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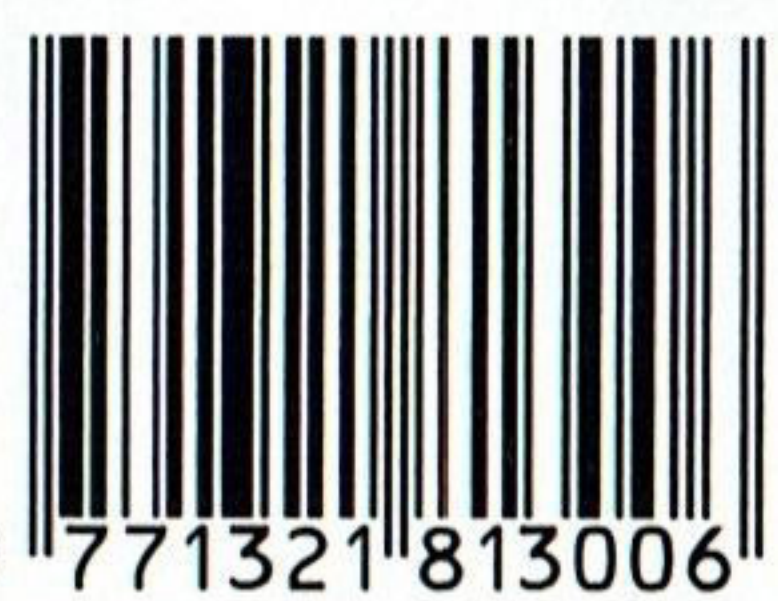
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END ZONE

The stars are hot, their dates are, umm, not...

SEGA
MEGAZONE

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*Recommended and maximum retail price only.

Man, this issue is as hot as me stuck on the bonnet of a rockin' Dodge Challenger

And another thing!

Welcome to another game-packed issue. Plenty of games there may be, but not all of them are good. Frankly, games like *Lawnmower Man* should not have been released: it's difficult to conceive anyone actually deriving enjoyment from it. Glitzy graphics and fast 3D are one thing, but there's no substitute for good gameplay.

*about racing toy cars

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MEGA BOMBERMAN

A man with bombs, and it's mega.

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Based on a game that was released a billion years ago. But it's all right.

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Stars a bobcat and some wool.

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Mickey's lawyer: "You can't divorce Minnie just because she has buck teeth." Mickey replies, "When I said she was f***ing Goofy, that's not quite what I meant!"

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VR and lawnmowers don't mix.

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Superhero in platform game shock.

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We wish this one had too.

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A beat 'em up, in a round-about way.

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Men in leotards hug each other.

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The most playable game* in the universe!

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Just like having a pinball table in your front room. Probably.

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Just goes to show that 32-bit technology can have duff games.

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Turn up the volume, put the pedal to the metal and then kill one another.

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You'll never believe me, but I was walking down the road the other day and what should I see but a dinosaur on a skateboard.

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JIMMY WHITE'S SNOOKER

Just like having a snooker table in your front room, etc.

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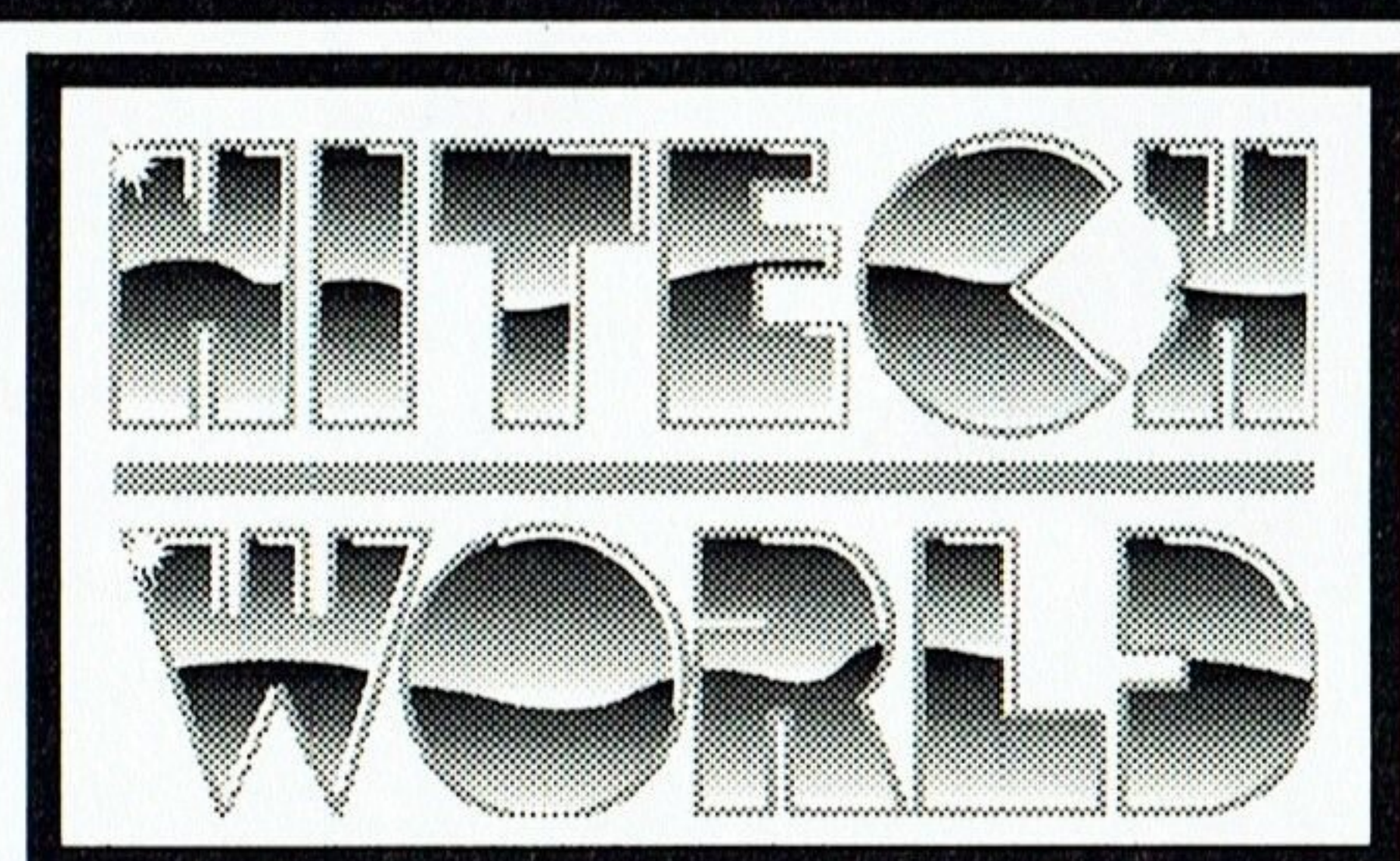
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Newszone

32X

AT THE MOVIES!

From our financial correspondent

Sega's 32-bit super add-on for the Mega Drive should be out imminently, but costing \$50 more than we reported last month. The machine was originally set for a \$299 launch, but now the official RRP is \$349.

Exact launch date is still a little unclear, but the company is hoping that the machine will be in the shops before the New Year, although first shipments probably won't reach the shelves before Xmas.

The number of games available at time of launch is likely to fall from five to just three, with *Doom*, *Star Wars Arcade* and *Virtua Racing Deluxe* being the first titles. *Super Motocross*, *Super Afterburner* and *Super Space Harrier* are expected to follow shortly and as many as 25 titles could be released by Easter time. (See below for details on games in development.)

The company unveiled the machine's new cinema advertising campaign recently which will run continuously through the first six

months of 1995. The 90-second commercial is aimed at older audience; it will only be shown around movies rated M and above.

Sega Ozisoft is spending \$750,000 on the promotion, which is the largest cinema advertising campaign the company has ever conducted. The ad itself is all very cyberpunk and features a bloke in prison, Sega consoles being smashed and a power-crazed madman who wears the lipstick and laughs that laugh only power-crazed madmen can do.

▼ **Good news: it's almost here. Bad news: at \$50 more than we expected.**



In the pipeline

Sega is promising no less than 65 games for the 32X throughout 1995. Here are the ones we know are in development. When they'll actually arrive on the stores' shelves is another thing altogether...

Alien Trilogy	Acclaim	Night Trap	Digital Pictures
Apache	Domark	Pitfall	Activision
Brutal	Gametek	Race Drivin'	Atari
Clayfighters 2	Interplay	Shadow of Atlantis	Sega
Castlevania	Konami	Slam City	Digital Pictures
College Basketball	Sega	Sonic Chaotiks	Sega
Corpse Killer	Digital Pictures	Star Wars Arcade	Sega
Cosmic Carnage	Sega	Stellar Assault	Sega
Digital Shinobi	Sega	Streetfighter - The Movie	Capcom
Doom	Sega	Super Afterburner	Sega
Ecco the Dolphin	Sega	Super Motocross	Sega
Fahrenheit (Mega-CD)	Sega	Super Space Harrier	Sega
Golf Mag's 36 Greatest Holes	Sega	Supreme Warrior	Digital Pictures
Hoops	Virgin	Surgical Strike (Mega-CD)	Sega
Metal Head	Sega	Tempo	Sega
Midnight Raiders (Mega-CD)	Sega	Virtua Racing Deluxe	Sega
Mortal Kombat II	Acclaim	Wirehead (Mega-CD)	Sega
NBA Jam: Tournament Edition	Acclaim	Wraith Squadron	Sega

NEWS BITS



VIRGIN ON THE OBSCENE

From Britain: Virgin games has had a TV ad banned by The Broadcast Advertising Clearance Council. Apparently the stuffy body, which vets ads for the country's independent TV stations, felt that a worm-eating granny was 'inappropriate'.

WELL DEVELOPED

Ever wanted to become a 32-bit games developer? Now you can. Psy-Q is a powerful games development system created by Psygnosis. The latest incarnation of Psy-Q is for the 32X. (The Saturn will follow, Mega Drive is already available.) The system comprises of development software and an interface card that fits into a PC expansion slot. The cost? £3,200 (A\$7,500 approx). Better start saving...

GAMERS BAIL OUT

Latest studies from the UK show that gamers are no longer chained to their consoles. Spook boffins reckon gamers hook up for an average 3.8 hours a week, compared with an average four hours last year. The number of people playing games for over 15 hours a week - the so-called 'official' addict level - has also dropped.

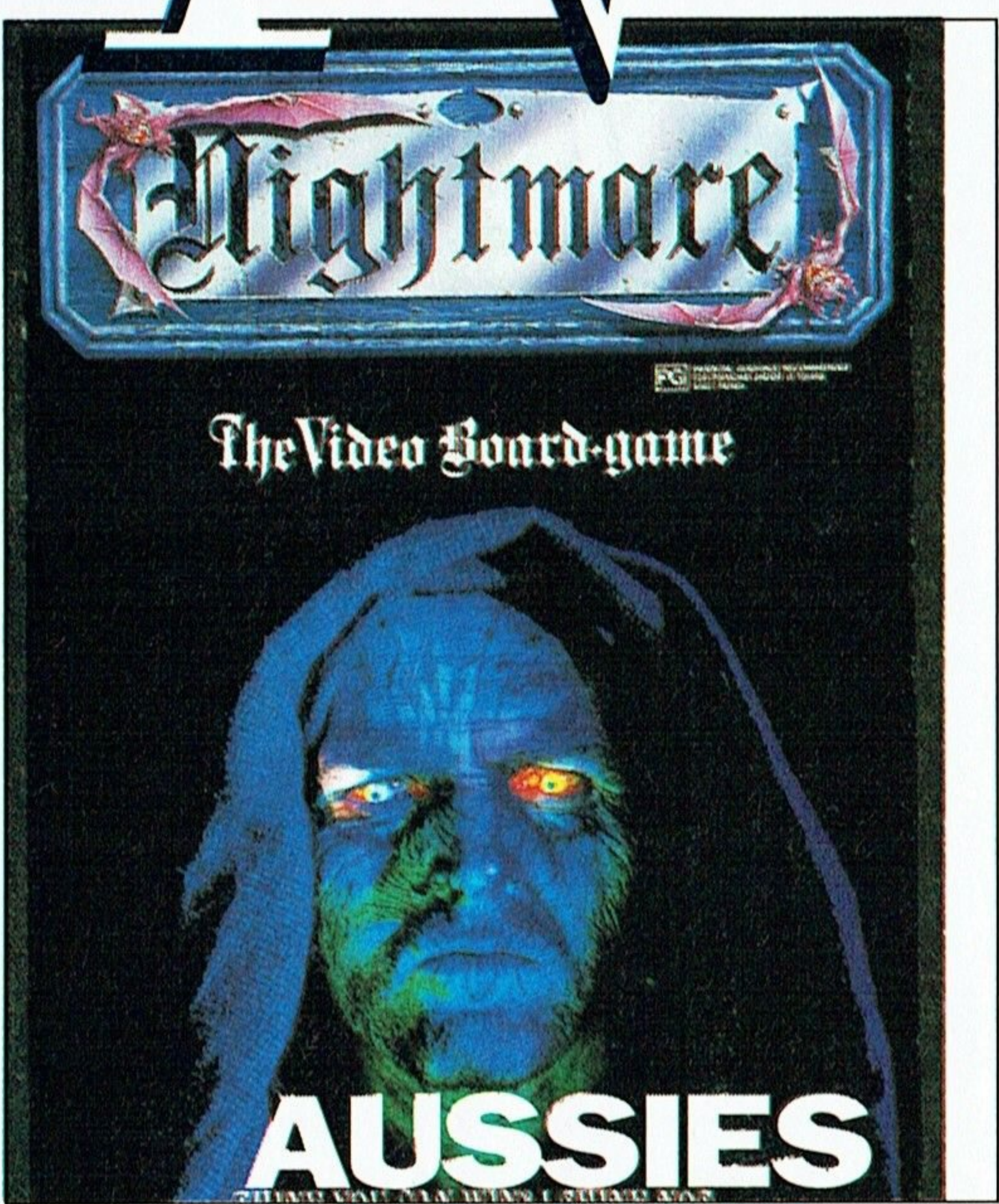
CORE DESIGN BOUGHT OUT

Core Design, the UK software house, has been bought out by CentreGold in a pre-Christmas shake-up. The company has products in advanced development for the 32X and the Saturn and is planning to expand hardware development over the coming months.

LEMMINGS FOLLOW FAME

Here come the Lemmings - on TV. Psygnosis, the publisher behind the smash-hit game, has signed a mega-buck deal with CBS to turn the furry funsters into cartoon characters. The TV show will follow a superhero-style format and kicks off globally in 1995. As Megazone went to press, no Australian channel has been named as the likely home for the show.

Newszone



AUSSIES SCORE BIG TIME

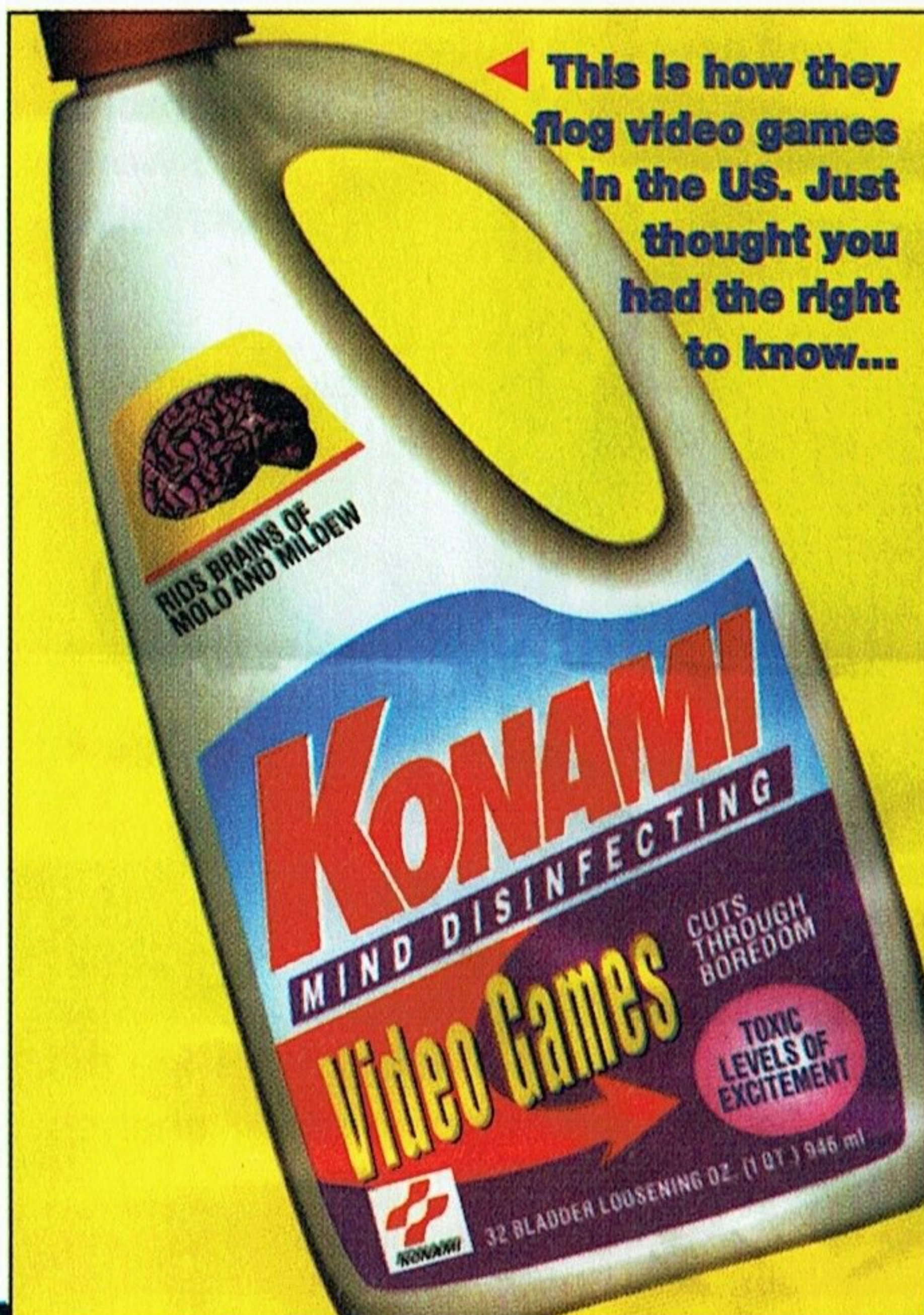
Local game producer 'A Couple A Cowboys' has scored a big international deal with global giants Mattel and Time Warner Interactive. The big-buck bonanza will see Australian-made games sold in more than 39 countries and in eight languages. The Cowboys are the gang responsible for the game video board game *Nightmare*, which has sold over two million copies worldwide.

Their latest project, *Atmosfear*, will be released on CD-ROM format as well on video, hopefully with a Mega-CD version appearing for in time for Xmas 1995.

KONAMI 'CLEANS UP' ADVERTISING

As countries burn, disease kills, and kingdoms crumble, politicians and conservative-types are still worried that video games are the cornerstone of the world's problems. Some kid pulls Sonya's spine out in *MK* and you can guarantee that the kiddy will be the nation's next serial killer. But how do you battle these narrow-minded people?

The innovative team at Konami has produced a clever piece of advertising that strikes right at the heart of middle-class suburban paranoia. What you think?



Comp winners

Happy, joy, happy, joy, happy, joy.

I Fancy a Knuckle Sandwich

Angelo Magasic, Yamba, NSW (for sheer bribery); Lee May, Bundaberg, QLD.

That Decapitation Fatality...

This comp was proof that you guys are sick. What would you ask Mileena? Pah! Answers ranged from crap cracks about Sais in Mileena's butt to the inspirational 'I'd just run away' from P. Robertson in WA. We won't be running a comp like this again!

Jeremy Ryan, Maclean, NSW; Adam McBain, Broken Hill, NSW; Luke Park, Bowen, QLD; Shannon Liddell, Loch Sport, VIC; Andrew Monk, Springwood, NSW; P. Robertson, Gnowangerup, WA; Nicholas Wimble, Cremorne, NSW; Dylan McKinley, Alice Springs, NT; Daniel Muir, Bendigo, VIC; Michael Lutkajtis, Peakhurst, NSW.

Lucky 13

Craig Odron, Runcorn, QLD; Dan Paulo, Chirnside Park, VIC; Aaron Welch, Duncraig, WA; Fiona Sutton, Newcomb, VIC.

What A Jape

Chris Haigh, Engadine, NSW; V. Wilson, Stepney, SA; Michael Lutkajtis, Peakhurst, NSW; Shayne Wasley, Armadale, WA; Travis Beesley, Bellevue Heights, SA.

Saturn Sighted

By our astronomy correspondent

Sega's Saturn has been sighted in Australia, though it will be some time before the machine's official release. The console, which we played with at Sega's Sydney HQ, was running *Virtua Fighters*, the highly successful arcade 3D beat 'em up. Even the most discerning *VF* player was hard-pushed to tell the difference between this and the arcade version.

The official Australian version of the Saturn is not scheduled for release here until September '95, and an initial price tag of \$800 has been bandied about by the compa-



▲ The Saturn has been released officially in Japan. It'll be a while before it's available officially here, though.

ny. Both release date and price are, of course, subject to change.

It seems also that Sega isn't going to be the only producer of the console. The company is licensing the Saturn technology to other hardware manufacturers: JVC, Hitachi and Yamaha will be producing Saturn-compatible machines. All three companies were instrumental in the Saturn development, with Hitachi developing the SH2 processor, JVC providing the CD mechanism and Yamaha's custom 16-bit sound chip pumping out the sonics. Whether these licensed machines will ever sell in Australia remains to be seen.

STREETFIGHTER UPDATE

From our showbiz correspondent

January 12, 1995 is the day to put down as the release date for *Streetfighter*. We can bring you, exclusively, our LingoMegaMatic™ Teach-Yourself-Shadoti guide. Compulsory for all visitors to the SE Asian nation of Shadaloo. Without it you'll be malcastas, mate.

Hello: Hoji Generalo Bizono

Goodbye: Hoji Generalo Bizono

One: Unu

Two: Du

Three: Tri

What a nice Uzi you have:

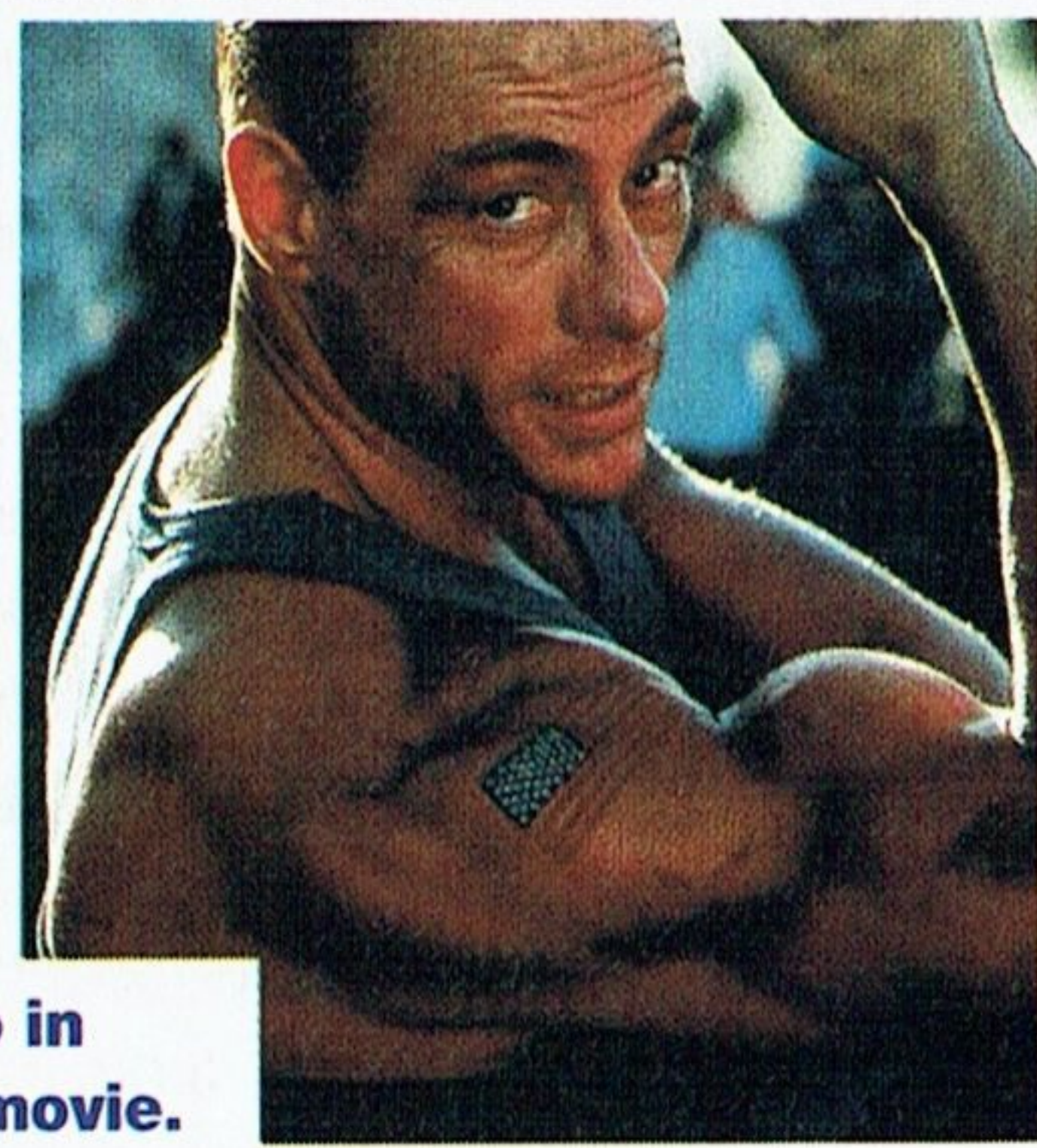
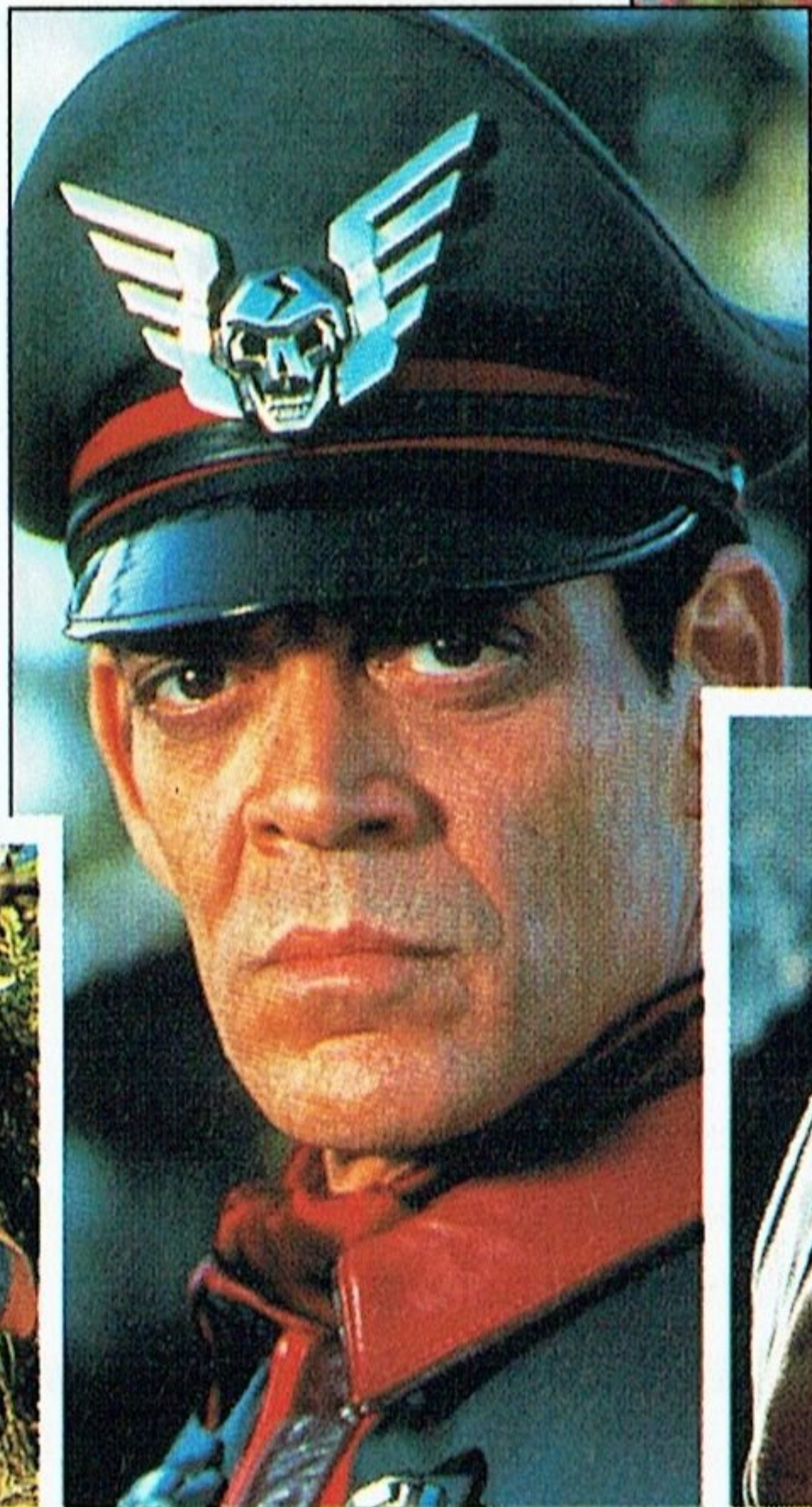
Kio bela Uzi vi havas

What time does the looting begin?

Kio tempo komencas rab?

Oh, s*! I'm f****d!**

Oh, ekskremento, mi malcastas!



▲ Kylie, Jean-Claude and Co in shots from the *Streetfighter* movie.



OSCAR THE HEDGEHOG SHOCK

It was only a matter of time. Cybermania: The Interactive Games Awards are to be the first televised (in the US, anyway) video game award ceremony. Following a similar format to the Emmys or the Oscars, the awards honour the best video games in such areas as Best Sportsgame, Best Action/Adventure, Best Fighting Game, Best RPG. There will also be awards for Best Graphics, Best Sound and Best Overall Game.

Nominees will be selected by the Academy of Interactive Arts and Sciences from the best-selling games currently available on the market. However, the final decision will be made by gamers themselves. Votes will be taken for the games via on-line services and mail-in ballots. The votes will be tallied and the results announced in the televised ceremony. We'll give you the results as soon as we get them.

▲ "I'd like to thank my family, friends and 32X development kit..."

ACCLAIM SAYS BATMAN FOREVER

Acclaim Entertainment has scored something of a first. Movie-making megacorp Warner Brothers has hired their motion capture gear for use in the new superhero blockbuster *Batman Forever*, starring Val Kilmer and Nicole Kidman.

"The sophisticated motion capture technology allows us to create special effects not seen before in feature films," John Dykstra, director of special effects for *Batman Forever*, told Megazone.



▲ From video game screens to movie screens. Sort of.

Acclaim has also entered into a deal that will see *Batman Forever* lead their push into the coin-op arcade market in the new year.

Quiz

This month 30 lucky winners will get their hands on something called 'Glo Caps'. For the idiots out there, Glo Caps is the latest thing to sweep the nation. You can regularly hear the hysterical hum as millions of people get slamming every day. It's all the rage, kids, make no mistake.

To join in on this feast of frolicsome frivolity...

1. Read the mag.
2. Read these questions.
3. Answer them.
4. Send them, in an envelope, with your name and address to the address below.

5. Wait by the letterbox for us to tell you... 'You've won - here are some Glo Caps!'

1. Where can you buy a Sonic basketball?
2. What do academic types reckon is the average amount of time we spend playing games?
3. Who did Matt date over the Christmas holiday?
4. What is the name of the world where Penelope Pump has taken Harri, Melissa, and Edgo?
5. Who is Yasushi Endo?
6. What system did *Pitfall* first come out on?
7. What is the level code for New York in *Urban Strike*?
8. Name the 'tables' in *Psycho Pinball*.
9. Who's best: Naomi or Kimberley?
10. How many forms of attack does Rex have?
11. True or false? The Challenge is available only in two-player mode for *Micro Machines 2*.
12. For how much can a Mega Drive owner become a 32-bit gamer?
13. *The Lawnmower Man* is a hot game. True or false?

▲ Throw the big perspex thing at the small cardboard things to win.



Megazone Lucky 13 (Jan), PO Box 746, Darlinghurst, NSW 2010.

gameSPY

KEIO FLYING SQUADRON



▲ This poor girl is about to meet a horrible, gory, violent death. Tee-hee.

Around this time last year, there were heaps of Mega-CD games lined up for release, some available on import too. Many of them turned out to be total crap – unimaginative converts of MD games with extra sound. However, there was one bizarre game floating around that raised a few eyebrows – *Keio Flying Squadron*.

All the fuss inspired JVC to release the game worldwide officially and they're developing a version for the Saturn too. Megazone spoke to *Keio*'s creator, Yasushi Endo, for more info on this latest cab off the rank.



▲ Yasushi Endo: This man is a legend!

Megazone: What's your role in the development team?

Yasushi Endo: I handle the graphics and animation for the game. I came up with the basic concept on paper in the first place, then converted it onto the console. Seven of us work on the Saturn version altogether, although it may increase if we find it really tough going.

MZ: *Keio* is a bit of a bizarre game, full of strange creatures and weird ideas. Where did you take your inspiration from?

YE: I absolutely love animation, so I wanted the creatures as realistic as

possible, although the game itself is set in the Edo Shogunate era of Japanese history (1865–1868) so in some ways it's based on a samurai warrior adventure. But, the actual plot is made up. A lot of young Japanese prefer American or English games. In the rest of the world, people seem to go wild over Japanese-style animation, especially Manga and Anime.

MZ: So you think that an Australian audience will enjoy the game, even though they may not understand a lot of the mysticism?

YE: I think Australians will definitely enjoy our game. Anime is becoming very popular. *Keio* is already a year old (it was released in Japan in August



▲ Freak out Edo Shogunate era-style. That's circa 1865, kids.

1993), but we wanted it to be right for the Australian market before we released it, so all the original texts have been translated from Japanese into English. Also, many games released for the Mega-CD are based on 3D, but developers forget that most CD owners will

want to play 2D games too, especially if they're fun and not already available on the Mega Drive. Besides, the game sold out in Japan, and at the end of the day, if a game is great to play, it will appeal to audiences all over the world.

MZ: What's your vibe on *Mortal Kombat*?

YE: *Mortal Kombat* is definitely not as popular in Japan as it is elsewhere. Europeans think that it's, visually, quite stunning, but the gameplay just isn't responsive. Personally, I think it's a good game, but I prefer to play *Daytona* or *Virtua Fighter 2*, and at home, I prefer more

cutesy games, such as Disney releases.

MZ: Apart from *Keio*, have you planned other games for the Saturn?

YE: *Keio* is our next big project, but we do have a couple of other games lined up too. Probably the biggest one is *Miku*, a 3D boxing game for the Saturn. All the characters are based on original Japanese animations, well known for their Anime adventures.

MZ: So how's the Saturn version of *Keio* coming along?

YE: At the moment, we're still getting basic ideas together. You'll recognise most of the characters in the Saturn version, as they were in the Mega-CD version too, but *Keio 2* will have a different story and lots of different features. The graphics are wonderful and the sound is some of the best you'll have ever heard. The action will still be based around a horizontally scrolling shoot 'em up, but we're experimenting with using video images for backgrounds and most of the items you'll pick up will be taken from real images too. It's hard to imagine at this stage, but the game will hopefully be a cross between Anime and film.

MZ: What do you think of the the Saturn?

YE: The specifications for the machine have changed a lot recently, so we've spent a lot of time just testing the machine's capabilities. It's a wonderful machine to work with though and I think people are going to be surprised when they see just how good the games are. I've played *Virtua Fighter* on the Saturn, and there's hardly any difference between the arcade and console version.

MZ: What about comparing the Saturn with PSX and Ultra 64?

YE: They're all fairly similar machines in that they're all capable of producing great games, although it seems that Sony will be concentrating more on developing 3D games. What we've seen from them already looks very impressive, but I think that people are going to expect different types of games from them, and at the moment they're concentrating purely on 3D. Maybe their other games won't be as good. The Saturn will offer many different types of games, and at the moment *Virtua Fighter 1 & 2*, *Virtua Star Wars*, *Virtua Racing*, *Virtua Cop* are very trendy in the Japanese arcades. This gives the Saturn the edge in terms of software, but we'll really just have to wait until the first batch of games are released before we can start comparing the machines.

**Format: Mega-CD, Saturn
Supplier: JVC**



▲ Very cute, yes, but how does she eat or, even, smell?



▲ The round-eye look comes from playing games too much. Be warned.



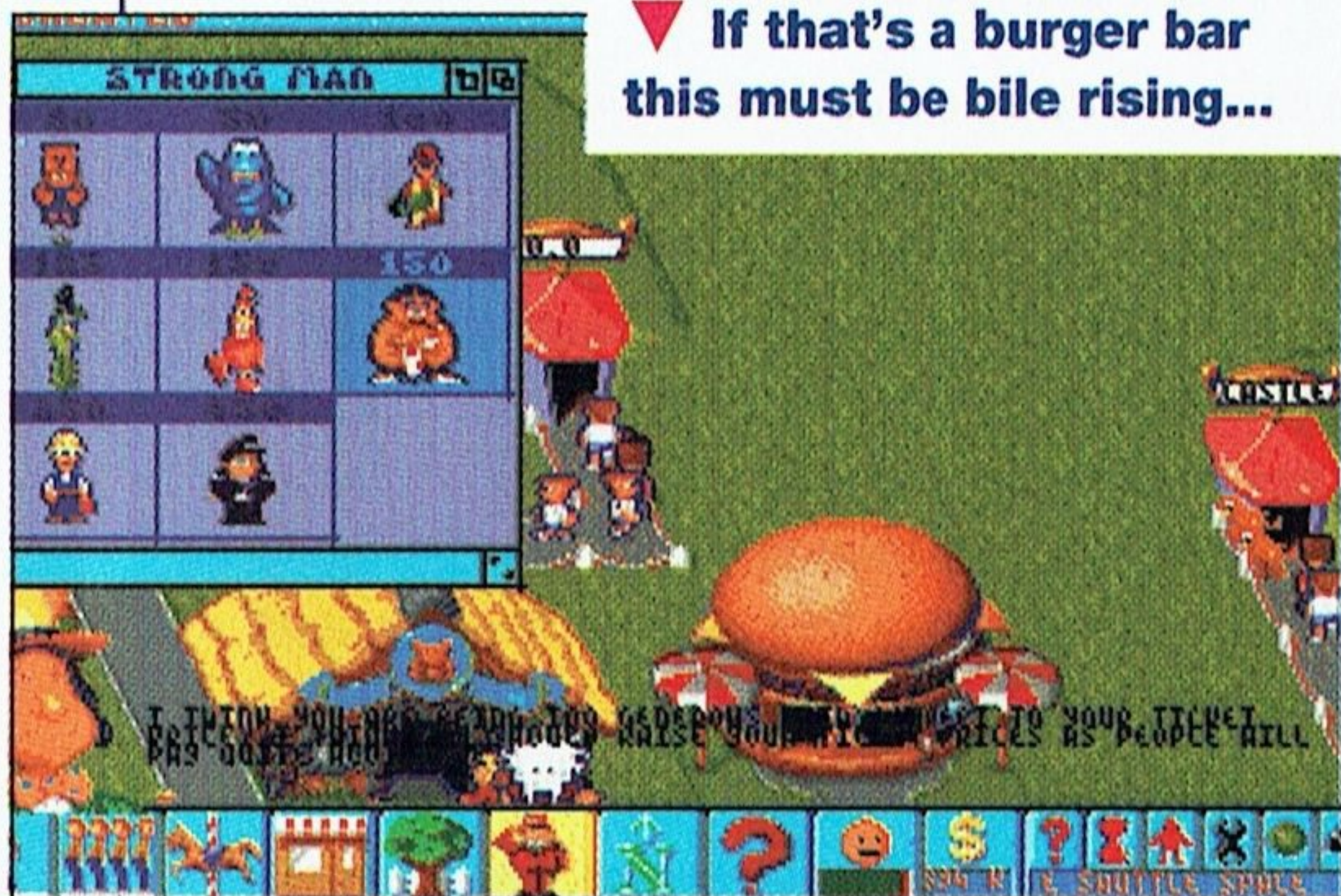
THEME PARK

This game has been out on PC and some mags are giving away cover disc demos but it's coming out on Sega formats soon with EA's backing – which will give it a big boost.

The game is all about making the most exciting, fun-filled, park in the whole world. 'Fascinating', you might not think. Hmm.

You pick your character and how many computer players you want to

▼ If that's a burger bar this must be bile rising...



play against, from zero to 10 rival parks. Starting with not much cash, you build up a fun park from dust to a Disney-type extravaganza. The complexity of the game is quite remarkable and every adventure has been explored.

It's won't be a beat 'em up fan's favourite game, but can be pretty fascinating. Derek de la Fuente spoke to Bullfrog head honcho Peter Molyneux about the game.

Megazone: So, Peter, what do you have to do with this game, then?

Peter Molyneux: Well, I'm one of the founders of the company Bullfrog. The managing director to be precise. My involvement with *Theme Park* was a bit of everything; designer, programmer and generally overseeing the project. I first got the idea for *Theme Park* when I was on a visit to Euro Disney in France. I started programming it at home and then presented it to some of my colleagues in the office after about six months of work at night.

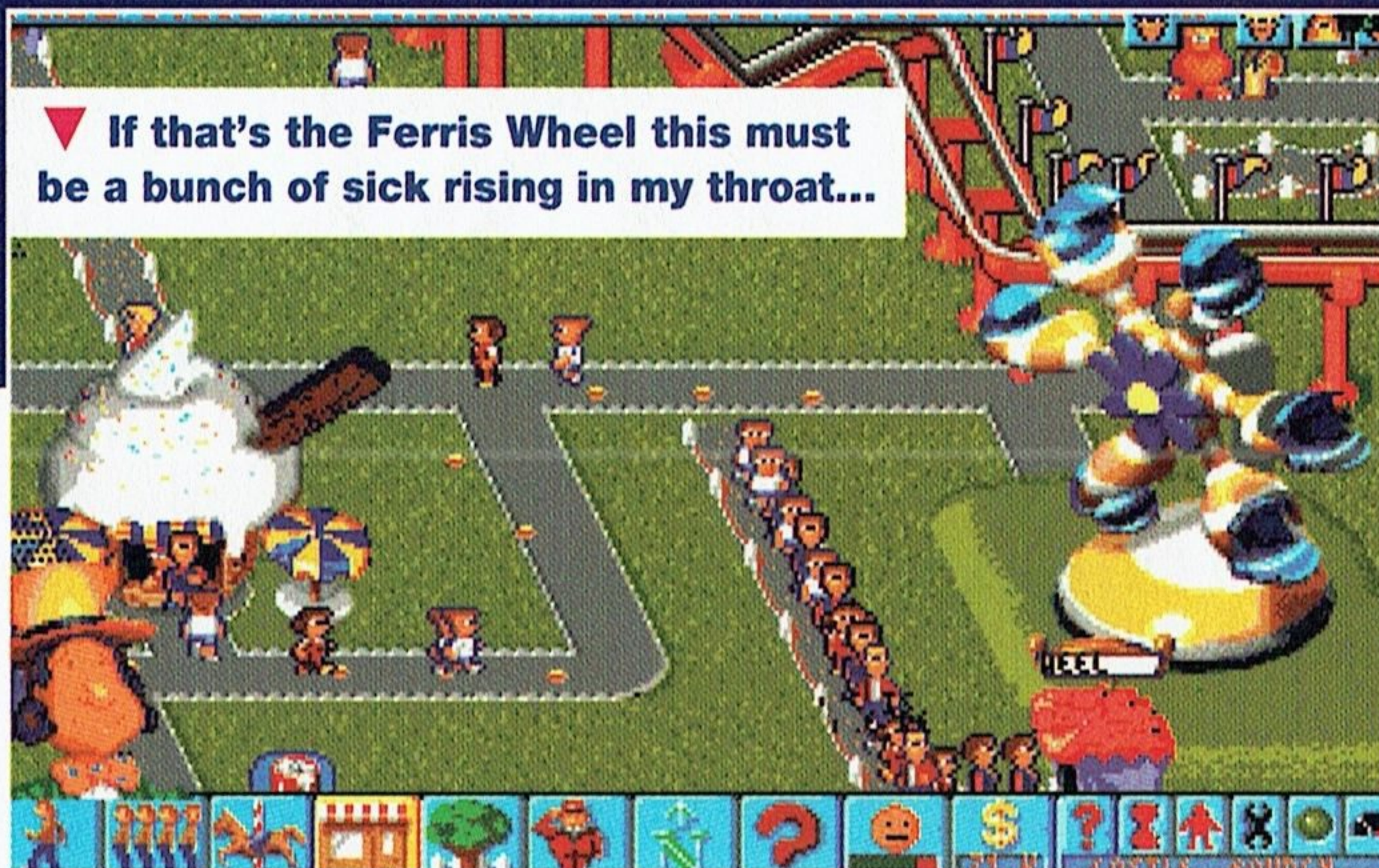
MZ: Did the game turn out like you wanted?

PM: Development started about two years ago. I started with an artist called Gary Khan and we worked on it for another four months. I guess it was a total of 10 months before we put some more artists onto the program. We ended up with about 10 people working on it.

The concept has not changed at all since the start. When you start a game you never know what it is eventually going to look or feel like but I always knew exactly what I wanted to create.

There are always millions of things we would liked to have put in but you have to stop somewhere. I'm never satisfied! It is a bit like a painting – you can always add another touch here and there.

I didn't do an awful lot of research because I didn't want it to be too



heavy. Not everyone understands how a theme park works so I wanted the game to be easy to understand and play.

MZ: Did you rip off *Sim City* and *Maxis* at all?

PM: It was tempting but I didn't! It was inspired by a game I wrote years ago on the BBC Micro – a business simulation program in 1983. After all these years I kept thinking how could I apply a business sim to a game that could be fun which people would want to play.

MZ: There doesn't seem to be much of an aim in the game...

PM: I like freedom in games. All of the games Bullfrog has written have a fair amount of freedom. If you look at *Syndicate* some people may call it an action or even shoot 'em up but you can walk around the city and do almost anything. In *Populous* it is up to you how you conquer the little people. This applies to *Theme Park*, there is no regimented storyline because who am I to say how you should play the game? (Umm, the programmer?! – Ed).

MZ: What do you think the secret to a good game is?

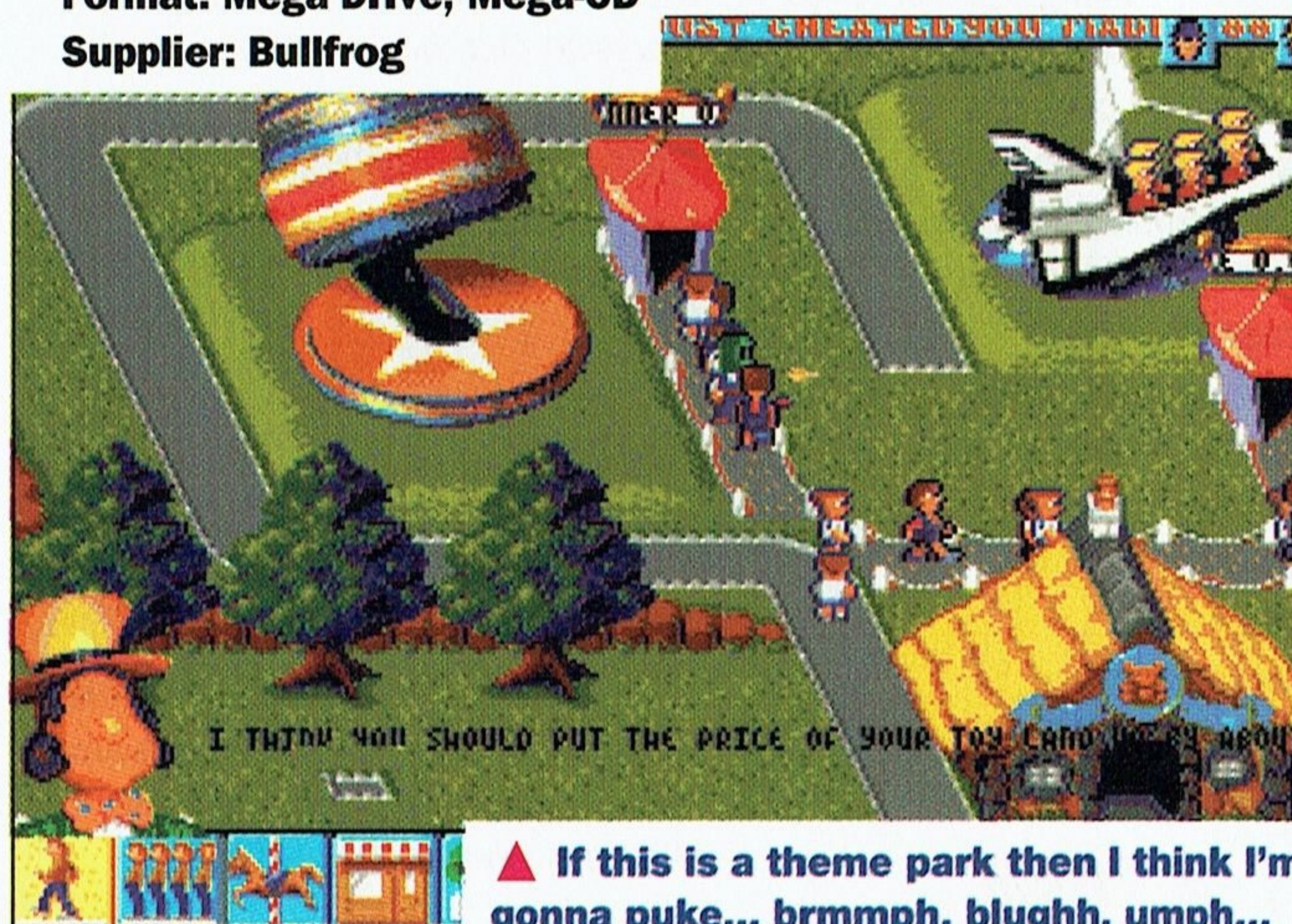
PM: If there was a secret to a good game then it must be gameplay. I personally played *Theme Park* for months on end – it's the only way to get it right. We have tried to marry great graphics and solid gameplay.

MZ: What further plans do you have for *Theme Park*?

PM: We are going to have *Theme Hospital*, where you have to balance the casualty department with the plastic surgery department with the open heart division. We are also planning a *Theme Prison*, where you run the prison and ensure the prisoners are kept happy and do not escape. *Theme Shopping Mall* and lastly there could be a *Theme Airport* or *Business Park*.

Format: Mega Drive, Mega-CD

Supplier: Bullfrog



◀ "It's not even finished but what a gem this babe is gonna be," cry the youth of our nation.

DAYTONA USA

You've probably heard the rumours by now, and at last we can confirm that they're true. Yup, *Daytona USA* will be converted for the Saturn and is currently around ten percent complete. Of course, it's not going to be quite as detailed as the coin-op, but Sega assures us that the version you'll be playing at home will play exactly the same and the loss of graphical detail will be very minimal indeed. Anyway, here's a pic – more on the way soon.

Format: Saturn

Supplier: Sega

gameSPY

VIRTUA FIGHTER 2

News from Europe has it that *Virtua Fighter 2* is being planned for release in arcades some time soon. Well, it looks like we'll be able to play it sooner than we thought, according to sources in the biz – Sega has been secretly testing the game out at shops in Europe. Our spies have already had a go on it and can report that it's far more detailed than the earlier version and it plays a lot smoother. Start stockpiling the bucks now! This is going to be big.

Format: Arcade
Supplier: Sega



Previews

▲ They just want to give each other a great big cuddle, really.



▲ This is just a bit of cosmic foreplay that's going down before...

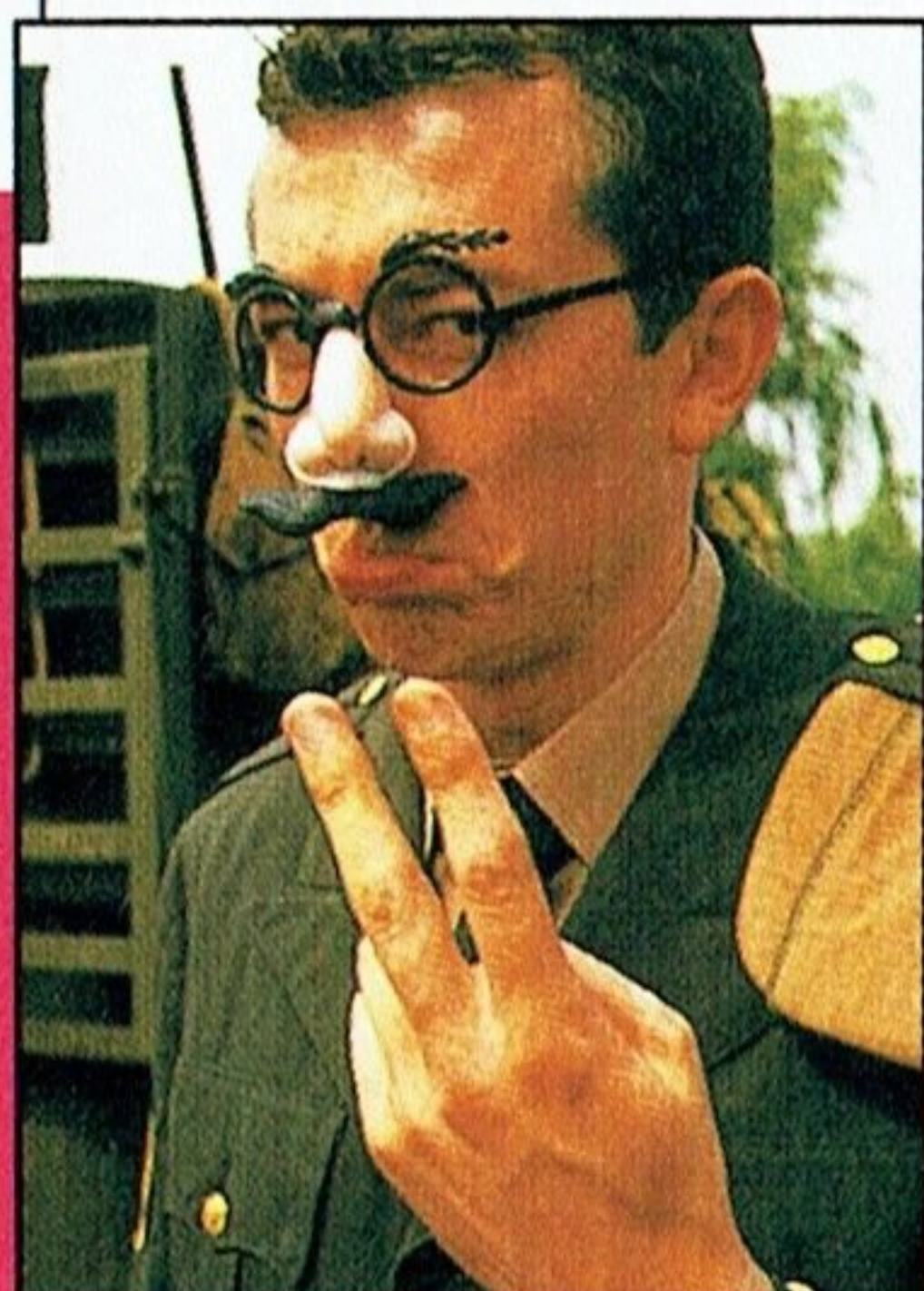
COSMIC CARNAGE

Sega also has a *Neo Geo*-style beat 'em up lined up for release sometime next year. It's a one-on-one fighting game featuring loads of sprite scaling and some rather strange sci-fi-style graphics. As you'd expect, there are plenty of special moves to discover and the music is also rather cool. It's currently only about 30% complete so how it will turn out is anyone's guess, although with *Mortal Kombat II* also up for conversion, it will definitely be in for some tough competition.

Format: 32X
Supplier: Sega



▲ ...these two get it on for some cosmic rumpy-pumpy... (Snip! This is a family mag – Ed.)

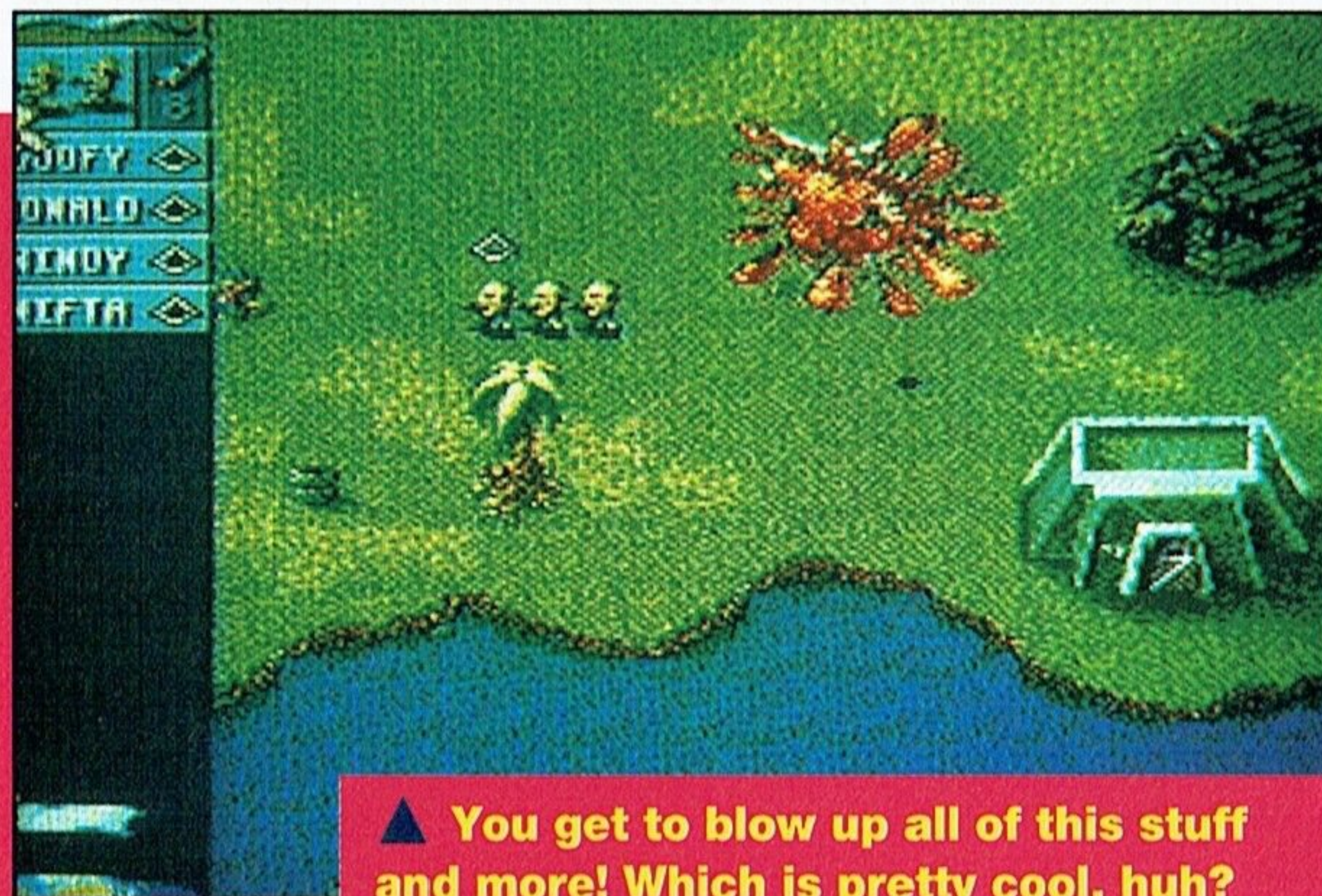


▲ A *Cannon Fodder* boff, yesterday.

CANNON FODDER

It looks like the *Sensible Soccer* team may have another winner on their hands with *Cannon Fodder*. The object with this babe is to destroy everything. Now, that's something! This is an arcade game that's simple to play and with its innovative point-and-shoot firing system, it's an interesting diversion from the usual kill fest. And that's no bad thing.

Format: Mega Drive
Supplier: Virgin



▲ You get to blow up all of this stuff and more! Which is pretty cool, huh?

NOVASTORM

A Mega-CD adventure thing that was called *Scavenger 4* for a while. Which wasn't exactly catchy, you have to agree. The story goes that in the year 2129 the Bator System (whatever that is) is dying. The once-mighty federation is teetering on the brink, etc, etc. A state-of-the-art computer system has taken on a life of its own and has gone mad. You have to save the known cosmiverse, once again.

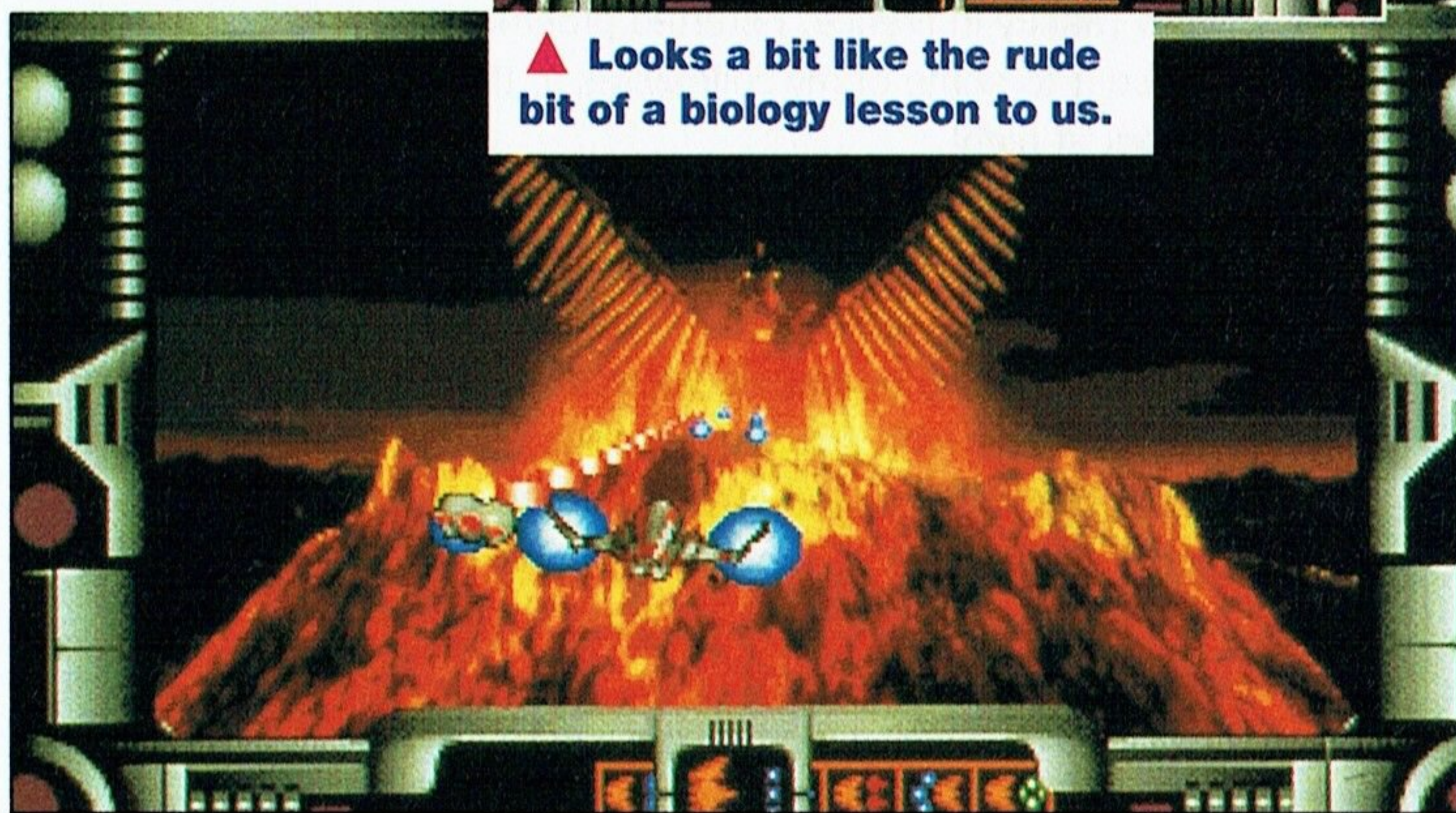
There's your ubiquitous impressive full-motion vid sequences found on CD as you pilot your spaceship thing across four planets blowing stuff up. Someone told us it was the most impressive game they've ever seen, and we at Megazone being grouchy old cynics, we'll believe it when we see it. So, we're hanging to play.

Format: Mega-CD
Supplier: Psygnosis

▼ The best game you've ever seen, even taking into account our grabbing equipment?



▲ Looks a bit like the rude bit of a biology lesson to us.



the megazone game guide

▼ Video evidence: the Smurfs stole Santa's sled.



THE SMURFS

When people talk about the Smurfs, they always make them out to be some kind of cult heroes, sort of like the Power Rangers. But what everyone forgets to mention is that they were the brainchild of an old guy called Father Abraham and were further proof that Europeans are complete freaks. A lot of you would not have much idea what these critters were. You are lucky. But now, after spending almost a decade in retirement, they're back from the dead, which obviously means that somewhere in the country there are warehouses full of Smurf models, Smurf houses, and no doubt little blue raspberry Smurf drinks, all left over from the first time around. So be warned.

This being 1995, the Smurfs are about to launch an assault on Sega formats in a platform adventure. The story goes that some dick called Gargamel has kidnapped four smurfs and someone had better rescue 'em. Yes, it's another thinly-veiled platformer. There's twenty levels in all, with four themed sections and over fifty smurf enemies to destroy. The graphics look just like a smurf cartoon, and there are over 30 full-screen enemies to contend with, which look especially impressive (the last boss, Gargamel, is absolutely huge).

There's even some 3D Mode 7-style sections – which is a novel feature for the humble Mega Drive.

Format: Mega Drive, Mega-CD
Supplier: Infogrames

▼ With any luck that fish will drag the Smurf under.



► The quiet streets of Smurfville are a sure-fire muggers' paradise, so watch your wallet.



VICTORY GOAL

Forget FIFA on the 3DO, Sega is already hard at work on a soccer simulation for the Saturn, and from what we've already seen, it looks extremely hot. The detail on the players is stunning and the 3D is some of the best we've seen yet. Again, this is nowhere near complete, but here's a couple of early development pictures. Good, eh?

Format: Saturn
Supplier: Sega



▲ Running out of ideas for soccer captions. What about: 'Gooaaaal!'

Any Moment Now

Virtua Racing Deluxe
32X.....Sega

Five tracks with a Formula 1, Stock car, or Prototype. Burn your joypad!

Super Moto Cross
32X.....Sega

Dirt bike racing but with texture mapped racing surface and so-called state-of-the-art 3D rendering. Comes with free real mud. Bonus!

Next Up, Please

Kawasaki Superbikes
MD.....Time Warner

One of our flock was walking to the office the other day and crossed the street with a guy wearing a 'Bandidos' Motorcycle Club T-shirt. His opinion on this game was not canvassed. Wisely. True story!

Psycho Pinball
MD.....Codemasters

Reviewed this issue, thick head. Sheesh!

Redzone
MD.....Time Warner

An *Urban Strike*-ey nuke 'em up. It's pretty hard and there's a babe who wields big guns. Hot!

Rugby World Cup '94
MD.....EA

Australia massacres the world in glorious full-colour. We love that sort of stuff, we do. George Gregan really is God, by the way.

Road Rash 3
MD.....EA

A horrible disease caught from frolicing with babes on asphalt. Too horrible to be true.

Beavis and Butt-head
MD.....Viacom

Low-rent, low-IQ, low-motivation game. Sounds like it is set in the Megazone office. Music supplied by Gwar! Yes!!!

The Flintstones
MD.....Sony

Yes. The merchandise steam-roller continues.

Second Samurai
MD.....Sony

Whatever happened to the first Samurai?

Snatcher
CD.....Konami

Destroy bio-robots who've escaped into the real world in this true-to-life detective adventure. Hmm, sounds very *Blade Runner* to us.

Powerdrive
MD.....US Gold

Summink to do with drivin'? And power. You just can't get the staff these days.

The Pagemaster
MD.....Sega

A game of a film that stars Macaulay Frigg'in' Culkin. The first simultaneous film and game release! They hope.

F1 World Championship Edition
CD.....Domark

We reviewed it and and now it's put back. Which is handy, 'cos it sucks.

Bloodshot
MD, CD.....Domark

A cool spacey-shoot 'em up, kill things, type of deal. Domark describe it as very 'Doom-esque'. And who are we to argue?

Itchy & Scratchy
MD, GG.....Acclaim

Bart and Homer's fave animaniacs. And ours too. Whether the game is any good is another thing.

NBA Jam Tournament Edition
MD.....Acclaim

More keyway craziness, no doubt. Is it any different to regular NBAs?

Syndicate
CD.....Domark

One of those RPG things a bit like *Sim City*. We think.

Theme Park
CD.....Domark

Look over at the other page, dimwit.

PGA Tour Golf '95
MD.....EA

Expanded courses, latest golfing stats, with improved visuals and greater control.

Super Off Road
MD.....Sony

Well, there's this road. And you are off it. And you drive a bit.

MEGAZONE OP SHOP LETTERS



Nintendo Freak

To Dear Megazone,

Hello, I'm James. Now, let's get straight down to business. I am starting to like Nintendo. I bought a Game Boy and I find Sega is lagging behind – I mean, Nintendo has *Donkey Kong Country* and about five games using the FX chip; Sega has one game using the DSP chip; Nintendo has got a 64-bit system coming out; Sega has a 32-bit system coming out. Now, I ask you, is Sega planning something dramatic very soon and very cheaply? If not, Nintendo has won the war of home entertainment systems.

James

McGraths Hill, NSW

Hello, we're Megazone. Everyone's entitled to their opinion, but we think yours sucks. Sega abandoned using DSP chips inside carts because it made games too expensive. Instead, they came up with the 32X which has all the DSP chips you could ever need – and the five games available at release are only the start of things. We'd say the 32X is a pretty dramatic development: low-cost 32-bit hardware here and now. You'll be waiting at least another year before Nintendo's machine comes out. And the 64-bit verses 32-bit debate doesn't hold a lot of water as far as we're concerned. Atari's Jaguar is 64-bit and that's hardly set the world on fire so far. It all boils down to the software available and Sega has a lot of hot games in development for the Saturn. Don't get us wrong, the Ultra 64 is more than likely going to be a very capable machine, but we don't think it's quite going to be a Sega killer. More than likely, both machines will co-exist in much the same way as the Mega Drive and SNES do at the moment.

And what did you buy a Game Boy for? They're crap.

Our 'babe' of the month

Dear Mega Mouth,

My nan (and don't laugh at this) owns a Sega Master System II and used to be in your club. When her membership expired, she didn't join again for these two reasons: she got one of those crappy hats instead of a shirt; and over the years Megazone has become more of a Mega Drive-only mag. Why don't you make a magazine for only Master Systems?

**Ben
NSW**

Tell your gran to get with the times. This is the '90s – she should be putting a little aside from her pension every week for a Saturn.

The reason we have had less and less Master System coverage is purely a reflection of the market: there are fewer Master System games being produced nowadays. This is also why it would be impossible to produce a Master System-only mag. Sad, but true.

We will cover any 8-bit stuff that comes our way, and if your nan subscribes to Megazone now, she'll get a game for free (the choice includes the Master System classic, Wonderboy 3), not just a crappy hat.

MEGAZONE OP SHOP

**JUST READ WHAT THE
WORLD'S CELEBRITIES
HAVE TO SAY ABOUT THE
MEGAZONE OP SHOP!***

"Thanks, Megazone! I traded my place as the most powerful person on Earth for a life of beer, babes, and basketball through your mag!" B. Clinton, Washington, DC.

"Ooh, wee! Subversive, man!" B. Simpson, Springfield.

"Megazone, while in Australia I got a new pair of firm breasts through your Op Shop. Thanks – you are hot!" P. Anderson, California, USA.

"WAGGHHHHHHHHH!!!!!" the singer from Gwar.

"I swapped my entire company for a Nintendo! Megazone – you are the best!" Mr Honda Yakatori, President of Sega

"Get nicked." P. Keating, Canberra

You too can 'swing' with the world's 'top' celebrities by placing an ad in the ever-more popular Megazone Op Shop. That's right – a tasty taramasalata of top treats to savour. You wanna sell something? You wanna buy? Or maybe even, how shall we say, 'swap'?

Whatever your fancy, this is the place to indulge.

Follow our cut-out-and-keep instructions:

LIST your goods and prices v. clearly and state whether they are 'For Sale', 'To Swap', or 'Wanted to Buy'. If you're trying to get rid of a heap of games, don't list them all. Just the best ones will do. It's a real bore typing in all the names.

WRITE your name, address, and telephone number (including your area code) on the same piece of paper. We only print your telephone number but need all your details for our ASIO-endorsed verification process. Ads that don't include these details will go straight into our Eco-Luncher, a monster of a paper recycler. Adam fell in it the other day and it took four days to get him out. It was *trés* stressful.

INCLUDE a one-dollar coin (this is to fund neo-fascist insurgency throughout South-East Asia) strapped to your piece of paper and put it all in an envelope. No funds – no ad. Simple.

MAIL this (in a sturdy concrete pillbox) to:

**MEGAZONE OP SHOP, PO BOX 746,
DARLINGHURST, NSW 2010.**

The small print: We reserve the right to edit your ad how we like. Megazone takes no responsibility for what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent it in – sucked in. We've absconded with your hard-earned cash and will never be seen again. Not, really. It will probably be in the next issue.

FOR SALE

MASTER SYSTEM, two control pads, light phaser and four games, \$120.

TEL: (074) 231 282

MASTER SYSTEM: 18 games from \$10-\$35

* Our lawyers have asked us to point out that these 'well-known' individuals said nothing of the sort. We made it up.

TO THE POINT

Fancy a quickie? This is the place. Here we get right 'to the point' and slice your 14-page letter to a single sodding sentence. See, we're fed up to the back teeth with letters that start like this:

'Dear Megazone, I fink your mag is ace! Now to my questions...'

We'd much prefer that Mega Mouth was a forum for opinion, debate, scandal and trashing other readers because they said something stupid in a previous issue.

Multiple question

Do you have any more info on when the Multi-Mega games and audio CD system is coming out (or whether it's coming to Australia at all)?

Huw

Sega will not be releasing the Multi-Mega in Australia. They plan to concentrate on the 32X hardware for the time being.

Super Sonic?

Will the 32X make standard Mega Drive games like *Sonic* run any better?

Ramil

No. The 32X will only work with specially written 32X games. It will not enhance standard Mega Drive games. However, you can plug a normal cartridge into the 32X which will 'play through' it and run as if plugged into only a Mega Drive.

Daytona for Drive?

I was wondering if Sega has any plans put its rad game *Daytona* out on the Mega Drive?

Damian

No. To be honest, the Mega Drive couldn't possibly do the game justice. Sega are waiting for the Saturn before we'll see a home version of the game.

Anyone for cricket?

Is there any chance of a cool cricket game coming to the Mega Drive?

Paul

Yes. Codemasters is working on one right now, but only time will tell whether it'll be 'cool' or not!

Saturn carts

Will the Saturn take cartridges as well as CDs?

Michael

The Saturn will be CD-only, the whole point being that it can have massive games on CD without massive costs. One of the reasons that games are so expensive is that cartridges are really pricey to manufacture.

Master Kombat

Is *Mortal Kombat II* coming out on Master System and will it have all the characters in it?

Paul

Yes, any time now. As for the number of characters, it's four megabits compared with the Mega Drive's 24, so it may lose out somewhere.

DEAR MEGAZONE LETTERS

Mum's a pain in the bum

Dear Megazone,

I am not going to do the usual suck up because I think writing in proves that I adore the mag. Anyway, I would like to ask you a question to which the answer is very important. I am deprived (unfairly) of basically everything concerned with consoles – I own a Master System I (!) and I think it must be the last one on Earth! Plus, my mother will not buy any beat 'em ups for me (seriously!) because she thinks it will make me violent! I am not even allowed to buy Megazone (*HORROR!*) and continually re-read 1992 issues that someone gave me. So, please tell me:

1. How can I get my mum to buy me a more 'advanced' console?
2. How can I get her to buy me games like *Streets of Rage 2*? Please help me!

David (Shorty)

Halls Head, WA

Have you ever considered running away? The only problem with that is that you have to do your own washing and stuff, so perhaps you could tell her it's educational or will help you with homework or something. Or you could get a paper round or clean cars and buy the stuff yourself. Now there's an idea!

Fit for epileptic

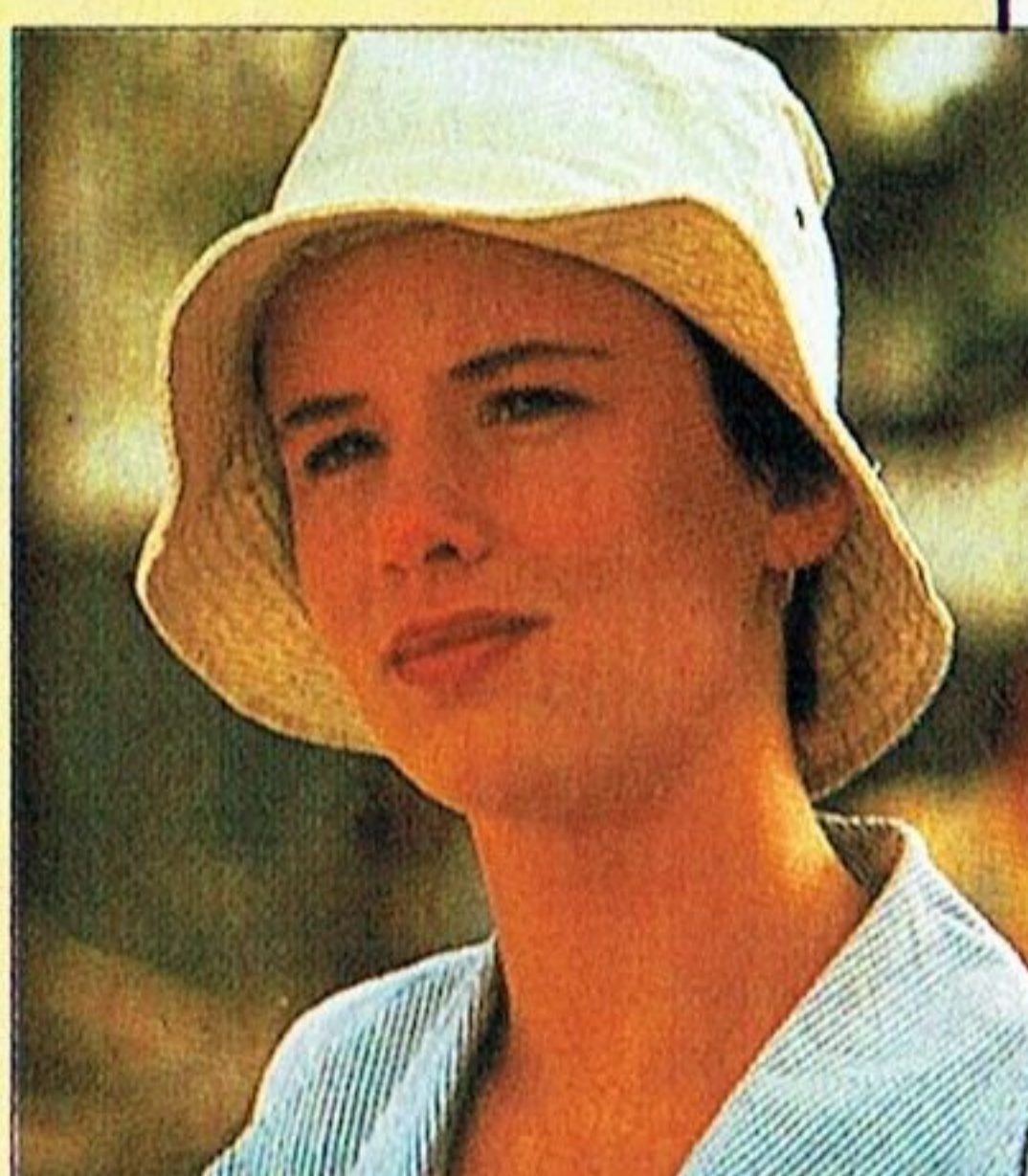
To Megazone,

Could you please suggest at least three good games for the Mega Drive that would be suitable for someone with epilepsy?

The nameless one

The warnings that appear in game manuals regarding epilepsy refer to photo epilepsy, which can be caused by the flickering light generated by TV screens. This means all games can be 'bad' for someone with this condition. We're not medical experts so if you're concerned about epilepsy and video games, see your doctor before playing.

▶ We sent Matt to the doctor after his seizure. Turns out that Juliette Lewis does it to him. Look away now, Matt!



MEGAZONE SHOP

...continued

including MK, *Sonic 2*, *Streets of Rage*, *Asterix*.
TEL: (074) 231 282

MEGA-CD and **MEGA DRIVE** includes seven CD games and two control pads. CD games include *Cobra Command* and *Sol-Feace* plus *Sega Classics*. Both together in box for \$450. Will sell separately.

TEL: (077) 786 282

TWO JOYSTICKS and *Rastan* for \$35 or will swap a Master System for Mega Drive game.
TEL: (047) 351 982

MASTER SYSTEM II with two control pads and four games including *Sonic* and *Wonderboy* for \$100. Very good condition.

TEL: (02) 960 3476

MEGA DRIVE: *Sonic 2* and *Asterix 3*. Price negotiable.

TEL: (074) 476 874

MEGA DRIVE: *Sonic 2*, \$50, *George Foreman's KO Boxing*, \$20.

TEL: (076) 937 161

MASTER SYSTEM II with control pads and six games including *Sonic 2* and *Castle of Illusion*. \$80 the lot. Bargain!!!

TEL: (02) 527 2943

MEGA DRIVE: *Batman*, \$30, *Altered Beast*, \$20, and *Dynamite Duke*, \$30.

TEL: (049) 905 095

MEGA DRIVE that operates both European and Australian games with one 6-button pad and two three button pads, \$100. Plus *Super Street Fighter II*, *The New Challengers*, \$69, *Street Fighter II*, *Special Champion Edition*, \$45, *FIFA International Soccer*, \$29, 4-Way joystick adaptor 'Sega Tap', \$40.

TEL: (03) 808 3798

MASTER SYSTEM II with manual and 10 games including *Sonic 1, 2*, *Chaos*, most with instructions. Three control pads and joystick. Excellent condition, \$190 or swap for Mega Drive with games.

TEL: (03) 859 9480

MEGA DRIVE: *Street Fighter 2 Special Champ* with six-button control pad, \$90.

TEL: (066) 241 561

MEGA DRIVE: *Alex Kidd*, \$10, *Sonic 2*, \$15. *Game Gear:* *Batman Returns*, \$20, *Ninja Gaiden*, \$20 (both Japanese).

TEL: (07) 378 2475

GAME GEAR: 4-in-1 game included, \$110 ono.
TEL: (09) 398 7619

GAME BOY with *Super Mario Land* and two other games in good condition. Includes manuals, earphones, and batteries, \$170 ono.

TEL: (02) 398 3827

MEGA DRIVE: *Sonic 1 & 2*, *Jurassic Park*, plus others in excellent condition. With manuals, hardly used, \$200 the lot, ono.

TEL: (02) 398 3827

MASTER SYSTEM with six games including *Sonic 2* and *Olympic Gold* with two control pads, \$300.

TEL: (02) 610 1875

MEGA-CD and **MEGA DRIVE II** with three CD games and five MD games, six and three-button controls and cart converter. All boxed with instructions, \$650. Will consider separate sale.

TEL: (02) 452 1514

TO THE POINT...continued

Way before

Why do games come out on the Mega Drive before they come out on the Master System?

Chris

Games are often written for the Mega Drive first and then re-written for the Master System when the 16-bit version is finished. This re-coding process takes time, but it's more efficient than creating the games at the same time.

I'll subscribe

When will your free game subscription stop? When our New Reality memberships expires (that'll be May '95) I would like to subscribe to your free game offer. (Funny how a better offer sucks you in!)

Andy

The current subscription offer expires at the end of January '95. However, it's proving as popular as free beer, so we'll probably do a similar offer when it runs out.

Readers write

Hail Megazone!

G'day and hello and all that stuff. I've been getting your mag for about a year and think that it's been getting progressively better. Just a few ideas and questions:

1. How about a readers' write-up section? I'm sure we've all got things we'd like to say about our favourite games.
2. Is *Star Trek* available in Australia yet? My supplier says he can't get it yet, but I've seen it advertised in your mag.
3. Where can I get the good oldies like *Crocodile World* and *Space Invaders '92*? I've tried everywhere. Please help.

Mathew

Brighton, QLD

P.S. I'd say Naomi Campbell beats Elle and Claudia hands down!

1. While we have no plans to start up a specific section, feel free to tell us when you think we've got it all wrong. So if you

think Micro Machines 2 is cack or Lawnmower Man is the best thing since sliced silicon, write in to the usual Mega Mouth address and 'air' your views.

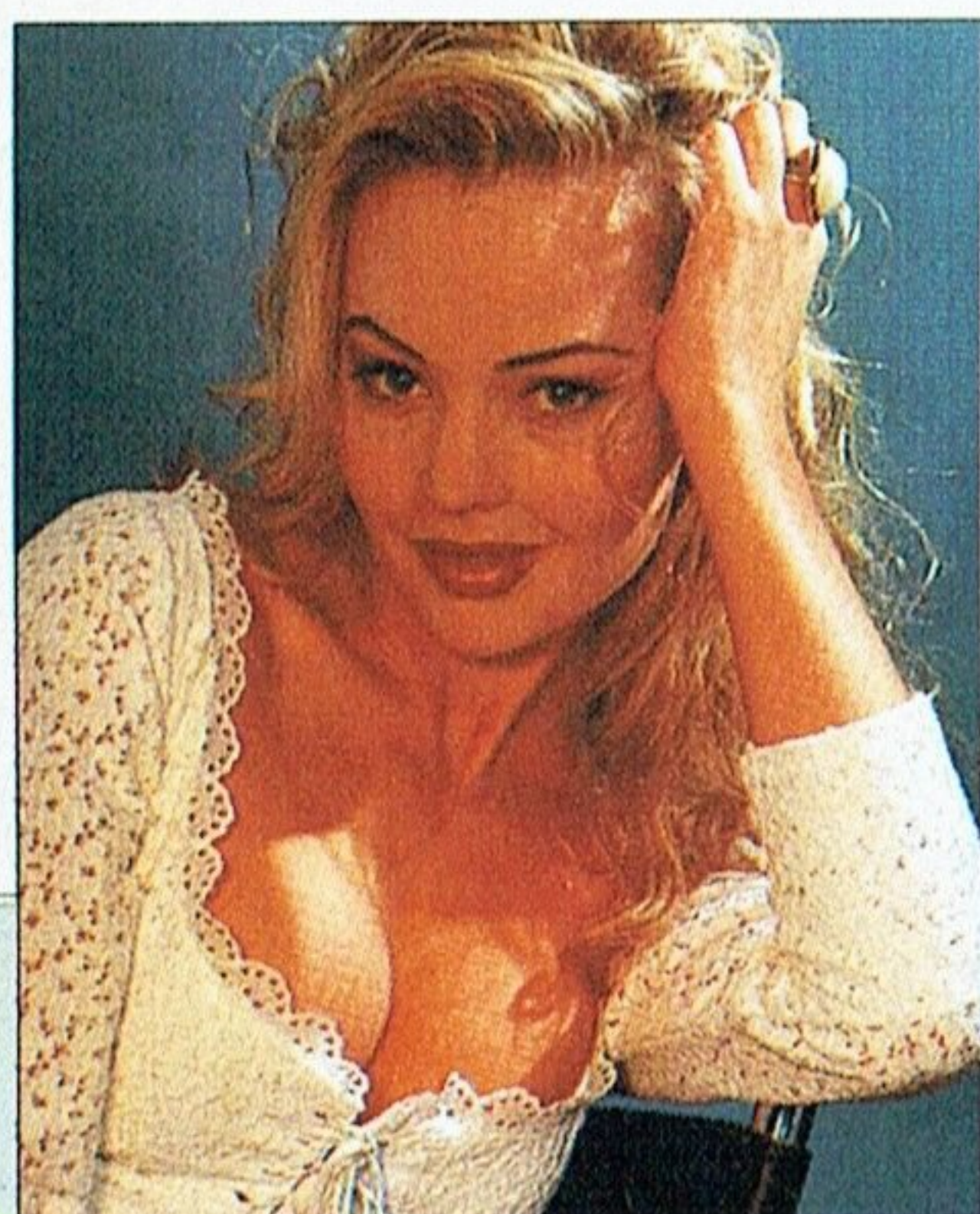
2. Now for the bad news. We called Sega Ozisoft and they said, 'We won't be releasing Star Trek.' Even though we reviewed it. And it didn't suck so bad. So, whinge at Sega. Not us.

3. Games like those tend to have been deleted; once the initial stocks have sold out that tends to be it. Your best bet is to scour second hand shops or our very own Op Shop –

you could even place an ad; it only costs a buck and could make your life complete again.

P.S. A quick office poll revealed that Naomi Campbell is a dog. Kimberley Davies from Neighbours is our babe of the month. Although Matt has decided to be pathetic about Juliette Lewis.

◀ **Naomi looks up to Kimberley as far as we're concerned. Although this is a rather flattering shot of the multi-talented super-model. Erm yes, quite.**



MEGAZONE OP SHOP...continued

MASTER SYSTEM II with two control pads and seven games including Sonic the Hedgehog 1 and 2, \$110.

TEL: (02) 688 2384

TO SWAP

MEGA DRIVE: 688 Attack Sub, F22 Interceptor, Mig 29 Fighter Pilot (with codes), LHX Attack Chopper, Double Dragon 3 The Arcade game and a professional Quickshot 3 button control pad, all with case, cover, and instruction manual, for Boogerman, Desert Strike, Sonic and Knuckles and Quackshot.

TEL: (07) 395 5051

STREETS of RAGE 2 and Desert Strike (both have covers) for NBA Jam and Rambo 3 or Cyberball for anything not bad.

TEL: (089) 567 814

MEGA DRIVE: Jurassic Park, Alex Kidd in the Enchanted Castle and Columns for Bubsy or Rocket Knight Adventures. All in excellent condition with instructions.

TEL: (02) 481 8420

WANTED TO BUY

NIGHT TRAP for the Mega-CD. Will pay \$70-\$80. Must be in excellent condition.

TEL: (080) 882 297

MEGA DRIVE: Shining In The Darkness.

TEL: (07) 878 4286

MEGA DRIVE: Sonic 3

TEL: (02) 974 4411

PHANTASY STAR, any game 1, 2, 3, 4.

TEL: (077) 831 344

More Crap

Dear Megazone,

In your May issue I read a letter from a guy who wanted the word 'crap' taken out of your magazine. I've waited a long time but I'd like to say crap, crap, crap and more crap.

Now I've got that off my chest, I need *Night Trap* and I need it now. Is it available on the Mega-CD?

Trewern

Broken Hill, NSW

Quite. Night Trap was never officially released in Australia, due to the censorship furore that surrounded its release. You may be able to buy an imported copy – check with advertisers to see if they can help.



WHERE IS EAST TIMOR, ANYWAY?

WHO CARES ABOUT AUSTRALIA'S PLACE IN ASIA?

IS THIS THE END FOR THE FEDERAL LIBERAL PARTY?

IS GARETH EVANS OUR NATION'S GREATEST EVER INTERNATIONAL POWER PLAYER?

If you have the answers to these questions... Get lost, geek! Sheesh!

But, if you wanna talk Sega, have an opinion about something you've seen in Megazone or want to send us a picture of your sister in the shower (you might win a prize!) then why not send us a note? The address:

Mega-Mouth, Megazone, PO Box 746, Darlinghurst 2010

PS: Don't ask us when *MKIII* is coming out. Or we'll send you on holiday to Cambodia.



32X is Here!

A new add-on to transform your MegaDrive into a 32 bit powerhouse for only \$299!


Games include: DOOM \$99, Virtua Racing Deluxe \$99, Star Wars Arcade \$109

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- Itchy & Scratchy.....\$99
- WWF Raw\$125
- ...and many more!

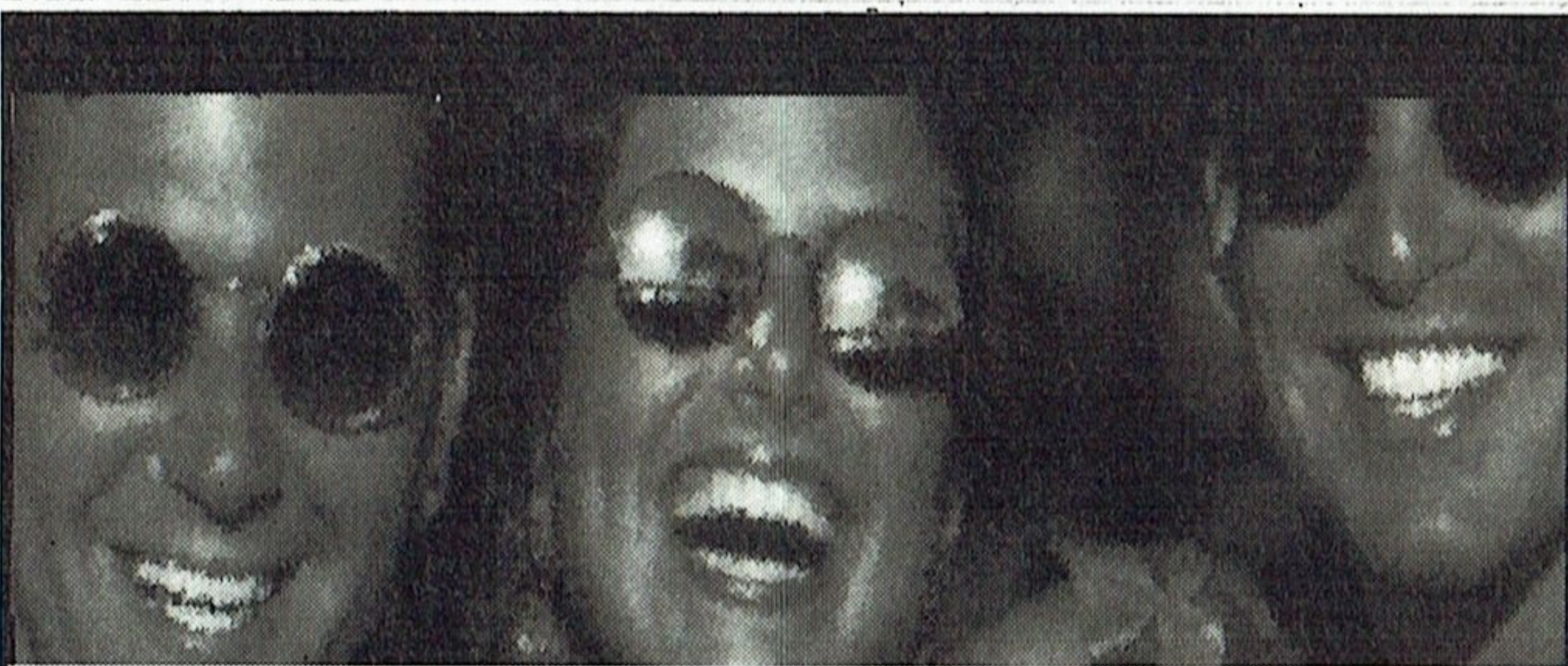
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Please send immediately by express courier, my order to:

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		TOTAL \$			

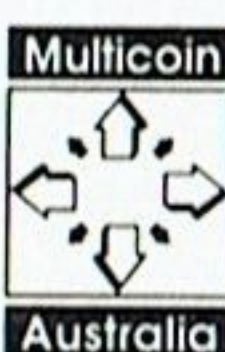
Enclosed is my cheque / money order for \$ _____ **TO COVER.**

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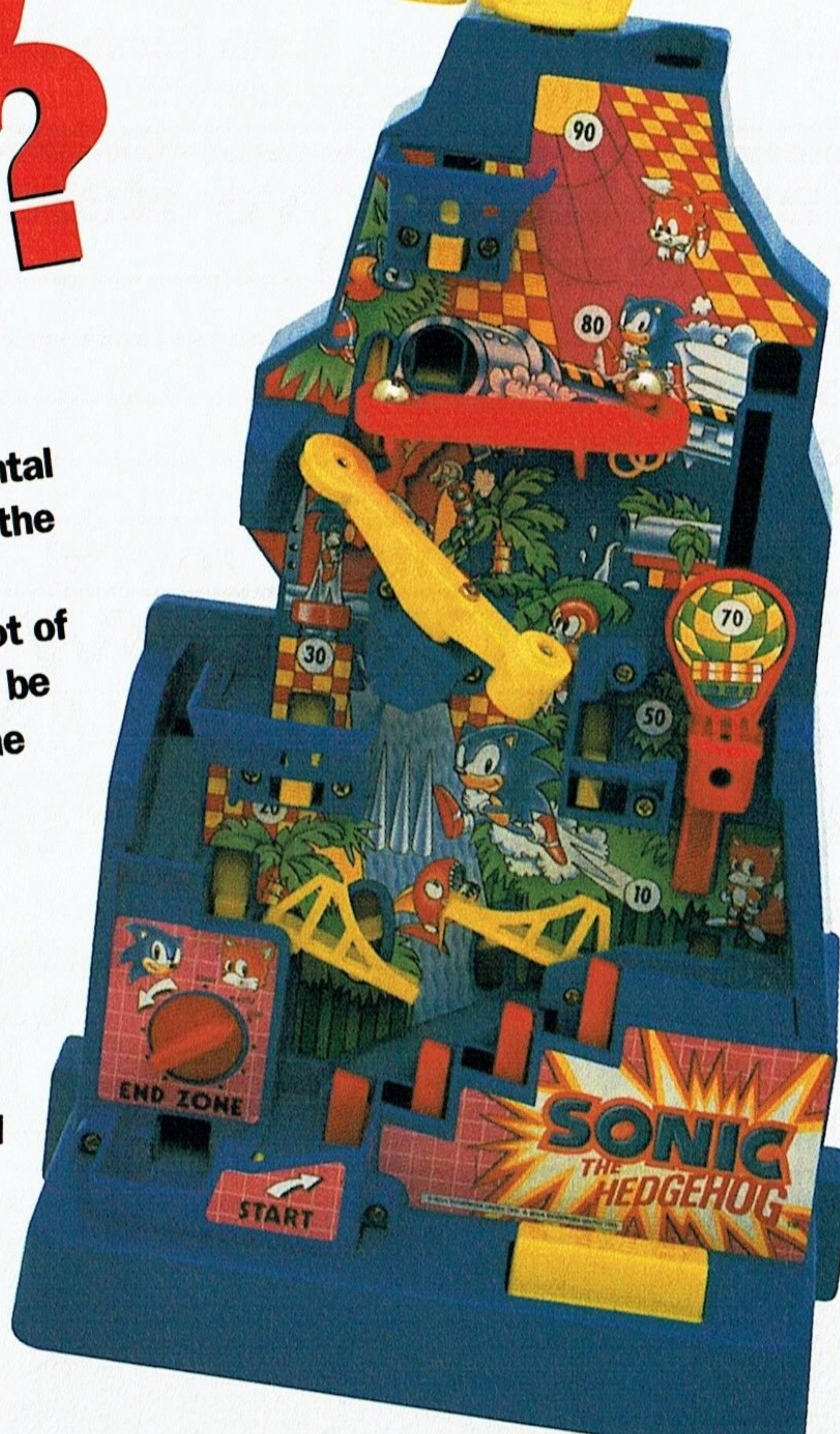
Telephone: (075) 464 153

Fax: (075) 464 033

Psst

Wanna buy a hedgehog?

Sonic the Hedgehog was 'born' in 1991 and quickly became Sega's mascot, helping sell Mega Drives by the truck-load and was instrumental in making the company one of the biggest multinationals around and the world's second most-recognised brand name (apparently, the first is Coke). As well as helping to 'shift' a lot of video games, he's helping to move a lot of other merchandise too. From toys and clothes to doona covers, they can all be found emblazoned with the spiky blue one. And, lo-and-behold, here are some that can be found in stores across Australia...



▶ **Mountain Quest game**

\$30-\$35 from department stores and toy stores, nationally

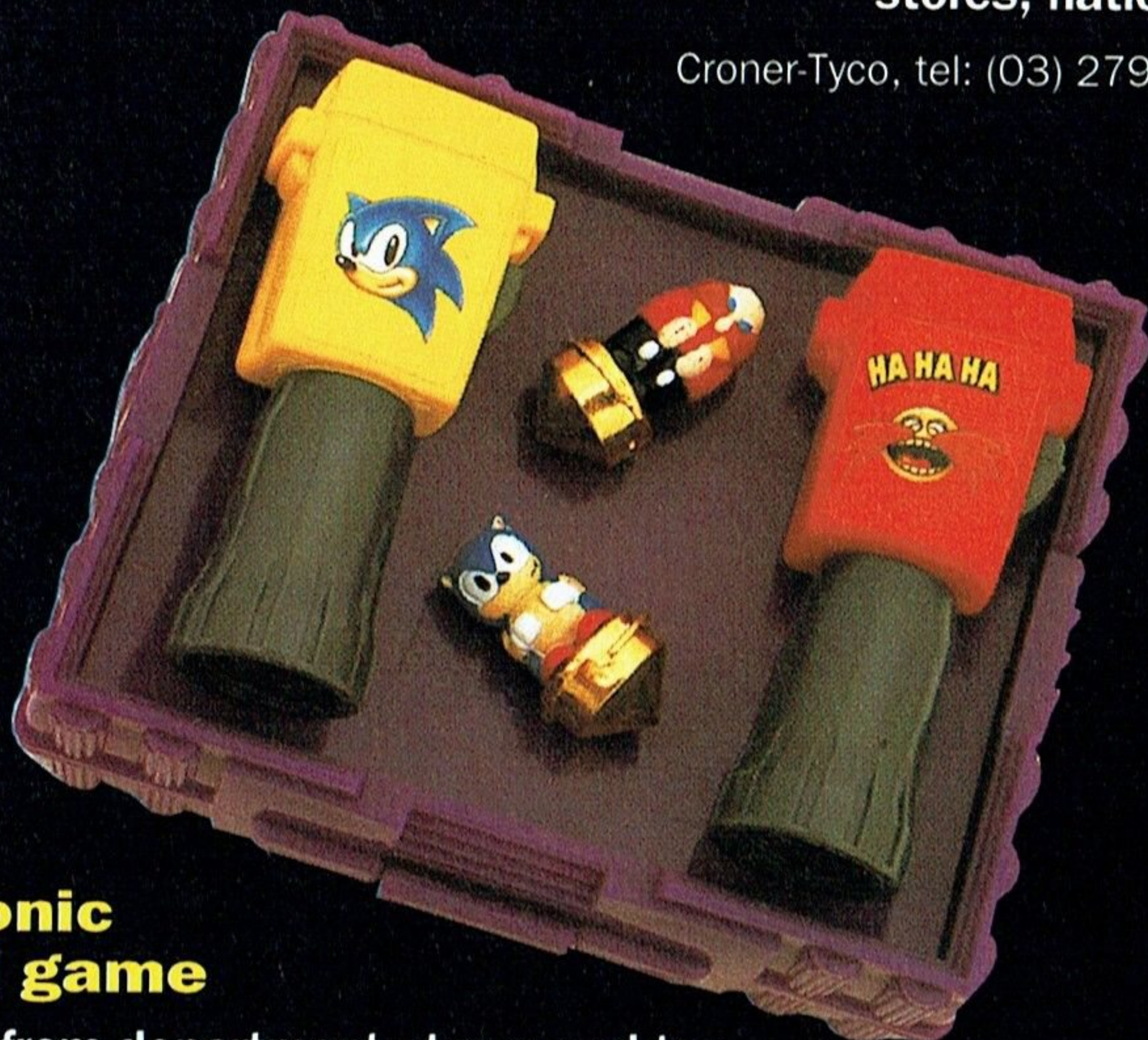
Croner-Tyco, tel: (03) 279 2000



▶ **Electronic hand-held game**

\$30 from department stores and toy stores, nationally

Croner-Tyco, tel: (03) 279 2000



▶ **Sonic Duel game**

\$9.95 from department stores and toy stores, nationally

Croner-Tyco, tel: (03) 279 2000



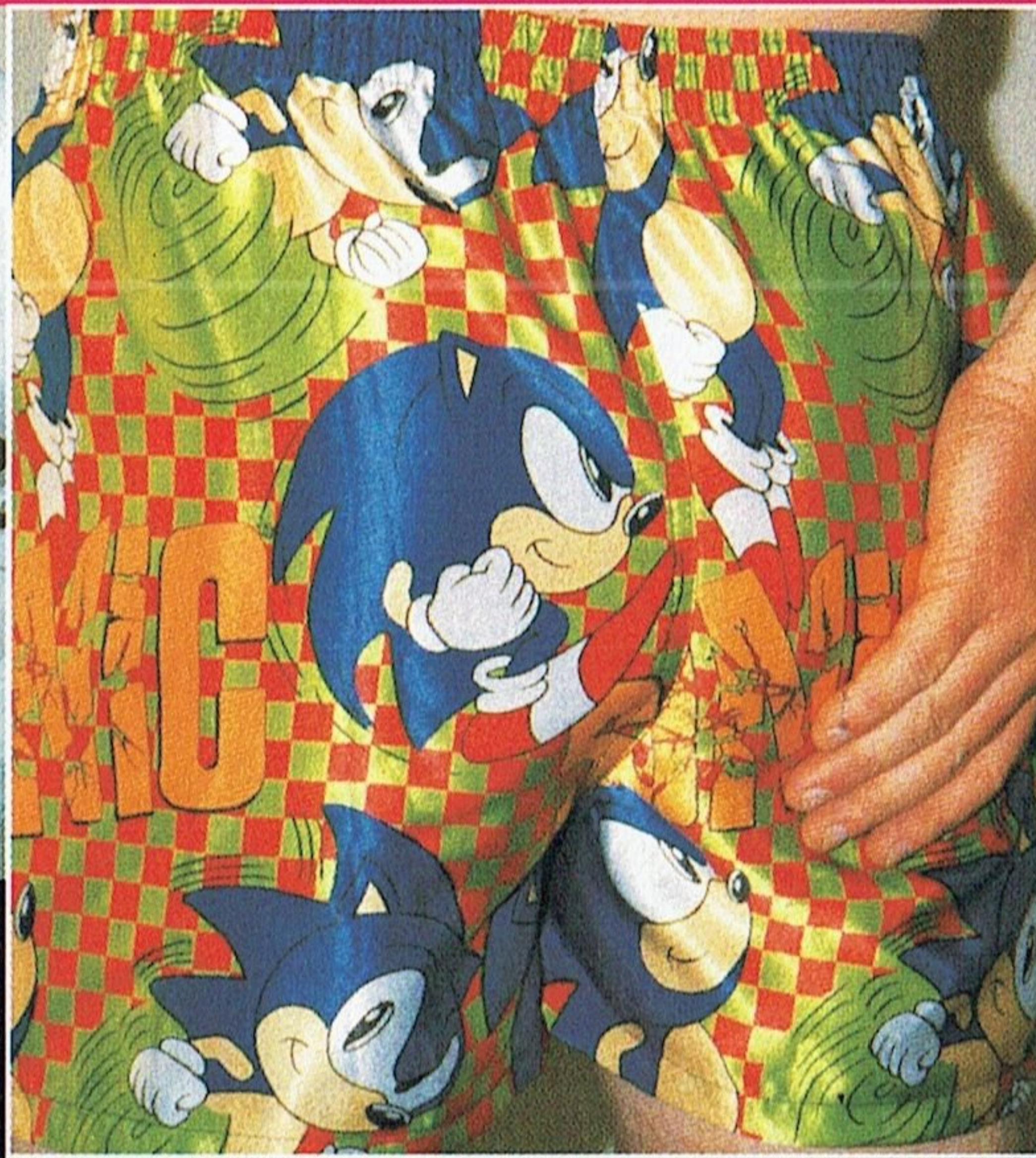
▶ **Water Wizard games**

\$15.95 (large), \$6.95 (small) from department stores and toy stores, nationally

Croner-Tyco, tel: (03) 279 2000



▲ **Silk Tie**
 \$39.95
 (socks also available,
 \$12.95) from Tie Rack
 Tie Rack, tel: (02) 906 4066



◀ **Boxer shorts**
 \$29.95
 (adults' sizes)
 \$26.95
 (kids' sizes) at Myer, Grace Bros and other clothing outlets
 Davenport, tel: (03) 416 0244

▲ **Tie**
 \$35 from Myer, Grace Bros and other clothing outlets
 Davenport, tel: (03) 416 0244



▲ **Sweat shirt**
 \$18 (kids only, ages 3-7, track pants and pyjamas also available) from World 4 Kids, Target and K-Mart
 Time Frame, tel: (03) 499 7900



▲ **Bike helmet**
 \$39 from Target, Myer, Daimaru and bicycle and toy stores
 Headstart, tel: (03) 339 4277



◀ ▼ **T-shirts**
 \$25.95 (standard T-shirts)
 \$39.95 (all-over print) \$17.95 (kids' sizes) from record stores and 'cool' clothing suppliers
 Acme, tel: (02) 587 5222



▲ **Drink bottle**
 \$9.95 from bicycle and toy stores
 Headstart, tel: (03) 339 4277



* Hey loser – prices may vary slightly in different localities!



▲ **Basketball**

\$19.95 from Target, World 4 Kids and selected Video Ezy Stores

Tens Australia, tel: (03) 600 9011



▼ **Quilt cover set**

\$32.95 (single size only) from K-Mart

Keith Gamble, tel: (02) 623 4344



▲ **Videos**

\$19.95 from department stores and most video outlets

Village Roadshow, tel: (02) 552 8600

◀ **Figurines**

\$2.95 from department stores and toy stores, nationally

Croner-Tyco, tel: (03) 279 2000



Win a heap of Sonic stuff!

You'll be hated by your friends (if they're freaked out Sonic heads, otherwise they won't care) if you're one of 10 winners of these hot Sonic packs.

Each pack is laden down by: a T-shirt from Acme; a pair of boxer shorts from Davenport; a video from Village Roadshow; a bike helmet and drink bottle from Headstart; a sweatshirt from Time Frame, and a basketball from Tens Australia. Not bad, eh?

TO CLAIM THE BOOTY, ANSWER THIS QUESTION:

Where would you be most likely to find a hedgehog in real life?

- A)** In a strange land populated by robot slaves under the control of an evil scientist?
- B)** In a bizarre pinball table full of toxic slime and nasty traps?
- C)** Squashed flat on a European highway covered in fleas and maggots?

Send us the answer, along with your name, address, and phone number, to:

**If it's free I want it,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.**

The rules: Entries to reach us by February 10, 1995. One, and only one, entry per reader. Competition not open to Sonic the Hedgehog and immediate members of his family.

ECCO 2

THE TIDES OF TIME



BORIS
©94

SEGA

MEGA DRIVE

Bombs, bombs and more bombs.
Virode Intarnasan gets blown away.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Action
SUPPLIER: Hudsonsoft
PRICE: \$89.95
SIZE: 8 megabits
PLAYERS: Four

Mega Bomberman

After appearing on every other major format, Hudsonsoft has finally answered our prayers and released *Bomberman* on the Mega Drive.

Bomberman is one of those games that belongs in the golden age of gaming (Yawn - Ed); a time when gameplay and

not graphics was the major selling point. Based on an incredibly simple concept, *Bomberman* has players running around a maze with the sole intention of blowing up your opponents. In the one-player adventure mode, your Bomberman is chased around the screen by a variety of furry creatures and robotic menacers. Drop a bomb, run for your life and then pray that the baddies get caught in the bomb's blast radius. Posing the biggest threat to your Bomberman however, is yourself. Getting trapped and blowing yourself up is just far too common and often leaves you staring at your TV disbelieving your own stupidity.


It is *Bomberman's* multi-player battle mode that really makes this game into a classic. Grab an adaptor and three mates and you have yourself a pretty absorbing

experience. Games often degenerate into slugfests and everyone ends up leaving the game with multiple bruises and large headaches.

Mega Bomberman's best asset is its simplicity. Which makes a change from those games so complicated you need a degree to get the box open. Unreal. **M**



▲ "How is this screen capture any different from all of the rest?", you may well ask. Well, there's a blue and red thingamajig in the middle for one. And flowers. Pretty fresh pink flowers. Nah, screw it! They're all the bloody same for Christsake.

second opinion 

Bomberman is a good laugh, especially when playing against a few mates. The more players, the more fun. The standard game is OK, but the multi-player mode can't be beat. Well, maybe, but not easily! **ADAM**

80%



Yes, yes, it is! It's a green kangaroo.

THOSE CRAZY KANGAROOS

Aiding you on your adventures are mutant kangaroos which your Bomberman can ride. Each of these kangaroos possesses a special ability and, best of all, acts as a 'free' life.

▶ **Green Kangaroo:** This one has a Turbo feature and motors around the screen at breakneck speeds.



▲ **Blue Kangaroo:** Has the ability of punching bombs over bricks walls. Great for surprising your opponents.



▲ **Yellow Kangaroo:** Has the ability of kicking and moving bricks. This is a great weapon for trapping your opponent.



▲ **Purple Kangaroo:** Has jumping abilities allowing you to jump to safety.

THE ICONS

Blasting certain bricks will reveal special icons that grant your Bomberman extra skills and powers.



Skull: This poisons your Bomberman causing him to lay bombs uncontrollably, freeze, or worst of all, move in the opposite direction.



Burst: This increases the radius of your bomb blast. (We point out that bigger explosions kill more stuff. And that is good.)



Bomb: Grants your character an extra bomb. Bombermen can lay up to seven bombs at any one time.



Kick: Allows your Bomberman to kick bombs away. This creates a weapon, and allows you to kick your way out of tight situations too.



Three bombs: Gives the Bomberman the ability to lay a burst of three bombs. This is oh-so effective in trapping your opponents.



▲ In a normal one-player game, Bomberman must face a guardian at the end of every three levels. Here, say your prayers as you are up against a monkey and his giant banana. Very, very bizarre.



► To get the most out of *Mega Bomberman* you will require a Sega 4-Way adaptor, which retails around the \$60 mark. On top of this you will require three extra control pads which will set you back a further \$90. Yes, \$150 is a hefty investment just to play multi-player *Bomberman* but considering you are getting one of the most thrilling and competitive games on the market*, it's an absolute bargain (Ahem - Ed).



► And, wait for it... ta-da!, different colours too!

◀ In combat mode, players can choose from a series of arenas in which to do combat. Littering these arenas are tunnels, teleporters, rebounding walls, ice and a variety of features to make bomb blasting that bit more challenging. Most interesting of all are those arenas that start all four Bombermen in the middle of the arena. Instant panic!

Word

GRAPHICS
Very simple graphics complement the game. The Bombermen are well animated and just so darn cute.

7

SONICS
Meaty explosions and jolly tunes add to the overall humour of the game.

8

PLAYABILITY
Instantly playable and addictive. Get three friends around and you have the ultimate party game. (Shyeah, right!)

9

STAYING POWER
You will eventually finish the one player game but will never tire of multi-player *Bomberman*.

9

OVERALL
Many hours of hilarious bombing action are packed into this cart. Get a four-player adaptor to take full advantage of *Mega Bomberman*.

85 PER CENT

*This is the opinion of the reviewer and should in no way be confused with that of the art department.

Pitfall

The Mayan Adventure


What looks like Indiana Jones, smells like Indiana Jones but isn't Indiana Jones? Mark Sariban investigates.

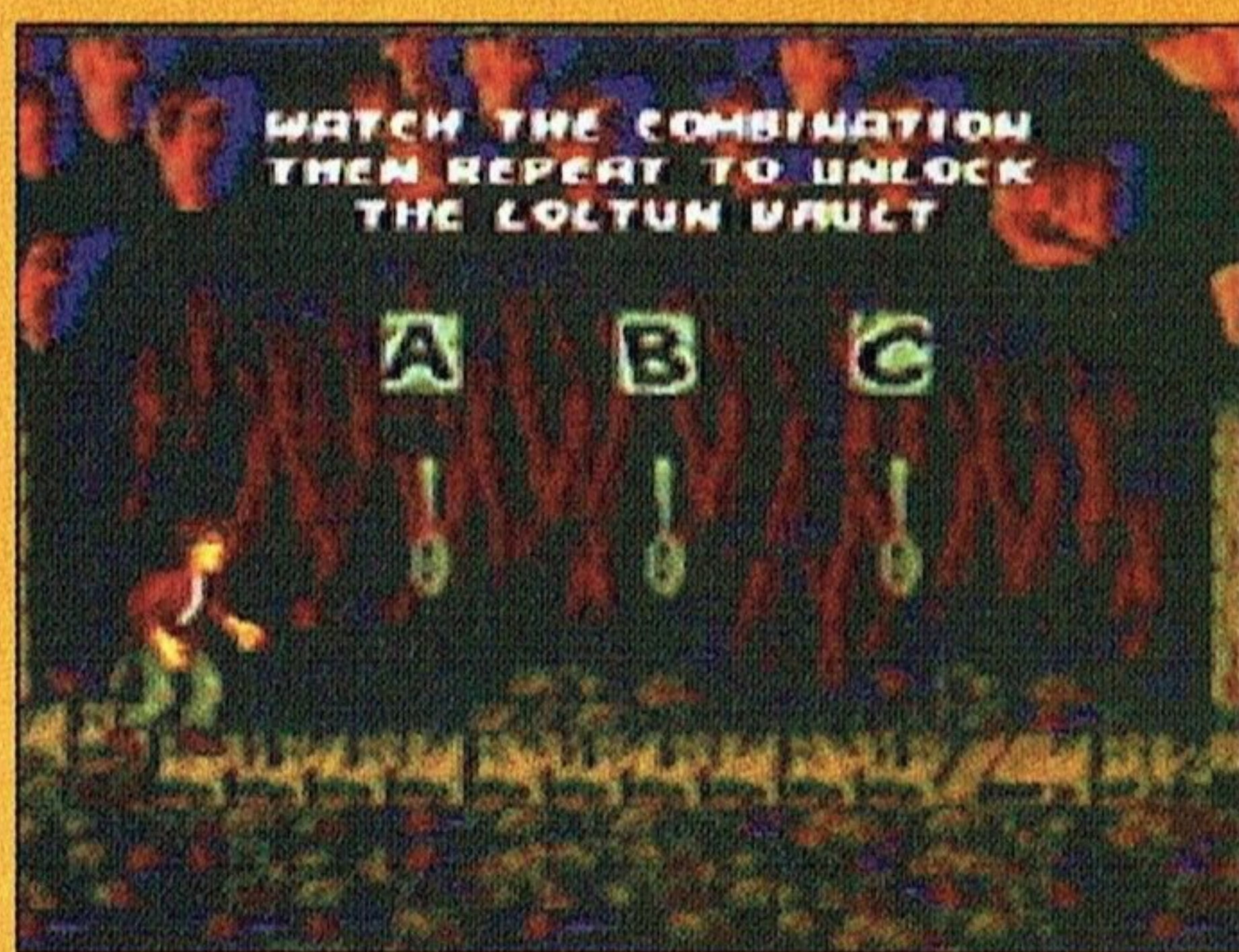
VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Activision
PRICE: \$99.95
SIZE: 16 megabits
PLAYERS: One

Like history, dudes: Anyone recall a game called *Pitfall* that was around on Atari systems about 47 trillion years ago? Well, this version demonstrates how far technology has come in 10, or whatever, many years. And the news is, unsurprisingly, good.

Um, OK. The opening screens fill you in on the story. Legendary explorer Pitfall Harry and his 18-year-old son Harry Junior are running around some Mayan ruins doing what legendary explorers usually do when Pop is nabbed by the warrior spirit Zakelua, 'Lord of Evil'. Harry Junior's job is to (yawn) battle a gazillion or so nasty creatures and of course negotiate all sorts of dangerous obstacles to rescue his dad. Harry Junior is armed with a whip (sound familiar?) and can use weapons he picks up along the way to help him make it through. There are ten well-paced stages and a couple of hidden bonus worlds chucked in for good measure. Mayan ruins and jungles are used to good effect, with backdrops ranging from lush tree canopies and waterfalls to crumbling temples.

This game is no lightweight – there's a lot of exploring and experimenting to be done in each stage. Taking chances and jumping off ledges into the unknown can pay off in a big way. And pushing Harry Junior beyond the limits of the screen can result in a handy haul of weapons and power-ups – often what you don't see is what you get. There's a wide range of vehicles generously left lying around – mine carts, flying-fox wires, swinging ropes and even bungees. Harry has a good variety of moves and has plenty of opportunities to use them. There's really not much to fault in this offering. Give it a try, you won't be disappointed. Who cares if Harry Jr looks almost exactly like a younger version of a certain movie character played by Harrison Ford? 

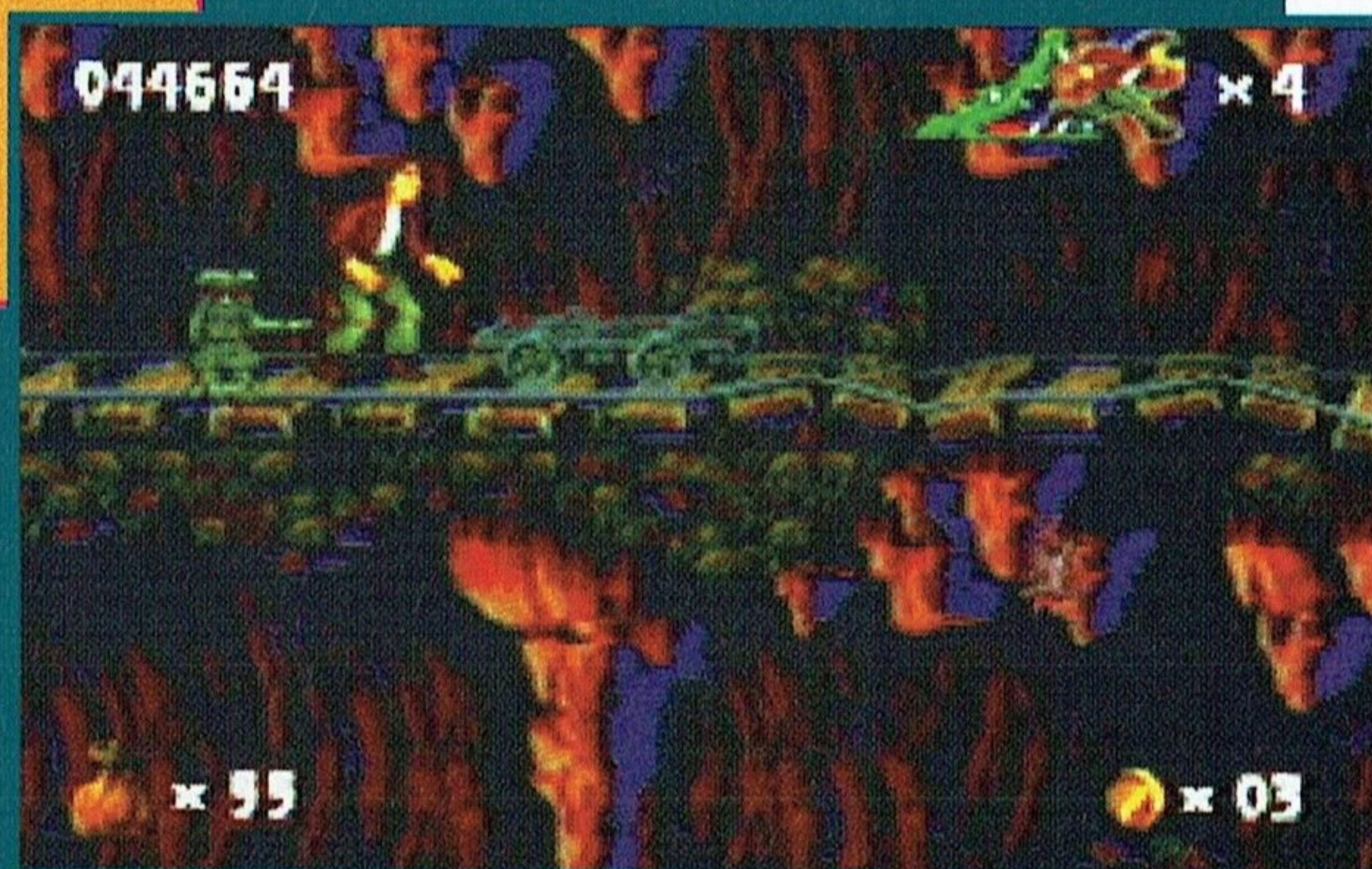


▲ This special level gives you the chance to pick up treasure and an extra life. Follow the sequence of letters that flash up and copy them on the joystick. Get it wrong and the roof falls down and you're outta there. The sequences get longer and longer, but pay attention and goodies should be yours.

▶ Jump on top of abandoned mine carts to zip through some segments. But if you do, you'll miss out on a lot of goodies which are just asking to be picked up.
Megazone Tip: Don't be afraid to jump down holes – a lot of them contain valuable items.



▲ The end-of-level boss in the Tazamul Mines is unusual in that it's a procession of quickly moving mine carts, collision with which causes hefty damage. It's all in the timing, and you have to jump over the oncoming wagons as you make your way towards the exit.



◀ Extra lives are reasonably plentiful, but usually off the beaten track, and they can be tricky to get to. At first, this life near the beginning of the Xibalbal Falls level appears impossible to get without getting killed. The secret is to jump to the far right from the ledge above it, you'll bounce off a spider's web and you're a life in credit.

Choose your weapons

Besides the whip Harry always carries, he can use three weapons:



◀ One sling stone is enough for most enemies, but you need quite a few to knock off bosses. Luckily there are bags of ten stones lying around everywhere.



◀ Exploding Stones of Pacal are more like neutron bombs, blowing away everything in sight – except you of course.



◀ Boomerangs in Central America? Anyway, these come in very handy, basically because if you miss with one you have for a limited time a chance to recover it. Otherwise you've lost it for good, bud.

Megazone Tip: Always keep at least one boomerang in store to hit out-of-reach keystones. No boomerangs means no entry to some essential corridors, leaving you with no option but to kill yourself off and start again at the beginning of the stage.

THREE OUT OF FOUR AIN'T BAD

There are power-ups. You need them. They come in four sizes. Recognise the icons using this handy table.

Gold Harry: A golden statue of Harry blesses you with another life.

Pumping Heart: Pick up a juicy red pumping heart to get the life force crocodile off your back.

Jalapeno Baby!: This Mayan-style red hot chili pepper gives you temporary super-strength.

Hourglass: It stops time. Mostly useless in our opinion, but picking them up is harmless.

GET A LIFE, MAN!

There are four types of continue items. You need to collect 50 points to earn one continue.

Gold Coins are only worth one point, but are the most frequent.

Silver Bars earn you two points. Hmm, so that means 25 of these gets one continue.

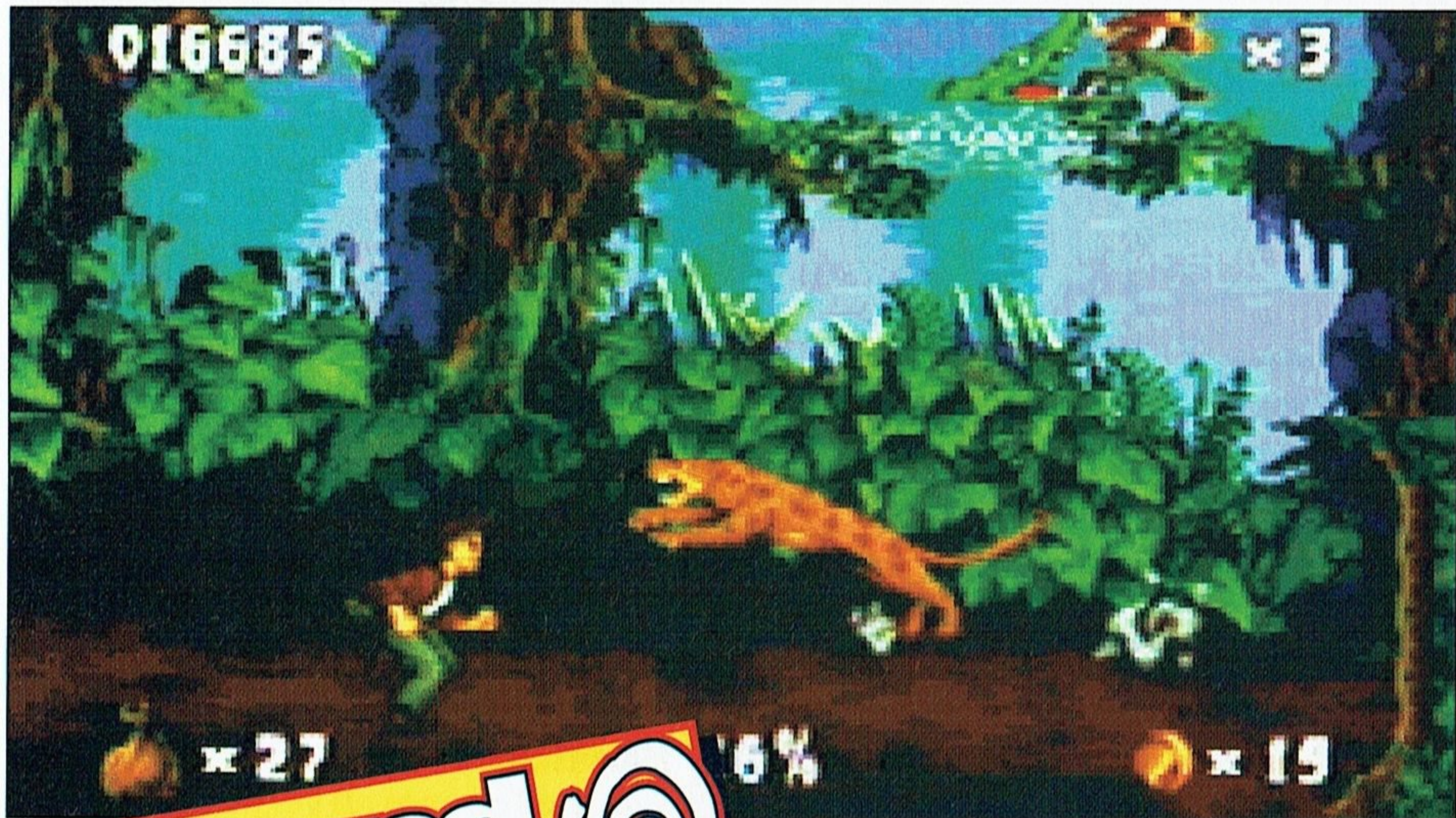
Gold Bars are valued at five points. If the same rules apply, then ten bars equals a continue!

Diamonds may be forever, but a diamond ring gets you 10 points.



▲ Hidden near the beginning of the Lost City of Copan stage is a relic from a dark ages of computer games – 1982 to be exact. In this fossilised mini-game, you have 20 minutes to collect all the available goodies, with fast reflexes your only weapon. Please don't tell us this was once the state of the art!

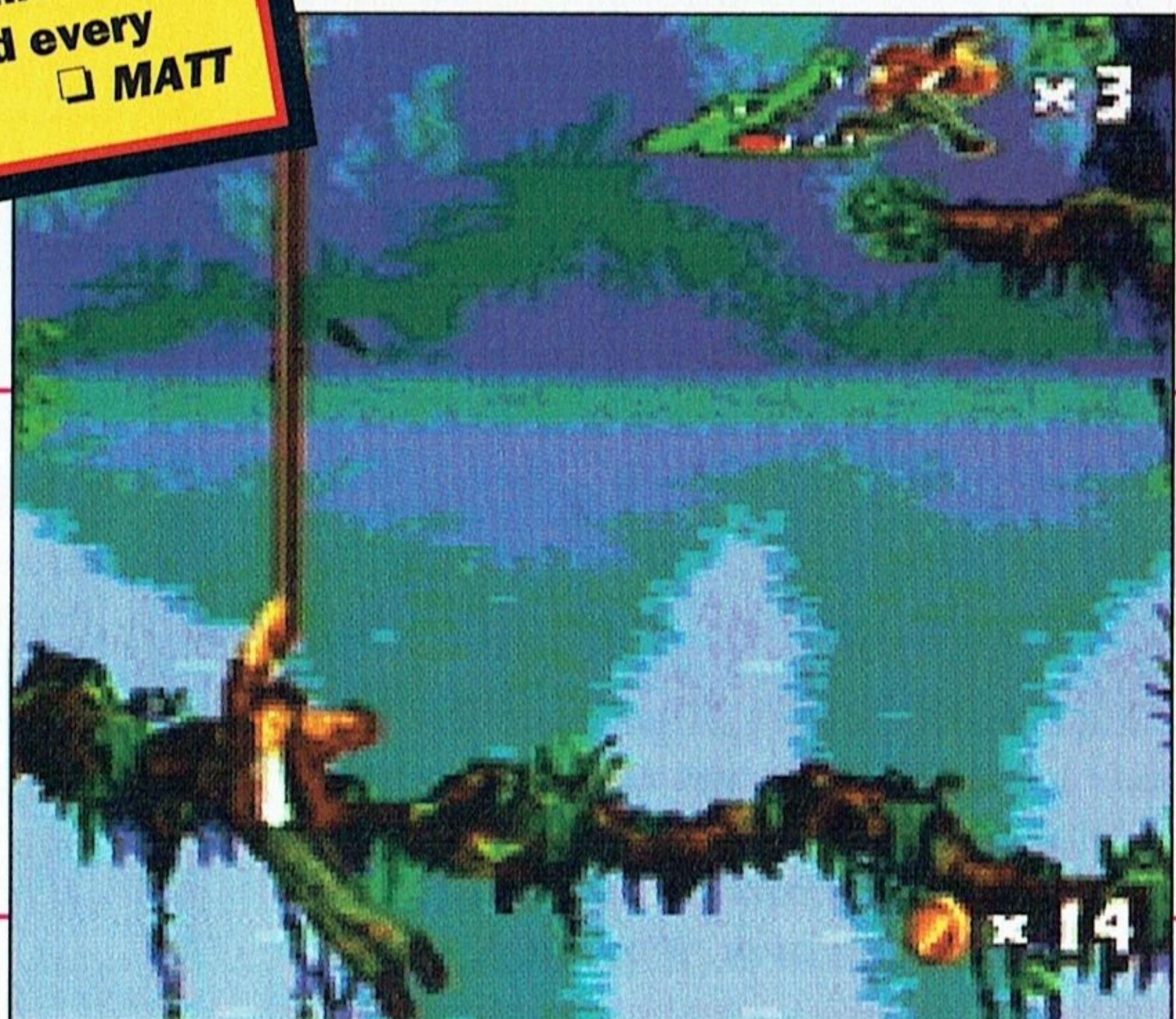
Megazone Tip: Before entering this bonus game from Hell, crawl under the porthole to access a hidden room containing heaps of continue items.



second opinion

It's borrowed a lot from Indiana Jones but the animation and graphics are hot. A cool thing to do is get Harry stuck on a bungee rope, stare at the screen for four minutes, rush to the bathroom and stand-by for vomit launch! It's guaranteed every time! **88%** **MATT**

▲ At the end of the first level, the Jungle of Ceiba, you come across this cuddly kitty. Unfortunately, it prefers human flesh to Mr Friskies chicken liver pâté. However, it's pretty easy to beat: just keep chucking stones at it to deplete its energy while jumping or ducking as it attacks.

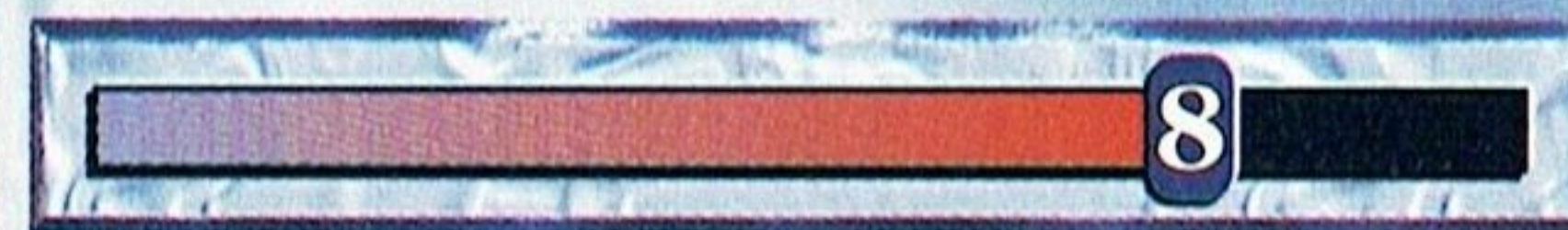


► Yes sir, I can bungee. Were the Mayan people responsible for inventing bungee jumping? They must have been, 'cos there sure are an awful lot of bungee ropes hanging around just waiting for someone to come along and give them a tug.

The Word

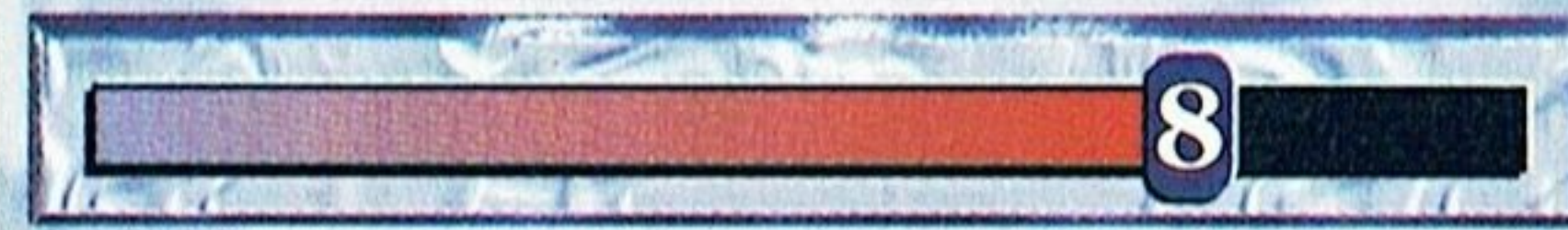
GRAPHICS

The characters and Mayan ruins backgrounds are well detailed, but too dark and gloomy. Lighten up, Harry!



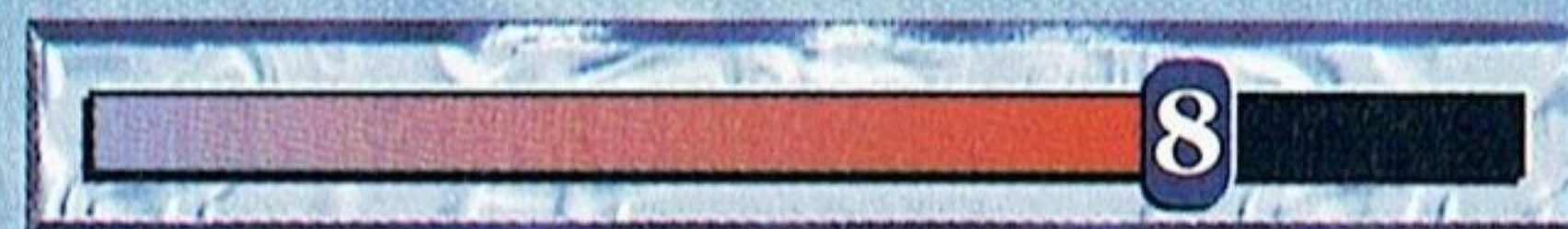
SONICS

Constant jungle drums manage not to be too annoying, but only just.



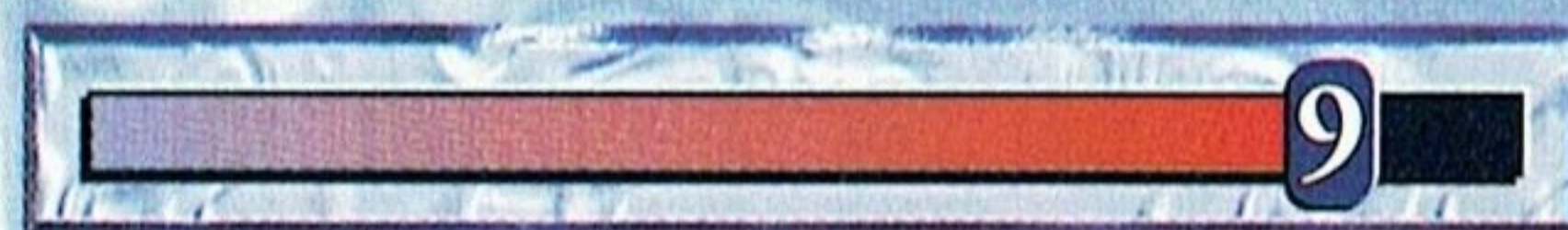
PLAYABILITY

Killing enemies before they can get close enough to harm you is tricky – but not impossible.



STAYING POWER

Densely packed and multi-layered levels make exploring fun and rewarding.



OVERALL

The murkiness of the graphics is this game's major pitfall (ugh!). Otherwise, well worth the rental charge.

84
PER CENT

Bubsy II

**A game with purrsonality or a dog's dinner?
David Thompson picks his biscuit.**

The original *Bubsy*, released over a year ago, was hyped to the extreme. Much was made of its 16 megabit size which was pretty huge then. Now half the games released are 16 meg and *Bubsy II* finds itself launched against much tougher competition.

Bubsy himself is unchanged but you'll find a whole new army of painstakingly animated monsters in this versh. The cat critter's movements are limited to jump and glide on the A and B buttons, while finding a weapon activates button C for firing.

Bubsy II has an unusually large number of play modes. There are two single player modes (standard and mini) and there are no less than three two-player modes (two-

player feisty, two-player friends and two-player mini). You can choose whether to help or hinder your partner depending on your attitude.

It's a good-looking, fast game and there

is not much to be said against it, other than that there is no more pushing the envelope here. **M**

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Accolade
PRICE: \$109.95
SIZE: 16 megabits
PLAYERS: Two



FROGS FOR LAUNCH

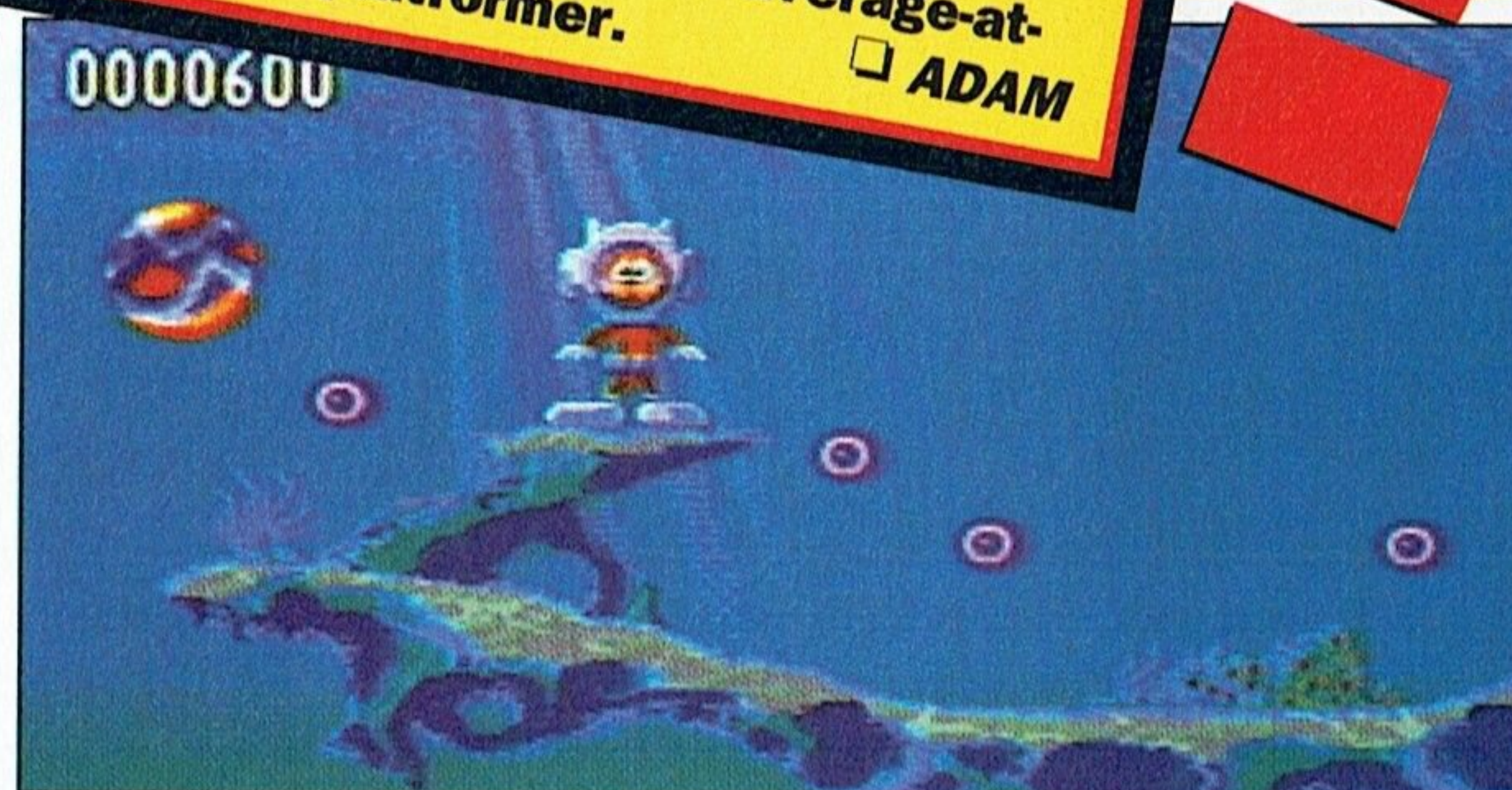
◀ The first of the mini-games is Frog-a-pult. Launch unsuspecting frogs into low orbit to land them on objects floating on the pond. The frogs seem to enjoy this tremendously. Ten points for originality!

Second Opinion

The problem with *Bubsy II* is that it's no better than the original *Bubsy*, which itself was an average-at-best platformer.

70%

ADAM



▲ Direct Bubsy (dressed in a diving suit and helmet) around an underwater seascape in the search for bubbles. And why not?



▲ Direct a poor armadillo who has decided to end it all by hopping into the radiator of your car to collect as many marbles as you can before he drops out of the sump and gets promptly run over. Most odd.

The levels have different names at different difficulty settings, but follow the same theme. These are the basics.

WILD BOAR YONDER



MARS NEEDS BOBCATS



RICHARD THE SWINE-HEARTED



DARK SIDE OF THE TOMB



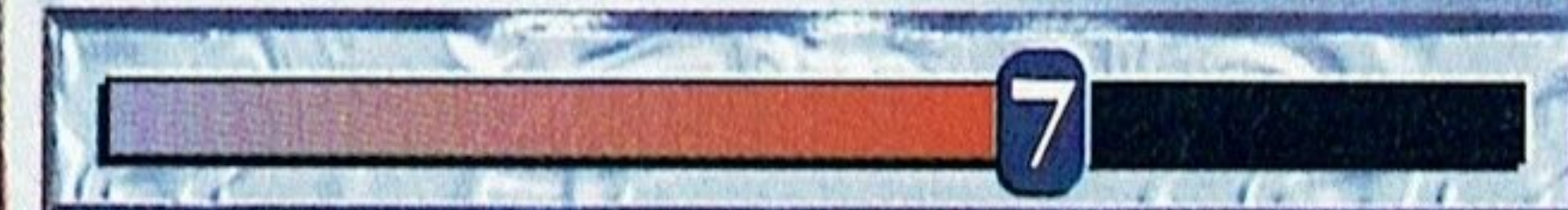
C SHARP OR B FLAT



Word

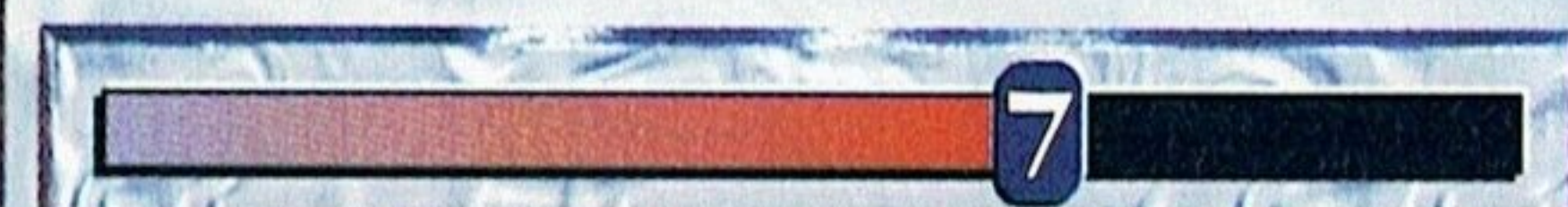
GRAPHICS

Heaps of unusual and animated critters fill out the screen, but there is nothing really awe-inspiring here.



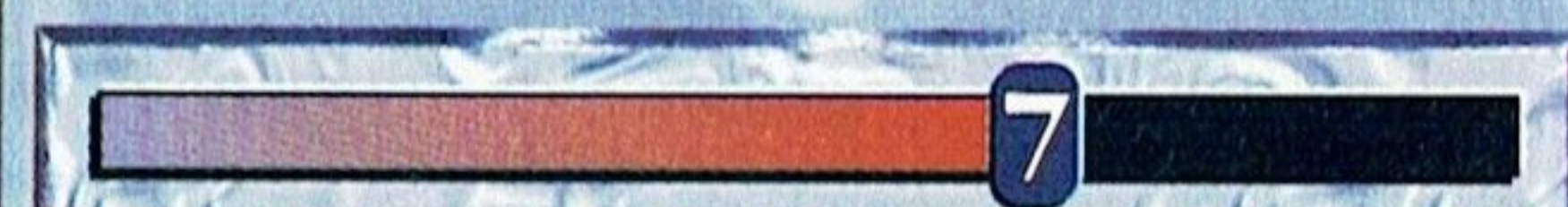
SONICS

Sound effects are all very cute, with the exception of Bubsy's jumping; it sounds as if he has intestinal trouble.



PLAYABILITY

A bit over-simplified. If it wasn't for two-player and mini modes, this game would be in trouble.



STAYING POWER

Questionable. You'd have to be keen.



OVERALL

Another big, good-looking platformer that's better than most, but lacking something all the same. But if you liked *Bubsy*, then you'll love this.

65 PER CENT

Mickey Mania

It's that mouse with the squeaky voice. Or maybe he's just pleased to see Mark Sariban.

With Sony's *Mickey Mania*, the Big M travels back in time to relive episodes in his 75-year-long career. It all starts with Mickey's return to 1928 and his debut in the animated short *Steamboat Willie* and closes with 1990's *The Prince and the Pauper*.

The six stages (or 'features', as they are called) have the look and feel of the original cartoons on which they were based, Disney animators having had a hand in creating the graphics. Unfortunately, the difficulty of the stages varies wildly – you can basically walk through the first and third stages with your eyes closed, but getting Mickey through the second and later stages take much longer and require problem-solving and a lot of patience.

This is a platformer with all the usual tricks of the trade. It's fun to play and worth a look just for the visual presentation, but won't challenge serious gamers for very long. **M**

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up
SUPPLIER: Sony Imagesoft
PRICE: \$99.95
SIZE: 16 megabits
PLAYERS: One



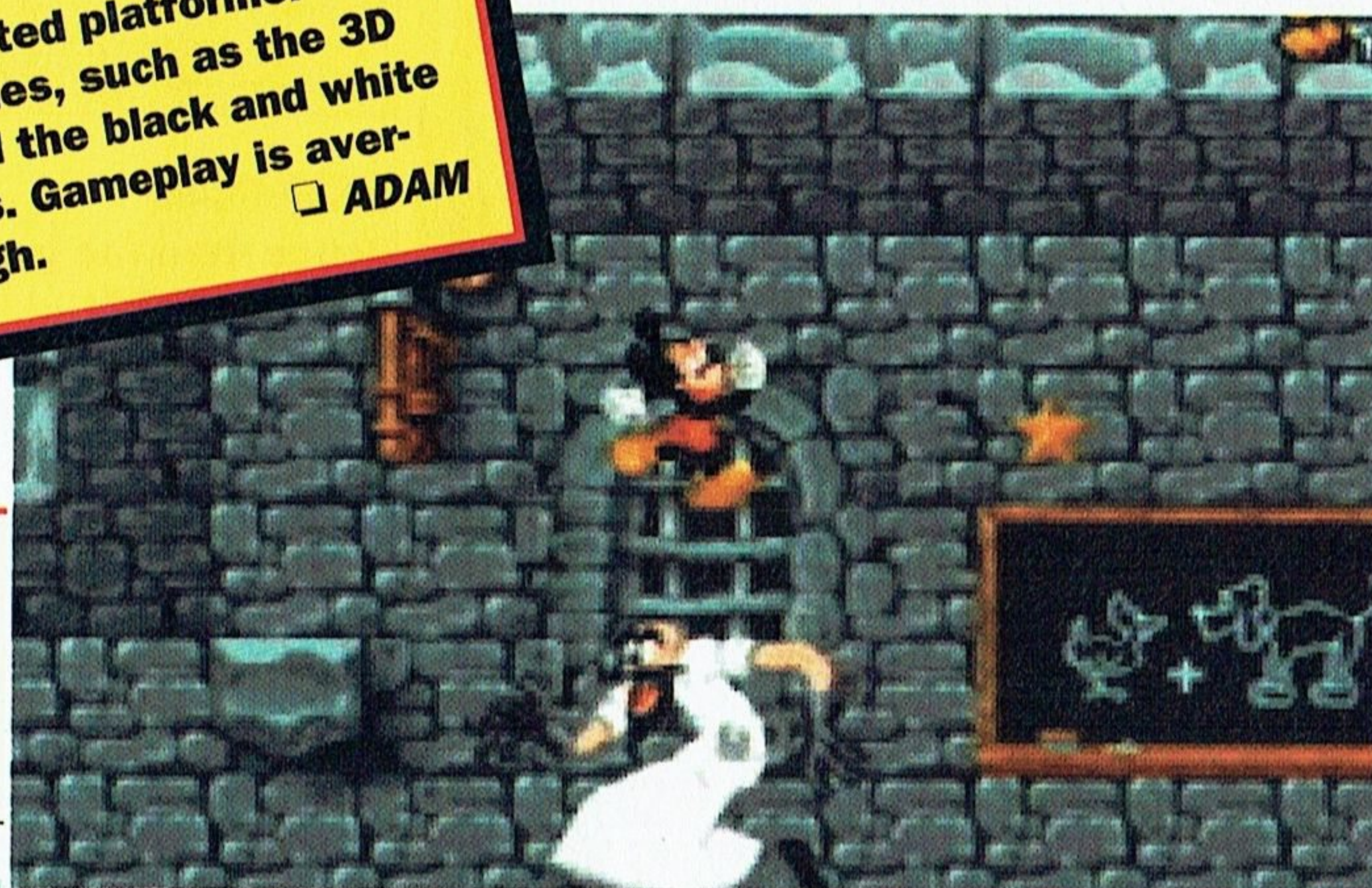
▲ Exploring is well rewarded – sometimes wandering around is the only way to get everything you need to continue. Mickey will let you know when you've done enough by saying "I made it!" in an increasingly annoying manner. Here Mickey has to set off all the cowbells before he can face the boss. Why? Don't ask us, we just sleep here!

second opinion

As you might expect from a Disney licence, *Mickey Mania* is a good-looking, well-animated platformer with some superb touches, such as the 3D moose section and the black and white cinematics. Gameplay is average, though. **ADAM**

80%

▼ Mickey's attacking capability is limited to throwing the marbles he collects and jumping on opponents. Conserve marbles by using jumping attacks whenever possible. It's also a good way of getting past bosses, and the best way to save Mickey's butt against the second stage boss, 'The Mad Doctor'.



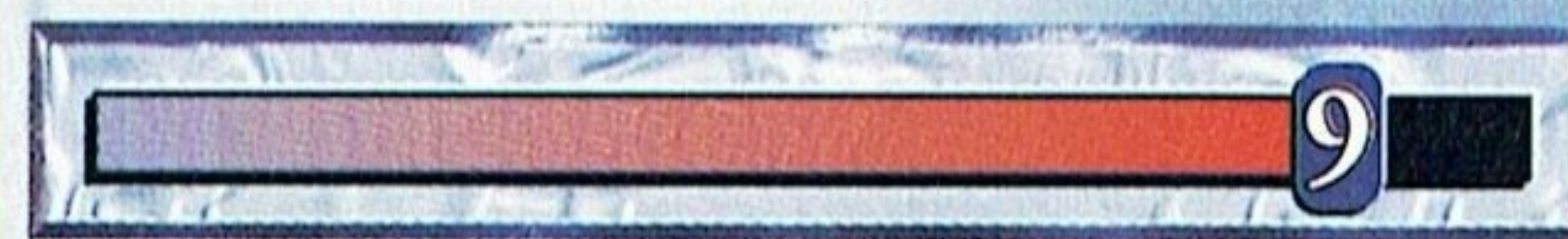
▲ A lot of work has been put into the graphics, with several sections featuring a rotating cylinder perspective instead of the usual scrolling platform. Here Mickey's on the run from a rampaging moose in the third feature, *Moose Hunters* from way back in 1937.



Word

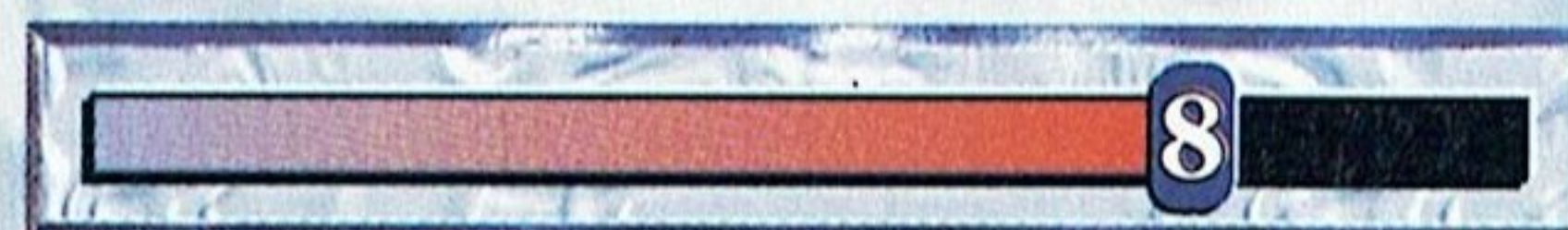
GRAPHICS

Absolutely superb. Luscious backgrounds and beautiful character renderings.



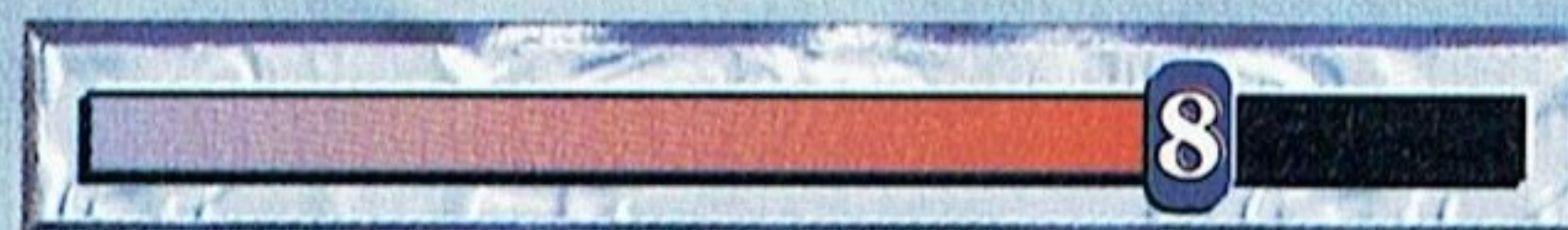
SONICS

Mickey's "Uh-oh!" gets pretty annoying, but otherwise outstanding.



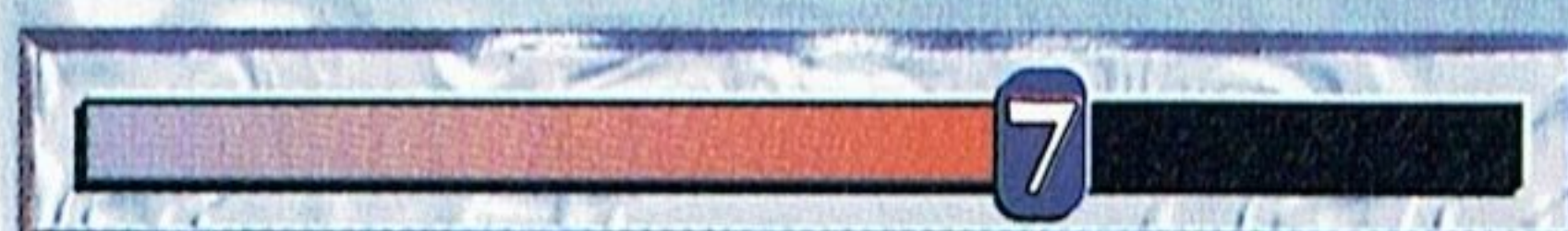
PLAYABILITY

It's a breeze to control Mickey, making the game a pleasure to play.



STAYING POWER

Having to go through the too-simple stages to get to the meat of the game is great fun... except not!



OVERALL

Uneven stage design seriously flaws an otherwise great-looking game.

80
PER CENT

The Lawnmower Man

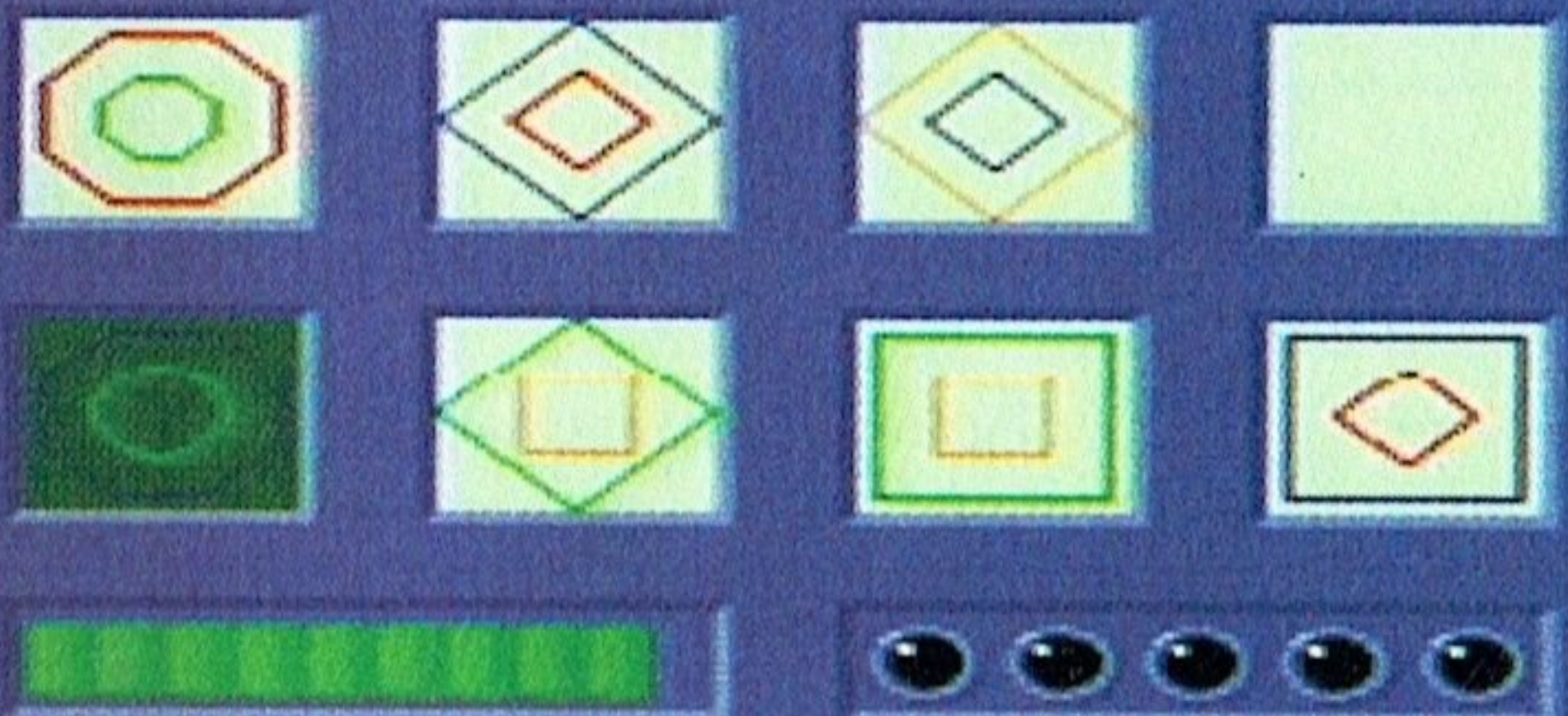
There used to be a time when Peter Burney found mowing the lawn a chore. But since he played this game he's found a bigger pain in the grass.

The film *The Lawnmower Man* is based on living in the awesome world of virtual reality; the game *The Lawnmower Man* is based on virtually pathetic graphics. It looks terrible. And plays even worse.

Each level is divided into two types of gameplay. Firstly, you do the virtual reality thing as you fly through a 3D maze of tunnels, poles and trees trying to avoid as many of the obstacles as possible on your way to the exit.

Secondly comes the platformer section. Short, tedious, and about as stimulating as watching grass grow. Shoot baddies, collect pick-ups, and be killed fifty hundred million times by microscopic bullets fired from sticks of colour (baddies have never looked so lame). Two players can also grace the screen at the same time (not that it really improves the game at all).

The excitement value of this game is approximately equal to the thrill of to running it over with a combine harvester (*huh?*). And to continue with these inane horticultural references, let's just say that *The Lawnmower Man* is akin to fertiliser. Virtual Crap. **M**



▲ To spice up the repetitiveness of it all, this small sub-game appears in stage two. The object is to choose the next symbol or number in the series from the four pictures at the bottom. With a very short time limit to complete four patterns, you need to be quick off the mark.

Megazone Tip: Don't worry if you fail, you can attempt it as many times as you like, but you *must* beat it to finish the level.

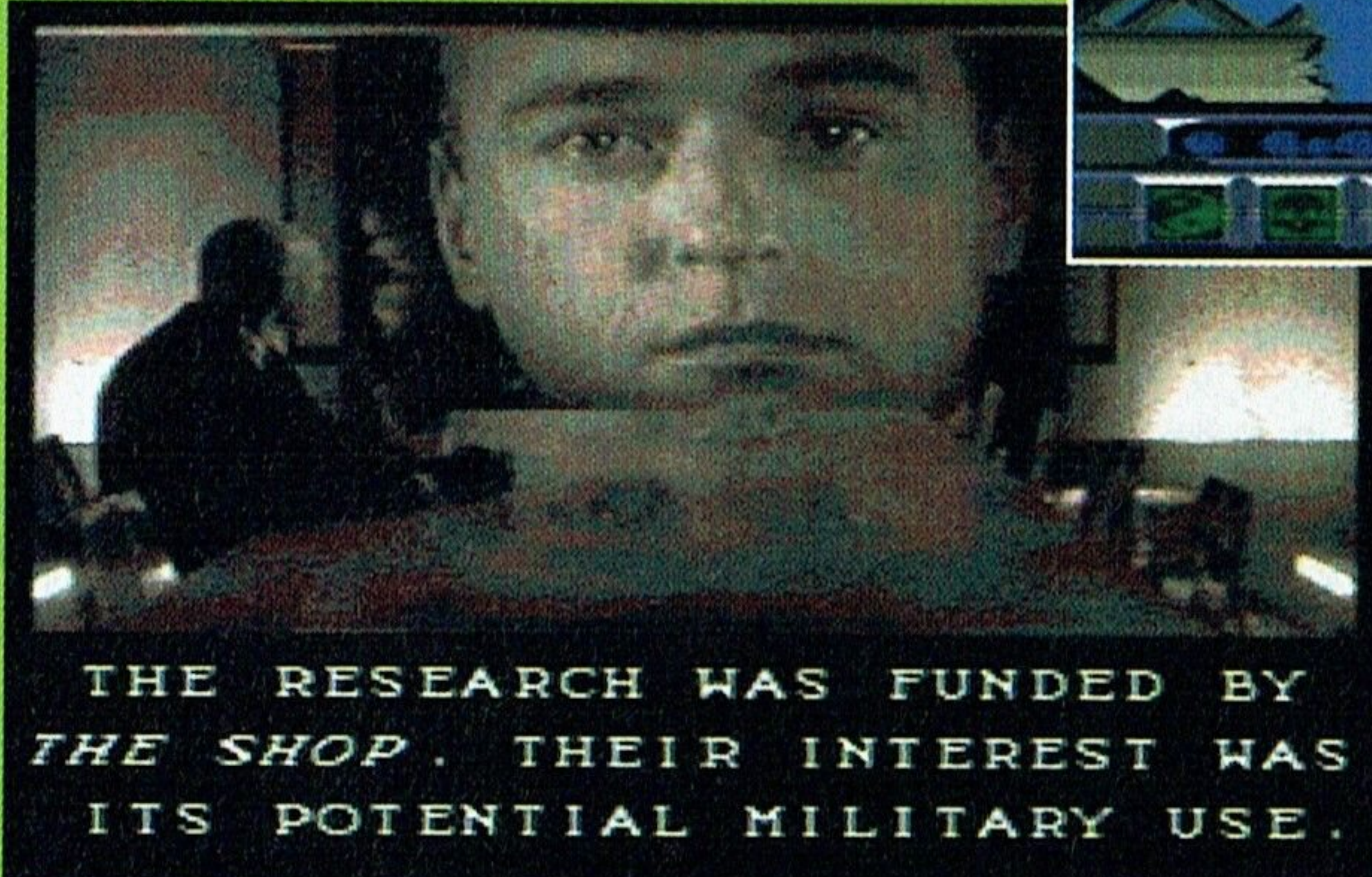
second opinion

I thought I was doing something wrong. But, no. This game is so completely and utterly f#\$%ed, I can't believe it. **MATT**

25%

Three sorts of manure

Three distinct parts make up the game. What starts off as virtual lushness soon rots into virtual compost...



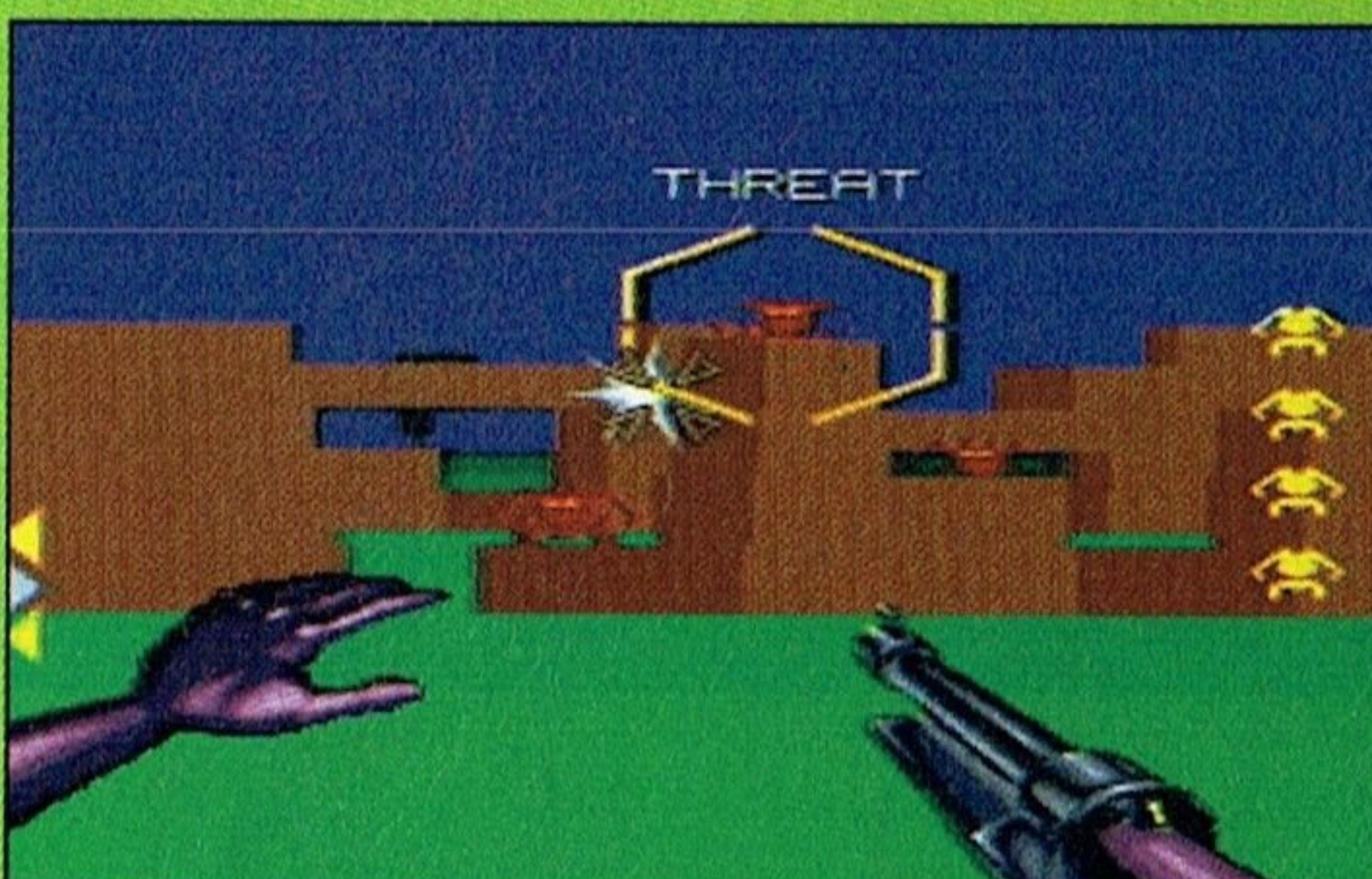
THE RESEARCH WAS FUNDED BY THE SHOP. THEIR INTEREST WAS ITS POTENTIAL MILITARY USE.

▲ Sadly, the best part of the game is the intro. The digitised stills look great giving a background to the story. But that's when the party starts to get dry...



▲ The flying sequences appear at the beginning of each stage and learning the pattern of turns takes some practice... but holding your attention is a major drawback of the gameplay.

Megazone Tip: In stage three stay high to clear virtually everything.



▲ Easily the biggest downfall of the game. Shoddy graphics, tiny bullets, poor end-of-level baddies, and very short stages cut it down to size.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer/3D shoot 'em up
SUPPLIER: Time Warner
PRICE: \$99.95
SIZE: 8 megabits
PLAYERS: Two



▲ We included the helicopter from stage three, not because it's a great-flying-action-super-bit-thingy (actually it's quite pathetic), but because it's about as good as it gets.

Megazone Tip: Once you're in the chopper don't touch the ground or get hit

because it will blow up. Bang!

Word

GRAPHICS

Platformer bits are absolutely shocking and the flying sequences aren't good enough to save it.



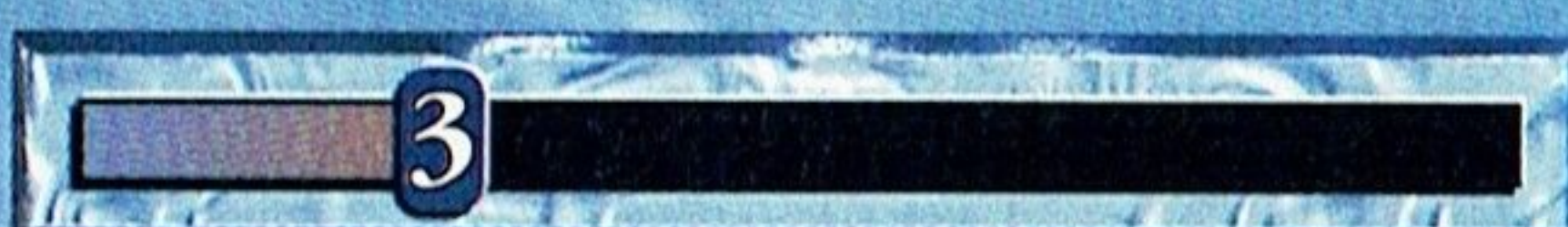
SONICS

Better than the graphics but still rather woeful.



PLAYABILITY

Constant deaths and repetitive gameplay. You will rarely get past even 'ho-hum' excitement level.



STAYING POWER

If it can keep your attention long enough to play through the first three levels, God help you.



OVERALL

Even if it came strapped to a Victor 2000 series lawn mower it would still be hard to get excited over this one.

30
PER CENT

Wolverine

The ever-intrepid David Thompson spends the day with mutants, a comic superhero and an explosive-packed android chick. And whinges.

Oh dear, another pseudo-platformer cum beat 'em up. This one is based on the Marvel Comics X-men series and is up against a whole vatload of mutants, androids and outcasts, some of whom have been specially designed to kill Mr Wolverine. Poor guy.

Your job is to propel Wolverine around the place to destroy everything and kill everyone that you meet. As if the army of darkness assembled against you wasn't enough, you're also pursued by Elsie Dee, an explosive-packed child android.

After starting with a rather cool Marvel Comics-type animated intro, the game turns out to be rather dull. The graphics are interesting enough, but there's just not much more to it. Excellent sound effects eclipse amazingly bland music. If you've seen games

featuring either Batman or Spiderman, you've seen all that this game has to offer. Classed as platformers, these thingies have none of the speed of the *Sonic* series but a lot more problem-solving than a straight beat 'em up.

While Wolverine carries no weapons, he is armed with razor-sharp talons and superhuman strength. Pity everybody else has rather large guns. You have an unusually large number of moves available to you, some of which require a sequence of button presses, much in the style of the latest beat 'em ups.

If you think that these types of games are the best things ever then we're sure that *Wolverine* won't let you down. We just like a bit more spice in a game. **M**



▲ More persistent than blowflies, these self-healing pests cruise around and have a nasty habit of giving you a belt on the back of your head. The best defence seems to be the spinning slash (press Up).

◀ Look at the size of this mother! Yikes. Best to run up to it and continually launch spinning attacks at the beast. You'll know you're making an impact when one of its arms falls off, then the other. Finish the ugly brute off with a sweeping upper-cut.

second opinion

A fan of the comics might find this fun, but it doesn't offer enough in gameplay terms to grab the attention of others. Another bland, licensed platformer, I'm afraid. **ADAM**



Keep your eye out for...

Health in percent: See, those first aid kits should be important to you! Grab them whenever you can.

Remaining lives: Pretty obvious. Lose a life and you restart from the same area that you died.

Time left to complete level: The red blip moves towards the Wolverine symbol as your pursuers move closer.

VITAL STATISTICS

FORMAT: Mega Drive

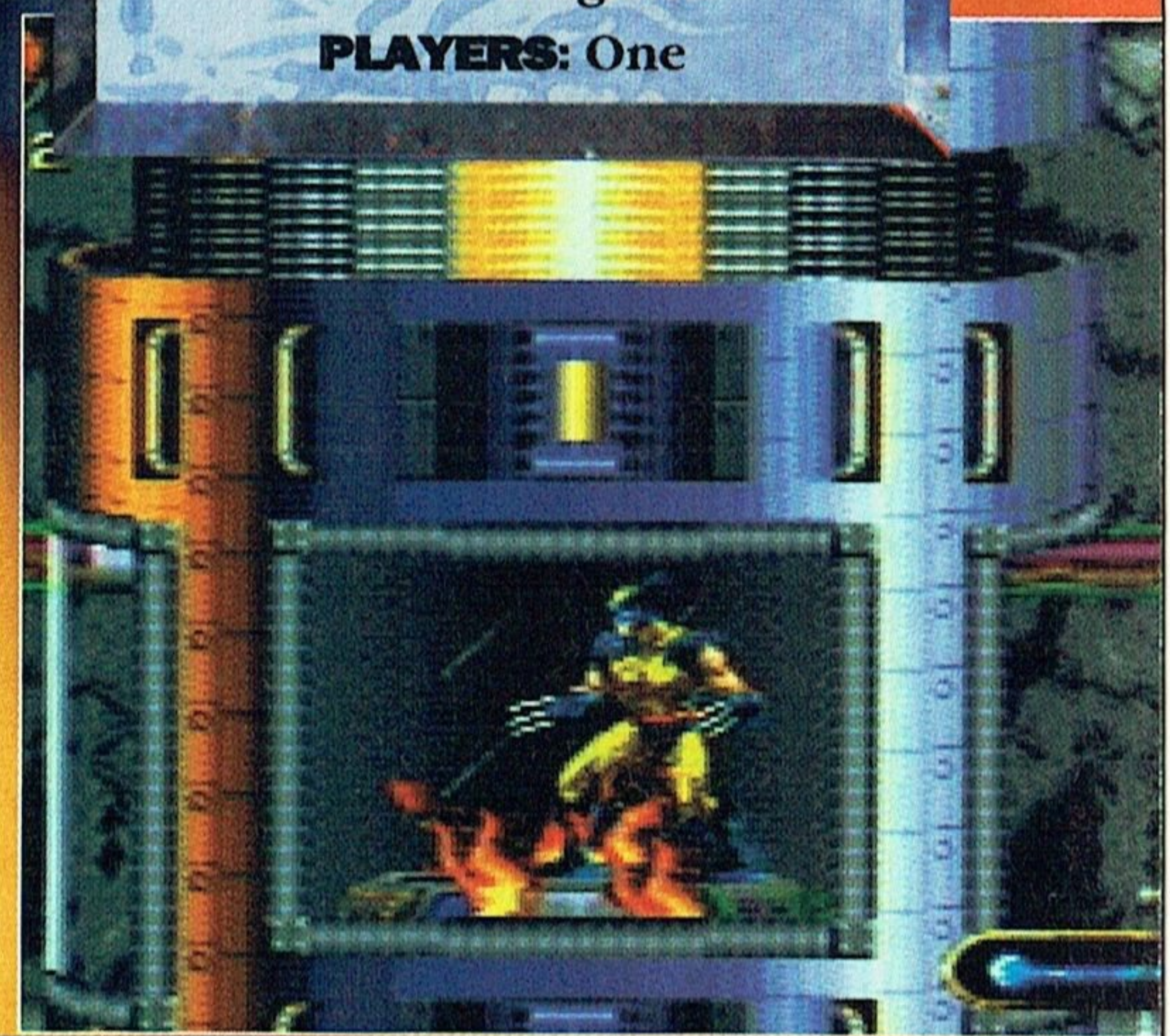
TYPE: Platformer

SUPPLIER: Acclaim

PRICE: \$129.95

SIZE: 16 megabits

PLAYERS: One

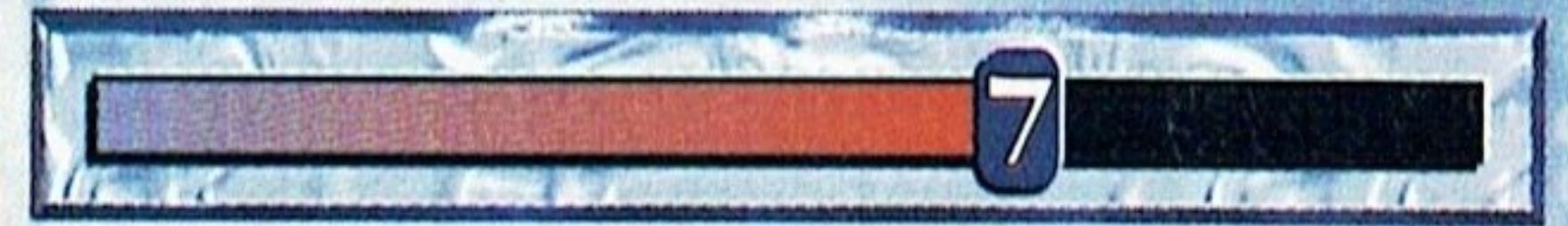


▲ The backgrounds of *Wolverine* tend to be pretty lame, but occasional interaction with objects livens things up a bit. Here, old Wolverine is vandalising the local nuclear plant. Smashing through the lead-glass containment shield, Wolvie has kicked in the reactor core. What a thoughtless gimp.

Word

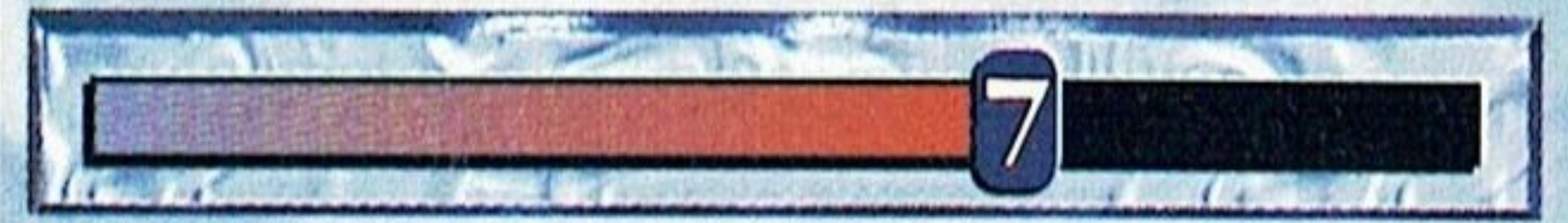
GRAPHICS

Nice intro and beefy characters, but you've seen it all before. Animation could have been better.



SONICS

Excellent sound effects let down by total drivel masquerading as music.



PLAYABILITY

Awkward to control at first, then pans out into straightforward boring.



STAYING POWER

No real incentive to keep going beyond running away from that explosive brat. Needs more variety.



OVERALL

A surprisingly unimaginative game. It could have been, and should have been, so much more. Pity really.

60
PER CENT

Zero

The Kamikaze Squirrel

Not one to sit around playing with nuts, Peter Burney gets to grips with a real furry one.

Thinking of a cute little critter with fur and a tail and nuts and not often seen on our shores? Like those lovable Disney characters Chip and Dale? Think again. Our friend Zero is not cuddly. Nor the least bit interested in nuts. In fact he's one tough, karate choppin', death star throwin', you-wanna-fight, mean little ninja (and he's not happy)!

It seems that this real bad dude, Jacques Le Sheets, is logging Zero's homeland to make paper for stolen money plates and, of course, it's a squirrel to the rescue. Zero has to fight off a tree-load of baddies and collect a variety of pick-ups as he makes his way to the end of the level.

The designers have attempted to give it some variety with springs and baskets to bounce on, balloons to ride, bonus rounds and even a jet-ski section but essentially it's – sigh – just a platformer.

In all there are seven stages, mostly with two levels in each (although a couple only have one). The levels get progressively harder, as do the bosses, and Zero's skills become an essential part of the gameplay. Without mastering some of Zero's moves, certain areas in the game are impassable.

Graphically, the sprites look great, utilising a full spectrum of vibrant colour. The screen scrolls at *Sonic* speed when Zero steps into top gear and the scenery that whizzes past is about as clear as Pamela Anderson's chest in a seventh grade girls' school changing room.

Overall, it's a complete gaming package, but we old-timers can't see anything more on offer here than just another solid platformer. Worth a look, though. **M**

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Sunsoft

PRICE: \$89.95

SIZE: 16 megabits

PLAYERS: One

Level headed

Most of the stages are of the platform variety with different backgrounds. You must travel through the beach, caverns, volcano, the river, the trees, and lastly the factory, defeating bosses along the way.



▲ Long sandy hills make it easy to pick up too much speed and slam into a baddie. Bouncing off trees will send you into the clouds for lots of goodies and a safer passage to the end.

Megazone Tip: Bounce on the second tree. The cloud left of the one you land on has two extra men.

THE CAVERNS



▲ Search out the end through tunnels of slime, deadly jumping eggs, and a strange 3D gun being fired at you for short periods of time.

Megazone Tip: In the second level of this

▶ Automatically scrolling, you can move from side to side, increase speed, and jump. You must avoid logs, rocks, cans and leaping baddies.

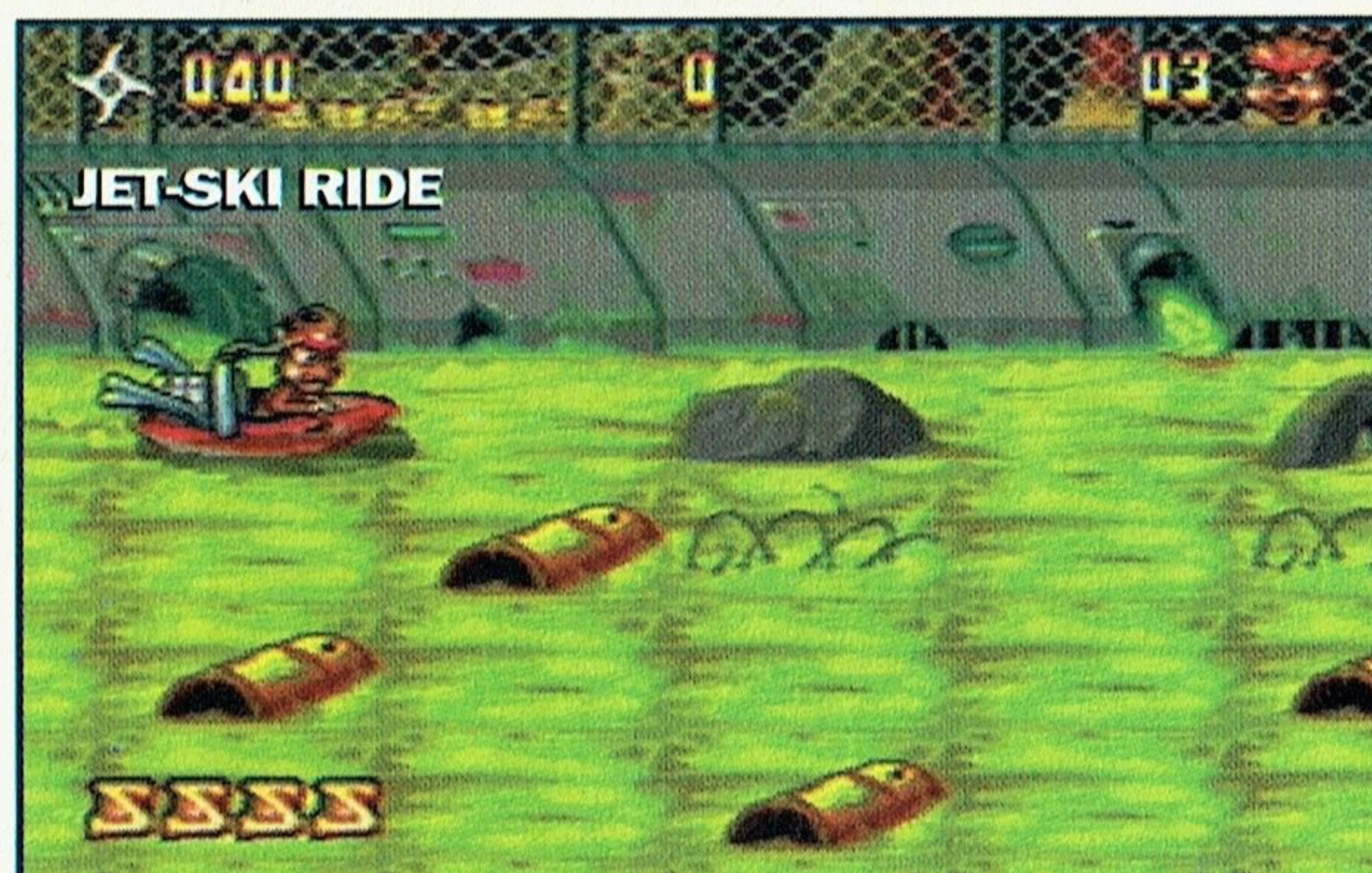
Megazone Tip: Stay to the top or bottom of the screen at full speed for the clearest run (but don't forget to jump).

stage, bounce on the basket to the right of the start. Bounce through the slimed walkway to the right and follow it to get extra energy and an extra man.

SUPER DIVE TEST



▲ You come across signs that say 'Super Dive Test' where flying skill is needed. At first it seems like an impossibility but with practice you'll be diving like an Olympian.





Bonus round

▲ In obscure areas around stages one and two are entrances to the bonus rounds. Jump up and down on the pumps to inflate the doorway. Careful, too much pumping will explode the door... forever.



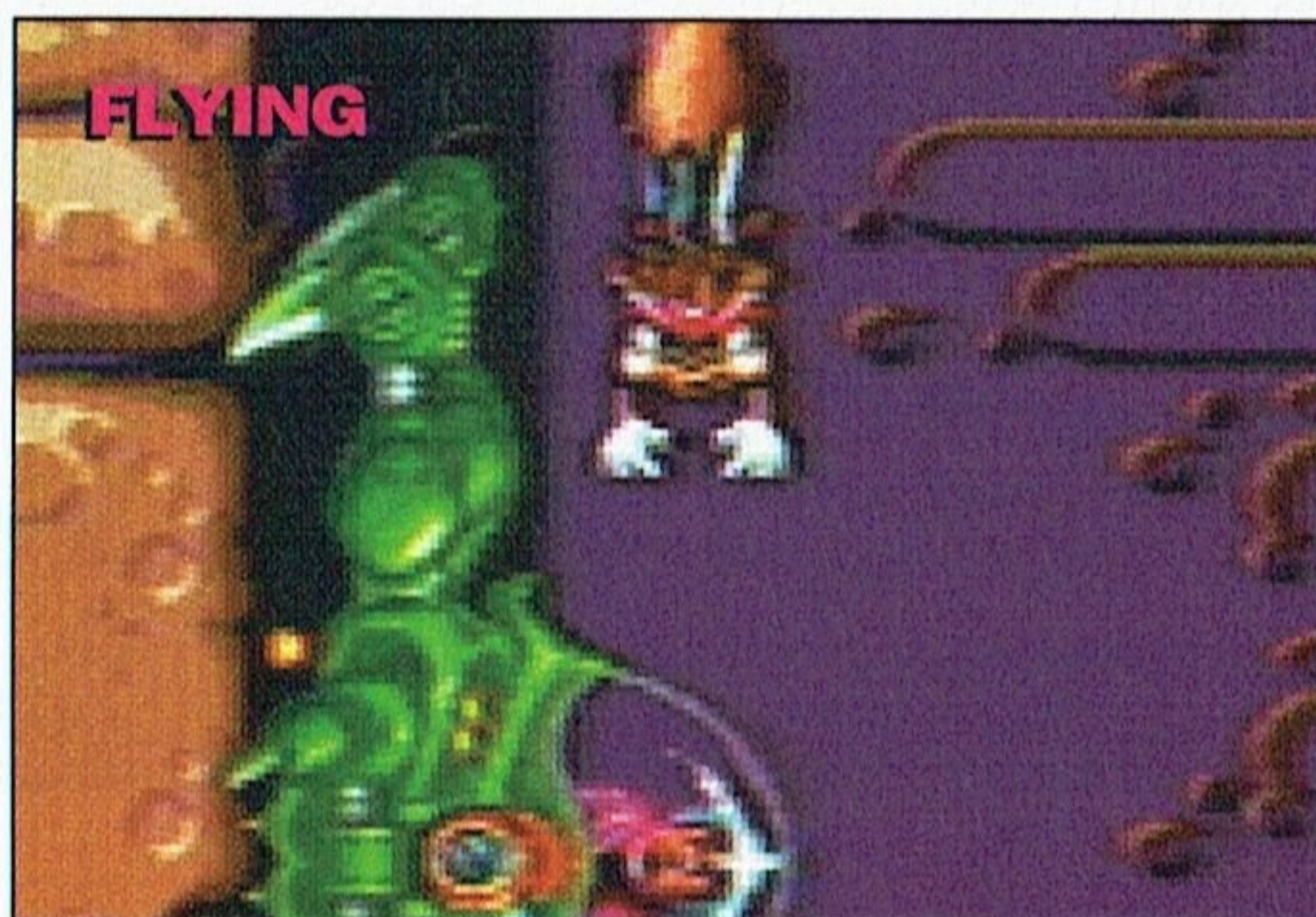
▲ Inside each door are lots of goodies like stars, energy, and fruit for points. However, unlike other games the bonus rooms have baddies and traps and you can lose lives in them.

Nuttin' better to do

To complete the game, all of Zero's moves need to be mastered, as killing pesky baddies is not the only object of the game. The moves take a bit of getting used to and you know what they say about practice...



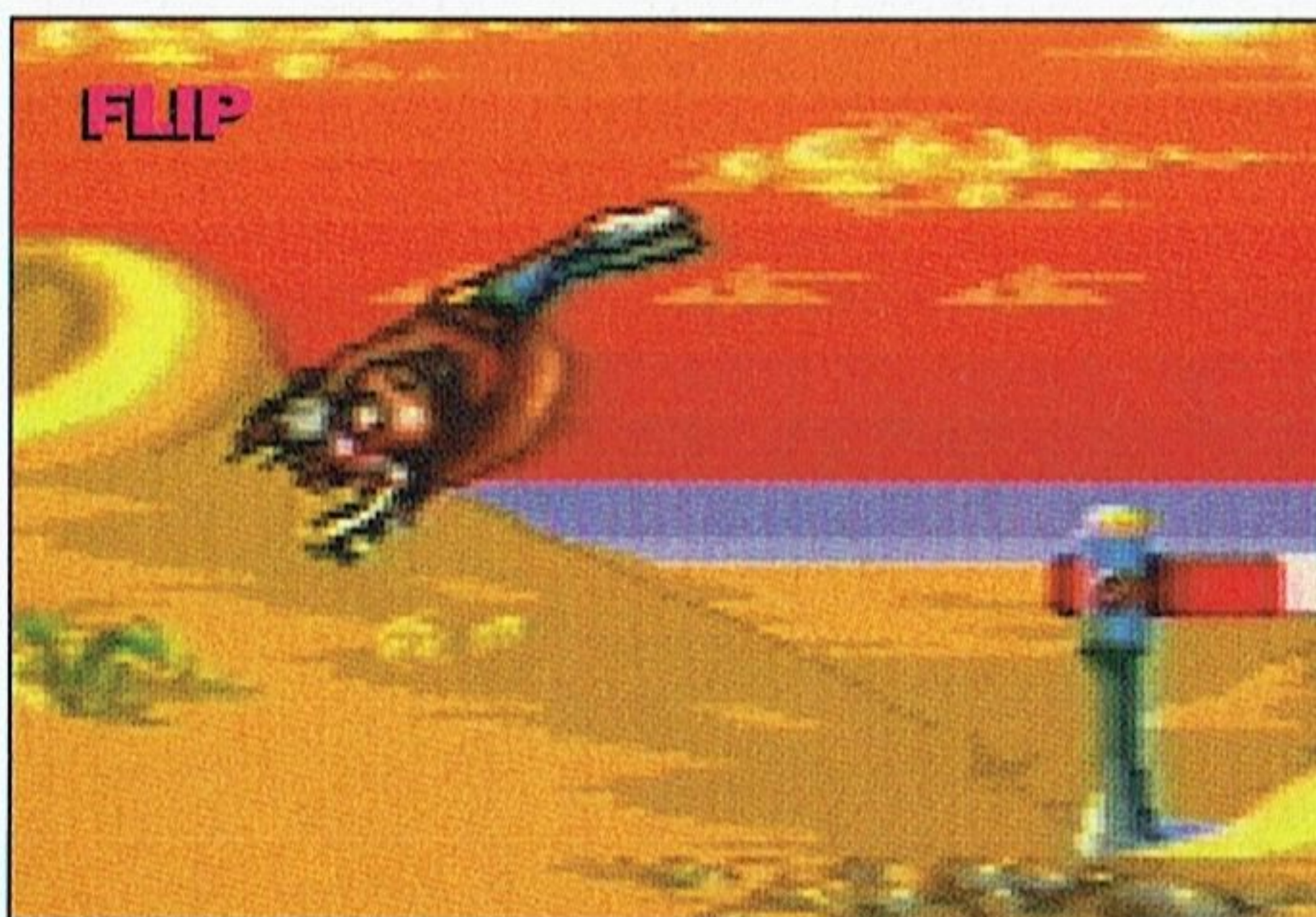
▲ Hitting the jump button twice spins Zero to greater heights. Essential for getting up to higher platforms and leaping spikes.



▲ The trickiest movement but the most important. A combination of button pushing will get you places too high to jump.



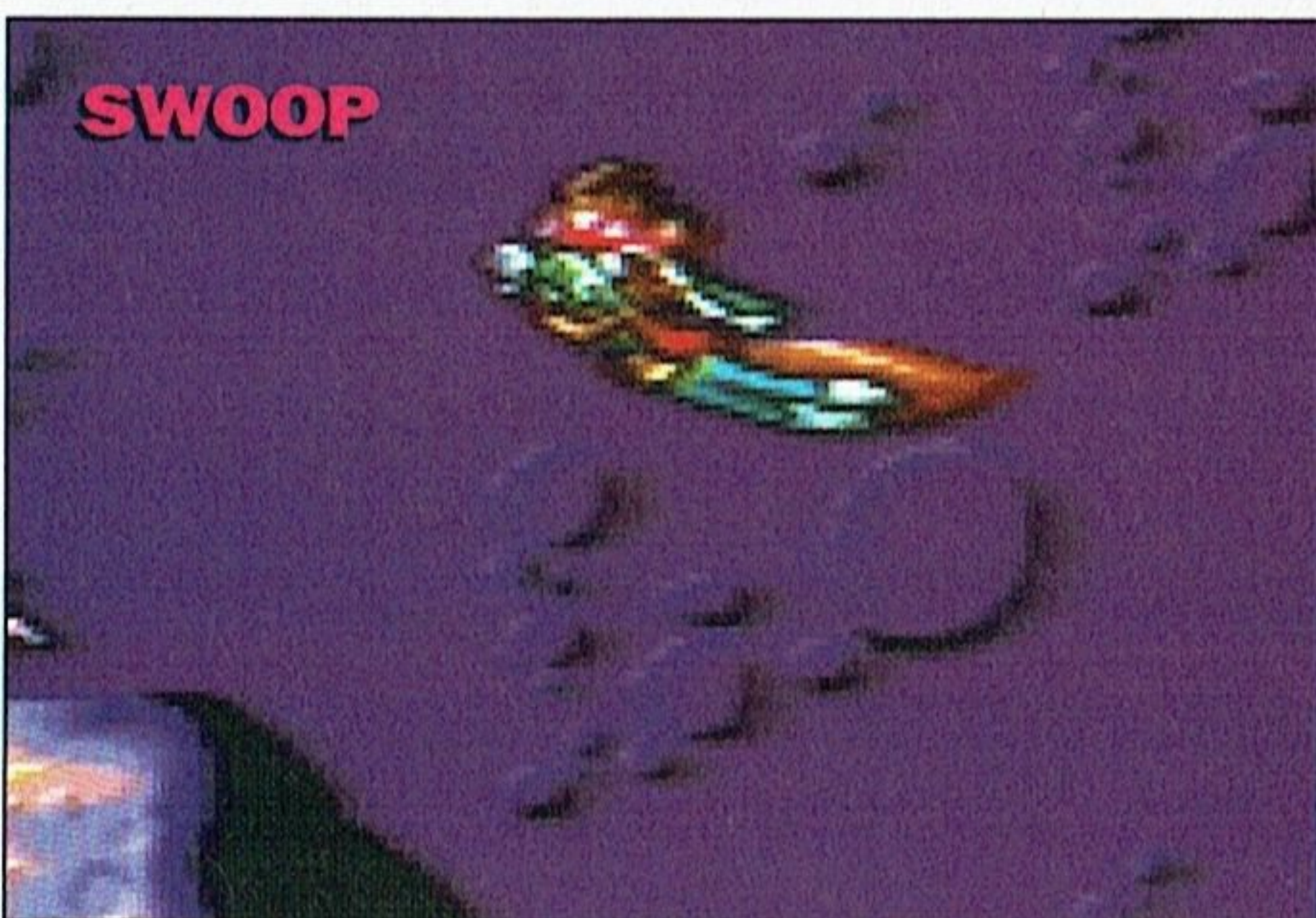
▲ Used when Zero runs out of throwing stars and to chop ropes for balloons and bridges.




▲ The least-used move which enables you to leap over spikes.



▲ Collecting throwing stars scattered around the playing area allows you to hit baddies from a distance. But be careful, it doesn't work on all enemies.



▲ A short flight to speed underneath things or over gaps with ledges hanging overhead.

second opinion 

I liked Zero. He may be cutesy but he's got attitude and actually kills things with those death stars of his. If you haven't completely overdosed on platformers already, then this is one of the better offerings. ADAM

78%

Word

GRAPHICS
Smooth scrolling and a large variety of sprites. Lots of background detail and clear pick-ups too.

8

SONICS
The music is boppy and the sound effects are numerous, but it's nothing to get over-excited about.

7

PLAYABILITY
The controls take a bit of getting used to but once you have, it's a fun romp.

7

STAYING POWER
The gameplay should keep your attention but unlimited continues and some time on your hands will give this squirrel a short life span.

7

OVERALL
A platformer with some novel bits but the squirrel is still no match for the hedgehog.

70 PER CENT

Mr Nutz



VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Ocean
PRICE: \$99.95
SIZE: 16 megabits
PLAYERS: One

More squirrel japes. And it's sending Peter Burney nutty.

Here at Megazone, we're getting a little tired of cutesie characters who bounce on cutesie baddies in cutesie surroundings. Don't get us wrong, this looks good, the sprites have a nice feel to them and backgrounds are multi-scrolling and beautifully drawn, but it really falls down in the gameplay department.

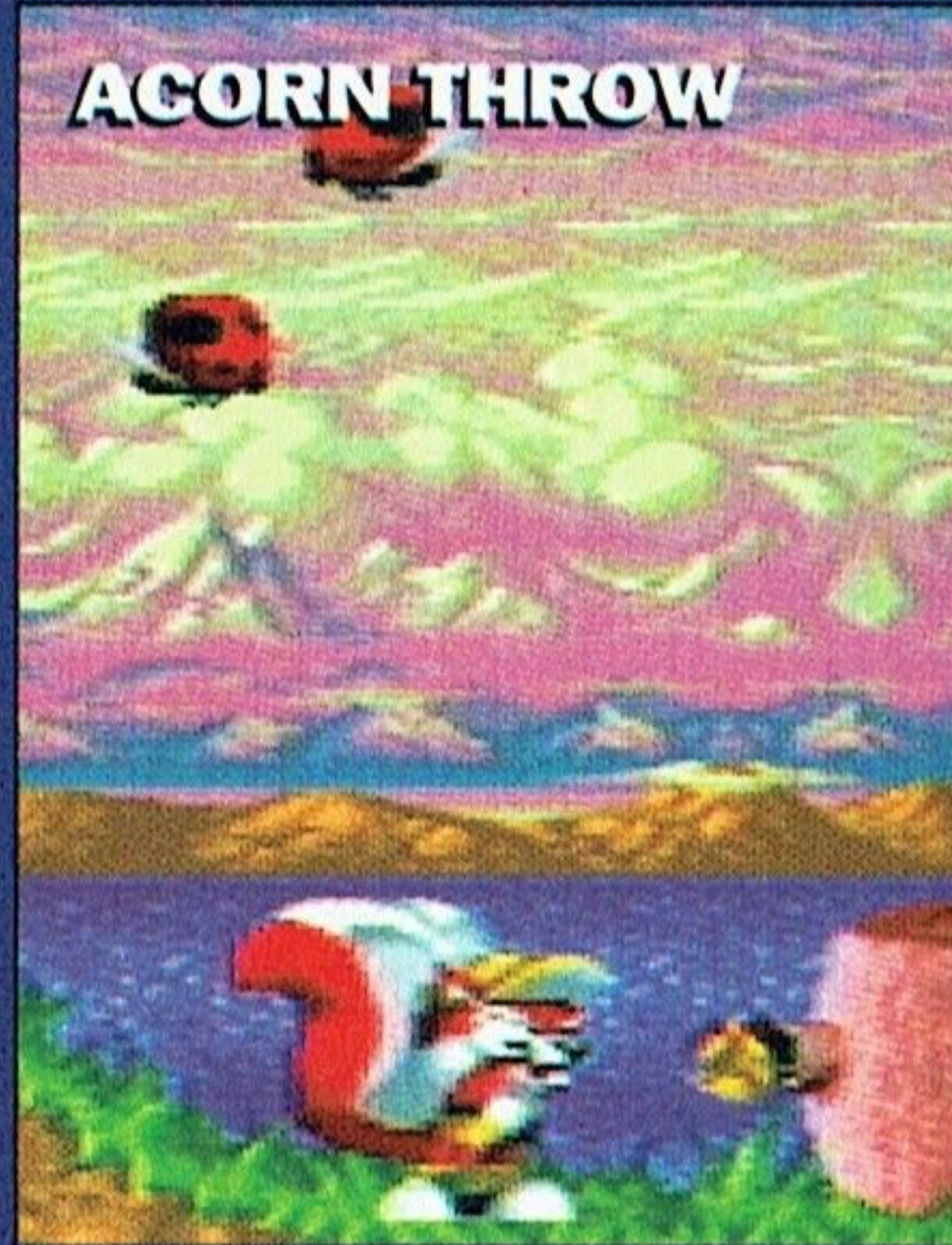
Obviously designed for the younger player, there are only two pick-ups and a simple bounce attack, nut throw, and tail swish to sweep away baddies.

There are five levels in each stage with the obligatory end-of-level boss in the last. All are quite long but, sadly, fairly repetitive and it lacks incentive to play on. And whizzing through them will only get you killed; precision and patience is what it's all about.

A Mickey Mouse wanna-be, Mr Nutz will have the youngsters amused for a while, as for the rest of us, well... you may be forgiven for confusing this squirrel with a skunk. It stinks. **M**

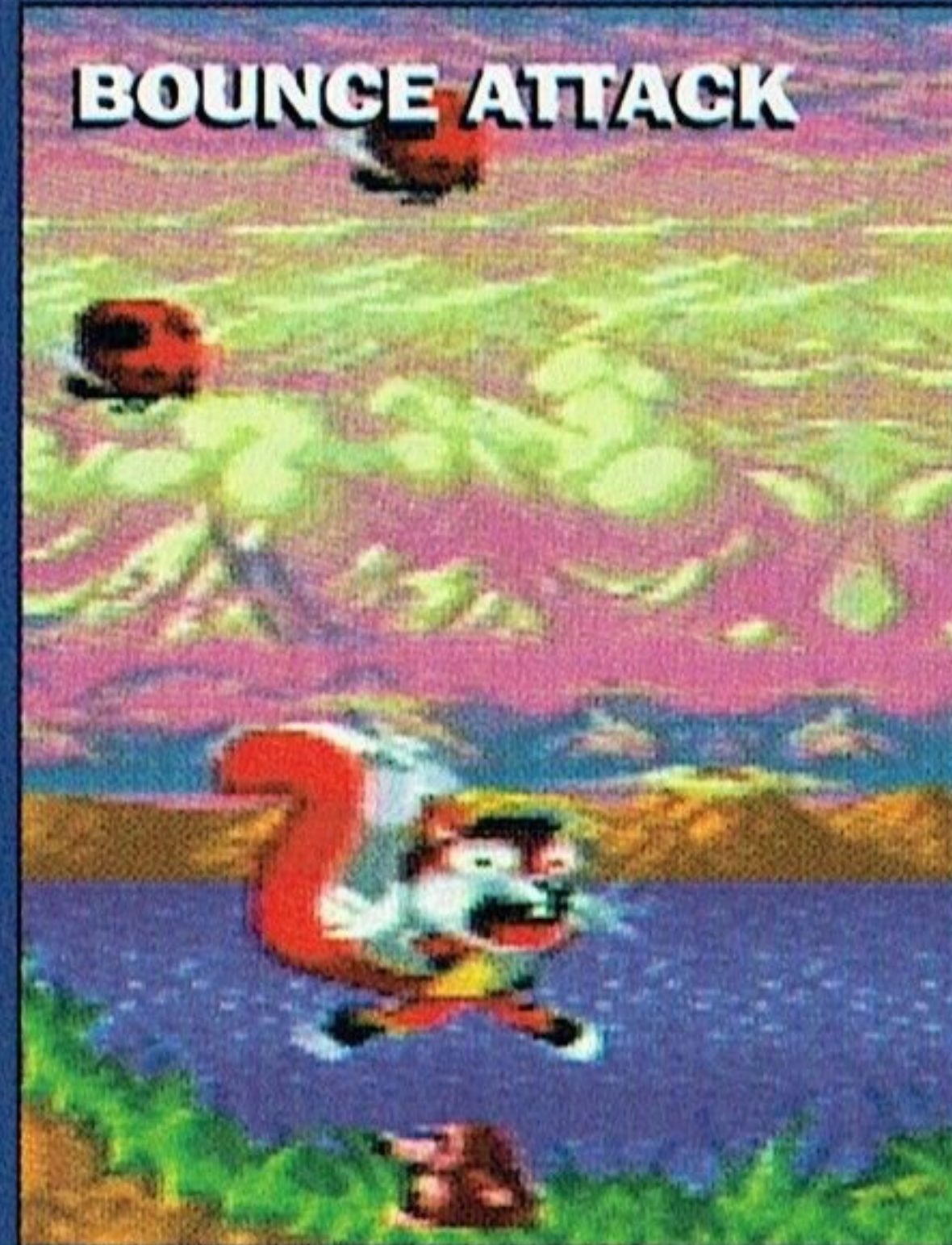
Nutz attackz

Mr Nutz has three basic attack moves to perform and help him pass the many lovable *Play School*-type sprites who want to crack his skull.



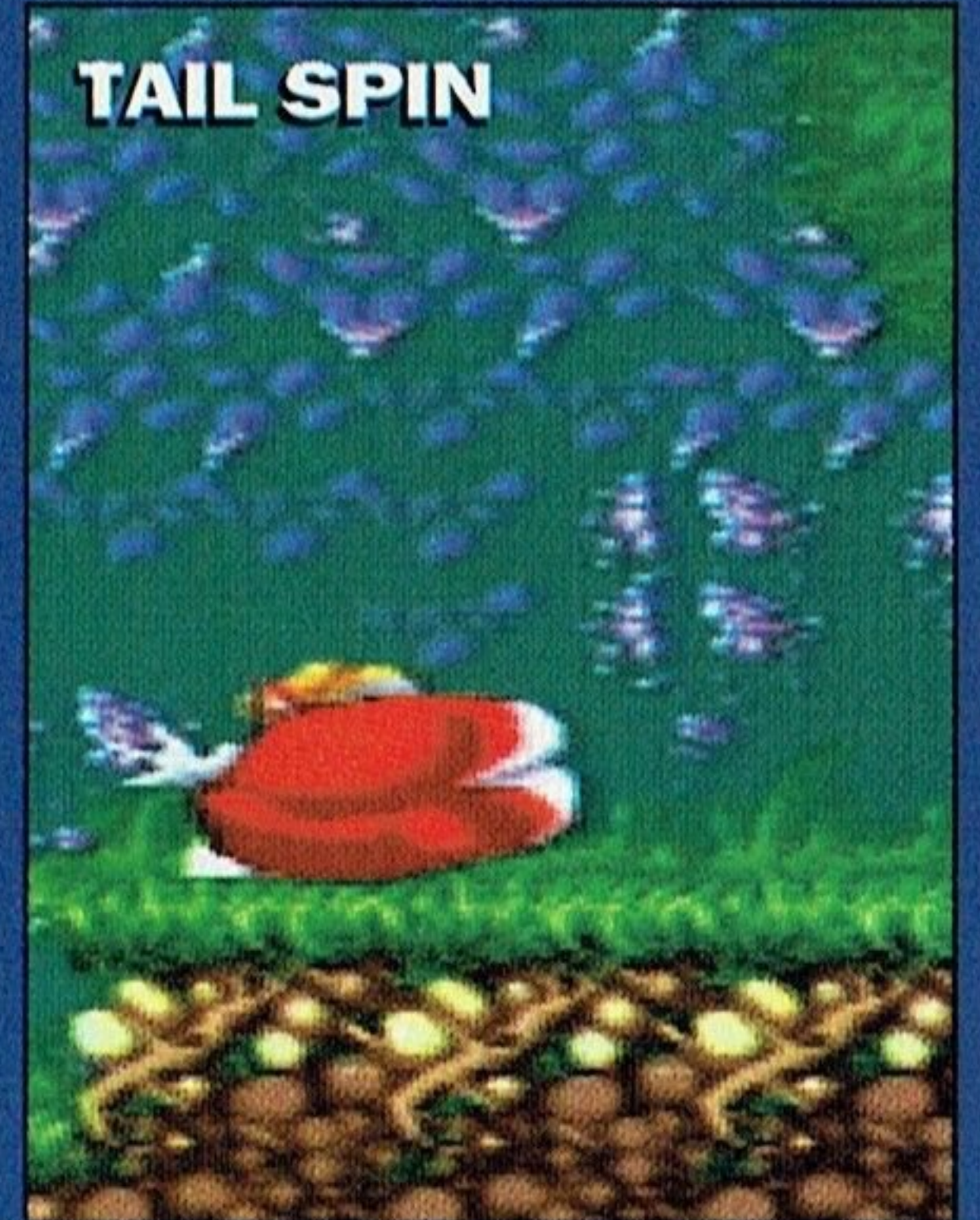
▲ Scattered around the playing area are acorns for Mr Nutz to collect and throw at baddies.

Megazone Tip: Save your nuts for tougher areas with flying baddies or caterpillars which are tough to bounce on.



▲ A simple jump on most baddies will kill them instantly.

Megazone Tip: Some baddies require more than one bop on the head.



▲ Used for ground baddies and requires only one swish.

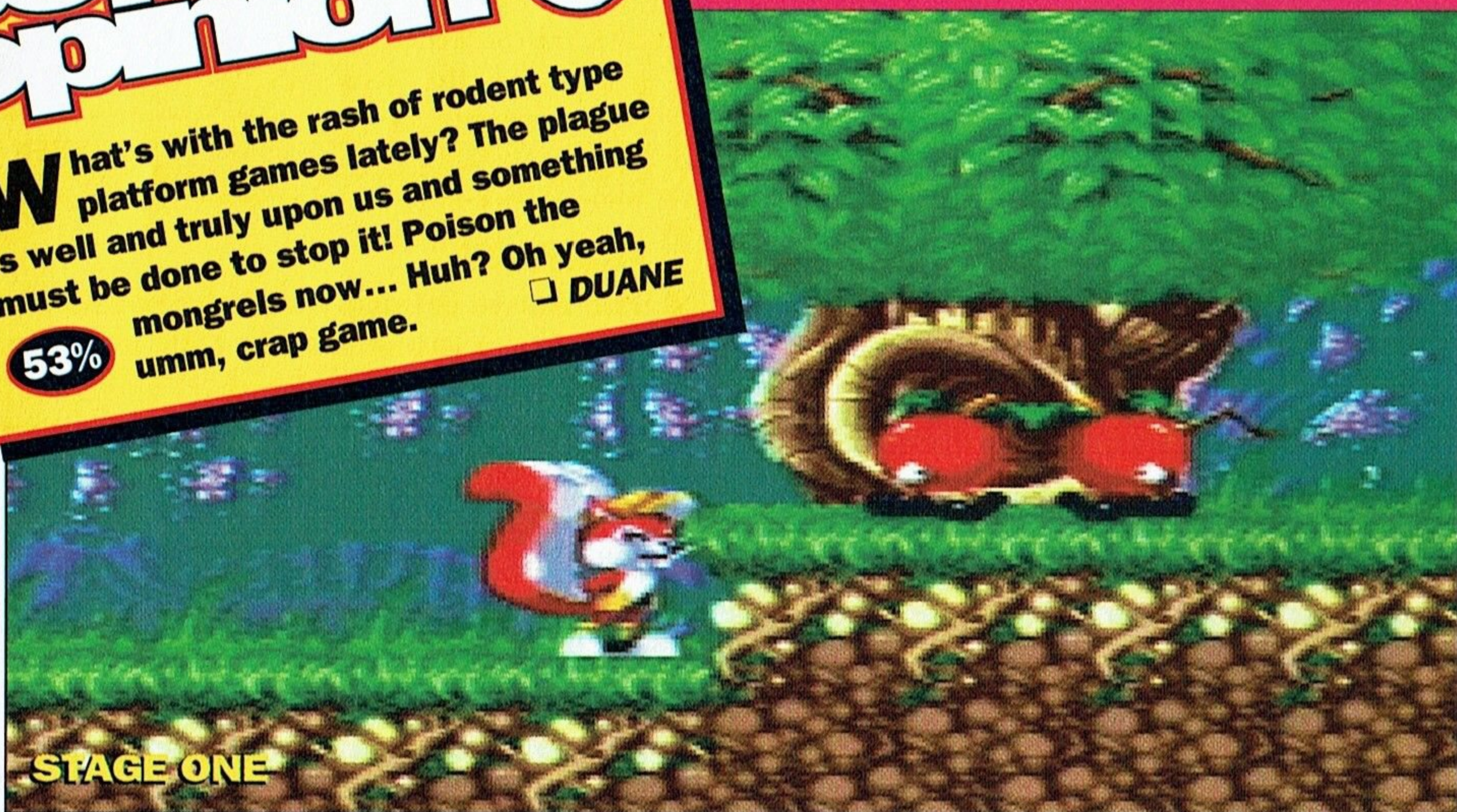
Megazone Tip: Use this on caterpillars if you have no acorns.

second opinion 

What's with the rash of rodent type platform games lately? The plague is well and truly upon us and something must be done to stop it! Poison the mongrels now... Huh? Oh yeah, umm, crap game. **DUANE**

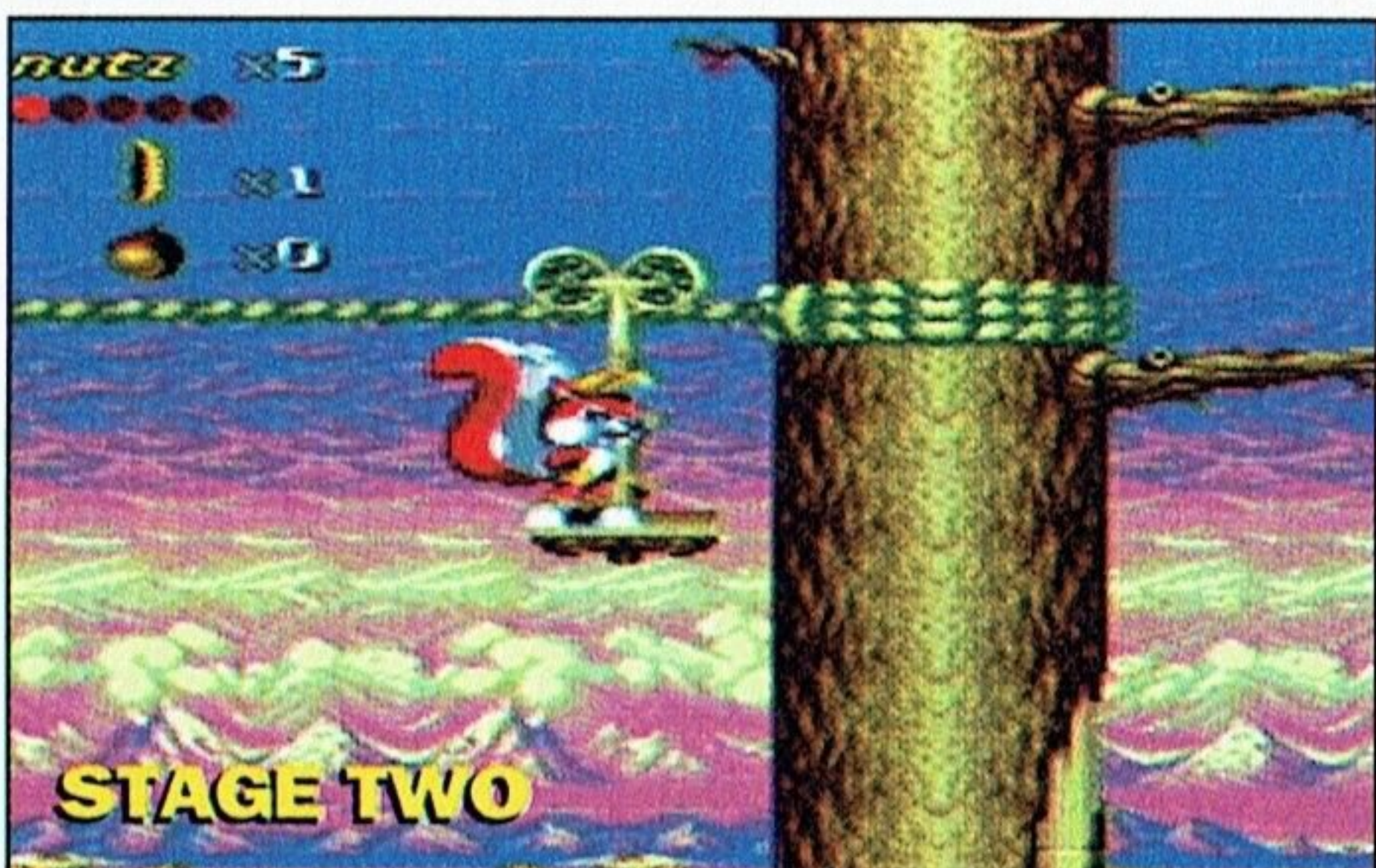
53%

Same difference



The areas in the game look quite different as you travel through woods, up into the trees, through the clouds and beyond. Sadly, though, the gameplay remains the same with nothing new to keep you from hibernating.

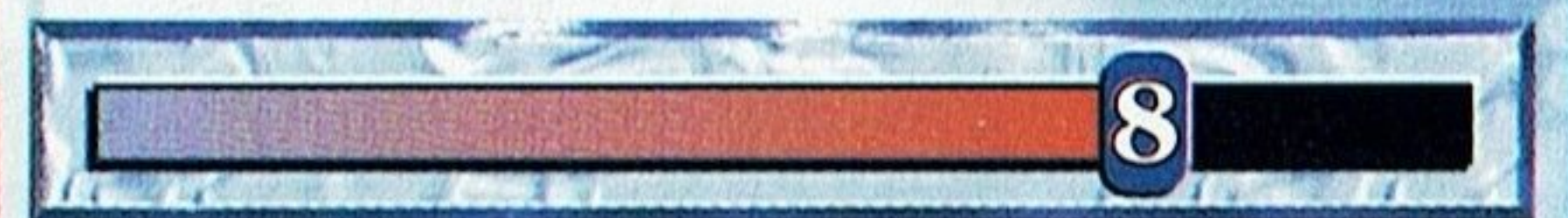
Megazone Tip: Stage Two password: MAGICS



Word

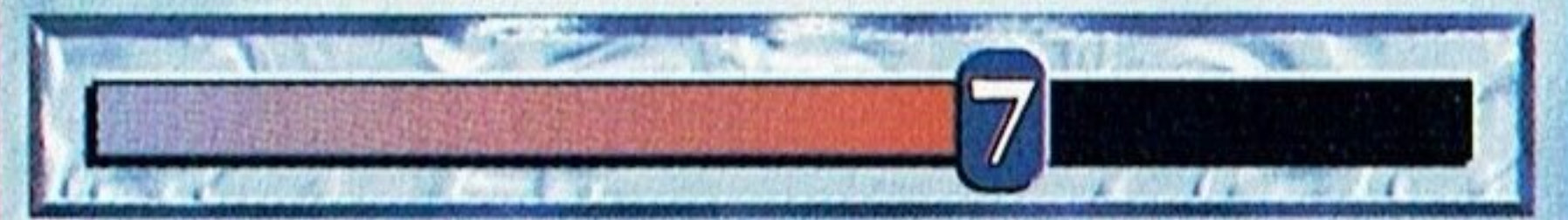
GRAPHICS

Beautifully drawn sprites and backgrounds. Smooth scrolling and a real *Romper Room* feel about it (if you're into that sort of thing).



SONICS

Music is smooth and original and varies from stage to stage but other sound effects are limited.



PLAYABILITY

The controls are made for a kid and this will soon drive you nuts.



STAYING POWER

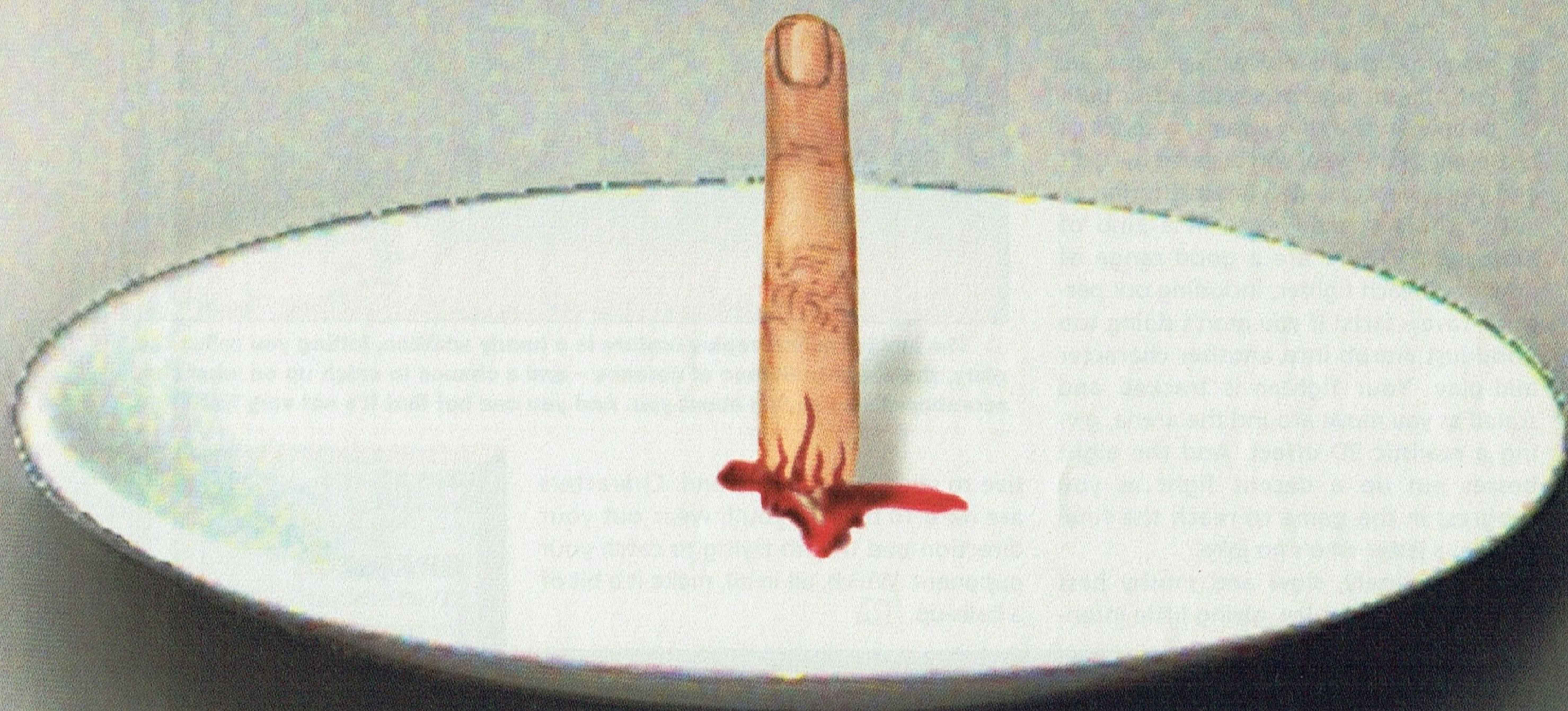
All too quickly the repetition irritates; you'll want nuttin' else to do with it.



OVERALL

Great looking, but such simplistic controls and straightforward gameplay make it most suited to the kids. Or those easily confused.

64 PER CENT



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Give your diet of defeat the finger. Dial the SEGA Hotline. Everyday of the year, from 10.30am to 10.30pm our dedicated team of dishonest individuals are ready to teach you the fine art of cheating. Recorded info is also available around the clock. If you have MASTER SYSTEM, MEGA DRIVE, MEGA CD or GAME GEAR remember the motto; if all else fails... cheat.

BALLZ

VITAL STATISTICS

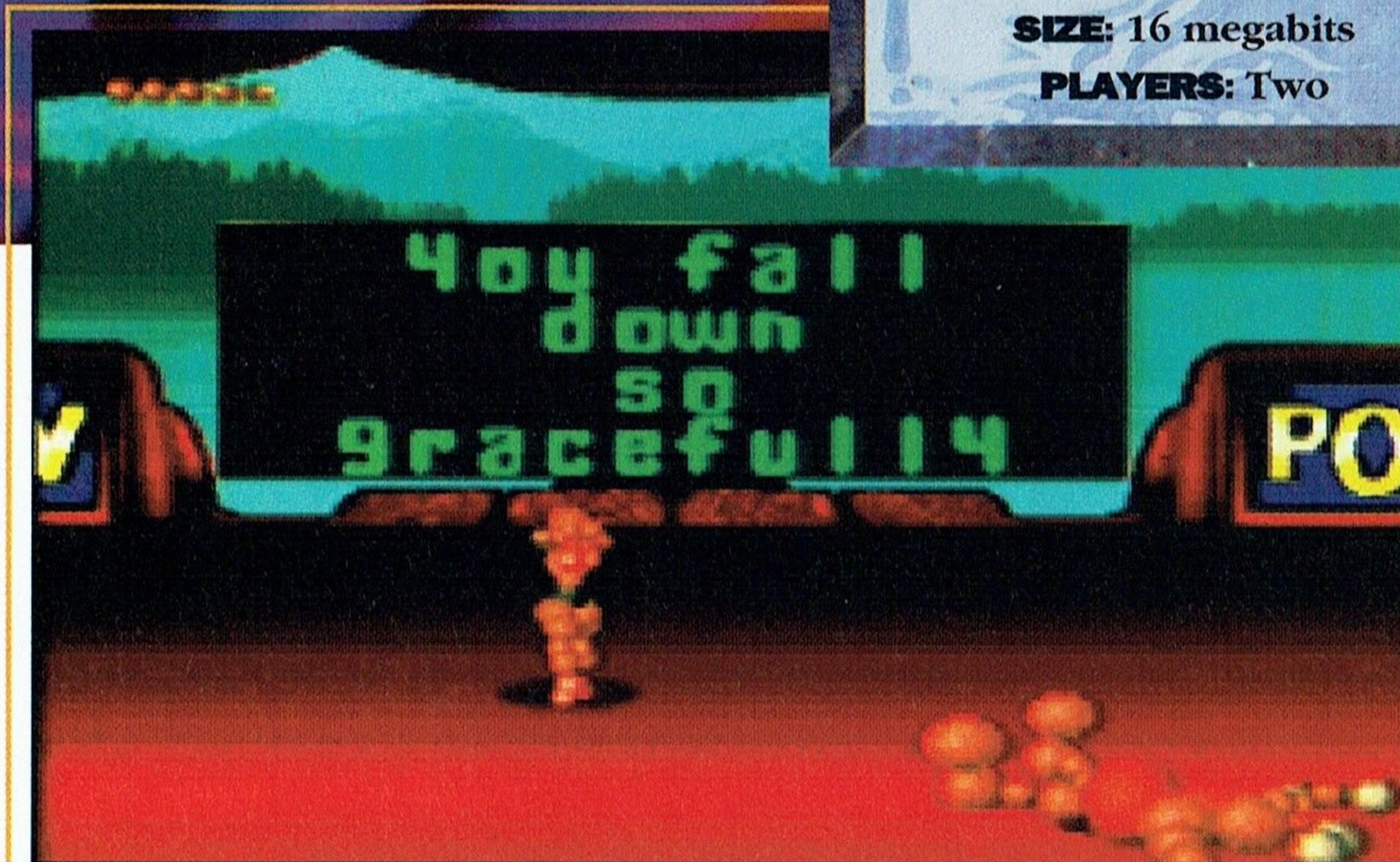
FORMAT: Mega Drive
TYPE: Beat 'em up
SUPPLIER: Accolade
PRICE: \$109.95
SIZE: 16 megabits
PLAYERS: Two

A short story where Mark Sariban nearly loses his marbles. If not more.

Imagine Michelin Man with an attitude. Put him, or one of seven other ball-people, in the ring against a series of bosses made of – yep, you guessed it – balls and you have Accolade's latest offering.

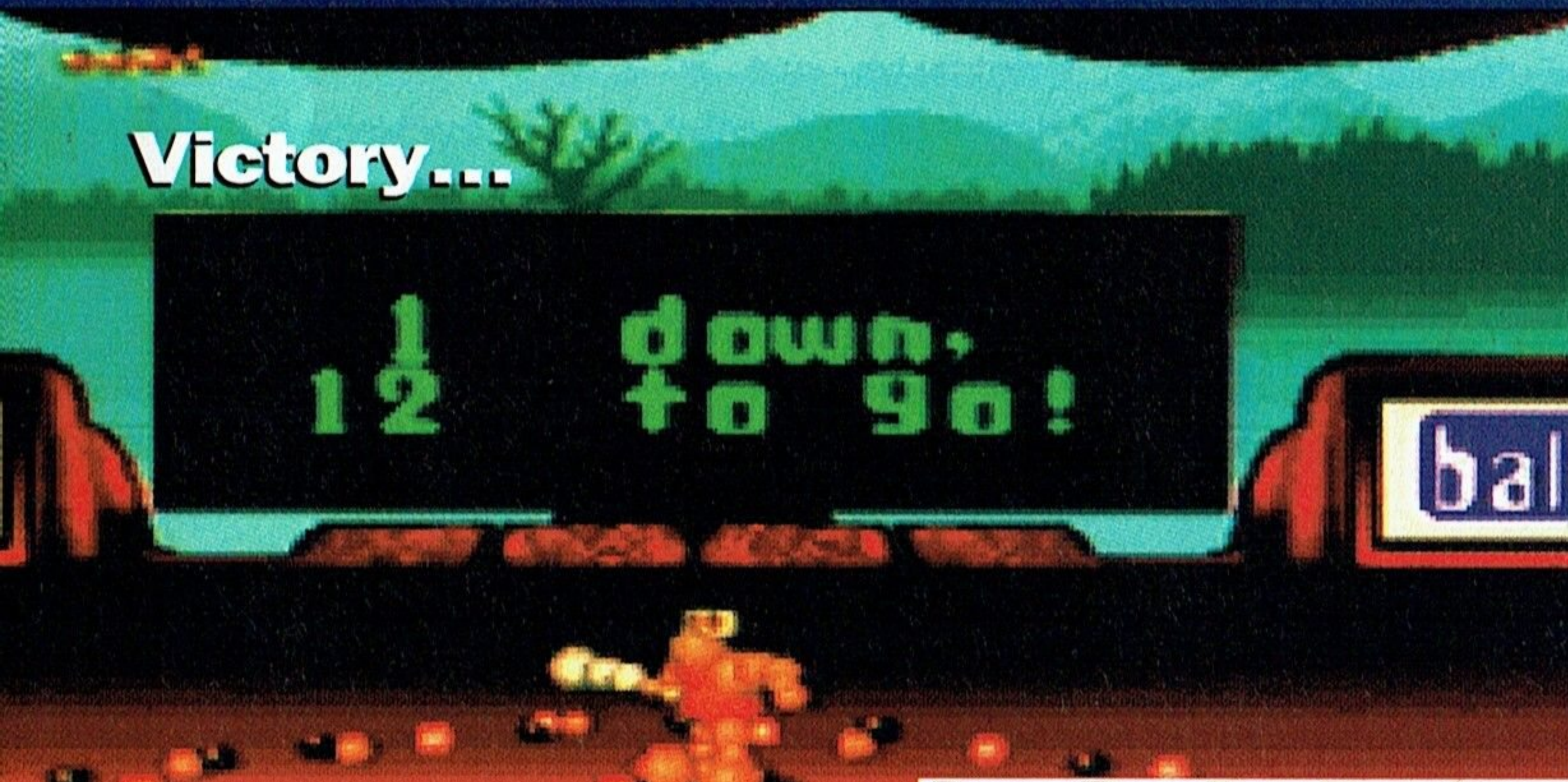
The characters are cute in a kind of lumpy way. There are a good range of attacks for each fighter, including our personal fave – farts! If you aren't doing too good just morph into another character mid-play. Your fighter is tracked and scaled as you move around the arena, giving a realistic 3D effect. And the eight bosses put up a decent fight as you progress in the game to reach the final baddie, a jester who's no joke.

Unfortunately, slow and mushy best describe the gameplay, giving little incen-




▲ The instant match replay feature is a handy addition, letting you relive the glory, the sheer brilliance of defence – and a chance to catch up on what the scoreboard was saying about you. And you can bet that it's not very flattering.

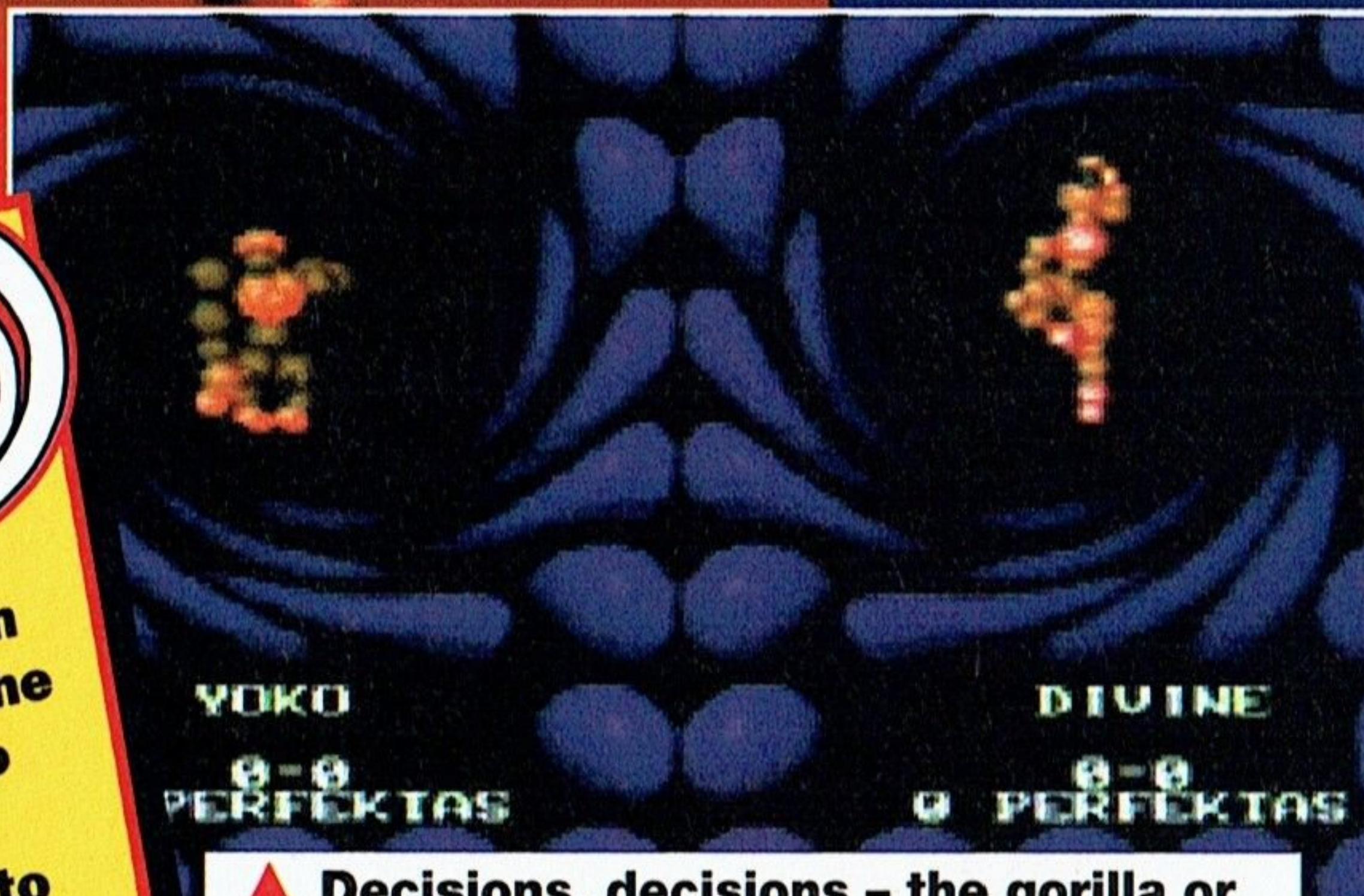
tive to stick it out to the end. Characters are hard to move – you'll wear out your direction pad thumb trying to catch your opponent. Which, all in all, make it a bit of a balls-up. **M**



◀ What? No blood? No scattered body parts? No fair, guys! It's pretty hard to get excited about a win if you can't cause visible PAIN, SUFFERING and HUMILIATION!

second opinion 

The game's title says it all really. An interesting and unusual twist on the beat 'em up theme, but it just fails to deliver in terms of gameplay. Super Street Fighter II has nothing to worry about. **60%** **ADAM**

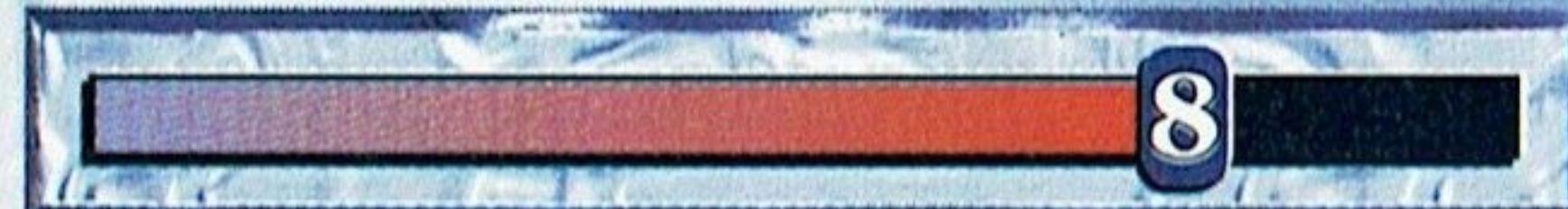


▲ Decisions, decisions – the gorilla or the ballerina? The characters range from human to a bug-like thing that comes from who knows where. All we know is that it has a big baseball bat and a swing to match.

Word

GRAPHICS

3D effects and scaling well done. As for the characters... well, they are ball figures after all.



SONICS

'Oomphs' and 'aahs' instantly irritating. Background music bearable at best.



PLAYABILITY

Getting in range of opponents takes practice. It's like fighting a punching bag with legs, only not as much fun.



STAYING POWER

Good for one great night in, but that's about it.



OVERALL

Interesting idea that simply didn't translate into a righteous game. *Ballz* is cute but that's not enough to maintain interest for very long.

65
PER CENT

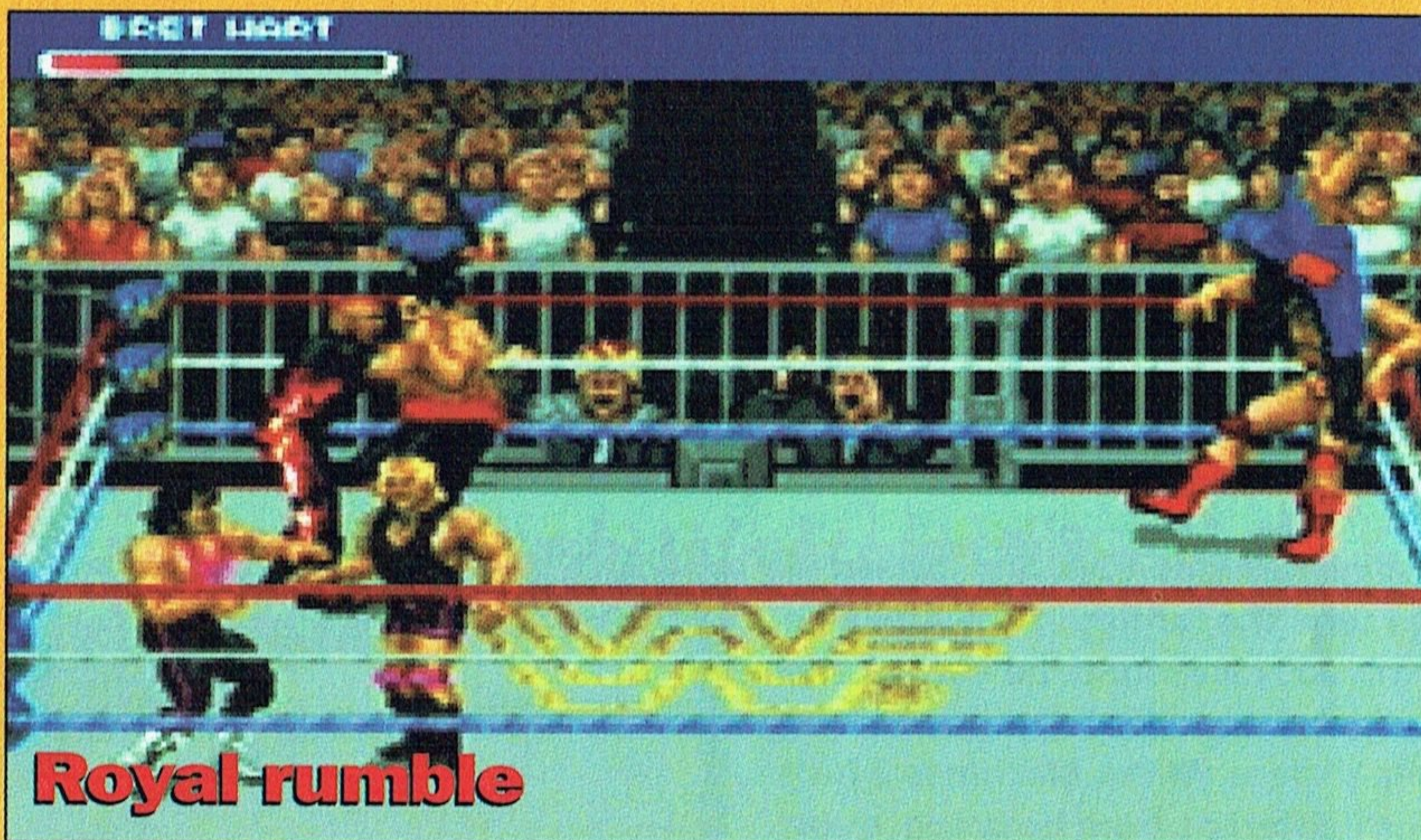
WWF Raw

Dressed in spangly pants and big boots, Virode Intarnasan looks for a big bloke to cuddle.

Based on the *Monday Night Raw* television programme from a country somewhere or other, *WWF Raw* is the latest wrestling sensation to hit your Mega Drive. Sponsored by the World Wrestling Federation, *WWF Raw* contains the so-called 'cream' of today's favourite wrestlers including the menacing Undertaker, the egotistical Lex Luger and the sexy sumo himself, Yokozuna.

The first thing that impresses you with *WWF Raw* is its wealth of options. Choose the types of games (one on one, tag team, Royal Rumble, survivor series and raw endurance), the type of knock downs, the artificial intelligence (*Irony alert - Ed*) of your opponents and the characters you wish to play. Best of all is that *WWF Raw* supports six-button joypads giving players access to a host of easily accessible moves.

WWF Raw is a wrestling lover's dream. It is well presented and is high on excitement and thrills. Its only problem is that in a one-player game, it becomes rather tedious as fights often degenerate into a button bashing marathon (not healthy on those gaming fingers). If you enjoy wrestling, this game is definitely for you, for the rest... suck eggs. **M**



Royal rumble

▲ The best feature of *WWF Raw* is that it allows up to four players to compete in an amazing royal rumble extravaganza. For those uninitiated with wrestling, the 'Royal Rumble' is where 12 wrestlers enter the ring and the winner is the one left standing at the end. As with other multi-player games, this ability to fight and destroy your friends highlights *WWF Raw's* playability.

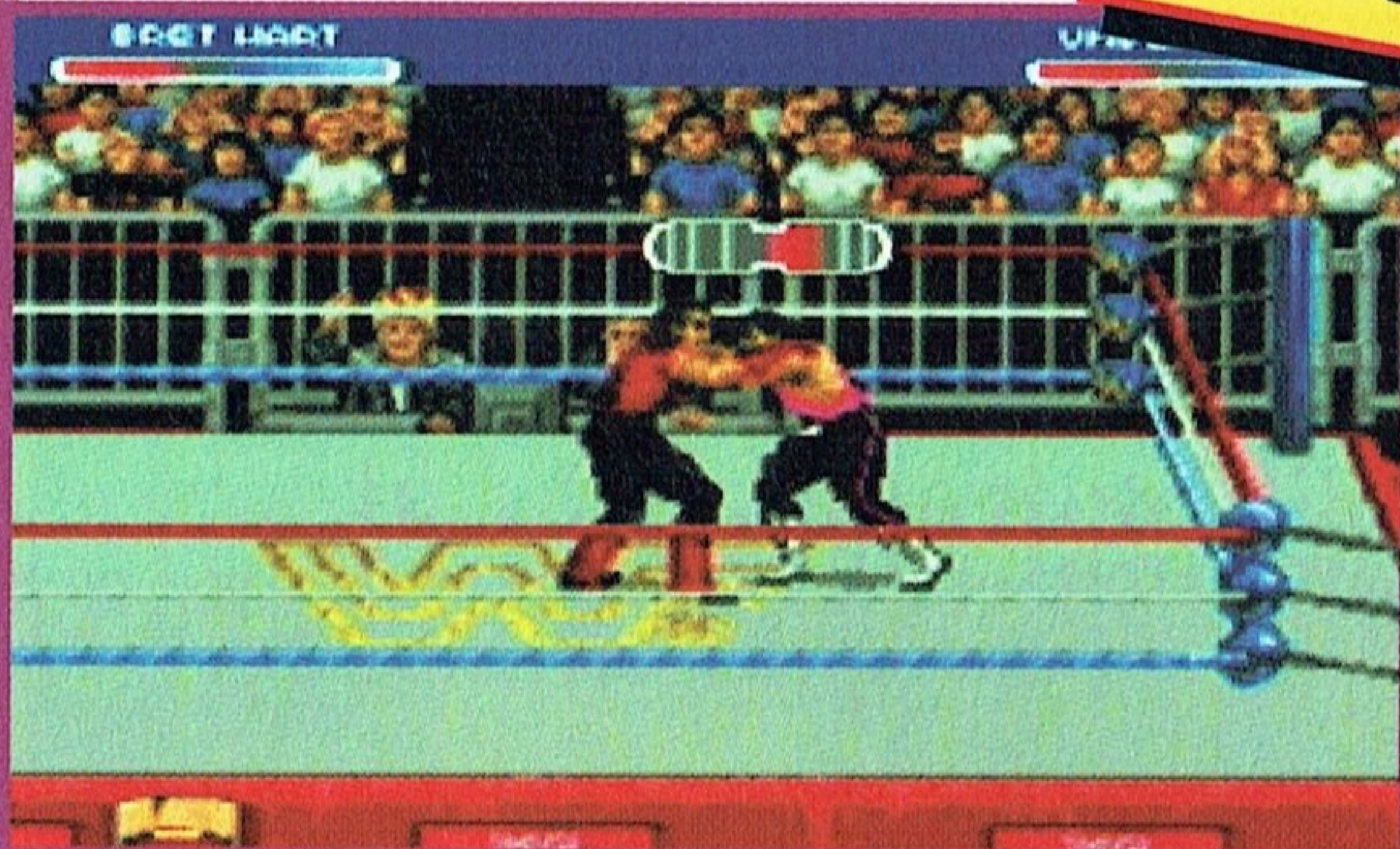
Second Opinion

A different angle from the standard martial arts beat 'em up, but a beat 'em up nonetheless. It's unlikely that this game will convert the unconverted to this glitzy form of fighting.

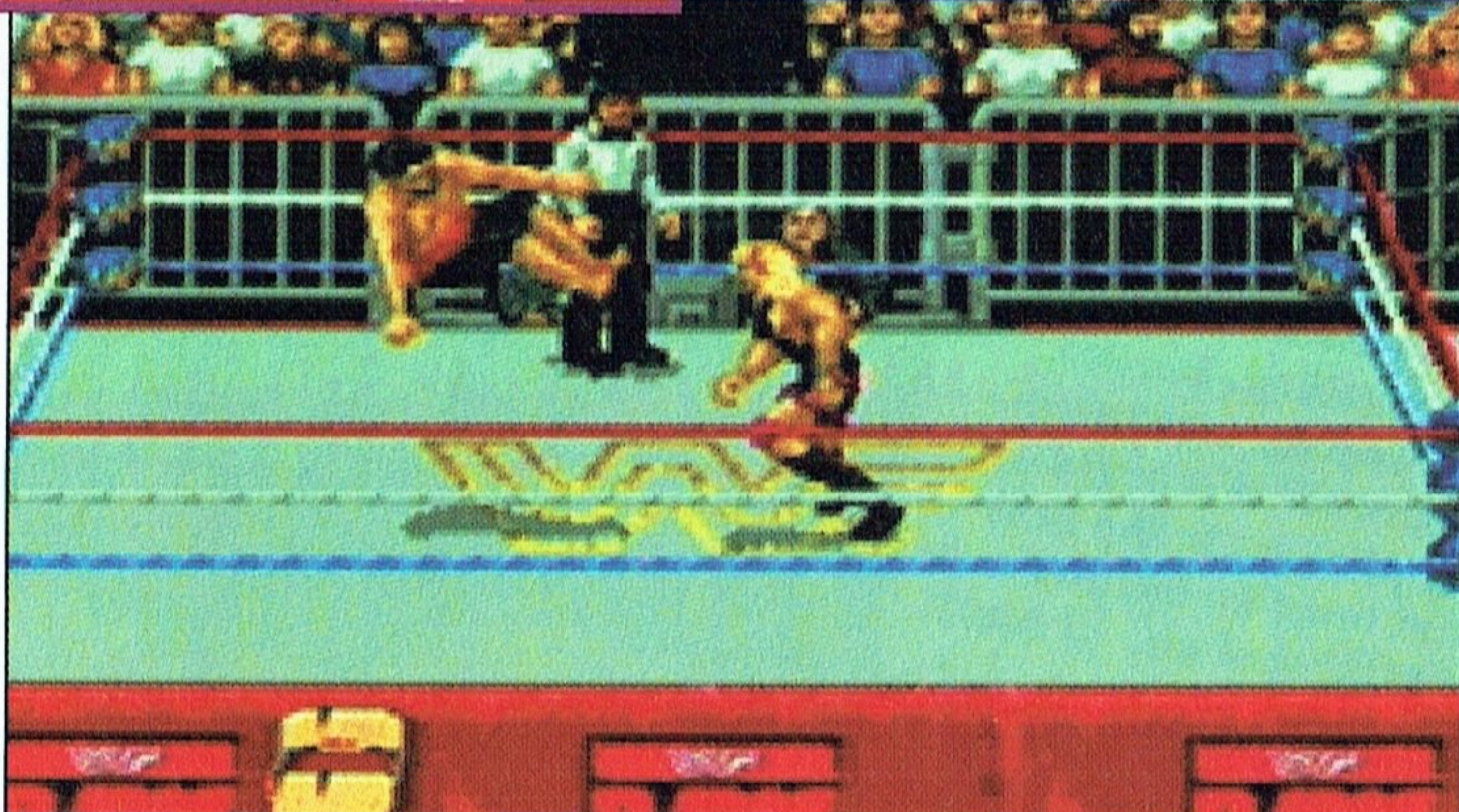
65%

ADAM

◀ When characters are interlocked an energy bar appears and from then on in, the one who taps his buttons the quickest wins. Just like life, really, isn't it?



► Each character has four standard moves and one special move. We at Megazone have decided to make special mention of the very deadly, yet glamorous, drop-kick. (Don't attempt this one unsupervised, kids.)



VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Sports

SUPPLIER: Acclaim

PRICE: \$129.95

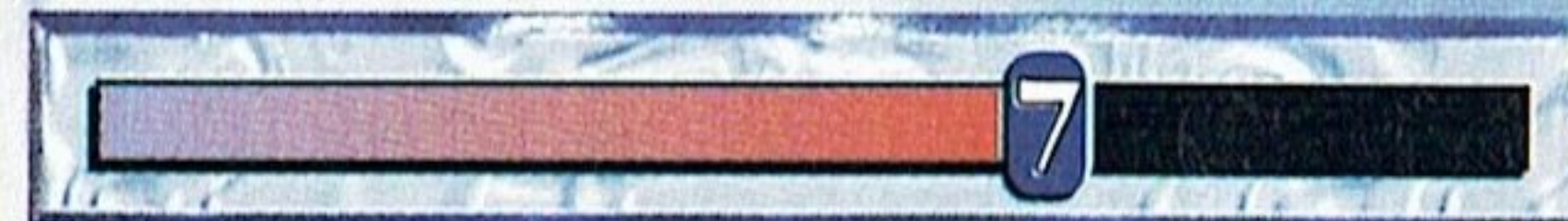
SIZE: 16 megabits

PLAYERS: Four

Word

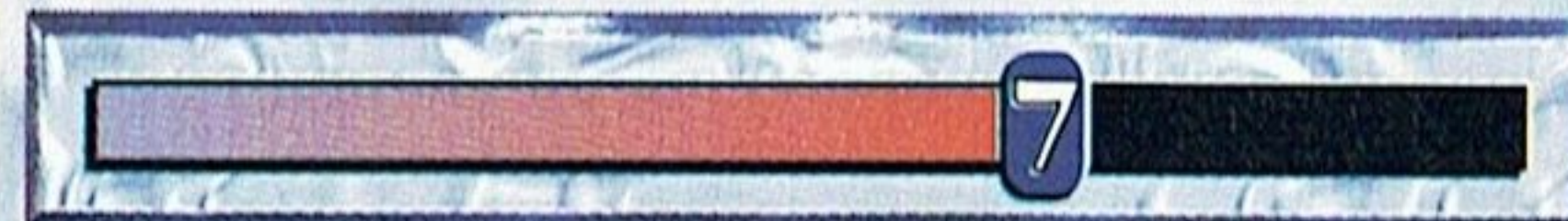
GRAPHICS

Characters are detailed and smoothly animated. The digitised pictures of each wrestler are hot.



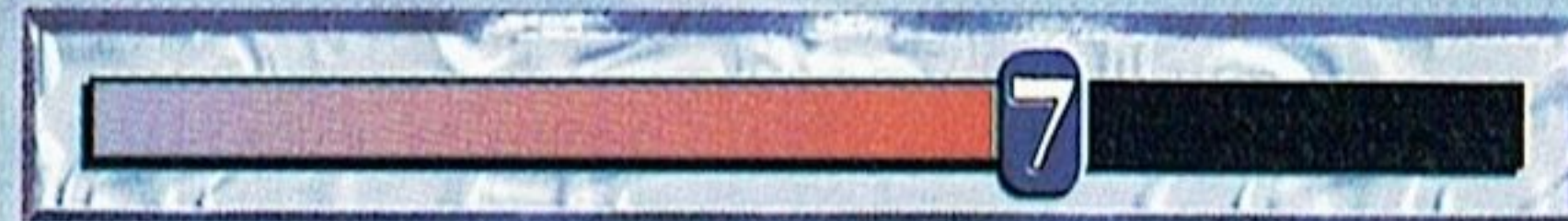
SONICS

A great thumping soundtrack and spot-on sound effects create an exciting and thrilling atmosphere.



PLAYABILITY

Accessible moves mean anyone can pick up the game and play it. The multi-player option is a great addition.



STAYING POWER

With a friend, you will be entertained for a long time but otherwise this game gets rather tedious and boring.



OVERALL

The best wrestling game on the market. The only question: is anyone really interested in wrestling these days?

68
PER CENT

Micro Machines 2

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Racing
SUPPLIER: Codemasters
PRICE: \$139.95
SIZE: 12 megabits
PLAYERS: Eight (!)

"Never drink and drive," says Adam Waring. "You'll only spill it."

It's a year since the original *Micro Machines* hit the Mega Drive (and proved itself to be one of the most addictive games in the cosmos). Now there's *Micro Machines 2*.

It's a racing game, but forget the latest high-tech F1 monster, what you race here are the miniature kids' toys. And instead of tearing round the tarmac in the Adelaide Grand Prix, you race round the kitchen, the tree house and even the toilet bowl.

On the surface, *Micro Machines 2* isn't that much different from its predecessor; obviously the tracks and some vehicles are different, but the basic game mechanics are the same. This is especially true in one- and two-player games. It really is just the bells and whistles that do anything to alter the gameplay.

But what a difference they make! There are so many options that there's plenty more to do than play the 'standard' Challenge game. Biggest of these is, of course, is the ability to have up to four players taking part simultaneously (eight in a special joypad-sharing mode!), thanks to Codemasters' innovative J-Cart.

There is a wider range of vehicles, each with their own handling characteristics – check out the quad bikes for a really wild ride. And there are a total of 54 tracks – double that of the original game.

No game's perfect, and the biggest frustration here is with the one-player Challenge game. It's nigh-on impossible to win when you race on a new track for the first time as you can't see far enough in front to view what's coming up ahead (of course, the Mega Drive-controlled cars have no probs). This means that you get slightly further each time you play, only to waste all your lives on the newest track.

That aside, playing the head to head game against mates is excellent fun. No, really it is. We should know as we've spent far more time playing it than was really necessary. Even if it was for 'research' purposes. **M**

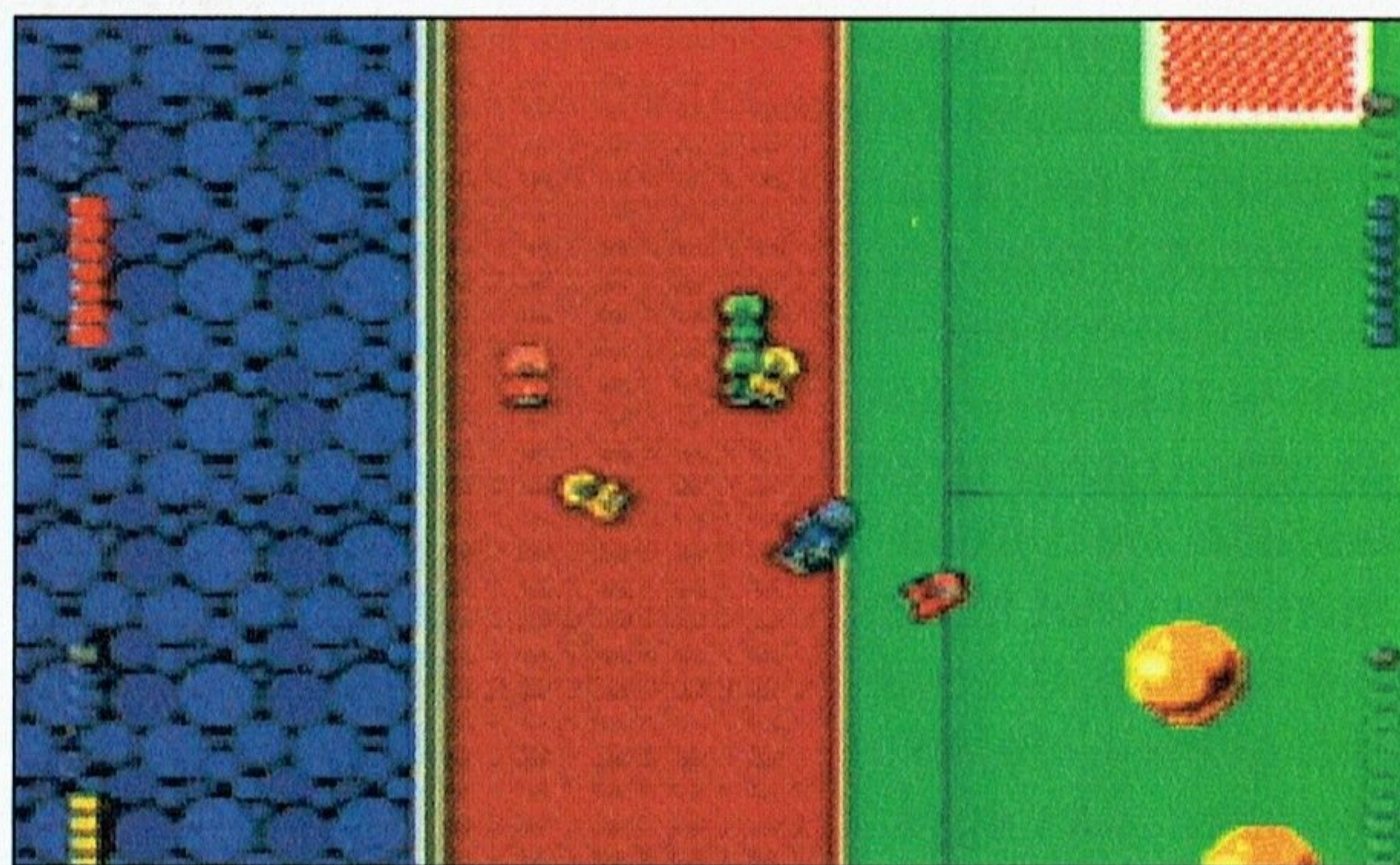
second opinion

The editor of this esteemed publication is a dirty, snivelling, low-life, gutter-dwelling, no-hoping, manipulating, exploitative, jerk-off of a scumball little cheat. And that's just in the first race. But at least he has his review of MM2 spot on. **90%** MATT



◀ There are oodles of unusual options in *Micro Machines 2*. In the four-player team game, you race in teams of two. You can also race in divisions and leagues. It's all these little extras that add value to the cart.

▶ A 'party play' option allows eight players to take part at once! You play in teams of two, with team mates sharing controllers, one using the directional pad, the other the buttons. The cars are always set to accelerate, you have the option to brake and steer. There's just one course in this mode. But it's a riot.



▼ Win three races in the challenge game and you enter this bonus round where you drive a big truck around and have to run over Mini Micro Machines as they appear. Pick up all 30 within the strict time limit and you're awarded with a much-needed extra life.

3 WINS BONUS!

EXTRA LIFE GAME

Race two, three, four

The best bit of the original *Micro Machines* was the two-player race. Thanks to the J-Card, now there can be up to four players simultaneously. It's this that really makes the game and brings out the bastard in everyone - nothing's quite as much fun as deliberately nudging your 'pal' off the track to plummet to their doom.

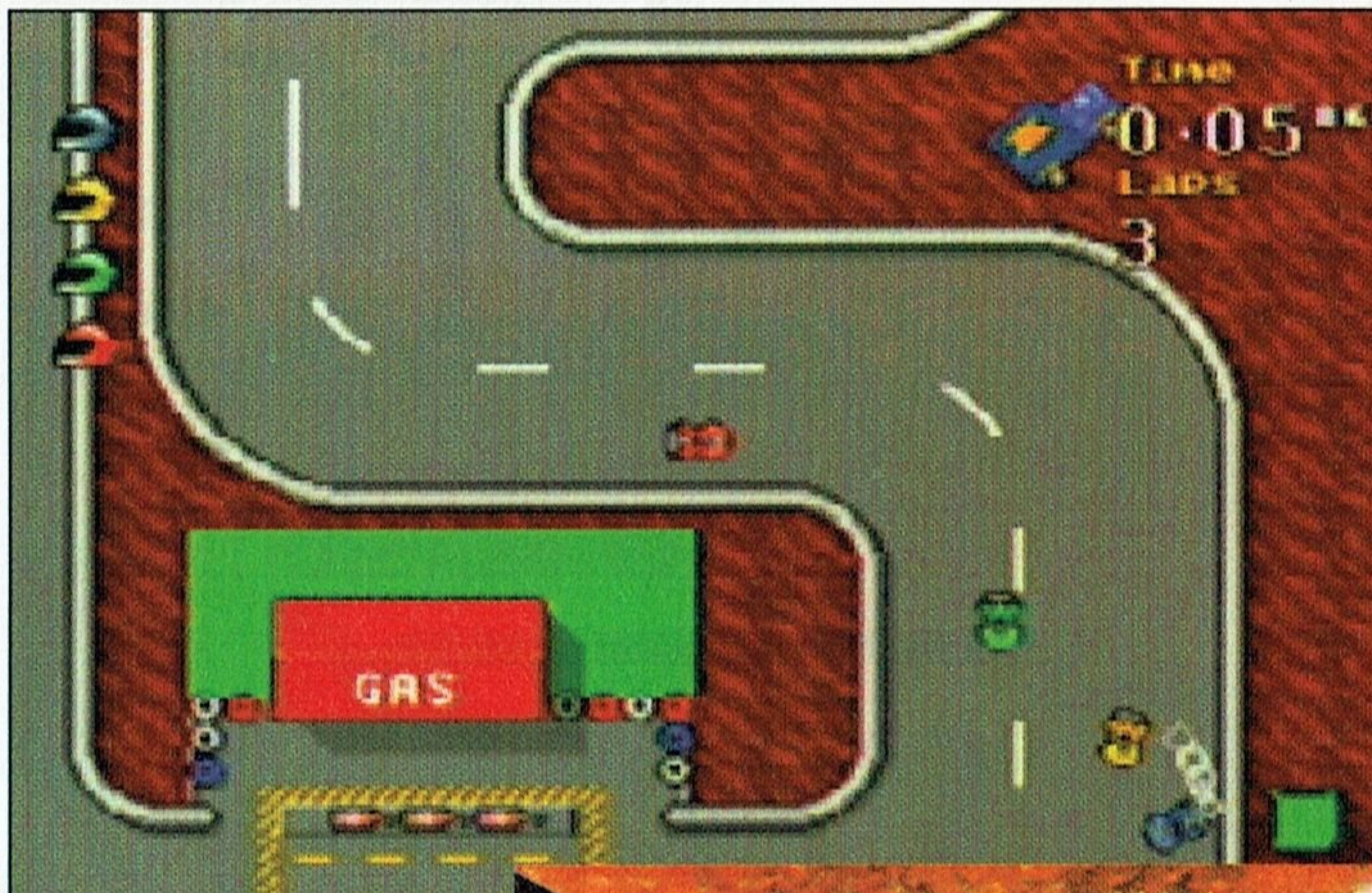
The screen scrolls to accommodate the cars until it can no longer show all at the same time, in which case the trailing player drops out of the race. The battle continues until there's just one car left on screen.

Each player has a point meter half full at the start of the game. Points are swapped between winning and losing players until one player's meter is full and the race is over.

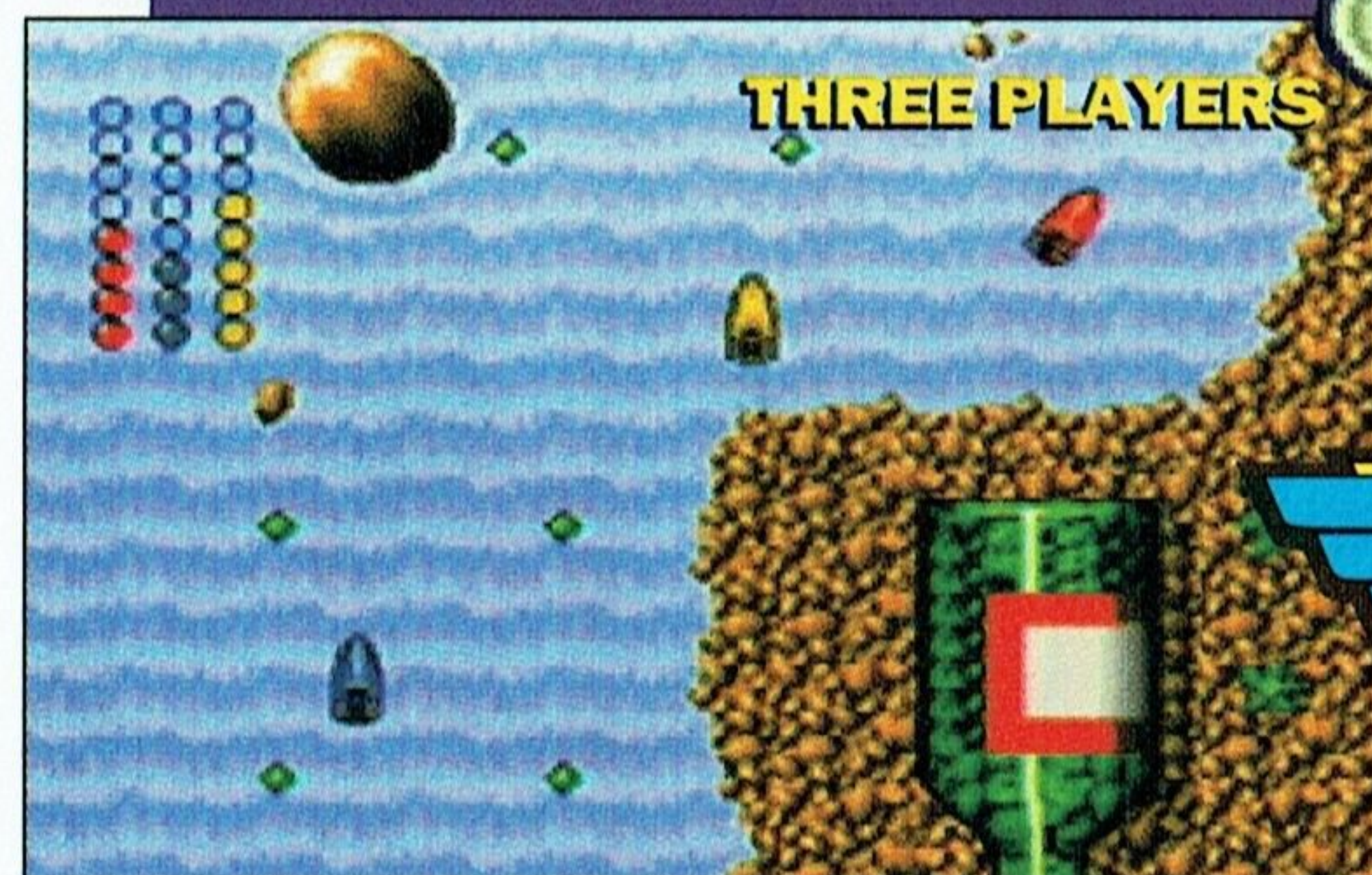
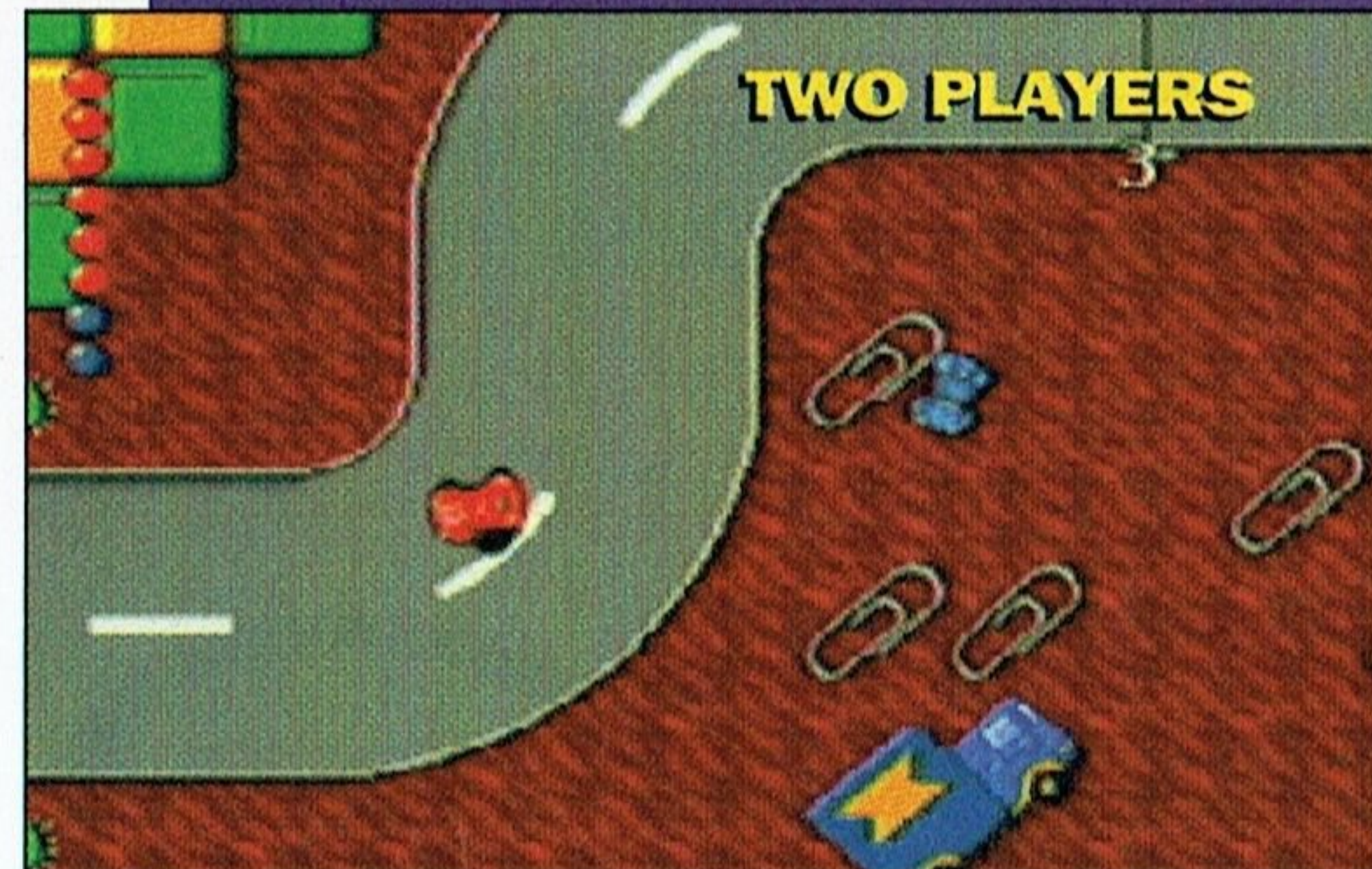


◀ The Time Trial option puts you on the track solo, with only the clock to beat. It's great fun shaving split seconds off your pals' best times. As you belt around the track, a 'ghost' of the previous record holder's progress races along so you can see just how close you are to being on target.

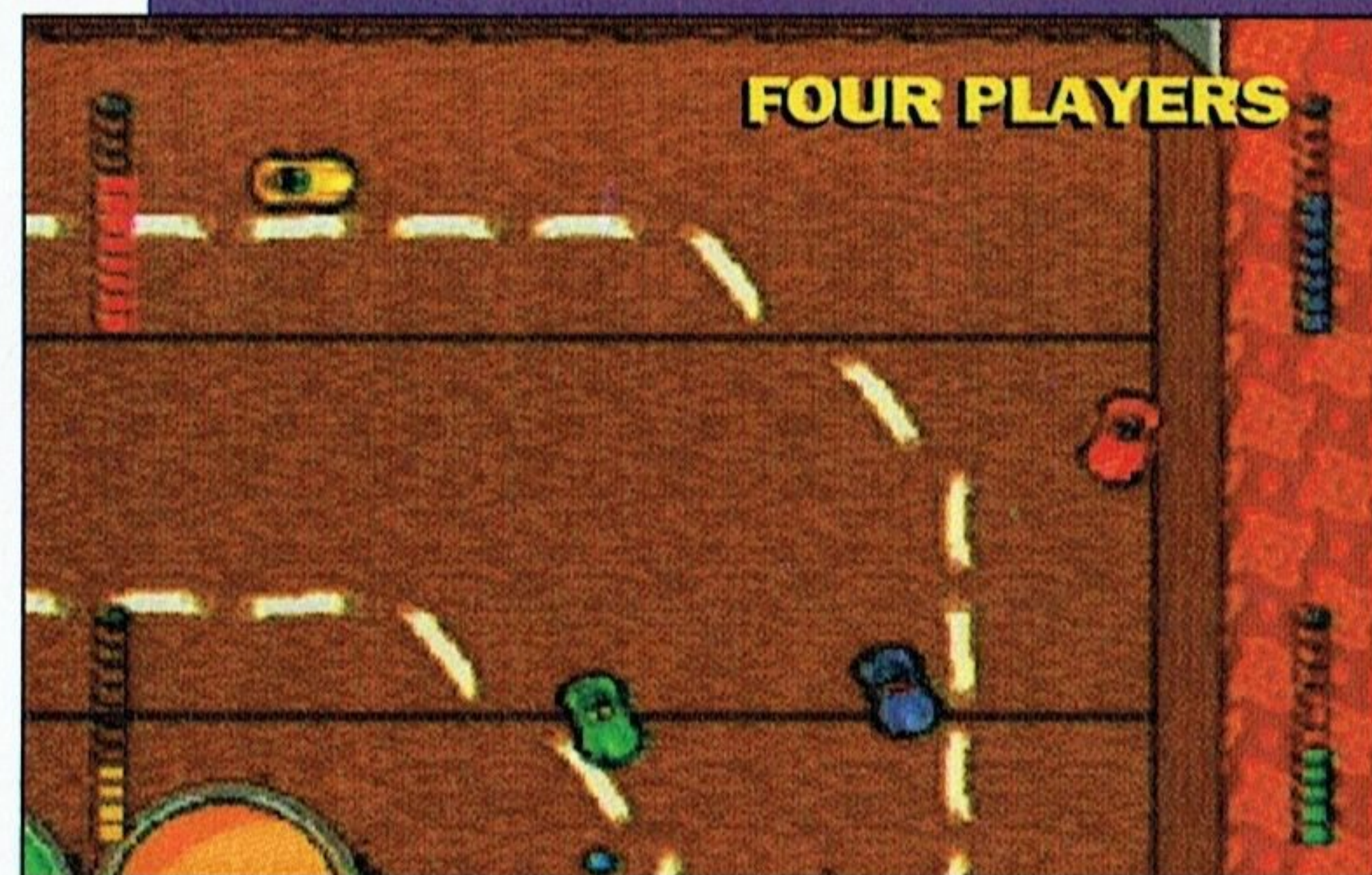
▶ Mini Micro Machines are even tinier versions of the regular cars. Their tiny size means that you see much more of the track at once, so in multi-player games it's much harder to get an entire screen away from your opponents. Games can seemingly last for hours.



▲ As in the original *Micro Machines*, you're limited to just three laps - if no-one's won outright by that time, the person with the most points wins. If it's a draw then a 'sudden death' battle ensues.



▲ When one player drops off the screen, the other two continue the battle. The winning player takes a point from the losing player, while the person-who-came-second's score remains the same.



▲ Four-player races go up to 12 points, and players are awarded two points for a win, one point for second place, they lose a point for coming third and two points for being last.

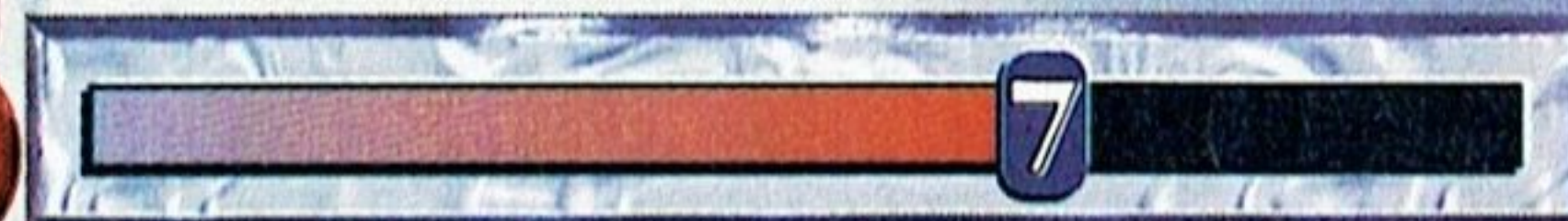


▲ The Challenge is only available in a one-player game and is the 'proper' game. To get through each round, you have to come first or second in the race - fail to do this and you have to re-race the course one life down. There are 54 courses (twice as many as on the original *Micro Machines*) all up, and with only three lives to start with, it's pretty tough.

Word

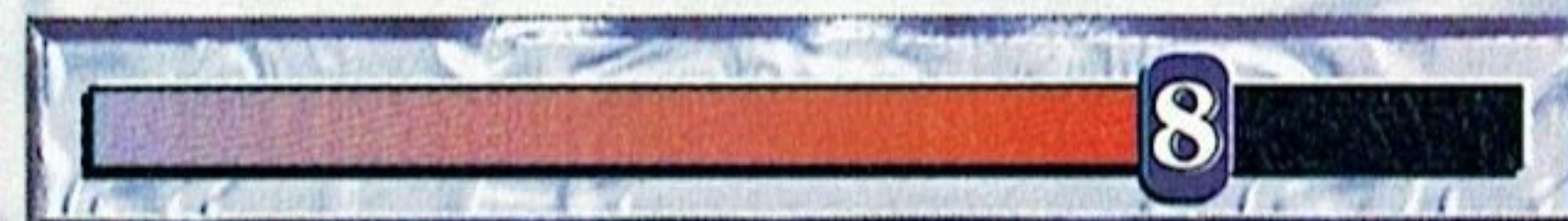
GRAPHICS

Cars are pretty small, but they would be. Backgrounds suffice, but they ain't no oil paintings.



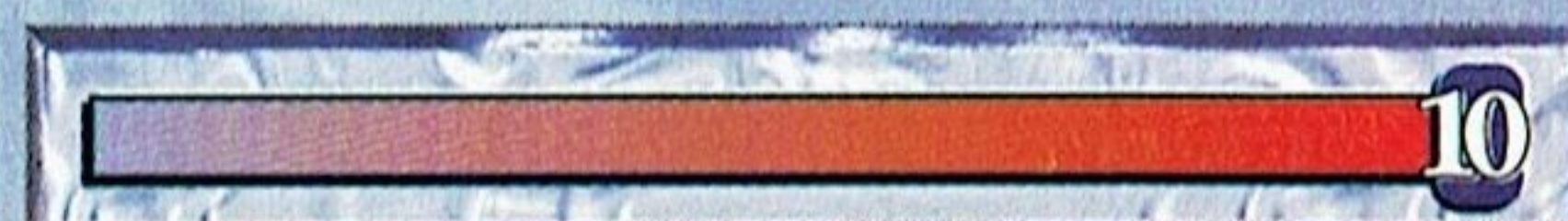
SONICS

The best bit is, a press of the C button toots your horn. Useless, but fun.



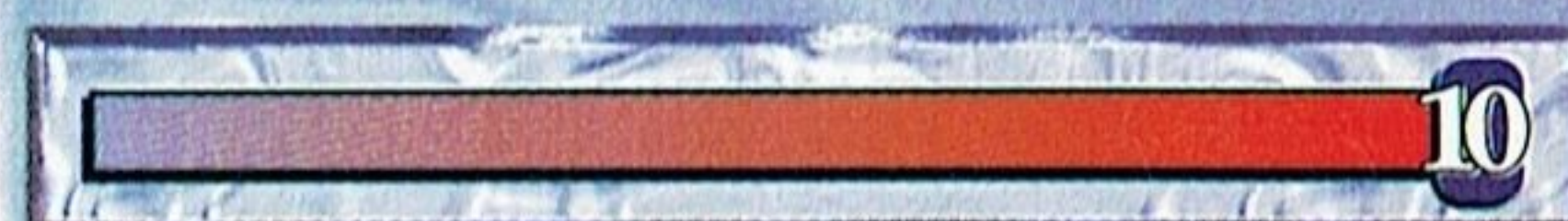
PLAYABILITY

Unputdownable! Controls are simple but there are heaps of courses and vehicles to master.



STAYING POWER

The Challenge is but a small part of it. As long as you have mates, you'll be playing this over and over.



OVERALL

It's not often we get really excited over a game - we see so many of the damn things. But *MM2* is the most fun a group of people can have together. Legally.

95
PER CENT

WIN HOT Codemasters swag-bags!

Fancy some exclusive, not-available-anywhere-else merchandise? Umm, yeah? Then it must be your lucky day. For we've got together with our 'close' friends at Codemasters to offer this unreal comp to celebrate the release of *Micro Machines 2* and *Psycho Pinball*.

THE ORIGINAL *Micro Machines 2* SCALE MINIATURES

There are 10 Codemasters 'goodie bags' stuffed with stuff you won't find anywhere. A quick rummage through the contents of one of the said 'swags' reveals:

- ▶ A super-cool-lovely *Micro Machines 2* satchel bag;
- ▶ A long-sleeved *Psycho Pinball* T-shirt complete with 'stylish' logo;
- ▶ A set of teeny-weeny *Micro Machines* replica vehicles;
- ▶ An extremely rockin' thrash metal *Psycho* CD;
- ▶ And, to complete the collection, a smart Codemasters 'badge'!

PSYCHO Pinball

To claim your share of the stash, simply answer these questions:

1. What are 'Micro Machines'?
- a) Miniature toy cars
 - b) Hand-held computers
 - c) Mechanical corn-processing devices manufactured by Mazola Inc of Gidgegannup, WA

2. What's a flipper (in pinball terminology)?

- a) A TV dolphin hero in much the same vein as Skippy and Lassie?
- b) An electro-magnetically controlled lever that pivots through an arc with the purpose of striking a steel ball?
- c) A special shoe for divers?

Send your entry, comprising of your name, address, phone number and answers, to:

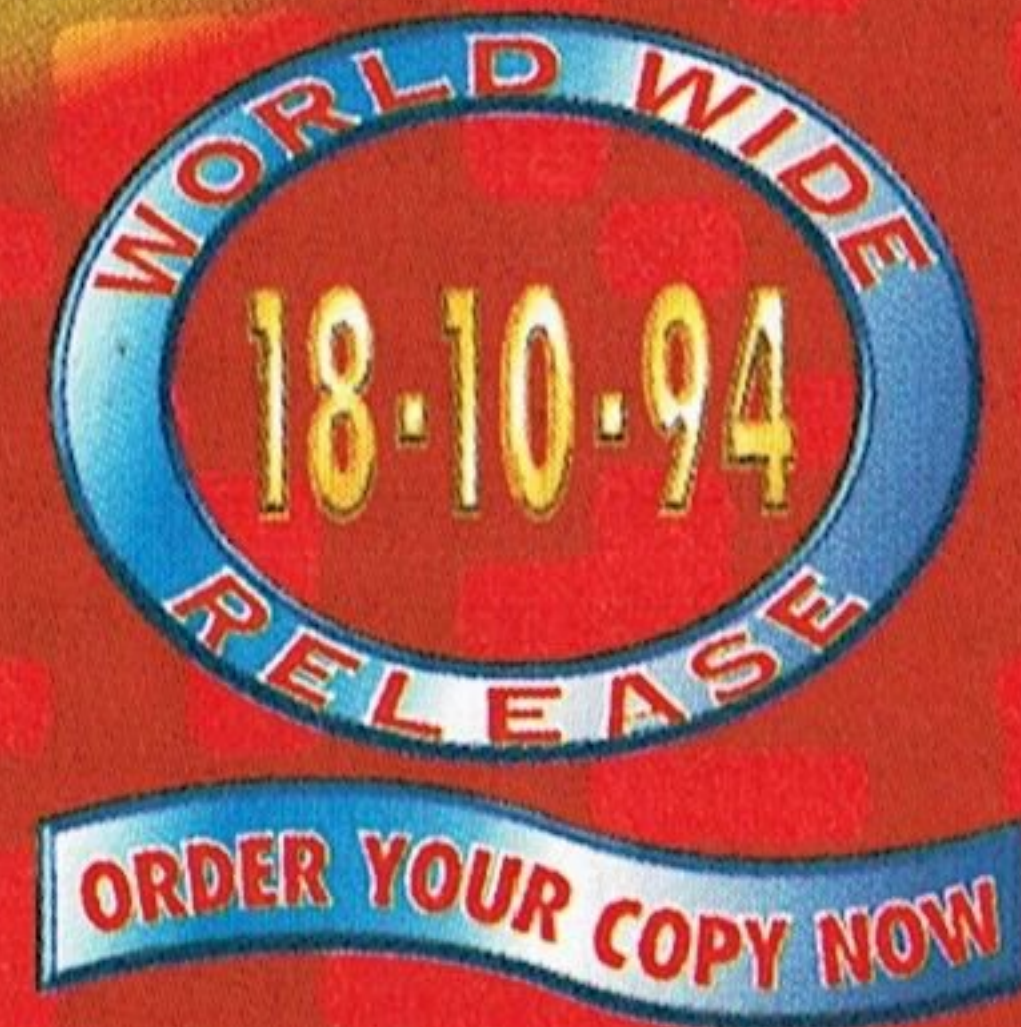
It's in the bag,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

Just the one entry per reader, thank you very much. And don't think that slipping in additional entries with your gran's name will work, 'cos it won't; it only gets messy when the police batter down her front door and arrest her for cheating. Entries will reach us by February 10, 1995. That includes readers in Vanuatu, as well. No excuses.



TM

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Psycho Pinball

Getting your balls slapped around is quite stimulating, reckons Peter Burney. Even when they're made of steel.

Pinball fanatics, it really is time to rejoice. A playable and realistic pinball game has bounced onto the Mega Drive. *Psycho Pinball* scrolls, rolls, bounces and bumps just like the real thing. No wonder, considering the designer had a real pinball machine in his house for months as research.

All the trappings that make modern day machines hot are here: Ramps, extra balls, bonus multipliers, gates to open, and even multi-ball. And, unlike most platformers, it can never be finished (your score is the ultimate goal.)

To add to the long term appeal there are four pinball extravaganzas to play: a main screen (in which you can access the three others), and of course 'the three others'! Any can be selected on the options screen but the ultimate test is to play the main screen 'Psycho Pinball' and flip your way into the other screens.

Also included are sub-games (short platformy bits where you can rack up heaps of points) which are quite difficult to get to, and, because you only get one crack at them, very difficult to beat.

It looks great, plays great (although the sound isn't overly exciting), has lots to learn and you can get quite skilled at shooting for the big point scorers. With a four-player option included, it's just like having your very own pinnie (and it won't cost you a dollar a pop!). Give it a flip! **M**



▲ Multi-ball can be achieved by potting the ball into certain holes where it becomes trapped. After three balls are put in there, multi-ball occurs. This is a I-hope-I-hit-something triple ball bashing session. Unfortunately, it falls a bit flat as only the ball closest to the bottom flippers can be seen, the screen jerks around like crazy and the balls are extremely hard to hit.

The Tables...

PSYCHO PINBALL

The main pinball screen in which you can access each of the other screens by shooting for the right targets. Finding the soft spots on the flippers that send the ball up the ramps is very important. It is an open screen with plenty of room to move.



- 1 **Spin** the ball around here four times to spell 'Moon' and then shoot the 'Tornado' ramp to play the 'Moonwalk' sub-game.
- 2 **Light** the four holes to increase bonus multiplier eg. 2x.
- 3 **Run** the Skull ramp three times to light the 'Trick or Treat' pinball tent.
- 4 **Light** all four cans four times to open the 'Wild West' pinball tent.
- 5 **Shoot** the loop six times in a row for a five million point jackpot.
- 6 **Ride** the ramp to spell 'Psycho' and get 2.5 million on each ramp for one minute.
- 7 **Shoot** 'Tornado' ramp once to open the gate and then shoot for loop three times to access 'The Abyss' table.

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Pinball

SUPPLIER: Codemasters

PRICE: \$109.95

SIZE: 12 megabits

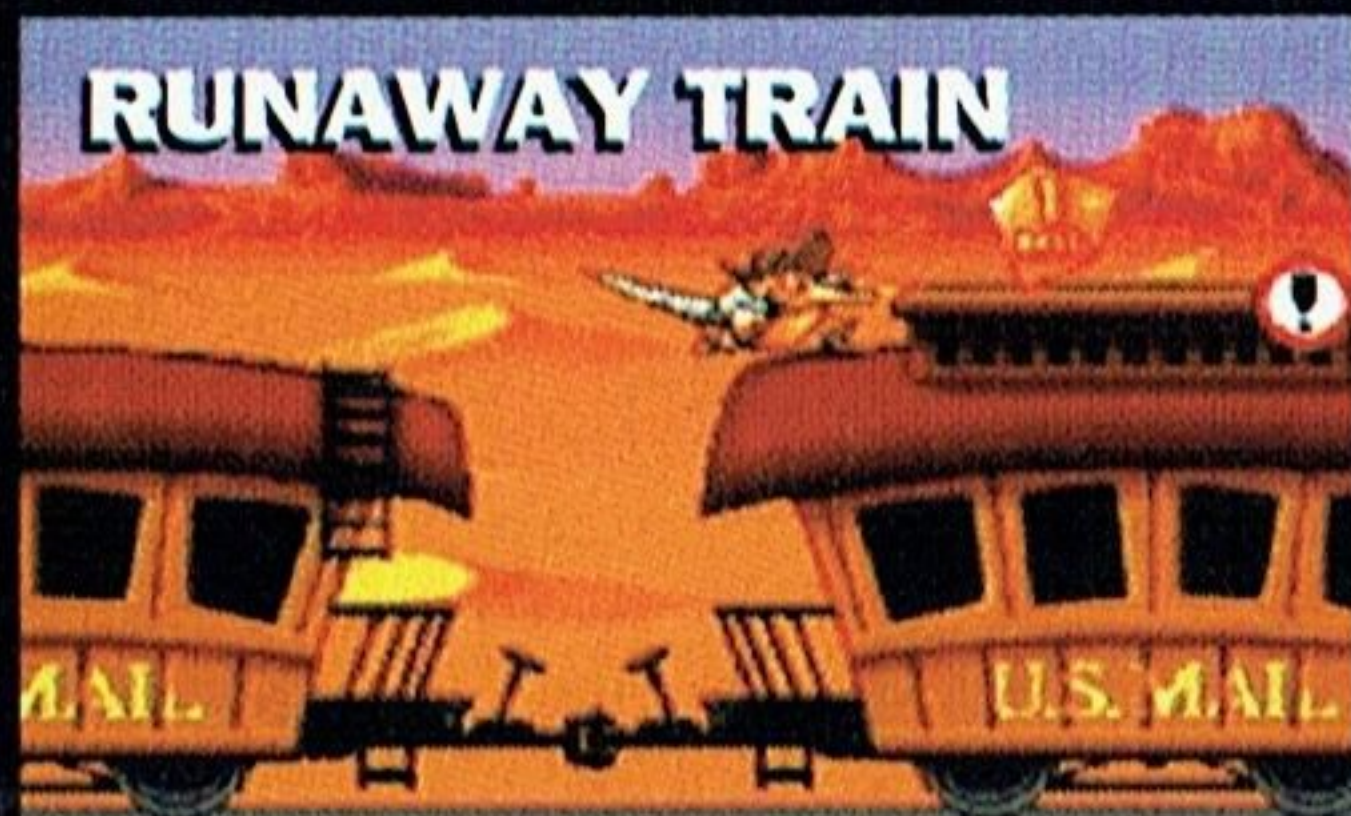
PLAYERS: Four

ABYSS PINBALL

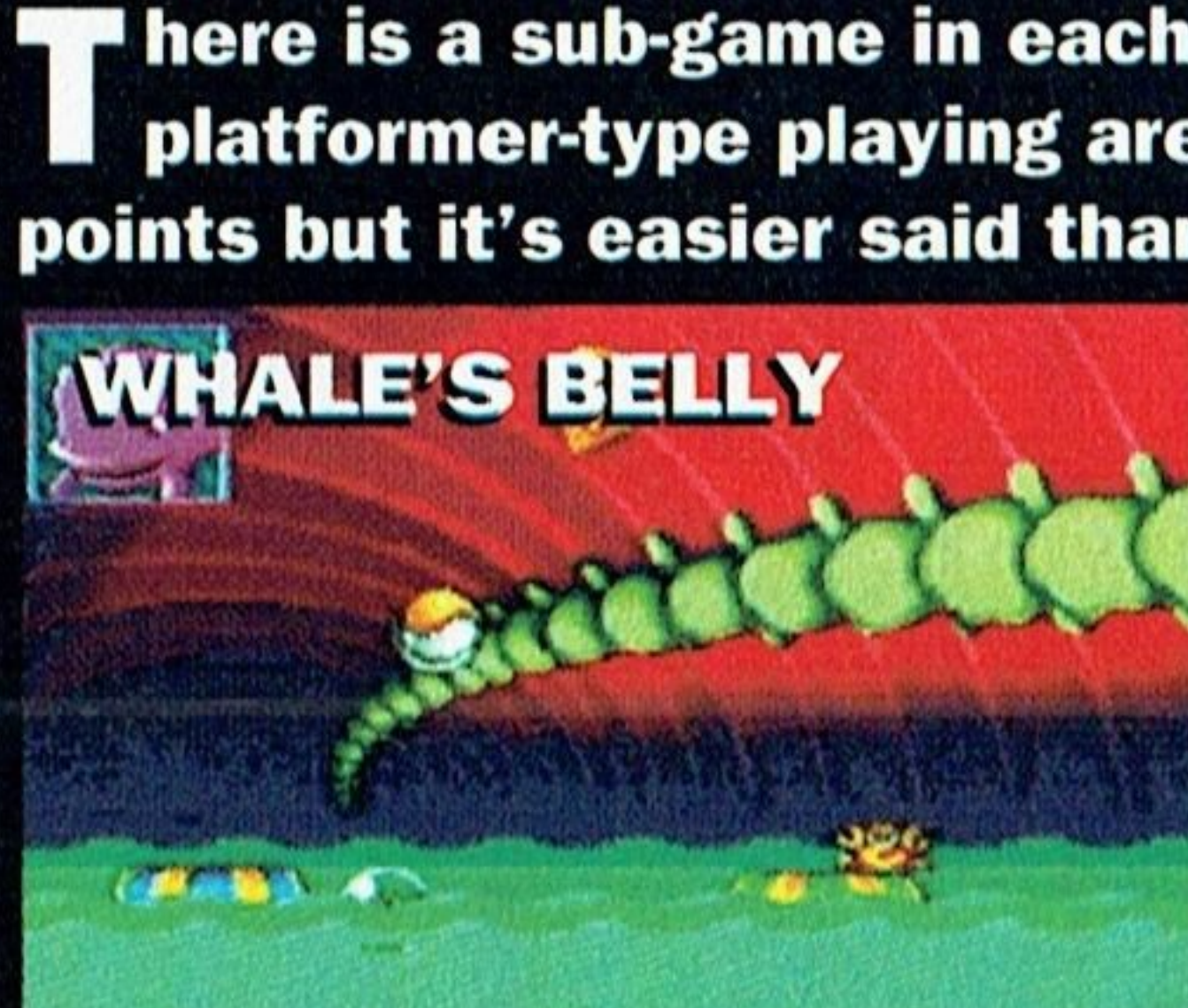
A multi-flipper undersea extravaganza. It's the biggest, has more ramps and more extras to pick up.



- 1 **Light** 'Lava' six times to activate the five million jackpot (the screen shakes for a few violent seconds each time).
- 2 **Shoot** four lights and then side vents for multi-ball.
- 3 **Light** all the tunnels and swim for the whale's mouth to get to the sub-game.
- 4 **Ride** the left ramp three times to increase all ramps to one million for 30 seconds.
- 5 **Shoot** alternate centre ramps six times for pearl bonus.
- 6 **When** right ramp is lit go sub-game fishing.
- 7 **Shoot** for this spot and be blown through the volcano to the top section.



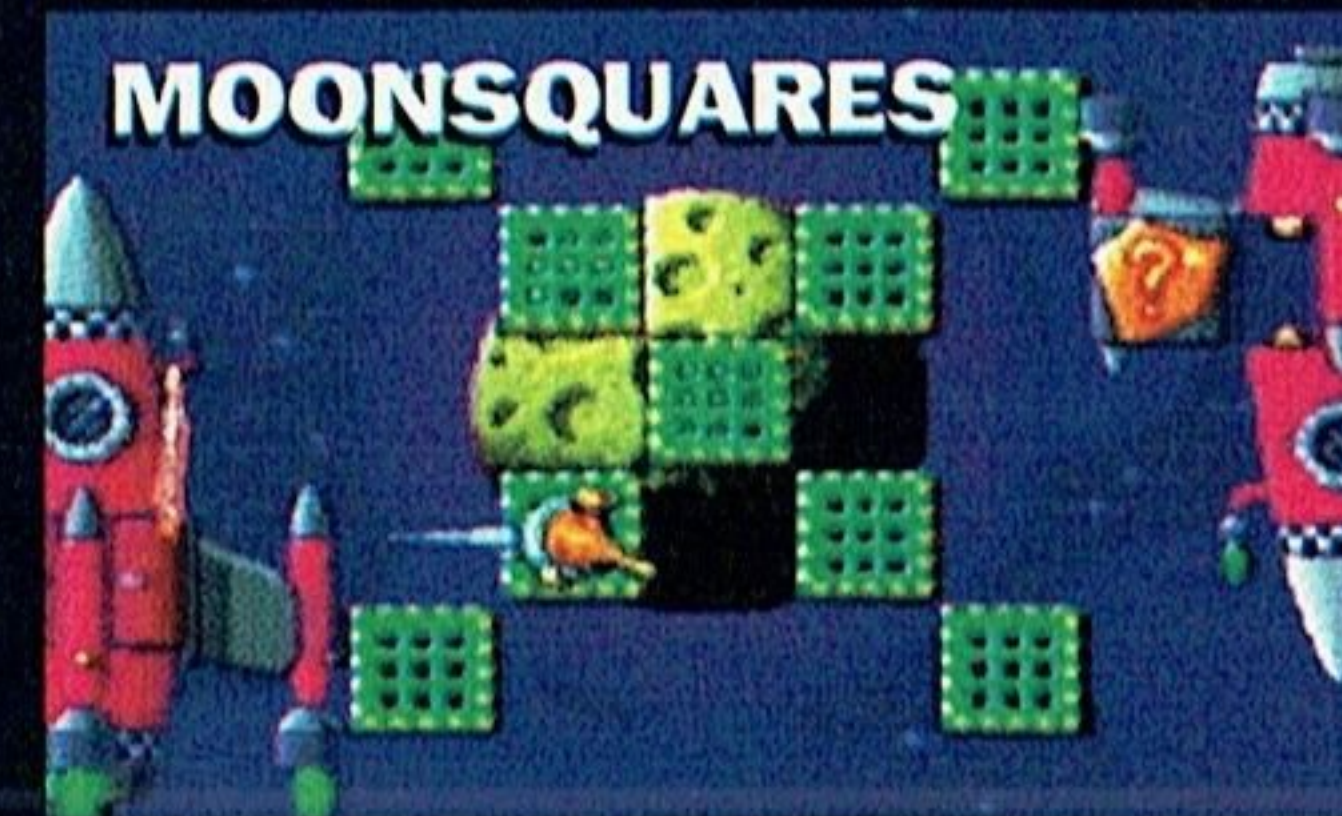
▲ Running across the roof of a speeding train has its hassles. Watch for the arrows which flash on the screen as they indicate where the next obstacle is coming from. Get ready to jump, duck, or climb down a ladder to avoid them.



▲ Jump on the tyre tubes to pop the bubbles. Then pick up the crabs and throw them up at the points. But miss and water will gush from the roof!



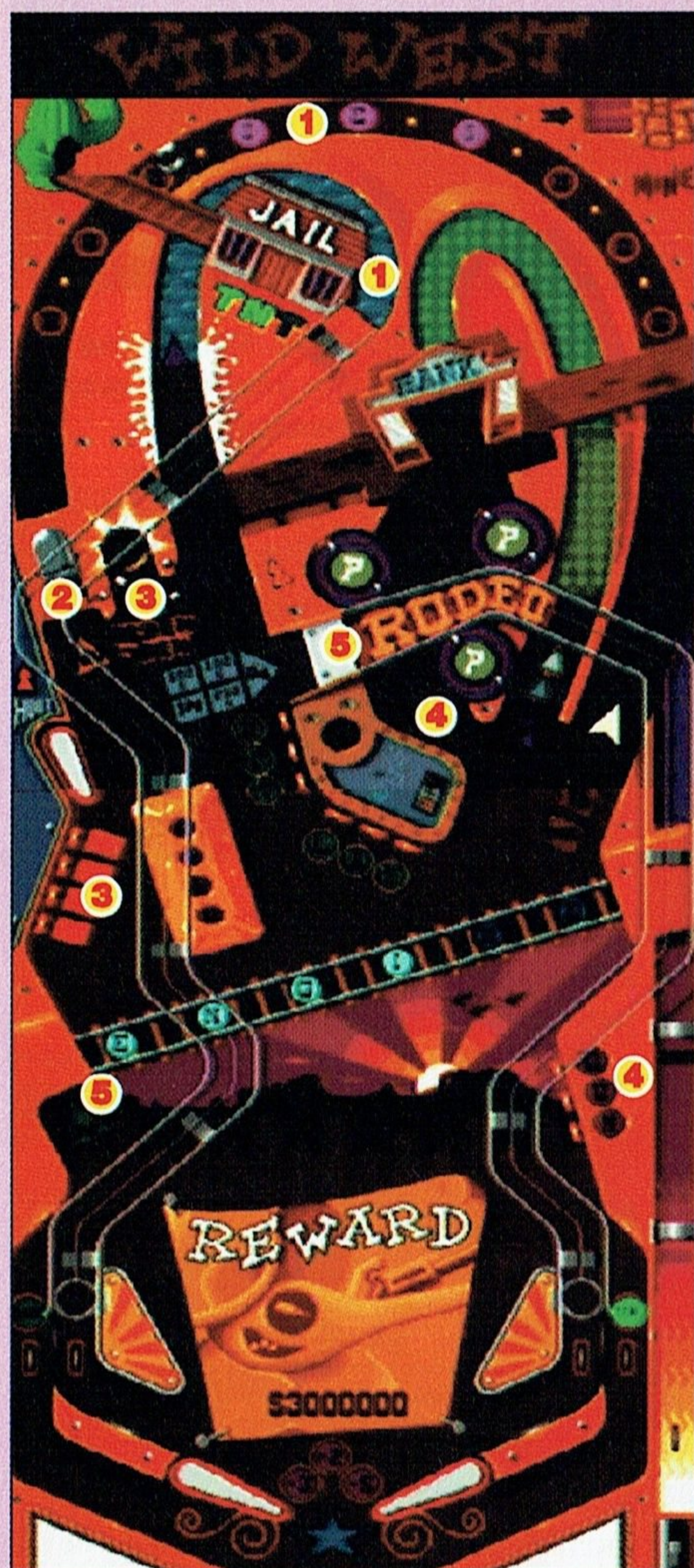
▲ The path moves so don't stay still for too long. Watch out for fireballs and stakes. Open every chest to find the key to the door or be flattened.



▲ Simply cross from one spaceship to the other. The problem is that the platforms keep falling away. Run for the platforms that have just appeared and, when the next lot appear quickly jump onto one of those and repeat.

WILD WEST PINBALL

Lots of ramps and plenty of things to hit. Good sound effects explode from the speakers and interesting sub-games make this one fun to ride around.



- 1 **Shoot** for the Rapids ramp to light the 'Reward' loop. Spell 'Reward' and then aim for the 'Bank' for a 6.5 million jackpot.
- 2 **Shoot** here for a 100,000 'Bullet' ride around the loop.
- 3 **Light** all the Aces and then aim for 'Black Jack' to play a small sub-game.
- 4 **Light** 'Gun' and then shoot for the 'Bank' to get hold-up Jackpot.
- 5 **Spell** 'Engine' by riding the 'Reward' loop and then shooting for the 'Rodeo' ramp three times. Lastly, aim for the train tunnel to play the sub-game.

TRICK OR TREAT PINBALL

A multi-level machine which has a real cramped feeling about it. Under the upper level are bumpers. Besides being hard to get the ball in there, it's also impossible to see it.



- 1 **Shoot** for the pumpkin four times to spell 'Maze'. Then run the wooden ramp to the sub-game.
- 2 **Sink** three balls in the devil's mouth for multi-ball.
- 3 **Light** 'Cat' to get 200,000 for each ramp fly-over.
- 4 **Aim** for under platform to light spells in the windows to get big bonuses.

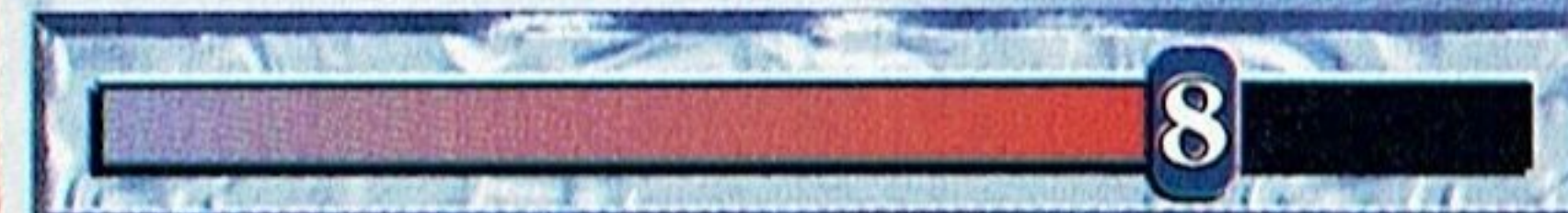
Second Opinion

You know, some people will simply never get it. There are things in this world that are just not meant to be digitally translated. Of course, Neil Young said it of music. I'll say it of pinnies. There is a certain exhilaration; yes, a physical connection, between a man and a polished steel ball-bearing. You see, *THAT* is pinball. Not this 'whale belly' rubbish. □ DUANE

Word

GRAPHICS

Colourful, varied and super-smooth scrolling. Plays and moves just like the real thing.



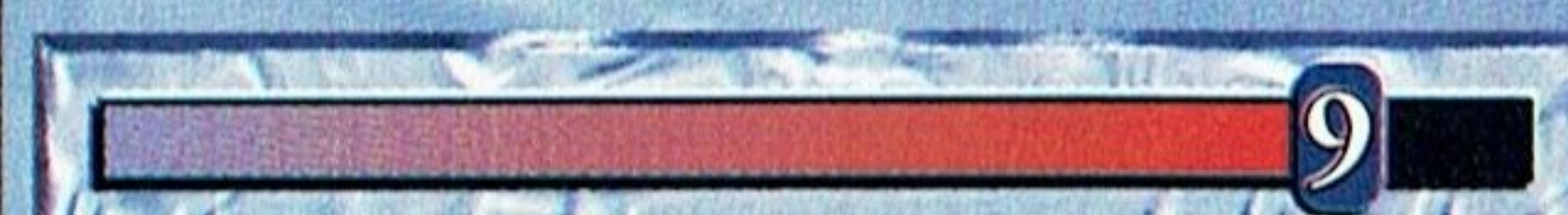
SONICS

True pinball beeps and bops, although speech is a touch annoying.



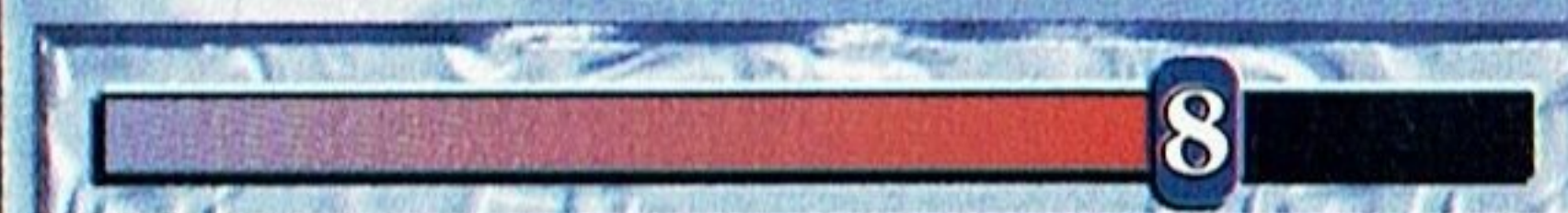
PLAYABILITY

Lots of fun, plenty to do and as easy to play as a piano with one key. But mastering a tune will take time.



STAYING POWER

Given the variety, with lots of skill and a bit of luck, you'll be at it for ages.



OVERALL

A challenging and rewarding thrash around a virtual pinball machine, and oh-so addictive that you might just get tilted and flip out.

80
PER CENT

Space Harrier

Virode Intarnasan straps on his jetpack and mutters the infamous words, "Let's rock."

VITAL STATISTICS

FORMAT: 32X
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: tba
SIZE: 16 megabits
PLAYERS: One

When *Space Harrier* was introduced into the coin-op arena with its hydraulic cabinet and amazing speed, it became an overnight sensation. It was then translated onto the home video game systems and no doubt helped spearhead the sales of Master Systems and Mega Drives around the world. With the release of the 32X, Sega has once again called for another version of *Space Harrier*. This is what we in the gaming world call a 'bad idea'.

Space Harrier must have slipped past the 32X quality control guys. It's dated, boring, has the graphic appeal of Sonic sitting on the toilet (Come to think of it, that's not so... - Ed) and is stupidly hard. It's more like a Master System game than the supposed 'Next Level' of video gaming. Running this on your 32X is akin to driving a Porsche with a lawnmower engine. The 32X was not developed to run such crap. **M**

▶ *Space Harrier* has you flying recklessly across acres of the most boring landscape ever seen on any home console. With your trusty backpack, your job is to basically annihilate everything that moves. This includes flying

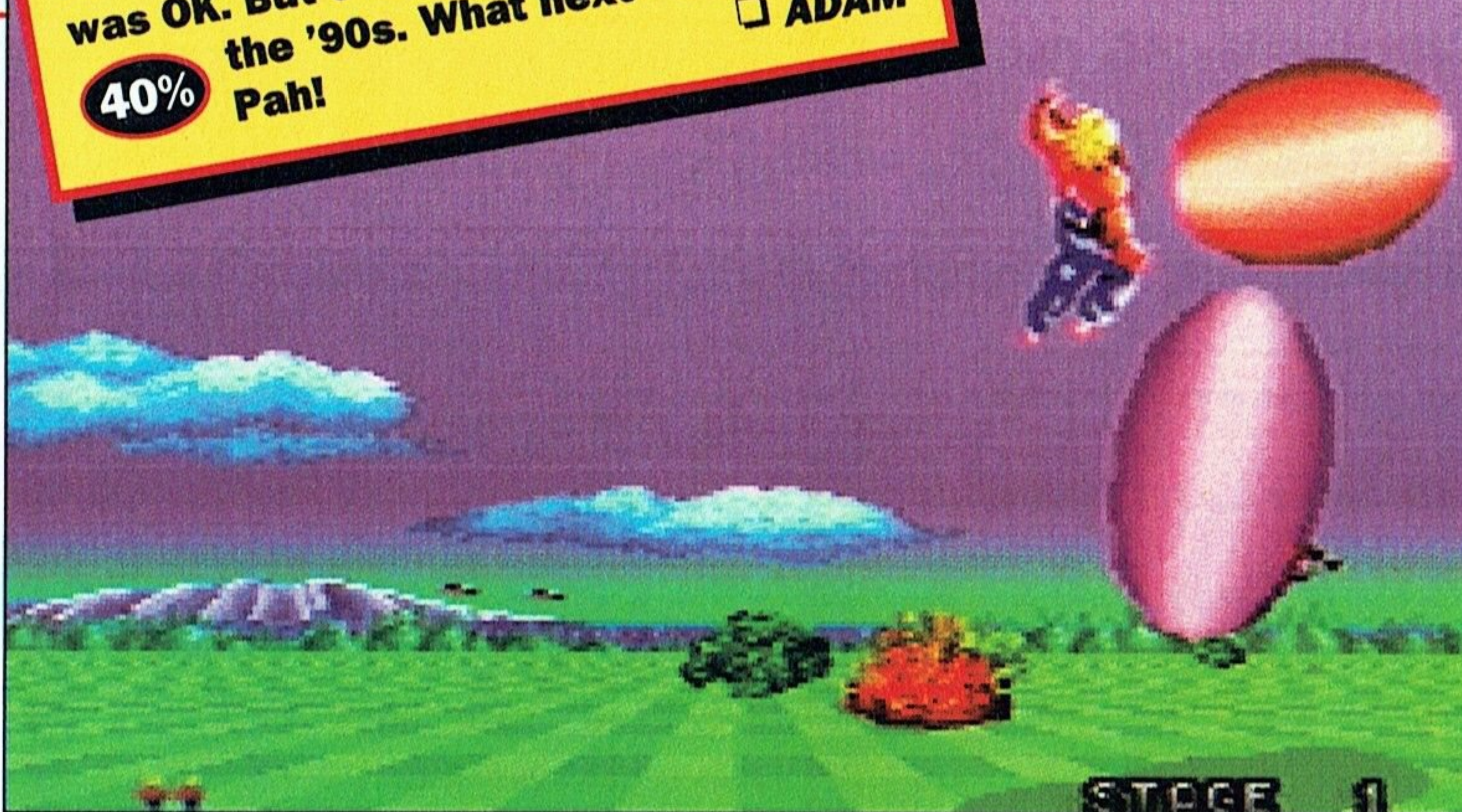


dragons, jumping fleas, stone columns and moronic-looking spaceships. If shooting and dodging across a chequered background for a couple of hours excites you, then take a look at this game. For the other 99.9% of you out there, consider something else.

▶ Unfortunately, every level in *Space Harrier* offers exactly the same challenges. There is no variety between levels and even the monsters look vaguely similar to one another. It is such a shame that this game didn't have better looking graphics. This title will no doubt sour the debut of the impressive 32X.

second opinion

This shows that sexy new hardware doesn't necessarily equate to a horny game. In its day, *Space Harrier* was OK. But c'mon, wake up - this is the '90s. What next - Pac Man? **40% Pah!** **ADAM**



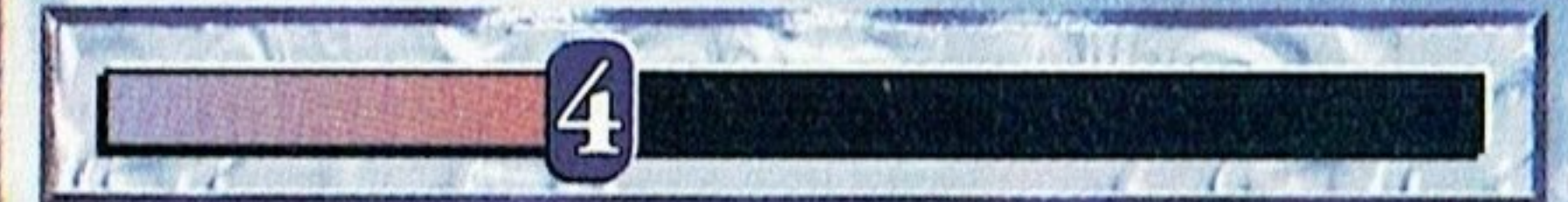
◀ One of the most annoying features of *Space Harrier* is its very high difficulty curve. It must be said that this game is ridiculously hard and it just about

presses the boundaries of being impossible. The game moves at such wicked speeds giving the player minimal time to react. Frustrating and downright annoying.

Word

GRAPHICS

Sprites are loose and the animation is dodgy. Very poor.



SONICS

Adequate blasting sounds coupled with an up-beat soundtrack.



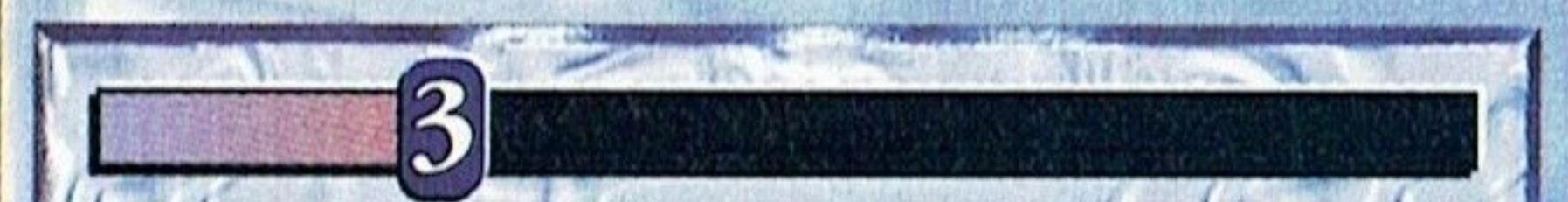
PLAYABILITY

Plays exactly like the dated coin-op, if you're into that sort of stuff.



STAYING POWER

Each level has little to no variety and terminal boredom will no doubt set in after five minutes.



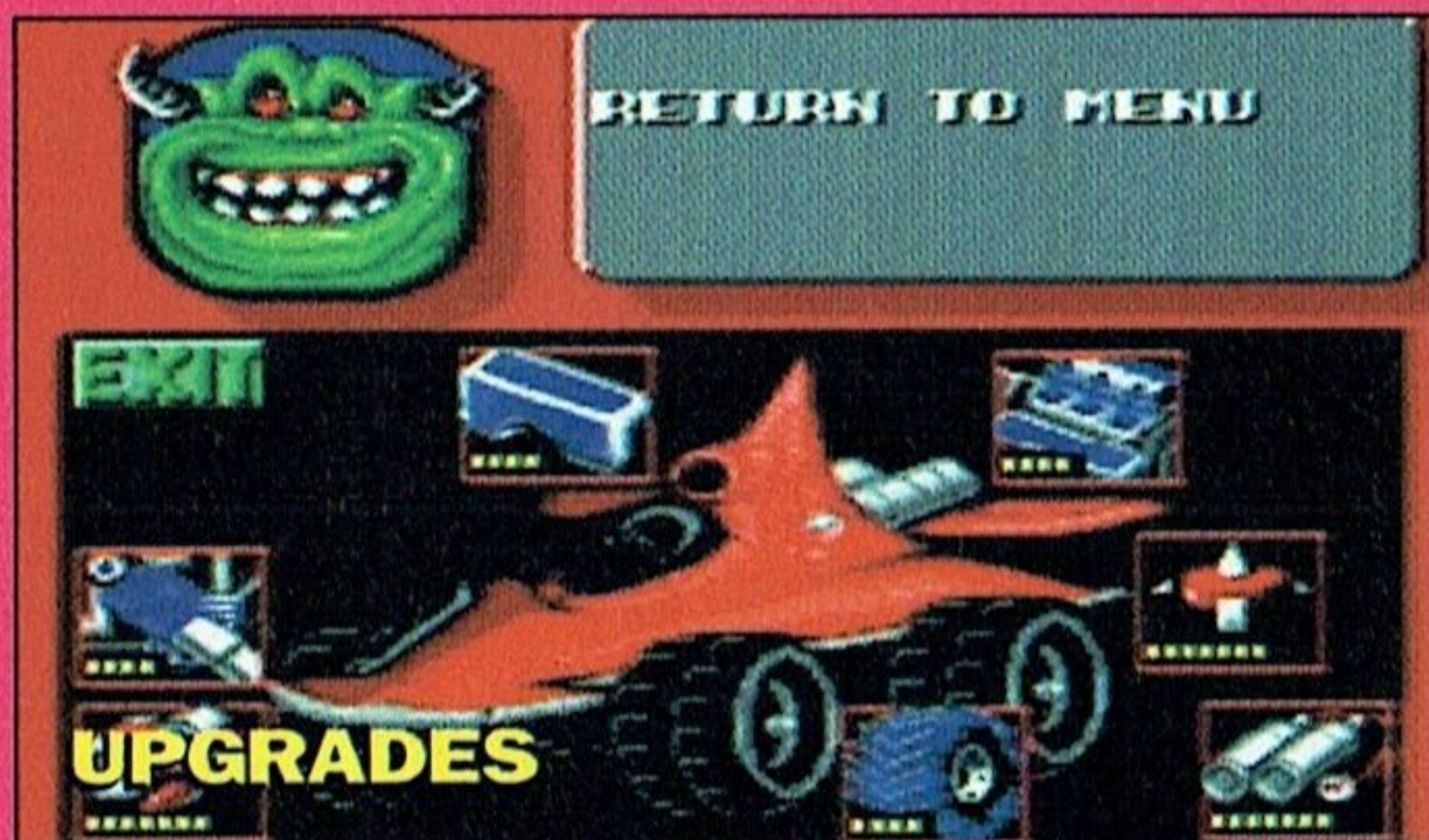
OVERALL

There is a four-letter word that describes this game perfectly. Can you guess?

40
PER CENT

Rock n' Roll Racing

'Time to hoon!' yells David Thompson as he loads up on guns and cars.



▲ The key to long life, success and general greatness is in buying enough additions to keep up with the Joneses. Winning races gets you hard cash and this is the place to spend it. Things on offer are: more powerful engines, better armour, tougher tyres, suspension and, of course, lots of weapons. We recommend you start with a driver that has good top speed and cornering skills, buy him all the engine upgrades that you can afford, then when the competition gets nasty, splurge on plasma rifles or missiles.



▲ There are five cars to choose from, although only three are available on any given world. Each has its own special weapons options. Choose your car to suit the world, your budget, your driving and attack styles. You can get a long way with even the most basic car, especially if you option it up a bit. Shown here are a Havac hovercraft, a Battle Trak and an Air Blade.


▶ In two-player mode, you only have the use of weapons that come with the car. There's no longer any money involved, just a race to the line with your partner and two other computer opponents. The usual split-screen is used, but thankfully the graphics are not compressed down to half size. Your field of view is reduced a bit making corner prediction a bit hairy, but the result is quite successful.



Racing sims are funny things. Quite often the most realistic are dead boring to play. But like *Micro Machines*, *Rock n' Roll Racing* makes no attempt at realism but is a real hoot to play. Rendered in 3D, unlike most others, you feel much more in control of the car as the screen whips along to keep you in the picture. A lot of effort has gone into the graphics and the fine detail is incredible, even down to the smoke trails of the tiny heat-seeking missiles. The action is fast-paced and chaotic with all players using every means possible to finish in first place. You can lay mines on the track or fire cluster bombs at cars behind you – anything's fair game.

As you may have gathered, *Rock n' Roll Racing* is not your basic sim. Looking like the WWFs answer to car racing, you are continually blasted by rock hits from the '70s and animated commentary by some guy called Larry.

There are three skill levels, heaps of track layouts and enough variety to keep you happy for days. A really excellent racing shoot 'em up that will keep you up for days. **M**

second opinion 

There's nothing really wrong with this game; it's quite fun and the weapons and ability to power up the cars give an added dimension, but it simply isn't as good as *Micro Machines* 2. Unless you're a particularly keen '70s rock fan. **69%** ADAM

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up
SUPPLIER: Virgin
PRICE: \$99.95
SIZE: 8 megabits
PLAYERS: Two

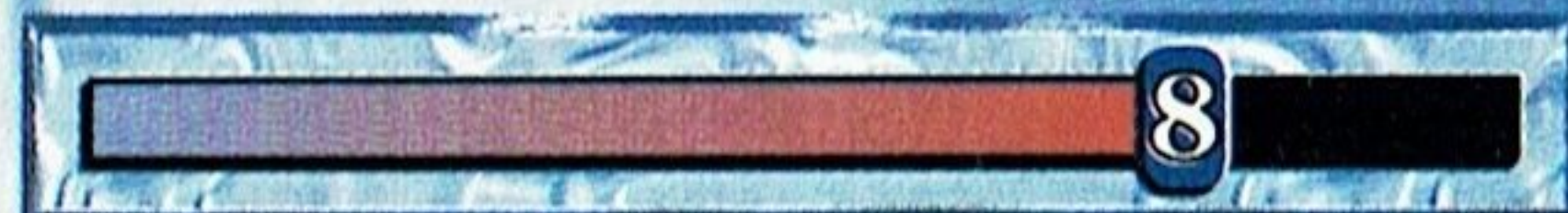


▲ You can select from five different planets to hold your race. Each has a different climate and subsequently different racing conditions. When in space, we choose the ice wastelands of Nho or the deserts of Mojave.

Word

GRAPHICS

Excellent animation of the cars fast and smooth-scrolling backgrounds.



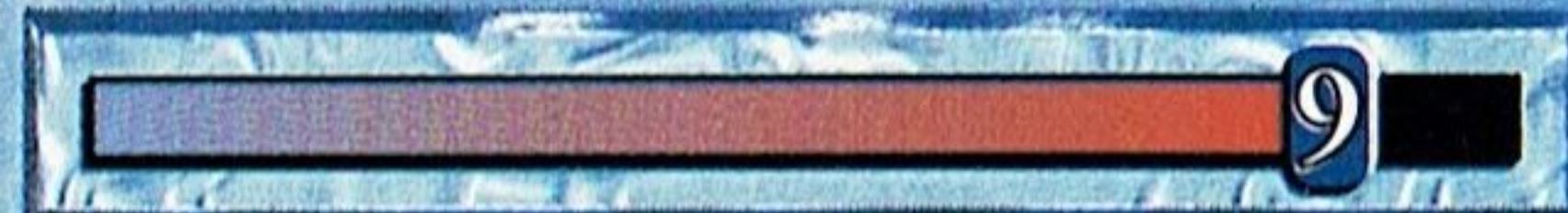
SONICS

Crusty rock from D. Purple and Steppenwolf. Rollins Band, Baby Animals or Tumbleweed, please! And no engine sounds?!



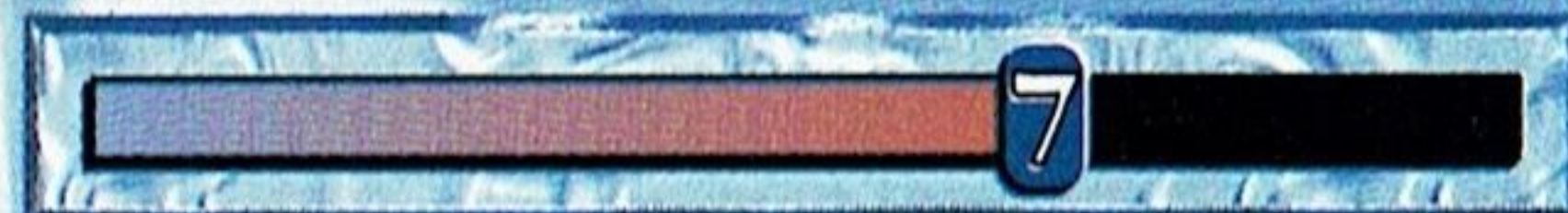
PLAYABILITY

Simple controls make this game very easy to get into. Pick a decent car and you can hurtle around like a pro. Suitably nasty in difficult mode.



STAYING POWER

Many planets and many different opponents to race against, but it could get a bit samey after a while.



OVERALL

Micro Machines look out, here's a mini-racing sim that is exciting, slick and addictive.

75
PER CENT

Radical Rex

Dinosaurs, dinosaurs, and more dinosaurs! Peter Burney wonders when someone's going to realise that these guys are extinct!

The dinosaurs ruled the world for millions of years, that is, until one day, umm, they didn't. Most of the brutes gave in easily, but one little guy by the name of Rex wasn't about to cash in his teeth without a fight. And so another platformer is born.

Rex is the creation of Beam Software, the only Sega game production house in Australia. Don't get us wrong: we'll sing *Advance Australia Fair* louder than the next bloke given a quarter of a chance, but this game *fails*.

Rex does all the platformy things like run, jump, climb ropes, swim, and he even rides a skateboard occasionally but it struck us as a *Sonic*-type game without the good bits.

Gameplay is tedious and it lacks the many pick-ups needed to keep it from extinction.

Kids will probably go for the skateboarding dinosaur thing but really it's just another platformer which will soon be ancient history. **M**

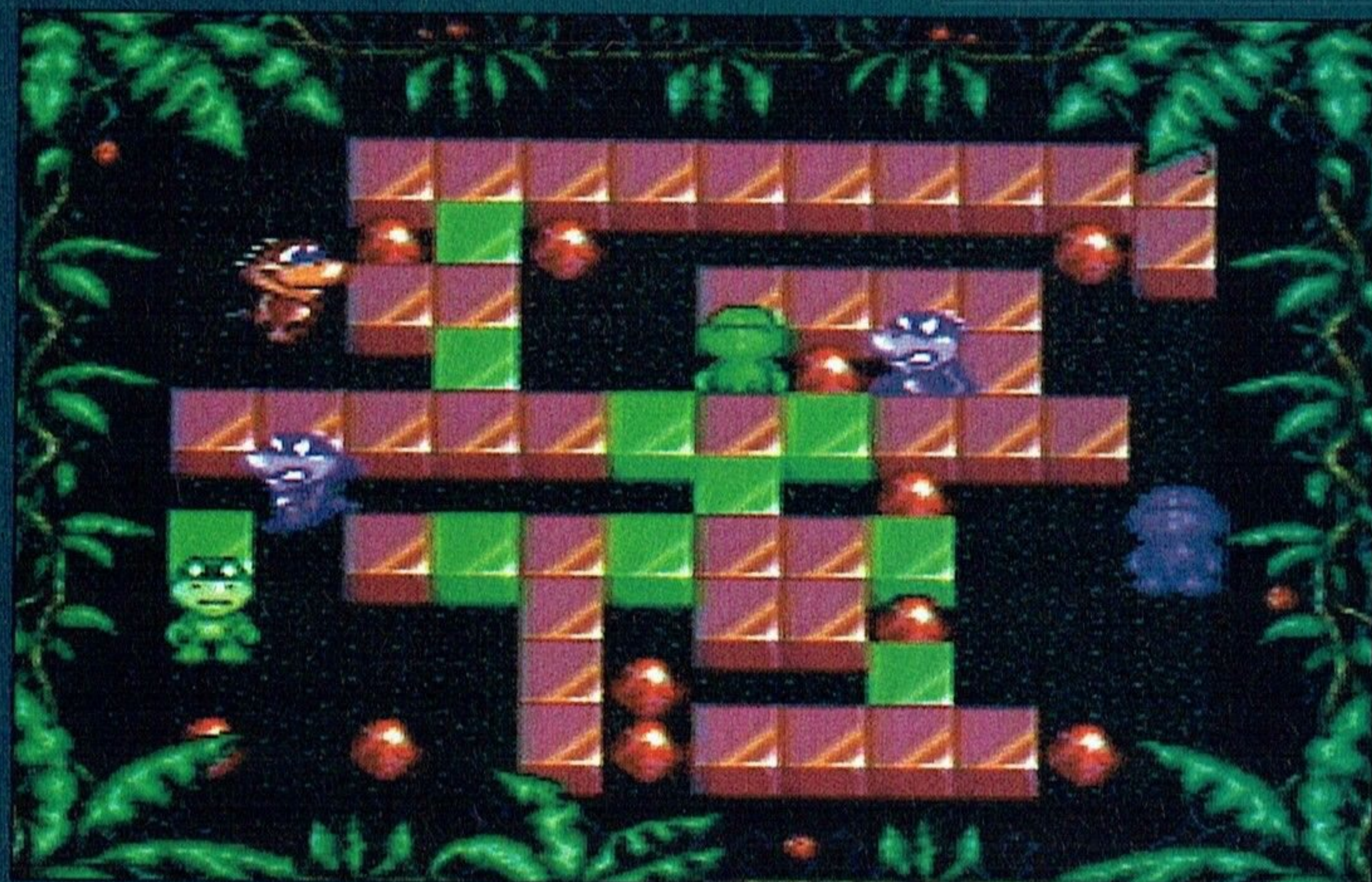
second opinion

Radical Rex. Indeed, what a rad(ical) ideal! Can you imagine? A dinosaur caricature that pounces about and, check it—rides a skateboard. My, oh my, the fun will simply never stop. Man, this is so pure. And rocks about as hard as Boyz II Men. **DUANE**

56%

Bonus round

▶ Getting to the bonus round is simply a matter of collecting 80 rocks which are scattered along the paths which Rex follows. The object is to pick up all the eggs without getting killed by another dinosaur. You can push the green blocks to squash the baddies. It's tough, but success will win you a continue.



Sick 'em, Rex

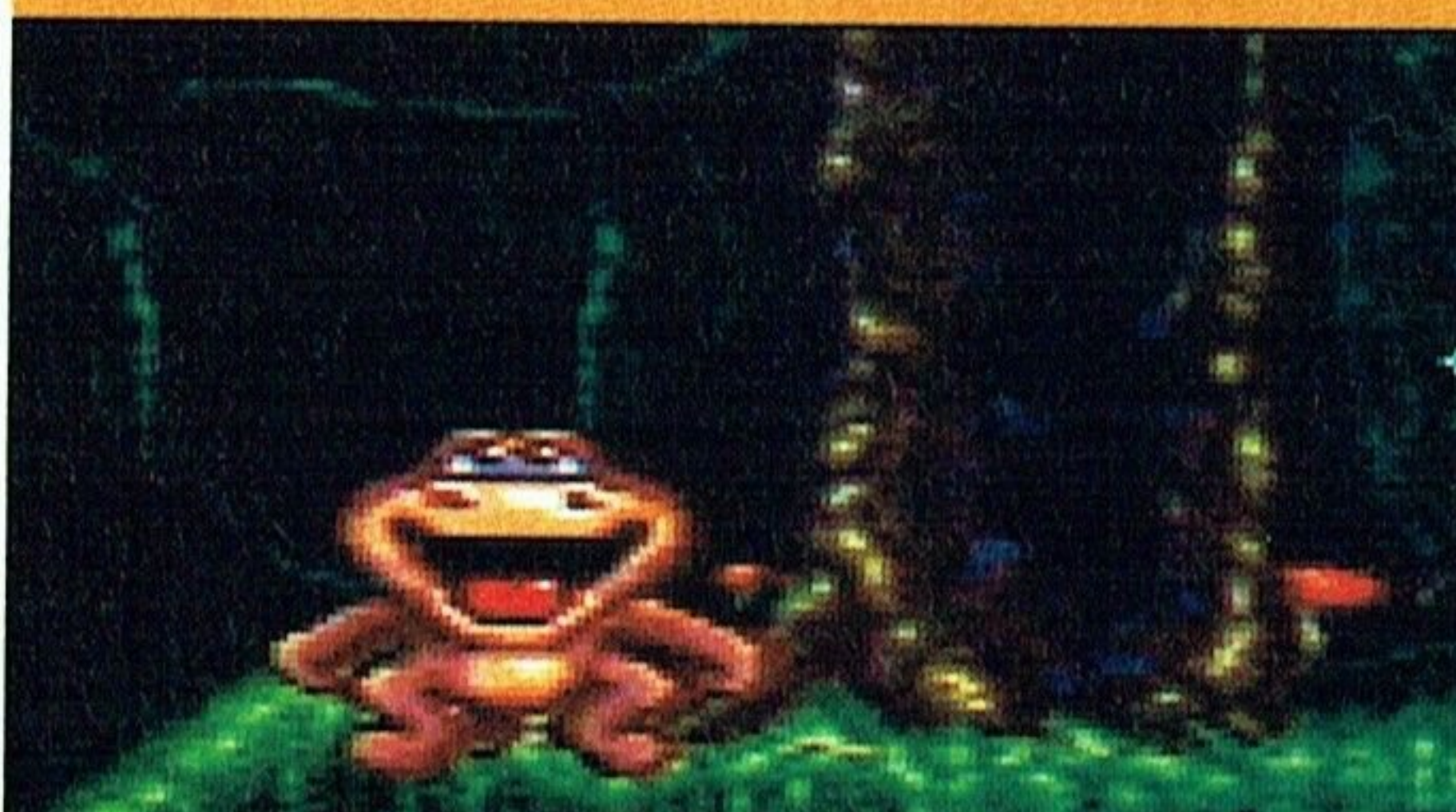
Rex has three forms of attack as he battles his way through herds of baddies in an attempt to rescue his sweetheart, Rexanne:



▲ **KICK:** Pretty useless and not very often used (except to break down walls).



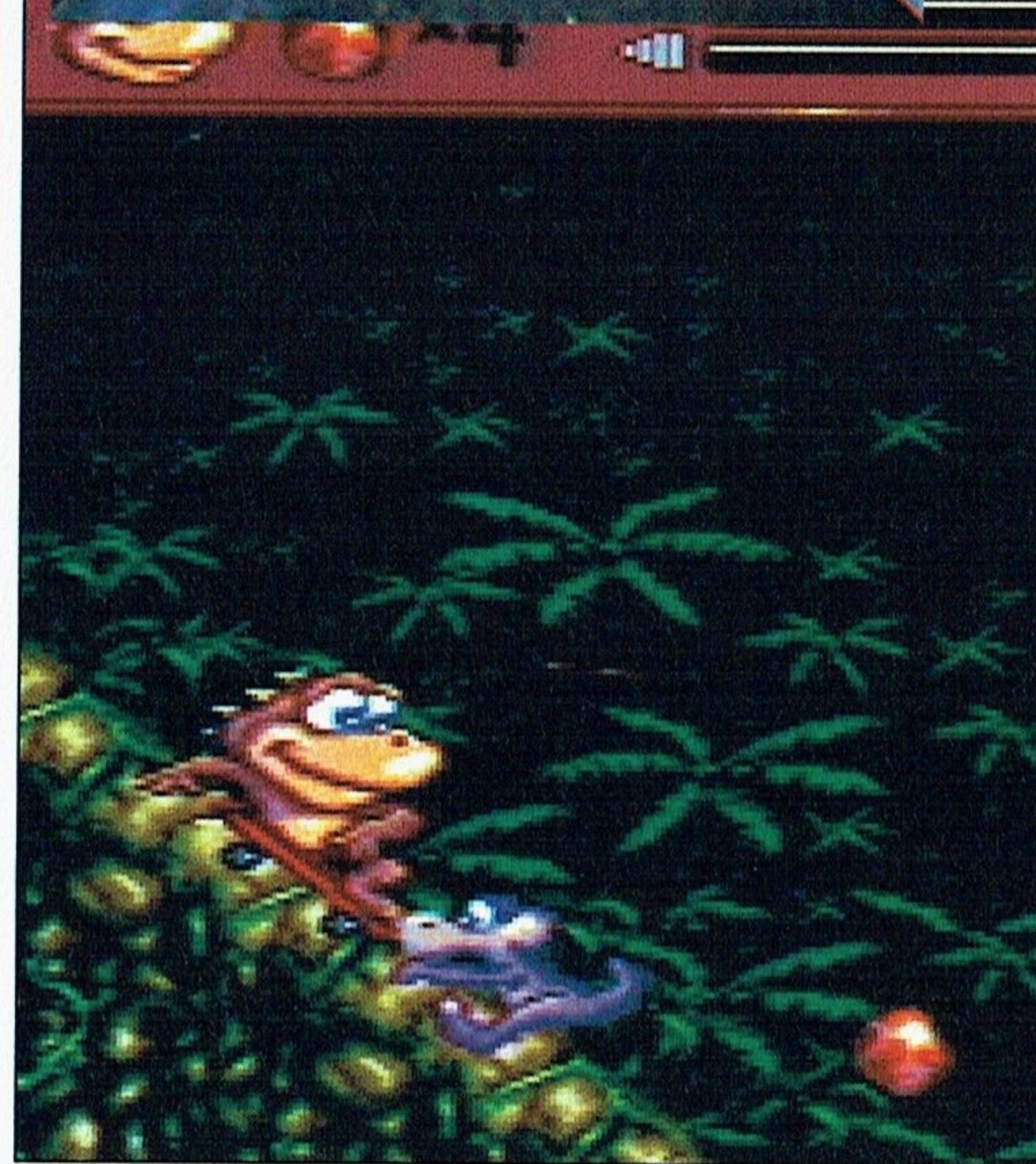
▲ **FLAME:** A distance attack which is powered up by collecting flame icons.



▲ **ROAR:** Can only be used when sound icons are collected. The more collected, the more powerful the roar.
Megazone Tip: Save roar power until you come across big baddies.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Activision
SUPPLIER: Platformer
PRICE: \$79.95
SIZE: 8 megabits
PLAYERS: Two



▲ Riding the skateboard takes Rex on a top speed roll along hilly bits and through loopy bits. Unfortunately, there is little skill involved and you can't die while riding it. Rather pointless really.

Word

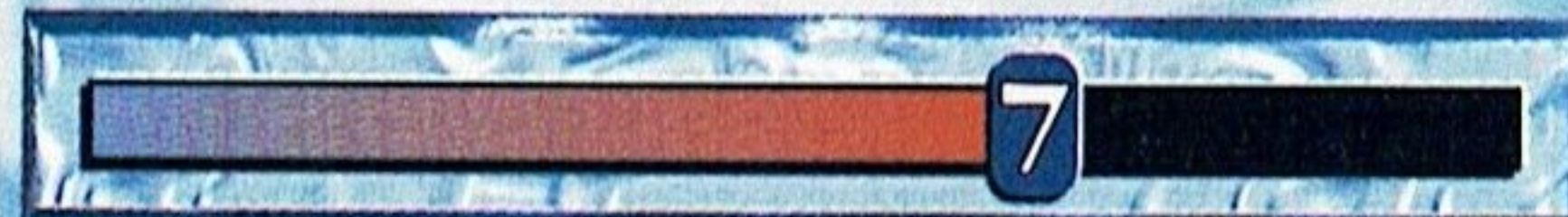
GRAPHICS

Rather plain backgrounds and sprites. It scrolls smoothly, though, and Rex is pretty cool looking.



SONICS

Music is well rendered but the effects are fairly average.



PLAYABILITY

Easy to master controls, but all too soon you'll tire of this dinosaur.



STAYING POWER

Levels are very similar and there's nothing radically different in the gameplay to keep you going.



OVERALL

Designed for the younger, less experienced dino. As for the T-Rexes out there, you might prefer to chew on something a little more meaty!

60
PER CENT

Disney's

THE

LION KING

RESERVE
YOUR
COPY
NOW



MEGA DRIVE

SEGA

Master System

Jimmy White's Whirlwind Snooker

We gave Mark Sariban a smart shirt, a bow-tie and a big stick. He gave us shaky hands, a bad eye, and this review.

Got no room for a snooker table in your bedroom? Well, you have now. Virgin's new (so-called) 'sports' sim, has all the potential to be a lot of fun. And surprise, surprise, it is!

The game layout is simple, and though the control panel used to guide the cue stick is a little intimidating at first, a little practice

you progress very quickly to a nasty piece of work who makes no mistakes. Ever.

Be warned, this game is no one-night wonder. In fact, with the trick shot feature, you can pot balls for hours after the beaten champ has packed up and limped away licking his wounds.

Tragically, there doesn't seem to be a way of hitting the balls off the table – which can be the best part of playing snooker as far as we are concerned.

The only real beef is the rip roaring sound – there ain't any! It's a fact that 'real' snooker players call for silence when taking a shot. And that is what you get most of the time. That said, *Snooker* is worth trying out. So, rack 'em up! **M**

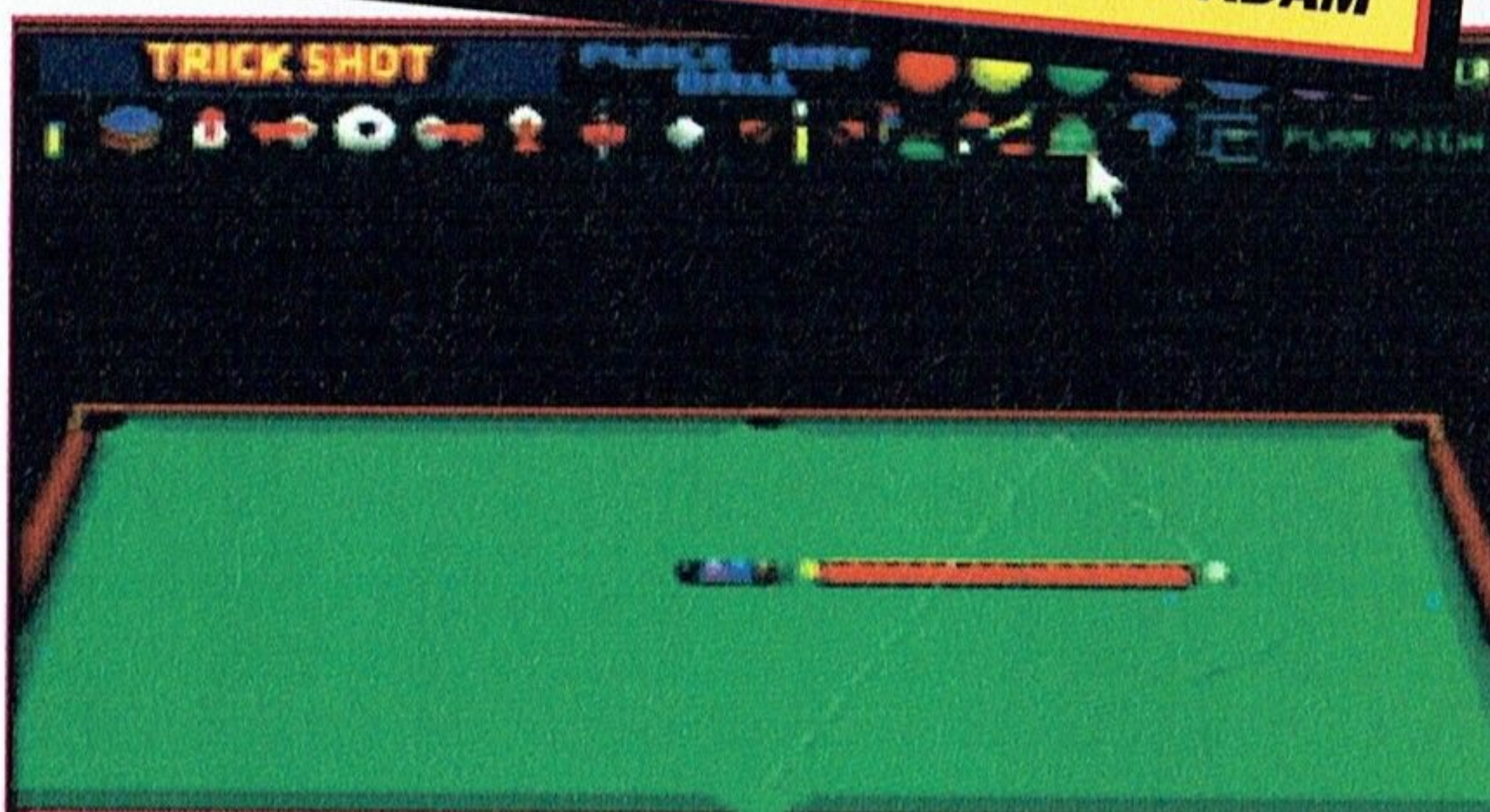


▲ Okay, how many of us actually look at the instruction manuals? Luckily there's detailed on-screen help that can be called up whenever you need it.

goes a long way. We were smacking balls hard and fast in no time. As for actually sinking balls, that's another story. We found ourselves wishing we had paid more attention in Physics class, you know, all that stuff about the basic rules of motion... Then, luckily, we discovered the joys of computer-aided potting! Unfortunately, this little option is only available in practice and trick shot modes. You are definitely on your own when butting heads with the computer.

There are four computer characters between you and the championship, starting with a walkover-type who sometimes misses his target completely but

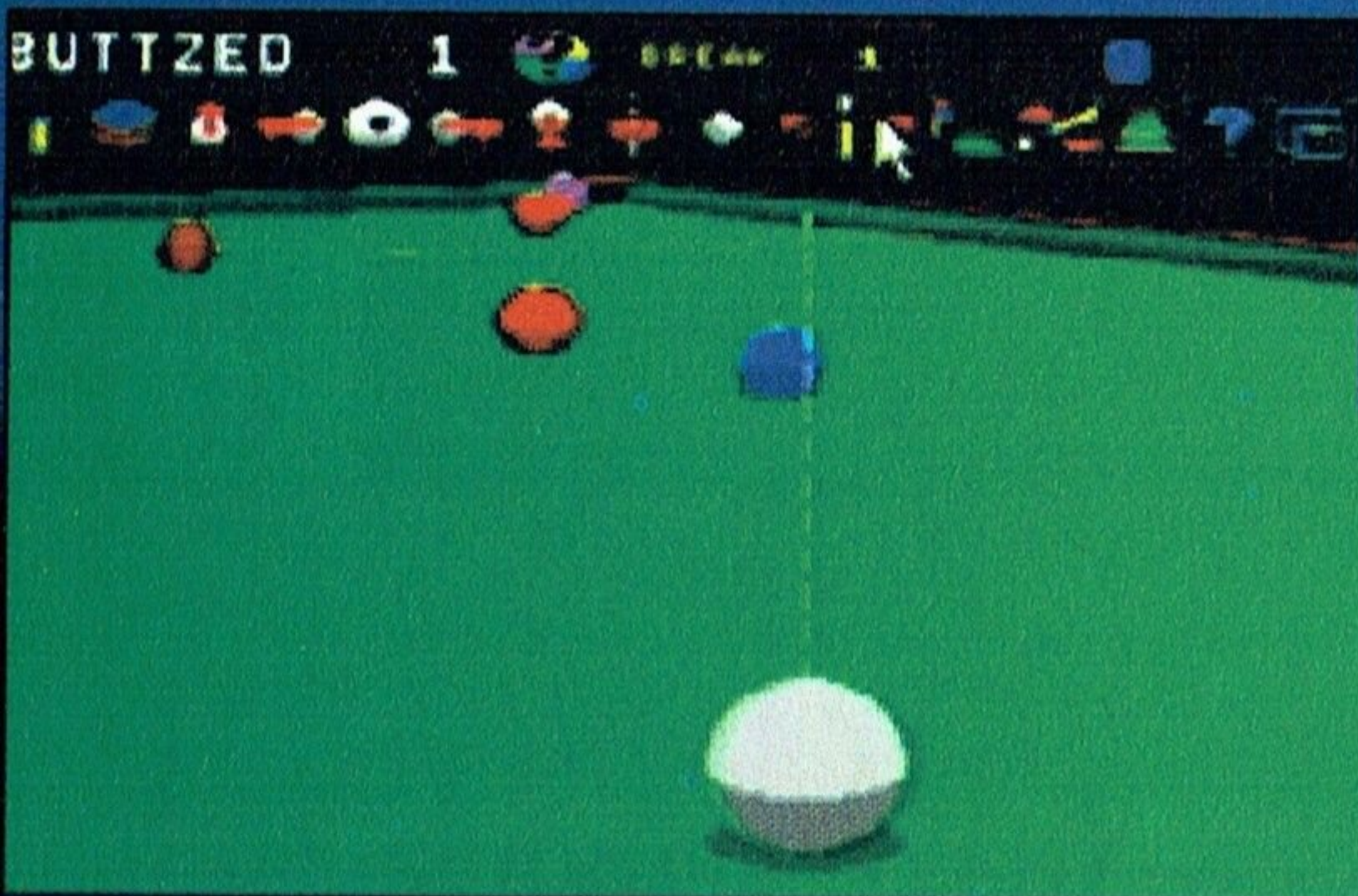
second opinion
Snooker is a very physical game and watching balls going around on screen simply isn't as exciting as the real thing. **ADAM**



▲ If the champion is proving too much to handle, take time out to try improving your eye for available shots with the trick shot feature. It's great for building up shattered confidence. Then head back to the champ for some more punishment.

Line 'em up!

When lining up shots, take full advantage of the different view-



points available. Use the line-of-sight option on the control panel to get a good idea of where the cue ball will hit the target ball. You can also check out angles for rebound shots by pressing B instead of A with this option.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Sports sim
SUPPLIER: Virgin
PRICE: \$99.95
SIZE: 8 megabits
PLAYERS: Two

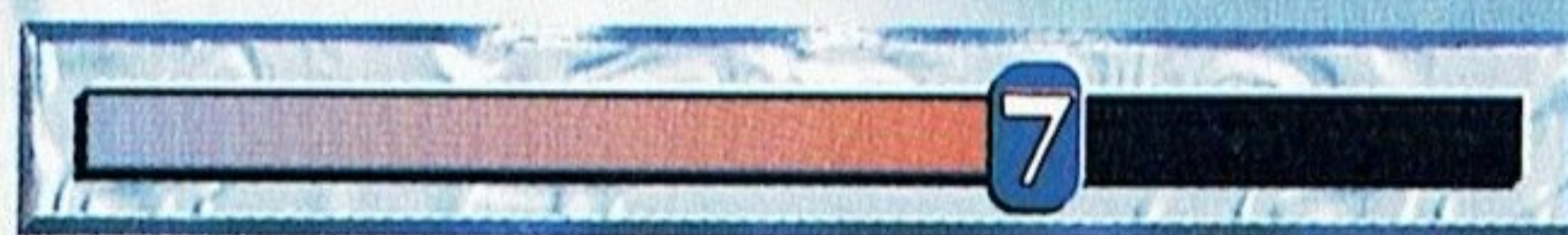


▲ Take too long lining up a shot and bored snooker balls will stick their tongues out and blow raspberries. This is your signal to smash the cue ball at the smart-arses and draw a foul. And if you really go to sleep at the controls, flies set up house on the cue ball. In fact, flies seem to be buzzing around constantly. We tried spraying the cartridge with Mortein, but it didn't do any good.

Word

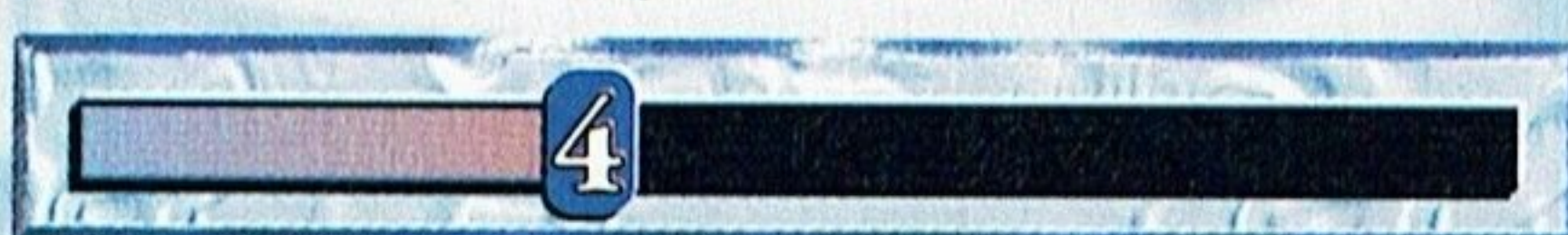
GRAPHICS

The balls are the right colours and the velvet is green. The control panel icons are easy to read. Nuff said.



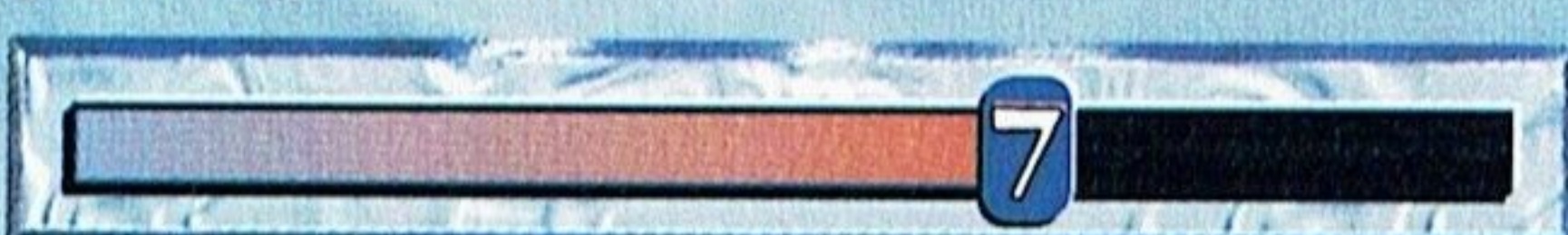
SONICS

Apart from clicking balls, not much in the sound department. Bring your own music. Play it loud.



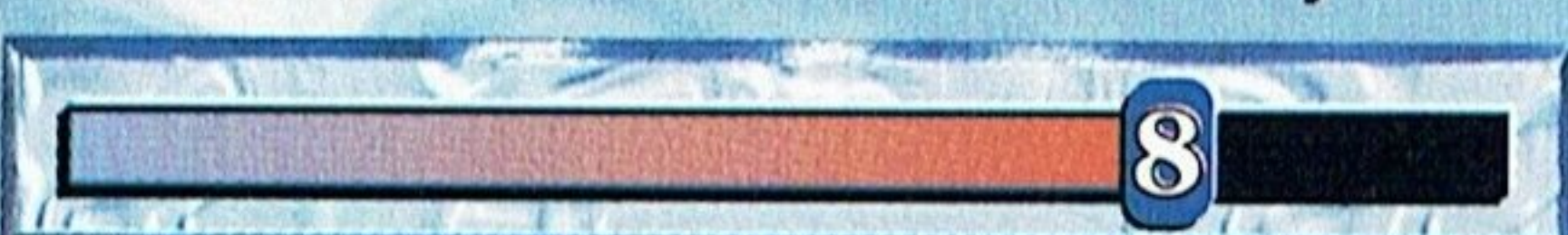
PLAYABILITY

You may only be thumbs for a short while, but there's a real science to potting shots.



STAYING POWER

This one has the potential to be addictive. If you can beat the computer, there are lots of trick shots to try out.



OVERALL

A well-thought-out and enjoyable cart – for a snooker game. Although if you didn't like snooker before, this won't thrill you or change your mind.

75
PER CENT

Waves

out
now
!!!

the
most excellent
surfing magazine
in the
universe

HINTS & TIPS

CHEAT OF THE MONTH

MEGA DRIVE

The cheat that is the one to beat and the one to kick off the New Year comes from **John Ross Gunn** of **Sunnybank Hills, QLD**, who came up with these babes for EA's awesome blaster, *Urban Strike*.

CAMPAIGN ONE: HAWAII

NO PASSWORD

CAMPAIGN TWO: BAJA OIL FIELDS

CRJSND6SHWG

CAMPAIGN THREE: INSIDE OIL RIG (NO CODE FOR ON-FOOT LEVELS)

CAMPAIGN FOUR: MEXICO

9GRTSCNHPVX

CAMPAIGN FIVE: SAN FRANCISCO

NWR34Y9N37T

CAMPAIGN SIX: INSIDE ALCATRAZ (NO CODE FOR ON-FOOT LEVELS)

CAMPAIGN SEVEN: NEW YORK

L6VC9HBWVXH

CAMPAIGN EIGHT: LAS VEGAS

GPTXLGDTHWG

CAMPAIGN NINE: INSIDE MONOLITH (NO CODE FOR ON-FOOT LEVELS)

CAMPAIGN TEN: UNDERGROUND

W7YLBMVZRMS

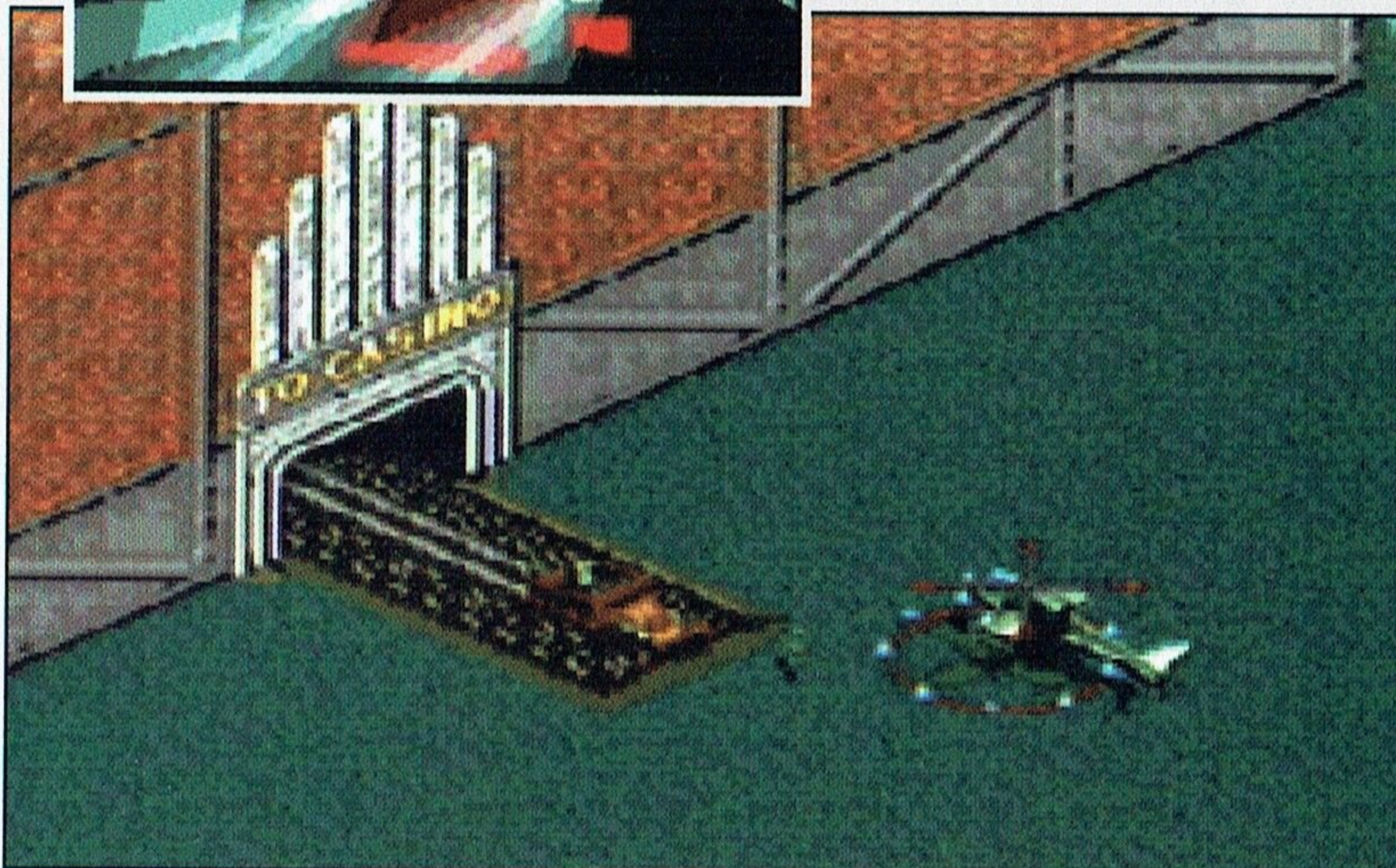
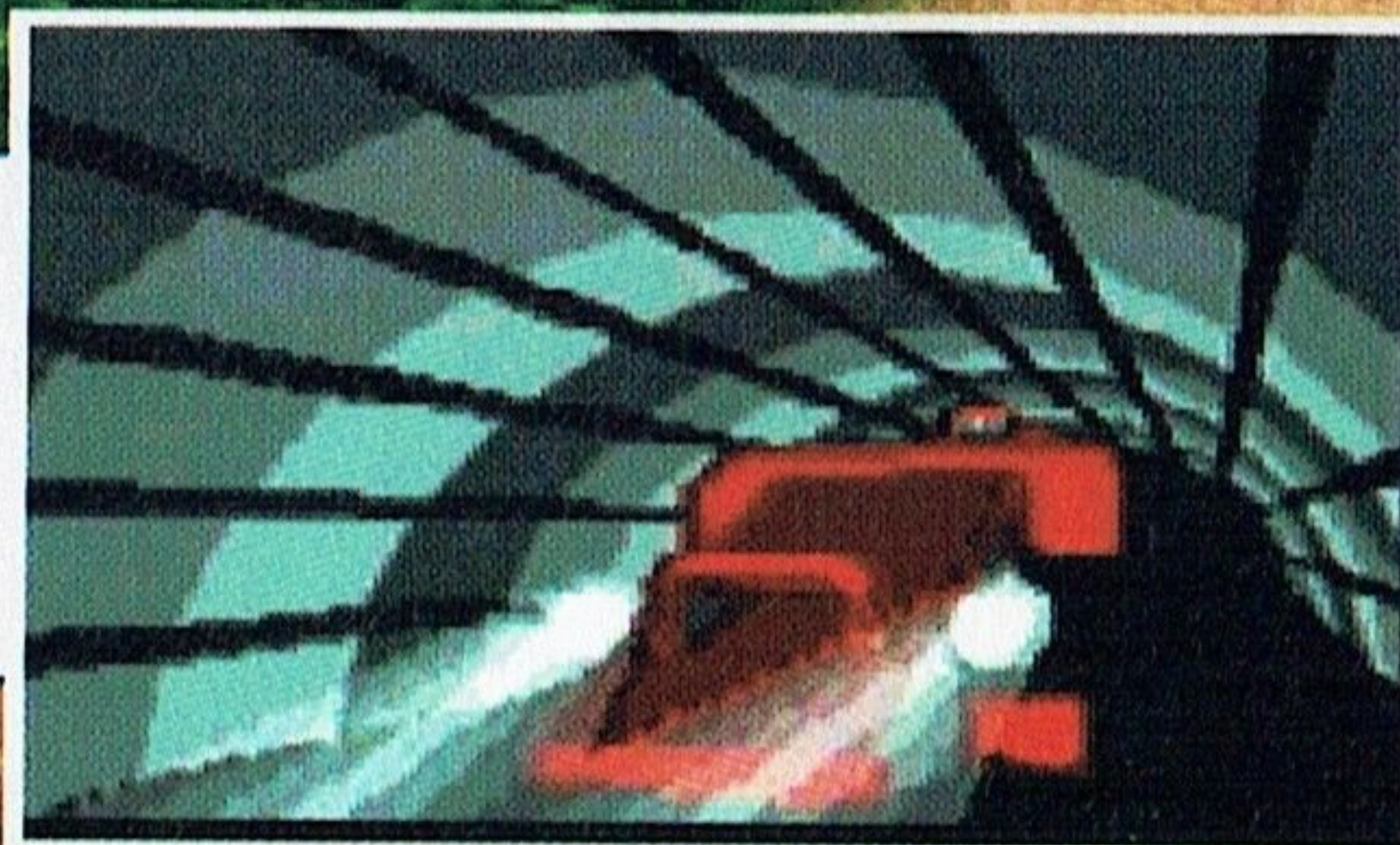
SECRET LEVEL CODE:

For a secret level in Mexico enter

9NHLGBW6SYL

as your password. This will take you to a secret campaign.

URBAN STRIKE



ALADDIN

GAME GEAR

Access the Password screen and enter the code AIQY. Now, when you enter the game, Aladdin should be glowing, meaning the cheat has worked and our hero should now be invincible.

SYLVESTER AND TWEETY

MEGA DRIVE

Here is a cheat that will allow you to skip to level five. Enter the game and then press Start to pause. Once paused press A, A, A, B, B, B, A and Start. If done correctly you should warp to level five – Hyde and Shriek. You can also keep doing this cheat to get extra lives.

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

MEGA DRIVE

As soon as the Konami logo starts to appear, press these buttons in this order: C, B, B, A, A, A, B, C. Make sure you do this before the logo disappears. Now, press Start and, at the title screen, quickly press: A, B, B, C, C, C, B, A. Press Start again and you should be able to start at any stage you want. Thanks, **Adam Wilson**, somewhere in Australia. You guys should really include your address!

DRACULA

MEGA-CD

Here is a great trick for the game *Dracula* that grants you 99 lives. Wait for the intro screen that says 'Beware' and then enter:

A, Left, Up, C, A, Right, Down (that's Dracula spelt backwards, kids).

You will know that the cheat has worked if a white border appears on the edge of your screen. Now start the game and press A and Start at the same time. This will pause the game. Now when you unpause the game you should have 99 lives. A great cheat for a rather lame game.



COMBAT CARS

MEGA DRIVE

At the options screen, highlight the Exit icon. Now hold down A, B and C and then press START. This will allow you to race on all 24 tracks.



PIRATES OF DARK WATER

MEGA DRIVE

Here are the codes for this great platformer from **John Pitman** of **Mickleham, VIC**.

Level 2.....IITBDIA

Level 3.....RITAZIM

Level 4.....JESSICA

Level 5.....SCOOBYD

Level 6.....STDYODA

TAZ: ESCAPE FROM MARS

MEGA DRIVE

In the moving platform level on Mars, continue right until you see a Taz statue. From here go right and up until you see a bird and two poles. Spin down between the two poles and shrink yourself using the ray. Go right and up to collect the 'Continue'. Then die on the spikes and keep continuing this process for a wad of lives.

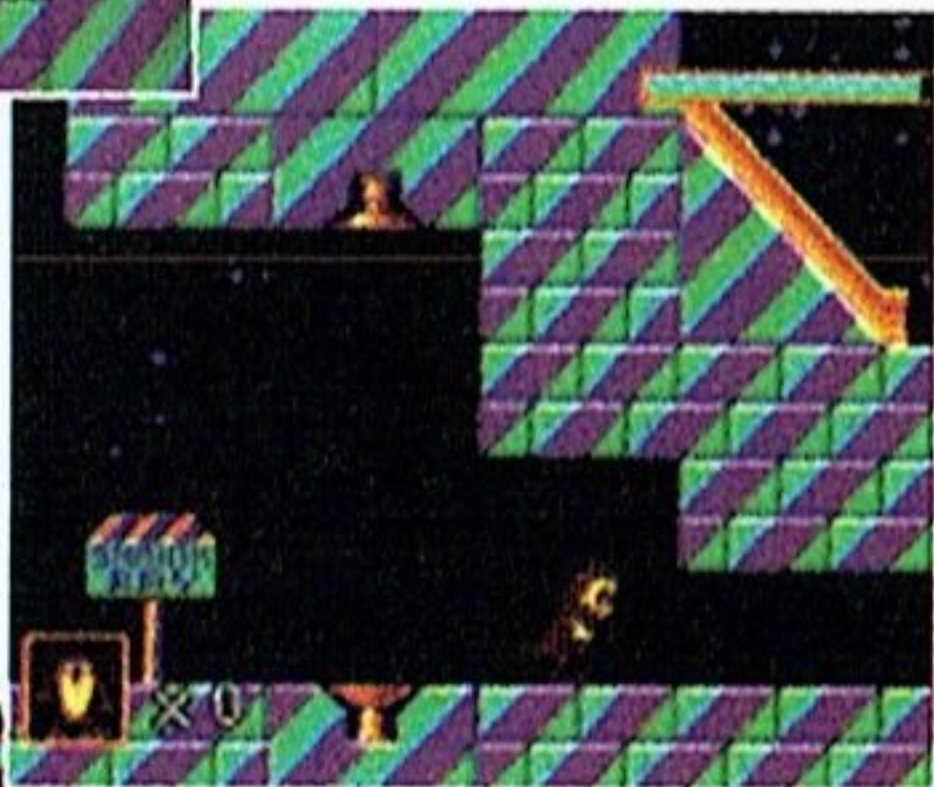
► Find this statue and go right.



◀ Spin down between the two poles.



► Shrink yourself and continue right.



◀ Find the continue and then commit suicide. Repeat this procedure.



MORTAL KOMBAT II

MEGA DRIVE

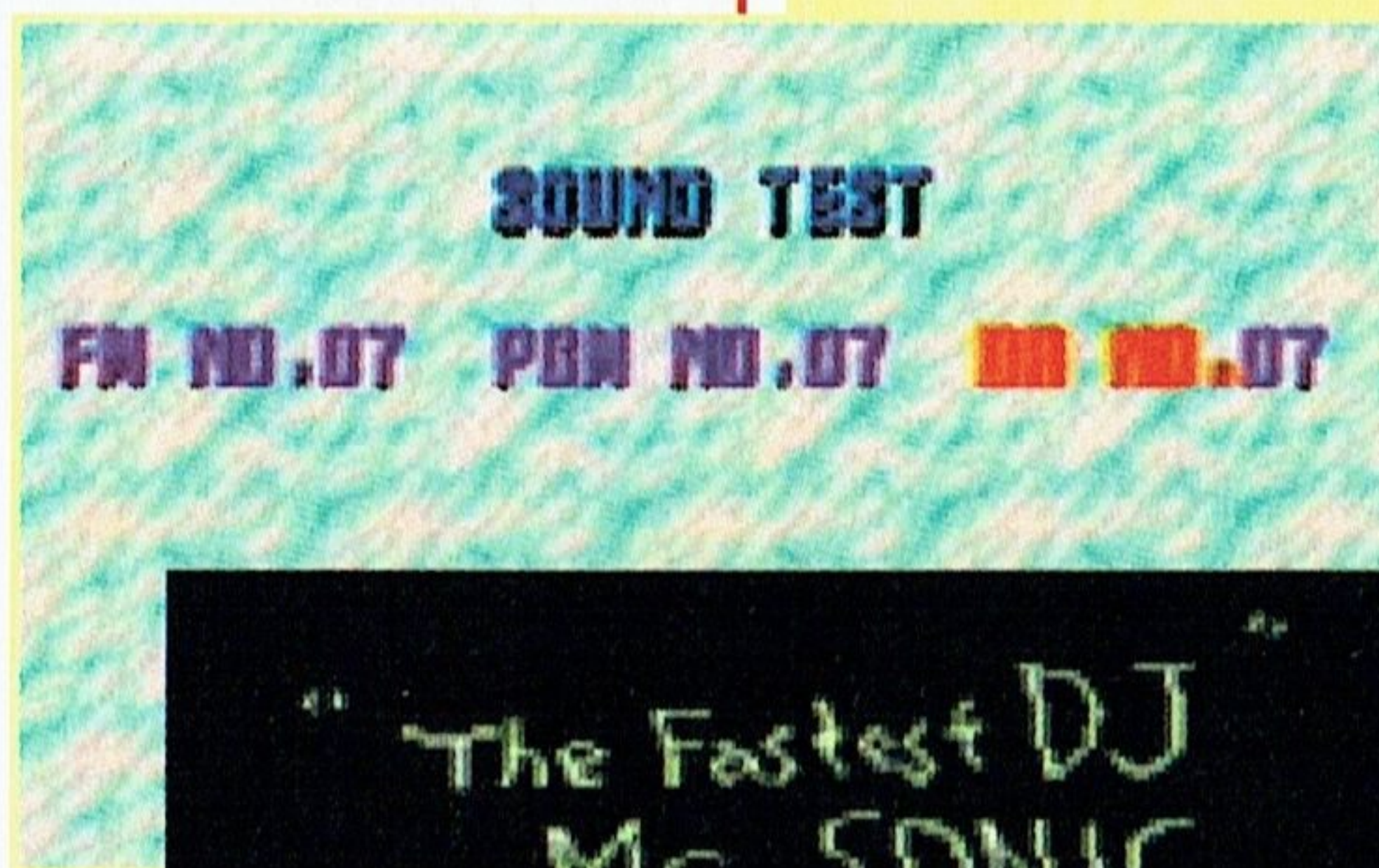
This most bizarre cheat allows you to turn off the blood in *Mortal Kombat II*:

1. Play a two-player game
2. Choose Johnny Cage for player one and any other character for player two
3. When the round begins, move Cage to the side of the screen.
4. Make player two duck.
5. With Cage continuously throw high fireballs.
6. After several fireballs have been shot, you should notice that the fireballs lose their tails.

7. Now if you do a shadow kick you should notice that Cage has only one red shadow. Secondly, the blood should all be gone.

8. Now try doing a fatality. They work but without the blood! Also, the words 'Finish Him' will not be displayed but rather, your opponent will just start wobbling and the music will change.

Thanks go to **Malcolm Rock** of **Mosman Park, WA**, who warns although tricky, this cheat is well worth it, for the squeamish.



◀ At the sound test, enter those secret codes and shazam...

▼ It's Snoop Doggy Sonic minus the murder charges.

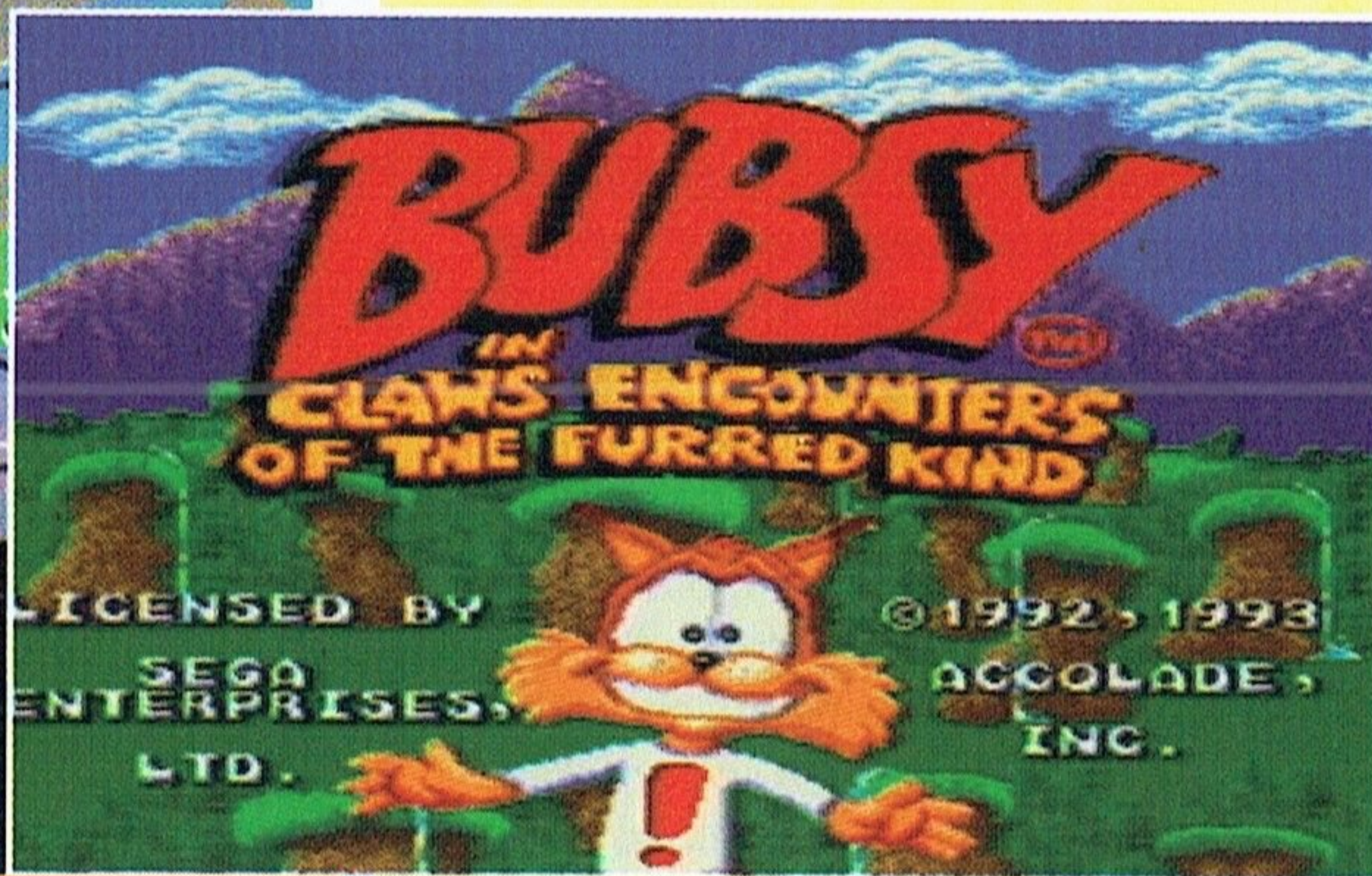
SONIC CD

MEGA-CD

To see secret Sonic pictures enter the following code in the Sound Test:

Special Stage	FM:07	PCM:07	DA:07
DJ Sonic	FM:42	PCM:03	DA:01
Animal Sonic	FM:42	PCM:04	DA:21
Japanese Sonic	FM:44	PCM:11	DA:09
Masked Sonic	FM:44	PCM:12	DA:25





BART VS THE SPACE MUTANTS

ALL FORMATS

Due to popular demand, we will be printing a complete guide to the ridiculously difficult game *Bart vs the Space Mutants*. Every month we will cover a new level so Bart fans should keep glued to future issues of Megazone.

LEVEL ONE

Alien Poster Stand next to the third alien poster on the right and then jump and spray until red.

Mo's Apron Put a coin in the telephone box and press the button that uses the X-ray glasses. Once you have done this, Mo will come out and you have to spray his apron.

Clothesline Jump on the clothesline to cover the items on the ground.

Doors Go into all the doors you can as you need to buy cherry bombs, rockets, wrench, key and whistle.

Flower Pots These can be reached by jumping on the window panes and door frames.

Shop Awning Use the wrench on the fire hydrant outside the hardware shop.

Bird in Pet Store Stand on the window pane and throw a cherry bomb on the ground.

Bird on Statue Fire a rocket at about a 45-degree angle to the bird.

Fire Hydrants Spray all the hydrants with the paint.

Bowlarama sign Use a rocket at a 45-degree angle.

Windows Same as above.

Others All other items can be sprayed at ground level.

General Hints Use the key at the building with the clothesline to bypass the entire skateboard section. Also, if you are ever short of money, stand under the window of the last retirement home and use the whistle.



BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND

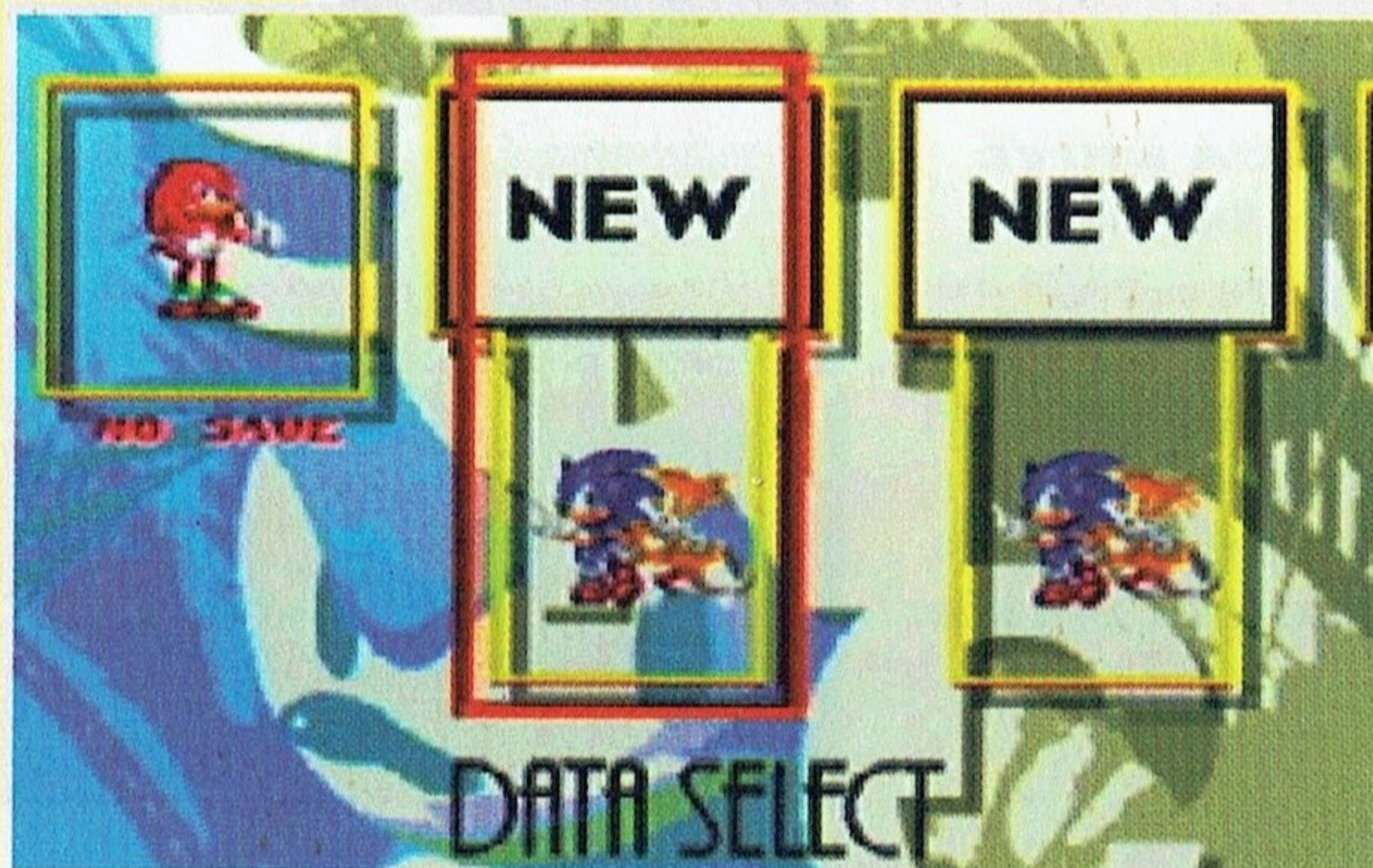
MEGA DRIVE

Here are some handy locations of extra lives from **Robert Hay** of **Unanderra, NSW**.

Zone 2 The Forbidden

Plummet: At the start of the level, jump to the left and glide down and gather the extra life. Now glide down once again and jump on the revolving platform. Glide very carefully onto the next platform and you should find an extra life before you.

Zone 3 A Bridge too Fur: At the start of the level there should be a waterfall just past the tree. From here, fall down and glide to your right. Leap over the lake and kill four enemies to get 1600 points. Keep going to your left and pick up 29 yarn balls. Points galore!!!



▲ At the data selection screen, Knuckles appears instead of Sonic. Then, at the end of the level, Knuckles' name appears as well as his portrait on the sign.

ROBOCOP VS TERMINATOR

MEGA DRIVE

Here is a rather racy cheat thanks to **Bradley Bradshaw** of **Jandowae, QLD**. Pause the game and type in this code: C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A. If done correctly, you should hear some strange music playing and all your enemies now take the form of lusty blondes in swimsuits. Oh, yes! This cheat is so cool its worth renting this game just to give it a go.

Another great cheat for this game is for jumping higher. Just pause the game and enter this code: A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B. If done correctly, you should hear a noise and be transported to the secret level. Best of all is that you should find that your character can leap abnormally high.

The last cheat is for the hilarious ability to walk through floors. Once again pause the game and press: A, B, C, C, C, B, A. You will hear a chime and you can now pass through floors by pressing Down and button C. Unfortunately, you have to re-enter this cheat every time you want to pass through the floor.

ACTION REPLAY CODES

SONIC 3

MEGA DRIVE

Here is a great code that allows you to play as Knuckles in *Sonic 3* (without the *Sonic and Knuckles* cart). Enter the code: FFEF4D0003 and then start the game. If successful, you should see Knuckles in the Data selection screen. Unfortunately, when you start the game you will be playing as Sonic, but the end of level stuff reads as if you had played Knuckles. If you use this cheat, you will also notice that Tails does not follow you around.

LANDSTALKER

MEGA DRIVE

Thanks to **Jason Portman** for these excellent codes.

FF120FOFFF	Unlimited Gold
FF543E0090	Maximum Energy
FF1059000A	Unlimited Keys

WONDERBOY IN MONSTER WORLD

MEGA DRIVE

FF959D0001	Infinite Elixir
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STREETS OF RAGE 3

MEGA DRIVE

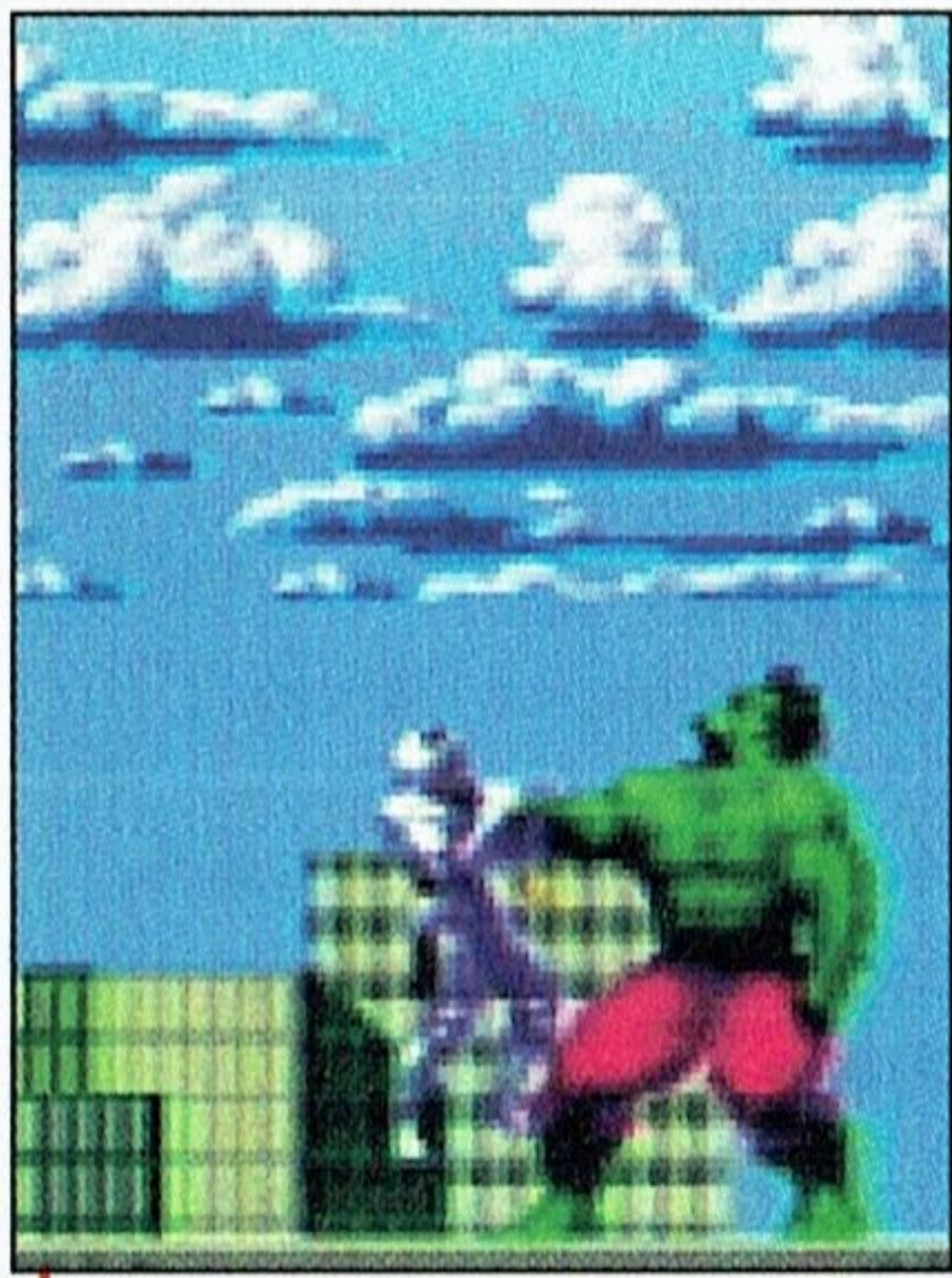
These cheats are courtesy of **Victor Li** of **Bulleen, VIC**.

FFDF8B0004	Infinite Lives Player One
FFE08B0004	Infinite Lives Player Two

GENERAL CHAOS

MEGA DRIVE

FF031 90005	Infinite Medics for Player One
FF031 B0005	Infinite Medics for Player Two



INCREDIBLE HULK

MEGA DRIVE

Here are the special moves not included in the instruction manual.

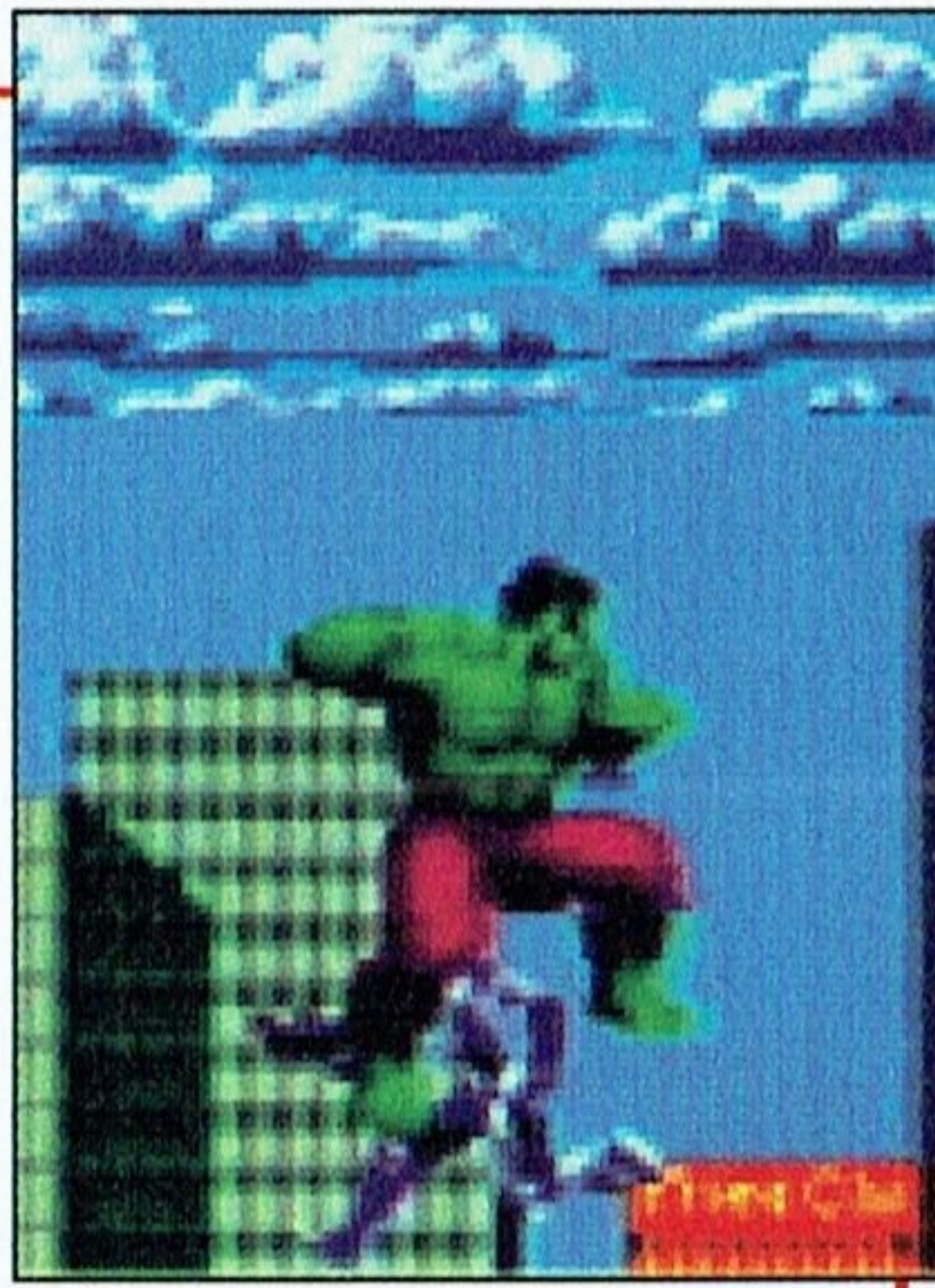
Ceiling Drive: Grab your enemy and press UP + B

Pile Driver: Grab your enemy and press A + B

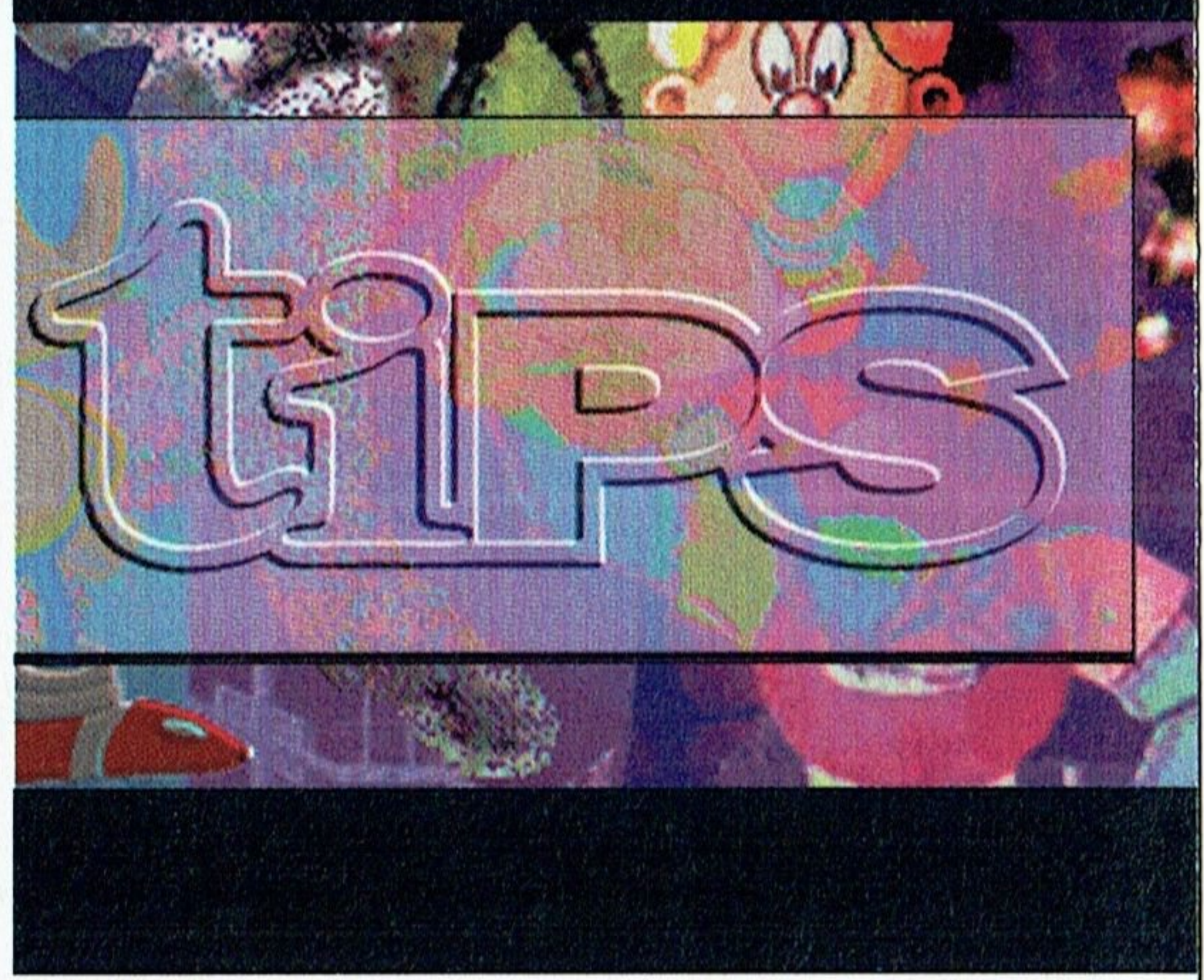
Stomp: B then Down while in mid-air

▲ **Shoulder charge**

Shoulder Charge: Left, Left, C, Left



▲ **Stomp**



SHINING FORCE 2

MEGA DRIVE

Here is a great debug mode thanks to the guys at the Sega Hotline. Press: Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up and Button B. The music should start up. Now go through the Witch's intro and select the configuration mode. Enter your name and then hold Start and press A.

Here are also some hints to some puzzles that has many an adventurer currently stuck.

Tree in Rubble Village: You need to insert the wooden panel by pressing button A when next to the tree and then using the item.

Talking to Dr Rhodes: Get the Achilles Sword from the shrine under the tree in Ribble (see above).



SONIC AND KNUCKLES

MEGA DRIVE

On *Sonic and Knuckles*, insert any game (except a *Sonic* cart) and a message should appear with Sonic, Knuckles, Tails and Robotnik calling 'No Way'. When this appears, press A, B and C together and then press Start. Two diamonds should appear: a pink one, representing Knuckles, and a blue one, representing Sonic. Choose a diamond and you should

be transported to a special stage. Apparently, different non-*Sonic* carts provide different special stages. This came from **Glenn Williams of Avalon, NSW**, and **David of NSW**.

PGA TOUR GOLF

MEGA DRIVE

Here is a great cheat that guarantees golfing victory. All you have to do is play with one or more computer opponents and wait 'til they get their ball on the green. Now, as soon as it's their shot, press Start to get to the view screen. View the green grid setup and then move the cursor the far right or left. Press Start again to let the computer take his shot and the ball should veer off to the left or right (depending on which way you positioned your cursor). This cheat is really good for skins games and lets you build up a stack of money.

Another classic trick is to save your game before each stroke. Then, if you mis-hit the ball simply restore your saved game for another shot. Person in the check pants: **Dreda Finlay of Valley Bay North, NSW**.

BARKLEY SHUT UP AND JAM

MEGA DRIVE

These passwords came from **Steven Douglas of Thomastown, VIC**.

First Round.....Already Played

Second Round9TNP L1?K

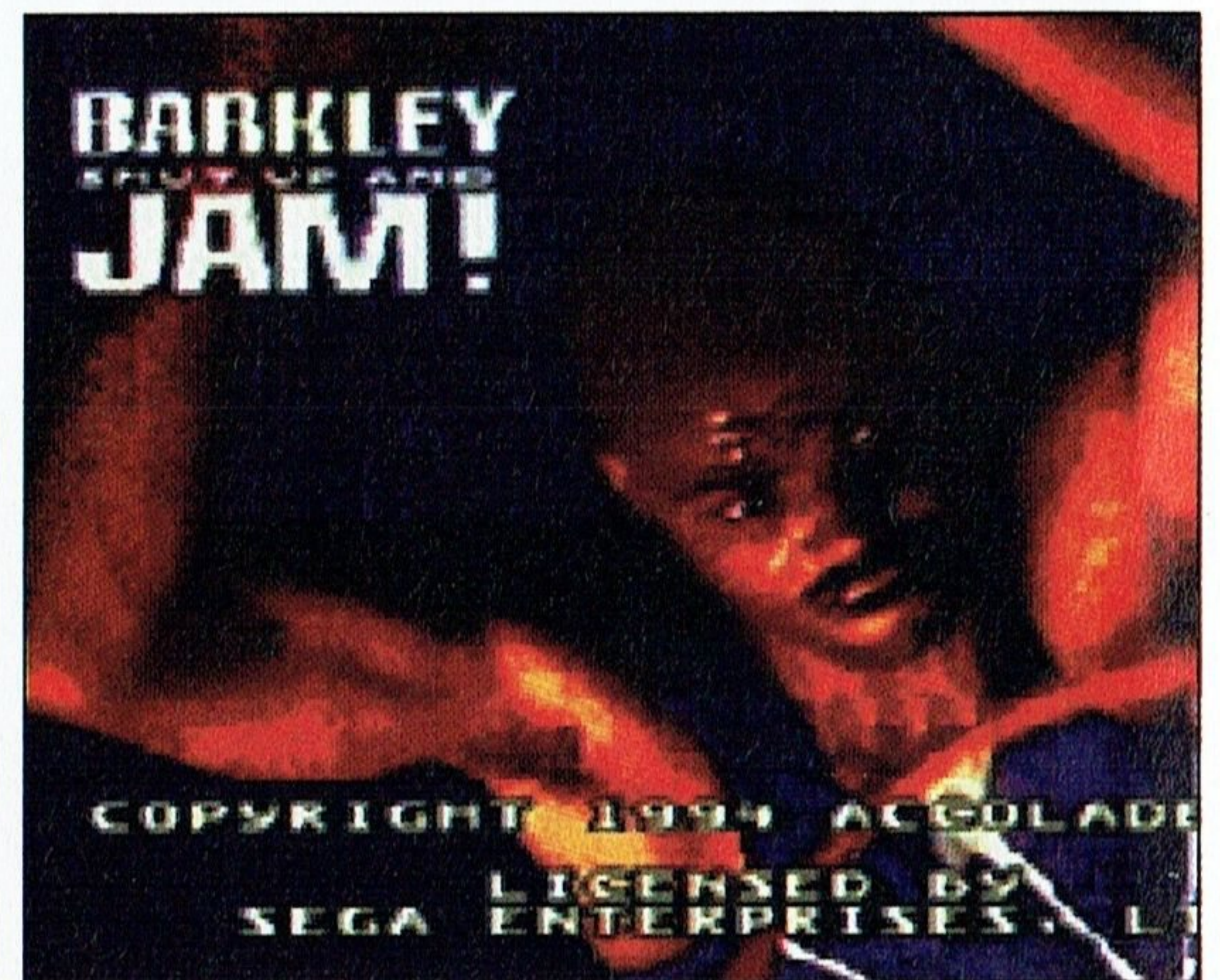
Third Round9TGH M1V0

Fourth Round.....9TLM P14B

Fifth Round.....9TJK 6I7T

Sixth Round.....9TDF ?15M

Seventh Round9TBC ?28M



GIVE US YOUR HINTS AND TIPS YOU MIGHT WIN A BUCKET OF SICK*

you might **win** a prize!

The hints on these pages have got to come from somewhere. And we can't make them all up. Well, we can, but we don't want to because we want to do something more interesting like watch the carpet grow, or something. So, here's a suggestion. Send us some! Yes, ones that you've discovered yourself and not ripped off from some other mag (anyone caught doing that will die. No, really). But there is a carefully structured system for you to follow to make sure that the info you send us works. It goes like this.

1. I ll ηαωε τφο ψηεεσε πιεσ α φραππε ανδ α Υεεροσ φιτη ψηιπισο πλεασε Σταωροσ, ie do it in a language we know (we can muster Spanish, French, a bit of Japanese, but preferably English). We're really thick, anyway. So just make it simple.

2. It must be typed or written in your neatest and *shmeatest* handwriting. If you insist on writing in the blood of a virgin sacrificed at dawn on a mountain top, we're fairly open-

minded. Just make sure the blood doesn't fade by the time it gets to us.

3. Mark each step clearly. Try using signs like this: 1)

4. Test it on someone really stupid. If they can understand it, send it to:

HINTS AND TIPS,

Megazone,
PO Box 746, Darlinghurst,
NSW, 2010.

* Not really. You'll probably wind up with a year's supply of Megazone or something. Or *Slimming* magazine, if we're feeling cheeky.

Dear Agatha...

Loser? Flop? Washout? Dud? Defeated? Failure? Jerk? Flunky? Turkey? Goose? Duck? Dork? Dickhead? Then get a life. Or write to me - Agatha. Australia's only Sega Agony aunt. I'm in the know, you know.

Agatha

COMPLETELY DOOMED

Hi, Agatha,
I just got the 32X (which is awesome!) and a copy of *Doom* but I am totally stuck. No matter how hard I try I cannot get past level one. My friends say I'm useless and continuously mock me, saying I'm 'the walking target' and 'demon fodder'. Please help me, Agatha - I have nowhere else to turn.

Tap Yarg, Ermington, NSW

Tap, you're a dag. If you can't get past level one you're in deep. Try playing the game on its easiest level and start shooting the enemy from a long distance. Use 'strafe' and also try finding the shotgun on this level (located in a secret room behind the imp on the platform). Keep your cool and don't be a loser.

CAN'T TOUCH THIS

SMASH IT SMASH IT!

Dear Agatha,
I am stuck in the game *Alex Kidd in High Tech World*. For months I have been trying to get out of the castle and it's driving me mad. Please help, Agatha, as I am about to smash my Master System.

Paul Miller, Redfern, NSW

Sheesh! To get out of the castle you must, firstly, have all eight map pieces. Go to the fourth floor to the tower on the right and take the ladder up to a room to find a key. Once you have the key proceed to the fifth floor, across the bridge and to the attic. Take the ladder up to a room with a safe. Open the safe and get the hang-glider. Now, just go to the bridge and jump off. You are out of the castle! But, to be a legend, you could smash your Master System anyway.

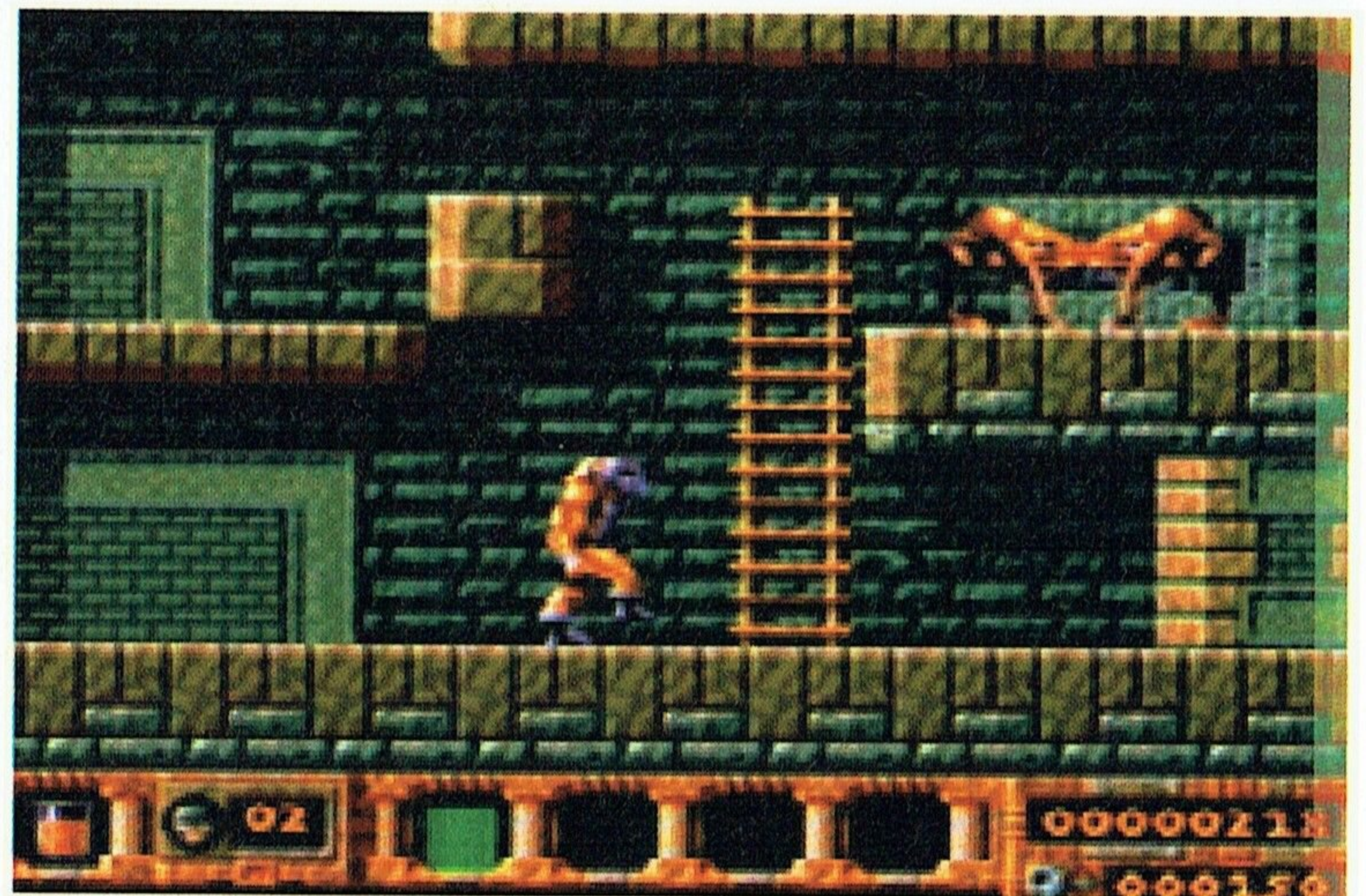


MAP MAYHEM

Dear Agatha,
I am playing *Shining Force* and have no idea where the town of Rindo is located.

Luke F., NSW

The town of Rindo is located in chapter two. I have absolutely no idea how you could be stuck, as you actually start out on the big map above this very town!



JAMMED

Agatha,
Could you please tell me how to get Michael Jordan and Magic Johnson in *NBA Jam* on Mega Drive. Also, do you have any cheats for *Combat Cars*? Thank you.

Aaron Green, Gosnells, WA

*Well, Aaron. Sad but true, you cannot play as Magic or Jordan in *NBA Jam*. Simple, huh? As for *Combat Cars*, have a look over in Hints and Tips where there is a great track select cheat.*

GOD KNOWS I TRIED

To Agatha,
I have the brilliant game *Gods* and was wondering if there any cheats for it. Anything will be greatly appreciated!

Henry Johansson, Newcastle, NSW

*There are no real cheats for *Gods* as such but I do have these passwords. They might keep you occupied for a while.*

Level 2 Nashwan
Level 3 Coyote
Level 4 Foxx

MEATHOOK MYTH?

Dear Agatha,

I have heard that you can do a 'meathook' fatality for *Mortal Kombat II* whereby you upper-cut your opponent onto the meathooks on the acid pool stage. Can this be done? If so, how?

Matthew, QLD

The so-called 'meathook' fatality is a piece of crap and doesn't exist. I think someone you know is one of those losers who bleats total tripe a lot of the time because of a dysfunctional personality. If they insist that this fatality exists, get them to write to me with the details and I'll check it out.

TROUSER SNAKE

I've been playing *Aladdin* and have great difficulty killing the last Snake creature. What is the best tactic in killing this most annoying obstacle?

Pissed Off, NSW

Well, Pissed, the best way is to just time your jumps very well. Jump up to avoid the flames on the floor and while you're up there in mid-air, shoot the snake with your apples. If you run out of apples, you can find some more on the opposite side of Jaffar. Repeat this procedure and after a while, the snake should perish, leaving you king of the castle.

ALIEN-NATION

Dear Ag,

Do you have any cheats for the Master System game *Alien Syndrome*? Thanks.

Clint, Bulahdelah, NSW

Here is a cheat that should help you in alien termination. For temporary invincibility get the question boxes from the ship when the counter reads either 272, 267, 232, 222, 171, 161, 131 or 121. When invincible, quickly kill as many as aliens as possible to clear the level of any danger! Happy killing.



LANDSTALKER THINGY

Agatha,

Could you please help me with *Landstalker* on Mega Drive. I am in Mercator in the crypt and I am stuck on puzzles number three (Jack Skywalker), five (Jim Bright) and eight (Whodini). Thanks.

Fred Reid, Camberwell, VIC

The secret in solving these puzzles is in the names. Pay very careful attention! Puzzle three (Jack Skywalker): walk up invisible steps by the northern side of the room. Puzzle five (Jim Bright): Pick up the box and put it next to the torches. Step on the switch to make the torches go out. Puzzle eight (Whodini): Pick up the box and place it in front of the name plate. Now, using the box as a platform jump up to the highest ledge and walk directly behind the western wall. Try lining yourself up with the name plate to get the positioning right. And now the world is a beautiful place.

ACTION REPLAY

Dear Agatha,

In your September issue you had some codes like 'FF579E0003'. I would like to know how you program these codes in. What steps are involved? Your help is gladly appreciated.

Chris Atwell, QLD

Okey dokey. The above code requires a piece of hardware called an 'Action Replay'. It's a cart. And it plugs into your console. Magically, it allows codes like the one above to be entered. To get hold of one you can try calling the distributor, Kaylee Computing, on (09) 310 1962. This is not an advertisement. Merely a friendly and simple favour to you.

EMERALD STASH

Dear Agatha,

I have *Sonic 2* on Master System and was wondering could you please tell me where the emeralds are in Sky High Zone and Greenhill Zone.

Derfla, NT

Sure can. In Sky High Zone, run and jump onto the first hang-glider. Use the glider to fly all the way to the right. The emerald is located high up in the clouds and you just crash into it. In Greenhill Zone the emerald is a little more difficult to find. But hang in there. Start off by going right and start bouncing from spring to spring. Keep going 'til you see two springs at the bottom of a ramp. Bounce off the right spring and hold down Right to land on a platform with two springs on top. Bounce off the right spring again and land on a platform which houses the elusive emerald! Ta-da!

OH YEAH - RAD, SICK, COOL...*



Write to Agatha!

Some of the things Agatha does are not recommended for consumption by the general public. Trust us. We've seen her at her most vulnerable. And it's scary. But then a weird wave washes over her and she feels this terrible urge to help the tragic, the trashed, and the tormented. And that's you, that is.

**Dear Agatha..., Megazone,
PO Box 746, Darlinghurst, NSW 2010.**

**You stuff it - she'll kiss it better
(but no tongues).**



We spent 89 days playing *Urban Strike*.
This is our kiss-and-tell diary.

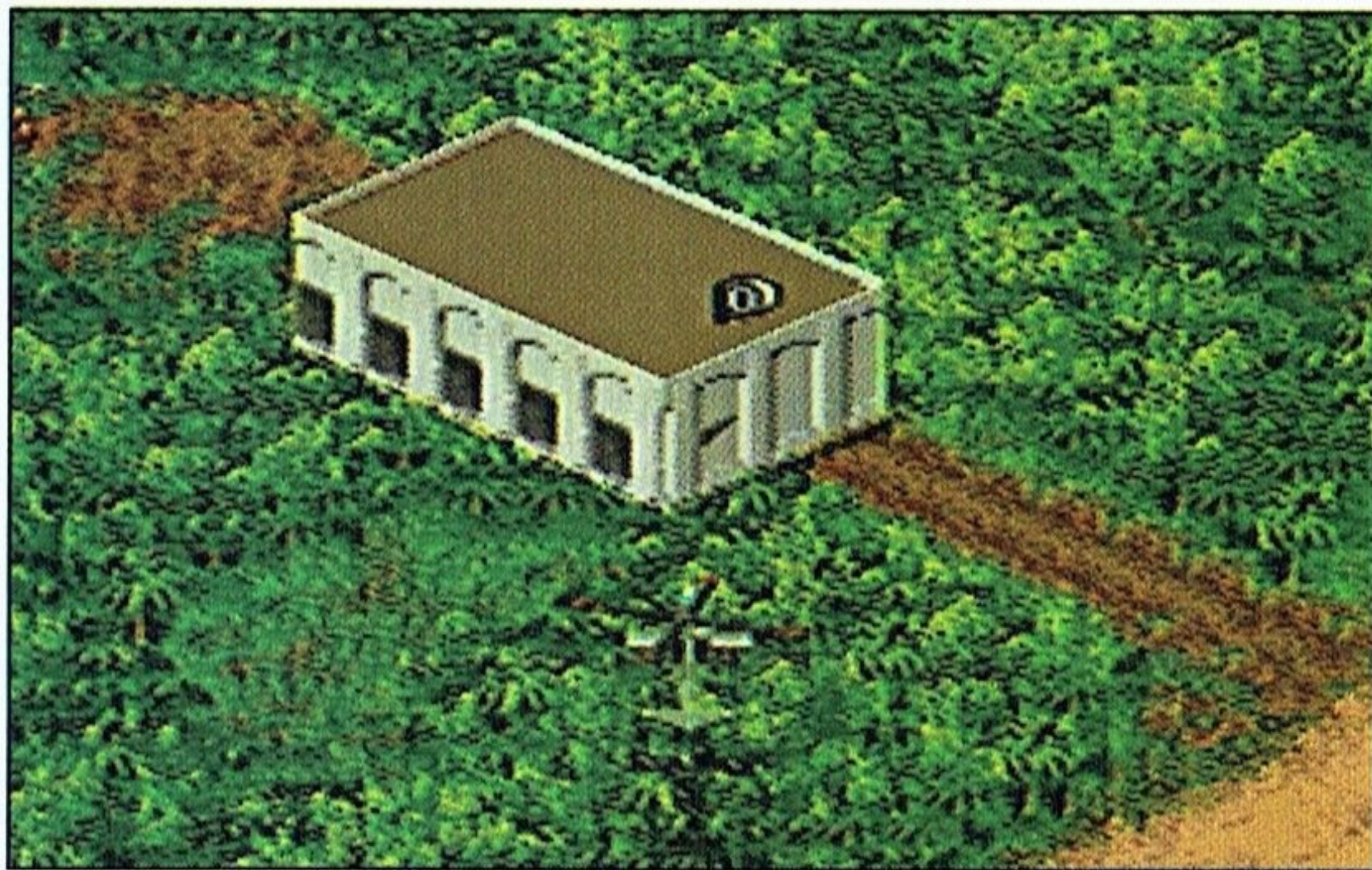
Urban Strike

CAMPAIGN 1: HAWAII

The first phase of Malone's plan takes place in Hawaii. Malone's forces have stolen four 30ft mirrors to use in the construction of a super-weapon and you must get them back. The main mission, though, is to rescue a plastic surgeon, hiding out on the island. He's the only person outside Malone's camp who knows what Malone's new appearance looks like. It's very important you get to him before Malone does.

From the Home base on the South-East Island, move North-West to the main Island. Malone's men have taken over two of the visitor centres and are covering the North side of the Island with an alert zone.

Mounted on the visitor centre roofs are the radar receivers that control the alert zone, so the first task is to knock them out. The



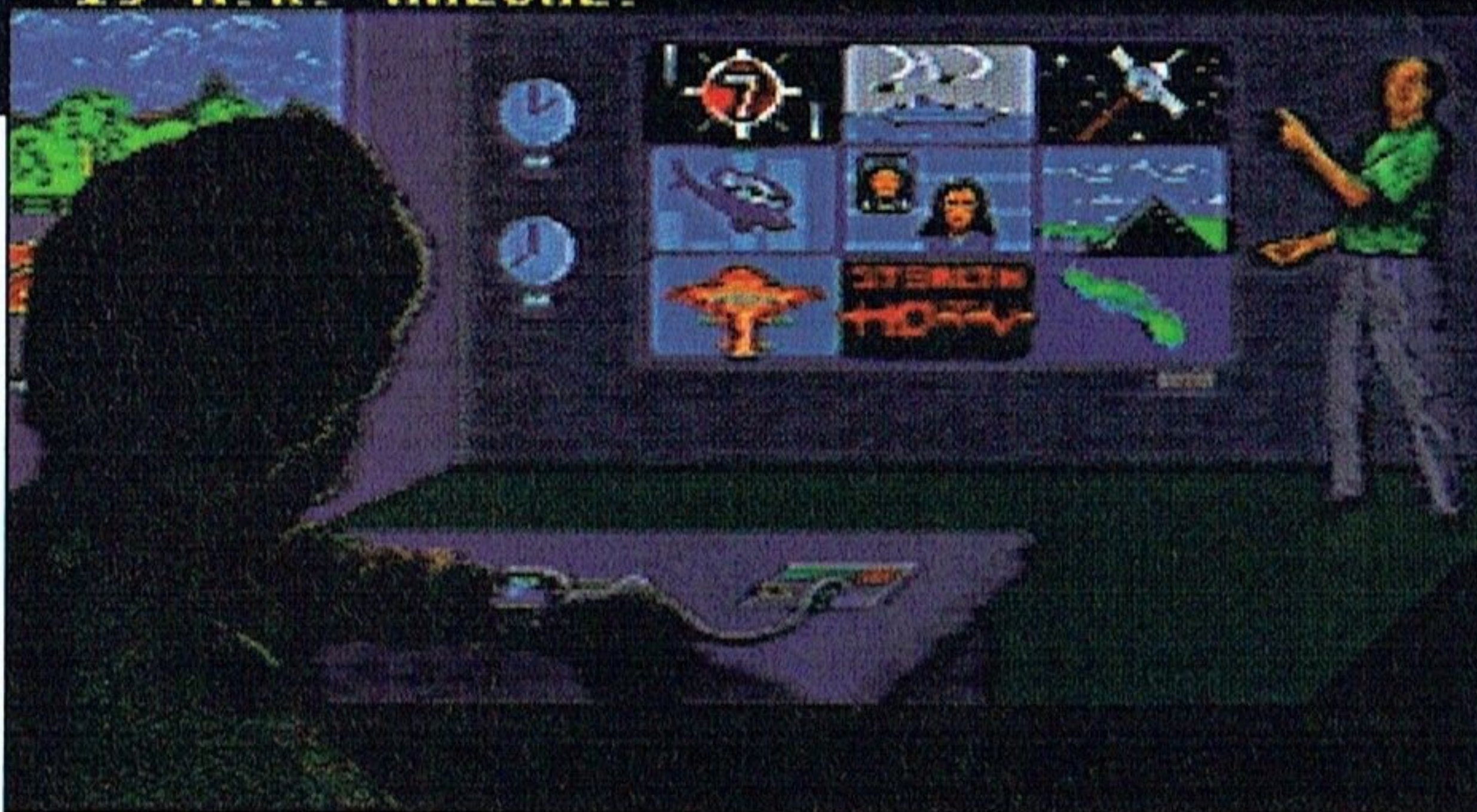
two buildings are close to one another, just off the southern beach, located in the middle of that side of the island. Destroy them in turn with three or four Hydra rockets and take out some of the ground troops on the beach and around the area before locating the mirrors.

The four large mirrors are currently being transported across the main island to Stealth ships in the

North. Locate the trucks carrying the cargo and blow them up leaving the mirrors exposed. Then skyhook the mirrors and take them North, past the enemy Stealth ships and on to the North-East, where your back-up barge is waiting to collect the mirrors as you bring them in.



WELCOME BACK, COMMANDER.
OUR TARGET THIS TIME
IS H. R. MALONE.



All the transport trucks can initially be found in the middle of the main Island and they're all moving towards the North coast. You only need to regain two of the mirrors and land them safely on the barge to complete the mission, but

you will have to get the other two off the island in order to progress to the next campaign.

After you have successfully taken the mirrors to the barge, look to re-fuel and re-stock your ammo by flying to a nearby ammo site (marked on your mission monitor) or by blasting some of the grass huts in the North to try and locate other ammo.

After re-stocking the Mohican, head for the Stealth ships themselves and blast them out of the water. Be careful while doing this, ground troops with rocket launchers and fast gun boats will try to pick you off while you're firing at the ships. The best tactic is to get this over with as quickly as possible by using your Hellfire missiles on the ships and then flying off inland.

When you've destroyed all four Stealth ships, the location of the plastic surgeon is revealed on your mission monitor. He's located in the extreme North-West or the top-left of the map. You will have to fly over land to get there and your flight will be dogged by ground troops, tanks and cannons.

Fly carefully, trying not to get pinned down by crossfire and lose vital armour points. Fire the odd Hydra off at the larger ground weapons and pick troops off with your chain gun. When you arrive at the top-left of the map you will have to blow up the hut so the plastic surgeon can run out to meet you. Shoot the two soldiers firing at you and then hover over the surgeon so your co-pilot can send the winch down to collect him.



You will be running low on fuel again by now but you should have just enough juice to get the surgeon to the safety of the landing zone situated on the Northern-most small island to the

CAMPAIGN 2: BAJA OIL RIGS



West of the main island. Here you will be able to land, drop the surgeon off and swap your Mohican for the larger but slower Rescue helicopter.

The Rescue helicopter is now needed to rescue a troop of

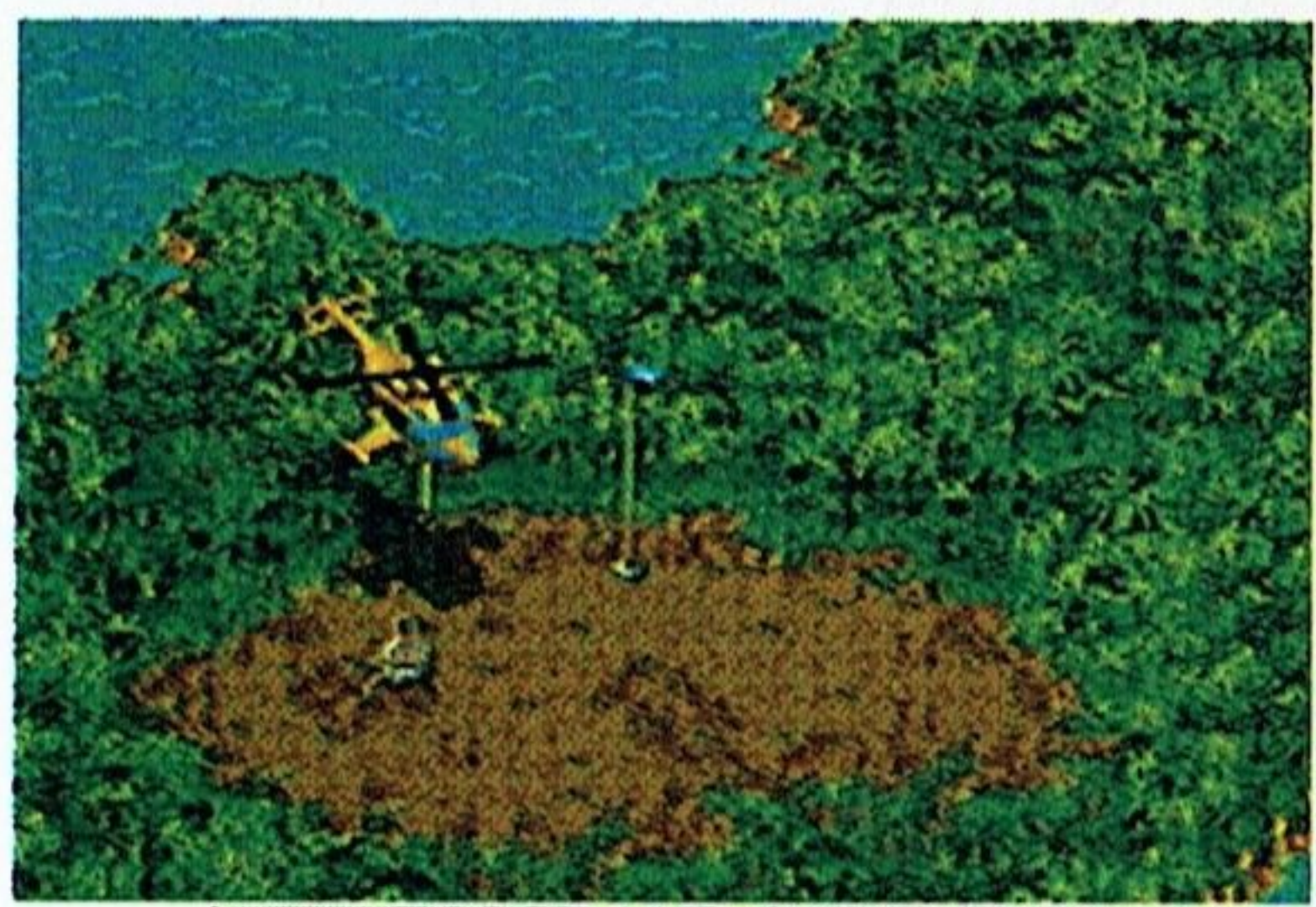
Green Berets who are stranded on the main island. However, first you must complete the penultimate mission by blowing up the enemy bridge spanning the bay, linking the two main islands just to the South of the landing zone. The bridge will be protected by a few ground soldiers and large ground cannons that will have to be picked off before you can fly over the length of the bridge, pumping it with Hydras and the odd Hellfire Missile until it is no longer in use.

The final part of the Hawaii mission is to rescue the platoon of Green Berets. First fly South again to visit the other small island. There you will find an 'eradication' bomb that can be carried under the rescue helicopter. Now head West into the main island and South to the area beyond the end of the beach.

Here you should see a purple flare that shows you the general area of the stranded Berets. Hover and press the A button to release the eradication bomb and clear the area below of trees, creating a clearing so you can see the soldiers and winch them up. Enemy troops will also be in the area and will try to shoot your armour away, so hit back at them with small bursts of chain gun fire, while collecting the Green Berets.

You will be told when your mission has been completed, so fly East, across the sea, towards home base in the South-East corner of the first island. As you get close to home fly a little way North

to locate the UN landing site on the same island as your home base. Drop the Green Berets off and return to your Home Base to complete the first campaign.



WHEN I MET MALONE, HE WASH MALONE. I MET A MAN WHO HA NO RECOGNIZABLE FEATURES.



The second campaign takes place off the Baja coast at the site of three oil rigs that have recently been acquired by Malone. It's thought he is stockpiling jet fighters on the rigs, ready for an attack on mainland America, so the main mission is to destroy his fleet of fighters before he has a chance to use them.

Your home base is over on the extreme right of the area on dry land. Around the base are holding tankers for the oil and a pumping station to support the rigs. The first task is to blow away the pumping station, which is now the site for the radar monitoring and tracking facility.

If you fly West from your base, you will come to it on the edge of the cliff. Blast it with a few Hydras and take out the ground cannons surrounding it. Remember that if you are stuck for ammo, fuel or armour repair, you can find hidden items in the large holding tanks on shore.

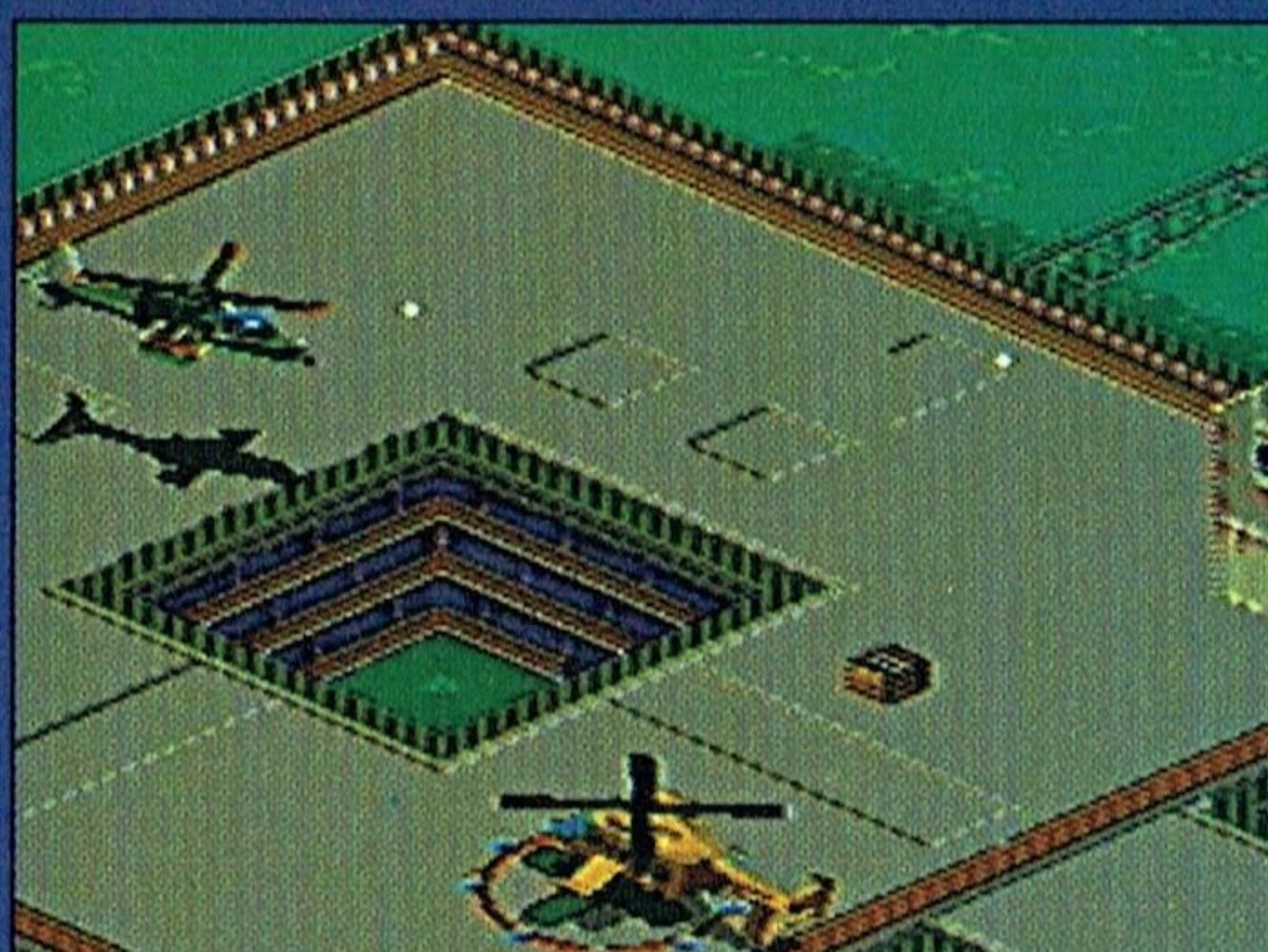
Having destroyed the pumping station, head out to sea to take control of the two smaller oil rigs. On the way you will be able to restock your ammo by hovering over the UN fishing boats scattered around the area. To locate these, look at your mission monitor and select your required option, for example ammo.

Head for the small rig to the North first and on arrival go straight for your guns. Use Hydras on the bottom-right and top-left corners to knock out the main guns and then pick off the cannons and troops with Hydras and chain gun fire. You will notice a landing pad, but at the moment you can't land on it because it's covered.

The cover will disappear when you fly South and repeat the same gunning combination on the other small rig. You will then have taken control of them both and will be able to land on the first small rig to drop off passengers and the second small rig to swap your Mohican for a rescue chopper when you need to do so.

The third mission will require you to take the controls of the rescue helicopter and fly to the North-West corner of the map to rescue 15 or so passengers from the waters around their sinking ship before the boat blows up. You will have two minutes to complete this task so head off straight away.

If you fly to the site on a direct diagonal route you shouldn't be bothered by any enemy fire and it should only take about 20 seconds to reach the location. As soon as you get there, start to hover over



Urban

CAMPAIGN 2: BAJA OIL RIGS

the passengers in the life boats and in the sea so your co-pilot can winch them to safety.

Concentrate on picking the single passengers up from the water first and then hover over the boats to collect three passengers at a time. As

you do this be ready to return fire to the gun boats coming in from the right and the bottom. Keep them at bay until you have collected the required amount of passengers and then head straight for the first small rig before the sinking ship blows up.

After you've dropped the passengers off on the first rig, look to the mid-South where Malone's Destroyer has been spotted. Fly to the second small rig and swap your rescue chopper for your quicker Mohican and look to restore your fuel, ammo and armour before flying towards the destroyer.

When you arrive in the destroyer's waters you will immediately



be attacked by enemy choppers. Use Hellfire rockets to make short work of them before concentrating fire on the destroyer's cannons and then the destroyer. Don't blow up the destroyer before you collect the armour repair at the back of the ship.

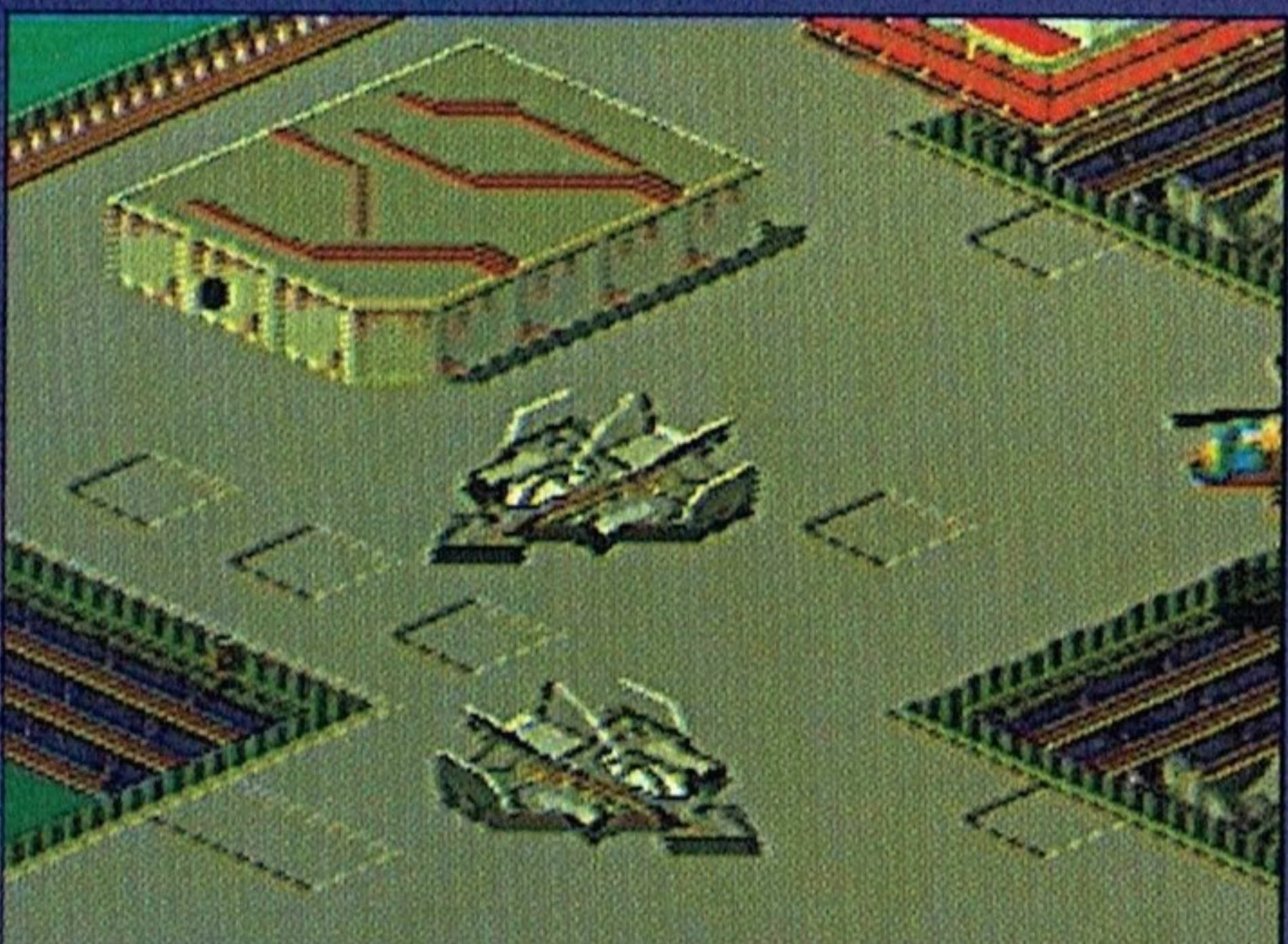
Now head to the South-West to restock on fuel and ammo by locating the UN fishing boats on your mission monitor. Now you can fly to the South to find a Russian sub in trouble. Rescue the crew while shooting down the remaining enemy attack choppers that will be coming in for the kill and then fly back to the nearest fishing boat to collect a cargo to repair the submarine.

Skyhook this cargo over to the Russian sub before its reactor blows so the engineers on board can repair it. Now head back to the first rig and drop off the Russians before restoring your Mohican to full power by flying the short distance inland to uncover weaponry and fuel in preparation for the most important part of the campaign.

Head over to the main rig now and start to blow up all the jet fighters before they can launch into the air. As on the other rigs, the corners will be strongly defended so use Hellfire missiles on the really big hardware and polish off the rest with Hydras and chain gun fire. Make sure you destroy all the fighters and weapons before firing at the re-enforced hanger in the bottom left corner.

This will uncover a bunker that will lead into the heart of the rig.

Over on the other side there is a large radio mast that will need to be blown away and a few surface buildings, one of which will reveal the captured co-pilot Stinger who you can rescue before landing and going inside the rig for the next campaign.



Strike

CAMPAIGN 3: INSIDE THE RIG

Inside the actual main rig you continue on foot. Armed with an MR9 Assault Rifle that shoots both MR9 ammo and Hydra Missiles, run around the area completing another set of sub-missions. The first thing to do is blast the four Machine Gun Surveillance Camera Installations (MGSCI) that alert the area to your presence and pose a deadly threat with their fire.



These installations are dotted around the compound. The first one is in the West of the floor, just up from your starting point. As you clear the corridors of enemy troops and weaponry, you must destroy the MGSCIs to complete the first mission.

To the South-East of your starting point you will find a small fleet of fighter planes ready to go up to the rig surface. The second mission is to destroy this fleet and their pilots who are standing guard. Take out the guards first with MR9 fire

and then either Hydra the planes or save your stronger fire and destroy the fleet with normal ammo. Remember to keep checking your mission monitor to find the position of the MGSCIs.

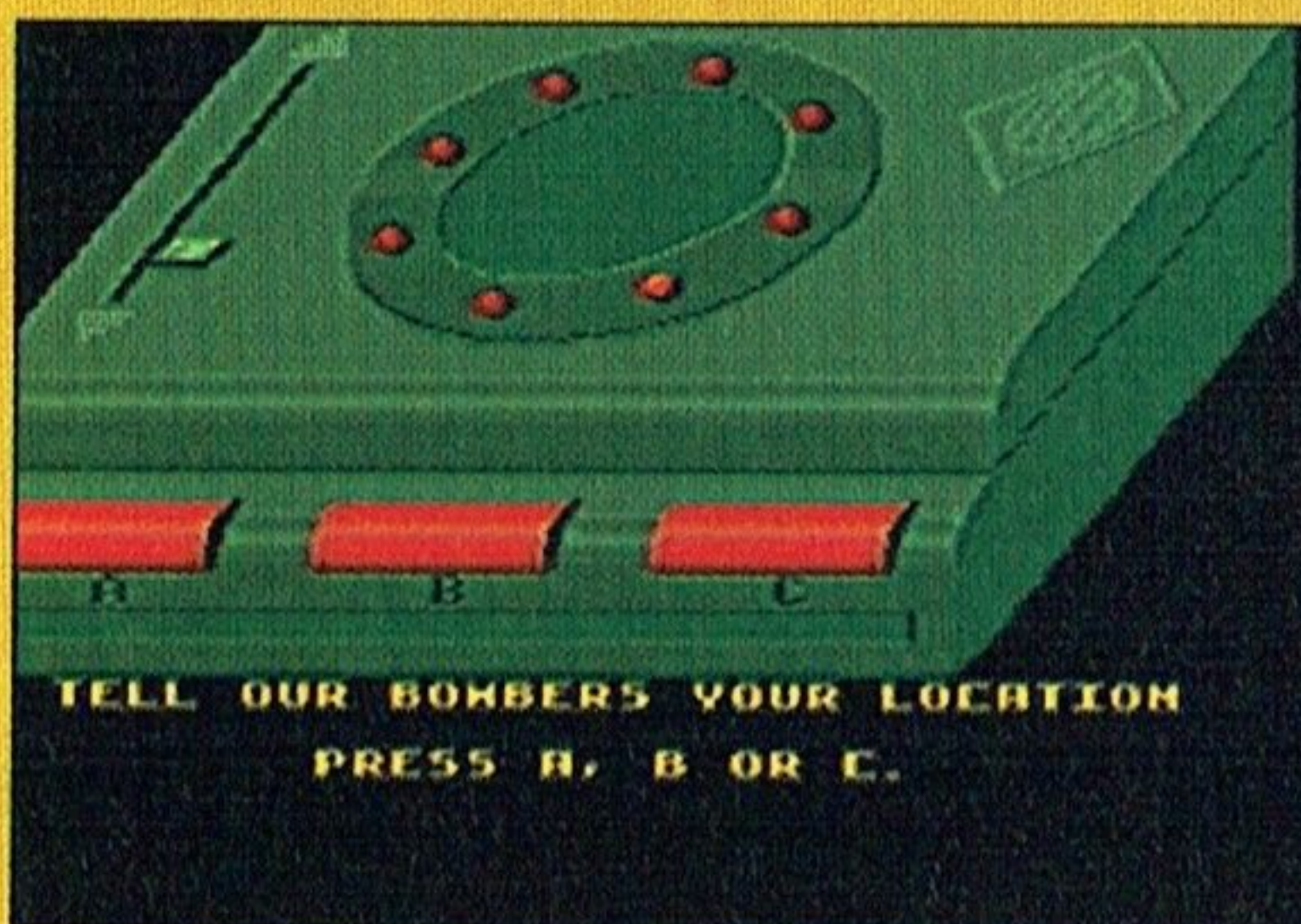
As you go through the corridors, you should be heading from the planes in a general northern direction to find Agent Maverick who has been captured and needs to be rescued. He was wounded while setting an attack beacon that will call an air strike targeted on the rig. Agent Maverick will make his way out of the compound while you continue on to activate the attack beacon after Maverick has told you the button to press.

Now you must reach the top corner of the rig to locate the beacon and enter the correct activation code as per Maverick's instructions. On the way to the beacon, you will have to shell several high-powered gunners and cannons so use your Hydras sparingly and protect your armour points.

When you activate the beacon, it will broadcast the attack signal so your final task is to get the hell out of the compound before the attack starts! You only have two minutes to get back to the start point and climb the ladders back to the rig surface.

This task is easier said than done as more troops have poured into the area and set up strong attack weaponry. The important thing to aim for in this whole section is to get up to the beacon without losing a life and without using up all your ammo. If you

can make your way back with a couple of lives to play with you'll have a very good chance of reaching the ladders and escaping before the air strike begins.



CAMPAIGN 4: MEXICO

Malone has now moved his main operation into Mexico where he has implemented the development of a new Ground Attack Vehicle (GAVS). He has also set up a POW camp in which are held several CORE Pilots. Your main task is to halt the production of the GAVS and rescue all Allied personnel.

From your base in the South-West of the map fly East to find the POW camp near to the centre of the area. Shutdown the early warning towers by shelling them with Hydras before going into the centre of the POW camp to start winching the prisoners aboard.

As you do this you will be under almost constant fire from ground troops and later from Wolverine tanks. As you winch the men up it will become clear you'll need to make two trips to complete you mission so first of all land in the POW camp and let out your co-pilot so he can rescue the wounded from the main shelter before it blows up.

While he's doing this, go back to your home base and drop off your passengers into the safety of the UN building. Head back to the camp and pick up your co-pilot so he can winch the rest of the men up and then destroy the camp to reveal ammo, fuel and armour repair. Take the remainder of the CORE pilots back to home base and complete the first part of the campaign.

Head back towards the POW camp and then fly South-East. This leads you to the enemies main camp where you'll have to destroy all the buildings, cannons and Wolverines to complete the submission.

The Wolverine tanks pose the biggest threat to your armour so use your Hellfire missiles on them and pick the other enemy off with Hydra and chain gun. Pick up any spare ammo produced after flattening the area and look for extra fuel on your mission monitor if you haven't already re-fuelled.

Head North and slightly to the East to locate the government contractors who have been held hostage in a large house. Paratroopers are gliding in to assassinate the contract workers so when you get there you will have to shoot them out of the sky. If any of them land, finish them quickly because they are carrying rocket launchers and will be aiming to bring you down.

Tanks will also be coming in from all directions so get your finger on the Hellfire button and keep them at bay. The contractors will soon be able to break out of the main house so

you can pick them up. Return to base to drop them off and look to restock your chopper again before setting off to steal the GAV plans. Head towards the



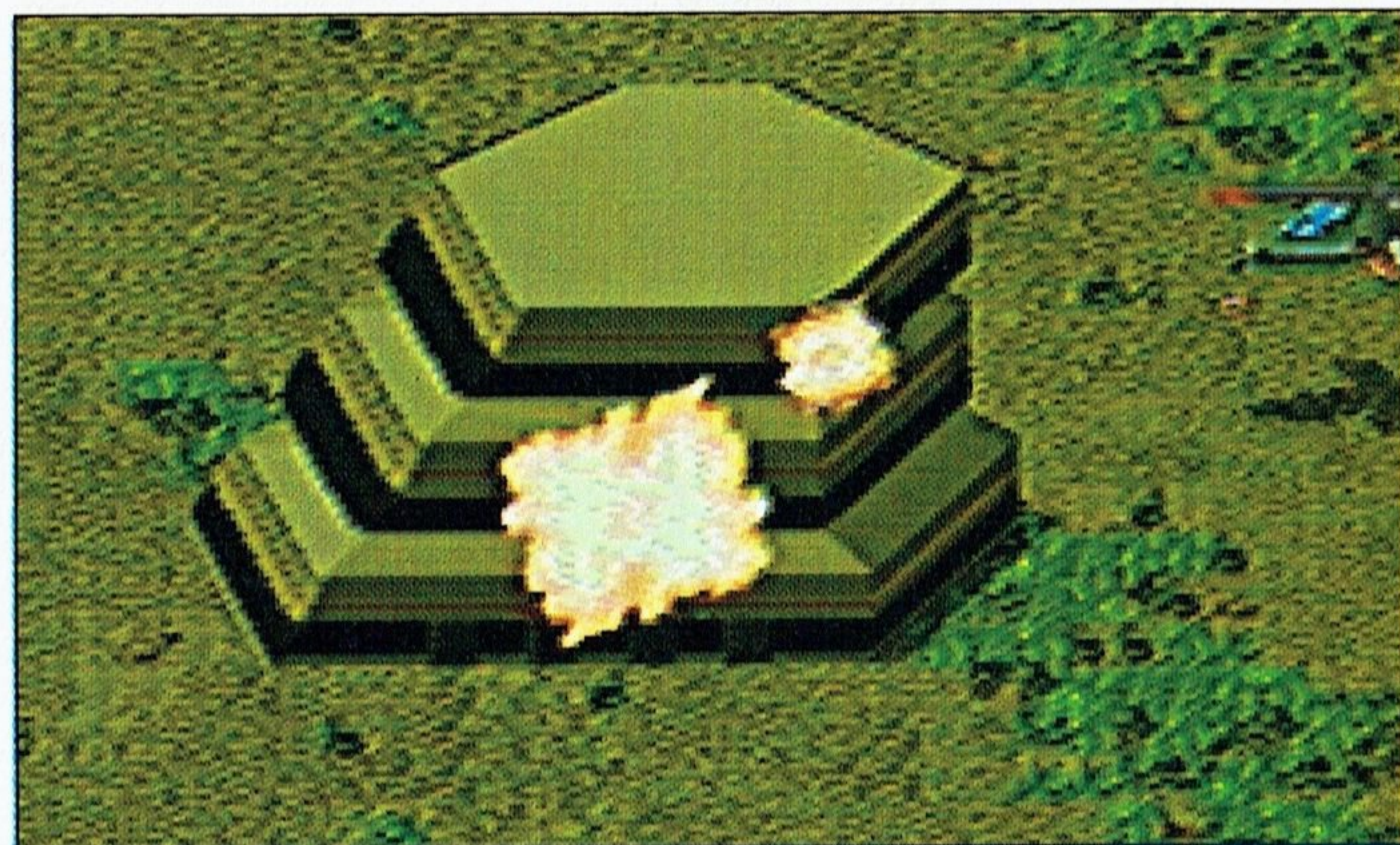
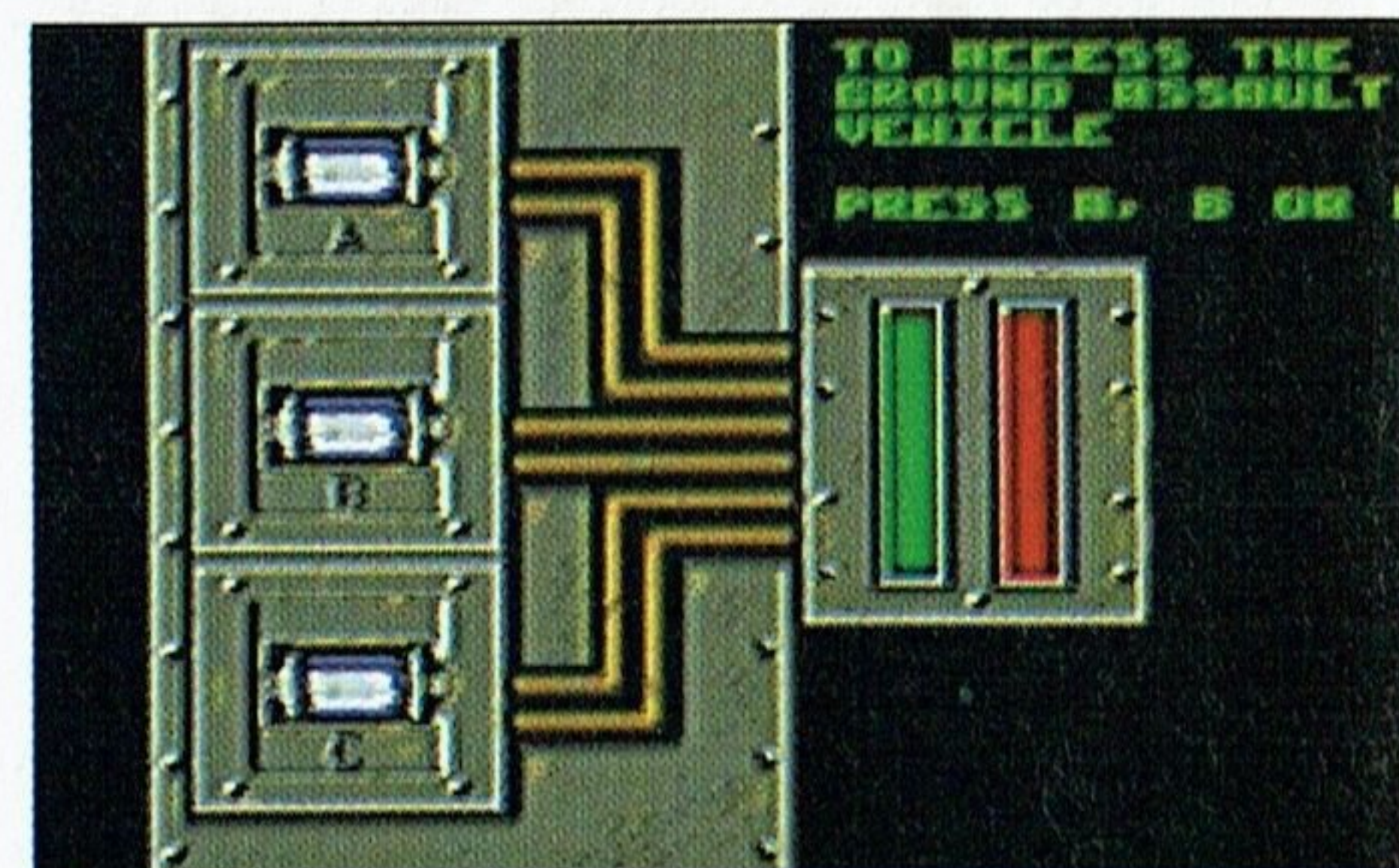
centre of the map and then turn to the North-East to locate the design centre. These two buildings contain the GAV plans. Blast them apart and quickly winch the plans up. These plans will also tell you how to operate

the GAVS that have already been assembled so you can land the plane and take control of an enemy GAV in order to blast the other GAVS away as the chopper's firepower is simply not enough to do the job.

The GAVS camp is to the North-East of the design centre and the first thing you have to do when you get there is operate the fuse box by pressing the correct button according to the plans. Once you have done this and picked off a few ground troops, land the chopper and take control of a GAV. Now simply drive around the enclosure, picking off the GAVS at will.

Be careful though as some of the GAVS have been manned and are coming in your direction. Use the missiles on the manned GAVS to break them down quickly and pick off the rest of the tanks with ordinary armour piercing shells.

After completing this section, the location of the factory will be known to you via your mission monitor (right next to the GAVS enclosure). You will also find out the location of a shack in the North and you must blast it open and winch up the smart bomb housed inside. Now take the bomb back over to the GAVS enclosure, next to the factory and drop the bomb by pressing the A button, right outside the main factory building. This will blow up the rest of the compound, sending Malone fleeing for his life and putting a stop to his GAV-making capabilities.



Urban Strike

CAMPAIGN 5: SAN FRANCISCO

Malone has bought the old island prison of Alcatraz where it's believed he is continuing work on a laser weapon. His high-tech labs are based in the island and your ultimate task will be to storm the prison and enter it to rescue the captured top co-pilot, Long-Haul. Malone is also planning to cut off the city by destroying the Golden Gate Bridge and the Bay Bridge.

Your first mission in San Francisco is to protect these bridges by knocking the round bomb charges off their main supports on the bridge. From your home base in the South, travel North-East to locate the Bay Bridge. You will be met by rival choppers with high-powered weaponry. Blast them with Hellfire missiles and then knock off the bomb charges from the bridge by simply shooting them away.

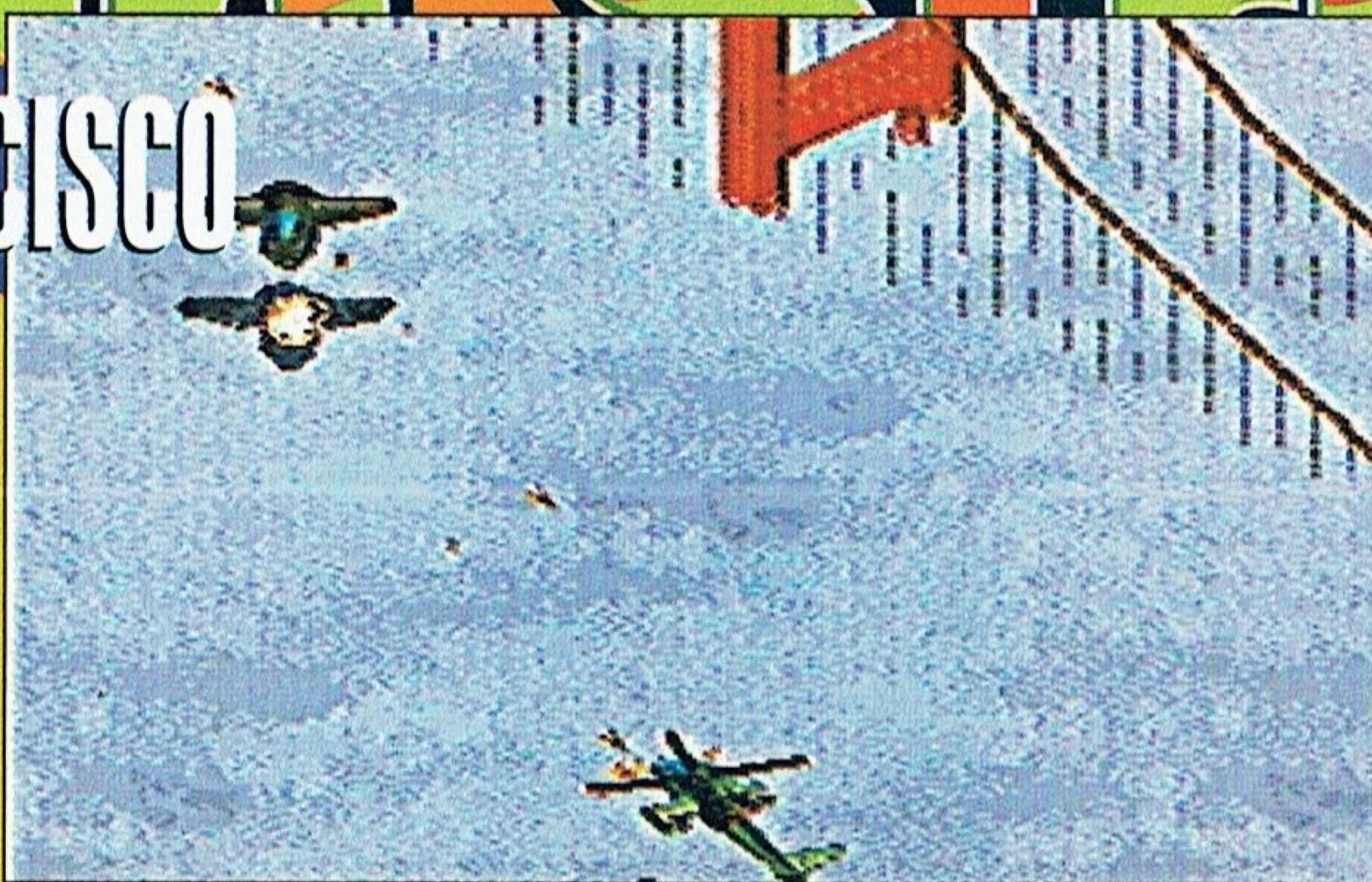
Travel across to the top-left-hand corner of the map to locate the Golden Gate Bridge. Once again, enemy attack choppers will be in the surrounding area so blast them away as quickly as possible, using Hydras if you run out of Hellfires.

Dislodge the bombs on the main support in order to complete the mission and find out the location of Malone's main radio tower. The tower is in the bottom left corner of the map, so, before you leave the Golden Gate, re-fuel at the site a little way South of the bridge. Fly to the radio tower by going to the extreme West and then South along the edge of the map to avoid enemy fire. On arrival at the radio mast, hit it straight away with Hydras but stay alert as enemy Choppers will be coming in from the West and the East.

Once you have blown up the tower, Malone will be unable to locate your presence so the next target must be Malone's five corporate headquarters found to the North-East near the centre of the map. These five black buildings will be defended by troops on the roof tops as well as the odd cannon and helicopter.

Take the hardware out first using Hydras and Hellfires, then pick off the rooftop gunners with your chain gun. Then you'll have all the time you want to destroy the five buildings without being bothered by the enemy. It also means that you can save your stronger weapons for things that shoot back or pose a direct threat to you.

Before moving on to the next sub-mission, destroy the Presidio tank depot near the Golden Gate Bridge, by flying to the East until you reach the water line. Along the line of the water you will find four docks being protected by ground troops and one by cannon fire. Shoot each of the troops to gain the ammo, fuel and armour repair they are guarding and then blast away the cannon to reveal an extra



life. Now you're stocked up, fly back to the Golden Gate area to find the tank depot just to the South-West.

In this area there are several ground cannons, tanks and buildings to be destroyed. Another extra life is available by blowing

up one of the cannons in the North-East of the site, where you will also find three smart bombs that can be winched up and dropped on the enemy tanks in order to clear them quickly.

Extra ammo and fuel are also available by shelling the buildings and the stock of tanks to the West of the compound. The operation of blasting everything in this tank depot should be done as swiftly as possible. Fuel is not exactly at a premium on this campaign and you will need as many resources as you can muster for the next four sub-missions.

After finishing the job in hand, immediately fly to the next one. Malone's Micron labs site the development section of the laser weapon operation. You will find these labs by flying West from the tank depot until you reach the edge of the area, and then fly South towards the destroyed radio tower.

Halfway there you will fly over a park; that is the site of the labs. The labs are protected by another series of cannons and tanks so take them out with your stronger weapons, clearing the area so the labs themselves can be flattened using the plentiful chain gun.

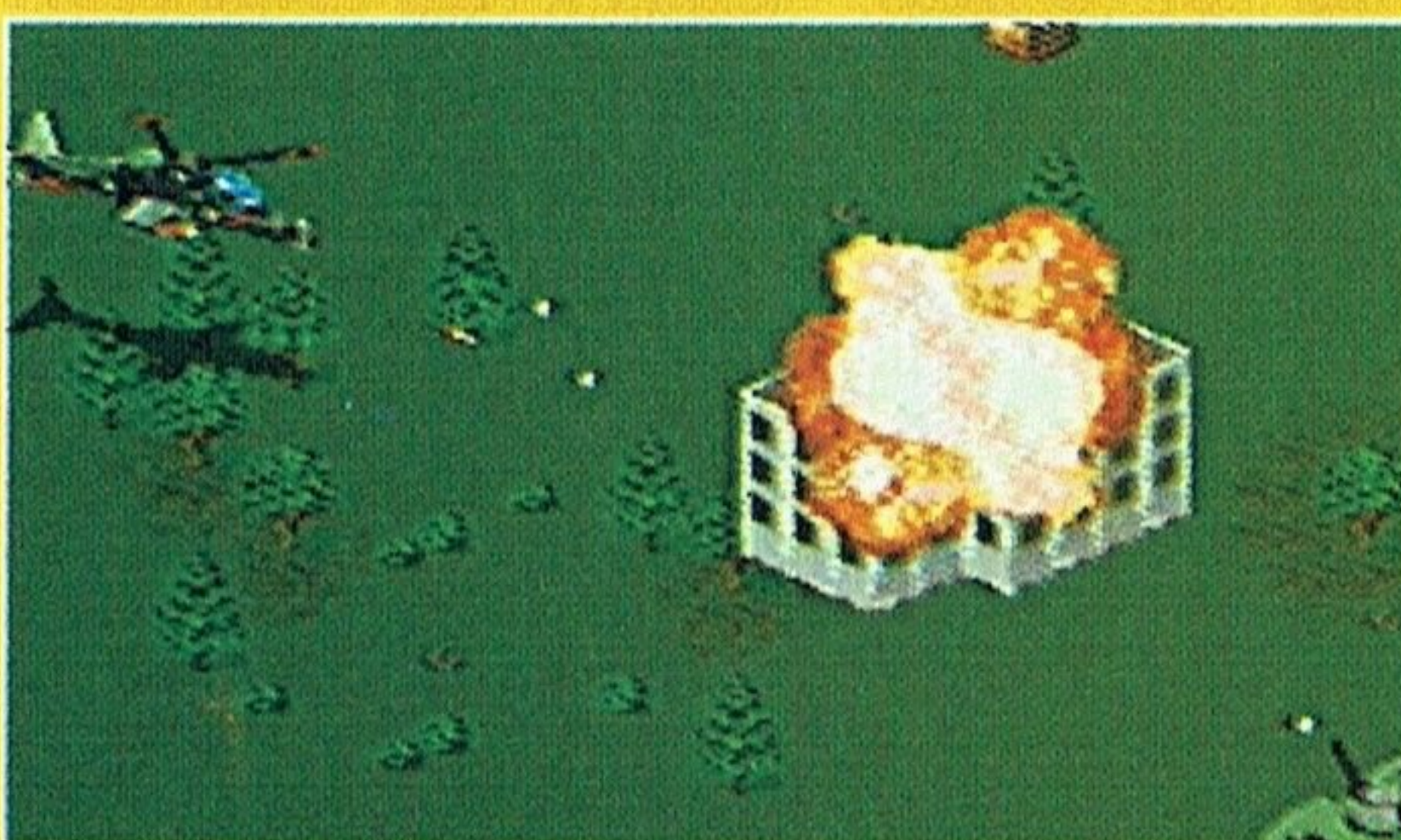
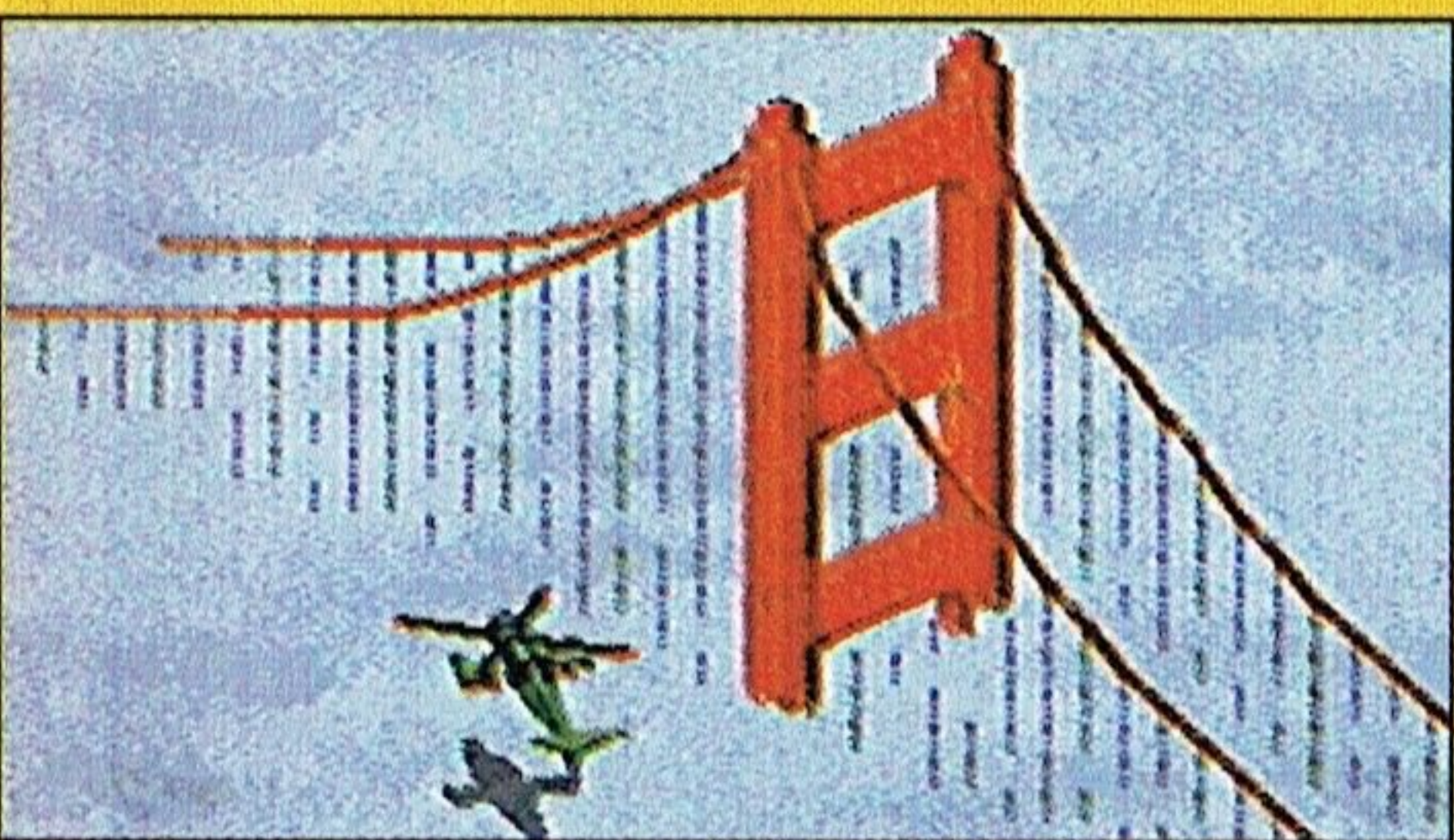
Inside the shells of the labs, you will find the prototypes of the laser weapon. Blast these away too before flying back towards your home base which is now under attack. Before engaging the enemy look to restock on ammo and fuel by flying further South to locate another water line.

Grab all the stock you need and then head straight for your home base and start blasting away with Hellfires and Hydras. Take out the ground troops as well as the large machinery to complete the mission and then turn to the South to see a red sports car being driven in an Easterly direction at high speeds.

Inside the car is one of Malone's henchmen. Take him out before he can alert the other cult leaders to your actions. On his route will be some more enemy hardware. Concentrate on getting the car first and then fire any Hydras or Hellfires you may have left before heading East yourself.

Fly along the South coast first in order to locate more supplies before heading over to the top-right corner of the map to Alcatraz where Long-Haul is being held. Hover around the area and shoot away the guard towers to secure the landing zone. Clear any other ground buildings and weaponry away before landing and entering

Alcatraz to complete the campaign and begin the next one inside.



CAMPAIGN 6: ALCATRAZ



Inside Alcatraz you're back on foot with four main tasks to complete. The first task will be to knock out four motion detectors positioned around the many corridors of the prison. These motion detectors don't fire at you but they do alert the rest of the compound's personnel to

your position. As you go around the site, blast these away to complete the first part of your campaign. The first motion detector is just up from your start point to the South of the building. Blasting it will open up the first gate allowing you to continue.

Foot soldiers will be scattered around the area, so be on the lookout right from the start. Luckily these troops aren't very quick—spray them with MR9 fire before they pose a threat to your armour.

Continue up the corridor and turn right into the first side passage. At the end of this walkway you'll find another Motion Detector to destroy which will allow the next gate to be opened. Come back out onto the main corridor, watching out for troops until you come to the first T-junction. Over on the left you will find six commanders guarding the blueprints of Malone's secret weapon. These commanders are speedy so pick them off with Hydra missiles, and be careful that the blueprints remain undamaged.

Grab the blueprints to complete the second mission and fire at the desk and drawing board to gain armour repair. Continue on the left to find a small corridor leading North and another continuing West where ammo can be obtained after shooting the guards. Now turn around and go back to the T-junction, this time travel down the passage to the East.

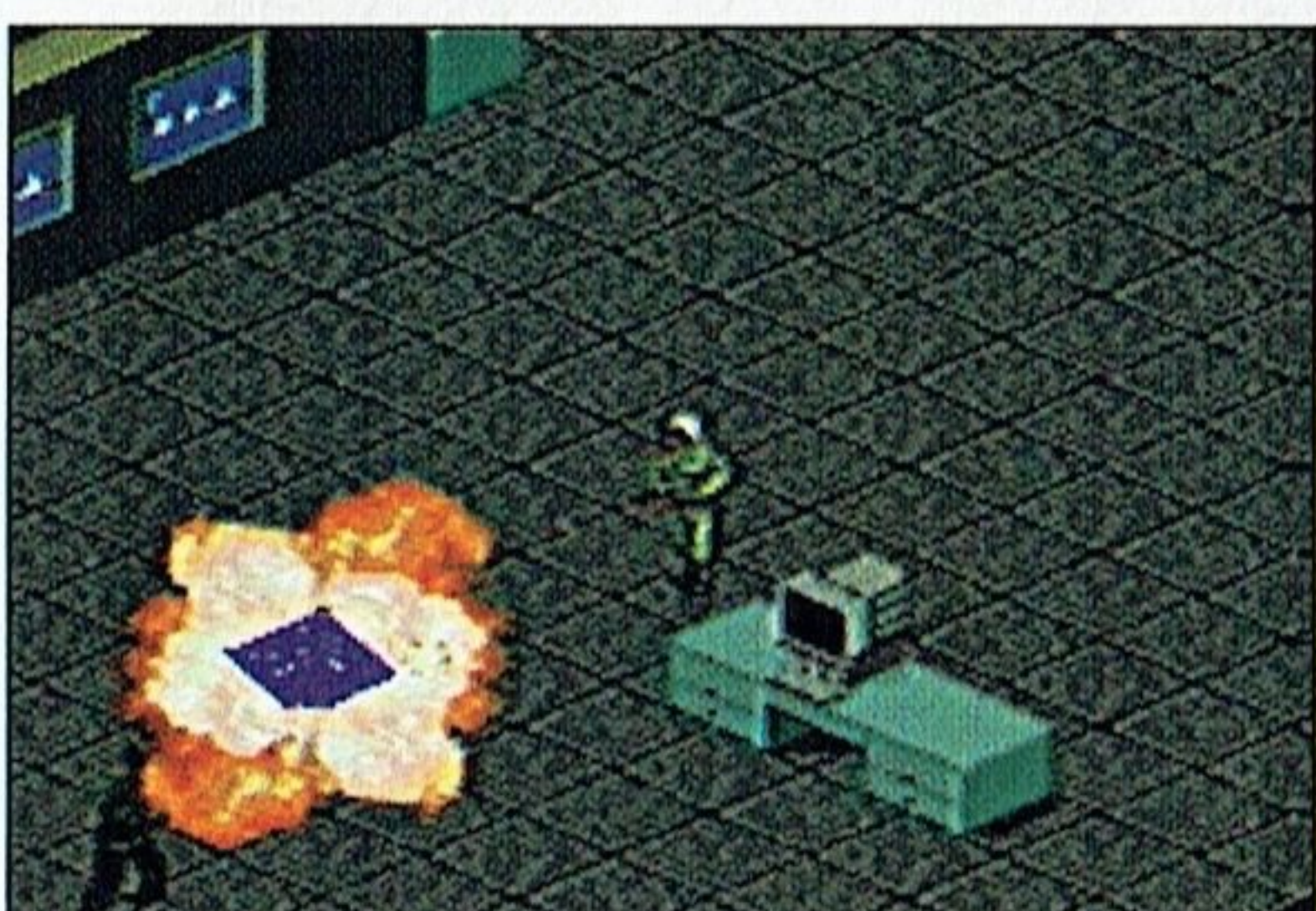
At the bottom of this corridor you'll find the third motion detector and a powerful ground cannon. Use your Hydras again to make short work of the weaponry before blasting the detector and the two soldiers. This will unlock the next main gate, just beyond the junction to the North. Blast this gate and it will fly open, turning the junction into a crossways and revealing another high-powered ground weapon that will need to be shot with Hydra missiles.

Continue North to find another ground cannon to the North-East that will need to be destroyed before heading West to blow another gate apart to locate ammo and armour repair. Unfortunately, this will also reveal another ground cannon, so use the last of your Hydras on it before grabbing the new stock.

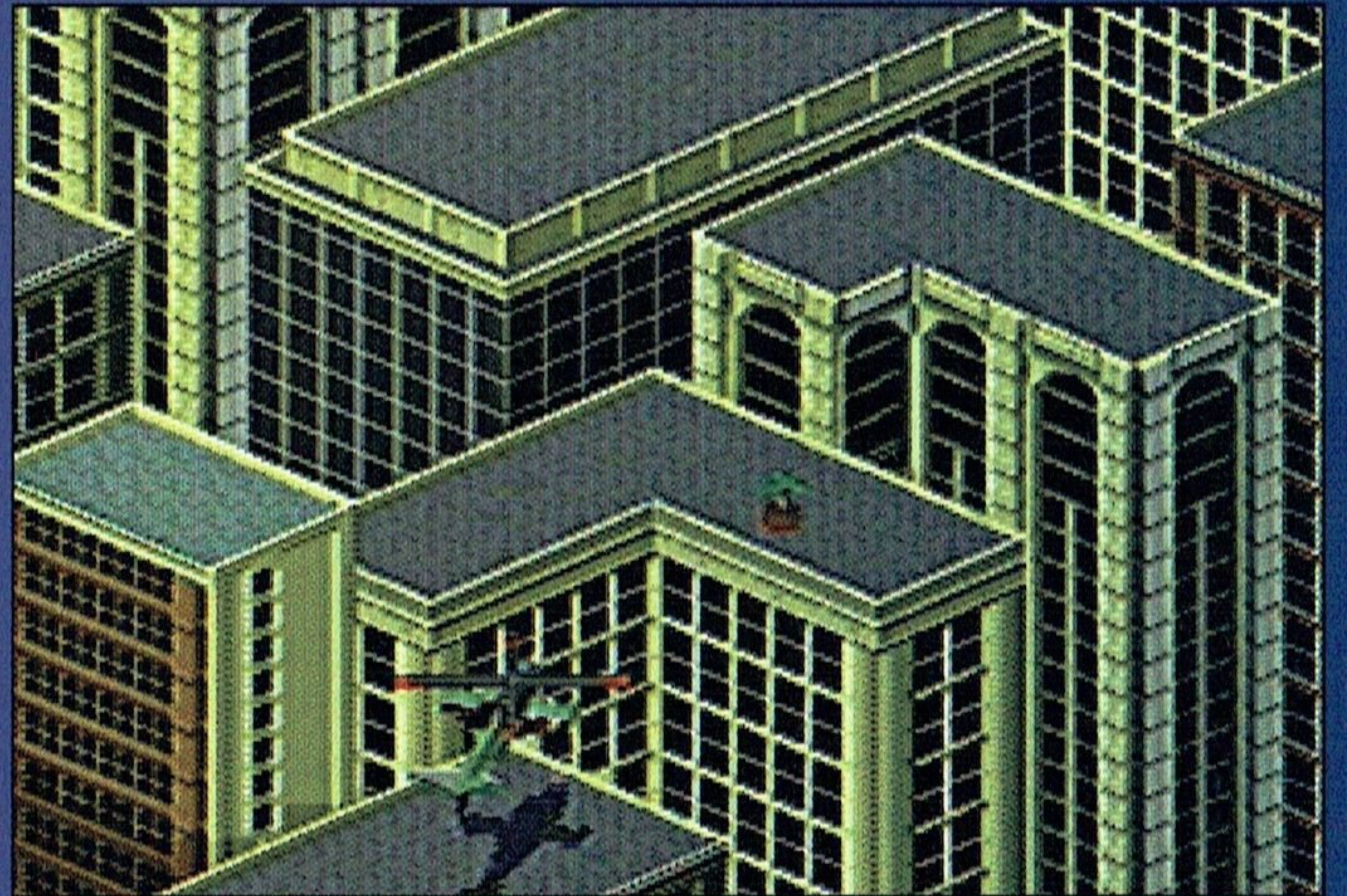
Turn to the North-East to find another passageway and continue down it blasting the troops and paying close attention to yet another

ground-cannon. Note the location of this corridor because when you return to the central gangway, go North and turn to the right to blast away the last motion detector. Long-Haul is then revealed in this passage.

Simply blast away at his barred prison door to free him and then start the final leg of the campaign. Long-Haul will know the way out and will lead you in the right direction, all you have to do is cover him. This isn't easy because the place is now crawling with troops and more ground cannons, so save some weaponry and some lives for the journey back to your chopper!



CAMPAIGN 7: NEW YORK

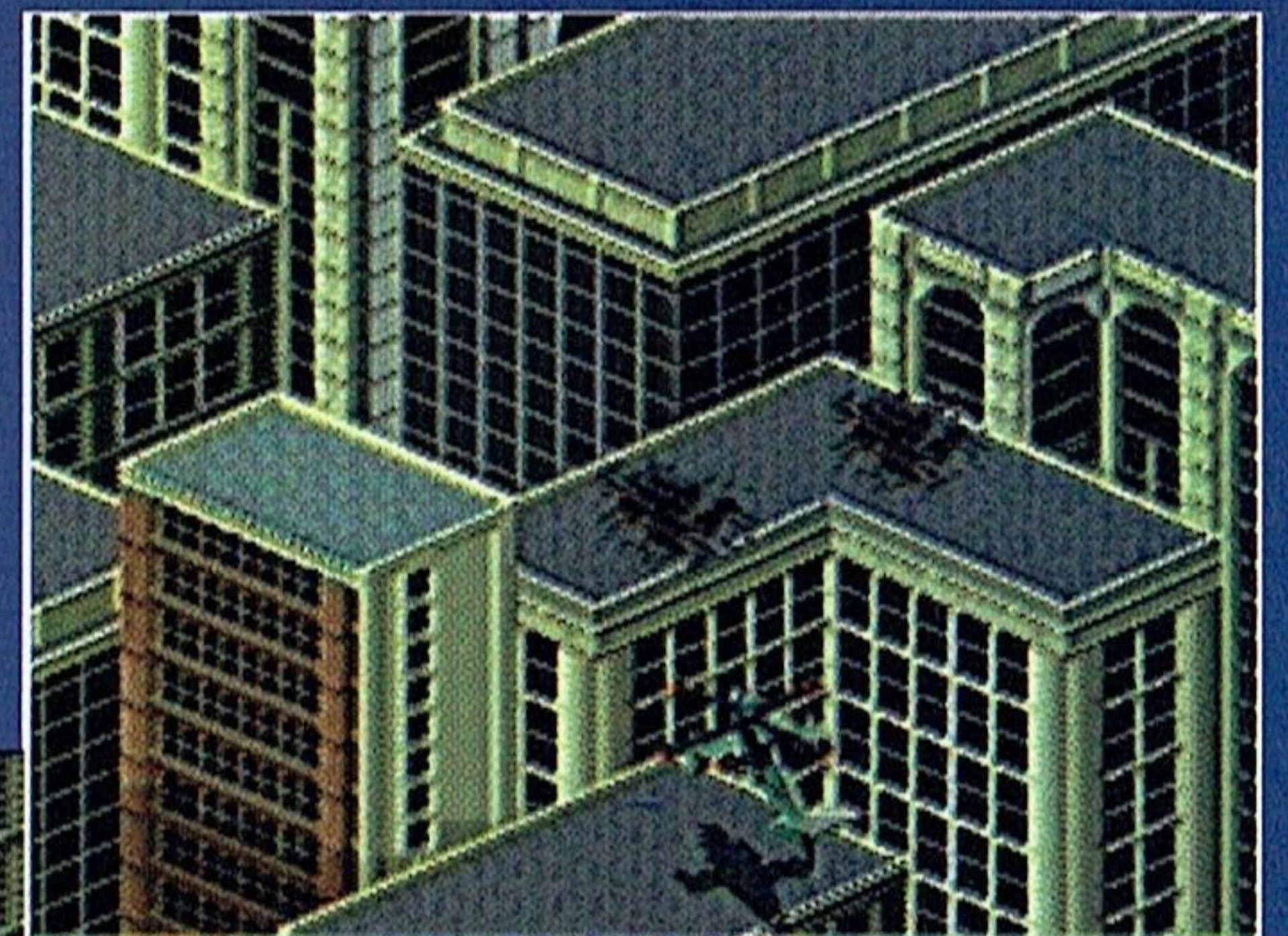


New York City is the site for Malone's financial operation and also the site for the next step of his evil plan. The first rather difficult task is to take out Malone's four bases in the city, found on the West edge of the map. This task is very difficult to complete because these buildings are being defended by an army of double-gunned enemy choppers with oceans of fire power. In fact three are hanging round the main HQ.

There is no way you can defeat all three and keep your armour intact so you really must take one on at a time, keep moving and then flee for your life to re-stock on supplies. Ammo, fuel and armour repairs are in plentiful supply in this campaign but you will have to look for them by blasting rooftop storage tanks, swimming pools and skylights away.

After taking on the three choppers, blast away at the buildings, taking the two to the South first, before shelling the main Malone building. When this first task has been completed, the location of burning buildings will become known to you. They are to the East and the South-East of the Malone buildings and your mission is to airlift the 27 civilians from the roof tops to the landing zone, a little way to the West.

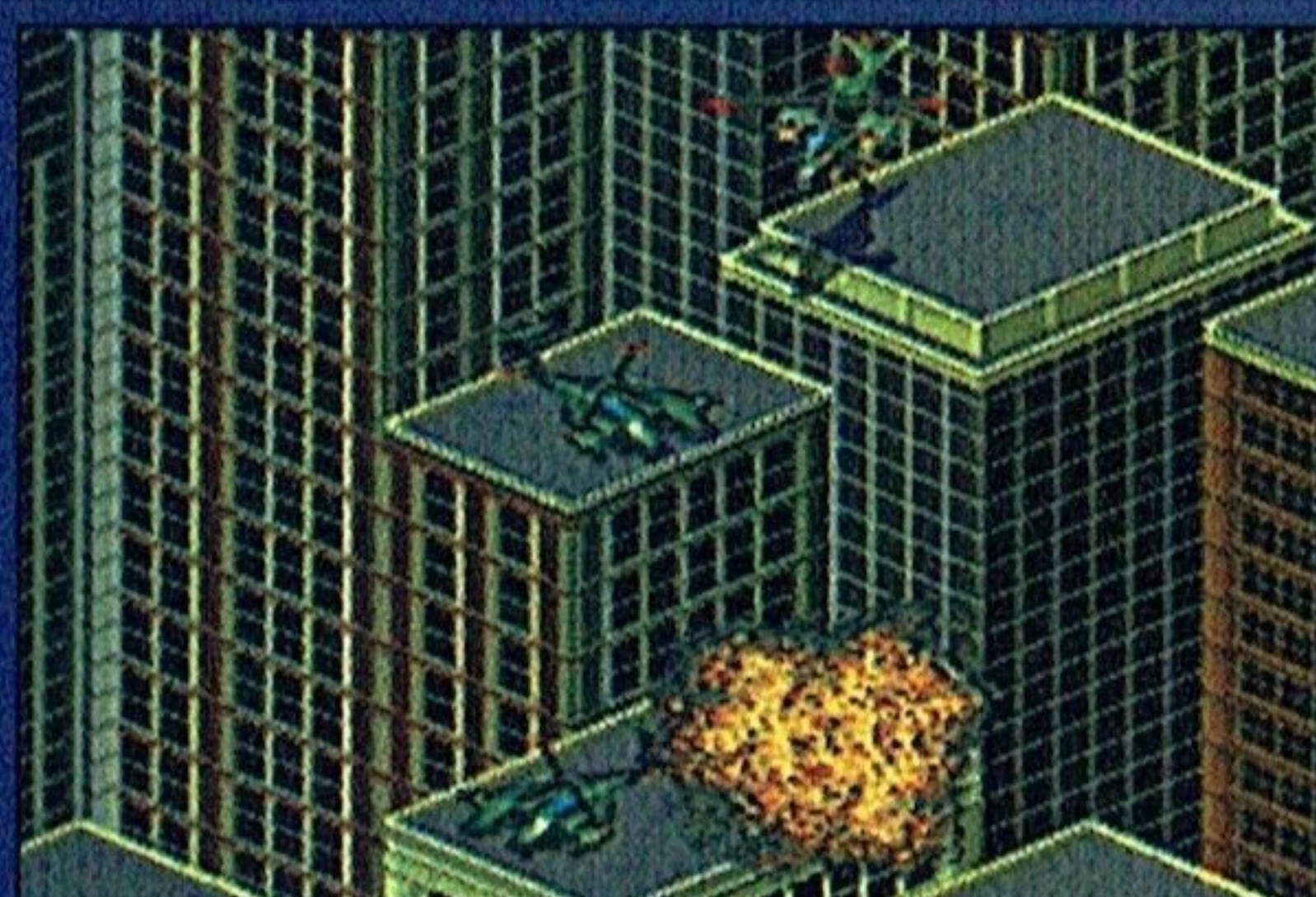
This mission will again be dogged by ground troops and roof cannons but you should only be troubled by the odd enemy chopper. Complete the rescue operation in three sections because



Urban

Strike

CAMPAIGN 7: NEW YORK



your chopper only holds so many passengers. This is when you are most vulnerable, going back and forth to the landing zone. Watch out for rockets and bullets aimed in your direction as you fly this section of the mission.

When you have airlifted the civilians to safely, go on the search for fuel and ammo again before going on to the third, and hardest, task. Malone's choppers are kept in large numbers in a rooftop depot to the East of the city, near the centre of the map.

Fly over the area to find around 15 choppers on the roof tops, waiting to launch. Get to work immediately. Several of the

choppers will be completely unmanned so you can shoot them away by simply firing a few chain gun bullets at them. The difficulty comes when the other choppers begin to take off. Once airborne they'll take a lot of fire power to bring down. Your Hellfire rockets and Hydra missiles will soon dry up as you try to blast the choppers away. You will need to find extra ammo from the nearby rooftops to sustain the attack. If you're too long looking for ammo, more than one of the choppers will be airborne and, basically, you are doomed! Strike quickly and you'll have a chance to progress onto the penultimate mission in this campaign.

Fly to the East of the city and locate the World Trade Centre. You will have to rescue 20 top businessmen from the building before the damage to the building becomes much worse. The landing zone is to the South-West and you should be able to make the evacuation in two sweeps. Rooftop gunners and cannons will try to stop your operation so don't get into the situation where you get pinned down in crossfire from the surrounding buildings.

Once you've cleared the World Trade Centre, the landing pad will be active. Send your co-pilot through to cut the correct wire to defuse the huge bomb inside. Get the information on which button to press from one of the men you pick up. Simply press the correct button to stop the bomb, collect your co-pilot, put your feet up, and breeze on home.

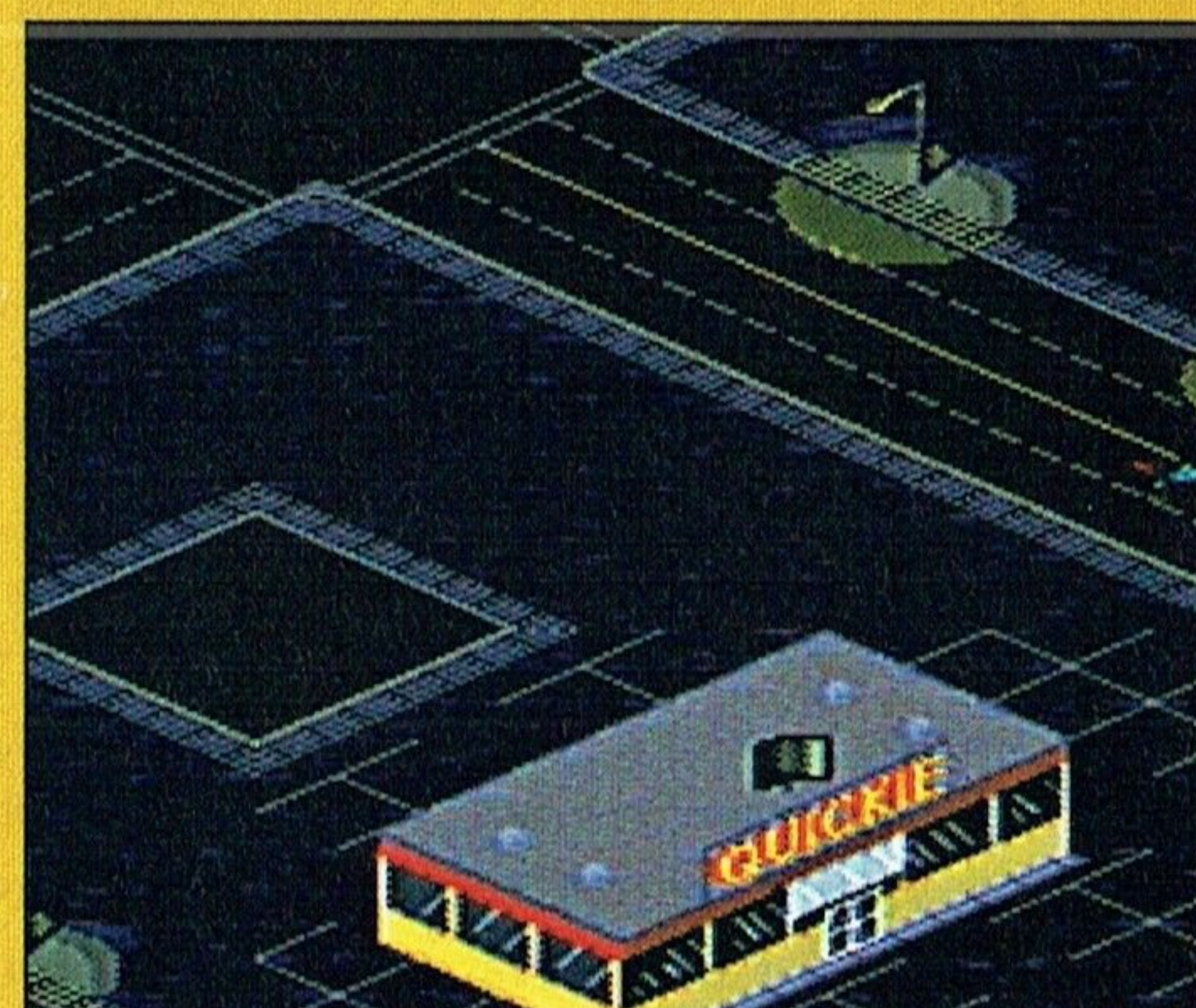


CAMPAIGN 8: LAS VEGAS

Malone has now changed his tactics and has taken over the entire city of Las Vegas. In this campaign you will have to recapture the city and storm his casino hideout. The first mission though, is to find the Radar Command Vehicle and capture the commander to find out where the Radar sites are.

Leave your home base in the bottom right corner of the map and fly West for about 30 seconds. Just to the South of the main strip (which is the main highway running right across the map of Vegas), near the West edge of the area, you will find a grey unmarked van. This van is the Radar Command Vehicle so blast it swiftly with Hydra missiles. When the van blows up, it will reveal the commander who should be captured by the winch hook. The commander will then divulge the location of the 12 radar sites around the Las Vegas area. These sites will then appear as flashing dots on your mission monitor.

The first radar site is a little way to the North-West of the Radar Command Vehicle, mounted on top of a branch of Quickies Burger Bar! Four branches of the burger joints will be supporting other



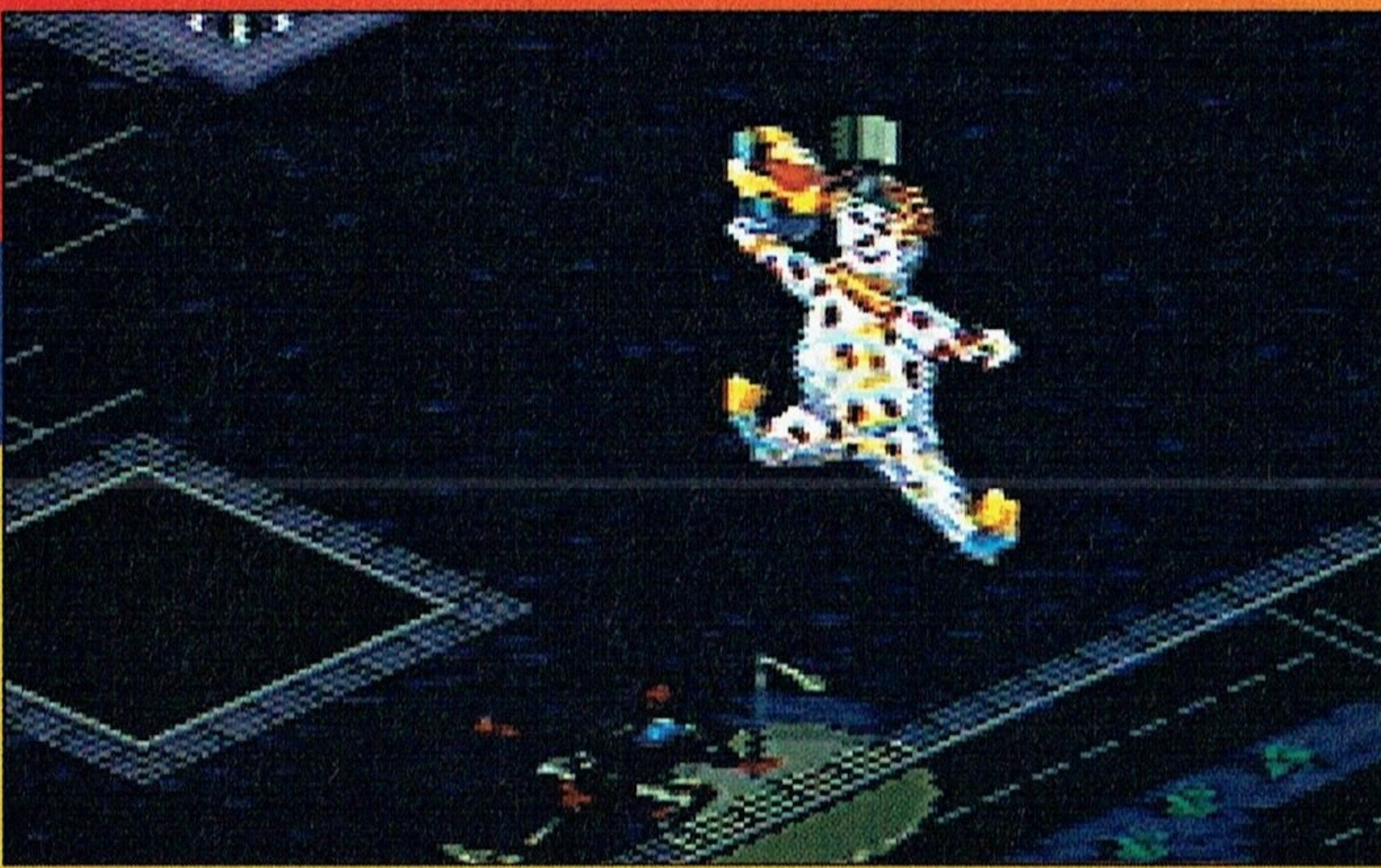
radars with another three radars being mounted on top of billboards in the locality. To the South-East of the Radar Command you will find a giant guitar with the another radar on it and the final radar can be found in the top right corner of the map, mounted on a giant clown billboard.

As you fly around the area destroying the radar mounts, you will be under constant attack from ground troop, tanks and cannons. Fly around the hot spots to save ammo and armour and stay clear of the strip, which is where the main enemy weapon can be found.

The third section of the campaign involves clearing the four main routes out of town. These roadblocks will be revealed to you once you have blasted all the radar sites. The first roadblock is North of



CAMPAIGN 9: CASINO

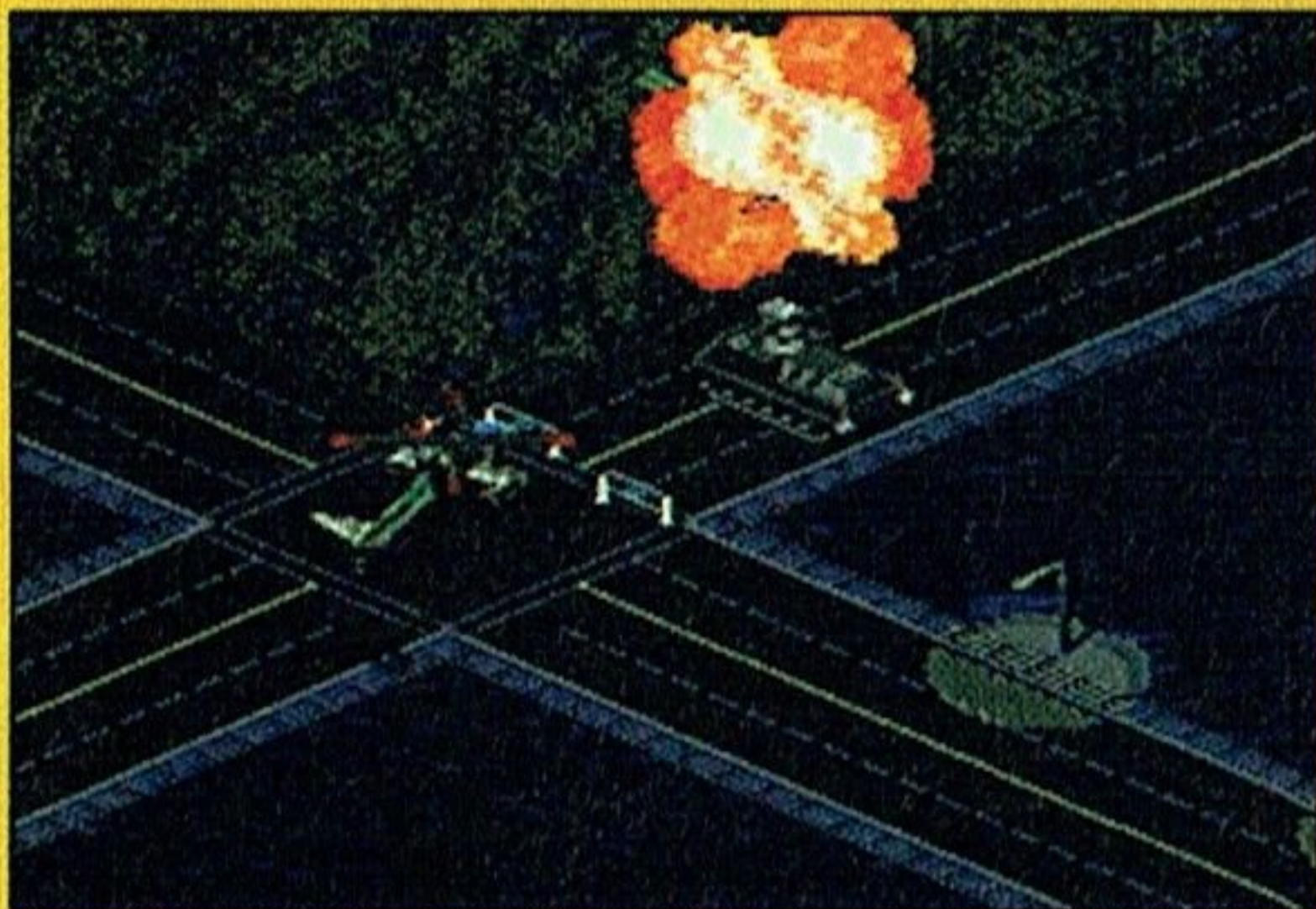


the large clown. Blast it with Hellfires and then look to restore your chopper's weaponry and fuel before travelling West to locate the second roadblock, close to the top left of the map. Blast that block off the street and then fly South to find the third roadblock.

As you fire Hydra and Hellfire missiles at this road block take care, the block will reveal an extra life and it's all too easy to destroy the power-up as well. The final roadblock is to the South, just to the West of your home base. This is the most well armoured roadblock so make sure you are stocked up on armour and ammo before you arrive. A good source of extra weaponry and fuel are the Quickie burger joints. Blast them and other buildings away to discover the hidden booty.

Now the hardest part of the mission is to clear the main strip of enemy tanks, cannons and personnel. Try to get to this point without having lost any lives and with a full complement of power points in your chopper.

Start at the Western-most tip of the strip and work your way East, clearing the enemy installations. Extra ammo and fuel can be found between enemy areas, as you sweep the entire road.



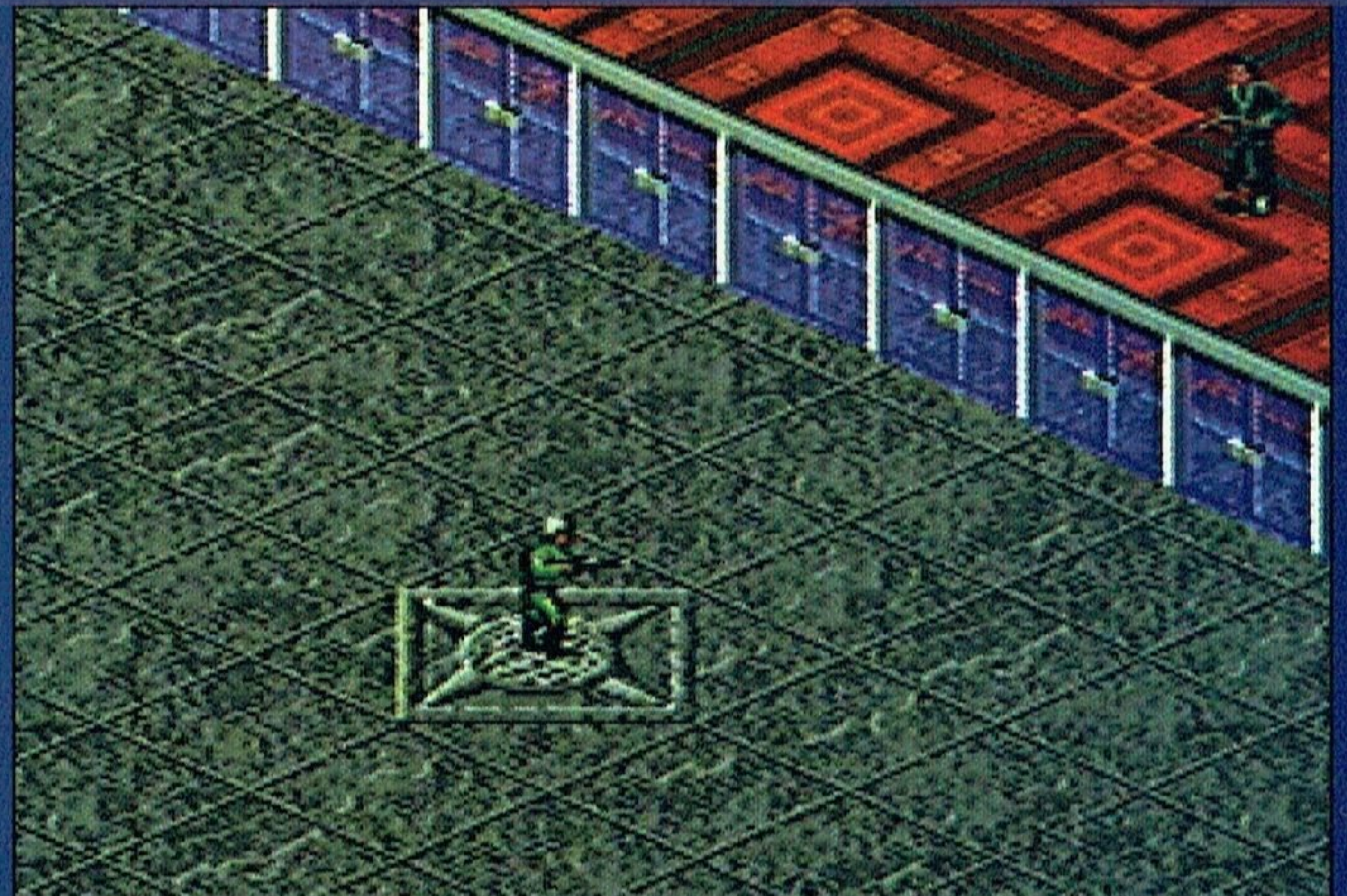
Also make sure to nail all the ground troops with chain gun fire.

As you reach the East side of the strip, knock out the final enemies. The location of the power relay station will now become known to you. This will be directly West of the end of the strip in the central map area. Knocking this power station out

will mean your enemies targeting systems will not function.

From the power station, fly West to find four casinos in a row. These casinos must be cleared of all ground weaponry including the AAA guns that are stationed there. Start clearing the casinos from the North, and work South until you clear the last casino, which is the most important one.

The final casino is owned by Malone and he's hiding out somewhere inside. Once you have cleared the area, the landing strip outside the building will become clear, allowing you to land and enter the casino on foot. As you should. Always.

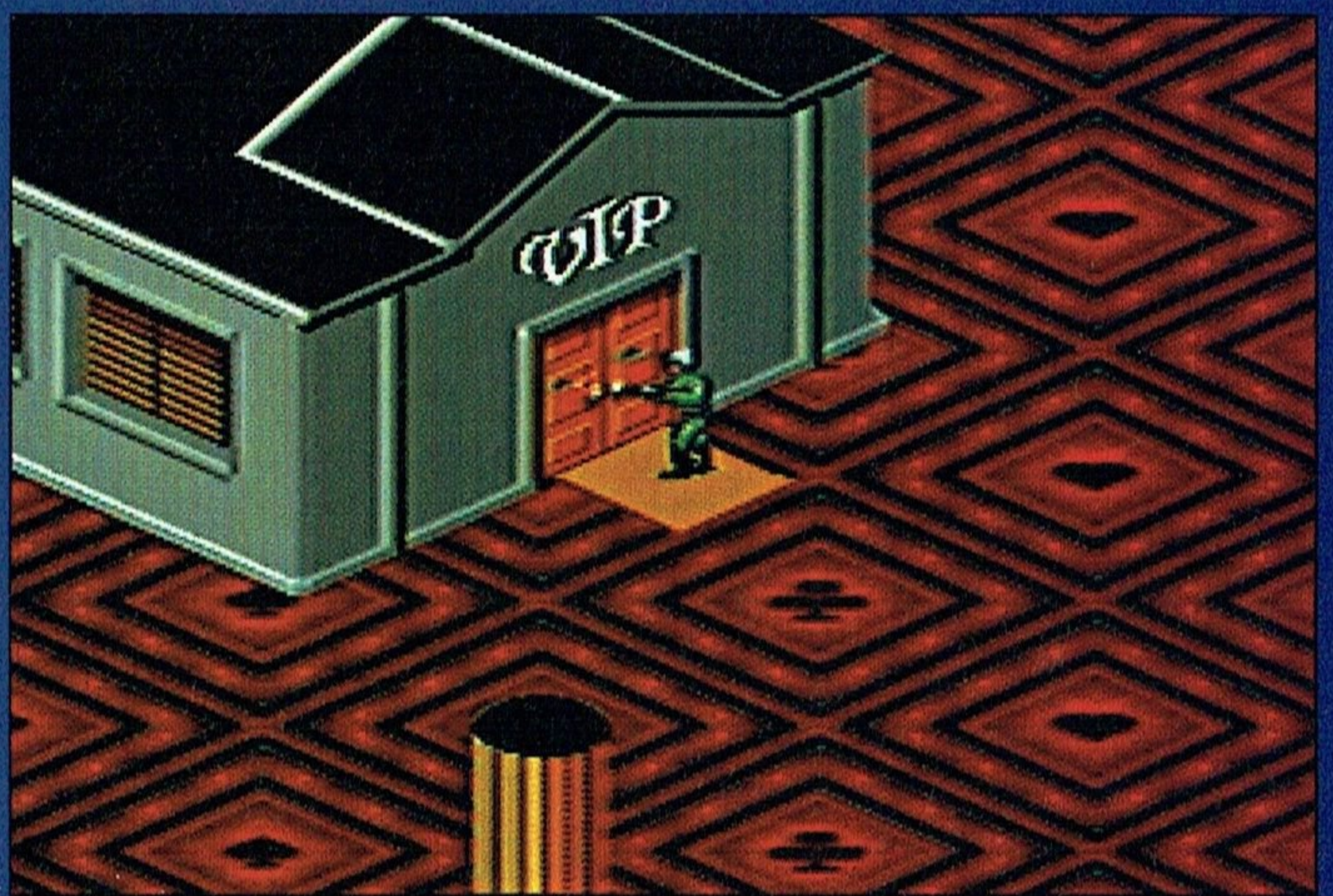


The first mission inside Malone's casino is to take out the pit bosses. These three main men can be found to the North-East around the blackjack tables. They have strong rifles at hand, as well as high-powered cannons on the tables around them.

They also have a personal guard each who must be shot with MR9 fire. Take the bosses out individually with a Hydra each and head back towards the West to the slot machine section.

Here you can play a funny little game by blasting the many slot machines in the area to gain extra weaponry. If you blast the correct set of machines to the North-East of the cashier's booth, Elvis Presley will appear, wearing his big white flared suit with huge collars, and he will start to dance around while playing his guitar. Elvis is God!

After you've stopped laughing, shoot a few more of the machines to gain extra ammo before heading for the cashier's booth to rescue three hostages. Remember, if any one of the booths has a red light on top, it will be invulnerable and you will have to complete the mission before the light will disappear. The cashier's booth will only take a few Hydra missiles to blow away, revealing the hostages and their



CAMPAIGN 9: CASINO

CAMPAIGN 10: UNDERGROUND

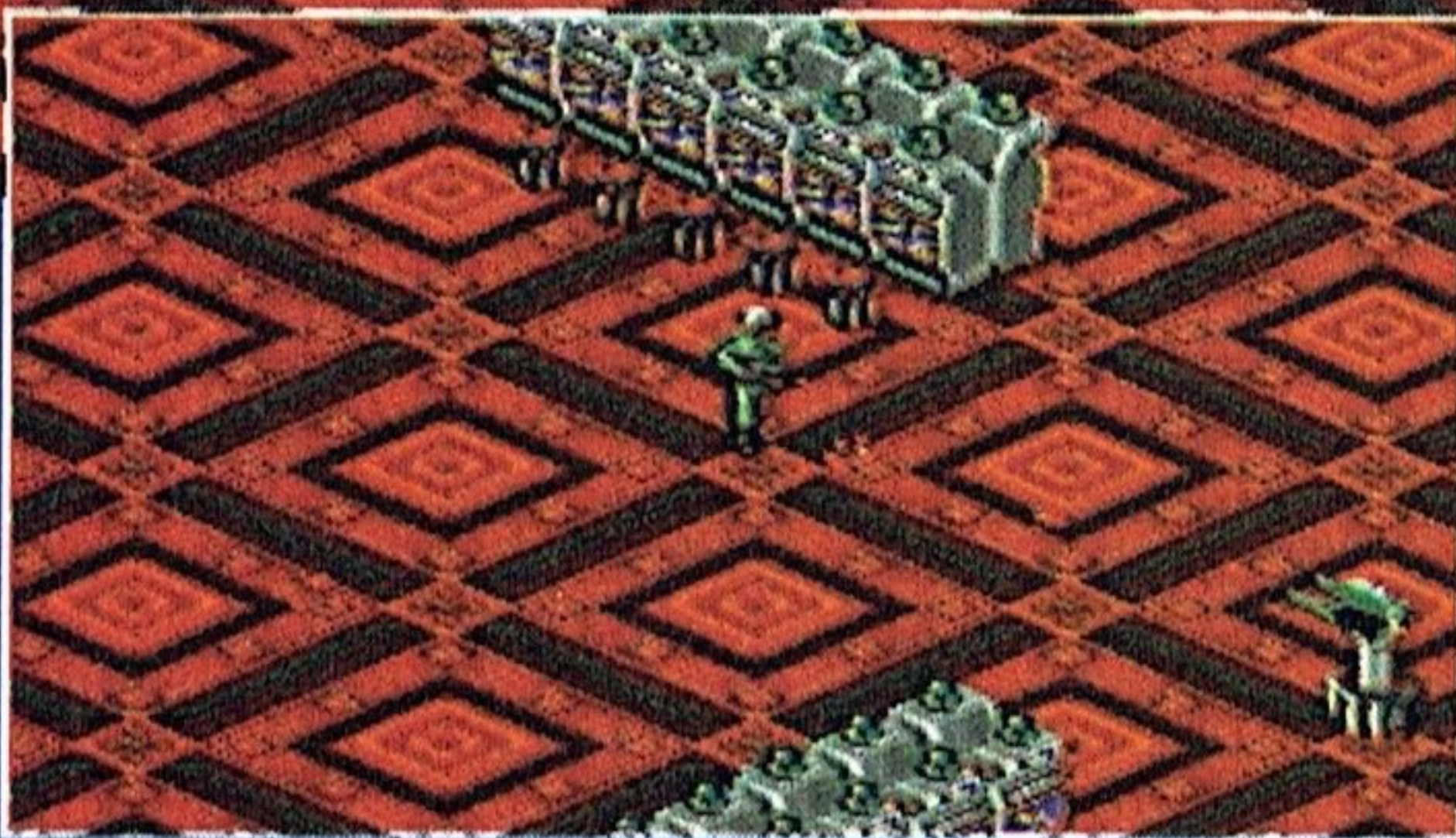


warders. Shoot the bad guy with MR9 fire and then walk into the hostages to release them.

Now head to the North-West corner of the casino to find the back room. Inside is one of Malone's women who, when captured, will tell you how to find Malone. Shoot the back room open

and then fire at Malone's men inside. When you capture the babe (by walking into her), she will tell you Malone has an underground hideout and there is a shuttle car under one of the change booths that will take you there.

Destroy all five change booths to find the important shuttle link under the fifth booth in the bottom right hand corner of the Casino. As you shoot the booths away be aware that inside each is a highly powered, fast shooting cannon, that will sap your armour energy if you run out of Hydra missiles while knocking it out. Re-stock your ammo between each booth by shooting away the large slot machines to the West of the compound.



This is the final campaign of the game, where you come face to face with Malone. As you arrive at the underground location, leave the shuttle car and get in the chopper. The first thing to do is take out all of the ground weaponry around the shuttle tunnel.

There are fixed AAA guns as well as ground troops and tanks to take care of, so take your time and pick them off one by one while avoiding the crossfire. There are nine weapon installations in all that must be destroyed before you can proceed to the second mission.

This involves neutralising the enemy's barracks so re-enforcements can't be called in. You will find these two grey buildings towards the top-right corner of the area. Travel there from the shuttle tunnel and blast them with Hellfires and also take out the AAA guns to either side of the main barracks.

Travel South to collect extra ammo and fuel near the edge of the area before heading North-West to locate and destroy the laser control centre. Clear the area of enemy weapons and take out the banks of controls before a super blast can be fired from the laser weapon. While you're over in that area, destroy the laser control box attached to the laser weapon itself. Doing this stops the weapon's targeting systems from functioning.

Just to the side of this emplacement you will see a re-enforced steel room that houses the laser weapon itself. It will take a lot of firepower to blast open the room, but the best way to do it is to be patient and shoot your chain gun at it, this will save your stronger weapons until you have a chance to restock. Extra ammo and fuel are available by blasting away at the other control units.

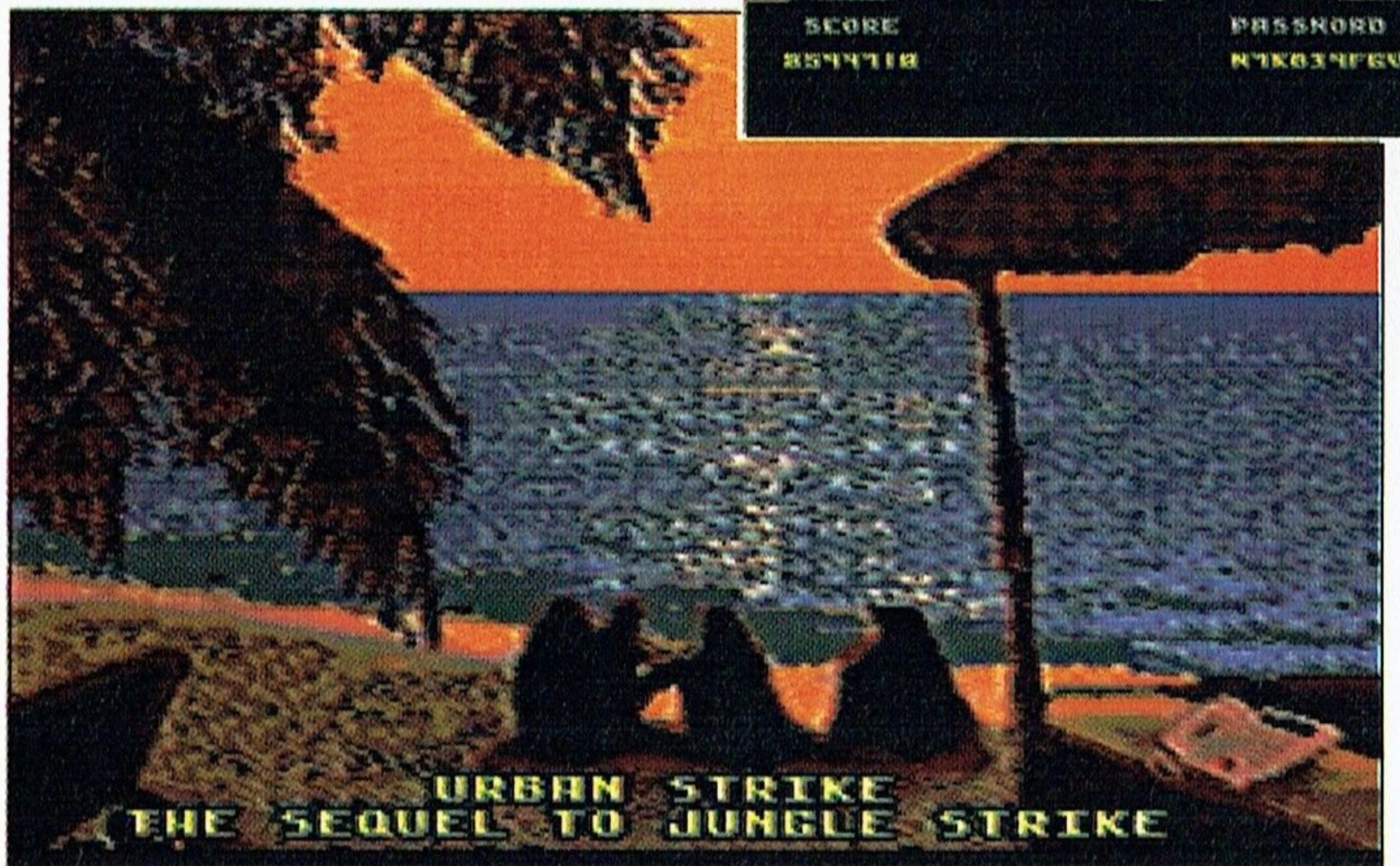
Now for the final sequence of events, it's time to go and get Malone himself. Fly back over to the site of the two barracks to find another re-enforced building, in which Malone is hiding.

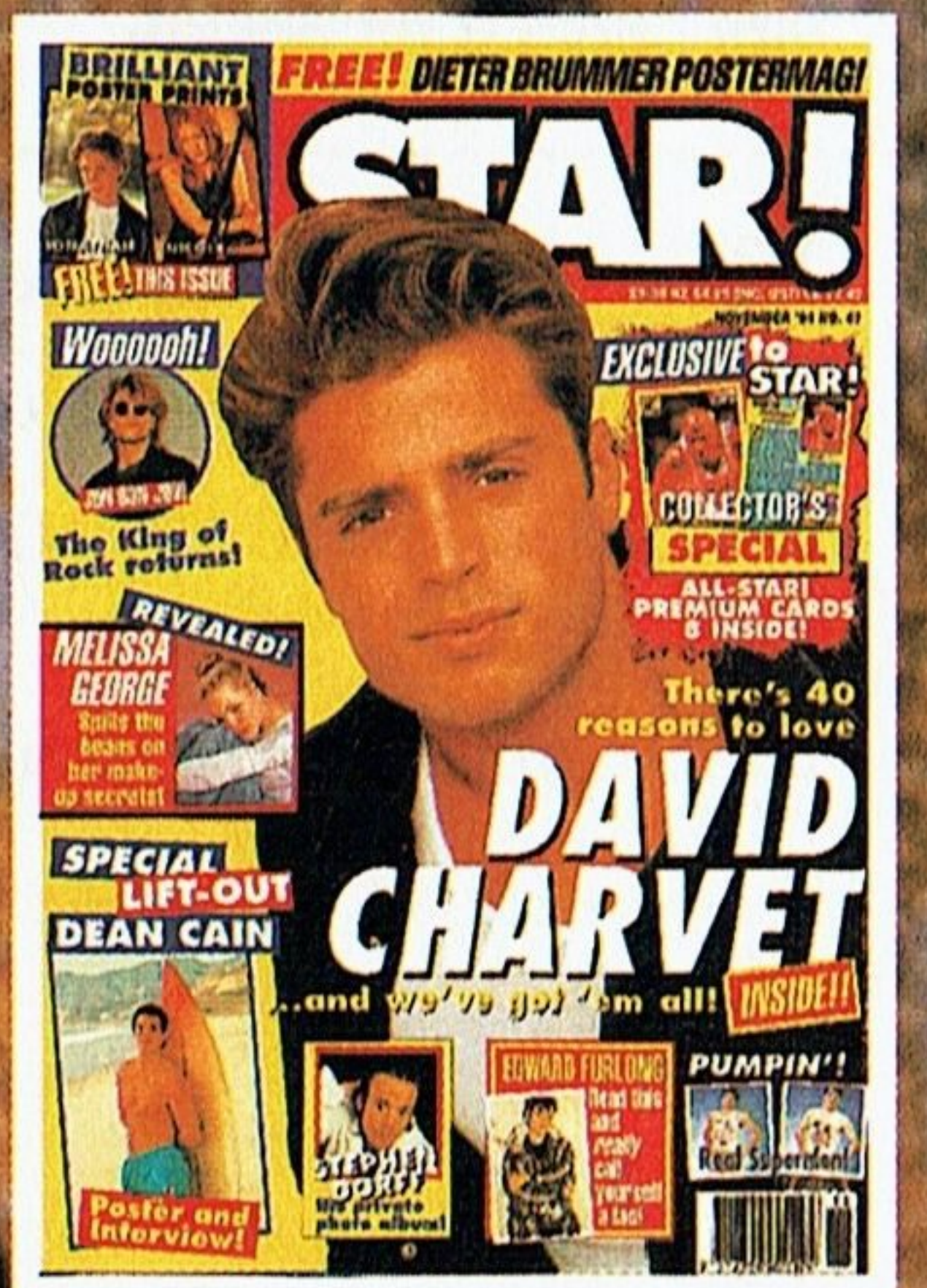
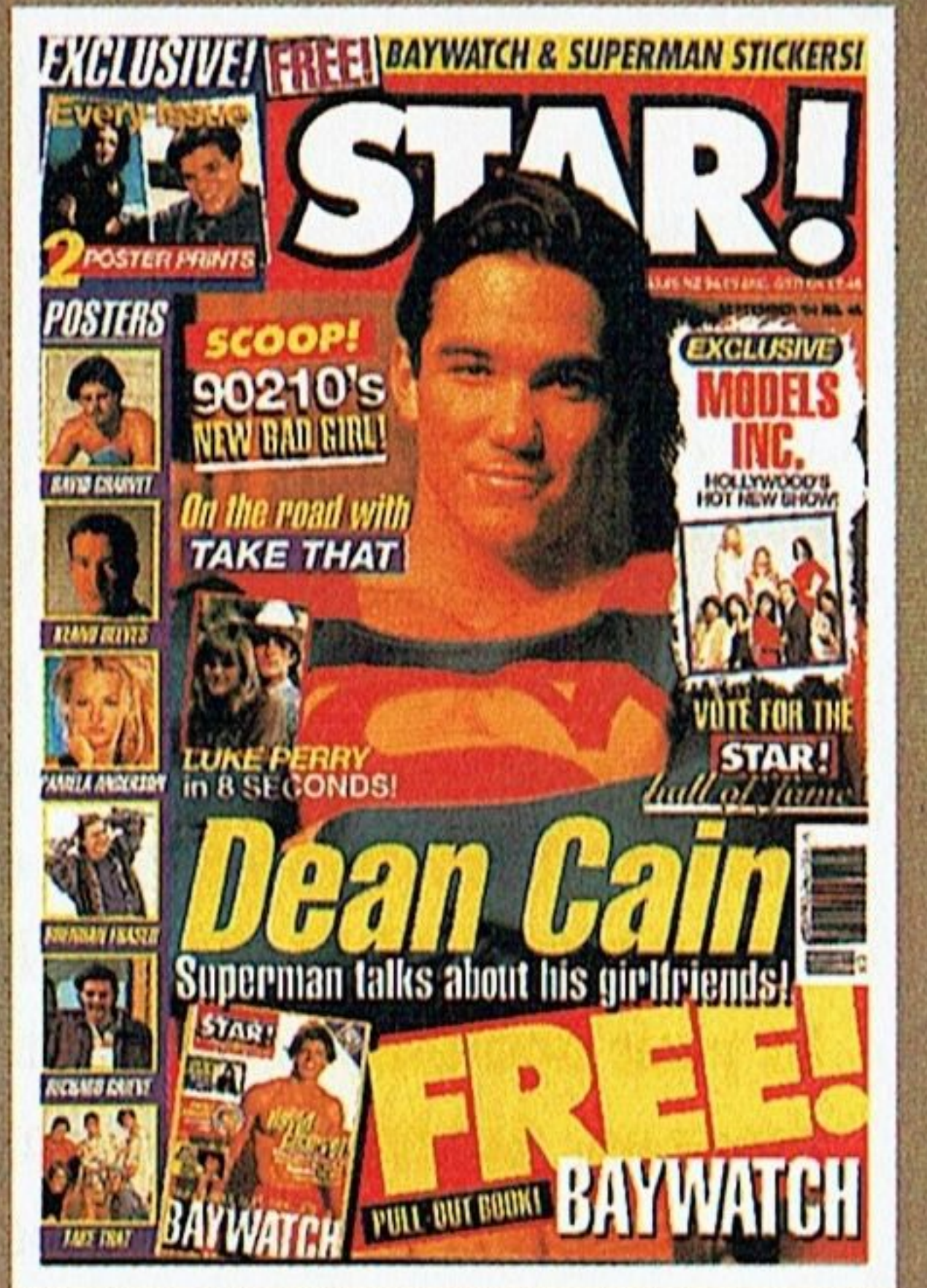
This building is defended by tanks and AAA guns. Take them out first before concentrating your fire on the building. You will have to use at least a couple of higher powered missiles together with your chain guns to blast the building in half and reveal Malone himself.

Malone will now start to run away, trying to get to the shuttle tunnel, so hover over him and capture him with your sky hook. Now that you have the evil genius under your chopper, the end is near, but Malone thinks he will have the last laugh. He has activated an explosive vest and it will blow in only 30 seconds!

There is no time to hang about. To finish the game and finish Malone, fly back over to the laser weapon on the West side of the compound. It should take you about 20 seconds to reach the site, which will only leave you a few seconds to hover over the weapon and press the A button to send Malone falling onto the super-weapon, thus destroying it and killing Malone.

You've now just finished *Urban Strike*. Time for a cup of tea and a lie-down. And tidy your room!





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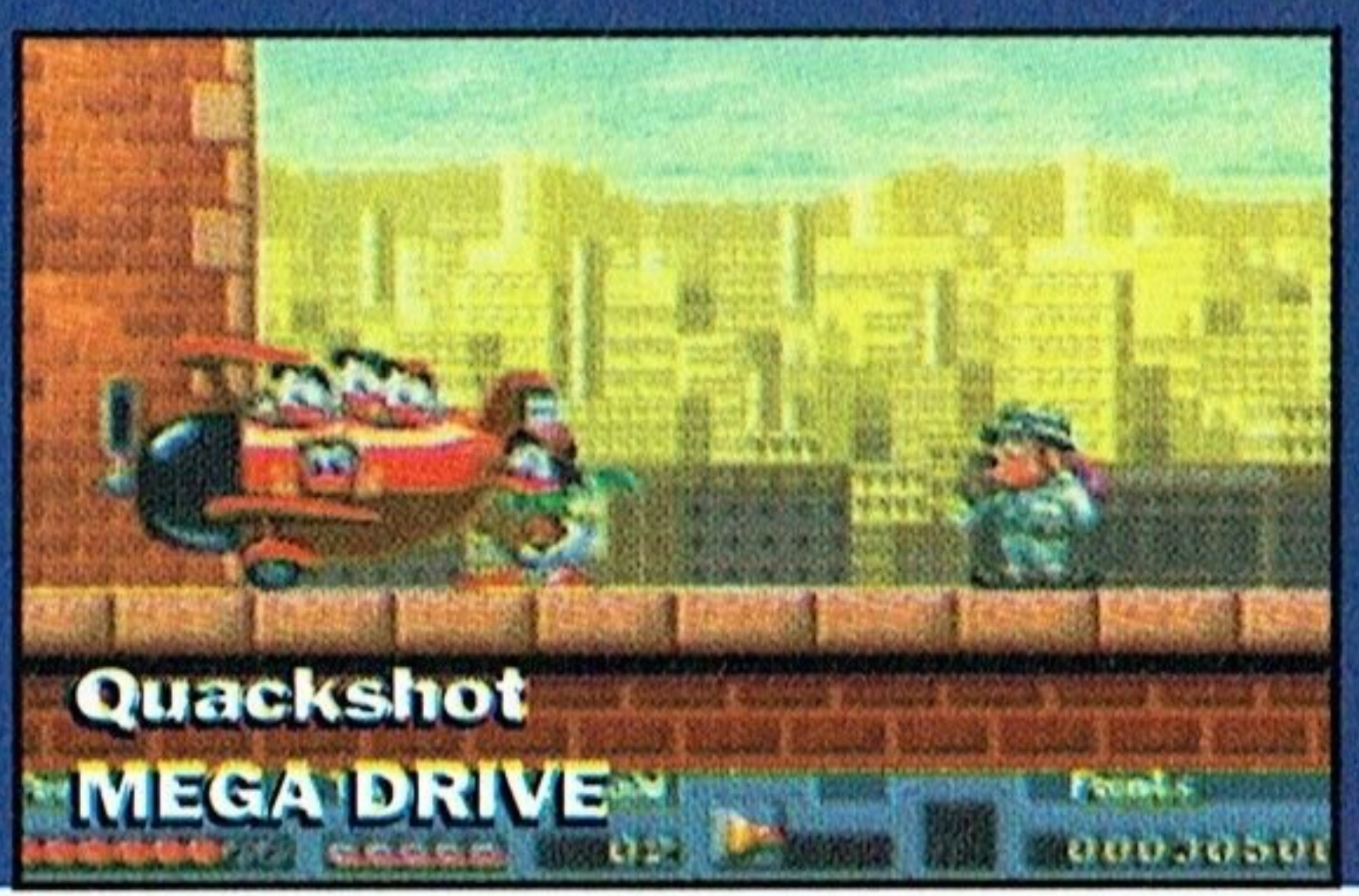
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*Rare, we admit. But you never can tell, what with the ozone layer and everything...



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OUT NOW!

ACTION

THUNGH

YOU'RE *PENELOPE PUMP*...
AREN'T YOU?

YEAH... THAT'S
WHAT THEY
CALL ME.

BUT DON'T
TELL ME...

... YOU *LOSERS* HAVE BEEN
SUCKED INTO THIS WORLD AND
HERE YOU'LL *STAY* UNTIL YOU
FIND A WAY *BACK*!

HUH? *WHAT'D*
SHE SAY?

SHUT UP
EDGO AND
LISTEN.

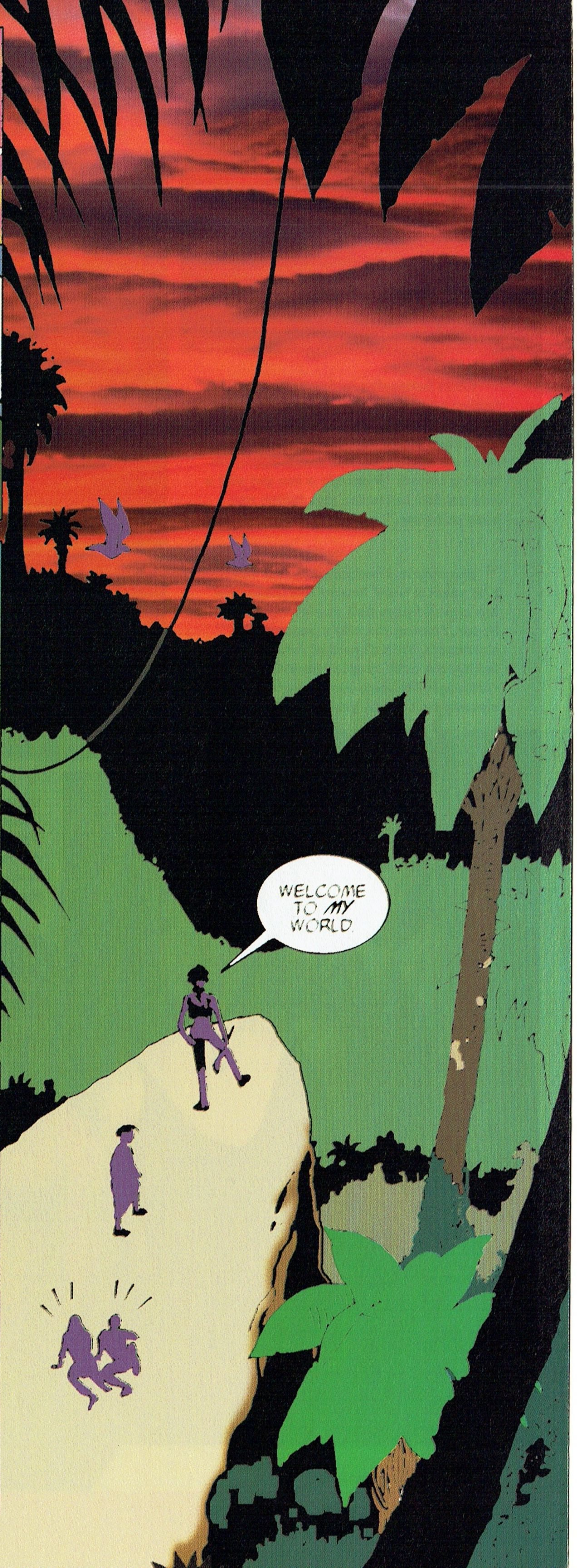
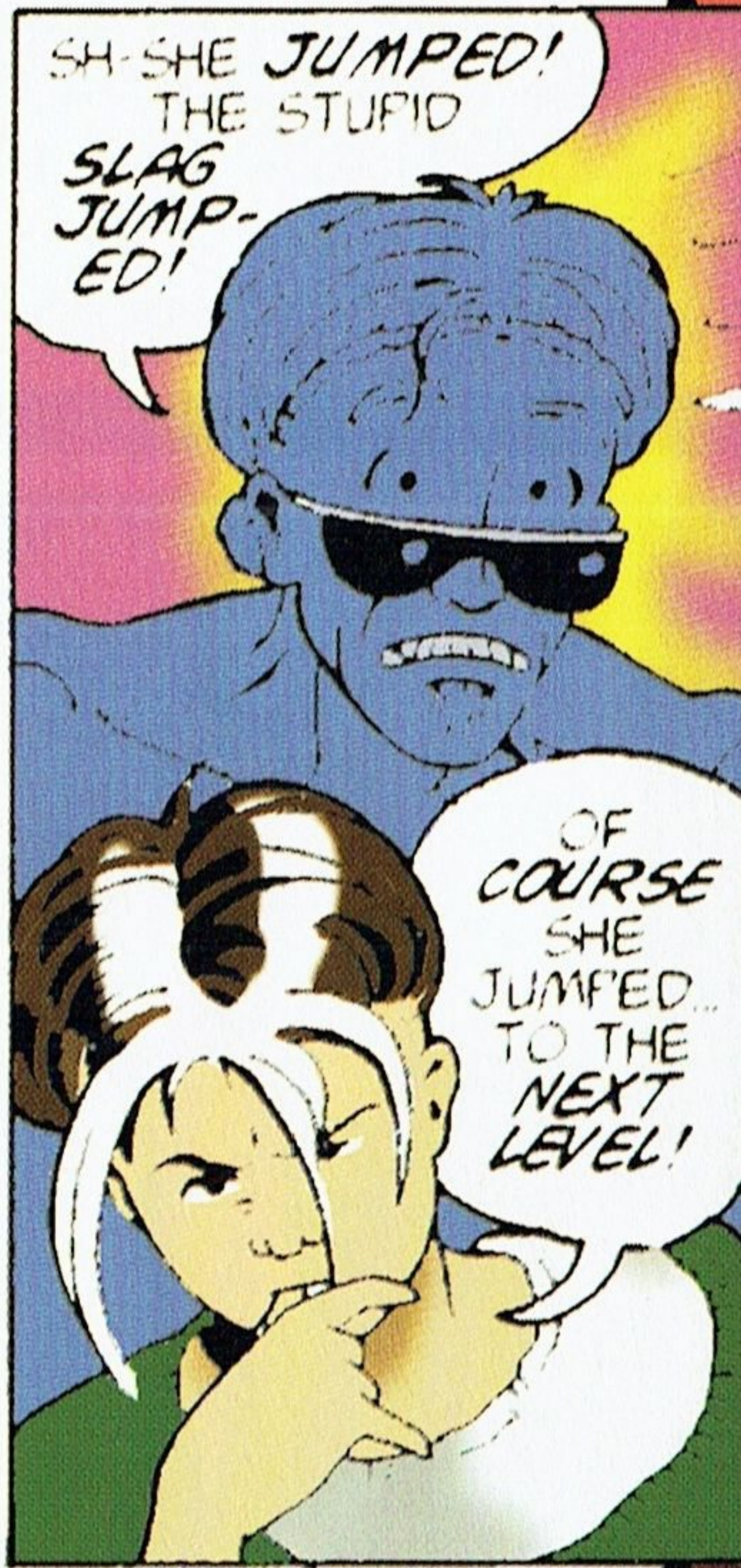
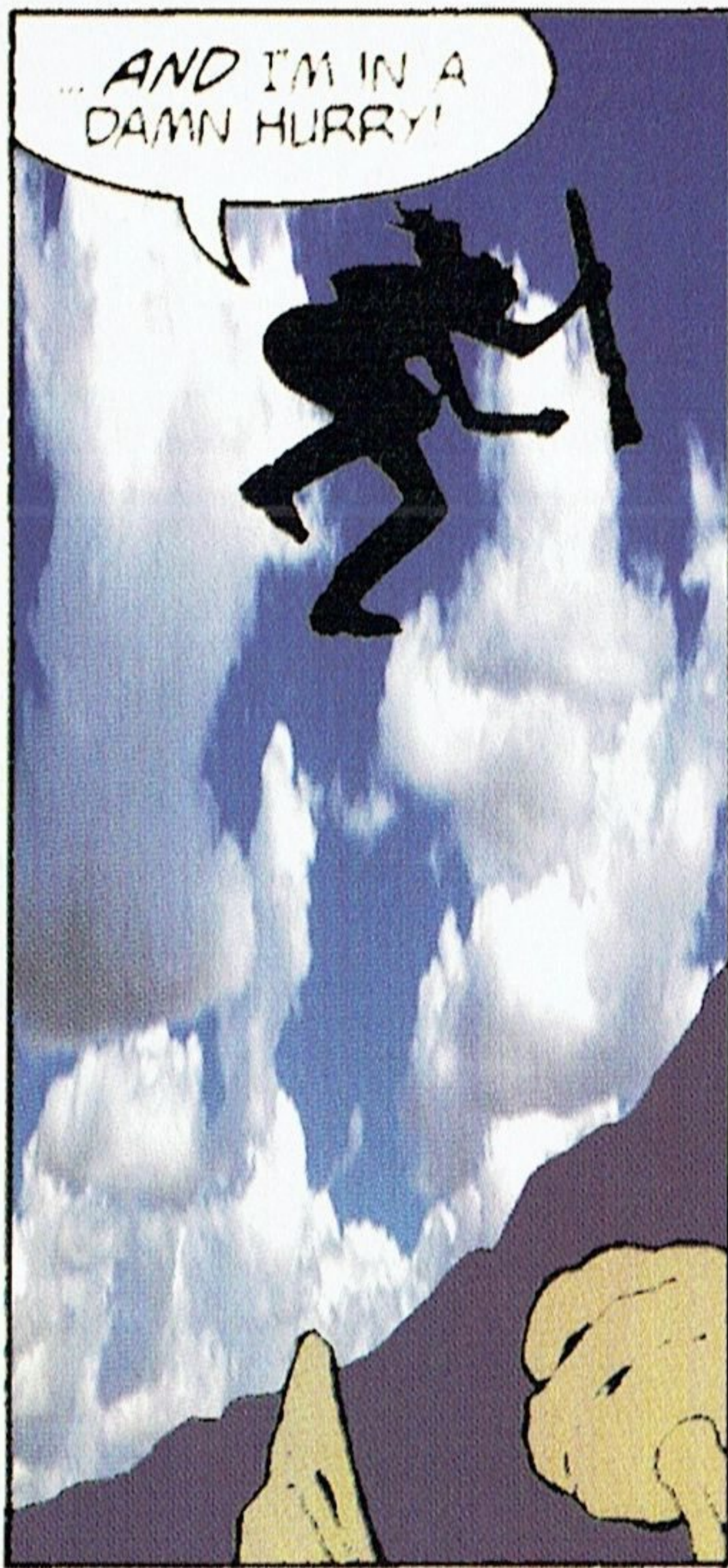
© GARY
CHALONER

UM, HOW
DO WE GET
BACK?

YOU'RE *BEST BET* WOULD BE TO STICK
WITH *ME*. BUT IF YOU CAN'T KEEP UP...
THAT'S *YOUR* PROBLEM.

WAIT! THAT'S AT
LEAST A *THOUSAND*
FOOT DROP!

MORE TROLLBOYS
WILL BE HERE *ANY*
SECOND...



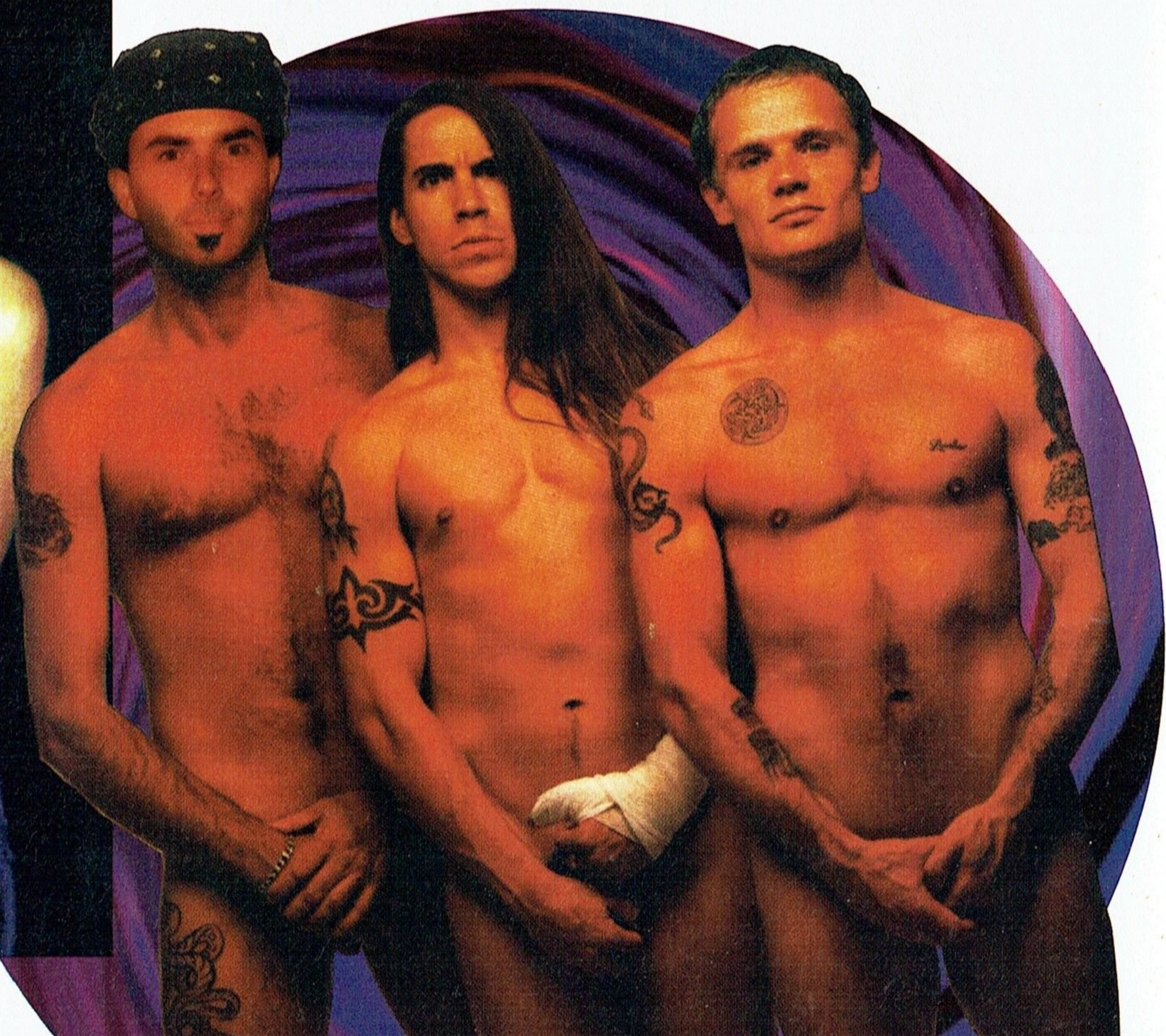
A bevy of talent and a cavalcade of celebdom spirited through the Megazone psyche over the holiday period. Naturally, the nation's top paparazzi was there to catch all the action as Megazone staff (on every PR's 'A'-list, don't you worry!) self-indulged (make no doubt) with the globe's glamour-laden glitterati.

▶ While holidaying in Australia over the festive period, waterbabe Pam Anderson took time out to catch up with 'close' pal, Megazone editor Adam Waring. On rumours linking the two romantically Mr Waring stated: "Pammy's a fun girl and a real handful but we're just taking one base at a time."

▼ Meanwhile, Production Editor Matthew Hall spent a 'very' 'merry' Christmas on the arm of Hollywood starlet Winona Ryder. Touring the city's popular nightspots, Mr Hall said of rumours linking the cute couple romantically: "Although Winona's hands were a little clammy we remain 'just good friends'."



▼ Art (so-called) 'Director' Duane Hatherly (below, left, girls) shocked the rock world when it was announced he was taking up the newly-vacant drummer's stool with top 'pop' outfit The Red Hot Chili Peppers following his predecessor's self-combustion in a bizarre gardening accident. Concerning rumours that the three were linked romantically The Hath stated through his manager: "Aww, shucks! We just like to get butt-naked together!"



*With apologies, lawyer dudes...

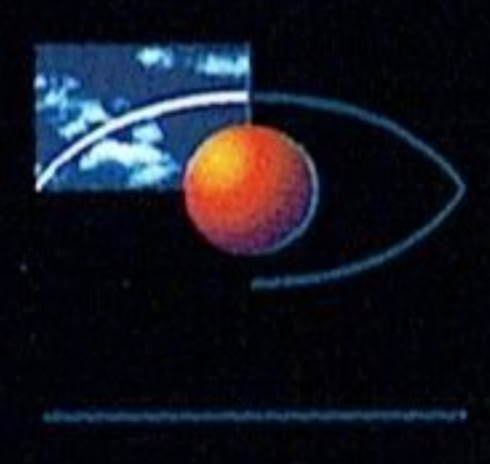


metropolis

RISE OF THE ROBOTS

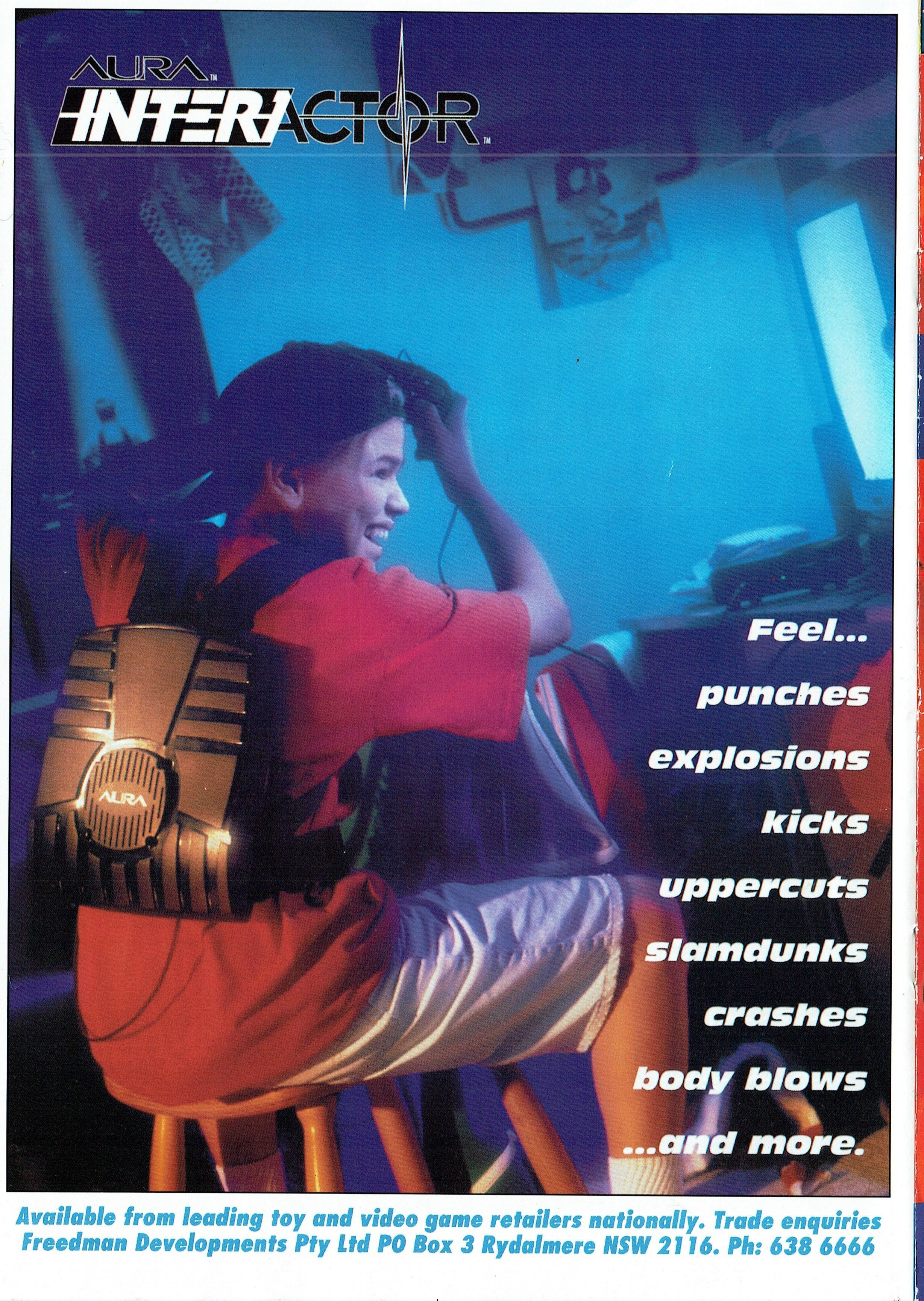


MEGA DRIVE



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MAR	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri
APR	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	
MAY	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed
JUN	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	
JUL	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon
AUG	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu
SEP	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	
OCT	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue
NOV	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	
DEC	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun	mon	tue	wed	thu	fri	sat	sun

IMPORTANT DATES: December 25 Christmas, November 7 Melbourne Cup day, September 15 Respect-for-the-Aged day (Japan), August 26 Saturday before last day in August (Hong Kong)