



FERRARI GRAND PRIX CHALLENGE

Most of us are happy with a four door jalopy and follow the highway code, but there are a select band of madmen who enjoy getting behind the wheel of a Formula 1 racing machine and suffering very uncomfortable G-forces at dangerously high speeds.

Ferrari Grand Prix Challenge cuts out the cheek-wobbling danger but brings everything else you would expect from the Grand Prix season. As well as the standard sixteen circuits there are four fictional ones designed to help develop racing skills and experience. Competition is furious so taking advantage of the construction option is vital for success. There is the chance to change tyres, suspension, wings, brakes, engine and transmission. Players face a total of 16 opponents eager to make sure you're the last to see the checkered flag.

To drive Murray Walker to bursting point there is an option allowing racers to challenge a rival or go head-to-head with a friend. But before rookies become a serious threat on the track, they've got to get to grips with their car, and the 16 gruelling circuits spanning the globe. But most of all, they've got to get used to other racers whose idea of Sunday driving is warped to say the least!

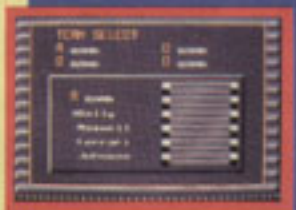


SPANNER ALERT!

Okay, so you might not know the first thing about constructing a Formula One racing car but don't worry because things are made very simple. At the top left of the screen are car stats which change as you move the selection arrow. The amount of speed, grip and durability changes depending on the component that you choose. It is best to start with automatic transmission until the car's handling becomes familiar, but switching to manual gear control provides extra speed. Only by trying different controls will budding mechanics figure out what is best for them, and in the words of Graham Taylor, "You've got to experiment haven't you?"



▲ Choose your Grand Prix circuit!



▲ Pick rank, and customize your car!

COMMENT



ROB

This title follows hot on the heels of Super Monaco GP II and comparisons are inevitable. The pre-game options are great, but unfortunately once you're into the race itself it

quickly becomes clear that that's the only thing this has got going for it. It's a very dull game and the playability is very poor. The graphics are boring and do nothing to invoke a feeling of speed or excitement. The control method is also pretty tedious and once you've got the hang of changing down a few gears before the bends, the whole process gets a bit routine. In the end I wasn't too interested in completing the 16 courses, let alone the four bonus tracks. Only in the head-to-head two-player mode does this game succeed in providing any amusement at all - and even that's not a heap of fun. If you're thinking of taking to the circuit, Super Monaco GP II is miles and miles better in the graphics, sound and playability departments.



PIT-IFUL

On the screen there is a damage indicator. When part of the car goes for a burton, the damage indicator starts flashing. This doesn't mean you have to stop, but if the car isn't in optimum condition, performance is bound to suffer. Sensible fellows make straight for the pits to change the offending article, but make haste, because hanging around there too long could cost you the race.

WEATHERING THE CHANGES

In the Grand Prix championship there is nothing anyone can do about the weather conditions. But in the time trial and practice modes a player has strange spiritual abilities which give him the opportunity to experiment with the weather. This in turn affects the road conditions and temperature. Driving in all weather conditions is the best preparation for the unpredictability of the Grand Prix.



▲ Sunday driving on an English summer day.

THE MEAN MACHINES ARCHIVE
RAND
ENGE



▲ Chase the racing cars ahead!



▲ Good qualifying times make all the difference.



▲ A line up of eight interesting mutants.

CHARACTER REFERENCE

Rather than race anonymous nobodies, all opponents have established themselves in some way. Each of them possesses certain strengths that are worth remembering when you come bumper to bumper with them. A White is considered the best driver on the circuit, but look out for guys like S Hendro who are difficult to get past, or J Nolen who is especially adept in bad weather conditions. Each racer is also a member of a team. The teams fall into four ranks. The cars in rank D are the easiest to drive and those in rank A are the hardest, but rank A cars yield a much faster race for experienced drivers.



▲ This gal has no relevance to the game whatsoever.



RAD

Ferrari GP Challenge - graphics, sound and gameplay. There's hardly any background to speak of and the other cars are incredibly badly drawn. The 3D update is jerky and completely unrealistic and the still screens between races are dull. The sonics follow this trend of horror, with a terrible droning engine noise and hardly anything else to keep your ear drums occupied. But worst of all is the gameplay. The car slides all over the road in a style more befitting a hovercraft than a high-performance car, stopping dead whenever it comes into contact with an object instead of just losing speed or even flipping right over. The challenge level is low because the opponents are complete baboons, and the final straw is that all the construction options have little or no effect on the car's performance bar the gearbox. If you're after racing thrills, make sure you avoid this at all costs.

COMMENT

To say Ferrari Grand Prix Challenge is a travesty of programming would be to tell the truth in no uncertain terms. Ferrari GP obviously attempts to mimic the recent spate of super-detailed racing sims, such as Exhaust Heat on the SNES and Ayrton Senna's Super Monaco GP II by including a host of car design options and a load of tracks to race on. However, there are three things wrong with

MEGADRIVE

REVIEW



BY: FLYING EDGE

PRICE: £39.99

RELEASE DATE: OUT NOW

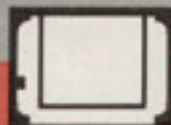
GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: SAD



PRESENTATION 90%

Tons of options including a save position system for the GP, two-player mode, car customisation and lots, lots more!

GRAPHICS 44%

Uninspiring in-game graphics which do nothing to evoke the furious pace of Formula One racing. The 3D update is very jerky.

SOUND 42%

Weedy tunes and sound effects. When the car crashes it sounds like someone sneezing!

PLAYABILITY 49%

Steering is unrealistic, leaving you feeling you're not in complete control. Much of the gameplay becomes routine after a while.

LASTABILITY 33%

The 20 circuits and two-player option should keep you going for a while - if you're prepared to put up with the gameplay.

OVERALL 45%

An excellently presented game with some good ideas ruined by poor in-game graphics, lack of gameplay realism and naff playability.

DOUBLE TROUBLE

Should you get fed up with the regular style of racing, there is a split-screen two-player option which gives a player the opportunity to race a computer competitor or a friend. Racing simultaneously in this fashion means that the opposing drivers on the GP circuit can be sized up individually. It also means a lot of fun thrashing your mates, or being thrashed by them!

