

Mega Drive

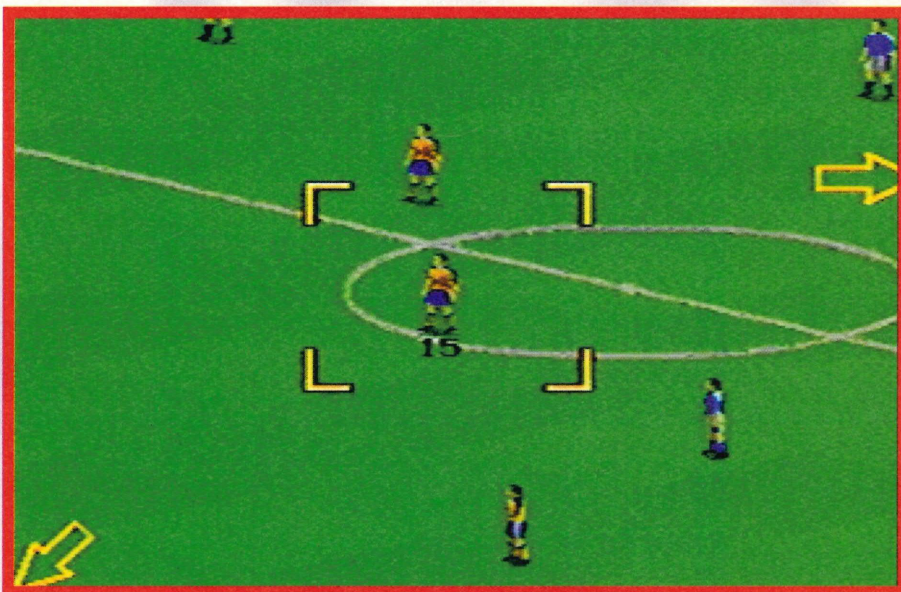


# Review

● Electronic Arts ● £39.99 ● Out Now

The FIFA series has created the most successful football games to appear on the Mega Drive, and with *FIFA '96* it still seems to be going from strength to strength!

# Fifa '96



● My player does a smart throw in and it goes where I want it to go, thanks to the handy cursor. All the FIFA games have been good, but this is brilliant!



● The match is about to start. Man U Vs Newcastle. Ooohhh...



● Ref! Yes, his pic appears should any players foul or go offside. Darn.

## Pro Yo!

● Before starting, set up the match and adjust your chosen team. It really helps and gives an early advantage.



● Yeessss! Man United score and the boys in red go wild! Shame I'm actually losing by two goals though.



Football games on the old Mega Drive have rarely disappointed us, and it seems *Fever Pitch Soccer* has yet another rival. Last year, the massively successful *FIFA '95* scored highly in *Sega Pro*, giving more options and better gameplay than ever before. Now, *FIFA '96* carries on where it left off by throwing in all the usual football stuff we know and love, plus lots of extras.

### Options galore!

One of FIFA's strong points has been the wealth of options that it offers the player. Pick any team from any country and train the players well.

### Formations



### Statistics



### Strategy



# 16



● Darn! Brazil have just scored and their players are now celebrating. Better luck next game.



● No, that star under the player's feet doesn't mean that he's a particularly hot footballer, it just shows who you're in control of.



● He shoots, but did he score? This penalty section is actually from the practice mode, where you can keep trying until you perfect your penalty shots.



● Another match begins and it's Brazil against Italy. Both are good teams so with any luck this should be a longer match, with more goals being scored.



● Oh yes, what a smart save that was! The goalies can either be manual or automatic, but it's much easier to have him on Automatic.



● If things are not going well, why not practice? It trains up your team good and proper.



● Yes, it's another options screen but it's very helpful and alters the control of the players.

To put it simply, *FIFA '96* is another enjoyable, playable and anything-elseable addition to the FIFA series. Electronic Arts have made tweaks to all the essential factors in the game. The ball control is now more precise, with players having their own skill levels and abilities. Now, players with high skill levels can control the ball more closely, and are more difficult to tackle. To top it all, all the usual legal and illegal moves are here, such as slide tackles, elbowing and by pressing B and C together you can flatten an opponent.

Everything any self respecting footie fan could want is in the game. The tournament mode provides every team going, with their own skill levels marked out of five stars for ease of choice. You can create your own team

and even sell players. If the team is a bit weak, those weak areas can be tightened by practising corner kicks, throw ins and penalties. The graphics haven't changed much, although I did like the action replay mode which enabled me to view my team (Manchester United at the time) scoring in slow motion. The roars and cheers of the crowd all enhance the atmosphere, and this is the next best thing you'd get to actually playing a real football match.

Yep, this is an option packed, trimmed round the edges footie sim that does improve on *FIFA '95*. Most importantly, it'll last for years. Just don't expect any massive new changes.

● Steve Hardy

**Everything  
any self  
respecting  
footie fan  
could want**

# ProScore 90

Not significantly different from the last two FIFA games, but a fine contender that throws in more options and improved gameplay.