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Mega

POWER



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Mega-CD
Reviews
inside!

Dungeon Explorer
Lords Of Thunder

Previewed
this month:
Fatal Fury
Samurai Shodown

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★ FULL GUIDES TO ETERNAL CHAMPIONS AND DRACULA UNLEASHED! ★

INSIDE

CONTENT

PRESS

start

Yes, it's back and what a packed issue of Mega Power we've got for you this month. First of all there's a fabulous Fatal Fury Special demo to play, courtesy of JVC. We preview the game inside, along with another new beat-'em-up Samurai Shodown. On the review side, we take a detailed look at the latest CD imports Dungeon Explorer and Lords Of Thunder. Finally, we've got a bruising player's guide to Sega's Eternal Champions and a full solution to Dracula Unleashed. Now surely that's enough to get your teeth into!

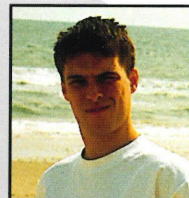
phil king

When Paragon decided to move to larger offices, it was thought there'd be plenty of room for everyone. However, Phil soon proved otherwise when he unpacked the contents of his Tardis-like desk it seems junk really does expand to fill the space around it.



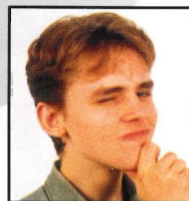
adrian price

Be afraid, be very very afraid. This man is a dangerous fighting machine who can tear folks (and games) apart with his bare hands. Ade, already a Tae Kwon-Do black belt, recently earned his second Dan. In short, this means he's twice as hard as before.



mark pilkington

It seems Pilky has had a run-in with the law. By the time you read this, he could be serving time behind bars – mind you, he's spent enough time slumped on them! If you feel strongly, you could write to your local MP and protest... about lenient sentences these days!



Extra-special thanks to VIDEO GAME CENTRE in Bournemouth (01202 527 314) for supplying our import games.

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ISSN: 0969-8434

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essential reading

Printed by
Distributed by

Lookers Printing, Poole
Seymour International Press,
Windsor House, 1270 London Road, Norbury,
London SW16 4DH. Tel: (0181) 6791899.

Production Controller

EVENTS

Disc Info... 4

Playing a brilliant Mega Power cover-mounted Fatal Fury demo: how do you do that? Easy, just read our instructions (or ask Des Lynam).

Previews



Fatal Fury ...6



After playing our fab demo, read all about how this top fighting game is shaping up.

Samurai Shodown.....8

Another well-'ard beat-'em-up is about to hit your Mega-CD. It sure packs a punch.

Reviews



Dungeon Explorer 10

What's this? A Gauntlet-style game on the Mega-CD, that's what. Up to four players can explore to their hearts' content. It's a big game, missus.

Lords of Thunder 10

It sounds like an RPG, but it's actually an adrenaline-pumping shoot-'em-up.

Solutions



Eternal Champions .20

Unless you're as hard as our Ade, you'll probably need this comprehensive fighting guide to the most brutal beat-'em-up ever created.



Dracula Unleashed ..25

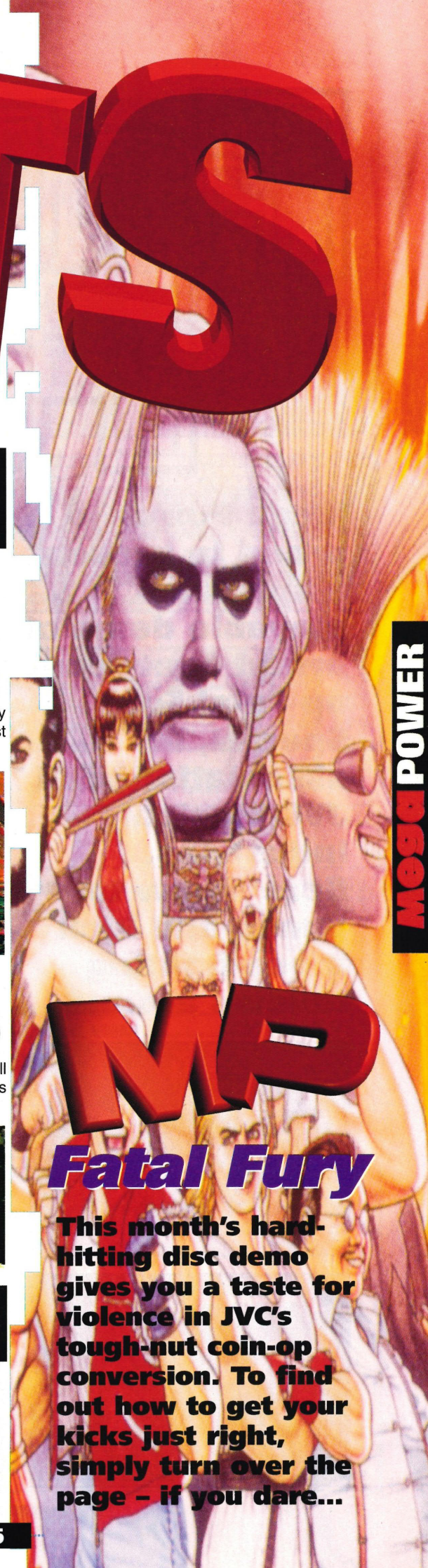
You'll be saying "Fangs a lot" after reading our full solution to Sega's spooky adventure. It sure beats wearing a string of garlic round your neck. Poo!



Regulars

Back Issues ... 18

Missed some of our earlier issues and cover-mounted disc demos? Order them from the comfort of your park bench.



MEGA POWER

MP Fatal Fury

This month's hard-hitting disc demo gives you a taste for violence in JVC's tough-nut coin-op conversion. To find out how to get your kicks just right, simply turn over the page - if you dare...

Fatal Fury

Disc
16
Info

Mega Power is proud to present a special playable demo of brutal beat-'em-up Fatal Fury Special, in association with JVC Musical Industries. Here's how to punch and kick those fighting fellows around...

THE DEMO

This month you not only get to read a preview of Fatal Fury Special, but you get to play it too! The very latest version of a classic arcade bruiser, Fatal Fury games are well-known for their bold, colourful sprites, stunning special moves and moody backdrops. In this one-player demo you get to play as one of the Bogarde brothers (Andy or Terry) fighting against either yourself or your bro'. The first thing you'll notice is the layered fighting action as you can move into the screen to fox your opponent. You'll be amazed at some of the moves these two can pull off with crackling punches, spinning head kicks and floor-banging just part of the all-action fun. Add to this little lot fully animated backgrounds and an easy to pick-up control method and it seems that JVC have got themselves a contender. We hope this demo proves just why Fatal games have been so popular on other formats and why an appearance on CD is long overdue. If the thought of two siblings



beating the tar out of each other disturbs you then you're better off not trying this demo. However, we hope it relieves all that pent up fury you've been saving for a really bad day. It certainly worked for us!

(Note that this demo is identical to the one featured on a previous issue of SegaPro CD.)



OVERSEAS READERS

You can obtain a copy of the Fatal Fury demo by ordering it directly from Mega Power. Just write a cheque for £4.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #23 CD Offer, Paragon Publishing Ltd, Paragon House, St Peter's Rd, Bournemouth BH1 2JS.

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Fatal Fury

Anger, fury, call it what you will, it usually ends in a good beating for someone. Adrian Price dodges, weaves and mixes it up with the super-tough Bogard brothers...

The Mega-CD has had quite a few fighting games brought to its attention recently. *Mortal Kombat*, *Eternal Champions*, and the animal-inspired *Brutal* have all arrived for a slice of the action, but it's time for a new style of fighting game to emerge.

Fatal Fury started out life on the Neo Geo, a system renowned for its success with beat-'em-ups. After the first couple of games, *Fatal Fury Special* was spawned with all the good bits taken from the earlier games. Not only are there more characters (an impressive 16 to choose from) but there are a wealth of special moves to be found. Each fighter has around three or four, and by using these, some really nasty killer-combos can be put together.

One of the features that sets *Fatal* apart from its rivals like, *Street Fighter* and *Mortal*

Kombat, is the two level playing area. If you think that your enemy is getting the better of you, you can always jump over into the background for a slight breather, just watch out he doesn't follow you and finish you off. Another feature to make all your mates really mad is the taunt option. Pressing the taunt button will make your fighter pull a face or shout abuse at your enemy, it doesn't cause them any physical damage, but their ego will be severely bruised.

It seems as if this hasn't lost much in conversion and the Mega-CD looks quite capable of handling all the fight action. The sprites, while not quite as big as the original ones, are still nice and large and move well. Just whether or not it'll be able to match up to the hardness of the established fighting games still remains to be seen.



There's a veritable horde of special moves ranging from fireball type things above, to the more popular whirlwinds that so many fighting games seem to employ these days. Still, each man to his own, eh?

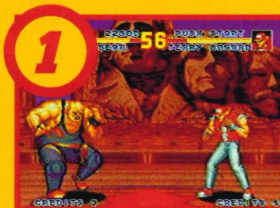


Throws are an important part of the game. Get too close and you could come away with a very bad headache!

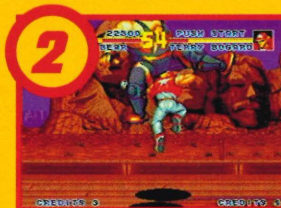


In The Blue Corner...

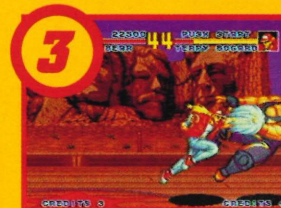
...We have Big Bear, who's got the biggest frame in the game. Come too close to him and he'll snap you in half. In the red corner is Terry Bogard. Quick-witted and full of beans, Terry is the favoured fighter here today with quick reactions and brilliant technique. Let's fight.



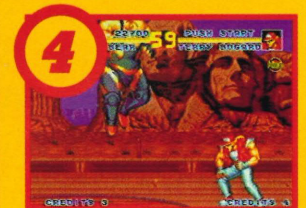
Both fighters start off posing in moody looking stances and mentally prepare to duff each other up. I just hope there's a doctor in the house.



Terry Bogard goes for a massive stomach punch, but with the agility of a ballerina Big Bear jumps over him, making Terry look a fool. Revenge!



With a quick dash, Terry goes to fire his fist and plunges it into the chest of Bear. The stomach punch has landed... albeit a bit late. Still, one-nil to Terry.



Terry takes a quick breather, but before the lactic acid has time to dissolve, Bear's on the attack again, jumping high into the air...

FURY SPECIAL

Yes! Go Big Bear. Almost as brutal as the Ultimate Fighting Championships, Bear hoists Duck King and applies a touch of orange sauce. Big Bear is big and hard and could have just about anyone in a fight. Fact.



Terry Bogard gets to grips with Mai, soon after this shot was taken, Mai was seen eating sweet and sour pork balls. Hmm.



Big Bear demonstrates why he is just so good at fighting. If he lands on top of you, you'll sure feel it.



Andy Bogard fights himself with such ease. How can he lose? He can only win. That's games psychology.



They're at it again! Not content with showing off stupid, through-the-air kicks, they start smashing their elbows into each other. Disgraceful.



Jubei gets Terry by the short and curls and manages to throw him. That'll teach him to stay clear of the old fool next time.



It's quite tragic when two brothers start fighting. Now if they only did something more constructive like fishing or basket weaving.



Fatal Fury Special

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1-2 PLAYERS



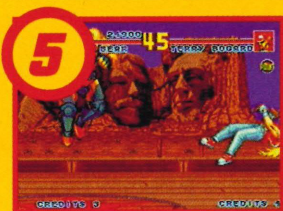
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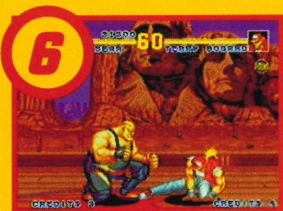
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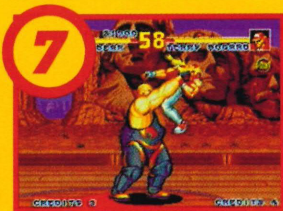
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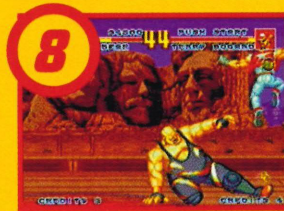
As if by magic, Bear hangs in the air and uses telekinesis to lift Terry into a horizontal position, before finishing him off. What a dirty little trick!



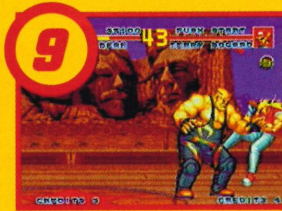
Terry starts well once more with a well-placed kick to the big guy's shin. Bear just laughs this off and gets ready to pounce and mess him up good.



With a savage lunge, Bear uses his super strength to hoist Terry high into the air and then starts to squeeze Terry's face into goo. Could this be the turning point?



Bear closes in but is thwarted by a brave but stupid leap by Terry Bogard. But, as the old saying goes, out of the frying pan, into the raging furnace...



With an elbow to the head, Bear ends Terry's quest for glory. Big Bear can now hold his head high and go back to Australia a proud, and very hard, man.

PREVIEW



Samurai

Shodown

Dodge some punches and flying kicks and take a brisk walk with Adrian Price as he steps onto the battleground that is Samurai Shodown. Haohmaru had better watch his back!

Way back in the heady days of video games, fighting games tended to be either really rubbish, or surprisingly good. Names like *Way of the Exploding Fist*, *Yie Ar Kung Fu*, and *IK+*, all stood out from the crowd as something special. Well, *Samurai Shodown* is one game that's making a name for itself right now.

You must have heard of *Samurai Shodown* by now? Well, if you haven't, here's the deal: It's a phenomenally popular side-on beat-'em-up in the style of those old classics *Mortal Kombat* and *Street Fighter II*, but there is a difference. Not only do you get to beat the living pulp from your soft squidgy-like opponents with your bare fists, but you can also employ the use of some top shiny-weapons to get the job done. That 'job' being the total annihilation of your opponent. In fact, *Samurai Shodown* is probably the only beat-'em-up that has managed to incorporate this sort of fighting and ended up a good game into the bargain.

Stemming across from the arcade specific Neo-



Geo machine, which already has a sequel to this, *Samurai Shodown Mega-CD* has large graphics that move smoothly, as well as some life-like sounds to help create a good fighting atmosphere. Oh, and the gameplay isn't bad either.

With plenty of fighters to choose from, ranging from the tough and moody Haohmaru, the daring dog-loving Galford to that femme fatal Charlotte or even the ugly green monster know as Gen-An. All have their own style of play, as well as a healthy variety of special moves, *Samurai Shodown* is probably the only recent beat-'em-up to properly challenge the dominance of those 'two classics'! And seeing as only one of them is on the Mega-CD, I'd say that Haohmaru and his merry band of fighting friends are onto a good thing. We'll just have to wait and see if they can actually manage to kick in a few heads or get pummelled just as they leave the house.



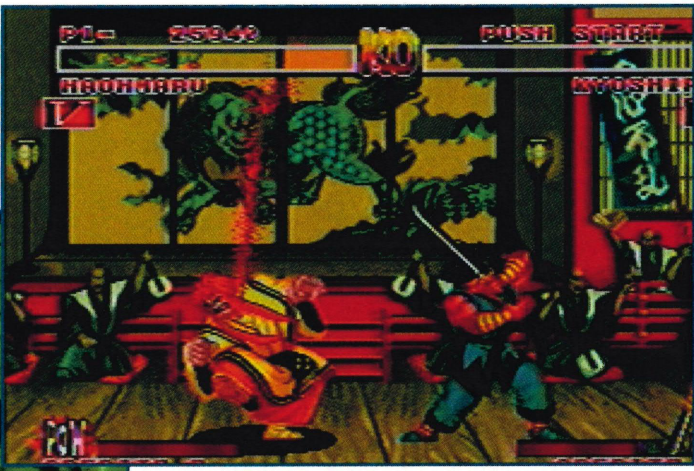
Haohmaru gets a taste of Wan-Fu's special attack. These moves are huge and look really good.



Ukyo shows Haohmaru just how he makes the best apple salad in Japan. As well as slicing apples, this move can be quite deadly on humans.

rani wan

Haohamru stands guard over Wan-Fu's weapon. Without it, Wan faces an uphill battle against the cold steel tang of H's big metal sword. Nasty stuff.



Blood Sports

Look around. All over these lovely pages you'll find plenty of top fighting action. Scattered here are just a few of the special moves that can be used to cause some severe cranial damage. And all of this is done by a few tweaks of the buttons. Magic!



Gen-An, the filthy green monster, gets poor old Haohamru in a tight headlock and gives him a pasting.

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Samurai Shodown

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1-2 PLAYERS



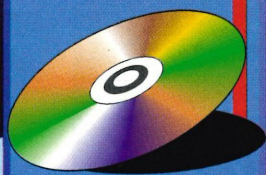
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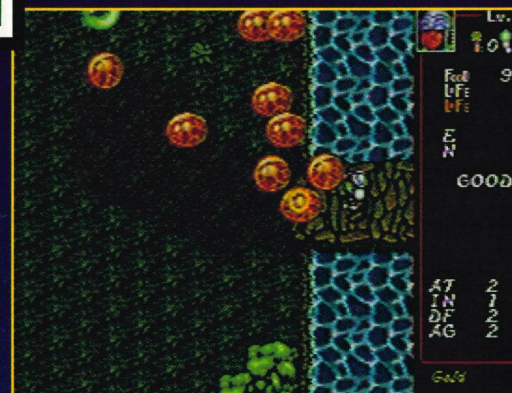
Dungeon Explorer

Gauntlet was a classic Eighties coin-op, but how would it compare to some of the games today? This latest Mega-CD release gives us the chance to find out...

Dungeon Explorer is very little similar to an ancient arcade game called *Gauntlet*. Give or take a license or two, you could really call this game *Gauntlet '95: The Final Revenge*; the two games are that close.

The Eighties was *Gauntlet's* hey-day. It was one of the best things to happen to arcade gaming since *Outrun*. Hordes of kids (not to mention some adults) used to stand for hours around the arcade cabinets, mesmerised by this revolutionary new game. It had everything going for it; superb graphics, hundreds of baddies to kill, keys to find, treasure to collect and — get this — a simultaneous four-player mode. Gosh, shock, horror! Until now, this was unheard of, but there it was, in the flesh so to speak.

Of course, games with four-player modes are two-a-penny these days. After playing *FIFA '95* all day and night with your mates, why should you be even remotely intrigued by this? Well, try the basic gameplay:



These red monsters may look harmless enough, but I wouldn't get too close to them, if I were you...

Viewed from overhead, your chosen character (choose from an Elf, Ninja, Mage, Knight, Monk or Beast) wanders around the landscape, firing away at anything that moves. The baddies will continually

come at you from special bases, so you'll have to destroy these if you want to give yourself some breathing room. Keys can be collected to open up new areas of the map and, of course, there are the usual power-ups and points to collect.

Because this is such a massive game, there is also the option to save your valiant quest at various points onto the Mega-CD's battery back-up. This is more than just a good thing,

as the majority of players will find the going tough right from the word go.

Most gamers will also expect more from a

the majority of players will find the going tough right from the word go



- 1
 - 2
 - 3
 - 4
- Blob
Blue Devil
Evil Knight
Flame

Character

Our good friend, the Elf, does a bit of exploring in one of the games more remote areas. Wherever you venture to in this game, you're bound to find something to kill, so the appearance of these blue baddies should surprise no-one.



These hot-blooded fire-demons will continually circle around you if you get too close to them, making escape from their flames impossible. Gulp!



The Beast finishes off another enemy base with his magic axes, but has he seen those five blobs hiding around the corner?



Six of the Best

The six characters in the game each have their own unique strengths and abilities.



1 Beast
The strongest character, Beast can sure take one heck of a pounding. One of the best to play.



2 Elf
The quick and nimble Elf is a dab-hand at firing arrows at the baddies. Not very powerful.



3 Knight
The slowest character, the Knight makes up for this with some powerful attacks.



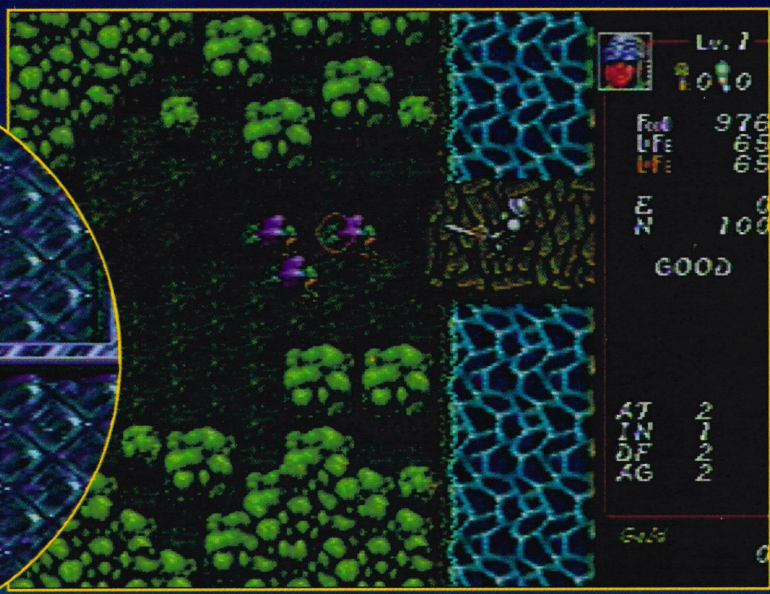
4 Mage
The Mage is the best character to use if you want to cast a lot of spells at those nasty monsters.



5 Monk
The Monk throws small scythes at any monsters he finds, making for one of the best attacks.



6 Ninja
Throwing stars, speed and the ability to take a lot of damage are all plus points for the Ninja.



Goblin



Samurai Guard



Scorpion

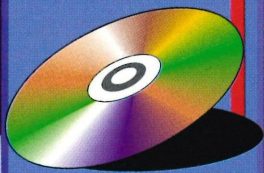


Yellow Dragon

Throw Down the Gauntlet

The amount of enemies, bad guys and general monsters that are out to get you in this game is pretty impressive. Check out this motley crew of undesirables...

Mega Power



▶ Mega-CD game than we have here. There's no fancy FMV intro, no clever scaling and no digitised, rendered, 3-D graphics. A bit of a shame really, as I was expecting great things from this. To top it all off, the control method doesn't quite match up to *Gauntlet's* polished engine. It feels just a bit too fast and

light for my liking. But, hey, maybe I'm just being too picky...

For fifty quid (yep, criminal isn't it?) you can quite easily get hold of a copy of *Gauntlet* on the Mega Drive and still have change enough to bribe three mates to play with you for a week. A bit of a miss unless you're a *Gauntlet* freak.

Mark Pilkington



Walking through dank, smelly swamps like this one isn't a good idea – the swamp creatures tend to kill you if you stand about too long!



Before you can even think about grabbing that tasty pile of treasure, you'll first have to get past that fierce fire-demon. Smack 'im in!



Places to Visit



1 Equipment Shop

You can buy armour and weapons in this place. Make sure you get the correct change though!



2 JoJo's Bar

Sadly, you can't get drunk in this pub... but you can choose a new character!



With his magical arrows of power, the Elf can give as good as he gets in this game. Here he teaches a few blobs a lesson in manners.

Supermarket Sweep!

Throughout the game, you'll find yourself continually coming across the same items again and again. Here we explain what they are...



1 Key

You'll need this to open the various doors and secret walls in the huge levels.

2 Sack

Collect this and you'll be able to store even more items than before. Handy, eh?

3 Treasure

Treasure means money. Money means better armour and weapons. Collect it.

4 Chest

You won't know what is hidden inside these little items until you open them.



Down goes one mutant monster from hell, thanks to the powers of my sword of death. Not that I'm getting carried away with this...



Maggie's Den

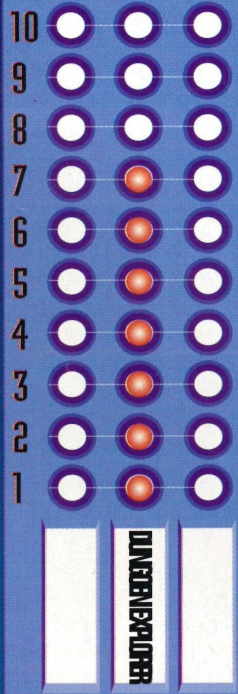
Maggie the Witch may smell a bit, but it is here you must visit if you want to save your game.



A portal to another world, or maybe some strange alien toilet? Look at that green stuff. I don't know, the plumbing you get abroad, it's simply awful

MP

"A nice Gauntlet clone for Mega-CD, but when compared to the original it falls flat on its face. Buy Gauntlet on the Mega Drive."



Dungeon Explorer

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1-4 PLAYERS



MEDIUM ACCESS



SAVE GAME



US RELEASE

GAMEPLAY

73%

GRAPHICS

67%

SOUND

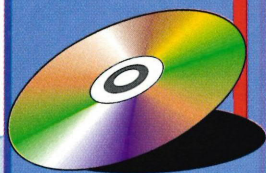
68%

ADDITION

80%

OVERALL

72



Prepare yourself for a flying feast of frantic shooting that combines ridiculously large beasts with small, pesky gnats. The Lords of Thunder have arrived at last, and they're mighty angry!

Things are getting pretty hectic below with plenty of bubbles getting in your way. If you pop them away, you'll get loads of cash crystals. Yes!

Lords

Most of you will probably scratch your heads and be totally puzzled when you hear the name "PC Engine". You might even be thinking that it's got something to

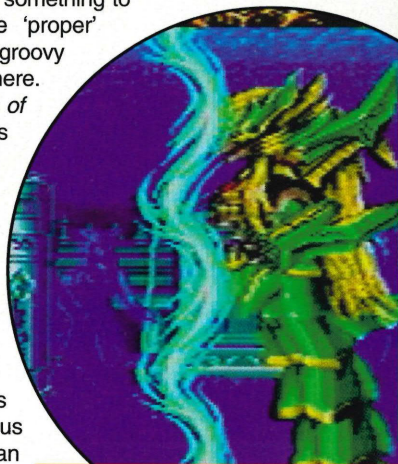
do with those fabulously expensive 'proper' computers. No, it is in fact a really groovy console that failed to materialise over here. But, what's that got to do with *Lords of Thunder* you may well ask? Well, it's where the poor little baby came from...

A few years ago, a neat little shoot-em-up called *Gates of Thunder* was released onto the PC Engine and it was jolly fantastic. It was probably the meanest, fastest, shooter available to man, it was in simple terms, excellent... then there was *Lords of Thunder*. Riding on the success of its predecessor, *LOT* was released to complement *GOT*. Now us lucky chappies with a Mega-CD, can sample the delights of this marvellous game.

The basic gist of the story is that there were these six demons who ruled the six parts of the planet that you live on, and one of your ancestors got a bit annoyed and decided to vanquish them all. Well, they're back and all you can do is strap on your old man's suit of magical armour, made up from various parts of nature: Fire, Wind, Water, and Earth and you can then start to carve your way through the nastie-packed levels. If you pick the wrong one, you'll have a hell of a

If you want a straight shoot-'em-up that contains scenes of horrific violence and plenty of explosions, then this is the puppy for you. The action is frantic right from the word go. Pick yourself a suit of ethereal armour, made up from various parts of nature: Fire, Wind, Water, and Earth and you can then start to carve your way through the nastie-packed levels. If you pick the wrong one, you'll have a hell of a

What you're witnessing here is one of the smart bombs in full effect. This is sure to beat the end of level boss.



The Starting Bit

This is the starting bit where you find out just how it all began. What is basically happening, because you can't actually hear what the geezer is saying, is that Duran, one half of Duran Duran, is fighting a battle started by one of his ancestors years and years ago. It's up to Duran to fight and kill the six boss guys, one from each kingdom, before peace can be restored to the land and everyone snores safely in their beds.

You'll have to pump out a lot of firepower in order to beat this hellish monster. He fires loads at you. Kill him quickly.



These are the seven islands that must be re-captured. You can only do the middle one after all the others.



of Thunder



Unless you watch yourself, you're going to get a nasty smack from the two fire archers up above.



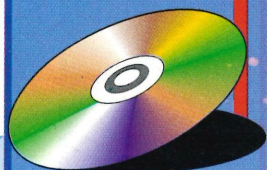
This boat is another source of easy pickings and should be shot at constantly. Reap the rewards, bro.



Have you ever had one of those days where you find yourself fighting against a big boss, only to find him blowing up? That's what this geezer did, I was starting to enjoy myself. Left: Using the rubbish earth suit of armour, Duran dashes through a few nasties. He's got a shield on, that's what those blue things are.

Mega POWER

REVIEW



time getting to the end of the level.

Before you actually embark on each level, you can power your suit, and yourself, to the teeth with magic potions and shields. If your suit is fully powered-up, you'll have more firepower, the more you get hit, the less damage you'll be allowed

to dish out to the enemy. You can collect amulets that restore this energy and, at certain times, you'll need them.

It has to be said that *Lords of Thunder* has a quite literally pumping soundtrack. It's got some really strong rocky tunes that squeeze their way out of the speakers and add to the manic atmosphere of the game.

Overall, this is great. On the normal level it's a pretty hard game and on the harder levels, it's just plain tough. The greed factor is extremely high and with thousands of lovely money crystals floating around, you're bound to end up in a bit of trouble. Just don't expect the Lords of Thunder to come round and bail you out.

Adrian Price

This is the fire suit's way of making all the bad guys go away. At the flick of a button, this huge fiery dragon will leap from nowhere and start killing all the bad guys. Not bad for only 100 credits. You can buy extra ones at the shop at the end of the level, and depending on what type of armour you have on, a different type of smart bomb bloke will come along. Very handy.

The action is frantic right from the word go

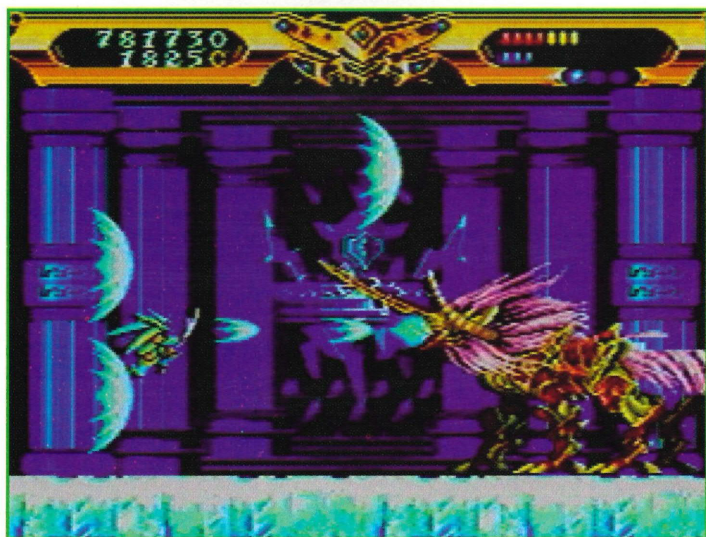


Known in the trade as 'The Shop'. This girl has a really cute voice and will sell you most things.

As you can see, the beast on the ground is getting pummelled by the Air weapon. He'll soon be dead.



This is one of the best suits to have, the Water suit. At the moment it's only about half powered. Look at the top right hand corner and the multi-coloured bar. When that's full, this weapon really kicks ass.





More submerged malarkey as Duran goes into the lair of the purple voles and does some major head-kicking,



Quick, here's a rare opportunity to stock up on extra cash. The red ones are worth much more than blue ones.



The Esther Rantzen monster is in for a spot of trouble as The Water weapon is fully charged and in full swing. If you don't take this top git out, the screen will start to scroll, and if it's still there, you'll take some major damage.



With a weapon that causes this much destruction, you'd think it would be a stroll in the park. Not a chance.



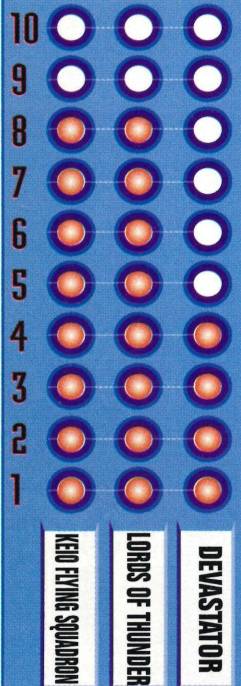
Nice Suits

At the start of a level, you have to choose a suit. These don't protect you from enemy shots (armour has to be bought from the shop), but they do give you different types of shot. Pictured here are the various forms the shots take with each suit (1 - Earth, 2 - Fire, 3 - Water, 4 - Air). Get it wrong on any level and you'll find yourself in a whole heap of trouble:



MP

"The action is fast, the music is pumping, and it's shooting all the way. A bit of slowdown doesn't detract from a challenging blast."



Lords Of Thunder

HUDSONSOFT
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1 PLAYER



MEDIUM ACCESS



PASSWORDS



UK RELEASE

GAMEPLAY

89%

GRAPHICS

78%

SOUND

90%

ADDICTION

87%

OVERALL

86

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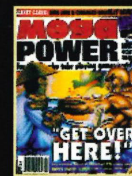
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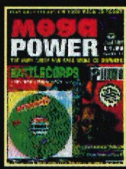
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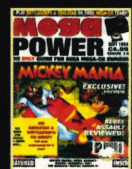
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Score every time with our special playable demo of *FIFA International Soccer*. We also hit the net with previews of *Flying Nightmares*, *BC Racers*, *Dark Seed* and *Mortal Kombat II*. Yesss!



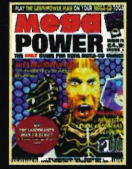
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Enjoy the special double demo of *Battlecorps* and *Soulstar* (same demos as previous issues). We bring you an exclusive preview of Mega-CD *Mickey Mania*, plus a full review of *Star Wars: Rebel Assault*.



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Race into first place with our unique playable demo of Core's *BC Racers* (different to the one on SEGA PRO). We review it inside, along with *Pitfall CD*, *Heart Of The Alien*, *The Lawnmower Man* and more.



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Shoot through the entire first level in our brilliant Wild West demo of *Lethal Enforcers II*. Inside we've got reviews of *Corpse Killer*, *Slam City*, *ESPN Baseball* and *Panic!*, plus *Story Of Thor* and *Striker* on MD.



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Explore a strange alien planet in our playable *Flashback* demo. Plus we've got the full game solution inside, along with a preview of *Eternal Champions CD*, and reviews of *Earthworm Jim Special Edition* and *Links*.



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Shoot through a whole level of side-scrolling blaster *Keio Flying Squadron* in our demo. Inside is a review of *Midnight Raiders*, full *Lawnmower Man* solution, plus a special Saturn feature with *Panzer Dragoon* review.



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You'll have a great time playing our top *TimeCop* demo. Inside there are previews of *Fahrenheit* and *Surgical Strike*, reviews of *Eternal Champions*, *Shining Force*, *Ecco 2*, plus guides to *BC Racers* and *Snatcher*.

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DISC 1: THUNDERHAWK DEMO

Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!



DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. This astounding demo is now available for just £1.95!



DISC 5: SENSIBLE SOCCER DEMO

Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!



DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!



DISC 7: BATTLECORPS & SOULSTAR DEMO

A special double demo disc containing both the previous playable demos from Core Design: the first three stages of *Soulstar* and first level of *Battlecorps*.



DISC 9: THE LAWNMOWER MAN DEMO

Enter the virtual world to take on the evil Cyberjoke. Witness spectacular intro sequences before flying through electronic circuits in a fully playable stage from the game: *Cyber Boogie*.



DISC 10: MICKEY MANIA DEMO

Join Mickey Mouse in one of his most famous cartoons, *Steamboat Willie*. Admire the excellent graphics and soundtrack as you enjoy classic platform action.

NB. This is identical to the cover demo featured on *SEGAPro*.



DISC 11: BC RACERS DEMO

Featuring a different playable level to the *SegaPro* demo disc, this lets you race around a desert track in Core's wacky 3-D racing game. Punch your cartoon rivals, *Road Rash*-style, to get to the front in this fun-packed race.



DISC 12: LETHAL ENFORCERS DEMO

One of the best playable demos we've ever done, featuring the whole of the game's first level. It's superb fun with one or two players, as you shoot it out with the villains doing a Wild West bank robbery.



DISC 13: FLASHBACK DEMO

Drool over the amazing Silicon Graphics rendered intro sequence, then explore an alien planet for a limited playing time on the game's first level. It's a top-notch arcade adventure. NB. This is identical to the cover demo featured on *SEGAPro*.



DISC 14: KEIO FLYING SQUADRON DEMO

Control a bunny-girl riding on the back of a dragon in this completely nutty side-scrolling shoot-'em-up! Our demo (same as on *SEGA Pro*) lets you play the first level.



DISC 15: TIME COP DEMO

What better way to pass the time than playing our *TimeCop* demo? This lets you play the jetpack level, a head-to-head battle with the evil Kleindast.

ETERNAL CHAMPIONS



If you like your beat-'em-ups violent, then you can't really go wrong with this latest offering from the Sega stable. As a follow-up to the original Mega Drive version, the programmers have gone all out to make the Mega-CD game as bloodthirsty as possible. Released on the new Deep Water label, one look at this comprehensive guide to all the characters will tell you why this is one bruiser for adults only...



Mega POWER

MEGA-CD SOLUTION

The Characters



Blade

An ex-cop turned bounty hunter, Blade certainly knows how to handle himself in a scrap. As a fighter, he's one of the strongest characters you can choose in the game. When it comes to special moves, he doesn't mess around either...

Name	Press	Damage
Slice 'n' Dice	Down, Down-Towards, Towards + C	16%
Lightning Strike	Down, Down-Towards, Towards + B and C	15%
Brick Wall	Away-Towards + B	12%
Excessive Force	Hold Away, then Towards + B and C	15%
Wild Fury Attack	A + B + C	20%
Tracking Blade	Hold Away, Towards, X + Y	15%
Straight Blade	Hold Away, Towards, Y + Z	15%



Jetta

Askilled circus performer, Jetta is one of the fastest fighters you can play as in the game. When you fight, remember never to stop moving. Use her speed to your advantage and you'll be alright.

Name	Press	Damage
Whirlwind Kick	Away, Towards + C	15%
Corkscrew Upper	Away, Towards + Y and Z	15%
Power Burst	Down, Down-Towards, Towards + C	10%
Gymkata	Hold Away, Towards + B and C	15%
Ricochet	Hold Down, Up + A or B	12%



Larcen

The ace cat burglar Larcen grew up in a violent time, so it's no surprise to find that he's a bit nifty when it comes to fighting. The knuckle-dusters he always wears on his hands definitely give him an edge over other fighters, so pick this guy if you like having an advantage.

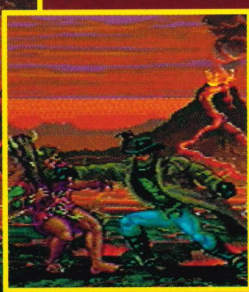
Name	Press	Damage
Slash & Turn	Away, Towards + Y and Z	15%
Reflect	Away, Towards + X	0%
Backflip Kick	Down, Down-Away, Away + C	15%
Machine Gun Kick	Hold Away, Towards + B and C	15%
Mantis Strike	Down, Down-Towards, Towards + A	15%



Dawson

Aloner, Dawson made his living by gambling and protecting people. When he stumbled upon a trouble-hit town in the Old West, he managed to make it as a deputy, and then proceeded to clean the town up. A hardened fighter if ever there was one.

Name	Press	Damage
Belt Grab	Hold Away, Towards + C	15%
Tumbleweed	Down, Down-Towards, Towards + C	11%
Hat Attack	Hold Away, Towards + Z	15%
Knife Throw	Hold Away, Towards, Towards + Z	15%
Taunt	X + Z	0%



Midknight



Abio-chemical scientist, Mitchell Knight was the victim of one of own experiments. Turned into a vampire, he gained more strengths and abilities than he could ever have imagined. His fighting style is very similar to the one developed by top martial artist Bruce Lee - Jeet Kune Do. Shame Bruce never had Midknight's Life Drain!

Name	Press	Damage
Life Drain	Towards, X + Y + Z	17%
Overhead Punch	Towards, A + B + C	18%
Flying Wall Smash	Hold Away, Towards + Z	13%
Ceiling Ram	Hold Down, Up + C	8%
Mist Attack	A + C	15%



Mega POWER



RAX

Part man, part machine, all gladiator, RAX is one of the finest athletes around and he's second to none when it comes to the art of kick boxing. Not only has he got the combat skills, but, when combined with his awesome strength and jet-powered speed, he's probably the best fighter to go for.

Name	Press	Damage
Shockwave	Away, Towards + Y and Z	12%
Jet Uppercut	Hold Down, Up + Z	12%
Atomic Knee	Down, Down-Towards, Towards + B	15%
Thrash n Bash	Hold Away, Towards + B and C	15%
Cyber Kick	A + B + C	18%
Jet Knee Smash	Hold Away, Towards + C	15%



Riptide

An Italian pirate, Riptide stole from other pirates and gave the money she gained to worthy causes – a bit like Robin Hood. Her fighting style is Kajukenbo, which consists mainly of hard slaps and throws.

Name	Press	Damage
Thunder Clap	Away, Towards + Y and Z	10%
Eagle Talon	Down, Down-Towards, Towards + Z	16%
Sea Legs	Down, Down-Towards, Towards + Y	0%
Fog Trap	Away, Towards + Y	12%
Kriss Blade	Away, Towards + X or Y	10%
Flashing Daggers	Hold Away, Towards + B and C	15%
Tidal Punch	Down, Down-Towards, Towards + X	12%
Crow's Nest	Hold Down, Up + Z	15%



Ramses III

An ancient Pharaoh, Ramses III managed successfully to defend his kingdom against all sorts of invasion attempts by outsiders. Unsurprisingly,

Ramses is a great fighter who uses his own particular style of Hung-Gar Kung Fu to great effect.



Name	Press	Damage
Snake Attack	Hold Down, Up + C	15%
Sun Reflection	Down, Down-Towards, Towards + Z	15%
Torch Attack	Hold Down, Up + Y	12%
Wrap Attack	Away, Towards + Y	10%
Hack and Smack	Away, Towards + X and Y	16%
Phoenix Dive	(in air) Down, Down-Towards, Towards + Z	10%
Thunder Lizard	Down, Down-Towards, Towards + C	16%
Jackal's Bite	Down, Down-Towards, Towards + Y	11%
King Combo	Hold Away, Towards + B and C	15%



Shadow

An assassin, Shadow used to make her living by killing businessmen for large corporations. It all went horribly wrong, though when she had a change of heart and decided to call it a day – she then found she was stalked by an assassin herself! Whatever happened to the good old P45?

Name	Press	Damage
Flying Mine	Hold Away, Towards + Z	18%
High Angle Kick	Hold Down, Up + B	12%
Twirling Fan Attack	Hold Away, Towards + C	12%
Flying Step	A + B or B + C or A + C	8%
Ninja Weapon	Hold Away, Towards + X or Y	11%
Knife	Hold Away, Up-Towards + Y or X	11%



Raven

A voodoo priestess, Raven used her amazing ability to heal the people of her village. This is partly linked to the magic hourglass that she possesses – through it, she can control time. Her fighting style is a cross between Kung Fu and Tae Kwon Do.

Name	Press	Damage
Time Change	Hold Down, Up + A	0%
Power Kick	Down + C	11%
Taunt	X + Z	0%
Snake Attack	Down, Down-Towards, Towards + A	10%
Air Attack	Up, Down + C	15%



Slash

Slash is a prehistoric cave-man, who was a great tribal ruler in his day. He may be big, but his dexterity and sheer strength come in more than useful in a fight. Slash doesn't really have a fighting style – the games manual simply refers to it as 'pain'!

Name	Press	Damage
Massive Club Swing	X + Y + Z	12%
Running Head Butt	Hold Away, Towards + C	15%
De-Claw	Hold Away, Towards + Z	12%
Foot Swing Kick	A + C	14%
Spinal Crush	Towards + Y	16%
Knee Trembler	Up, Towards + B	9%
Stone Shatterer	Down + C	12%



Secret Characters



Trident

A mer-man gladiator, Trident used to live in the ancient city of Atlantis before it was destroyed centuries ago now. One of the strongest characters in the contest, Trident has gained his name from his ferocious weapon that is strapped onto his arm at all times. It makes him slow.



Name	Press	Damage
Wavemaster	Hold Down, Up + A, B or C	18%
Whirlpool Kick	Away, Towards + A and B	18%
Neptune's Fury	Hold Away, Towards + B and C	15%
Slash Spin	Down, Down-Away, Away + C	15%
Tidal Wave	Down, Down-Towards, Towards + Z	12%
Spinning Trident	X+Y+Z	30%



Xavier

A mysterious figure, his hooded eyes glow like two hot coals overloaded with energy. Xavier Pendragon is well practised in the ancient art of Alchemy, but unfortunately the local townsfolk presumed he was the devil incarnate. Dragged from his home, he was burned at a stake for witchcraft.

Name	Press	Damage
Phantom Strike	Hold Y and Z	15%
Snap Back	Away, Towards + X	10%
Mystic Shield	Away, Towards + Y and Z	0%
Dragon's Bite	Down, Down-Towards, Towards + C	15%
Wizard's Wrath	Hold Away, Towards + B and C	15%
Attack and Smack	A + B + C	12%



The Eternal Champion



Fight your way past all the other characters in the game and you'll eventually meet up with the Eternal Champion himself, a nasty piece of work if ever there was one. He may be hard as nails, but he can be beaten if you simply follow these pretty straightforward tactics...

Jump towards him and hold down B. You should hit him on the head, causing him some damage. If he now leaps at you, counteract him by pressing B again. It's always tempting to jump away from him to avoid getting smashed in the face, but a plain kick is by far the better bet. Attack!

If he starts blocking you, use a throw move. Now hold down C and you should be able to stun him. When he's stunned, leg sweep him and then move away before he gets up.

Don't get trapped in a corner – if he leaps at you, fend him off with an uppercut. When you get the chance, jump towards him and hit him with a button C special. Now, block his return hits and finish him off with a press of button Z. That'll learn 'im!

(Note: You can also successfully use these tactics against the Dark Eternal Champion).



There are eight secret characters to find in the game, all of whom can be controlled by you when you input the secret code. "What secret code is this?" we hear you cry. Well, that would be telling. We'll keep you posted...

1. Slither: A rather slippery customer, Slither is a snake with attitude. Just don't let him near your apples.
2. Crispy: A master at Egg Fu Young, Crispy the Chicken isn't afraid to stick his beak in where it isn't wanted...
3. Hooter: A wise old owl, Hooter has seen humans damage the environment and now it's payback time...
4. Zuni: A jolly little monkey, Zuni has entered the contest to fight for Animal Rights. What a little star!
5. Chin-Wo: Looking rather similar to Bruce Lee, this fighter is a martial arts expert who'll give anyone a run for their money and then demand expenses on top.
6. Yappy: This dog doesn't beg for food – he takes it straight off the table! He's more bite than bark though.
7. Senator: A stark raving mad politician (aren't they all?), vote for this guy or he'll kick your teeth in!
8. Blast: A hardened Vietnam veteran, Blast is a master at US marine combat so don't mess with him, soldier.



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**Mega
POWER**

MEGA-CD SOLUTION

Dracula Unleashed

Sega's spooky interactive adventure combines the quality of a Hollywood movie, a challenging mystery and a new twist to the Dracula legend. The game starts off 10 years after the events described in Bram Stoker's original novel. Dracula has arisen once again and is now plaguing the streets of London, where a series of strange murders have been taking place.

Your task is to help our American hero, Alexander Morris, uncover the true circumstances surrounding his brother's mysterious death and unmask Dracula before the new century of darkness begins. This game requires split-second timing and a lot of thought to conquer. But don't despair: when it comes to seeking the true light, Mega Power can drive a stake through the heart of the most hideous evils!



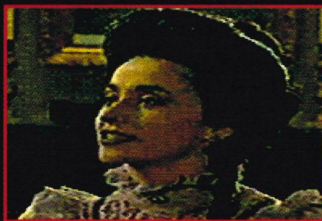
Mega POWER



Character Profiles

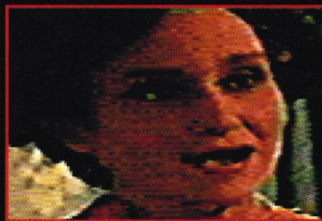
Regina Holmwood

Regina Holmwood is a calm character who seems to spend most of her time at home looking after family affairs although she has had past experiences with the evil Dracula himself.



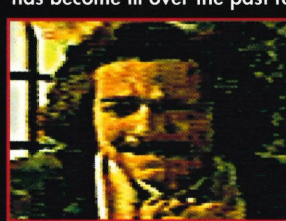
Mena Harker

Mena spends most of her time looking after her son, young Quincey, named after the late Mr Morris. She was once bitten by Dracula but was rescued from a life in limbo by Professor Van Helsing's hypnosis techniques.



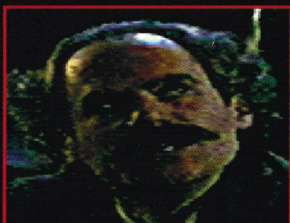
Annisette Bowen

Annisette, Alexander's girlfriend, also lives in Notting Hill with her father Andrew Bowen who has become ill over the past few months. She is a most popular figure in the circle of friends but her closest companion is her friend since childhood, Juliet Adams.



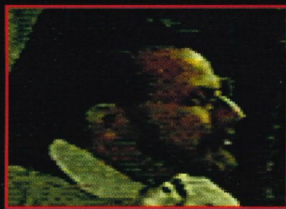
Leopold Stransokowski

Leopold is another regular down at the Hades Club. Again he is a heavy drinker but that is because of the untimely death of his wife some years previous. The boozing Czechoslovakian has a distinct dislike for Alexander Morris.



Dr. Seward

You will find the Doctor most of the time at the Asylum where he cares for mentally insane people. He was one of the crowd who encountered Dracula a decade ago. This experience still plagues him to this very day.



Arthur Holmwood

Arthur and his wife Regina were very close friends with the late Quincey Morris and together with him, Jonathan Harker, Mena Harker, Dr. Seward and Professor Van Helsing, they were involved in a ghastly struggle with Dracula himself. Arthur Holmwood, who lives in Westminster, nominated Alexander Morris into the Hades Club.



Alfred Horner

Apart from co-owning the Bookstore with Devlin, Alfred Horner seems to be interested in the weird and macabre. He is an expert in evil legend and describes himself as a son of Hell when referring to his membership of the Hades Club.



Juliet Adams

The very attractive Juliet is Annisette's best friend. She is staying with the Bowens to support her friend while her father is in ill-health. She is involved with Devlin Goldacre, although they do not publicly show their affections. Juliet tends to have some disturbing dreams.



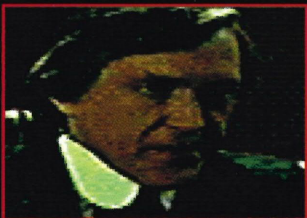
Devlin Goldacre

Goldacre is a rather rude man who spends most of his time at the Hades Club. He is romantically involved with Juliet Adams and is a partner to Alfred Horner in their bookstore in Kings Cross. Devlin seems to drink rather heavily and always has a bad word to say about everyone.



Jonathan Harker

Mr Harker, who lives with his wife and young son in the Marble Arch area of London has an office in St. Pauls. Although he doesn't frequent the Hades Club he and his wife move with in the same circles socially.



Dr. Briarcliffe

The last of the main characters can be found at the University where he is always ready to identify strange coins and translate the odd mid-European spell book.



Professor Van Helsing

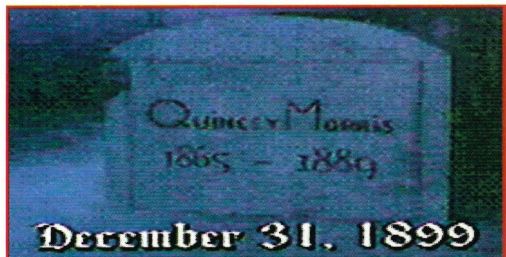
The Professor is very much the classic Vampire killer. He had teamed up with the group of friends before and now he must step in to lend a hand again as Dracula is back. Always ready with a string of Garlic and an obvious line, the story really does take off when he arrives on the scene.





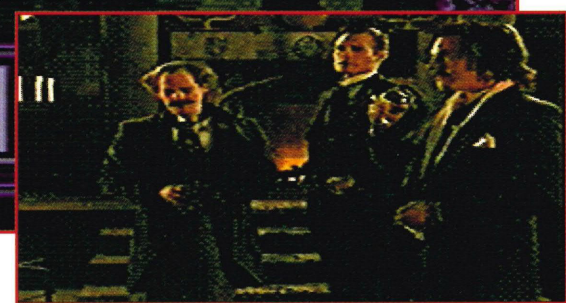
Alexander Morris

The main character in the game, played by you. This young American has been in London for a few months, living in Notting Hill, after receiving a mysterious letter from a Romanian priest urging him to investigate his brother Quincey's death. While in London, he has fallen in love with the charming Annisette Bowen and became engaged to her. The story begins with Alexander joining the exclusive London men's association, the Hades Club after being nominated by Arthur Holmwood, his late brother's best friend.



The Preface 27th December 1899

Alexander Morris makes his way to the Hades Club to accept his membership and meet Arthur Holmwood. On his arrival he is introduced to Devlin Goldache and Leopold Stransokowski. Alexander explains that he has been in London for some months, after receiving a letter from a



Romanian Priest named Father Janos suggesting that he should look into the circumstances surrounding his late brother Quincey's death. He goes on to explain that he has been side tracked from his investigations since falling in love with Annisette and by Annisette's father Andrew Bowen falling ill.

Alexander then receives a letter from Andrew Bowen's doctor saying that he has suffered a fatal heart attack. Alexander then leaves the Hades club to get a good nights sleep before going to see Annisette on the morrow. From now on everything that happens in the game must be noted down as all clues will prove important if Alexander is to discover what really happened to his brother. He will also start a journal and address book so that everything that happens in the next few days can be recorded for future use. You must look for the clues and work out where to go, who to meet and what to take on your travels around London.



Time is the most important thing to keep a check on, it is vital that you are at the right place at the right time in order to succeed, any wrong move will result in Dracula's victory and Alexander's untimely death.

MEGA POWER

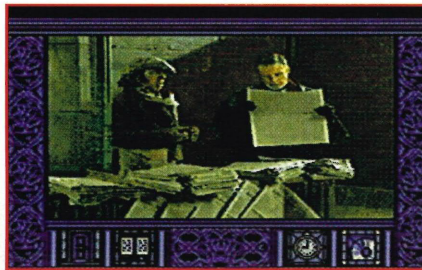


Day 1 - 28th December 1899



Annisette's House 7.05am

After sleeping, take a carriage across Notting Hill to the home of your beloved Annisette. She will need to be comforted after the death of her father by heart attack. The look on the corpse's face, the shock induced heart attack, the strange piece of cloth and the open window are the first small pieces of the jigsaw.



Holmwood's House 8.20am

Take a carriage to Westminster, to the home of Arthur Holmwood. When you arrive, you will over here a conversation between Holmwood and a Police Officer regarding the murder of Holmwood's carriage driver. Holmwood explains that he had sent his driver to the residence of Jonathan and Mena Harker to deliver a small gift for their son Quincey. The Policeman reveals that the carriage driver suffered decapitation but there



were no signs of blood in or around the dead, headless body. Alexander overhears the address of the Harkers and automatically logs it in his address book and Journal.

Newsstand 8.40am

Now pay a visit to the News stand in Westminster to pick up the morning paper and read more about the coachman's death. It is important to write to your Journal at this point so that the interesting articles from the Newspaper can be pasted in. During this particular visit you will learn the address of a local Public House in the Strand called Saucy Jack's, perhaps further information can be gained from there.



Harker's House 9.15am

Travel to Marble Arch to pay a visit to the Harkers and inform them of the death of Andrew Bowen and the murder of the carriage driver en route to their abode. Jonathan Harker will be less than willing to talk to you at length but he will

present you with his business card and the address of his office. Before leaving Marble Arch you should put the card in your satchel and make an entry in your journal. From now on, make Journal entries and check your inventory after every scene.



Telegraph 9.55am

Before going into the Telegraph office you should look in the satchel and find the calling card of Father Janos, the Romanian Priest. Put that card into the "At Hand" box in your satchel and head into the Office. Alexander will now be able to send a long distance telegram to Father Janos asking for more help from him. Telegrams that are bound for you can be picked up when arriving at home each night.



Hades Club 10.50am

As you arrive at the Hades Club you will be greeted by a bad tempered Devlin Goldache who will, in no uncertain terms, tell you that he doesn't like you and that you do not belong in the Hades Club.



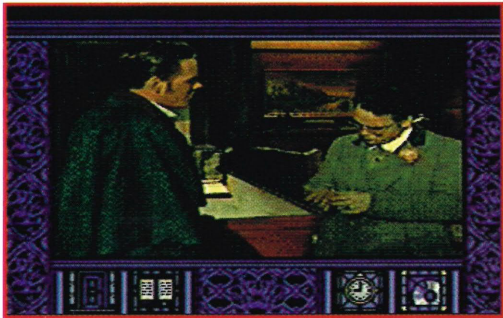
Saucy Jack's 12.00 noon

You should arrive at Saucy Jack's pub one hour after opening time. There you will be greeted by the landlady Rebecca and supplied with a jug of beer. The regulars will be talking about the recent spate of murders and you will here tell of a mysterious ghostly lady known as the Bloofer Lady who, in local legend, used to roam the streets of London, biting young children on the neck. You also find out that there is a book about the Bloofer Lady which can be obtained at the Goldache and Horner Bookstore in Kings Cross.

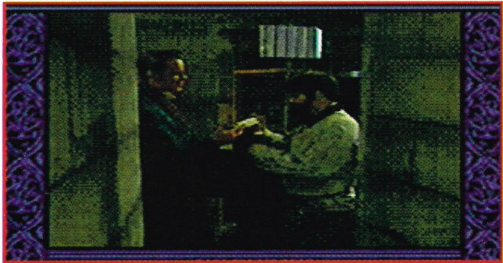
Bookstore 1.20pm

Alexander will enter the bookstore and present Mr Horner with his calling card and tell him that he has met his partner Mr



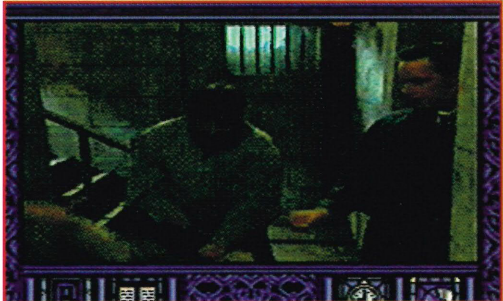


Goldacre at the Hades Club. Horner is pleased to except Alexander into his shop as a fellow member of the Hades Club and asks if there is anything he you require. Alexander will then ask if Horner stocks the Bloofer Lady book. Horner will then get the book and give it to Alexander as a gift. The inside cover of the book has an inscription which reads "From the library of Dr. Seward at the Asylum" and gives you another address to investigate.



Asylum 2.10pm

Take a carriage to the Asylum and enter. The Doctor with be unavailable as the resident "Loonies" are playing up. You will talk to his assistant who is having a hard time keeping the residents from roaming about. One such Loon will then break free so Alexander comes to the aid of the Doctors assistant and grabs the loon as he is going out the door. Alexander in rewarded with a Cosh as a gift from the assistant and is told that Dr. Seward will receive Alexander's calling card.



Holmwood's House 3.00pm

When you call at the Holmwood residence, Arthur will be unavailable but Alexander will engage in conversation with Regina Holmwood. She will tell you about Leopold Stransokowski's wife's death and then cut the conversation short as she was about to take the present for young Quincey over to the Harkers House. Alexander will then offer to take the package to the Harkers for her, so put the package in the satchel and exit.

Harker's Office 4.10pm

Instead of going to the Harker's House, instead go to his Office making sure that you have the gift for Quincey in hand. Jonathan will thank you for the gift but will make excuses not to talk to you about the strange goings on. He will, however, give you a cross on a necklace as a gift to Annisette in her time of grief.



Annisette's House 5.25pm

With the necklace in hand, enter Annisette's house to discover that her closest friend, Juliet Adams, is already comforting her. Annisette is pleased to receive the necklace as Juliet tells of a dream she had experienced about Andrew Bowen's passing. Juliet will give you a red rose.

Hades Club 7.40pm

Now take another trip to the Hades Club is search of more clues. You will arrive to see a rather bewildered and drunken Stransokowski, grieving over his late wife's death. He will tell you that see is not really dead and that she has seen her wondering around late at night. Not wishing to get involved in Leopold's sorrow, Alexander will make a sharp exit.

Saucy Jack's 9.00pm

Time for a swift pint down at the old Saucy Jack's. This isn't a wasted journey as you get into a conversation with an old man who tells you of the Demeter Wolf who roams the streets

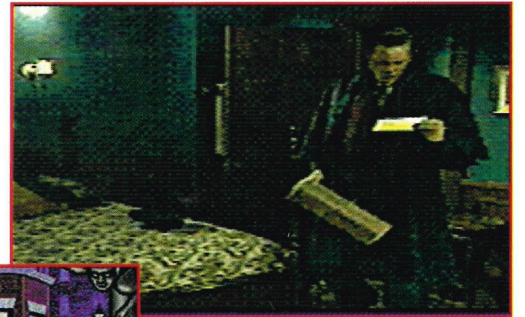


of old London town baying for blood.

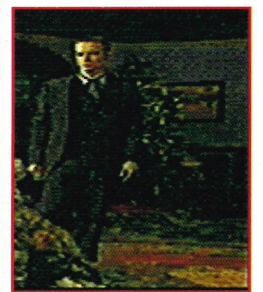
Asylum 10.40pm

Time to meet Dr. Seward at the local nut house. He will tell you of the weird effects of the moon on his more seriously deranged patients and will tell you to come back as he is still very busy.

Home 11.30pm



After an exhausting day it is time to go home and get some sleep. Before clicking on the sleep button, click on the Telegram button and discover that Father Janos has returned your call and has sent you a parcel. The note says beware of the night and the parcel contains a Bowie Knife that used to belong to Alexander's brother Quincey. The plot thicken but for now it is





Day 2 - 29th December 1899

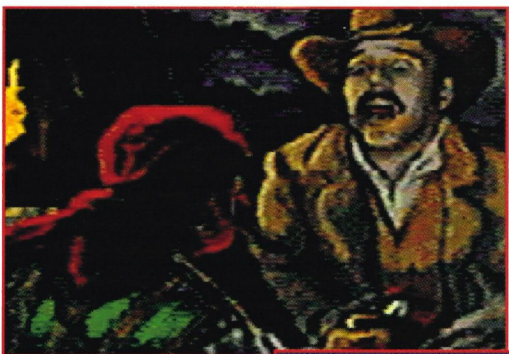
News stand 7.00am

Take the first carriage of the day from your home in Notting Hill to the News stand in Westminster to discover more gruesome tales from the London Newspapers.



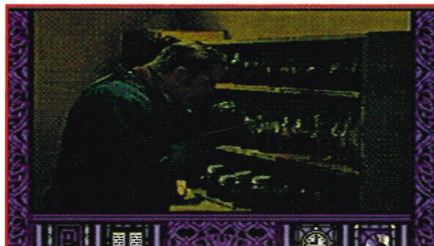
Holmwood 7.20am

Arthur tells you more about Quincey's heroic death. He tells you it was an accident that happened while he was saving his friends. Do you believe him?



Annisette's House 8.50am

You arrive at Annisette's house to comfort her further in her grief but you find that her friend Juliet is the one who needs comfort as she has taken ill. Her symptoms are very strange.

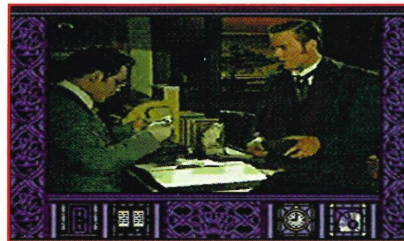


Asylum 10.40am

Dr Seward takes you to see one of his oldest patients named Renfield who was once under Dracula's spell. Renfield starts to rattle on about blood and the moon saying "The blood is the life". Dr Seward senses there is something in the old man's ramblings and gives you the calling card of Professor Van Helsing.

Bookstore 12.30pm

With the cloth you grabbed from the dead body of Andrew Bowen in hand, enter the shop. Horner will look a bit stunned when you show him the strange old cloth and he will give you the address of the University who will be able to identify it. As Alexander is about to leave the shop, he cuts his finger and Horner starts to act strangely at the sight of blood.



Telegraph 12.50pm

When you get to the telegraph office, you will have to send off two telegrams so you must go in twice. Before going in the first time you must make sure Father Janos' card is at hand in order to ask him for more details. Exit the office and exchange the card for the Van Helsing card and re-enter the office. The telegram to Van Helsing, will bring him to London.



Hades Club 2.00pm

Time to make a very quick visit to the Hades Club where you will find Devlin Goldache in another drunk as a skunk. Devlin will talk briefly about his involvement in the Bookstore with Horner and will

then brush it off saying that neither Horner or the Bookstore mean anything to him and he will flip up a coin in the air and walk away. Alexander will catch the coin so put it in the satchel before exiting.

University 2.35pm

Like the Telegraph office, you will have to make two quick visits to the University. The first time with the strange cloth in hand and the second time with the coin you got from Devlin. You will talk to a Dr Briarcliffe

who will ask for more time to examine the cloth but will tell you that the coin is Transylvanian.

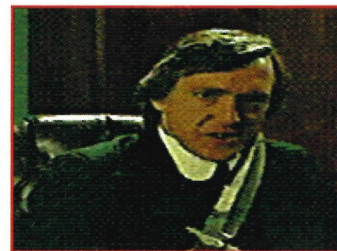


Harker's House 3.35pm

With the red rose in hand, go in to speak with Mrs Harker. She will tell you that she is sending little Quincey away to his grandparents for the remainder of the holiday and that she would like to speak further to you at Andrew Bowen's funeral.

Harker's Office 4.40pm

As Jonathan Harker wasn't at home you can assume he is at work. Before



going into the office, you should make sure the Bowie Knife is at hand. This will convince Harker to start telling the truth and he will ask you around to his house later that night to discuss Quincey's death.

Saucy Jack's 5.45pm

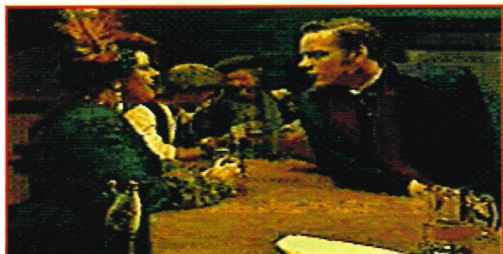
Before going on to Harker's House, pop into the pub for a quick pint. Here you will hear the locals singing folk songs about the Bloofer Lady.

Harker's House 7.10pm

This is a big scene in the story. As you go into Harker's House you will find there are a lot of people gathered there. Professor Abraham Van Helsing has travelled to into London, Dr Seward from the Asylum is there as well as the Holmwoods and the Harkers. Alexander will find



Juliet's neck and begins to place strings of garlic and crosses all over the room. Meanwhile, Juliet gives Alexander a note for Devlin Goldache and the gang leave to go their separate ways. As they leave, Alexander is attacked by a Bloofer Lady but is saved in the nick of time by Van Helsing and a blessed cross. Van Helsing comments that the evil seems to know their every move.



Hades Club 10.10pm

Alexander now reaches the Hades Club making sure the note from Juliet for Devlin is in hand. Devlin takes the note rather badly and becomes very upset being already drunk. He talks of his love for Juliet and then turns away, dropping a set of keys on the floor. Alexander will pick the keys up thinking they may open the Bookstore in Kings Cross.



Home 12.30am

As you arrive home, press the telegram button and read the second telegram from Father Janos. He goes on to explain that the Bowie knife belonged to Quincey and you should beware of

out that Quincey actually died while attempting to kill Dracula in Transylvania. Van Helsing will go on to say he believes a group of Vampires are roaming the streets of London in search of blood and the group of friends will have to get together again to defeat the evil as they did a decade ago. Jonathan Harker produces a Journal of those times and gives it to Alexander as further proof of the Vampire story. Van Helsing will then recount some of the signs to look out for in Dracula's victims — they sound like Juliet Adams' symptoms.



Bookstore 11.05pm

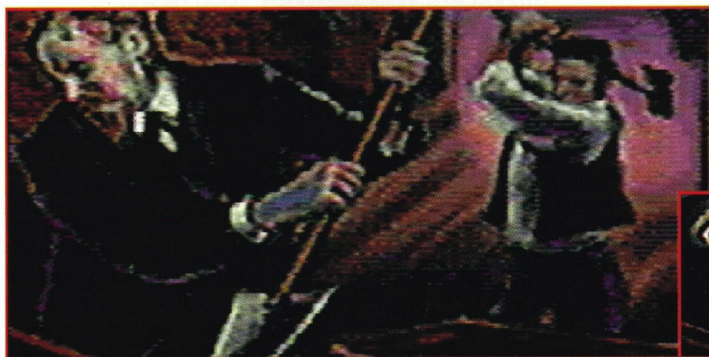
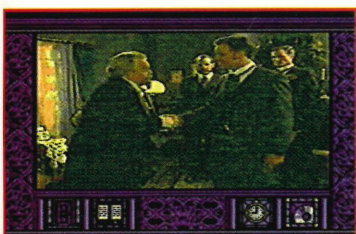
As you arrive in Kings Cross make sure you have the keys in hand. Horner will be locking up the shop after closing a secret door into a back room. Alexander will stand in the shadows until Horner locks up and walks away. Now Alexander can open the door with the keys and enter the secret chamber at the rear of the shop. Horner is up to something weird as Alexander finds a collection of jars containing different sorts of blood. On the bench is a strange looking book that Alexander will take before making his escape. Add this book to you inventory before heading back to Notting Hill.



the night and beware the Vampire. After reading the letter press the sleep button and get some rest. Alexander will have another nightmare, this time with his dead brother in a starring role.

Annisette's House 8.40pm

Most of the gang now make their way over to Annisette's house to examine the fading Juliet. Van Helsing does indeed find a Vampire bite on





Day 3 - 30th December 1899

Annisette's House 7.05am

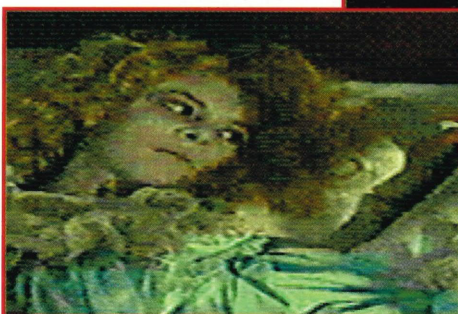
When you arrive at Annisette's house you will find Juliet is still very ill and has been joined by Devlin Goldache to comfort her. Alexander then notices the garlic has been taken down and the doors have been opened. Annisette then gives Juliet the cross necklace given to her by the Harkers and Juliet goes wild at the sight of it.

News stand 7.55am

On to the News stand to collect the morning papers. Inside you will find stories about local grave robbing as well as another slasher victim being found. The plot thickens once again.

Hades Club 9.05am

Stransokowski is drunk again! He is still on a huge bender after seeing his dead wife roaming around the streets. You can make no sense of his babblings so leave for the funeral of Andrew Bowen.



Cemetery 10.00am

Everyone has turned out for the funeral and the service goes well. The Holmwoods invite everyone around to their house for the wake but before going there visit the Asylum. Mena Harker will tell you she has asked the local priest to help before you leave.

Asylum 11.05am

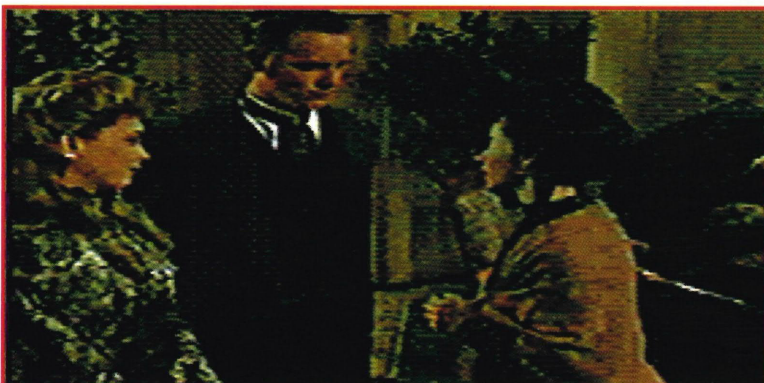
Before going into the Asylum arm yourself with the Cosh by putting it in the "at hand section" of your satchel. Dr Seward and Van Helsing will greet you and take you in to see Renfield who is at his



absolute maddest. "The Master has been revived", he will scream as he attacks Van Helsing. Alexander will now be in a position to leap to the Professor's defence and strike Renfield down before he kills Van Helsing.

Holmwood's House 12.30pm

The gathering at the Holmwoods is a very relaxed and friendly affair that goes by without incident.



Telegraph 2.45pm

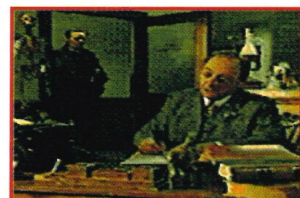
Travel to the Telegraph office again and before entering select the calling card for Father Janos. Alexander can now send a third Telegram to Romania in search of more information.

Saucy Jack's 3.35pm

As you arrive at the public house you will find a rather depressed looking Van Helsing who is thinking about giving up the fight against the evil forces. Alexander will convince Van Helsing to soldier on and the Professor admits to himself that, somehow, Dracula is alive again!

University 4.45pm

Make sure you have the strange book you picked up late last night from the Goldache and Horner bookstore at hand. Take it in to see Dr Briarcliffe and he will tell you it is some kind of ancient magic spell book. He will read from it describing an Amulet that can bring the dead back to life.



Harker's House 6.05pm

There is another meeting of the troops at the Harker's residence and Van Helsing tells everyone Dracula is somehow alive again. Alexander will then tell the others about the spell book and the Amulet and Van Helsing rallies the troops into action. After the meeting, Van Helsing and Alexander leave and the professor is attacked by a mad wolf that runs away once Van Helsing shows it the cross. Dracula really does know exactly what they are doing.



the alarm, Alexander will automatically go back home, sorrowful and angry.

busy but you can collect the Stake and Mallet from the burnt out Asylum.

University 10.00am

Visit the University to see if Briarcliffe has any more information about the Amulet of Power. You will find there is a large box on his desk and it has your name on it. Alex will open the box to find the decapitated head of Dr Briarcliffe inside.



Final Day - 31st December 1899

Harker's House 7.30am

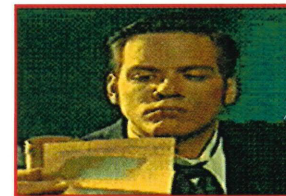
Jonathan is out but Mena will greet you on this New Years Eve morning with a gift. She had given the local priest, Reverend Jenkins, a cross so he could consecrate it. Take the cross and add it to your inventory. Mena goes on to tell Alexander of her close encounter with Dracula some years ago. She goes on to say sometimes she feels some sort of bond with him and she can almost sense his presence when they are all together, although her visions have not yet identified what form he takes.

Home 10.45am

Still reeling from the shock of the head in the University, the natural place to go is home for a lie down. On your arrival you will find two further telegrams. The first is from the late Briarcliffe telling you more about the Amulet of Power and the second is from Seward saying listen to the enclosed Dictaphone reel immediately. It contains the last consultation between Seward and the loony Renfield.

Cemetery 12.00 noon

The funeral of Juliet Adams is a sad affair but a meeting at Anisette's house is arranged directly afterwards.



Home 8.50pm

Now head back home early to pick up a Telegram from Briarcliffe at the University. The cloth turns out to be of Middle-European origin and over 100 years old.

Harker's Office 8.20am

As you arrive at Jonathan's office for another meeting, a note is brought for Dr Seward to say the Asylum was on fire. Before you all disperse, Van Helsing will ask you to get a Stake and Mallet on your travels.



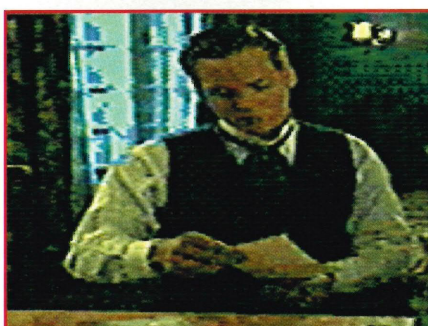
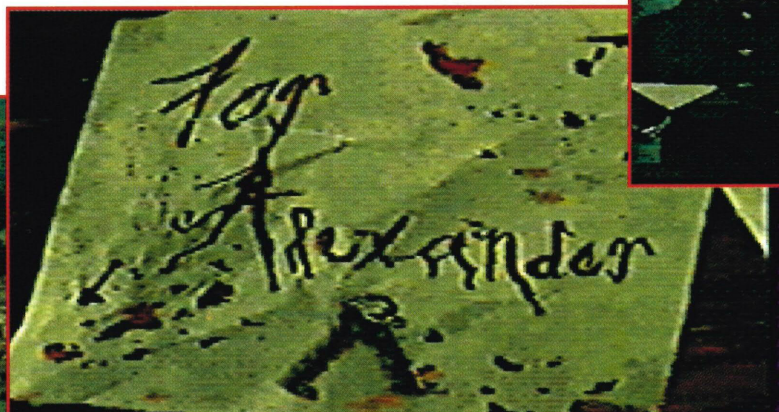
Annesette's House 9.10pm

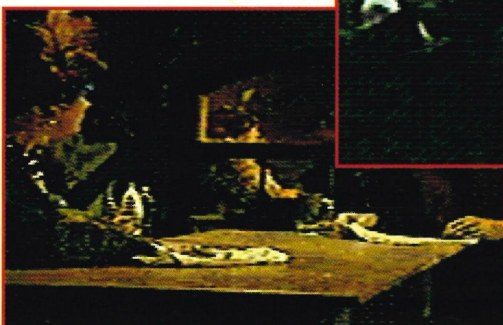
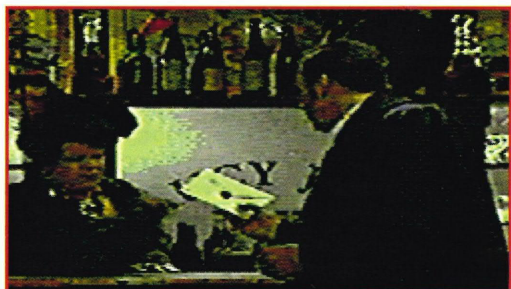
Alexander decides he had better spend the night over at Anisette's house to protect the girls against the evils of the night. Unfortunately though he falls asleep and Anisette is attacked by Dracula and Juliet is murdered. It is Van Helsing who find the bodies and raises



Asylum 9.15am

Now go to the Asylum to see if Dr Seward needs any assistance. You will find that he is extremely



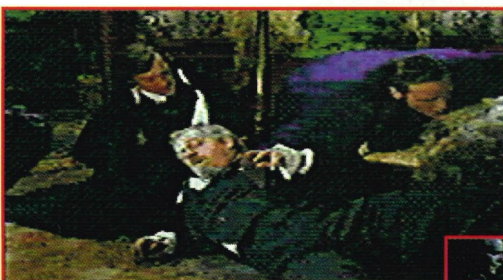


Annisette's House 1.20pm

After the funeral of Juliet, it's established the only way to set poor Juliet's soul free is to meet later that night and drive a stake through her heart. The idea is totally gruesome but it is agreed. Holmwood and Seward volunteer to stay with Annisette and protector her from Dracula.

Saucy Jack's 1.55pm

As you get in, Rebecca, the owner of the pub, will give you a note from Holmwood which says to meet him at his house at 9pm. Whatever you do, ignore this letter, it's Dracula's trap. Go straight around to Holmwood's house instead.



Saucy Jack's 4.30pm

Return to find Devlin Goldache has just gone after drinking in the pub. Rebecca shows you some sort of map he had drawn on a piece of paper. The drawings were of crosses on a page like a map of the Cemetery. Perhaps Goldacre is planning a farewell visit to his beloved Juliet.

Holmwood's House 3.00pm

Arthur Holmwood will not be at home but Regina will enter into conversation with you about poor Juliet. The key words in the conversation to remember are "Life after Life".



Hades Club 5.00pm

Alexander will now check to see if Devlin is at the Hades Club. When he goes in he hears voices coming from behind a secret panel. These voices sound like Goldache and Horner. Now leave the Hades Club in order to beat Devlin to the Cemetery and stake poor old Juliet.

will arrive and start to drive Juliet away with crosses. Juliet will float back over to her coffin and transform into Mena Harker and then Annisette Bowen to try to confuse the lynch mob. Van Helsing though can see through this evil trick and orders Alexander to place the Stake on Juliet's heart and strike it with the Mallet. The deed is over and Juliet's soul is saved while the bitten Devlin Goldache makes good his escape.

Annisette's House 7.00pm

After the excitement of the close encounter of a Vamp kind, you must rush back across London to see how your beloved Annisette is keeping. When you and the rest of the gang arrive though, you will find Holmwood and



Seward asleep and poor Annisette bitten. Alexander is getting very upset by now. He blames himself for Juliet's death and now his love has fallen foul of the dreaded Dracula.



Harker's office 3.55pm

Now select the Dictaphone tube and enter Harker's office where you will find his Dictaphone allowing you to listen to the tube's message. On the message Alexander hears more nightmarish talk from the nutter Renfield about the rise of the Master of Darkness. At the end of the message Renfield repeats one phrase over and over again, "Life after Life". Are you starting to put two and two together yet?

Cemetery 6.05pm

After you get out of the carriage, make sure you have the Stake and Mallet to hand before entering the Cemetery. When you go into the crypt, you will find that Devlin is already there and the ghostly figure of Juliet has appeared. She will go to here lover, Devlin, and will start to kiss him before sinking her long sharp fangs into his willing flesh. As this happens Van Helsing and the rest of the gang

Harker's House 7.55pm

Alexander goes to Mena for some comfort and to tell her what has happened to Annisette. She tells Alexander not to blame himself but to stop the evil in its tracks. Mena is still having strange feelings and visions about Dracula but as yet she still can't identify him.

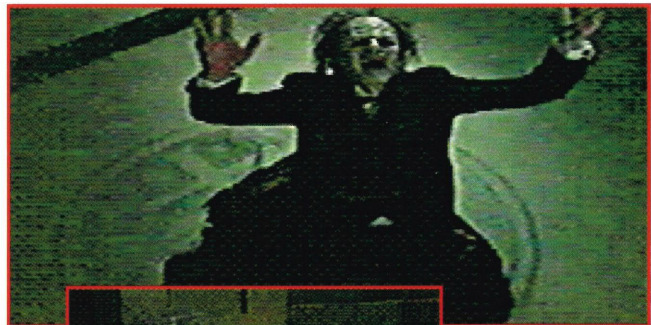


MEGA POWER



Home 11.20pm

Return home to see if there are any final words of wisdom from Father Janos via another Telegram. Alexander finds that there are and Father Janos describes a ceremony at the Castle Dracula that brought him back to life. He must be destroyed because the corruption of an innocent soul will return his immortality. Hang on a minute, Annisette could well be that lost soul!



Annisette's House 9.10pm

You return to see how she is. As you arrive you are greeted by the evil himself, Dracula. Van Helsing has been overcome and Dracula laughs at the group's feeble attempts to defeat him. Before he vanishes, he warns all that he will drink



Dracula!"
This Cross though has absolutely no effect on Dracula. He is the Master of Evil, and one



all of their blood and rule supreme as the new century dwells ever closer. A century of evil is upon us, unless he can be stopped.

Annisette's House 11.40pm

Alexander takes a carriage to Annisette's house to find she has vanished from the house. Annisette is missing and Dracula is still on the loose.

Holy Cross isn't going to stop him ruling the world. Alexander must think very quickly as Dracula is moving in for the kill. As Alexander moves back he catches a curtain with his arm and the curtain falls down to reveal a large display of Crosses. These do have an effect on Dracula and they stop him advancing.

Alex pulls down another curtain and another to reveal more crosses. Now Dracula is getting worried and he is struggling to stay on his feet. As he does so he grabs hold of a rope which is hanging from the ceiling. The rope gives way and the large sharp ceiling beam comes crashing towards the ground. Alexander and Annisette have a split second to move out of the way before the beam comes flying through the air and into Dracula's chest, splitting him in two and ending his life force. Dracula is dead and the world is saved!

Holmwood's House 9.35pm

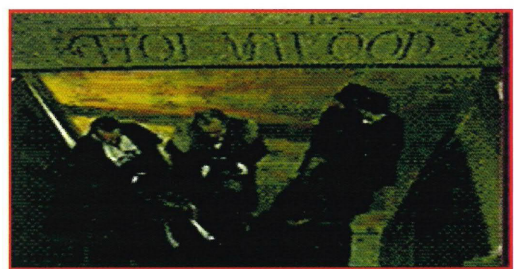
You return to Holmwood's house to rally Arthur and Regina in a final attempt to defeat Dracula. When you arrive Regina stands still and alone in the darkened corridor. As Alexander goes up to her she crumbles away. Dracula must have slain her months ago and somehow used the Amulet to re-generate her. Perhaps you are beginning to guess who Dracula really is?



Hades Club 12.10am

The only place where the final scene could take place is the Hades Club, the one thing that links all the clues

together. Before you enter the club you should make quite sure your Holy Cross is at hand. Alexander will enter the club and go straight to the hidden panel he found out about earlier. Alex opens it up to find Annisette tied to a post in her night-gown and the mad Devlin Goldache waiting for an arrival. A struggle ensues and Devlin is tossed to the ground.



Harker's House 10.30pm

Now to Harker's house to see if Van Helsing is better. The old Vampire killer himself is very weak but can muster up enough breath to whisper one word. The old man must rest but manages to say the word "Holmwood" to Alexander.

Alexander goes to release Annisette from the chains that bind her to the post but Devlin recovers to whack our hero on the head. Alexander is out for the count. Devlin now hears the door of the Hades club bang and he is drawn to the sound in a trance. Meanwhile Alexander has recovered and can free Annisette. Then Devlin returns to the chamber and falls to the floor dead, with a knife in his back. Following him through the door comes Arthur Holmwood. Our old friend has saved us, thinks Annisette but Alexander knows differently. Going for the Holy Cross in his pocket, Alexander shouts "Get back, unleashed.

Epilogue

With the help of Van Helsing, who recovered from his encounter with Dracula, Annisette is treated successfully for her Vampire bite and most of the old friends are still standing after the difficult adventure. Alexander and Annisette can look forward to getting married, The Harker's can send for their son Quincey without fear and Van Helsing can look forward to a quiet retirement. As the friends walk together they remember those who have died and thank the Lord they are still standing after Dracula had come back to life and been unleashed.



MEGA POWER

Mortal Kombat 3 SNES
 Mega Drive Playstation **Killer Instinct**
 SNES **Earthworm Jim 2** SNES
 Mega Drive **Wipeout** Playstation
Donkey Kong Country 2
 SNES **Demolish 'em Derby**
 Playstation **SFII the Movie**
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