

DOUBLE DRAGON



It was almost **exactly this time last year** that Sega released a game that **rewrote the shoot 'em up formula**. Incredible polygon graphics, 3D shooting area, and most important of all — **dragons!** And now, like a phoenix from the ashes, **it's reborn!** And so is TOM GUISE to take a look at it!

dRAGONS. LISTEN PAL, DON'T GO PREACHING TO ME ABOUT DRAGONS. I WAS IN 'NAM, BUDDY. YEP, IT WAS BACK IN THE SPRING OF '95. THE 'SPRING OF LOVE' THOSE LAZY PUNK-ASS HIPPIE KIDS CALLED IT. FOR THOSE OF US IN THE 9TH PANZER DRAGON DIVISION THOUGH, IT WAS THE 'SPRING OF MUTHA-DEATH-ARMAGEDDON!' I REMEMBER IT AS IF IT WERE ONLY LAST YEAR. THE HEAVY BEATING OF LEATHERY WINGS OVERHEAD, THE HARD SADDLE STICKING TO MY SWEATY, FIVE-DAY OLD ARMY ISSUE UNDERDAKS, AND THE OILY STENCH OF DRAGON BREATH BURNING OUT MY LUNGS, AS I LOOSED OFF A ROUND OF CRACKLING BLUE PLASMA INTO ANOTHER FACELESS FLYING BEETLE.

For seven long levels I paid my dues in the flying squad, facing what us grunts like to call 360 degree shoot 'em up action. You never forget an experience like that. I saw many good dragons — close friends of mine every one of them — go down in a Kentucky-fried ball of flames. And now you tell me there's a sequel on the horizon? Hasn't the world learned anything from history? Well you know where you can stick your goddamn Project Perseus... >>