



Fancy flying the deadliest Fighter ever devised, before the real pilots get their hands on it? The first flight sim ever for the Megadrive enables you to do just that, and even creates a few war zones for you to fly it in!

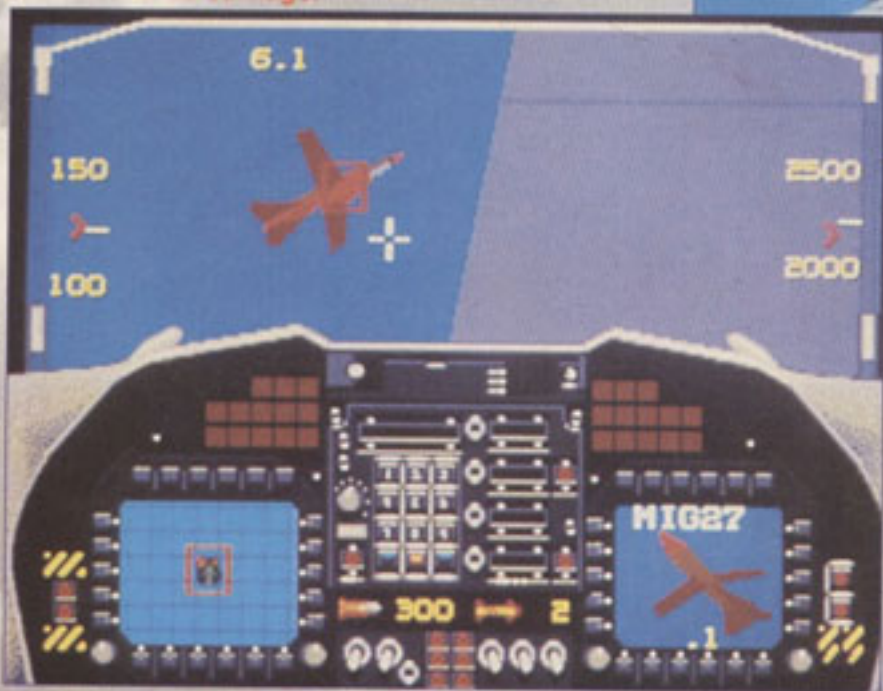
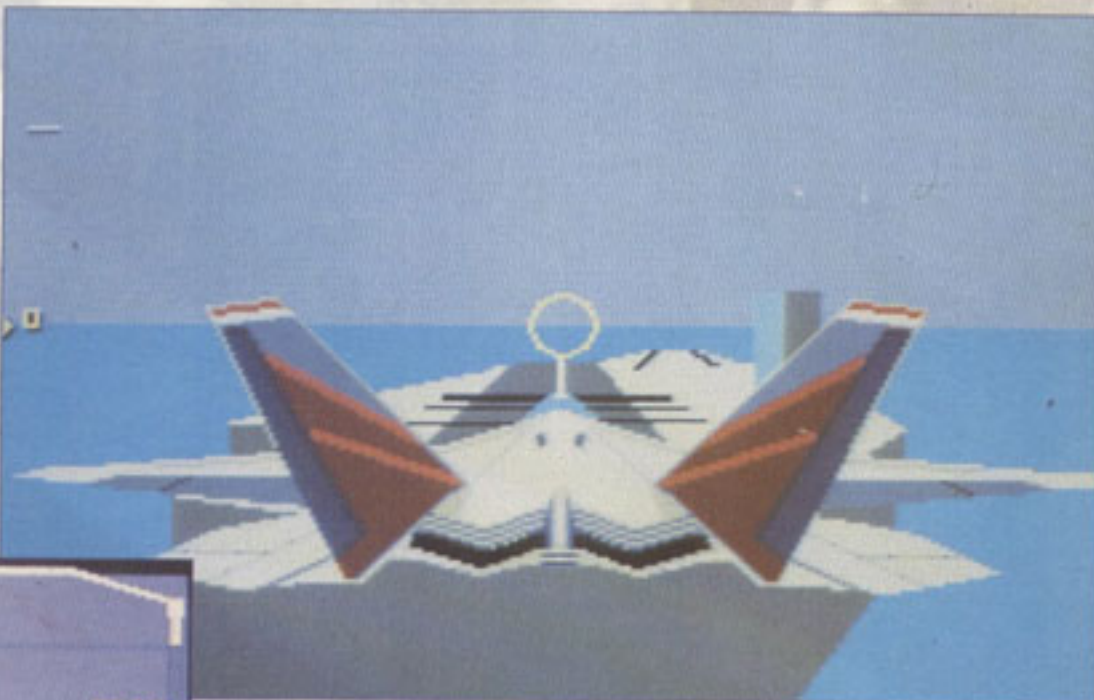
The game starts with you choosing what sort of difficulty level you'd like to see in the game. This ranges from CADET level (where completing each level is about as difficult as going to the toilet), TRAINING level (slightly harder, but still pretty easy) and COMBAT level (a real kack-your-trousers job).

After that it's just a case of choosing where you want your mission to take place. You could opt for basic F-22 flight training in the USA or attempt "the real thing" in the likes of Iraq, or even Russia (even if they're our mates now). For real flying heroes, there's even an Aces Challenge, where your F-22 is pitted against the best the enemy can throw at you.

The basic gameplay involves taking off from friendly territory and making your way through many sub-missions, which could range from taking out MiGs to bombarding enemy bases with radar-guided missiles and mavericks. All this explosive action is interspersed at intervals by attempting a rendezvous with a refueling tanker. Here, extra weapons, fuel and repairs are carried out on your battle-damaged fighter, thus enabling you to carry out some more sorties behind enemy lines. The mission ends when you return to friendly territory and safely land.

A chase view of the F-22 about to land. Better lower the undercarriage!

F22 INTERCEPTOR



▲ The F-22 scopes out an enemy MiG.



A BIG, FAT ARSENAL

Being well-endowed in the armoury department is the key to success. F-22 gives you all the tools to get the job done. In the line-up there's heat-seeking and radar-guided air-to-air missiles, along with plenty of air-to-ground missiles.

MISSION CREATION

If you get bored with the missions on offer, there's the option to create your own! Simply give yourself an objective and allocate the numbers of enemies in the area and you're away.



COMMENT



RICH

The first flight sim on the Megadrive turns out to be one of the most enjoyable I've ever played. This must be due to the fact that all the annoying, fiddly flight sim controls have been taken out. Instead you just control the afterburners, missiles and the cannon. Combinations of buttons give you more options, but I guarantee you won't need them!

The action itself is so exciting and varied you just keep on coming back. One moment you're fighting off an entire squadron of MiGs, the next you're strafing enemy HQ, then you're refueling... the list of things to do is virtually endless, and with the mission creator added in, lastability is guaranteed. All of the aircraft fly about very convincing and considering the Megadrive isn't so great with polygons, the action is fast and fluid. EA strike gold once again with a truly riveting game.

Missile Launch



Press A to skip sequence

▲ A missile's eye view of its

target!

LOCKHEED F-22A ATF

DIMENSIONS

WING SPAN: 13.11 m
 WING ASPECT RATIO: 2.2
 LENGTH OVERALL: 19.56 m
 HEIGHT OVERALL: 5.41 m

WEIGHTS AND LOADINGS

WEIGHT EMPTY: 13,608 kg
 MAX T-O WEIGHT: 26,308 kg

PERFORMANCE (TESTED)

MAX LEVEL SPEED: MACH 1.58
 WITH AFTERBURNERS: MACH 1.7
 CEILING: 15,240 m
 G LIMIT: +7.9



▲ The F-22 closes in!

THE REAL THING

The F-22 is so new that its existence has only just been officially recognised by the Americans. The F-22 is designed to replace the F-15 Strike Eagle as the fighter of the future. Lockheed (producers of the F-117A) teamed up with Boeing and General Dynamics to come up with an ATF (Advanced Tactical Fighter) that could cope with the increasing sophistication and threat of hostile air forces around the globe. This Electronic Arts game gives you the chance to see if the 'plane itself lives up to the expectations.

Guiding Maverick missile

AIR-TO-GROUND THRILLS

When you fire off any air-to-ground missiles, the view immediately cuts to a chase view of your missile. Now you have to use your joypad skills to successfully direct the missile towards its target.

Press A to Self Destruct



REVIEW



COP-OUT OPTIONS

Bringing up the simulation parameters allows you to muck around with the game settings. This means you can alter the sensitivity of the controls, change the speed of the graphics, and if you're a real spaz, give yourself infinite fuel, ammo and missiles!

...oke like you know enough to
 men to orders. He don't want
 the enemy to know that we're
 coming until it's too late. To
 make sure they don't catch on too
 soon you should sneak up on their
 recon aircraft at point
 Delta-Niner.



COMMENT



Electronic Arts strike again with yet another Megagame (if this company was an athlete it would be tested for steroids)! F-22 is the first ever console combat/flight simulator, and it's simply superb. The screenshots on this page certainly don't do the game any justice - you need to play the game to appreciate it. The ground details are sparse, but what you

JULIAN

concentrate on are the targets and enemy planes, and these are smooth, detailed and realistic! Wait until you've got five aircraft all hurtling around trying to stick a missile up your exhaust port! The sheer depth is incredible, and there are tons of missions to challenge even the most skilled of top guns! And even if you conquer them all, you can use the "create mission" option to engage in kamikaze laffs 'n' high-jinks. With its wealth of options, different viewpoints, brilliant touches (watch for sun glare and be careful the pilot doesn't pass out in combat due to excessive g-forces!), stunning presentation and challenging, thoroughly addictive gameplay, F-22 is not only another prime example of how advanced and complex console games can be, it's also a fantastic game in its own right. Test fly it as soon as possible.



▲ An escaping pilot scraps the F-22's canopy!

A DIFFERENT PERSPECTIVE

By using a combination of buttons on the jypad, all manner of different viewpoints are available. A full 360 degree wraparound effect can be achieved, along with a chase 'plane feature (this means you see your 'plane from behind, Afterburner-style). If you reckon that the view-screen is a tad on the small side, it's possible to remove it, leaving just your HUD (Head-Up Display) to provide you with useful info.

▼ A missile about to strike!



BY: EA

PRICE: £39.99

RELEASE DATE: NOVEMBER
 GAME DIFFICULTY: MEDIUM
 LIVES: 3
 CONTINUES: 3
 SKILL LEVELS: 3
 RESPONSIVENESS: SUPER



PRESENTATION 96%

Too many options to list, but suffice to say, every option you could possibly include is here.

GRAPHICS 92%

Great static screens and superb in-game polygon graphics to astound and amaze.

SOUND 81%

Some brilliant sampled noises for cannons, missiles and explosions. Only the in-game music is slightly lacking.

PLAYABILITY 93%

The training missions make getting into this very easy...

LASTABILITY 92%

... and there's loads of tough expert missions to keep you flying, plus the option to make your own. Lastability is guaranteed!

OVERALL 93%

A truly superb flight/combat simulation that oozes class. A must for your collection!