

~~\$3.95~~

SEGA

ZONE



AUSTRALIA'S QUARTERLY SEGA MAGAZINE

No. 8

STREETS OF RAGE 2

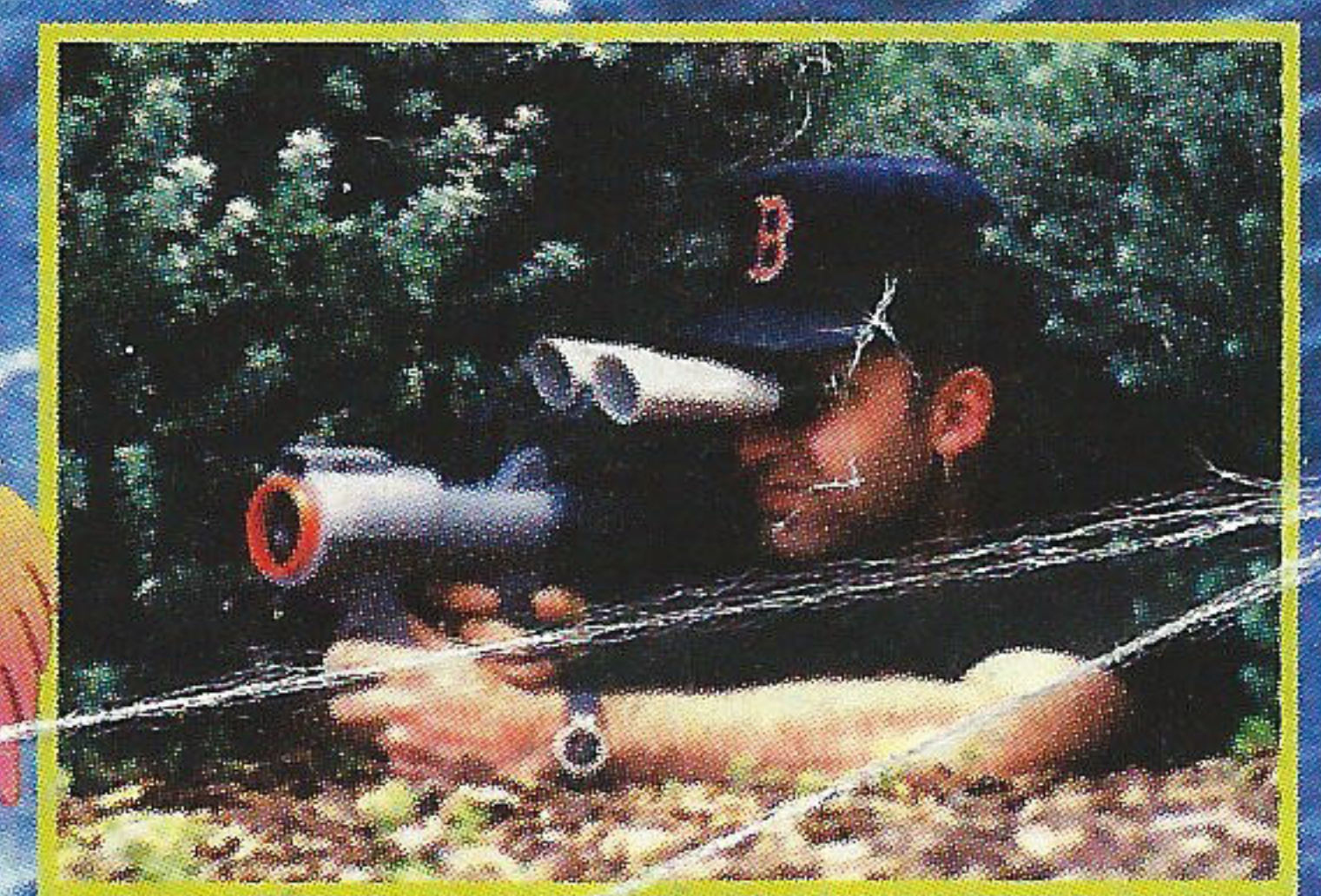
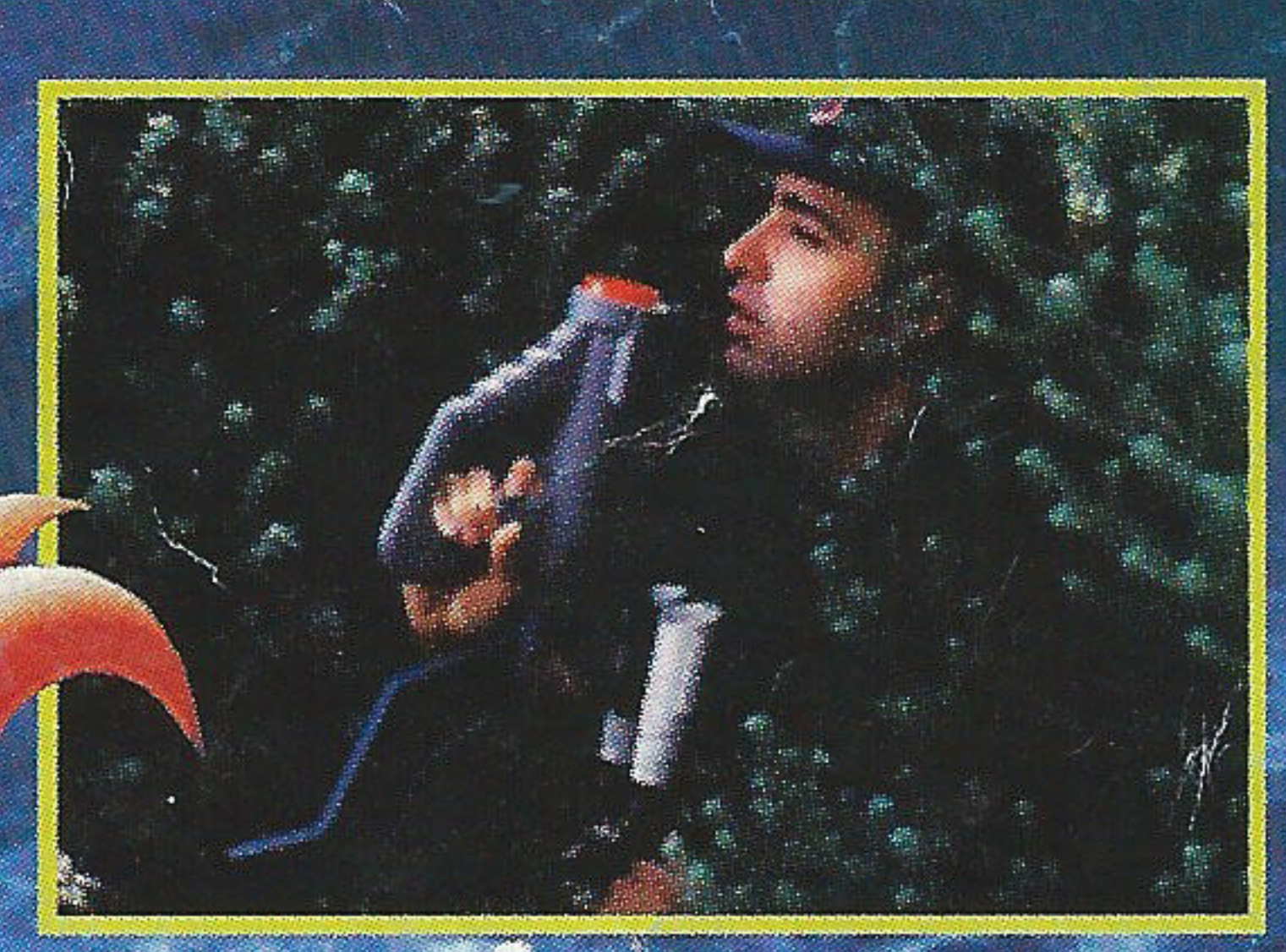
WONDERBOY IN MONSTER WORLD

WIN! A MEGA CD

ECCO THE DOLPHIN

MENACER: MEGA FIRE!

ARIEL: THE LITTLE MERMAID



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The Elite Segaheads get to show off their names again

New Sega Accessories

A couple of new bits and pieces have just come out that will make Sega's hot hand-held even more fun to have around the house!

The Gear-to-Gear cable will allow players to link Game Gears together and play their favourite games head-to-head. Up to four Game Gears can be linked up for some really big contests! The games do, of course, need to have a simultaneous playing modes built into the software. The cable costs \$29.95 and is in the shops now.

The Game Gear has loads of games available for it, and now it has even more! The entire range of Master System games can now be used on the hand-held, thanks to the Gear Master, a device that allows Master System cartridges to be plugged into the Game Gear. The cartridge converter costs \$29.95 and is available from all the best computer stores.

Understanding Body Language

Beat-'em-up games are OK when played with the joy pad, but just imagine punching and kicking your way through a game for real (without getting hurt, of course!). Well soon it will be a reality! Sega have been busy developing a new peripheral for the Mega Drive called the Activator. It allows you to control on-screen characters with the movements of your whole body. The player stands inside a three-and-a-half-foot ring which plugs straight into the Mega Drive's control ports.

The device works by projecting infra-red 'smart beams' upwards. When the player breaks through the beams the movements are interpreted by the Mega

Drive as if they had been made on the joy pad. The eight beams form a bi-level ring with 16 motion-sensitive panels so that leg and arm movements can be differentiated between. When not being used, the Activator's eight floor panels can be separated easily for storage.

The Activator is compatible with Sega's existing library of software titles, but will have special rhythmic and athletic software developed for it. It will be released in September in America and will come complete with a two-in-one game cartridge. It will be priced around the \$70-\$80 mark. There's no news of an Australian release date or price as yet.

news news news news

There's heaps of hot Sega news from the States this issue. Sega unveiled many of it's plans for the coming year at the Consumer Electronics Show in Las Vegas, California in January. Just get a load of this . . .

Virtual Excitement

The next generation of Sega Mega Drive games will be so realistic, you'll feel that you're actually there! The hot news is that a Virtual Reality peripheral for the Mega Drive is on its way!

The company has revealed that it intends to release a Mega Drive-compatible version of its Virtua Sega system by Christmas '93 (in the US, at least). The unit will deliver a completely realistic gaming world in full colour by utilising 3D stereo-optic vision and depth perception.

Sega has been busy working on the

Virtua Sega system for years and showcased it in the incredible Virtua Racing 32-bit arcade game, which featured 360-degree 3D perspectives.

This incredible game playing experience is borne of technology previously only used by the likes of NASA. Sega is working in conjunction with General Electric, the huge US corporation who are the leading developer of virtual simulator technology for the US military.

No other concrete details are available as yet, but it's likely that the device will be in the form of a head set containing miniature LCD screens, similar to the one used in the Game Gear. Megazone will keep you updated with all the latest developments.

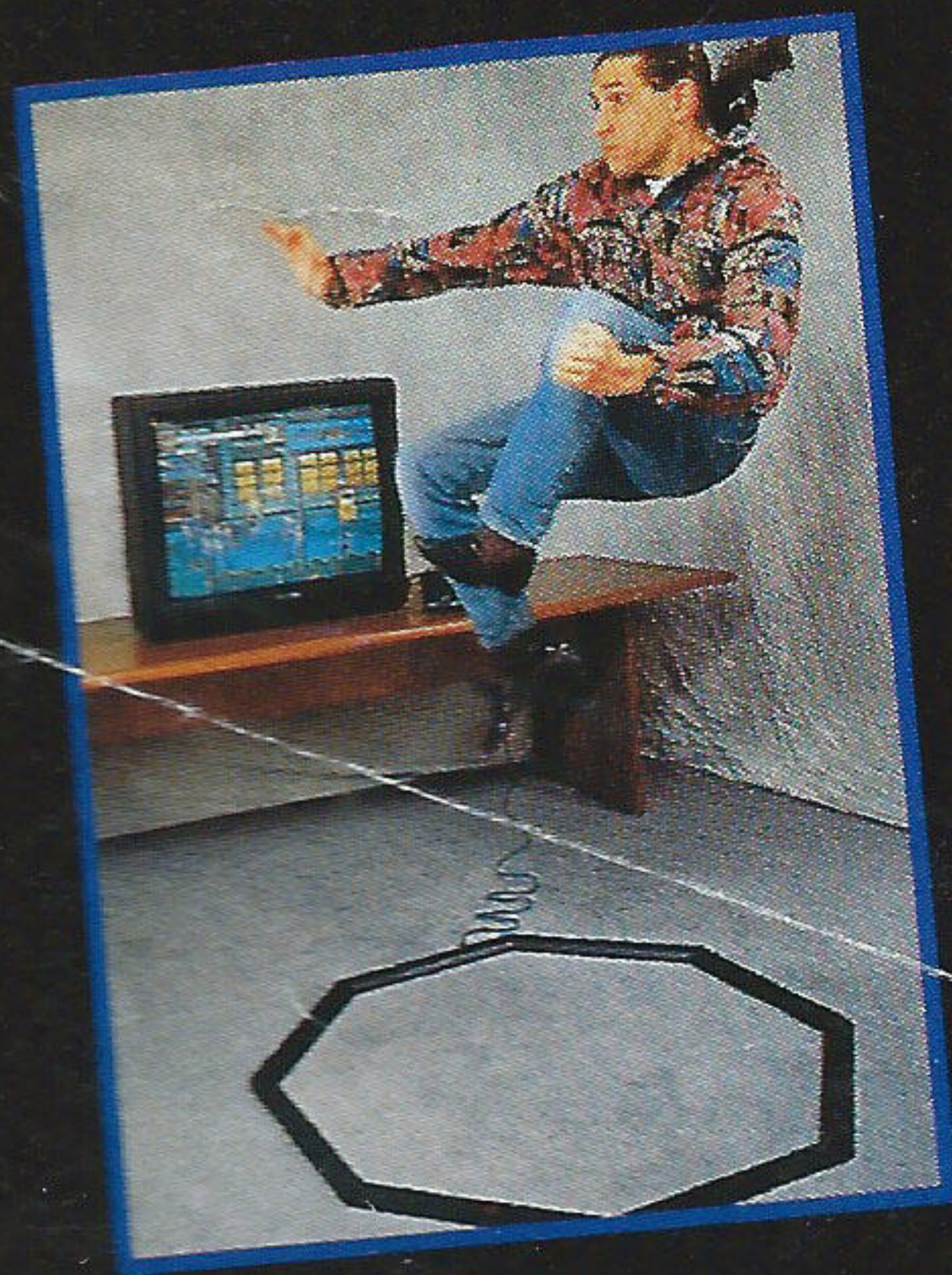
Games Toughen Up

SEGA games are just as tough as you are – it's official! A new technique in games programming, DPA (Dynamic Play Adjustment), means that the difficulty of a game can be adjusted to suit the skill level of the player.

Traditionally, programmers have found it tricky to set the difficulty level just right. If a game is too easy then months or even years of hard work are let down by the game being finished too quickly. On the other side of the coin, a game that's too hard quickly becomes frustrating. When you take into consideration the differing abilities of players, it's no wonder that programmers have such a hard time of it!

The new software technology allows the Mega Drive to 'watch' and recognise gameplay, determining whether the player is a novice, intermediate or advanced player. It can then adjust the level of gameplay accordingly. You'll no longer be able to find the pattern or use a series of repetitive moves to quickly beat a game. It will also ensure that games are suitable for play across a much wider range of age groups.

The first game to incorporate DPA is Ecco, the splash hit underwater dolphin simulator (reviewed on page 6). Games developed in the future will also include the software.



12345678910
**TOP
TEN**
12345678910

MASTER SYSTEM

1. Sonic 2
2. Sonic
3. Wonderboy
4. Bart vs Space Mutants
5. Mickey Mouse 2
6. Master of Darkness
7. Taz Mania
8. Lemmings
9. Terminator
10. Aliens 3

MEGA DRIVE

1. Sonic 2
2. Sonic
3. Mickey & Donald -
World of Illusion
4. Streets of Rage II
5. Terminator 2
6. Two Crude Dudes
7. Ecco
8. Bart vs Space Mutants
9. Green Dog
10. Ariel - The Little Mermaid

GAME GEAR

1. Sonic 2
2. Sonic
3. Wonderboy
4. Mickey Mouse 2
5. Taz Mania

HEY SEGAHEADS!

Welcome to the first Segazone of the new year! And to kick it off – some excellent news! This is going to be the last issue of Segazone, but you can wipe away those tears and put away those hankies, 'cos you'll be getting something much, much better in its place (if that's at all possible!).

From June onwards, every member of the Sega Club will receive a copy of Megazone every single month! In case you didn't know, Megazone is Australia's biggest and best computer games magazine. It's produced by the same team that have been lovingly crafting Segazone for you every three months and it's crammed to the staples with news, reviews and previews about all that's happening in the video and computer gaming world (including, naturally, a huge Sega section). And 'cos it's produced right here in Australia, you'll be reading about games that are here and now, not something that you might have to wait for a year or more to arrive in the shops. If that wasn't enough, regular readers of Megazone will notice that it's shot up in size to a massive 96 pages (that's 50% bigger than the old size) and that it has brand new lifestyle sections on comics, videos, role-playing games ... even astrology! Plus much, much more – too much to mention it all!

Megazone would cost you \$4.95 a month if you were to buy it from your local newsagent – that's a shade under \$60 over a year – but as a Sega Club member you'll be getting it *absolutely free* for the remainder of your membership. You lucky, lucky people!

Back to this issue of Segazone. We're going out with a bang with reviews of Streets of Rage II, Ecco, and Ariel on the Mega Drive and Wonder Boy in Monster World and Master of Darkness on the Master System, plus a whole lot more besides! Why not check it out for yourselves? I'll see you next time round in the pages of Megazone!

Stuart

**SEGAZONE, LOCKED BAG 7
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HYPNOTISED BY SEGA?

Dear Sir/Madam,

In watching your advertisement in which the son plays a tape while his father is sleeping to hypnotise him so the dad will buy a Sega Master System II etc. The recorded voice says that when you join the club you get a free game. So I joined the Sega Club and what happened? No game. Now this is either false advertising or a major problem with Australia Post. I understand that you are probably thinking that I joined the club before this ad was out, but I and my family vividly recall and remember this advert was released before I joined your club. Can you please reply or do something about your mistake.

Yours sincerely, Samuel Dowdle

Well Samuel,

You obviously didn't listen to the ad very well. The ad states "Buy a MSII now and join the Sega Club at the same time and we'll send a free game." Sorry!!!

2 PLAYER QUESTIONS

Dear Segazone,

I've been a Sega Club member from the start and I reckon it's cool. At the moment I own a Mega Drive and a Master System, but we are selling the Master System so we can get more cool Mega Drive games like Sonic 2 and Streets of Rage II. I already own the original versions of Sonic and Streets of Rage, but they're so cool I want sequels. I also have a couple of questions:

1. Is Sonic 2 a two player at the same time game?
2. Could you review World of Illusion starring Mickey and Donald and Tazmania?
3. Why is Super Monaco GP II not two-player?
4. When is Streets of Rage II released?

Sorry about all the questions!

Jon Page

P.S. Quackshot and Super League rule!!!

No problem Jon,

1. Yes it is. 2. Tazmania has been reviewed in Megazone Oct/Nov edition and World of Illusion will be reviewed in Jan/Feb edition, but basically they're both well cool. 3. Don't know... 4. Jan '93. Check out the review on page 13 of this issue.

STREETFIGHTER II ON SEGA

Dear Segazone,

Hi, my name is Chris and I would just like to say I think your mag is excellent, cool, rad, great, brilliant, awesome, tubular, very good and any other words which mean fantastic.

I would just like to ask a few questions:

1. If I bought Wonder Mega in America would I be able to play Australian games?
2. When is Alex Kidd in Arabia coming out?
3. Is there any chance of Street Fighter II coming out on Sega?
4. When is Arch Rivals coming out?

Bye, Chris Culvenor

Dear Chris,

Boy Chris, You sure can suck up - and we agree our mags are excellent, cool, rad, great, brilliant, awesome, tubular and just

plain fantastic. But to answer your quizzical questions; 1. I'm afraid the Wondermega won't be released in Australia (as far as we know) - it's still not available in the States. But it's unlikely that an American Wonder Mega would work with Aussie software. Many new cartridge games have built-in security chips to prevent them from working in countries other than the one they were manufactured for. 2. Alex Kidd is still on holidays after starring in Enchanted Castle and unfortunately isn't interested in "Alex Kidd in Arabia" but negotiations continue. 3. We don't have a definite date, but Street Fighter II will be available on the Mega Drive later this year. 4. March-ish.

MEGA CD

To Segamasters,

I own a Mega Drive with six games and I think that Sega will have to start designing some better games because Super Nintendo is starting to catch up with game quality. But Super Nintendo is still crap, I mean it looks like the bottom of a blender and you'd get arthritis using the buttons because they are so far apart. Anyway, I'm getting a Sega CD-Rom when it comes out and I have a few questions:

1. Do you know yet exactly when it will come out and how much exactly will it cost?
2. Does it work without the Mega Drive attached?
3. Do you know what games it will be packaged with?
4. Will Mega Drive games on CD format cost less than a cartridge game?

Now some questions about the Mega Drive:

1. Is Sega planning to bring out any compilation cartridges to Australia?
2. What is the best game out at the moment? And don't say SONIC!!! (Even though it is a good game.)
3. Can you please name some FUN/CRAZY games for me? I already know Decap Attack, Toejam and Earl and Road Rash - it's more fun to play these sorts of games than your average game.

Thanx dudes,

Jason McAllister

Um... Jason don't you mean the buttons are too close to each other on the Super Shoe Box controller! Durr. Anyway to answer your questions:

1. The Mega CD will "exactly" come out in March and the price should be around the \$699 mark. 2. No. 3. The Mega CD will be packaged with Cobra Command, Sol Feace and a 5-in-1 MD disc. 4. The price of an average CD game is estimated to be around \$100. This is due to the large production costs of the programming. After all, they're up to 500 times bigger than MD games.

Now your MD quizzes:

1. Yes. Mega Games 1 is what your after and it's due out Feb '93. More details to come. 2 & 3. Ring the hotline and tell them what games you like and I'm sure they'll put you onto a hot title. My fave at the moment is Streets of Rage II.

SONIC 3 AND MORE FRIENDS?

Yo Segazone and Stuart,

My name is Richard of the Central Coast. In my opinion Sega has the best consoles and units ever created, like who would want a scummy puke of an NES? The graphics are worse than on Atari 2600. Sega has everything that Nintendo (oops, slipped) has, and the Sega stuff is better. Anyway I have a few questions:

1. Will there be a Sonic 3? If so, will Sonic have two friends?
2. When will the official Aquatic games be released and on what systems?

I have a MSII with 9 games (a Mega Drive soon). Personally, I agree with the letter in issue 5 of Segazone "English mags are ace", it's true but I still think Segazone is better.

Pleeeeeease, oh mighty Segazone, print this...

Yours Segally, Richard Smith

P.S. I could say heaps about how good the mag is but why bother, we all know that!!

Yo! Dick er... Richard (sorry, force of habit), well I'm not so sure that the Super NES is worse than the Atari 2600 but if the Atari had a 6 button control pad they would be close.

1. Sonic 3??? Maybe... 3. Aquatic Games is available now on Mega Drive only.

ASTERIX 2

Yo Segazone,

This is my second time I have written to you so I hope you print this letter. Anyway, enough of that, what I really wrote for is to tell you about my ideas for some new games.

Asterix 2: The Revenge of Caesar.

Vitalstatistix the chief has been kidnapped! Asterix and Obelix head out on a dangerous mission to save him. In this Master System game two people can play at the same time! Another good thing about this excellent game is when you are in really deep trouble, just press button 1 and 2 at the same time and Getafix will send Dogmatix out to you with a bottle of magic potion! Sounds great, doesn't it?

Well my other idea was The Missing Magic Book starring Huey, Dewey and Louie.

A priceless magic book has been stolen from Uncle Scrooge's library! Huey, Dewey and Louie are sure they saw Magica De Spell make off with it. They tell Scrooge, but he said it just must be hidden somewhere. But Huey and the others are sure where that book is. Huey is very fast but poor on jumping, but he can still fly at about average rate. Dewey is very slow but tops in swimming. Now Louie can run at an average rate, but you see that boy dig!!!

Well I hoped you like those ideas I thought of for you.

Yours truly, Spencer Webb

Thanks Spencer for your great ideas, we thought they were so good we printed this for you.

FAVOURITE GAMES

Dear Segazone,

G'day, how are you'se going? I'm just great. Could you answer a few questions please!

1. What are your favourite games on the

YMOUS...WE'RE HERE TO HELP...

Mega Drive?

2. Are Streets of Rage, Desert Strike, Shadow of the Beast, Ghouls and Ghosts, and Wonderboy 5 any good?

3. What do you think of Jeane Claude Van Damme Kickboxing. I think he's the best actor.

Anyway, if you could answer any of these questions, it would be much appreciated. See ya round like a brick.

Yours Segally, Scott Sisson

P.S. Please write back because I have write three letters and have not had any returned. See ya.

Well my friend, I don't know what happened to your other letters, but I got this one and we're printing it. To answer your questions Scott: 1. EA Hockey, Tazmania, Revenge of Shinobi, Sonic I and II, Desert Strike, Strider and Toe Jam and Earl are just some of my favourites. 2. All of them are good. 3. Definitely wouldn't mess with that guy, but Steven Segal is better!

GOLVELLIUS PROBLEM

Dear Segazone,

Hi, my name is Shea and I own a Sega MSII and four games. One of my games is Golvellius and in Segazone no. 6 I saw a password for Golvellius and tried it out. I went to Rolock Desert and a fairy said to push the blue rock, but I don't know what blue rock she meant. Could you please tell me?

Also in Segazone no. 6 you said that in America there are Sonic cartoons and in Japan there are Sonic soft drinks etc. Will these be coming to Australia?

See ya later, Shea Duggan

Dear Shea,

The blue rock the fairy was talking about the blue rocks that are in the shape of two diamonds. Ignore the larger diamond and go to the bottom of the smaller diamond, go right and up one rock and stab the rock. Sonic cartoons and drinks are popular in Japan, whether or not these will be coming to Australia or not is one of life's great mysteries.

BASKETBALL GAMES

Dear Segazone,

I've recently celebrated my first anniversary of being a member of the super cool Sega Club. The hat, poster, Sonic Boom and the stickers were radical. The new crossword in Segazone was brill. I have a few questions you guys will hopefully answer.

1. Are there any good basketball games for the Master System coming out?

2. Can you include an artists' column in your mega rad mag?

3. Will Streets of Rage ever come out on the MS?

I have taken the loyal oath and I swore to never play a Nintendo for the rest of my life. Give me a sucky Gameboy and I'll sell it. You should have a special article on how Sonic Beats the **** out of Mario. If you don't print this letter I will quit the Sega club for this is the fifth letter I've sent and not one of them has been printed.

Yours loyally, Tim "Slasher" Assquith

P.S. Sonic rules

P.P.S. Mario sux

Well Slasher, where have you been, hiding under a rock?!? Sonic beats the hell out of Mario every edition. As for the Gameboy that you would like to smash, you'll have to attend our annual B.A.G. "Break All Gameboys" competition. 1. No. 2. We have before, didn't work. 3. Maybe late '93.

POLICE QUEST AND SPACE QUEST

Dear Segazone,

I am writing to say that the Mega Drive I have received as a gift is excellent. I have three games, Altered Beast, Alex Kidd in the Enchanted Castle and PGA Tour Golf, all of which have given me a lot of enjoyment.

Please can you tell me when you will bring out some adventure games, such as the exciting range from Sierra; Leisure Suit Larry, Police Quest and the Space Quest series. Can you send me any info on these or can you tell me whether Sega will bring these out on the Mega Drive?

P.S. I think that Sega is doing an excellent job in software, but if they can be bought out, the Mega Drive will sell a lot better than it is now. Yours faithfully,

Dear Toby

Some of

to the

be at

BRAVO

1. What's Tails' real name?
2. In Streets of Rage, what was Blaze's name?
3. Who's the end boss in "Castle of Illusion"?
4. Who's Asterix's partner?
5. In Tazmania, who tells Taz about the legendary sea bird's egg?
6. Which town is The Terminator set in?
7. In Marble Madness, what colour is Player One's ball?
8. Name Donald Duck's Nephews?
9. Who sponsors the game Olympic Gold?
10. Is Back to the Future II set in the future or in the past?
11. In the SMS version of Shadow Dancer, where is round 1 set?
12. What is the name of your partner in R.O.B. (no puns allowed!)
13. What's the best sponsor for Super Monaco GP? (A Super Reward, 1000000 points - you also get a Super Reward, 1000000 points! Just add 1000000 points!)
14. What game would I be playing if I was caught for checking?
15. In Penguin Land what are you trying to do?
16. In Lemmings, what do you have to prevent from happening? (The lemmings' MEGA COOL!)
17. In Moonwalker what can you trip too, unreal! (Anyone will just trip too, unreal!)
18. Name all the Outrun titles available? (All this for just 1000000 points!)
19. Who wrote the music for X-Men? (The music for X-Men!)
20. What colour is Sonic?

Outrun Europe & Battle Outrun 19. Bomb the Bass 20. Derl
An egg 16. The Lemmings from killing themselves 17. A robot 18.
oca Cola 10. Future 11. Airport 12. Natashe 13. Madonna 14. An ice
Lambada 3. Mizrabel 4. Obelix 5. His dad 6. LA 7. Red 8. Huey,
8 SEGAZONE
SEGAZONE 9

Ecco is a dolphin and star of one of the most amazing games ever to grace the cartridge slot of your Mega Drive. This game has some truly stunning graphics that really do need to be seen in motion to be believed. First of all, the plot. One day, when Ecco's swimming along thinking dolphin thoughts and minding his own business, a

club you get a vortex comes down from the the Sega Club and w... heavens and sucks all game. Now this is either... the life out of the or a major problem with Aus... oceans. So there's understand that you are probabl... Ecco, all alone, and out, but I and my family vividly recall he's ever going remember this advert was released be... to be re-united I joined your club. Can you please reply with his dolphin do something about your mistake. chums, then he's Yours sincerely, Samuel Dowdle going to have to Well Samuel, find out exactly You obviously didn't listen to the ad ver what happened well. The ad states "Buy a MSII now or and why. join the Sega Club at the same tim we'll send a free game." Sorry!!!

2 PLAYER QUESTI

Dear Segazone, I've been a Seg start and I reckon I own a Mega D but we are selli we can get mor like Sonic 2 and own the origin Streets of Rage, sequels. I also h

Well, not all marine life has disappeared. Unfortunately, most of what's left is decidedly nasty and hinders Ecco in his quest. Jellyfish have a nasty sting and sharks are best avoided. Not that he's completely defenceless, though. His charge attack will see off even the most vicious enemy.

Being a mammal, Ecco needs air to breath and has to make it to the surface regularly.

Most of the game is played deep underwater, and so it's a race against time for Ecco to make it to the subterranean air pockets without sustaining too many injuries en-route.

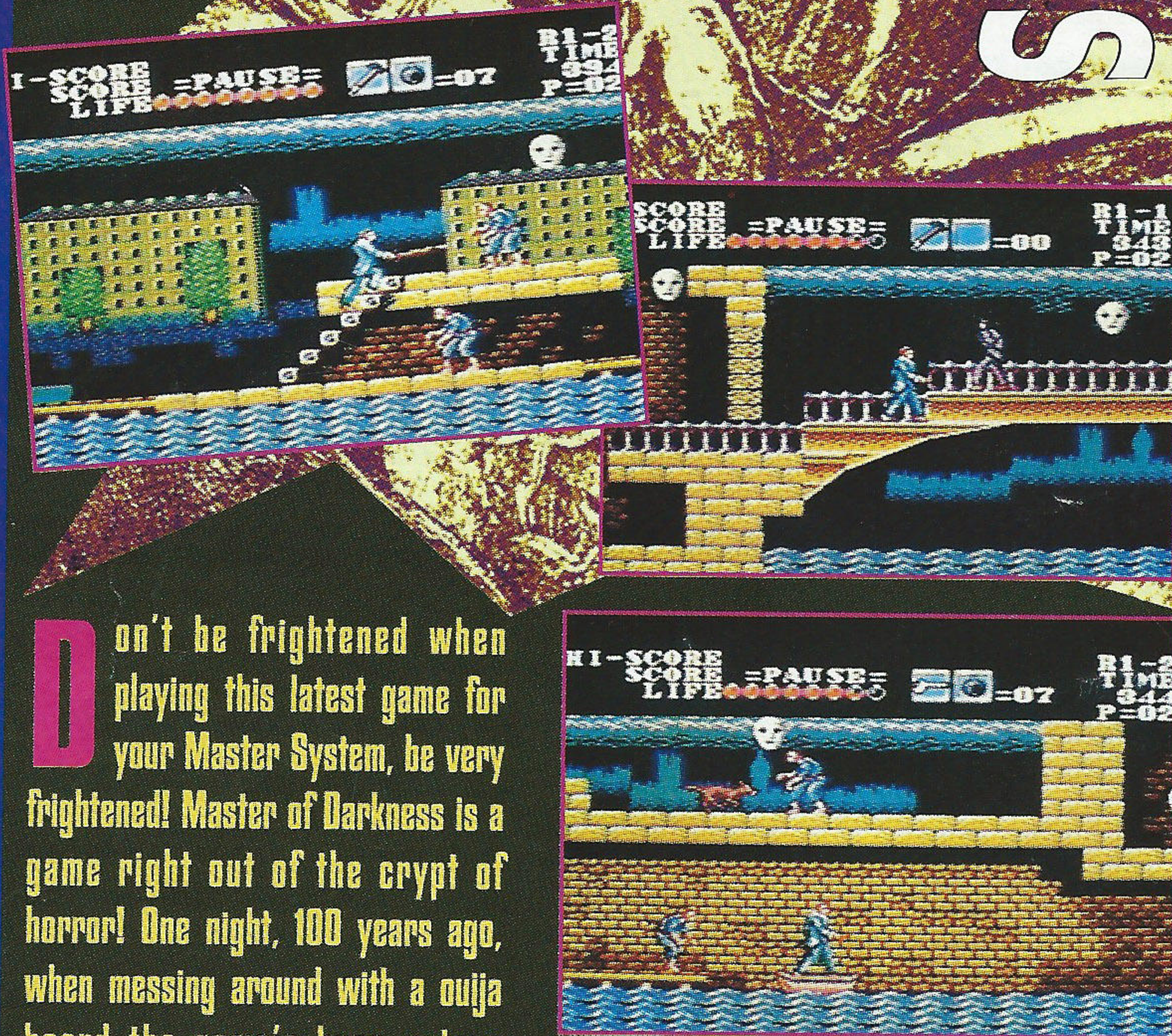
There are plenty of puzzles to overcome too, many in the form of

glyphs, mysterious crystals that can give you the power to get through otherwise impossible sections or impart valuable knowledge to help you with your quest.

It's the animation that's really amazing, though. It's the most fluid, life-like, believable action you've ever seen. Ecco cuts through the water under your perfect control and is capable of some ultra-impressive leaps and somersaults.

Scrolling is smooth and keeps up with the blistering pace that the dolphin is capable of achieving. It's huge, too, with more than 25 levels to solve before you'll discover the secret of the vortex. The gameplay is perfect and it's one of the most unusual and unique games to appear for quite some time. Ecco is totally brilliant and it's a game that no Mega Drive owner should go without.

Master of DARKNESS



Don't be frightened when playing this latest game for your Master System, be very frightened! Master of Darkness is a game right out of the crypt of horror! One night, 100 years ago, when messing around with a ouija board the game's hero gets a message to meet the infamous Count Dracula down by the Thames. Foolishly, he goes and a monster-mashing spectacle ensues.

There are five levels, each with three rounds and featuring spooky settings in abundance. You'll have to make your way through a waxworks, church, clock tower, graveyard, labyrinth and laboratory to name but a few of the loathsome locations! It's a platform-based game and may well have you leaping out of your chair, as well as from platform to platform.

You'll be up against all sorts of spooks and spectres, from hell hounds to undead servants. And if that wasn't enough, you've got to contend with the likes of Jack the Ripper as end of level bad guys

Segazone Rating: 88%

(and boy, are they bad!).

Luckily, there are plenty of weapons available to send the grisly ghouls packing. Some are hand held, such as the knife, axe and sword, while others allow you to bag the beasties from a distance including a gun, bombs and a boomerang (don't ask me what they're doing with boomerangs in 19th century London!).

The graphics are mean and moody and suit the atmosphere of the game down to a tee. The gameplāy is great too - you really don't know what's going to be around the next corner! This is one game to play with all the lights on!



in Megazone Oct Illusion will be ret but basically they know... 4. Jan '93 page 13 of this iss

STREETFIGHTER II

Dear Segazone, Hi, my name is C to say I think yo rad, great, brill very good and mean fantastic I would just lik 1. If I bought would I be ab 2. When is Ale 3. Is there an coming out or 4. When is Arc Bye, Chris Cul Dear Chris, Boy Chris, You agree our mags great, brilliant, a

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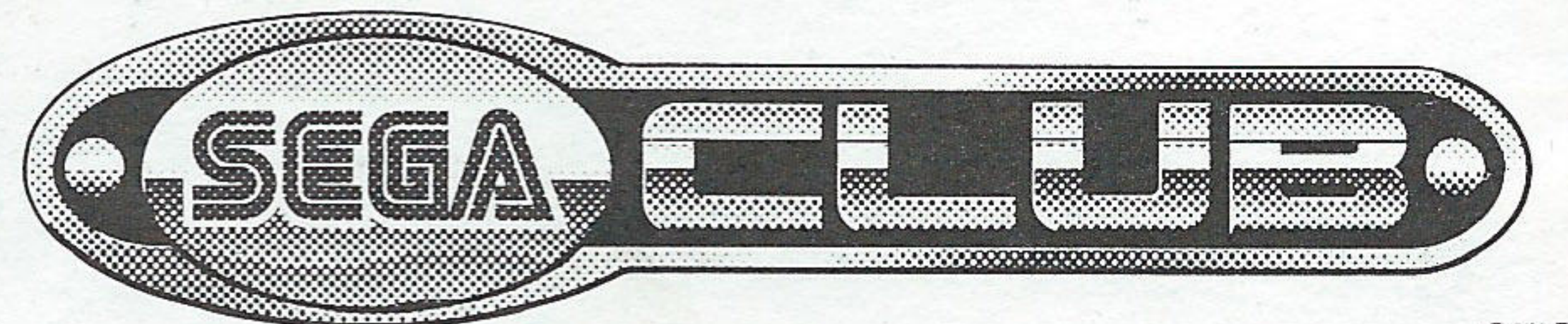
BANKCARD **VISA** **MASTERCARD**

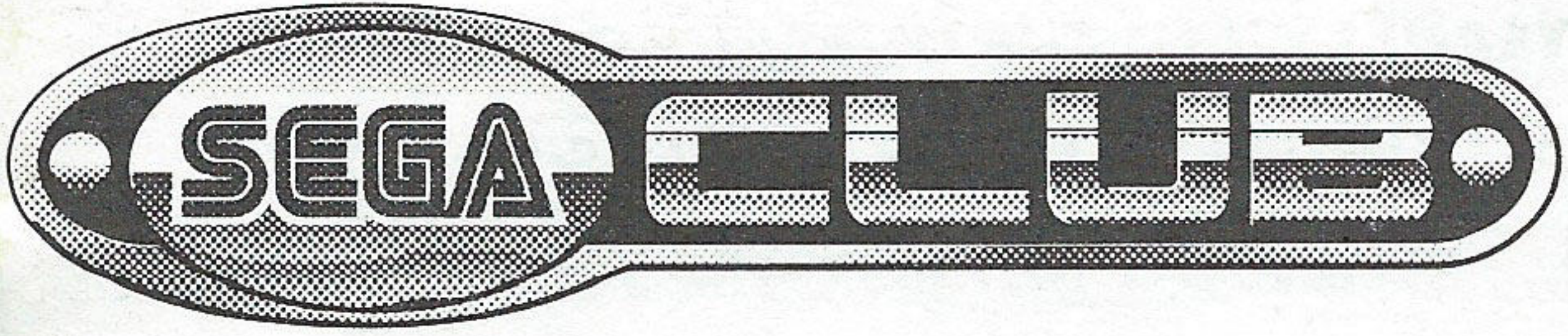
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CARDHOLDER'S NAME:

CARD EXPIRY DATE: / /

SIGNATURE: _____





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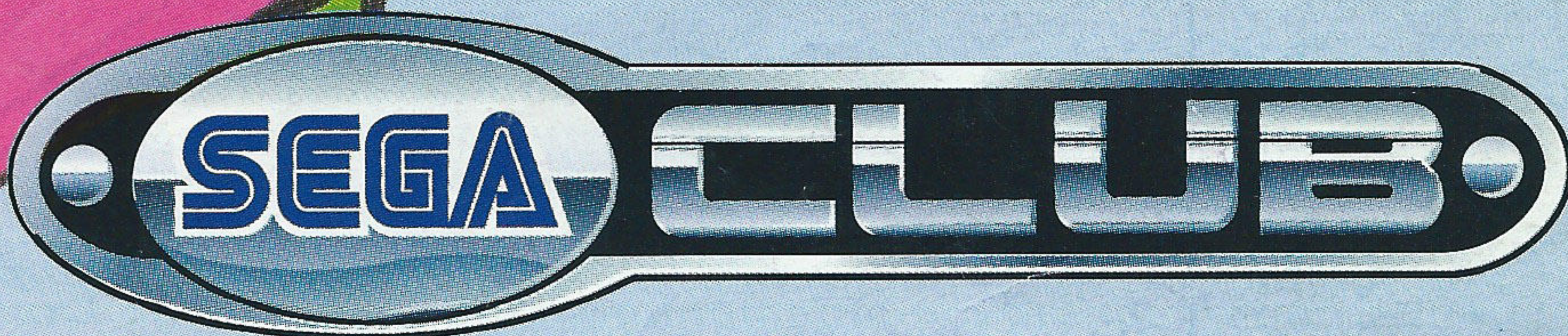
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(That's right no losers allowed!)

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Did I mention the new membership card? It's MEGA COOL! Like the SEGA cap, when you wear this everyone will just know you're into SEGA! (what, you get a cap too, unreal!) PLUS a hot new BLOW YOUR MIND poster! All this for just \$30 (get outta my way... I'm off to the mail box!)

So fill in the attached renewal coupon now! If you're one of the first to renew, you'll also receive a set of Super SONIC stickers ... (yeah... that would look great on my sisters face...)

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WOW!! (Am I reading right?)



Ariel



THE LITTLE MERMAID ON MEGA DRIVE

The star of Disney's classic animated movie, *The Little Mermaid*, has just made it over to the Mega Drive (it's also available on the Master System and the Game Gear). The game is loosely based around the film and details the half girl, half fish's plight against the evil octopus woman, Ursula. The old sea witch has transformed the Merpeople into sad little polyps, and what's more has kidnapped one of the underwater Royals.

You can play the part of the spritely little mermaid or her father, King Triton, in your efforts to restore peace and tranquillity to the oceans. This is a little bit of a deviation from the plot of the movie. Ariel can defend herself with musical notes or shining stars while Triton has thunderbolts and blazing fireballs. Hmm, I know which I'd prefer! Your quest is to free either your dad (if you're playing Ariel) or your daughter (if you're

playing Triton). The game is played underwater and features many labyrinth-like caverns that you have to swim your way through. On your way, you can free the the polyps and turn them back into the Merpeople that they once were. You'll also find heaps of treasures and collectables, but you'll have to keep



Join Ariel in her magical quest



Plenty of perils face the Little Mermaid

your eyes peeled — some of them are decidedly difficult to find!

The graphics are excellent, with the cartoon characters coming to life at your fingers. The music, too, adds a tremendous amount to the feel of the game and helps to recreate the magical mood of the movie.

SEGAZONE RATING: 82%

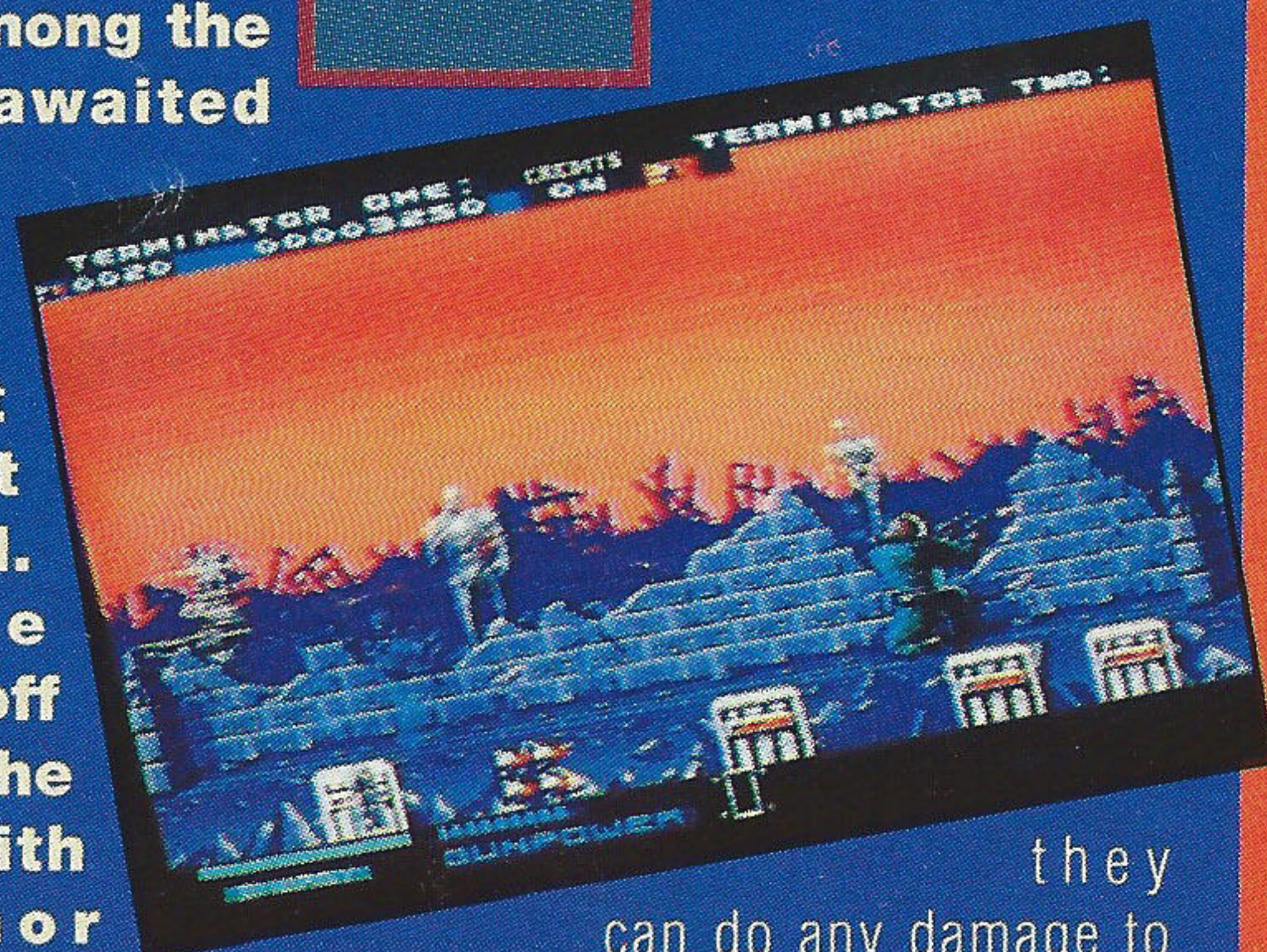
TERMINATOR 2

Let the metal meanies have it ▼

MEGA DRIVE

This must be among the most eagerly awaited games for the Mega Drive and fans of the film (or just plain fun) won't be disappointed. The game actually starts off a little before the movie does, with John Connor battling it out with the machines while attempting to send off the T-800 Arnie-alike back in time to protect his younger self. It then progresses with the all-new polychromatic T-1000 after the young Mr Connor's blood. Needless to say, it's up to you to save the day, and ultimately the whole of mankind!

The game is played in the style of the Operation Wolf shoot-'em-up. The bad guys come out of the screen towards you, and you have to blast them to bits before



they can do any damage to you. You aim using a crosshair and can let rip with your 'Uzi nine millimeter', as Arnie would say! Extra tough adversaries won't be much of a match for your built-in rocket launcher, though be careful; rockets don't grow on trees, you know.

Though the stages are reasonably similar, they all offer a high level of fun. One or two people can take place in the onslaught. It's a whole lot of fun to play with the joy pad, but to multiply the fun factor by at least 100 or so, try it out with the new Menacer light gun (reviewed on page 13).

SEGAZONE RATING: 92%

MEGA DRIVE

Two Crude Dudes is an awesome beat-'em-up set in a post-holocaust New York. The city has been reduced to rubble and organised crime runs the council now. But not for long, you're determined to make the populous good citizens once again, even if it does mean administering several sound beatings to get them to see your point of view!

It may be set in the future, but features good, old fashioned beat-'em-up violence! You punch and kick your way through the

game, and can actually interact with the background, picking up objects to throw at your adversaries. Boulders, telephone booths, even cars can be picked up and hurled with considerable force!

As well as doing damage to anyone who should happen to get in your way, there's plenty to explore in this game as you seek out the ringleaders. The graphics suit the style nicely, two people can play at once, and all in all it's a great little beat-'em-up.

SEGAZONE RATING: 80%



You can even throw cars around in 2 Crude Dudes

2 CRUDE DUDES

MEGA DRIVE

The sport that features better acting than *E Street* (then again, what doesn't?!?) hits your Mega Drive with the force of a double-power pile drive! *Wrestlemania* is here with **WWF**, the official game from the **World Wrestling Federation**.

The game features all the big stars (and I mean big!). You've got The British Bulldog, Macho Man and everyone's favourite cuddly wrestling superstar, Hulk Hogan.

There are some great digitised pictures of each wrestler and the

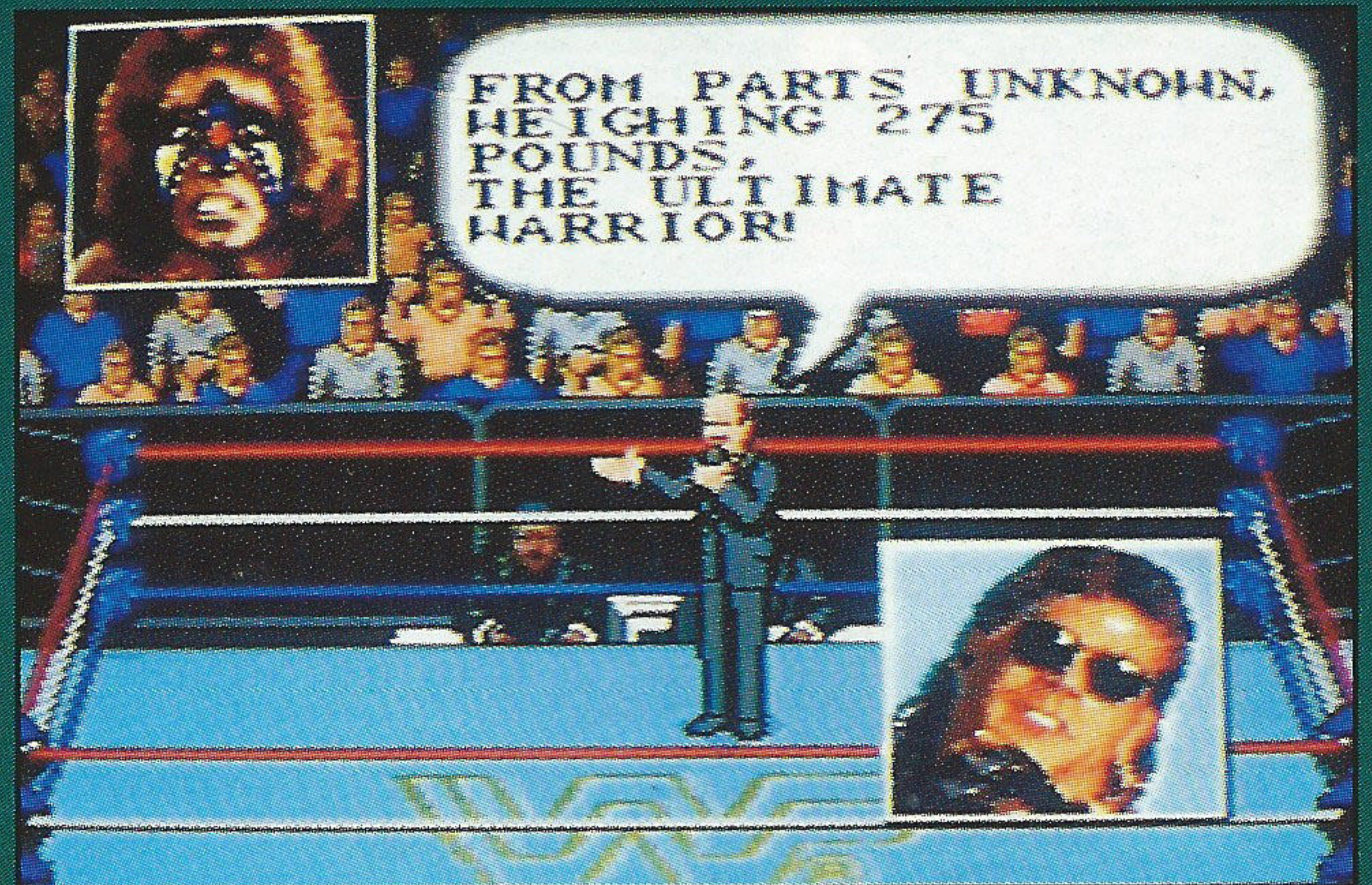
graphics used in the game are all recognisable. The gameplay is hot too, with loads of moves available, such as drop kicks, half nelsons and the super suplex. It does take a little time to get used to the controls and meanwhile the computer shows you no mercy, but once you have the hang of it, you should be able to give as good as you get.

If you've got a friend (who you don't want any more) handy, then you can invite them to partake in a bout of bashing each other's brains out in the two player mode!

WWF is glitzy and great fun – just like the real thing. Bash a copy into your Mega Drive soon!

SEGAZONE RATING: 86%

WWWF



WONDER BOY



Anyway, now he has to do it all over again in his biggest challenge yet. His babe's been captured (again) and so, quick as a flash, he puts his underpants on top of his trousers and is transformed from spotty schoolkid to Wonder Boy!

Fans of the half-sized hero will find the gameplay familiar to the other games in the series. He has to leap over baddies (or kill them if he's feeling extra mean) and get through a series of huge scrolling platform-based levels, putting paid to the occasional end-of-level mega baddie to boot. The difference is there's more of everything, the graphics are better and it's slicker and sexier than ever before.

This is much more than simply a great action adventure. It shows that there's plenty of life in the Master System yet. It's a perfect 16-bit conversion with great graphics, plenty of depth and a character that's so cute it's amazing to see the amount of damage he's capable of doing to those mean old monsters!

SEGAZONE RATING 92%

WONDERBOY IN MONSTER WORLD ON MASTER SYSTEM

Master System owners – get a load of this! Wonder Boy in Monster World has made it over from the 16-bit and what a game it is too!

Wonder Boy has really been around for someone of such a tender age. The little chap has been saving helpless dragons from fire-breathing females (or is it the other way around?) for years now. It's a wonder that he isn't on the old-age pension already what with all the jumping around and beating up monsters

MEGA DRIVE. Want to booster your software collection with the minimum of expense? Then **Megagames 1** may be just the way to do it. It packs **three Mega Drive games onto one cartridge, saving costs to manufacture and passing them on to you!**



The games are all quite different – there's no common theme to link them together apart from they're all good fun!

- World Cup Italia is a soccer game where you take control of a top class international footie team and hopefully come home with one of soccer's most sought-after trophies.

- Columns is a Tetris-like puzzle game. You have to stack up the falling columns so that the colours match to make them disappear.

- Super Hang On comes from

the mega arcade game of the same name. It's action all the way as you race bikes across four continents and specially designed circuits.

The games are quite old, but superb value for money, with the three games costing the same as a single cartridge would otherwise cost.

SEGAZONE RATING: 84%



This classic game is now on Master System

that's involved in being a hero. Just check out his previous escapades: **Mega Drive: Wonder Boy III, Wonder Boy in Monster World; Game Gear: Wonder Boy; Master System: Wonder Boy, Wonder Boy in Monster Land, Wonderboy III and now Wonder Boy in Monster World. Phew!**

SEGA CHINA



CR

that it's dark and you can only see by torchlight!

• Ready, Aim, Tomatoes! features those interplanetary cool dudes Toejam and Earl throwing tomatoes about. Frankly, nothing surprises me with these two!

It has to be said that none of the games could be described as classics, but they are all a good deal of fun, and show you just what the Menacer is capable of. Games like Terminator 2 (reviewed on page 8) make the most of this excellent addition to the Mega Drive.

SEGAZONE RATING: 90%

DRAGON'S FURY IS THE LATEST
IT'S A PINBALL SIMULATOR

AND PUTS YOU ON THE PLAYFIELD OF

WEIRDEST PINBALL GAME YOU'VE EVER SEEN!

ARE OODLES OF DIFFERENT TABLES TO PLAY PLUS

HEAPS OF SECRET BONUS LEVELS AND OTHER

SURPRISES JUST WAITING TO BE DISCOVERED.

WITH ITS OUTSTANDING GRAPHICS AND

SUPER-SLICK GAMEPLAY, DRAGON'S FURY

WILL HAVE YOU HOOKED FROM THE WORD GO.

SEGAHEADS. THIS IS ONE

GAME THAT'S NOT

TO BE MISSED!

blob to change the colours of bricks that surround it.

• Space Station Defender takes you beyond the stars to defend a planet against alien invaders. When their pod doors open, let 'em have it!

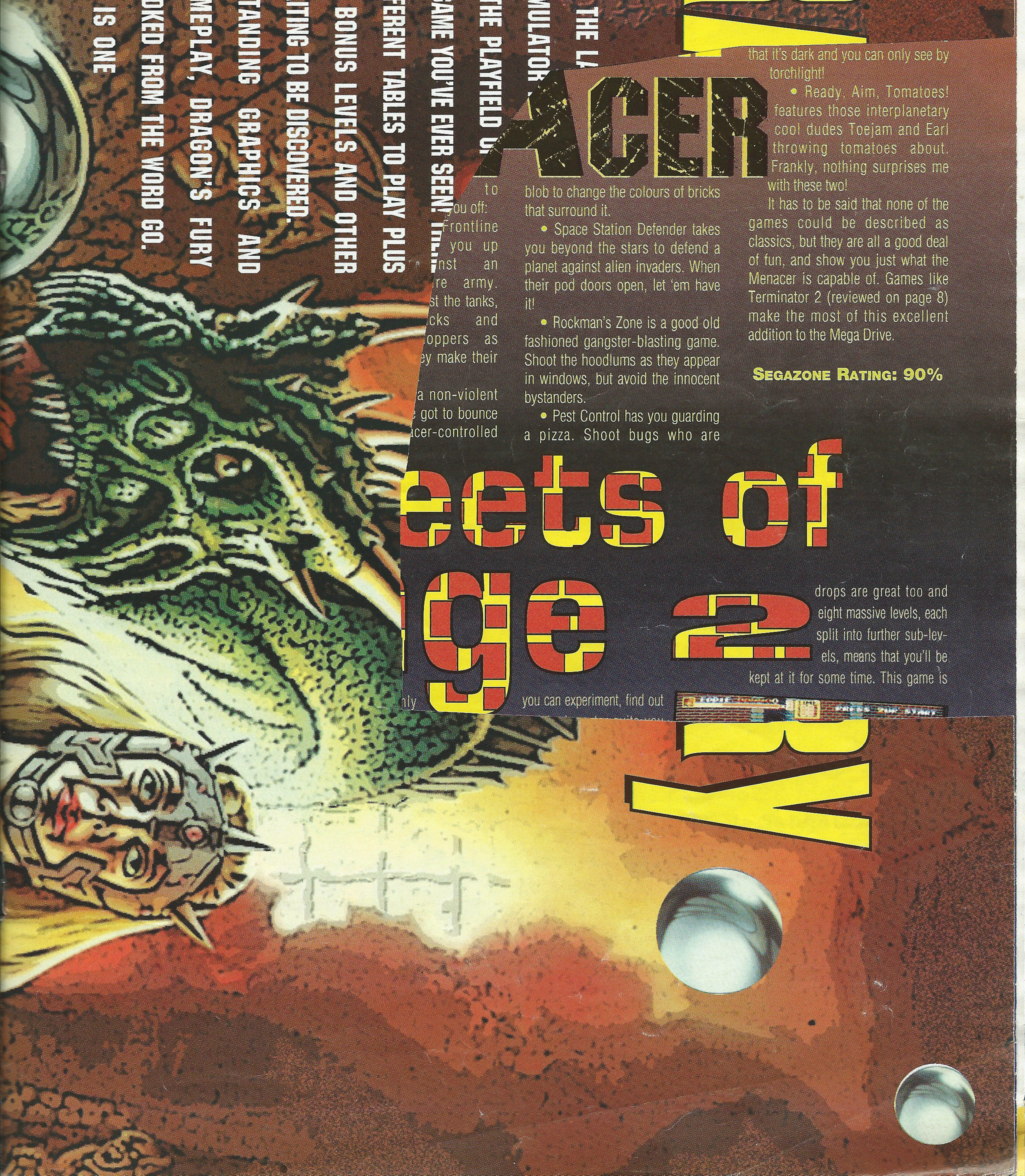
• Rockman's Zone is a good old fashioned gangster-blasting game. Shoot the hoodlums as they appear in windows, but avoid the innocent bystanders.

• Pest Control has you guarding a pizza. Shoot bugs who are

pets of the

drops are great too and eight massive levels, each split into further sub-levels, means that you'll be kept at it for some time. This game is

RY



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18 please get permission
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Competition closes 31
May, 1993.

QUESTION 1

If you bought a Sonic 2,
1993 Calendar shown
on the Collector's
Merchandise page in this
Segazone, how many
Super Sega Reward
Points would you earn?

- 1) 20 points
- 2) 40 points
- 3) 60 points

QUESTION 2

Megazone, which
replaces Segazone, will
increase in size to how
many pages?

- 1) 76 pages
- 2) 86 pages
- 3) 96 pages

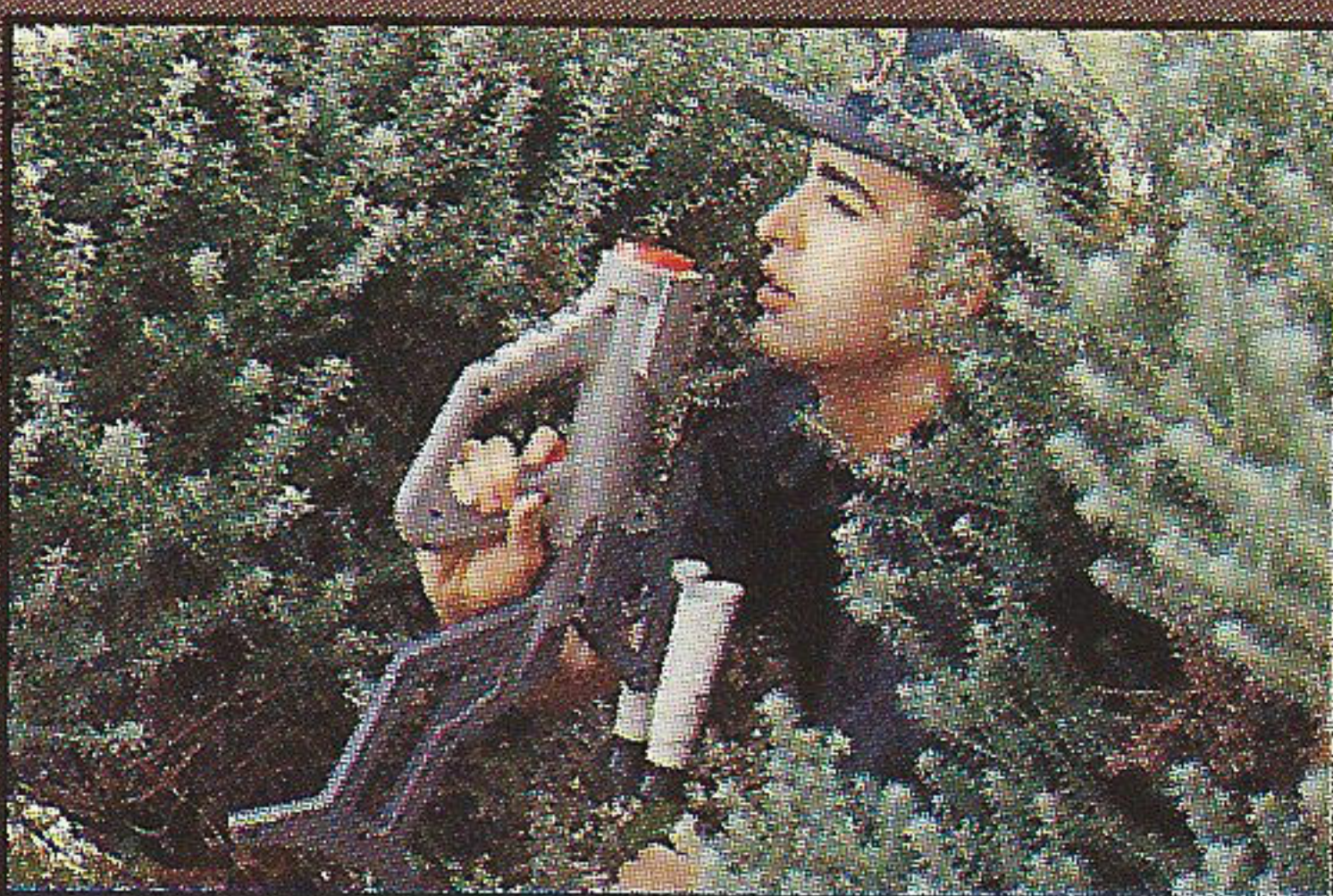
MEGA DRIVE

This must be the second most important piece of hardware around (the first, of course, is the Mega Drive!). The Menacer is an awesome piece of kit that will help you get the best out of those shoot-'em-ups. Basically, it takes the place of the joypad, and really lets you let rip by actually shooting at the bad guys on screen!

The gun is completely cordless and works by detecting the precise point it's aimed at on the Sega's TV display and transmitting the information, though an infra red signal, to a unit that plugs into the joypad control port. The gun can be changed into different configurations to suit the game you're playing too. When completely stripped down it's like a space-aged pistol. Add the stock and you have a rifle to really blast the living daylights out of whatever appears on screen. Finally adding the binocular sights gives you pin-point accuracy.

The Menacer comes complete with a cartridge containing six

MEGA FIRE MENACER



You can use the Menacer anywhere

way across the screen.

• Whack Ball is a non-violent kind of game. You've got to bounce a ball off the Menacer-controlled

games to start you off.

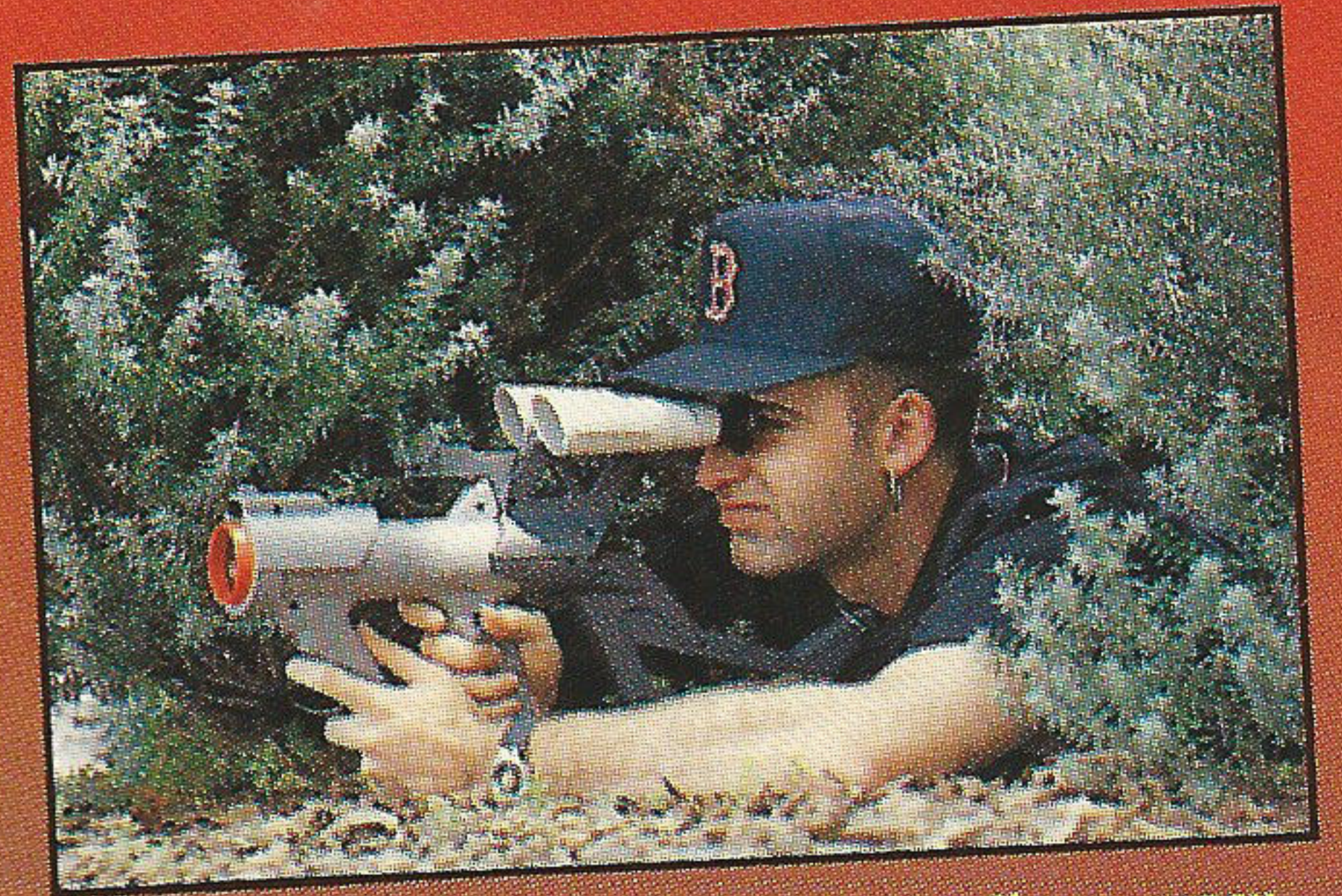
• Frontline sees you up against an entire army. Blast the tanks, trucks and choppers as they make their

blob to change the colours of bricks that surround it.

• Space Station Defender takes you beyond the stars to defend a planet against alien invaders. When their pod doors open, let 'em have it!

• Rockman's Zone is a good old fashioned gangster-blasting game. Shoot the hoodlums as they appear in windows, but avoid the innocent bystanders.

• Pest Control has you guarding a pizza. Shoot bugs who are



The binocular's give you deadly accuracy

feasting on the food. The problem is that it's dark and you can only see by torchlight!

• Ready, Aim, Tomatoes! features those interplanetary cool dudes Toejam and Earl throwing tomatoes about. Frankly, nothing surprises me with these two!

It has to be said that none of the games could be described as classics, but they are all a good deal of fun, and show you just what the Menacer is capable of. Games like Terminator 2 (reviewed on page 8) make the most of this excellent addition to the Mega Drive.

SEGAZONE RATING: 90%

Streets of Rage 2

MEGA DRIVE

It's tough on the streets - especially for the crims, 'cos you are the law and you're dealing out rough justice to everyone who's out and about and up past their bedtime.

Streets of Rage II is the awesome sequel to the huge arcade hit, Streets of Rage (now there's a surprise!). It takes over where the original left off. The Mr Big of organised crime is safely behind bars, only to be replaced by his second-in-command, who's ten times as ruthless as Mr Big ever was!

There's only one thing for it: this time you're going to do the job properly by seeking out the dregs of society and giving every single one of them the good

kicking they so richly deserve!

The original Streets of Rage characters Axel and Blaze have been joined by



Oh, ah, ow! Does anyone have a fire extinguisher?

two new kids on the block who go by the names of Max and Skate. And what a deadly team they make! They all have different fighting moves available to them so

you can experiment, find out which character suits you best, and then play along, either on your own or with a friend, in kicking seven shades of you-know-what out of your adversaries. Or if you want to have a straightforward scrap with your mate you can fight it out on a special one-on-one screen.

This is probably the best beat-'em-up ever to appear on the Mega Drive. The sprites are huge and extremely well detailed. The animation is so realistic that it'll make you cringe when the bad-dies get you into a corner and start pounding the life out of you! The back-

drops are great too and eight massive levels, each split into further sub-levels, means that you'll be kept at it for some time. This game is



High flying action in Streets of Rage 2

going to be big, so make sure that you fight your way to the front of the queue in your local software shop for your copy!

SEGAZONE RATING: 93%

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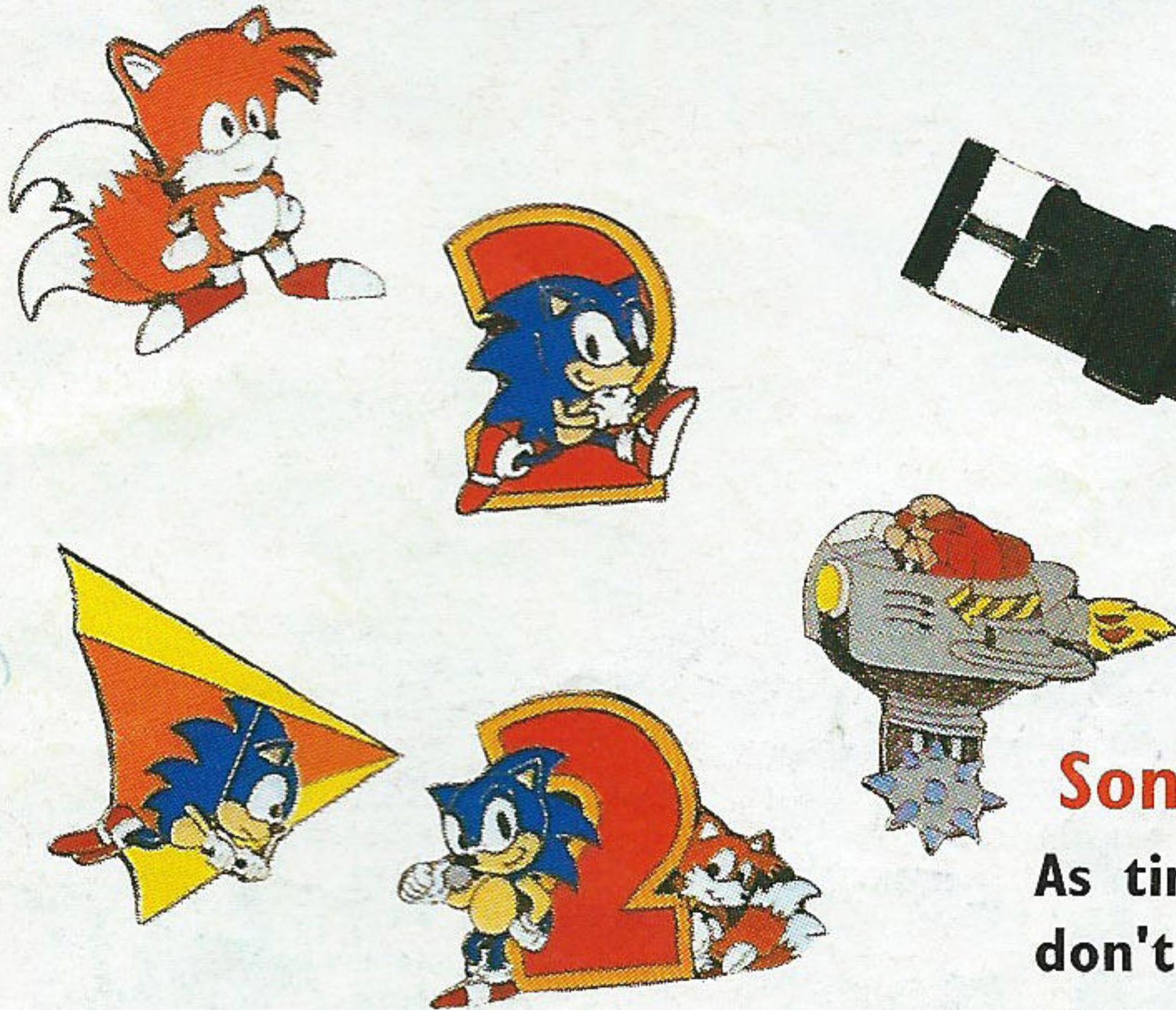


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33 SUPER SEGA REWARD POINTS



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Sonic Backpack

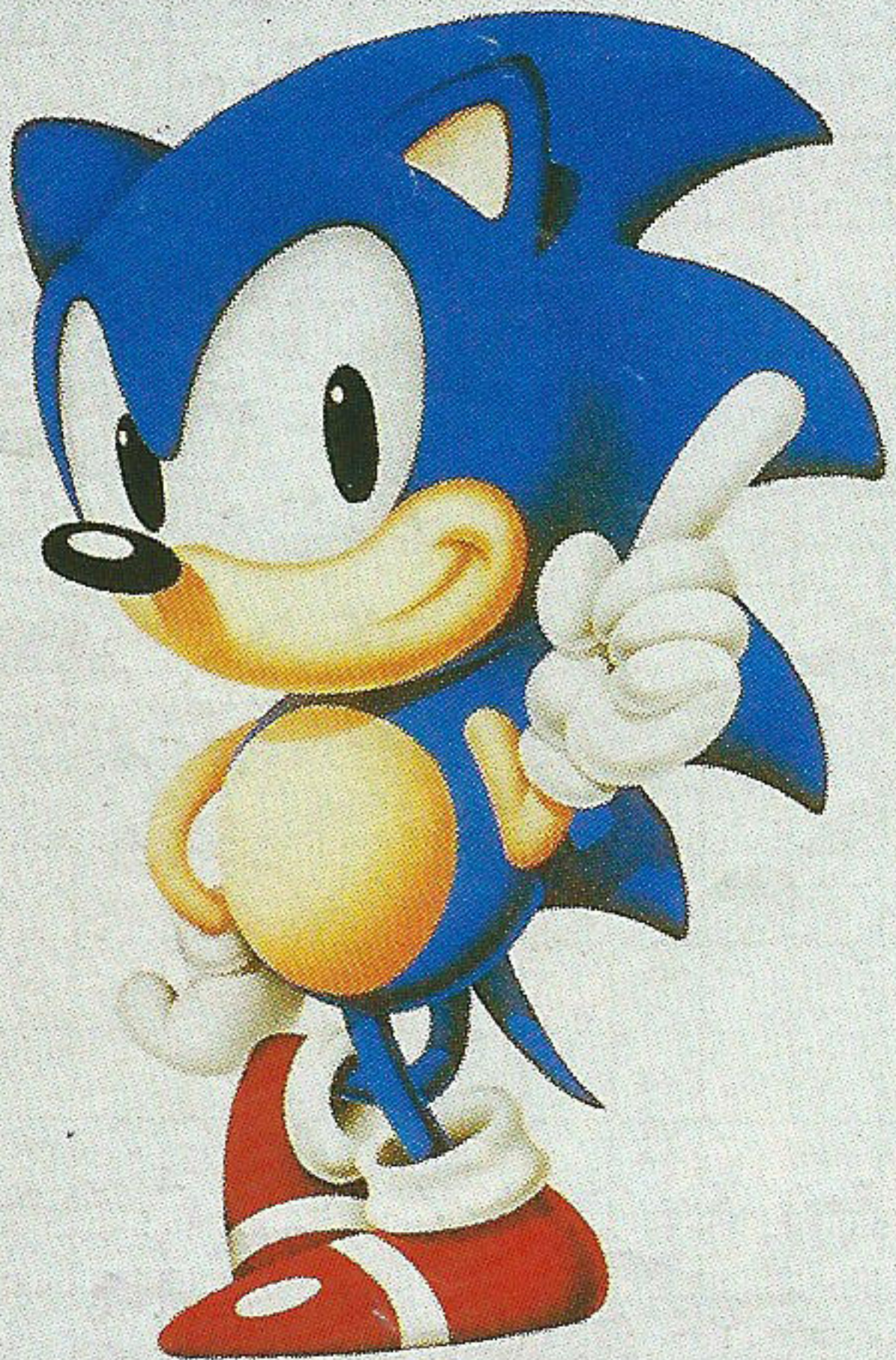
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THE HEDGEHOG

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WINS TRIPLE SUPER SEGA
REWARD POINTS!**

Complete the form, show all three
collected sections Sonic 2 Badges
part of 5)

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Sonic 2 Poster
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SIZE: 1.14m x 85.4cm poster

Sonic 2 1993 Calendar
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Blow Your Mind t-shirt
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90 SUPER SEGA REWARD POINTS



Sonic 2 t-shirt
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39 SUPER SEGA REWARD POINTS

WITH SONIC

I'm talkin' hints 'n' tips dudes!! If you can't

MEGA DRIVE

**IMMORTAL -
GEM COMBINATIONS
ON ROUND 2**

First you must have three gems. That part is up to you! But here's the combination:

The 1st gem goes in the right side of the left circle

The 2nd gem goes in the left side of the middle circle

The 3rd gem goes in the middle side of the right circle

**THE REVENGE OF
SHINOBI - UNLIMITED
SHURIKENS**

Yes I know it's old but not all Mega Drive owners are aware of this cheat. Select 00 shurikens and leave the Mega Drive alone for a minute and the two zeros will form an infinite symbol. Now go and shoot to your heart's content.

**GHOULS AND GHOSTS -
INVINCIBILITY**

This is being reprinted to set the records straight. Press A Button 4 times. Then press UP, DOWN, LEFT, RIGHT followed by B plus START.

**CASTLE OF ILLUSION -
EXTRA MEN**

The "Ghost Mickey" code doesn't work as printed in issue 5. But there is another code that does work. When the round number is on display repeatedly press the START button for an extra rodent!

SONIC - DEBUG MODE

It's printed so many times but never correctly. When Sonic starts waving his finger press UP, C, DOWN, C, LEFT, C, RIGHT, C. Then

hold button A until the game starts. If done correctly the score should be replaced by a hex code number.

**SHADOW OF
THE BEAST -
INVINCIBILITY**

In the high score table enter ZQX and then, when back at the title screen, hold A, B, C and START. Now you're practically immortal.

**BATMAN -
TO SOMERSAULT OVER
BOXES.**

The most asked question is about the chemical factory. The first thing is to work out how to use the grapelin hook. Then somersault over the boxes. It's all in the instruction book on how to do these properly. Ring the hotline if it becomes too much!

**ROBOCOD -
TEMPORARY
INVINCIBILITY**

Get the first five items in this order: (C)ake (H)ammer (E)arth (A)pple (T)ap, then go in the first door and head left. Now all other doors will be unlocked as well.

MASTER SYSTEM

**SECRET COMMANDO -
THE LAST BOSS**

To kill this one you must shoot the gun turret that is shooting across the screen with your gun. That will blow away the left side of the wall. Now just rid of the rest of the wall with your grenades and watch the great ending.

**WONDERBOY III -
THUNDER SABER**

To get the thunder Saber you must be Piranha Man and you must have

over 50 charmstones. Go to the desert in the sky and head right. Keep going till you reach the lava pit and enter the shop just before it. Now you should be able to get the Dragon Mail armour. Now equip it and head to the right till you reach a castle. Explore the castle to find the Thunder Saber.

**SPIDERMAN -
ELECTRO KEY**

To get the key to this level, turn the levers off in the bottom left and right corners of the round, then go to the middle of the round and head up. Then punch the generator to reveal the key (it's very hard to gain).

**GOLDEN AXE -
WARRIOR TO GET TO
LABYRINTH 10**

Got 9 crystals now but nowhere to go? Well, just get yourself down to Labyrinth 6 and watch what happens!

**BOMBER RAID -
ROUND SELECT**

On the title screen, push UPPER LEFT and BUTTONS 1 and 2 on control pad 2. Then push BUTTON 1 twice while holding all these buttons. Now select your mission.

**PACLAND - COIN
WORLD**

To gain access to this infamous level eat all pellets except the power pellets. Then you'll encounter the coin world.

**NINJA - GREEN
SCROLLS LOCATIONS**

First Scroll - round 1 : Easily gained by wasting the transforming Ninja. Second Scroll - round 4 : Shoot the left dog statue 5 times.

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IF YOUR MEMBERSHIP IS UP FOR RENEWAL..HURRY!!

find help here, you're a loser!

Third Scroll - round 6: Go to the Samarai house on the left that is surrounded by a moat and shoot the top corner of the house.

Fourth Scroll - round 8 : Go through the entry way to the open field. Shoot the last bush toward the back wall.

Fifth Scroll - round 9 : The hardest to find. When you get to the top of the wall, go to the right and while shooting the boss from the side. Don't kill him until you receive the scroll on the top right.

BLACK BELT UNLIMITED MEN:

Push button 1 to begin the game. The red screen showing the numbers of players you have will appear. On this screen, press and hold Button # 1, until a blank screen appears. On this screen, press and hold DOWN the RESET button until you see Riki appear in the upper left hand corner. Riki will die, and then his life meter will fill up. Once this happens, release the RESET Button, and the game will start. Note: if this code is done correctly, the graphics will be semi-scrambled for the first round.

SECRET SEVENTH LEVEL:

After you defeat Wang and the princess is saved, but before the screen turns red, wiggle the Directional pad and press Buttons 1 and 2, and you will enter the secret seventh level.

POWER STRIKE EXTRA LEVEL:

MASTER SYSTEM

ACES OF ACES	that, press
ACTION FIGHTER	will start
AERIAL ASSAULT	unseen
AFTERBURNER295,	
ALEX KIDD M/WORLD9,864,4	
ALEX KIDD S/WORLD9,999,00	
ALIEN SYNDROME188,700	
ALTERED BEAST475,500	
ASSAULT CITY264,900	
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AZTEC ADVENTURE399,800	NICH
BACK TO THE FUTURE II1,550	BRENT
BANK PANIC998,700	CLAYTO
BATTLE OUTFRAN455,050	MORGAN
BLACK BELT891,200	MARK SH
BOMBER RAID1,425,500	DARYL DU
CASINO GAMES(PINBALL)103,920	MARC O'K
CASTLE OF ILLUSION1,175,675	MICHAEL C
CHASE HQ7,090,600	JASON DA
CHOPLIFTER292,300	ANTHONY
CLOUDMASTER2,165,542	MORGAN D
COLUMNS1,582,648	TROY EARL
CYBER SHINOBI1,771,900	JAMES MCT

SONIC 2: ROUND SELECT

Warning: This cheat does not work with Mega Drive/Sega Master System converters.

Here's the ultimate cheat for this way hard game! When you switch the machine on, hold Both buttons and LEFT on Control Pad 2. Then when you see Sonic chasing Robotnik let go and then press Button 1 on Control Pad 1 to start the game then you shall see a list of all the zones appear when you can select which one you wish to play! Now party on!

VIGILANTE LEVEL SELECT FEATURE:

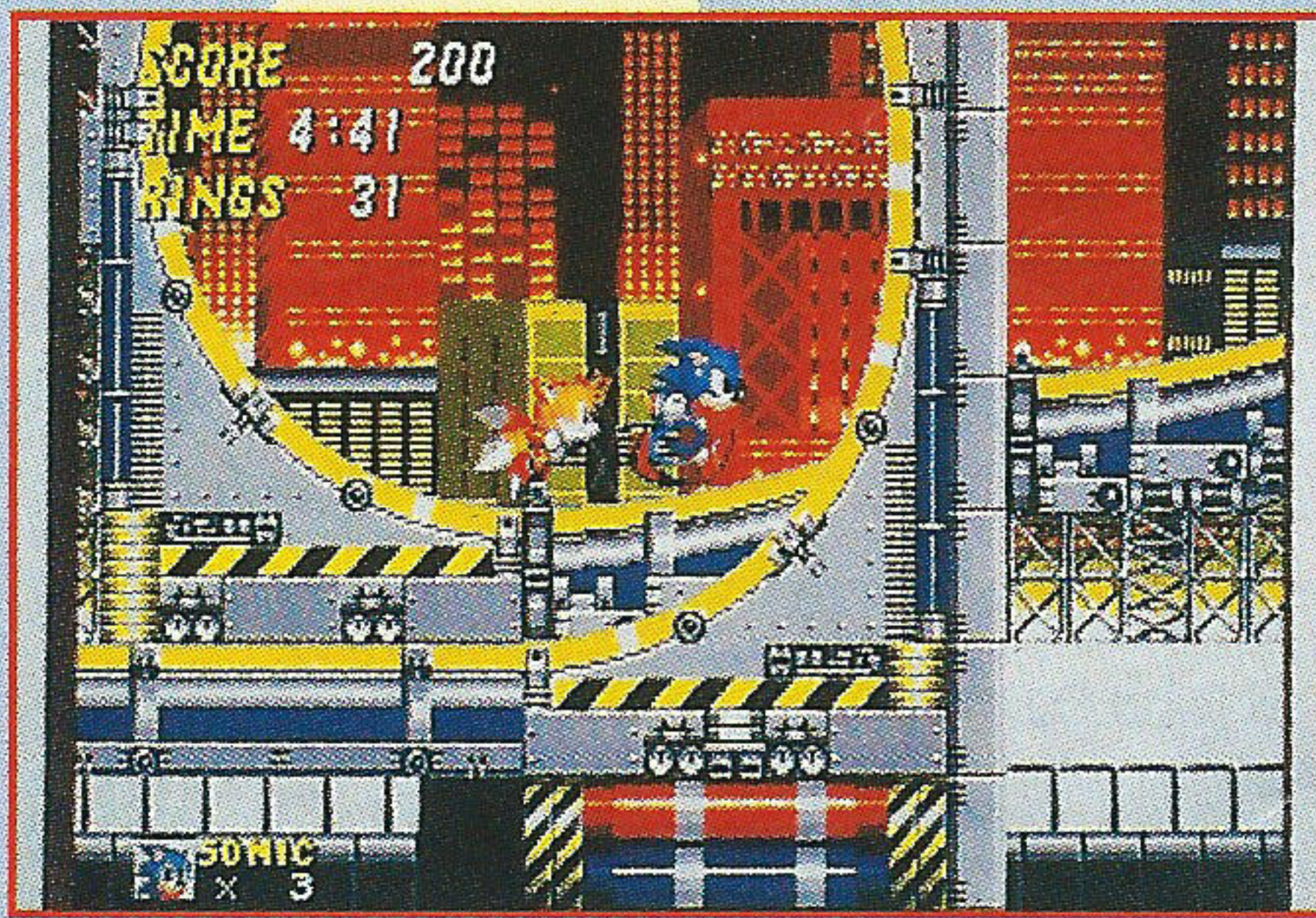
On the title screen hold down the upper left corner of the Directional pad and Button 1 and 2 simultaneously, until a screen appears where you can select a stage by moving our directional pad.

BEATING THE BOSSES:

Stage 1 City Streets: Harly Hog
Crouch down and punch repeatedly.

Stage 2 Junkyard: Mad Dog

Let him jump over you from the van and punch repeatedly. Note: If he's not close enough for direct contact, continue to punch. Mad dog's meter will still go down.



Have you heard?..about THE HINT LINES

Alex Kidd in Miracle World
0055 22303

Alex Kidd in High Tech World
0055 22304

Wonderboy in Monsterland
0055 22305

Wonderboy 3: Dragon's Trap
0055 22306

Sonic the Hedgehog
0055 22307

Phantasy Star
0055 22308

Golden Axe Warrior
0055 22309

Castle of Illusion
0055 22310

Sonic 2
0055 22314

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pieces of your total triumph..then

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Ever bought a game that wasn't your style?

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For hints, tips, advice and 100% SEGA knowledge..

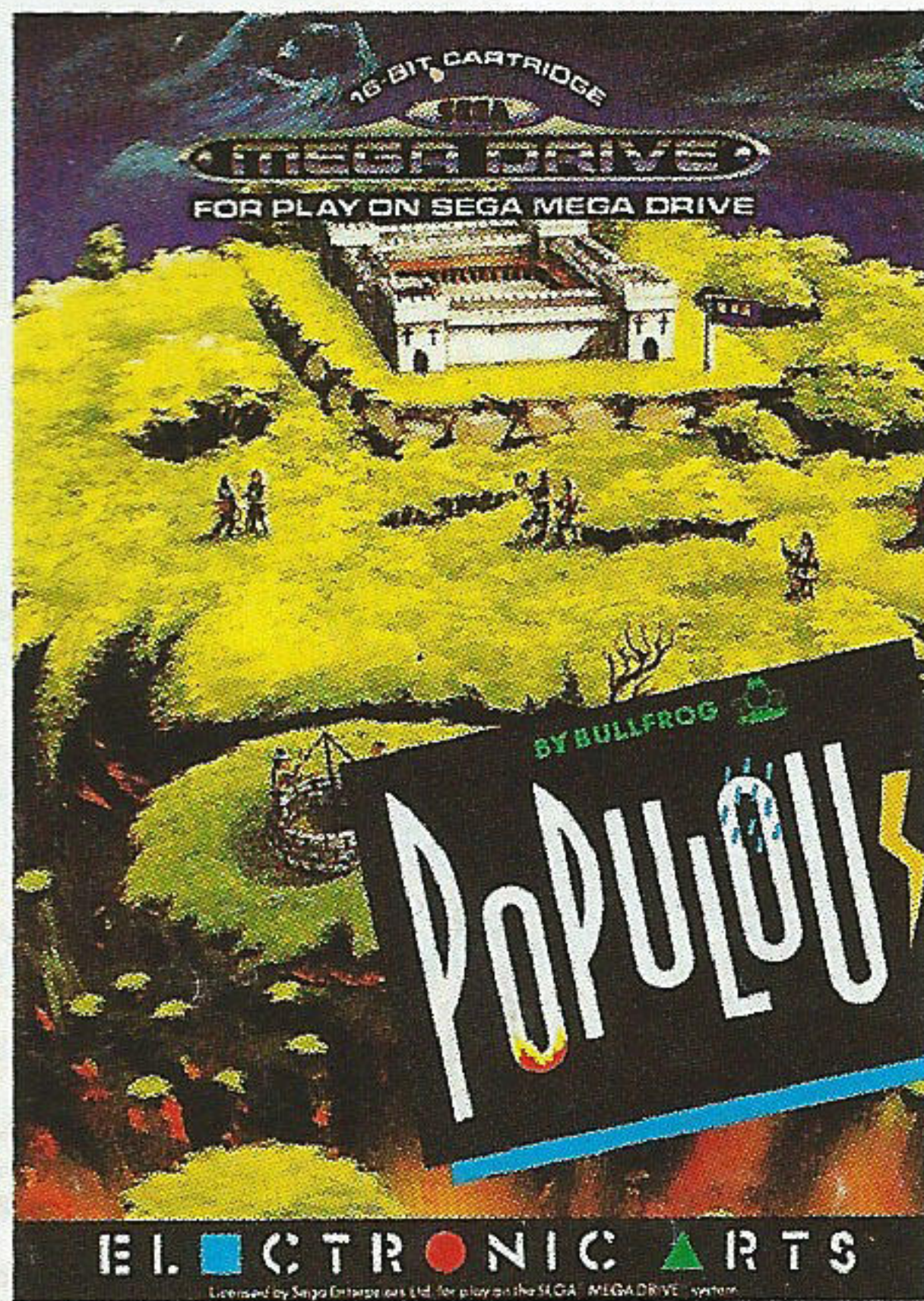
call the SEGA MASTERS NOW!!



POPULOUS

REVIEWED BY
Brian Kleinmeulman

Have you ever wanted to play God? Now is your chance in Populous, the game of the Gods. You have the power to create...and to destroy. Fancy a change of scenery? Then put up a mountain or let in the ocean for a lovely sea view.



There are 5000 hostile worlds for you to conquer. To win your way through a level you have to help the people that worship you to find flat land to settle, build and grow crops on. As your people's population grows in size so does your power to control the world you are on.

You must use this power to destroy the other race of people who live on the planet, the evil people. But they also have a God which is trying to do the same thing as you, which is to destroy *your* opposing race. Each God has an array of natural disasters at their disposal which they can inflict onto the other side. Unleash earthquakes, swamps, volcanoes and, if you have a temper, flood the world by raising the water level or create knights to kill evil people and burn down their homes. Are you godly enough for this immortal challenge?

I found Populous a very challenging game even

for a Sega master. Anyone who has been looking for a game that will take longer than a week to complete has to invest in one of the best games available on Master System. I'm sure that Populous will live up to its name as a very popular game.

SONIC 2

REVIEWED BY
Daniel Bozovic

We've all seen how Sonic kicked butt in his first adventure. The good news is that he's back and really mad with Robotnik. This time Robotnik has gone too far!!! He has sunken so low that he has taken Sonic's best buddy Tails hostage.

Sonic is now starting one of his biggest adventures yet! Sonic has to go through seven tough levels filled with Robotnik's mechanical creatures. You start your adventure in the Underground Zone where you ride rail carts, dodge falling spikes and jump over lava pits. But don't get too relaxed (you call that relaxing? - Ed) when you beat the master, as you still have to get through the Sky High Zone, the zone where you ride hanggliders and walk on clouds. After this you face the water in the Aqua Lakes Zone. Here you climb in bubbles to keep alive then it's off to the hill Green Hill Zone where you climb hills, around loops and

READERS reviews

baddies! Next you take on the machines in the Gimmick Mountain Zone. In this mechanical hill, you spin on wheels to take you higher. Now it's time for the Scrambled Egg Zone. You know where you roll through pipes, but don't take the wrong way or you will fall onto the spikes. At the end of this zone, you face the Silver Sonic. If you have collected all the six emeralds you face the final challenge - The Crystal Egg Zone. In this zone you dodge flaming spikes and floating orbs lift you higher. Then it's time to sort out the real Sega heads from the tryhards, as you face Robotnik in his own arena. If you are good enough to beat him then Tails, and all your other friends, will be set free!

Is this Sonic's last adventure? Hopefully not - I think that everyone would like to see

LOCATIONS
this little hero in
again!
round 1 : Easily gained
the transforming Ninja.
Scroll - round 4 : Shoot the
dog statue 5 times.

MEMBERS

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RENEWAL..HURRY!!

Sad, but unfortunately true, this is the final 'All Time High' for Segazone, so

you may think that if you've made it in this issue then you're pretty good and we guess you're probably right...but

..who knows...??...your chance for 3 minutes of fame maybe coming up soon...so stay tuned sports fans...!

MEGA DRIVE

ABRAMS BATTLE TANK	3783 94/100	C. PATERSON & S. ALLEN	DANAN THE J/FIGHTER	207,200	NICK SMITH
AFTERBURNER II	28,760,000	RYAN BAAFI	DICK TRACY	1,015,420	PETER ENSOR
ALEX KIDD ENCHT CASTLE	10,130	GAVIN HILL	DOUBLE DRAGON	3,750,800	SAMUEL DAVIS
ALIEN STORM	100	SIMON PHILLIPS	DOUBLE HAWK	90,000	CHRIS GIDDINGS
ALTERED BEAST	18,598,100	DALE FINLAYSON	DYNAMITE DUX	682,470	MARCUS COOKE
ARROW FLASH	765,260	MICHAEL BRADLEY	DYNAMITE DUKE	19,479,810	TODD TENGSTROM
BATTLE SQUADRON	1,936,250	IAN TAYLOR	E-SWAT	847,900	ADRIAN HEARD
BONANZA BROS	478,700	RYAN BAAFI	ENDURO RACER	6:04:11	SAMUEL DAVIS
CASTLE OF ILLUSION	10,005,300	IAN TAYLOR	F16 FIGHTER	1,437	ADAM BRYANT
CHUCK ROCK	199,745	SHANNON STUCKEY	FANTASY ZONE	32,643,500	BRAD TREASE
COLUMNS	78,372,737	DAVID JOHNSON	FANTASY ZONE II	764,400	CHRIS CARRAGHER
CRACKDOWN	2,046,850	JASON VONCINA	FORGOTTEN WORLD	4,203,800	MAL GOODAIR
DESERT STRIKE	3,674,800	DARYL DUFFEY	G-LOC	5065	KURT SIMMILL
DJ BOY	7,424,700	AARON MALONE	GAIN GROUND	123,360	DANIEL OLIVER
DOUBLE DRAGON	7,298,986	MICK HARLEY	GALAXY FORCE	348,800	DANIEL LEE
DYNAMITE DUKE	1,762,830	BRIAN COSTELLOE	GAUNTLET	178,464	CHAD GIBSON
E-SWAT	631,500	BRETT MUNRO	GHOST HOUSE	4,830,970	FIONA INGLIS
F22 INTERCEPTOR	71,942	FRANK NAGY	GHOULS AND GHOSTS	686,400	DANIEL EDWARDS
FANTASIA	3,008,290	JEREMY PRINCE	GLOBAL DEFENCE	420,350	BRETT MUNRO
FLICKY	833,640	DALE FINLAYSON	GOLDEN AXE	769	SAMUEL DAVIS
FORGOTTEN WORLDS	230,800	RYAN BAAT	GOLVELLIUS	190,842	KIM PETERSON
GAIN GROUND	56,910	DANE ROBERTS	HANG ON	5,922,600	DANIEL CRADDOCK
GHOST BUSTERS	10,946,000	STEPHEN FORD	IMPOSSIBLE MISSION	21,114	KEVIN WATSON
GHOULS 'N GHOSTS	775,100	CAMERON THANG	INDIANA JONES	96,400	JOEL CRAKKE
GOLDEN AXE	505	RANDALL NISSEN	KUNG FU KID	4,503,000	SHAUN CONNELL
GYNOUG	612,000	ADAM VARNAVA	LORD OF THE SWORD	1,109,000	JAMES RUFF
HELLFIRE	3,679,510	CAMERON THANG	LUCKY DIME CAPER	1,164,000	STEPHEN NEAL
JAMES BUSTER DOUGLAS	2,304,960	DANIAL WOODS	MERCS	55,885,433	KURT LODGE
JAMES POND II - ROBOCOD	27,115,200	BRADY J DUNCAN	MS PACMAN	115,320	LEON FAIRBURN
KRUSTY'S SUPER FUN HOUSE	243,890	CHAD GIBSON	MY HERO	3,900,390	ADRIAN SIMONI
LAST BATTLE	474,500	LUKE ADAMSON	THE NINJA	3,117,550	BEN RALSTON
MARBLE MADNESS	121,700	TIMOTHY SMITH	NINJA GAIDEN	256,000	RICHARD PATON
MERCS	1,550,550	CHRIS CARRAGHER	OPERATION WOLF	3,743,950	DARYL DUFFEY
MIGHT AND MAGIC	3,739,812,968	NICK SMITH	OUTRUN	34,489,960	SHAUN CONNELL
MOONWALKER	876,360	ALEX PRINEAS	PACMANIA	1,160,400	SAMUEL DAVIS
OUTRUN	7,229,550	BRIAN COSTELLOE	PAPERBOY	113,950	ROSS ERICKSON
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QUAKSHOT	10,274,500	VICTOR MARTIN	POWER STRIKE	7,800,240	BRETT MUNRO
REVENGE OF SHINOBI	3,549,600	SCOTT MUNE	PRO WRESTLING	553,200	GERARD BALKIN
ROAD RASH	784,560	AARON SCOTT	PSYCHO FOX	290	CHRIS MCEROE
SHADOW DANCER	1,403,000	RYAN BAAFI	PSYCHIC WORLD	1,079,000	NICHOLAS JANSEN
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SPIDERMAN	404,950	BEN HARRIS	R-TYPE	7,905,300	DANIEL EDWARDS
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SONIC 2	524,870	JASON WALLIS	RAMPAGE	999,925	BRENDAN KEOGH
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SUPER THUNDER BLADE	8,033,940	MATTHEW HALL	SAFARI HUNT	1,006,000	CHERYL GOSSON
SWORD OF SODAN	213,675	JASON VONCINA	SCRAMBLE SPIRITS	9,810,990	MALCOLM CARUANA
TAZMANIA	25,628,560	SHAUN CONNELL	SECRET COMMANDO	4,365,600	JOEL CRAKKE
THUNDERFORCE III	6,609,600	CAMERON THANG	SHINOBI	1,254,080	TIMOTHY HEWETT
TRUXTON	5,621,650	DAVID WHITEHEAD	SHOOTING GALLERY	111,110	BRIONY LANSBURY
TOEJAM & EARL	708	DAMIEN ABERIN	SONIC	9,700,000	JUSTIN HOLDEN
ZOOM	236,760	BRIAN COSTELLOE	SONIC 2	3,844,100	ANDREW MONK
			SPACE HARRIER	27,327,860	BRIAN COSTELLOE
			SPIDERMAN	489,300	DAVID COX
			SPY VS SPY	589,780	DAVID COX
			STRIDER	53,280	BEN BUCKLER
			SUBMARINE ATTACK	4,950	CRAIG MAQUIT
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			TIME SOLDIERS	136,000	JONATHON CAMERON
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			VIGILANTE	157,300	AARON GIBSON
			WANTED	181,700	JAMES VAN DEN BROK
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			WONDERBOY IN M/LAND	9,872,600	ANDREW CLAYTON

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AERIAL ASSAULT	9,910,610	CHRIS CARRAGHER
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BLACK BELT	891,200	MARK SHANNON
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CASINO GAMES(PINBALL)	103,920	MARC O'KEEFE
CASTLE OF ILLUSION	1,175,675	MICHAEL OLDFIELD
CHASE HQ	7,090,600	JASON DAY
CHOPLIFTER	292,300	ANTHONY BELLUE
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COLUMNS	1,582,648	TROY EARL
CYBER SHINOBI	1,771,900	JAMES MCTACKETT

GAME GEAR

GAME	SCORE	NAME
FACTORY PANIC	61,340	RICHARD MIRABELLA
G-LOC	100% 17.2 mins	TIMOTHY HEWETT
LUCKY DIME CAPER	183,700	LACHLAN SMITH
NINJA GAIDEN	146,600	JASON MELLAN
SHINOBI	141,300	ADAM VARNAVA
COLUMNS	206,760	OLIVER TAUL
SUPER MONACO	91	C. WOODGATT
SONIC	1,116,170	D. LOADER
PENGO	776,370	BRIAN COSTELLOE
PSYCHIC WORLD	8244	DAVID MARTIN
WONDERBOY	206,080	PATRICK BROTHERTON

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