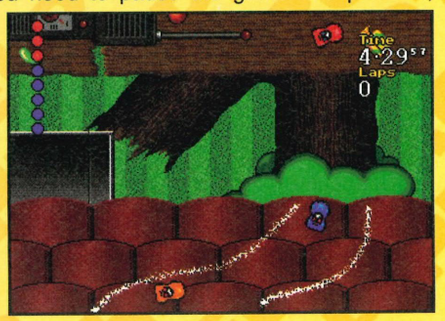
You see I've built up the courage to sneak a few goes on my brother's Mega Drive when he's out doing his evening paper round. Just between you and me though – I can't beat him or even complete the first three courses. Can you help me in any way? Maybe there's a cheat or two I could use. Keep up the good work and hope you can help. Many thanks.

Amy Stevens, Cambridge

A Red sky at night, shepherd's delight. Red sky in the morning, giiiit off mee land. That's what the farmers would say around my home village when we walked through their crop fields and climbed their precious apple trees. But enough of that irrelevant little statement. I think I've caught Mark Pilkington's strange habit of talking rubbish in the office.

Enough Farmer Palmer talk, I'm here to help Amy out with her *Micro Machines* challenge. Now it just so happens that there's a cunning set of cheats the programmers have left in the game. So without further ado let me reveal all.

- To receive infinite lives you need to pause the game and press B, Down, C, Down, Up, Down, Left and Down. Unpause the game to receive your lives.
- For more speed you can pause the game and press Up, Down, A, B, Left, Right, C and Start.
- To give your car more grip, Amy, simply pause the game once again and press A, Up, B, Down, C, Left, Start and Right.



VIRTUA TRICKS



Q Can you tell me if there are any tricks I can do with a copy of *Virtua Racing* and an Action Replay cartridge? The only cheat I know for the game is the mirror mode.

Mr J Holmes, Uxbridge

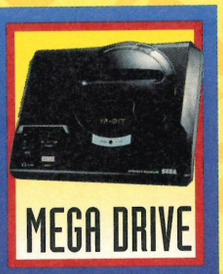
A Here are four codes, and remember, it's just for fun.

- FFD05 A0002 Puts you at a long distance behind your car.
- FFD05 90002 Views 1 and 2 are right at the nose of the car.
- FFD05 80002 Gives you a supercar!
- FFD05 B00FF Puts you further behind your car than usual.





MAY THE FORCE SHINE WITH YOU



Q Dear ProHelp,

After purchasing a copy of *Shining Force II* for the Mega Drive I have experienced many problems in surviving the adventure. Either my battle tactics are wrong or I've not searched hard enough for the best weapons and items. Please, please, please can you give me some advice since this RPG is driving me round the soddin' bend?

Lee Smith, Glasgow

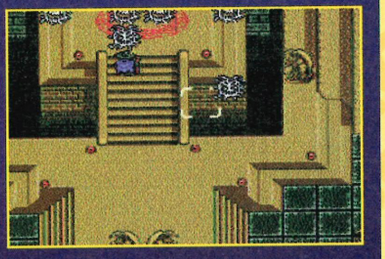
A There are two ways I can help you Lee. First let me suggest you purchase issue 12 of our sister magazine, SEGA XS. The boys done good with a complete solution to *Shining Force II*. Each level was mapped by our expert gamesplayer, Richard Forsyth – the man we call the RPG jockey.





In the meantime I can offer you a few helpful guidelines to set you on your way:

- Sell Mithril to armouries for around 1,500 coins.
- Make sure all characters that can be armed are equipped with the best possible weapon they can handle. If you promote someone to fighting class and do not give them the appropriate weapon, they may not increase their attack rate. For instance, Jah will have little impact on higher level devils unless he is armed with a large axe.
- The weaker characters should always be seen as aids to the big guys, and never left to fend for themselves.
- Surround your enemy completely, and block them off from important weaker characters such as Sarah. She heals other warriors' wounds.

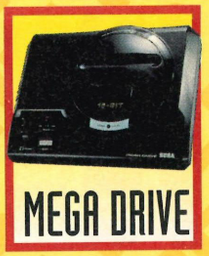


- Target healers on the opposite side, such as Master Mages, Wizards and Bishops. Otherwise they flank the devils and patch up their war wounds.
- Always go to the church after a battle and buy back the souls of your beaten troops, unless they seem totally useless. Remember, you can always use weak characters as a diversion to draw fire away from the Force members.
- Medical herbs are very cheap and very useful. It's a good idea to supply each of your party with one of these in case of an emergency.





SIT AND SPIN



Q Dear ProHelp,

Have you got a level select for *Sonic Spinball* on the Mega Drive? I've read your guide in SEGA PRO but still find the game hard to win. Can you please send me a 32X as well as I only get a little pocket money.

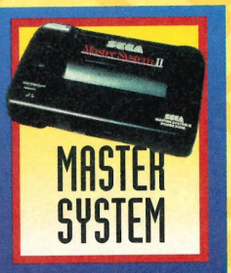
Christopher Childs, Hereford

PS. Sega is the greatest.

A A Mega Drive 32X! Money trees don't grow in our office. What I can offer you though is an official level select without the need of Action Replays or Game Genies. Simply go to the options screen and press A, DOWN, B, DOWN, C, DOWN, A, B, UP, A, C, UP, B, C, UP. A little sound will confirm the cheat has worked. Exit the options screen and then press A and START for level 2, B and START for level 3, or C and START for level 4.



8-BIT ALADDIN



Q To Mark,

Please can you give me every password there is for *Aladdin* on the Master System? I can finish the first three levels but can't get any further. Please help me. I think your mag is the best.

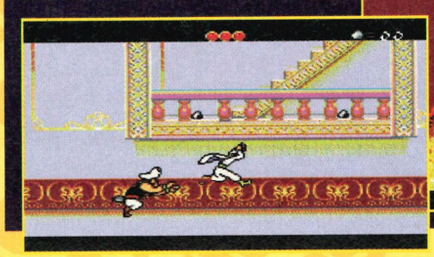
A *Aladdin* is an awful MS title. Did you not read our review a few issues back? Ah well, I'll take the pain of playing through this away with this level passwords list:

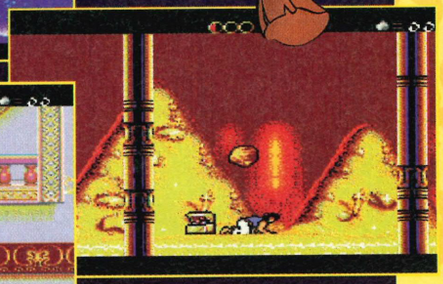
1	AJGJ
2	LAEA
3	ASNF
4	DMIA
5	INSI
6	NEUA
7	AALG
8	BLTO
9	UIAN

And if you wish to become invincible, simply enter AIQY.









TIPS

MEGA DRIVE

THE BIG SOLUTION

PART ONE

CANNON FODDER

Sensible Soccer with guns – that's what this is, people. Well, apart from the two goals, penalties, referees and... the ball, that is. Doh! Come to think of it, this isn't really like Sensible Soccer at all! At least the game was created by the same team, Sensible Software. From their original Amiga game, programmers Panel Comp have made quite a good job of the conversion to the Mega Drive – a fine and playable game, a game worthy of your money, a game worthy of a... SOLUTION! Part one's this month, part two's next issue – so don't miss it!

MISSION 2

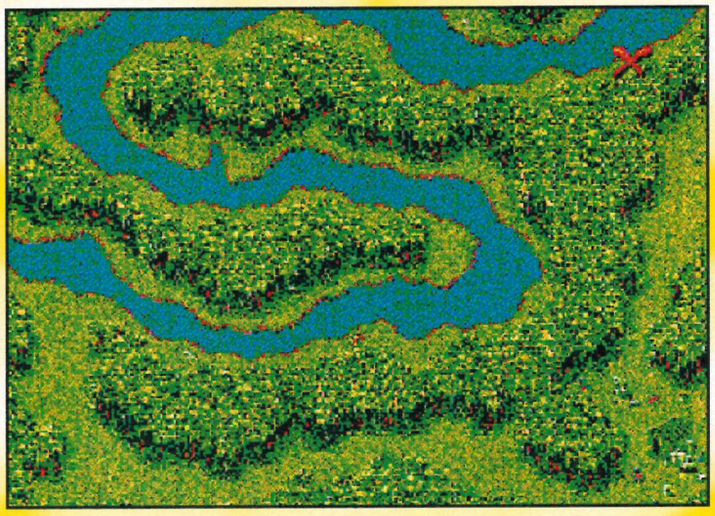
PHASE 1

Hey, hey, hey – here we go, troopers! A very simple start to the game, really. Your squad will begin the mission to the centre right of the map. All that you will need to do is wipe out the enemy troops who are hidden in the bush. The best way to complete this level is to work your way around it in an anticlockwise direction. You won't miss any enemy troops and be forced to wander around for ages, searching for that last man.



PHASE 2

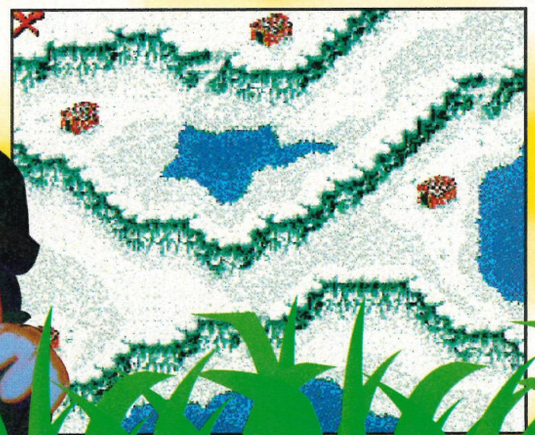
You'll start this mission at the top right of the map. Follow that river around, trooper! There's quite a few soldiers hidden in the forest, but they're pretty lame opposition, so no worries there. The enemy's HQ is at the bottom right of the level. Use your grenades on this to blow it up.



MISSION 3

PHASE 1

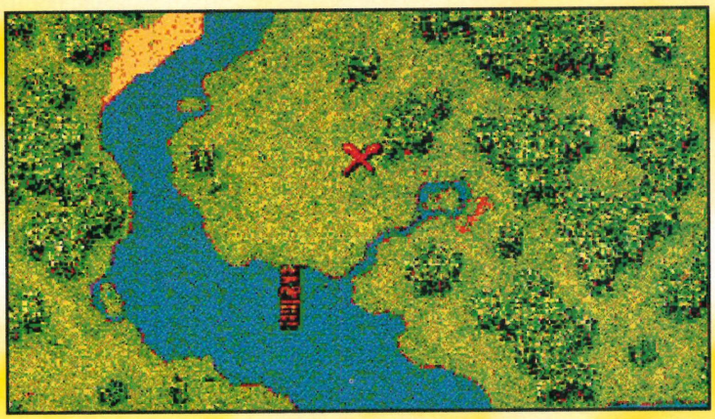
You can find three crates of grenades by the building furthest to the right, and one to the left. Alternatively, you can shoot them to destroy the buildings. Once you work your way around to get to the last two huts, you'll find the enemy grouped together in force – go kill 'em!



MISSION 4

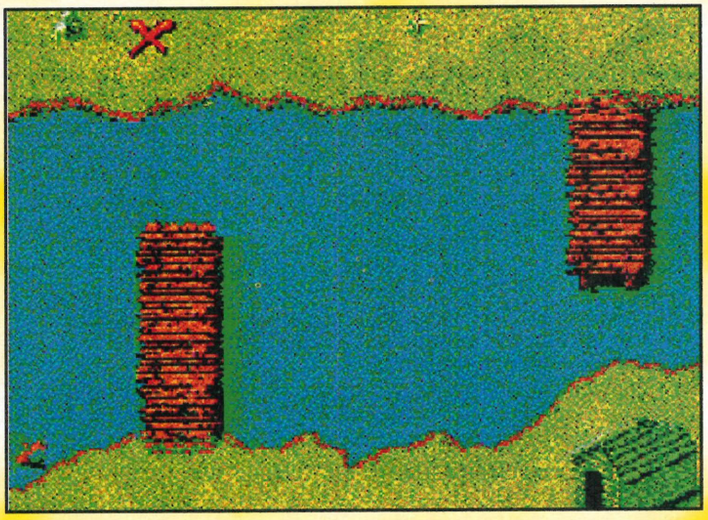
PHASE 1

Firstly, cross the river just below where the beach ends. Now move upwards where you'll find some lovely grenades by the building. Get them, but make sure you don't get ambushed. Go down the left bank, destroying the building on the way. Towards the left, you'll find some enemy soldiers in a building – kill the lot! When you see the broken bridge, cross over and destroy the building on the bottom-right. Now go straight up and KO the last hut.



PHASE 2

The enemy will come for you as soon as you appear. Keep shooting as you move, then go to the end of the jetty and throw a grenade at the building. Now kill off the remaining soldiers. Bravo, old chap!



PHASE 3

One of the huts in the village is actually being used by one of the enemy – your mission, should you choose to accept it, is to destroy this hut and kill all the enemy soldiers. The enemy hut is the one with the door, so have a good look around and then grenade it. Now go to the bottom right and destroy the enemy building. There are some grenades by the far river bank, so go get 'em if you're running low. There's a foxhole in the clearing just above the village which is home to quite a few enemy soldiers.



PHASE 4

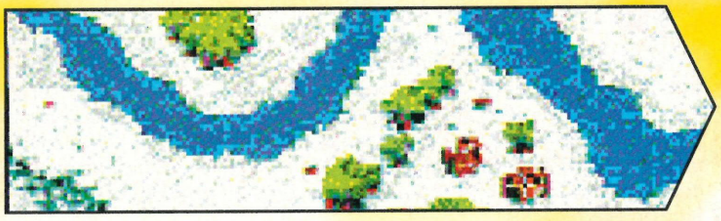
First of all, go up and follow the path to the right of the quicksand. There's a tripwire on the other side – shoot it to trigger an explosion. Now collect all the grenades that you pass, although you won't need them all. Hug the edge of the map as you go around, and pick off the soldiers in the water to the bottom right. Now destroy the remaining building and enemies.

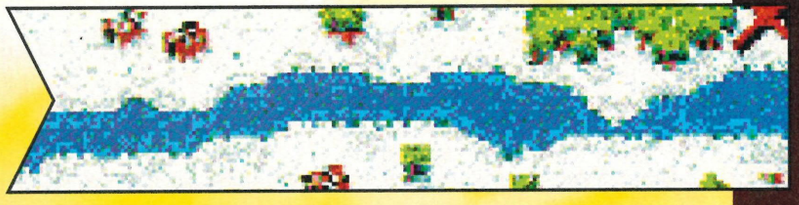


MISSION 5

PHASE 1

Throw a grenade across the river to destroy the first hut, then go back and get bazookas and grenades from the next two huts. Go back to the right and cross the river, then when you're at a safe distance, grenade both huts. Keep an eye out for the three bazooka-wielding baddies to the left. They're easy enough to pick off if you keep moving.





PHASE 2

Firstly deal with the bazooka man and then get the building before heading down the right side of the map. Get the bazookas from the bottom-right clearing. Now deal with the enemy with the bazooka who is just to the left. You'll find that the building is guarded by one of those bazooka chaps as well – so watch out for him. Two bazooka baddies are at the top of the cliff, so be sure to kill them with your own bazookas.

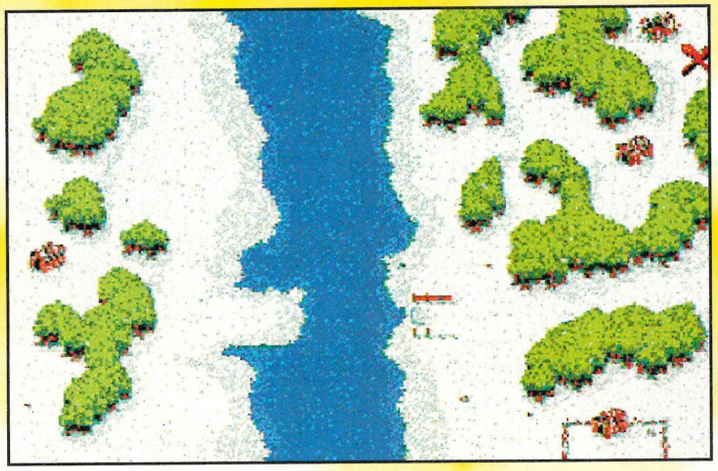


TIPS

MEGA DRIVE

PHASE 3

Blow up the first hut that you find and then lead one of your team down the right side of the map. Blow up the compound wall and get into the skidoo. One of the snipers should destroy the hut, so retaliate by killing him. Now keep on moving up and left until you come to a ramp which you should jump across, killing the rocket launcher whilst you do this. Alternatively shoot the bazooka bloke (and any other soldiers around) before quickly crossing the river by foot. Now travel up to the hut and destroy it to complete the level (you don't have to kill all the soldiers).

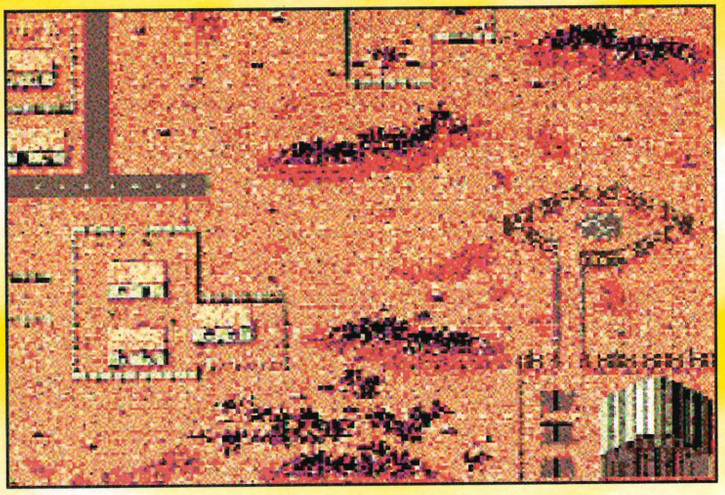


MISSION 6

PHASE 1

Blow up the fence at the edge of the screen with a grenade and then KO the building across the valley by standing at the edge and firing a rocket at it. You might not destroy it with your first shot. Do the same to the building on the far right of the map before you cross the bridge. When you cross the bridge, keep an eye out for the holes in it – if your guys walk over them, they'll fall to their deaths. Once past the bridge, continue to walk down and destroy the building at the bottom of the map. Now walk up and left to destroy the final building.





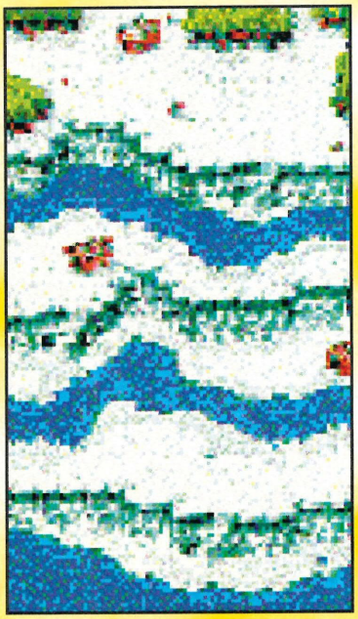
PHASE 2

Stay away from the huge aircraft hangar to the left of the map; there's absolutely no point in going near it. You'll find a concealed gun just to the left of your starting point, so use this to destroy the building and fence before you hit it with a bazooka. Get the last building and you're done with...

MISSION 7

PHASE 1

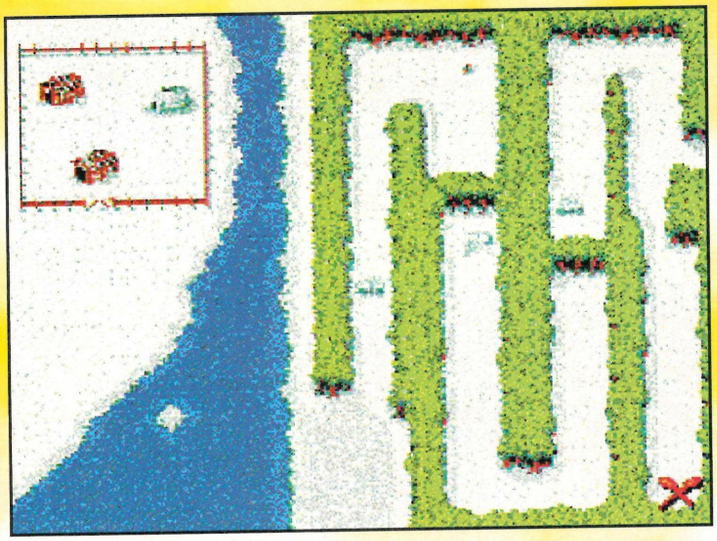
There's a heck of a lot of rocket launchers in this level, so keep a good eye out for them. First of all, take out the snipers who are waiting just above where you start. Cross the water at the top of the map and hit the sniper as you swim across. Now head up the path and destroy the next two huts. Finish off the other hut to complete this mission. There's a crate of grenades at the top of the map, if you're running low on them.



PHASE 2

The enemy will start to get a bit tougher now. Keep an eye out for any Eskimos lurking around – they're guaranteed to be unfriendly. There's only one rocket launcher in this level, but the enemy will continually advance on you. Continually fire at everything while you move. Bomb the first igloo and then destroy the two huts at the bottom of the map. Now simply work your way around the map, blowing up every hut that you find.





PHASE 3

Run up the screen and kill the sniper before hopping into the skidoo. Make sure that you're dead central on the ledges, or else you'll lose control of your vehicle and plunge into one of the bushes – not good at all. Try running the soldiers over as you pass them. Once you get to the end of the line of trees, stop and get everyone out. Now run up the screen between the trees and river, right up to the top. Once you've blown a hole in the fence, hit the three buildings with bazookas.

MISSION 8

PHASE 1

This stage may look simple, but believe me, it ain't! Go left towards the huts. As soon as the enemies start to appear, stop and give them all a bullet in the head. Don't walk over the bridge – it's booby-trapped. When you reach the top of the river, hit the nearest building with a well-aimed bazooka. Now cross the river. Get the other building with a grenade, but be careful of the enemy with the bazooka hidden amongst the oil drums. Take out the remaining soldiers and you've completed the level.



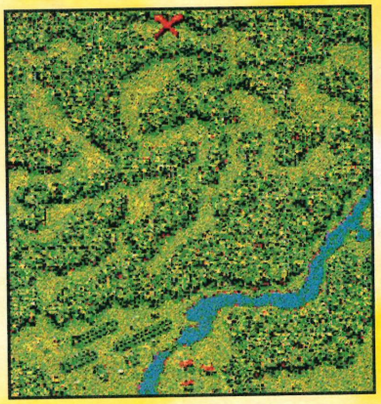
PHASE 2

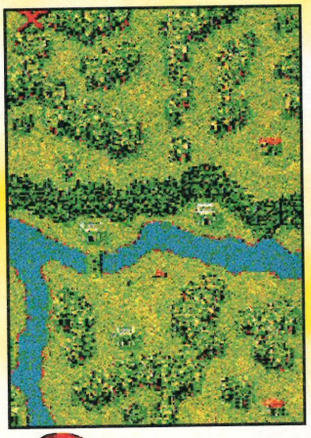
Shoot the first sniper and then move your troops behind the nearest hut, otherwise they'll be hit by a bazooka. All of the bazookas will need to be destroyed before you can enter the turrets in the middle. Once you've destroyed all nine bazookas, make your way into the turret. Destroy all the buildings as quickly as possible before you get hit by a grenade. Once you've KO'd all the buildings, leave the turret and pick off the remaining baddies.



PHASE 3

Go as near the camp as possible without being hit. Keep an eye out for the various traps that are scattered around. Make sure that you dispose of everything at the top of the level, because you can't go back up there once you make your way down (so to speak). Go into the jeep and drive it up to the top right of the map. Drive off the cliff at exactly the point where the river meets its foot. You should land in the river safely. Now get everyone out before it sinks. Destroy the buildings in the middle, but be sure to kill the enemy turrets first.





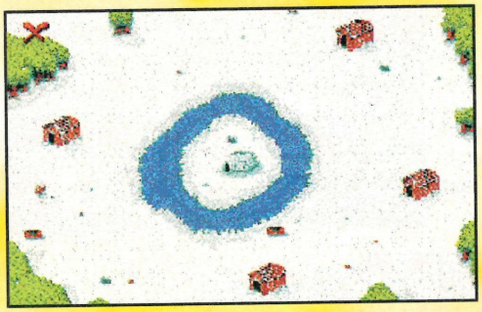
PHASE 4

First of all, shoot the soldier who comes out of the tunnel. Now grenade the hut over the trees and blow up the pesky jeep. Get into your jeep and then bomb the hut, after which you should go down the screen and take out the three snipers. Get back into the jeep, before driving into the water. Get out before it sinks and then grenade the hut and sniper hiding in the trees. Keep running until you reach the far side of the screen and then shoot the last sniper. Now head down the bank until you can grenade the jeep and then get into the turret! Now blow up the bunkers.

MISSION 9

PHASE 1

Go into the skidoo and shoot the bazooka man next to the building. Drive up to the upper-right hut and then move away from it – time it right and the enemy will fire at their own hut. Now kill the soldier and drive back to the top-left building. Use the above tactic for all the other buildings in the game.





PHASE 2

After collecting the grenades, head for the tiny ice floe to the upper right. As soon as you get there, destroy the turret with a rocket and make for the land. Destroy the second turret with a grenade. Collect the rockets at the top and dispose of any foot soldiers. Now use a rocket on the turret which you should just be able to see on the far left. Go left, staying as close to the top of the screen as possible. Stand behind the bunker. Another turret should blow it up for you! Stay where you are and throw a grenade over the bunker to destroy a turret. Dart round to the side and get the other one. Repeat these tactics for the turrets at the bottom of the map. Phew!

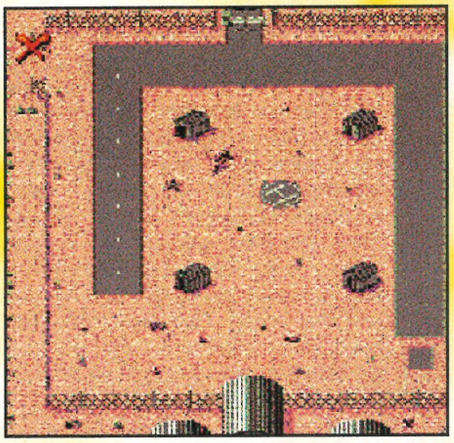
TIPS

MEGA DRIVE

MISSION 10

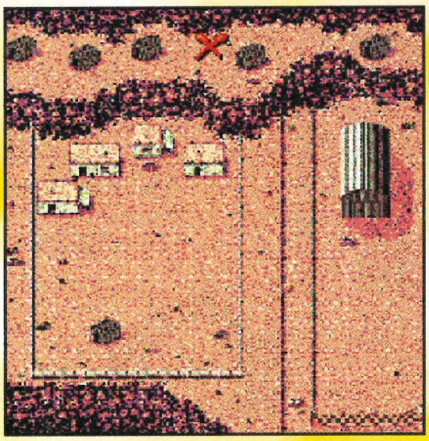
PHASE 1

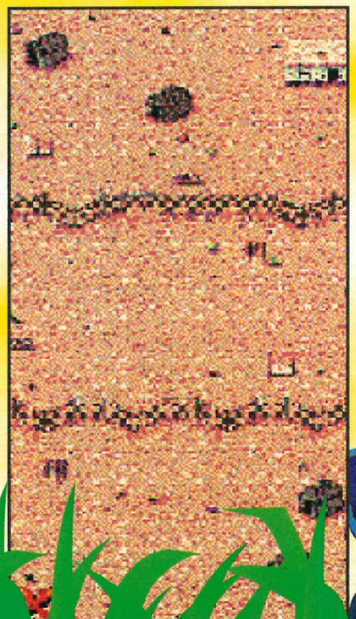
Go across the top and take out the two top huts, then go down to the right and get the lower-right one. Go back to where you started. When you see the helicopter, wait for it to land and then hit it with a rocket. Go down to the left to destroy the last hut and kill the remaining baddies off.



PHASE 2

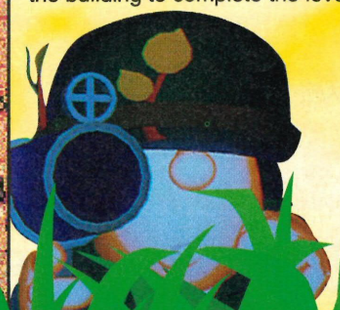
Go to the two right huts and blow them up with grenades. Get the other three huts on the upper side of the ravine and then move across the bridge before destroying the two turrets. Walk to the far left and throw a grenade over the fence to get the last hut, then blast the turret in the village with a rocket before destroying the last turret on the far left.





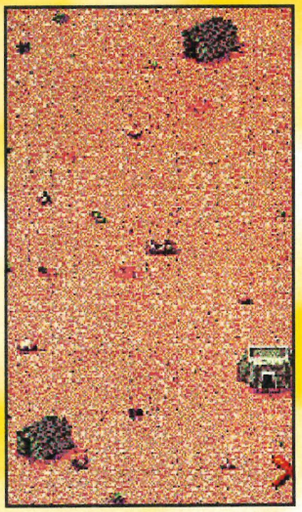
PHASE 3

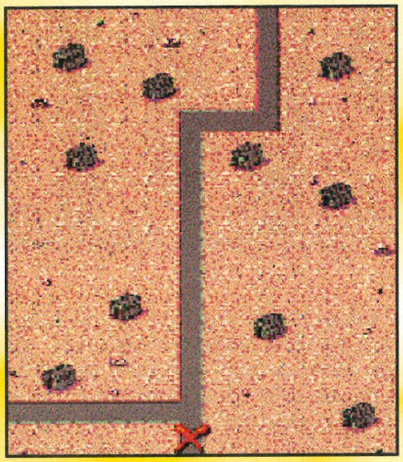
Kill the oncoming soldiers, then go left and destroy the two buildings and turret. Get in the jeep and jump over the fence using the ramp. Keep moving and jump over the next fence too, making sure that you don't land on any civilians. Drive around behind the village building and abandon the jeep. Hit the building to complete the level.



PHASE 4

Throw a grenade to the hut on the left. The tank will blow up the bunker and if you wait a little longer it should blow itself up. Now run up the screen before firing your rockets off to blow up the building and complete the phase.





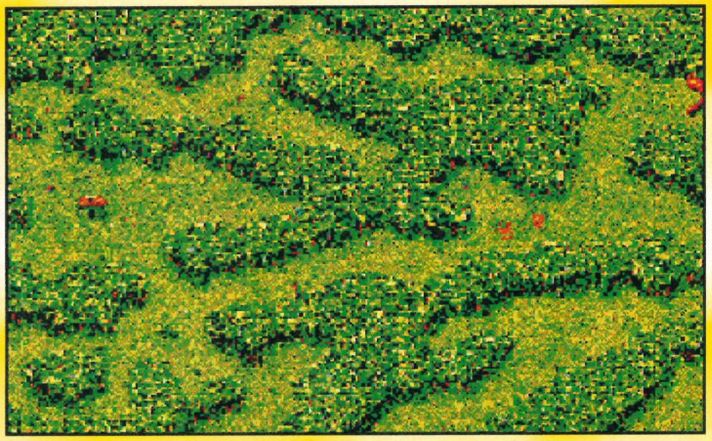
PHASE 5

Move as soon as you start this level or else the turret will kill you. Be ready with your grenades to destroy all the buildings on this stage. Kill off all the ground troops with your gun. Pretty basic stuff really.

MISSION 11

PHASE 1

Go down-left at the start of the level. Destroy the hut in the middle of the map. Go down to the bottom of the map and then walk across until the hut comes into sight – blow it to bits. Get the turret with the rocket, then grenade the long hut. Keep an eye out for any soldiers that will suddenly leap out and ambush you.



PHASE 2

Cross the river and throw a grenade over the trees to blow up the hut. Now run down the left-hand track as quickly as possible. You should get into the tank at the bottom. Blow up the bunker and turret to the right, taking out the men as you go. When the helicopter lands, blast it. Exit the tank and blow up the turret on the far right. Cross the bridge and blow up the last turret. Drive the tank across the bridge and blow up the enemy tank. Blow up the fence to release the prisoner. Get out of the tank and, when he returns to his house, the phase is complete.



PHASE 3

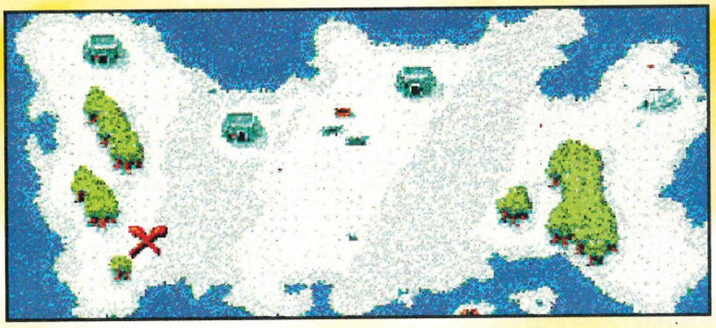
There's a helicopter hidden in this maze and, once you find it, you're well-advised to leap into it. An easy level, really. Don't destroy the natives' huts, just the turrets. Don't worry about being shot down either – nothing on this level can hit you while you're airborne. Catch the enemy helicopter whilst it's still on the ground, or else you'll have trouble when it's flying around.

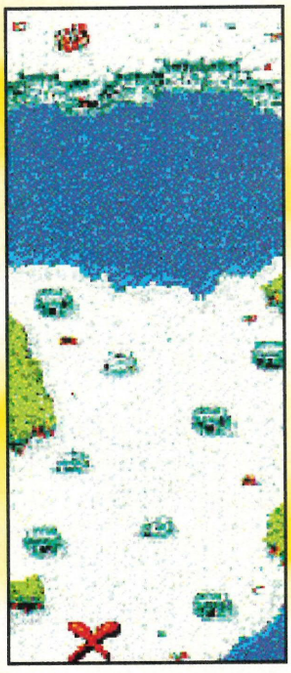


MISSION 12

PHASE 1

Dispose of the skidoo by standing a man in front of the middle building when it comes, then dash round the back. Now finish it with a grenade. Get into the tank on the right-hand side of the island.





PHASE 2

Go into the tank and take out the buildings. Once the lower section is finished with, swim across the river in line with the boarded-up pathway. As soon as you hit the shore, grenade the hut and everything around it.

PHASE 3

Dispose of the three turrets. Get into the helicopter and then take off and land by the hut at the bottom right. Destroy it and then go and land on the right-hand part of the fenced-off section of forest to the left. Go into the tank and take out the remaining buildings. Return to the helicopter and take out the rest of the enemies.



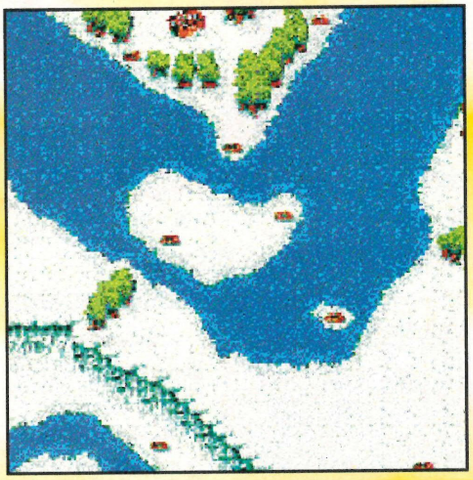


PHASE 4

Get rid of the turrets on the ice floes. Do that and you've got a free path to the helicopter on the central floe. Before you take off, however, go over to the far right and grenade the hut. Fly to the top of the map and get into the tank. Destroy the two bunkers and any men wandering around, then just scout around the lower levels for the last few baddies.

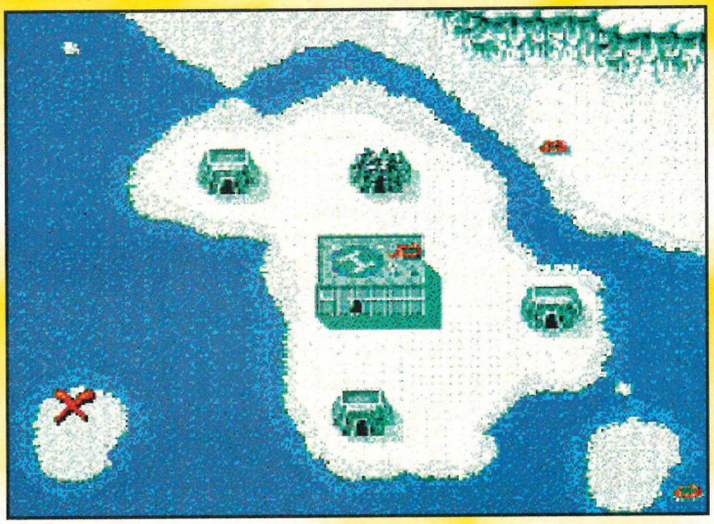
PHASE 5

Take out the upper turrets, then enter the camp to free the hostages. Go to the left and get the helicopter. Bring it back and let the hostages climb into it. Destroy the last turret and then land by the Red Cross tent at the bottom. Leave the helicopter and walk into the tent.



PHASE 6

Beware of the bunkers, as they're fitted with turrets on the roofs. Basically, just destroy everything on this level.



More big gun fun next month, chaps, with the solution to the remaining 12 missions in the game. Oh, and don't forget the Napalm!

PRO FILE

If you're after an old game, check out the definitive list of Sega titles in our completely updated ProFile section...



MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA DRIVE ▼

DARK CASTLE
ELECTRONIC ARTS
● The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 38%

DARWIN 4081
IMPORT
● Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics and gripping action. 78%

DASHIN' DESPERADOES
IMPORT
● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 48%

DAVE ROBINSON'S SUPREME COURT
SEGA
● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Good in all areas, but a pity the players aren't real. 75%

DAVIS CUP TENNIS
TENGEN
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 73%

DEADLY MOVES
IMPORT
● Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DECAP ATTACK
SEGA
● Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and pretty playable. 68%

DESERT STRIKE
ELECTRONIC ARTS
● A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 87%

DICK TRACY
SEGA
● Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. 61%

DINO DINI'S SOCCER
VIRGIN
● The creator of the *Kick Off* games switches sides to bring us his best footy game yet. The complex controls are tricky at first but result in extremely skilful play. 91%

DINOSAURS FOR HIRE
SEGA
● Basically your average shoot-'em-up with good animation and an excellent difficulty level. On the other hand, long-term lastability could be a problem. 73%

DOUBLE CLUTCH
SEGA
● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 68%

DOUBLE DRAGON 3
FLYING EDGE
● A very sad episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless street fighting. 35%

DOUBLE DRAGON V
IMPORT
● The fifth instalment in the long-running series sees a change of style to a one-on-one beat-'em-up. Mediocre action where bouts can be won by simple punching and kicking. 63%

DRACULA
PSYGNOSIS
● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 55%

DRAGON
VIRGIN
● A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of *Eternal Champions* and *Street Fighter II*. 70%

DRAGON'S FURY
DOMARK
● Official release of *Devilish*. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 80%

DRAGON'S REVENGE
TENGEN
● The sequel to *Dragon's Fury* is just as addictive and furious as its predecessor. Lots of diverting bonus levels. Just a shame it's only got the one pinball table. 83%

DUNE 2
VIRGIN
● A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 86%

DYNAMITE DUKE
SEGA
● The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 63%

DYNAMITE HEADDY
SEGA
● An appealing platformer with a cute main character who can change heads to do different things. Very playable with lots of attractive graphics to see. 83%

EARNEST EVANS
IMPORT
● The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 62%

EA HOCKEY
ELECTRONIC ARTS
● Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 81%

EARTHWORM JIM
VIRGIN
● Dave Perry's platform game has playability and humour coming out of its ears. You play a superheo worm who whips baddies with his body! Superb fun with a strong challenge. 93%

ECCO
SEGA
● Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. A refreshingly original game. 83%

ESCAPE FROM MARS STARRING TAZ
SEGA
● Follow-up to *Taz-Mania* featuring more top-notch animation. The platform action is good fun, if a little predictable. 83%

EUROPEAN CLUB SOCCER
VIRGIN
● If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Hardly in the same league as FIFA, though. 66%

ETERNAL CHAMPIONS
SEGA
● A strong contender for the *SFII* 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 84%

EVANDER HOLYFIELD'S BOXING
SEGA
● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. 76%

EX-MUTANTS
SEGA
● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 57%

F1
DOMARK
● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 80%

F-1 CIRCUS
IMPORT
● Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's fun. 68%

F-1 GRAND PRIX
IMPORT
● Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 71%

F-15 STRIKE EAGLE II
MICROPROSE
● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 78%

F117 – NIGHT STORM
ELECTRONIC ARTS
● Pilot the stealth bomber through numerous special missions. More strategy then seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 74%

F-22 INTERCEPTOR
ELECTRONIC ARTS
● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 60%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS
● One of the biggest and most challenging games ever. Fans of RPGs will enjoy it, but it's also very accessible for newcomers. 71%

FANTASIA
SEGA
● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 65%

FANTASTIC DIZZY
CODEMASTERS
● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 80%

FATAL FURY
SEGA
● A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 74%

FATAL LABYRINTH
SEGA
● *Fatal Labyrinth* is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 58%

FATMAN
IMPORT
● This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 60%

FIDO DIDO
KANEKO
● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 73%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
● SEGAPRO Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 90%

FIFA SOCCER '95
ELECTRONIC ARTS
● Even better than the original footy masterpiece featuring more options, tournaments and teams. Not only have the graphics and sound been improved, but the action is made more skilful thanks to the easier passing. 94%

FIGHTING MASTERS
IMPORT
● Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 20%

FINAL BLOW
IMPORT
● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 32%

FIRE SHARK
SEGA
● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 60%

FLASHBACK
US GOLD
● If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 86%

FLICKY
SEGA
● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 27%

FLINK
PSYGNOSIS
● At first it looks like another sickeningly cute platformer, but this is surprisingly addictive with plenty of tricky puzzles to solve as you collect ingredient for magic spells. 89%

FORGOTTEN WORLDS
SEGA
● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 62%

G-LOC
SEGA
● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 70%

GADGET TWINS
IMAGITEC
● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 78%

GAIARES
IMPORT
● Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 74%

GAIN GROUND
SEGA
● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 77%

GALAXY FORCE II
SEGA
● Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 10%

GAUNTLET IV
TENGEN
● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 73%

GENERAL CHAOS
ELECTRONIC ARTS
● The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 86%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please! 40%

GHOSTBUSTERS
SEGA
● All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA
● An ancient but great coin-op conversion that has become a classic. This enjoyable hack-'em-up platformer that is worth playing– if only for old time's sake. 77%

GLOBAL GLADIATORS
VIRGIN
● Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 80%

GODS
ACCOLADE
● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 79%

GOLDEN AXE
SEGA
● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 57%

GOLDEN AXE II
SEGA
● Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 55%

GOLDEN AXE III
IMPORT
● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 58%

GRANADA X
SEGA
● Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 61%

GRANDSLAM TENNIS
SEGA
● Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 55%

GREENDOG
SEGA
● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 70%

GREY LANCER
IMPORT
● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and some great gameplay. The weapon selection adds to the fun. 74%

GRIND STORMER
IMPORT
● Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%

GUNSHIP
US GOLD
● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 39%

GUNSTAR HEROES
SEGA
● The original ideas and unique gameplay add to the fun and excitement of this two-player shoot-'em-up that boasts effective and colourful backdrops. 80%

GYNOUG
SEGA
● At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 60%

HARDBALL III
ACCOLADE
● Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 76%

HARD DRIVIN'
TENGEN
● Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its flaws, a playable driving game. 68%

HAUNTING
ELECTRONIC ARTS
● Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 64%

HEAVY UNIT
IMPORT
● This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 58%

HELLFIRE
IMPORT
● Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 59%

HERZOG ZWEI
SEGA
● You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 66%

HIGH SEAS HAVOC
IMPORT
● A dull *Sonic* clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 58%

HIT THE ICE
IMPORT
● This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%

HOOK
SONY
● If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 54%

HOME ALONE
SEGA
● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 42%

HUMANS
IMPORT
● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 75%

HYPERDUNK
KONAMI
● Although lacking flair this is a solid eight-player basketball release. Nonstop action combined with a fair dose of strategy and challenge will keep you dunking. 77%

IMG INTERNATIONAL TOUR TENNIS
ELECTRONIC ARTS
● Very fiddly controls could put many players off this, but it is a very realistic simulation of the sport with 30 genuine players. 80%

THE IMMORTAL
ELECTRONIC ARTS
● *The Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 74%

INDIANA JONES: LAST CRUSADE
US GOLD
● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 62%

INSPECTOR X
IMPORT
● This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. A great blast. 82%

INSTRUMENTS OF CHAOS
IMPORT
● One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 29%

INTERNATIONAL SENSIBLE SOCCER
SONY
● Cut-price special version, featuring authentic teams in a World Cup tournament. Plays exactly the same as the original. 87%

J LEAGUE PRO STRIKER
IMPORT
● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A good footy sim, with everything you'd expect in a match, including a four player option. Superseded by FIFA, though. 77%

J LEAGUE PRO STRIKER 2
IMPORT
● Very, very similar to the original with the same niggles of unintelligent player positioning and awkward controls. Not bad, though. 78%

JAMES POND
ELECTRONIC ARTS
● This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 60%

JAMES POND II
ELECTRONIC ARTS
● Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. The best of the Pond trilogy. 80%

JAMES POND III
ELECTRONIC ARTS
● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as *JP II* though.. 78%

JAMMIT
VIRGIN
● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy spoils a reasonable title. 70%

JEWEL MASTER
SEGA
● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 51%

JIMMY WHITE'S SNOOKER
VIRGIN
● A superb conversion of the popular computer game. You have full control over the excellent 3-D views, making playing shots very realistic. The perfect snooker simulation. 92%

JOE MONTANA FOOTBALL
SEGA
● One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 47%

JOE MONTANA II
SEGA
● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the *John Maddens*. 62%

JOE MONTANA III
SEGA
● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden* series. Nice try, all the same. 79%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS
● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 77%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS
● An update on the graphics and sounds of *JM*. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 80%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS
● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden '92*, but if you haven't got one, buy this. 82%

JORDAN VS BIRD
ELECTRONIC ARTS
● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 65%

JUNCTION
IMPORT
● Junction mixes *Pipe Mania* with a slide puzzle, resulting in a very challenging game. 70%

JUNGLE BOOK
VIRGIN
● Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 80%

JUNGLE STRIKE
ELECTRONIC ARTS
● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 91%

JURASSIC PARK
IMPORT
● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 75%

KABUKI SOLDIER
IMPORT
● Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 60%

PRO FILE

KA-GE-KI
IMPORT
● Also known as *Fists Of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KEIO FLYING SQUADRON
IMPORT
● An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KICK BOXING
IMPORT
● A beat-'em-up of the tournament variety. Some nice training options and tough opposition compensate to some extent for a weak two-player mode. 69%

KICK OFF 3
VIC TOKAI
● Very disappointing episode in the *Kick Off* series. It substitutes the old overhead view with a *FIFA*-style isometric one, but the gameplay is totally lacking. 44%

KID CHAMELEON
SEGA
● The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 79%

KING SALMON
IMPORT
● Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 58%

KING OF THE MONSTERS
SEGA
● *King of the Monsters* isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 50%

KLAX
DOMARK
● This is still one of the most infuriating and challenging puzzle games to play. Excellent sound and constantly changing graphics ensure that this has lasting appeal. 75%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE
● A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 60%

LANDSTALKER
SEGA
● An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. 80%

LAKERS VS CELTICS
ELECTRONIC ARTS
● This was one of the first EA sports games to fully utilise the EASN playing characteristics. It looks good and plays well enough. 70%

THE LAWNMOWER MAN
TIME WARNER
● A multitude of gaming ideas are rolled into one for this belated licence of the virtual reality movie, with 3-D flying, platform shoot-'em-up and puzzle stages. Not bad. 74%

LEMMINGS
SEGA
● The classic puzzle game is well converted to the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super-addictive fun and wicked soundtracks on each level. 88%

LEMMINGS 2
PSYGNOSIS
● Superb sequel that's even more addictive than its predecessor. The Lemmings now have nearly 50 different skills to use in 120 brain-bending stages. You'll be completely hooked. 91%

LETHAL ENFORCERS
KONAMI
● A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – this is probably the ultimate stress-reducing experience. 78%

LETHAL ENFORCERS II
KONAMI
● This excellent sequel takes us back to the Wild West for a good old-fashioned shoot-out, using a Justifier light gun or joypad. Packed with humour and playability. 85%

THE LION KING
VIRGIN
● Another brilliant Disney licence does justice to the blockbuster movie. Like *Aladdin* it's a standard platform game, but a very polished and playable one. 90%

LOST VIKINGS
VIRGIN
● A puzzling platformer in which you control three characters (up to two at once). It just fails to be all -round brilliant as the control method is unsatisfactory. 82%

LOTUS II: THE ULTIMATE CHALLENGE
ELECTRONIC ARTS
● A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 68%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
● Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over many other racers. 79%

M1 ABRAMS BATTLE TANK
SEGA
● If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 76%

MADDEN '94
ELECTRONIC ARTS
● The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. 89%

MADDEN '95
ELECTRONIC ARTS
● This marginally improves on its predecessor with full player stats, substitutions and injuries, plus updated NFL rules. 90%

MARBLE MADNESS
ELECTRONIC ARTS
● If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 72%

MARIO LEMIEUX HOCKEY
SEGA
● Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 59%

MARKO'S MAGIC FOOTBALL
DOMARK
● Great animation in this platformer with a footy to help you past obstacles and baddies. Could get repetitive though. 79%

MASTER OF WEAPON
IMPORT
● This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 60%

MAZIN WARS
SEGA
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 73%

MCDONALD'S TREASURELAND ADVENTURE
SEGA
A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 74%

MEAN BEAN MACHINE
SEGA
● Originally reviewed as Jap import *Puyo Puyo* Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. One of the best two-player games around. 90%

MEGA BOMBERMAN
SEGA
● Plug in your Sega Tap and bomb your friends in one of the best multiplayer games ever. Incredibly competitive, addictive stuff. 90%

MEGA LO MANIA
VIRGIN
● Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 88%

MEGAPANEL
IMPORT
● *Tetris*, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 80%

MEGA TURRICAN
IMPORT
● A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but still good for a blast. 70%

MERCS
SEGA
● Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 68%

MICKEY MANIA
SONY
● Slick platformer with Mickey revisiting seven of his classic cartoons – all portrayed in authentic period style. Another Disney treat. 87%

MICRO MACHINES
CODEMASTERS
● The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MICRO MACHINES 2
CODEMASTERS
● An astoundingly addictive sequel with new vehicles and twice as many courses to race around. The J-cart means four-player (or eight sharing joypads!) fun without an adaptor. 94%

MIG-29 FIGHTER PILOT
DOMARK
● A challenging and exciting flight sim that takes you through five tough missions. Great polygon graphics and relentless cockpit drama. 80%

MIGHT & MAGIC
ELECTRONIC ARTS
● Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 79%

MIKE DITKA FOOTBALL
BALLISTIC
● The graphics are poor, but the game is addictive. *Mike Ditka* doesn't have the charisma of *John Madden*, but his comments make more sense. 73%

MONSTER LAIR
SEGA
● Controlling a sword-wielding young lass may get you rather excited, but the whole adventure of hacking through the greenery soon gets very tedious. 40%

MOONWALKER
SEGA
● A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 68%

MORTAL KOMBAT
ACCLAIM
● A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make for exciting, gory fights. 87%

MORTAL KOMBAT II
ACCLAIM
● The eagerly awaited sequel exceeds all expectations with more gore and new characters. Great graphics and a host of special moves make this the champion of beat-'em-ups. 97%

MUHAMMAD ALI'S BOXING
VIRGIN
● There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 78%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS
● A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden* too deep, then try this for more fun. 70%

MUTANT LEAGUE HOCKEY
ELECTRONIC ARTS
● An attempt to pump up the comedy as players explode, get chainsaw-ed or vanish down holes in the ice. Funny or sick, it's up to you – but the gameplay is still shallow overall. 73%

NBA ALL STAR CHALLENGE
IMPORT
● The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against against the CPU or a second human player. 65%

NBA JAM
ACCLAIM
● The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

NBA LIVE '95
ELECTRONIC ARTS
● An updated and improved version of the earlier *NBA Showdown* with better playability. Not as much instant fun as *NBA Jam* but the full NBA season should please basketball fans. 83%

NBA SHOWDOWN
ELECTRONIC ARTS
● At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 78%

NEWMAN HAAS INDYCAR RACING
ACCLAIM
● Nigel Mansell stars in this mediocre simulation that omits the Indy 500! The racing is simplistic with a lack of proper crashes. 60%

NHLPA HOCKEY '93
ELECTRONIC ARTS
● A great ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 85%

NHL HOCKEY '94
ELECTRONIC ARTS
● In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the lack of fights and difficulty in scoring, this rates lower than *NHLPA '93*. 75%

NHL '95
ELECTRONIC ARTS
● The best of the NHL series with some new shots, a redesigned rink and, best of all, a full championship season. 87%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
IMPORT
● Our Nige stars in an only average racing game. The lack of a two-player mode really stalls this on the starting grid before it has a chance to catch up. 55%

NORMY
ELECTRONIC ARTS
● A disappointingly normal platformer with only a few wacky sprites and bizarre situations to save the day. 60%

OLYMPIC GOLD
US GOLD
● The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 71%

THE OTTIFANTS
SEGA
● Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 78%

OUTLANDER
IMPORT
● A drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 55%

OUT RUN
SEGA
● This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 61%

OUTRUNNERS
IMPORT
● Ace in the arcades – this is a good looking conversion with lots of tracks but it's just far too simple to control. 73%

PAC-MANIA
DOMARK
● *3-D Pac-Man* is a rather pleasant outing. The graphics are excellent, making the whole thing a joy to play. 70%

THE PAGEMASTER
SEGA
● Licence of the animated movie with an interesting story line and some nice visuals. The platform action is predictable, though. 74%

PAPERBOY
DOMARK
● A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 55%

PAPERBOY 2
DOMARK
● Another fine conversion, but still no two-player vs mode. If you are a fan of Paperboy, then this is more of the same, with little else added. 60%

PEBBLE BEACH GOLFLINKS
IMPORT
● Just because this begins with the same letter as *PGA* doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running to the clubhouse. 50%

PELE
ACCOLADE
● Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it on the bench. 56%

PETE SAMPRAS TENNIS
CODEMASTERS
● Wonderful tennis game. The depth of gameplay is a joy as there are always new shots to learn. It's even got four-player built-in! 90%

PGA TOUR GOLF
ELECTRONIC ARTS
● Slightly better than *Arnold Palmer* due to its much greater realism (you will even get the occasional bird tweeting in the trees) and improved graphics. 85%

PGA TOUR GOLF II
ELECTRONIC ARTS
● A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 88%

PGA EUROPEAN TOUR GOLF
ELECTRONIC ARTS
● Still the same *PGA* formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a *PGA* title. 89%

PGA TOUR GOLF III
ELECTRONIC ARTS
● Yet another update of the classic golf game with four new courses (and four oldies) to play. Apart from some improved presentation it isn't very different from its predecessors. 89%

PHANTASY SOLDIER 3
IMPORT
● As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 80%

PHANTASY STAR II
SEGA
● First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 60%

PHANTASY STAR III
SEGA
● Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 70%

PIRATES GOLD
MICROPROSE
● Substandard adventure yarn that lacks depth and lastability. There's just not enough hear to hold your attention. 60%

PIRATES OF DARK WATER
SUNSOFT
● Dire platform hack-'em-up with predictable level layouts, laborious baddie slashing and naff graphics. Despite a choice of characters, this looks incredibly dated. 42%

PITFALL: THE MAYAN ADVENTURE
ACTIVISION
● One of the very first console platformers is completely revamped for the Nineties. Classic gameplay is enhanced by some superb animation and a great soundtrack. 89%

PIT-FIGHTER
DOMARK
● Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. Old, but still a fun beat-'em-up to play. 76%

POWER CHALLENGE
ACCOLADE
● Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 62%

POWERDRIVE
US GOLD
● A rally-driving sim with some very playable overhead racing on 48 different courses. Most of the time you're racing against the clock, so it's best played with a group of friends. 90%

POWERMONGER
ELECTRONIC ARTS
● A massive land-conquering mission. Unfortunately, graphics and sound let it down and lasting appeal is seriously affected. 65%

PREDATOR 2
FLYING EDGE
● Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 70%

PRINCE OF PERSIA
DOMARK
● It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 76%

PROBOTECTOR
KONAMI
● Conversion of the classic SNES shoot-'em-up, featuring some truly stunning big guardians. It's far too hard for its own good, though. 74%

PRO MOVES SOCCER
IMPORT
● Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 28%

PSYCHO PINBALL
CODEMASTERS
● Superb pinball sim with four great tables, each containing bonuses and features galore to find. Brilliantly presented, the action is fast, furious and totally addictive. 92%

PULSEMAN
IMPORT
● A very playable platformer with a truly electrifying hero. Sparkling graphics and wicked sound FX give this a unique wacky atmosphere. Never a dull moment. 81%

QUACKSHOT
SEGA
● You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. Still a great game to add to your collection. 86%

RACE DRIVIN'
TENGEN
● This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 63%

RAIDEN TRAD
IMPORT
● More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 27%

RAINBOW ISLANDS
IMPORT
● With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 83%

RANGER-X
SEGA
● Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 89%

RASTAN SAGA 2
IMPORT
● Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 57%

RBI 3 BASEBALL
IMPORT
● The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything special. 62%

RBI 4 BASEBALL
IMPORT
● Tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is too bland. 68%

RBI BASEBALL '94
TENGEN
● The best *RBI* but still lacking that bit of imagination and flair. Well made but ultimately rather too limited. 74%

THE REN AND STIMPY SHOW
SEGA
● Manic platformer in the spirit of these two gruesome creations. Wonderful graphics will let you believe you're playing a cartoon. Trouble is, it's too easy to complete. 73%

THE REVENGE OF SHINOBI
SEGA
● Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 85%

RINGS OF POWER
ELECTRONIC ARTS
● Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 70%

RISKY WOODS
ELECTRONIC ARTS
● Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 65%

ROAD BLASTERS
IMPORT
● Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 29%

ROAD RASH
ELECTRONIC ARTS
● You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 84%

ROAD RASH II
ELECTRONIC ARTS
● Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. 88%

ROBOCOP 3
ACCLAIM
● Third instalment of the lethal law-enforcer. Unfortunately he's only armed with flickery sprites and a boring old format. Better left at the cinema. We're waiting for an ED209 game. 44%

ROBOCOP VS TERMINATOR
VIRGIN
● A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality. 67%

ROLLING THUNDER 2
SEGA
● Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 80%

RUGBY WORLD CUP 1995
ELECTRONIC ARTS
● A difficult sport to simulate, but EA have done a fine job. It's a little tricky at first, but the rugger action is enjoyable. 85%

SAINT SWORD
IMPORT
● An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 54%

SECOND SAMURAI
PSYGNOSIS
● Conversion of the excellent computer platformer with a sword-swinging hero. Well presented with a nice mixture of baddie slashing and puzzle solving. 82%

SENSIBLE SOCCER
SONY
● A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the skilful gameplay's great fun. 84%

SHADOW DANCER
SEGA
● The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 71%

SHADOW OF THE BEAST
ELECTRONIC ARTS
● Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 60%

SHADOW OF THE BEAST II
ELECTRONIC ARTS
● The long awaited follow up to the original beastly adventure. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 70%

SHINOBI III
SEGA
● Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA
● Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 80%

SHINING FORCE
SEGA
● Still one of the best RPGs available on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combet scenes. 85%

SHINING FORCE II
SEGA
● Even better than the original, this is a must for RPG fans. Plenty of interaction and some great battle sequences. 88%

SIDE POCKET
SEGA
● Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SKITCHIN'
ELECTRONIC ARTS
● An action packed race game along the lines of *Road Rash* only on skateboard. Fast moving and frantic only the lack of invention on later levels lets this down. 79%

SLAPFIGHT MD
IMPORT
● A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 62%

SLIME WORLD
IMPORT
● Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 54%

SNAKE, RATTLE AND ROLL
SEGA
● A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%

SNOW BROS
IMPORT
● Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still good fun. 70%

SOLEIL
SEGA
● Excellent arcade adventure with plenty of hack-'em-up action. Weird and amusing as you collect talking animals with various special powers. There's even a bonus race game. 88%

SONIC & KNUCKLES
SEGA
● Play as Sonic or Knuckles the echidna in another top-notch platformer. Has unique backwards compability, letting you plug in old *Sonic* carts. 90%

SONIC THE HEDGEHOG
SEGA
● Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 80%

SONIC THE HEDGEHOG 2
SEGA
● The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 91%

SONIC THE HEDGEHOG 3
SEGA
● Die-hard fans will love it but everyone else may feel the *Sonic* style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 86%

SONIC SPINBALL
SEGA
● Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lastability. 76%

SPACE HARRIER II
SEGA
● The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 52%

SPARKSTER
KONAMI
● Sequel to *Rocket Knight Adventures* which features equally addictive platform action. Great presentation and lots of original features make this unmissable. 88%

SPEEDBALL II
VIRGIN
● Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty wicked. Play against a friend or the CPU, but play it! 88%

SPIDER-MAN
SEGA
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 65%

SPIDER-MAN AND THE X-MEN
FLYING EDGE
● A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 77%

SPLATTERHOUSE 2
NAMCO
● Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 76%

SPORTS TALK BASKETBALL
SEGA
● It may be old, but this isn't bad. Graphically excellent and good fun to play. Very hard to beat the computer. 68%

S.S. LUCIFER
CODEMASTERS
● An addictive *Lemmings*-style puzzler where you save drowning passengers in a sinking ship. Despite primitive graphics it's fun while it lasts – but maybe a bit too easy. 69%

STAR CRUISER
IMPORT
● Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS
● Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 76%

STAR TREK: TNG
IMPORT
● Jean Luc never looked so stiff (OK, he did). Tedious trekkie yarn with pathetic action and little to tease your brain. 52%

STEEL EMPIRE
ACCLAIM
● A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 40%

STEEL TALONS
DOMARK
● The Mega Drive hasn't been utilised to its full potential and fails to impress as much as the old arcade game. Chopper combat at a much lower level. 54%

STORMLORD
IMPORT
● A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 63%

STREET FIGHTER II
SEGA
● The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out the graphics were astoundingly superior and gameplay is still super-fast. 90%

STREETS OF RAGE
SEGA
● This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 73%

STREETS OF RAGE II
SEGA
● A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 80%

STREETS OF RAGE III
SEGA
● Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the gameplay's too similar. Take your pick. 82%

STRIDER
SEGA
● All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 68%

STRIDER II
US GOLD
● This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 74%

SUB TERRANIA
SEGA
● Time to dust off those *Thrust*-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimey nasties. 85%

SUMMER CHALLENGE
ACCOLADE
● Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 50%

SUMO
IMPORT
● Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%

SUNSET RIDERS
KONAMI
● Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 83%

SUPER AIRWOLF
IMPORT
● Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS
● Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being overpriced. 79%

SUPER BATTLESHIP
IMPORT
An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 26%

SUPER BATTLETANK
IMPORT
● This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 34%

SUPER FANTASY ZONE
SEGA
● Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 57%

SUPER HANG-ON
SEGA
● Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 72%

SUPER HIGH IMPACT
IMPORT
● A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. 63%

SUPER HQ
IMPORT
● It's been many years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 40%

SUPER HYDLIDE
SEGA
● Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few locations. 47%

SUPER KICK OFF
US GOLD
● May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 68%

SUPER LEAGUE BASEBALL
SEGA
● Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you interested. One of the decent attempts at the sport. 71%

SUPERMAN
VIRGIN
● Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 69%

SUPER MILITARY
IMPORT
● This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 77%

SUPER MONACO GP
SEGA
● Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 75%

SUPER MONACO GRAND PRIX II
SEGA
● An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually nonexistent difficulty level. 31%

SUPER OFF ROAD
BALLISTIC
● A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 80%

SUPER REAL BASKETBALL
SEGA
● The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 72%

SUPER SMASH TV
ACCLAIM
● Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 75%

SUPER THUNDER BLADE
SEGA
● A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 63%

SUPER VOLLEYBALL
IMPORT
● Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd really have to want to play the sport to enjoy this. 74%

SUPER WRESTLEMANIA
FLYING EDGE
● Addictive two-player action in the original WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 70%

SWORD OF SODAN
ELECTRONIC ARTS
● Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 74%

SYLVESTER & TWEETY IN CAGEY CAPERS
TIME WARNER
●Well-animated sprites and excellent sound FX give this enjoyable platformer a strikingly authentic cartoon atmosphere. 81%

TAILSPIN
SEGA
● A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. 53%

TAZ-MANIA
SEGA
● Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for ages. 82%

TEAM USA BASKETBALL
ELECTRONIC ARTS
● Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 57%

TECHNOCOP
IMPORT
● An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
● There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 40%

TECMO WORLD CUP SOCCER
IMPORT
● The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 43%

TECHNOCLASH
ELECTRONIC ARTS
● This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 80%

TEENAGE MUTANT NINJA TURTLES
KONAMI
● A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 78%

TEL TEL BASEBALL
IMPORT
● Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery backup. 52%

THE HULK
US GOLD
● Old-fashioned platform designs and the repetitive punching getsa bit laborious. 69%

THE TERMINATOR
VIRGIN
● This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will enjoy it. 79%

TERMINATOR 2: THE ARCADE GAME
ARENA
● A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 84%

TEST DRIVE 2: THE DUEL
BALLISTIC
● This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 76%

THE GREAT WALDO SEARCH
IMPORT
● An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%

THUNDER FORCE II
SEGA
● Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 80%

THUNDER FORCE III
SEGA
● Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 85%

THUNDER FORCE IV
SEGA
● The final offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 88%

THUNDERFOX
IMPORT
● It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 23%

THUNDER PRO WRESTLING
IMPORT
● The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 44%

TIGER HELI
IMPORT
● Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI
● A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 84%

TOEJAM & EARL
SEGA
● Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 77%

TOKI
SEGA
● Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 72%

TOM AND JERRY: FRANTIC ANTICS
IMPORT
● Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%

TONY LA RUSSA BASEBALL
ELECTRONIC ARTS
● Very stats heavy sim that you'll have to really be into baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 54%

TOXIC CRUSADERS
IMPORT
● Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TMHT: TOURNAMENT FIGHTERS
● The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious *Street Fighter*-ish fun with a lighter style and some superb animation. Cowabunga! 84%

TRAMPOLINE TERROR
IMPORT
● Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TROUBLE SHOOTER
IMPORT
● *Forgotten Worlds* updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 65%

TRUXTON
SEGA
● Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's good fun. 72%

TURBO OUT RUN
SEGA
● The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 38%

TURRICAN
BALLISTIC
● A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this platform shoot-'em-up, which was souped up for *Mega Turrican*. 67%

TWIN COBRA
SEGA
● Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 46%

TWIN HAWK
SEGA
● Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 50%

TWINKLE TALE
IMPORT
● A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 73%

TWO CRUDE DUDES
SEGA
● The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 81%

TWO TRIBES
VIRGIN
● A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 80%

ULTIMATE SOCCER
SEGA
● Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 60%

URBAN STRIKE
ELECTRONIC ARTS
● The third in the acclaimed *Strike* series is just as playable as its predecessors. This time there are on-foot and in-tank sections to complement the excellent chopper action. 92%

VIRTUAL PINBALL
ELECTRONIC ARTS
● More construction than pinball thrills. The preset tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 54%

VIRTUA RACING
SEGA
● A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 85%

ULTIMATE TIGER
IMPORT
● Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weaponry. 70%

UNDEADLINE
IMPORT
● You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Power-ups and tough zombie level guardians keeps everything alive and kicking. 73%

PRO FILE

UNIVERSAL SOLDIER
ACCOLADE
● *Turrican II* has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 78%

VALIS
IMPORT
● The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 52%

VALIS III
IMPORT
● Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a really monotonous arcade-style adventure. 63%

VARIS SD
IMPORT
● This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
● This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 68%

WANI WANI WORLD
IMPORT
● The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 70%

WARDNER SPECIAL
IMPORT
● The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE
● As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
● You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 69%

WHEEL OF FORTUNE
IMPORT
● If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 30%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it does get boring for the more experienced adventurer. Kids won't be fooled. 51%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 60%

WIMBLEDON
SEGA
● Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 74%

WINTER CHALLENGE
BALLISTIC
● Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 66%

WIZ 'N' LIZ
● Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. 74%

WOLVERINE: ADAMANTIUM RAGE
ACCLAIM
● The Marvel Comics superhero is well portrayed with some nice animated moves. But the tricky platform beat-'em-up action is a bit laborious and can get annoying. 74%

WONDER BOY III
SEGA
● The two-player game is good fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 67%

WONDER BOY IV
SEGA
● More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make this a great game. 70%

WONDER BOY V
SEGA
● The fifth, and most probably last, game in the series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 70%

WORLD CLASS LEADERBOARD
US GOLD
● Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 67%

WORLD CUP ITALIA 90
SEGA
● This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for trying at least. 59%

WORLD CUP USA '94
US GOLD
● You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay boot this below *FIFA* standard. 77%

WORLD HEROES
IMPORT
● A terrible conversion of the SNK coin-op featuring dire one-on-one combat action. Very limited and far too easy. 30%

WORLD OF ILLUSION
SEGA
● The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 88%

WRESTLE WAR
SEGA
● Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 56%

WWF ROYAL RUMBLE
ACCLAIM
● Disappointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 68%

XENON II
VIRGIN
● Only thewoefully poor collision detection and occasional incident of screen slowdown prevent this from being a classic. 71%

X-MEN
SEGA
● A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 70%

Ys 3: WANDERERS FROM YS
IMPORT
● An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 75%

ZANY GOLF
ELECTRONIC ARTS
● Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZERO TOLERANCE
ACCOLADE
● *Doom*-style 3-D maze shoot-'em-up thta has surprises lurking around every corner. Lots of weapons and a huge complex to explore – plus cable-link two-player option. 84%

ZOOL
EA
● This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun. 71%

ZOMBIES
KONAMI
● The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 85%



AFTER BURNER III
IMPORT
● Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

BATMAN RETURNS
SEGA
● Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 78%

BILL WALSH COLLEGE FOOTBALL
ELECTRONIC ARTS
● A pretty straight conversion from cart makes this a very playable American Football game. The CD only adds that extra bit of FMV coaching (and some advice on college life). 85%

BRUTAL
GAMETEK
● Strange beat-'em-up with cuddly animal characters. Despite some innovative features, the gameplay is only mediocre. 62%

CHUCK ROCK
SONY
● Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 70%

CHUCK ROCK II: SON OF CHUCK
IMPORT
● The same old platform style is relieved by some polished graphics and difficult levels. The best thing about this release though is the terrific cartoon intro. 77%

DARK WIZARD
IMPORT
● Bizarrefantasy RPG set in the 'Magical Kingdom' of Cheshire. Fight off unconvincing sprites and even worse accents. 70%

DOUBLE SWITCH
IMPORT
● Very *Night-Trap*-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA
SONY
● The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 59%

DRACULA UNLEASHED
IMPORT
● This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD
VIRGIN
● A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well-constructed sci-fi ideas. 91%

DUNGEON MASTER II
JVC
● Old-hat RPG with very little character interaction as you explore 3-D dungeons. Very dull with slow disc access 43%

EYE OF THE BEHOLDER
IMPORT
● Dire official Advanced Dungeons & Dragons game where you explore 3-D mazes, fighting monsters. This computer conversion lacks interaction and looks extremely dated. 18%

FINAL FIGHT CD
SEGA
● Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 90%

FORMULA ONE WORLD CHAMPIONSHIP
SEGA
● Known as *Heavenly Symphony* on import, this authentic F1 simulation is the only decent racing sim on the Mega-CD. 87%

GROUND ZERO, TEXAS
SONY
● One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious *Lethal Enforcers* style shoot-'em-up and some passable (very Fifties) character acting. 89%

HEART OF THE ALIEN
VIRGIN
● Terrific arcade adventure with superb animation and sound as you explore an alien planet. The sequel to *Another World*, it also includes the original on the same disc! Great playability and a massive challenge. 90%

HEIMDALL
JVC
●Even non-adventure fans should enjoy this excellent Viking RPG, thanks to a friendly control system and some attractive *Landstalker*-style isometric graphics. A top-notch CD soundtrack adds to the atmosphere. 88%

JURASSIC PARK
IMPORT
● Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

THE LAWNMOWER MAN
TIME WARNER
● A belated conversion of the movie which takes you into virtual reality via ten very varied arcade and puzzle sections. With some superb rendered graphics and sound, it's fun to play – if a bit simplistic. 86%

LETHAL ENFORCERS II
KONAMI
● An enhanced CD version of the excellent shoot-out sequel, played with light gun or joypad. As well as better speech and music, the action is slightly faster and more challenging. 87%

LUNAR: THE SILVER STAR
IMPORT
● A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot – its only imperfections are the weak combat sequences. 90%

MAD DOG McCREE
IMPORT
● A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwacked. Good to play but the graphics are woefullly blocky. 71%

MEGA RACE
MINDSCAPE
● Some entertaining FMV presentation can't disguise the very basic gameplay in this futuristic TV gameshow racer. 66%

MICKEY MANIA
SONY
● Another 'enhanced CD version of the cartridge', this looks and plays remarkably similar, with only improved music and extra speech. Still a great platform game, though. 85%

MONKEY ISLAND
LUCAS ARTS
● The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disc access is excrutiatingly slow. Yawn. 61%

MORTAL KOMBAT
ACCLAIM
● Who has never heard of this, the most famous fighting game of all time? The Mega-CD version has been well enhanced with extra graphics and sound, making this probably the most arcade-perfect conversion on any console format. 86%

MYSTERY MANSION
SEGA
● A rendered adventure along *Jurassic Park* lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NBA JAM
ACCLAIM
● The belated CD conversion of the classic basketball sim features few extra frills. However, it retains the same excellent playability, particularly with four players. 86%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS
IMPORT
● A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 28%

NHL HOCKEY
ELECTRONIC ARTS
● Another more-or-less unchanged arrival from cart with FMV trimmings. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT TRAP
SEGA
● One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 73%

NOVASTORM
PSYGNOSIS
● This 3-D FMV blaster is an improvement on *Microcosm* but still lacking interaction and excitement. Some great guardians are the highlights in an otherwise dull game. 72%

POWERMONGER
ELECTRONIC ARTS
● A huge strategy sim that it'll take ages to complete. The downside is just how repetitive the gameplay is. 77%

PRINCE OF PERSIA
SEGA
● Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

PRIZEFIGHTER
ELECTRONIC ARTS
● Excellent two-fisted action that cleverly uses black and white FMV to give that authentic Raging Bull feel. Bags of atmosphere and some brutal opponents. 78%

ROAD AVENGER
SEGA
● Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

ROBO ALESTE
COMPILE
● Constantly repetitive shoot-'em-up. While this is fantastic to look at, the simple gameplay is totally boring. 55%

SENSIBLE SOCCER
SONY
● The lifelike sound and lasting playability give this an atmosphere to savour. The first CD footy title sets a very high standard. 86%

SEWER SHARK
SEGA
● Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA
● A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II
PSYGNOSIS
● Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II
SEGA
● Three more cases await Holmes in a sequel that boasts impressive film sequences (totalling an extra one hours worth). Shame the challenge is limited. 79%

SILPHEED
IMPORT
● Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 67%

SNATCHER
KONAMI
● Linear but hugely engrossing futuristic adventure with an '18' rating. Great sound and graphics, plus the odd shooting section. 80%

SOULSTAR
CORE
● Another great 3-D shoot-'em-up from CD masters Core. Three different vehicles, linear and 360° stages, plus top-notch scaled graphics make it a highly enjoyable blast. 88%

SONIC CD
SEGA
● A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN
SEGA
● Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. 37%

STAR BLADE
SEGA
● Conversion of the classic Star Wars-style arcade machine. The mindless 3-D blasting soon gets boring as you have no control over your ship's movement – only the lasers. 53%

STAR WARS CHESS
MINDSCAPE
● Oh dear. This tries to liven up chess with animated battles between the pieces (all Star Wars characters) but these soon irritate as they slow the game down even more. 42%

STAR WARS: REBEL ASSAULT
JVC/MARUBENI
●One of the best CD shoot-'em-ups around, thanks to varied stages (including some on-foot sections) and great Star Wars presentation. An addictive challenge. 82%

STELLAR-FIRE
SIERRA
● A truly awful title that crawls along a boring landscape and occassionally meets some blocky alien attackers. Ugly. 19%

TIME GAL
WOLFTEAM
● Fantastic cartoon-quality graphics throughout and some great CD music. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, this game's still worth checking out. 80%

THUNDER STORM FX
WOLFTEAM
● Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone, but watch out for those mountains! An old game but still pretty playable. 78%

THUNDERHAWK
CORE
● An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

VAY
IMPORT
● An enchanting RPG with a well-thought-out adventure. Lots of puzzles to solve, characters to meet, and weapons and magic to buy. Almost as good as *Lunar*. 83%

WING COMMANDER
ELECTRONIC ARTS
● Fun 3-D space shoot-'em-up that'll have you saving the galaxy (again). Nice dogfighting action and lots of missions. Bit of a shame about the poor scaling though. 79%

WOLFCHILD
SEGA
● A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 65%

WONDER DOG
SEGA
● Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that justifies its appearance on CD. 73%

WWF: RAGE IN THE CAGE
ACCLAIM
● Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining. 80%



ADDAMS FAMILY
ACCLAIM
● A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. 72%

ANDRE AGASSI TENNIS
TECMAGIK
● A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 40%

ALADDIN
SEGA
● Lack of challenge really leaves this in the doldrums. Pretty to look at, but just not enough to do or see. 58%

ALIEN 3
ARENA
● All-action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 78%

ALIEN SYNDROME
SIMS CO
● The conversion of a really old arcade machine has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. Still worth checking out. 74%

ARIEL: THE LITTLE MERMAID
SEGA
● Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 54%

ASTERIX
SEGA
● Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 52%

AX-BATTLER
SEGA
● One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 46%

BART VS THE SPACE MUTANTS
FLYING EDGE
● Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the handheld to its limits with superb graphics, great sound and devilishly good gameplay. 90%

BATMAN RETURNS
SEGA
● Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 58%

BATTLETOADS
SEGA
● Nice looking beat-'em-up that gets progressively more impossible to play. Probably that bit too frustrating even for fans of these likable amphibians. 65%

BATTER UP
SEGA
● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 70%

THE BERLIN WALL
KANEKO
● Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 80%

BUSTER BALL
RIVERHILL
● *Speedball* is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 59%

CASTLE OF ILLUSION
SEGA
● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 90%

CHAKAN: THE FOREVER MAN
SEGA
● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 86%

CHASE HQ
TAITO
● Basically *Out Run* with guns in a typical Miami Vice environment. Pity this lacks content and is far too easy. 62%

THE CHESSMASTER
SEGA
● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 80%

CHUCK ROCK
SEGA
● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 82%

CHUCK ROCK 2
● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 75%

CJ ELEPHANT FUGITIVE
CODEMASTERS
● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 37%

COLUMNS
SEGA
● Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. One of the all-time classic Sega games on any machine. 91%

COSMIC SPACEHEAD
CODEMASTERS
● A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 83%

CRASH DUMMIES
ACCLAIM
● All that's here is a small compendium of very short and addictive stages that may interest the veryinexperienced but at this price, we really doubt it! 46%

CRYSTAL WARRIORS
SEGA
● Fair fantasy RPG. Bright and clear graphics, although a tad small at times, are impressive overall. 73%

DEFENDERS OF OASIS
SEGA
● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 81%

DESERT SPEEDTRAP
SEGA
● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 66%

DINO BASHER
CODEMASTERS
● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%

DOUBLE DRAGON
VIRGIN
● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating. 40%

DRAGON
VIRGIN
● Not the same as the Mega Drive version t all. This is not as bad as Robocop but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%

DRAGON CRYSTAL
SEGA
● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 75%

DROP ZONE
CODEMASTERS
● A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%

EVANDER HOLYFIELD BOXING
SEGA
● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 78%

ECCO
SEGA
● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 90%

ERNIE ELS GOLF
CODEMASTERS
● The South African whizkid stars in this creditable golf sim. It's easy to get into and the 3-D view uses a special 64Kbit graphics chip. Not quite on a par with *PGA Tour* though. 79%

F1
DOMARK
● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of the top Grand Prix drivers. "It's all quite remarkable Murray..." 81%

FANTASY ZONE
SEGA
● Play this game with your sunglasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 79%

FANTASTIC DIZZY
CODEMASTERS
● Even on the small screen *Dizzy* makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 89%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
● Extremely disappointing conversion of the classic MD soccer sim. It looks okay, but the shots are weedy on an oversized pitch, while passing is almost impossible. 56%

FIRE & ICE
VIRGIN
● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 56%

GALAGA '91
NAMCOT
● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA
● This sad boxing sim (also known as *Heavyweight Champ*) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 48%

GG ALESTE
COMPILE
● *Halley Wars* pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 88%

GLOBAL GLADIATORS
VIRGIN
● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

G-LOC
SEGA
● *G-LOC* moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GP RIDER
SEGA
● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%

HALLEY WARS
SEGA
● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 81%

HOME ALONE
SEGA
● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 38%

HOOK
SONY
● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 58%

THE HUMANS
GAMETEK
● This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

THE INCREDIBLE HULK
US GOLD
● A bog-standard platform romp for the green superhero. The laborious punching action will make you very angry. 44%

INDIANA JONES 3
SEGA
● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 68%

JAMES POND II
US GOLD
● This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 88%

JOE MONTANA FOOTBALL
SEGA
● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 80%

KINETIC CONNECTION
SEGA
● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. 62%

KLAX
DOMARK
● Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM
● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 70%

LAND OF ILLUSION
SEGA
● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 91%

LEMMINGS
SEGA
● Take control of the *Lemmings* and save their skins with various constructive activities. Extraordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA
● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 90%

MARBLE MADNESS
DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutley superb. 70%

MEAN BEAN MACHINE
SEGA
Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 90%

MIGHTY MORPHIN POWER RANGERS
SEGA
Simple one-on-one beat-'em-up lets you choose between Rangers with different special moves. But it's all way too easy. 39%

MONSTER WORLD II
SEGA
● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 79%

MORTAL KOMBAT
ACCLAIM
● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 90%

MORTAL KOMBAT II
ACCLAIM
●A superlative sequel with stunning sprites and excellent beat-'em-up gameplay. Several new characters and loads of special moves to try out. Brilliant stuff. 94%

NBA JAM
ACCLAIM
● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. Make sure you don't miss it. 90%

NINJA GAIDEN
SEGA
● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 74%

OLYMPIC GOLD
US GOLD
● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 69%

OUT RUN
SEGA
● The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 70%

OUT RUN EUROPA
SEGA
● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of gamesplayers. 60%

THE OTTIFANTS
SEGA
● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the overall appeal. 53%

PAC-MAN
SEGA
● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 58%

PAPERBOY
DOMARK
● Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 70%

PENGO
SEGA
● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 73%

PGA TOUR GOLF
TENGEN
● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the *PGA* event. 85%

POPILS
DOMARK
● Puzzle fans everywhere should own a copy of Popils. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 83%

PRINCE OF PERSIA
DOMARK
● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 90%

PREDATOR 2
ACCLAIM
● Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 35%

PUTT AND PUTTER
SEGA
● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it very playable. 80%

RASTAN SAGA
SEGA
● Underrated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. 87%

REN & STIMPY
SEGA
● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 65%

RC GRAND PRIX
IMPORT
● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 57%

ROBOCOP 3
ACCLAIM
● No originality in this game that re-hases a tired old format. Poor, even taking into account the limitations of the small screen. 50%

SHINOBI
SEGA
● Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 80%

SHINOBI II
SEGA
● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 86%

SLIDER
SEGA
● Also known as *Skweek*, it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. 82%

SONIC DRIFT
SEGA
● Surely the worst Sonic title ever, this appalling racing game is the easiest we've ever seen. Pretty graphics can't compensate for the dull, pitifully simple racing. 30%

SONIC THE HEDGEHOG
SEGA
● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 85%

SONIC THE HEDGEHOG 2
SEGA
● Excellent scrolling and sprite animation improves on the first game, although it plays very similarly. This is probably the best of Sonic's hand-held adventures. 90%

SONIC SPINBALL
SEGA
● Sonic stars in his own pinball game – as the ball! Fun at first, but the reliance on luck leads to frustration. 60%

SONIC TRIPLE TROUBLE
SEGA
● Sonic stars in another platform adventure, but the levels are samey, the enemies too few and it's all abit too easy. 71%

SPIDER-MAN
FLYING EDGE
● Based on the MD version. It's packed with cartoon story statics and some enthralling gameplay over five massive stages. 84%

SPIDER-MAN 2
ACCLAIM
● A disappointing follow-up. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

S.S. LUCIFER
CODEMASTERS
● As playable as its MD counterpart, this puzzler has you saving drowning passengers on a sinking ship. Addictive fun, but it could all be over too soon. 70%

STAR WARS
US GOLD
● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 87%

STREETS OF RAGE
SEGA
● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 87%

STREETS OF RAGE II
SEGA
● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN
● Good old Superman has finally made his way on to the hand-held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 74%

SUPER GOLF
SIGMA
● Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 80%

SUPER KICK OFF
SEGA
● The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Great game. 90%

SUPER MONACO GP
SEGA
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. What a shame. 60%

SUPER OFF ROAD RACER
VIRGIN
With eight stages of arcade racing madness, this is thoroughly challenging and compelling from the word go. Highly recommended. 87%

SUPER SMASH TV
FLYING EDGE
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TAILSPIN
SEGA
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA
● A good platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's worth persevering. 75%

TENGEN'S WORLD CUP SOCCER
DOMARK
● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a playable soccer game. 80%

THE TERMINATOR
VIRGIN
● One of the finest platform blasters ever to arrive. Absolutley superb sprite animation and some totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 88%

TERMINATOR II
ARENA
● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 65%

T2: JUDGMENT DAY
● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%

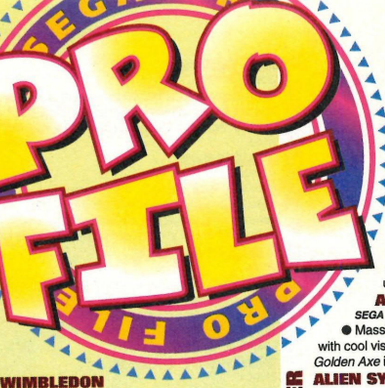
TOM AND JERRY
SEGA
● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this an enjoyable adventure. 74%

ULTIMATE SOCCER
SEGA
● A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. 68%

VAMPIRE MASTER OF DARKNESS
SEGA
● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 80%

VIKING CHILD (THE)
GAMETEK
● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 81%

PRO FILE



WIMBLEDON
SEGA
● Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WINTER OLYMPICS
US GOLD
The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 69%

WOLFCHILD
VIRGIN
● Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 57%

WONDER BOY
SEGA
● This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this an addictive game. 78%

WONDER BOY: DRAGON'S TRAP
SEGA
● Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 68%

WOODY POP
SEGA
● *Break-Out* games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 82%

WORLD CLASS LEADERBOARD
SEGA
● Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 78%

WWF: STEEL CAGE CHALLENGE
ACCLAIM
● The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 80%

ZOOL
GREMLIN
● Colourful and smooth this still loses out with too much repetition and too little content to be truly entertaining. 68%



ACE OF ACES
SEGA
● Simple MS flight sim. In-game graphics are pretty dreadful. 50%

ACTION FIGHTER
SEGA
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 48%

THE ADDAMS FAMILY
ACCLAIM
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 68%

AGASSI TENNIS
TECMAGIK
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 74%

AERIAL ASSAULT
SEGA
● Ancient shoot-'em-up relying on old-fashioned principles of keeping the player busy. Graphics and sound are now dated. 55%

ALADDIN
SEGA
● A different game from the MD with much less platform fun to offer. 54%

ALEX KIDD IN HI-TECH WORLD
SEGA
● Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 40%

ALEX KIDD IN MIRACLE WORLD
SEGA
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. 80%

ALEX KIDD IN SHINOBI WORLD
SEGA
● Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 76%

ALEX KIDD AND THE LOST STARS
SEGA
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not this one! 65%

ALIEN 3
ACCLAIM
● As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a winner. 80%

ALIEN STORM
SEGA
● Massive "save the human race" game, with cool visuals, but a bit easy. A sort of *Golden Axe* in the 21st century. 75%

ALIEN SYNDROME
SEGA
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 77%

ALTERED BEAST
SEGA
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flickery sprites and scrolling. 40%

AMERICAN BASEBALL
SEGA
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 70%

AMERICAN PRO FOOTBALL
SEGA
● This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 67%

ARCH RIVALS
FLYING EDGE
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 69%

ARCADE SMASH HITS
VIRGIN
● *Centipede, Break-Out* and *Missile Command* all in one cart. All the games are basic but pretty playable. 66%

ASSAULT CITY
SEGA
● A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 68%

ASTERIX
SEGA
● This arcade adventure captures the feel of the comic books very well, but the gameplay now looks a bit tired. 72%

ASTERIX AND THE GREAT RESCUE
SEGA
● Nice graphics, with some of the best sprites on the MS, but the platform gameplay is too predictable. 74%

AZTEC ADVENTURE
SEGA
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 60%

BACK TO THE FUTURE III
FLYING EDGE
● Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 69%

BANK PANIC
SEGA
● If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 63%

BART VS THE SPACE MUTANTS
FLYING EDGE
● The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 90%

BASKETBALL NIGHTMARE
SEGA
● An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 79%

BATMAN RETURNS
SEGA
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 43%

BATTLE OUT RUN
SEGA
● You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 57%

BLADE EAGLE 3-D
SEGA
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 64%

BOMBER RAID
SEGA
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 30%

BONANZA BROS
SEGA
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 87%

BUBBLE BOBBLE
SEGA
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 81%

BUGGY RUN
SEGA
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 70%

CALIFORNIA GAMES
SEGA
● Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – are all fairly playable, if a bit simple. 68%

CALIFORNIA GAMES II
SEGA
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CASINO GAMES
SEGA
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. DoOn't gamble on this one. 34%

CASTLE OF ILLUSION
SEGA
● Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 90%

CHAMPIONS OF EUROPE
TECMAGIK
● Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and good gameplay. 85%

CHASE HQ
SEGA
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 62%

CHOPLIFTER
SEGA
● Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 84%

CHUCK ROCK
VIRGIN
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 79%

CHUCK ROCK 2
CORE
● Chuck's son brings some stone-age humour to the MS. Good platform action from start to finish. If you liked the original... 74%

CLOUD MASTER
SEGA
● You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA
● Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially in two-player versus mode. 90%

COSMIC SPACEHEAD
CODEMASTERS
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 92%

CRASH DUMMIES
ACCLAIM
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 50%

CYBER SHINOBI
SEGA
● The *Shinobi* series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 58%

CYBORG HUNTER
SEGA
● While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 52%

DANAN: THE JUNGLE FIGHTER
SEGA
● Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 60%

DEAD ANGLE
SEGA
● A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 41%

DEEP DUCK TROUBLE
SEGA
● Fun — if a more than a little samey — sequel to the playable *Donald Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 79%

DESERT SPEEDTRAP
IMPORT
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 61%

DESERT STRIKE
DOMARK
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 92%

DINOBASHER
CODEMASTERS
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 51%

DOUBLE DRAGON
SEGA
● This is a very accurate conversion suffering from being a bit too easy for a game with only a few levels and similar gameplay. 59%

DOUBLE HAWK
SEGA
● Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 60%

DRAGON
VIRGIN
● Two Mbit and too old. With so little memory available this is missing that killer punch a beat-'em-up needs. 47%

DRAGON CRYSTAL
SEGA
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 76%

DYNAMITE DUKE
SEGA
● If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 64%

DYNAMITE DUX
SEGA
● A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 75%

ECCO THE DOLPHIN
SEGA
● If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

F1
DOMARK
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER
SEGA
● Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 60%

FANTASTIC DIZZY
CODEMASTERS
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 90%

FANTASY ZONE
SEGA
● For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sunglasses! 84%

FANTASY ZONE 2
SEGA
● More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original: 85%

FANTASY ZONE 3
SEGA
● The shoot-'em-up game has been changed to a *Pac-Man* format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS
● Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. 73%

THE FLINTSTONES
GRANDSLAM
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 59%

GAIN GROUND
SEGA
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamplay and very addictive. 76%

GALAXY FORCE
SEGA
● This coin-op game is good fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 79%

GANGSTER TOWN
SEGA
● Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 54%

GAUNTLET
SEGA
● Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is mediocre. 59%

GHOSTBUSTERS
SEGA
● Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 40%

GHOST HOUSE
SEGA
● Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA
● A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays very well. 83%

GLOBAL DEFENSE
SEGA
● A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 65%

GLOBAL GLADIATORS
VIRGIN
● It may look like one of the best MS games around, but the control method is a complete letdown and is frustrating after about five minutes. 62%

G-LOC
SEGA
● A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 77%

GOLDEN AXE
SEGA
● A respectable attempt at portraying a favourite hack-'em-up. But you only get the choice to control one player, not three. 70%

GOLDEN AXE WARRIOR
SEGA
● Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA
● For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's good fun to play. 79%

GOLVELLIUS
SEGA
● The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 67%

GP RIDER
SEGA
● The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 48%

GREAT BASEBALL
SEGA
● Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are decent and it's still playable. 70%

GREAT BASKETBALL
SEGA
● Die-hard fans will be more at home here. The two-player mode makes the game a decent challenge, but the CPU opponents are sadly too easy. 70%

GREAT FOOTBALL
SEGA
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt twithout any atmosphere. 54%

GREAT GOLF
SEGA
● There is no reason to buy this game with the likes of *Leaderboard* already out. This oldie is showing its age. 53%

GREAT ICE HOCKEY
SEGA
● Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA
● The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 51%

HANG-ON
SEGA
● How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 75%

HEROES OF THE LANCE
US GOLD
● This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 48%

HOME ALONE
SEGA
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 56%

IMPOSSIBLE MISSION
US GOLD
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 88%

THE INCREDIBLE HULK
US GOLD
● As with the GG version, this mediocre platform beat-'em-up suffers from extremely repetitive, laborious gameplay. It's also way too easy – even on Hard level. 44%

INDIANA JONES 3
US GOLD
● Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 70%

JAMES POND II
US GOLD
● This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 87%

JOE MONTANA FOOTBALL
SEGA
● If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 76%

JUNGLE FIGHTER
SEGA
● Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 50%

KENSEIDEN
SEGA
● While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN
● Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM
● Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 80%

KUNG FU KID
SEGA
● You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 50%

MASTER SYSTEM

LASER GHOST
SEGA
● One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 77%

LAND OF ILLUSION
SEGA
● A brilliant sequel to *Castle Of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 90%

LEMMINGS
SEGA
● Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics and so addictive. 89%

LINE OF FIRE
SEGA
● Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. Mindless fun. 70%

THE LION KING
VIRGIN
● An excellent licence with superbly detailed graphics and lots of involving platform gameplay. A very good MS adaptation. 87%

LORD OF THE SWORD
SEGA
● This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 69%

THE LUCKY DIME CAPER
SEGA
● Donald Duck's platformer is amongst the best games around. The graphics are superb. Best of all, it's mega-tough and addictive. 89%

MARBLE MADNESS
VIRGIN
● Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 74%

MASTER OF DARKNESS
SEGA
● As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 70%

MAZE HUNTER 3-D
SEGA
● Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 62%

MEAN BEAN MACHINE
SEGA
● The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you bean-ing against your mates (and the CPU characters) for days! 90%

MERCS
SEGA
● This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 60%

MICRO MACHINES
CODEMASTERS
● A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%

MIRACLE WARRIORS
SEGA
● This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 80%

MISSILE DEFENCE 3-D
SEGA
● This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA
● Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 72%

MORTAL KOMBAT
ACCLAIM
● A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 92%

MS PACMAN
TENGEN
● Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 59%

MY HERO
SEGA
● This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 54%

NEW ZEALAND STORY
TECMAGIK
● Excellent graphics, 12 tunes to keep your eardrums satisfied and all the platform madness anyone could wish for, but it's very hard. 82%

THE NINJA
SEGA
● For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 65%

NINJA GAIDEN
SEGA
● One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 88%

OLYMPIC GOLD
US GOLD
● Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 70%

OPERATION WOLF
TAITO
● The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 67%

OUT RUN
SEGA
● There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 62%

OUT RUN 3-D
SEGA
● Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS, which isn't saying much. 70%

OUT RUN EUROPA
US GOLD
● This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. 80%

PAC-MANIA
TECMAGIK
● An excellent interpretation of the isometric 3-D maze game, which plays pretty well. Looks very old hat though. 66%

PAPERBOY
TENGEN
● Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 73%

PARLOUR GAMES
SEGA
● Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PETE SAMPRAS TENNIS
CODEMASTERS
● Superb conversion of the top-notch MD game. Great graphics, superb gameplay, and even a fun 'two players on one GG' mode! 91%

PGA TOUR GOLF
TENGEN
● A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA
● It may be old, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery backup. You'll be coming back to this. 90%

PIT-FIGHTER
DOMARK
● A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 63%

POPULOUS
TECMAGIK
● A game that you'll either love or hate. This is very accurate to the original, but about ten times as big. 80%

POSEIDON WARS 3-D
SEGA
● Requires 3-D glasses. You have to clear waters teaming with enemy boats etc. Simple and not worth bothering with. 34%

POWER STRIKE
SEGA
● An environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A good blaster. 72%

POWER STRIKE II
SEGA
● A shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 74%

PRO WRESTLING
SEGA
● All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 46%

PREDATOR 2
ARENA
● Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 36%

PRINCE OF PERSIA
DOMARK
● Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and addictive. 85%

PSYCHIC WORLD
SEGA
● Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

PSYCHO FOX
SEGA
● This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 80%

PUTT 'N PUTTER GOLF
SEGA
● A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 78%

RAINBOW ISLANDS
SEGA
● A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but much too easy. 69%

RAMBO III
SEGA
● Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction doesn't last. 65%

RAMPAGE
SEGA
● Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Fun. 72%

RAMPART
TENGEN
● A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 75%

RASTAN SAGA
SEGA
● Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 82%

RC GRAND PRIX
SEGA
● Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but this was poor even in its day. 45%

RENEGADE
SEGA
● After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 40%

RESCUE MISSION
SEGA
● Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 84%

ROAD RASH
US GOLD
● Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

ROBOCOP 3
ACCLAIM
● Yet another film release without much originality. Very basic gameplay makes this sad. 47%

R-TYPE
SEGA
● This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. 90%

RUNNING BATTLE
SEGA
● Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 34%

SAGAIA
SEGA
● What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. Far too easy. 33%

SPECIAL CRIMINAL INVESTIGATION
SEGA
● This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy. 44%

SCRAMBLE SPIRITS
SEGA
● Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 34%

SECRET COMMAND
SEGA
● This is very close to the Capcom *Commando* coin-op; it's even based in a jungle with huts and everything. Enjoyable carnage. 78%

SEGA CHESS
SEGA
● Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 80%

SENSIBLE SOCCER
SONY
● A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

SHADOW DANCER
SEGA
● Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 59%

SHADOW OF THE BEAST
TECMAGIK
● Tecmagik did the business on this conversion of *Beast*. Superb visuals, excellent music and some improved gameplay. 81%

SHANGHAI
SEGA
● One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 80%

SHINOBI
SEGA
● There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels withthat should be a doddle. 69%

SHOOTING GALLERY
SEGA
● Only four simple rounds of shooting various targets. 52%

SHOOTING GAMES
SEGA
● Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. 60%

SLAP SHOT
SEGA
● Like its MD counterpart, *EA Hockey*, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 68%

SONIC CHAOS
SEGA
● Play as Sonic or Tails in this platformer. Great graphics but gameplay hasn't changed and it's all just too easy! 69%

SONIC THE HEDGEHOG
SEGA
● Totally excellent conversion proving that the MS can retain some originality. Sonic's original adventure is still playable. 83%

SONIC THE HEDGEHOG 2
SEGA
● A fantastic version of the most famous game in the world, but it's bugged. Don't be too disappointed when Tails doesn't appear. 87%

SPACE GUN
SEGA
● If you're a dab hand with the Phaser, this title might just bring a smile to your face. 56%

SPACE HARRIER
SEGA
● There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 74%

SPEEDBALL 2
VIRGIN
● Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 88%

SPELLCASTER
SEGA
● One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. You'll go underground, through space and time and even to the land of the dead. 86%

SPIDER-MAN
SEGA
● Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 72%

SPY VS SPY
SEGA
● The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. 83%

STAR WARS
US GOLD
● This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 88%

STRIDER
SEGA
● The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 60%

STRIDER II
US GOLD
● Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 65%

STREETS OF RAGE
SEGA
● This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 82%

SUMMER GAMES
SEGA
● This is a real disappointment. The graphics are hopeless with terible sprites and no detail in the backgrounds. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN
● Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 81%

SUPER KICK OFF
US GOLD
● All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a shame. 68%

SUPERMAN
VIRGIN
● A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 74%

SUPER MONACO GP
SEGA
● A simultaneous split-screen two-player mode makes for bad graphics with flimsy backgrounds and unrealistic animation. 48%

SUPER MONACO GP II
SEGA
● A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA
● Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 82%

SUPER SMASH TV
ACCLAIM
● A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 60%

SUPER SPACE INVADERS
DOMARK
● Original waves and a sensational simultaneous two-player option sets this miles above any clone. 80%

SUPER TENNIS
SEGA
● The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA
● The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 74%

TENNIS ACE
SEGA
● Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. 80%

THE TERMINATOR
SEGA
● Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 78%

THUNDER BLADE
SEGA
● There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 52%

TOM AND JERRY
SEGA
● You're likely to finish this cartoon adventure far too quickly. Pleasant platform comedy, but it won't last long. 58%

TRIVIAL PURSUIT
DOMARK
● This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 76%

T2: JUDGMENT DAY
● You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35%

ULTIMA IV
SEGA
● If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast and challenging 87%

ULTIMATE SOCCER
SEGA
● Plenty of options and challenging competitions make this a well-put-together footy sim that has good graphics and gameplay. 79%

VIGILANTE
SEGA
● This coin-op conversion is a very simple beat-'em-up, but still worth a play if you like this sort of thing. 64%

WANTED
SEGA
● Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcome. 70%

WIMBLEDON
SEGA
● Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 86%

WINTER OLYMPICS
US GOLD
● The game that spawned awful TV ads. All the bob and ski events could do with a revamp as they're much too similar. A bit frozen. 58%

WOLFCHILD
VIRGIN
● A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 57%

WONDER BOY
SEGA
● This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 70%

WONDER BOY IN MONSTERLAND
SEGA
● The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. 73%

WONDER BOY IN MONSTER-WORLD
SEGA
● Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 75%

WONDER BOY III: DRAGON'S TRAP
SEGA
● If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 80%

WORLD CLASS LEADER BOARD
US GOLD
● A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 80%

WORLD CUP ITALIA 90
SEGA
● It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 67%

WORLD TOURNAMENT GOLF
SEGA
● Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 72%

WWF: STEEL CAGE
ACCLAIM
● Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to recreate the action. 69%

XENON II
VIRGIN
● You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 76%

YS: THE VANISHED OMENS
SEGA
● An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 73%

ZOOL
GREMLIN
● Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 72%

MEGA-32X



DOOM
SEGA
● The best of the first few 32X releases, this is a great conversion of the legendary PC game. A 3-D maze blast-'em-up with smooth scaled graphics and lots of gore, it's incredibly atmospheric and playable. 94%

STAR WARS ARCADE
SEGA
● The superlative arcade machine is converted perfectly to the 32X with great polygon graphics and lots of enjoyable blasting. It can get a tad repetitive after a while, though. 87%

VIRTUA RACING DELUXE
SEGA
● A souped-up 'deluxe' version that even outdoes the coin-op with a choice of three cars and two extra tracks. The graphics are smoother and faster than the previous MD version. A brilliant driving game. 90%

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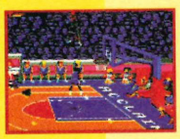


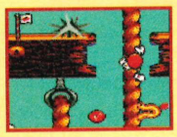
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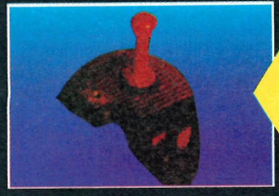
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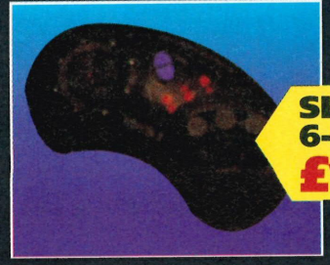
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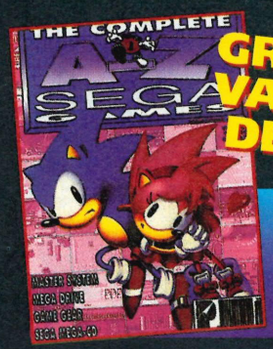
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LETTERS

SEGA PRO SEGA PRO SEGA PRO 31.8.94 PROTEST!

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Send your letters to:
Chris Marke,
Protest, SEGAPRO,
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF.
(SEGAPRO reserves the right to clip letters sent in by our readers.)

PROTEST!

This is your section of the magazine. We give you the chance to air your views on any subject that fascinates you, foxes you or simply makes you furious. There are also loads of carts and T-shirts to be won – so get writing!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

PROTEST!

As a New Year dawns and we look back with fondness on an action-packed '94 (well, look back anyway), the letters page is always a constant factor in our ever-changing society. We can feel comforted by its continuity and heartened by its warmth in a cold, cold world.

A bit like your favourite armchair, a pint of strong lager and Chelsea winning 4-0 against Leicester (Phil's favourite team and we all feel so sorry for him!). Anyway, let's find out what's making you happy, sad or downright rip-roaringly rude this issue!



BROKEN PROMISES?

I think your mag is brilliant, but there's one thing I think I should point out to you. In Issue #36 you said that in your next issue there would be a review of *Urban Strike* on the Mega Drive, but when I bought it the game was not there. This is not the only time I have had this problem because you said in Issue #38 you would look at *Judge Dredd* on the Mega Drive and *Road Rash* on the Game Gear. You said that in Issue #39 there would be a preview of *The Mask* on the Mega Drive and a review of *Pitfall* and *Red Zone*. When I bought it they weren't in it. Why?

Matthew Chick, Braintree

Hmm, it doesn't look too good when you list the games like that, Matt. However, in our defence I'd have to say the Next Issue page is more of a guide to our possible scoops than a definite promise.

The problem is that so much can go wrong between the moment I first make contact with a software house and the deadline for the magazine that it's impossible to be 100% sure what's in the next issue.

In most cases the problem is a game we've been looking to get our hands on has been held back, so the company involved do not want to release their information too soon. However, whatever the reason we still bring you the biggest and best coverage of the Sega scene going. Just check out the other mags and you'll see it's about time to switch the Power off! SEGAPRO's the only one worth spending your wad on.



CHEATING BAZZA

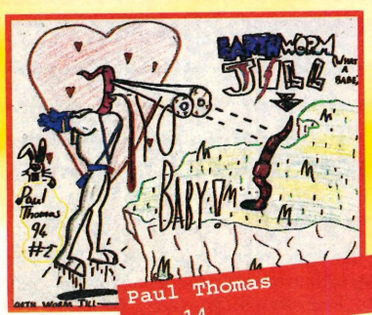
How the hell do people find cheats for games? Eh? Do people just happen to press A, C, B, A, C, C, B, UP, C, C, B, START in quick succession? Eh? Is there some kind of cheat club where everyone sits down at a big table, each with a copy of the latest game, a Mega Drive and a TV going " C, UP, C, B, A, C, B, C ,C START... No! Let's try..." etc. Until they find the cheat they want. Or do software houses give people clues to the cheats before it's released?

I mean I can understand people finding cheats like 'Stand on the final block and press A and START to find a bonus room'. But how the hell do people find out all this other shenanigans. I just



PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want!



Paul Thomas
Age:14



Andrew Leng
Age:16

Oliver Brown
Age:11





Robert Laing
Age:13

PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark tunrs his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

don't understand!

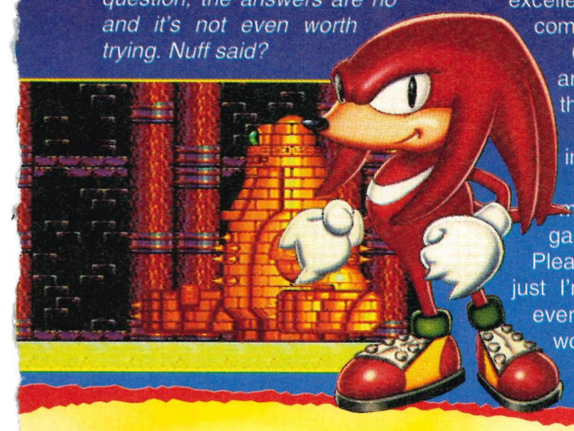
Finally, would *Sonic & Knuckles* be compatible with 8-bit *Sonic* games via a Powerbase converter? Also what happens when you play a game other than a *Sonic* one through *S & K*? Does it just play as normal or does it chiplock?

Nice talking to you. Tatty bye!

Javer Connelly, West Dulwich

Nice to hear from you Javer, although you seem to be a chap in a great deal of distress. You're all wound up and over what? A few little cheats! I mean is it really worth giving yourself a massive stomach ulcer worrying about how some gimp finds a cheat for Sonic & Knuckles*? No I don't think so either. Worry about other things instead like, er, whether Paul Merson will ever kick his filthy habit or why we've got such a sad bunch of knuckleheads running the country!*

As for your Sonic & Knuckles *question, the answers are no and it's not even worth trying. Nuff said?*





FRANTIC FREAK

I need some answers (surprise, surprise) to some (surprise, surprise) questions:

1. Which is better: *Wolverine*, *Probotector* or *Sparkster*?
2. Is Sega going to release a sequel to the *X-Men*?
3. Are there any plans for Tails to have his own game?
4. How much is the 32X? When is it being released? How much are the games?
5. Any more of those graphically excellent games from Core Design coming?
6. Is there another set of arcade classics coming out on the Mega-CD?
7. What is the lowest marking ever and for what game?
8. What is the highest marking ever and for what game?

Please excuse my curiosity it's just I'm the biggest Sega Freak ever! Keep up the excellent work!

Niall J Hewitt, London

PROQUOTES

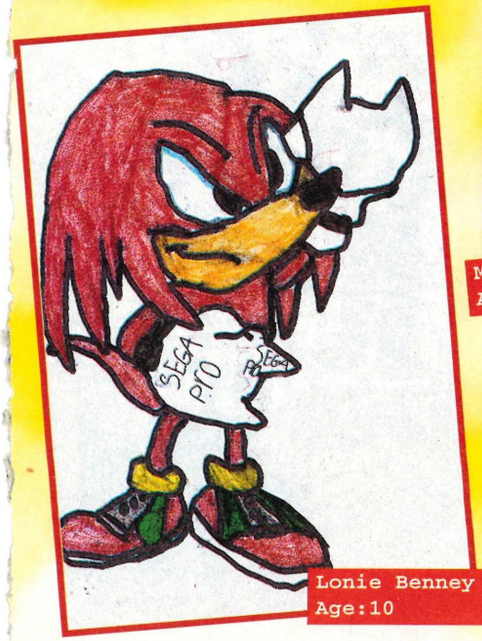
I wandered lonely as a cloud,
And then I broke wind very loud...
John Lithgow, Tiverton
I will make it my quest to ensure the rest of the filth you laughingly described as a 'funny poem' never sees the light of day!

Where was sweet little Pilky born?
Stephanie Smith, London
He wasn't so much born as vomited from deep within the bowels of hell!

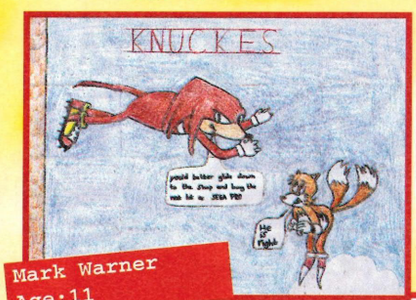
Ooh 'eck me mum's gonna kill me for this!
Pete 'Rubber Man' Robson, Manchester
If she doesn't, I will matey – it's disgusting!

Wow chap! Are you desperate to know about Sega or what. I think you're quite right to call yourself a freak after reading the whole of the letter (I cut off the PS by the way!). Anyway it's answers you want and it's answers you're gonna get – or something:

1. Sparkster.
2. Maybe.
3. Not at the moment but who knows what the thought of a fast buck might produce!



Lonie Benney
Age:10



Mark Warner
Age:11



Steven Whelan
Age:7



Jamie Buckley
Age:10

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGAPRO (Honest!) as we really do care about our readers' points of view.

In this section we aim to help those in need, respond to those in distress and be there for those whose gameplaying misery is deep! After all, we're genuine, caring people! If the family Mega Drive just isn't working properly, your Game Gear is constantly causing headaches or you're after an elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF

Rhona Cameron from Perthshire, Scotland writes in with a bit of a dilemma. She says; "Please help. While on holiday in Spain I purchased an Ultara Mega Drive and was informed it would work in Britain. However, I can only receive a picture, no sound. Could you give me any information to correct this or where I could purchase a machine without having to pay for connections, joysticks or another *Sonic* game as I already have those?"

Well Rhona, we spoke to those clever people at Sega Europe and our man there told us your problem stems from the fact Europe uses a different PAL television system to us over here. Apparently they use PAL B and we use PAL A (don't ask us, we're just passing on the information!). This is the reason why your Spanish Mega Drive fails to produce any sound.

If you have any more queries about this, try ringing Sega Europe (071 373 3000) and ask for customer services.

Finally, if you want a Mega Drive try ringing the mail-order companies advertising in SEGAPRO. A lot of them will do a deal with you – if, of course, the price is right!

Michael Blow from Fareham seems extremely perplexed in his letter. He's fed up with seeing adverts by mail-order companies for a *John Madden '94* Mega-CD, when there is no news on the game. He has tried phoning Electronic Arts, who tell him they don't know anything about the game, and the mail-order companies who tell him it's on order. Basically Michael just wants to

LETTERS

SEGA PRO 31.8.94 PRO SEGA PRO

PROTEST!

know what the hell is going on!

Hmm sounds like someone has got their wires crossed or is trying a bit of a scam to get hold of readers' money to us. We haven't received any concrete evidence that such a game exists and when we contacted Electronic Arts they were in the dark about it.

In your letter you say you are wary of these mail-order companies, Jon, and believe us that's a good policy. After all they may simply be trying to con you out of your money. So our advice to you is do not send any company the dosh for this CD – after all it's too late for a game called '94 now anyway!

Ged Simpson from Birmingham begins his letter by apologising for being really sad. The reason for his bashfulness? Simply the fact that he needs help with *Asterix* on the Master System and was wondering if we had any cheats for the game.

Well Ged there are a few little bits of information we can give you to ease your gamesplaying blues. For a start here are the password codes to the levels: Level 2 – 40732, Level 3 – 23554, Level 4 – 02174 and Level 5 – 98613. Finally, if you have an Action Replay cartridge try this code for infinite energy: 00C19605. We hope you'll have more fun with the game in future, Ged!

4. £169.99 with £50 worth of vouchers. Now. From £39.99 upwards. Well, I suppose so...

5. Core Design have a few games in the pipeline, including Skeleton Krew, Swagman *and* Scottish Open Golf *(formerly known as* Tee Off*). Check out the* Guide To '95 *for more details.*

6. There are a few bargain products out at the moment, so check out your local shops for details.

7. Check the ProFile. That's what it's there for!

8. Ditto.

SUPER SUPPLEMENTS

As you answered my questions brilliantly last time I thought I'd write again. Cheers and keep up the great work.

1. I love *Micro Machines* but is the sequel worth getting if I already have the original?

2. Last month you reviewed *Dino Dini's Soccer*, but in my friend's mag there was a game called *Dino Dini's Goal*. Is this the same game or are they different?

3. Is there any more news on *Theme Park*?

4. Please put these games in your order of preference: *Earthworm Jim*, *Dynamite Headdy*, *Micro Machines 2* and *Psycho Pinball*.

5. Finally, I liked the supplements on *Earthworm Jim* and *FIFA '95*. Will there be any more?

Thanks and goodnight!

Gal Iacobucci, Ipswich



Thanks for the praise Gal. It's nice to know our efforts are appreciated and in return here are the answers to your questions. Quid pro quo and all that:

1. In a quick poll of the office it was decided the sequel is not only worth getting but a must-buy to boot.

2. According to Virgin and Dino Dini himself, it's definitely called Dino Dini's Soccer.

3. Check out the preview in last issue and look out for the review next issue.

4. This is a tough task but I think I'm up to it. In order of preference I would place them like this: Micro Machines 2, Earthworm Jim, Psycho Pinball *and finally* Dynamite Headdy.

5. I'm always looking to do new supplements because I believe they're great value for money for you guys. However, it's really up to the individual software houses how often we produce these supplements. If they bring out a top quality game and are prepared to allow us to give it an in-depth appraisal, we'll produce the goods. Keep a look out for more of our exciting supplements in future issues – you won't be disappointed!

FOOTBALL FANATIC

Could you answer all of my questions please:

1. Should I get *Lemmings 2* or *Jimmy White's Snooker*?

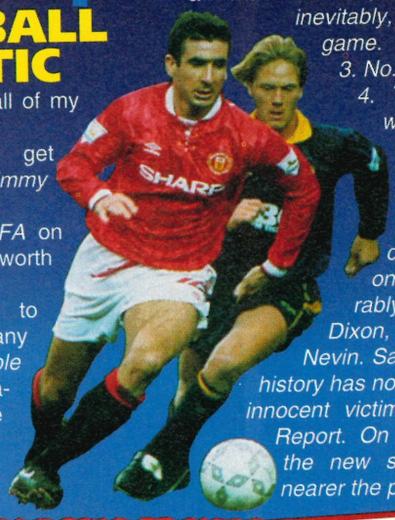
2. I have got *FIFA* on Mega-CD – is it worth getting *FIFA '95*?

3. I would like to know if there are any cheats for *Sensible Soccer* on the Mega-CD. If so, what are they?

4. What football team do you support?

Thanks for answering my questions – your mag is the best.

Ross Logie, Jersey



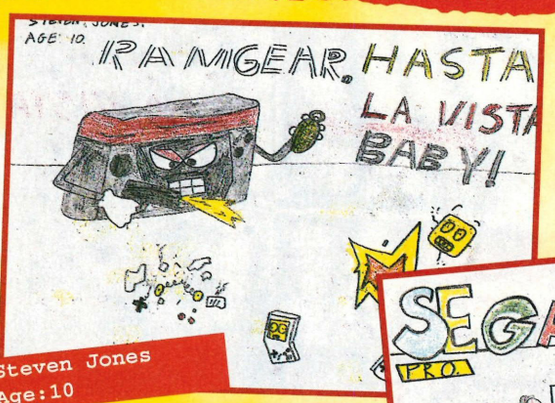
Bit of a footie boy, eh Ross. Well in my book any bloke who loves the beautiful game is a sound geezer. There is nothing like the feeling on a wet and windy Sunday morning as you lace up your boots, slip on your shinpads and feel the adrenaline start to course through your veins. The game's part of our national culture and long may it remain so, whatever shame the overpaid, underskilled Charlies in the Premier League heap on it! Anyway, enough ranting, I've got some questions to answer haven't I?

1. A bit of Jimmy's Snooker *wins every time.*

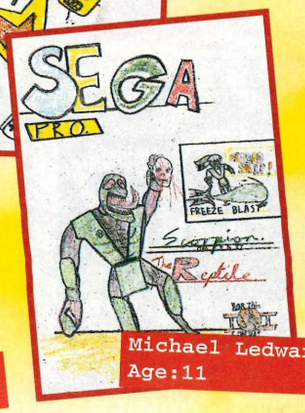
2. Definitely! FIFA '95 *plays better, looks better and sounds better. The control mechanisms have been improved, while the system for shot and pass placement is much crisper and far more accurate. The original's major flaw was the difficulty players found in passing the ball around and retaining possession. This has been addressed in the follow-up to create a much faster, cleaner and, inevitably, more exciting game.*

3. No.

4. The only team worth following mate. Chelsea. Many a time I've stood on the Shed and cheered the lads on, most memorably in the days of Dixon, Speedie and Nevin. Sadly this piece of history has now gone, another innocent victim of the Taylor Report. On the other hand the new stand is a little nearer the pitch!

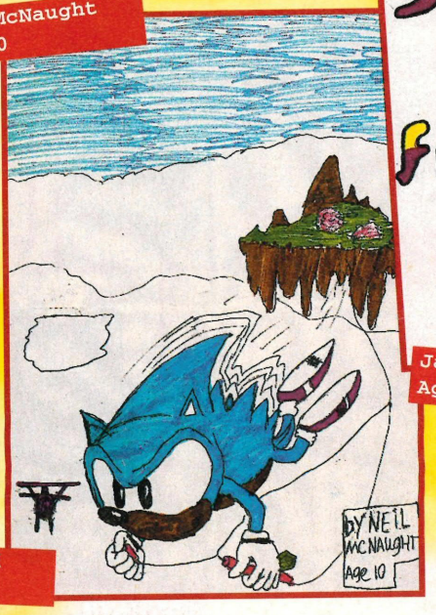


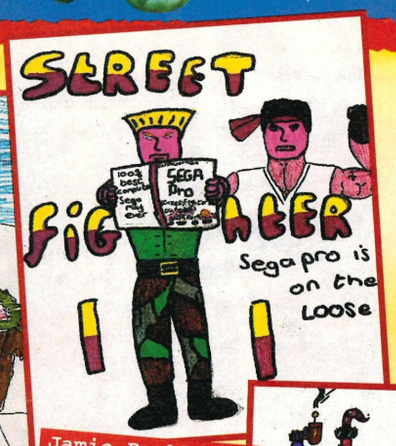
Steven Jones
Age:10



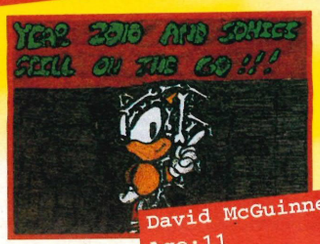
Michael Ledward
Age:11

Neil McNaught
Age:10

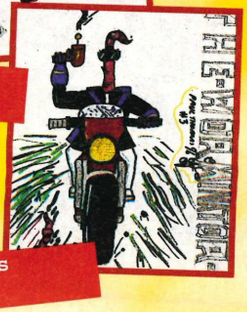




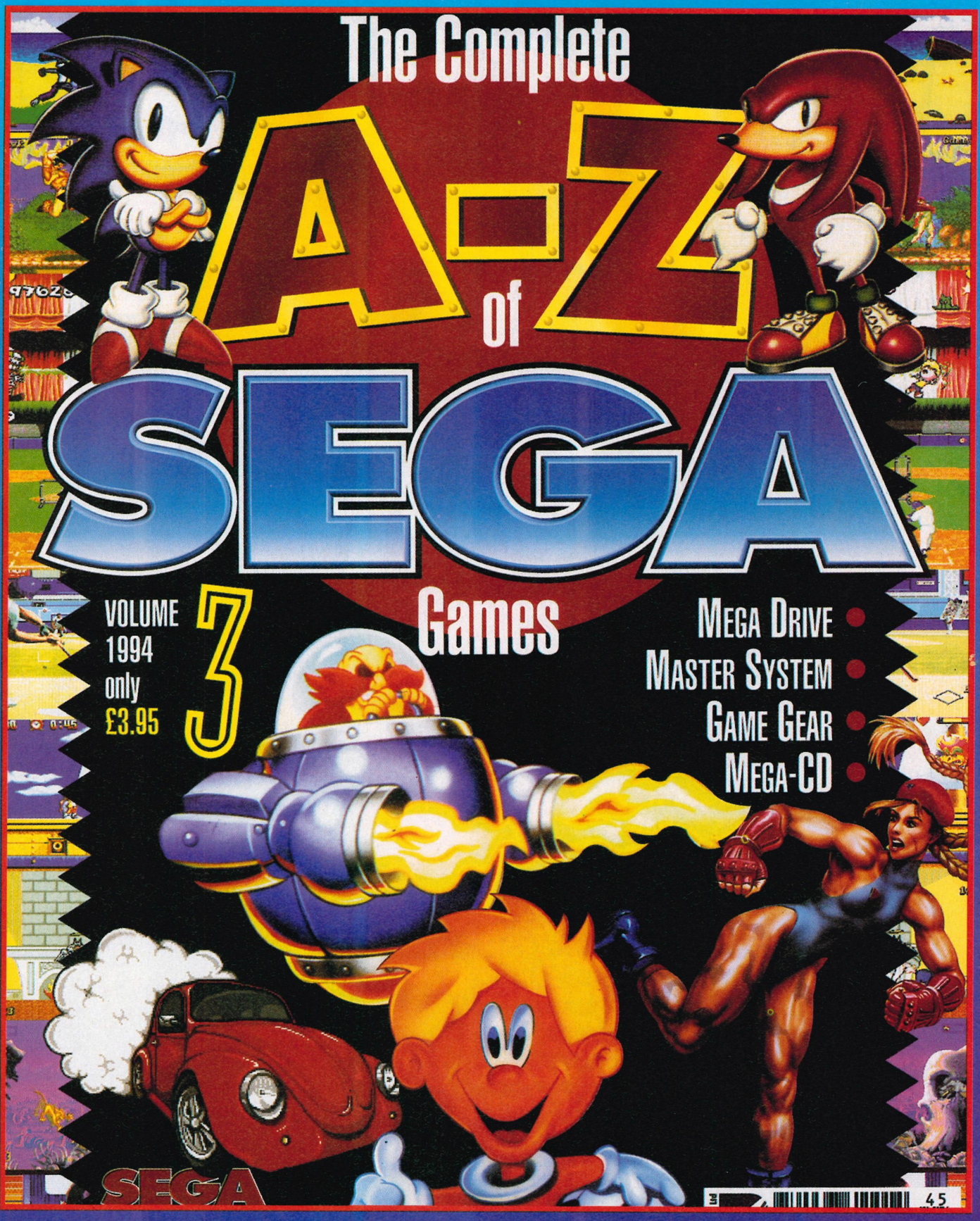
Jamie Buckley
Age:10



David McGuinness
Age:11

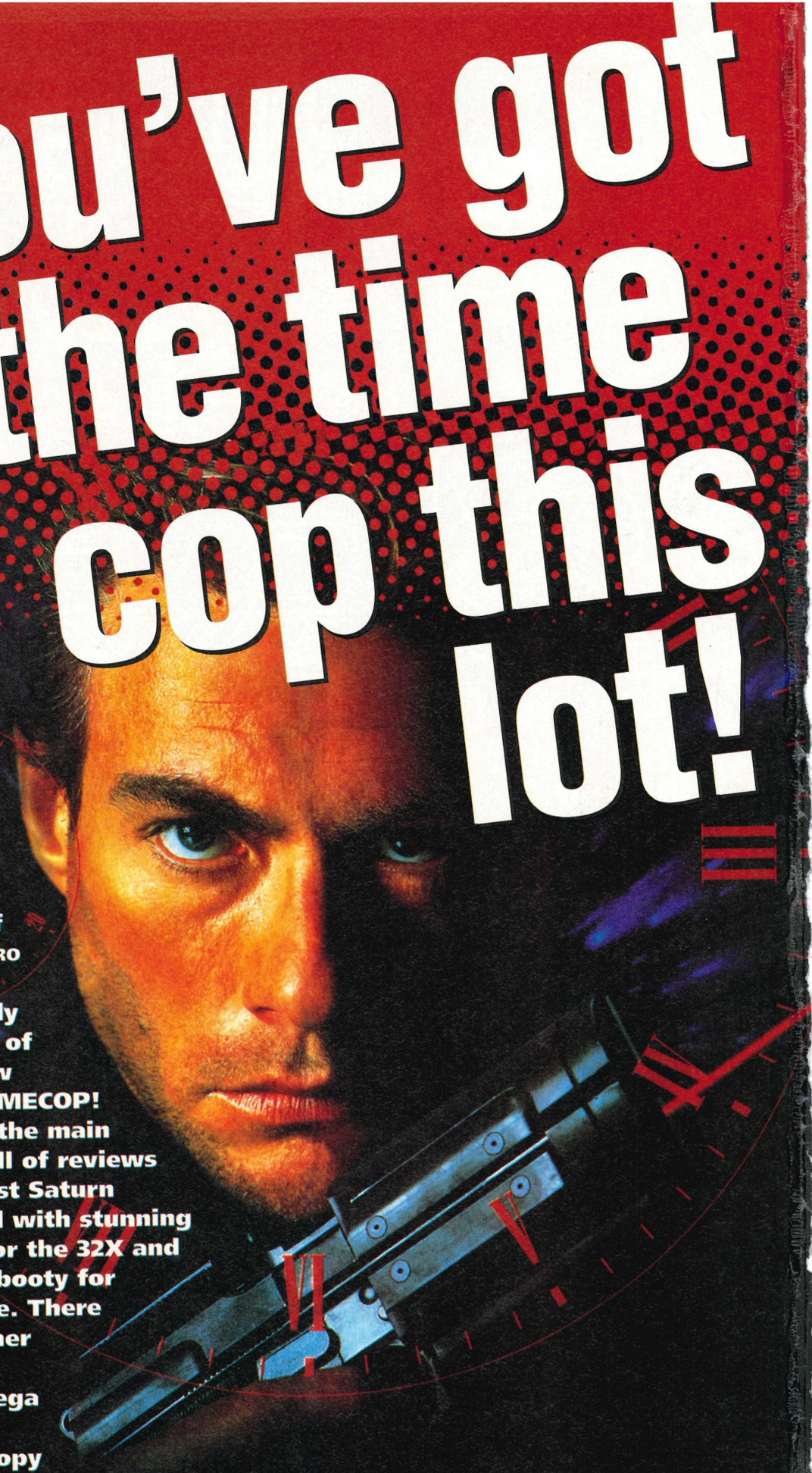


Paul Thomas
Age:14



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