



SUPER HAWK

Ever wanted to ride in a motorcycle Grand Prix? This game allows you to experience all your biking dreams, as you take part in a variety of races around the world in this rip-roaring conversion of Sega's bike racing coin-op.

There are two modes of play, both of which have a simple objective - be the first past the finishing post. As well as racing against other riders, you also race against the clock. Between the starting and finishing posts on each track are a series of checkpoints, which you must pass before the time limit runs out. Failure to pass the checkpoint means the end of the race - race past it, though, and extra time is added so you can continue onwards towards the checkered flag.

At the end of a race all the time remaining is converted into bonus points, and your overall race time is displayed for posterity - see if you can break the record!



Overtaking on the inside is harder - but safer.



▲ Each continent relates to a skill level - how good do you think you are?



OOPS!

Three things that you really shouldn't do on a real bike 'cos they're dangerous and naughty.

WHEELIE: Whizzz! A too-quickly yanked throttle results in the front wheel rising majestically from the tarmac while the bike travels forward at speed.

BURNIE: Phee-oo! Not a restaurant, but it does have something to do with cooking - ie the back tyre.

Absent-mindedly forgetting to release the front brake while giving the throttle some stick means much rear-wheel rubber rending.

ORIGINAL MODE

The original mode is an ongoing challenge where you race against a series of opponents over a variety of tracks. When you start, the tracks are short, the opponents are rubbish and the bike is very slow and unresponsive. However, if you win a race you're awarded money with which you can buy extra bits for your bike like turbos, brakes and chassis to make it go faster and handle better. As you progress, the opponents get better and better, and the courses get more and more challenging - so you have to make sure you keep winning to keep your bike in a competitive state!





▲ In arcade mode you must reach the checkpoint within the time limit in order to

▲ The start of the New York race.



STOPPIE:

Yikes! Applying only the front brake at speed could well mean the rear wheel lifting off the deck. Do it at top speed and the rider can be ejected from his seat to land on his helmet (oo-er) some considerable distance away

CHEERS TO PERFORMANCE BIKES FOR LETTING US USE THESE PICS

▼ Braking at hard corners is a must!



COMMENT



Ah! This is what I like! The chance to ride a very high-powered bike up a twisting road at unbelievable speeds. The graphics are tremendous, with a perfectly convincing road (complete with gut-churning hills) and excellent sprites giving a true feeling of high speed. The sound is also good, with four racing tunes to set the pace. The arcade mode is as

JULIAN

accurate a copy of the coin-op as you could wish for, and there's the additional bonus of the original mode (which would be a good game in its own right) which adds plenty of lasting appeal. Super Hang-On is one of my favourite Megadrive games - if you're into speed, race off and buy it now!

ARCADE MODE

On the title screen there are two game modes to choose from - arcade and original. Arcade mode is a straight conversion of the coin-op, and, like the original machine, gives you four tracks to race on: beginner, junior, senior and expert. Each track is progressively longer, and is also more twisting - the real challenge is trying to win the expert race. That takes some doing!



Make sure you reach top speed on the straights.



Going down in the desert - you'll have bruises for weeks!



In original mode, you can kit out your hog however you like!



Choose a rival to race against - and have the satisfaction of beating him.

COMMENT



MATT

I'm in something of a dilemma with this game. It certainly is a great racing game, with plenty of fast action and high quality scrolling: it conveys a superb sense of speed, and all the selectable in-game tunes are catchy little ditties. The choice of game type adds a lot to the playability as the original mode gives you a feeling of planning for a season rather than a single race. Yet I feel that the game is lacking that certain something to make it an all-out winner. Still, it's a great game to play and is full of excitement and thrills - if racing's your thing, don't miss it!

GET YOUR KNEE DOWN

If you want to ride competitively, you must get used to the way the bike handles. At corners you can get your knee on the deck (check out the steam from your Supa Smoke-o-rama knee pads) and slide the bike around the bend - but don't crank the throttle back too much or the back end will slide out from under you and you'll chuck the bike down the road! Try and anticipate corners so you can lean into them, otherwise you'll end up on the wrong side of the track heading towards an advertising hording and certain doom...



BY: SEGA
 PRICE: £34.99
 RELEASE DATE: NOV
 GAME DIFFICULTY: EASY/MED
 LIVES: TIMER
 CONTINUES: 0
 SKILL LEVELS: 4
 RESPONSIVENESS: BRILL



PRESENTATION 85%

Two game modes and a hidden options screen (see if you can find it!)

GRAPHICS 90%

Lovely animation on the rider, excellent roads, and the landscape zooms by at a fair lick.

SOUND 82%

Fun tunes keep you movin' on down the road, and there are plenty of screeches and engine roars.

PLAYABILITY 91%

Responsiveness is good, and you instantly get into the racing spirit.

LASTABILITY 83%

Four tracks in arcade mode, and a whole new game in the original mode will keep you racing for weeks on end.

OVERALL 86%

A very high quality racing game which is a must for speed freaks.