

# Megazone

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AUSTRALIA'S ELECTRONIC ENTERTAINMENT MAGAZINE

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## SONIC THE HEDGEHOG -

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Competition

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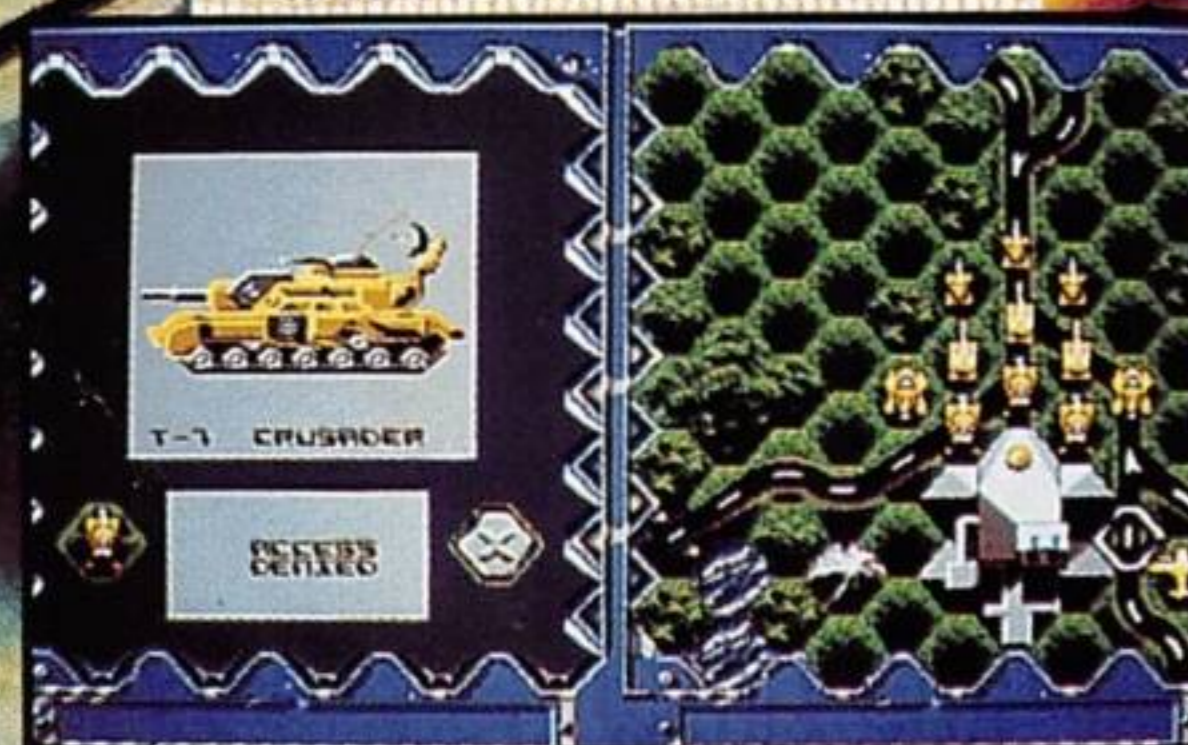
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A I R - L A N D - S E A

# BATTLE ISLE

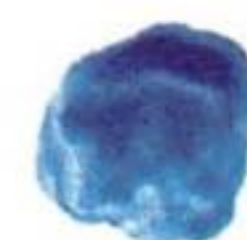
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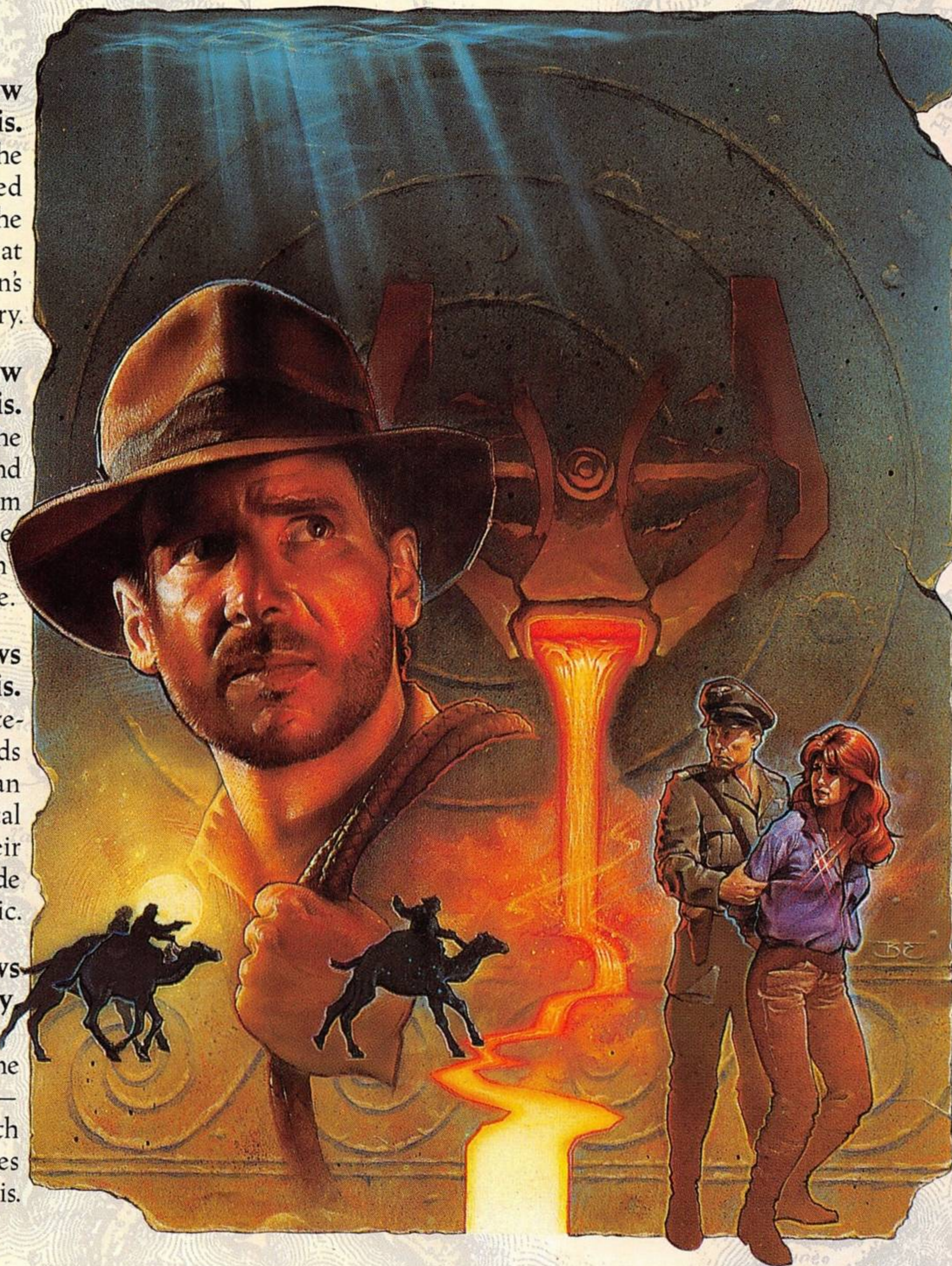
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Megaphiles!

In your hot little hands is the first great issue for '92. Yep '91 just whizzed by. But fear not! '92 promises to be an even greater year for Megazone. Not only will there be the usual collection of hot reviews and entertaining features, but there'll be a few new additions too. To begin with, we'll be running regular tutorial pages giving you the inside story on games hardware and software. Ever wanted to know how screens work? What, exactly, is "16 bits" and why does it make such a dramatic difference to games software? Keep your eyes glued to these pages Megaphiles, there's much to be learnt...

And speaking of changes, there's been a few biggies around here lately. We say a very fond, very sad farewell to Adam Griffiths who has been Megaeditor for most of this year. Sniff! Adam is off to show the Europeans what Megagaming is all about. We wish him all the best.

There's quite a few new additions too. Tara-Jane Axford is our hot new Art Director. Tara is responsible for turning these glossy pages into something you want to hang on your wall!

And replacing Adam?.. Well we could never replace Adam, but I'm the new ed on the block and I'm stickin' keen to make your Megalives even more exciting.

That's all for now Megaphiles. Hope you enjoy this issue and keep a sharp eye peeled for a new look Megazone in '92.

**Craig Kirkwood, Mega-ed.**

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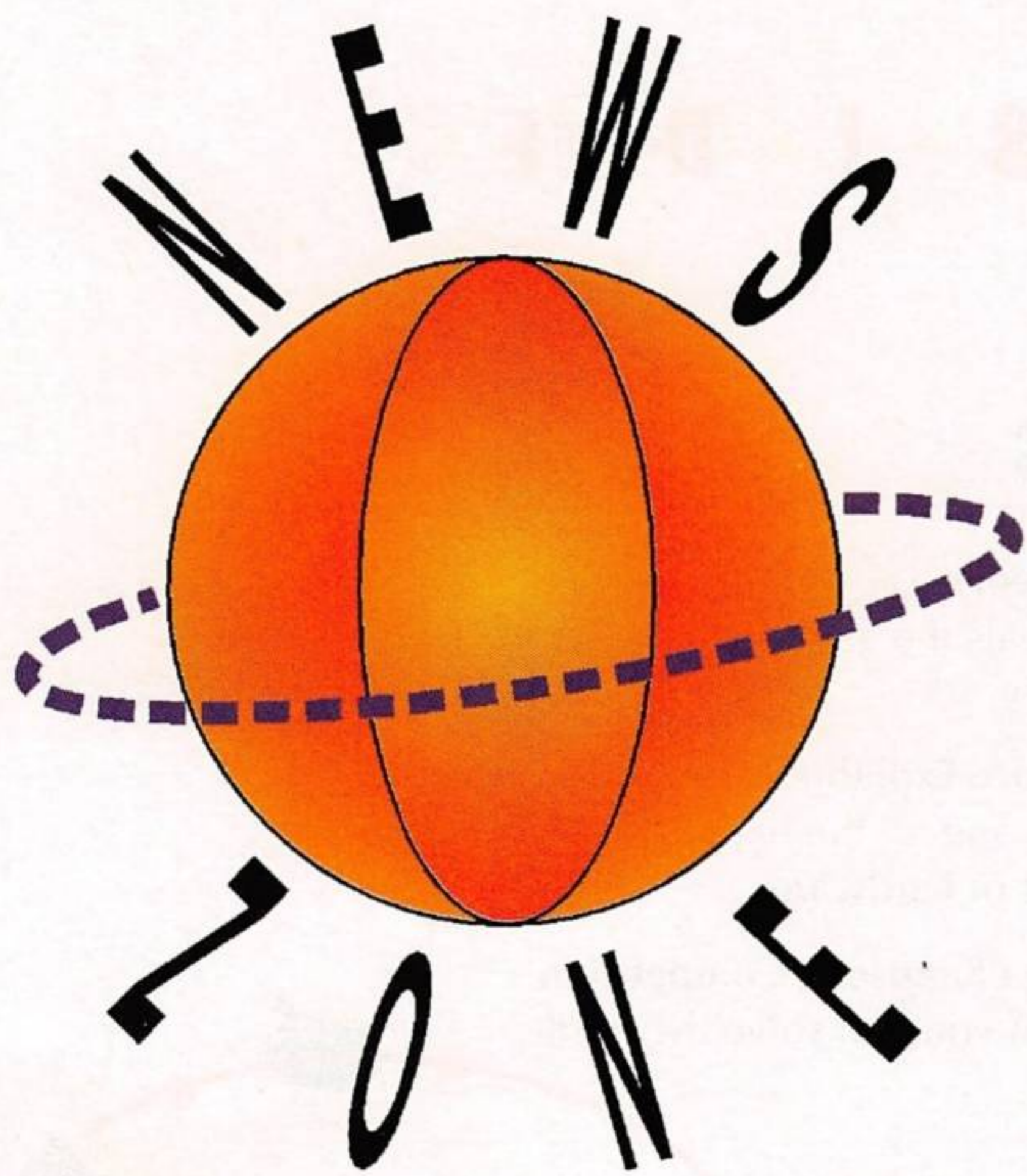
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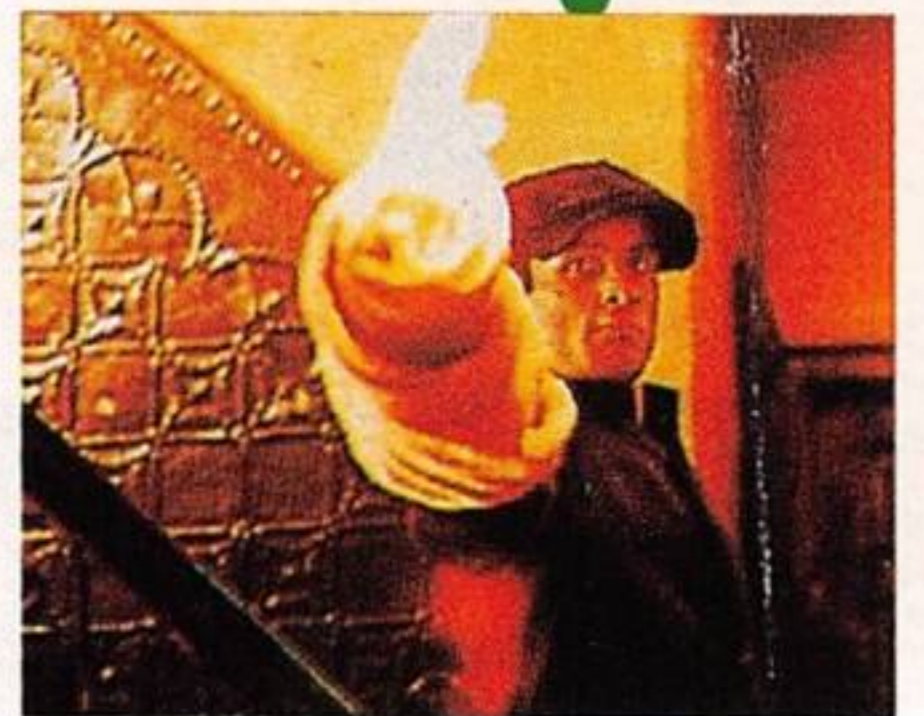
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## Da Godfather

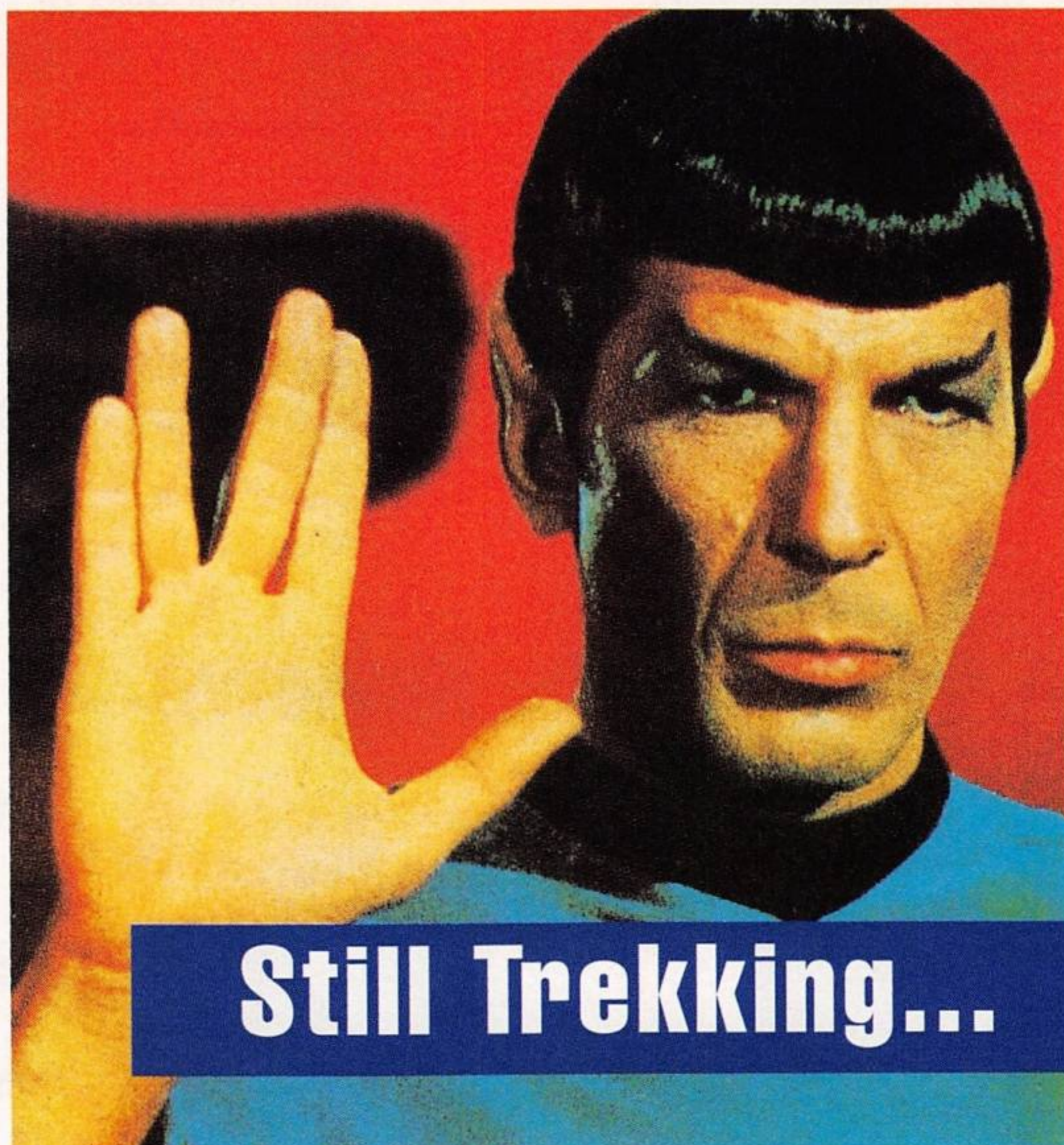
Fancy yourself fighting the Mafia? US Gold has released an action game version of The Godfather for IBM and Amiga. We haven't had a chance to review this one yet (well, we've been busy you know) but the pre-release info looks amazing. True, we've been fooled before, but US Gold have produced some pretty grand stuff in the past, so it's bound to be worth the cash. Check out the screen shots and see for yourself.



## Better IN Blackpool

Something quite remarkable has come to our attention. It seems there is a place where you can play 4000 amusement machines. Yes, that's FOUR THOUSAND ARCADE GAMES - a daunting figure even for Megazone readers. That place, friends, is Blackpool, England. True, it's not the prettiest location but it does have, if nothing else, loads and loads of game machines.

The main activity in Blackpool is within a one mile strip along the beach front located between two huge amusement piers. Both piers have two large leisure centres and there must be at least another 50 others along the beach front. Our person in England describes it as the "Arcade Mecca" of the world. We await photographic evidence...



## Still Trekking...

It's about time. We've been hearing rumours that we may just be able to pilot our own version of the Starship Enterprise - that flagship of Captain Kirk (as our editor has been fondly referred to in his youth) and his Star Trekking crew. According to our American correspondent, Casper Cybernaut (not his real name), the game will take the form of 14 separate scenes corresponding to 14 episodes of the famed TV show. 3-D poly-

gons, digitised pics, spacey graphics - it does sound a treat.

If Casper has it right, this will be one of the better space sims to be seen in the new year. We should mention that the game was released abroad to coincide with the 25th Anniversary of the TV version of Star Trek. Twenty five years!

(That would explain the skivvies and polo-necks... ed.).

# SONIC on the move

By the time this edition is in your sweaty palms, that irrepressible blue game fiend, Sonic the Hedgehog will have been half way around Australia and steadily heading north to the Sunshine State. Sonic has been overseeing the State Finals of the Australian Sega Super Roadshow Play-offs in Sydney and Melbourne and is keen to establish a national Roadshow champion.

According to Sonic's manager, Aidan Ormond (known to his friends as Aidan or Not) the tour has been a great success, particularly in South Australia: "Sonic has been quite a hit in Adelaide. The South Australians have a terrific passion for games. They even have huge screens erected in night clubs for people to play. The sound on the Megadrive is amplified to high levels to suit the venue. It's quite impressive."

Sonic is heading up to Queensland next to catch some sun, visit roadshows and play a few Sega games with the locals (who know a thing or two about them let me tell you).



## Senna signs with Sega

**W**orld champion Grand Prix driver, Ayrton Senna, has signed an agreement with Sega to produce a new series of Formula One Grand Prix racing games. The first game is to be called Ayrton Senna's Super Monaco Grand Prix 11 and should be released in Australia early in 1992.

Senna will personally star in the game - that is, an icon representing his presence - and, presumably, all the other stars of Formula 1 (Prost, Piquet, Mansell and friends).

From what we at Megazone understand, the race will take place over at least two tracks: a model of the Formula



**Senna gives the word on Formula One to the designers at Sega**



One track on which Senna won his 1991 world title; and his own private race circuit in Brazil! Yes Mr Senna has his own private track... lucky huh?

According to Steve Hall, Sega's National Marketing Manager, "the game will be quite unique. It's the first time a racing game has been created under the guidance of a real driver."

Does sound good, we must say, and we're very keen to have a go at it. According to Sega we should see it by March for the Master System and Mega Drive, with a full colour version for the Game Gear following around July.

We await the first test drive.

# Eye of the Beholder too

Behold Megaphiles, if you were fond of Eye of the Beholder, you'll be glad to know there's a new addition from US gamers SSI just around the proverbial corner. Eye of the Beholder II: The Legend of Darkmoon. (Incidentally, we at Megazone feel that The Other Eye of the Beholder would have been more imaginative, but who are we?) Anyway, the new version is not quite ready for release, but is promised to contain many new characters, some new locations, animated "movie" sequences, smarter monsters, and an enhanced user interface.

Furthermore, SSI have been hard at work on another gem: Planet's Edge. This sounds a little strange but is apparently a spaceship sim and a role playing game in one. Sounds enticing eh? Watch this space for news of it's Australian release.

Oh, and speaking of mixtures between role playing and sims, catch the review of Utopia this issue - a God sim with a difference.

## Red Lemmings

Psygnosis, the inventive little gamers that gave us suicidal Lemmings (what other kind of lemmings are there? - ed.) has come up with another gem: **The Tomato Game**. Tiny red fruit will replace the familiar green-haired cuties (see this issue), and rather than falling off cliffs, they'll be hurled through the air with trampolines or boxing gloves. Our Inside sauces (pun) inform us that the **Tomato Game** has been put on priority over **Dr Mallet** and **Cutsey Poo** - two others on the Psygnosis drawing board.

## New Gold for Ad-Lib

Those self-appointed leaders in sound technology, Ad Lib, have come up with a new add-on card for the PC: *Ad Lib Gold*. It certainly looks as though it's something to get excited about. These are some the things it can do for you:

- 20 independent stereo channels of FM synthesised sound, including two for digital sound recordings.
- 16 bit stereo in FM DAC providing 96 dB or dynamic range.
- 12 bit stereo sampling DAC accepting 16, 12 and 8 bit data with 72 dB dynamic range.
- Choice of PCM or ADPCM digital recording.
- A variety of sampling rates.
- Mic. input for speech and sound recording.
- Programmable equalisation.
- Adaptable to multimedia sound-track facilities.
- fully downward compatible with earlier Ad-lib cards.

Don't worry if some of these terms mean absolutely nothing to you. Megazone will be explaining all such mysteries for now.

Suffice to say, this card will do amazing things to your PC if you have the software to drive it. And it comes in pretty gold!

## PLAN 9

## from Outer Space?

**G**remmlin have signed what is generally considered as the international world's worst film and adapted it into a game: *Plan 9 from Outer Space*. Aarrgh. This really was a bad film, and now we have to endure a game as well?

Apparently, you don't actually have to sit through the film itself to know the storyline (thank God), but we'll explain it anyway.

There's this alien race, see, and they have failed to conquer the earth eight previous times. Between you and me, they must be getting well and truly sick of it all. Anyway, they are now embarking on plan number 9 - sure to be a winner. This involves resurrecting recently deceased persons to make them stumble around with their arms out stretched, mummy style.

Despite what would seem to be a disastrous plot, the game is set to be an arcade winner. I suppose when you think about it, many games have some pretty weird storylines and this one holds up quite well in comparison.

Off all things, it has been designed for the arcade market, first of all anyway.

It's being programmed by Pixel Productions and includes actual digitised scenes from the movie.

We at Megazone will be only too pleased to review this one. It should, if nothing else, be entertaining.



# Trains, Games and Books

For your literary edification, we at the big M, present a pre-review of a couple of goodies we expect to see in the bookshops any moment now.

The first is *The Official Guide to Sid Meier's Railroad Tycoon*. We were unable to confirm if this is in fact the official guide or just a guide but either way it's probably the only way to get your head around one of the more difficult games on the market - you guessed it: *Railroad Tycoon*. The book has loads of screen shots and is well illustrated. A good read if you're a Tycoon fan. (Compute Books and Microprose).

And while we're on the subject of the big RT, there's another publication around the traps which covers a similar matter:

*Railroad Tycoon - Master Strategies for Empire Builders*. This is more of a "hot tips" book rather than a definitive guide, but not bad anyway. It's written by hints and tips expert, Shay Addams.

(McGraw-Hill publishing).

*Sid Meier's Railroad Tycoon*, incidentally, is a new Microprose sim for Atari, Amiga and IBM. It's a unique game in which you control every aspect of a railroad's operation. Every choice you make affects the world around you. Set in the golden age of Railroads in the USA, it gives you complete control of the economic resources of the industrial age and the commercial struggles of the early 20th century. Not bad at all, and quite challenging. The books should be a great help.



## POPULOUS 2 ALMOST HOME

According to official rumours from Electronic Arts, *Populous*, the most successful title ever written for the ST, is about to bear a sequel.

This is indeed good news. EA claims the first *Populous* has

sold some 800 000 copies!! That's not just for the Atari, mind you, but across all formats including consoles.

Still we were impressed with those figures and cannot endure the suspense any longer to see what the next one will be like.

## SONIC SAYS

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# COMMUNICA

## Yet another suck

Dear Megazone,

Thanks for putting out a great Aussie mag, it is totally cool. That was the suck up bit, now I'd like to ask you to pretty please do a review on Dragon Crystal and G-Loc Battle in the shops and it looks pretty good but I'm not to sure about it. If you do these reviews I will tell you a cheat for Captain Silver on the Sega System.

To continue on the same level you died on, hold down buttons 1 and 2 and press up at the same time. Do this when the screen says GAME OVER. You will only be able to do this a couple of times.

Andrew Tozer  
Eleebana NSW

Dear Andrew,

*You lucky dog, check out the hand held reviews in this issue - I hope they're satisfactory*

Ed.

## More Atari ST Please

Dear Megazone,

I would like to congratulate you on a great mag. You have good features, reviews, hints etc and great comps. In the time I have been reading the magazine has improved out of sight. I have only one complaint. You cover almost all areas having reviews, hints and the like on Amiga, Arcades, Atari, Lynx, Sega, Nintendo and IBM. Even CD and Video are included, yet there is hardly anything in your magazine on the ATARI ST.

I own one of these computers and when I bought your latest issue I was disappointed to find that it contained not one review for the ST. For the sake of all the ST owners out there, please consider doing some reviews, hints etc for the ST.

Ben  
Toukley NSW

Ben,

*To be honest, there isn't that much demand from ST owners.*

*Do we have that many readers that own an ST? Write and let me know.*

Ed

## A Simpsonite

Dear Megazone,

I have just been reading your article on The Simpsons in the October/November issue, and it was great. Please have more IBM reviews and put the formats and prices on the game reviews.

Could you please find out whether or not The Simpsons will be coming out on the IBM Compatibles? In exchange for this info I will tell you how to kill the Witch and escape the forest in Kings Quest V:

You will need the Gypsy Amulet, the Brass Bottle and the Honeycomb. Wear the Amulet. Enter the forest. Walk until the Witch comes. Talk to her. Then give her the brass bottle. She's dead. Now go to her house. Go inside. From the trunk take the Spinning Wheel. Take the key in the Incense Burner. Open the drawer and take the bag. Exit. Go West. Elves are watching you. Open the bag. Click the Emerald on the ground. The Elf will get it. Do it again. Then click the Honeycomb on the ground. Click the Emerald on the honey. This time the Elf will get stuck. The Elf will offer to help. Follow the Elf. The Elf should lead you out of the forest.

Ben Tredinnick  
Griffith NSW

Dear Benny Boy,

*We've had a few people suggest prices and formats and we do our best to find out in most cases.*

*Simpsons will be IBM compatible.*

*Great hint.*

Ed

## Tubular

Dear Megazone,

I think your mag is Tubular. But I have a small problem. I already have a Sega and Nintendo, for Christmas I'm getting an Amiga 500. I don't know whether I should sell my Sega and Nintendo to get a Mega Drive and connector to play my Sega games on or just save up for a Mega Drive. Do you have any suggestions?

Hoping to hear from you soon.

Keira  
Campsie NSW

Dear Keira,

*Chuck out the old, stuff, get a Mega Drive and Converter. You'll appreciate the difference.*

Ed

## New Kid on the Mega-Block

Dear Megazone,

I only purchased my first Megazone magazine three hours ago and I have nearly read the whole book from cover to cover.

I really like all the reviews and hints you give. Unlike other reviews in different magazines that only give you one scabby picture to go by, you give us a whole page (or pages) smothered by pictures, hints and excellent info about the game for us to know.

I have a few questions I would like answered.

1. Is Navy Seals, The Simpsons, Elf or Prehistorik out on the IBM?
2. I live in Mackay (a real dump of a place) and computer games are very (or should I say incredibly) limited. (Sorry AJM Computers). Could you put more advertisers with mail orders in your magazine?

I have a hint for Kings Quest V fans. When you make it into The Great Mountains and come across the Hungry Eagle, feed him the half of the leg of lamb instead of the pie, because after you have been caught by Queen Icebella and played the harp to her, you need the pie to throw at the Yeti that lives in the Crystal Cave.

I hope you got all that!

Jason Stewart  
Mackay QLD

Dear Jason,

*Thanks for the rap. This must be national Kings Quest V month or something... Do you know Ben?*

1. Navy Seals is on Amiga and Atari only, but, you can get The Simpsons and ELF for IBM. Prehistorik I'm not sure about, but I'll keep checking.
2. Try Computer Spot (008) 252-130

Ed

# TIONS

## Super Mario Quiz

Dear Megazone,

I have just bought a Nintendo entertainment system and Super Mario Bros 3.

I have a question about Super Mario Bros 3.

In world one you can complete the world without going to Action scene 4. Do you have to get something from Action Scene 4 or can you by-pass it?

If you have any other tips or hints on Super Mario Bros 3, could you publish them as well. Thanks?

Yours sincerely

Gregory Kopff

East Blaxland NSW

Dear Gregory,

*Lucky for you buddy, there's nothing required to get out of Action Scene 4.*

*Just keep going through section 1,2, Fortress, 3, 4 etc and you can by-pass Action Scene 4.*

*Have fun!*

Ed

## Wrestle Wrequest

Dear Megazone,

I think your magazine is great. I have bought every issue published so far. When will you do a review of this Mega Drive game *Wrestle War* because I am wrestling freak and I have a Sega Mega Drive.

Also could you tell me if any other wrestling games are on the Mega Drive.

One other thing I would like to know is when will *Street Smart* and *Billy the Kid* come out on the Mega Drive?

From Billy

Western Texas

Dear Wild Bill,

*Hey, buddy, I've been waiting for *Wrestle War* too!*

*It looks like luck is on our side, 'cause it just arrived! But, that's the only wrestling game released so far.*

*We'll be sure to do a review ASAP.*

*No definite news on *Street Smart* or *Billy the Kid* yet, sorry... it won't be for quite a few months yet*

Ed

## Monkey See, Monkey Do

Dear Megazone,

I bought *Monkey Island* after reading the review on it in you August/September issue. So far I have thoroughly enjoyed it.

I've been playing it on my IBM for two weeks now, but I'm stumped. I can't work out how to find the lost treasure. Can you help me?

Matthew Stephan

Canberra ACT

Dear Matthew,

*The lost treasure is buried in the Forest. Go to the Forest Maze, use the map you started with and dig to find it.*

Ed

## Silly Questions Galore

Dear Megazone,

I have been buying every magazine published, I think this is the best computer mag ever made. I have some question about the Mega Drive.

1. When will *Streets of Rage* come out in WA and where can I buy it?
2. Will you do a review on *Wrestle War*?
3. Is there any WWF Wrestling games on the Mega Drive?
4. Will *Back To The Future 3* and *Billy the Kid* come out on the Mega Drive?
5. When will I be able to buy a modem in WA?
6. Will *Terminator*, *Final Fight*, *Skull and Crossbones*, and *Street Fighter* be available on the Mega Drive?

P.S. Ed rules!

Christian Hildebrandt

Mundaring WA

Dear Christian,

1. *Streets of Rage* should be release this month, you can probably get it from *Mirrabooka Toy World*.
2. See Billy's letter this page.
3. Ditto.
4. *BTTFIII* definately, *BTK* maybe.
5. When you've saved enough money and looked in the right places.
6. Who am I, Buddah?

P.S. Correct!

Ed

## Letter Of The Month

### MEGA-RUDE!

Dear Megazone,

Is your magazine intended for adults only? I read the Oct/Nov issue and decided that some of the material should not be read by children under 18. Look at Page 5 in the regulars section, which word is frequently used? (*Crap*)

What about the language used on Pg 13 under "The Adventures of Willy Beamish" (*Bugger*). What about the Editor's response to two letters, to John Pervis (*Bloody*) and the other to Tory Bevan (*Rack off*). There was also one word in the "Speedball II" article (*Kick-arse*) and an article for "VIZ" states that a vulgar word has to be used to get a desired level (*Bollocks*).

As for the Astrology Page, you may as well take it out of your magazine, the contents leave a lot to be desired.

What made me laugh was that on Page 12 under "Secret Of *Monkey Island II*" it states at the bottom of the page "Come on guys keep it clean this is a family mag!"

If you intend to be a family magazine, get rid of the foul language then maybe your sales may go up.

Mrs Orr

Salisbury SA

Dear Mrs Orr,

*Gald we made you laugh. But when you think about it, the whole magazine is just a bloody, bugger, kick-arse, poo, bum, wee, scum, fart, spit, burp, load of crap.*

*So rack off.*

Ed

**Megazone wants to hear from you!**

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**MEGA 10**  
**is Megazone's Top 10**  
**up and coming games.**  
**Get your hands on these ones!**

# MEGA

# 10

## WWF (Ocean)

**1** Ocean brings to your screen the thrills and spills of the World Wrestling Federation. Test your strength in this muscle-bound wrestling extravaganza.

Pull on your sexy togs and become the undisputed champion of World Wrestling. You can be superstar Hulk Hogan, the Ultimate Warrior or even the British Bulldogs.

Battle for survival against Sgt Slaughter, Warlord and a host of other WWF stars.

Anything goes in this all action event only the toughest survive: try climbing the ropes and landing with a crunch on your opponent's head. Use a jaw-breaking punch or twist an opponent's arm right out of its socket. (You can even grab some wedding tackle for the ultimate in below the belt fighting – if the ref's not looking.)

The cult sport is now sweeping the nation and this game is a sure-fire hit!

**FORMATS:** Amiga, Amstrad, Atari, C64, IBM



## GRAND PRIX (Microprose)

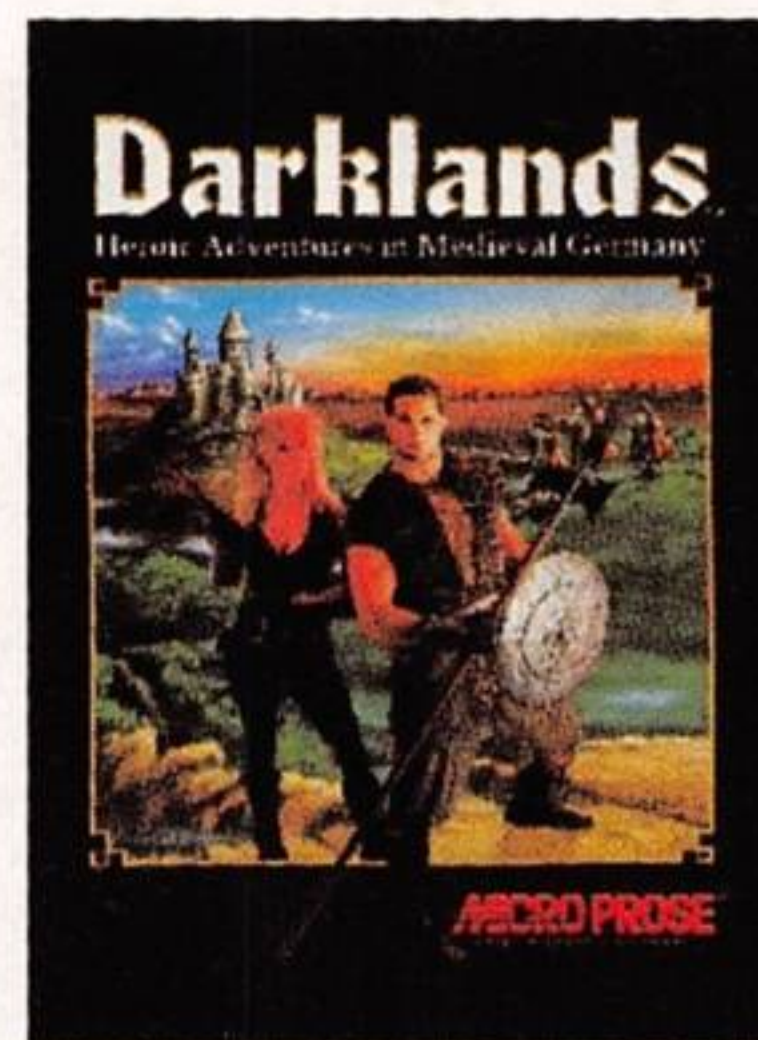
**2** Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off on a mayhem of crashing gears, smoke, roaring engines and burning rubber?

Well strap on your seat belt, because simulation specialists Microprose and race-game veteran Geoff Crammond have teamed up to engineer the only complete formula One Grand Prix Simulation!

All sixteen International Grand Prix tracks are accurately re-created in stunning 3D; each car handles exactly like a Formula One car. You adjust gears, brakes and wings to maximise your racing chances.

Five levels of difficulty and six major driving aids to help you learn the intricacies of Formula One driving gradually; Race in practice and qualifying sessions, before challenging for the season's Drivers' and constructor's Championships.

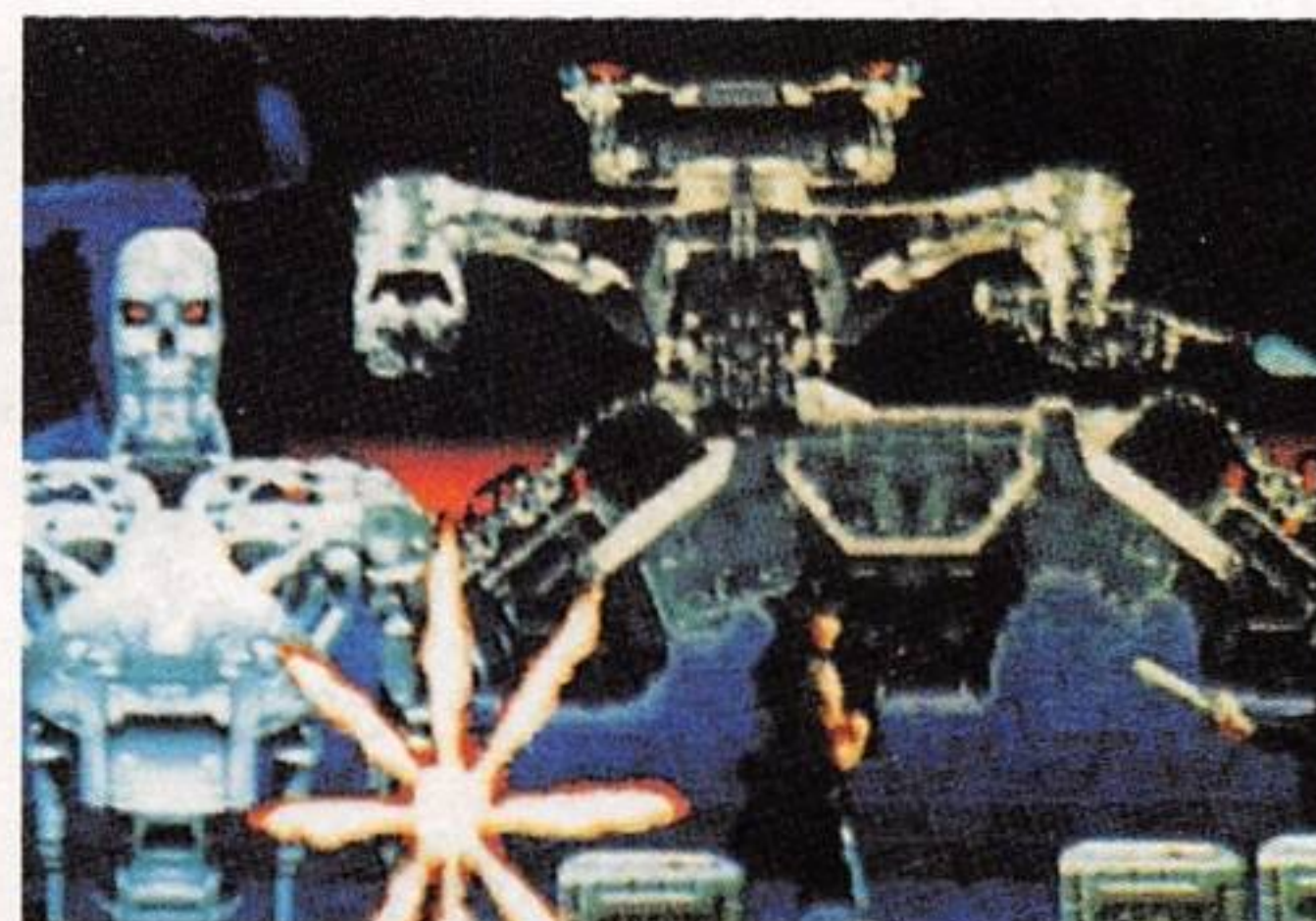
**FORMATS:** IBM 5.25", IBM 3.5", Amiga



## DARKLANDS (Microprose)

**3** Who says a fantasy role-playing game can't be realistic? Darklands places the player into a land of magic, intrigue and heroic adventure - medieval Germany, depicted as Europeans at that time thought it to be: filled with sorcerers and witches, hypocritical clerics and religious powermongers, mysterious and potent artifacts, and endless opportunities for fame and fortune. A role-playing epic begins!!

**FORMATS:** IBM Dual



## TERMINATOR 2 (Ocean)

**4** At last the long-awaited movie licence to James Cameron's blockbuster film starring Arnold Schwarzenegger.

Based closely on the film, The Terminator is a merciless Cyborg assassin sent back to finish what he started.

John Connor is his target this time, although still a child, he will become the future rebel leader unless the Terminator T1000 can destroy him.

The game follows the plot strongly with 8 levels of arcade style action.

As the original Terminator, the player must fight for supremacy over the T1000 to save John Connor, lost energy can be replaced by completing two puzzle sequences.

Already the film is proving to be a major box-office success, this game cannot fail to be a big hit with all game players and will be one of the best sellers this year.

**FORMATS:** IBM, Amiga, C64



### MARTIAN MEMORANDUM (Access)

**5** Martian Memorandum can indeed be called a true Multi-Media entertainment. This is an hilarious private eye adventure, with full motion video! Before, video had only been used in CD-ROM based products in an experimental basis.

Now for the first time you will be able to interact with full motion video characters on a disk based product.

Tex Murphy, who got his first computer fiction role in Access Software's Mean Streets, returns to the shining screen to star in Martian Memorandum. This is his most demanding role ever. Tex faces murder, deception, sex and prophecy as he investigates the mystery of the Martian Memorandum. What he discovers will take him from his home in San Francisco to the farthest reaches of man's expansion in the year 2039.

Accompany Tex Murphy in Access Software's hilarious new interactive movie adventure, and find out what is the Martian Memorandum.

**FORMATS:**IBM 3.5" IBM 5.25"

### ADVANCED TACTICAL AIR COMMAND (Microprose)

**6** 2001: A New century, but old problems, or at least one old problem grown far, far worse. On the streets of the US drug-related violence is a way of life. Armed gangs push dangerous drugs to the youth of America and Europe. Gang Wars ruin the lives of millions as the gangs fight to expand their turf and gain total control of the industry.

A chilling scenario, with only one solution at the tips of your fingers: to take on the bad guys at their own game.

A.T.A.C. puts you in charge of a covert fleet of aircraft. Your mission is simple: put the drug barons out of business.

A futuristic simulation for those who like their simulation action fast and furious.

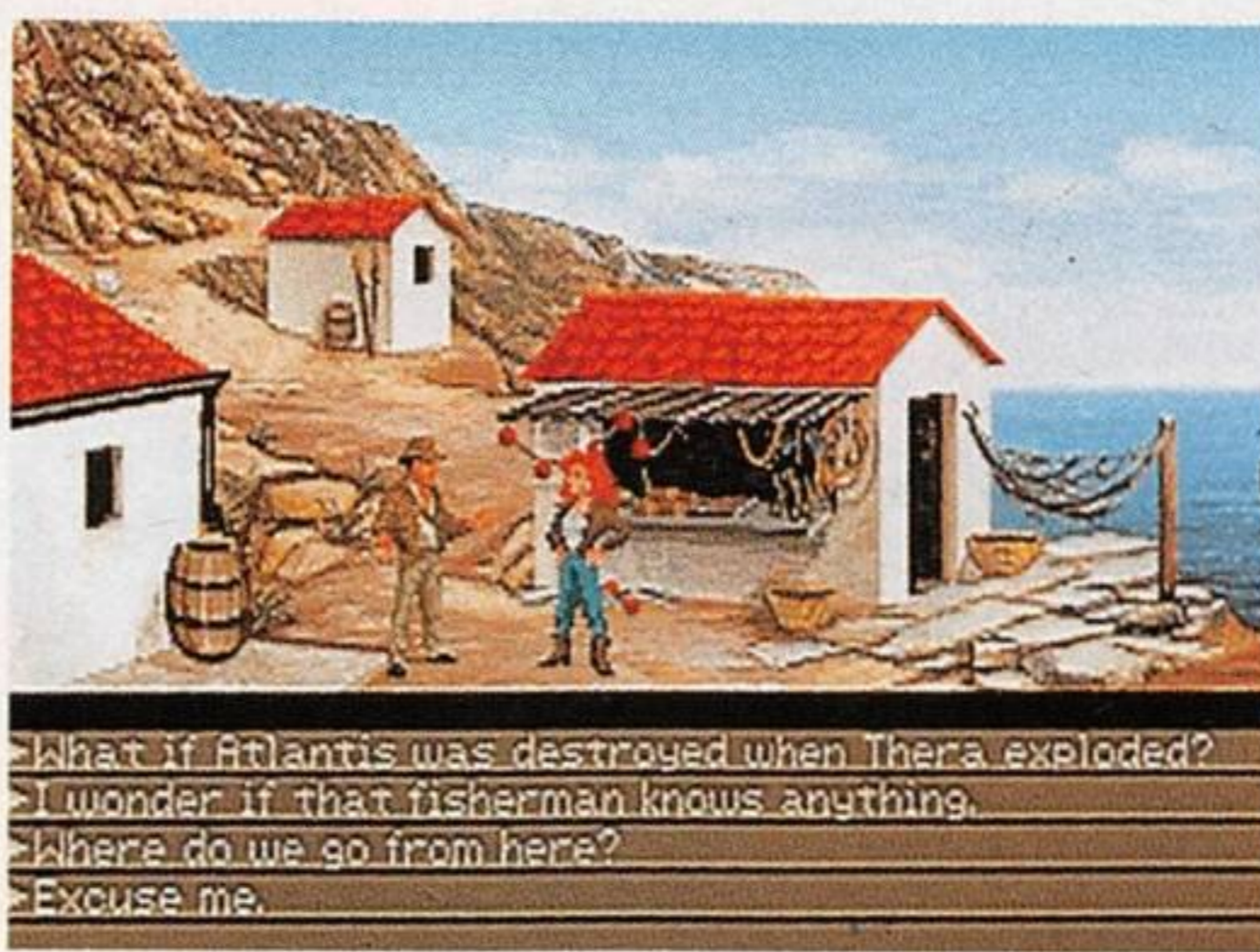
**FORMATS:**Amiga, IBM

### THE SIMPSONS - BART VS THE SPACE MUTANTS (Ocean)

**7** Bart Simpson is out to save the earth in five levels of sheer mayhem. Space Mutants have invaded Springfield on a mission to take over the world and only Bart can stop them.

Armed with x-ray specs, spraypaint, sling-shot and other essential weaponry, Bart must fight his way past the evils of Sideshow Bob, Killer Clowns, The Baby Sitter Bandit and many other undesirables, to save the planet from these slimy monsters. Bart has his family to help him on this perilous journey around Springfield. So what are you waiting for, let's go!

**FORMATS:**Amiga, IBM Dual



### INDIANA JONES - FATE OF ATLANTIS (Lucasarts)

**8** On a quiet afternoon at Barnett College, everyone's favourite professor, Dr. Henry "Indiana" Jones, Jr., is approached by a mysterious stranger. The man seeks Indy's appraisal of an ancient artifact which could be a clever fake... or the key to any unknown civilization!

The visitor proves to be Klaus Kerner, an agent of the Third Reich, and he's after more than Indy's professional opinion. Once again, Indy finds himself in a race against Nazis, and this time the secrets of the lost city of Atlantis are at stake.

Teaming up with Sophia Hapgood, an archaeologist-turned-psychic who specializes in the lore of Atlantis, Indy travels to Iceland, Monte Carlo, Africa, Crete, and beyond.

- Largest, most complex story game from LucasArts.
- Over 200 Locations to explore!
- Multiple pathways offering players different game play styles.
- Stunning 256-colour VGA graphics.
- Animation and character scaling!
- Advanced music system provides a cinematic feel using interactive music and sound effects.

**FORMATS:**IBM 3.5" IBM 5.25"



### HYPERSPEED (Microprose)

**9** An updated and enhanced version of Microprose's interstellar action and adventure epic, Lightspeed.

Lightspeed was a classic of the sci-fi adventure genre. Now, you can have more of the same as you race through star clusters in a desperate search for a new world for Mankind.

Negotiate with alien races for resources and political alliances. Battle those hostile to humanity in fantastic simulated space combat.

A stunning graphic improvement on Lightspeed, with 256 colour VGA screens, and improved sound, Hyperspeed features four progressively-harder star clusters.

An animated opening sequence sets the scene, there's dazzling 3D graphics, and alien characters brought to life through animation. Hyperspeed has all this and more!

**FORMATS:**IBM

### FREE D.C. (Cineplay)

**10** Trapped in the ruins of Washington D.C., the last survivors of the human race are on the brink of extinction.

Robots hold them captive in the Human Preserve, an exclusive zoo for the highest species on the planet. The preserve has a thousand hiding places, but it's hard to tell your enemies from your friends.

You'll meet a reclusive scientist with mysterious motives and a bottomless bag of tricks. A beautiful woman is trapped in a high-tech palace swarming with robot guards.

Watch out! There's a robot in the White House, and The Capital is full of Death Poodles. The old subway is a river of slime where Harry the Subhuman holds the key to the darkest secrets of the Preserve. You're the only one who can put it all together and fight back. Go ahead. Beat the 'bots. Free D.C. You can do it. Maybe!

**FORMATS:**IBM P.C.

# MEGALOMANIA™

**A GAME OF DESTRUCTION, EVOLUTION AND POWER!**

Every new civilisation needs a God to oversee them, and this is your once in a lifetime opportunity to achieve supreme power and immortality.

The arena is a vast glass orb at the top of the universe in which all new planets are conceived and nurtured and it is your task to steer your race through a fierce and bloody evolutionary war, to gain complete control of the planet. The game they play is a curious one, it is a game they call...

**MEGALOMANIA™**



SCREEN SHOTS FROM AMIGA VERSION

© 1991 SENSIBLE SOFTWARE

# CIVILIZATION

**Build An Empire To Stand The Test of Time**

High in the Andes, a biting wind howls through the Incas' ruined strongholds. Half a world away, the Pharaohs tombs lie empty. In Italy, the Roman Colosseum decays. Everywhere you see remnants of societies that thought they would endure forever. All are dust. But yours could be different. You could be the one person in history who builds an empire that never falls.

That's the challenge of Civilization, the most enthralling *God Sim* yet developed. From the creator of Railroad Tycoon - 1990's "Strategy Game of The Year", Civilization lets you match wits with history's greatest leaders.

You start at the dawn of recorded history - 4,000 B.C. and the founding of the first cities; - then nurture your society toward the Space Age. In the beginning, you'll labour to simply survive while building your settlements, discovering new technologies and fending off barbarians.

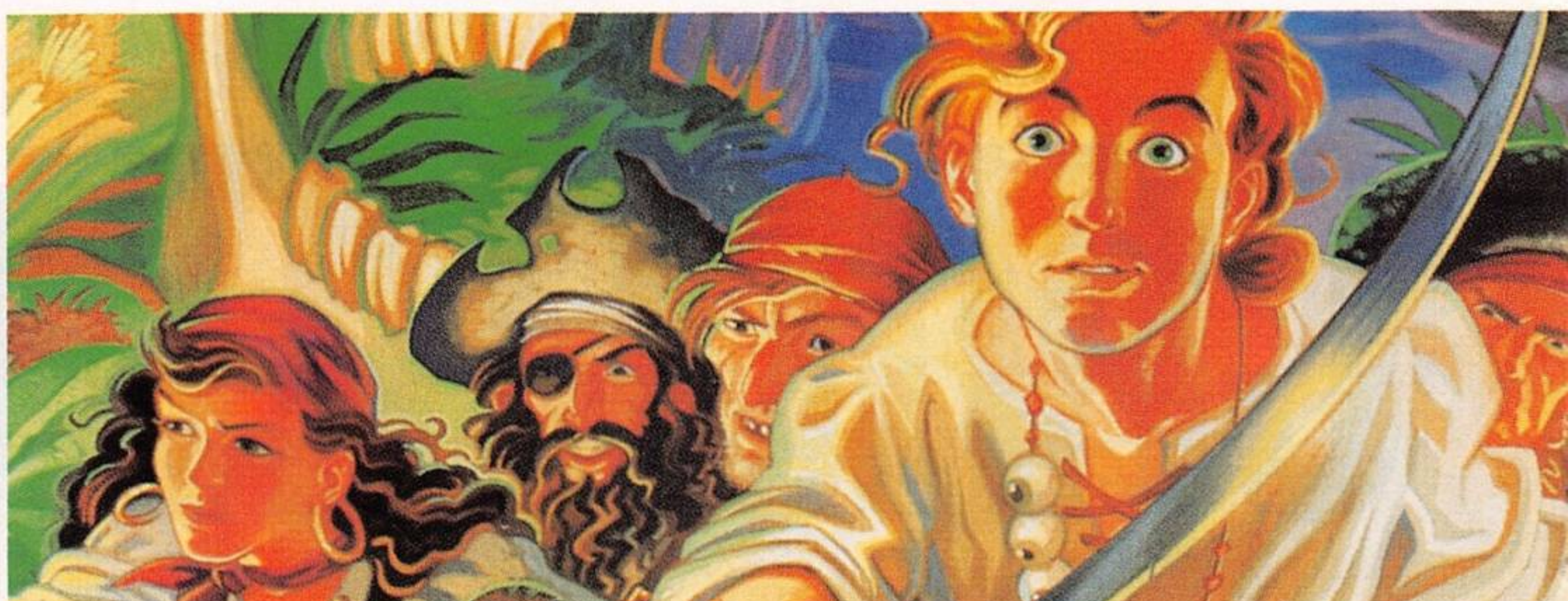
As your empire prospers, you'll face competing civilizations guided by history's most legendary figures: Alexander the Great, Napoleon, Genghis Khan, Julius Caesar and more. Now you'll test your capacity for expansion and domination, and your ability to outwit and out manoeuvre those cunning and brilliant leaders.

- Discover New Technologies. You dictate how your civilization grows by controlling the technologies it discovers. Build Wonders of the World.
- Earn the respect of your people - and the envy of the world - as you construct the Pyramids, the Great Wall and other wonders of antiquity, the Middle Ages or the modern era.
- Determine The Fate of Your People. Every crucial economic, political and military decision is yours - and yours alone!
- Choose From Flexible Starting Options. Players of all levels can be challenged. Select from five difficulty settings, on Earth, or on a new planet generated for each game.
- Enjoy The Easy Use Interface. The point-and-click, icon-based interface makes it easy to gather information, and make decisions. Virtually any game-related question or concern is addressed in the on-line "civilopedia".

Will archaeologists yet unborn puzzle over the decline and fall of the culture you build? Or will your culture be the one that finally achieves earthly immortality?



**GAME**  
OF THE YEAR  
1991



Each year in our December issue, Megazone will give its Golden Disk Awards to the year's best entertainment software. As we are an all-format magazine, we include all forms of electronic entertainment in each category: titles can be for Computer, Console, Handheld or Arcade Systems.

Winners have been chosen by an industry-wide panel including representatives from K-Mart, Tandy, Dick Smith, Harris Scarfe, The Gamesmen, Computerspot, Virgin, and Games Wizards. Many thanks to those who contributed.

So tune in as we open the Mega-envelopes...  
And the winners are...

**BEST RPG GAME OF 1991**

**EYE OF THE BEHOLDER**  
ELECTRONIC ARTS • AMIGA/PC

Eye of the Beholder offers a D&D-type adventure inspired by Dragon Master, yet offering better controls and graphics than anything else in the genre.

**RUNNER UP**  
**ULTIMA V**

ORIGIN • PC/AMIGA  
Another Dungeons and Dragons game, the Ultima series continues to impress with its depth and characterisation.

**BEST SIMULATION GAME**

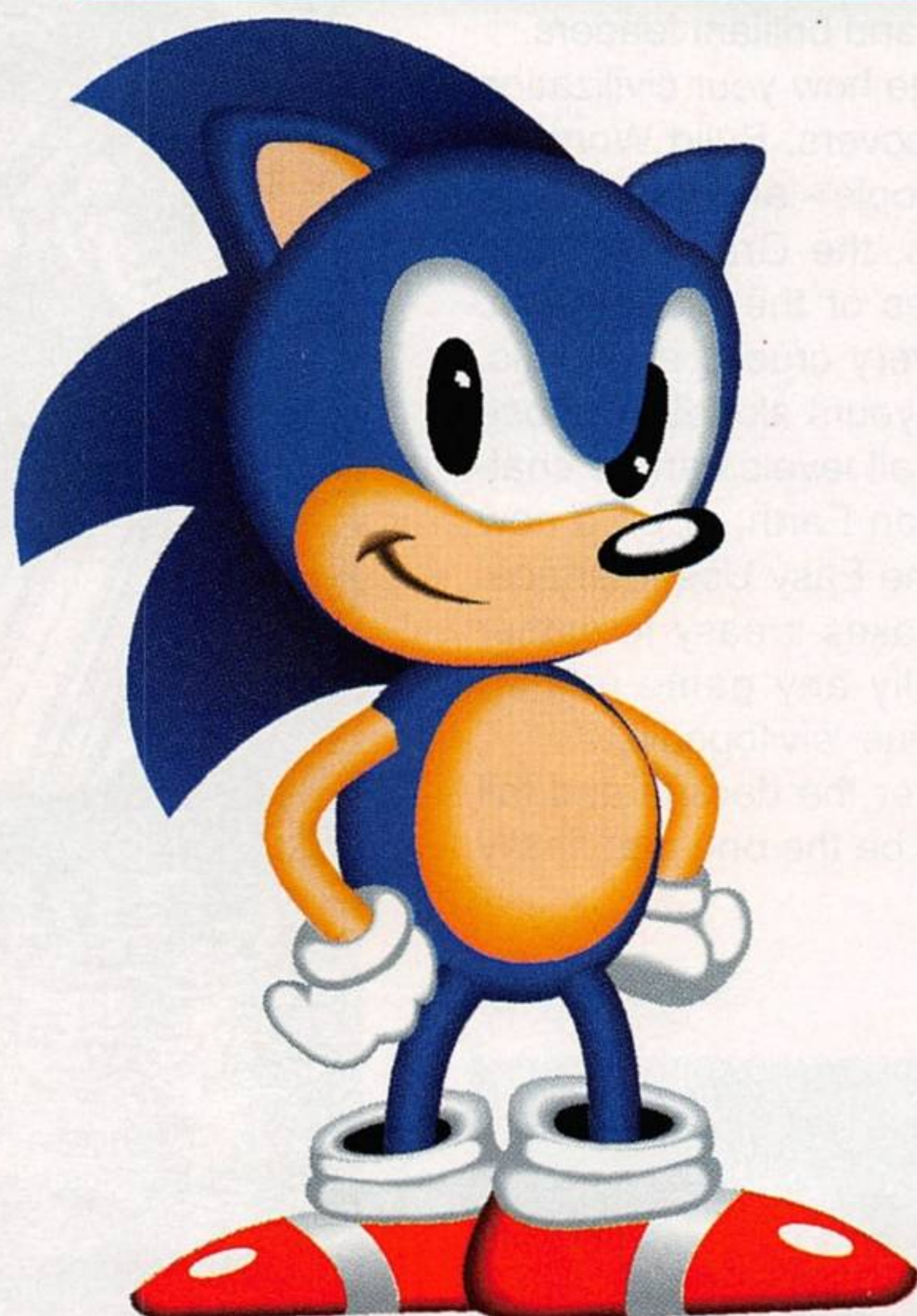
**THUNDERHAWK**  
CORE DESIGN • AMIGA/PC

Narrowly beating Gunship 2000 as best helicopter simulation of the year.

**RUNNER UP**

**CHUCK YEAGER'S AIR COMBAT**  
ELECTRONIC ARTS • PC, AMIGA

Just beating out Indianapolis 500 (a racing game, also by Electronic Arts), Air Combat wins because of its comprehensive simulation of different planes, backed up by great documentation and presentation.



**BEST ACTION GAME OF 1991**

**SONIC THE HEDGEHOG**  
SEGA • MASTER SYSTEM, MEGADRIVE, GAME GEAR

A super-fast, character-based game that excels in graphics, colour, and gameplay.

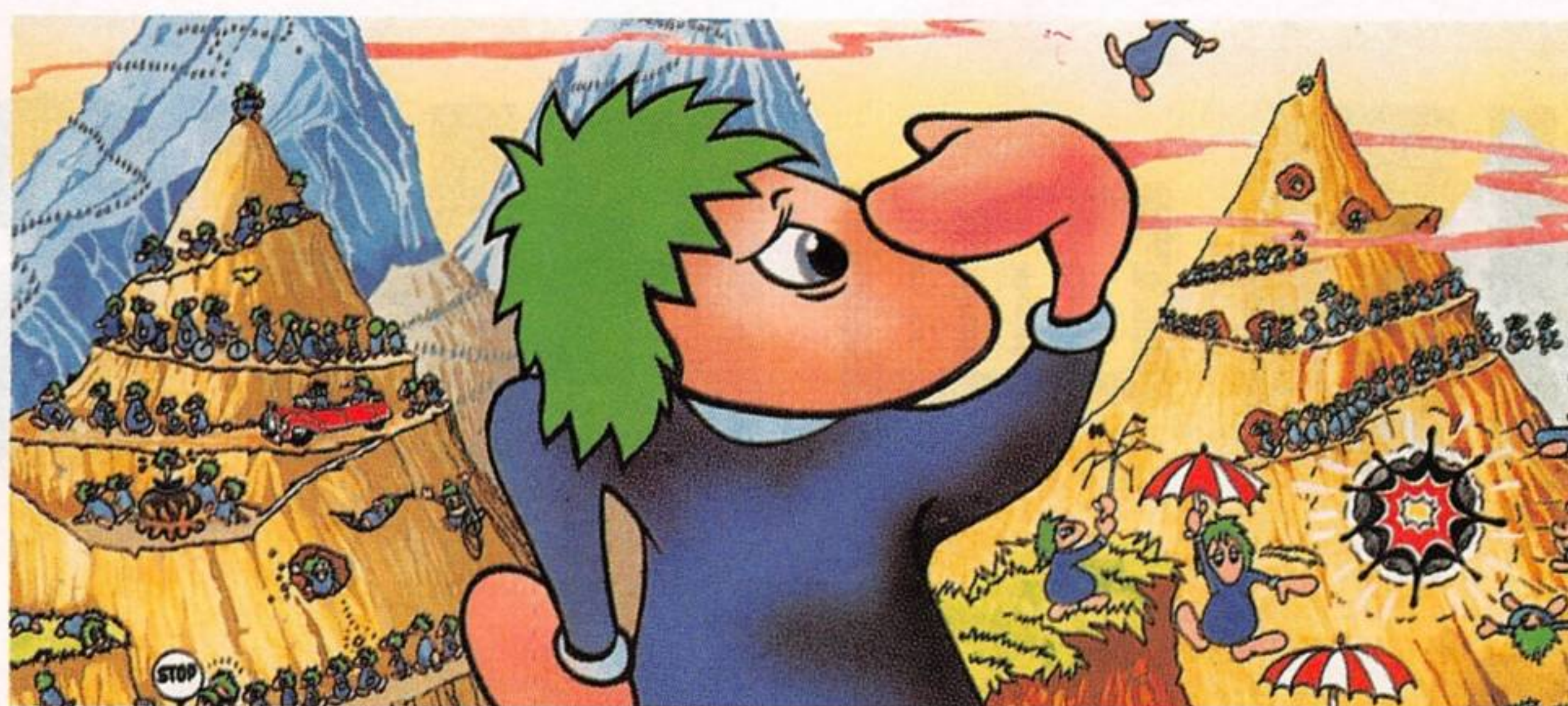
Help Sonic race through 6 colourful zones as he battles the evil Dr Robotnik.

**RUNNER UP**

**GODS**  
RENEGADE • AMIGA, PC

A platform shooting game set in the traditional dungeon, but offering quality touches that set it above the rest. A long-lasting game with loads of playability.





**BEST INNOVATIVE GAME**

**LEMMINGS**

**PSYGNOSIS • AMIGA/PC**

Lemmings scores for its cute, stupid characters, put in strange situations under your control.

A game that defines a new genre.

**RUNNER UP**

**RAILROAD TYCOON**

Microprose • PC/AMIGA

Railroad Tycoon simulates something few would have thought would have made a great game... building a railroad network in the US early this century. Another ground-breaking title from the famous Sid Meier.

**BEST ADVENTURE GAME OF 1991**

**THE SECRET OF MONKEY ISLAND**  
**LUCASFILM • AMIGA/PC**

A humorous, complex adventure with a multitude of characters and situations.

Help Guybrush Threepwood pass the tests to become a pirate and fight the vile Le Chuck

**RUNNER UP**

**THE ADVENTURES OF WILLY BEAMISH**

DYNAMIX • PC/AMIGA

Dynamix were sure to score in this category because of their ground-breaking work with Heart of China. Willy Beamish has the same attention to detail, but is a more rounded, cartoon-like adventure with greater playability.

**BEST SPORTS GAME**

**LINKS CHALLENGE GOLF**  
**ACCESS**

A very crowded field, which this year included great tennis games (Pro Tennis 2), snooker sims (Jimmy White Snooker), and even futuristic team games (Speedball II).

Links wins for its sheer depth and attention to detail... a classic golf game.

**RUNNER UP**

**JOE MONTANA FOOTBALL**

ELECTRONIC ARTS • MEGADRIVE

Joe Montana set the standard for team sports games, which has only recently been matched by EA's superlative Ice Hockey.

A great, fast, realistic game that makes you feel as if you're really there.

**BEST PUZZLE GAME**

**COLUMNS**

**SEGA • MASTER SYSTEM, MEGADRIVE, GAME GEAR**

Based on the now classic TETRIS, columns added a new playability and addictiveness to the existing range.

**RUNNER UP**

**TETRIS**

NINTENDO • GAME BOY

The Game Boy version of this game boasts a great two-player link up mode. Not hot on graphics, but compulsive playability. Check it out!

**MEGAZONE GAME OF THE YEAR**

**LEMMINGS**

**PSYGNOSIS • AMIGA/PC**

Addictively compulsive, Lemmings is simple to learn but hard to master. An ever popular game that will be boosted by the release of Oh No—More Lemmings or whatever the bloody thing is called.

Guide hundreds of tiny Lemmings through complex levels and save your little friends from mass-suicide.

**RUNNER UP**

**WING COMMANDER II**

**ORIGIN • IBM**

The Wing Commander series sets new standards for space adventure this year. Awesome playability and realism based on classic sci-fi films.

A 3-D space combat simulator that combines flight, battle, trade, and adventure in the furthest reaches of the galaxy.

# BEHIND **the** BITS

## A MEGAGUIDE TO GAMES HARDWARE



**8 bit, 16 bit, IBM, Atari, Sega, Amiga, Nintendo... it's all a bit of a maze really. Well, rather than leaving you dazed and confused any longer, Megazone presents a complete guide to 8 bit, 16 bit, handheld, console and PC games machines: how they work, how they differ and what they can do... for you.**

### What does 8 bit and 16 bit really mean?

"Bits" are the smallest unit of data the CPU deals with. CPU, incidentally, stands for Central Processing Unit. It is the brain of all computers and computer-based equipment (not only games machines, but Microwave ovens, VCRs, synthesisers, etc.).

In an 8 bit CPU, 8 bits of data are processed at any one time. In a 16 bit machine, it's 16 bits. So, everything else being equal, the 16 bit CPU will work twice as fast as the 8 bit. So, why not use a 16 bit CPU all the time?

Well, 8 bit CPUs need less power to run and are much less expensive (although that is changing now). There's no point using more power and paying more money than you need to do the job.

It's actually a little bit more complicated than that. Some games machines have extra chips which take care of graphics and sound. A lot of calculations are involved in drawing a screen full of graphics - especially moving graphics like those used in games. So a co-processor or a dedicated graphics chip is often used to ease the load on the main CPU. This makes life easier for the CPU to get on with other tasks (like fetching data) rather than spending all its time on calculations. This is the case, for example on the Atari Lynx, the Atari ST, the Amiga and others.

Not only that, but not all 16 bit or 8 bit CPUs are created equal. Different chips run at different speeds and different chips have different features. Some, for example, can access a huge amount of memory through special tricks such as "virtual addressing". This is really useful on top-end PCs and business computers, but not

so useful for games machines where memory is not much of a problem.

Others have a co-processor for mathematical calculations built in to the architecture of the CPU itself. Others operate at very high speeds, or are able process many different tasks at once (not to mention leaping tall buildings in a single bound!). It depends on the manufacturer and the type of device as to what it can do.

## Hand Helds - How they work -

Inside all the hand held machines currently on the market is an 8 bit CPU. An 8 bit machine requires less power to run than a 16 bit, allowing the use of batteries. An 8 bit CPU limits the number of colours available on the screen at any one time and the amount of RAM memory, but for the hand helds it is more than enough. The operating speed isn't all that fast but, again, it's fine for a hand held machine and for most of the consoles for that matter.

The CPU used on hand helds is either a 6502 or a Z80. The 6502 CPU is made by Motorola. It is the 8 bit cousin of the 68000 as used in the Sega Megadrive, the Amiga and the Atari. The Z80 from Zilog is a much simpler, slightly distant, cousin

of the Intell 8088, 8086, 80286 series as used in IBM and IBM compatible computers. Both the 6502 and the Z80 have their advantages and different companies prefer different chips.

The Nintendo Game Boy is quite a simple machine, but still very popular. The screen is monochrome with 4 shades available on it. The CPU is a 6502 running at a slow 2.14 Mhz. There is only 8k bytes of memory but the battery lasts a good 10 hours and there are over 70 games available for it. There's a few nifty add-ons for the Game Boy: Game light - for playing in the dark and better screen contrast; Game Boy Amplifier for stereo sound; and Game Magnifier for a bigger screen. Best of all the Game Boy (by itself) is cheap at about \$140.

The Atari Lynx is based on the same CPU running at a faster 15 Mhz. Not only that, it has a superb sound chip which out-performs most of the consoles and many of the PCs. Atari has a history of producing machines with great sound and graphics and the Lynx is no exception. There are 16 colours available from a palette of 4096 and the screen resolution is a high 160 x 146 pixels. Until recently it's been well over-priced and there's been a bit of a delay in getting new game releas-

es. Both those situations have improved now: the price has come down to around \$200 and there are new games just beyond the horizon - if the boffins from Atari are to be believed.

The Sega Game Gear uses the Z-80 CPU and runs a full 32 colours on the screen from a palette of 4096. There is only 8K of RAM but there's an extra 16K

**Not all CPUs are created equal: some run at very high operationg speeds, others are able to leap tall buildings in a single bound...**

put aside for video functions. The Sega has an interesting addition in the form of an optional TV tuner, so you can watch your favourite show or plug in the Sega to a camera or VCR and watch video tapes as well. But don't get too excited about this one, at the time of print we hadn't yet seen it in Australia - though rumours look good for early in the year. The Game Gear also has a DC adapter, a rechargeable Ni-Cad battery pack and a link cable to allow up to 8 players to all join in and play together as one big happy family. Stereo sound is available through the audio out socket. The Game Gear sells for around \$230.

### MEGAZONE TECH SPECS

	Nintendo Game Boy	Atari Lynx	Sega Game Gear
<b>CPU</b>	Motorolla 6502	6502	Z - 80 A
<b>Speed (Mhz)</b>	2.1	15	3.6
<b>Screen Resolution</b>	320 x 224	160 x 102	160 x 146
<b>Colour Pallete</b>	0	4096	4096
<b>Max. colours on scrn</b>	4 shades	16	32
<b>Battery Life</b>	10+	3	3

## Consoles

### - How they work -

#### The Big 16s

The short answer is that the 16 bit consoles are based on 16 bit CPUs and the others are based on 8 bit CPUs (either the Z-80 or the 6502 series). The long answer requires more thought...

At the moment, the Sega Mega Drive is the only 16 bit console on the Australian

market, but rumour has it that Nintendo will be releasing their 16 bit console next year, or the year after, or possibly the year after that. Megazone will be the first to tell you...

**A Megahertz is a million cycles per second - it is a measure of the clock or crystal speed in a computer. A CPU may run at up to 70 Mhz**

In fact, even though it's not here yet, we can still tell you a little bit about it, just to whet the appetite. Our Japan correspondent, Niko Agogo, informs us that the Nintendo machine (probably called the

Super NES after its little brother/sister the 8 bit NES - Nintendo Entertainment System) is based on the 65C816. Now this is an example of a CPU which operates externally on 8 bits and internally on 16 bits. This kind of chip doesn't run quite as fast as a true 16 bit, but remember the CPU is not the only thing that effects the speed... and speed isn't everything!

The Mega Drive is based on the Motorola 68000 with a Z-80 on the side for good measure. A full 512 colours are available on the screen (well enough for a good night out) and the screen has an impressive resolution of 320 by 224. The Nintendo machine has a resolution of 256 by 224 pixels.

Now, there's more to screen resolution than meets the eye (if you'll pardon the pun). Megazone will be running a regular tutorial column in the coming issues including a special on how screens work, but without spoiling the anticipation, let's just say that screen quality has to do with a combination of sprites, pixels and graphics chips. The more pixels (per inch) the higher the resolution; the more pixels per sprite, the better the quality. You may have wondered how it is that there can be, say, 32 colours on the screen at any one time, but a total of 4096 to choose from. All will be revealed Megafans, all will be revealed...

## 8 Bit Consoles

Yes the 8 bit consoles are based on 8 bit CPUs.

The Sega (Master System) is based on the Z-80 and the Nintendo (NES or Action Set) on the 6502. Well, actually the Nintendo use their own chip but it works the same as the 6502.

The Nintendo has 52 colours to choose from and 16 available at any one time. They both have a maximum sprite size of 8 x 8 pixels and 64 sprites per screen. The Nintendo has a higher resolution of 256 x 240 pixels, as compared with the Sega's 256 x 192.

## Computers

There's no end to the varieties of PCs around today, but the main players are the IBM machines, the Amiga and the Atari. Now, of course, none of these computers have been built just to play games - it just so happens that they do!

The IBM machines include all those thousands of other brands that have copied them - and there really are thousands. Most, if not all, are based on the Intel chips: the 8086 through to the 32 bit 80486. There is another distinction among the IBM machines. There's the original ISA (International Systems

### MEGAZONE TECH SPECS

	Nintendo (NES)	Sega Master System	Sega Mega Drive
<b>CPU</b>	6502 (custom)	Z -80	68000
<b>Speed (Mhz)</b>	3.5	4	8 Mhz
<b>Screen Resolution</b>	256 x 240	256 x 192	320 x 224
<b>Colour Pallete</b>	52	64	512
<b>Max. colours on scrn</b>	16	16	64
<b>Max. Sprite Size</b>	8 x 8	8 x 8	32 x 32

Architecture) bus - as used on the old PC range, and the new Micro-channel architecture as used on the newer PS/2s. The smaller PS/2s also use the ISA bus.

## Amiga

The Amiga is based on the 68000 (like the Mega Drive) running at 7.16 Mhz. You can add to this by plugging in a card which increases the speed by substituting the CPU with a higher level model such as the 68020. This is good, but it's in the graphics area that the Amiga really shines. Amiga use their own (Commodore) chips to create the stunning graphics and sound that have earned it a reputation in the film and music industries.

It is possible to run graphics at up to 640 x 512 pixels - very high resolution - and special overscan techniques can even go beyond that. Unfortunately, the more colours you have on the screen at the same time, the less resolution. It actually works in stages or "modes". That is, you select high res/low colour mode; med res/med colour mode; or low res/high colour. Of course this is all done in the software - all you have to do is play. A graphics co-processor greatly enhances overall speed and graphic performance.

The sound is sourced from 4 independent channels into stereo left and right. It has an 8 bit Digital to Analogue (D-A)

converter and a special area of memory puts aside as a "sound buffer". No only that, but there's an English text to speech device with control of rate pitch, volume, inflection and gender of voice. What more could you ask for?

## Atari (Mega) St.

Atari have had a battle keeping their share of the market over the years, mainly due to stiff competition from the IBM and Amiga camps. But this machine is pretty impressive and has features the others don't have at quite a reasonable cost.

It is based on the 'ol 68000 again, but it runs along at a hefty 16Mhz. The Atari also has a graphics co-processor and a high resolution 640 x 400 screen. Not quite as high as the Amiga, but pretty high.

Sound is another feature of the Atari. It includes a MIDI (Musical Instrument Digital Interface) port for hooking up to sequences and synthesisers, a two channel D-A converter, 5 programmable sound channels, sound generators, noise generators... we could go on.

Unfortunately, there have been (relatively) few games written for the Atari which truly exploit its potential.

## IBM (and friends).

The IBM PCs are now called PS/2s - most of them are essentially the same as the older machines but with faster chips, more memory and better screen resolutions. The IBMs don't really have any special graphics chips (though they are avail-

**Stunning graphics and sound facilities have earned the Amiga an unbeatable reputation in the film and animation industries**

able) but in recent years the screen resolution has become excellent. Most PS/2s (and compatibles) come standard with VGA - a resolution of 480 x 640 with 16 colours available in that mode. Then there is Super VGA at 800 x 600; and finally XGA or Ultra VGA with a screen resolution of 1024 x 768 pixels capable of displaying 256 colours at that resolution!! Playing games on a machine like that might be a little on the expensive side (!) but it really is quite a treat.

Keep an eye out for some new entries into the world of games PCs. There's some great machines around the corner...

Craig Kirkwood

### MEGAZONE TECH SPECS

	IBM + Compatibles	Amiga	Atari St
<b>CPU</b>	8086 to 80486	68000	68000
<b>Speed (Mhz)</b>	Varies	7.16	16
<b>Screen Resolution</b>	640 x 480 to 1024 x 768	320 x 256 to 640 x 512	320 x 200 to 640 x 400
<b>Colour Palette</b>	4096	4096	4096
<b>Max. colours on scrn</b>	16 to 256	16	16
<b>Special Features</b>	Some machines have special features not available on IBM	4 channels of sound Graphics co-processor 8 Bit D-A converter	Graphics Co-processor Sound Generator MIDI Interface

Sullivan Bluth Presents

# SPACE ACE II: BORF'S REVENGE™

Sullivan Bluth Presents  
**SPACE ACE II:  
BORF'S REVENGE™**



**BORF'S BACK  
WITH A VENGEANCE...**

Just when you thought Earth was safe from the evil Commander Borf, his little henchmen, The Goons, have blasted Borf with the Infanto Ray a second time returning him to his full age - and evil. Lead Ace through battles with the goons and Borf's other allies until you encounter the evil Commander himself in the ultimate battle for the universe.

Space Ace II: Borf's Revenge brings the classical animation style of Don Bluth to the computer format featuring over five megabytes of full screen animation, digitized sound and new animations not included on the original Space Ace laser disc.

Available for IBM PC™ and Compatibles, Amiga™, Atari ST™ and Macintosh®.

IBM VGA Screens Shown



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Amiga, Atari ST and IBM are trademarks respectively of Commodore International, Atari Corporation and International Business Machines. Macintosh is a registered trademark of Apple Computer Inc.

# Time Traveller

**Well, Sega is the first to launch us all into the brave new world of hologram arcade machines. Unfortunately, they're not really holographic at all. Megazone went behind the scenes to find it's all done with mirrors...**

This is a gallant attempt to create virtual reality on an arcade game. The holographic effect on Time Traveller is, in itself, impressive. The game itself... well, check it out for yourself, but we weren't all that impressed.

The "hologram" is created by projecting an image onto a parabolic mirror. This gives the impression that the characters are performing in the glass dome sunk into the front of the machine.

The effect isn't too bad really, though the characters are quite small and they distort if you are not directly in front of it. It seems strange that they were not able to magnify the image to give larger characters, although this would probably make the distortion even worse.

If the holographic technique is new, the game style itself is far from it. It's very similar to the early 1980's laserdisk games such as Dragon's Lair and Astron Belt. The player operates a time travelling cowboy called Marshall Gram. He must travel the chronoways of the past, present and future and defeat villain, Vulcar, to save the Princess Kyila.

The game involves battling a variety of situations using the joystick and fire button in the right place at the right time. It's quite simple to get the hang of it and includes a fairly simple learning mode to allow complete novices to come to terms with how it all works.

The action is presented as a series of sequences and hurdles which the player must overcome by taking control of the "hero". Movement is achieved by operating the joystick: left, right, up, or down. There's also a fire button which must be pressed at the right time during the sequence.

For example, the opening scene is of a cowboy which pops up on our hero's left

hand side. Press the joystick towards him and fire and the hero will, as he should, shoot 'em dead. If you get it wrong - the hero gets it.

As our time traveller progresses through the game, the sequences get more and more complicated - but the basic concept remains the same.

The bad news is, the actors who play the roles are about as convincing as Ronald Reagan was. Terrible acting is everywhere as the traveller battles through time zones, accosted by a veritable army of hams. It's a bit like a primary school play - without all the mums and dads cheering on.

To complete the game, the player has to successfully negotiate his or her way through a variety of different time zones. There are about 20, and they range from the 18th to the 26th century. Interestingly, some of the zones are connected to others.

What the player must do is pick and complete one time zone at a time and make a route through the time network to reach the bad guy in the 26th century.

The game play is rather limited on Time Traveller. The "live action" is very unconvincing and the scenes rather uninspiring. There is also a limit to how much control you have over the traveller. He really wanders around under his own steam and you simply push the joystick in the right direction.

Despite the criticism, Time Traveller deserves some praise; a lot for originality, and a bit for being visually impressive. "Time" will tell, if this technology will improve with... well, improve as the days go by!

**Jasper Juggernaut**

H O L O G R A M



# G-LOC

## Air Battle

**After being quite a hit in the arcades, G-LOC Air Battle has arrived for the Sega Game Gear. Megazone takes a test flight.**



G-LOC (Gradual Loss of Consciousness) - a condition experienced by Megaphiles who play games long into the night instead of sleeping, studying, or eating...

Actually, it's an aviation term. G-LOC occurs when you've been experiencing high gravitational forces over long periods. Since it happens when you're in the cockpit, it's usually fatal. That's what the game is named after.

That's what the game is named after, but actually, it has nothing to do with it.

The G-LOC in G-LOC Air Battle, is the name of the superduperplane which you are piloting. It's an experimental aircraft, caught in a highly sensitive military operation.

The FutureWorld Army is on the march. They have this wild plan take over the world and turn us all into mindless reptiles with no personal identity and no toilet facilities. Awful. Your mission is to stop these overconfident, high-tech bar-

barians and knock them into shape. You're given 9 missions to achieve your goal. The object is simple; achieving it is a bit more challenging.

At each level, you have to destroy the proper number of fighters, tanks, or warships before you can then move on to the next mission. You shoot the fighters using either cannon fire or missiles, but you can only blow up the more resilient tanks and the warships (the real toughies) with missiles. Like everything else in life, these are in limited supply.

Between missions, you get the chance to trade your points for fire power and equipment. But remember, the better the equipment, the more points it'll cost you - there's always an economic factor to consider in the world of military espionage.

As well as being able to improve your canons and buy extra missiles, you can also beef up your fighter's armours and bolt on a bigger fuel tank and more fuel. The larger the fuel tank, the more fuel the

plane holds and the more hits it can take from vicious enemy missiles.

Fortunately, you don't seem to crash when you run out of fuel, but you can't use the Boost function to double the plane's speed or take evasive action with a loop the loop (during which the fighter is invisible).

There's also an option to let two players (with Game Gears and cartridges) to dog fight with each other.

We at Megazone are not entirely convinced that the transformation from arcade to hand held was all that successful. It's a great simulator and worth buying, but you just can't hope to achieve the same level of play on a hand held as you can on the arcade machines with their dedicated chips and high operating speeds. The hand helds are much better suited to games which rely on their addictiveness or playability, rather than visual stimulation and complex graphics.

**Jasper Juggernaut**



# Block Out

**This is a block puzzle with a difference.**

**The 3-D blocks can be any shape or size.**

**Block Out stretches the Lynx to the limit.**

Block Out is the last word in block puzzles. The graphics in this one are fascinating to watch even if you aren't playing the game! After extensive use we can recommend some techniques for Blocking Out with expertise...

By using the colour bar on the left hand side of the screen, falling three dimensional blocks have to be guided into their proper positions. The flat setting is similar to Tetris in that none of the blocks have any depth. It is only by rotating the blocks that they have perspective. Practice until you become comfortable with the rotations and block shapes. We suggest limiting the rotations to 2 or 3 at this stage.

The idea is to clear all the blocks from the screen. Blockouts are far easier on smaller boards than on larger ones. Try working your way up to larger boards

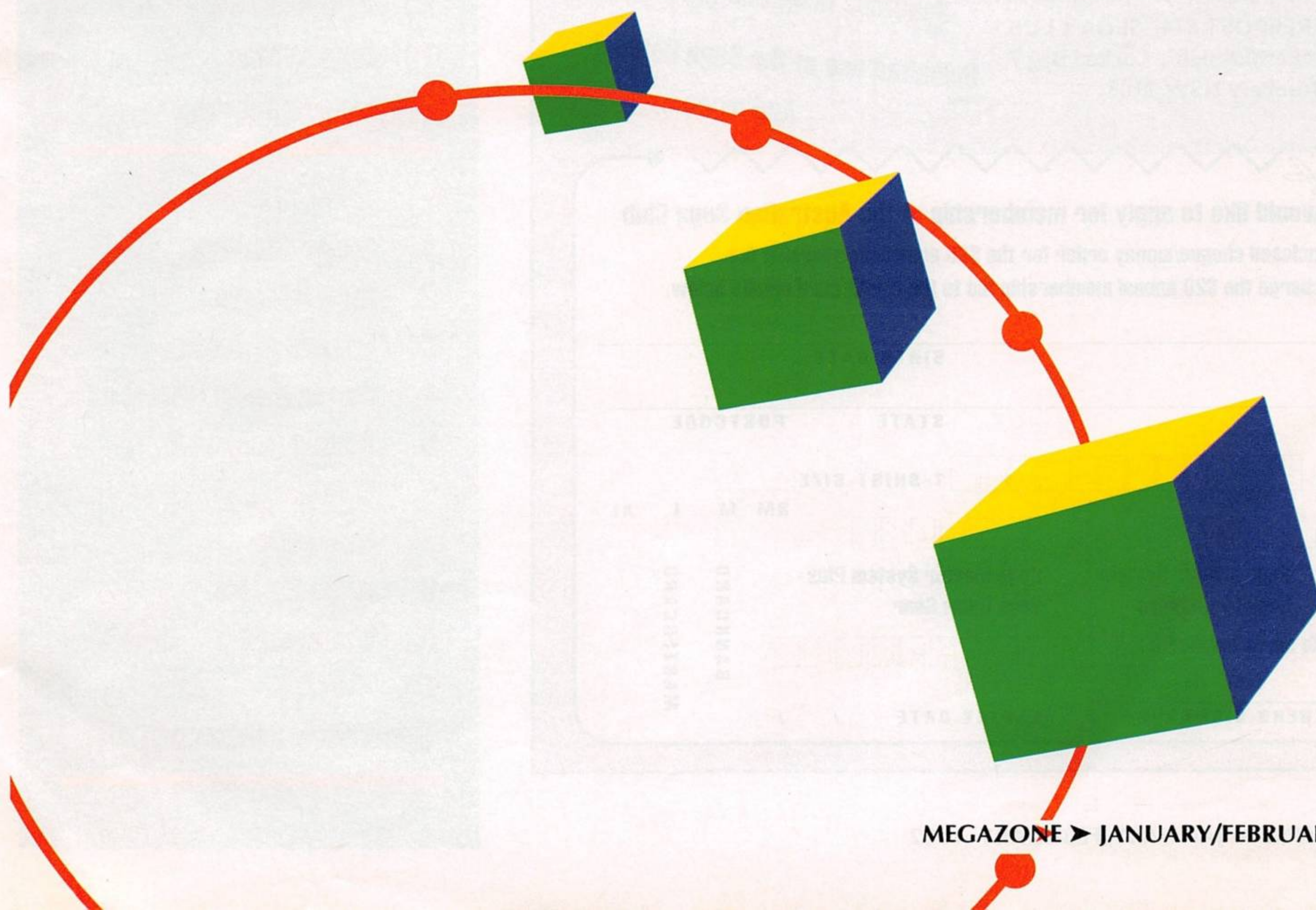
only after mastering the smaller ones. Each Blockout will net you a huge bonus. Try to get as many as you can early on.

It's best not to let the blocks get too high or else you'll run out of room to maneuver incoming blocks. In order to rotate the blocks, you need space to move. Try keeping them as flat as possible, and don't set them on end unless it is absolutely necessary.

Practice in a 3 x 3 x 6 area and learn quick and accurate rotations.

While the X and Y rotations are far easier to learn, the Z rotation is the most valuable rotation at your disposal. It is possible to play without the Z rotation, but the game eventually becomes far too fast to waste time with multiple X and Y rotations. Play the practice game to master it, and you'll begin to play like a pro.

**Tiffany Van der Plan**



# CONSOLE REVIEWS

**W**ell Megaphiles, this issue we present the inside word on Spiderman, for the Master System; we test ride (father) Abram's Tank, for the Mega Drive; take a trip with Little Lucia in search of her abducted sister in Psychic World, for the Master System; and take a punch on the kisser from Smokin' Joe Musashi in Shadow Dancer, for the Mega Drive. Can't wait? Read on...

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Game console serial number	<input type="text"/>		
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## TOP 10

### SEGA MEGA DRIVE

1. Super Monaco GP
2. Sonic the Hedgehog
3. Fantasia
4. Arnold Palmer Golf
5. Super Hang On
6. Shadow Dancer
7. Moon Walker
8. Golden Axe
9. Ghouls & Ghosts
10. Mickey Mouse

Upcoming: F-22 Interceptor

### SEGA MASTER SYSTEM

1. Out Run
2. Shinobi
3. Summer Games
4. Mickey Mouse
5. Great Golf
6. Ghouls & Ghosts
7. Striker
8. Super Monaco GP
9. American Baseball
10. Spider-Man

Upcoming: Sonic the Hedgehog

### NINTENDO NES

1. Super Mario 3
2. Super Mario 2
3. Legend of Zelda
4. Super Mario Brothers
5. Double Dragon 2
6. Solstice
7. Faxanadu
8. Zelda 2 - Link
9. Ironsword
10. TMNT

Upcoming: Starwars

# Spider-Man

**G**ot arachnophobia? Then this ones not for you. But if you're not afraid of spiders, heights or sticky stuff, Spider-man vs the Kingpin for the Master System should be your next conquest.

You, as Spidey, have been framed by the Kingpin. He has planted an IRA-style bomb and public blamed YOU. Outrage. You have been given a mere 24 hours to do battle before the entire metropolis of New York City, including Crack dealers, Rappers, and Central Park joggers, will end up flattened. Can you do it? Not if you run out of energy in the process.

The graphics for this one are terrific and the action is fast and furious. The scenes look and read very much like a comic strip. There are excellent cartoon-style still screens; very speedy (Spidey) scrolling; and the figure of Spidey himself is really well animated. You can web-sling and wall-crawl till you spew.

Unfortunately, the sound isn't too hot. It's tolerable, but at times it borders on being a bit irritating.

The game begins in the street in front of your building. To get to the top floor, you need to fight off both cops and muggers. The cops are after you because everyone thinks you planted the bomb.

The next scene is in the ware-

**Karen Collins & Craig Kirkwood**

house of another 8 legged fiend: Dr Octopus. The Doctor's warehouse is filled with rats, dogs and gun-weilding ratbags. Be careful, the dogs are indestructible. Don't panic when you're set upon by a ruthless fork-lift. Keep shooting.

Now your down in the seething sewers of New York. Rats, bats and alligators all stand between you and that slimy reptile: the Lizard. Watch out for the rats and trap doors as you go through the sewer and be sure to change back to Peter Parker when

you are

weak.

The power station is next, defended by Electro and electric creatures and electric bolts, none

of which you can take lightly.

Central park, on the next level! is filled with SWAT officers, undefeatable snakes and an escaped gorilla who just happens to be on the prowl - as if you didn't have enough to worry about.

Back on the street again, SWAT members defend the Hobgoblin. Use your shield, kick and jump to cope with this one. You'll need to save your web for Venom who'll come at you the second you defeat the Hobgoblin.

Now you need to negotiate the Kingpin's lair. Not only is the end of his cave hard to find, but there's robot's, guns, and trenchcoat-wearing scumbags all around.

The final showdown takes place in Kingpin's headquarters at the end of the cave. Time is running out by now, but if you survived Electro, the Hobgoblin, Venom and Lizard, you still have to defuse the bomb and take out Kingpin.

This is a fast, captivating game. The graphics and animation are hard to beat, so are the Hobgoblin, Venom, Kingpin...

## RATING

Game Play	70%
Graphics	90%
Sound	40%
Presentation	75%
Difficulty	70%
Lasting Interest	70%
Value For Money	80%

# Psychic World



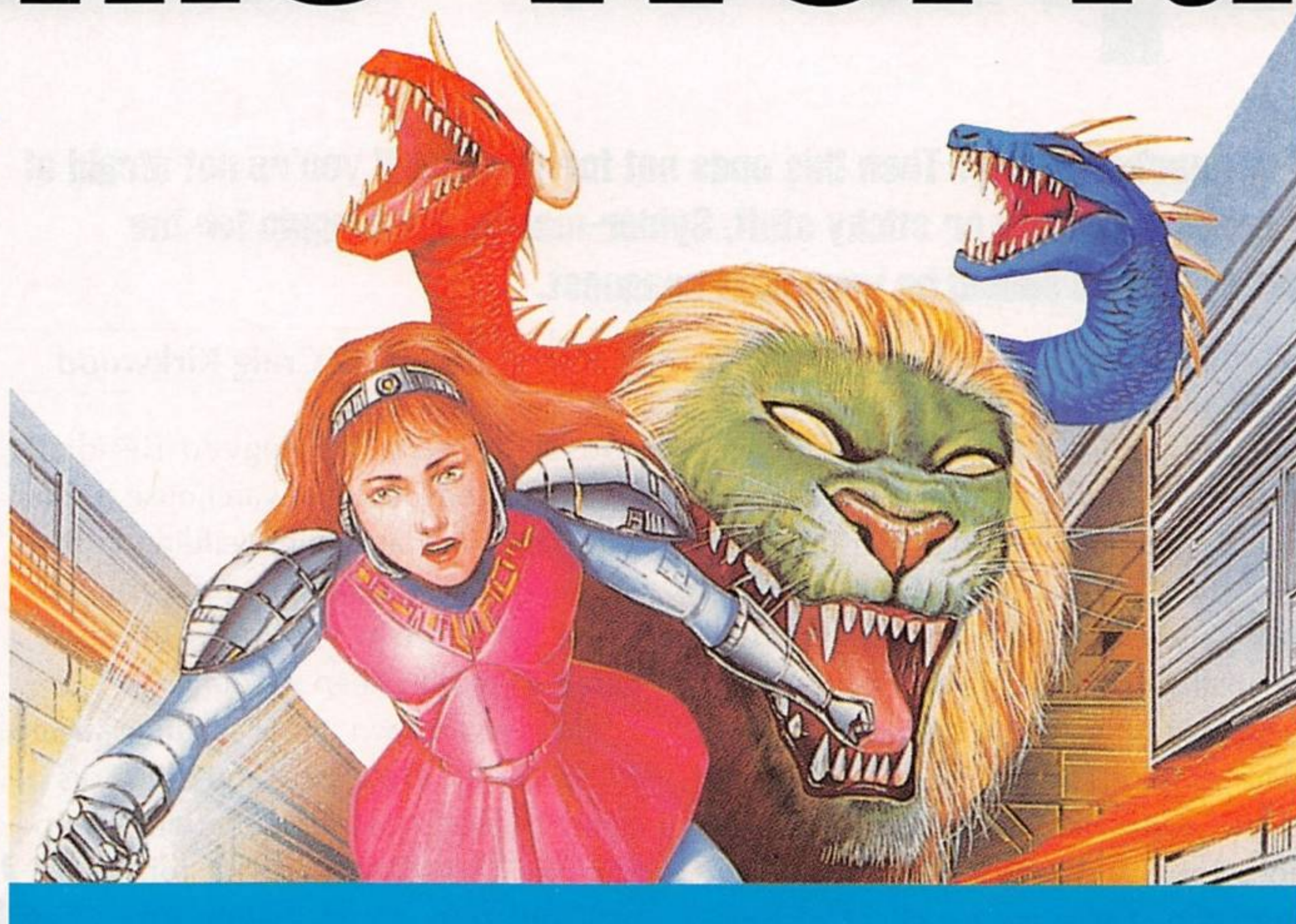
**In the middle of a green and pleasant land, in a galaxy far, far away, Dr Klaus "the Knave" Knavik slaved over a hot genetic transfer machine in his private techno-laboratory. But Klaus wasn't alone...**

The good doctor had two assistants: the beautiful sisters Little Pink Lucia and Cecile, and cages full of monsters he'd created for a rainy day. They all got along very nicely till one day...

"Oh no!" screamed the doctor. One of his monsters had escaped and selfishly ran off with young Cecile. Lucia was beside herself.

"Don't worry", said the doctor, "I can't go myself due to a sporting accident in Transylvania, but take this special ESP helmet, it will give you special powers." But before he could finish, Cecile was off...

This is a techno-psycho-hyper-acid hippy game ever if ever there was one. Psychic World is a multi-directional scrolling platform game, challenging enough to keep you engrossed well into the night. We have decided to give this



one the much coveted megaddiction award for dangerously addictive playing.

First Lucia travels through a Prairie landscape. The last frame in this first section is brilliant. A huge dragon in multiple colours is standing there preventing Lucia from going on her merry way. It takes a lot of shooting to bring the little devil down, but eventually, he falls.

Next comes a firey, underground network of volcanic lava. Watch out for the flame creatures - they're persistent little devils. You really need three guns to overcome them (although we managed with two). The extra gun is picked up by grabbing as many hearts and other goodies as you can.

After the volcanic wasteland there's an ice field, ruins and a fortress to get through.

Lucia's ESP booster has 4 capabilities:

- 1) A shield to fend off enemy attacks.
- 2) An explosion that destroys all enemies on the screen.
- 3) Levitation which allows her to get to levels she couldn't reach by jumping, and
- 4) Teleportation which allows Lucia to escape a terribly dangerous situation by whisking her back to the beginning of the current round.

Keep your eyes on the Hit Point Gauge. If you run out of "fuel", an option screen appears. To continue, use the D-button to mark either yes or no and press button 1 or 2 to enter selection.

This is a pretty good one over-all. The sound is (yet again) a bit annoying but you can always turn the volume down.

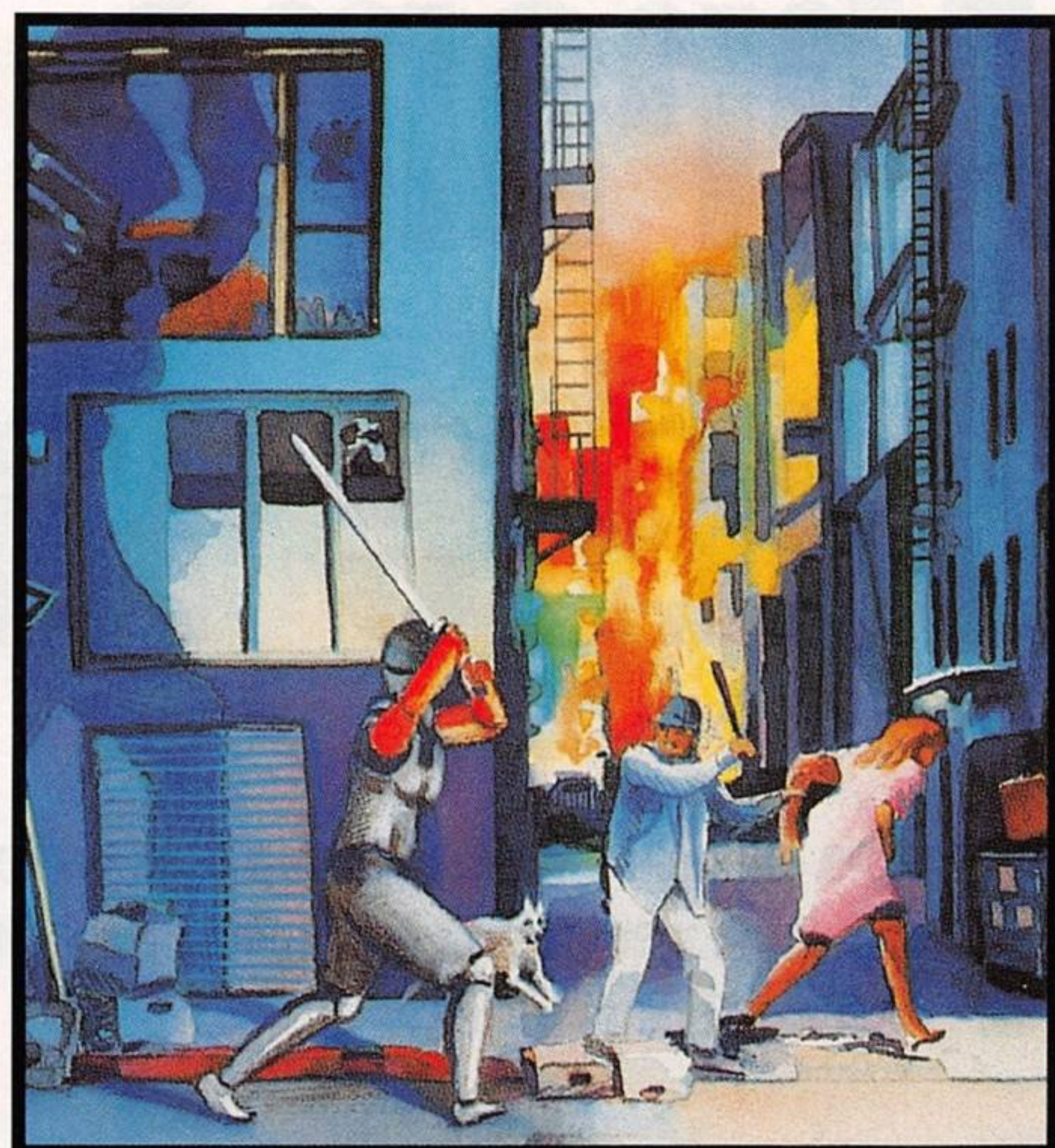
It's a very original concept and the graphics are wild.

**Jasper Juggernaut**

## RATING

Game Play	90%
Graphics	75%
Sound	20%
Presentation	85%
Difficulty	80%
Lasting Interest	65%
Value For Money	85%

# Shadow Dancer



**Smokin' Joe has to make his way through the perilous streets of New York City in the year 1997. It's a nasty business down there, he may just need some help...**

Poor old Joe Musashi! Seems he just can't leave the bad guys alone. I suppose once you've kicked some serious butt you can't hold yourself down.

With the help of his trusty and loyal pet Yamato (that's a dog not a fruit), Joe's set to take on the world. Little does he know this includes a bunch of Nasty Ninja Warriors, Gunmen masquerading as Robocop, Helicopters from hell, four



reasonably awesome end-of-level bosses and the grand master: Union Lizard.

Sounds a bit daunting, but Joe has a few tricks of his own. He kicks, he punches, he slashes, he throws Ninja Stars and he uses some wild Ninja Magic. Collecting power-ups will also increase the strength of your shurikens making it a little easier to blitz the enemy.

The Game features a few obstacles not



seen before on many action games, like Earthquakes and Ninja enemies that seem to appear out of nowhere. Joe's back flip technique is quite impressive and comes in very handy when you're not really sure how to get away from the baddies.

Crisp sprites create dual playfields and fluid parallax scrolling make the graphics

easy on the eye. There's some nice pickies of the Statue of Liberty and the Brooklyn Bridge to make you feel like you're right there in downtown New York.

Variation in sound is good for a change - anything from soft piano to a snappy pop-rock beat and over 40 different sound effects. The best of which are the sounds of Joe's dog barking (Attack of the Killer Yamato) and when Joe does his "Chi" bit.

Although the game is fairly good overall, it lacks lastability. It's quite easy to complete, particularly in levels of difficul-

ty 1 and 2. For a real challenge, set the difficulty level at 3.

Shadow Dancer is very similar in gameplay to Revenge of Shinobi (which, by the way, is an absolute winner of a game) it has good graphics and sound but, due to the lack of difficulty, it loses a few points.

Steve Foye

## RATING

Game Play	60%
Graphics	85%
Sound	80%
Presentation	75%
Difficulty	30%
Lasting Interest	10%
Value For Money	50%

# Abrams Battle Tank



**T**here was once a time when a tank game consisted of merely killing or being killed. Not at any more, Megaphiles, not any more Abrams Tank is here...

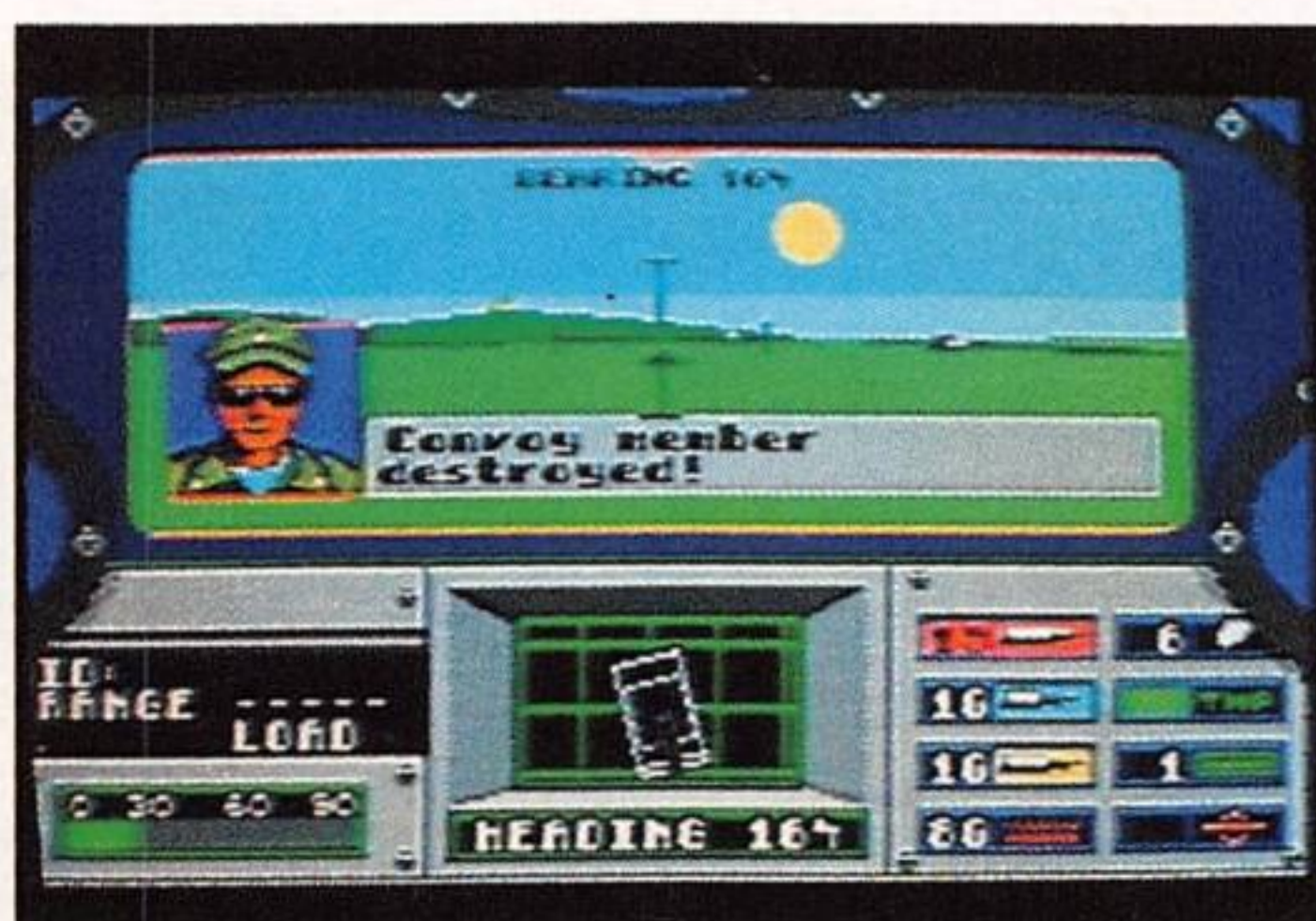
Abrams Tank puts you at the wheel(?) of a 63 ton M1 battle tank. You assume the of all four crew members (think of



their wives and families): the driver, the loader, the commander and the gunner. Most of the action, though, takes place as the gunner. As gunner you have complete control of all the weapons. You determine which of the three armaments to fire: the swift, accurate and deadly SABOT; the long-range, anti-helicopter, armour piecing, very unpleasant AX; or if you feel really nasty, the armour-melting HEAT warhead.

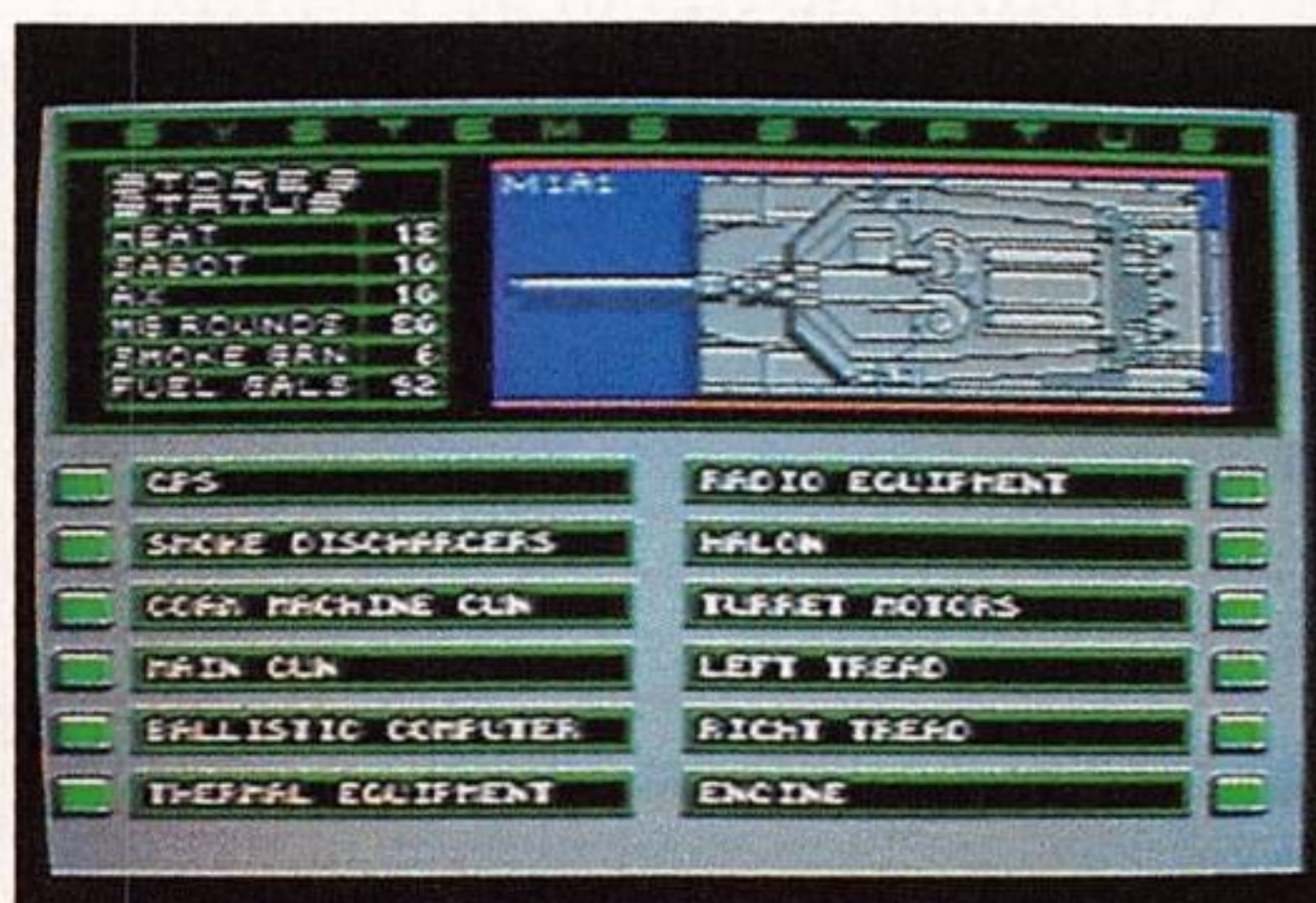


The tanks hull can rotate a full 360 degrees. At the same time, the gun turret can rotate in any direction - not necessar-



ily the same direction as the hull. So, you can destroy any number of enemy troops without even stopping to scratch your nose, take a pee, or change course.

Fortunately, you're not alone out there. Joining you on the battle ground are allied forces. But you have to be careful: if in the heat of the battle, you accidentally destroy any of your own troops or equipment, you will be relieved of com-



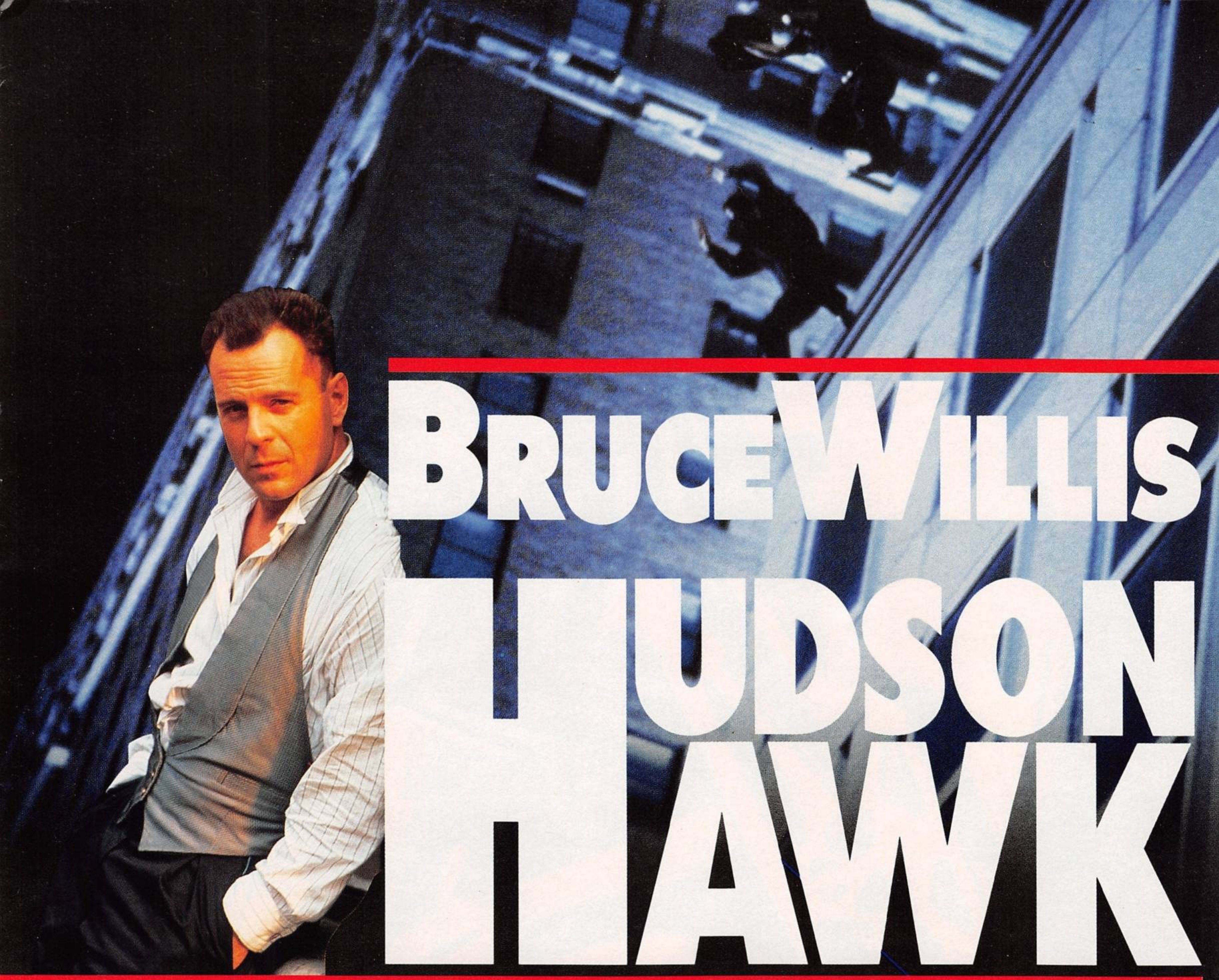
mand. Court marshalled. Shame, shame...

Abrams Tank has a full eight separate missions to complete; three difficulty levels and eight day or night settings. You have a choice of conventional or high-powered and optical or thermal equipment. If you're tired of one dimensional, military battle games, and serious war machines are your thing, then Abrams Tank should be on your list.

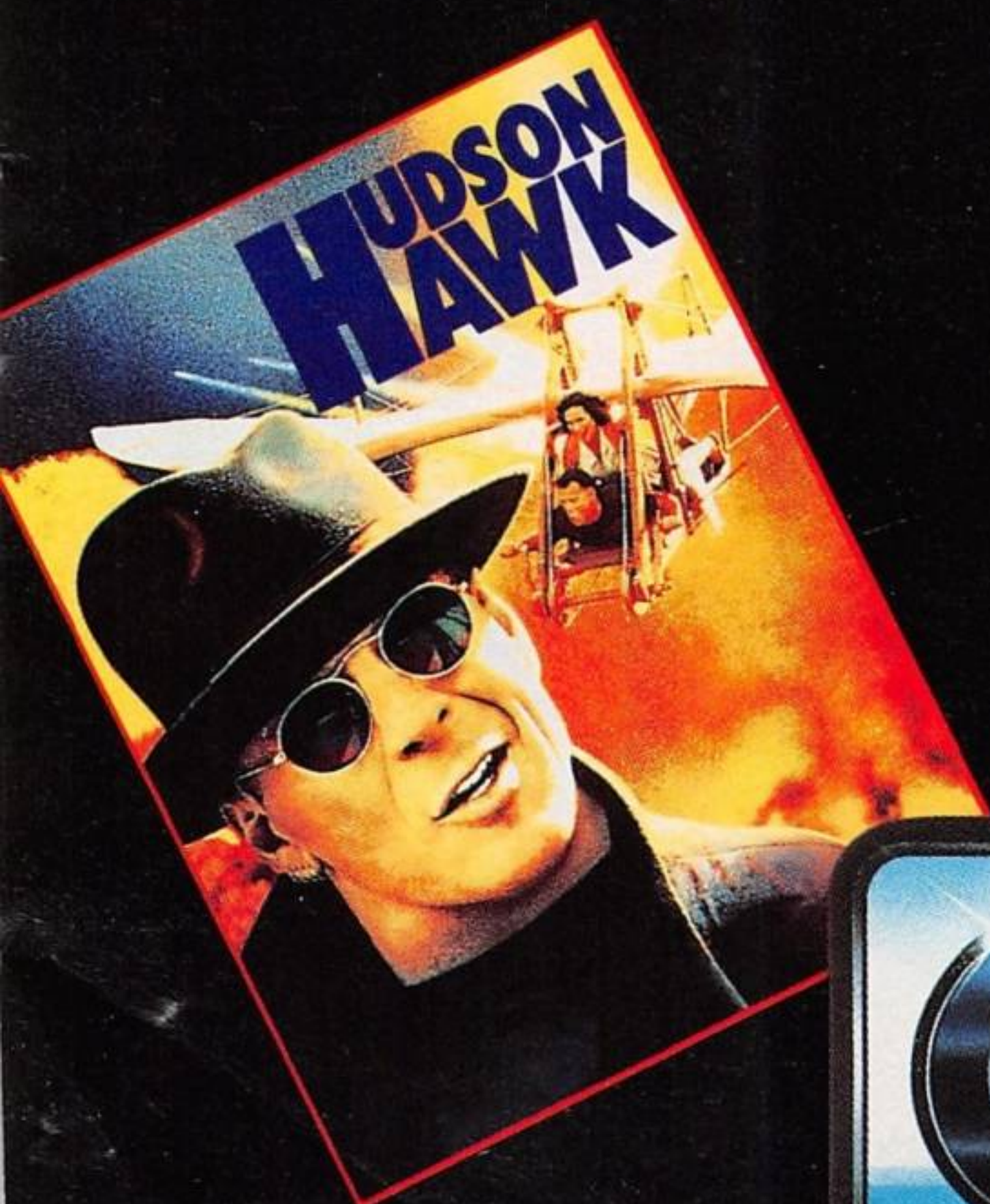
The sound is a bit weak on this one, in fact the only sound is the noise of the 120 mm cannon when it fires, or the odd heat seeking missile. But the graphics are pretty good and they are in 3D after all.

## RATING

Game Play	70%
Graphics	95%
Sound	40%
Presentation	65%
Difficulty	85%
Lasting Interest	65%
Value For Money	50%



# BRUCE WILLIS HUDSON HAWK



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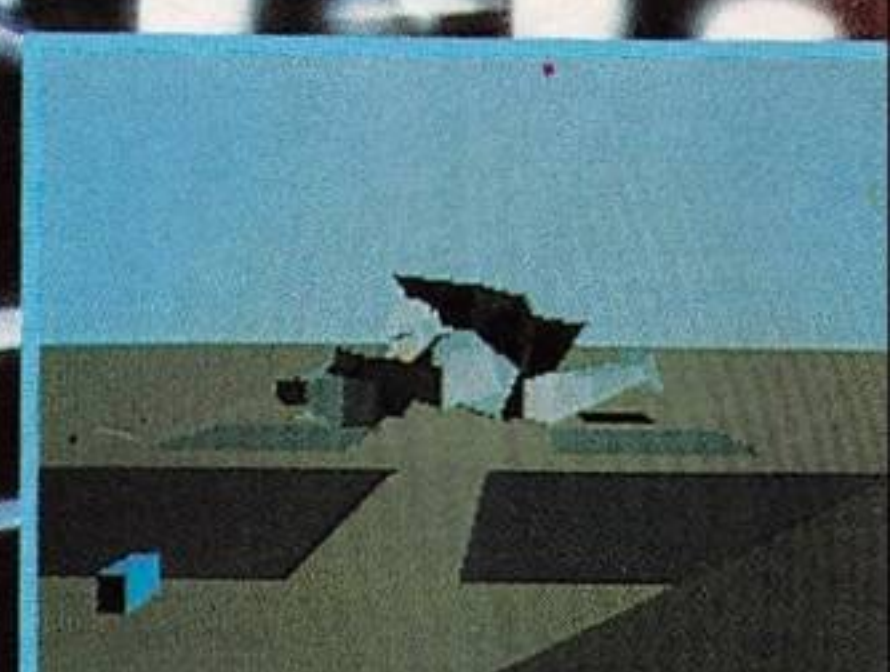
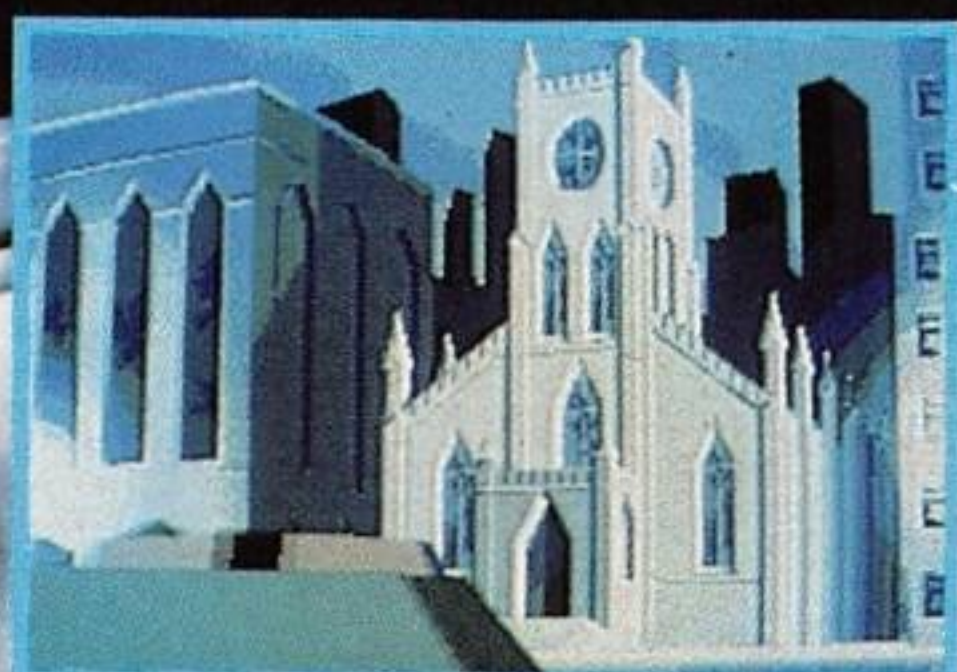
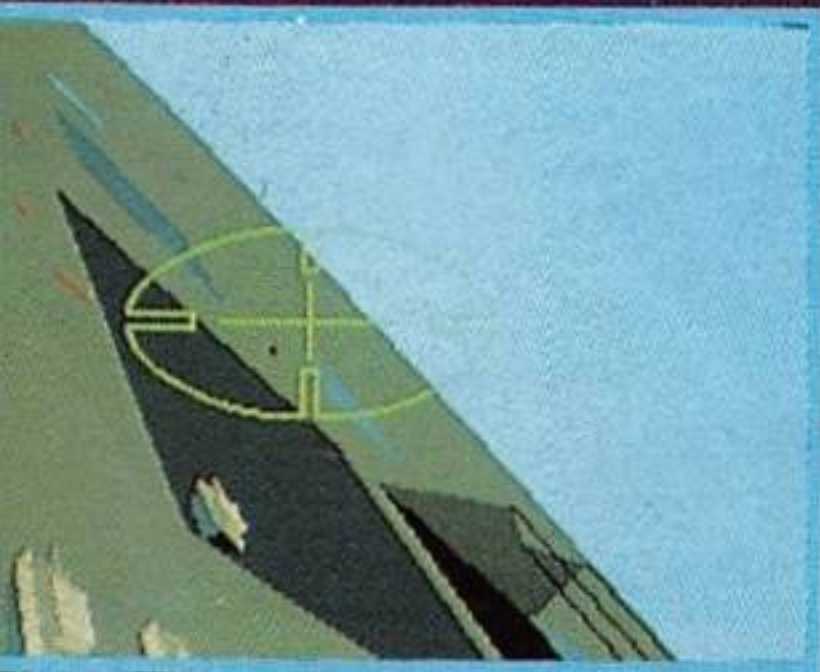


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WIN

WIN

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Here they are:

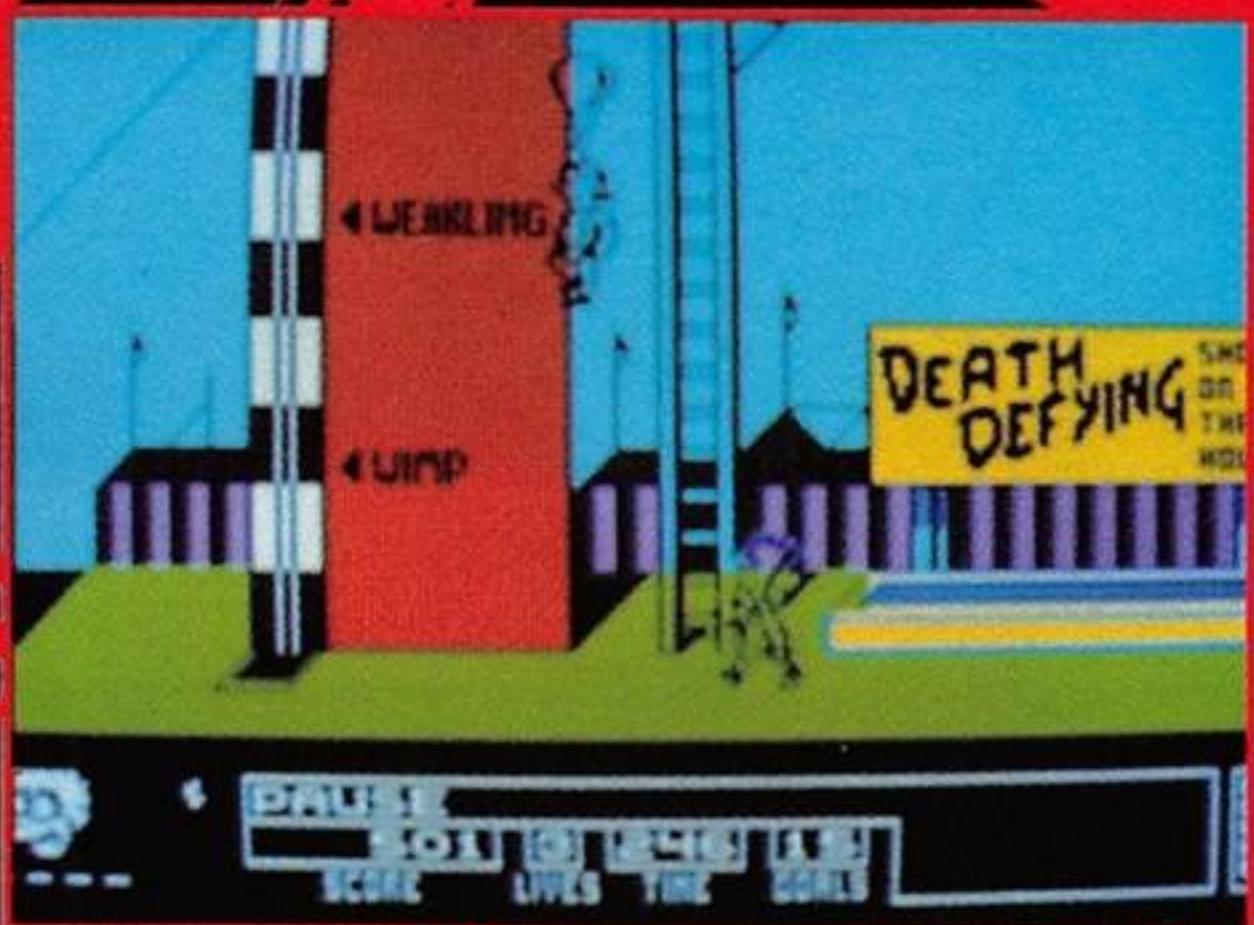
- 1) What is Bart's mum's name?
- 2) What is the Simpson's home town?
- 3) Who's the bald and grumpy guy?
- 4) Where does Homer Simpson work?

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# COMPUTER REVIEWS



## Utopia

**This is your chance to play governor of a new interstellar colony complete with rebellions and mutineers. Megazone took it for a ride and found it well worth losing sleep over.**

Utopia starts off with you as the leader on a newly colonised planet. All you have around you are some 8 or 9 buildings, a few solar power panels, a launch pad and a command centre. Your job is to build and maintain the colony. Sounds easy? Ha!

I was sure this was going to be a Simcity rip-off. I haven't played Populous so I couldn't say whether Utopia was the same kind of game or not. I loaded up and went through the copy protection bit (not really that hard) and played the tutorial while I read through the manual.

I was impressed right from the start. It's very easy to follow the on-screen icons

and instructions. There's a lot of buildings to choose from: command centre, power station, security HQ, life support system, etc, and I quickly found out that it's not really like Simcity at all. For a start, it's 3D isometric, and you must keep a constant vigil, because if you don't, all your colonists revolt: crime rises, murders abound, and ultimately you're at risk of personal assassination if you don't do the job properly.

You have a "head-shrink" who tells you how you're doing and 4 others who keep you up to date on everything that's happening.

These are some of the tasks you need to master in the process of building your colonies:

- Assigning personnel to tasks and delegating responsibilities.
- Trading goods.
- Building and positioning space ships.
- Allocating funds for research and constructing laboratories to improve defense capabilities.
- Building tanks and military equipment.
- Maintaining and providing living quarters.
- Providing and co-ordinating entertainment.
- Mining.

As if that wasn't enough, there's an alien race somewhere off screen just waiting to attack and it's your responsibility to protect and defend the colony. You have the ability to spy, but the process is very expensive and there's limited funds.

The playing area is huge, covering some 10 x 12 screens. There are ten levels of play, and each level is set on a different planet complete with new aliens and greater obstacles to overcome.

One thing that annoyed me was the mouse control. Control and movement is quite below the standard of the rest of the game. The reaction time is slow and the flashing squares indicating mouse position is a bit off-putting. Otherwise, though, everything is easy to see and use.

Utopia's graphics are impressive: very clear and very detailed. The various buildings are easily recognisable and the advisory screen is well done, if a little different. On-screen updates and text is clear and easy to read.

If the graphics are good, the sound is truly exceptional. It features digital music with mood settings and 4 sound tracks - quite incredible the first time you hear it. It's about time the Amiga's excellent sound capabilities were tapped into.

This really is a winner: spectacular sound, good graphics and challenging game play.



Initially the task of trapping the aliens looks impossible. How are you going to tackle this level?



Firstly, you decide to split the screen in half then begin to occupy a strip of land through the centre of the area.



Eventually you reach the top. You destroy a number of the aliens and claim around 50% of the screen.



With a very miserable plot concerning aliens and the invasion of your beautiful planet, you realise that Voltied is more about the crucial entertainment factor and not about creating an atmosphere or scintillating scenario.

When I decide to start writing about the game, some of you may think, "I've seen this somewhere before," and you probably have in various guises. However, with the expertise and experience of Nineties' programmers, you can expect things to have improved.

### GOTCHA!

The basic idea is to guide your tiny spacecraft about the screen, encircling aliens with the barrier that trails behind you. The barrier has an unlimited length, therefore allowing you to travel quite a

distance in your quest.

By surrounding aliens with your impenetrable tail, they will explode, leaving behind a ball of flames or, quite possibly, a bonus icon. Bonus icons can equip your craft with lasers, speed-ups, time stops which freeze everything on the screen, momentarily (except for yourself!), and so on.

You can only move left, right, up and down, but not diagonally. Upon enclosing an area, it changes to show part of the next level. Until you complete the current level, that

enclosed section is a no-go zone for aliens and you can only travel around the perimeter of it. Once all the aliens have been destroyed and you have encircled at least 80% of the area, you can progress onto the next level.

Each level contains a mother alien who, rather than just zooming about like her little partners, takes a more active role and will try to shoot you with missiles and other various weapons. Your craft possesses a steadily weakening shield which will give some protection,

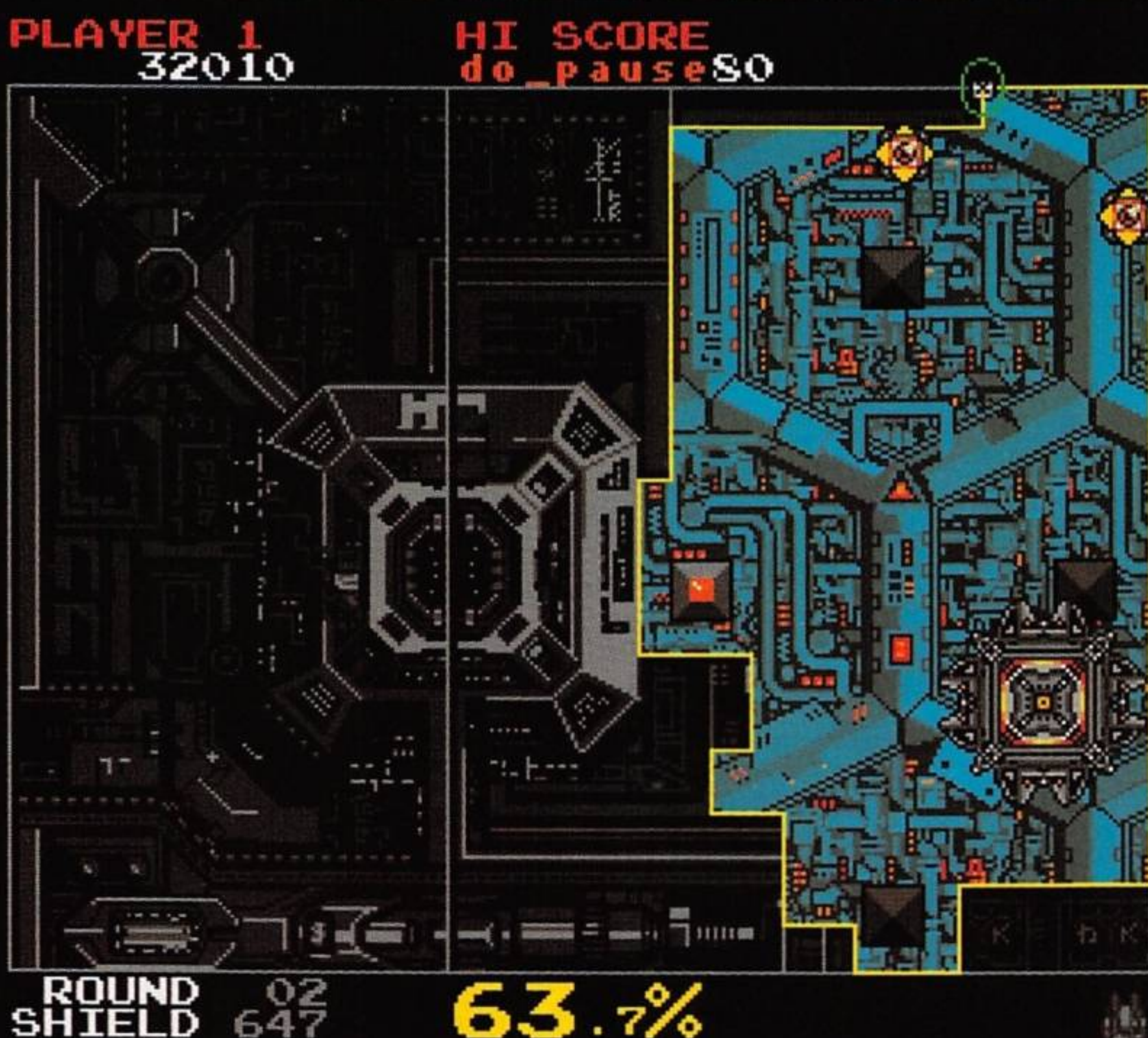
but once it completely ceases to exist, you're in for a rough ride – the importance of maintaining your few lives dramatically increases!

### RUN FOR IT!

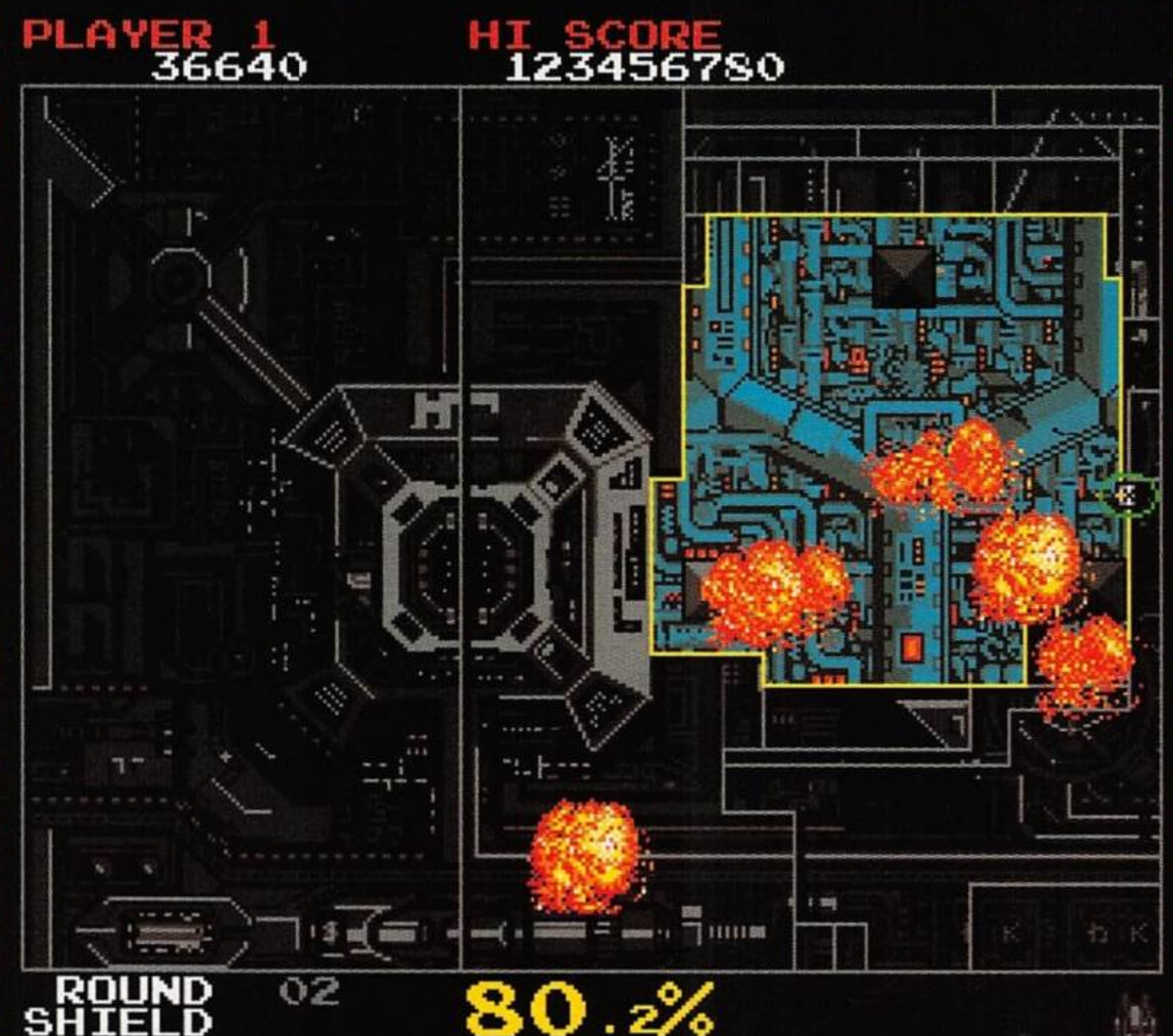
As you venture into the open in your attempt to take over an area of the screen, the smaller aliens will dash to your trailing barrier. Once they latch onto it, they'll send energy pulses along the barrier. If they touch your craft before you can re-establish contact with the edge of a



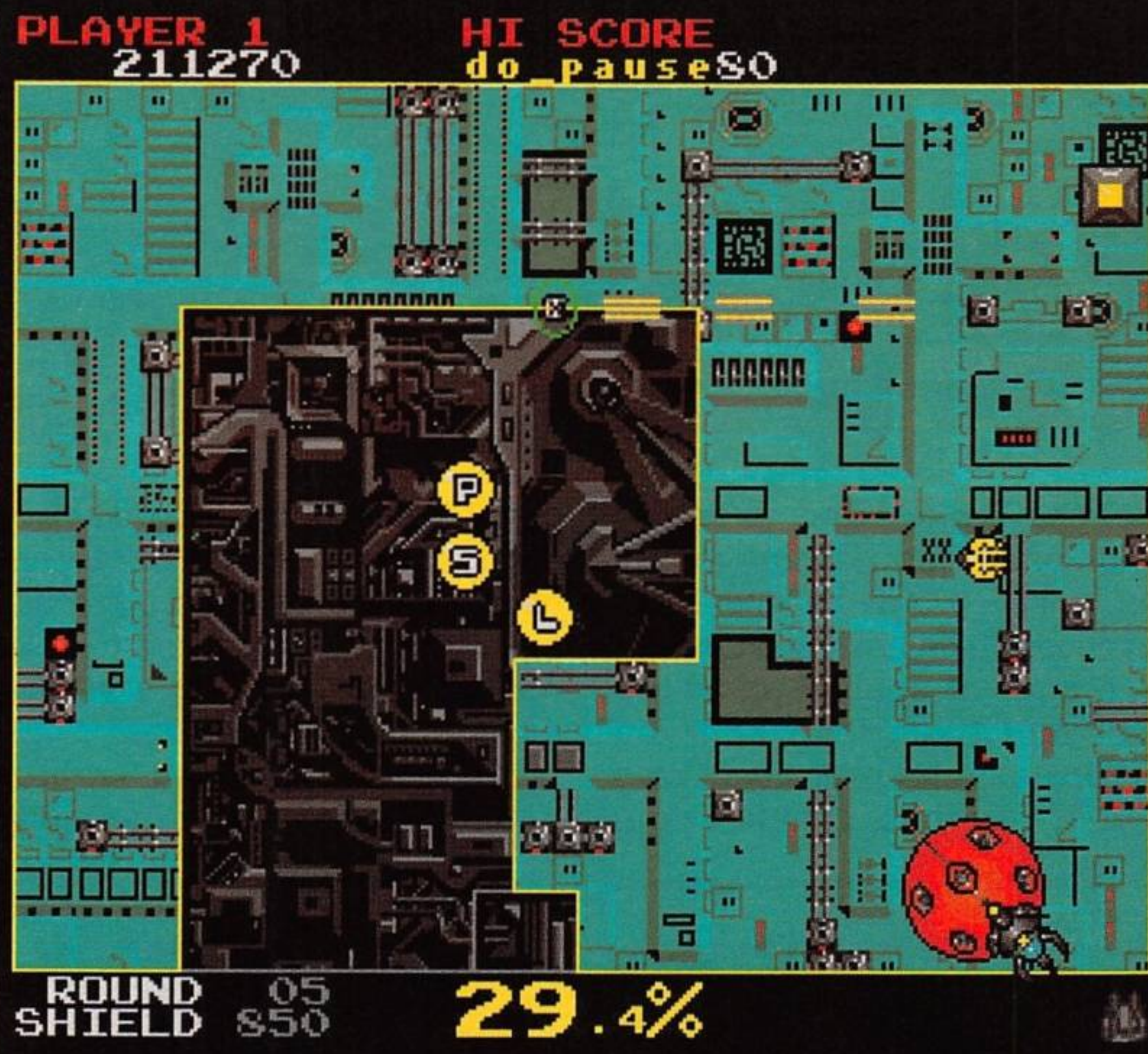
# Voltied



You set about further reducing the aliens' movements. You have a smaller area to dash about in so things can get quite dangerous.



Upon claiming at least 80% of the screen the remaining aliens spontaneously combust allowing you to progress to the next, more difficult, level.



You destroy an alien that leaves a laser icon behind. Now you can shoot back – it's war! Blast them before the time limit runs out.



The large mother alien opens fire. Make sure you avoid her bullets or your shield will suffer under the attack.

no-go zone or the outer perimeter, you will lose a life. In all, there are 16 levels, each housing large numbers of fast moving alien fiends. From the initial menu screen, you can alter the gameplay to some extent. You can select whether to play on the easy, medium, or hard level. Your selection affects the speed of the energy pulses: they can be fast and zippy, or relatively slow, enabling you to actually out run them. The latter obviously gives you a considerable advantage. Also, the harder level gives the

aliens more speed and intelligence.

**ARCADE ACCURACY**

Needless to say, you have to play the game on the hard level to accept the real challenge! Volfied is actually a Taito coin-op, so you'll know exactly what the game is all about if you pop down to your local arcade and give it a go (that is if you can find the arcade version as its release was some time ago), as Empire have succeeded in producing what can rightfully be called an accurate conversion.

Programmer, Richard

Horrocks, commented on Oxford based ODE's efforts: "We've taken a lot of time converting the arcade graphics as we wanted it to be as close to the original as possible." With work that began way back in darkest February, they've made sure that the necessary effort has been put into the game creation. "We wanted to capture the arcade properties of Volfied and, hopefully, we have not left anything out at all." He's right, they haven't.



**ACTION INFO**

**VOLFIED  
EMPIRE  
TEAM: ODE**



There are some full price games that deserve the price tag, others that belong on budget label, while some budget games belong in the bin. Volfied is situated in the second category. Although the graphics and sound are reasonable and probably best described as nice, the simple gameplay should consist of far more than it actually does when you consider you're paying nearly £30, and sixteen levels is without doubt, embarrassingly insufficient. Volfied turns out to be OK for a while but you'll soon wish you'd bought something a little more involved.



The aliens attach themselves to your barrier. Try to get to safety before the energy pulses cost you a precious life.



Beat that for a lengthy line! In the end, though, it's all about how much area you capture so try a more direct approach!



Playing on the rather gruesome background of human brains, your aim is to trap a large, spinning alien of very unfriendly temperament!



It was inevitable that at least one of the many software publishers would introduce a sophisticated racing game that detracted from the usual straightforward 'accelerate, left, right' style. While Gremlin have set the standard for the racey, arcade type of game, Microprose have opted for the more realistic simulation method, using the world of Formula One as their theme.

Formula One Grand Prix is the result of many months of research and development by both Microprose and programmer, Geoff Crammond. The name Crammond may already be familiar to you as he was the mastermind behind Stunt Car Racer, the popular one-on-one dragster like challenge.

The game features a full season of circuits against a line up of formidable opposition in the form of Ferraris, McLarens and so forth. Although the real driver names are not present within the game, you can actually change the names yourself. This way, whenever, in reality, drivers change the team they race for, you'll be able to incorporate the changes into your own computer game.

### DEJA VU

Each racetrack has been mapped exactly to how it exists in real life. You'll recognise the Monaco tunnel as well as the perilous bends in Hockenheim. Chase Senna around Silverstone and pass the crashed car of Mansell at Suzuka! With 16 circuits to compete in, you'll be battling to gain as many points as possible every time.

Controlling your F1 car is only possible via joystick. Pushing up accelerates while pulling back brakes. To

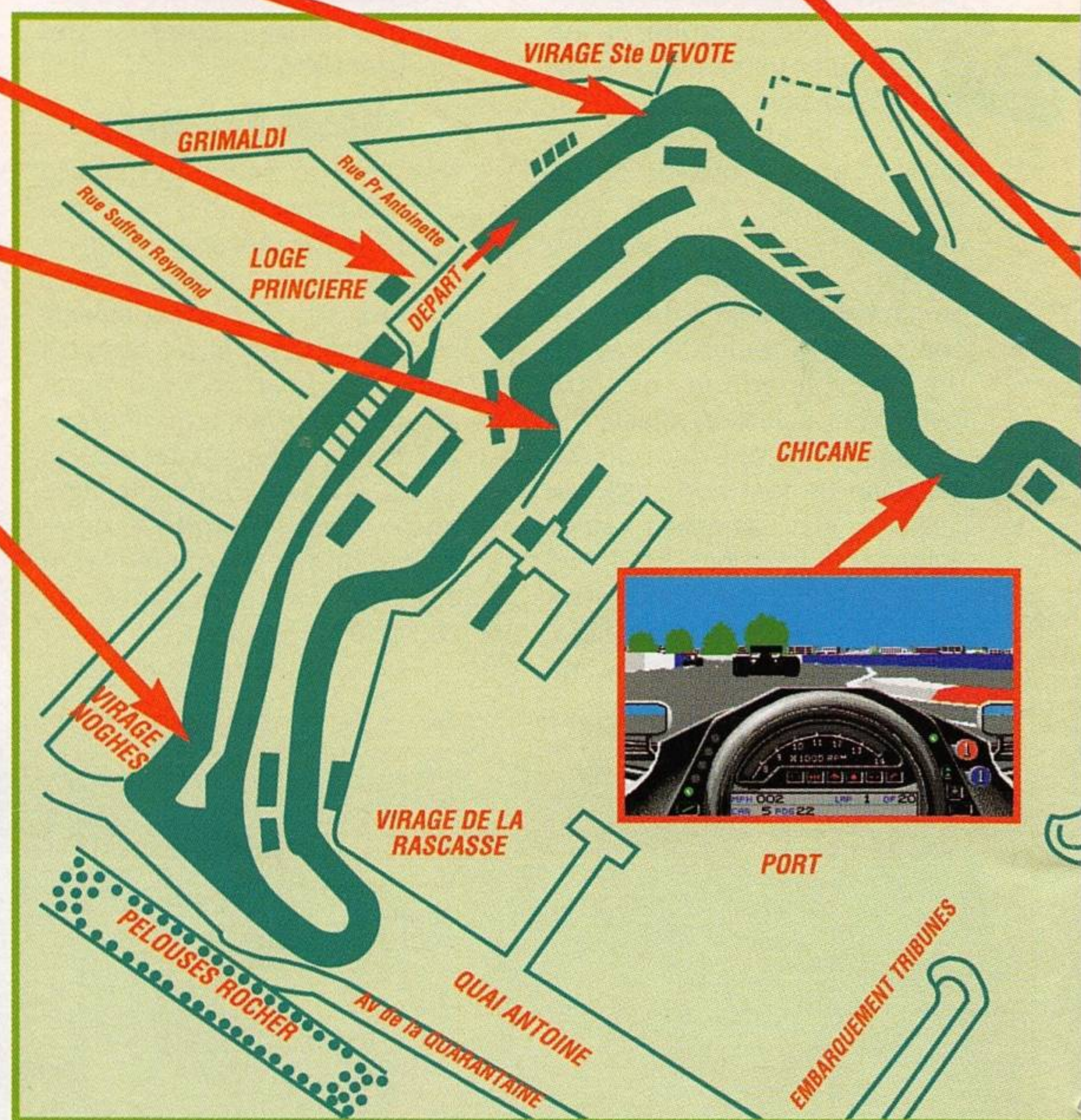
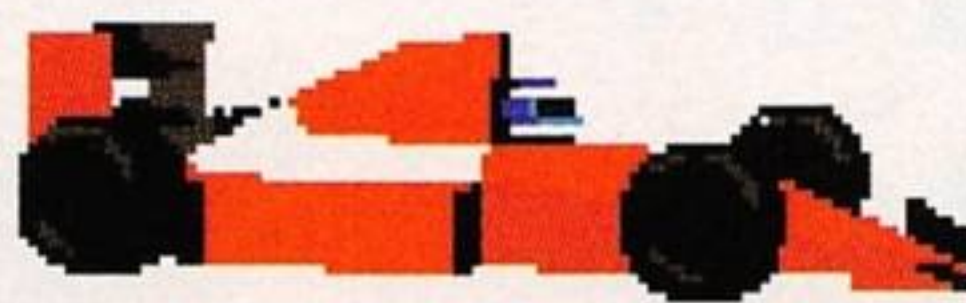
change down through your six gears without braking is possible by allowing your joystick to centre and pressing fire. As would be expected, the combination of an up movement with a press of the fire button changes up a gear.

Your car can be modified to

suit the track and weather conditions. This is achieved by your selection of tyres where you can choose different compounds or even special special short life qualifying tyres for when you participate in the preliminary race in your effort to achieve pole

position. Pit stops, beside enabling you to change worn or unsuitable tyres, give you the chance to repair any damage that may have occurred due to colliding with other racers or ramming into walls.

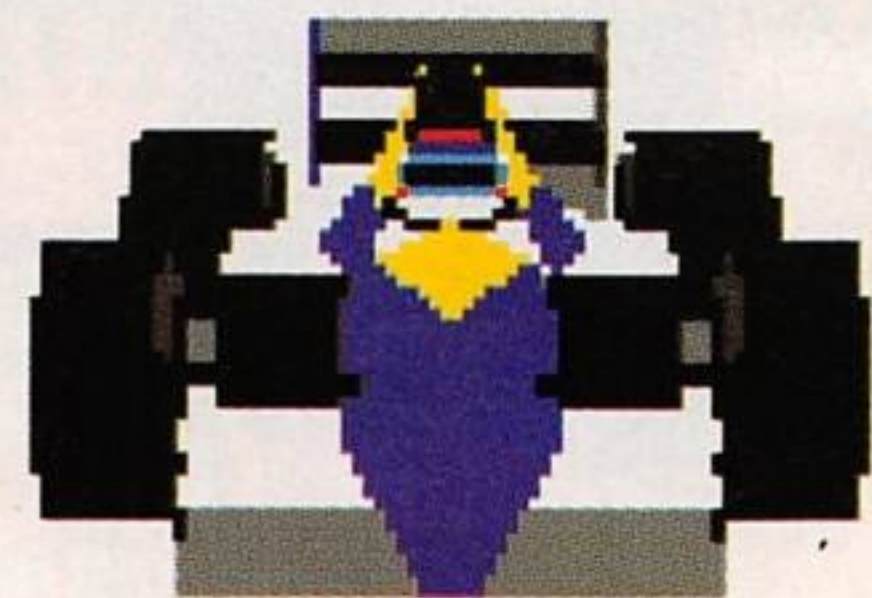
Damage can have various negative effects, for example,



- 1) **AUTO BRAKES.** The computer will automatically slow you down should you be too fast.
- 2) **AUTO GEARS.** After the gearbox to automatic from manual.
- 3) **SELF CORRECTING SPINS.** When you swerve off the track, the computer will immediately, if somewhat slowly, turn your car to face the correct direction.
- 4) **INDESTRUCTIBILITY.** You're protected to an extent should you barge into an object!
- 5) **BEST LINE.** A dotted white line appears in the road. This is the racing line that you should follow during the race. It's not absolutely vital that you do, but it helps!
- 6) The gear the computer recommends you race in!
- 7) When lit, your mechanics are advising that you should make a pit stop.
- 8) Illustrates which areas of your car are damaged.
- 9) Determine the difficulty level by defining how good the opposition is. One green light indicates easy whereas the maximum of five lights signifies the best.
- 10) A horizontal line means all cars and drivers are equal. In contrast, a sloping line indicates the actual performance level as relevant for cars and drivers in the 1991 season. Alternatively, a very uneven line signifies that the whole affair is totally random: good drivers may be in poor cars and vice versa.



# Grand Prix



should your nose fins become seriously dented, this will affect the downforce on your car. As a consequence, your traction won't be as good.

Fortunately, there is a diagram of your car on the dashboard where yellow lights indicate which

areas of your vehicle have been reshaped without your consent!

There is an interesting element in the game that enables two players to compete in the same race. Based on a time share system, the two player mode is rather strange! At the beginning of

a race, you can set the amount of time for which you want to control your car. If, for instance, you decide upon 30 seconds, player one races for that length of time.

After that, control switches to player two's car who now has control for his 30 seconds.

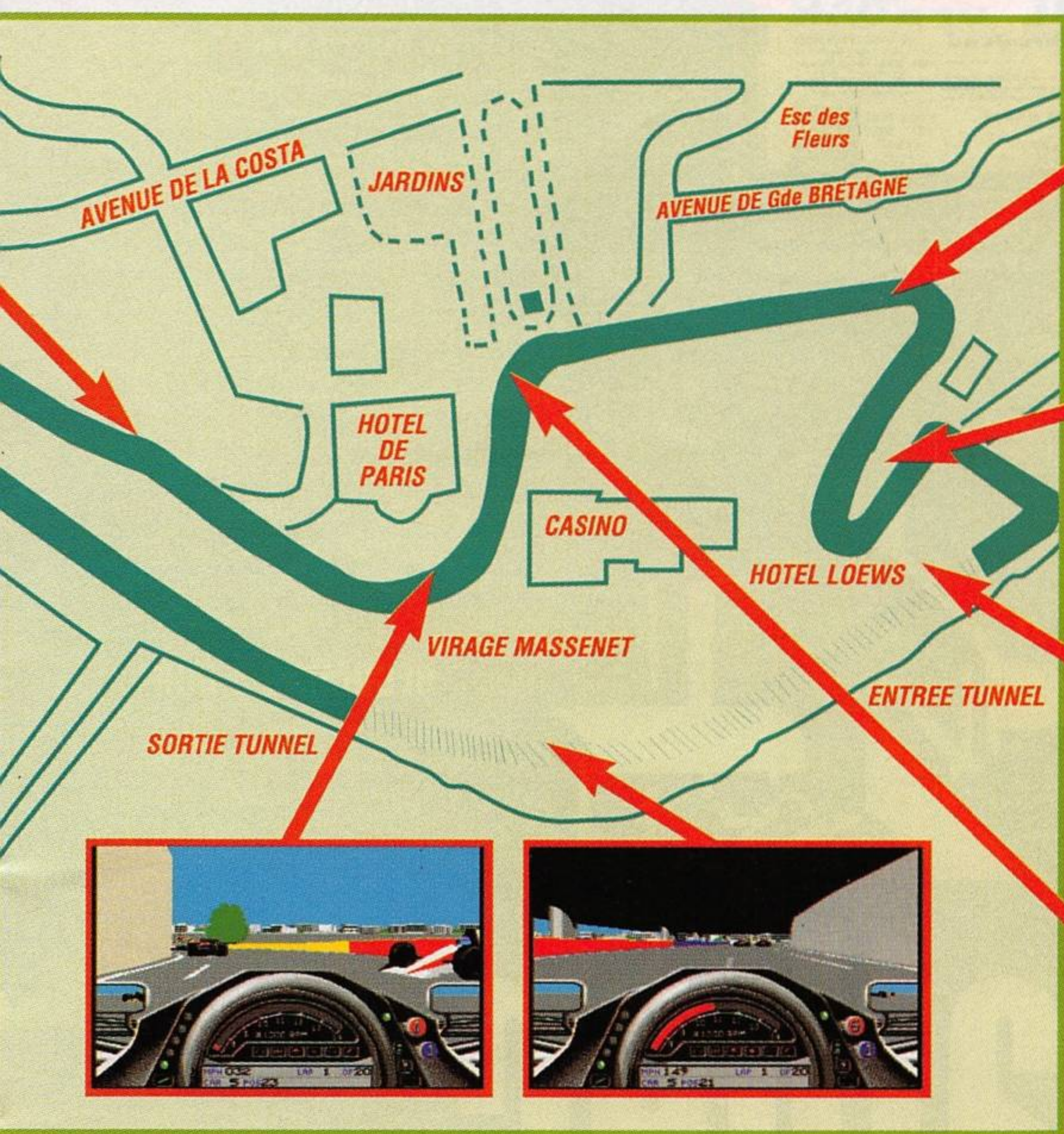
Meanwhile, the computer intervenes to guide player one's highly tuned car until it is his turn to take over again.

For information and inspiration, Microprose studied video tapes from televised racing events. Honda were also an important source with the Footwork team having input at the later stages to help add the final touches.

With the combined experience of Microprose, Honda and Footwork, you can be assured of one of the best representations possible of the exhilarating Formula One sport. Break a leg!

OVERALL SCORE  
**90%**

## DICING WITH DEATH AROUND MONACO



### ACTION INFO

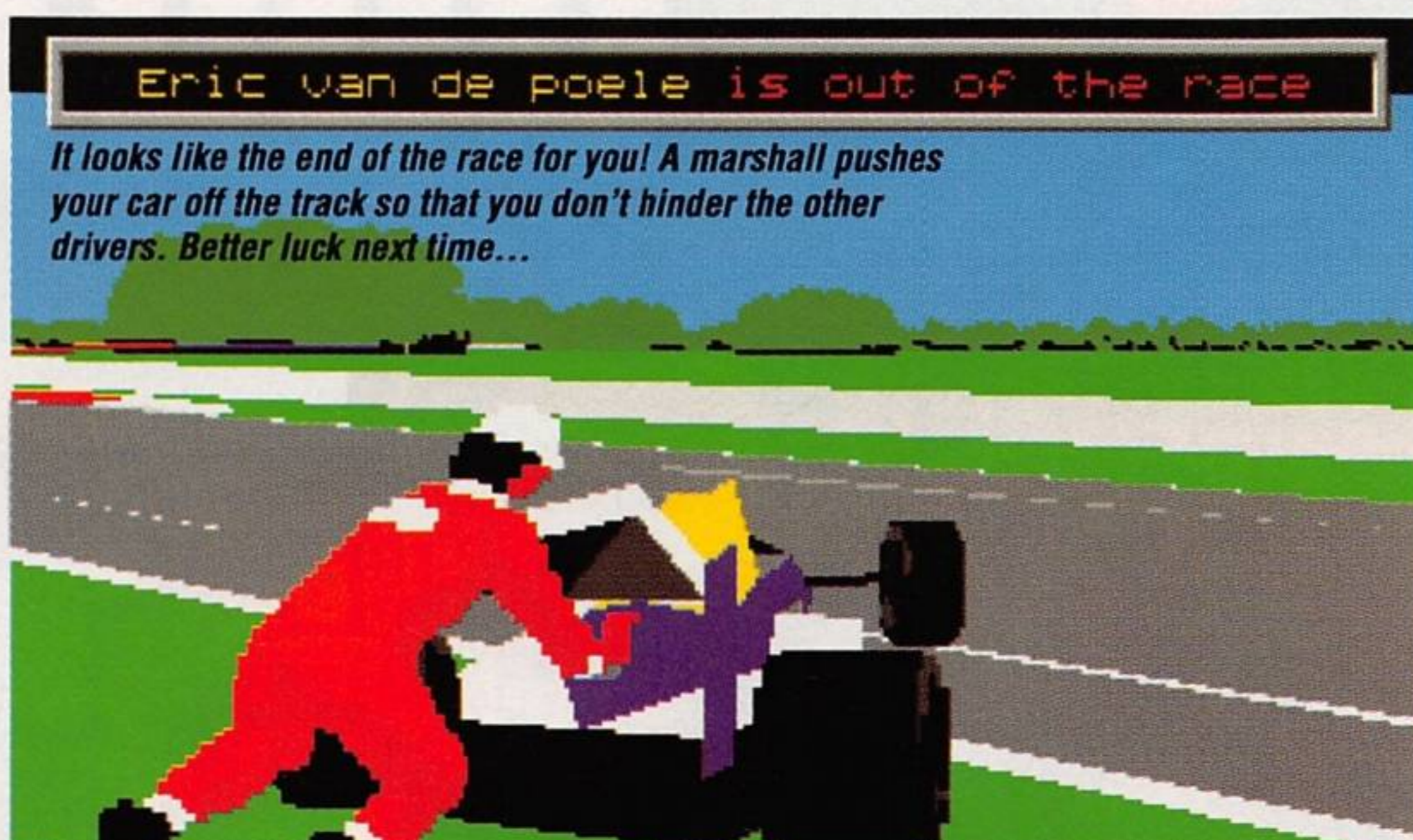
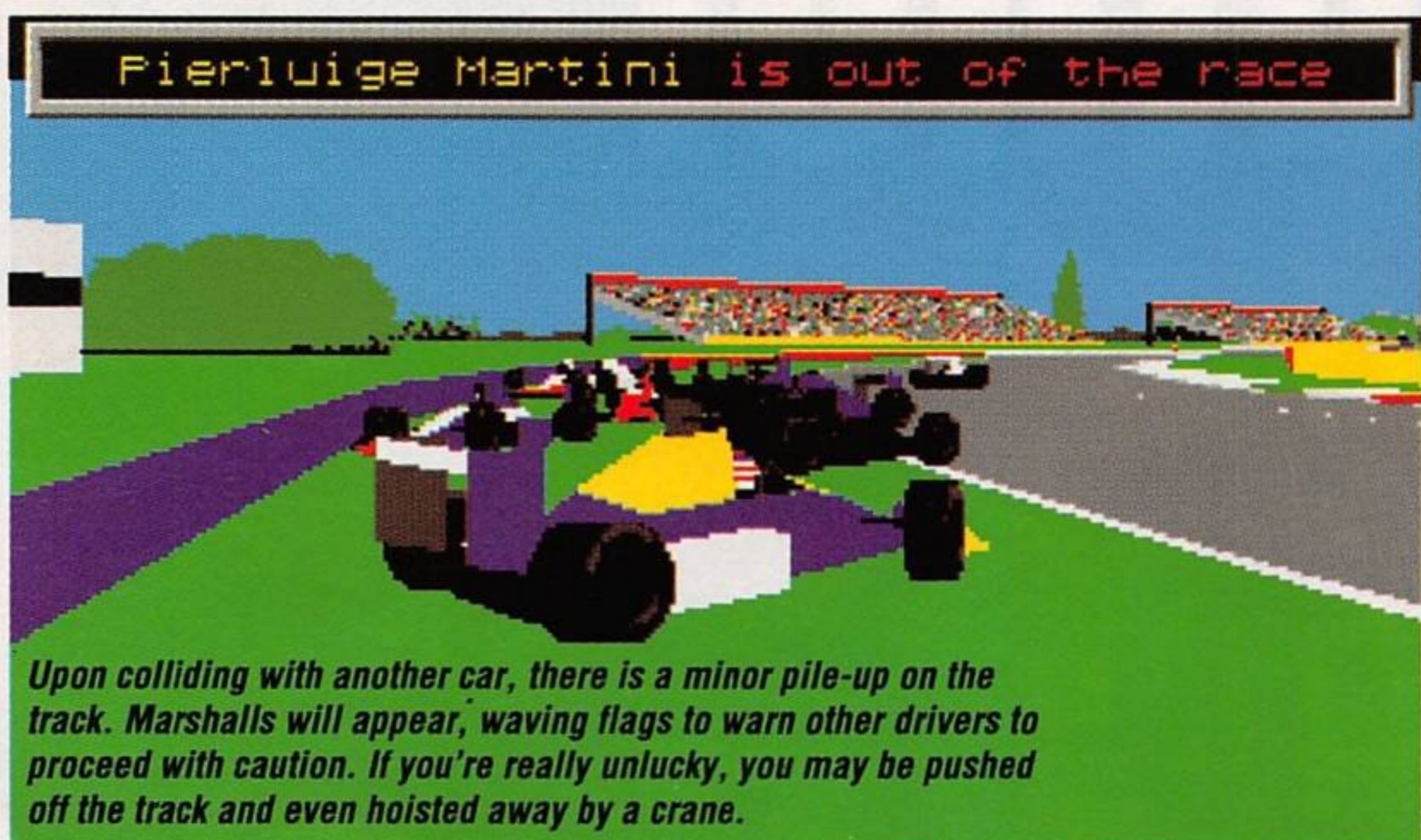
#### FORMULA ONE GRAND PRIX

MICROPROSE

TEAM: G. CRAMMOND



As one of the finest racing simulators ever produced, Formula One Grand Prix requires patience and perseverance for you to squeeze every possible iota of enjoyment from this game. With some of the most impressive vector filled graphics seen at such speed, F1GP steadily draws you into the game until you reach a stage where you feel you're certain you're sitting in an F1 cockpit! A full season and a very useful 'Save game' option push the game further into the heights of our racing league. For excitement and authenticity, this is definitely the one.





SHOOT 'EM-UP



When the Mario Puzo book, the Godfather, was snatched up by Paramount Studios to be made into a

film, the critics' remarks were none too favourable. It seemed certain that the film adaptation would flop. However, the exact opposite happened and The Godfather was an immediate success, winning several oscars and other high status awards in the film industry.

The movie centred around one Sicilian family called Corleone, named after the town in which the family first built their reputation. The Don, called Vito Corleone and played by Marlon Brando, was the central figure and it is he who the first movie centred around. With the death of the first Don, the second movie was released revolving around the events that led to the rise of his son, also known as Don Corleone and played by Al Pacino.

The computer game conversion has taken an extremely long time coming but the result has been well worth the wait. It doesn't exactly follow the plots of all three films exactly but portrays them with a slightly different angle, featuring key events from the three movies.

#### BECOMING A DON

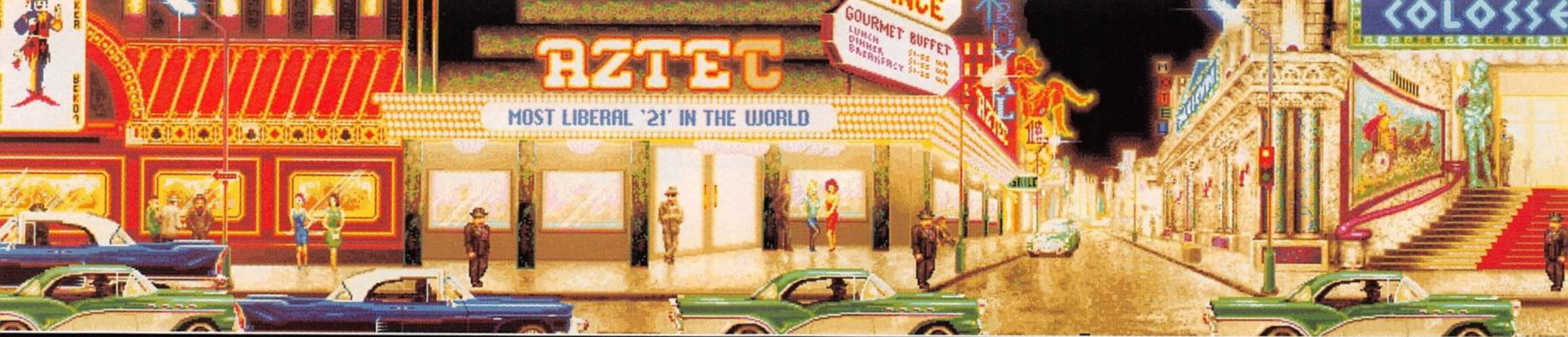
The game begins in the back streets of New York where the player begins as just an ordinary



The newspapers say it all. The year is 1947 and gang land trouble is on the increase. The mafia families are fighting nail and tooth for control of the casinos.

# The Godfather

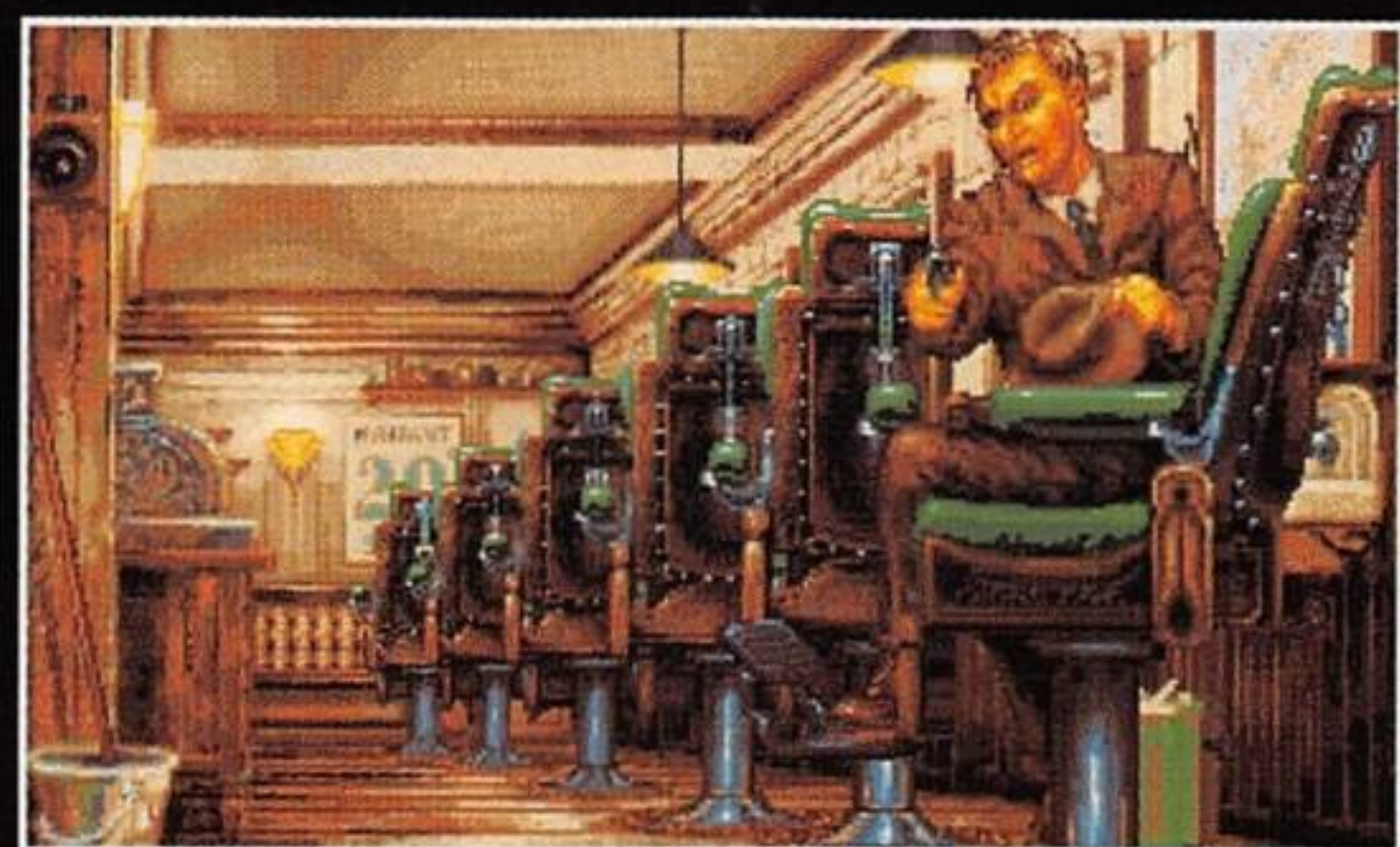
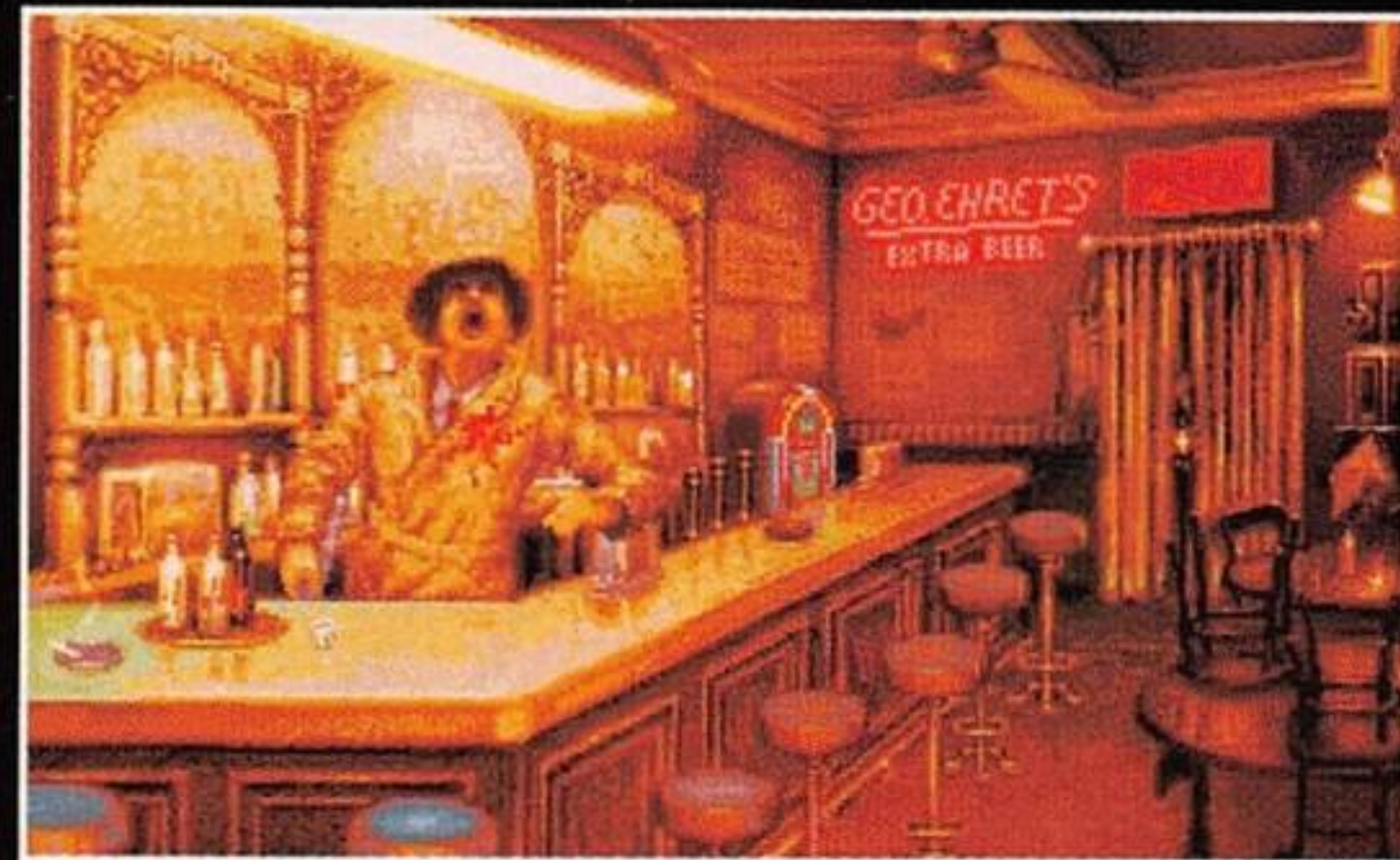




As soon as you have made your way through the streets of New York you must enter the bar. But beware, gangsters are hiding behind the bar and will leap out to kill you.

From the bar it's into the barbers shop. Everything seems quiet at first but as soon as the lights are turned on one of the chairs swings around to reveal a gun wielding mafiosa.

After the 40s it's into the 50s and Las Vegas. Although the streets are brightly lit, the shadows prove excellent hiding places for the enemy. Make your way to the casino.



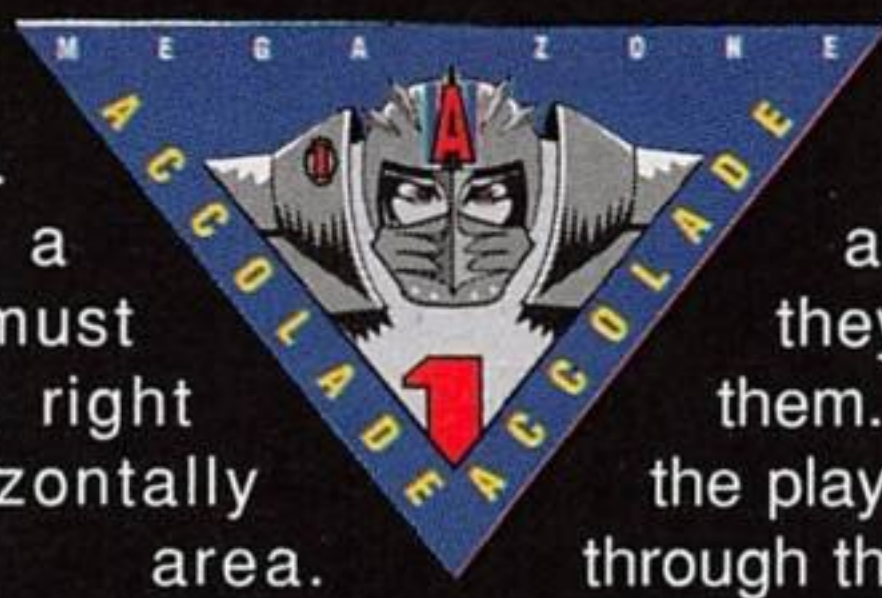
Inside the Coliseum casino everything seems as normal. A young woman strolls up to you and within the blink of an eye she pulls a revolver from her garter.

Havana is the next location. The seedy streets prove excellent for gangsters and thugs and they're not about to let some guy with ideas of being a Don step on their ground.

Visiting the Miami Marina you notice something strange about the boats ties up. Pulling your gun from your jacket you aim at two conspicuous looking fellows.



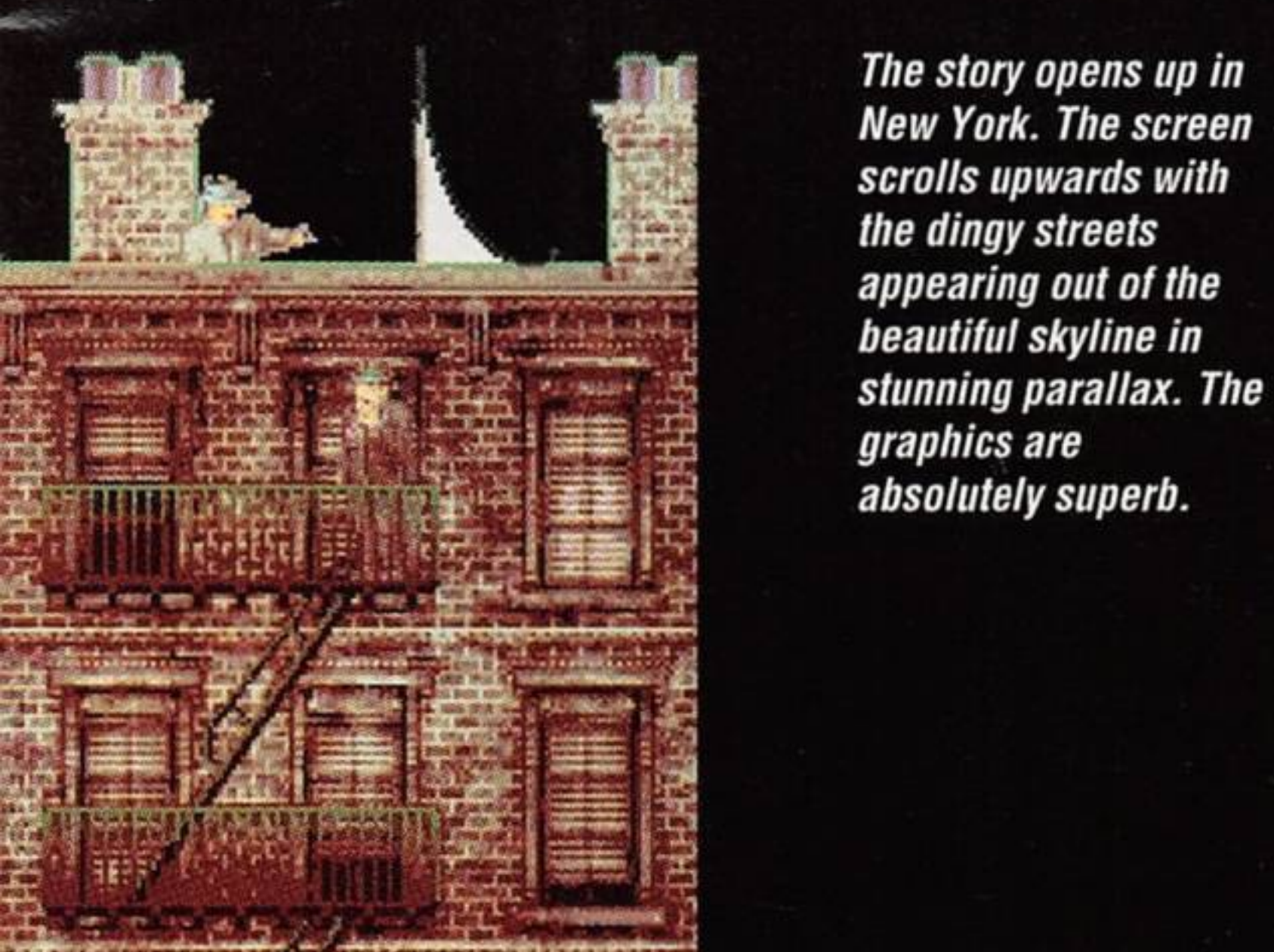
bum in a very run down neighbourhood. Armed with only a pistol, the player must travel from left to right across the horizontally scrolling play area. Unfortunately, hoods and mafioso are out to stop the player from becoming a Don.



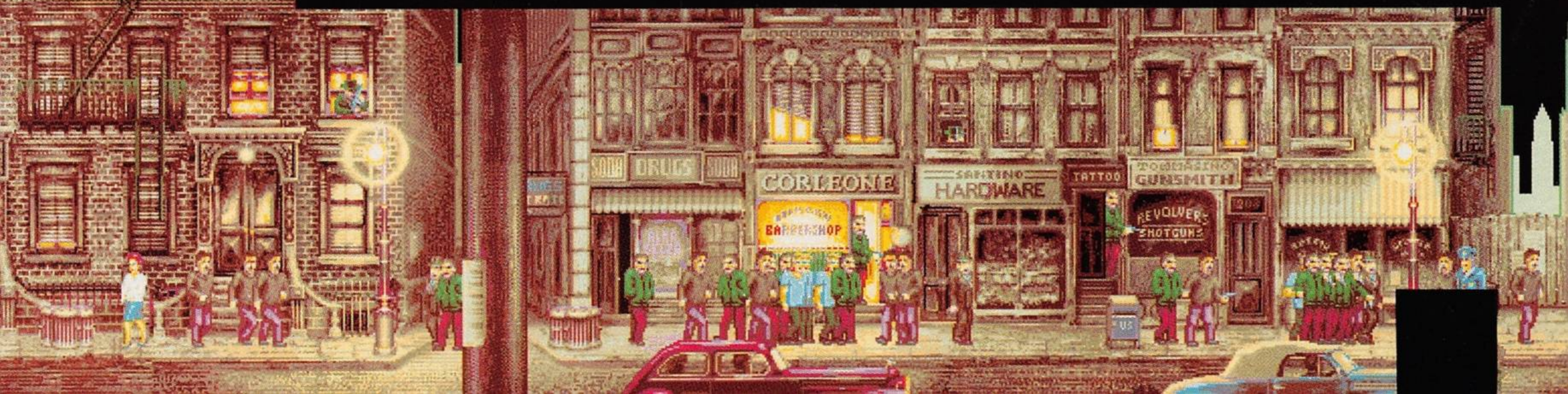
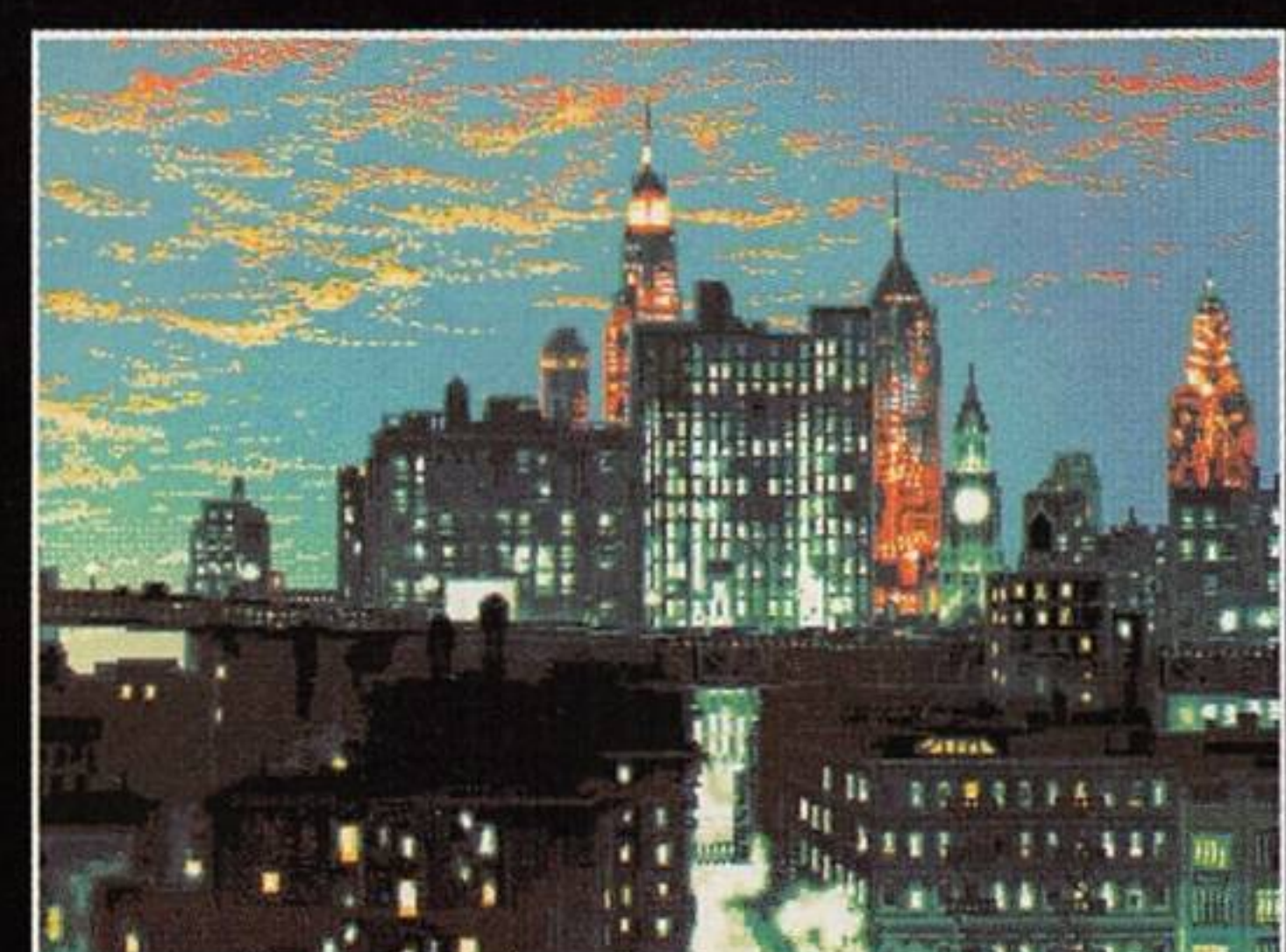
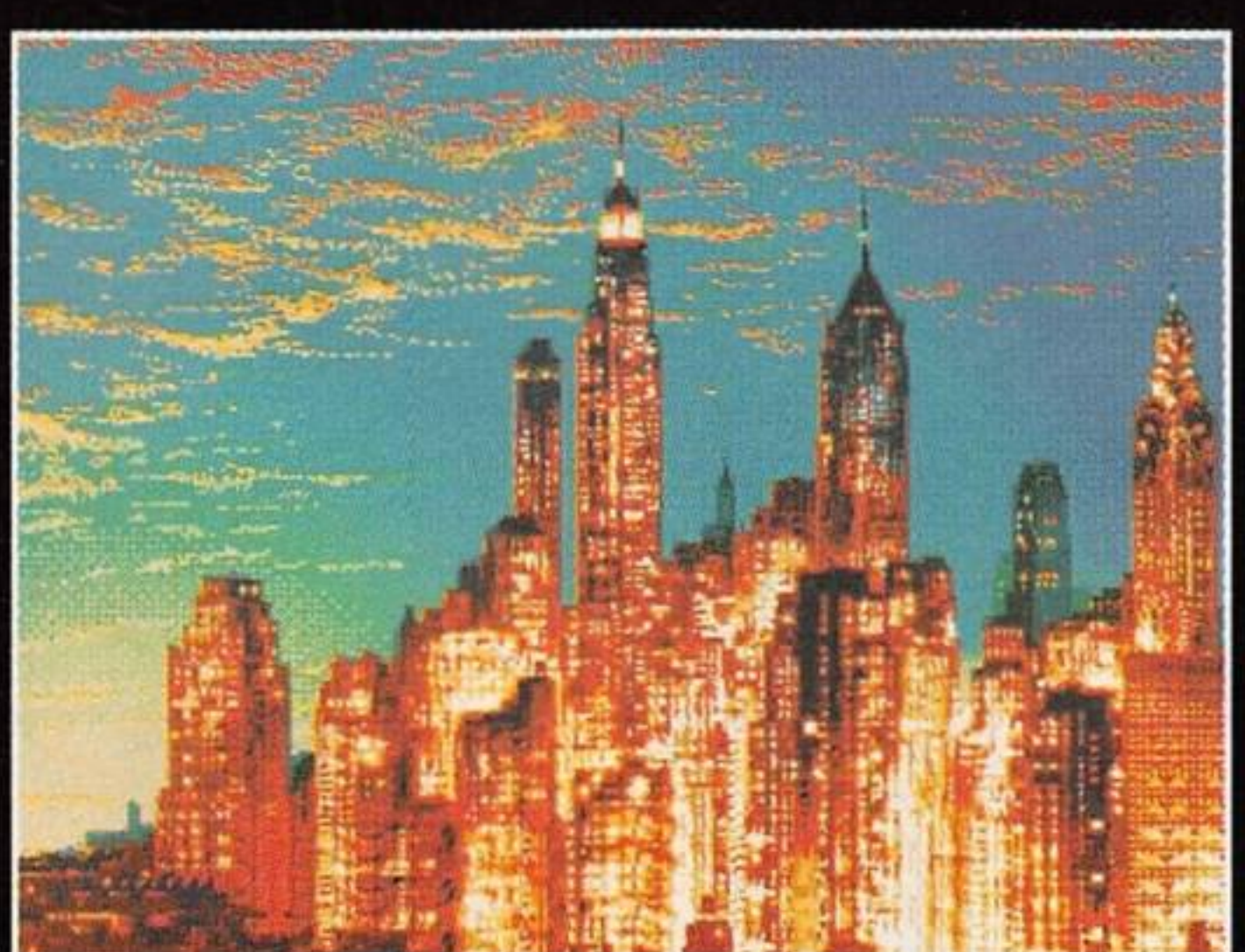
They are armed with pistols and machine guns and they're not afraid to use them. Dodging their bullets, the player must make his way through the city slums killing the hoods while avoiding shooting the policemen and women with prams. This is easier said than done.

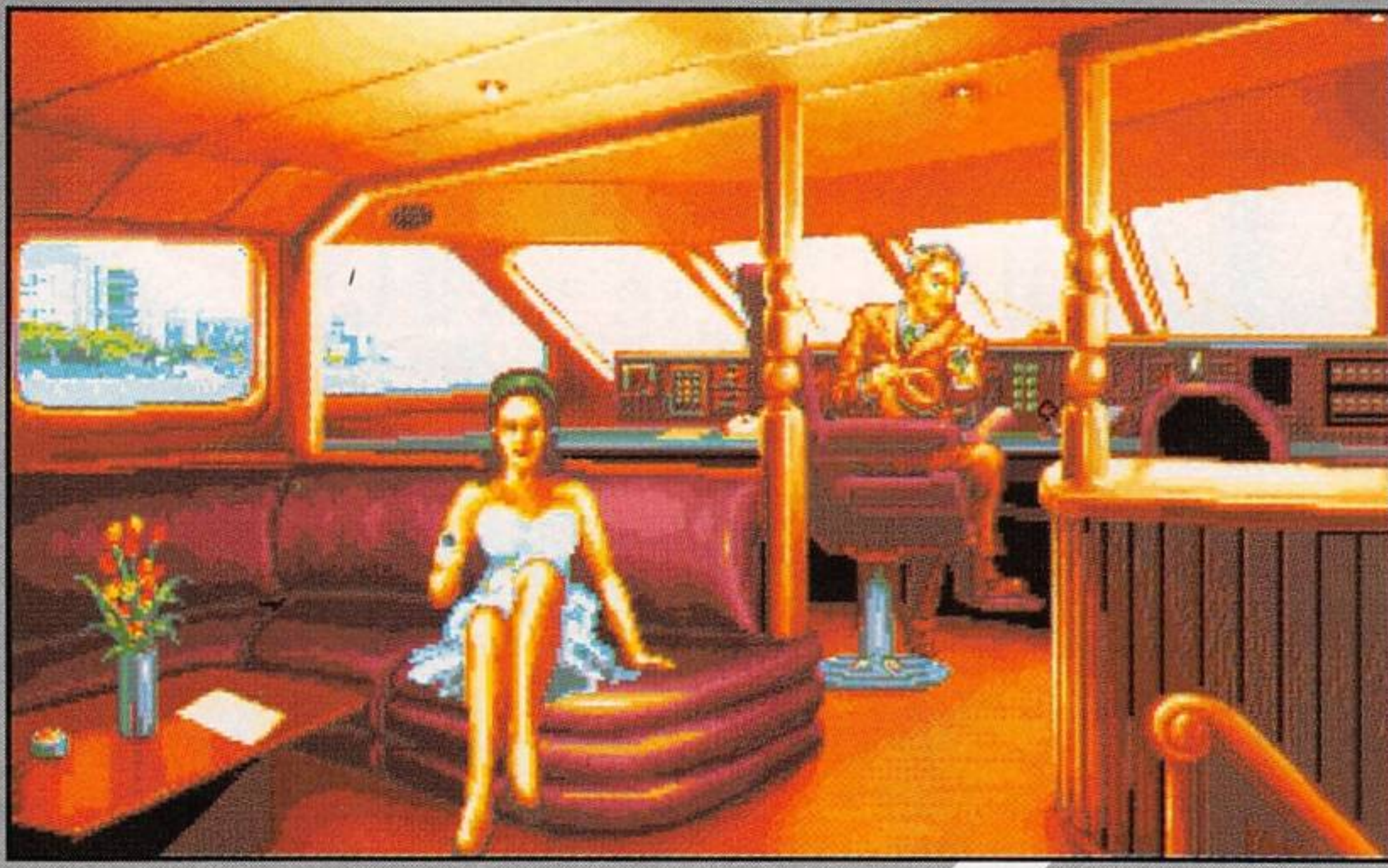
As bullets rain down on the would-be Don, the player must skillfully kill the opponents who appear from behind shop doors, apartment windows and on the city streets. He even has to climb up unsteady fire escapes in order to shoot assassins. While all this madness is going on, cars are zooming past with

gunmen leaning out of the windows and taking pot shots. These guys can be killed but the player must be careful not to step into the road as they will attempt to run him over. Reaching the end of the street, the player is faced with one of the enemy family's



The story opens up in New York. The screen scrolls upwards with the dingy streets appearing out of the beautiful skyline in stunning parallax. The graphics are absolutely superb.





Leaping onto the boat you make your way down into the lounge cabin. Two of the crew suddenly turn around, flash their revolvers and start firing. Pulling out your own gun, you aim and fire...



members who must be shot several times before dying. It is only then that the player is able to progress onto the next stage.

### DRINK OR DIE

The first interlink scene is set in a seedy bar where only the lowest dare to tread. Although at first it seems deserted, gunmen are hidden behind the bar ready to pounce. As soon as they appear the player must aim his cross hair and attempt to blow the enemy away. From here it's onto the barbers shop where the same fate awaits. This time the hoods swing around in the stools when the lights are turned on. The player must shoot quickly and accurately

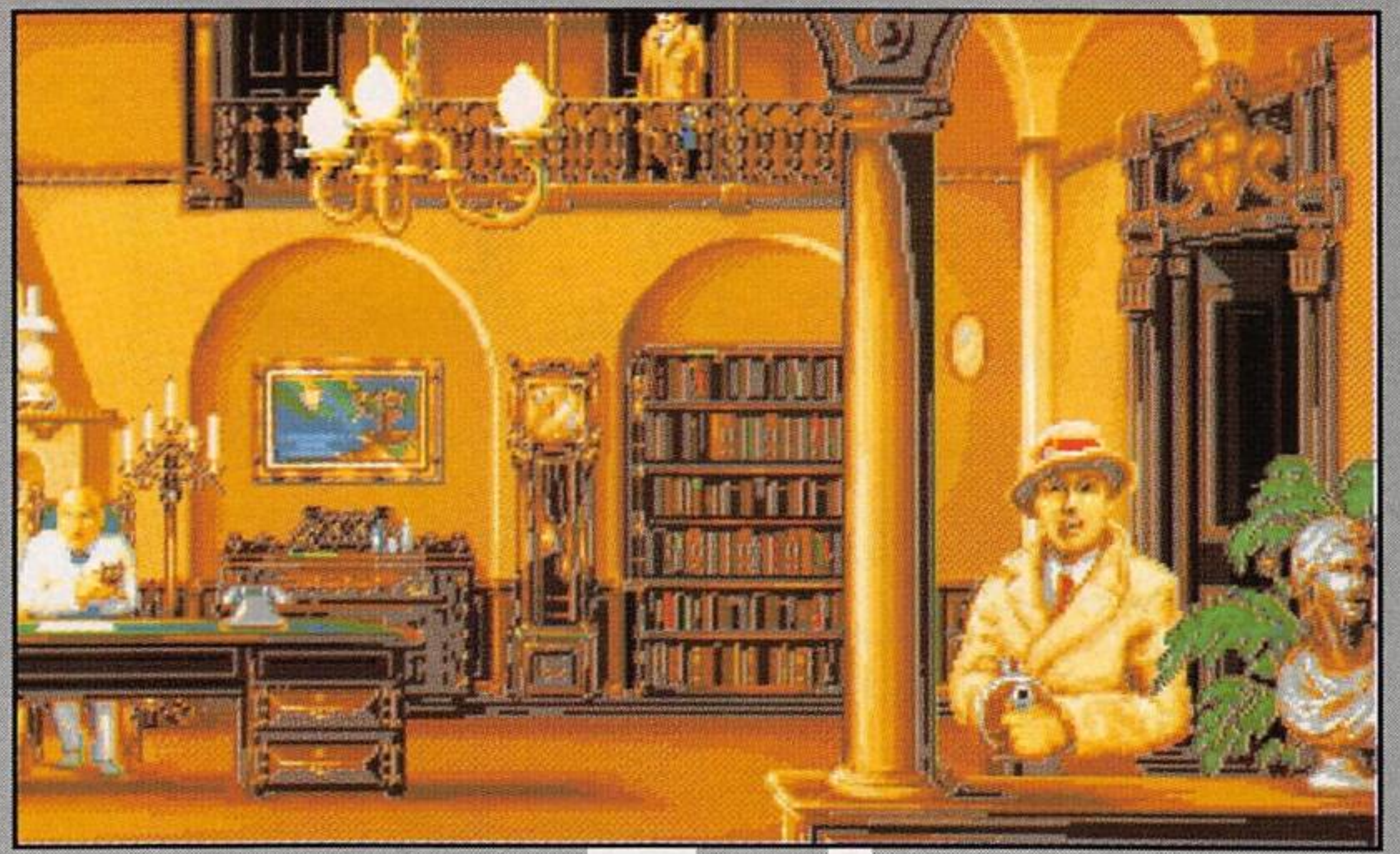
(Right) Finally making it to the Dons meeting house, you discover that you are not alone. A suspicious helicopter has arrived and is waiting outside one of the conservatory windows.

otherwise he'll find a bullet in his chest. Yowch!

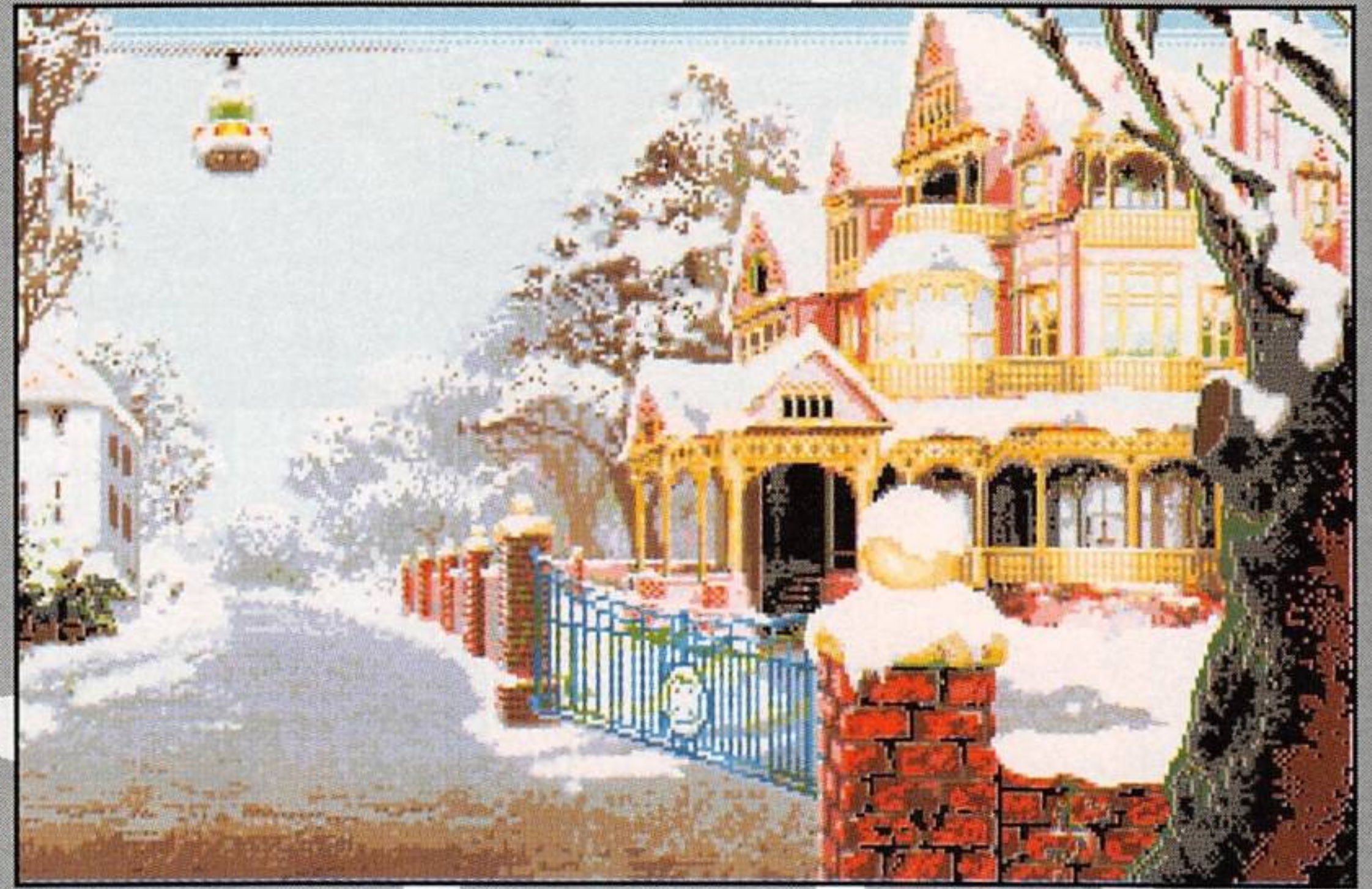
### THAT'S THE GAMBLE

Ten years have passed since the episode in downtown New York. The player has acquired himself a little more respect over the years but is nowhere near earning the title of Don. No sooner has the player arrived when a bomb explodes taking one of the family's casinos with it. Hastily retreating from the site, the player must blast his way to the Coliseum casino.

But the hoods have also



Venturing into one of the enemy family's mansions you find yourself face to face with one of the Dons. Unfortunately, he is not alone and you are once again called upon to implement your firearm skills.



infiltrated the casino and seen the player making his way in. No sooner has the player made his way through the door when a young woman pulls a revolver on him. Using lightning fast reactions, the player must kill the enemy

before getting killed himself.

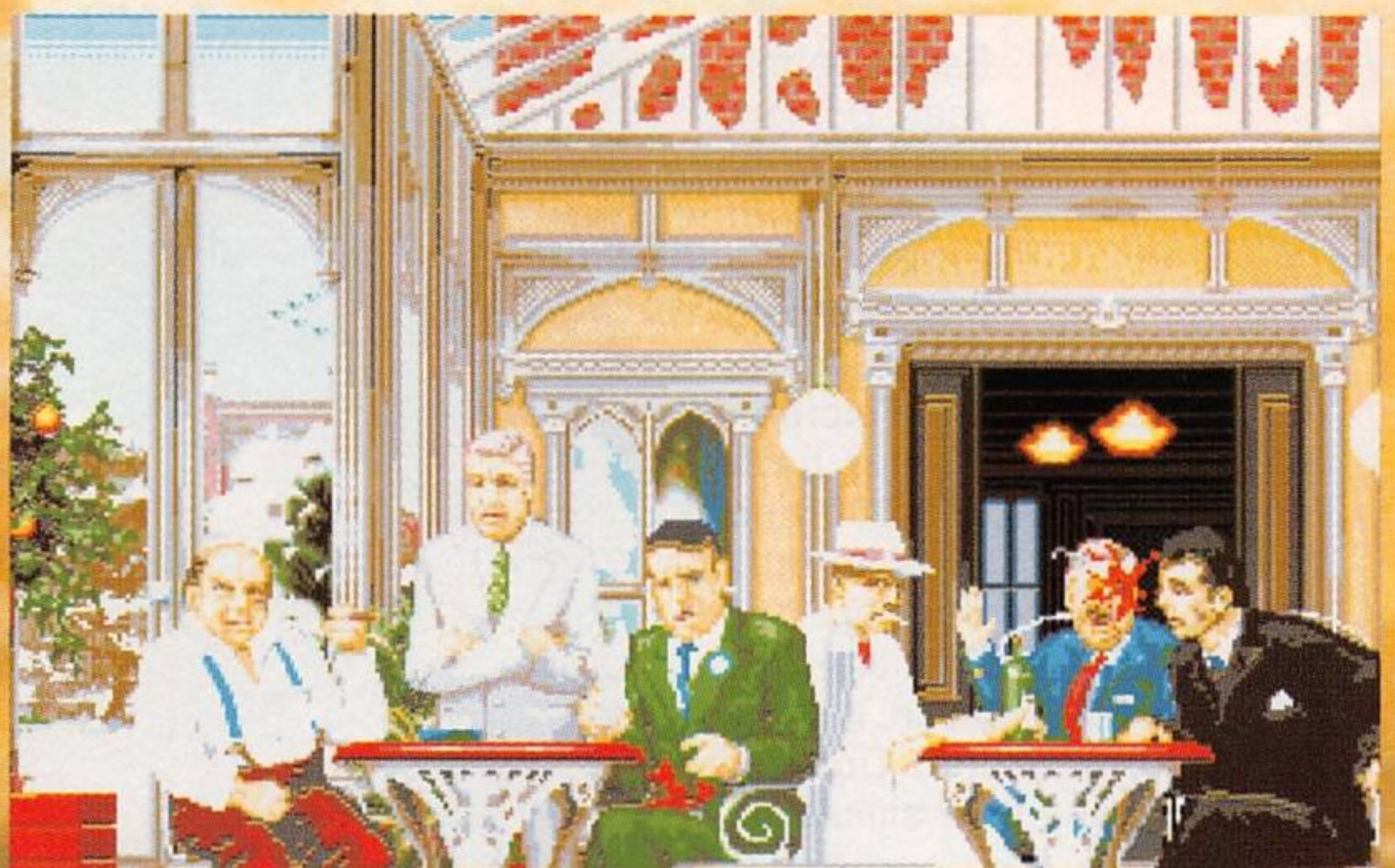
### KISS THE HAND OF FATE

The game continues in this mould stepping through the decades





The helicopter nears the window and then suddenly starts firing upon the meeting between the Dons. Diving to the floor you pull out your pistol and fire back desperately trying to show your loyalty.



Unfortunately, your accuracy is a little rusty and one of the Dons takes a bullet straight through the eye but you still have a slim chance to save the other members and earn the respect of a Don.



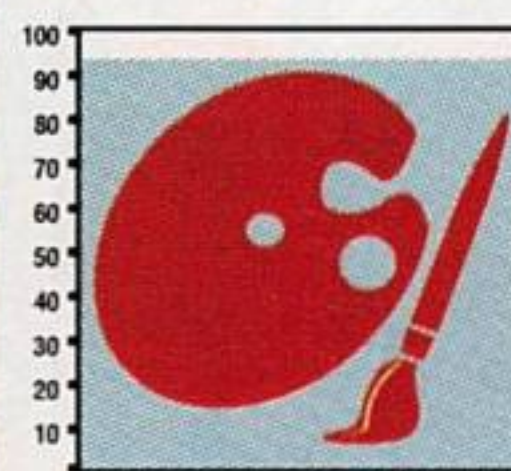
with the majority of the scenes consisting of horizontally scrolling locations including Havana, Miami Marina and the finale, the heart of a small town in America in the 1980s where the player must battle his way through various ambushes before arriving at one of the family's gates and confronting all the heads of that clan.

If he has done well against the enemy then he will be made a Don, but if he has performed badly then he will be shunned away never to return.

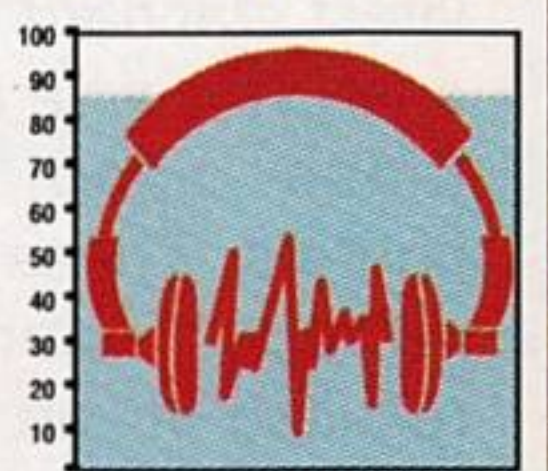
The finale is one of the most ambitious programming feats ever seen. It is set in the conservatory of the great house. The meeting of the Dons is disrupted by the arrival of a suspicious helicopter outside. In this final confrontation, the player must defend the assembled Dons by destroying the helicopter and its crew of assassins. Success will cement a new peace between the rival families. Failure means that bloody war will continue...



A C T I O N I N F O



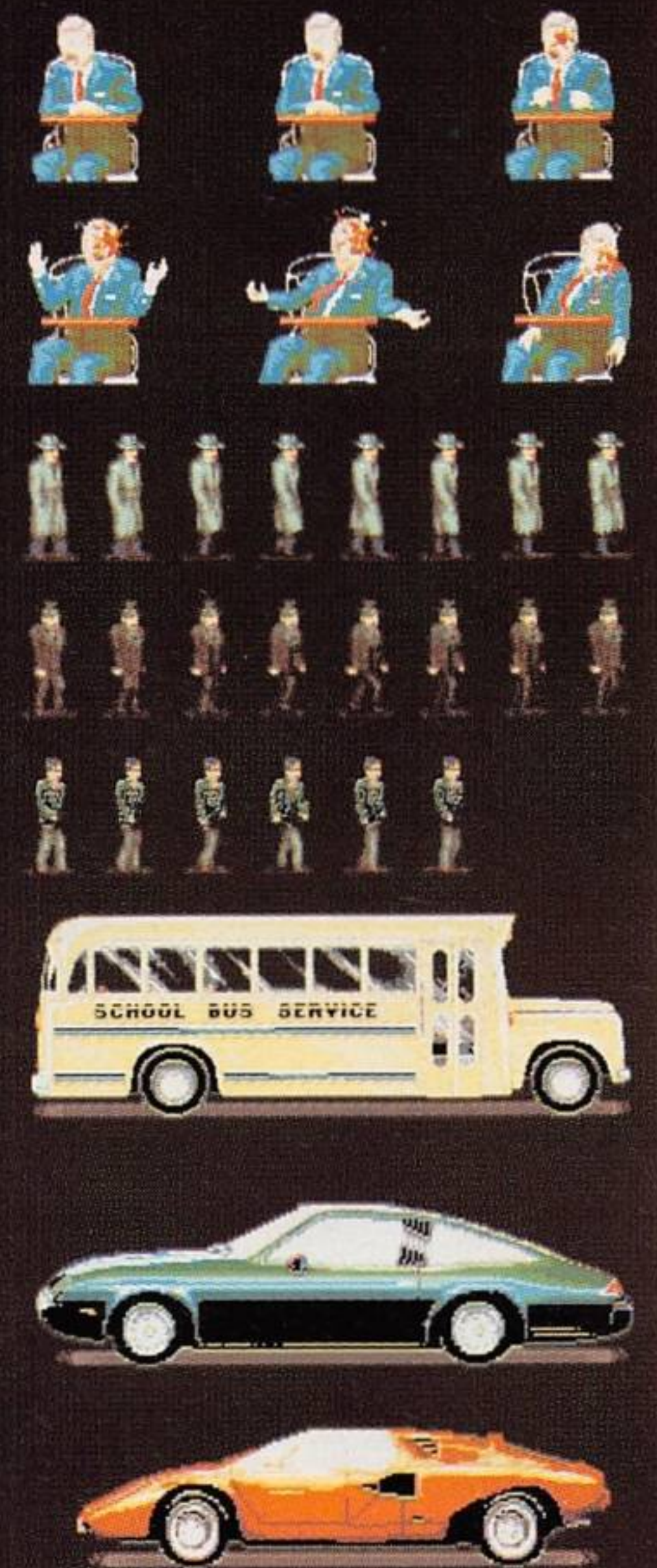
**THE GODFATHER**  
U. S. GOLD  
TEAM: CREATIVE MATERIALS



*Godfather from US Gold must contain some of the most beautifully drawn graphics ever seen on the Amiga. Likewise, gameplay is extremely addictive. It is obvious that a great deal of time and loving care has gone into Godfather and the result is a masterpiece. There are so many levels that it will probably take months to complete. Godfather is guaranteed to steal most, if not all, the awards for technical brilliance and whatever else you care to mention. Absolutely excellent!*



The graphics for Godfather have been created by the masterful hands of Pete Lyon. The three rows of walking characters are the original sprites that were to be used for the main character. The middle set was eventually chosen but the others do make an appearance as bad guys.





Earlier on this year, Domark released a new flight simulation that captured

the feel of the latest soviet fighter, the MiG-29 Fulcrum. Since its release, sales have topped over £1,250,000 and have been phenomenally successful. When news reached the western world that the MiG-29 was to be upgraded, it came as no surprise that Domark would upgrade their simulation as well.

The more advanced MiG-29M Super Fulcrum features even more thrust than the original, extra fuel capacity, the latest standard of cockpit layout and fly-by-wire controls equal to those used on American fighters. These additions to an already superb fighter have resulted in an aircraft that can match anything that NATO could ever produce.

### AT THE READY FIVE

MiG-29M Super Fulcrum (the game) puts you in the pilot's seat of one of these top air superiority fighters as part of a multi-national peace keeping force. You and your comrades have been assigned to fly air strike and defensive missions over a 20,000 square kilometre area. The battlefield is controlled by rebels and terrorists and you must enforce the United Nations resolution (828) and force them to surrender the region to back to the legitimate government.

You have four campaign objectives which have to be completed in order to eliminate the rebel threat. Firstly, you must break the rebels' supply lines and isolate them from external aid. Secondly, clear any air bases you discover and capture them



# MIG-29M Super Fulcrum

from enemy hands. Thirdly, destroy the strategic bases that the rebels have gained control of before finally taking over and eliminating the rebel headquarters.

The four set objectives can be achieved over a series of missions that will slowly break down the rebels' resolve and military strength. To attempt to complete even one of the objectives in a single flight would be folly and probably result in your death.

While you are flying your missions, other pilots from the peace keeping forces will also be in the air making their own strikes against the enemy. You are just one more cog in a giant war machine.

### UP, UP AND AWAY

After equipping your fighter with its rockets, missiles and cannon rounds you should take to the skies. Once airborne, your flight computer will guide you towards your pre-set waypoints (determined during your mission

## TECHNICAL SPECIFICATIONS

**NAME:** MiG-29M Super Fulcrum  
**ROLE:** Air-Superiority Fighter  
**LENGTH:** 17.23m  
**HEIGHT:** 4.73m  
**WINGSPAN:** 11.36m  
**WEIGHT:** Empty, 8175kg; Loaded: 15000kg  
**POWERPLANT:** Two Isotov RD-33 low ratio bypass turbofans  
**RATING:** 5098kg drythrust, 8300kg with afterburning  
**TACTICAL RADIUS:** 710km  
**MAXIMUM SPEED:** Mach 2.3  
**FLIGHT CEILING:** 17000m  
**ARMAMENT:** AA-10 Alamo and AA-11 Archer missiles plus a 30mm Cannon

briefing). Your Heads Up Display (HUD) allows you to fly the aircraft with only the occasional glance at the control panels. Everything from the angle of attack to the velocity vector is projected on to the cockpit bubble and in front of your eyes.

Following the preset waypoints you will come across your targets. As the enemy bases appear on the horizon your weaponry will lock-on to allowing you to blow the wheelers in to little chunks before flying off in to the sunset.

Things only get dodgy when the enemy fighters take to the skies to return the favour. You will have to engage them in a deadly high speed dogfight using your cannons.

### COMBAT MANOEUVRES

After your flight you return to your main base for a debriefing. You will be informed of any attacks you successfully performed and mistakes that you made. You will then be able to assess the current situation of the war and how it has developed, before embarking on your next series of attacks.



You are not assigned any set missions, but you are able to decide upon the targets you wish to destroy. From this briefing screen you are able to adjust your waypoints.



Believe it or not, engaging a fighter in head to head combat is rather dangerous! One small miscalculation and your plane is a blazing fireball arcing across the heavens.

The landscape of the battlefield is jam-packed with features and scenery. Some are just for show but others, like this bridge, actually play a part in the game and they can be destroyed.



The air is full of bandits, and vampires are all over your back. A hard nine G-roll should pull you round on the tail of this first target, but remember his wingman will follow right in behind you.



As with most modern simulators, MiG-29M also includes the facility to link two Amigas together and dogfight with a friend. While you are going head-to-head with your opponent there are also other neutral aircraft and vehicles in the battle area making things a little more exciting and a touch more unpredictable.

All the normal campaign settings are ignored for this daring test of skill. Basically it's a case of, last man left in the air collects the prize.

OVERALL SCORE  
**76%**



(Above) You have options on colours, extra ground details and a shaded horizon to suit your taste.

(Below) You must destroy the enemy fighters and go on to eliminate all of their ground installations



From the roster screen you can choose which of the current pilots you will take into the air on this mission. You can also go head to head with a friend over a serial link-up.

- 1) WHEEL BRAKES AND GEAR: Very handy for when you want to land.
- 2) AOA AND G: These are the Angle of Attack and the G-force indicators.
- 3) HUD: Heads up Display which is projected onto the cockpit bubble.
- 4) MISSILE LOCK-ON: The aircraft that is "picked" has been acquired by your computers.
- 5) RADAR: This shows any threats that are lurking near to your plane.
- 6) AIRSPEED: As you speed across the skies your speed is shown here.
- 7) ALTITUDE: It's a long way to the ground.
- 8) ENGINE INDICATORS: Warn you of any trouble with the jet.
- 9) YOKE: Allows you to check on whether the stick is centred or not.
- 10) HORIZON: When you cannot see out of the window, you are able to check the attitude of the aircraft.
- 11) COMPASS: Is there anybody who doesn't know what a compass does?
- 12) WAYPOINT: Indicates the waypoint that you are flying towards.

## MASTERING THE MIGHTY MIG



### ACTION INFO

#### MIG-29M SUPER DOMARK TEAM: SIMIS



To be honest, we weren't very impressed with the first MIG-29 that was released in January, it just didn't come up to scratch. With the new version, Domark have rectified the problems with the earlier release and upgraded the program all round. The graphics run smoothly and are fast, yet the ground detail is still impressive. However, the plane handles very poorly, the controls suffer from a time delay that can be very frustrating. While this may be realistic, it doesn't play very well. You should definitely try before you buy.

# GOLF

## MICROPROSE

**It may not be a true golf-lovers alternative to the green, but the new simulator from sim experts, Microprose, is receiving accolades from all sides.**

I've never really liked golf simulation games, so it was with some negative bias that I fired this one up. I was pleasantly surprised. Microprose' imaginatively titled, Golf, is, at last, a great simulation of the action on the fairway, though it has some limitations.

It seems the bad ol' days of lousy graphics and inaccurate or limited ball movement are well and truly over. Golf has (mostly) very good visuals and game play and an attention to detail that earlier sims have completely lacked. Mind you, it has a few problems, but we'll get to them.

Golf is designed for up to four players and/or the computer. Each player has a handicap which decreases as you improve. What's more, as you handicap increases, your driving distance increases. If you get down to a fairly low handicap and you take on a friend who's still playing off at a high 28, the computer automatically awards him or her some free strokes.

The first choice your presented with is a name for your player. You then have a choice of 18, 36 or 72 hole tournaments, or you can take on the best for money. You have the option of one to four player singles games; a single player against the computer; or four teams playing against one another. A practice putting option is also available.

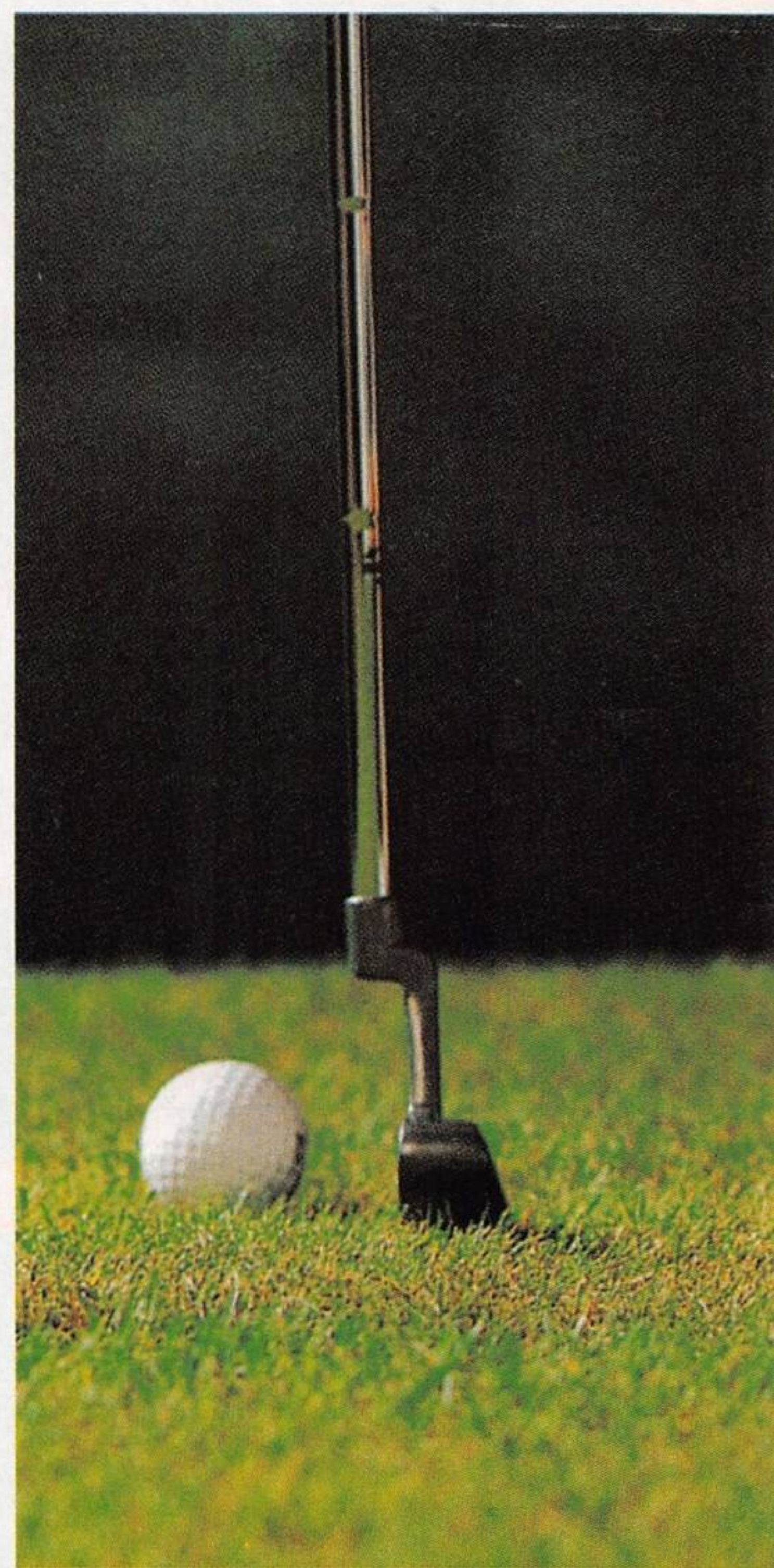
You have the option of 11 different

types of game to play: stroke, matchplay, skins and some others that are a tad strange - at least I haven't heard of them.

Before playing, you need to choose your clubs. Each player can choose a maximum of 14 clubs from the 17 available. Certain clubs are applicable to particular courses (of course - ed.) - as in real golf, it depends on the terrain and difficulty etc. You also have the option to choose the colour of your clothing!

You are then presented with a map based on real landscape, although I've never seen anything quite like this. The terrain undulates like a giant sine curve with valleys, hills, rivers, lakes, bunkers, trees, bushes, and cart paths in between.

The ball knows, exactly, every little nuance of the terrain. It's impressive to







green, you can call up several options. View the contours of the green from behind the flag, or call up information about green speed. You are also given info about wind speed and your current lie.

After each hole, the scorecard is displayed showing Par, Yardage, and Stroke index for each hole. From here you can examine your progression or check the leaderboard if you're in a tournament. Also, if you are lucky enough to win a head to head challenge, or a tournament, you get an image of your player showing complete ecstasy!

One problem I had with this one, was the totally daunting manual. It's a lot to get through and too much to expect a player to cope with.

This new offer for golf fiends is a far cry from earlier sims, but it is up against some stiff competition and doesn't win in all categories. Overall I liked it a lot, but some of the graphics are just too simple and some aspects of game play only average.

**Tiffany Van der Plan**

see it come out of the sand and hit the side of a steep hill, or bounce awkwardly and roll down into a river, picking up speed as it goes. Sometimes the movement appears a little exaggerated, but this doesn't detract from the action too much. It's a shame the ball isn't particularly well done in itself.

What is very good is the putting section. Putting has traditionally been the worst part of golf sim games, but not in this case. You can start putting whenever you want, in fact. Tee off with a putter and putt all the way to the green if it takes your fancy. Once your on the green, all the info you need is at your disposal. It's a matter of clicking an icon for, say, speed or the way it slopes. If you select slope, you get a contour grid instantaneously.

On all shots, you have the option to

view from a number of "camera" angles. After the camera has traced your ball, the screen displays your shot and distance and what sort of lie your ball has landed in. You now have the option to save or replay it on the screen. This is where Golf has some major weaknesses. The graphics are far too simple in the camera work and the camera has a habit of tracking through trees!

Whenever you are on the tee, you can adjust your stance, or the height of the ball. The ball can be moved backwards or forwards and your feet position can be open or closed. You can also adjust the height of the tee. Tee height is reflected in the size of the hook and slice areas on the swingmeter.

Once you are within 20 yards of the



**BOMBER**

# Thunderhawk

**The MRX-73M is the ultimate in flying machines. So ultimate, that there's only one prototype - the AH-73M, codename: Thunderhawk. You are the pilot.**

The President is on the edge. The world has erupted into a state of global chaos. Trouble is brewing on every continent. Several governments have reminded the President of the statement he made on September 5, 1989.

George Bush: "The rules have changed, we will help any government that wants our help. When required, we will for the first time make available the appropriate resources of America's armed forces."

Your mission is to join the pilots of Merlin, a crack assault team commissioned by the United Nations. Your job is to defuse crisis situations around the world, preventing their escalation into full-scale conflict. With Merlin you fly the newly commissioned Thunderhawk attack helicopter against forces around the world.

This sets the scene for Core's latest simulation, Thunderhawk, which offers you the thrill and experience of flying the

latest generation of attack helicopter, the likes of which will soon be coming off the drawing board and into service in the American armed forces.

The Thunderhawk AH-73M is not your average whirly-bird. The U.S. Military commissioned a number of manufacturers to produce the ultimate lightweight attack helicopter. It had to be able to work in all weather conditions anywhere in the world; it had to be fast; and it had to be fuel efficient. Of the designs that went in for submission, the MRX-73M was the only one that was given funding for development.

The MRX had an exceptionally light frame and the main rotor was made from a specially engineered glass-fibre. Power came from twin turbo shafts, and control through a new technique called NOTAR (not tail rotor). Instead of the tail rotor, exhaust gasses were channelled through a number of slots in the tail boom.

To this date, only a single example of the MRX-73M is flying, the AH-73M.

Thunderhawk turns a new page in flight simulations. Apart from the Thunderhawk, some of the other aircraft you will see whether you are defending or attacking them are the CH-47 Chinook, the Mi-8 Hip, the Mi-24 Hind, the Ka-136 Hokum (a similar Russian version of the Thunderhawk), the Su-25 Frogfoot ground attack aircraft, and the MiG-29 fighter.





Each aircraft offers a different type of challenge and must be defeated using different techniques.

When you get to the flying part of the simulation you will find nothing but magnificent graphics. A far above average frame rate gives a highly realistic view of the terrain you fly through. The controls are simple and easy to master, and allow you to manoeuvre from target to target with the greatest of ease. But that's only the flying part...

The action starts before you even get to the controls. First you are subject to an interactive movie-like briefing of the area where you campaign takes place. Then you go into a more detailed breakdown of what you have to do in each mission. This is done with simulated projector slides and movies; they're amazingly well done.

The campaigns take you and the Merlin team to Europe, to help a Soviet nuclear physicist; to South America, where you will work in conjunction with local troops to fight the Drug Cartels; to Central America, Merlin must assist the government to fight a war against the Soviet-backed Guerrillas; to the Middle East where your team has been sent to help sort out regional disputes; to South East Asia, the area in and around Vietnam is once again beginning to erupt; and finally to Alaska, something strange has happened

to three US Bases up there, but you will have to go and see for yourself...

You don't always have to be hammering away at life threatening situations, you can practice your newly acquired skills in the flight simulation back at the base.

It doesn't really matter whether your eluding a T-84 Tank, climbing in a tight, high-G turn, or letting loose some chaff to decoy an SA-9 missile. You'll find Thunderhawk an exciting experience.

Thunderhawk is more than satisfying. It offers a great variety of gameplay, some stunning effects, and is totally interactive. I recommend you add it to your collection, I know it will still be coming out of my shelf for quite some time.

Happy hunting. Oh, and watch you six...

Adrian Lane

Playability	9
Graphics	9
Sound	6
Lastability	8
Documentation	7
Overall	85%

Reviewed on - Amiga  
 Software - Core Design  
 Distributor - Ozi Soft  
 PC, Atari ST versions available.



## MISSION 2 -

### South America

"Our message to the drug cartels is this: The rules have been changed. We will help any government that wants our help. When required, we will for the first time make available the appropriate resources of America's armed forces,"

GEORGE BUSH - SEPTEMBER 5 1989

MERLIN has been sent to South America as part of a goodwill gesture by the US government. The Government of this republic have been cracking down on drugs operations and have asked for assistance. So, after Bush's declaration in '89, Washington can hardly refuse.

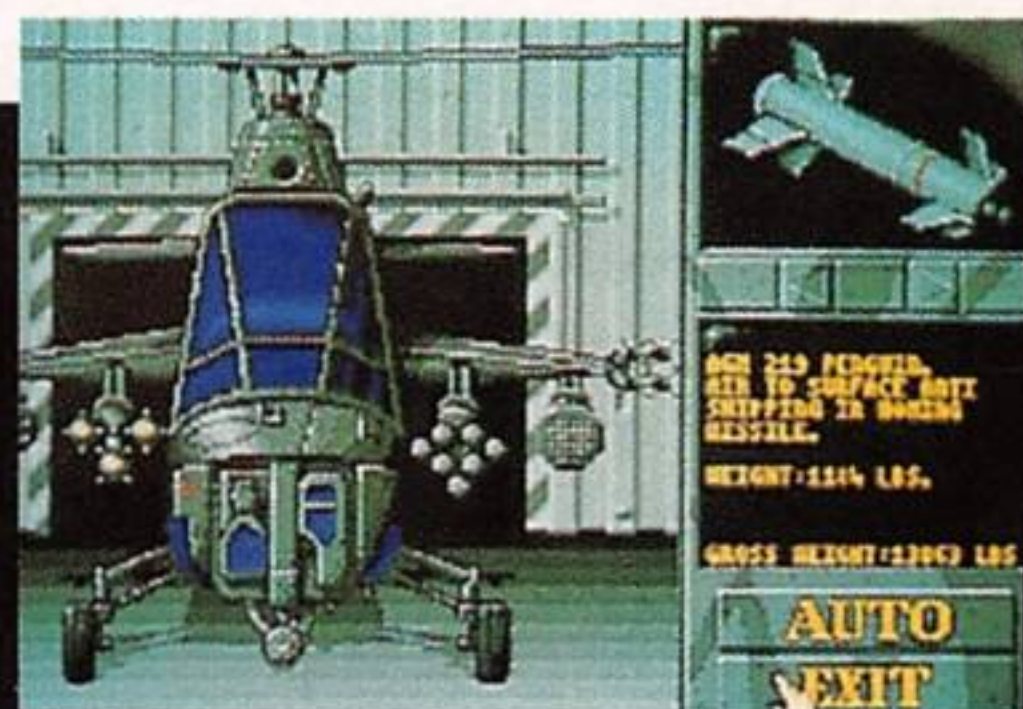
You are to assist in destroying the operations of a major drugs cartel whose base is out in the desert. They are very well armed and employ numerous foreign mercenaries who will stop at nothing to keep intruders at bay.

Firstly, you'll be sent in to strip out their communications network. Then, cut off their escape routes before finally destroying their processing labs. You've got to wipe them off the face of the map, but it won't be easy. They know this region very well and there's an awful lot of ground cover for them. Also, how much hardware and expertise they've managed to accumulate is unknown.

It's chiefly a U.S. operation, but local troops will be working with MERLIN to do some mopping up, so you're there to impress. The operation has great political significance, that's why Washington has sent several million dollars worth of military hardware to some backwater desert.

It's the first time the US has gone against the drug cartels in this region. So your performance will reflect on the capability of America's armed forces.

You can't afford to mess this one up!



# HINTS

## Afterburner

Amiga

While Playing, type 'TOGETHER In ELECTRIC DREAMS' Then, try the following:

- < - Go down a level
- > - Go up a level
- G - More missiles
- T - Less missiles
- N - Extra lives

Fly to the top of the screen to avoid missiles. slow down on levels 8 and 17 to avoid rocks. Go full speed to dodge infra-red missiles.

## Dynamite Duke

Sega Mega Drive

During title screen press start for the option mode then press C ten times, and the Start button to enter the option screen. You'll now be able to skip levels, increase the number of lives and get ten continues.

## Dynamite Dux

Amiga

Simply type 'CHEAT' on the title screen, and then F1-F6 will skip to the corresponding level.

Type 'NUDE' to get the boxing sub-game.

## Chaos Strikes Back

Amiga

Find a dragon and cast MON ZO GOR SAR and hit ESC to pause the game. Hold down the ALT key and type in LORD LIBRASULUS SMITHES THEE DOWN. Unpause the game and slay the beast. He leaves behind a firestaff and your party will be invincible.

Undocumented Spells:

GOR IR KU - Detects Monsters

GOR IR ROS - Detects fake walls and 'invisible' (actually hard to see pits).

GOR IR DAIN - Detects 'magic' on screen

ZO IR NETA - Ancors the map at the point of castin so that as you move around, the map view stays at the anchored position.

## The Empire Strikes Back

Amiga

Hold down the HELP key and type XIFARG TORKEV. You can now use the number keys to play the sampled speech and L, C, & D to bring up pictures of Luke, CP30 and Darth Vader.

## F29 Retailiator

Amiga

On the duty roster, enter your name including the spaces as: THE DIDY MEN (this is Digital Design's test mode).

Now not only do you get infinite weapons, but hitting ENTER causes the plane to land automatically.

## HUNTER

ST, Amiga

Cop these co-ordinates:

ANTIBIOTICS AND SAW: X:151,

Y:1210

COMPUTER: X:244, Y:199

DISK: X:100, Y:225

GENERALS BUNKER: X:135, Y:239

INJURED MAN: X:10, Y:36

MASTER KEY: X:164, Y:169

MONK(IN TREE): X:85, Y:174

OLD MAN: X:181, Y:197

PRISONER: X:135, Y:239

PROFESSOR: X:49, Y:115

SECOND MAN: X:99, Y:61

SECURITY PASS: X:90, Y:153

THIRD MAN: X:195, Y:199

## Indiana Jones and the Last Crusade

Atari

You'll need to get your name in the high score table, but instead of entering your name enter the high score name as SILLYNAM and you should find that you have infinite lives.

## It Came from the Desert

IBM

Before attempting to go into the ants' nest, you should first save Elmer to get more flamethrower fuel. Some time between the 8th and 10th (I don't remember the exact day), he will leave a note in

his station saying that he is going hiking in the SW Volcanic Cone. Go to the volcano, fight the ants, and next day, visit Elmers' station. He'll thank you for saving his life and give you more flamethrower fuel.

The entrance to the ants' nest will never appear on the main map, but there are several other ways to get there;

- By taking a flight from Hilber's Field.
- By driving a tank from a battle going on at a nearby location.
- By going south when you are in a battle at the M1 mine.

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the M1 mine.

## Last Ninja

Amiga

To kill the dragon throw a smoke bomb under him.

## Leisure Suit Larry 3

IBM

Thanks to Daniel Warne for this tip, also thanks for not sending your seven foot brother to sort us out!

To get past the questions with the highest rating, type [ctrl] + [alt] + [x].

## Lemmings

Amiga

Level codes

3 - LPVMXDGJIO

4 - PVMXDOLKIX

5 - VMXDGHTLIQ

## Narco Police

Atari

If you type in ABRIR you can open

# TIPS & TIPS

doors, NOEMEMIG will vapourise the bad guys, COMENZAR will bring them back again, BLAST will activate the smart bomb and MUNICON will give heaps of ammunition.

## New Zealand Story

Amiga

Pause the game and press 'M'. You should hear a laser gun sound. Type "MOTHERF\*\*KENKIWIB\*\*TARDS" (fill in the stars) You'll continue with unlimited lives.

You could also try 'FLYFFY KIWIS' (including spaces) for the same result.

On level 2.4, stand at the entrance to the room where the giant octopus is and fire to the right a few times. A warp will appear that will take you to the beginning of level 3.1.

## Midnight Resistance

Amstrad

Insert the other side of the disk when you die and restart, you will begin again on the level you died on.

## Matrix

C64

Press space bar and hold down D,F & C at the same time to skip a level.

## Mickey Mouse Castle of Illusion

Sega Mega Drive

To get the maximum number of marbles and points that you want in the game, get to the end of the second level in toyland, you'll come across a bag of marbles - STOP.

If you pick up the bag and go to the right far enough you'll be able to come back to the left and find that the bag has reappeared.

Each time you pick up the bag you'll receive 1000 points and up to thirty extra marbles.

## Shadow Dancer

ST, Amiga

Once started type "GIVE ME

INFINITES" and you will be able to start with infinite lives.

## Sonic The Hedgehog

Mega Drive

Access the stage select screen (UP DOWN LEFT RIGHT, A,B,C and START together) Select the special stage and collect the Chaos emerald.

When the words Chaos emerald appear, press reset and enter the special stage again.

Do this six times and start the game, you will find that you will have all six chaos emeralds to complete the game.

## Stellar 7

IBM

On each level there is a rock which if shot at until it explodes, reveals a dimension door.

If you go through the door you will find yourself in the next level of the game, this works on every stage but the last.

## Sim City

Amiga

If you set the citizen's taxes at 0%. Then just before tax collection (Dec or Nov if playing at fast speed), quickly set the taxes at 20%. Then after you collect taxes put it back down to 0%. This way the citizens will think they're not paying any taxes.

You build land on water. Find a straight stretch of coastline and string a power line along it.

Next, move one square over, into the water and string another power line parallel to the first.

Repeat as many times as you want. Then just bulldoze all the access powerlines and you can build on the new land.

## Super Mario Bros

Nintendo

Press A and Start together when the game is over on the 1 or 2 player mode screen - you will then start on the level you died on.

## Thunderbirds

IBM

Try these passwords:

Level 2 RECOVERY

Level 3 ALOYSIUS

Level 4 ANDERSON

## Xenon

Amiga

Let yourself be killed off at level 2 Stage 2 and all the aliens in the round will be destroyed.

## Xenon II

Amiga

What to buy and where.

Level 1 Shop 1: Buy-health super nashwan.

Level 1 Shop 2: Sell rear shot, buy double shot and side shot.

Level 2 Shop 1: Buy side shop

Level 2 Shop 2: Sell side shot

Level 3 Shop 1: Buy health and rear shot

Level 3 Shop 2: Sell rear shot, buy side shot, laser and power-up.

Level 4 Shop 1: Sell rear shot and side shot

Try to stick with your best weapon and end up with two cannons, two laser and either side shot or rear shot.

Always spend your money in the shops as you cannot take left over cash.

## Zany Golf

Amiga

To get to the secret level, make it to the last level (energy). There is a mouse hole where two eyes appear occasionally. When the eyes turn red, putt the ball into the hole to walk to the secret level 'mystery'.

A big thank you to Philip May for all the fab hints and tips on the Amiga.

If you have any Hints & Tips you like to share with us sent them to:

**MEGAZONE HINTS AND TIPS  
LOCKED BAG 7 ROSEBERY  
NSW 2018**

# YOU HAVE ENTERED THE ADVENTURE ZONE

## Christmas special!

With Mario Moeller

Hija, and welcome to the Christmas Adventure Zone bash - the section of the mag especially devoted to adventures, role-playing and strategy games.

This month is particularly **HUGE**; we've got more reviews than ever for you, as well as heaps of hints and other general chatter. Plus there's prizes, there's mail, there's ... oh, go see for yourself!

Now, if you've got something interesting to say, or some adventure game tips to send in, things to ask, you name it, the address to write to is:

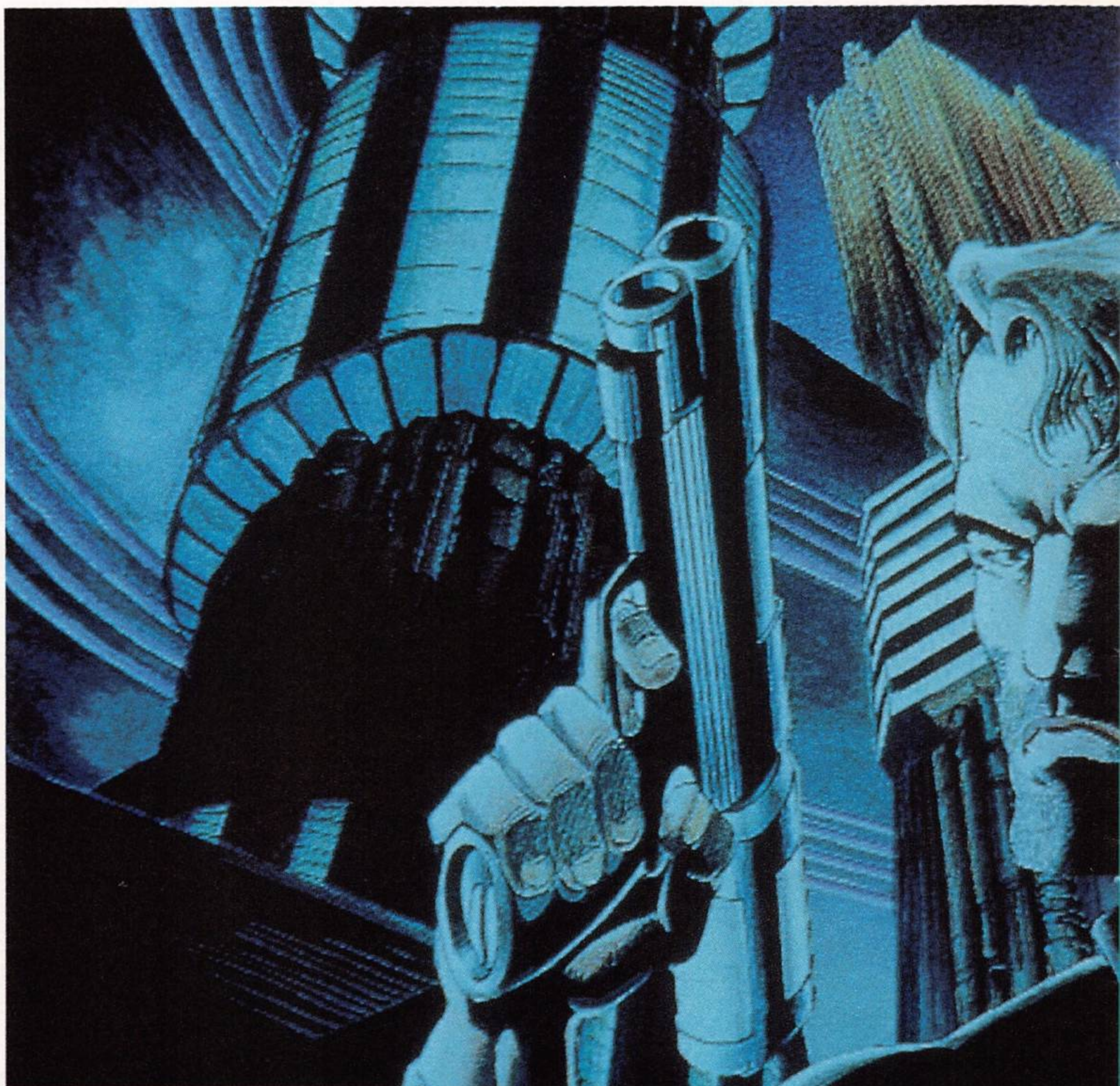
**ADVENTURE ZONE,  
38 GREENVALE DRIVE  
GREENVALE, VIC 3059**

Make sure you tell me exactly which computer you own, and if you want a personal reply, a large stamped self addressed envelope is a must. Oh, and whoever it is that keeps sending me arcade tips; why don't you flip back a few pages to the arcade section. Smile, it's Christmas.

Anyway, hope you have an unreal Christmas, I know I will!

## Secrets Revealed

Each issue I'll publish a solution to an adventure or RPG, or at least that many hints to it that it's as good as a solution. If there's a particular solution you'd like to see, please write and ask for it! I'll also publish some of the solutions you end in. This month some decent tips, plus most of the solution to Operation Stealth.



## Mario's Top 5

5 Current Adventure Games  
I Whole-heartedly recommend



### 1. The Secret of Monkey Island

So far, the best adventure game ever. Scoring the highest marks all over the world, it scores the highest marks with me too!



### 2. Ultima V (Amiga)

Finally out; do yourself a favour.



### 3. Heart of China (PC)

Breathtaking adventure, just keep that hard drive handy.



### 4. Megatraveller 2 (PC)

The space RPG game reviewed last issue that's just oozing in playability.



### 5. Eye of the Beholder (Amiga)

You haven't seen this yet? Try Dungeon Master made ever better!



## Adventure Games-Disgusting?

Remember way back when adventure games used to take only one disk? Remember when adventure games used to load in all at once? Back then, hard disk drives weren't really on most people's shopping lists when it came to playing games, but recently the trend seems to be heading for more and more disks with adventure games. I was quite amazed to find Rise of the Dragon on TEN floppy disks, although it seems most other new graphic adventure games share this feature. With disk numbers entering the double digit stage, things can get a bit tedious if you don't have a hard drive handy.

What do others think? (Especially Amiga owners, because most PCs already have hard drives). Maybe a solution would be to ask your dealer how many disks the game comes on - you don't want to get any nasty surprises back at home.

## There's a letter in the mail!

Quite a bit of mail in the old mailbag, that's good to see! Keep it coming!

Jason Stewart has begged me to ask if anyone out there wants his Kings Quest IV and V cluebooks. Anyone? Why not drop Jason a line at 31 Thorning Street, West Mackay, QLD 4740 if you'd like to chat to him about these two games?

Glenn Hunt wants some help with Codename: Iceman and Zeliard from Sierra - anyone out there finished these two?

Some decent letters came from Anna Rigg, who's looking forward to Conquests of Longbow and Kellie Spiteri who's having a hard time with Wonderland.

Raphael Cendrillon would like to know how to complete Zombi. Anyone out there got a solution for The Last Inca, Cruise for a Corpse or Rise of the Dragon? This way, everyone helps out each other, as I have hundreds of solutions already. Thanks guys!

## News

Phew! An exciting month this is looking like!

Sierra fans are going to be excited by

the following releases: The Dagger of Amon-Ra (sequel to Colonel's Bequest), Police Quest III: The Kindred, The Quest for Glory III: Wages of War, conquest of the Longbow: The Legend of Robin Hood.

Accolade fans are going to be happy too, with Altered Destiny out (like Search for the King), and soon Elvira II.

Oh, and fellow role playing gamers, there's Might and Magic III: Isles of Terra and shadow Sorcerer (AD&D).

## More Reviews Than Ever!

Talk about Christmas mania this month - we've got CRUISE FOR A CORPSE, RISE OF THE DRAGON, plus the Amiga ULTIMA V update as promised.

FOR those that don't know it yet, each issue I'm giving away a free PC or Amiga game for the best letter received. And please, don't grovel. This month's winner is Lee Roach who wins Joan of Arc for his Amiga, for his absolutely brilliant Elvira walkthrough.

**WIN** some software!



## Cruise for a Corpse

Oh, goodie, another Delphine game. These were my initial thoughts when I heard of Cruise for a Corpse. Note the unexcitedness in my opening sentence - their last two efforts were absolute crap, with ridiculously hard arcade sequences thrown in to make the slow gameplay even more tedious. Third time lucky maybe? You bet. Delphine's cinematique system finally works for once.

So what's it all about then, anyway? Well, the plot's fairly straightforward; you play the part of Inspector Raoul Dusentier, who has been invited on a dream cruise in the Mediterranean, but no sooner has the cruise begun when you host gets it. And that's where you come in; it's up to you to find out who **committed** the crime, the old whodunnit.

The game takes place entirely on the ship, and the locations are few. As in all murder mystery style games, there's a case of suspects waiting to be interrogated. Cruise for a Corpse is a point 'n click style game, entirely mouse controlled. There's not even a list of words on the



bottom of the screen like in Monkey Island, oh no, all you need to do is to click on the object of your choice on the screen, and you are presented with a very limited list of things you can do with it; most objects can only be examined. sounds simple? Well, the fun comes when the sheer amount of objects examinable appears - hundreds. On every screen, you can **examine** every minute detail - down to the last plank. very slick indeed. And talking to characters is simple as well, simply pick one of the listed questions to ask them. Manipulating objects is a cinch too, all you need to do is click. Oh, and don't think the way you manipulate things is anything like Operation Stealth or anything; no - this is actually playable. You don't have to

operate something to examine it.

The graphics and sound are absolutely **awesome**. The sounds of the sea and accompanying seagulls are particularly atmospheric when you're out walking on the open deck of the ship. Also, your character is brilliantly animated; this is a game that can truly be called three dimensional, because the character's size changes as he walks towards the screen. But the size doesn't get a little bit bigger, oh no .... when Rauol walks towards you he keeps getting larger and larger until he covers the whole screen, at which point he disappears from view. This is what it would look like in real life, so top marks for poineering realism in an adventure game.

So what's the playability like anyway?

Playability	8
Puzzles	7
Graphics/SFX	10
Lastability	10
Documentation	
Overall	80%

Reviewed on: Amiga  
 Software by: Delphine Software  
 Distributor: Ozi Soft  
 PC, Atari ST Versions also available



**Imagine if you will, the Los Angeles city of the future. While still being fairly hi-tech, imagine a dirty, diseased city, filled with rampant violence and destruction.**



Erm ... slow. But not frustratingly slow. The five disks don't help either. An external disk drive would help, four would be even better! There's heaps and heaps of disk accessing, which can get irritating, but thankfully it's hard disk installable. The game does not make use of any extra memory, which is heinous in this day and age. The box is fairly large, but the few leaflets and map you get are fairly small (sound familiar?). More documentation could have, and should have been added along with some hints. Why? Because the game is **damn hard**, certainly not set at a beginner's difficulty level, no matter how easy the interface. Therefore, if anybody's gathered some tips for it already, let's hear from you.

I know some previous Delphine customers may be horrified by the thought of buying another one of their games, but this time you've got my seal of approval - you **WON'T** be disappointed, nor will you be ripped off, as this game has oodles of lastability in it. Definitely worth checking out if you're into this sort of game - compared with Sierra's "The Colonel's Bequest" murder mystery, this one wins hands down. If you've got the patience, and some time up your sleeves, you will enjoy Cruise for a Corpse. Well done Delphine.

## Rise of the Dragon

Don't you just love it when a game comes on ten disks and you don't have a hard drive? It's a great feeling that, let me assure you. Dynamix (aka Sierra) have delivered us a game that isn't anything like the usual Police Quests or King's Quests though; this is a true point and click game with **brehtaking** graphics and atmosphere.

Imagine if you will, the Los Angeles city of the future. While still being fairly hi-tech, imagine a dirty, diseased city, filled with rampant violence and destruction. This is the basic scenario for rise of the Dragon. In the game, you play the part of Blade Hunter, a private investigator who has been called upon to rid the city of a powerful drug lord who has already been responsible for the death of the mayor's daughter. This is a very interesting plot, and should send all you Cyberpunk or Punisher lovers drooling at the mouth. If you have even a vague interest in science fiction, this game has the storyline and feel that you've been waiting for.

The way the game operates is remarkably simple, although effective. For each location, a graphic picture is displayed on the screen, and the mouse is used to select objects to be examined, or manipulated. Talking to other characters is exactly the same way as Monkey Island, a window pops up giving you three or four choices of responses, or questions to say back to the other person. To pick up an object, all you need to do is click on it, and drag it into your inventory; while to use an object, you simply drag it to what you want to use it on. Child's play.

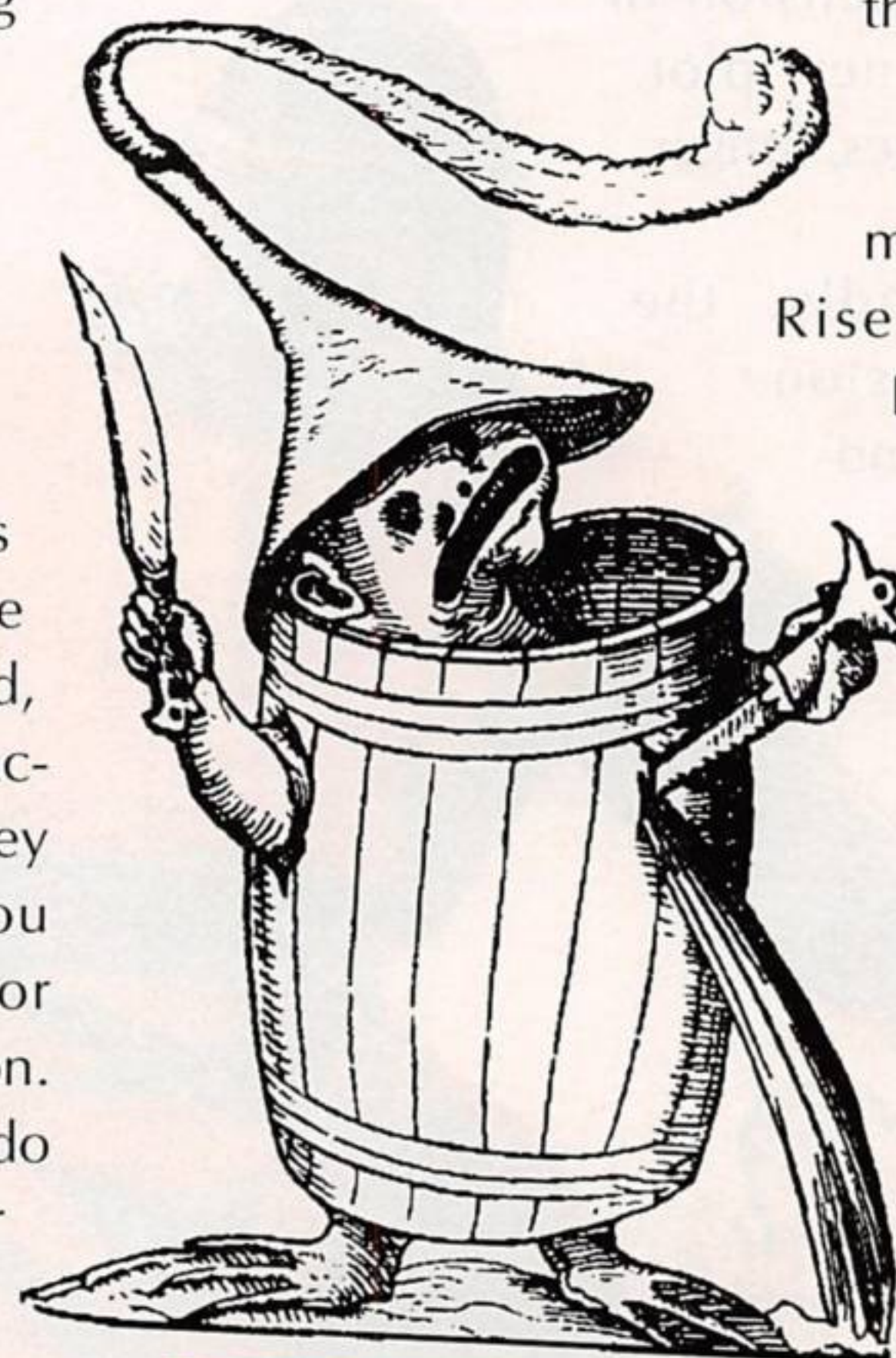
The graphics are absolutely **brilliant**. Were talking graphics that have been digitized, and touched up; they look so authentic, you'll think you're watching a video or reading a comic in some parts - if you've seen Heart of China, you'll know what I'm talking about here. Of course there's also matching atmospheric soundtracks that accompany all locations.

Now then, what if you haven't got a hard drive? Well, you might have a bit of a problem, because ten disks certainly can get unwieldy. I therefore suggest you

have some extra memory, or at the very least an external disk drive (the more the better). Apart from that, the game box is up to the usual Sierra standards, choc full of books, trinkets, order forms - enough to keep you busy for a while.

I enjoyed Rise of the Dragon a lot, and I didn't even have a hard drive. I found that it was immensely playable, and had everything going for it playability wise - it really captured the atmosphere, and didn't let go. If you've got the inclination,

the time, and at least one Meg of memory, get Rise of the Dragon.



Playability	8
Puzzles	7
Graphics/SFX	10
Lastability	10
Documentation	8
Overall	82%
Reviewed on: Amiga	
Software by: Dynamix (Sierra)	
Distributor: Ozi Soft	
PC version also available	
One megabyte of memory required	

## Amiga update - Ultima V

Well, somebody's certainly taken their time bringing this one out for Amiga owners; the original Ultima V appeared about two years ago on the PC and C64. Back then it was heralded as being one of the greatest role playing games of all time, if not the greatest. But does it still live up to it's expectations now?

Well, for the unintelligent, the Ultima series is by far the best series of role playing games ever written, and also the largest. All Ultimas' are played on an overhead map, and whilst often looking fairly awful, they just ooze in playability and depth. Oh, and they also keep you playing for months. I remember how Ultima IV took me nearly a whole year to complete, as there was just so much to do, so much to see - and it was always set at the right difficulty level; challenging but enjoyable. Ultima V is basically an extension of Ultima IV; new plot, better graphics, longer gameplay.

Well, sadly, the Amiga version has been handed to a programming team that seem to know

nothing of the Amiga's capabilities, not even the fact that there ARE people out there that have more memory and more disk drives. The game has horrendous disk copy protection, and is therefore impossible to back up. It does not multi-task, will not make use of any of the extras described above, and takes ages to load, which slows down gameplay somewhat. Otherwise, if you've got a long time to play this, then you're in for a treat. It's immensely playable, and there's heaps of **goodies** to uncover in the box.

I have played and completed it (I started playing it on the C64 about a year ago), and found that it was an entertaining game, and a must for all role players out there, although maybe not for the ones in a bit of a hurry. Let's hope we don't have to wait too long for part six.

## Hero Quest

Review by: Conrad Yiasoumi

I remember the last time I played Diplomacy with a group of friends, they cruelly wiped me off the board each game and I swore never to play another board game. If this computer version of the boardgame Hero Quest is anything to go by then I might have been a bit hasty in black-listing boardgames.

Hero Quest is a role-playing game based on the popular boardgame for one to four players. Taking the role of either a barbarian, dwarf, elf, mage or all four of the characters you must com-

plete fourteen quests to save the world from the evil wizard Morcar. Apparently Morcar and his minions were defeated in a great battle years ago which

lead to the banishment of Morcar from the land. Well, now Morcar's back, badder than ever, and he's ready to kick some ass. You heroes must complete the fourteen quests to ensure a bout against the Mike Tyson of wizards, the Lord of Chaos himself, Morcar.

Unoriginal as the scenario sounds, Gremlin have faithfully converted the boardgame onto the small screen. Each turn is begun by the spinning of the dice to decide how many spaces your character can move. Then your character can either move or complete a secondary action. These secondary actions include searching for treasure or traps, opening doors, initiating combat or casting spells if your character happens to be an elf or mage. Combat is resolved quite simply, each character has a number of swings at the enemy. The **barbarian** being the strongest gets three swings while the mage gets only one. The person attacking must roll skulls and the person defending must produce shields. Score a skull without your opponent scoring a shield and it's one life point deducted. This form of deciding the victor is simple yet satisfying especially when your character slices an opponent in half.

Treasure is scattered around the dungeons you must explore and can be used to buy weapons after each quest. Also many special items are to be found on some of the quests such as special swords and talisman. Potions to heal and strengthen can also be found and used in the dungeons although be warned, potions are lost when you finish each quest. **Don't be fooled** - life isn't a bed of roses during each quest as many of the rooms are booby trapped and many evil monsters roam the dungeons.

Playability	7
Puzzles	7
Graphics/SFX	5
Lastability	10
Documentation	10
Overall	78%

Reviewed on: Amiga  
Software by: Origin systems, Inc.  
Distributor: Mindscape RRP: \$79.95  
PC, C64, ATARI ST, APPLE, VERSIONS AVAILABLE





A neat introduction opens the game, giving a description of the storyline of the game with some atmospheric graphics. The graphics in Hero quest are represented in 3D isometric as in the old days (remember Ultimate games?). Although not brilliant the graphics are rather colourful and the sprites are nicely detailed and are overall quite good. The sound effects were fantastic although I found the sound track irritating after the first few minutes. Thankfully, an option to turn off the soundtrack was provided. Another irritating point was the simple use of carrying out commands. Instead of showing you what happened on screen when casting a spell for example, you are told, "Your opponent is consumed in a ball of flames.". I myself would have loved to see the **sucker** burn.

Overall, I found Hero Quest quite enjoyable. My only complaint is that the game is a little easy in places and would be better suited to the younger gamer. Gremlin are on a winner here!

<b>Playability</b>	<b>7</b>
<b>Graphics</b>	<b>7</b>
<b>Sound</b>	<b>6</b>
<b>Lastability</b>	<b>8</b>
<b>Documentation</b>	<b>7</b>
<b>Overall</b>	<b>72%</b>
Reviwed on: Amiga Software by: Gremlin Graphics Distributor: Mindscape RRP: \$69.95 PC, Atari St Version available.	

## Leisure Suit Larry 5

Larry Laffer, king of the white leisure suit, crown prince of nerds, pauper of personality is back in his wildest adventure yet. Larry 5 is bigger, better and crazier than any of Larry's previous efforts, with more beautiful women, more exotic locations and more Passionate Pattie than one game should be allowed.

The game begins with an entertaining cartoon, setting the scene for this fast paced rom through the world of organised crime, pornography and the music industry. Larry is then set loose in the headquarters of PronProd corp. To gather those items necessary for this journey in search of the **'sexiest** woman in the world'. An

interesting feature of the game, is that it is these travelling sequences that are chosen to keep the viewer, for that is what the game player really is, informed of developments in other areas of the game, as well as providing the interface for character changes between Larry and Patti.

While Larry is off hunting beautiful women (an experience not wholly unfamiliar to him), Patti is working for the FBI, chasing down evidence of illegal subliminal messages in the music industry. The graphics are excellent, without a doubt some of the best graphics in any animated adventure I have ever seen. The hand painted screens are exquisitely finished, and the stylised look immediately makes one believe that one is watching a cartoon on television. This impression is reinforced by the scrolling screens and the short animated sections from other areas of the game.

The story line is also excellent. It is a very **imaginative** and varied approach. One new feature I found particularly useful, was the 'fast forward' function which allows the player to skip an animated section that they do not wish to see again, and jump to the next interactive section of the game.

The soundtrack includes 24 very different songs, and numerous sound effects, making it one of the best audio games on the market, however, to avoid the annoyance of the tinny PC speaker. I would strongly recommend investment in a sound card, all major (and minor) cards are supported, and the difference is astonishing. I personally used a SoundBlaster card, and actually found myself restoring certain saved games purely to listen to the music.

As is now standard on Sierra games, there is no typing required. For those unfamiliar with the new Sierra icon driven interface, it is basically a mouse driven 'point and click' type interface with stylised pictures as icons, it is very effective and extremely easy to use. It is not essential to have a mouse, but I would recommend at least a joystick as using the keyboard becomes extremely irritating after a while, and requires some little tricks in placing the icon in the exact position required.

If I have one criticism of the game, it is the lack of difficulty required to solve many of the problems. An experiences adventurer will go straight through the

game with no serious problem solving skills required. This is a function of the new interface, with everything controlled by icon there are very few options left open to the player. Added to this is the fact that in certain places, the game itself will specifically point out an item that is needed if it feels the player has not noticed it. There is also a definite pattern to the game, so that in certain places need not even think about collecting items as they are relatively predictably placed, however, this in itself is a trap, as there are certain items which can be overlooked in this manner.

The game is available in MS DOS 256 colour and MS DOS EGA and Tandy 16 colour, as well as for Amiga and Apple Macintosh. It can be played either from a hard disk 98 Meg or a combination of hard and floppy disk, for those with little hard disk space. I played the VGA version of the game on an IBM AT compatible running at 21MHz, with a SoundBlaster music card and Genius Mouse, and found the game to move very smartly, however, running the game out a bit (unless playing the 16 colour version). The game has documentation copy protection, a table of sometimes hard to read graphical characters, printed in black on red so as to make it impossible to copy. It also comes with a concise easy to read manual (a contradiction?) and an entertaining 'Playspy' magazine.

I rate the game as a must buy, not only for lovers of Leisure Suit Larry games, but anyone who enjoys excellent adventures, fantastic computer graphics and a brilliant score.

**Vincent Hodder**

<b>Playability</b>	<b>9</b>
<b>Graphics</b>	<b>10</b>
<b>Sound</b>	<b>10</b>
<b>Difficulty</b>	<b>6.5</b>
<b>Interest</b>	<b>9</b>
<b>Overall</b>	<b>90%</b>
Reviwed on: Amiga Software by: Gremlin Graphics Distributor: Mindscape RRP: \$69.95 PC, Atari St Version available.	



# HINTS & TIPS

## Operation Stealth

Here's all that you need to know from the point you enter the enemy base, and have escaped to end up in the mens' toilet.

Once in the mens' toilet, operate soldier, take army boots, examine boots and grab the laces. Use laces on soldier. Take napkin and use it on the soldier. Take clothes, examine sink, and take glass. Exit room, go left and down, enter the room in the centre. Operate all drawers and examine them. You will find a blank stamp and some more laces. Use laces on John. Exit the room, and go right. Now enter the room in the middle. Examine clothes, take mission instructions. Use glass on fountain, operate garbage dump. You will find a lifeboat. Exit room, go right and up, go up the screen and left until you come to the room in which you tied up the soldier. Enter the room on the right. When you get into this room, there will be an officer. If you look carefully, you will see a stamp on his desk. Stand next to it. Use glass on officer. When his back is turned, take the stamp on his desk and exit the room. Now go to the room where you found the lifeboat and mission instructions. Now examine around the armchair until you find an inkpad. Use stamp on inkpad. Now the inkpad on the mission instructions. Operate cigarette case. Examine all cigarettes in the case. Operate the blue one. You will be just left with the paper. Now use the cigarette paper on glass. You will now get a fingerprint. Now exit the room and go up to the point where you were asked to fetch a glass of water. Use fingerprint in fingerprint ID. The door will open when you walk in front of it.

Now go right through the door, on the next screen use the authorised mission on the mailbox. The electric barrier will now

go. Go through the door, and also go through the next door. Go to the trashcan, use electric cable on the electric socket. Operate razor. Use the razor on the trashcan, at this point examine the cigarettes and make sure you know which one is the red one. Go through the door.

Once you're inside the evil doctor's computer room, try and find the CD playing using the crosshairs. Once the diversion is created by the razor, fire the red missile cigarette at the computer, which is once again located using the crosshairs. Now attack Otto. Use the CD player with the helicopter scene, attach the elastic to the bomb release mechanism.

## Monkey Island:

For a laugh, try continually getting caught and escaping from the cannibals. Also, try walking off the right side of the cliff where you push the rock off. Incidentally, you don't actually die, but the manual says there are places you can die. Anyone found any?

## Leisure Suit Larry III:

Here's a trendy tip from Ben Evans; After dancing on stage (before you return to Cherri Tart's room), explore the island in the showgirl outfit, in particular Chip 'n Dales and The Comedy Hut. You will receive bonus points.

## Kings Quest V:

If you're stuck in the Witch's forest, go to the rock with a face, where the yellow eyes are looking at you (near the trees). Type "squeeze honey comb", and then throw the gem three times. Grab the Elf, and he'll show you the way out. (Thanks Ben!)

## Leisure Suit Larry 5:

Make sure while in the film room you degauss (erase) the tapes, and search all the drawers. Find the cabinet which contains the 3 files; once they're in your inventory use the hand cursor on each of them to find crucial clues. Make sure each time you use or recharge your camcorder you switch the power off. The limousine hire phone numbers are located at the airport. (Anna Rigg)

## Heart of China:

To convince that flying is safe for Chi, fold the flier into a paper aeroplane. Don't use the passport on the Custom's Official in Hong Kong - talk your way out of it. To get past the dog in the kitchen, use the bottle of wine which you find in the dining room. Use the gun to kill the snakes which surround Kate Lomax. To save Kate from dying in Kathmandu, you must send Lucky for help. Then get Chi to cover her with the blanket and make windcover from the equipment you find in the plane. Quickly give her the two sets of herbs. (Thanks Anna)



# VIDEO

## REVIEWS



### Dances With Wolves

Dances With Wolves is the extraordinary story of an ordinary hero's search for humanity in the ultimate frontier - himself.



Winner of three Golden Globe Awards including: Best Drama, Best Director (Kevin Costner), and Best Screenplay (Michael Blake), this epic masterpiece also received noteworthy recognition and numerous awards at the 1991 Academy Awards.

Set in 1863 during the American Civil War, Dances With Wolves tells the story of Lieutenant John Dunbar, a young and sincere Union soldier, posted to the American Frontier as a reward for his bravery in battle.

When, finally, he arrives at his post in the Great Plains Country, he discovers a small abandoned camp. The soldiers stationed there had fled or been killed.

The Indians come, of course, but not to kill and Dunbar embraces their tentative overtures. Gradually, as trust is given and received, he enters into the life of the Sioux tribe, coming to understand and respect their dignified way of life.

A poignant and powerful film, Dances with Wolves traces Dunbar's assimilation into the tribe. It follows his stirring romance with a white woman adopted as

a child by the Sioux, his remarkable friendship with the Native American, and ultimately, the crucial decision he must make as a man caught between two cultures.

### Hudson Hawk

Bruce Willis is Hudson Hawk, a reformed cat burglar who is blackmailed into stealing from the Vatican.

He teams up with old-time partner, Tommy (Danny Aiello), in a mission which is complicated not only by the elaborate security system, but also by crooked intelligence operatives and a beautiful, mysterious art expert.

To combat this, Hawk and Tommy devise unique schemes which take them on a hilarious, action-packed mission. Their antics will have you gasping for breath at their sheer daring and laughing at their brazen wit.



### The Godfather: Part III

One of the greatest sagas in movie history continues! In this the third film in the epic Corleone trilogy, Al Pacino reprises the role of powerful family leader Michael Corleone. Now in his 60's Michael is dominated by two passions: freeing his family from crime, and finding a suitable

successor. That successor could be fiery Vincent (Andy Garcia)... But he may also be the spark that turns Michael's hope of business legitimacy into an inferno of mob violence.

Francis Ford Coppola directs Pacino, Garcia, Diane Keaton, Talia Shire, Eli Wallach, Sofia Coppola, Joe Mantegna and others in this exciting long-awaited film that masterfully explores the themes of power, tradition, revenge and love.

### Hard Way

Michael J Fox and James Woods star in this comedy from director, John Badham.

Nick Lang (Fox) is a popular movie star who desperately wants to break out of his 'nice guy' screen image. Believing he'll land a role as a tough homicide detective if he can hang out with the real thing, Lang leaves Hollywood to spend a few weeks on the streets of New York with detective John Moss (Woods).

A gritty, no-nonsense cop on the trail of a ruthless serial killer, the last thing Moss needs is an annoying sidekick. But his boss - a fan of Nick Lang's movies - insists, and Moss must find ways to get Lang out of his hair while pursuing the murderer.

It's nonstop action and laughs that lead to a breathtaking showdown in Times Square as Lang and Moss finally learn to get along - the hard way...



Video Reviews  
compiled by  
Stuart Slater

# REVIEW



## Diamonds and Pearls

PRINCE

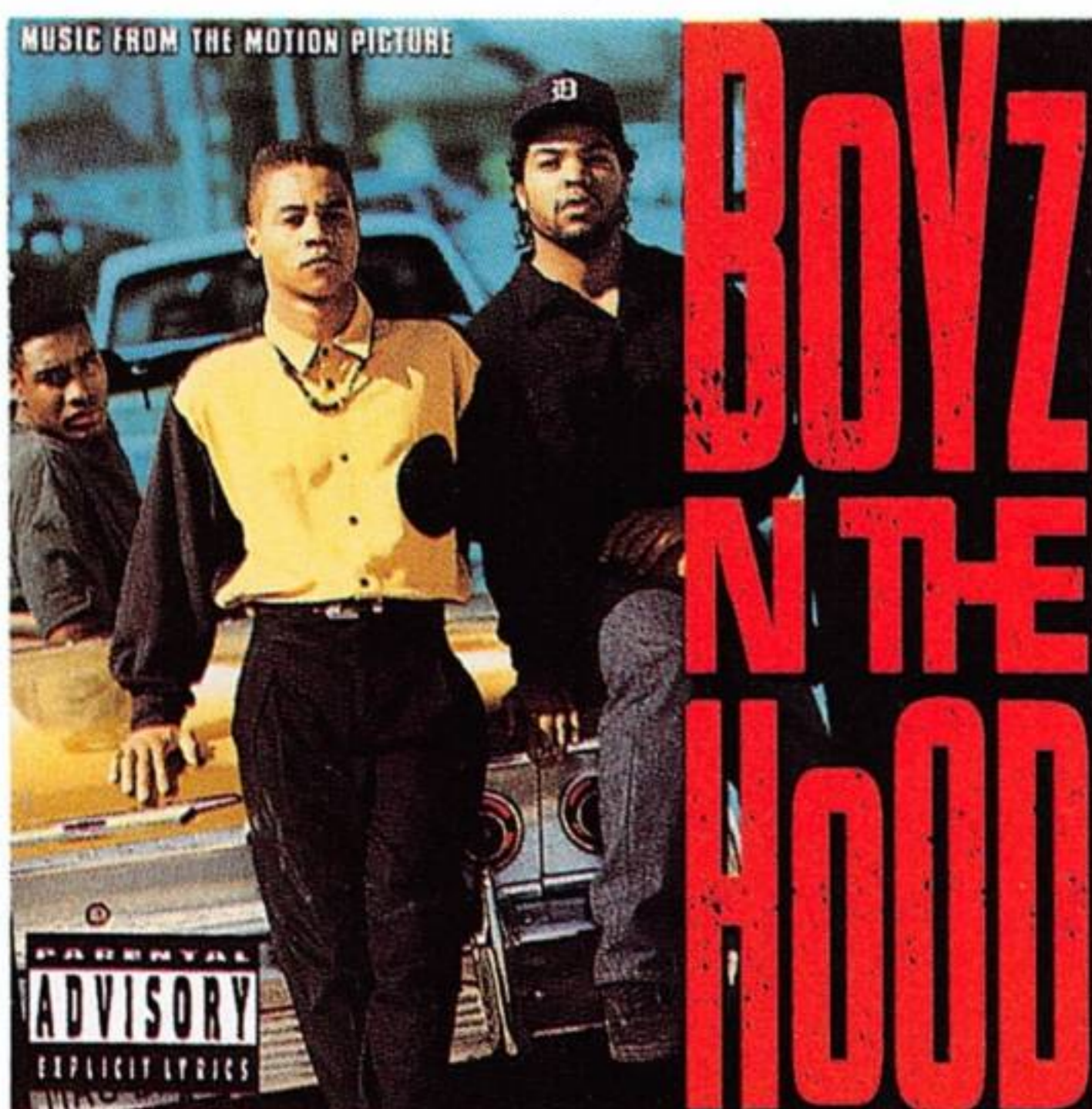
Prince delivers thunder on his hot new album *Diamonds and Pearls*. Unlike his last offering, *Graffiti Bridge*, this new album successfully manages to cover a wide variety of styles. It moves easily from rock ballads like *Insatiable* to cool jazzy sound of *Strolling*. Prince may never grow beyond his 5ft 4 inches height, but he has grown from merely genius status, to the paddy pop of the music world. It lacks a bit of his usual raunch in parts, but *Diamonds* is sure to be a fairly major hit.

## 'Boyz In The Hood - Soundtrack'

VARIOUS ARTISTS

Despite Australia's predictable attempt to ignore the existence of this album, it has been in the top 10 of the R&B albums charts for the past 12 weeks. For eight of those weeks, it's been in the No. 1 spot.

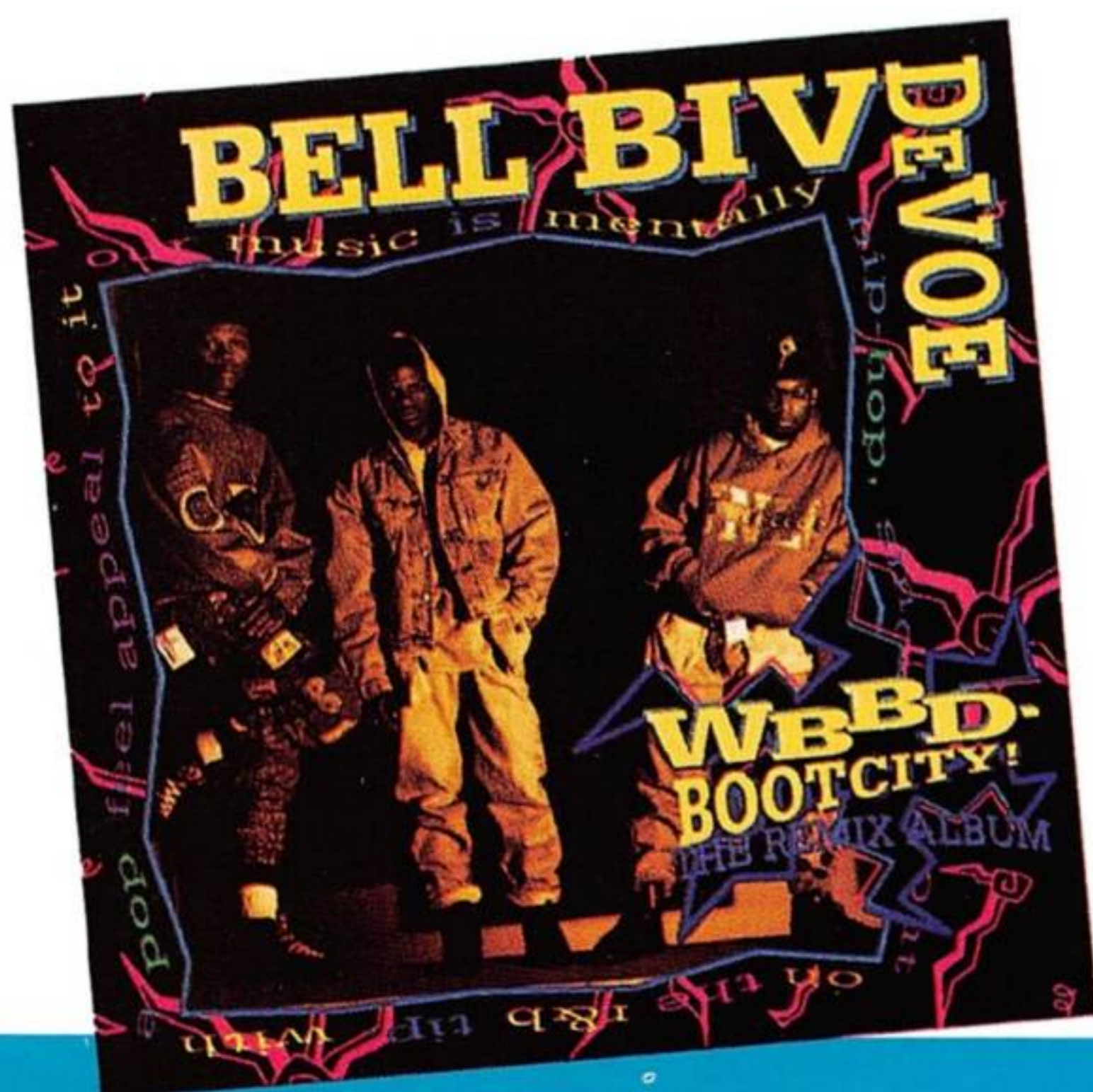
The *Boys In The Hood* soundtrack brings together a fair representation of the styles of black music today. It covers the black spectrum from popular Hip Hop artists like *Ice Cube* and teenage prodigy soulboy *Tevin Campbell*, right around the block to the mellow soul groove of *Quincy Jones* and *Stanley Clarke*. True, it's a great soundtrack to a great movie, but *Boys in the Hood* stands well enough on its own.



## WBBD- Bootcity (The Remix Album)

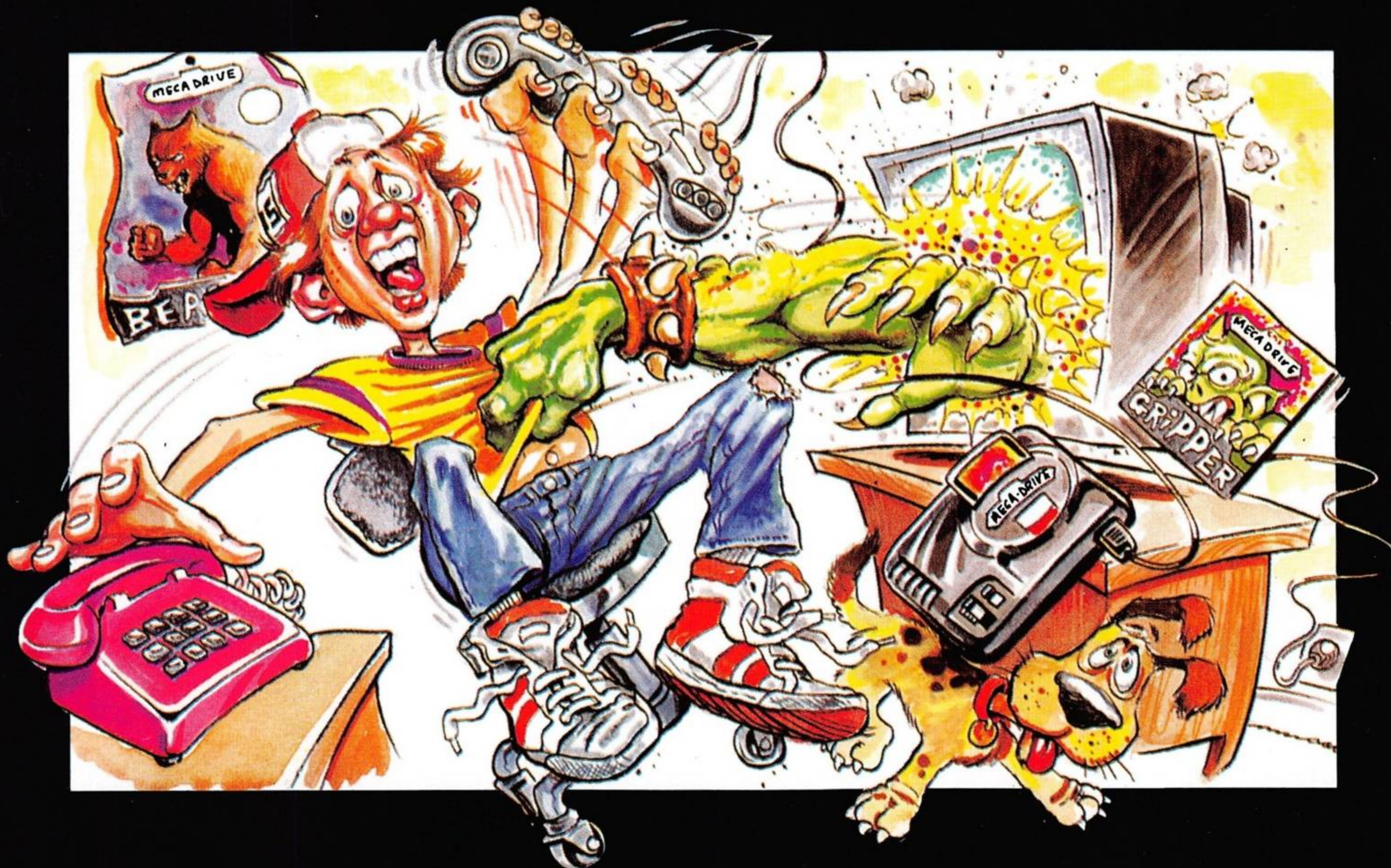
BELL BIV DEVOE

1991 is undoubtedly the year of the remix. When considered in the light of the unique style of this project, the finished product is obviously a very worthwhile effort. Some of the songs presented are the hit singles *Do Me*, *Poison*, *BBD* and *Shells Dope* - all newly remixed and blessed with a helping of funkier beats, neurotic scratchings, dutiful samples, and that distinct *B.B.D.* vocal touch. Joining *Bell Biv Devoe* and constituting a new edition reunion are *Bobby Brown*, *Johnny Gill* and *Ralph Tresvant* for the current single *Word To Tha Mutha*. Showing the lads in full swing and creating a dose of the hottest sounds for summer. *Mentally*, *Hip Hop*, smooths out on the R&B tip with a pop feel appeal to it.



## CD NEW RELEASES

# Who ya gonna call?



## Sega **Hot**line

**S**tumped on a game? Need some extra lives? Can't get to the next level without getting zapped? Piece of cake! Just call the Sega Hotline on (02) 663 8788. 10am-7pm

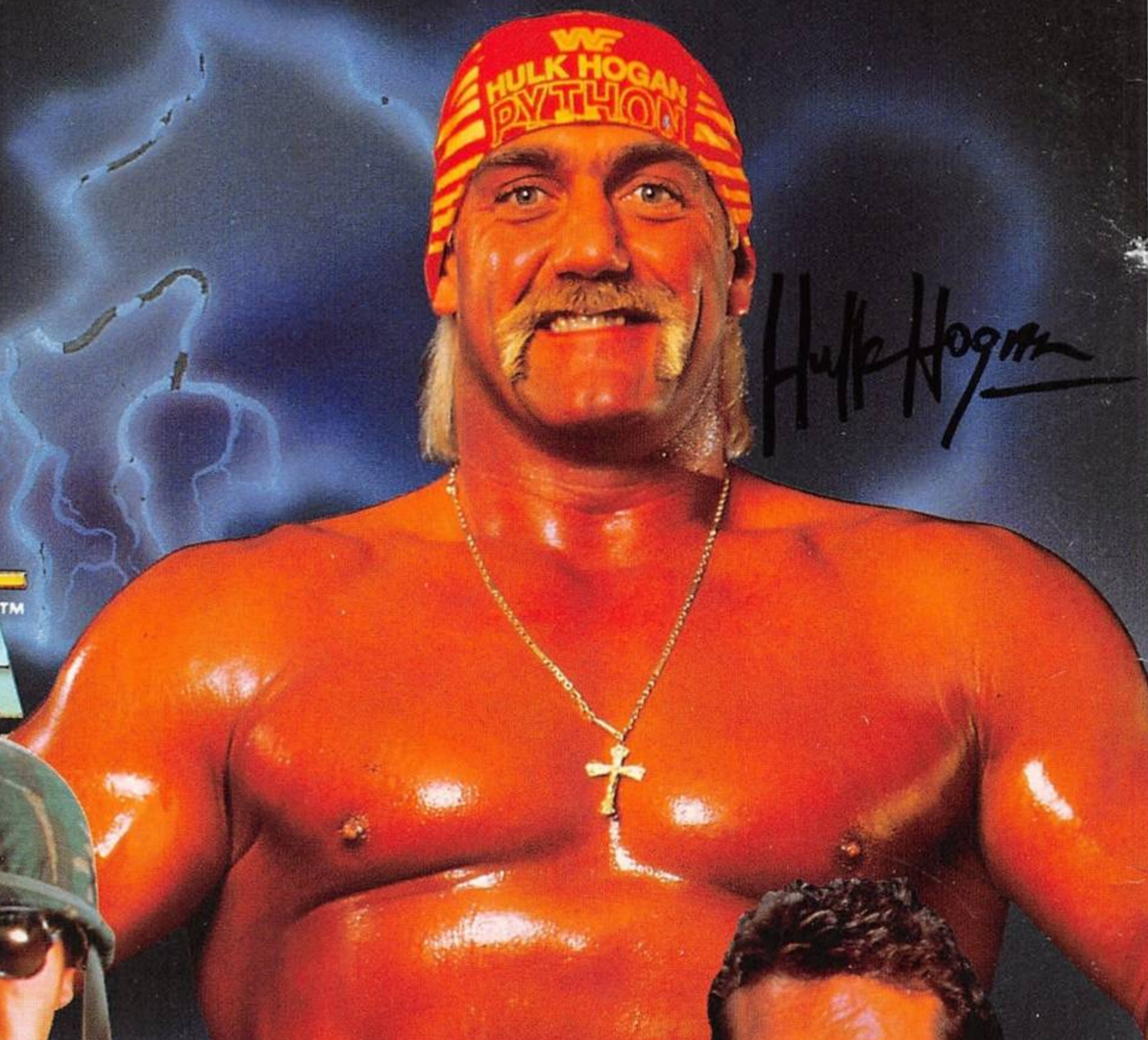
We're plugged in and ready to roll 7 days a week with top technicians and serious Segaheads waiting to answer your questions and solve your problems. Well your game problems anyway!

So release your baby sister from your stranglehold, stop threatening to burn the house down and give us a call at your next frustrated moment!

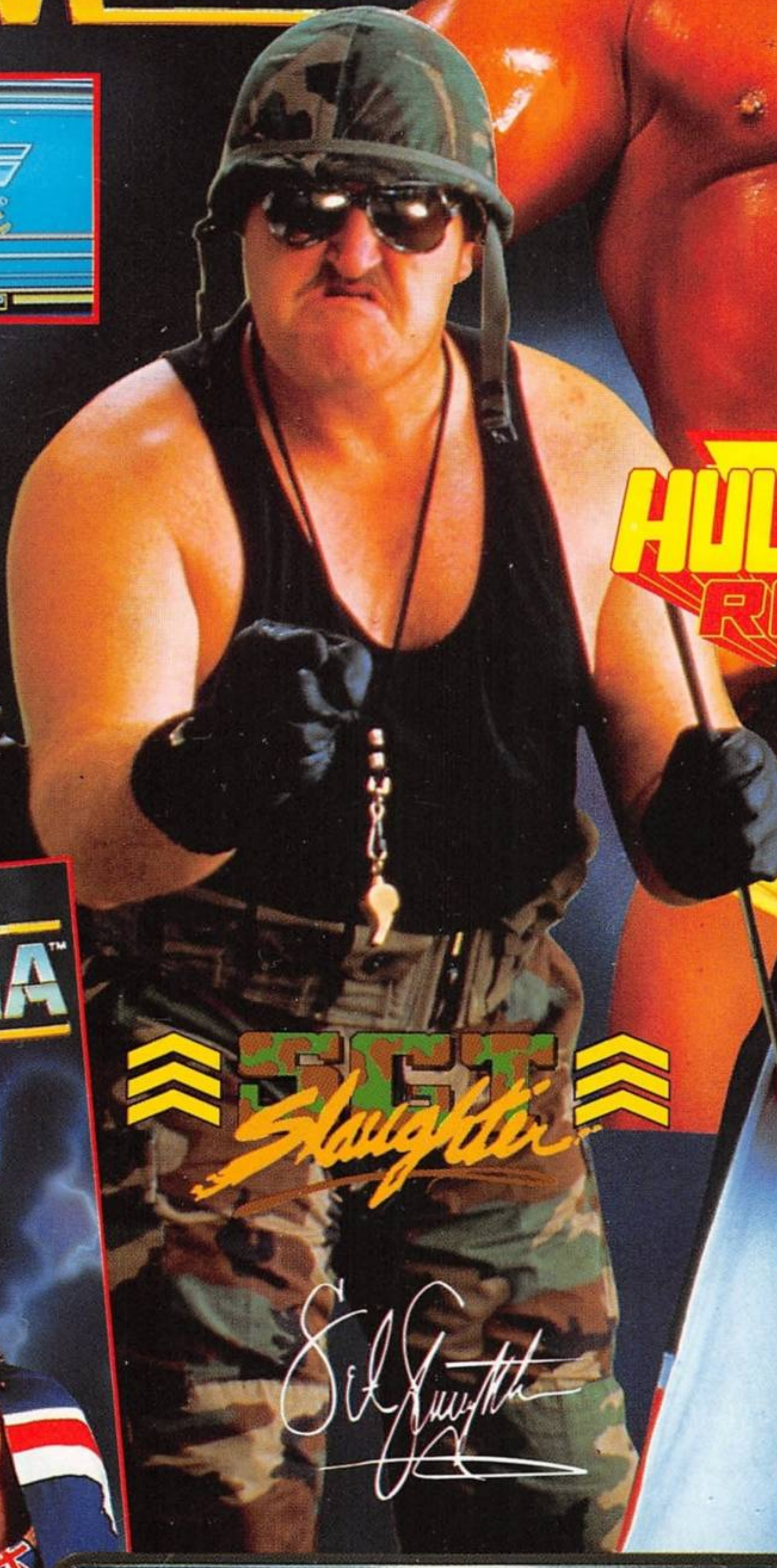
### TEAR OFF AND HANG NEAR PHONE

IN CASE OF EMERGENCY  
CALL SEGA HOTLINE.  
**(02) 663 8788**

# WF™ WRESTLEMANIA™



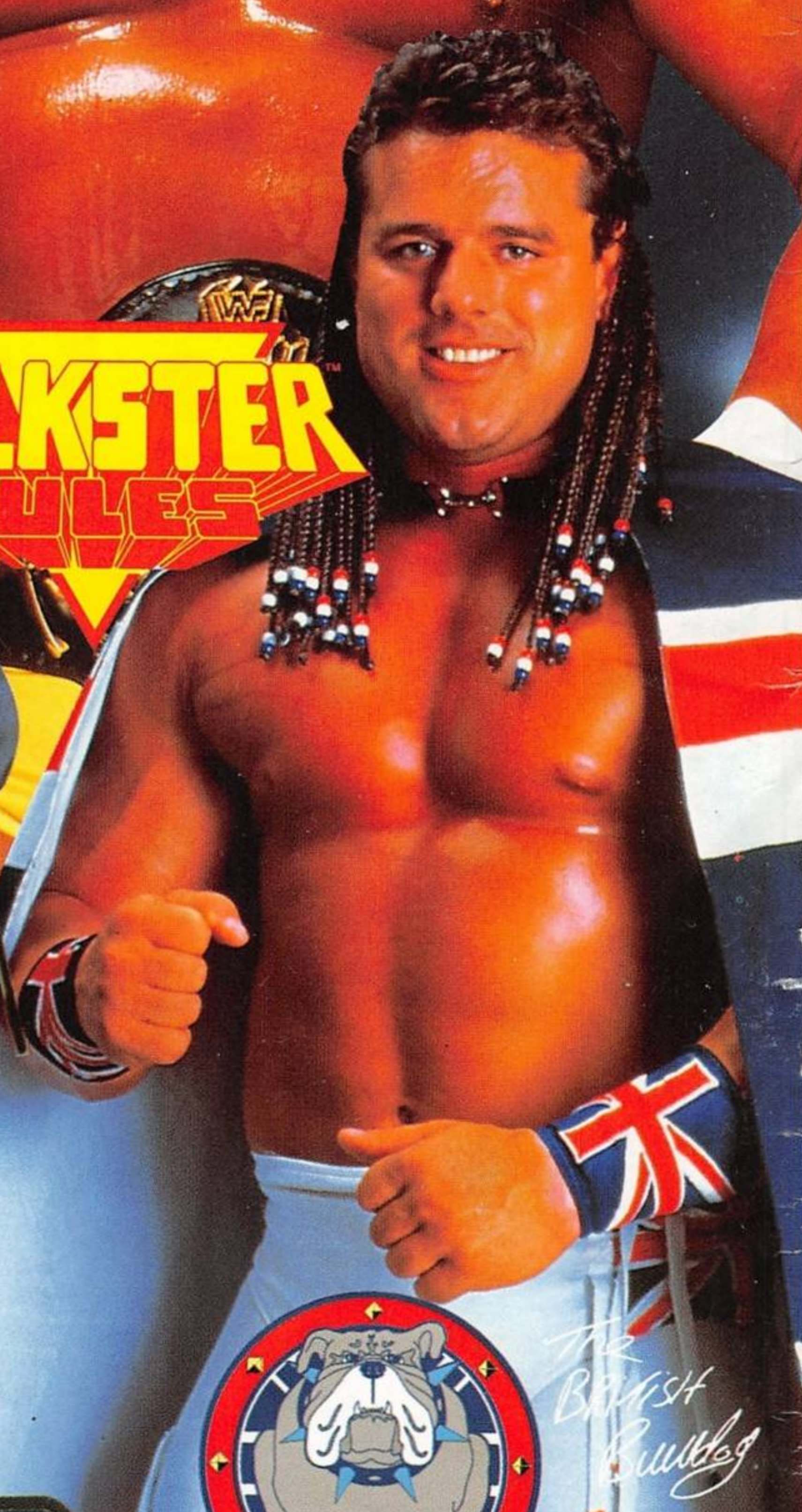
*Hulk Hogan*



**HULKSTER  
RULES**

**SGT  
Slaughter**

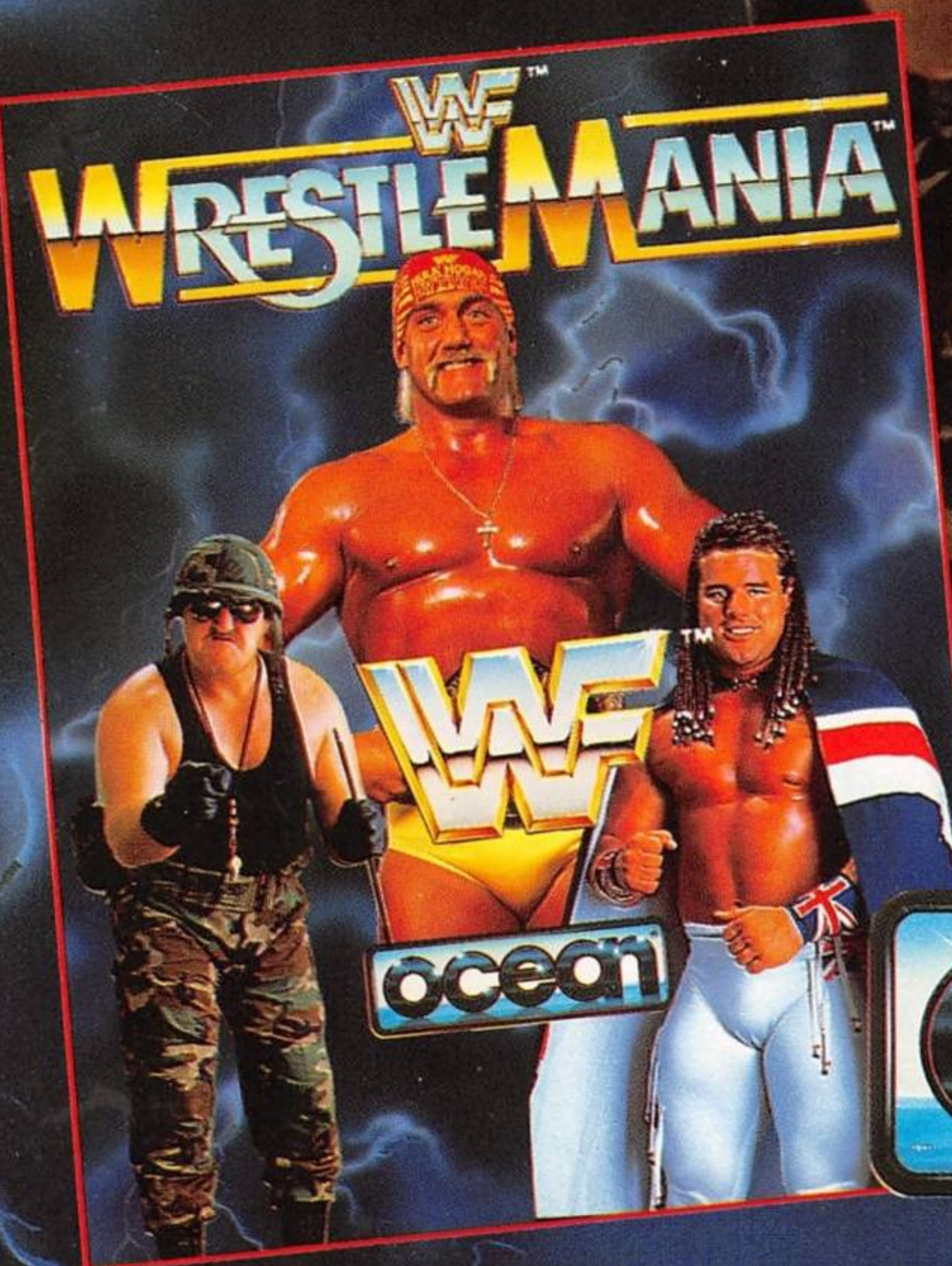
*Sgt Slaughter*



*The British Bulldog*



**BRITISH BULLDOG**



**ocean®**

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