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SUPER STREET FIGHTER II



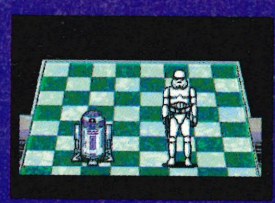
44 Hoorah, it's finally here! Super Street Fighter II: The New Challengers blazes its way in to the office from Japan. Is it as good as the first version? Only Smarties have the answer (and MegaTech on page 44)!



SOFTWARE TOOLWORKS' STAR WARS CHESS



22 Learn to be a Grand Master in style with Software Toolworks' Star Wars Chess. May The Force Be With You, and all that...





MEGATECH

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PREVIEWS

It looks like a new trend in bizarre games is starting off, what with Shaq-Fu and Software Toolworks' Star Wars Chess...

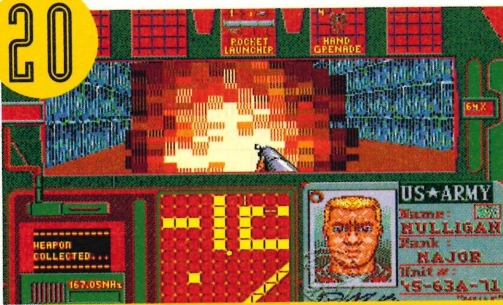
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SHAQ-FU

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ZERO TOLERANCE

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EA TENNIS

REVIEWS

Do we have a mixed bag of games for you or what? With My Paint receiving an all-time low score and Super Street Fighter getting everyone moist in the places only little boys have got...

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RYAN GIGGS SOCCER

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MEGATECH INTERNATIONAL NEWS NETWORK

SATURN	SIMCITY 2000
VIRTUA FIGHTERS	REBEL ASSAULT
SFII MOVIE — CAST LIST	DAYTONA USA
FLINTSTONES	MORTAL KOMBAT II
FATAL FURY MOVIE	GAMESMASTER
MEGA-32	INDIANA JONES

Well, it's that time of the year again when the entire software and entertainment industry (bar a few unfortunates who have to man the telephones) flits off to sunny Chicago for the summer CES show. This month's news pages feature sneak previews of the CES highlights.

SEGA MAKES A MOVE

The big shock in the run-up to the CES was an announcement from Sega that one of the two major players in the video game industry wouldn't be making an appearance at the Chicago show. This move came after Sega decided to stage its own show in Orlando, Florida during the latter half of May.

At the eleventh hour Sega suddenly changed its mind however and decided to make an appearance and hired a press suite. No doubt cramping Sega's extravagant style somewhat, the last minute change of heart at least gave the Europeans a chance to gaze upon the predictable airing of the long-time-coming Saturn unit and its forthcoming games including Virtua Fighters and Daytona USA.

The unit itself was unveiled on Japanese TV in late May along with clips of the software 'up and running'. Although the prototype unit was constructed from wood it is to be a square, silvery-grey box with a top-loading CD unit and a cartridge slot to the rear of the machine.

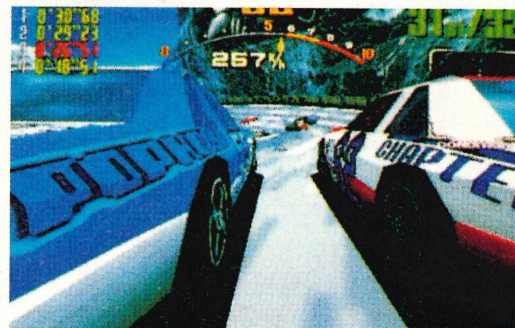
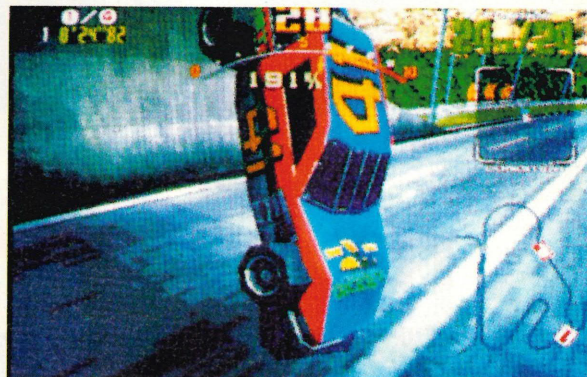
Sega Japan has recently reeled off a number of major software houses that have been signed up to develop on the 64 bit platform. Among the named are such heavyweights as Konami, Capcom, Namco, Taito and Hudson Soft while a vast number of smaller developers have also been recruited. More on this next month.

Also on show were Ecco 2, Taz-Mania 2 and Shining Force 2 after Sega UK announced the release of all three products this coming September. Could it also be possible that this year's Summer CES will witness the launch of yet another Sonic game? That's right, Sonic 4 is apparently in development as we speak, boasting something incredibly spectacular and innovative - mmm, we'll see.

Furthermore, it has been rumoured that Sega will never again use the SVP chip in any of its games after declaring that the chip leaves the games far too expensive for the consumer -

what, a software house with a conscience? Sega is to rely on the technology featured within

its new Mega-32 machine which incorporates the SVP chip's hardware within its own circuitry.



"Sega Japan officially unveiled the Saturn on TV with clips of a 64 bit version of Daytona up and running."

MEGA-32 IS HERE!

Here it is folks, Sega's new wonder peripheral in all its 32 bit glory - sleek, black and looking like something out of a sci-fi movie. Due to be launched in time for the Christmas holidays the Mega-32 will be priced at a reasonably affordable £150, as stated in a previous issue of MegaTech.



The emergence of this exciting add-on will, Sega hopes, breathe new life in to the Mega Drive market. Of late sales have been plummeting for both Sega and rival giant Nintendo, with blame being placed on both rising cart prices and the continuing 'recession'. Third party publishers are also airing concern at the state of the software industry, feeling that the sales are making new game development unprofitable.

Many consumers are waiting for the new wave of console machines such as Sega's Saturn and Nintendo's newly named Ultra-64 (previously called Project Reality) after Atari's Jaguar and the 3DO failed to make the impact on the market which had been predicted. However, the Mega-32 will bridge the gap to the new 64 bit machines (the Saturn still won't be released in Europe until Christmas '95) with Sega pushing hard for third party development as well as striving to get six in-house titles out in time for the unit's launch.

NOW THAT'S HEAVY

It is becoming more and more evident that the music and software industries are becoming closer entwined. US Gold has just added even more ammunition to this theory by collaborating with veteran German rock band The Scorpions.

The giant software house has signed a deal with The Scorpions which allows one of the band's songs to be used in US Gold's World Cup USA football game. The song No Pain, No Gain will be featured on both the Mega-CD and PC CD-ROM versions of the game. Working the other way though, snippets of the game have also been incorporated in to the band's video for the single as well.

The Scorpions are fanatical football fans and when they were approached by US Gold they were delighted with the prospect of their music being included within a game. Guitarist Rudolph Schenker commented "While touring the US during the World Cup, we will have our own tournament going on backstage and on the bus! The US Gold game has all the features that soccer fans want, so we get to customise our gameplay and put our own personal strategies to the test".



DIAMONDS ARE FOREVER

This autumn we could witness the return of the video game golden boy and all round nice guy, Dominik Diamond, to Channel 4's cult video game show Gamesmaster. This return has yet to be confirmed by the Scot himself, but apparently Diamond is seriously considering moving back into TV.

Although not necessarily due to Dominik's leaving the show, audience ratings for Gamesmaster have dropped rather worryingly since his shoes were filled by Dexter Fletcher. A dwindling interest in video games has been fingered as the cause to the drop in viewers.

To be honest, all of us here at MegaTech would welcome the change. We feel that Gamesmaster has lost the distinct image, atmosphere and more importantly the pa-zazz that had been established while Dominik was on-board. Should he return, it seems more than likely that the show will revert back to the original format, possibly with oil rig and all. Listen to the critics Dom, Gamesmaster needs you!

MEGATECH RECOMMENDS

SENSIBLE SOCCER CD

MT RATING: 95%

"Fantastic" - Gerry (Mega Drive Advanced Gaming)

SHADOWRUN

MT RATING: 95%

"Absorbing" - Paul (PC Player)

VIRTUA RACING

MT RATING: 93%

"Over-Priced" - Lloyd (MegaTech)

SUB TERRANIA

MT RATING: 90%

"Radish" - Jag (MegaTech)

THE JUNGLE BOOK

MT RATING: 83%

"Swinging" - Allie (MegaTech)

MEGATECH ALSO RECOMMENDS... This is completely irrelevant but it's more interesting than the state of the games market at the moment, and it's definitely better than watching Wimbledon!

THE WORLD CUP

MT RATING: 85% for BBC coverage (but it could go up if Ireland qualify for the second round) Jag (MegaTech) - "It's never going to be as good as it could be because Scotland haven't qualified. Olé, we hate Don Howe."

A NIGHT AT THE PUB

MT RATING: 89% vol the night you're there, 28% the morning after Rich (Mega Drive Advanced Gaming) - "I would say it was fun, but I can't remember."

A WEEK IN FLORIDA

MT RATING: 93% actually it was more like degrees Allie (MegaTech) - "Everyone should go to Orlando at least once in their lives - actually, once is all you need! Wish I could stop peeling. Anyone got any after-sun lotion - "Ello Vera."

ROUND THE WORLD TRIP

MT RATING: 110%

Pam (MegaTech) - "Once I've sold my car I'm off - anyone want to buy a VW Golf with low mileage, and a year's MOT and Tax?"

DEPECHE MODE

MT RATING: 101% (Oh how corny!)

Alex (PC Player) - "Ooh Alan Wilder, you're so dreamy. Martin, I love you."

CHARTS MEGADRIVE

- | | |
|-------------------------|-------------|
| 1 - FIFA Soccer | EA |
| 2 - World Cup USA '94 | US Gold |
| 3 - Pete Sampras Tennis | Codemasters |
| 4 - PGA European Tour | EA |
| 5 - Virtua Racing | Sega |
| 6 - Dune 2 | Virgin |
| 7 - Sonic 3 | Sega |
| 8 - Sensible Soccer | Psygnosis |
| 9 - Mario Andretti | EA |
| 10 - Shining Force | Sega |

MEGA-CD

- | | |
|--------------------------|-----------|
| 1 - Ground Zero Texas | Sony |
| 2 - WWF Rage In The Cage | Acclaim |
| 3 - Lethal Enforcers | Konami |
| 4 - Microcosm | Psygnosis |
| 5 - Sewer Shark | Sega |

ACCLAIM LOSE OUT

Commiseration's to Acclaim which, we have learned from our American sources, has lost its much credited Williams/Midway partnership to Tradewest. The arcade giant who has bought us such great games as Mortal Kombat and NBA Jam has severed the deal with Acclaim to convert its titles to the home market.

This revelation will no doubt come as a major blow to Acclaim which has been lapping up the success of its home computer and console adaptations of both Mortal Kombat and NBA Jam. Mortal Kombat especially has been one of Acclaim's highlights of the last couple of years, amassing phenomenal sales and wowing the industry with an innovative marketing campaign.

This severance however, does not mean that Acclaim has lost the rights to push on with Mortal Kombat II, a title which is already being promoted quite heavily by the software house. MK II along with NBA Jam Tournament Edition will be the last two titles handled by Acclaim, all future Williams/Midway titles will now be converted by Tradewest. Let's just hope that MK II brings Acclaim the success that it hopes for to end what has been a successful partnership on a high note.



REBEL ASSAULT GOES OFFICIAL

Finally, after months and months of waiting we can at last announce that Rebel Assault is to be released officially this summer under JVC's banner. The uncertainty of this title ever seeing the light of day here in the UK was due to the struggles encountered by JVC in obtaining a Sega licence, even though the American side of the company has been marketing Sega games for considerable time.

JVC's new windfall not only means the long-awaited emergence of the Star Wars CD, but could also lead to the release of other JVC titles that have yet to be seen here as official releases. Included in the possible line-up is the superb LucasArts adventures The Secret of Monkey Island and the forthcoming Indiana Jones.

Rebel Assault on the other hand is now a 'definite' and as a result we shall be taking an in-depth look at the Star Wars tie-in when we preview it in next month's issue. Let's just hope that it will be worth the wait.

FATAL BOX-OFFICE ATTRACTION

With the Street Fighter II film in production and the Double Dragon movie being made somewhere under closely guarded secrecy, we now learn of the existence of a Fatal Fury picture as well!

We believe that the movie is being filmed entirely in Japan with a Japanese cast, therefore we are unsure whether we will ever get to see the finished product here in the UK - ah, what a shame. Who will take the lead roles? Who can say, but they will no doubt be very proficient at kicking their legs around, spinning their arms furiously and screaming obscenities at each other at very high decibel levels.

It doesn't stop there however, because the Japanese are heavily in to the whole Fatal Fury theme and an Anime movie is also to be made about the Bogard Brothers. Oh joy. I wonder

what other games will worm their way on to the silver screen, 'Normy's Beachbabe-O-Rama' perhaps?



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SONY GOES TO BEDROCK

Yabba-dabba-doo! That's right, yet another film licence is being brought to console screens everywhere courtesy of Sony. Steven Spielberg's *The Flintstones*, which is becoming one of the most talked about movies of the year, has now been brought to life on the Mega Drive as well as the silver screen and is due to be released in conjunction with the movie this summer.

Typically, it is a platform game featuring both the stars and the sets of the film and it bears remarkable similarities to the film. The game will not only be graphically similar but the familiar theme tune and most likely, the 'Yabba-dabba-doo' battle cry will also find their way in to the finished game.

Sony is being incredibly busy of late and we will be taking a closer look at this licence along with about 14 other new titles emerging from Sony's stables in next month's issue. Sony's other new games include *Elite*, *Addams Family Values*, *Mighty Max*, *Frankenstein* and *Mickey Mania*, plus plenty more so don't miss the sneak previews.

STREET FIGHTER MOVIE CAST ANNOUNCED

Yes folks, it's almost upon us.

Due to be released in America this Christmas and throughout the rest of the world next spring, *Street Fighter II: The Movie* is getting closer by the day. But while you're all sitting on the edge of your seats in anticipation pondering whether this will actually be any good or just another *Mario Bros: The Movie*, we can proudly bring you the official cast list for the movie.

As predicted martial arts expert Jean-Claude Van Damme is confirmed to play Colonel Guile, while

Raul Julia of *Addams Family* fame is to take the role of Bison. The big surprise however, is the casting of Aussie popstrel Kylie Minogue as Cammy, one of the New Challengers. KYLIE? Hopefully I'm going to be very wrong, but this could be one of the worst casting mistakes in Hollywood's long and illustrious history.

COLONEL GIULE.....Jean-Claude Van Damme
BISON.....Raul Julia (Addams Family)
CHUN LI.....Ming Na Wen (Joy Luck Club)
SAGAT.....Wes Studi (Last of the Mohicans)
RYU.....Byron Mann
BALROG.....Grand Bush
E HONDA.....Peter Tuiasosopo (Fox TV's Danger Theatre)
VEGA.....Richard Jay
DEE JAY.....Miguel Nunez
KEN.....Damien Chappa
DHALSIM.....Roshan Seth
CAMMY.....Kylie Minogue (Blurr, dumplings)
T HAWK.....Gregg Rainwater

Zangief, Blanka and Feilong are still to be cast, but there is a new character called Captain Sawada (played by Kenya Sawada) who will play Guile's second in command.

IN THE YEAR 2525

Everyone must be familiar with at least one of the versions of *Sim City* whether it is on the ST, Amiga or SNES. More recently though developer Maxis has released an updated version for the PC entitled *Sim City 2000* and to be quite honest it is one of the best games ever to appear on that platform.

Fortunately, it has been rumoured that the Japanese branch of Imagineer was thinking of converting the sim onto the Mega Drive. We say 'was' because Imagineer UK is now saying that it looks highly improbable that the game will ever get converted due to the lack of user interest.

Imagineer feels that the Mega Drive market is not quite right for such an intricate sim and that it would lose a considerable amount of playability through joypad use. Sad news indeed as *Sim City 2000* has an iron grasp on this office.



IT'S HERE!

AND IT'S HOT



Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

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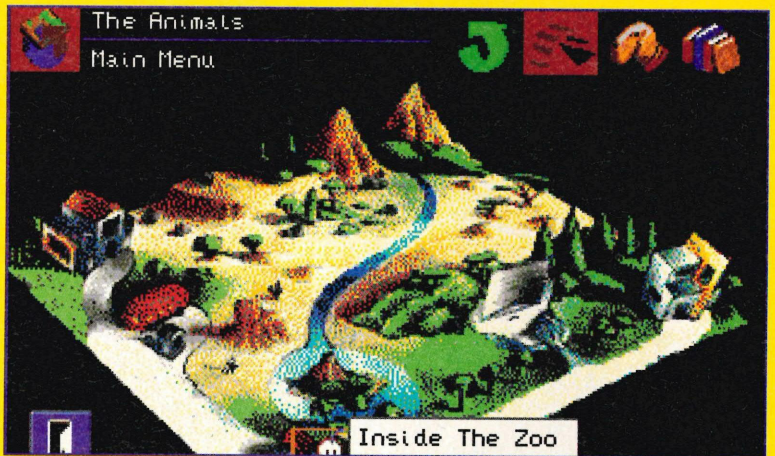
SPYCAM UPDATE

Summer is here and everyone's going on holiday. Mind you, spare a thought for those poor old game programmers who are at this very moment locked up in a dark basement beavering away at their computers to bring us great new games like this little lot...

ANIMALS : MINDSCAPE

Remember when kids used to con their parents into buying them computers claiming that it would be educational and that they could learn a lot from them? Well, we all know that was a complete lie, but now there might be something in it after all. Animals is an educational package based around the San Diego Zoo. The developers of the title worked closely with the people at the zoo to produce Animals for the Mega-CD in order to teach people about the animals kept there and how they live.

The game boasts hundreds of FMV sequences and still pictures about everything you could possibly want to know about the San Diego Zoo. Every building and animal has been included, along with detailed information about each animal, what they eat, where they originated from, and so on. The whole package is held together by a user-friendly system that allows instant access to any piece of data required. This is going to be a first for the Mega CD and should prove very useful for people who want to use their system to learn.

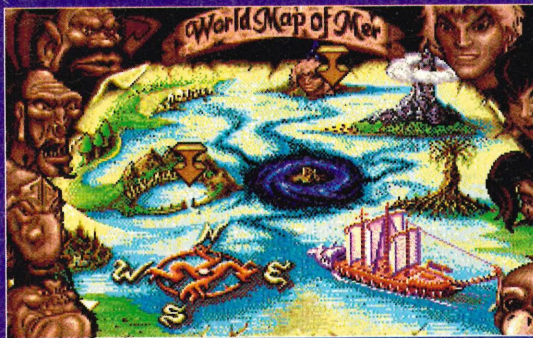


THE PIRATES OF DARKWATER: MARUBENI

People who get up early on Saturday mornings without steaming headaches will probably have caught a glimpse of the Hannah Barbera cartoon *Pirates of Dark Water*. That would explain why I'd never heard of it before.

The cartoon tells the story of Ren, who sort of became the hero of the piece by default. The hand of fate decreed that Ren and chums must battle to save the water

planet Mer from the evil Bloth. Ren is accompanied by two crew mates, Tula the scientist and Iz the reformed pirate. Together they must fight their way through a horizontally scrolling beat'em-up, and you must decide which character to use depending on the situation as they all have different moves and abilities. The end result is a sprawling action game that fans of the cartoon will lap up.

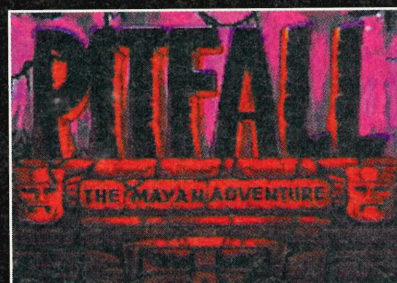
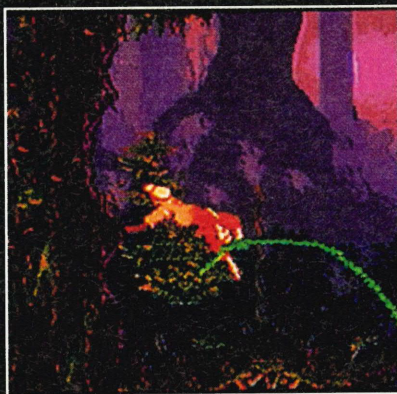


PITFALL: ACTIVISION

Ageing game players will no doubt have fond memories of a game on the Atari 2600 called *Pitfall*, written by David Crane. The game took up a grand total of 8K but it was the first of its kind and has since spawned a million inferior rip-offs. This was the first platform game where the player could swing on vines, jump over pits and avoid deadly traps. It was very simple yet infuriatingly addictive, something we hardly see these days. Until now that is.

Harry Junior (HJ), the 18-year-old son of the original *Pitfall* Harry, has set off on a quest to rescue his dad from an ancient Mayan Spirit. This time there are 14 levels and the game takes up a staggering 16 meg with more memory required to make HJ move across the screen than was used to code the first game! Activision has worked in collaboration with Kroyer Films, which is more famous for the film *Fern Gully*, to bring HJ to life with spectacular animation. The sound effects are also done by the pros, namely Soundelux Media Labs who have worked on films like *Cliffhanger* and *In the Line of Duty*.

Graphics and sound aside, the *Mayan Adventure* promises to be just as playable as the original *Pitfall*, which has actually been hidden as a secret game! Being a hip and trendy kind of guy HJ now has some more skills. He can kill enemies with a power sling and takes his life into his own hands as he bungee jumps, swims and skateboards his way around the Mayan Temples. The Atari version was fantastic and this promises to be even better!



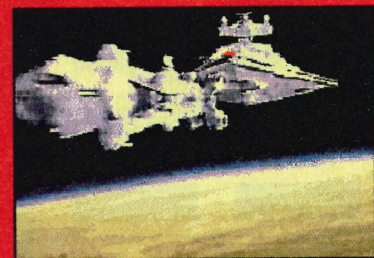
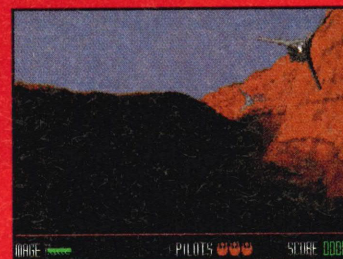
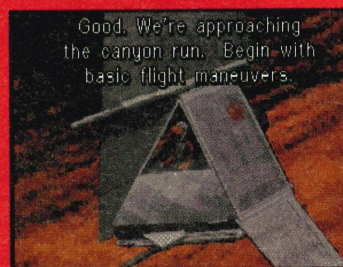
REBEL ASSAULT: JVC/LUCASARTS

The last film in the *Star Wars* series was released way back in 1983 and 10 years later the films are still immensely popular. It is surprising that no one has released a *Star Wars* game on the Mega Drive before considering that they have appeared on virtually every other system, including the Game Boy. *Star Wars Niges* should now take a deep breath because some time in the next few months *Rebel Assault* will be launched on the Mega-CD. The game will be exactly the same as the award winning PC CD-ROM game.

The reason this was such a success was because it captured the *Star Wars* atmosphere by using FMV scenes from the film, incredible music played by the London Symphony Orchestra, sampled speech and digitised sound effects. The game follows the plot of the first

film quite closely, casting you as a rookie pilot.

There will be 15 levels in all, starting off with you training in the canyons of *Tatooine* in a T-16 and eventually ending up flying an X-Wing in part of the rebel assault on the *Death Star*. Do you have what it takes to overcome the evil Empire?





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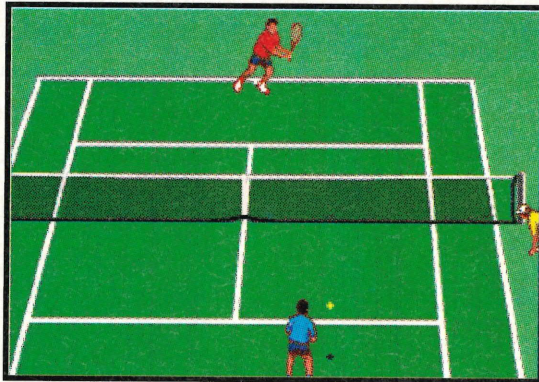
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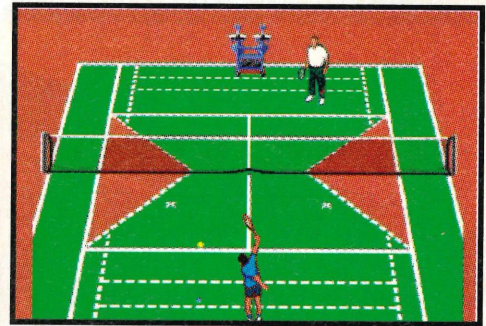
price: TBA
 developers: IN-HOUSE
 release date: AUGUST '94



Summer...the season of shorts, holidays, skimpy bikinis and of course, Wimbledon. What could be better than whiling away the long, lazy days stuffing your face with all the sweet things in life then laying back and watching the tennis? Er, well to be honest spending a week in Florida (Just pour salt in the wounds, Allie - ED) is far more appealing than watching the tennis but hey, some people are easily pleased aren't they?



◀ Don't stand there and look at it. Hit the damn ball!

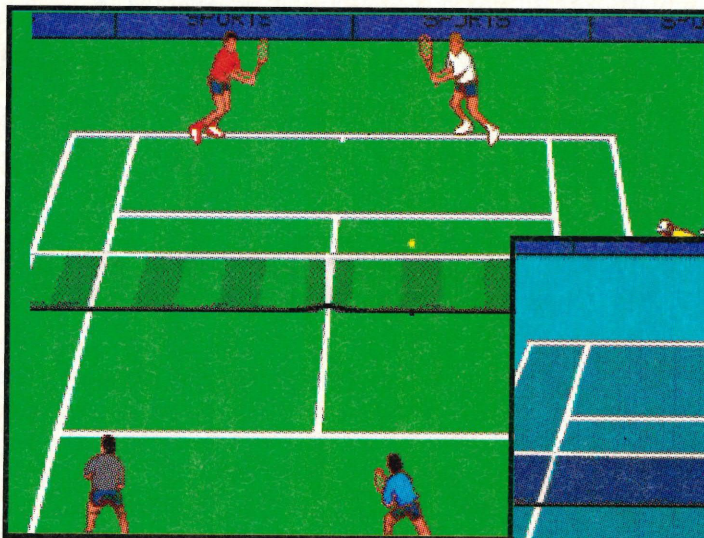


▲ No, this isn't a new form of tennis, this is your coach trying to teach you a thing or two about the game

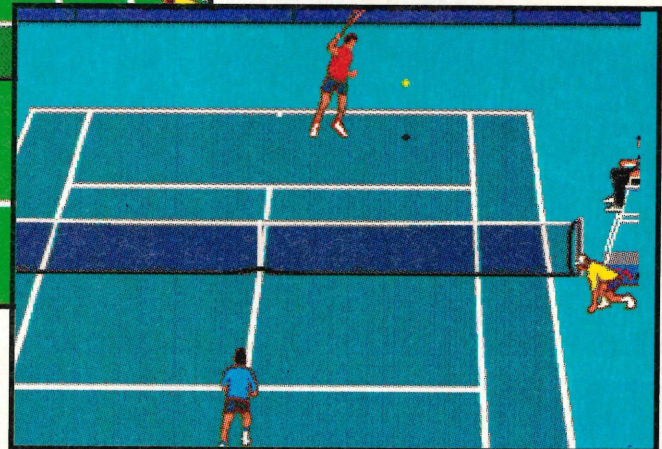
EA TENNIS

GOING TO SEED
 Doing what it does best, EA is set to release what is no doubt going to be a stormer of a sports sim. This latest offering strays from the American football theme that the company has been so successful with, or even the ice hockey sims that we have become accustomed to from EA. This time get ready to feast your eyes on a tennis simulation that apparently is going to boast some of the best sprite animation ever seen in a simulation of this kind.

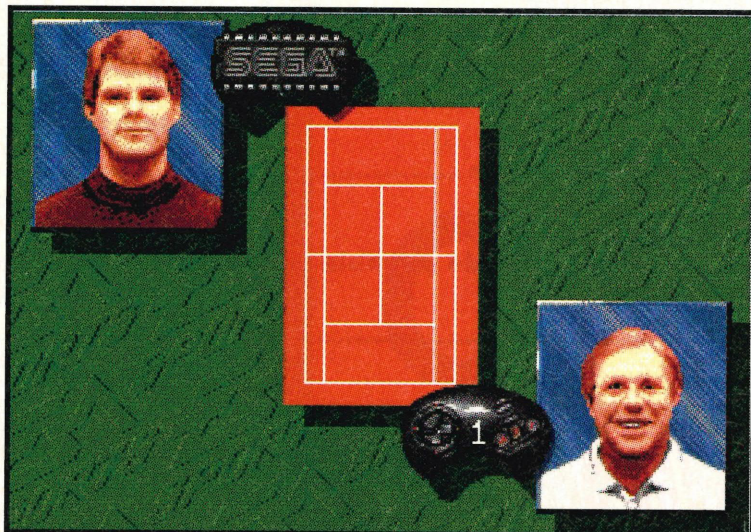
With Wimbledon gracing the merry month of June, EA's game won't actually hit the streets in time for the prestigious tournament, but it will hit the market during the aftermath when everyone and their dog gets a bee in their bonnet about suddenly being fit. Have you ever noticed how after the Olympics or a large sporting event like Wimbledon everyone climbs off their sofas and waddles on down to the local Olympus to buy the skimpiest leotard or pair of shorts they can find, filled with the intent of actually using them? Shyeah right, stay on your sofas and play the video game instead - it's a lot less tiring and you'll actually fulfil your intent to play it.



▼ Check out the digitised pics of the players seen before you start the game



▲ Nice colour court! Mmm, tasteful

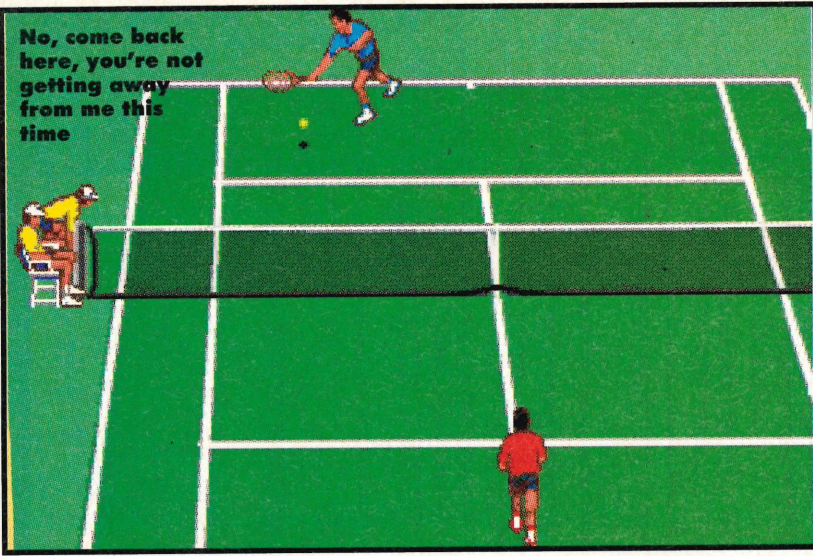


HOLD ON TO YOUR BALLS, BOYS!

Although this game is due for release in August there is still quite a bit to do on the graphical side of things, however it is shaping up very nicely with some colourfully detailed backdrops and crisp presentation. The most impressive thing though is the quality of the sprites which have been fully rotoscoped for a more realistic effect. As you know, rotoscoping involves filming real people acting out the desired movements and then redrawing those images on computer frame by frame, the end result of which is amazingly fluid.

There are also a few little quirks which will be injected in to the final game to make it all the more realistic, such as a puffs of chalk dust on those dubious line calls, or even the squeaking of trainers when playing on an indoor court. The game will also have a password system to save your tournament matches, but in order to keep the cart price down a battery back-up system will not be included.

No, come back here, you're not getting away from me this time



CREAM BUNNER

So what can your potential Steffi Graf or Pete Sampras hope to get out of this EA sim? Well, you won't get fit that's for sure, but you will no doubt have a bloody good time. There are both singles and doubles matches to be played, with a massive 16 tournaments spanning various court surfaces across the globe. You can play on either grass, clay, asphalt or a sprung indoor surface whereby both the player's and the ball's responses will be slightly different depending on the terrain.

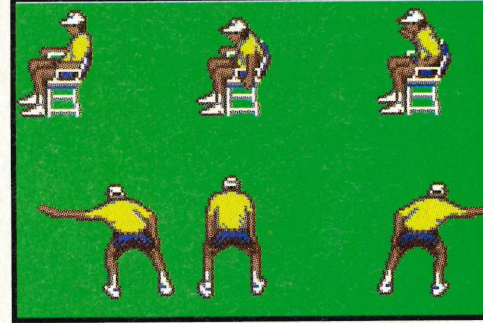
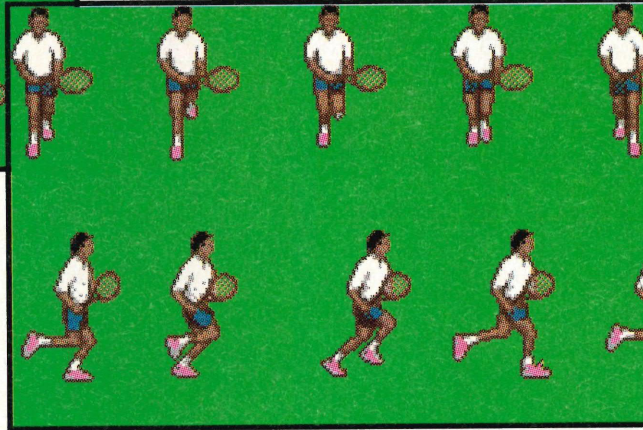
There are also a few other options to choose from, such as a training mode where the balls are shot across the net by your trainer allowing you to simply practice your shots. Or you can select the auto mode which lets the computer control your player's movements thus getting you in the right position to hit the ball, so all you have to do is take your shots at the right time. The best thing about this game is that it is another of EA's sporting range to be compatible with the EA four-way play adapter.



▼ Hello? Where are the players?



▲ As with all good EA sports games, there are plenty of features to muck around with when customising your game



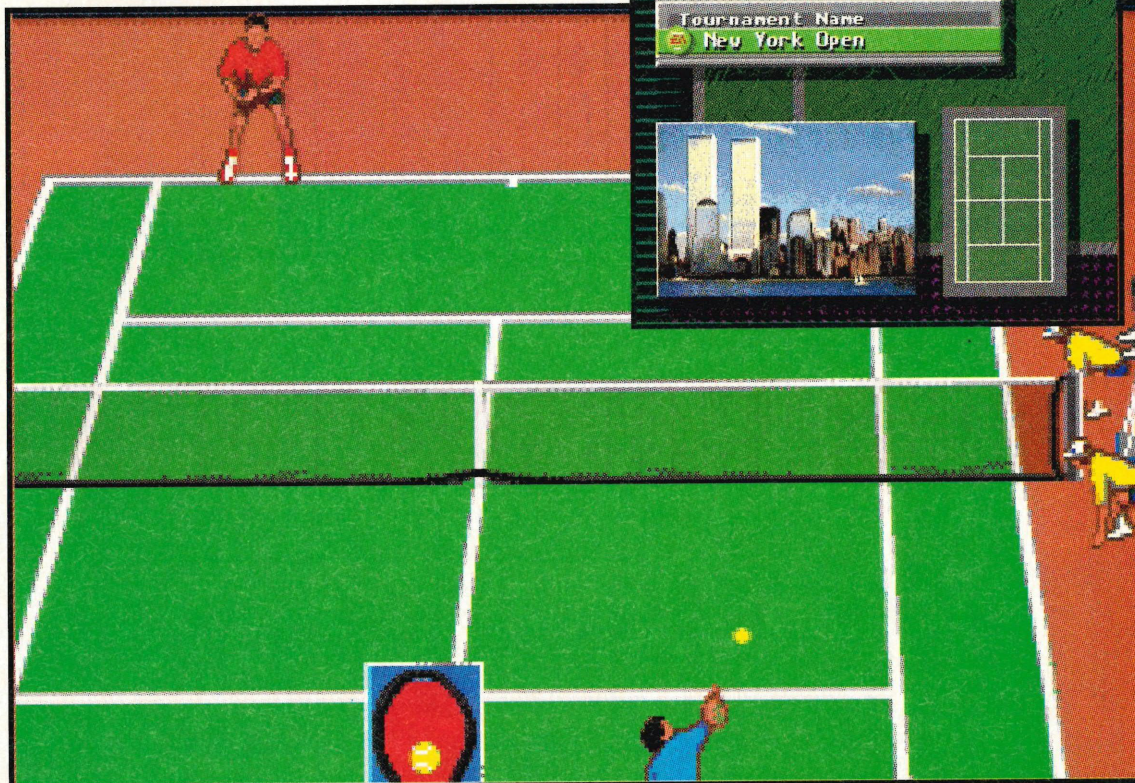
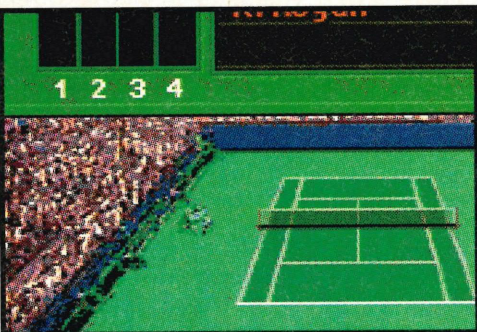
BJORN BORG? ISN'T SHE A SINGER?

As an additional bonus, EA has added an 'argument' feature in to the game whereby you can have a good go at the umpire if you think he needs new glasses. "THERE WAS CHALK DUST!" is usually a good one - John McEnroe had a fair amount of success with this one in his day. Or you could try "IT WAS ON THE LINE, ARE YOU BLIND?" which come to think of it was also often said by good old Macca, usually accompanied by the smashing of his racket on the floor - did he actually play any tennis when on court or did he spend most of his time shouting?

Well, we're not sure exactly what you can shout at the umpire but at least you have the option. However, if you're one of those nice relaxed players like Bjorn Borg (Remember him? I'm showing my age!) then you'll no doubt be highly offended at the nasty nature of raising your voice at anyone...I bet you pick daisies and skip as well, don't you?

◀ Just look at the number of frames making up such a simple move as an overhead lob

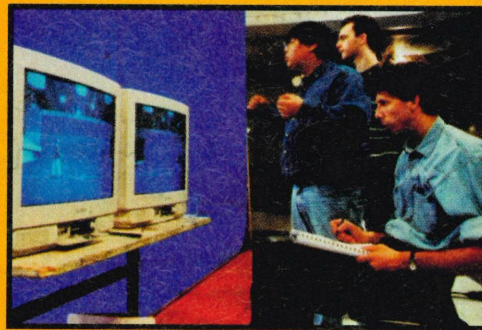
▼ And the scores on the doors are...



▲ Taking a serve is probably the hardest thing to master but a useful screen appears showing you where the ball is in relation to the racket



**SLAM,
JAM,
THANK-
YOU
MA'AM!**



The developers get the cameras rolling and film over 40 hours of footage



Do I have to wear this stuff in bed? It tickles

No, no, PLEASE! Not another basketball game, I just can't take any more. Boo, hoo, boo, hoo, sniff, blub, blart. Sorry, what's that? This isn't a basketball game? What are you talking about, it's got Shaquille O'Neal in it - now correct me if I'm wrong, but isn't he like one of THE best basketball players of all time? Exactly, one Brownie point to me! Sorry, I didn't quite catch that. This is a WHAT?

That's right peeps, this ISN'T another basketball game - it may feature one of the NBA's most prestigious players but there's no slam dunking to be found anywhere. It's a good job really because let's face it, it's not as if we need another basketball game, there are already plenty cluttering up the shop shelves. Instead, just for a change, this is a beat'em-up. Let me explain before you start getting yourself even more confused.

Shaq-Fu is a one-on-one beat'em-up for one or two players in the classic vein of SFII, Eternal Champions and so on. Yes, it features Shaq as one of the characters, but that's where the tie-in to basketball ends. All of the other 11 game characters are completely unrelated to the sport and have been created solely for inclusion in EA's newie, so don't expect to see Shaq decorating the ground with Michael Jordan's innards or anything like that!

SHAQ



▲ No, go away! I'm not coming out until you apologise



◀ Pretty pictures full of lovely pinks and oranges

▶ All the characters have special attacks as well as some welcome defensive moves. The demon is about to feel the sting of one defensive move here



POWER SLAM

Shaq-Fu has been created by French developer Delphine Software which brought the gaming world such wonders as Another World and Flashback among others. Using what has now become Delphine's trademark, Shaq-Fu again boasts Rotoscoping, a technique that was developed by Walt Disney in the 1930s and promotes fluid and realistic character movements.

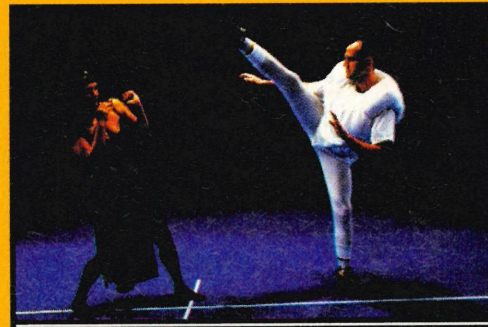
The idea behind Rotoscoping is simple - we often use the term in MegaTech and I know that some of you are confused as to what it actually entails, so we will briefly give you a run-down. Rotoscoping is a technique that "consists of filming real people, then redesigning them image by image in order to have 25 images per second to create an extremely realistic animation". Whereas Disney recreated each of the filmed images by hand for inclusion in his animated films (The Jungle Book demonstrates the Rotoscoping technique - have a look at how realistic Mowgli's movements are), Delphine redraws the movements on computer using state-of-the-art software.



But I'm not tired...



The actors had to dress up in stupid costumes and prance about



Yes, I can see you've got athlete's foot - you don't have to prove it to me

-FU

There are plenty of fireballs and missiles being hurled backwards and forwards



FANCY A SHAQ?

The game features 12 characters each of which have their own characteristics, attributes and fighting skills. You can choose from a demon, a voodoo lady, a mummy, a little kid, a couple of really grotesque monsters, a cat-like creature, an American tough guy, an ex-Colonel as well as a couple of equally wacky others. But the star of the game is Shaq himself. Seven-foot tall and sporting whopping size 21 plates of meat, Shaq's character can match these other bozos any day of the week!

This title is very early on in its development and neither EA or Delphine want to spoil the surprise by giving away too much detailed information on what the characters can and can't do. All we do know is that Shaq still has all his balls (?) and by 'eck, he's not afraid to use them!

▶ Voodoo demonstrates that she's a complete animal

▼ Catch me if you can



◀ You should've worn that jockstrap, Shaq. Now you're feeling the crunch!



▶ Shaq plays with his balls and gets ready to drop one!?



EGG FU YUNG

The fighting style behind the game is based on Kung Fu and in order to achieve the realistic fighting manoeuvres Delphine hired an extensive team of actors, mainly comprised of stunt men and Kung Fu experts to perform the moves. Under strict instructions, all of the actors had to grudgingly perform over 50 moves ranging from standard kicks and punches to high leaps and some pretty spectacular throws. Ouch, just think of all the bruises at the end of it! Some even had to dress up in silly costumes and padding so as to give the graphic artists a better base to work with when redrawing the characters as sprites.

OK, so Shaq isn't a Kung Fu expert or a stunt man, but he did have to perform his own moves! Shaq was keen to do the filming but I'm sure that after a while even he got a little knackered especially when he had 100 different moves and stances to perform.

At the end of it all, Delphine had to sift through about 40 hours of video footage to find the right moves needed to bring the game's sprites to life. After all the hard work only a few minutes of footage was eventually used - which is not really much to show for all the time and effort that was spent getting the moves!



▲ "Don't fake the funk on a nasty dunk!"™

◀ That's a new one! I haven't seen Shaq do that one on court before



PREVIEW

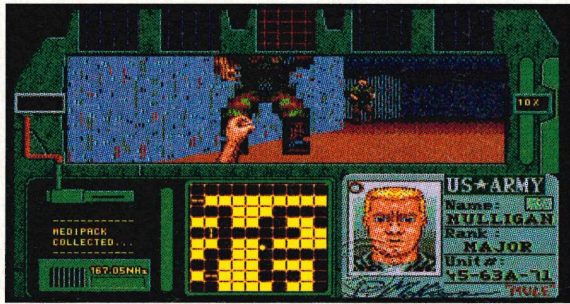


price: **TBA**
developers: **IN-HOUSE**
release date: **SEPTEMBER**

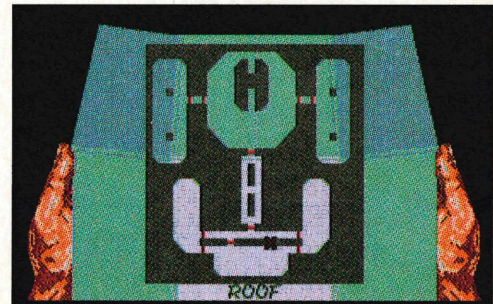


BY: ACCOLADE

The most talked about game this year has definitely got to be Doom on the PC. With a fantastic combination of gore and gameplay it has scooped just about every award possible. It looks like the guys behind Zero Tolerance for the Mega Drive have also noticed this success because the two games look remarkably similar, and they can both be played by two players too...



What an amazing stroke of luck! Here I am in this top-secret complex and someone left a map lying about



ZERO TOLERANCE

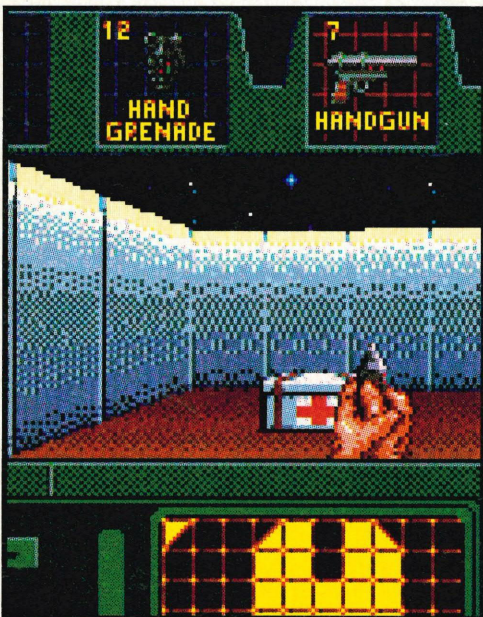
CATHERINE SCHELL

If you aren't plugged into the PC scene then Doom may have passed you by. Basically the game is viewed through your player's eyes and all he has to do is run around massive dungeons shooting the life out of everything! All of the walls, floors and ceilings are texture-mapped in order to make the levels look as realistic as possible and there are loads of demons and zombies placed at strategic positions to make your life a pain.

It may sound very simple but some of the levels are incredibly complex making Zero Tolerance one of the most compelling games ever to appear on the Mega Drive. Let's face it, there's nothing more satisfying than mowing down hundreds of demons with a Gatling gun and causing an amazing bloodfest!

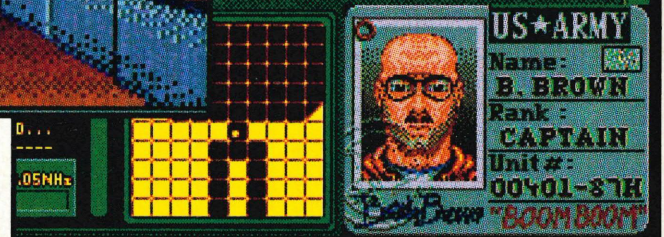


◀ Laser sights are the biz. Put the red dot where you want and BANG!



▲ With 28 per cent health left a medikit is just what I need

▼ Come get some! I can take you all on single-handed!



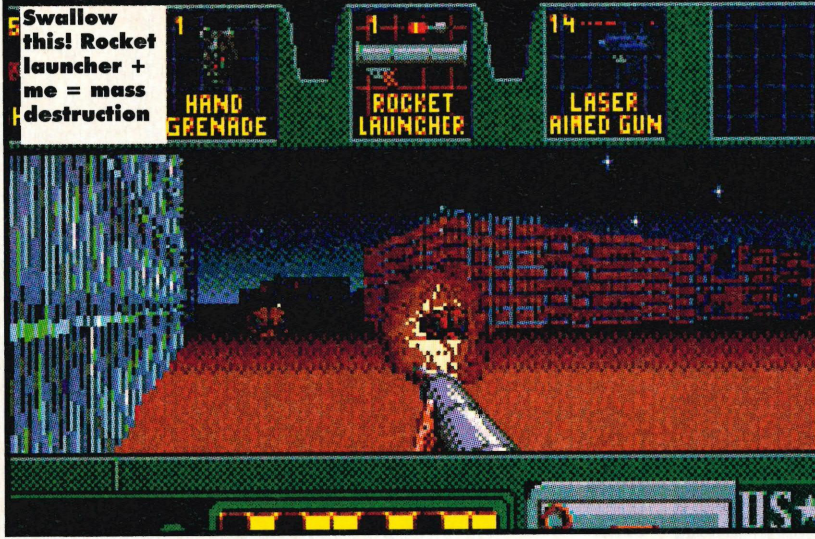
▲ Boom Boom by name, boom boom by nature. I think...

TWO INTO ONE WILL GO

Not all of the people storming around the complexes are aliens out to get you though – one of them could be another human player! Yes folks, this game can be played by two people simultaneously without using a split screen. What you need for a splendid two-player game are two Mega Drives, two televisions, two copies of the game and a special lead that plugs into the joypad ports and voila...two-player mayhem!

This sort of thing has never been seen before on any console system and makes a great addition to the game. The two players can either choose to help each other out by watching each other's backs, or just mercilessly hunt each other down – the choice is yours! Needless to say, even if you play co-operatively the first person to get a big gun will find it hilarious to execute the other one when they least expect it!

Swallow this! Rocket launcher + me = mass destruction



BETTER DEAD THAN ALIEN

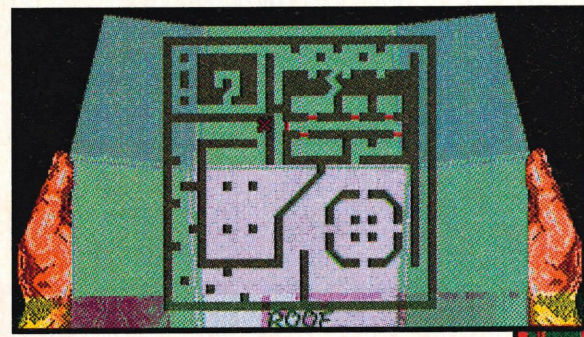
Zero Tolerance, which is currently a working title that may be changed at a later date, is the closest thing to Doom Mega Drive owners will ever see (without the aid of the Mega Drive 32, that is). The story is so simple that it is completely unnecessary – the whole objective of the game is to get to the end of each level in one piece and slaughter any alien life-forms you come across. Don't be fooled though, because this is no easy task. Hidden around every corner there could be an alien intent on stopping you no matter what the cost.

▼ Gimme some sugar baby



◀ It's another map, this time more complicated than the first

▲ It's all gone green. I thought the night-vision goggles were supposed to make things clearer



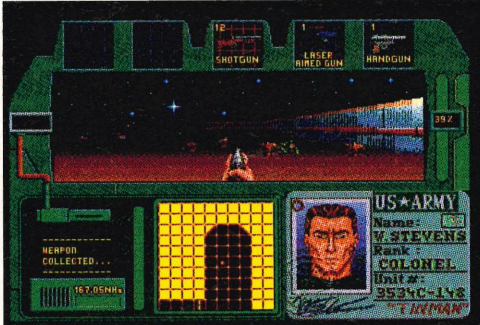
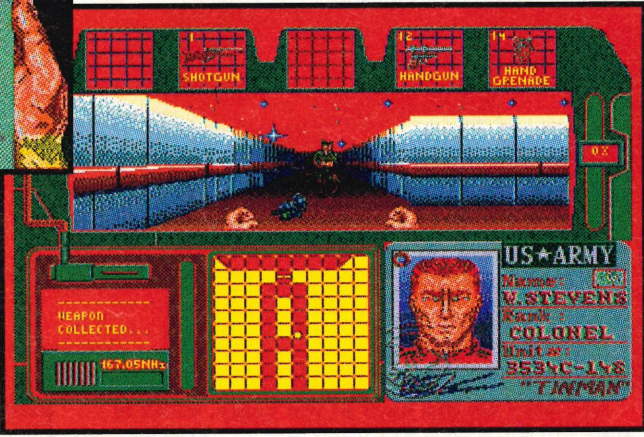
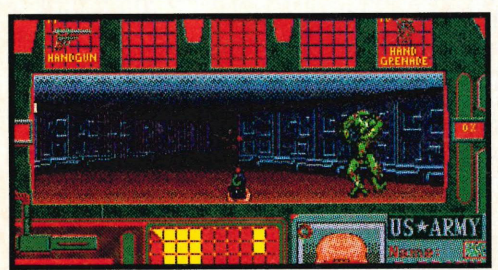
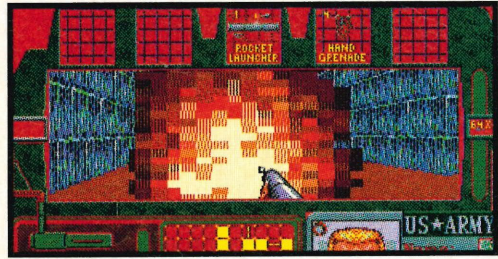
BLOOD FEAST

There has been a lot of debate about violence and gore in games recently, so you'll be glad to know that this has plenty of both! You start off armed only with fists and feet with which to kick any unfortunate aliens that might get in the way. When one of them dies they will drop their weapons, and then it's head-popping time!

Shoot someone with a pistol and they will collapse in a pool of blood, shoot them with a shotgun and the force of impact will send them flying backwards having lost copious amounts of bodily fluid. I'll leave the effects of the rocket launcher to your imagination! Weapons like the rocket launcher or the hand-grenades can actually hurt your player as well if they explode too closely.

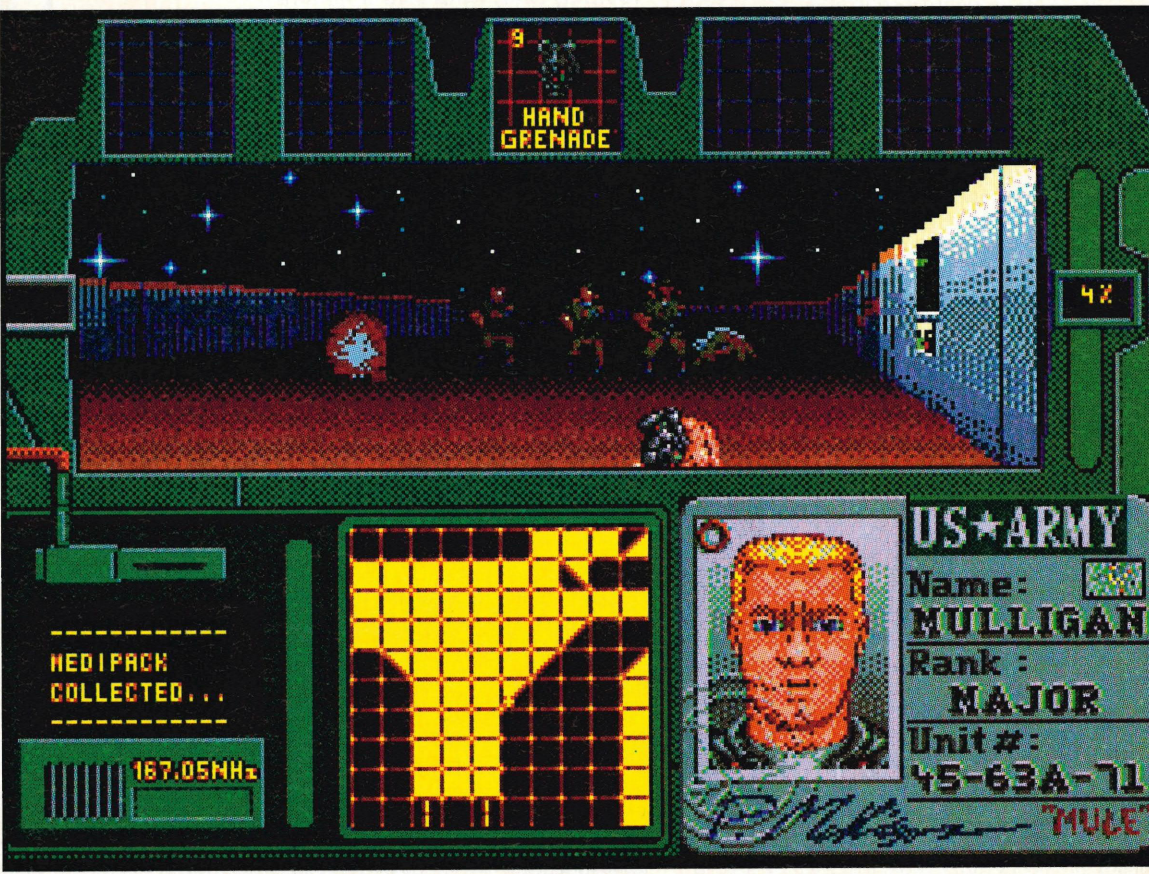
There are still a lot of changes to be made to the actual game but as it stands Zero Tolerance looks like it is going to be a winner. Psychopathic sickos should start saving now and look out for our full in-depth review in a few months time.

▼ Dead again. Now just what is that thing attacking me again?



◀ Oh no, they've got grenades around as well! I'm off...

▲ I've been here before – look at all those dead bodies!



▲ Armed with only hand-grenades I reckon I can smoke these guys, no probs



PREVIEW



THE SOFTWARE TOOLWORKS' STAR WARS CHESS

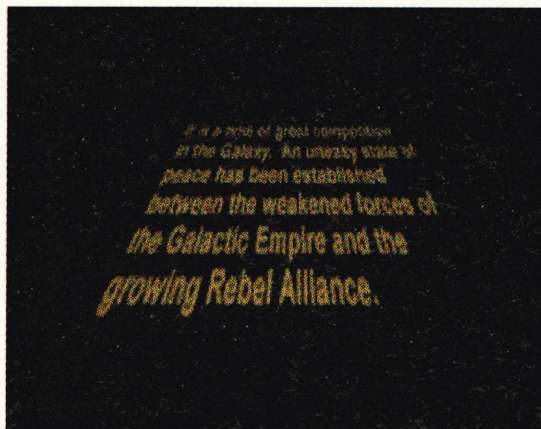


BY: MINDSCAPE

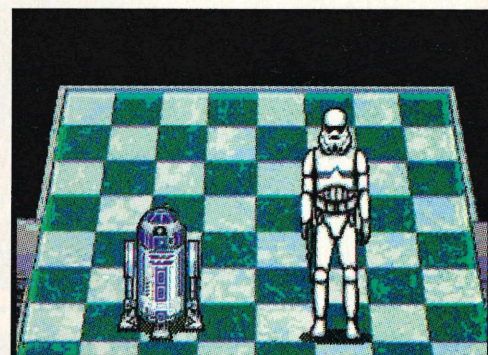
price: **TEA**
developers: **SOFTWARE TOOLWORKS**
release date: **SEPTEMBER**



Return Of The Jedi came out over 10 years ago but the whole Star Wars phenomena is still extremely popular (as many people in our office can vouch), what with the new range of figures and the new film that is currently under development. Now Software Toolworks has made the first ever Mega-CD chess game that features characters from the films as pieces - we introduce to you...Software Toolworks' Star Wars Chess!



◀ The Rebel Alliance are playing up again, but this time they are going to play a game of chess against the Empire to sort it out!



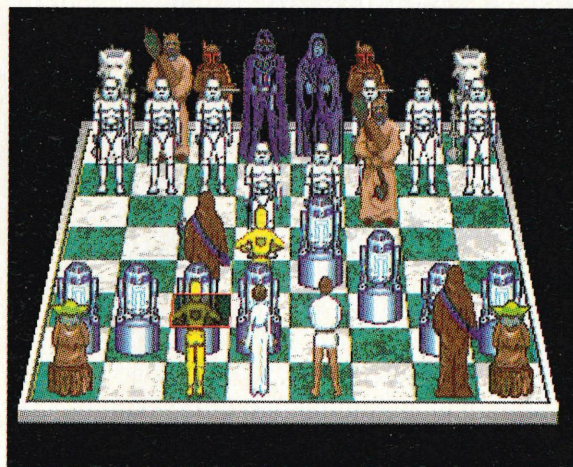
▲ R2 and a Stormtrooper introduce themselves at the start of the game

SOFTWARE TOOLWORKS' STAR WARS CHESS

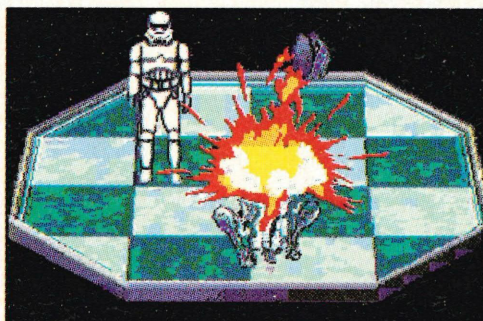
REBEL ALLIANCE

Chess is a brilliant game of strategy that often gets dismissed as being boring by people who can't play it. In fact it is one of the most popular games ever, with records showing that a form of chess was actually played thousands of years ago. For some reason there hasn't been a chess game on the Mega Drive yet and this is one with a difference! Instead of using the normal pieces like Pawns, Queens, Knights etc, various characters from the three Star Wars films have been used. Usually the pieces are either black or white, but this time they are either good or evil. The whole point of the game is to see whether the Empire or the Rebels will come out on top. Naturally Luke Skywalker is the Rebel King, and Princess Leia is his Queen. On the other side, Palpatine the Emperor is the King and Darth Vader is the Queen, which might seem a bit strange at first but it does make him the most powerful piece on the Empire's side which is quite appropriate.

▼ And here we are back at the game. R2D2 is squaring off with a Stormtrooper but Darth is looking cool, calm and collected



▼ Poor old R2 seems to have met his maker. Mind you, he was falling to bits anyway



▲ Customise the game to your heart's content using this handy option screen



▲ Boba Fett is getting a bit trigger-happy, but Chewie will more than likely make mincemeat out of him

THE DARK SIDE

Other favourites like C-3PO, Chewbacca and Boba Fett play the other pieces with the pawns being represented by R2-D2 and some Stormtroopers. With all of the characters being represented (except Han Solo and Obi Wan Kenobi) what they all want is to ultimately decide the fate of the universe.

When an attempt to take a piece is made a close-up of the two characters concerned is shown and they start to slug it out! When Yoda tries to take a Stormtrooper, it will pull his pistol out only to have Yoda use the Force and make him shoot his own head off! Darth Vader is a bit nifty with the old light sabre and executes his victims in many different ways. C-3PO is a friendly chap who doesn't approve of violence and he only ever wins his fights by accident! There are literally hundreds of these animations, all of which are different depending on the two characters.

MAY THE FORCE BE WITH YOU

Now chess pundits may frown upon the inclusion of the Star Wars characters and their animations, and if this is the case there is an option to play a normal overhead view game using the bog-standard set which includes all the options you would expect from a chess program. There is even a feature that explains why certain moves can't be made so that newcomers to the game can learn the complex rules quickly and easily.

The other thing to note is that the computer makes its moves almost instantly – gone are the days of waiting 20 minutes for the opening move! With no other chess games being available on the Mega Drive, Software Toolworks Star Wars Chess is bound to please anyone with a soft spot for the game, especially if they like Star Wars as well.

Let's just hope the final version is as good as this preview looks – we'll find out next month when we pit our brains against the computer and see who comes out on top in our full review.



C-3PO

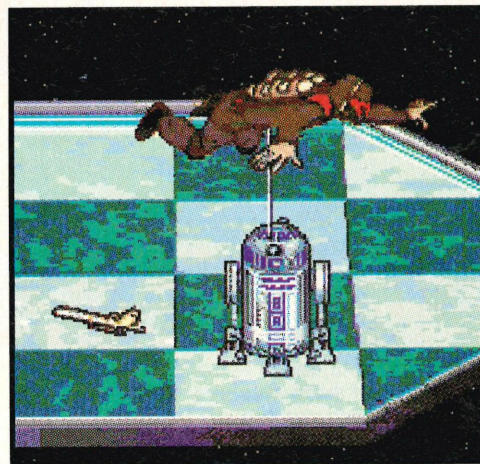


Boba Fett

◀ At the start of the game, all the characters politely introduce themselves



▲ Anyone fancy a bit of barbecued alien?



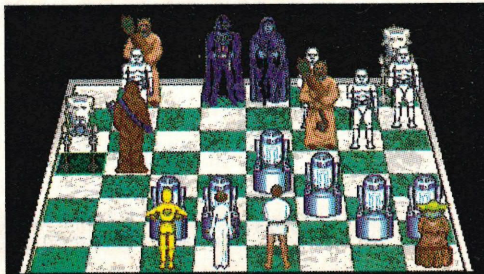
▲ I think that maybe R2D2 has been watching a bit too much WWF

CHESS

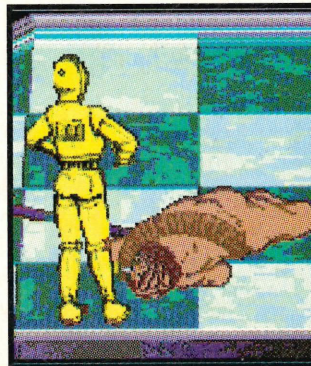
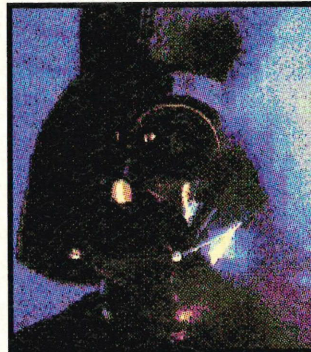
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▲ Revenge is sweet. The Sandperson's brother takes revenge on C-3PO and the Jawas Hoover up what's left at the end of the carnage



◀ The AT-AT is the Empire's Rook, and it looks like Chewie is in trouble



▲ That'll teach him. Now, if you don't mind, could you tell me where my hand has gone?



Bishops move along diagonals only.



Princess Leia



Lord Darth Vader

Lloyd's Barbershop

Well, here we are again, folks, back in the good old barbershop. Have you been on your summer hols yet? Our Mr Howe recently took a trip to the hotter climates of Sunny Scunthorpe for his dream holiday of a lifetime. Since his return we have been constantly hounded as to whether we want to see his pie shop photo collection or listen to his countless 'interesting' stories about whelks. The man just won't leave us alone to produce the rest of the magazine. So folks, we are desperate - we implore you to please help us keep the man busy by writing in to him here at MegaTech. Insulting letters would be preferable, of course!

THE OWLS

Dear Lloyd,
In issue 29 you had an article at the start of Mega World news saying the Mega 32-bit add-on was officially coming out. You also said the add-on would give the machine faster processing speed, high colour definition, computer generated polygon technology etc, etc.

The same type of thing was said about the Mega-CD, eg much hype about its FMV, however when it finally came out a lot of Mega Drive owners were very disappointed with the end product (including me) because the FMV was grainy, although there are a few decent ones like Sensible Soccer CD and Batman Returns. The Mega-CD is crap compared to other CD-ROM units like the Amiga 32-bit CD which is the same price (£250) as the Mega-CD and is a lot better.

You compare Microcosm on the Amiga 32-bit CD to the Mega-CD - it's a lot clearer, more colour and is altogether better, except probably the sound and gameplay which is the same. There are a lot more CD-ROM units I could name but I think you know what I'm getting at. Anyway I just hope Sega doesn't make the same mistake twice and the Mega 32-bit isn't a flop like the Mega-CD is.

Conan Johnston, Durham



LLOYD: Without wanting to sound corny and clichéd, I have to say that the Mega 32 is

the best thing to ever happen to the Mega Drive. You are right about the Mega-CD and the whole thing has been a complete disaster. Sega can't afford to make the same mistake again and from what we've seen so far, it is not going to. With the Mega Drive 32 (as it is now known) soon to

be released and the Saturn as well, it looks like they are going to wipe the floor with the competition...imagine playing Virtua Fighters on your Mega Drive! With two 32-bit processors and custom sound boards the Mega Drive 32 should be stunning.

Let's just hope that the first batch of games aren't like the first Mega-CD ones, with smart visuals and sound and no gameplay. Many times here in the Maverick office do we start reminiscing about the days of Spectrum and C64 when the games looked horrible but played so good your brain turned to jelly and started running out of your ears! What seemed to happen to the Mega-CD was that everyone forgot that games were supposed to be playable and that graphics and sound are added bonuses.

ARE NOT

Dear Lloyd,
I want to thank you for answering my questions in issue 29. Now, to break the monotony, it is I who am going to answer your questions (remember them?).

1) Yes, you can come to Portugal and I'll be most happy to show you the most amazing monuments and beaches (I believe this is what you would look for in Portugal). I am not going to charge anything but all other expenses are on you.

2) No, I don't have any sisters but I have some friends that would make your fusibles blow (and I am not kidding).

3) About that strange sentence that was written and crossed out on the back of my first letter - it was just a part of a story I am writing. I only write in English (I love your language) and what you read was

the confession of a killer. I only noticed that the sentence was there when I finished the letter. I didn't want to write it again so I crossed the sentence out.

Now I want you to please answer these questions:

- 1) Is Rage In The Cage worth 12500\$00 (about \$50)?
- 2) In your opinion, will that MARS thing be something nice or just a waste of money? I want to know before asking my parents to buy it me for Christmas.
- 3) Finally, do you think that Saturn is really going to be the most astonishing console of all time or is it just being over advertised? I mean, the Mega-CD was put in the spotlight before its release but when it came out...ARGHHH - it was overpriced, under powered, poor software, etc.

That's it! If you print this letter in your fabulous mag I'll think about paying your meals during your stay here (you don't eat too much do you?).

Best regards to you all,
Bruno Emanuel Batista Ferreira da Silva, Lisboa, Portugal



LLOYD: We're all going on a summer holiday! Hurrah! Now this is the sort of bribery

J like! Full marks to you, Bruno, for originality. Instead of people writing letters which start off with "print my letter or die" before being consigned to the bin, offers of sun, sea, sand and sex will definitely get my attention! (Readers, please note - cash is a pretty good alternative too.)

1) Playing Rage In The Cage rates alongside being given an enema with a red-hot poker by a blind midget called Stanley. It's not worth fifty pence let alone fifty pounds!

2 and 3) As J just said in reply to Conan the Destroyer from Durham, they both look very good at the moment. If they manage to make a machine that can play a half-decent version of Virtua Fighters, Racing and Daytona then they will be a storming success, everyone will be happy, and peace and harmony will spread throughout the world...maybe.

I'm glad you like using our language because you are much better at it than some of our English readers!

WHAT

Dear Lloyd,
I'm 15 years old and I live in Holland and I am writing to you for some

- answers to a couple of questions.
- 1) Have you heard about the new baseball game from Electronic Arts (it's called MBLPA baseball) and do you know when it's released in Europe?
 - 2) In one of your previous issues you previewed Super Baseball 2020 but did you review it and if so what was your rating?
 - 3) Do you perhaps know how I can get a copy of SimCity without having to buy a Super Nintendo?
 - 4) Is it worth buying John Madden '94 if I already have John Madden '93?

I hope you can answer these questions and I also hope you go on doing the good work on your mag because it's fabulous.

Stephan V D Vlist, Rijsburg, Holland



LLOYD: My, what unfortunate initials you have for your middle names. Never mind. We

have heard about the baseball game you talk about but details are still rather sketchy at the moment. Super Baseball 2020 is about as fun as swimming behind someone who just ate a whole pack of Exlax. As for SimCity, it looks highly unlikely that it will be converted but the good news is that SimCity 2000 could very well be coming our way soon! Personally, I don't reckon that there is enough difference between the John Madden series to warrant buying the newest update, but other people do. It's up to you really, just play it thoroughly before you buy and then decide.

THEY

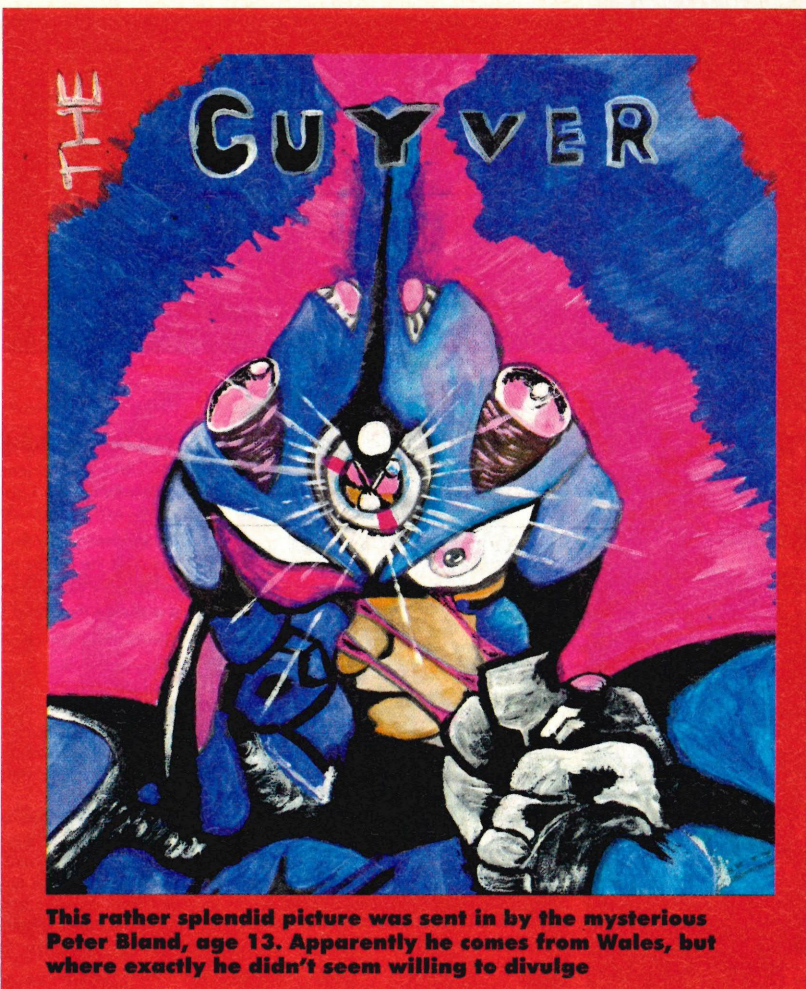
Dear Lloyd,
I have recently completed Phantasy Star 2 on the Mega Drive and thought that was an excellent game, however I'm hungry for more so I was wondering if you could tell me where I can get Phantasy Star 3 - I've tried every games shop in Belfast and every mail-order company I know, but no one has it! Please print this as someone with the game may see it and get in touch.

Russell Mallon, Co Antrim, N Ireland



LLOYD: PS3 is getting quite old now and the fourth in the series has already come

out in Japan on CD. Mind you it's not worth getting that if you can't read Japanese. If anyone wants to flog Russell their used copy of PS3 then just drop me a line and I will forward your letter to his address. I would print your address for direct contact, Russell, but you never know what sort of weirdoes might decide to pop round...



This rather splendid picture was sent in by the mysterious Peter Bland, age 13. Apparently he comes from Wales, but where exactly he didn't seem willing to divulge

SEEM

Dear Lloyd,
I just thought I would write to you to let you know about certain 'dodgy' adverts in issue 30, namely "You Could Earn Thousands Of Pounds A Week", "How To Live On A Thousand Pounds A Day", "How To Make It With Girls".

The first advert features a bloke who tells you he had bought six cars by the time he was 20. If you fill in that coupon and send your cash he'll soon be buying six more! You can't print this total garbage in your ace mag - it's spoiling your credibility you know. These so-called 'companies' (legal fraudsters) print these articles and thousands of innocent readers read it and think "Wow, I'll write a cheque out now". 28 days later they get their information packs and find out it's a con. This particular pack tells you that all you have to do is put an article in a magazine telling people how to earn thousands of pounds, and when they send their cash send them an info pack telling them how to put an ad in a magazine and you will legally CON lots.

The sex article boasts "how to double your sex life". If you find it necessary to send off for this, what must your sex life be like anyway?! Non-existent, so if you double nothing what do you get? Nothing. I was outraged when your totally credible magazine had this load of facetious jargon inside them. If people send off they will be very angry to find out that they have been ripped off legally.

Now onto what your magazine's

about - COMPUTERS!

A few questions in your ear:
1) Do you have any more info on Super SFII - release dates etc?
2) Is the Mega-CD 2 compatible with the Mega Drive 1?
Finally, a challenge. I am the greatest SFII player on Earth, I have completed it on eight stars with only one credit, with all 12 characters! I have even had 27 (yes, 27 - count 'em) perfects with Ken on level eight! By the way, if you put in the usual D, Z, U, X, A, Y, B, C cheat on the two pictures at the end of the end-game sequence (Chun Li on turbo and Ryu on champion), they change colour!

Anyway, if you know anybody who has even the slightest chance of withstanding a 'Double Perfect Defeat', let me know and I'll kick some ass.

Mick 'Dragon Punch', Preston



LLOYD: Aha, a challenge! Can you compete with the Lloydster's Ken combo

that totals seven hits in all, including a triple-hit flaming dragon punch? Probably not, and it sounds really sad anyway. Don't you have a life?

As for the dodgy ads, all I can say is that you'd have to be a complete moron if you fell for it. And any stories you may hear about me ordering cans of pheromone spray are completely untrue (and under no circumstances did I return them and ask for a refund when they failed).



GAME INDEX



Welcome to the MegaTech Game Index, the ultimate buyers' guide for Mega Drive and Mega-CD games. We've trimmed off most of the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit!

By the way, the high scores will be back in a different guise and the entry form is directly below. See it? Good...

NAME:

ADDRESS:

GAME:

DIFFICULTY SETTING:

LEVEL:

SCORE:

GAME:

DIFFICULTY SETTING:

LEVEL:

SCORE:



MEGA-CD GAMES



BATMAN RETURNS

BY: SEGA
PRICE: £44.99
REVIEWED: MT 19

The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

MT RATING: 94%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. Quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

CLIFFHANGER

BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT 27

Extremely poor conversion of a pretty good film. You get to guide Sylvester Stallone up and down the mountains through many different yet tedious stages.

MT RATING: 49%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Hains and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27

Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23

Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY: SEGA
PRICE: £44.99
REVIEWED: MT 21

CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY: SEGA
PRICE: £44.99
REVIEWED: MT 17

The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so

you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26

Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kris Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS

BY: KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22

Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tool-ed-up with the special Konami plastic hand guns.

MT RATING: 80%

LUNAR THE SILVER STAR

BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27

This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest

games ever.

MT RATING: 82%

MAD DOG McCREE

BY: AMERICAN LASER GAMES

PRICE: £44.99

REVIEWED: MT 26

Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joystick or Menacer to blast your way through the various scenes.

MT RATING: 61%

MICROCOSM

BY: PSYGNOSIS

PRICE: £39.99

REVIEWED: MT 25

'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.

MT RATING: 60%

MORTAL KOMBAT CD

BY ACCLAIM

£39.99

REVIEWED: MT 31

The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.

MT RATING: 69%

MYSTERY MANSION

BY SEGA

PRICE: £39.99

REVIEWED: MT 29

Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.

MT RATING: 65%

NHLPA HOCKEY '94 CD

BY: EA

PRICE: £39.99

REVIEWED: MT 27

Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.

MT RATING: 91%

NIGHT TRAP

BY: SONY IMAGESOFT

PRICE: £44.99

REVIEWED: MT 17

The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.

MT RATING: 79%

PRINCE OF PERSIA

BY: SEGA

PRICE: £44.99

REVIEWED: MT 10

Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. Brilliantly animated characters and cunning traps. Fine control and in-depth route-learning are required.

MT RATING: 70%

PRIZE FIGHTER

BY: DIGITAL PICTURES

PRICE: £49.99

REVIEWED: MT 28

If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.

MT RATING: 62%

REVENGE OF THE NINJA

BY: RENOVATION

PRICE: IMPORT

REVIEWED: MT 29

More CD FMV from the developers of Time Gal. Boring interactive movie-type game with some great cartoon graphics and clean sound, but is devoid of riveting gameplay - what a surprise. Kept Lloyd amused for an hour or so though.

MT RATING: 58%

RISE OF THE DRAGON

BY DYNAMICS

PRICE: IMPORT

REVIEWED: MT 29

Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all fun game to play but it's sadly over all too quickly.

MT RATING: 88%

SECRET OF MONKEY ISLAND

BY LUCASARTS

PRICE: £44.99

REVIEWED: MT 26

Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.

MT RATING: 93%

SENSIBLE SOCCER CD

BY: PSYGNOSIS

PRICE: £39.99

REVIEWED: MT 30

Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a better atmosphere.

MT RATING: 96%

SEWER SHARK

BY: SONY IMAGESOFT

PRICE: £44.99

REVIEWED: MT 16

In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY: SEGA

PRICE: £44.99

REVIEWED: MT 16

Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA

PRICE: IMPORT

REVIEWED: MT 21

Same format as the first one, but the three cases are longer and the game comes on two CDs.

MT RATING: 84%

SILPHEED

BY: SEGA

PRICE: £44.99

REVIEWED: MT 21

Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

MT RATING: 94%

SONIC CD

BY: SEGA

PRICE: £44.99

REVIEWED: MT 21

More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.

MT RATING: 94%

SPIDERMAN VS KINGPIN

BY: SEGA

PRICE: IMPORT

REVIEWED: MT 24

Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.

MT RATING: 84%

TERMINATOR CD

BY: VIRGIN

PRICE: £49.99

REVIEWED: MT 26

The cart-based game wasn't really as good as everyone first thought, but it sure was a lot better than this effort. The FMV is taken from the film, but you can't tell because it looks so appalling. All you do is run around shooting robots which eventually gets quite tiresome.

MT RATING: 69%

THUNDERHAWK

BY: CORE DESIGN

PRICE: £44.99

REVIEWED: MT 22

The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, with a raucous rock soundtrack to boot. A real 'must have'.

MT RATING: 91%

TOMCAT ALLEY

BY: SEGA

PRICE: £39.99

REVIEWED: MT 29

Marketed as an air-combat sim this is actually just some nice FMV footage of planes exploding and cloud-splattered blue skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style though and if we admit it, quite fun at times.

MT RATING: 72%

WOLFCHILD

BY SEGA

PRICE: £39.99

REVIEWED: MT 16

A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

MT RATING: 82%

WONDER DOG

BY: JVC

PRICE: £39.99

REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.

MT RATING: 82%

WWF RAGE IN THE CAGE

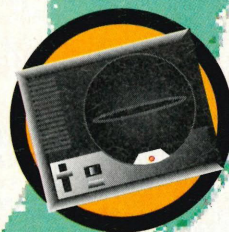
BY: ACCLAIM

PRICE: £44.99

REVIEWED: MT 26

Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.

MT RATING: 72%



MEGA DRIVE GAMES



AEROBIZ

BY: SEGA

PRICE: IMPORT

REVIEWED: MT 21

An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!

MT RATING: 90%

ALADDIN

BY: SEGA

PRICE: £44.99

REVIEWED: MT 23

Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

MT RATING: 90%

ALIEN 3

BY: ARENA

PRICE: £39.99

REVIEWED: MT 9

Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging



EXOTIC ALLOY ALERT!

Maverick

MARIS THE WONDERGIRL



Maris the Wondergirl is the latest Manga vid from the Rumik World series of animated films. It deals with a superhuman girl from another planet. Apparently she's six times stronger than a normal human and because of this she spends a lot of time accidentally destroying things. To counter this she is fitted what is described as an 'exotic alloy restraint' which is basically an elaborate excuse to have a scantily clad young lass roaming around in metal bondage gear. Super stuff - and it's only a PG!

To win one of five copies of the vid simply answer the following: Wonder Woman's outfit was...

- A) A gold top with red knickers and blue wristbands
- B) A red top with blue knickers and gold wristbands
- C) A blue top with gold knickers and red wristbands

Send your entries to:
Maris The Wondergirl
 Megatech
 Maverick Magazines
 16-17 Hollybush Row
 Oxford
 OX1 1JH

too.
MT RATING: 94%



ANOTHER WORLD

BY: VIRGIN
 PRICE: £39.99
 REVIEWED: MT 14
 A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

MT RATING: 86%

ART OF FIGHTING

BY: SEGA
 PRICE: £44.99
 REVIEWED: MT 28
 A completely unoriginal beat'em-up game that 'borrows' heavily from other favourites. Competent but poor sound, awkward sprites and no challenge leave it lagging behind similar games.

MT RATING: 65%

AYRTON SENNA'S SUPER MONACO GP 2

BY: SEGA
 PRICE: £49.99
 REVIEWED: MT 6
 Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

MT RATING: 90%



BARE KNUCKLE III

BY: SEGA
 PRICE: IMPORT
 REVIEWED: MT 29
 Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual run-of-the-mill bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.

MT RATING: 90%

BARKLEY: SHUT UP AND JAM

BY: ACCOLADE
 PRICE: £44.99
 REVIEWED: MT 27
 Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous basketball player, but it is just an average game.

MT RATING: 70%

BATTLESHIPS

BY: MINDSCAPE
 PRICE: IMPORT
 REVIEWED: MT 29
 Twist on the classic Battleships theme. Graphically this is very poor with a considerable lack of detail and variety. As for the gameplay, strategy fans will be disappointed with its lack of depth.

MT RATING: 55%

BATMAN RETURNS

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 12
 Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.

MT RATING: 76%



BELLE'S QUEST

BY: ACCLAIM
 PRICE: £39.95
 REVIEWED: MT 26
 In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, there is a fair bit to do, even though it is a bit too easy.

MT RATING: 78%

BIO-HAZARD BATTLE

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 11
 Take control of a laser-armed insect-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.

MT RATING: 88%

BLOCK OUT

BY: ELECTRONIC ARTS
 PRICE: £34.99
 REVIEWED: PRE-MEGATECH
 A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

MT RATING: 91%

BUBBA 'N' STIX

BY: CORE DESIGN
 PRICE: £39.99
 REVIEWED: MT 27
 Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

MT RATING: 83%



CASTLEVANIA

BY: KONAMI
 PRICE: £44.99
 REVIEWED: MT 26
 The popular Nintendo series makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family.

MT RATING: 83%

CHAKAN

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 15
 Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle

down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

MT RATING: 73%

CHUCK ROCK II

BY: CORE
 PRICE: £39.99
 REVIEWED: MT 21
 Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.

MT RATING: 86%

CORPORATION

BY: VIRGIN
 PRICE: £39.99
 REVIEWED: MT 4
 A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

MT RATING: 87%



DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 6
 Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.

MT RATING: 83%

DAVIS CUP TENNIS

BY: DOMARK
 PRICE: £39.99
 REVIEWED: MT 19
 The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features - loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

MT RATING: 90%

DESERT STRIKE

BY: ELECTRONIC ARTS
 PRICE: £39.99
 REVIEWED: MT 3
 Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

MT RATING: 93%

DRAGON BALL Z

BY: BANDAI
 £39.99
 REVIEWED: MT 31
 Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.

MT RATING: 75%

DRAGON'S FURY

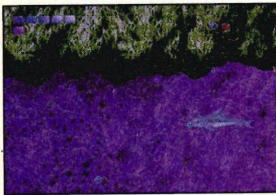
BY: TENGEN
 PRICE: £39.99
 REVIEWED: MT 1
 Originally reviewed as Devil Crash (the Jap version), this is a

pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.
MT RATING: 91%

D E

ECCO THE DOLPHIN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.
MT RATING: 94%



ETERNAL CHAMPIONS

BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.
MT RATING: 82%

EX-MUTANTS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.
MT RATING: 89%

D F

F1 WORLD CHAMPIONSHIP

BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.
MT RATING: 94%

F-15 STRIKE EAGLE II

BY: MICROPROSE
£44.99
REVIEWED: MT 31

A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.
MT RATING: 69%

FATAL FURY 2

BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie.
MT RATING: 67%

FIDO DIDO

BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game - this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.
MT RATING: 82%

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.
MT RATING: 92%

FLASHBACK

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.
MT RATING: 94%

D G

GAUNTLET 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op from the mid-'80s finally converted to the MD, and it's not just arcade-perfect - it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.
MT RATING: 94%

GHOSTBUSTERS

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.
MT RATING: 86%

GHOULS 'N' GHOSTS

BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spookings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.
MT RATING: 93%

GODS

BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.
MT RATING: 89%



GUNSTAR HEROES

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation, and a high degree of originality.
MT RATING: 95%

GYNOUG

BY: SEGA
PRICE: £39.99
REVIEWED: MT 5
Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
MT RATING: 91%

D H

HYPERDUNK

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 27

Fun basketball game where you can pull off some truly stupendous shots. Great with a Sega Tap - get your mates round and plug this in for a few laughs.
MT RATING: 68%

D I

INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque Rugby simulation allows you to play in the big three international Rugby Union tournaments - Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.
MT RATING: 75%

D J

J-LEAGUE PRO-STRIKER

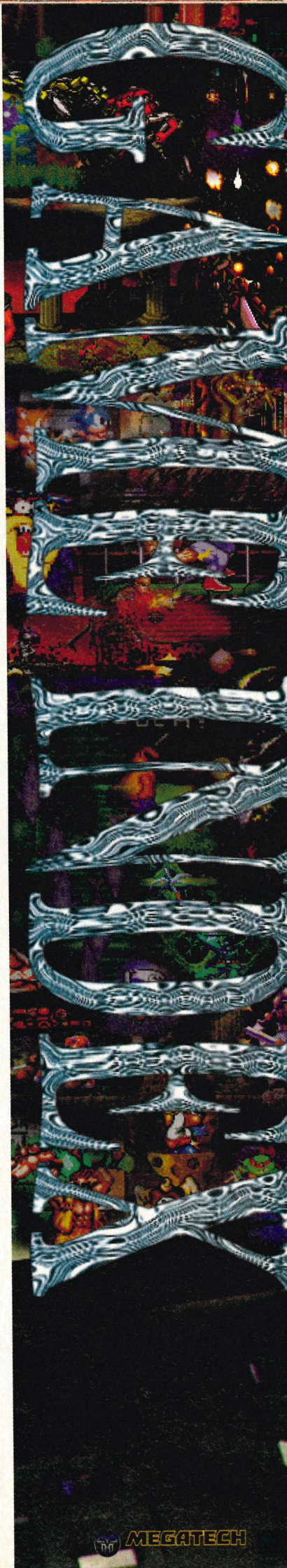
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
J-League Pro-Striker is a Japanese import, but until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese League, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!
MT RATING: 93%

JEOPARDY

BY: GAMETEK
PRICE: IMPORT
REVIEWED: MT 30
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good for those dreary family get-togethers though, but unfortunately the questions are all American-related.
MT RATING: 55%

JOHN MADDEN '92

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.
MT RATING: 95%



A DEVIL OF A COMPO

Devil Man is the latest weird horror story from the Manga stable and it brings us a story of terrible demons and horrific creatures which all roam around Japan in true Anime horror star style. Check this out for the storyline from the back of the box - "Normal life in modern day Tokyo is unexpectedly disrupted for a young high school kid called Akira. First his parents go missing, then his pet rabbit is viciously slaughtered..." Stop sniggering at the back. Lloyd thinks it's super so you'll definitely want a copy.

To win copies of these videos simply answer the following question...

Manga is Japanese for:

- A) Comic books
- B) Animated films
- C) Raw fish

Send your entries to:
Devil Man
MegaTech
Maverick Magazines
16-17 Hollybush Row
Oxford
OX1 1JH

Please note: You must be over 18 to enter this competition.



JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay of JM '94 are inferior to the previous versions.

MT RATING: 84%

JUNGLE BOOK

BY: VIRGIN
PRICE: £44.99
REVIEWED: MT 30

Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

MT RATING: 83%



KING OF THE MONSTERS 2

BY: TAKARA
PRICE: £39.99
REVIEWED: MT 31

Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

MT RATING: 69%



KLAX

BY: TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%



LANDSTALKER

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23

The Mega Drive's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads

of other stuff - basically it's excellent.
MT RATING: 93%



LEMMINGS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

MT RATING: 85%



MARKO'S MAGIC FOOTBALL

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 30

Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

MT RATING: 73%

MAZIN WAR

BY: SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-lo-MANIA

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of

features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MEGA TURRICAN

BY: DATA EAST
PRICE: IMPORT
REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKEY'S ULTIMATE CHALLENGE

BY: HI TECH EXPRESSIONS
PRICE: IMPORT
REVIEWED: MT 29

Puzzle game aimed at the younger age range but lacks real depth even for the kiddies. The graphics are grainy and far from the usual Disney standards while the sound is grating, the gameplay is also of a poor standard. Far too expensive for what it fails to offer.

MT RATING: 57%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.

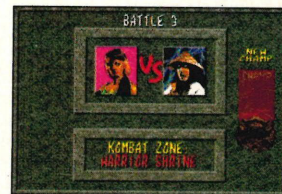
MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%



MORTAL KOMBAT

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots

of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place designed this sim in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the atmosphere better than any other boxing game.

MT RATING: 92%



MUTANT LEAGUE HOCKEY

BY: EA
PRICE: £44.99
REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

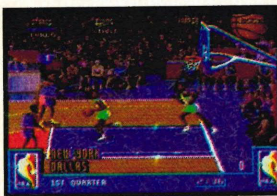
N

NBA JAM

BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%



NHLPA HOCKEY '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22

Electronic Arts' latest hockey update features slightly faster gameplay, more statistics, new

one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.

MT RATING: 90%

O

OUTRUNNERS

BY: SEGA
PRICE: £44.99
REVIEWED: MT 31

Very poor conversion of a decent arcade game that is just as shameful as the other OutRun games on the Mega Drive. 'Bad graphics, bad sound, no playability and generally not much fun. Avoid like the plague!

MT RATING: 52%



P

PETE SAMPRAS TENNIS

BY: CODEMASTERS
PRICE: £39.99
REVIEWED: MT 30

Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.

MT RATING: 79%

PGA EUROPEAN TOUR GOLF

BY: EA
PRICE: £44.99
REVIEWED: MT 27

The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

MT RATING: 90%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13

Seven 3D courses based on real-life PGA Tour venues are the settings for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.

MT RATING: 94%

PHANTASY STAR III

BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic fantasy theme. The plot

can take several routes across several worlds and through different generations of heroes, so it takes ages to conquer.

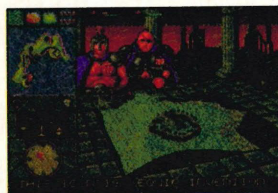
MT RATING: 89

POWERMONGER

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14

Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.

MT RATING: 81%



PRINCE OF PERSIA

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27

Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

PUGGSY

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21

Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 objects.

MT RATING: 90%

Q

QUACKSHOT

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues make it easier to finish than it really should be.

MT RATING: 82%

R

RANGER-X

BY SEGA
PRICE: £39.99
REVIEWED: MT 19

A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns

and the occasional use of a hi-tech unicycle and a flying machine. Travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the herd of shooters.

MT RATING: 94%

RAMPART

BY TENGEN
PRICE: IMPORT
REVIEWED: MT 13

Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

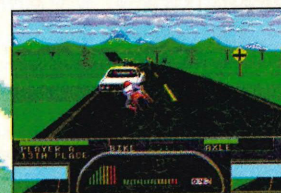
MT RATING: 90%

RBI BASEBALL 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 31

A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.

MT RATING: 77%



ROAD RASH 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

MT RATING: 89%

ROBOCOD

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters as only an exceptionally gifted fish can.

MT RATING: 85%

ROBOCOP VS TERMINATOR

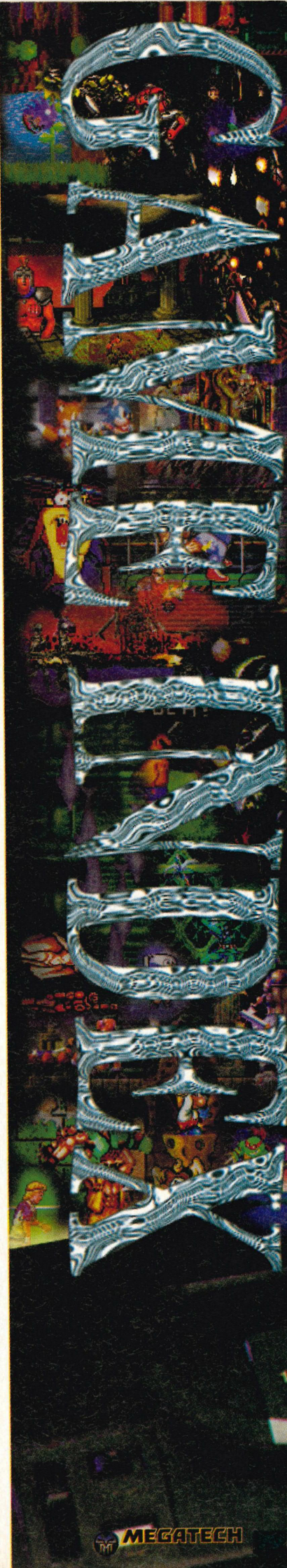
BY: VIRGIN
PRICE: 39.99
REVIEWED: MT 24

Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for any prospective serial killers out there.

MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
PRICE: £39.99





WHEY-HEY-HEY MRS ROBINSON!

The latest addition to the Euromax range of Mega Drive joypads is the Graduate - a sturdy six button affair with a handy autofire option. If you haven't got a six-button pad by now, you really don't know what you're missing - especially with all of the very latest games taking advantage of the extra buttons. Virtua Racing, Street Fighter II...if you want the best you need one of these things. To get your hands on one, simply tell us

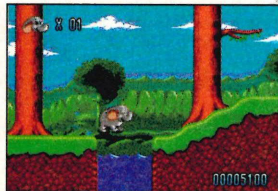
Who played the graduate in the famous sixties movie of the same name?

- A) Michael Douglas
- B) Clint Eastwood
- C) Dustin Hoffman

Send your entries to:
The Graduate
Megatech
Maverick Magazines
16-17 Hollybush Row
Oxford
OX1 1JH

REVIEWED: MT 20
Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent, with lots of big bosses and original, inventive levels, although it's a bit easy.

MT RATING: 85%



ROLO TO THE RESCUE

BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14
A baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals. Rolo has to recruit the freed bunnies, squirrels, etc and use their varied skills to help him find the keys and bits of map. Its simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.

MT RATING: 89%

ROLLING THUNDER 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 17
Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who is at the bottom of the plot and eliminate them. This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation.

MT RATING: 89%



SENSIBLE SOCCER

BY: SONY
PRICE: £39.99
REVIEWED: MT 24
This classic football sim finally reaches the MD, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

MT RATING: 80%

SENSIBLE SOCCER INTERNATIONAL EDITION

BY SONY IMAGESOFT
£39.99
REVIEWED: MT 31
Everyone's fave footy game is back, this time featuring more teams than ever including every international player! Sit back in your room and play the entire World Cup faithfully with this fabulous football game.

MT RATING: 95%

SHADOWRUN

BY SEGA
PRICE: IMPORT
REVIEWED: MT 29
Superb RPG based upon the text-book games of the same name. The graphics are a bit samey and

grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega Drive has been lacking for a long while.

MT RATING: 95%

SHINOBI III

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21

Joe Mushashi's third visit to the Mega Drive produces one of the best MD action titles around! Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.

MT RATING: 93%

SKITCHIN'

BY: EA
PRICE: £39.99
REVIEWED: MT 27
Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.

MT RATING: 83%

SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE
PRICE: £39.99
REVIEWED: MT 28
Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.

MT RATING: 92%

SONIC THE HEDGEHOG

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
If you don't know about this already, WAKE UP!!!

MT RATING: 83%

SONIC 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! It's a bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%



SONIC 3

BY: SEGA
PRICE: £39.99
REVIEWED: MT 27
Surprise, surprise, it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character called Knuckles. The best one of the series so far.

MT RATING: 93%

SONIC SPINBALL

BY: SEGA

PRICE: £49.99
REVIEWED: MT 24
Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive - the first four levels are pretty easy, but the last one's dead hard. However, there's not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
The nasty King Pin has planted a bomb under New York and blamed your friendly neighbourhood Spiderman! As Spidy, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel super-villains in the one game that really makes good use of the character. Loads of challenging levels, excellent fun.

MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
It's up to you to take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player Mega Drive games ever. Learning the tactics and using the wild weapons is great fun.

MT RATING: 90%

STAR TREK: THE NEXT GENERATION

BY: SPECTRUM HOLOBYTE
PRICE: IMPORT
REVIEWED: MT 30
A complete waste of a strong licence which will be a major disappointment to avid Trekkies. The graphics are painfully flat and grainy while the gameplay is slow. Laughably bad battle sequence that resembles a poor man's Asteroids.

MT RATING: 47%



STREET FIGHTER II SE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
After much controversy and a very long wait, this legendary game eventually arrived and delivered everything that was promised. 12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best Mega Drive beat'em-up to date. If you don't own a copy of this game then I advise you to get it now. Best with two six-button pads.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and bars to

rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUBTERRANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 29
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but once you've got the hang of it you'll find this hard to put down. Excellent graphics and sound.

MT RATING: 90%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. This is excellent fun, but a bit short with only four levels available.

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15
Loads of options for different tournaments, various weather conditions, strip colours – the lot. Plus you get real teams, British and Continental. You can even save your teams and progress through championships onto battery-backed memory. Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.

MT RATING: 75%

favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%



TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13
This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game. Watch out – the third level is so hard it's mega-annoying!

MT RATING: 86%

THIRD WORLD WAR

BY: EXTREME ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 29
Extremely in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

MT RATING: 83%

THUNDERFORCE IV

BY: SEGA
PRICE: £39.99
REVIEWED: MT 9
More space shoot'em-up action in Thunderforce IV, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
One of the best platform romps around – takes all the best bits from the genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though, despite its loveliness.

MT RATING: 94%

TOEJAM AND EARL

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
ToeJam and Earl are two 'spaced out' aliens who have crash-landed on a strange world which consists of 20-odd levels arranged like floors in a department store. Lots of wacky noises, kooky graphics and the two-player

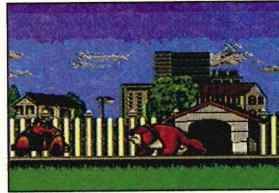
option make the very basic gameplay fun.

MT RATING: 82%

TOEJAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25
ToeJam & Earl's second outing on the Mega Drive is a massive 16meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun (on your own or, even better, co-operating with a friend) just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%



TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action is the order of the day, with our two heroes grabbing anything they find to club the opposition into submission. Great graphics, great fun, but dead easy.

MT RATING: 84%



VIRTUA RACING

BY SEGA
PRICE: £69.99
REVIEWED: MT 29
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP capabilities off at least! Great fun, addictive but very pricey.

MT RATING: 93%



WINTER OLYMPICS

BY: US GOLD
PRICE: £49.99
REVIEWED: MT 26
This is one of the better multi-player sports sims, but it still isn't as good as it could have been. There are lots of events, some of which are really good fun, but single players will tire of it very quickly. A game for four players only.

MT RATING: 65%

WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99

REVIEWED: MT 22
Manic and super-fast game where the aim is to save bunny rabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

MT RATING: 86%

WORLD CUP USA '94

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 30
It may be the official licensed game but the footy fanatics in the office think US Gold has made a real hash of it. Too many complicated options prevent you from getting down to the nitty-gritty gameplay, while sluggish controls make the game frustrating to play. Sensible Soccer prevails.

MT RATING: 46%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out. Features the best graphics of any Disney game yet. Definitely aimed at younger players.

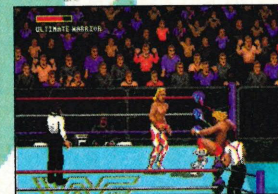
MT RATING: 90%



WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

MT RATING: 84%



ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-movie baddies are running amok and it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect as you go.

MT RATING: 90%



TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Another Saturday morning cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.

MT RATING: 82%



TMNT: THE HYPERSTONE HEIST

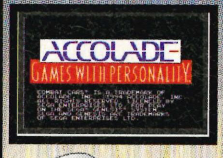
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
Much like the popular coin-op, this is a scrolling beat'em-up in which one or two players can take their



MEGA-CD REVIEW



ACCOLADE



8 MEG

STYLE



RACING

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW



Do you like fast cars and fast women? RICH LLOYD certainly does. Well, it is too bad – as they say, because beggars can't be choosers can they Richie?

COMBAT

▶ If I had to name my two favourite Mega Drive racing games they would be Sega's Virtua Racing and Codemaster's Micro Machines. I'd choose Virtua because it is technically excellent and goes really fast, and Micro Machines because it is an extremely playable and funny game that starts off fast and ends up as a balls out, race to the finish every time. It doesn't have the smart graphics of Virtua but it has tons of gameplay which is what matters the most. With the impending release of Micro Machines 2, Accolade has taken the brave step of releasing Combat Cars which looks very similar to Codemaster's finest title.

DOUBLE YOUR MONEY

Remember in Micro Machines the whole game was viewed from overhead and you screamed around a complicated track, racing against either a friend or three other computer opponents? Well, Combat Cars looks virtually identical, but this time in two-player mode the screen is split in half so that the cars can race independently of each other.

In order to make sure that the split screen didn't reduce the players' window and therefore make it impossible to see the track immediately ahead, Accolade has used a similar method as featured in the two-player mode of Sonic 2 and compressed the screen down to half its normal size. Even though this makes the game look a bit odd, it makes sure that there is no disadvantage to the player in this mode.

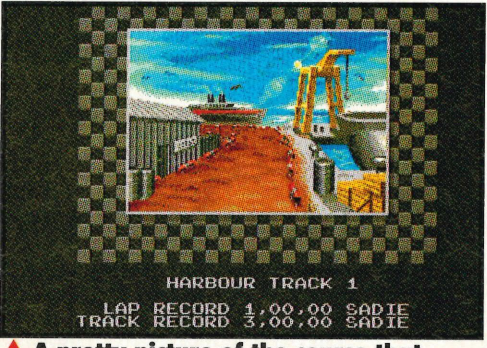
There are two different two-player modes to choose from – these are the standard Grand Prix mode where both of you battle it out against other computer opponents, or the head-to-head where a one-on-one race takes place.



▲ For some reason the cars can pass through each other, and hear I am sitting in a flaming wreck of a car



▲ This corner isn't that drastic, but the hairpins are another matter. Time to go to Honest Ron's insurance emporium



▲ A pretty picture of the course that looks nothing like the actual track



▲ These eight gadgers are the racing elite. Except for Mama of course – she's the token ugly old bag



▲ The goods may be expensive but the view makes it worth the asking price

	1. GROWL	1'17"86	
	2. MEKMAC	1'20"01	
	3. JACKYL	1'21"92	
	4. SADIE	1'25"84	
	5. METRO	1'25"86	
	6. RAY	1'26"27	

▲ At the end of the race the winning positions are shown. That's me on the top, honest!



▲ The winner! Come in first and rake in tons of cash

CARS



▲ Weapons are the order of the day here



▲ Andy doesn't look too hot, but he carries homing missiles which are by the best weapon

► Now I don't think I really wanted that to happen

GUNS 'N' ROSES

Apart from the split screen, the other difference between this and Micro Machines is that each character, of which there are eight, has their own weapons system. Some of them are a bit useless like the smokescreen that only affects cars immediately behind, while others are more powerful like land-mines. Andrew the Alien has the best weapon which is a guided missile system – in the role of Andrew all you have to do is simply drive along, fire the gun and the missile will then automatically lock on to the nearest opponent and blast them off the road! Needless to say this is pretty useful and could potentially mean that Andy can win the race simply by reeling off a few missiles here and there.

To compensate for this each weapon has a certain amount of charges to start off with which increase after each lap. At the end of the race a bonus is given, the size of which depends on how many charges remain. This means that you can make more money by being skilful and saving the weapons instead of going in with your guns blazing.



▲ This is what we want – two players battling it out and then having a proper fight afterwards

▼ Talk about unfair. In head-to-head mode I've got a smokescreen as my only weapon and my opponent has guided missiles that can hit me from anywhere on the track

ROCK HARD

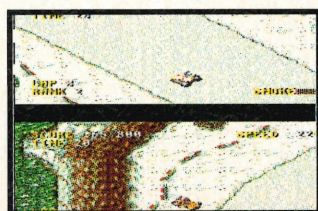
Combat Cars would be a fantastic game if it wasn't for one thing – the difficulty level. Every race game I have ever played has given the player a few easy laps to get used to the momentum of the car and the way each player handles, but not here.

The first track is fairly difficult in itself, but only a skilful player will be able to pass the second track and you can forget about the third! It is annoying to see the computer cars scream around corners that you skid out on every time. At first I thought it was me being a bit crap but no, to my relief everyone else in the office agreed too.

After a while, having built up some cash and bought more parts, the cars do handle corners well and travel at a fair whack but at the start of the game they handle dreadfully and it is very hard to qualify. Add to this the fact that if you don't qualify in third position or above every time the game ends straightaway and you have one very frustrating racing game. This is disappointing because it did look as if it would be far superior to Micro Machines, but sadly it doesn't come close.

▼ Snow and ice and all things nice. It may look cool but thew action gets hot as the cars slip around

▼ Fighting for position is what it is all about. Shame the computer cars always beat the pants off me!



THE SECOND OPINION



THE JAG

Where I come from we have a saying for things like Combat Cars. I believe it goes something along these lines, "What a pile of crap". Yes indeed, direct and to the point, with no messing around. Combat Cars is simply a second rate rip-off of Micro Machines, what else. Why Accolade felt the need to pick up on what is a brutal piece of programming from a dodgy American software house is beyond me. Do yourself a favour and chuck up in the nearest available place – it's a lot more fun than this rubbish. Ahoy to the World Cup. About time too.

RATINGS



78% PRESENTATION
Nicely presented options screen and the odd picture between levels

71% GRAPHICS
Small sprites that move quite fast

65% SOUND
Average racing stuff really. Vrooms and bangs

65% SHORT TERM PLAY
It is quite hard to get into

60% LONG TERM PLAY
The difficulty means it will take ages to complete, if you can be bothered to persevere

62 OVERALL
It's OK, but Micro Machines is better

MEGA-CD REVIEW



BY: CORE



STYLE



SHOOT'EM-UP

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

JULY '94



With a major intergalactic corporate war going on, would you get RICH LLOYD to defend your planet single-handed? No, neither would I...

BATTLECORP

In the future, when corporations get so big that the only way to defend against industrial espionage is to hire your own private army, slight conference-room disagreements might end up as full-scale wars. The year is 2096 and scientists have managed to develop a nuclear fission system using a rare element called Meridium which was discovered by the Interplanetary Mining Corporation (IMC) on a planet eight million light years away from Earth.

Now that's a long way, but it is worth it because Mandlebrot's world and its three moons currently possess the only material that can be used to make miniature portable reactors that can be used to make devastating weapons. IMC don't want any rivals getting a piece of their action but BioMechanical Incorporated (BioMech) want in on it and are prepared to do anything to get their way. Boardroom negotiations mean nothing and the last resort is to take the planet system by force using Insectar strike craft. The IMC defence squad is the Battlecorps, a troop of elite combat veterans in Bipedal Attack Machines (BAMs) and you're in charge!

GUNHED

Anime fans will immediately know what a BAM is, but if you aren't into that sort of thing let me tell you that it is a two-legged vehicle that the pilot sits in and the BAM moves as he does. If he tries walking forwards the machine goes forwards, and so on. It is from the cockpit that the game is viewed with all the action taking place from a first-person perspective.

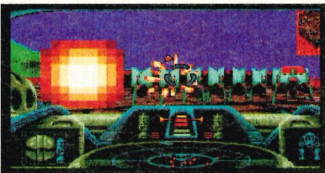
The good thing about using a BAM is that the head of the machine is separate from the legs and so you don't have to be facing in the direction of travel. What this means is that when you discover there are a large amount of enemies hidden around the next corner, you can simply charge forwards while firing sideways and generally strafe the hell out of everything before they have any idea what's hit them!



▲ It's time to suit up and get on out into the action



▲ This is Calgary, your boss. Don't ask me what happened to his body, just do as he says



MAKE MINE A LARGE ONE

All the levels take place on the three moons orbiting around Mandlebrot's world. Vegra is a small volcanic moon with seas of lava and some mining archipelagos which have been invaded by

Insectars and your character must destroy them all while trying not to overheat in the lava pools. Cygni has a swampy surface that makes it difficult to mine. It also has some indigenous life-forms that may accidentally tumble their way into your fire fights and be senselessly killed. Drako has the most hostile environment with violent volcanic activity and high surface winds. It is because of the extreme danger on the surface that all mining takes places in underground complexes.

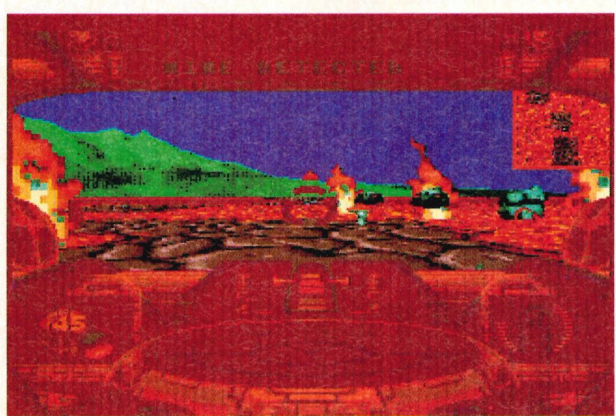


▲ The old shield can get a bit low, so just pop into here for a refill



◀ There's nothing like a bit of wanton violence to sort the men out from the boys!

▶ I like the colour red. Reminds me of nice things like tulips, roses, red-hot lava and blood...





PEBBLES AND BAM BAM

There are three BAMs to pilot and each one comes with its own Gunjock (pilot to you and me). No one BAM is significantly better than another, but some excel in certain departments which could be useful on some missions. For example there is one mission where a space satellite shoots at you with a high-powered laser beam if you stay in the same place for too long, so obviously you will want a machine that can move quickly. The fastest one is piloted by Becky Ojo, but it doesn't have any heavy armour or large supplies of ammunition. Alternatively some missions put you in a position where you are constantly bombarded from all sides, so heavy armour at the expense of speed is preferable.

The three BAMs are the Hawk piloted by Becky, the Panther piloted by Jack Cutter which is the best one all round and finally the Armordillo, piloted by Dika 'A' Jang, which is heavily armoured, has tons of heavy artillery, but is as slow as a snail.



◀ Some areas of the game are protected by a force field. You can't shoot through a force field, but the enemies behind it can!



JOCKS 'N' SOCKS

The heroes of the day are the Gunjocks. These are the guys that pilot the Bipedal Assault Machines. Jack Cutter and Dika 'A' Jang are just two of these nutters, who even though their heart is in the right place, have sadly lost it in the brain department



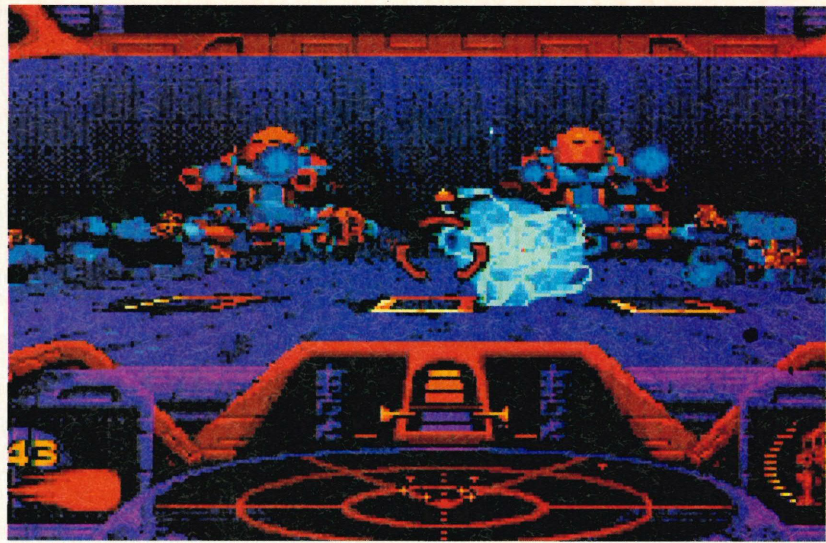
▲ Hurrah for violence! Three cheers for destruction! Corrupt? Not me. I'm just a loony



▲ The mortar is useful but the triple mortar is even better!



▲ Alas, poor Becky Ojo, I didn't know her very well at all really. Lucky for her



▲ Underwater, and things just don't let up. Just try not to kill any innocent fish!



▲ Some things just don't know when to stop. Blast the head off some of the monsters and the legs will carry on attacking!

FRED AND WILMA

All of the vehicles have basically the same weapons although the amount of ammo that can be carried varies greatly. All of them have twin cannons which have unlimited shots and can be powered up by collecting icons during a fight. Mortars, flame-throwers, stun grenades and plasma guns are also available depending on the mission being undertaken. The most effective weapon is the guided missile, but unfortunately these are in very limited supply.

Having lots of weapons is great but would be ultimately pointless if there was nothing to use them against, and the good news is that there are hundreds of different bad guys to blow up and they all give as good as they get!



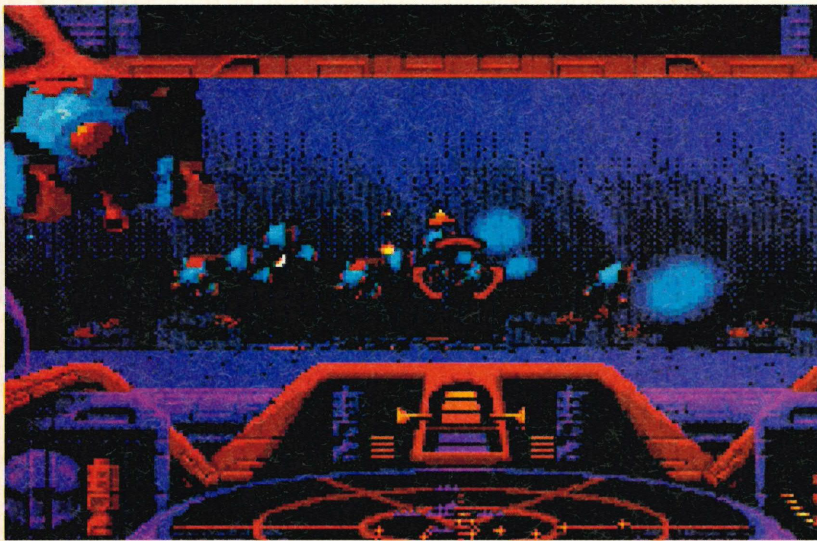
The first few levels only have simple Insectars to fight against, but a few stages into the game and things begin to get mighty rough. For example, on one of the underwater levels there are not one but four end-of-level guardians, all of which attack simultaneously! No one said this game would be easy, did they?

◀ Fried fish tonight indeed!

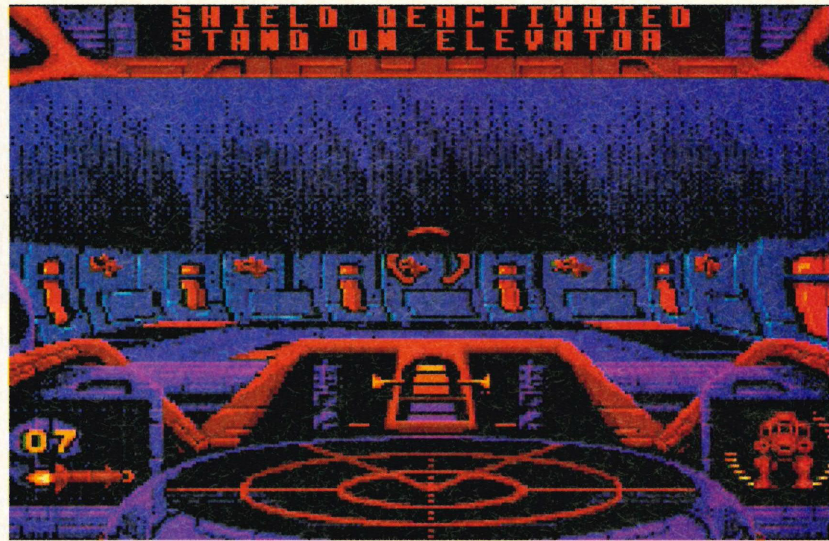
A TASTE OF THINGS TO COME...



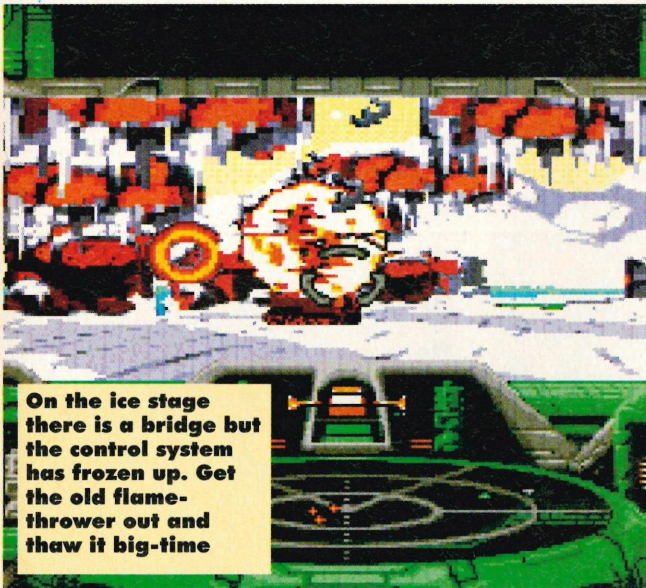
Like most CD games of this high standard, the first part you will look at is the intro. As usual this game boasts some smart Silicon Graphics showing how Mandlebrot's world was invaded by the evil Insectars



▲ Think this boss looks hard? Well, he is, but you have to fight four of them at once!



▲ Jump onto the elevator after killing the boss to go on to the next stage



On the ice stage there is a bridge but the control system has frozen up. Get the old flame-thrower out and thaw it big-time



◀ At the end of the game is this geezer. He goes by the name of Moses, but holy he most certainly ain't...



I'D BUY THAT FOR A DOLLAR

I'm not sure why violent games like this and Thunderhawk are so much fun to play, but they are. There is something appealing about running around, mindlessly slaughtering anything that gets in the way under the pretence that it is helping to accomplish some mission. Either that or I'm just a complete psycho. Anyway, when I first started playing this I was a bit dubious as to how good it would be, but a few hours later I was hooked. It may look a bit like Thunderhawk but a lot more strategy is called for as the BAMS move fairly slowly and the enemy gunners are more accurate and deadly. This makes the game fairly hard, especially on the later levels. No one can say there is ever a dull moment in this game! In all this is a great game with a long-lasting challenge and superb presentation that is slightly let down by some bland colour palettes and blocky graphics.

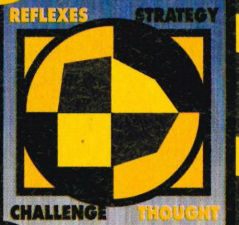
THE SECOND OPINION



THE JAG

When I first saw this I wasn't really sure what to make of it - I think I was probably expecting something a bit more like Thunderhawk. Still, the fact that the gameplay of Battlecorps is much slower doesn't detract from the fact that it's a superb game. The graphics are incredibly smooth and there are some really ambitious visuals which have been pulled off very well. If Thunderhawk was the definitive Mega-CD game then Battlecorps is a more than worthy follow-up.

RATINGS



85% PRESENTATION
Looks very slick right from the first moment

78% GRAPHICS
Everything moves fast and smoothly

91% SOUND
Top SFX, music and digitised speech

82% SHORT TERM PLAY
The controls take a while to get used to

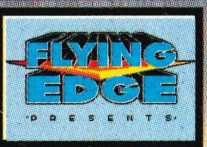
80% LONG TERM PLAY
The 13 long levels will take weeks to beat

OVERALL
90
A well-polished game that deserves to do well

MEGADRIVE REVIEW



BY: ACCLAIM



8 MEG

STYLE



SPORTS SIM

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 1

RELEASE DATE

OUT NOW

THANKS TO:
FUTURE ZONE, OXFORD

▶ Get down on your knees, serf

▶ Oh no, the Welsh have equalised. Major disaster strikes



Ryan Giggs - Welsh Wizard, Red Devil, endorser of possibly the worst football game to yet appear. Strong words from The Jag who reckons he knows his footy.

▶ Does this game involve soccer played Ryan Giggs-style or is it simply endorsed by Ryan Giggs? If I'm not mistaken, this game is known by many aliases - for example in Germany it's probably known as Jurgen Klinsman Soccer, while in Italy it's Roberto Baggio Soccer, and so on and so forth. Can anything be gleamed from this? We could be old cynics and accuse the players who are endorsing the game that they are all merely out to make a quick buck - an accusation I find hard to level at Giggsy, hero of Old Trafford, man of the people. Do you think Ryan Giggs would put his name to a heap of garbage disguised as a game? Surely not. I wonder if he has any knowledge of what he is actually endorsing or if it was simply a case of just another few thousand in the bank after a particularly exhausting photographic session. You, my old son, have gone right down in my estimations if this is the case. It would seem that nothing is sacred anymore.

● BREAK A LEG

So what is really wrong with Ryan Giggs Champions World Class Soccer (its full title) then? We've had a few naff footy games in the past, even the official World Cup game was pretty crap, so why are we picking on this game in particular? Let us begin with the company who developed the game, Flying Edge, who I have nothing against in particular, just their nationality. Yes, they come from across that large expanse of water known as the Atlantic, and what the hell do Americans know about football? Come to think about it, what do they know about Ryan Giggs? Your average American probably thinks this is some new form of therapy or the latest Steven Segal movie.



RYAN GIGGS



▶ No sodding Taff is going to stop me. 1-0...that's another World Cup they are missing



▶ No free kick. What do you expect with a Spanish ref?!

▶ Punt the ball up the field. What about entertaining the fans?



● UNITED KINGDOM OF ENGLAND

The opening screens are packed with unintentional humour. For example, from the team select option we can opt to play the majority of the more famous international footballing nations. Brazil is included, as is Germany, however things become a little confusing when we note that Wales is here as is Scotland (complete with the incorrect flag but that's another story altogether), but they seem to have forgotten England. Now I found this rather amusing not being English and all, but what about all you long-suffering England fans? You get to play for the United Kingdom. Wales and Scotland have left the Union and England now constitutes the UK! A good start to a footy game! My goodness, how we laughed.

EGGS SOCCER



IF YOU MUST...



Oh good. We have been drawn in group A. No sweat, man

Who do you fancy? The UK, Germany, Brazil. Choose here



It's Emelyn Hughes...with a perm. The Americans go for the voice of reason

4-4-2. Sounds good to me, I must say. Auto goalie on



Oh dear, the defence appears to be in confusion and the ball ends up in the net



Surely that must be a penalty



Wrong way. Chalk up another for me. 5-0 or something by now

THE KEEPER'S FUMBLER IT

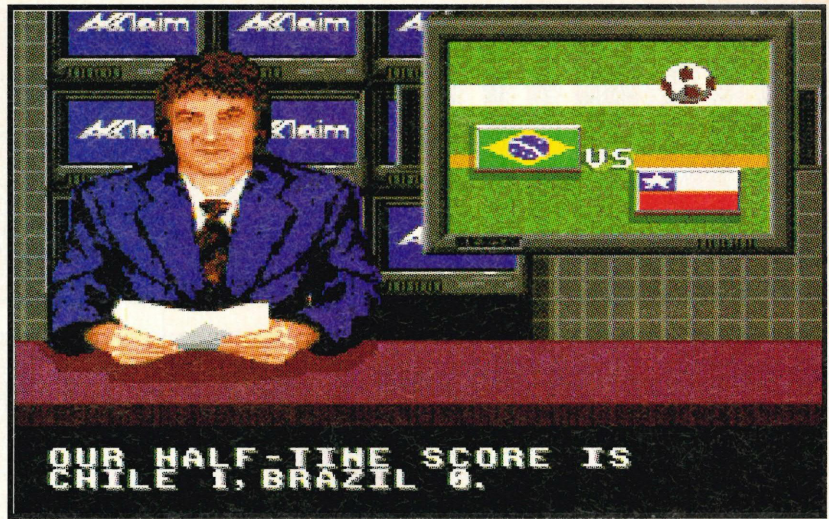
The English/UK thing may be funny but the best is yet to come. Before the game, one of those irritating American commentators looking more like a newsreader sits there and gives us his pre-match expert opinion. For example: "The Scots have great offensive qualities but can be let down by ineffective defensive tactics." Even John Motson on a good day couldn't beat that.

The tears of laughter had just been wiped from my eyes when the teams strode onto the field - Scotland and Germany. Since when have Scotland sported orange shorts and socks? The Germans also wear a very funny-coloured shirt never before seen by these eyes. Yet again the laughter in the office could be heard several miles away. Perhaps blue causes negative reactions with Americans or something. Strange, very strange.

The team and tactical options screens are pretty basic. Five formation line-ups and the option to use auto or manual 'keepers seem to be it really. After the excitement of this is over we actually get to play a game in the World Trophy or something like that.



▲ It looks as though that could be another. Yes, it's net bound



▲ Things don't look too good, but it's a game of two halves



▲ No doubt I'll get no free kick for this



▲ This defence appears to be all over the place. I think they've managed to scramble this one clear



▲ I ended up with 2-2 draw. Fair enough I suppose



▲ 'Keeper's ball I think!

▶ Oh yes, well held, that rather talented goalkeeping-type man

TUESDAY NIGHT FIVE-A-SIDES

The player has control over only one player, while the remainder of the team gallop around like headless chickens. Control of the 'star' player can be transferred by pressing the C button, which is pretty useless when you are controlling an attack and one of the opposing defenders dispossesses your star attacker and punts the ball into your penalty area. The C button must be hammered until a defender close to the opposing striker can be brought under your control. It's all very confusing, but despite this it's very easy to score goals by simply running rings around the defence.

I advise you to stay well away from this, unless you have a nose for games that are unintentionally funny, then this is a must. No B-movie even comes close.

THE SECOND OPINION

RICH 'TWO LEFT FEET' LLOYD
 Oh dear, oh dear. Poor old Giggsy may be the star of a smart Reebok advert but this certainly doesn't do his credibility any good at all. With Sensi and FIFA storming the charts why would anyone want to buy this load of old dross? You never really get the feeling that you are in control like you do in Sensi and the players just look stupid, running around resembling something out of Beavis and Butthead. This whole thing is a disaster from start to finish and it looks like Acclaim has scored a major own goal. Just watch the World Cup instead.



RATINGS

REFLEXES **STRATEGY**

CHALLENGE **THOUGHT**

PRESENTATION
 Cheap and shabby. Few of the team flags are wrong colour

10%

GRAPHICS
 Not up to much. Long lanky players and poor scrolling

30%

SOUND
 I took no notice - that's how bad it is

20%

SHORT TERM PLAY
 Once you've been playing this for five minutes that's about it

10%

LONG TERM PLAY
 Don't make me laugh

5%

OVERALL
25
 A very poor effort from the Americans. Ryan Giggs will never live this down. Donate the money to charity instead

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MEGADRIVE REVIEW



BY: CAPCOM

CAPCOM

40 MEG

STYLE



BEAT'EM-UP

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PLAYERS 1-8

SKILL SETTINGS 8

RELEASE DATE

TBA TBA



Super SFII must be the most eagerly awaited game of all time, so why not get RICHIE ROO the least eagerly awaited reviewer to look at it?

SUPER SFII: TH

Street Fighter II is the most successful arcade game ever and it was quite surprising how close the Mega Drive conversion was to its cabinet counterpart. This has since been used as the yardstick for all subsequent fighting games like Fatal Fury 2, Art of Fighting and Dragon Ball Z but none of them ever really stood much of a chance.

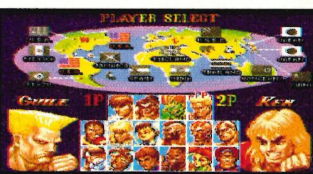
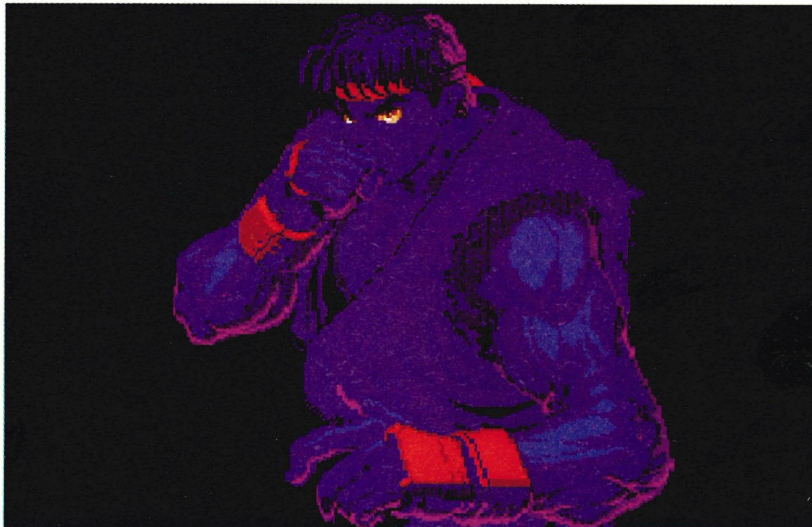
The main factor that made SFII such a good game was the fluidity of play and the way that it was possible to apply a little thought and tactics to string together various moves to make powerful combinations. The game was so successful in fact that it spawned tons of merchandise, such as T-shirts, toys, mugs, and there is even a action film coming out too.

Certain dodgy people managed to tamper with the arcade machines to give characters different moves and so Capcom launched Street Fighter II Turbo, and then followed up with the best game yet, Super Street Fighter II.

JEAN CLAUDE VAN DAMME

Fans of the original arcade game were overjoyed to see that their favourite game had had a complete make-over - all of the graphics were vastly improved with much more animation, there were a few more special moves to learn, you could control the boss characters, but most importantly there were four brand-spanking-new characters to play making a grand total of 16 characters in all.

Now Capcom has converted this to the Mega Drive too, using a phenomenally large 40 megabit cartridge making this the largest Mega Drive game ever. The end result is a game that is about as close to the original arcade version as you could possibly imagine. Everything in the arcade version is here, and much more! One rather surprising thing is that there is no option to turn this game into Super Street Fighter II Turbo, which is the game that is currently doing the rounds in the arcades.



HYLIE MINOGUE

Unless you've been hiding in the Gobi Desert for the last two years you will probably know everything there is to know about SFII already. Now there are four new characters to choose from, one of which is Cammy, who works for the British Intelligence. She has lost her memory and the only way to find out her past is to win the SF competition. Dee Jay Maximum comes from Jamaica and has a strange way of combining kickboxing with music. Thunder Hawk is a big native American whose family was killed by M Bison and he is out for revenge. The final new character is Fei Long, a master of Jeet Kune Do whose sole aim is to kick ass around the world.



Ken has got a new flaming dragon punch and is not afraid to use it

Chun Li now looks prim and proper even though she's just panned someone's head!

Ryu

BIRTHDAY: 539. 7. 21

HEIGHT: 175cm

WEIGHT: 68kg

3-SIZE: B 112cm, W 81cm, H 85cm

BLOOD TYPE: O

333900 16025016

3619200 40125016

*CAPCOM 1992 1600025016

323200242382701616

Everything you always wanted to know about Ryu but were afraid to ask



THE NEW CHALLENGERS



JACKIE CHAN

Cosmetically I don't think this game could be any better. The intro where Ryu moves up and down before throwing a fireball into the screen looks exactly like it did in the arcade and all of the graphics have been sharpened up and now animate much more fluidly than before. The only bad point I can raise about the graphics is that Dee Jay doesn't look anywhere near as impressive as he should and his face looks wrong somehow. This aside, it all looks wonderful and moves smoothly, even on the fastest turbo speed. The sound is a bit of a let down though, because even though there is a lot of speech and music it all sounds very tinny and grates a bit.



◀ Cammy (played by Kylie in the film) may be little but can sort out the men from the boys



◀ T Hawk is quite a big geezer, but Fei Long makes up for it with blinding speed



◀ Even Bison cannot stand up to T Hawk's power slams

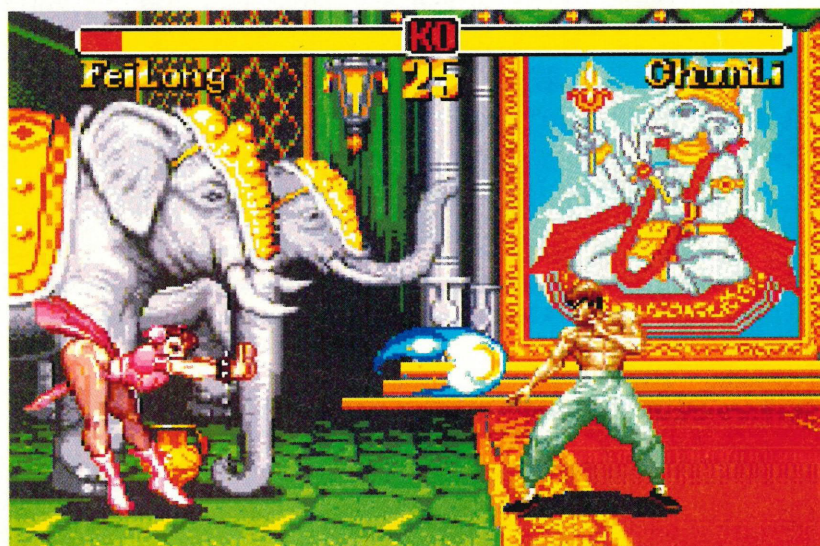


1P **POINT MATCH** **2P**

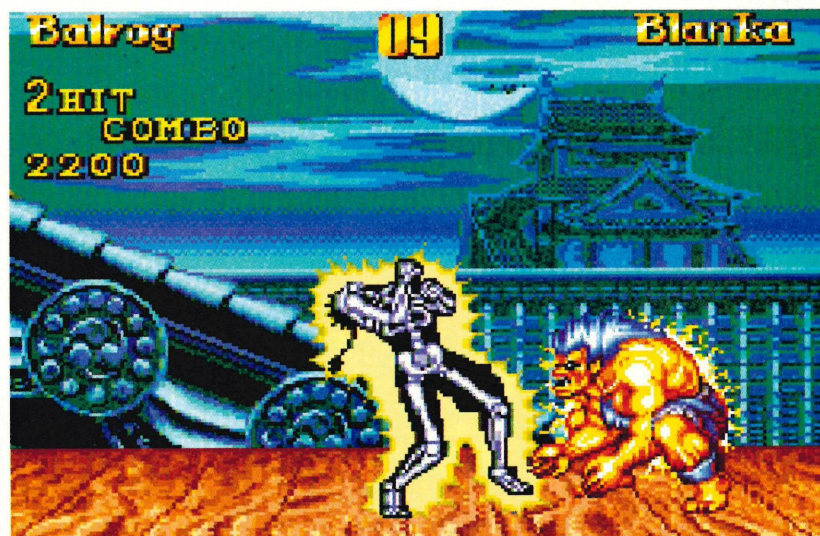
CAMMY
RYU
FEILONG
SAGAT
BALROG
BLANKA

DEE JAY
KEN
CHUN LI
VEGA
BLANKA
RYU

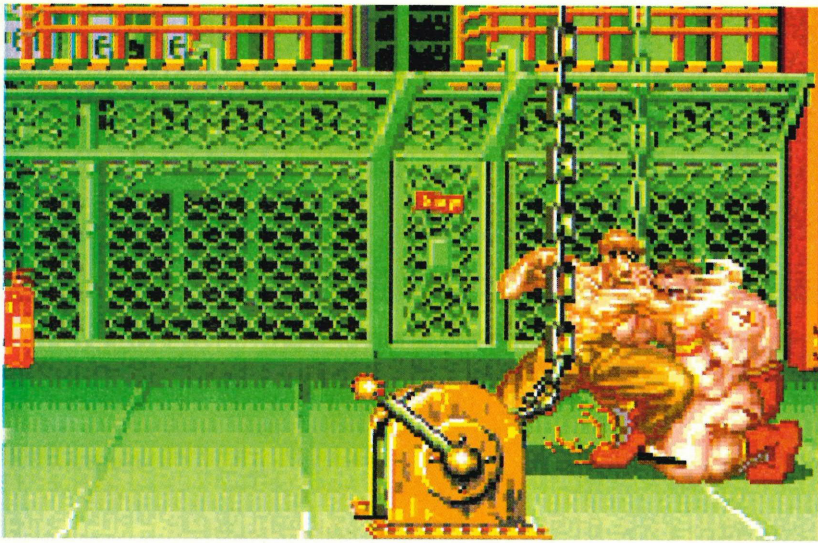
◀ Choose up to six fighters for the elimination matches



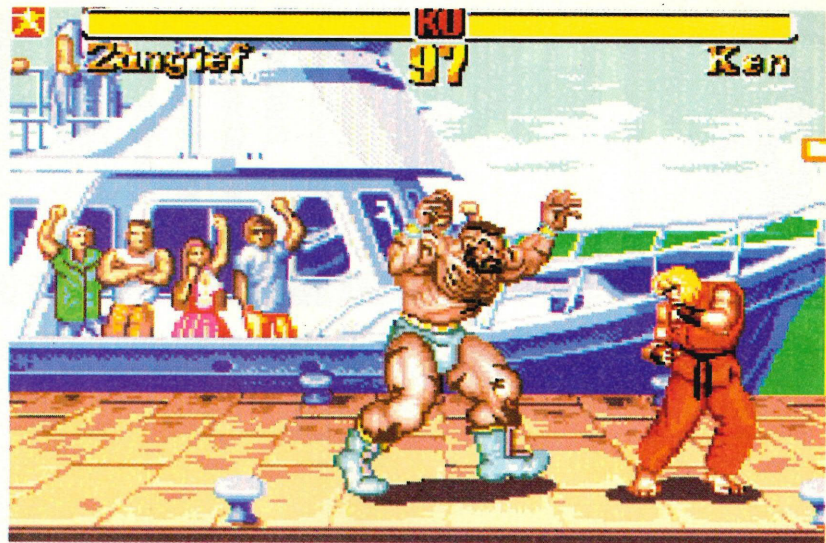
▲ Chun Li likes to show a bit of leg as she performs her kioken fireball



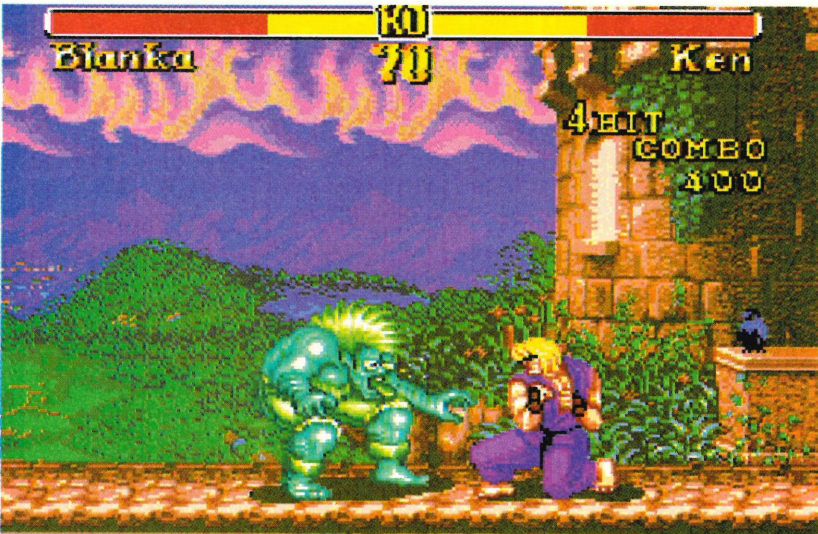
▲ Hit an opponent a few times in a row and a message comes up just so you can rub it in a bit more



▲ By performing the fireball motion three times in a row quickly, Fei Long can do a powerful combination of punches



▲ Come over here, little man. I am just about to pound you senseless. Come and meet your fate...



▲ Now I don't like to blow my own trumpet, but am I good at this game or what?!

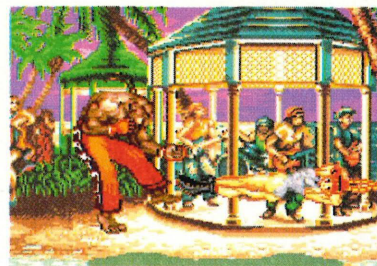
▼ Wow, lots of spaces with question marks in them. Unlike the previous episode the fighting order is not the same each time

GARY DANIELS

Another feature of the arcade was the way it was possible to link up four machines and play eight-way tournaments. Obviously you can't link up that many Mega Drives but the eight-player tournament has been included as well as a number of other two-player option modes.

In challenge mode you have to beat your opponent in as quick a time as possible or by scoring as many points as you can depending on the mode you chose. The standard group elimination matches have also been included and the number of one and two-player challenges seems endless.

For some strange reason in the normal game mode you only get to fight 12 of the 16 characters but by going to one of the options screens and enabling 'Super' mode you will be able to fight everyone in turn. Not only does this make the game much harder to complete, it also means that it will take a lot longer to fight all the way through to the end!

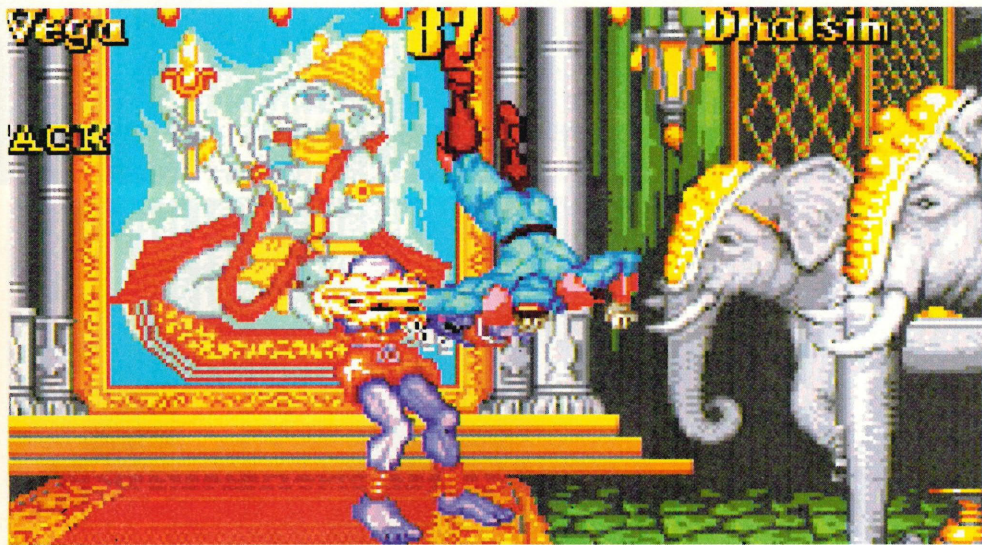


▲ When you get as good as me, you too will be able to do the infamous four-hit flaming dragon punch (Sad git - Ed)

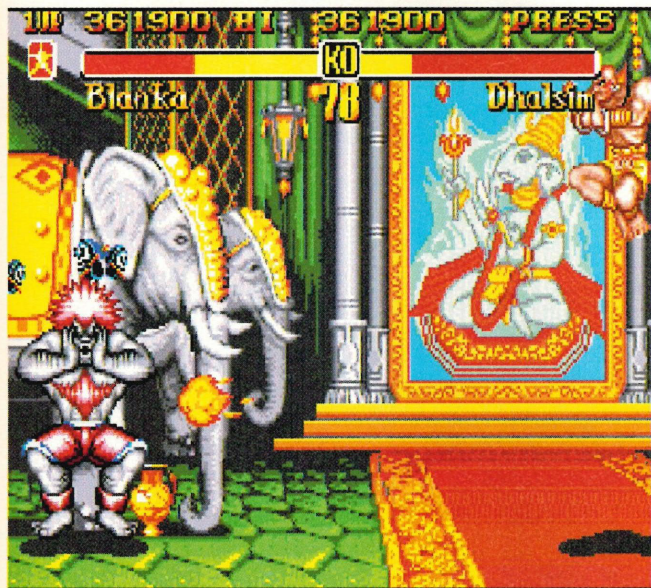


▲ Ryu can throw a large wobbly red fireball. Quite what Chun Li is doing I don't know

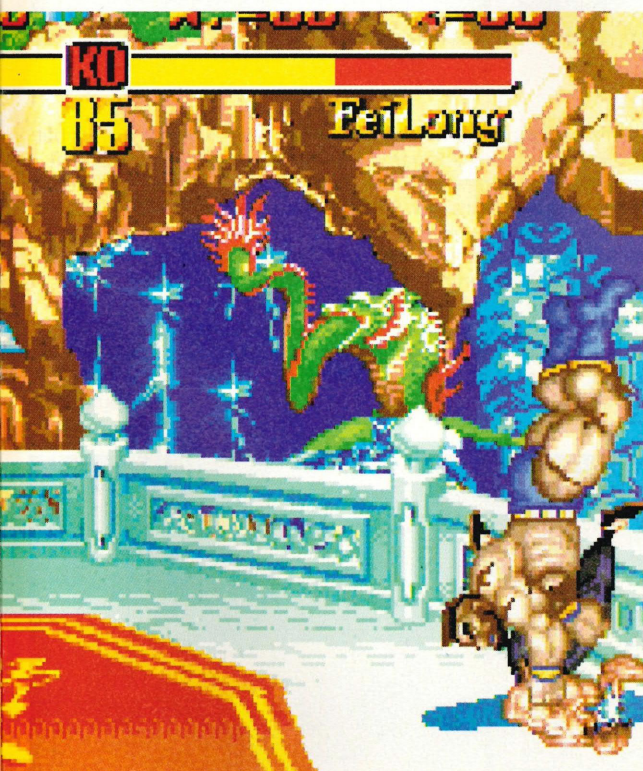




▲ Vega is the bad guy behind the whole game and as such is an awesome fighter. He even has a few new moves up his sleeve as well



▲ Blanka just got a severe beating. All he can see now are little dickie birds in front of his eyes



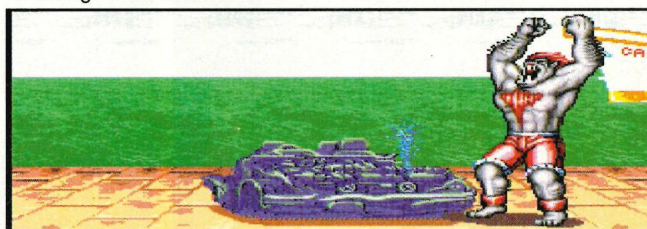
▲ Poor old Blanka isn't having a good day today. His skin has turned a funny grey colour, so he can't be feeling very well

RAUL JULIA

As well as the new characters most of the bog-standard contestants have learnt some new moves, apart from Guile who was a tough-nut already. In the original game there was a bug that made Ryu throw an occasional red fireball instead of a blue one, but this is now a new move altogether. Ken can now set people on fire with a dragon punch and Zangief now had some more 'ludicrously hard to perform' techniques. In general though all of the fighters are now more intelligent (depending on the difficulty level of course), have more rugged caricatures, and are generally faster than ever before.

Right from the off it is obvious the Super Street Fighter is a superb game, but the question is: Is it really worth the money? When it first came out on import the asking price was £100 which is far too much for any game in my book, even if you are a great fan of it. I love playing this game but there is no way on Earth I would pay that much for it. It would be much better to go down to the arcade and play it until you were completely sick to death of it and then spend the rest on something else.

Anyway, that is beside the point. Super Street Fighter II is the definitive console fighting game, better than Turbo on the SNES, and if you like this sort of thing then you will adore it. With lots of different speed and difficulty levels it will take ages to beat it properly and see all of the special endings, and there is a great challenge to be had here.



THE SECOND OPINION

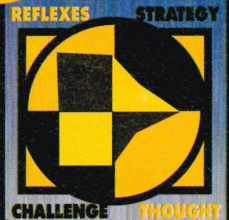


ALLIE WEST

OK, it's a bloody good version of Super Street Fighter II...I'll admit it. There's not a great deal I can think of that's wrong with it, except maybe the sound which is downright terrible. But hey, who cares when the gameplay is so spot on? There's only one problem really, and that is the price. Who in their right mind would honestly shell out £100 for a refresh of a game which has been out over a year? Who'd shell out £100 for any game?!? Virtua Racing was bad enough but this is just utterly ridiculous. Even if Capcom does release the game itself rather than going through Sega (which is what we've heard might be happening) I still can't see it coming out for much under £70. You've got to be a special kind of Street Fighter II (like our Lloydster) geek to want to spend this much cash on a cartridge.

It's a truly great conversion of a truly great game but it's also an absolute rip-off. Ludicrously rich/stupid people are in for a treat.

RATINGS



PRESENTATION

91%

It looks great right from the off

GRAPHICS

92%

Smooth animation and tons of large sprites

SOUND

84%

Lots of speech that sounds a bit dodgy

SHORT TERM PLAY

88%

Fairly easy to get into, but gets hard quickly

LONG TERM PLAY

93%

Mastering this game will take years

OVERALL

96

The best beat'em-up game yet! Buy it if the price is right



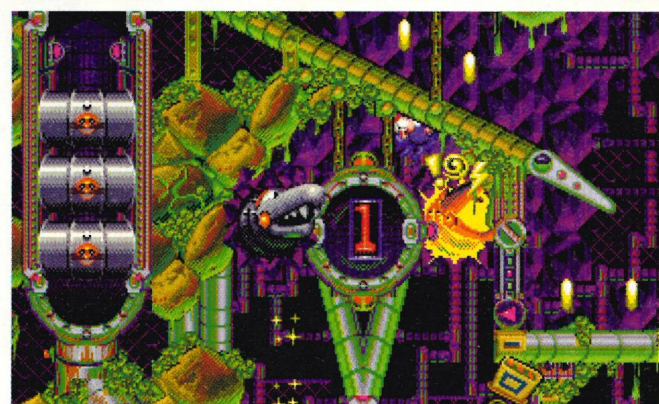
TECHNIQUE ZONE

Are we good to you or what? Not content with bringing you numerous exclusive reviews and previews, we also have the best and most up to the minute tips page ever conceived in the history of the universe. Well all right, so that might be a little bit of an exaggeration but it sounds good and adds meaning to my otherwise dull and meaningless existence. Working on the finest Mega Drive mag isn't all fun and games you know. Well, it is all games I suppose, being a games mag and all, but you get my point. Ho hum...

SONIC SPINBALL

Hurrah, we finally have a cheat for Sonic Spinball which will please the kid that keeps ringing me up asking for Sonic Spinball, Sonic 3 and Eternal Champions cheats about 15 times a day. Don't you have to go to school or anything? Or do you just sit at home playing games and then ringing me up all day? Anyhow, want a fantastic cheat for Spinball? Well, that's too bad because I only have a slightly average one instead!

After beating a boss simply hold down A, B, and C all together to get millions of extra points, making it easier to get extra lives. See, I said it wasn't fantastic didn't I? NO MORE PHONE CALLS PLEASE!



ALADDIN

That Dave Perry is a bit of a lad isn't he? Somehow he managed to make an absolute fortune by releasing the same game under different names, ie Cool Spot/Jungle Book/Aladdin. He also likes to hide a digitised picture of his ugly mug deep down in the putrid bowels of some of his games, along with secret options screens. To give this game the enema it deserves and unblock the intestinal tract of Disney's fine platform romp, simply press A, C, A, C, A, C, A, C, B, B, B, B. Be careful though, because it might start to smell after a bit.



ECCO THE DOLPHIN

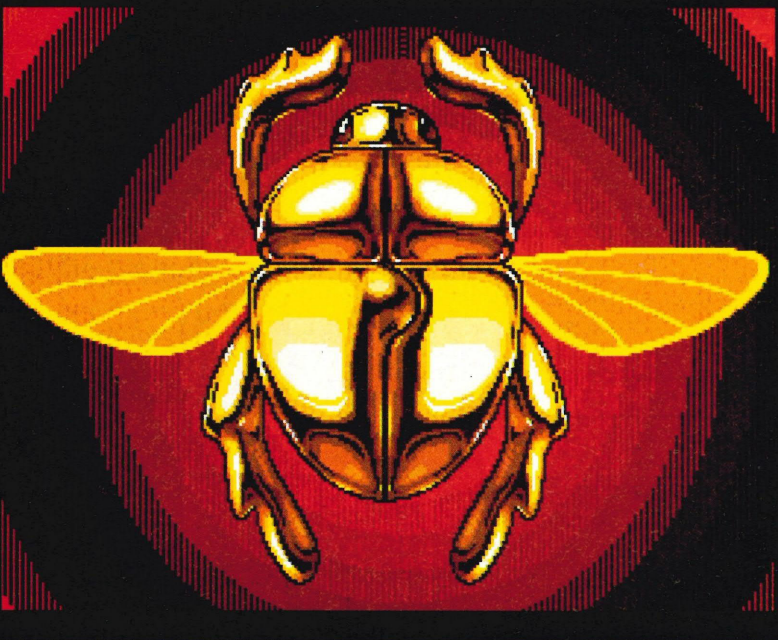
Don't you just hate this blasted dolphin? If you get frustrated while playing it and start to hate the sight of the damn grey mammal why not relax with a nice tuna sandwich to calm your nerves? Alternatively, why not turn Ecco so that he faces you and pause the game. Then press Right, B, C, B, C, Down, C and Up. Hopefully a debug screen should appear with lots of lovely options allowing you to skip levels, read the messages, make Ecco invincible and mess about with the music. By the way, have you ever noticed that Sam on Home and Away always plays Ecco?



JURASSIC PARK

What a fab film. OK, so the only reason it was good was because of the dinosaurs but so what. I liked it. Even though we gave this game a complete slugging it seems that many, many, many people actually forked out cash for it and inevitably got a bit stuck. Are you one of these poor unfortunate mugs who not only paid just to see the smart dinos in the film but actually fell into the gigantic hype machine and got spat out the other side feeling a bit cheated and slightly lighter in the wallet department? Suckers! Just wait till the Flintstones merchandising starts up properly and wave goodbye to your life's savings...

Highlight the options and press Start. Press Start again to exit the options. Highlight Password and press Start again. Enter the code NYUKNYUK and then highlight one of the arrows. Press the A, B, C, and Start buttons one at a time. A message should appear. Highlight Exit and press Start to start the game. A sound test and stage select should now appear.

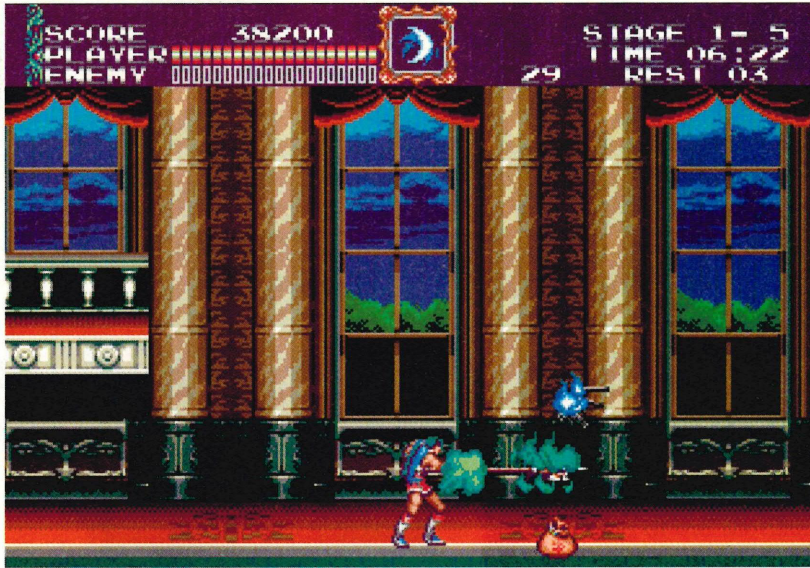




TECHNIQUE ZONE

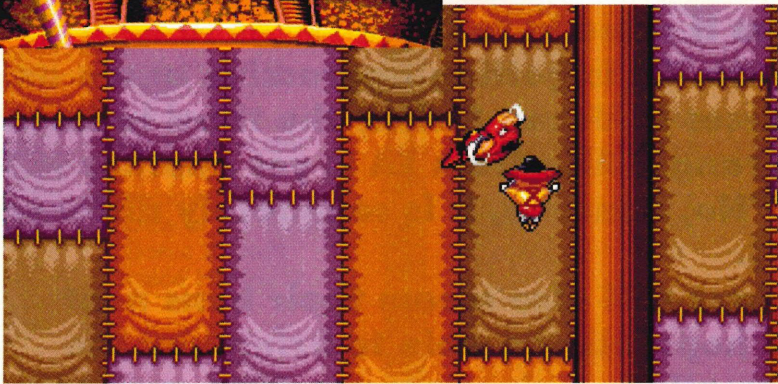
CASTLEVANIA: BLOODLINES

Castlevania is quite a hard game and only a complete and utter nutter would try to play it on the hardest level. Having said this, why not be a total loony and make the game even harder? Yes folks, by pressing Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen you will be able to play on the expert turbo nutter difficulty level and fight vampires to your heart's content. Super.



AERO THE ACROBAT

Aero the cackrobat more like. What a terrible platform game. Let's hope the sequel is better than this poor effort. Anyone wanting to see the end of the game before chucking it in the bin should use the following cheat. Go to the options screen and press C, A, Right, Left, C, A, Right and then Left. Now start the game and pause it when Aero appears. Then press Up, C, Down, B, Left, A, Right and then B. Keeping the game paused, press A and C together until the secret options screen appears.



REN AND STIMPY: STIMPY'S INVENTION

Happy, happy, joy, joy etc etc. Not content with completely taking over BBC 2 and corrupting the nation's children, the dopey duo are still posing people some problems in their first Mega Drive outing. Fret no more, dear readers, because I have all the passwords to the entire game right here in my hands:

Level Two
8BZ0000 003B2WN

Level Three
8C00003 T33F2WF

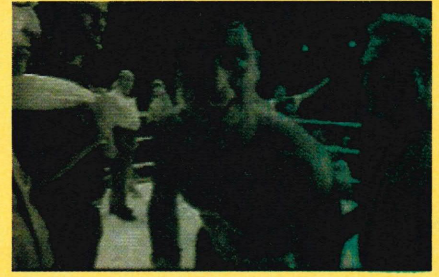
Level Four
831000B C3322WB

Level Six
652000G YCM5UWV.



PRIZE FIGHTER CD

If boxing is your game then you will probably have already checked out Prize Fighter and got fed up with the tiny black and white FMV scenes. The question is, did you know that there is a colour video clip that last for three minutes hidden away? Just go to the options menu and press A, B, C and Right on the joystick to see some behind the scenes footage of how they made the game.



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I can hardly contain myself - all I have to do is write this page and I can have the afternoon off, so here we go. The question you are all asking yourself is: "What joys do those wonderful MegaTech peeps have in store for us next month?". Well, Mortal Kombat II should be heading things, as it came in too late for us to look at it properly this month. EA is getting aggressive again and sending in the forces in Urban Strike, the third in its successful Strike range. Also from EA is yet another NHL Hockey update ("No, honestly, it is completely different from the others").

Space trading fans will also cream their buns next month as we will hopefully be able to bring you the latest news on the all-time classic game Elite, and Wing Commander CD.

Can I go up the pub now please? No? Well, what if I mention that those lovely people at Sony are going to give us the low-down on a lot more of fantastic games, namely Addams Family Values, The Flintstones and Penal Colony? Also watch out for our usual batch of exclusive reviews, previews and a sneaky peak at lots of other stuff being shown at the CES in Chicago.

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