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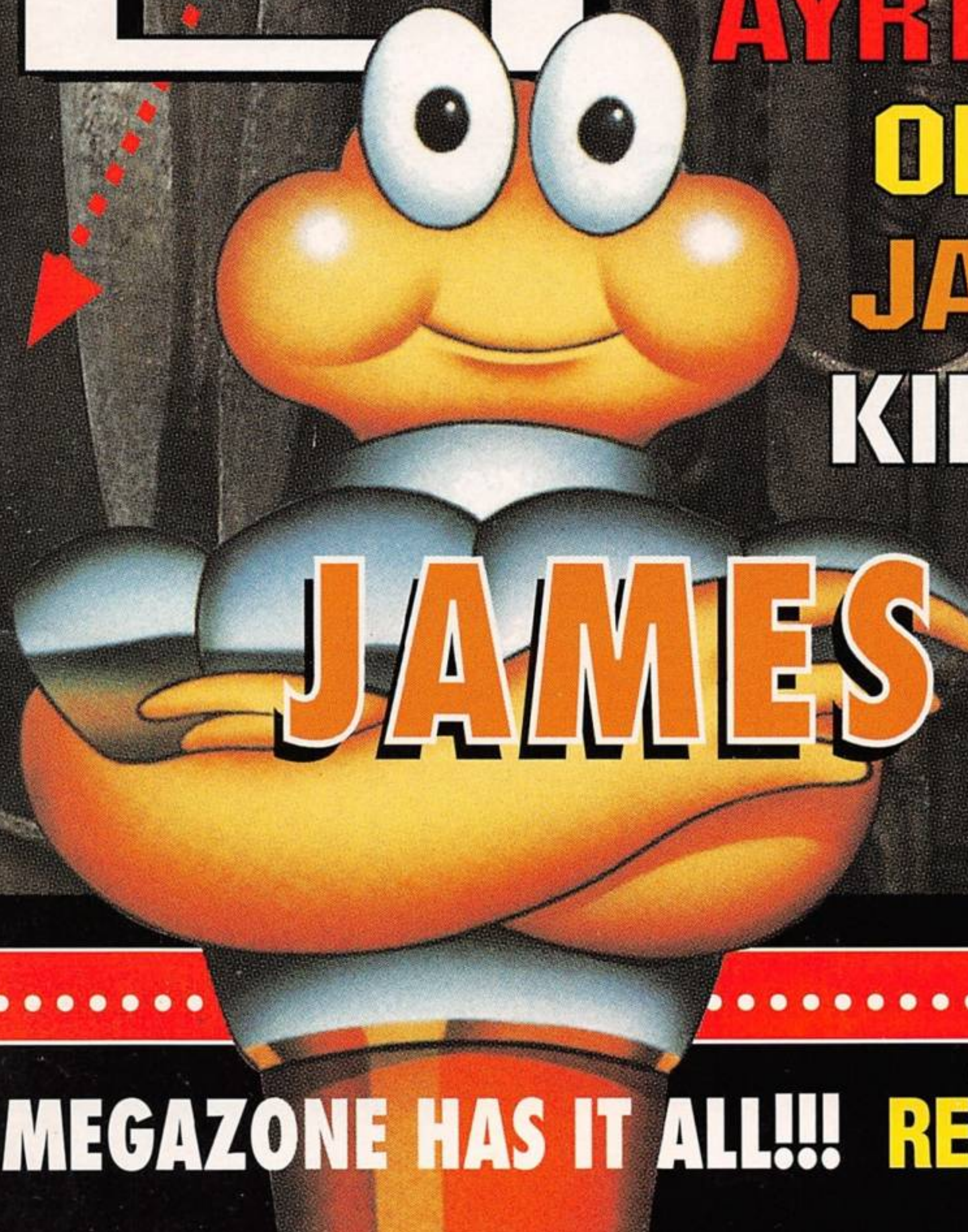
# MEGAZONE

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NO. 23 AUG/SEP 1992

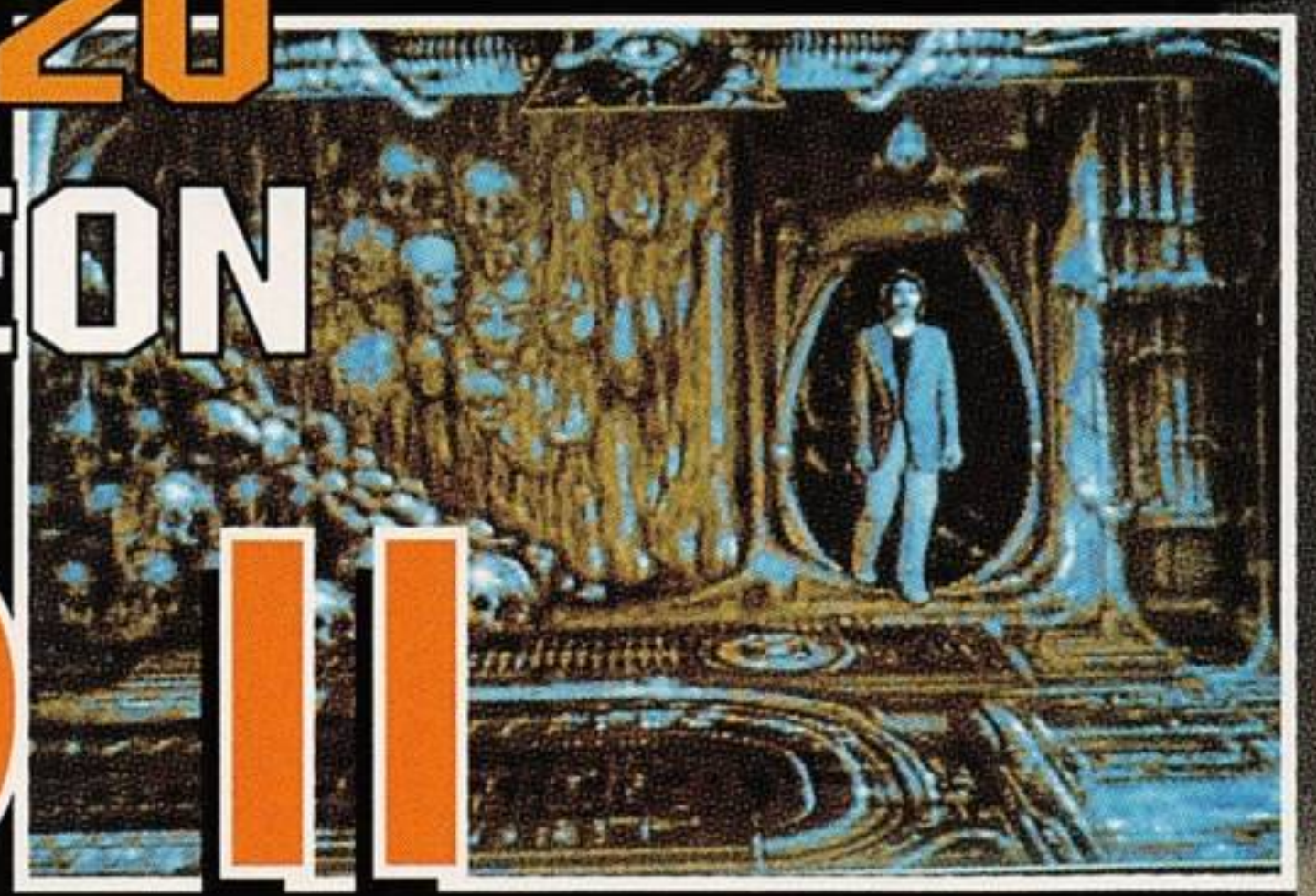
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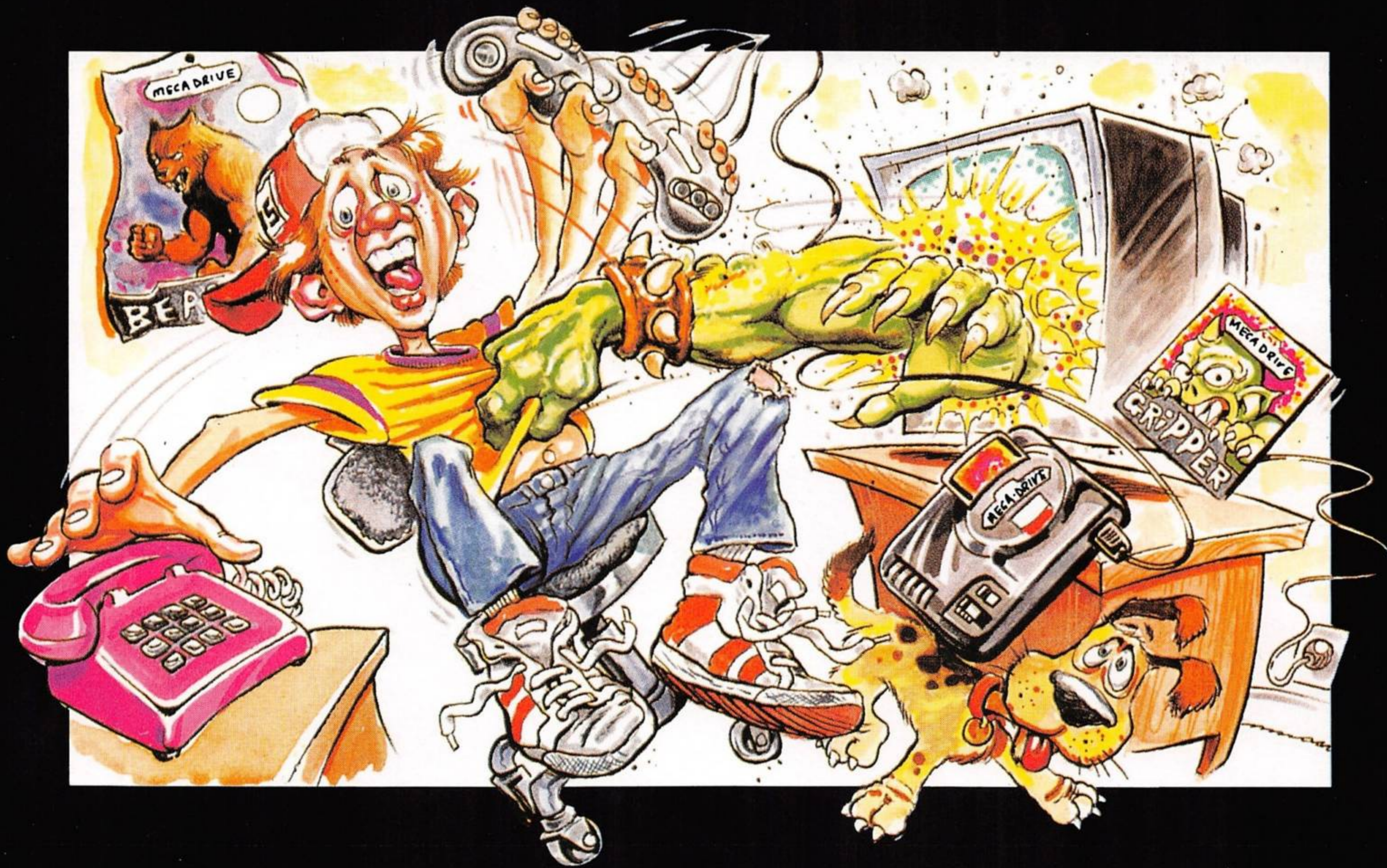


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# MAINTIS

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Software



This issue's cover model is Patsy-Lee.

HR Giger modelled her on his current girlfriend. Boy, does he have weird taste or what!??

**M**egazone time again! Hasn't the bi-month just cruised by? It seems like only yesterday that we were raving on about Alien 3, the movie and the game that we thought was months off. Well, surprise, surprise because a demo of the game arrived in our office very shortly after the last issue hit the news stands, and it's reviewed in all it's glory on page 31.

We are absolutely bulging with reviews this time, which is testament to the huge amount of product being released at the moment. There's a lot of garbage being thrown onto the market, but amongst it are some absolute gems. One of them is Darkseed, a horror/adventure game that is set to terrify the lot of you with the haunting artwork of H.R Giger (who conceptualised the Aliens movies). We have a free Darkseed demo disk coupon for IBM owners, as well as giving you the chance to win the game.

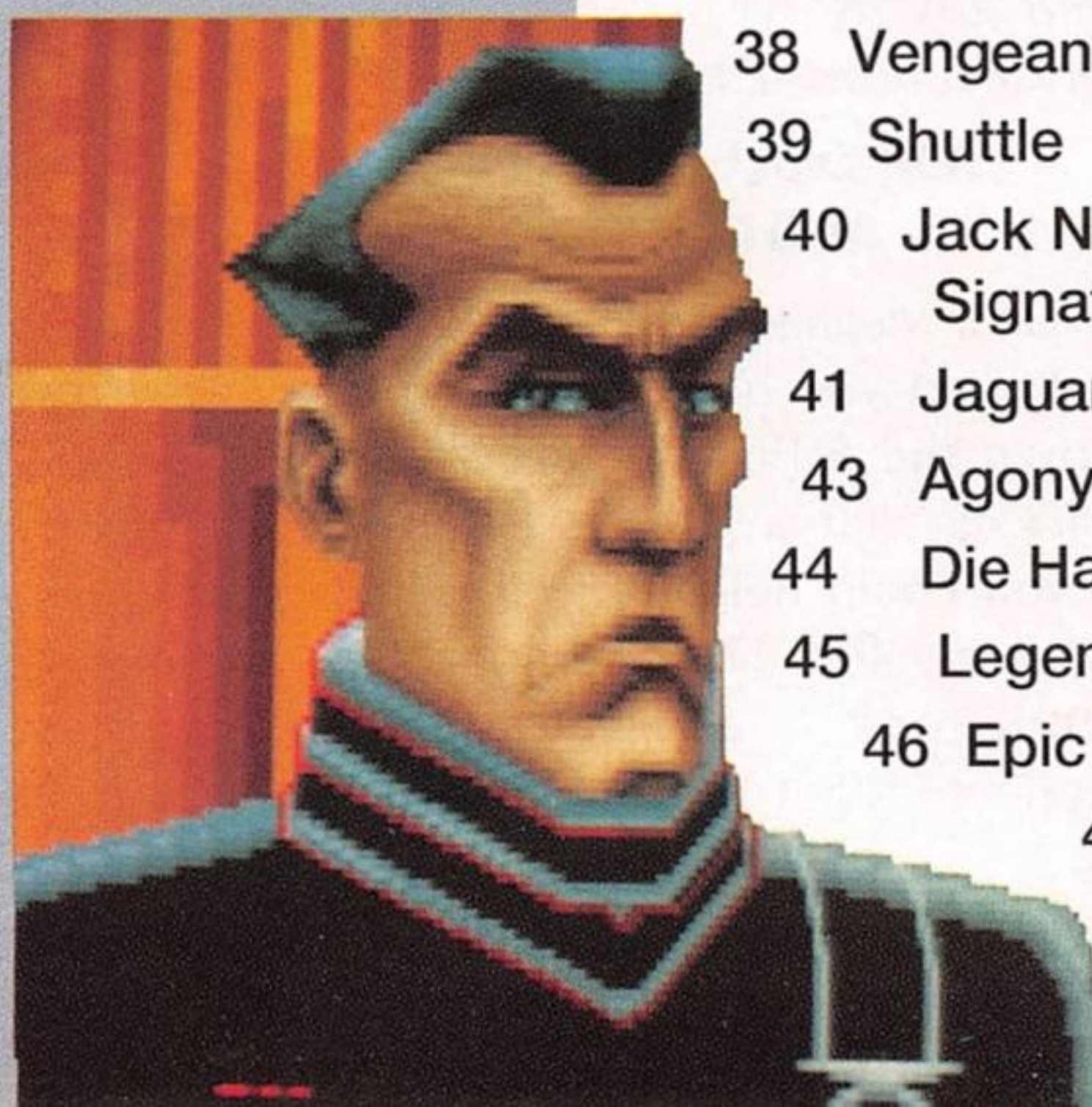
Mario examines Ultima Underworld and Wild West World in the first birthday edition of Adventure Zone. Check out the Worst Adventures Ever poll result. Careful though, it's pretty ugly....

On the console, while we await games for the Super Nintendo, a whole stack have come out on Sega. The long awaited Ayrton Senna's GP has finally made it, as has James Pond II: Codename Robocod. And we ask the questions, is Olympic Gold just a lame effort

Sega released to cash in on Barcelona, and is Kid Chameleon as good as Sega America claim? Hmm...hard-hitting as always here at Megazone!

Anyway, don't think about it, get into it!

Stuart Clarke,  
Mega Ed



Dune  
p48

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A background to the creator of the fantastic artwork in Darkseed. A very weird genius...

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Darkseed  
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Darkseed  
**FREE**  
demo disk

MEGAZONE • No 23  
AUGUST/SEPTEMBER 1992  
Locked Bag 7 Rosebery  
NSW 2018

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# The Mail Bag

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**Write in for answers or just abuse... but wait there's more..send in your money and we won't send any steak knives...**

## A SOCIAL DEGENERATE

Yo! To all you rad lads at MZ. Dropping y'all a line from up the coast where gaming is a way of life. For all our city cousins with oxygen depleted brain cells, here's a tip for every game ever made. It's guaranteed, but if it doesn't work, the game wasn't worth playing.

1. Buy the Amiga version and run it on your V8, Nitro, chrome fitted Amiga. 2. Whilst running it, dress in straight-jacket and stereo headphones on full volume.

The end result will be that your mind is blown away. (I haven't yet figured how to stop the side effect - your eardrum falling out on the floor). Interrogation time!

1. When is F117A Night Hawk coming out on the Amiga?

2. As your magazine is aimed at social degenerates and losers (what? - Ed), why don't you have a pen pal section where readers could write in to honeys or vice versa for girls (or to people the same sex for the really desperate).

3. Is the contributor Nick Smith related to Tim Smith (I know a Tim Smith who is related to a Nick "the Nose" Smith up here on the coast)?

4. Why didn't I win the "Aces of the Pacific" contest and why was there only one winner who got an Amiga version, shouldn't there have been equal numbers of IBM and Amiga "Aces"?

5. Isn't it obvious that Atari ST's are mutated Amiga 500's with an ego? So why don't ST users stop asking for ST games, get a future, kick themselves in the head and buy an Amiga?

6. Do any MZ readers program in proper languages and could you start a section for this

sort of thing?

7. Why is it that people who write to MZ are so disorganised and lacking in literary talent they have to itemise their questions?

Well, MZ just gets better every issue, but it could be a bit (geddit) more larger.

Hangin' to hear Ed's comment.

Brad Delboux

*Well hang no longer, Brad. 1. There's no release date as yet on F117A. It may not be coming out on the Amiga 2. You sound like you're a bit desperate yourself. I'd take anything you get if I was you 3. Nick and Tim are twin brothers, but they live in Sydney and don't have big noses 4. The Aces of the Pacific comp was judged on the quality of the answers and not computer type. 5. Don't be cruel. Why don't you enter the real world and buy an IBM? 6. Watt's a propur language? 7. No idea, but it sometimes makes it easier. Check ya later!*  
- Ed

## SIMPLY THE BEST

Dear Megazone,

Your mag is the best ever published SEGA MAG in the world, it beats Sega Pro, Sega Power and Mean Machines any day.

In issue No. 21 you said Microsoft had been taken over by an NES mob and you said we will get great games like Terminator II. Will it come out on the Mega Drive? If so, when?

I have a Master System II and a Mega Drive. I was wondering if there will be a converter to play Super NES games on the Mega Drive, so I can play the superb game Street Fighter II, and how much will it cost?

See ya,  
Mark Szili

*Thanks Mark, but I'm sure Sega Pro and the rest wouldn't agree, as they spend all their time saying that they're the best and the biggest and the loudest and the coolest...but we don't need to sing our own praises, we know we're the best! Terminator II will be coming on the Mega Drive but you'll have to wait until next year. And I doubt very much if there will be a Super NES/Mega Drive converter. But don't despair, as it's rumoured that SFII - Champion Edition will be coming out on Mega CD - Ed*

## A MAD LEAGUE FAN

Dear Megazone,

I own an Amiga and I'm a mad rugby league fan. In your June/July issue you previewed "E.T's Rugby League"! You said then it was out on Amiga and PC, but when I asked around for it, they told me it wasn't released in Australia yet.

If it has been released could you please tell me where to get it, and if not can you tell me when it's coming out. Keep up the good work, guys!

Mark

Orange NSW

*The long-awaited league game, "E.T's Rugby League" should be in the shops now. When we did the preview last issue, we were told that the release date was in June, but it was pushed back to mid-July. So you can go and tackle it now - Ed*

## TOP DOLLAR FOR AD&D SET

Dear Megazone,

I need you help by tracking down the following software package and would be grateful if you could help. I have been looking for The Advanced Dungeons & Dragons Collectors Set on IBM for the

past 6 months and with no success. I have tried everywhere from software distributors, computer stores and even the distributor Electronic Arts. I am willing to pay TOP dollar for this set and my last chance is a reader who has the set and is willing to sell it. This looks like the last roll of the dice and I hope you will be able to help me with my situation by publishing this letter in your mail-bag section or by telling me of a place that I will be able to obtain this software package. I am running out of avenues to pursue and with even the distributors passing me up a lone fellow adventurer is my only chance. Thanks a lot and keep up the good work.

Anthony Green

Frenchs Forest NSW

*Well I can't help you personally, but if any of you readers can help out give us a letter or ring here at MEGAZONE and we'll put you in contact with Anthony. Remember - TOP dollar! - Ed*

## BUSTING HIS UNDIES

Dear Ed,

I've been reading your mag ever since it started and thinks it's the best but there's one slight hitch. Why don't you have more sections on Atari ST software and hardware? All Atari ST users out here are busting our little undies to have some more stuff in your cool mag. Thanks.

Leigh McKinnon

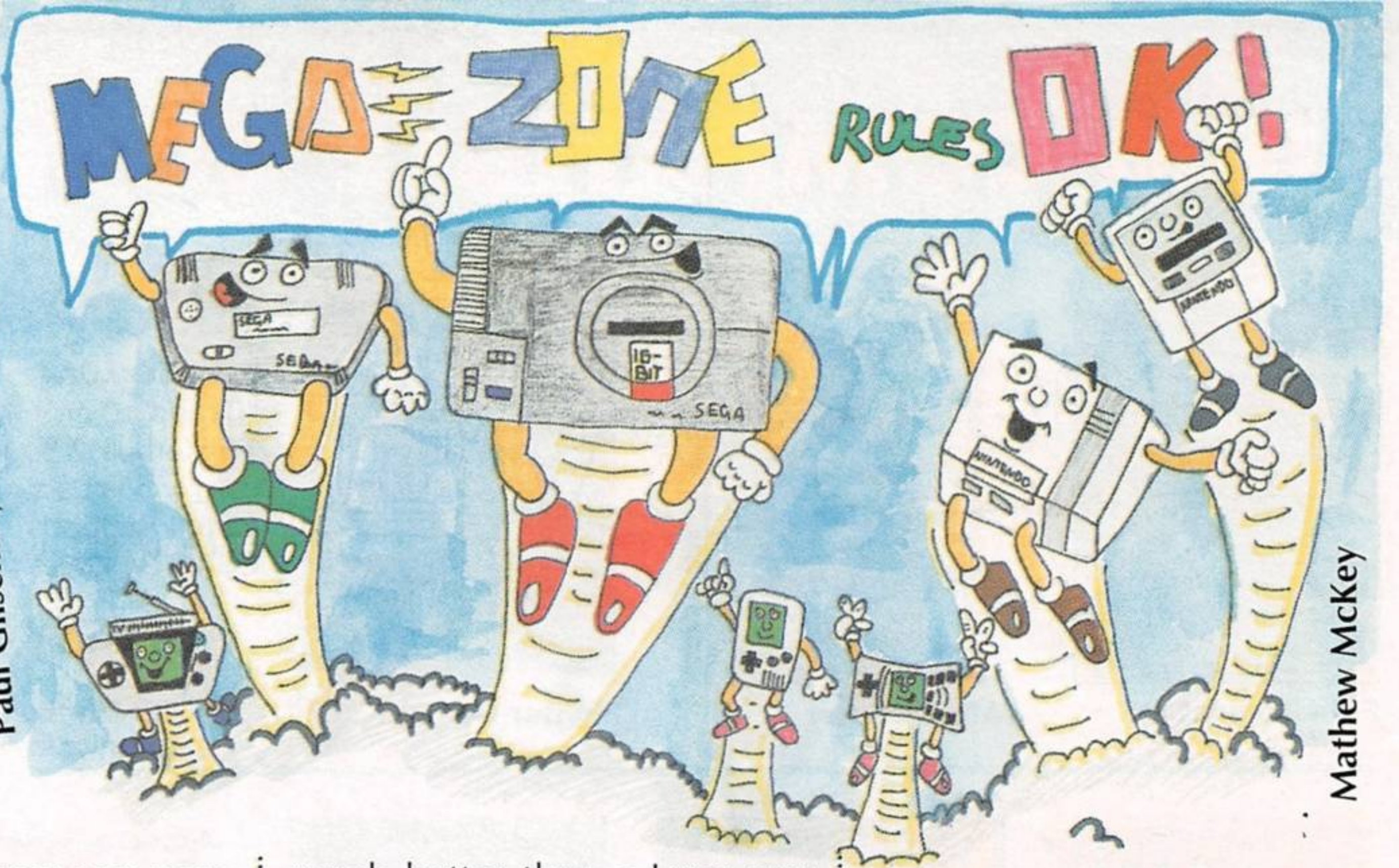
Ballina NSW

PS. Why are you in NSW and Adventure Zone's in Victoria?

*I'm sorry Leigh, but as Brad said in his letter "Atari ST's are just mutated Amiga 500's with an ego". No, the truth is that we are not given any ST games to*



Paul Gilsenan, NSW



Mathew McKey

review. I would only be too happy to review ST games, but as always the IBM and Amiga versions arrive in the office first. And Adventure Zone is in Victoria because Mario lives in Victoria...simple as that really! - Ed

### COMPUTER CLASSICS TO CONSOLES

G'day Megazone,

Your mag is great. It is up to the standards of all the overseas magazines and a lot cheaper. My only criticism is that a few more reviews and pictures are needed.

Anyway enough of the dribble now for the point. How come great games such as Formula One Grand Prix, Heart of China, Leisure Suit Larry, Eye of the Beholder, Falcon 3.0, Mega-LO-Mania, Lemmings and other fabulous games never see the light of day on consoles (I own a Sega Master System II). Once the licences to produce for Sega, Nintendo and other console companies have been purchased, and the programming problems figured out, wouldn't the companies by making larger profits as eager hands would be grabbing these titles off the shelf like hell-fire?

Also will there a CD-ROM for 8 bit machines to make them 16 bit or more, or have console companies forgotten about the owners of these machines, who consolidated their foot in the computer games world?

I would like you to answer these questions as many console owners want to know.

Yours sincerely,

Jay Kennett, Darwin NT

Whaddy mean more reviews - any more reviews and there would be nothing else

left! As for the games you mentioned Mega-LO-Mania and Lemmings are both coming out on Mega Drive (Lemmings on MSII as well) and Sierra games such as Leisure Suit Larry will be released on the Sega Mega CD when it gets here. Games like Falcon 3.0 though are simply too big for the consoles though. And I'm sorry but there's no plans for a CD-ROM for 8-bit machines - Ed

### GAMEBOY VS LYNX

Dear Megazone,

I think the nameless one who wrote the letter under the heading "Playing Handies" was a real DORK. Maybe the Lynx is better than the Gameboy, but the Gameboy was first and it has great graphics and sound for a thing of it's size. It also eats only four AA's in TEN hours compared to six AA's in three hours. I think he and Gareth Streistermanis can crawl down a full dunny where they belong.

Kenji Oates

Elands NSW

PS. Print this letter or I'll put my oldest and worst Megazone in with Gareth and Nameless. Anyway godda' kiosk. See 'ya round like half crunched papadum.

Thanks for your comments, but you're really a bit of a goober aren't you? I mean who in their right mind would prefer the black and white crap LCD graphics of the Gameboy to the superb colour of the Lynx and the Game Gear. And you don't need batteries when you plug the Lynx into the AC adaptor - Ed

### MASTER GEAR

Dear Megazone,

I own a Sega Game Gear (which is totally excellent and is

much better than a Lynx any day which might go against the letter entitled "Playing Handies" in the June/July issue but that's my opinion).

I've noticed in the last two issues the April/May and the June/July issues some thing mentioned about a Master Gear for the Game Gear and I was just wondering if you could explain what it is.

Gavin Lambe

Wynnum QLD

The Master Gear is an attachment for your Game Gear which allows you to play Master System cartridges on the hand held. Although it's received almost unanimously good reports, Sega in Japan claim that it will damage the Game Gear and are refusing to endorse it. Maybe that's because they are waiting until their own official Master Gear is ready? So it's not an official Sega product but if you're desperate you might find it through importers - Ed

### BIG HAIRY CRITICISM

Yo Megazone,

I'll get straight on to the criticism. I hate the new way you write Megazone on your front cover, the old way was better. So I included some my own Megazone titles. Another that really got up my nose was how you turned the Alien 3 picture on the front of June/July the opposite way. Other than that the mag is the best in the universe, even where the Aliens come from.

You Megapeople at Megazone by now probably think I am a big, hairy arsehole but I'm not really (or am I?).

That Riply (it's Ripley - Ed) or whatever the hell her name is on Alien 3 is not very attractive

is she. On the other hand that Dannii Minogue is a babe, what I'd like to do to her is.....

.....well that's another story.

Yours Megaly,

Chris (Chips) Brown

Graceville QLD

Well Chips, you big hairy arsehole this is a very pointless letter. The example of your alternative Megazone masthead was so laughable we didn't even print it, not even to embarrass you. And we turned the Alien 3 shot around because we wanted to and if you don't like it you can go and pick your nose with a fork. Dannii Minogue certainly is a babe, but I doubt she'd even spit on you... whereas me on the other hand...Ed P.S I'm not really this mean (or am I?)

### I DESERVE A RAISE

To Megazone,

Look I'm not going to say that your mag is great (even though it is) or ask stupid questions that have been asked in the last issue. I just wanted to tell you that I went and saw Alien 3 after reading the review. It was great, the best of the three. Here is a tip for the Railroad Tycoon on the IBM, if you get 33,000,000 in the red it turns to black and you can spend it (cool, hey?) And Ed, you deserve a big fat raise!

From the Coolest Guy Neil

Thanks for the cheat, but the only reason I put your letter in was the last sentence. I agree! - Ed



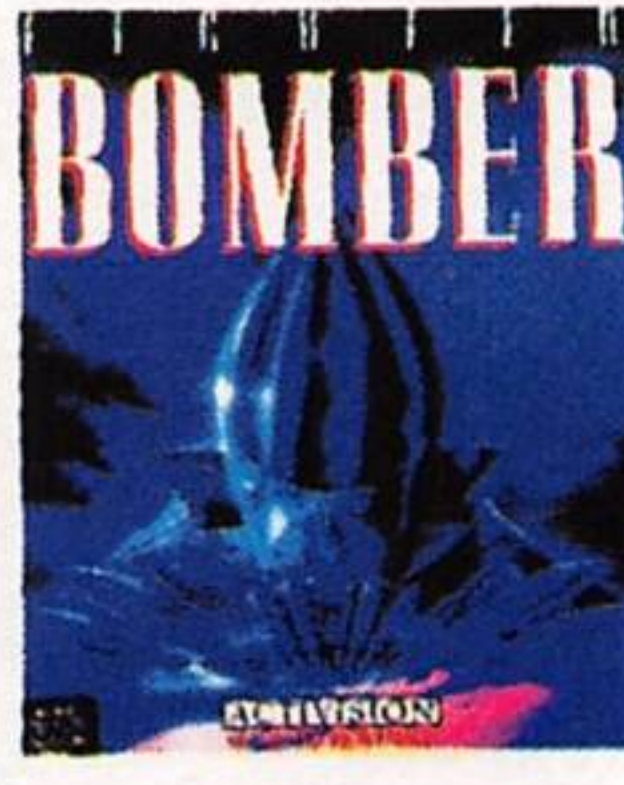
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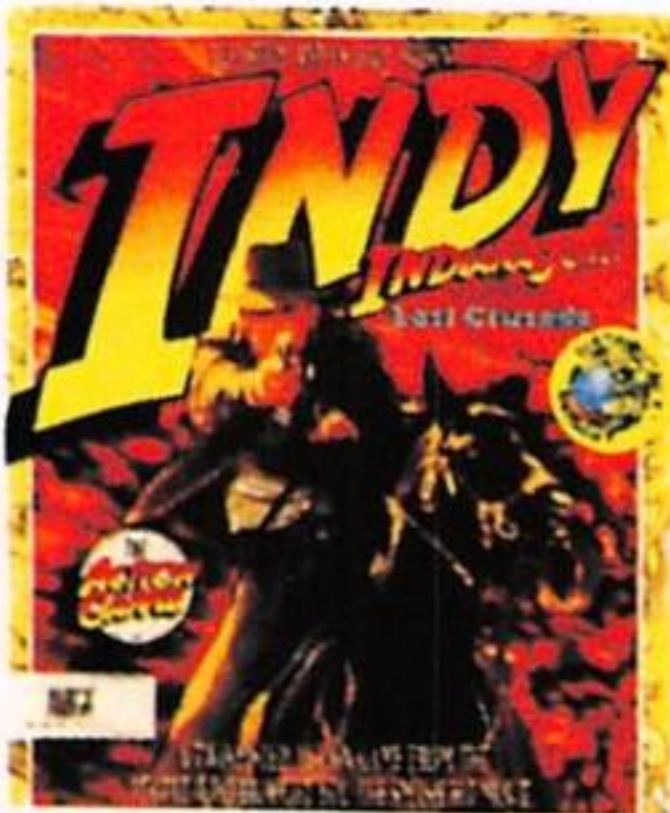
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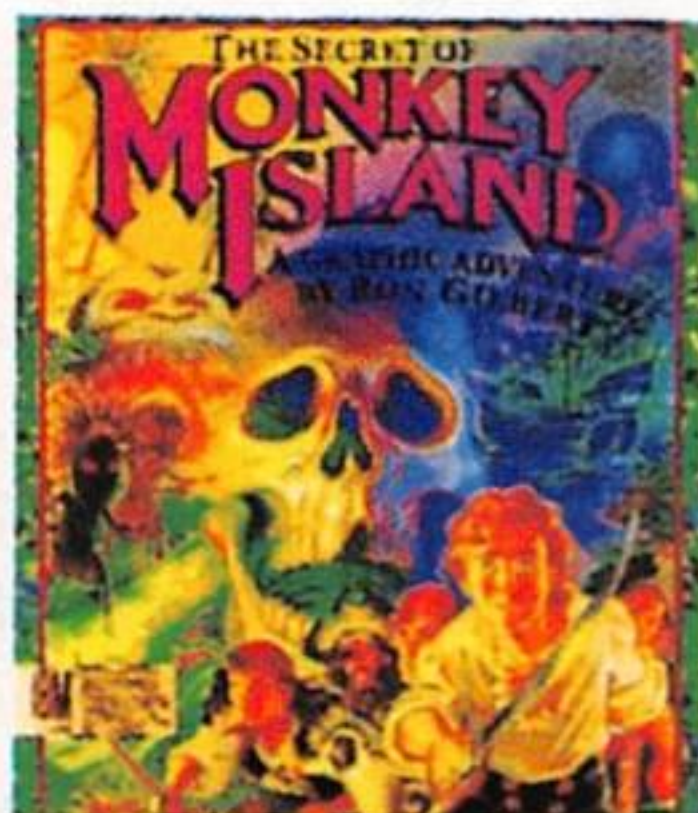
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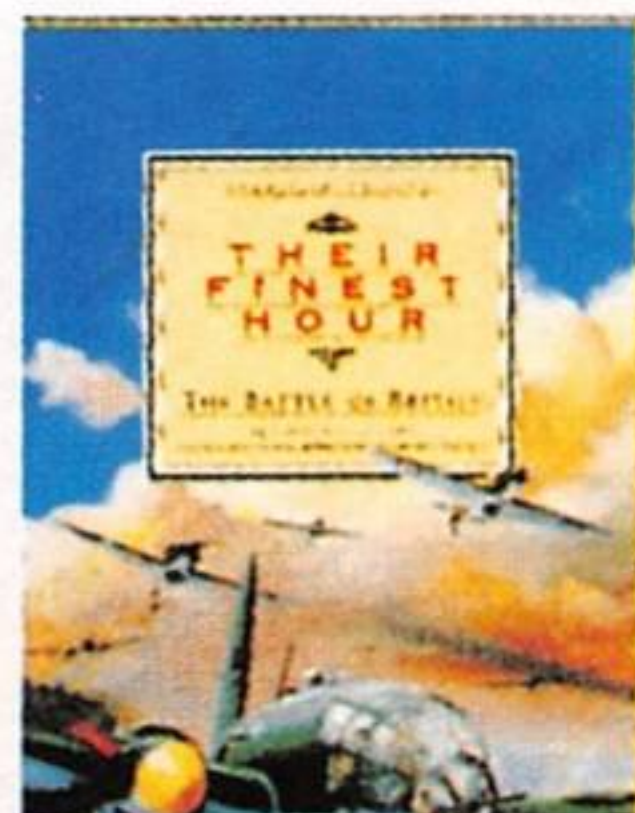
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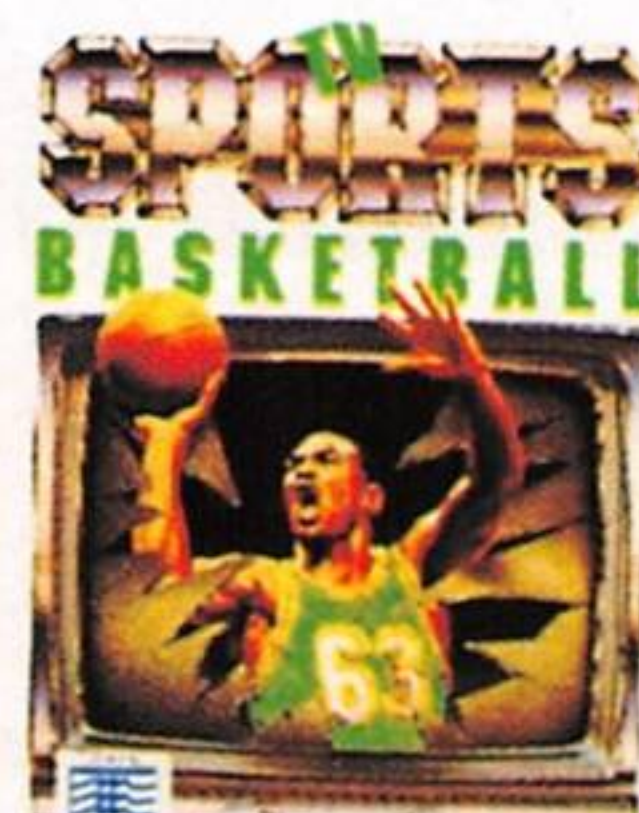
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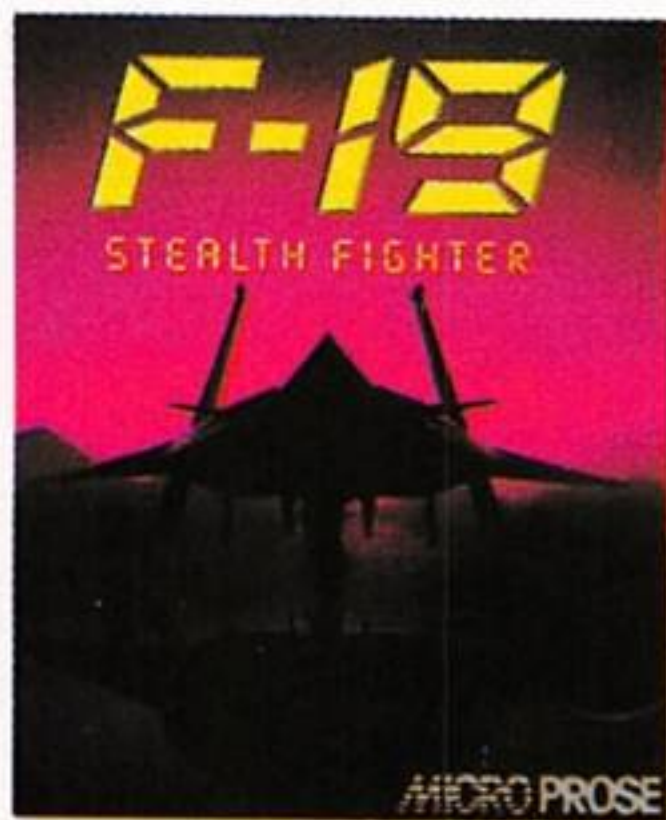
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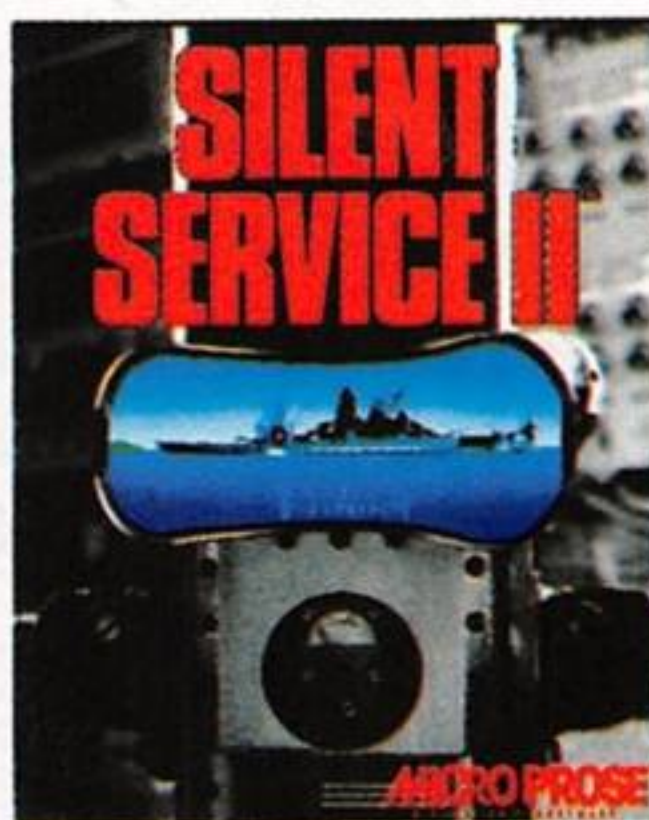
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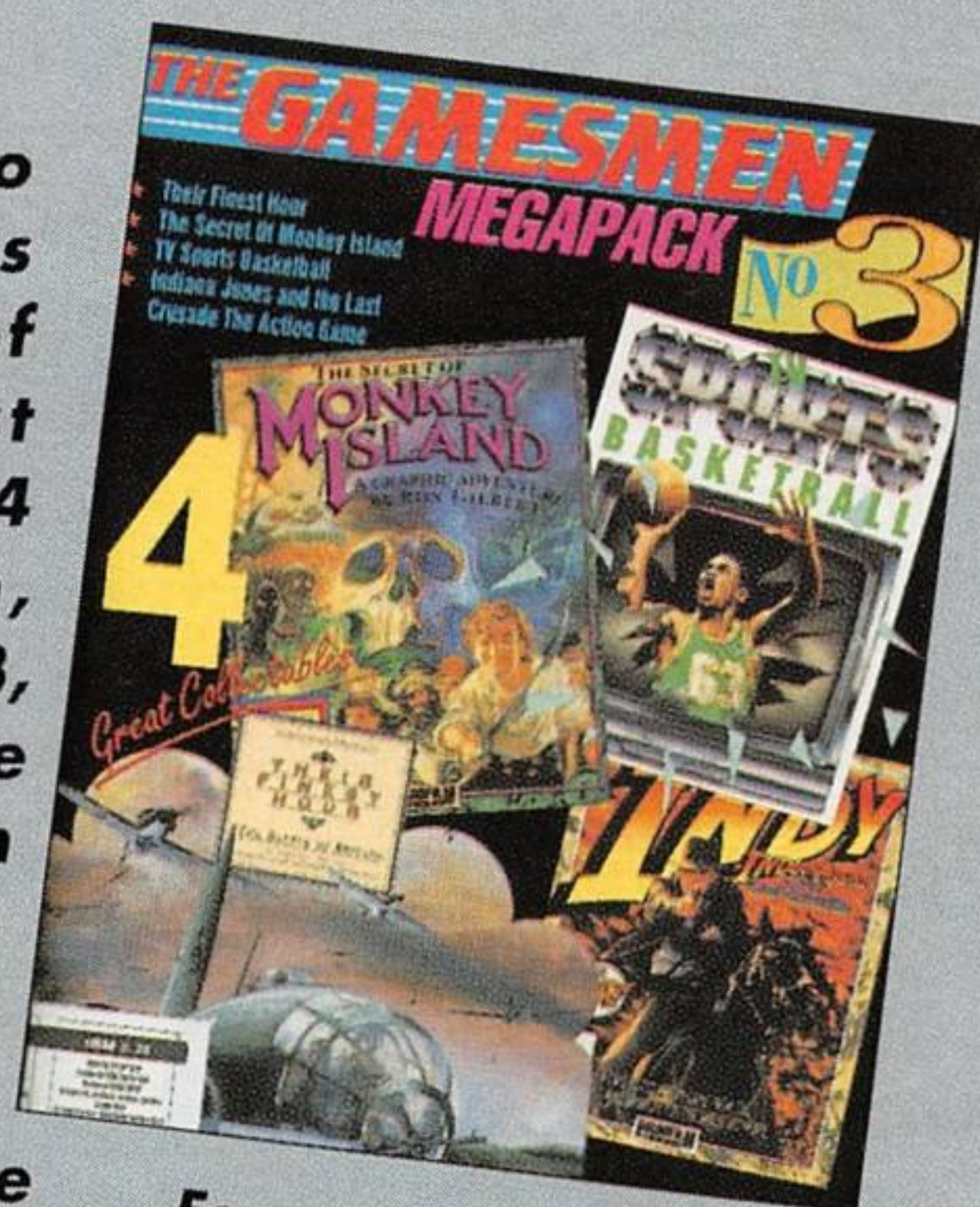


# NEWS ZONE

IT'S A...

## MEGA-PACK!

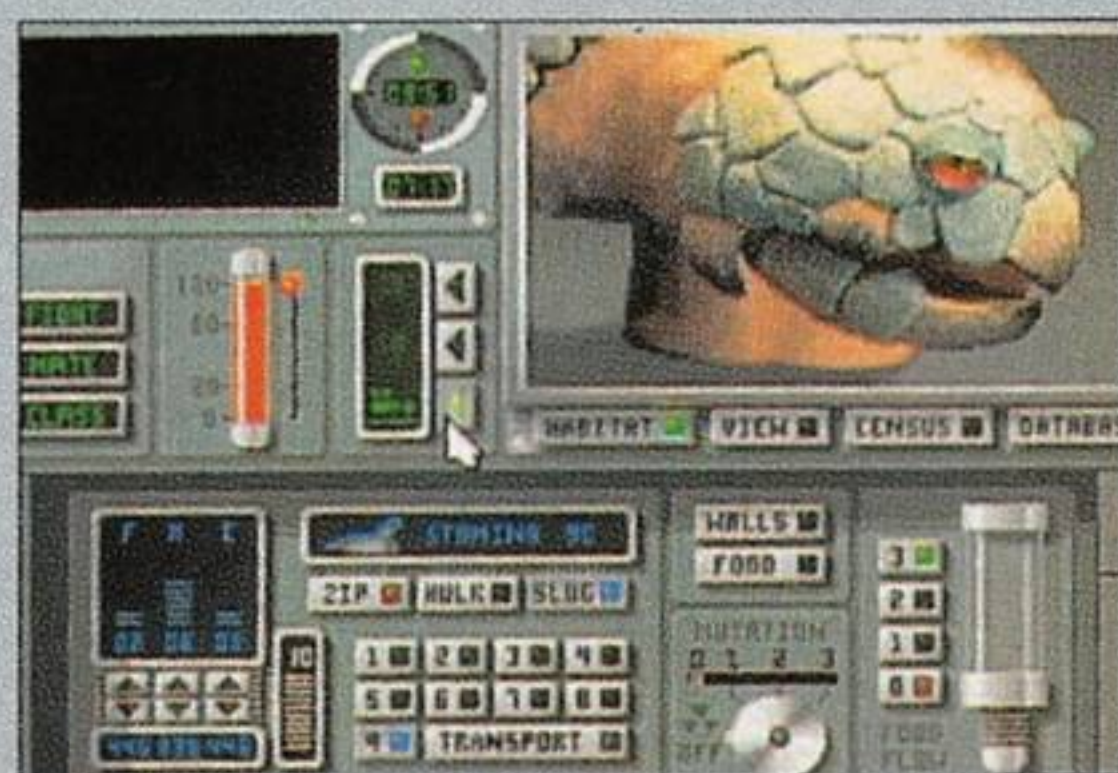
The Gamesmen, who have Australia's largest range of games, have just released their latest 4 in 1 compilation, entitled MEGAPACK 3, and it is an absolute beauty. Included in the value pack are four of the best games around at the moment, all for the price of one game.



Four great Collectables!!

## GAME GOSSIP

Sierra is busy working on **King's Quest VI** which should be on the best seller list by the end of the year. They have also finished the second Eco Quest title **The Lost Secret of the Rainforest**, which sees Adam trying to combat global deforestation. (Hmm, big job!) Sierra's educational range will also be increased by the second Dr Brain game, **The Island of Dr Brain**. Millenium have herring hero James Pond starring in not one, but two upcoming titles for the Amiga and ST - **Robocod 3 - Splash Gordon** and **Acquabatic Games (Bathelona Eelimpets '92)** which are both scheduled before next year. Beuno Vista Software (which is another name for Disney Software) is about to release **UnNatural**



**UNNATURAL SELECTION**  
Another exclusive preview screenshot!

game and of course it now is. We'll see how well the stunning computer-animated cyberspace graphics from the movie screen translate onto computer sometime next year. Coming up on consoles we have an absolute feast of titles, enough to keep all types of gamers happy. Virgin have secured the worldwide rights for **Populous II** which should be released on the Mega Drive before the middle of next year. Other hit sequels coming either later this year or early '93 are **Batman Returns**, **Mickey Mouse II**, **Strider II**, **Streets of Rage II**, **Shinobi II** and the big one, **Sonic II**. Role Playing fans will also be pleased to know that the sequel to **Shining in the Darkness** has just been released in Japan. The new game, called **Shining Force**, has an improved combat system with the battle scenes now being all animated. The English version of the game should hopefully be available before the end of the year.

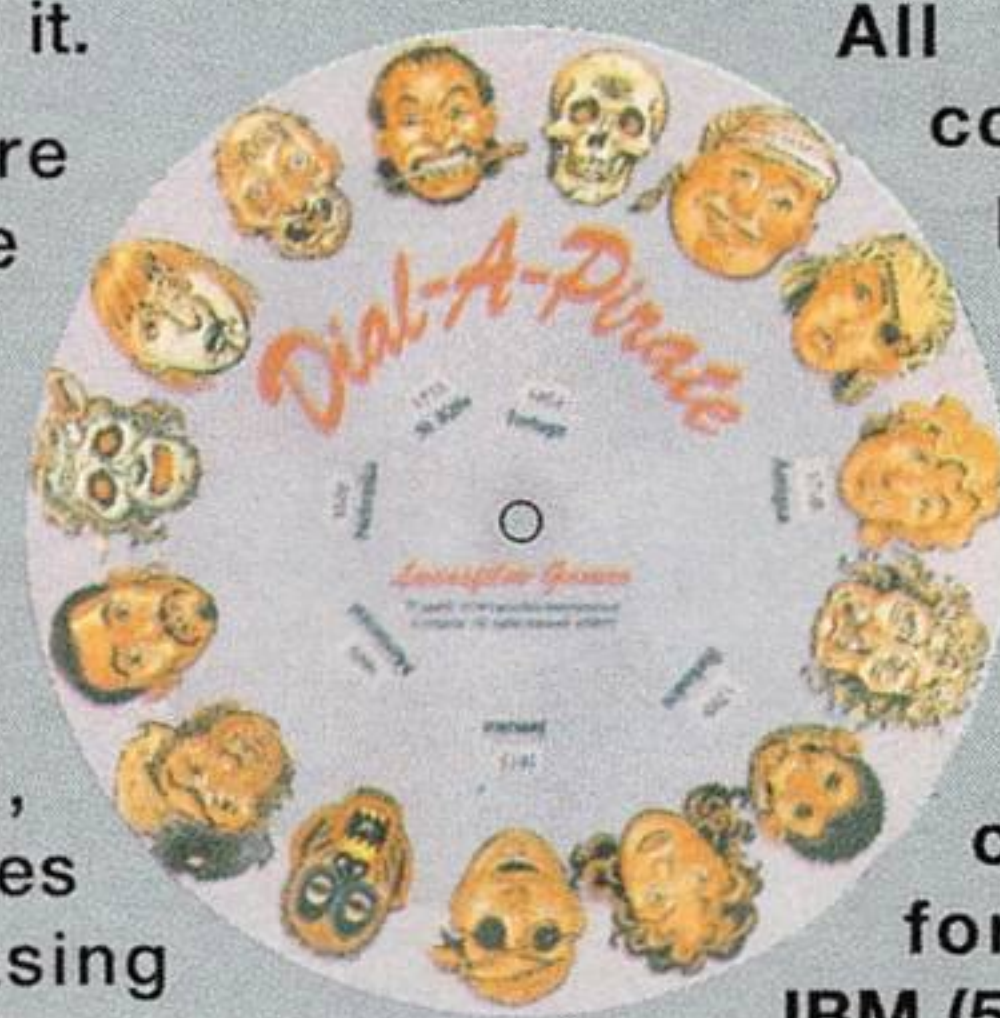


**BATMAN RETURNS**  
An exclusive preview screenshot!

**Selection** which from the screenshots looks like being a stunning Claymation program with some action thrown in for good measure. **The Lawnmower Man** was quite an obvious film to make into a

The pack caters for all tastes. First off there is an action-packed flight simulator. **Their Finest Hour** depicts the Second World War's Battle for Britain between the Luftwaffe and the RAF. This historically accurate and excitingly realistic flight sim will have you waging war in the English summer sky before you even realise it.

For adventure enthusiasts **The Secret of Monkey Island** needs no explanation. Join **Guybrush Threepwood**, lots of bad jokes and brain-teasing puzzles in this classic adventure game by LucasArts.



If sports is more your bent, Megapack 3 also includes **TV Sports Basketball** which is a full court basketball game that looks exactly like a TV broadcast. Challenge a friend or take on the awesome computer opp-

onent!

Arcade action freaks haven't been forgotten either. **Indiana Jones and the Last Crusade** sees Indy on a desperate chase to gain the greatest treasure in history, the Holy Grail. You can relive all the red-hot action scenes from the movie in this non-stop arcade action favourite.

All these games come in the one pack, which is exclusive to the **GAMESMEN**. If you like a bit of variety check this excellent compilation out for only \$69 for IBM (5.25" or 3.5") and only \$59 for Amiga.

**CHECK OUT THE MEGAPACK AT YOUR LOCAL GAMESMEN STORE!**

## DANNII COMPETITION WINNERS!!

Well Danni sure proved a popular girl, and the lucky ones to walk away with her new cassette are:  
John Allen, Jason Sue, Pete Murray, Katrina Foley, Stuart Williams, Eric North, Luke Adams, Lisa Wilkes, Patrick Macintosh, David Bartonp

# Mega Drive **Vs** Super Nintendo

**W**ith the much hyped recent release of the Super Nintendo, the inevitable 16-bit war between it and the Mega Drive has begun. And the inevitable questions are also being asked, such as "which one is the best" and "which one should I buy?"

To help all those confused console crazies out there, Megazone has had a little look at a technical comparison of the Mega Drive and Super NES and here's how the figures fell.



**O**ver 350 Mega Drive titles have now been developed worldwide. Needless to say, quite a few of these games are crap, but there are some absolute gems as well. Nintendo are trying to limit the amount of third-party games produced on the Super Nintendo in an attempt to only get quality games released, so even though the games may be fantastic, it may be a while before there is a substantial library of SNES games.

Finally, a very important point is that the Super Nintendo has no compatibility with 8-bit Nintendo software, while the Mega Drive can read Master System carts with an add on converter. This is an important benefit to all those Master

System owners wanting to upgrade their gaming, and a big pain in the arse for old Nintendo owners who won't be able to use their old games on the new machine. Without wanting to cop out on making a decision, I must say that the choice between the Mega Drive and the Super Nintendo will come down to a very subjective one. They are both great systems, so take note of these figures, think about what you are really looking for, then have a go on both the machines and decide for yourself. Either way you won't be disappointed!

## SPECIFICATIONS

The key elements in any console comparison are speed, graphics, sound and the games available.

	Mega Drive	Super NES
CPU Type	68000+Z80	65C816
Calculation Speed	7.6 MHz (max)	3.58 MHz (max)

## GRAPHICS

Maximum on screen colours or palette of colours is irrelevant once you start talking in the hundreds. No games written to date would have more than a couple of hundred colour options programmed into them. So while the Super Nintendo has an absolutely massive range of colours to choose from, most of them will never be used. Still it's mighty impressive....

	Mega Drive	Super NES
Base Colours	512	32 768
Max on screen colours	64	128

Well the Super Nintendo certainly has it over the Mega Drive here, but when we get to the area of picture resolution, it's a different story:

	Mega Drive	Super NES
Resolution	320 x 224	256 x 224

High resolution makes graphics more vivid and real, with a larger vertical display area and clearer text.

## SOUNDS

Both systems can produce quality sounds. The Mega Drive in addition has four program sound generators (PSG), six stereo sound channels and a pulse code modulator. The SNES has the possibility of digital echo but data requires large amount of ROM capacity for use. When the Mega CD and accompanying CD quality sound arrives later this year though, the Mega Drive will blow Nintendo out of the room.

## SPEED

As can be seen in the specification figures, the speed of the Mega Drive is over twice as fast as that on the Super NES, this enables Sega games to be more exciting and more realistic. When the Mega CD Rom Drive is released it will be running at over 10MHz - more than triple the highest possible mode on Super NES.

## SPRITES

Sprites are screen objects, like people, spaceships or any movable screen object. All games use sprites substantially, the greater flexibility enables better games to be written. The Mega Drive has more flexibility, but the Super Nintendo can have bigger sprites, meaning larger characters and monsters!

	Mega Drive	Super NES
Sprite Size	8 x (8,16,24,32) 16 x (8,16,24,32) 24 x (8,16,24,32) 32 x (8,16,24,32)	8 x 8 16 x 16 32 x 32 64 x 64
Speed	1 x	1 x
No. of sprite sizes	16	4 (only 2 kinds of sprites can be displayed on 1 screen)
Max. No. of sprites per line	20, unrelated to sprite size	32
Max. No. sprites per screen	80	128

## THE GAMES

The amount and types of games available is a very important consideration when choosing what system to buy. The Mega Drive does have a two year advantage over the Super Nintendo here, and has an extensive game range compared to a very limited range out on the SNES.

	Mega Drive	Super NES
Titles available in		
Aust. in 1992	140+	Max 14
Arcade Games	78+	3
Sports Games	20+	7
Strategy Role Playing Games	30+	2

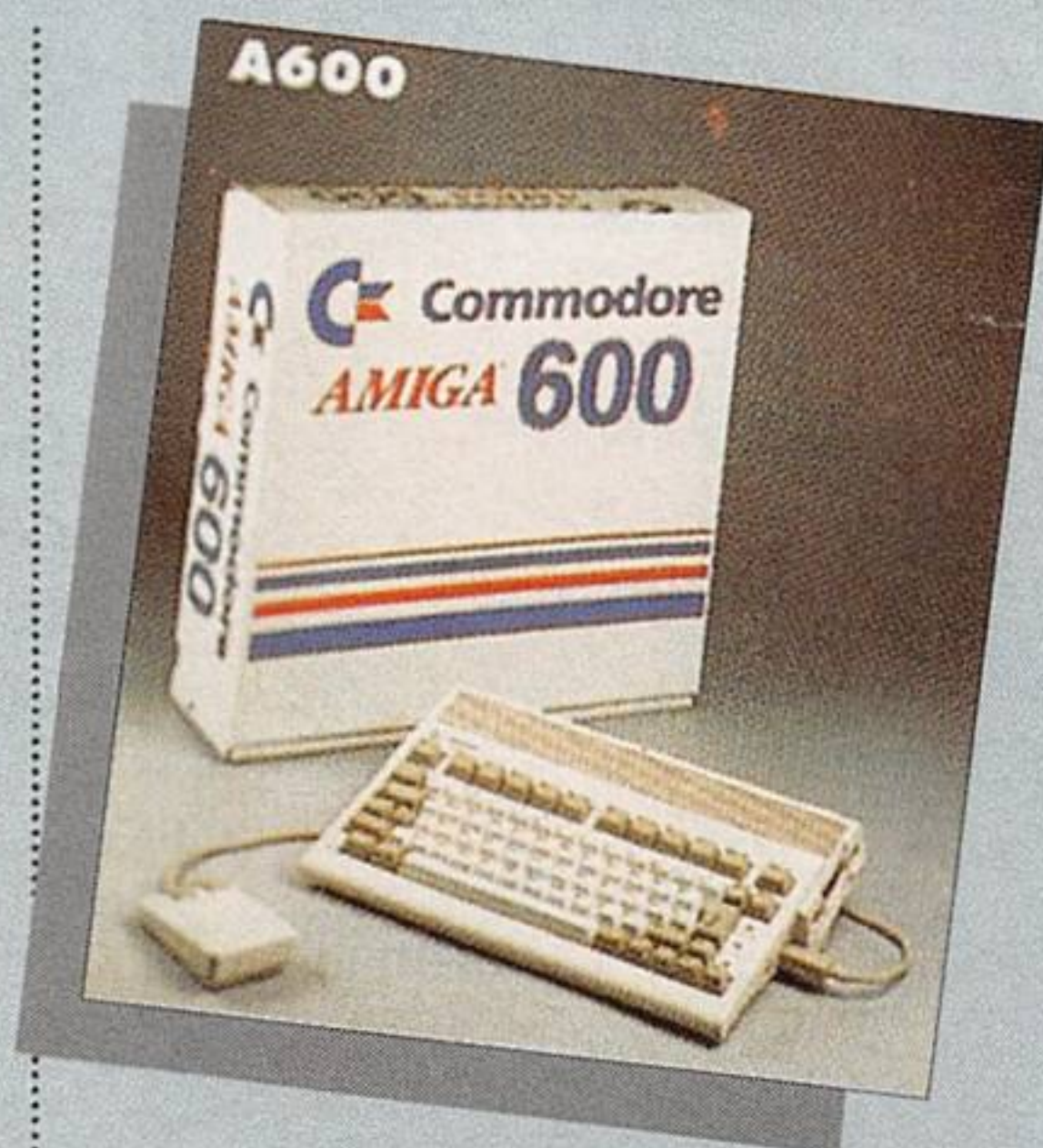
# AMIGA 600 LAUNCHED!

*That new Amiga model we told you about last issue has just been launched at the World of Commodore Show which was held in Sydney in July. The long-awaited Amiga 600 (not 300 as reported last issue) is sleeker, prettier and a third smaller than the A500.*

Essentially though it's the same as the A500 with some useful additions and deletions. It has done away with the extra numeric keypad and expansion port and accommodates a built-in modulator.

It also includes a Smart Card (or Memory Card) facility which could revolutionize the software industry. Smart Cards are basically mini-cartridges which, if games are developed on them, could make it very difficult to pirate software. They also have the potential to replace hard drives, as up to 20 Megs are thought to be able to be stored on them.

The A600 will sell for around



\$700 and with the A600 with built-in hard disk will go for about \$1000. It will come packaged with Workbench 2.05 and hopefully D-Paint III and a game as well.

Also just about to be launched is Commodore's new A-570 CD-ROM drive which can be used with standard Amiga 500's. Basically a stripped down CDTV, it is compatible with CDTV software. The A-570 promises to be extremely affordable which will bring the CD revolution to Amiga users everywhere.

**MORE DETAILS SOON.**

Sierra, probably the top name in computer entertainment is about to launch its extensive range of popular titles on Sega's new CD-ROM. With over 4.5 million Mega Drives in American homes and over one million

# NEWS ZONE

## SIERRA GO MEGA CD

Mega CD units expected to be sold in the first year alone, the potential market for the CD games is enormous.

So far Sierra has announced that most of its original classics will make the conversion to CD, which will make Sega and console fans very happy indeed. **King's Quest I, Space Quest I** and the **Adventures of Willy Beamish** will certainly be a big change for old console freaks, as will the "adult" oriented fun of **Police Quest I, Leisure Suit Larry** and

**Rise of the Dragon.** Action lovers are also being catered for with the action classic **Stellar 7**, and the educational title **Mixed-Up Mother Goose** will also be on Sega's shiny round discs.

Now we've just got to wait for the Mega CD to be released in Australia, (sigh).



## NEW FLIGHT SIM MAG!

Yo! Air head dudes, check this out! It's a brand new flight sim newsletter for all you flying freaks who like slinging sidewinders at retarded MiGs or just cruising at 10 000 feet. The first issue of "Computer Flight Sim Journal" (hey, catchy!) came out in July and is only available to subscribers. If you're interested phone (03) 578 0010 after 5 p.m or write to P.O Box 83 Glenhantly VIC 3163.

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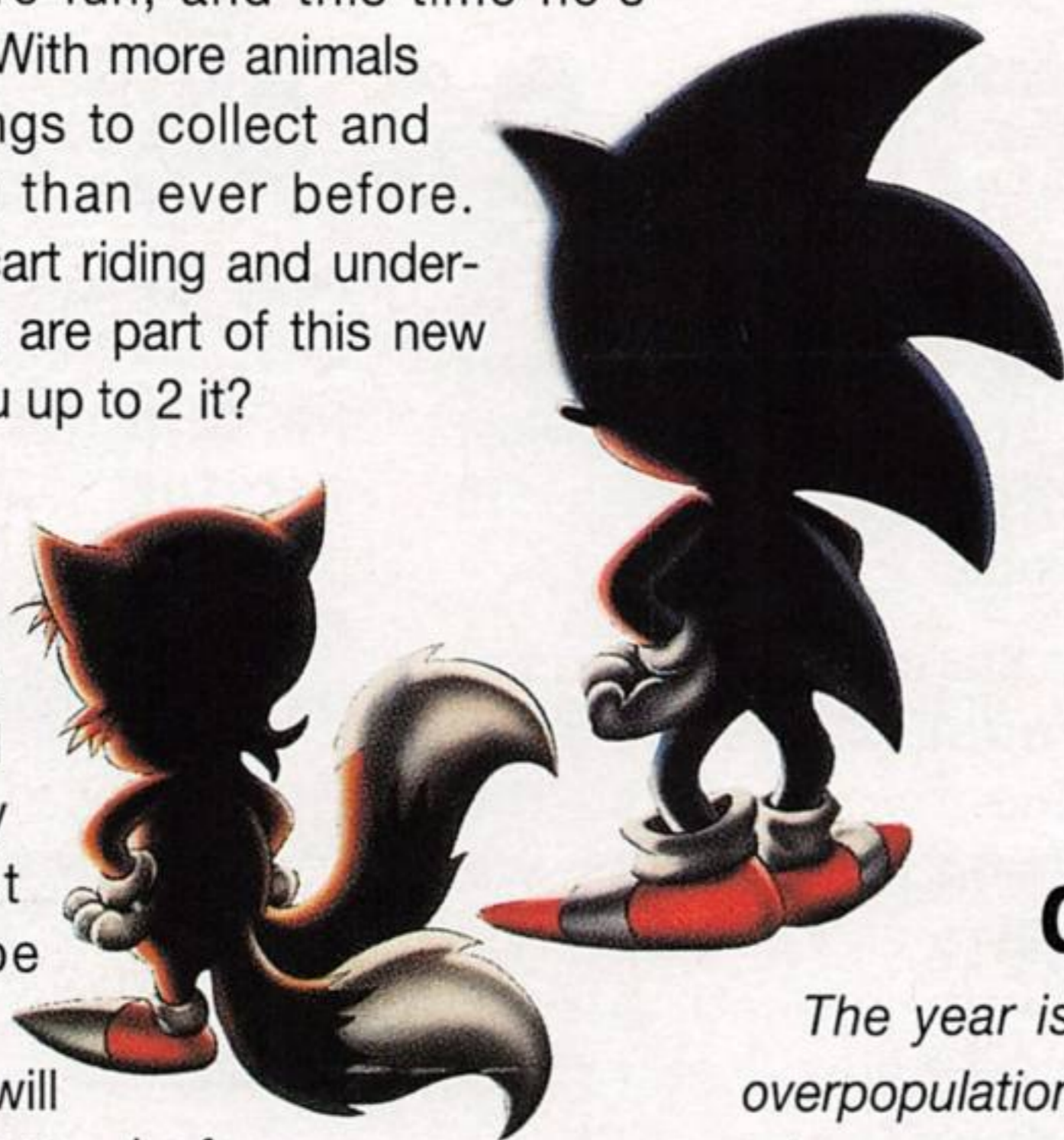




## SONIC II (Sega)

Sonic addicts, your wait is nearly over! Sonic 2: Super Sonic is on its way! Yes the speedy blue hedgehog is back for more fun, and this time he's brought a friend! With more animals to save, more rings to collect and more fun to run than ever before. Hang-gliding, railcart riding and underground burrowing are part of this new adventure. Are you up to 2 it?

Sonic 2 is officially scheduled for release on Mega CD, Mega Drive, MSII and Game Gear early next year, but there's still hope that the hyper-active hedgehog will dash over here before Christmas.



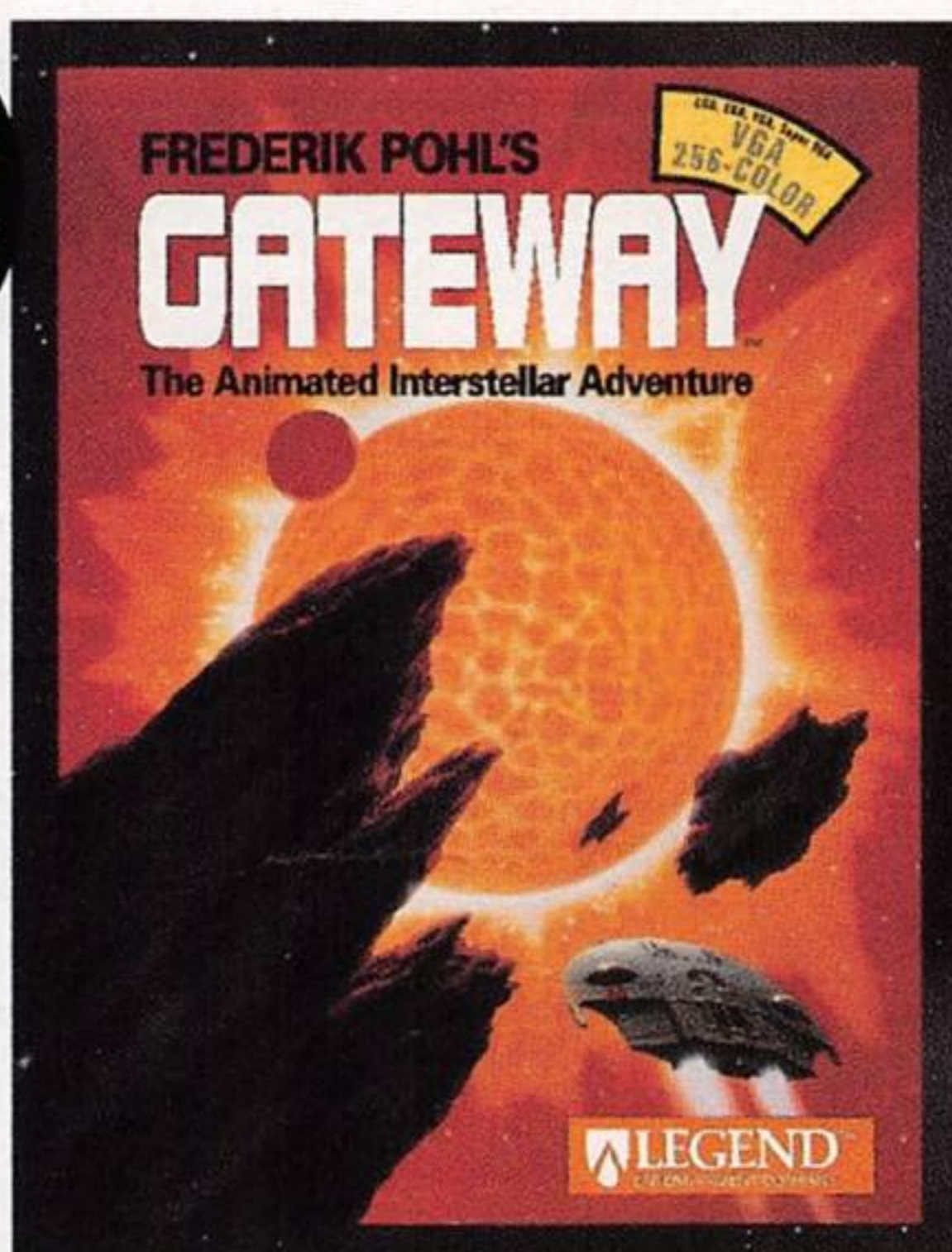
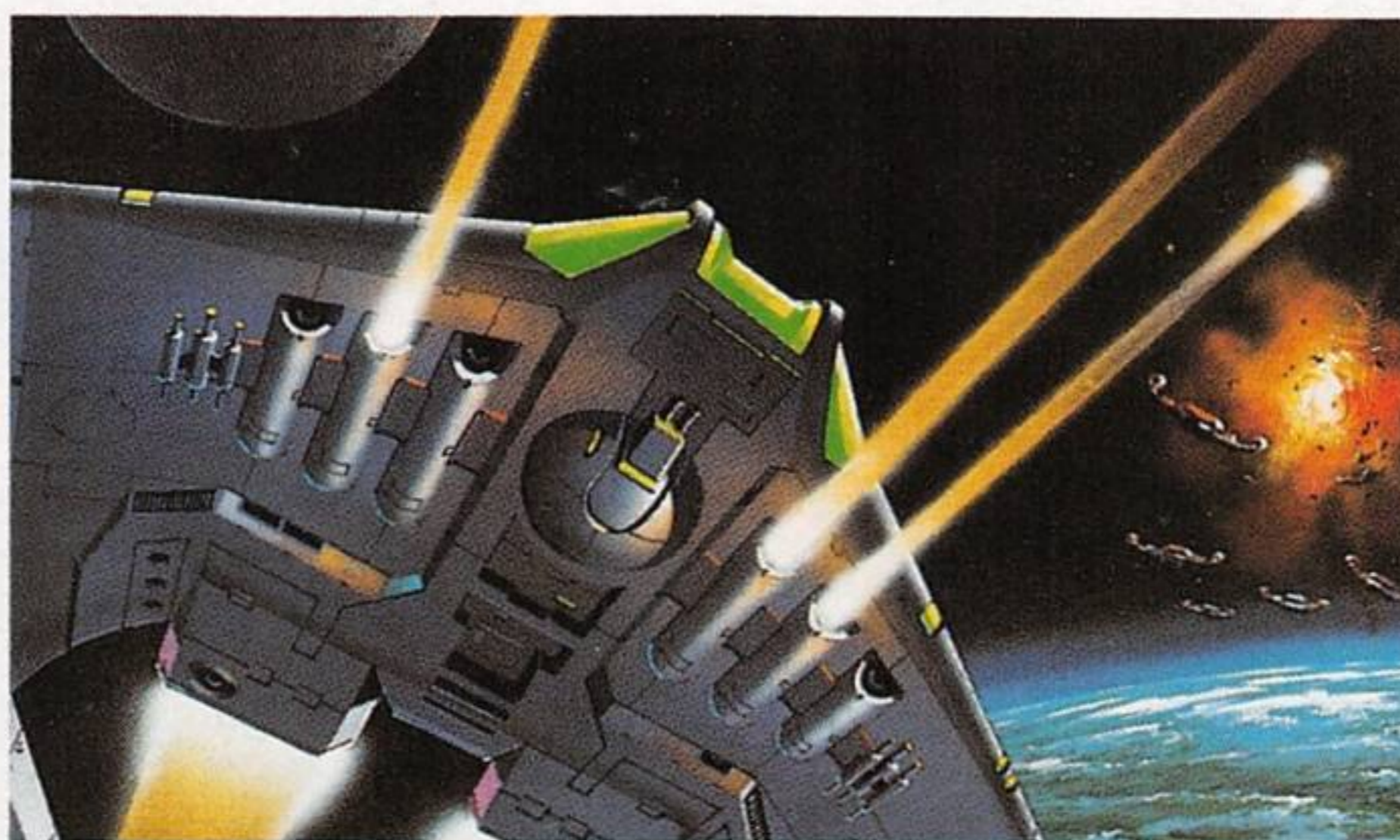
## XF5700 MANTIS

### Experimental Fighter (Paragon)

Earth had no warning. Out of nowhere, an army of insect-like creatures from a distant world attacked and devastated the planet. Perhaps more horrendous than the nearly three billion deaths, was that the captured humans were being used as host bodies for gestating alien offspring. The free humans formed the Fist of Earth world government to defend the last remnants of humanity from the alien threat.

Until recently the alien technology and firepower was far superior to Earth's, but now the XF5700 Experimental Fighter (Codename: Mantis) has been developed. Impressively armed with Quad-Jump capability and a sophisticated navigational system, the Mantis is the weapon Earth desperately needs. As a member of FOE's elite fighter corps, you are the pilot of the Mantis, and as such, the fate of the world now rests in your hands.

Mantis is a state-of-the-art space combat saga featuring over 100 different missions, 3D combat scenes, digitized speech and sound effects, plus a mood-setting soundtrack. **FORMAT: IBM**



## Gateway (Legend)

*The year is 2102! The earth is dying, as overpopulation, pollution and exhausted natural resources threaten to choke life from the planet. As world leaders despair, the discovery of a huge alien space station brings new hope. The space station was abandoned 500,000 years ago by an alien race called the Heechee. This legacy of the Heechee, now called Gateway, opens up unlimited opportunities for brave adventurers to explore the universe and return with untold riches.*

*Travelling in the footsteps of the Heechee you explore dangerous new worlds, as you try to activate the far-flung components of the defence system. Taken from Frederik Pohl's Hugo and Nebula award-winning series, Gateway combines 256 colour VGA graphics, cinematic animated effects, an original music score synchronized with the players action and digitized sound effects to provide an exciting adventure challenge.*

**FORMAT: IBM**



## Dungeon Master (Psygnosis)

As the name suggests, Dungeon Master is set in the depths of a mysterious underground, in the most detailed dungeon ever created in software. All aspects of the dungeon look and feel real.

You have taken up the challenge to recover the missing firestaff, and must venture into fourteen forbidding dungeons to fulfil your quest. Chose your comrades for this adventure carefully, because you will need strong fighters and powerful magicians in order to survive. The whole party's skills will be sorely tested by the intricate puzzles and cunning traps hidden in the underground labyrinth.

Already a classic on the Amiga, it is finally set to set a new standard of underground adventuring on the IBM soon.

**FORMAT: IBM, Amiga**



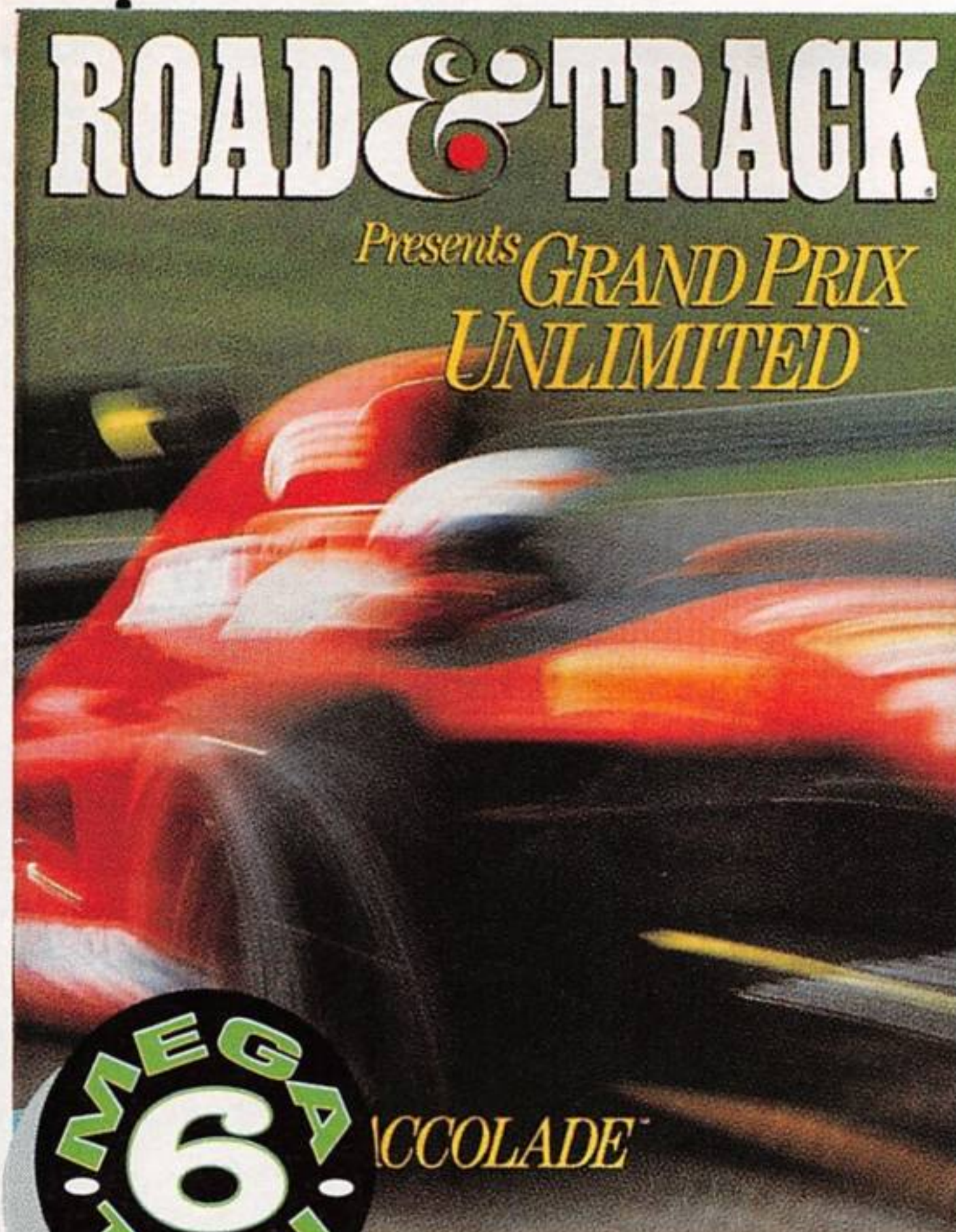
## ATAC (Advanced Tactical Air Command) (Microprose)

It's the year 2001 - a new century, but the same old problems. On the streets drug-related violence is a way of life, with gang warfare ruining the lives of millions.

As the Supreme Commander of ATAC, the Pentagon have ordered you to eradicate the big drug barons of Colombia. If you succeed in shutting down their operations, you'll be promoted and receive the personal thanks of the President. If you fail, the Pentagon will deny all knowledge of your involvement...

ATAC is not only a highly realistic and exciting flight simulator, but also an absorbing strategy game. You must gather intelligence and carefully plan missions before undertaking them.

**FORMAT: IBM**



## Road & Track: Grand Prix Unlimited (Accolade)

Grand Prix Unlimited combines the world's greatest Formula One race cars with realistic Grand Prix circuits in an exciting world of blazing speed, heart stopping curves and roaring engines. Get set to drive five high-tech championship cars around world class race tracks that will take every ounce of your skill to master.

You can also master the art of race course design. Grand Prix Unlimited's Architect allows you to create tracks the way you want them. Put in straightaways, curves, chicanes, pit stops - you can even build hills, place buildings, signs, people and more along the course.

Grand Prix Unlimited was designed for the most demanding racing enthusiasts - perfectionists that stock cars could never satisfy. And you can't get more unique than 600 pounds of hand crafted speed machine specifically created for Formula One racing. These babies tread the line between automobile and spacecraft. Everything about them screams action, from their bodies sculptured with futuristic precision, to their airfoils raised like the tails of scorpions ready to strike.

So, don your helmet, fasten your harness and climb into the cockpit. It's race time - and glory beckons beyond the checkered flag!!

FORMAT: IBM 3.5 & 5.25.

## The Carl Lewis Challenge (Psygnosis)

With the Olympics on everybody's minds at the moment, a timely release is the Carl Lewis Challenge which allows the player to manage a full squad of world class athletes

and follow them through tough international competition. Up to four players can compete simultaneously, each controlling their own squad of athletes. The events in which you must compete are the 100m sprint, the 110m hurdles, javelin, high jump and long jump.

Endorsed by Carl Lewis, and with technical consultation with top athletes, this game is one of the best athletics simulation games yet seen. Featuring high quality digitised images of the athletes as well as 3D vector parallax graphics, it is visually stunning.

FORMAT: IBM, Amiga, ST

## Menacer (Sega)

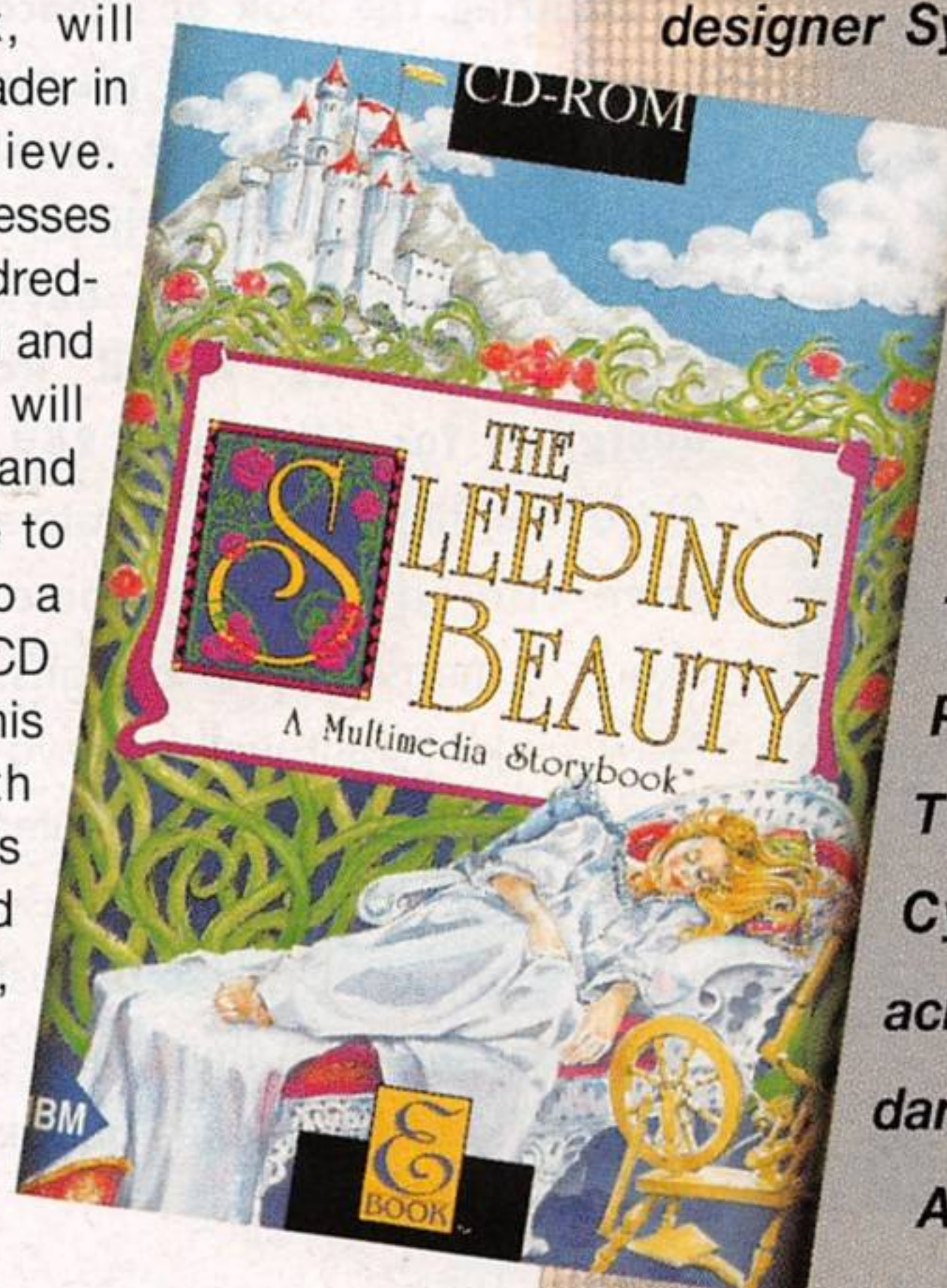
Just released at the Chicago Summer Consumer Electronics Show, the Menacer is a new toy for your Mega Drive! With it, every player's a sharp-shooter! Play to win with 3 interlocking modules - start with the Master trigger grip piece, add the Stabilizer stock, and then the binocular module. Plus the Accu-Sight cursor gives you 7 ways to play! And 6 fast-paced shooting games deliver all the action you want. Coming soon!



## The Sleeping Beauty (EBook)

This enchanting CD Rom product, promoted as a talking multimedia storybook, will immerse the reader in the world of make-believe. Kings and queens, princesses and witches, and a hundred-year spell involve children and parents in a story they will want to return to again and again. Users can chose to read the story or listen to a narration complete with CD quality sound effects. This title was designed with child development experts to reinforce reading and vocabulary advancement, and is for kids 3 and up.

FORMAT: IBM CD ROM



## Cyber Race (Cyberdreams)



Fresh from their success with Darkseed, the talented team at Cyberdreams have just announced their new game, entitled Cyber Race. It is an exciting, futuristic racing simulation that Cyberdreams are billing as the greatest racing challenge to date.

The finest drivers from across the galaxy will gather to compete on the most challenging track imaginable. Each driver is representing his home planet where he hopes to outmanoeuvre the competition and bring the winning glory. But seeing as though there are no rules in Cyber Racing, the action can get might dirty! A run on the track can see your vehicle mysteriously demagnetize, fly off and crash into the inside wall of the racing sphere. The challenge of Cyber Race is not only to survive the competition but the race-track itself!

Cyber Race has been conceptualised by renowned industrial designer Syd Mead. Mead has

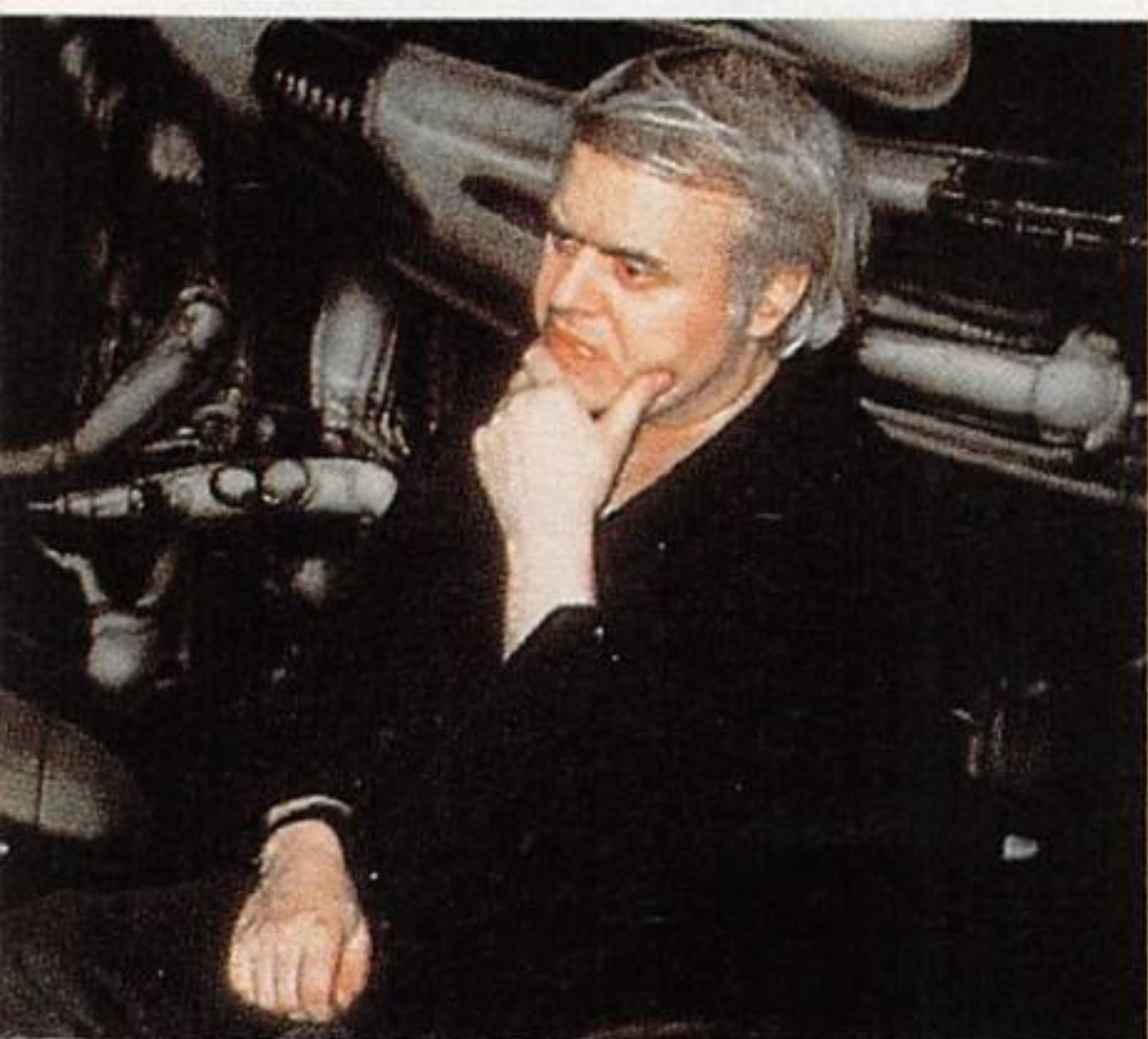
been the brain-child behind the designs of such movies as Blade Runner, 2010, Star Trek: The Motion Picture, Aliens and Tron, so hopefully Cyber Race will achieve the same standard of excellence

AVAILABLE END '92

# H.R. GIGER

“Giger’s work disturbs us, spooks us because of its enormous evolutionary time-span. It shows us, all too clearly, where we came from and where we are going.”

Timothy Leary



Debbie III, 1981



While his name may not be as well known as George Lucas or James Cameron, H.R. Giger is widely regarded as responsible for revolutionizing the look of science fiction. The sterile and plastic dream of the future that dominated sci-fi films was thrown out the door with the dark and frightening world he designed for *Alien* in 1980. Since then hundreds of imitators have copied Giger’s biomechanical monsters and designs. Now Giger might well be revolutionizing the look of computer games as well, with the release of the stunning *Darkseed*. Just who does this man think he is? **STUART CLARKE** takes a look at Giger’s career.

Hansrudi Giger was born in Chur, Switzerland in 1940. A powerful fascination with all things surreal and macabre began while he was still young, and has shaped his work ever since. The need to express this fascination of the “darkside” drew him to the visual arts, and he began studying art techniques while in high school.

After leaving school he moved to Zurich to study at The School of Arts and Crafts, his work became well known on the underground art scene. The fantastically surreal imagery of his paintings with their wondrously disturbing landscapes and frightening creatures became synonymous with Giger, as did his unique biomechanical style, in which he por-

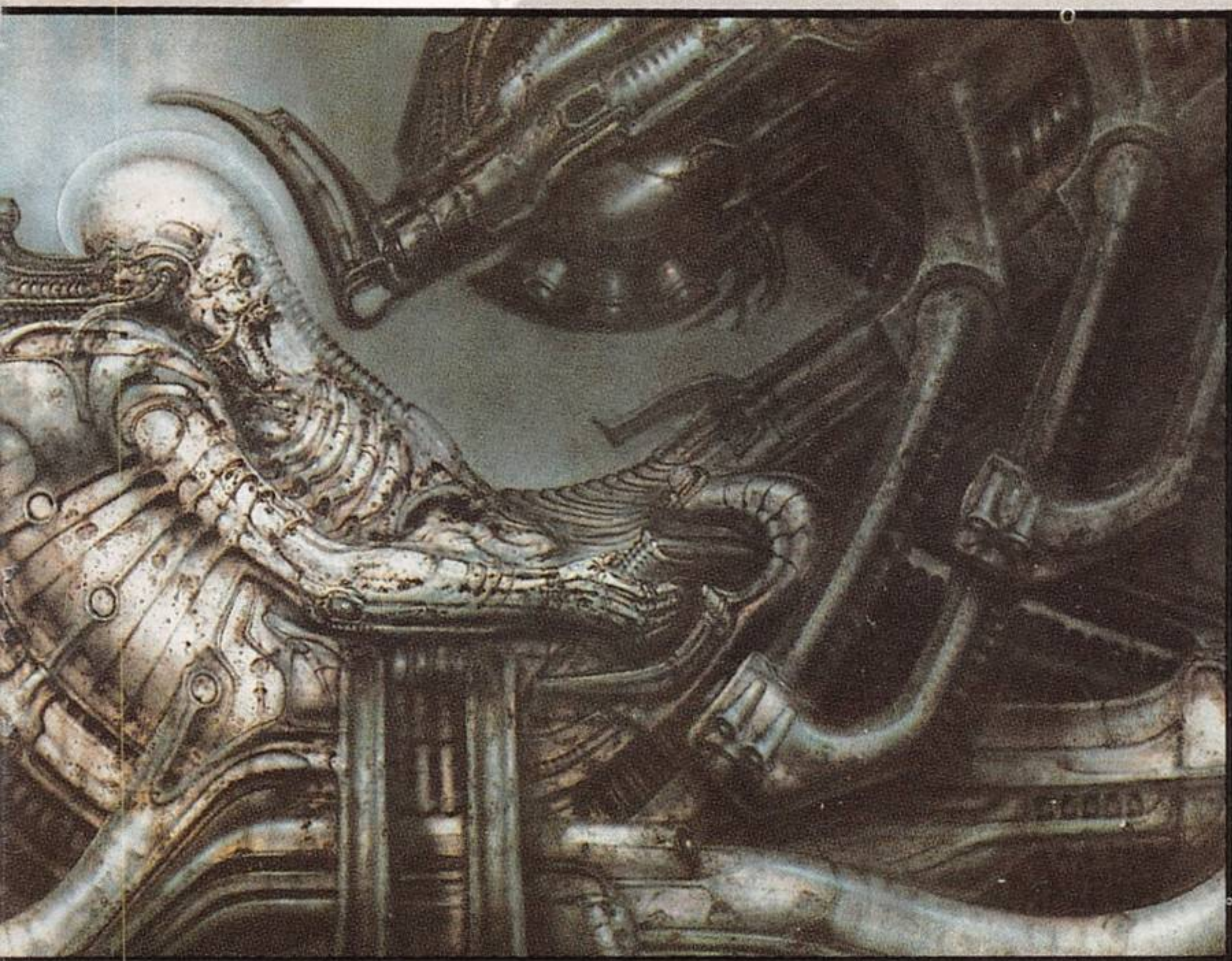
trayed the synthesis of flesh and machine. Through magazines and exhibitions his work soon became well-known internationally and captured the imagination of science-fiction/fantasy/horror fans and art lovers worldwide.

He first became involved in the film world in 1969 when he made some designs for F.M. Murer’s science-fiction film *Swiss*

*Made 2069*. With the release of his artbook, the *Necronomicon*, he gained even more public notice, and was asked to design the film of Frank Herbert’s sci-fi classic novel *Dune* in 1976. This project was doomed to fail however, and when David Lynch finally made *Dune* in 1984, Giger’s designs were not used. However director Ridley Scott asked Giger to come up with designs for his new film - a claustrophobic horror story set on board a spacecraft. That film of course was *Alien*, and Giger’s masterful designs for the film were a major part in its success and helped change the “look” of popular science fiction forever.

In 1980 Giger won an Academy Award for Best Achievement in Visual Effects,





Pilot in the cockpit of the Alien wreck

for his contributions to *Alien*, and was widely sought after in the movie and entertainment world. He designed several album covers, including Debbie Harry's stunning *Koo Koo* portrait and was consulted for films, especially horror and science fiction. He grew disillusioned with Hollywood however, after his designs were altered or ruined in the production. *Poltergeist II* was one example of where his original designs were changed for convenience and money's sake. Luckily the recent production of *Alien 3* saw Giger return and the dark, brutal prison outpost and the new-look biomechanical alien were both designed by him.

Giger was initially hesitant about becoming involved with computer games, and it was only after many negotiations that he finally agreed to lend his artwork to the *Darkseed* project with the proviso that

Cyberdreams use only high-resolution graphic mode (640 x 350), to avoid the "square and jagged" look of other games. He gave an estimated \$6 million artwork pool to the Cyberdreams team, who scanned in the selected image before cutting and pasting the elements and proportionally sizing them for use in the game. The result is a truly terrifying Dark World, filled with evil biomechanical creatures who must destroy the human race to ensure their own survival. It is a landmark in computer games, brought about largely with the help of the intensely detailed nightmare art of H.R Giger.



# THE REVIEW



Ever since I first saw the box for *Darkseed* a couple of months ago, with Giger's haunting artwork staring out from the 3D diamond, I've been dying to play this game. And my excitement increased rather than diminished when I finally booted it up on my computer. Right from the opening scenes it literally rips your head open and leaves you staring at the screen in awe. To put it simply, *Darkseed* is stunning.



# DARKSEED

Apart from the invaluable input of H.R Giger, over 25 of the most experienced computer programmers, artists and animators around have put more than six man years of work into Darkseed's creation and they have come up with a game that will stretch the boundaries of computer adventure games.

The realism in the digitized graphics, both in the Normal world and the Dark world, is superb and contributes to an atmospheric game that rises far above the everyday adventure.

You are in control of Mike Dawson, which coincidentally is the name of one of Darkseed's programmers (now there's an ego for you!). In the game though, Mike is corporate yuppie who has just taken a year's leave from his high pressure job, as he wants to satisfy his longing to write a science fiction novel. Looking for peace and quiet and a place to



find inspiration he buys a fully furnished Victorian house in a quiet town called Woodland Hills. It seems like the perfect purchase. It was incredibly cheap, and the real estate rushed the sale so it was his within seven days.

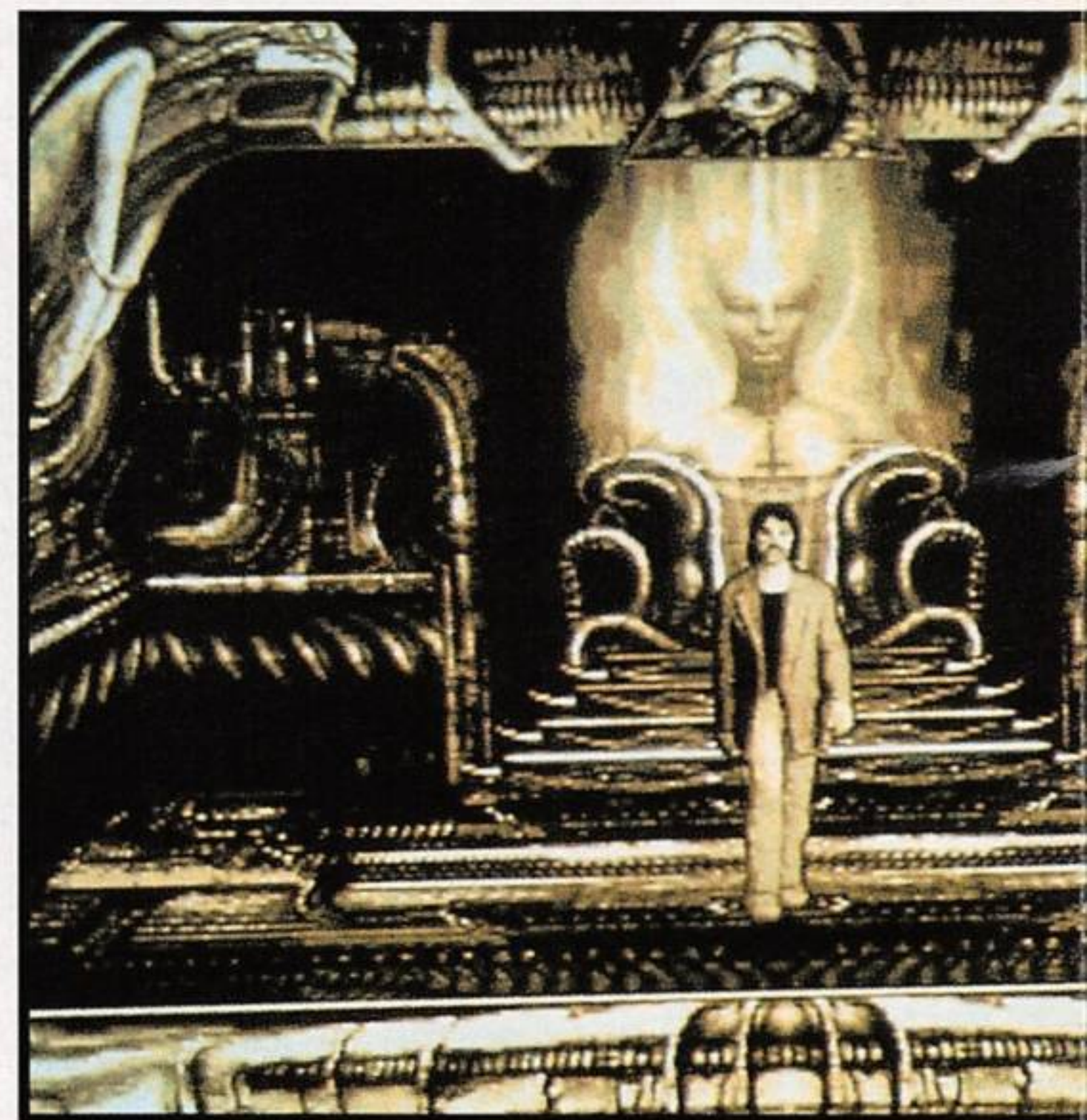
However once inside the house. Mike is plagued by mysterious headaches and horrifying nightmares. Waking up with a splitting headache it's up to you to explore the old mansion and the adjacent cemetery to find out whether you've just got a dose of yuppie flu or something more sinister. You'll quickly realise that your dream house is in fact a living night-

mare as it contains a passage to the Dark World, where Giger's evil biomechanical monsters lurk in their decaying civilization. The creatures are powerful beyond human understanding and will destroy humanity if they are let loose in our world. They require a human host victim and lucky Mike is one they've chosen, implanting an alien embryo into his head as he slept. No wonder he's got a headache!

So Mike has only three days to find a way into the Dark World and stop their diabolical plans, otherwise the embryo inside his head will hatch, replace Dawson and this new generation of creature will start to overtake the Earth and kill all human inhabitants. Oh my God!

With the fate of the world in your hands you'd better take

an aspirin, have a shower and get to work! The puzzles in the game should not be too challenging for experienced adventurers but you'll need to do some detailed exploring and will have to be on the alert for red herrings. One of the main challenges is finding your way through to the Dark World, which in the end is not all that hard but you have to wait for a certain time before you can cross. There are no real clues given in the game except by way of the three-way cursor.



Choose between the move, examine or manipulate icons, and move the cursor over the screen. If for example, the examine icon changes from a question mark to an exclamation mark, then obviously there's something of interest there.

For you chance to test Darkseed yourself, just fill in this coupon and send it to:

**DARKSEED Demo Disk, Megazone, Locked Bag 7, Rosebery NSW 2018.**

The only format available at present is IBM High Density:  
 3.5" or  5.25 "

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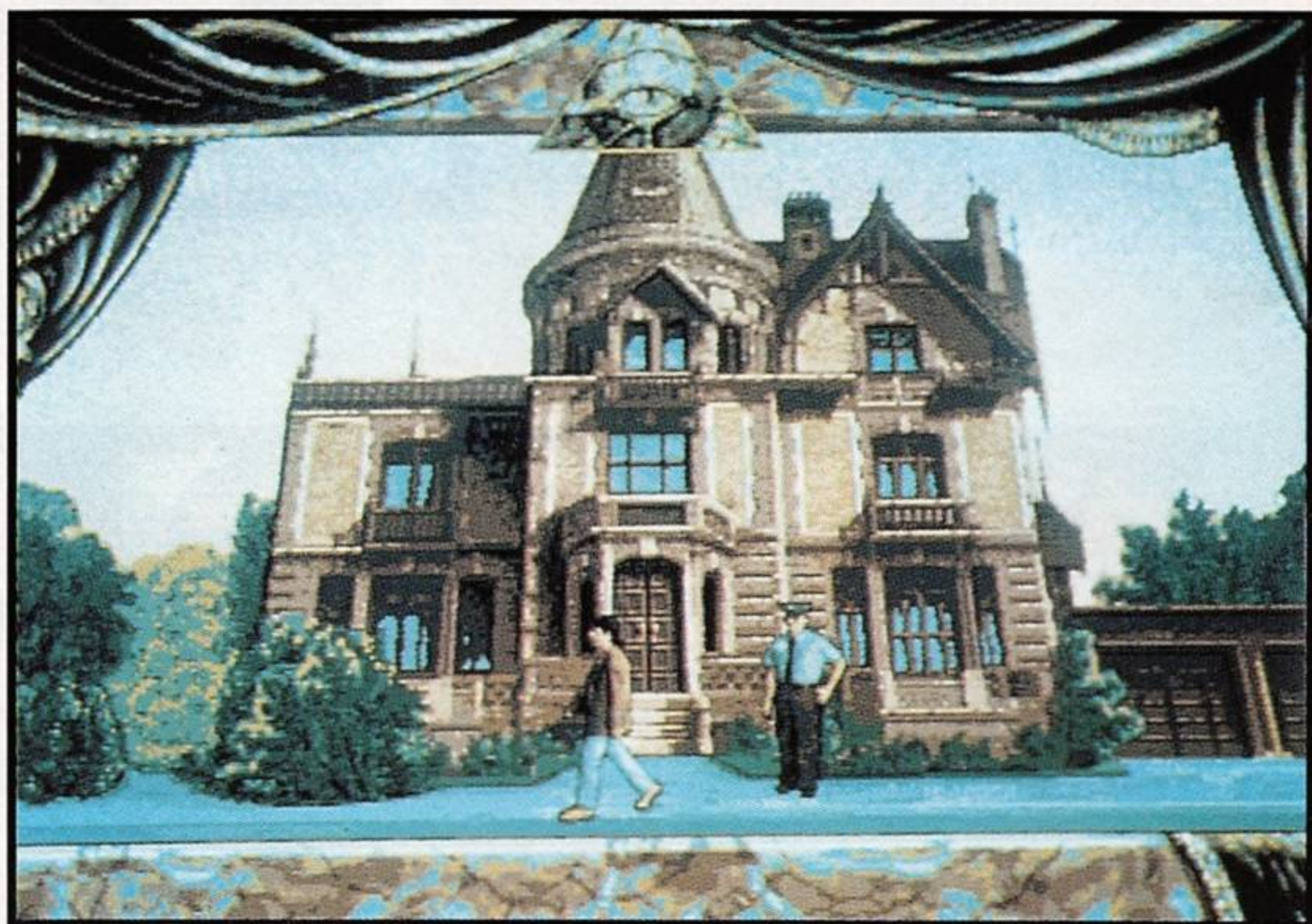
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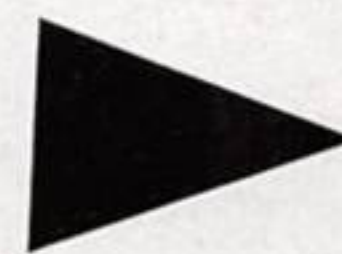
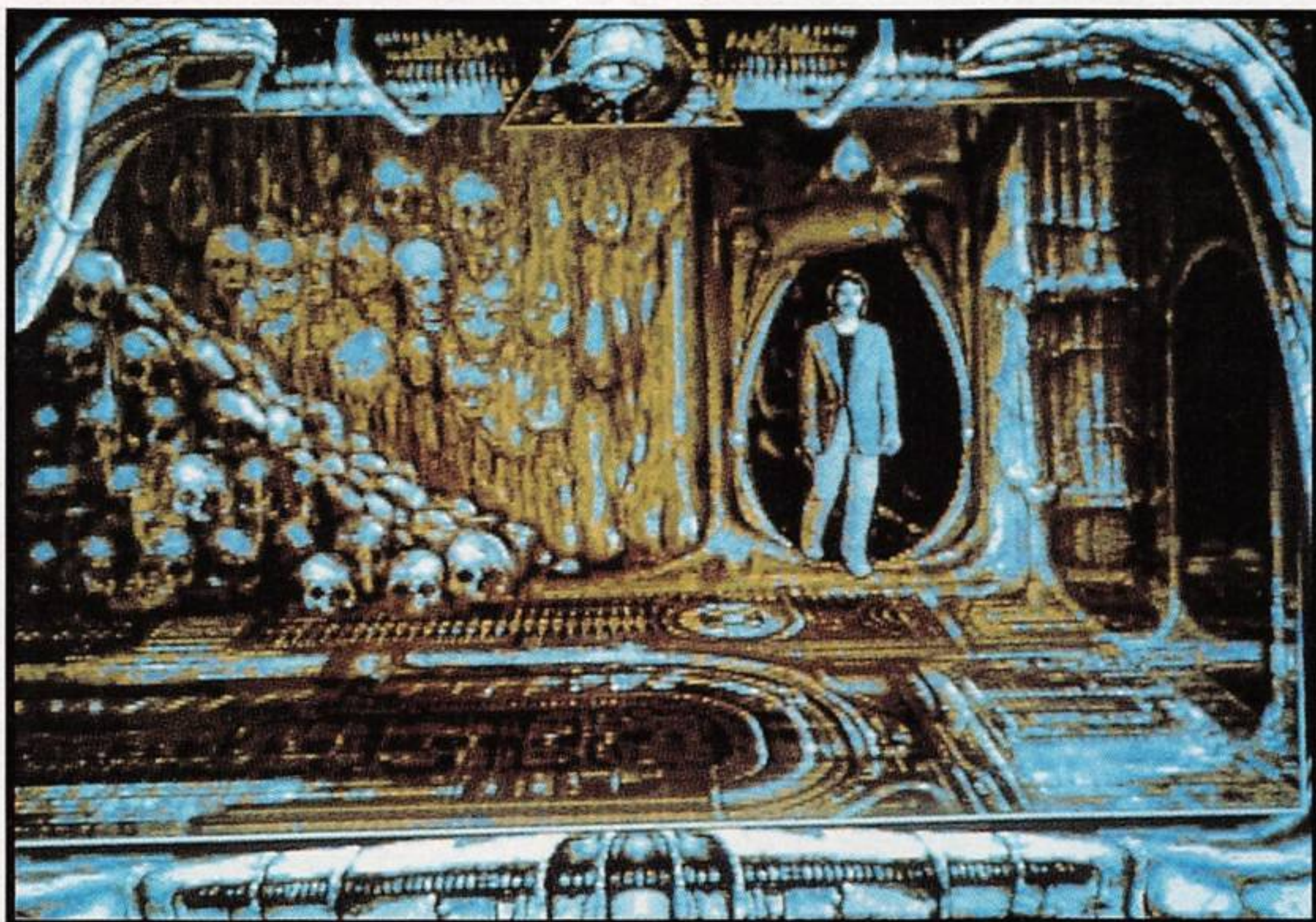
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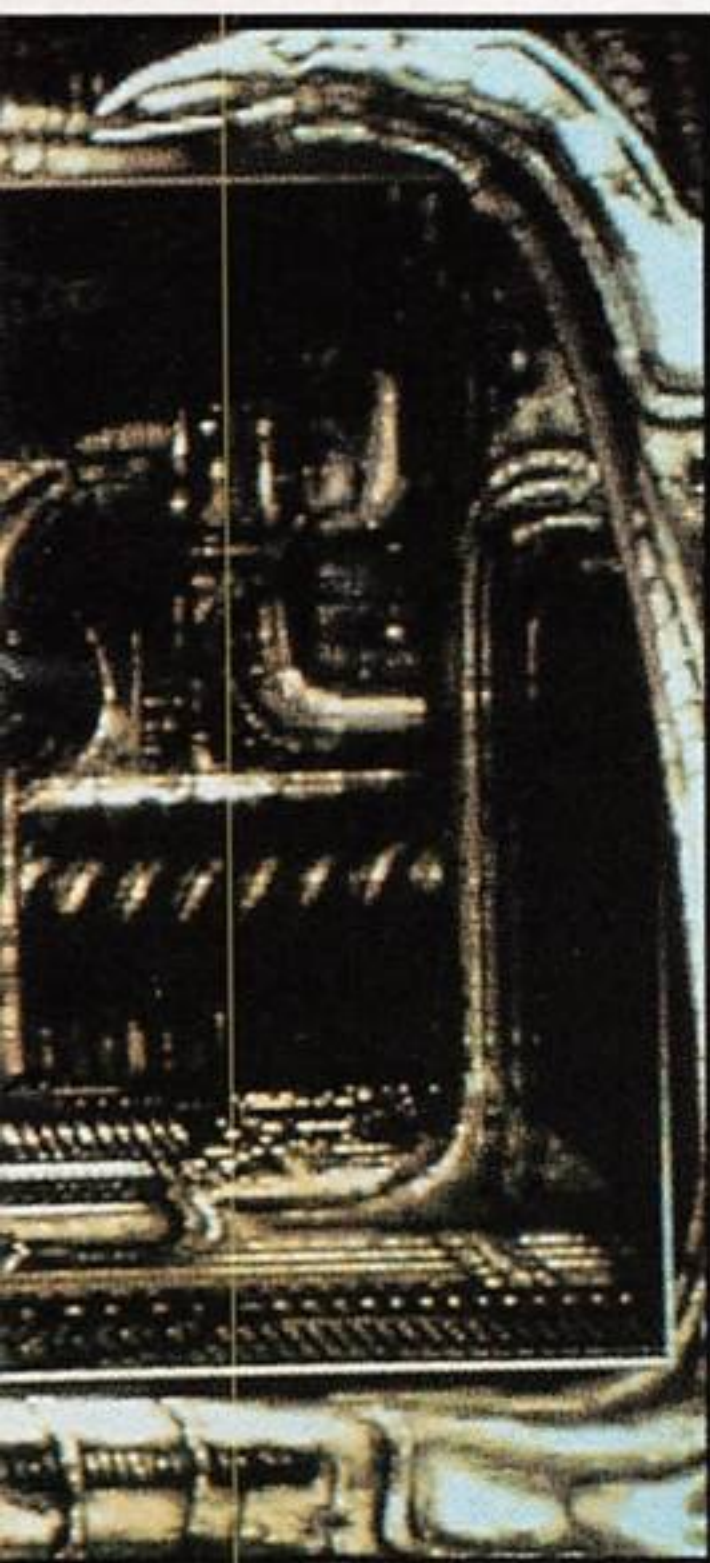






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**FREE**  
**GAMES**

It is a very player-friendly game with digitized speech and sound effects, the fast and easy point and click system with no typing required and lots of fully animated sequences. The animation of the Mike Dawson sprites is incredible and adds a lot to the realism and success of the game. In



many programs it is the animation of a walking person that is one of the most obvious flaws, but in Darkseed there is fluid movement and fantastic scaling where everything stays in proportion. The animation comes from a real digitized person, shot on video and converted to computer format. So it looks like you are watching a video as Mike walks, sleeps, climbs, picks things up, showers and answers the phone.

What can I say about the

graphics. In the Normal World they are beautifully real, while in the Dark World they are fantastically terrifying. You can see for yourself how well the high resolution techniques worked. All the graphics are compressed files, so allow about 40 minutes for the game to install itself on your hard disk, and you'll also need about 11 Mb of free space for this monster program to fit. If you haven't got the room, my recommendation is to wipe whatever you've got on there and make room. Darkseed is a game you should not miss out on.

**STUART CLARKE**

<b>Graphics.....</b>	<b>97</b>
<b>Sound .....</b>	<b>88</b>
<b>Music .....</b>	<b>87</b>
<b>Playability .....</b>	<b>96</b>
<b>Difficulty.....</b>	<b>88</b>
<b>Brain Strain .....</b>	<b>92</b>
<b>Presentation.....</b>	<b>95</b>
<b>Lastability .....</b>	<b>87</b>
<b>Atmosphere .....</b>	<b>97</b>
<b>Value .....</b>	<b>95</b>
<b>Realism .....</b>	<b>95</b>
<b>Overall.....</b>	<b>95%</b>



Now you've read the review, get your hands on the scariest game around, by entering Megazone's hot new competition. We have 10 copies of Cyberdream's Darkseed to give away, plus some freaky Giger posters to send to our best runner's up.

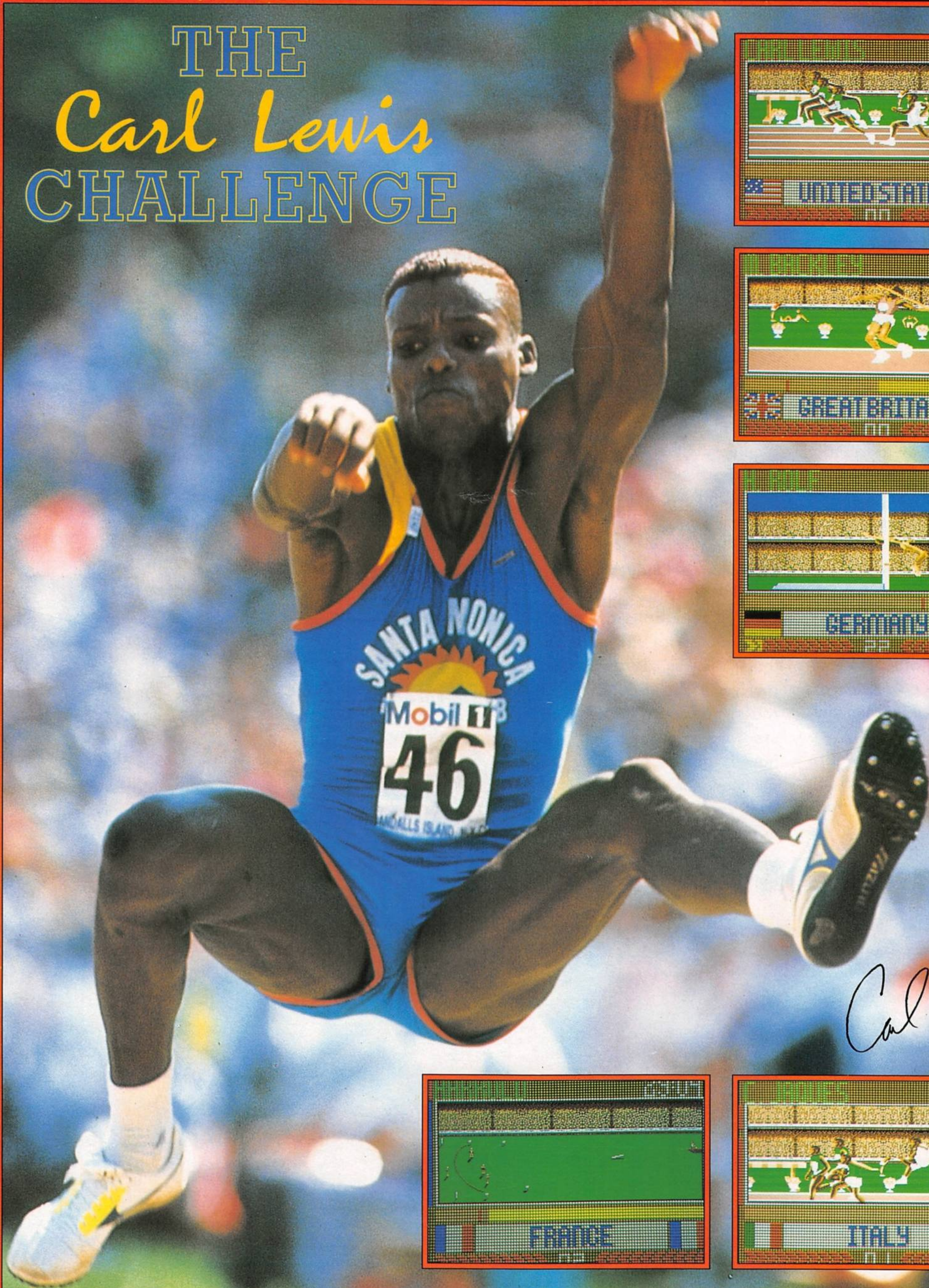
**ALL YOU HAVE TO DO TO WIN IS COMPLETE THESE QUESTIONS:**

1. What is the name of your character in Darkseed?
2. In what town do you buy your haunted house?
3. Either draw or describe (for the non-artistic) the worst creature you could imagine in your deepest, darkest nightmare (These better be scary!)

Send your horrifically creative entries in to:  
**DARKSEED COMPETITION**  
Megazone  
Locked Bag 7  
Rosebery NSW 2018

# DARKSEED

# THE Carl Lewis CHALLENGE



*Carl Lewis*



Your knee rests on the hard surface of the track. Fingers splayed, you adjust your foot slightly on its starting block. A bead of sweat squeezes from your brow as you focus on the race ahead. Weeks of intensive training have culminated in your anticipation of the starter's gun, poised to put everything you've got into the next few seconds. 100 metres suddenly seems a very long way... Take the *Carl Lewis Challenge* and select, manage, train and control a team of athletes in their all-out attempts to win gold in Javelin, 100m Sprint, 110m Hurdles, High Jump or Long Jump.

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THE WORLD OF SPORTS

# LINKS 386 PRO

*The superb graphics*

*are so realistic*

*that you'd have*

*to be on the greens*

*yourself*

*to improve on them.*

*It will definately*

*set a new standard*

*by which all*

*simulations are*

*judged in the future.*

**O**ut of the many golfing simulations currently on the market, Links is widely regarded as one of the best and is a world wide best seller. Now Links has a big brother with the forthcoming release of Links 386 Pro, which features graphics that are absolutely mind-blowing in their realism and complexity. It will be the first entertainment product to utilize everything that you bought that 386 or 486 IBM computer for!

The new Links is written using true 32 bit code that the 386 was designed for, not just the 16 bit code that other programs use. The use of the 32 bit code allows programmers to realize the full potential of high end computers and results in easier to use interfaces and much more realistic simulations. Access Software claims that it is the first game that uses only Super VGA graphics, and as you see they certainly do make a difference. The superb graphics are so realistic that you'd have to be on the greens yourself to improve on them. It will definately set a new standard by which all simulations are judged in the future.

As for the actual gameplay, Links 386 Pro has some fantastic improvements as well. Some of the many new features include:

- female and male golfers

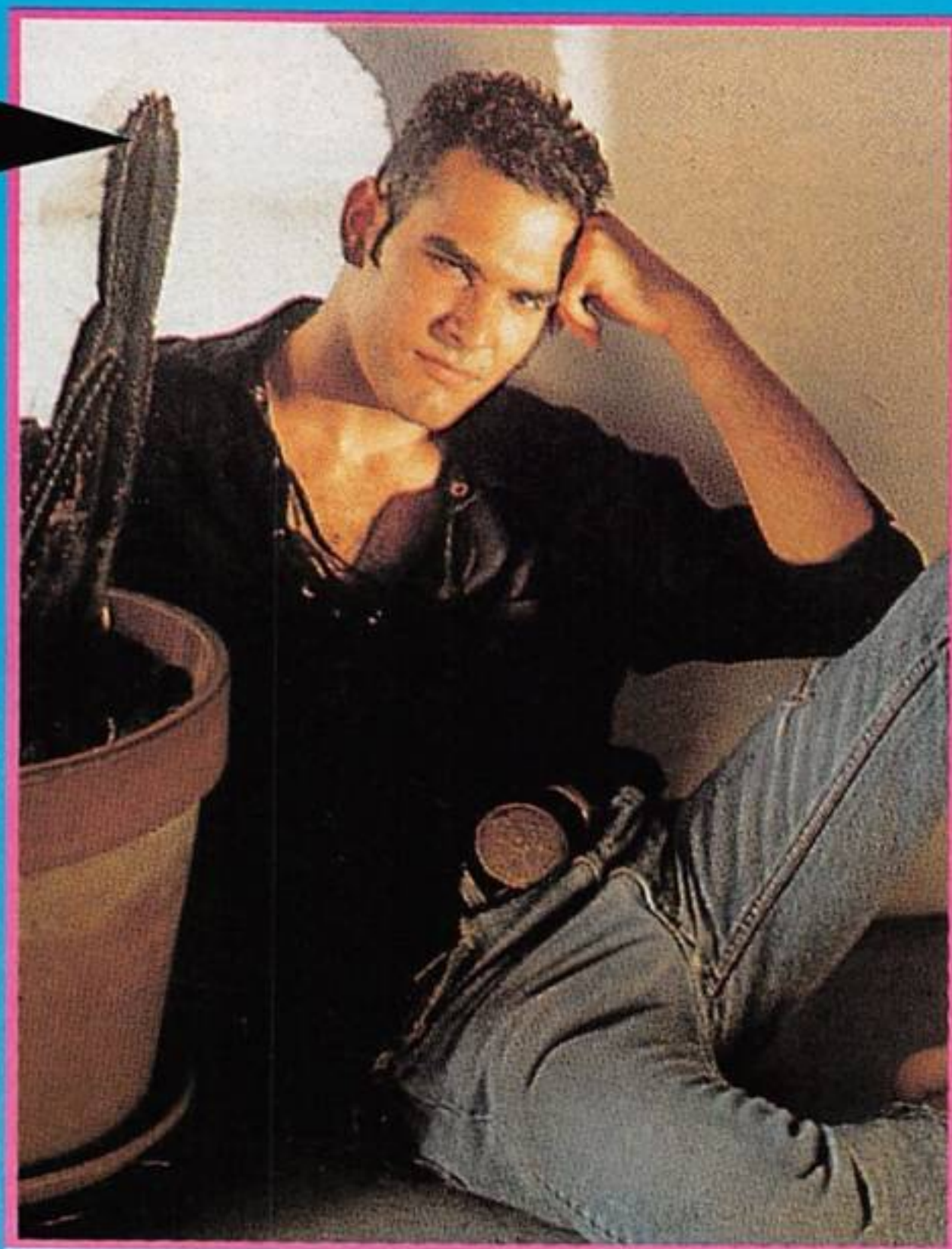


- human opponents
- over 345 viewing windows
- profile from ball to pin
- Computer Sports Network On-Line Tournaments
- an exhaustive statistics collection
- zoomable top view
- ability to save your favourite shot
- multiple modes of play.

It would be no exaggeration to say that Links 386 Pro looks like being the best golf simulation by six or eight strokes. Access are stressing that it will not replace the original Links, but was made for those with advanced features on their computer. For those users who have the ultimate in hardware, Links 386 Pro is the ultimate in game software!



**A**ndrew Klippel is the male element in that chart topping trio, Euphoria. He co-writes and co-produces their songs, programs most of the musical instruments and sings as well - in fact, on Euphoria's latest single, Do For You, Andrew can be heard on lead vocals. As well as the three of four Euphoria tunes he writes with his partner Ean Sugarman each week, Andrew writes another four for other singers. Many of these songs are almost entirely recorded on computer disc at Andrew's home, and then taken to the studio for mixing onto tape. **GABRIEL WILDER** collared Andrew to find out about sequencing and sampling, the future of modern music and how to write a hit song.



Andrew's history is similar to that of the typical guitar hero. You know, get your first axe when you're five, graduate to electric at 11, spend all your teenage years in your bedroom emulating Hendrix and Slash, re-emerge in your early 20's in a band which goes on to dominate the world. Except Andrew's obsession is not guitars, but keyboards; pianos, synthesizers, sequencers, samplers, you name it, he loves it!

In his mid teens he started listening to Stevie Wonder, Prince and Quincy Jones. At 17, Andrew bought his first synthesizer, a Roland Planet S - which he still uses today - and that was it, he was hooked. Years later, he has a room full of synths, sequencers and samplers.

"In my home studio I have a DX-7, a TX-7 (by Yamaha), a Bit 99 and an Oberheimer expander, it's an old synth from the '80s. A lot of producers like Arif Mardin used them (check out Chaka Khan's fab old hit "I Feel For You"), it's fantastic, a real fat sounding thing", he interrupts. "There's a Roland sampler, an S-550, an Akai S-1000, two Akai S150's, a SuperJupiter from Roland which is brilliant for basslines, and my old Planet S." Andrew has also been introduced to Cubase (an extremely popular sequencing program amongst Atari owners, it now comes in Mac format), which he feels is superior. And though he concedes that they both have different advantages, he thinks he'll be using Cubase from now on.

Andrew also has an Akai 12 track recorder, which, with all his other equipment, is practically redundant, as whole songs (bar lead vocals, but including the odd "ooh" and "yeah") can be recorded and mixed electronically, then stored on a disc. Much of what you hear on Euphoria's records was actually done in Andrew's home studio. The disc containing the song is then taken to a professional studio, where it is put onto tape; vocals are then recorded. Andrew says that in the long run, it is much cheaper to work this way: "For recording, if a band has to go into the studio there's a huge amount of time wasted setting up guitars and drums, whereas with computers, we can go in there with every-

thing on disc and start recording onto digital 32 track immediately, then start putting on vocals." But he concedes that for anyone starting out it is "extremely expensive. You've really gotta know that it's what you wanna do before you invest. You have to be completely dedicated to it."

Naturally, sampling is an integral part of the Euphoria sound, and like many of today's pop stars, Euphoria have got where they are with a little help from the master, the Godfather of Soul, James Brown! "A typical Euphoria sample would probably be some old drum sounds from the James Brown period," he admits, "or maybe early Michael Jackson things."

Samplers have come a long way; initially only capable of storing snatches of sound, the new models, like the S-1000 can sample as much as a minutes worth of sound. And software packages are even more sophisticated. Andrew mentions a package for the Mac (he's forgotten the name of it!) that is a two-track sampler (apparently about to be updated to a four track) that is capable of recording up to ten minutes of music and vocals. "The quality's amazing," he enthuses, "it's just like recording onto DAT." And it is this kind of innovation which Andrew believes has revolutionised modern music. "We're going into

**"We're going into the sampling age full force, soon there will be no use for tape - you'll be able to do it all within the computer."**

the sampling age full force, soon there will be no use for tape - you'll be able to do it all within the computer." Although, he adds that he prefers the sound of analog tape to that of the digital computer, and says that technology is not as important to Euphoria as it might seem. "Euphoria is all about songs, and the production facade is a vehicle to carry the songs, it's not the main article."

**So how does he go about writing a song?**

"Well, with Love You Right, Ean Sugarman came over one afternoon and we just wrote it. I started with the bassline and piano line, and after that it just flowed out, within ten minutes it was written. Any really good song does come really quickly. The basic fundamental of the song should never be overworked," he states, "otherwise it just becomes self indulgent wank."

The melody is very important. Sometimes the music and melody gel together, and that's when it really happens. I think for all our songs, our main criteria is that it'll work with just a piano and someone singing, without any production at all. When you've got a song that strong, it's just a matter of marketing and who you market it to."

Euphoria are undertaking a European tour which will see them singing live to backing tracks, but when the group tour Australia, Andrew hopes to put together a live band. "We'll be using some sequencers, but most of it will be live,

there'll be two or three keyboard players, a live drummer, a live bass player and live sax players. We don't wanna let down our fans by miming or singing to a backing tape."

Andrew has never been a big computer game fan - when he sits in front of a computer, he'd rather write a song than rack up a huge score, and when he's not writing music, he's playing it. "I'm an obsessive person," he admits, but adds that there's really only one thing wrong with his lifestyle. "Unfortunately there's no time for romance which is a real drag!"

# EUPHORIA



# Gates of Zendocon

The droids of your nemesis, the hideously evil spider Zendocon, have captured you and sentenced you to wander in a web of deadly universes. The different universes are connected by transporter gates and alien bases. Zendocon ordered it's droids to transport you to an alien base on the first of the 51 interconnected universes and to gave you a starship. You must survive dangerous worlds inhabited by hostile aliens, while searching for transporter gates. When you find a transporter gate, fly through the gate into another universe.

The object of "Gates" is to survive Zendocon's deadly universes and find, and destroy, Zendocon. When hit by alien fire, your ship will first lose it's shield, the second hit will wipe out it's lasers and the third hit will finish you off.

You begin with 5 lives and your ship is armed with special weapons and shields such as the 'Neutrino Laser', 'Photon Bomb' and 'Destructor Shield'. You can also acquire alien allies and their weapons when you rescue them from enslavement.

The game allows selection of easy or hard modes. In easy play, the game action is slower and your spacecraft is better protected against attack.

However, you do not accumulate points as quickly as you do at the hard level of play. The gameplay is challenging but not overly difficult. "Gates" is not terribly original and doesn't differ greatly from most other shoot 'em up games, but the 16 bit graphics definitely prove the difference.

The music is tolerable, but the sound effects are totally unoriginal. Although both improve further into the game, it's nothing worth shouting about. Thankfully though there's an option to turn the music off.

As far as shoot 'em up games go, "Gates of Zendocon" offers quality graphics, which assisted by enjoyable game play adds to yet another entertaining Lynx game.

KAREN COLLINS

<b>Graphics</b> .....	<b>95</b>
<b>Sound</b> .....	<b>60</b>
<b>Music</b> .....	<b>70</b>
<b>Playability</b> .....	<b>88</b>
<b>Difficulty</b> .....	<b>80</b>
<b>Presentation</b> .....	<b>87</b>
<b>Lastability</b> .....	<b>83</b>
<b>Atmosphere</b> .....	<b>87</b>
<b>Value</b> .....	<b>88</b>
<b>Overall</b> .....	<b>85</b>

**One** silent calm night many years ago a strange glowing object fell from the heavens (no it wasn't a Boeing 747) and landed outside of an old abandoned castle. Many believe it was some sort of gem from another planet but whatever it was, it gave the occupants of the castle many evil powers.

Many great warriors, fighters and wizards have trekked the Castle ground in an effort to recover this gem but have not returned. A party of ten such great explorers have gotten together to take on this quest but only up to four can go! Will thou be a part of this adventure? Or will thou wimp out?

Gauntlet III has been a tremendous success from the arcades to the old Commodore 64 and loads of other machines including the Sega Master System and now the Atari Lynx.

showing what nasty is about to nab ya! The title sequence flips the screen 180 degrees backwards which looks brilliant for such a small machine. With 40 levels of mass murder and ten players each with different abilities there shouldn't be much worries about lastability. The graphics are small but defined with lot of scaling being used to max potential. The sound and music are both annoying but that's nothing new on the Lynx.

I have only one major groan about this game and unfortunately it affects the playability alot, and that is the way you must hold the Lynx sideways to view the screen. For some odd reason Atari has decided to experiment on such a classic title and the experiment has gone wrong. But apart from this one complaint I think once you get used to this dumb system you'll find an enjoyable game of exploring and skill. Add Gauntlet III to your collection.

BRIAN COSTELLOE

# Gauntlet THREE

Rather than convert the original game, Atari have come up with a rather good original version. Now for those not in the know here is a run down on the game. Basically you must wander through mazes and dungeons to find the source of all the ghosts and slimes that lurk about. You can go it alone or in this case take up to four mates with you to glory or hell!

The Atari Lynx has got a good version to boast about with scaling being used throughout

<b>Graphics</b> .....	<b>89</b>
<b>Sound</b> .....	<b>41</b>
<b>Music</b> .....	<b>56</b>
<b>Playability</b> .....	<b>73</b>
<b>Difficulty</b> .....	<b>88</b>
<b>Mental</b> .....	<b>82</b>
<b>Presentation</b> .....	<b>90</b>
<b>Lastability</b> .....	<b>85</b>
<b>Atmosphere</b> .....	<b>81</b>
<b>Value</b> .....	<b>85</b>
<b>Overall</b> .....	<b>82</b>

**ZEDOCON TIP:** Holdown button A at all times during the game and don't shoot anything. When your shield burns out, fingers crossed you should remain intact against enemy fire!!

# LYNX

# AxBattler

The legend of the Golden Axe had dimmed with time. It's legendary power forgotten except by two people; the King of Firewood Castle who is keeper of the axe and the evil Death Adder.

The King's armies are no match for the Dark Lord's foul minions and after suffering appalling losses and losing the Axe, the king decides on a desperate attempt to regain the weapon. He sends one warrior against Death Adder where whole armies have failed before. That brave young warrior is Ax Battler....you!

While Ax Battler on Game Gear is a Legend of Golden Axe, it is quite different to the original game. Instead of the continuous arcade swordfight of Golden Axe, Ax Battler combines the best elements of arcade hack 'n slash with a good adventure title. There is two distinct types of gameplay. The adventure section is very Gauntlet-like where you travel over a 2D map, searching villages, and interacting with other characters. When you encounter a baddie, the screen changes, ready for action. Use your powerful sword, or maybe some magic if you're feeling lazy, and waste the loser.



Actually it's not as easy as that. You'll come across barbarians, giant bats, gargoyles, ghosts and amazons and must find your way through the dark

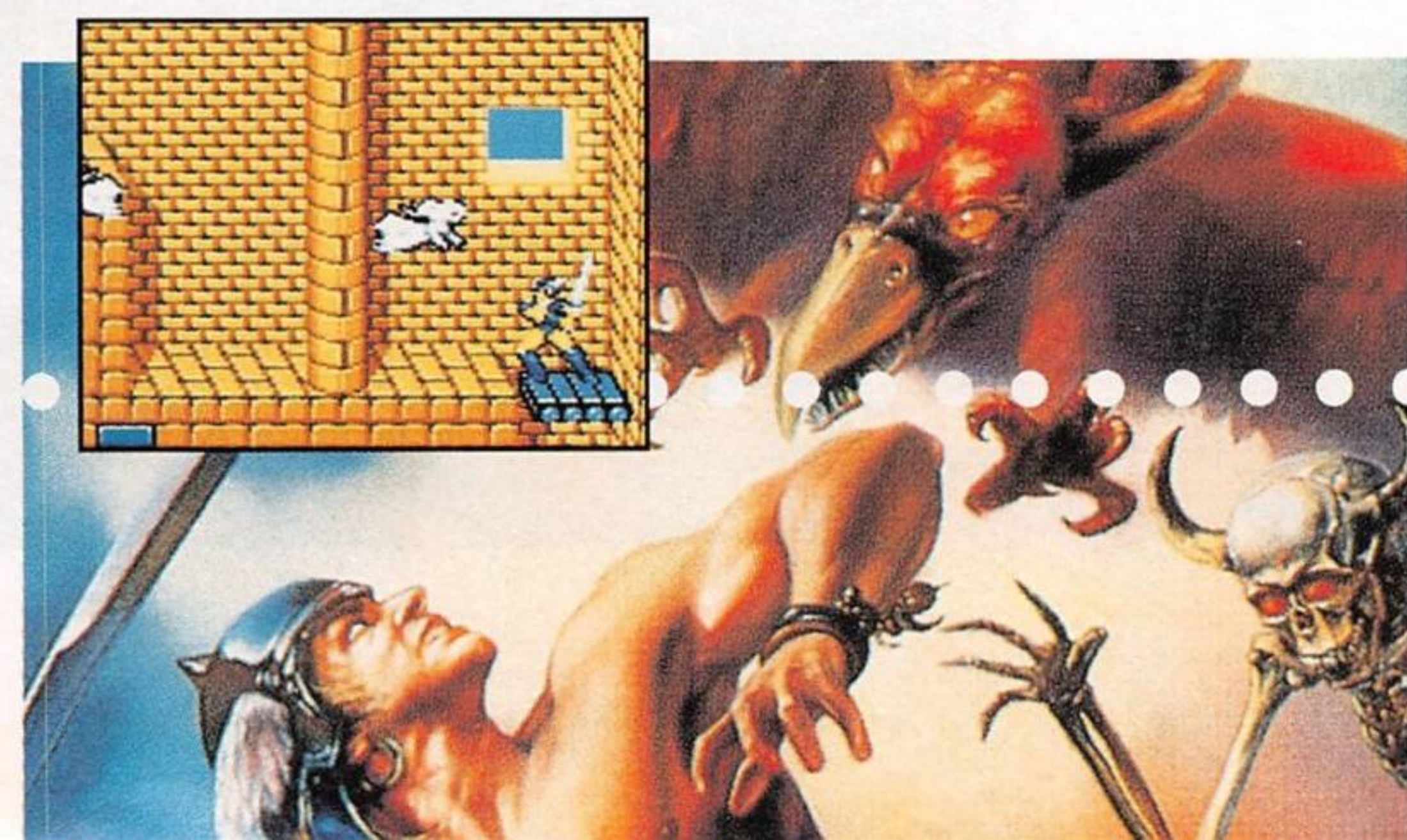


Forest of No Return. The diabolical Death Adder will take some time to reach, so passwords are used so you can return to where you left your quest.

The graphics are poor on the map screen, but the action screens are great, showing lots of blood and violence for the sicko's out there. Music is annoyingly bad, but sound effects are OK. Playability is good though and it will keep old Golden Axe fans happy as well as pleasing newcomers and RPG freaks. The size of the game will keep adventurers busy for quite a while, and the variety in the game will make sure you don't get bored. Basically though, I'd buy Ax Battler for a good fix of classic hack 'n slash action!

ARIEL AERONAUT

	<b>Graphics.....81</b>
	<b>Sound.....76</b>
	<b>Music.....58</b>
	<b>Playability.....86</b>
	<b>Difficulty.....85</b>
	<b>Brain Strain.....76</b>
	<b>Presentation.....78</b>
	<b>Lastability.....83</b>
	<b>Atmosphere.....84</b>
	<b>Value.....80</b>
	<b>Overall.....78</b>



Huey, Dewey and Louie have been kidnapped and Uncle Scrooge's lucky dimes have been stolen by the evil sorceress, Magica de Spell. With Magica de Spell's mocking laughter still ringing in his ears, Donald must set out for the jet-setting rescue attempt. This is where you come in, guiding Donald around the world in search of his nephews and the precious dimes.



ties. He's also well-armed, starting the game with a massive hammer that's used to squash any evil sprites. Later power-ups give him spinning frisbees and boomerangs for taking out enemies at a distance. And just like Mickey, Donald can also squash his enemies by jumping

## The Lucky Dime Caper



In the first three stages of platform action, Donald rescues his imprisoned nephews from the forests, swamps and marshlands of America and the mysterious temples of South America. When they are free Donald has access to the next three levels, where the duck-hero has to regain the missing dimes from Magica de Spell's hideously evil black crows. The dimes are hidden deep within a stronghold in a Polynesian village, the cursed tombs of the most feared pyramid in Egypt, and within an arctic stronghold of the South Pole. If Donald overcomes all the obstacles, he enters the witch's castle for the final confrontation with Magica de Spell!

Sega have got another fantastic Game Gear hero with Donald Duck. He zooms about and has colossal jumping abili-

on them.

The Game Gear graphics are great! The Donald sprite looks and acts just like the 'real' thing, and the action is accompanied by a fairly good soundtrack. As always, it's the gameplay that makes or breaks a game and fortunately Donald Duck is very playable. Go on, get Lucky!

ARIEL AERONAUT

	<b>Graphics.....88</b>
	<b>Sound.....83</b>
	<b>Music.....82</b>
	<b>Playability.....94</b>
	<b>Difficulty.....85</b>
	<b>Brain Strain.....84</b>
	<b>Presentation.....86</b>
	<b>Lastability.....90</b>
	<b>Value.....89</b>
	<b>Overall.....87</b>

# TOP TEN

Welcome to another huge Action Zone!

More console news gathered from around the globe and this time Sega have struck it big. OK listen up. The big news is that a new phaser gun called the Menacer is to zap Mega Drives soon with a 7-in-1 cart featuring favourite Sega characters to start you off. Plus rumours have it that Terminator II - Judgement Day is to be released for it! Can't wait! More on that soon.

A great list of games were announced at the Summer CES from Sega. How does this list grab ya. Taz-Mania, X-Men, Streets of Rage II (16 Mega!), Cool World, Chester Cheeter, Terminator II, Home Alone, Tale Spin, A Little Mermaid (oh, how cute!), Green Dog and of course, the big one, SONIC 2!

Last issue I reported a deal between SNK and Sega to swap titles between the Neo Geo and the Mega Drive. Well, Sega haven't wasted any time to announce a couple of new titles from this deal. These are King of Monsters (Rampage clone) and

Fatal Fury (Street Fighter II clone). No announcements on the Neo Geo releases as yet.

No real news on any SNES games as yet, as Mattel hasn't given us a machine to play with. We can't do reviews or screenshots if we don't have a console or cartridge! Sorry! But we've heard the SNES version of Street

Fighter II is an excellent conversion from the awesome arcade and should be a smash hit. Now comes the announcement though that plans are being made for a Mega CD version of Street Fighter II - Champion Edition. Sonic booms here we come! Check ya later!

Brian Costelloe (Console Freak)

## NINTENDO

1. Super Mario Bros 3
2. Super Mario Bros
3. Super Mario Bros 2
4. Aussie Rules Footie
5. Dr Mario
6. Rainbow Islands
7. Robocop 2
8. Solstice
9. Luna Pool
10. Legend of Zelda

## MEGA DRIVE

1. Quackshot
2. Olympic Gold
3. Sonic the Hedgehog
4. California Games
5. Road Rash
6. Desert Strike
7. Alien Storm
8. Mickey Mouse
9. Golden Axe II
10. Jordan v Bird

## GAME GEAR

1. Lucky Dime Caper
2. Sonic the Hedgehog
3. Wonderboy
4. Ninja Gaiden
5. Outrun

## MASTER SYSTEM

1. Wonderboy
2. Sonic the Hedgehog
3. Olympic Gold
4. Asterix
5. Lucky Dime Caper
6. Double Dragon
7. California Games
8. Mickey Mouse
9. Shadow of the Beast
10. Enduro Racer

## GAME BOY

1. Super Mario Land
2. Dr Mario
3. RC Pro Am
4. Rescue of Princess Blobette
5. Golf



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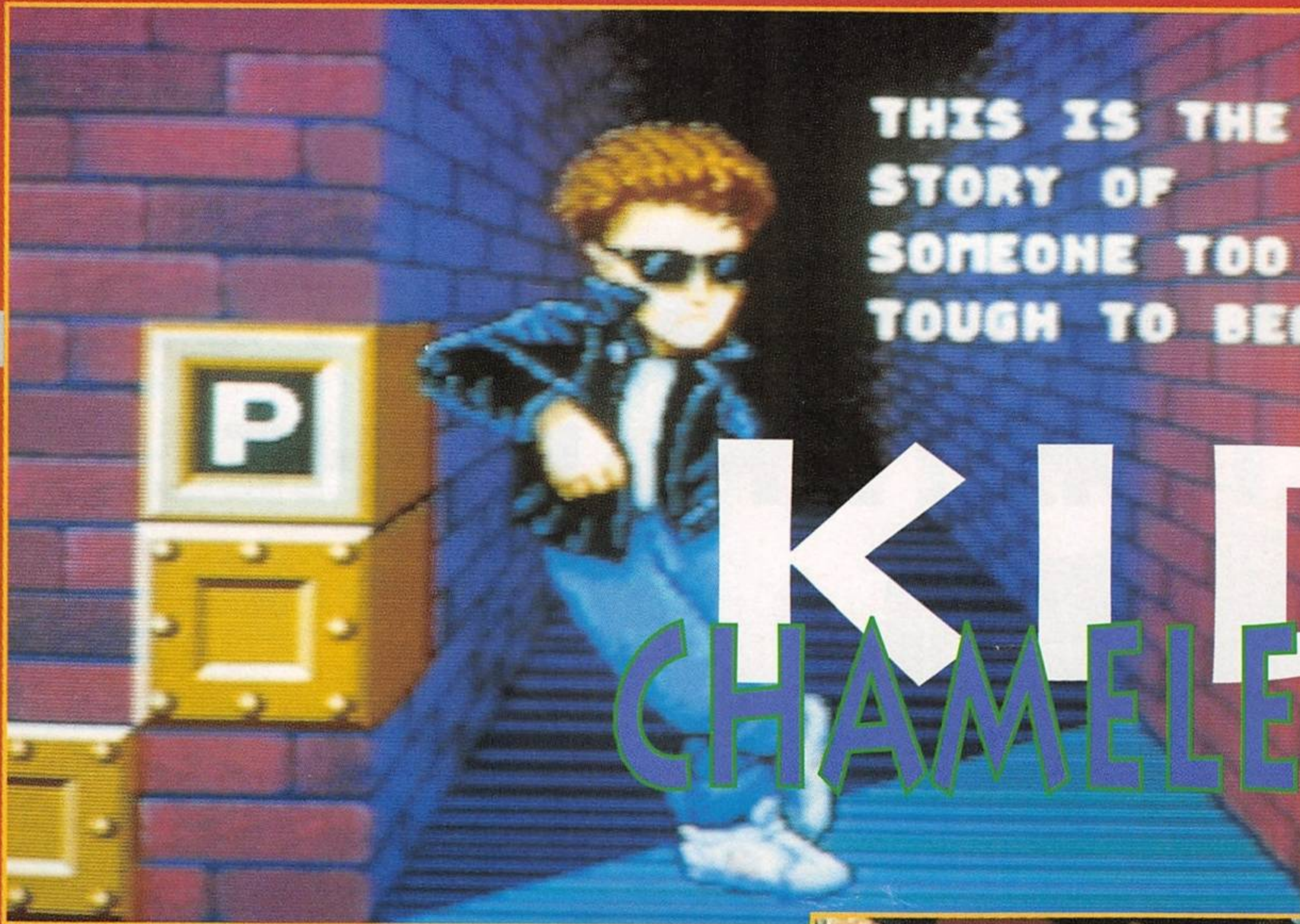
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  3. The prize is not exchangeable and may not be converted to cash.
  4. The judges decision is final and no correspondence shall be entered into.
  5. Description of the competition and instructions on how to enter form part of the competition conditions.
  6. The competition commences 26 March 1992 and closes last mail 29th September 1992. The draw will take place on the 30th September 1992 and the winner will be notified by telephone. The winner will also be announced in the November/December issue of Megazone.
  7. The prize includes 1 x Sega Game Gear, 1 x Sega TV Tuner and 3 x Sega Game Gear games, valued at approximately \$718.00.
  8. The promoter is Ozi Soft Pty Ltd, 55 Mentmore Ave, Rosebery 2018 NSW.
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# KID CHAMELEON

**S**ega are now just getting over the hype from Sonic so they've decided to launch a new character possibly bigger, Kid Chameleon. KC is about an arcade machine that's a little too real for your dollars worth! It's a new machine that has hit the arcades called "Wild Side" and Kid Chameleon is the coolest player around on it. No cheatmodes needed for this brat.

Chameleon finds out what going down, and he pays what could be his final buck to put the game in line. KC must wonder through jungles, icelands, tropical zones and other barren landscapes to complete his task.

Kid Chameleon does resemble Mario Bros in just about every way from the hitting underneath the blocks to the jumping on top of the enemies to kill them, but for some reason there is a different feel to it.

Throughout the game you change between different characters from a Samurai and a psychopathic killer to a Rhino man and a fly guy! To change into these dudes you must find masks which have an illusive effect on you.

Each character allows you to do different feats such as climb walls, knock them down or just blow the smithereens out of the enemy. There are loads of secret power ups and hidden rooms plus extremely big landscapes to explore. The action is at times a tad slow with reflexes not being the key element here. But the platforms are fun to move around in with a lot of creatures and monsters to be rid of.



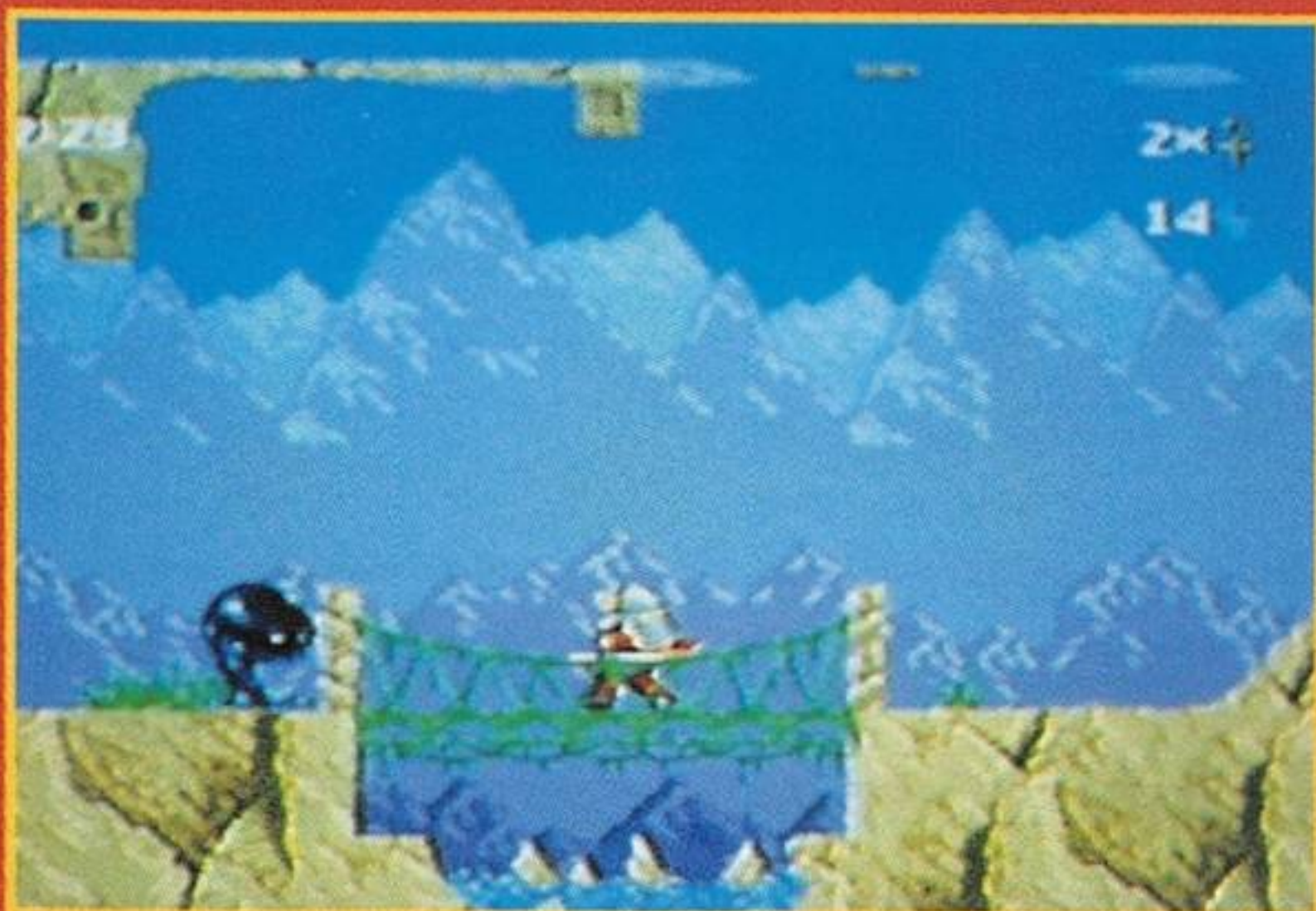
Oh no! not the scary 'Jason' mask!!

Unfortunately though I think Kid Chameleon has more bad points than good ones. Firstly, although some of the sound effects are a cack, KC has some of Spiderman's disgusting sound with a few good digitised FX chucked in amongst it. The graphics aren't too thrilling and the design is too unoriginal for it to be a classic. I don't mind the fact that they had to use Mario style gameplay but what bothers me is that there is little else to show it as an original game. Plus it's annoyingly boring in some parts as it has the famous old "begin again" feature after you cark it. It isn't terribly hard but just annoying. But on the positive side the two player option is a bonus as most games these days must have loners in mind. In fact with most MD games you'd might as well forget about the second control pad. The music is OK with some good beats,

but not strong enough for me. (I suppose you'd rather Metallica, so you can beat your head on the TV! - Ed)

Kid Chameleon will have you playing for quite some while just to complete it but once it's been totalled then I think it'll remain in the game cupboard for a long time. For a better challenge there's always good old Sonic or Decapattack, as well as Robocod, but I can't see Kid Chameleon being around for too long in the top sellers list. Shame too.

BRIAN COSTELLOE



This calls for the samurai mask..

Wild Side uses holograms and other illusive equipment to trick the player into believing his new world. One day though, the people going into the machine were not coming out, as Wild Side's mean end-boss Heady Metal comes alive and begins to become more competitive. He has no real challengers until Kid



Is that a mask your're wearing??

Graphics .....	72
Sound .....	69
Music .....	79
Playability .....	87
Difficulty .....	79
Presentation.....	76
Lastability .....	85
Atmosphere .....	69
Value .....	81
Overall .....	77

# JAMES POND II



## CODENAME: ROBOCOD

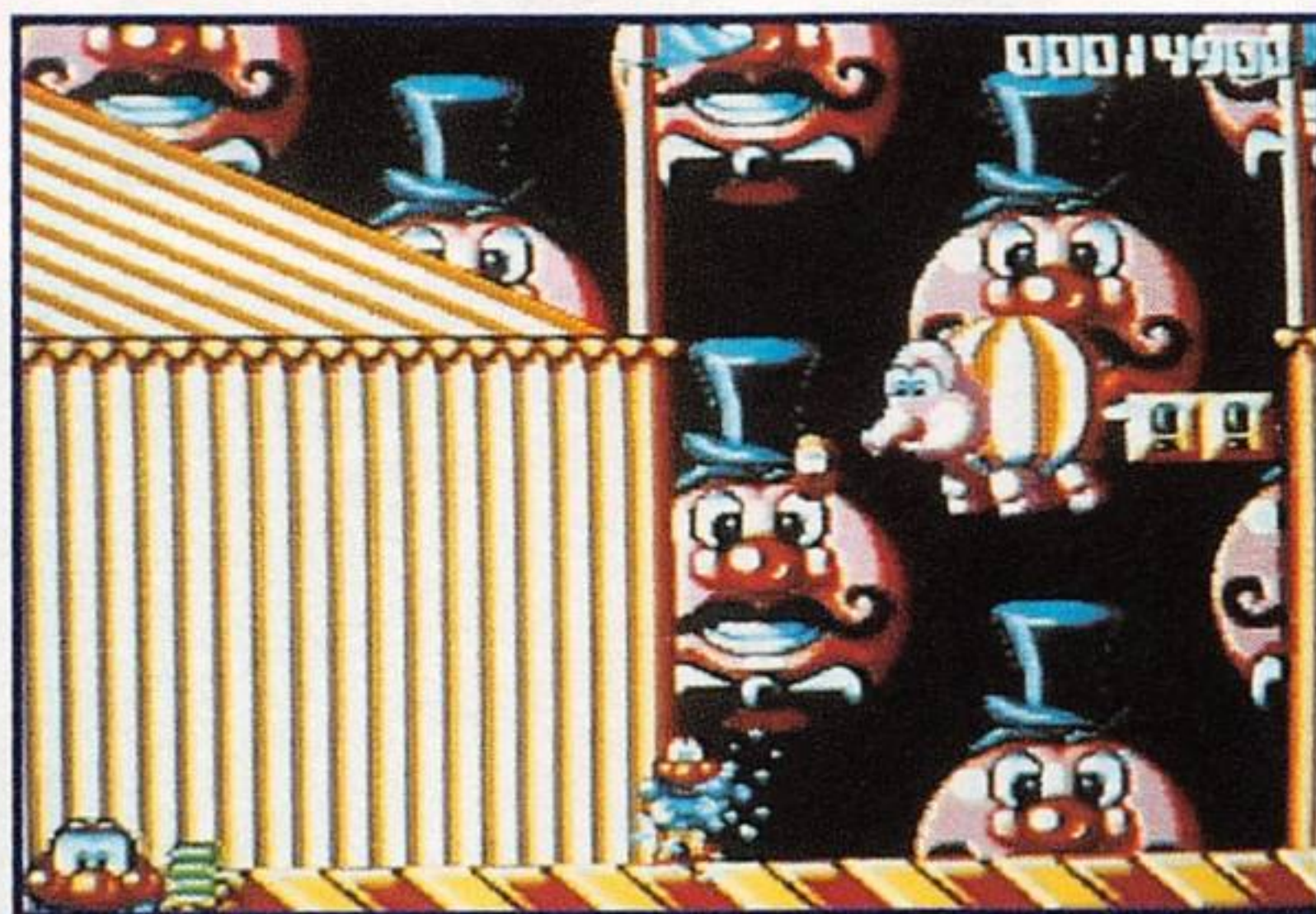
That cute kipper is back in a big way in the sequel to the first Pond adventure and this time we see James Pond on a mission to save Santa's factory from a fate worse than Rudolph with herpes. What could be worse I hear you cry?

It's the sinister Dr. Maybe. Yes, this fiendish character has planted bombs all over Santa's toy factory and has set them for detonation in 48 hours. If they explode, it will be the end of Christmas! (Well at least for those who believe that Santa gives you the presents! - Ed) Dr Maybe is also altering the workings of the toys in order to create an army of psychopathic killers, so Pond will definitely have his fins full.



Wipe that smile off your face..

Luckily, our heroic herring has been fitted with a robosuit containing oxygenated water so he can now be the proverbial "fish out of water". His suit is also fitted with an interesting feature that enables him to stretch his body and grab onto seemingly unreachable ledges. Because of these machine-like powers, F.I.5.H. (the intelligence agency) has assigned Pond the codename ROBOCOD.



It's off to the circus for you guys

The game starts with Robocod situated outside Santa's factory and he is faced with a series of doors that he may only enter in order (very similar to "Castle of Illusion"). In most levels your objective is to disarm the bombs that have been planted around the factory. These bombs have been cleverly disguised as penguins (someone must have thought that penguins are harder to see!) and until you disarm them all you cannot

exit the stage via a flashing barbers pole. He is helped along the way by obtaining items such as invincibility suits and wings that are scattered throughout the factory. In some stages the dependable extendable will find "mystery boxes" these may contain a baddie, but sometimes



It's the dependable extendable!!

## MEGA DRIVE

contain aeroplanes and automobiles; this is one part of the game I really loved, as you controlled Robocod in a cute aeroplane or a groovy hoonmobile that wastes the bad guys.

The art and graphical presentation of the game is something to be noticed as it is not only very good but all designed by a talented young fellow called Chris Sorrell who is only nineteen. As for the musical side of things if you spend your time listening to elevator music (a very painful experience and not recommended for people with any sort of heart condition) then you will be able to handle the monotonous toons for longer than five minutes. I'm not saying that the music is bad, but it just becomes excessively annoying after about five minutes.

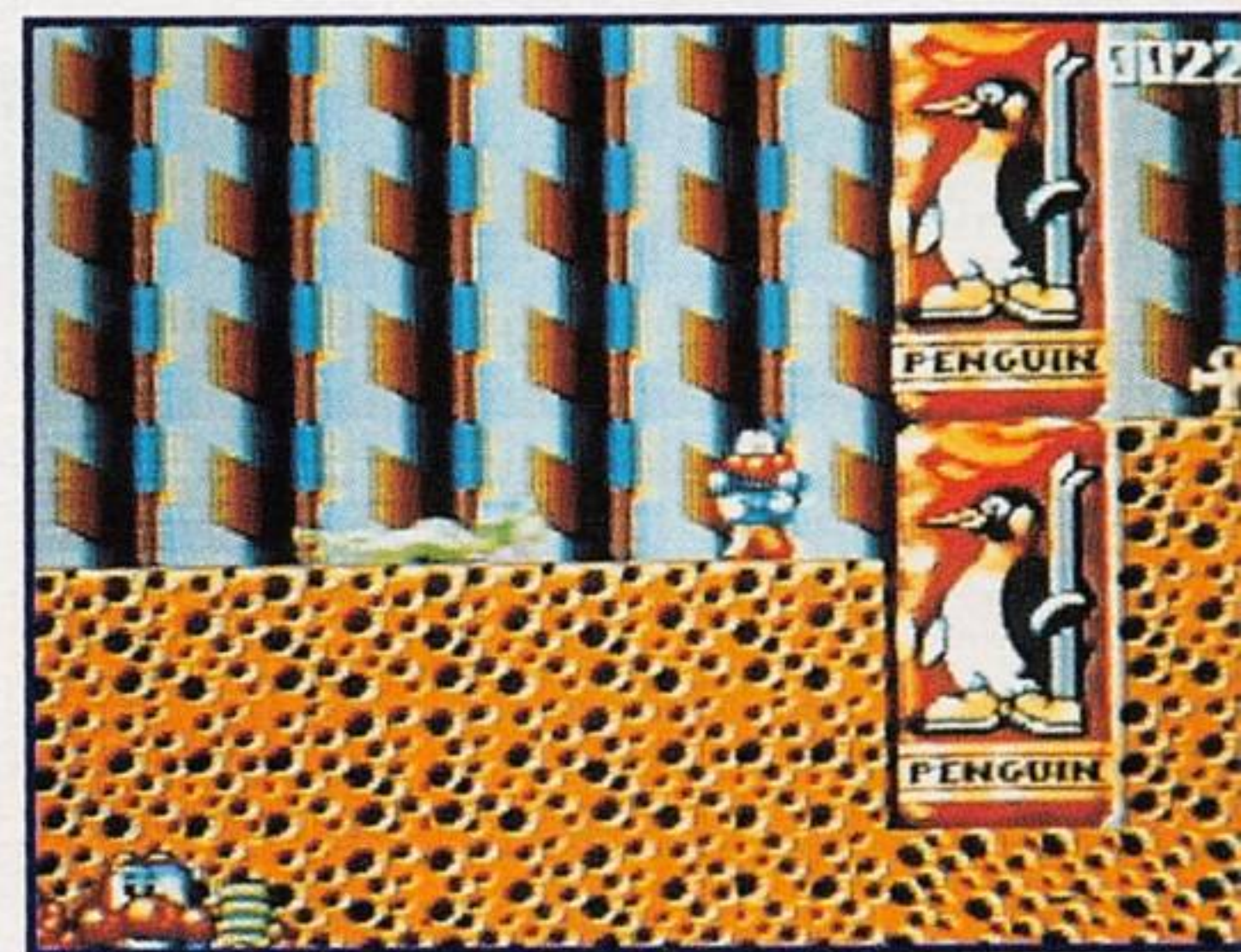
The best aspect of the game is that it has so many hidden levels and secret stages. These are cunningly hidden behind fake walls in secret pits and other cool ways. This aspect made my enjoyment of the game a lot more thorough and stimulated my mind a bit more than other platform game.

The main problem with Robocod is that you'll find yourself rea-

ching for another cartridge after a couple of hours of play, as it does lose it's fun and become slightly tedious. Sure this game is good to play if you've never played it before (and I mean really good!), but it just won't glue you to the screen like games such Sonic or Desert Strike.

A very impressive game but lacking what is needed for a smash hit.

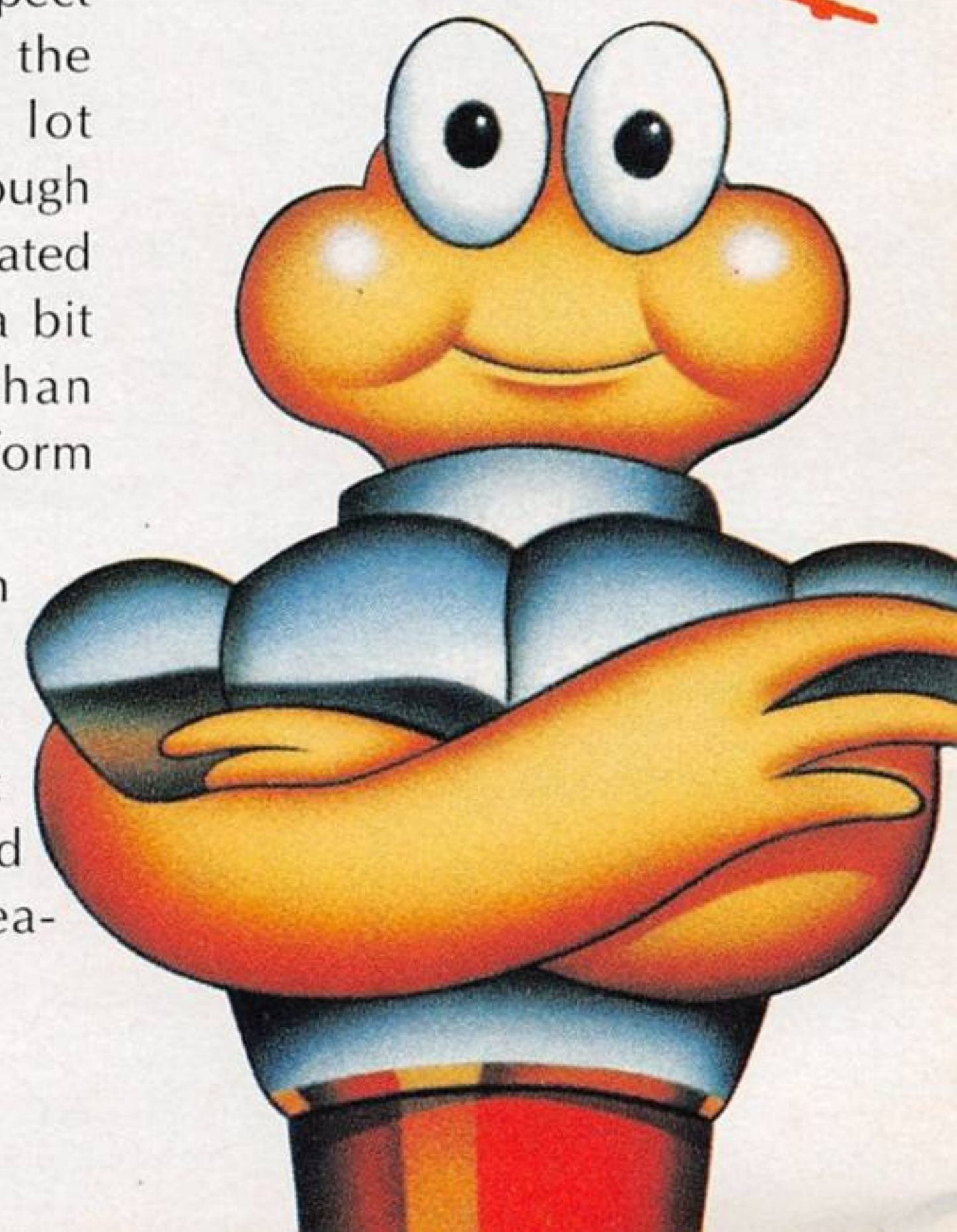
DAVID "GOOBER" CARSON



Bombs or chocolate? What a disguise!..

Graphics.....	87
Sound.....	73
Music.....	66
Playability.....	90
Difficulty.....	79
Brainstrain .....	82
Presentation .....	85
Lastability.....	72
Value .....	76
OVERALL.....	82

Action Zone



# STEEL EMPIRE

Action Zone

**T**he movie projector is switched on. 3...2...1...and you're somewhere, sometime... in a world almost familiar. It is the age of steel. Mammoth battle ships cruise the skies. Fortress's float on air and repressive military might rules the day.

The Motorhead's empire has conquered and enslaved virtually the entire planet. Only one hope for freedom



remains.... The Republic of Silverhead. They alone have the will... and the weapons.

Their striker airplane and Zap-01 flying ship can defeat the biggest of the Motorhead's juggernauts. Their lightning bombs are the key to victory... for the war the of Steel Empire has just begun.

Boy! What an opening sequence to a game! The idea that you're actually watching a movie while you're in control of the striker or Zep-01 to kick baddie butt, is an original idea.

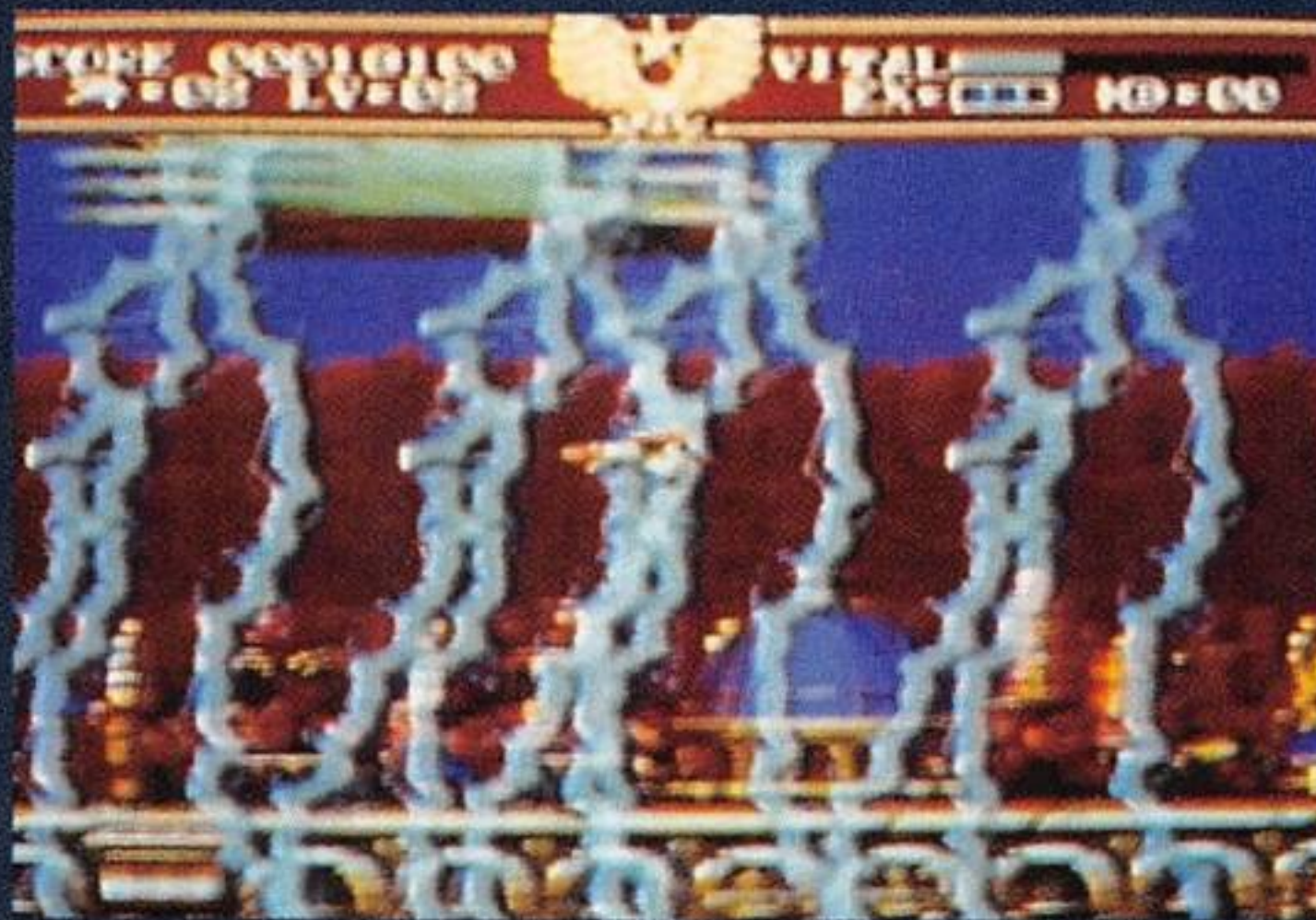
This "shoot 'em up" is one of the best flying around on the Mega Drive at the moment. The graphics are crisp and clear and very well defined, the backgrounds in this game are also well animated and are great to marvel at while nothing is happening (which is rare in shoot 'em ups). After playing game such as "Gynoug" and "Hellfire", this game makes a nice alternative. "Empire of Steel" is like your basic clone shoot 'em up with things like power ups, extra bombs, side fighters, extra shots, etc., etc.

You'll be pitted against the formidable Motorhead arsenal which include flying



windmills, farm ploughs, helicopters, submarines, huge cannons, flying airships, flying bombs, tanks and falling rocks to name a few. And the end of level bosses are totally awesome in size, and they're pretty tough too!

But there are a couple of things that make this gem slightly different and so worthwhile. For a start you can choose to pilot either an airship or a biplane on different levels and then, my favourite aspect, your ship can take multiple hits without dying! How many times have we all been playing shoot 'em ups like madmen, get to the end boss to have one lousy bullet wreck it all for you and having to start from the



beginning of the stage? Arrghhh!!! Empire of Steel is one game I don't actually mind losing a man on!

The playability and lastability of this game is high and I don't think you'll be disappointed. Sound is another thing that grabs you, with around 15 scintillating tunes to bop to while blasting away. Some digitised speech has been incorporated in to the game, but not a great deal. Put on the headphones and be blown away!

A quick mission overview goes like this. Firstly you must destroy the mining city of Rahl, then flush out the enemy in Liedengel, battle Motorhead's Zeppelin,

storm the beach of Gardandi and attempt to destroy General Styron's airship. I won't tell you what challenges you'll face in stage 6 or 7, you'll just have to find out for yourself.

Another great aspect is your plane is not limited to shooting or flying forwards all the time, occasionally you'll get to turn around and fly in the opposite direction. The only negative feature to Steel Empire is in certain parts of the game the sprites slow considerably and then speed back up without warning, this can sometimes be a hindrance but sometimes a blessing.

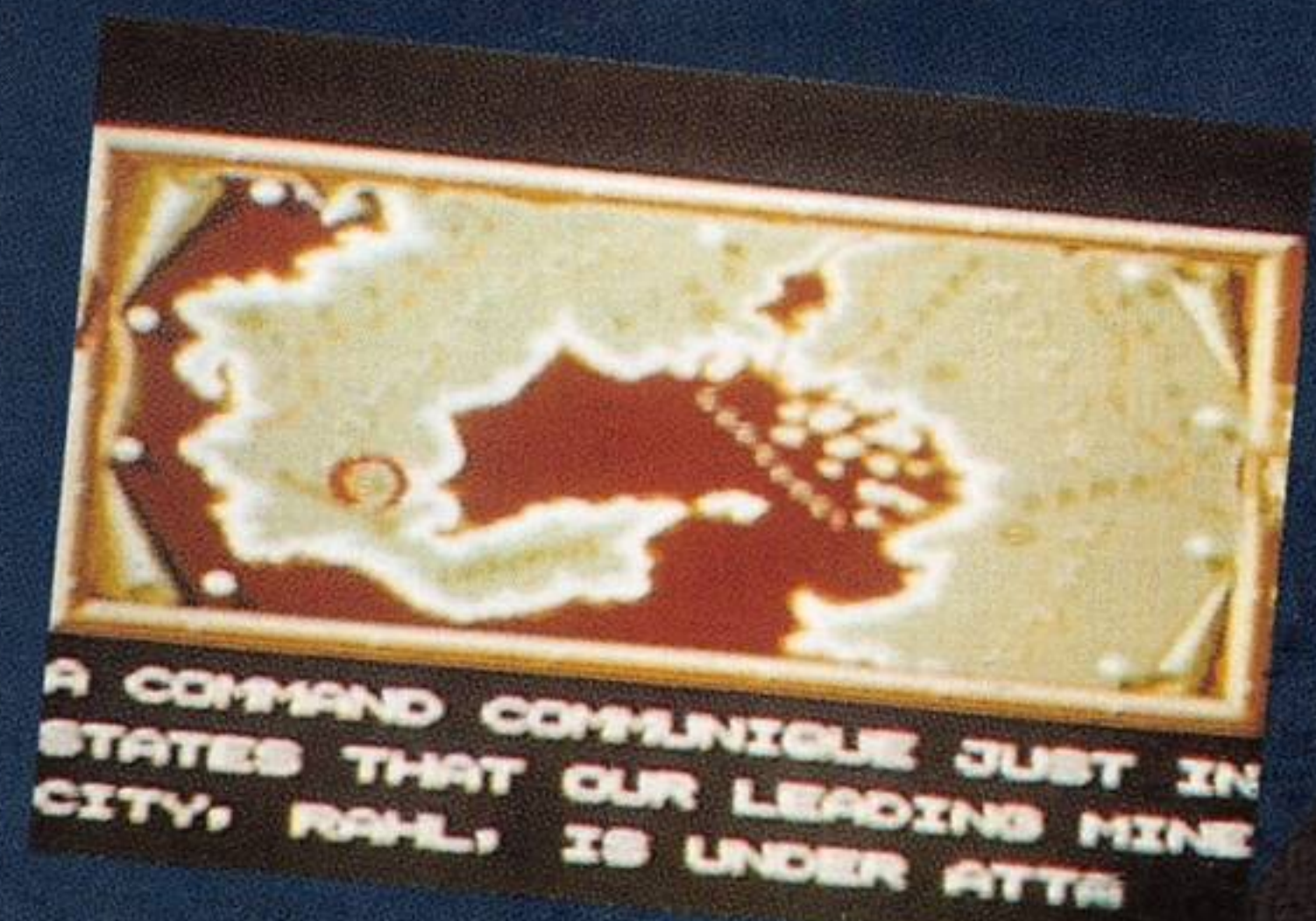
All in all Steel Empire is a well designed game to play and will give shoot 'em up fans everywhere what they've been looking for. Try it and you'll buy it!

BRETT MUNRO

Graphics .....	93
Sound .....	95
Playability .....	93
Lastability .....	95
Difficulty .....	90
Mental .....	92
Presentation .....	91
Value .....	91
Overall .....	93

## MEGA DRIVE

Action Zone



**W**hat more could you want? **The luxury sports car of your choice and the chance to test your driving skills against the best drivers around! Well maybe Elle Macpherson at your side would be swell but best not be fussy. In Test Drive II the only thing stopping you from this dream is the barrier between you and the TV screen. There are three snazzy vroom vrooms to choose from, the Porsche 959, the Lamborghini and the Ferrari F40.**

After choosing the transmission type and the back ground music you then get to race on one of three roads. Then it's up to you to make it to the next fuel pump before your prize possession becomes a deserted relic. Getting to the fuel pump is easy though, it's getting there fast that's the problem.

The scenery is well varied, and good to look at with cliffs, tunnels and cities all included. However it does become jerky and non-realistic and they could have been done better if more research had been done. Like most racing game of recent, Test Drive II hasn't got the speed factor right, as the landscape looks like it's crawling past at 40kph when the speedo says about 140 kph. There are quite a few obstacles to avoid even though they all look alike. One neat feature that I thought was original was the radar detector that warns you of the pigs... er, I mean the cops, whereabouts. If this goes off be prepared for a chase as they are capable of making life awkward in the fast lane. Times and records are kept in the cartridge RAM for future challenge which is a feature I wish Hard Drivin' had. The sound effects are average and the music is alright but nothing too crash hot. It is a hard game but only because of it's slow and awkward controls. But this could make for extended lastability with it's battery backed up records. Test Drive II has an overall good presentation until the game starts with the now familiar "Ballistic Presents" voice at the start and slick Lamborghini wheel spin into the distance.

Test Drive II is a conversion of the IBM series which like the IBM retains all the crap graphics and jerky animation. I just wish that when software houses go out to make a conversion of an older game that they would try it with something new. Test Drive II may have been good for it's time but let's face it, computer games have come of age and quite frankly I think there is too much garbage being released now. I resent

the fact that Ballistic use statements or quotes for statements like "A thoroughly engaging game..." as it is misleading to the unwary. Let's hope Sega themselves come up with the goods with their little talked about second generation games. Test Drive II could have been the hottest release this year if Ballistic had updated the garbage PC version. Do yourselves as favour and save your money for Ayrton Senna's Super Monaco GP II when it is released in Oz in September. Until then look at Super Monaco GP or maybe even Road Rash.

BRIAN COSTELLOE



Graphics .....	68
Sound .....	74
Music .....	80
Playability .....	68
Difficulty .....	62
Presentation .....	86
Lastability .....	83
Atmosphere .....	78
Value .....	81
Realism .....	72
Conversion .....	91
Overall .....	77

# TEST DRIVE

**MEGA DRIVE**

*Action Zone*



BACK IN 1984 A NEW MACHINE HIT THE ARCADES AND CAUSED QUITE A STIR...

# MARBLE MADNESS



**T**he game was Marble Madness, and it was one of the few games at the time which was not based on the concept of wiping out waves of invading aliens. This earned it almost cult status with gamers at the time.

The concept of Marble Madness is fiendishly simple. All you have to do is guide a marble around a maze. The maze is viewed from a forced 3D perspective and you have a strict time limit in which to get your marble from the start to the goal. Failure to do so brings about the end of the game, and there are no continues. Fortunately, however, any time left on the clock when you reach the goal is added on the clock at the beginning of the next stage. This is necessary because the later stages give you an impossibly short amount of time to get to the goal.

You have an infinite supply of marbles, but each time you lose one, valuable seconds are wasted while it is being replaced. The most common way of losing a marble is by accidentally rolling it off the edge of the grid, which is very easy to do. However, there are also lots of traps and enemies scattered throughout the mazes that are put for the sole purpose of making your life hell! These include:

**Marble Munchers** - Horrid maggot-like creatures that resemble Slinky the Stair Snake.

**Acid Slime** - Nasty oozy pools of slime that don't actively chase you, but touch one of these and your marble dissolves in a mass of bubbling slime.

**Hoovers** - These vacuums appear out of nowhere and try to suck up your marble. Use turbo power (the A, B, C buttons) to blast past them.

**Terrordactyls** - Purple birds that fly in swarms directly at you.

## Hammers

They don't appear until you are almost on top of them. If you can stop in time you're fine.

**Inwams** - Despite their odd name these piston-like devices are pretty easy to avoid, but if you hit them your marble will become dizzy for a few seconds.

**Steelies** - These dreaded black marbles will try and knock your marble off the edge of the grid. Your best defence is to push them off first! This will give you a hefty 1000 point bonus!

**Ice** - Looks harmless, but once you're on it you can't change direction!

There are six levels, plus a hidden seventh. Each level is progressively more difficult than the one before.

Level One is really a training level for you to become familiar with the control method. Only a complete imbecile will have any trouble here, as most of the holes are surrounded by guard rails! It's on Level Two where things start to get more difficult. There is a tricky iced whirlpool near the finish which sends you over the edge if you don't enter it correctly. Level Three has lots of narrow paths to negotiate, and a dangerous wave machine is waiting for you near the end. Things really start to heat up on

Level Four though! Hoovers, Hammers, Inwams and catapults are only the start of your troubles! On Level Five everything has been reversed! Your marble is rolling up hill, and enemies can be destroyed in extra time! Level Six will challenge your ball controlling abilities like nothing before! There are lots of jumps to get past, and a very short amount of time to do so in.

One of the most enjoyable aspects of Marble Madness is the two-player mode, in which you race a friend through the mazes. Whoever wins picks up all the bonus points, and starts the next race with an extra 5 seconds. If one of you gets too far ahead of the other, the slow marble is transported next to the leader and given a five second penalty. Of course if your friend's marble gets in the way, there is nothing to stop you from giving it a little push off the edge!

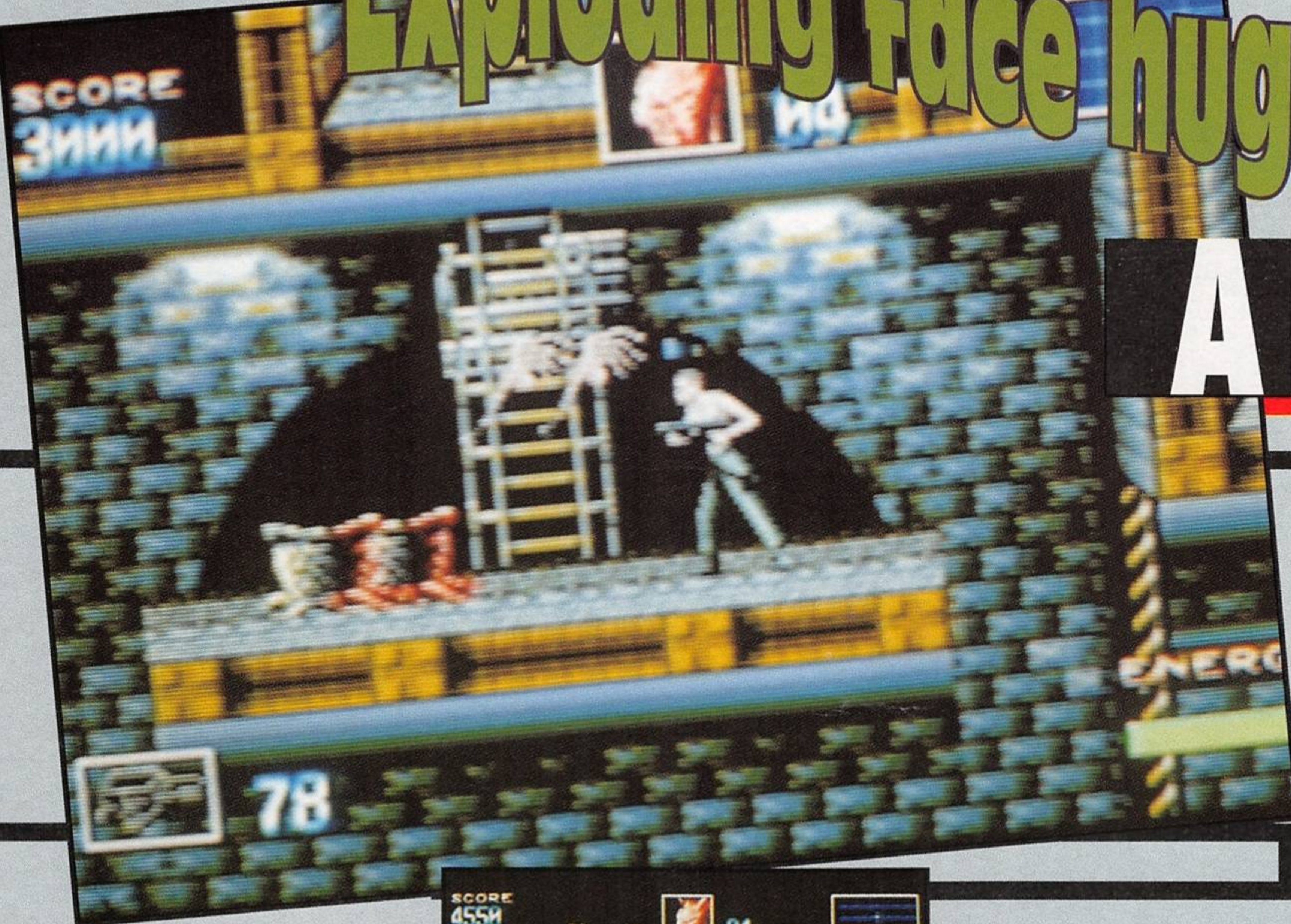
I found Marble Madness to be highly challenging and addictive game that kept me glued to my Mega Drive for hours. Anyone who has played the arcade machine will know exactly what they are getting with this conversion, because it is a perfect copy of the coin-op, right down to the weird music and stunning graphics. The only thing the arcade machine had that the Mega Drive version doesn't, is the tracker-ball control, but it still plays well with the standard Mega Drive joystick. Definitely worth checking out.

ANDREW IREDALE

<b>Graphics</b> .....	<b>86</b>
<b>Music</b> .....	<b>89</b>
<b>Playability</b> .....	<b>95</b>
<b>Difficulty</b> .....	<b>90</b>
<b>Presentation</b> .....	<b>82</b>
<b>Lastability</b> .....	<b>94</b>
<b>Conversion</b> .....	<b>99</b>
<b>Value</b> .....	<b>85</b>
<b>Overall</b> .....	<b>88</b>

# Exploding face hugger

## ALIEN 3



Well.. we've all been listening to or reading the hype about the Alien 3 movie and game, and now I've finally got the demo model in my hot little hands, so let's see how it rates.

Although I played is only a preview EPROM version of Alien 3 I must say that this game is as good as they come. Lots of slimey, ugly beasties and face suckers that will keep our heroine Ripley very busy indeed! While there are no guns in the film version of Alien 3, shoot 'em up freaks can breathe easy as in Alien 3 the game, Ripley blasts away with a replica of the awesome gun she used in Aliens.

This little Howitzer can shoot 99 pulse rifle shots, 40 grenades, 50 "pump action" explosives and flame thrower all while a backdrop of graphical scenery is flowing behind you. Graphics wise, the aliens in this EPROM version first appear as blocks, yeck! Whether these sprites are incomplete or they are trying to create the illusion that they are coming out of the ground, I can't be sure, but when these blocks



In the claustrophobic air vent..

**Lots of slimey, ugly beasties and face suckers that will keep our heroine Ripley very busy indeed!**

soon take on their finished shape, you'll be in for a surprise! The aliens look as real as they do in the film and you'll be running a mile when a face hugger explodes out of an egg,



Uh! Oh! Ripley's in trouble...

and leaps straight for your head!

As far as sprite stability is concerned, Alien 3 handles

multiple sprites awkwardly at times by almost "double imaging" the sprites. The parallax scrolling is superb, and the way Ripley interacts with her surroundings works well.

prison complex (which often resembles an abattoir) while dodging those slimey aliens, jumping pit traps, crawling through dark tunnels and trying to conserve ammo at the same time!

I'm sure when "Flying Edge" release the full cartridge version of this incredible game, it will sell very quickly. If you're a fan like me of Ripley and the Aliens series then you'll love this game! Reserve your copy now!

BRETT MUNRO

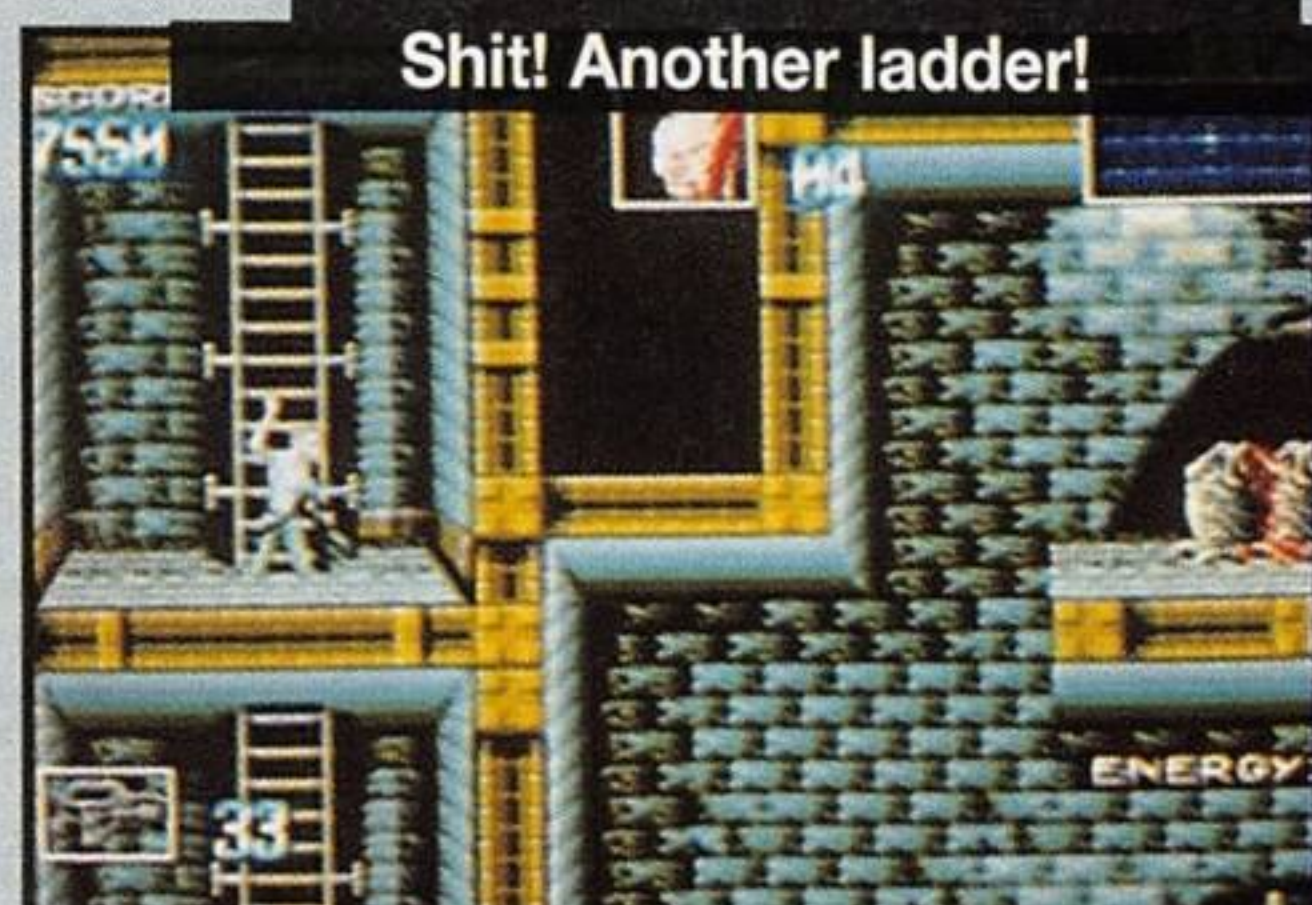


Choose your weapon and blast 'em!

The sound and musical soundtrack that's used will "keep you in" for hours, and the awesome weapon sounds make it very hard to save ammo. Once that pulse rifle starts firing, you won't want to stop!

Your basic mission is to hunt down and destroy the Aliens and eggs through the eight stages, rescue cocooned prisoners, take out "the Bitch" and save yours and everyone else's butt (sound familiar?). Well if that's not enough you'll still have to find your way around the

Graphics.....	86
Sound.....	88
Music.....	87
Playability.....	90
Difficulty.....	86
Mental.....	82
Presentation.....	88
Lastability.....	90
Atmosphere.....	92
Realism.....	88
<b>OVERALL.....</b>	<b>87</b>



Shit! Another ladder!

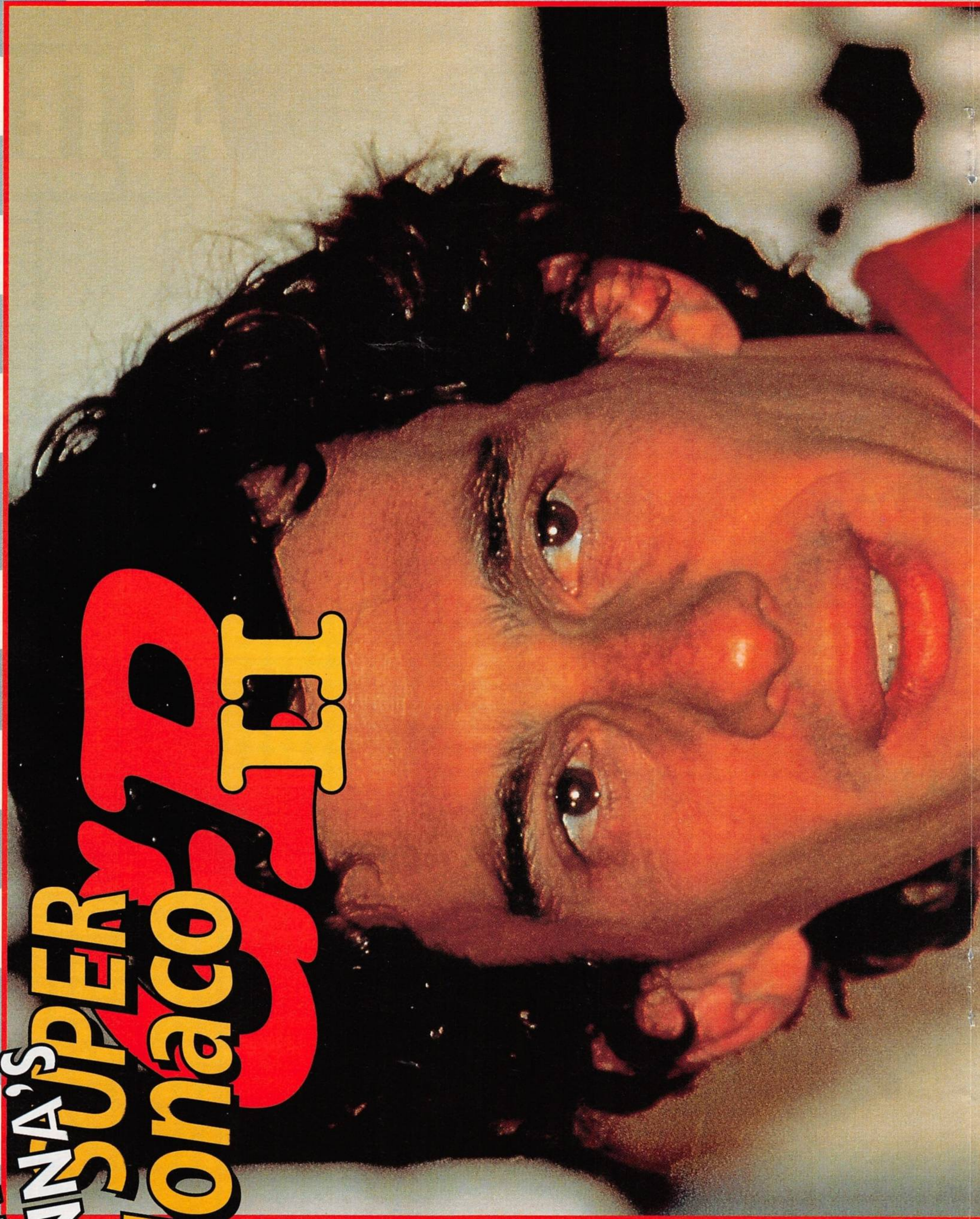
AYRTON

SENNA'S

SUPER

Monaco

II







# AYRTON SENNA'S SUPER Monaco GP II

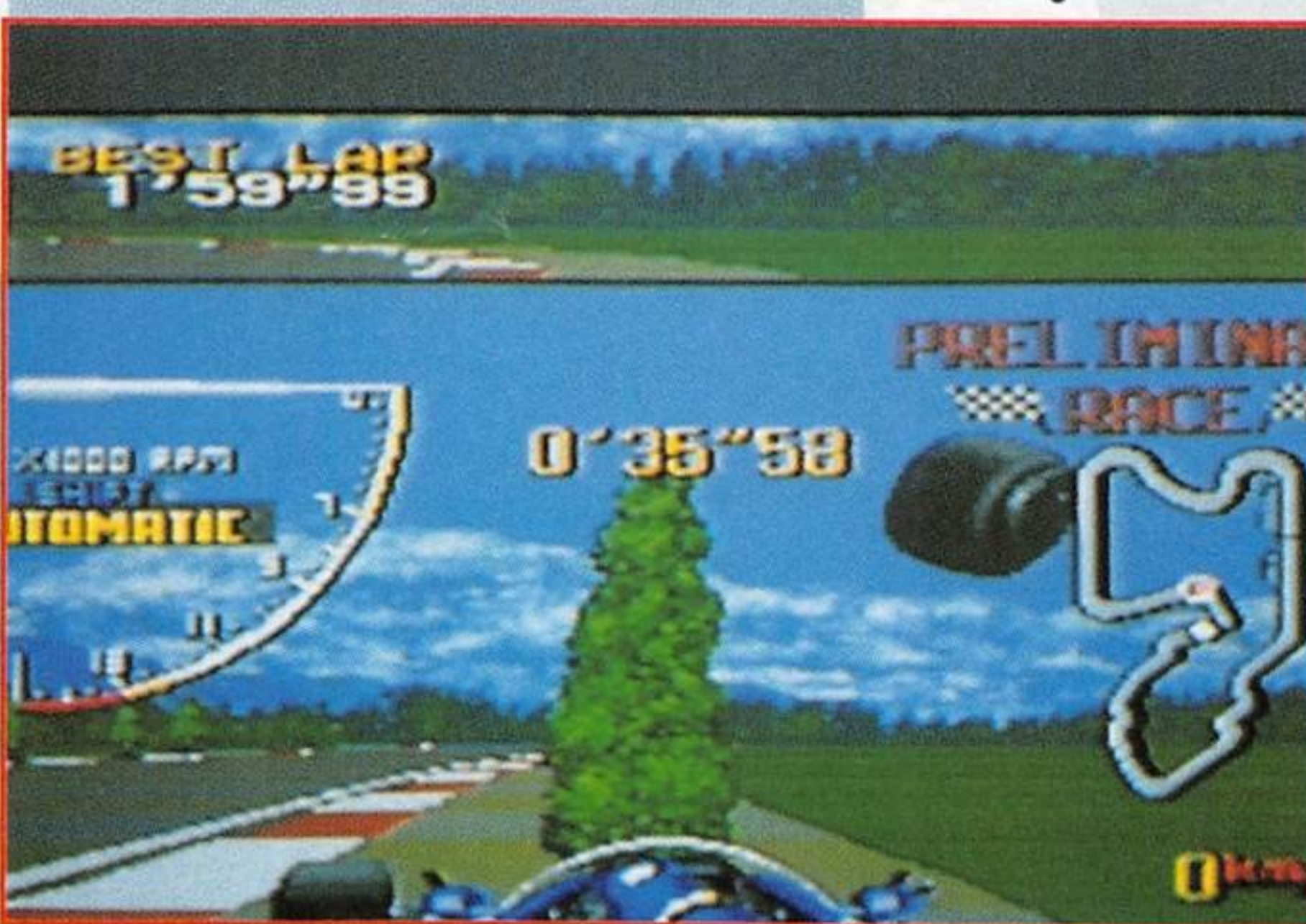
MEGA DRIVE & MASTER SYSTEM

Well it seems the best is about to get just that little bit better! Ayrton Senna's Super Monaco GP II is set to be the best racing sim ever produced and you Mega Drive owners are about to seize the goods! I have been drooling just to see any pics of this game anywhere, but when the Ed gave me the almost complete version on EPROM it was the ultimate.

First impressions look fantastic. Presentation wise this is the slickest racer ever with Senna's name around every screen shot. The options available on the EPROM were similar to number one with the arcade version of Super Monaco being replaced with a mini GP on Senna's own tracks. I have to admit though that these don't have that same feeling that SMGP gave but I'll wait to see the final version before I'll say more. Ayrton gives us a brief look at the course with a screen that rotates the track while he blabbers on about it.

The other option available is the ol' famous tournament races which have a more up to date set of tracks (South Africa wasn't included yet) with all the latest safety adjustments on the tracks to give players of the first game a new challenge. The great new feature on this game is the new battery back up which replaces the crappy old password screen which caused many a headache!

It is basically though, a matter of spot the difference between no. 1 and



2. Well there are tons of brilliant digitised screenshots of Senna throughout the game to gawk at. But I can hear you all asking "what about the race itself, geek?" and my reply is (ignoring the geek part, dweeb) that on first impressions it is much the same,

but for those who know number one well there are some great new features. These include a harder race, a more realistic field of competitors to race against and although the sound on the EPROM was butchered up, it sounds like that once everything has been straightened out, it will be energetic which was what number one really needed. Graphics feature a grand new looking track with smoother flowing sides and corners. Plus brighter and better backgrounds are used. The cars themselves are better animated and give you a harder time.

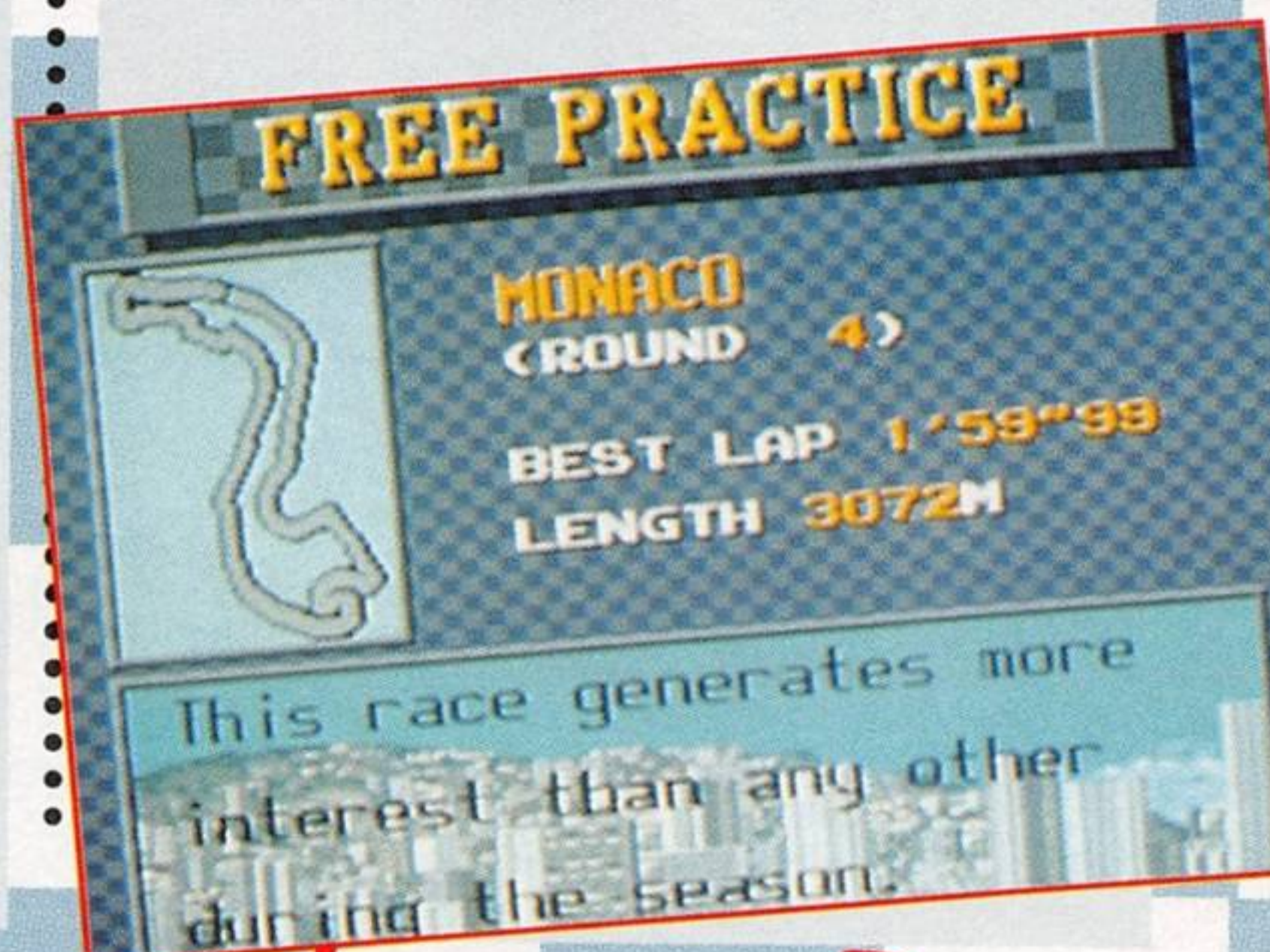


To cap the basic feel to it, the music (also not completed) sounds like it'll be very grabbing as well!

Now I can't tell how hard it will be as on the EPROM we couldn't skid or crash into cars but judging by the speed of the other cars and the amount of times we should have crashed, I think this is going to be one hell of a doozy! I expect too see some grand things from this title and for those wanting to know whether they should

trade their dosh for this come August when it's released in Oz, the answer simply is yes. (I've owned Super Monaco I since January 1991 and I've already booked my copy of this new title). So get set to let Senna rock ya, as it'll have ya looking for new underdacks.

Graphics .....	91
Playability .....	88
Difficulty .....	86
Presentation .....	94
Value .....	90
Overall .....	90



**A** hush falls on the massive arena... as the torch bearer approaches, millions of people around the world are glued to their television set.... Woof! The Olympic flame is ignited, the crowd cheers, the doves have been freed... the games have begun.



Graphics.....	90
Sound.....	89
Music.....	86
Playability.....	89
Difficulty.....	89
Mental.....	80
Presentation.....	81
Lastability.....	80
Atmosphere.....	91
Value.....	88
Realism.....	90
Overall.....	87

# OLYMPIC GOLD

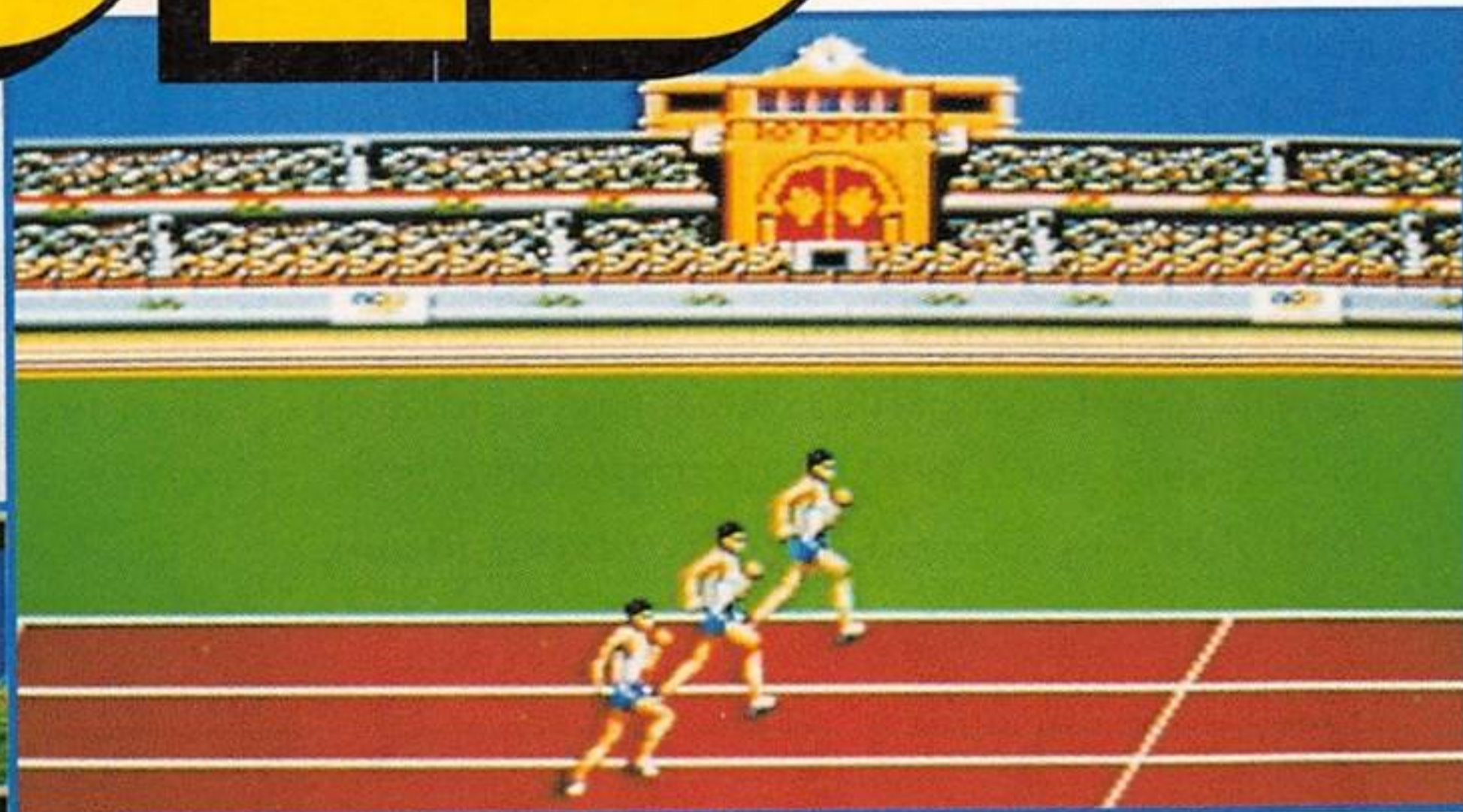
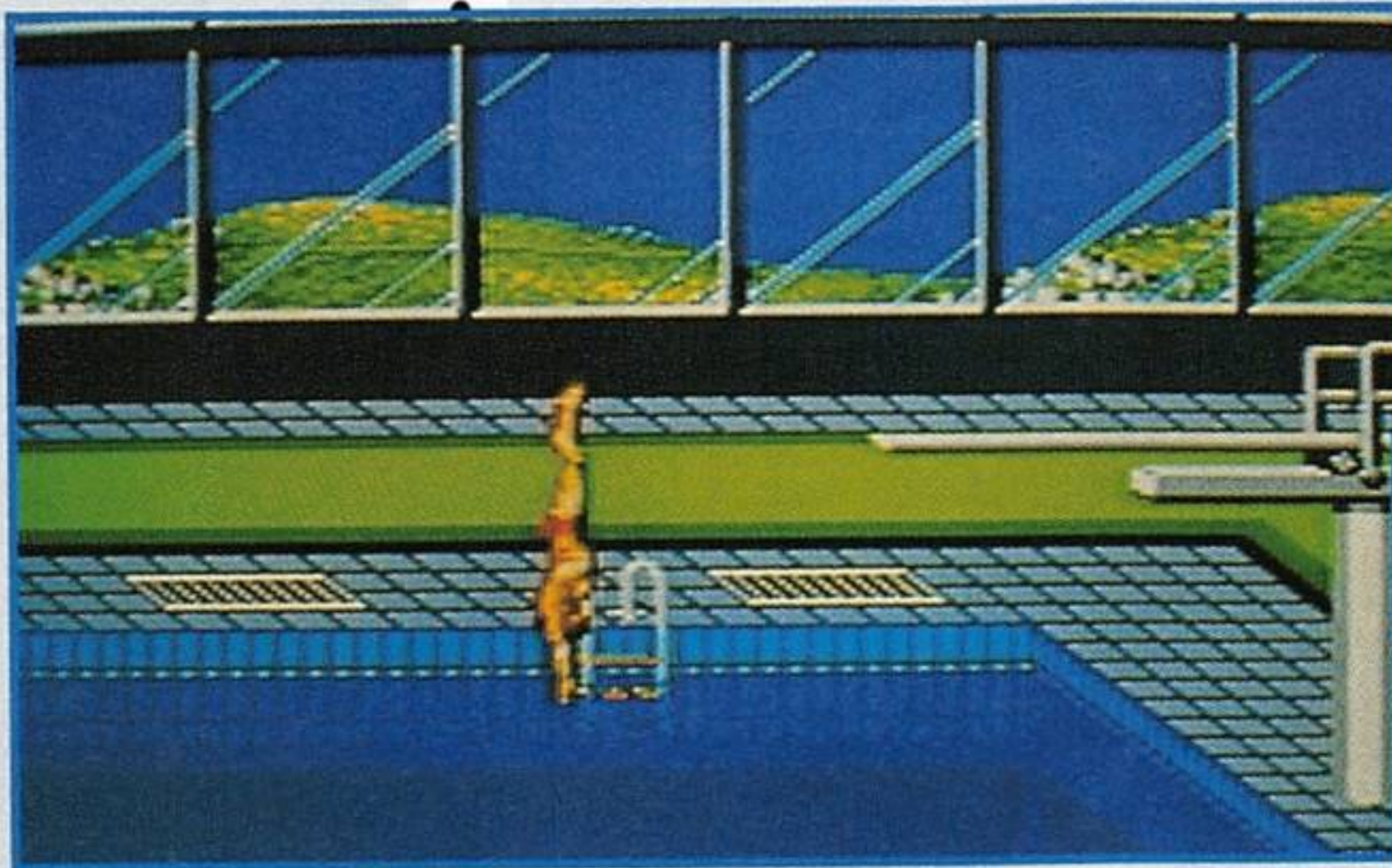
Those cynical out there might just think that Sega and U.S Gold are trying to cash in on the Olympics fever which has gripped the world with a quickly thought up sports title. Well I can honestly say to those people, that this is one of the better Mega Drive and Master System sport games I've seen. If you're fans of such titles as Summer Games, California Games and Winter Games then you should just love Olympic Gold.

I must admit that I just grabbed this game and stuffed it straight into my console without reading the instructions. (I must also state here that playing a game without reading instructions is detrimental to your health and that of the Sega Hotliners). But luckily in this game, you don't necessarily need the instructions although as always they're a big help. The reason for this is because of the great feature US Gold has put into the game which is called the "Training Session".

This Training Session is basically a step by step instruction guide that not only shows you how to qualify, but how to score big! This feature works best with the diving. It even has a slow down icon to watch the more difficult dives in slow-mo. The Olympic Gold events include sprinting the 100m, Pole Vaulting, Hammer Throwing, Hurdles, 200m Swimming, Archery and of course Platform Diving. Looking at this game at a critical level, the only thing I personally didn't like was that you can have 4 players at once, but only one competitor at one time on one screen. But nonetheless, it is but a small price to pay seeing that the gameplay is so

good. Although, with the rapid fire going full blast you'll kick your opponents butts, no problems!

Apart from the expected



graphic improvements on the Mega Drive, there is not much difference between the Mega Drive and Master System versions, which is a compliment to the MSII rather than a put down on the Mega Drive. Playability and instructions are the same on both versions, and it is really only the beautifully detailed background and sprites on the MD that separate them.

Overall, Olympic Gold was fun and easy to play, the graphics are great, music is good, sound is good, gameplay is good. Hey, I may as well just face it.. the game is good!

BRETT MUNRO

**T**his classic shoot 'em up has been around on the Amiga for some time now, and finally all you console loving folk who own a Mega Drive are going to find out what all the fuss was about.

So why does Turrigan get in the lists as a classic...well, its multi-directional, platformed levels are huge with plenty of territory to explore and of course, plenty of nasties to obliterate. Sound like fun? It is!

The plot of the game is this. The computerised being MORGUL (Multiple ORGANism Unit Link) was designed to create things out of nothing. In this way it carved out the five colonies of Alterra in the deepest voids of space. Settlers were brought in to live in this new, synthetic environment and life was as good as MORGUL's ecosystem programs could make it. Well that was until an earthquake shook the colony and the computer malfunctioned. Since it was programmed to be thorough and methodical, it wiped out the entire colony.

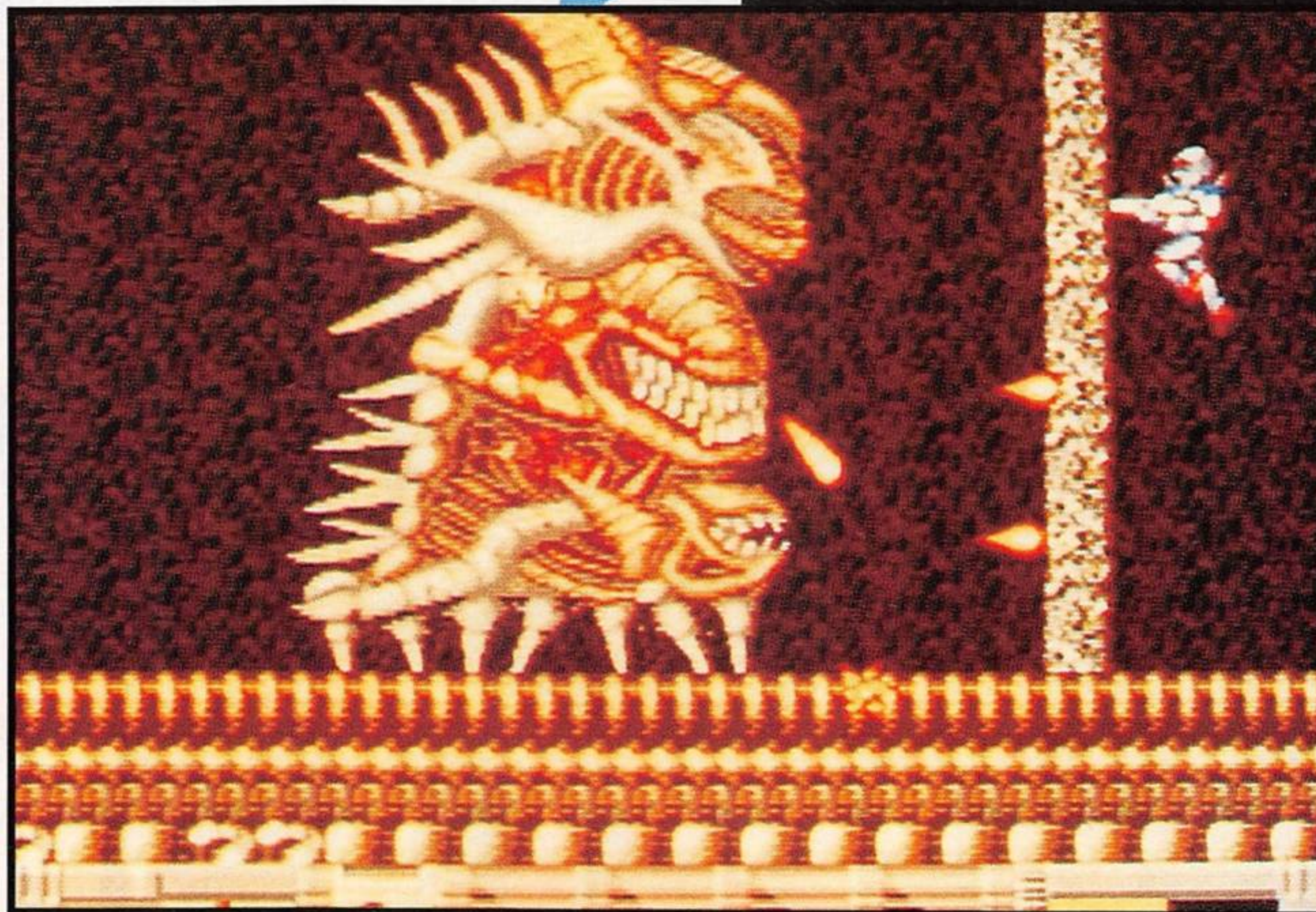
It is up to you, a bioengineered mutant warrior named Turrigan, to traverse the five sprawling levels of MORGUL's world and ultimately stop the machines rampage. So, climb into your polymer armour, grab your laser weapons and shut down the psychopathic computer. This is far easier said than done, and even with your impressive arsenal of weapons (you have five types in all),

the going gets very tough and it can be very frustrating at times. If it wasn't for your trusty laser-flame thrower, you wouldn't even stand a chance.

The graphics are very impressive all the way through, the Mega Drive version being almost identical to the Amiga. The sound is also very good and the addictive gameplay just tops it off. Turrigan has spawned a lot of clones, but none have truly captured the same exciting gameplay as the original.

So all you Mega Drive owners who want some fast and furious shooting action (more like a shooting frenzy), with smooth, multi-directional levels, check out Turrigan. You won't be disappointed!

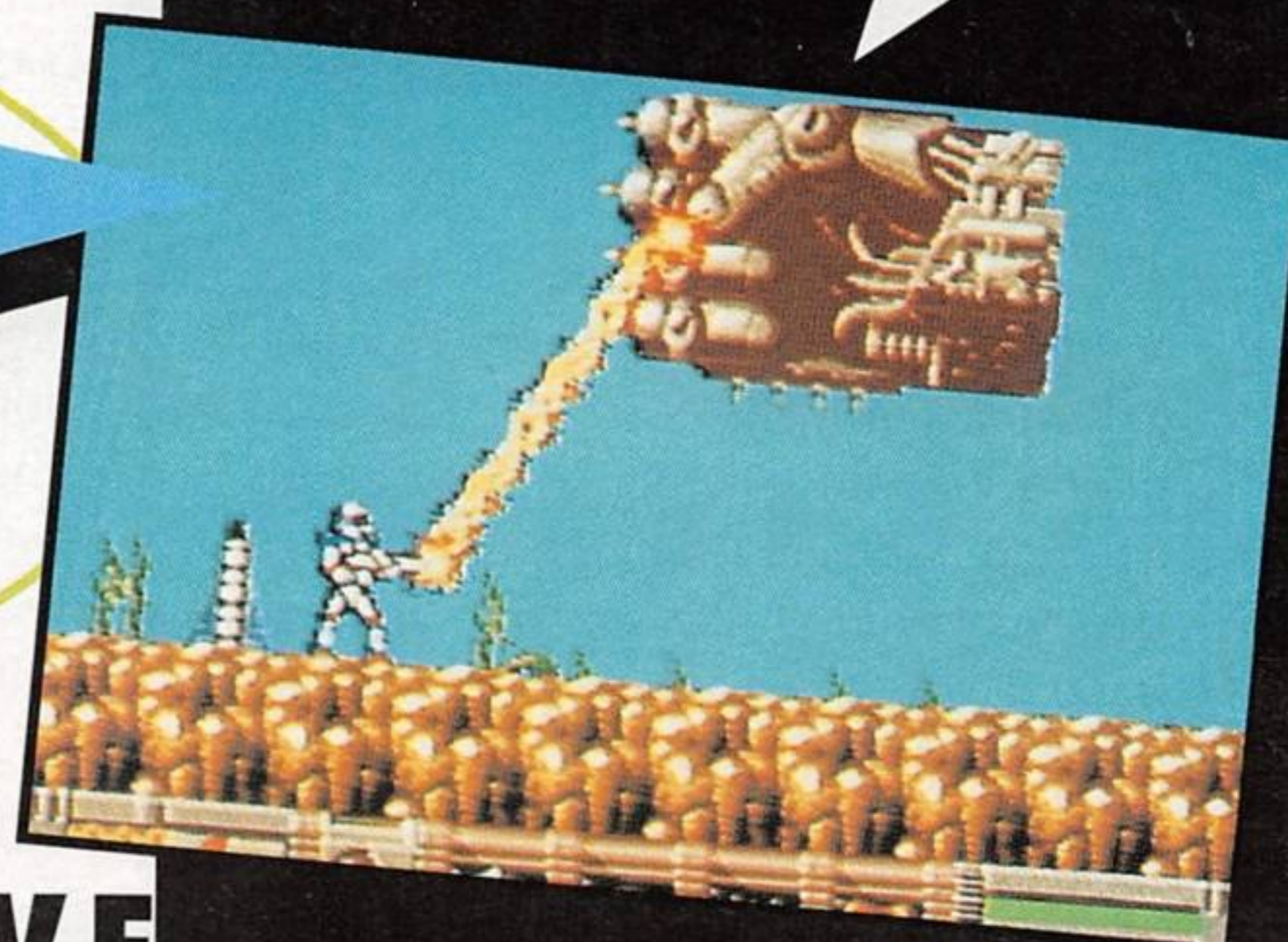
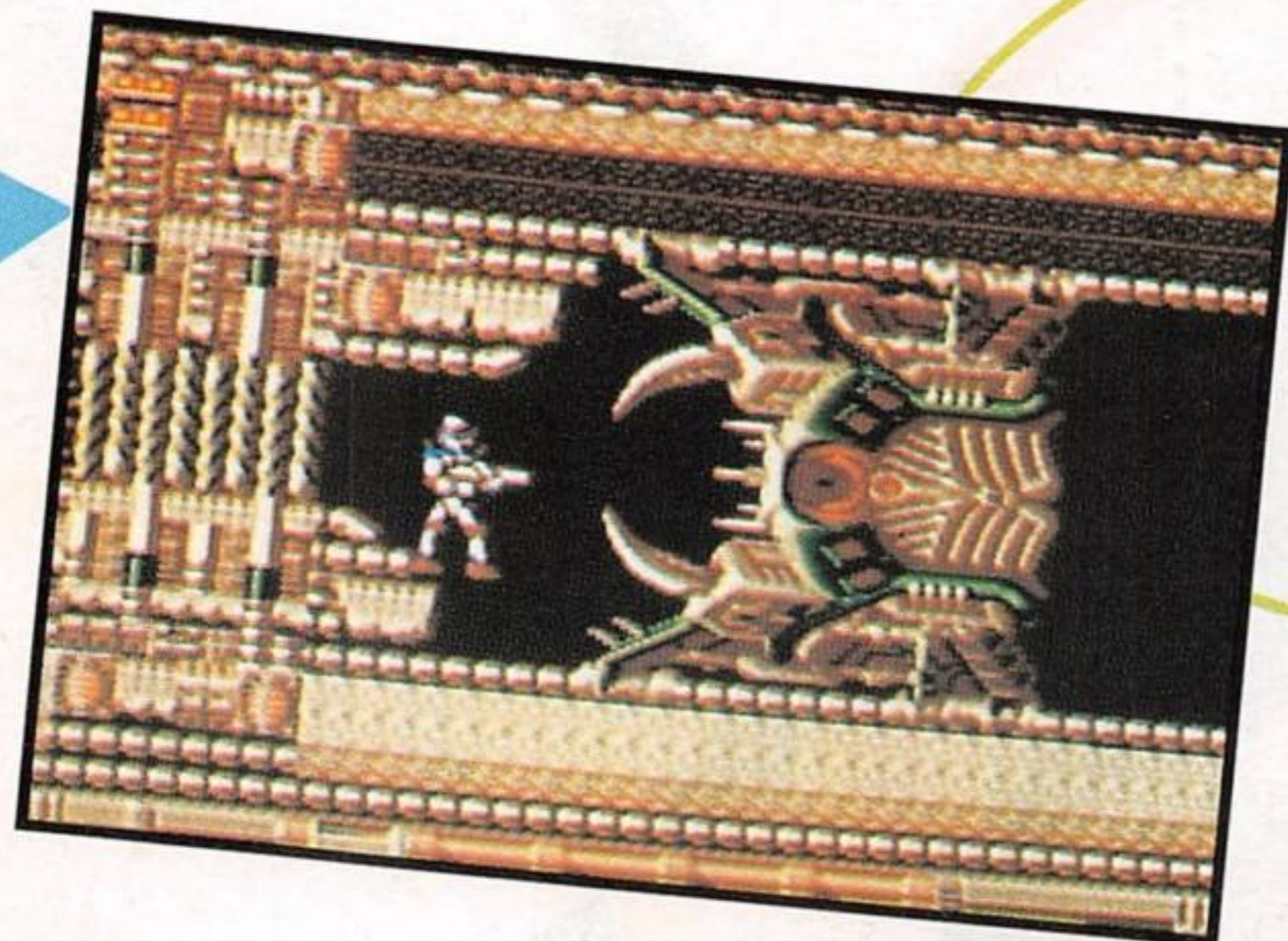
TIM SMITH



Graphics .....	85
Sound .....	80
Music .....	75
Playability .....	89
Difficulty .....	92
Brain Strain .....	80
Presentation .....	82
Atmosphere .....	85
Overall .....	88

# TURRICAN

Action Zone



MEGA DRIVE

MEGA CD

# SOL-FEACE



**W**ith the release of the Mega CD only a couple of months away (we hope), Megazone's had a chance to sample some of the CD goodies that are coming your way. One of the first games released for the CD-ROM in Japan was the simple shoot 'em up, Sol-Feace. So what's the story?

The action takes place over six horizontally-scrolling levels, where you must navigate your fighter through space, the enemy's asteroid-based arsenal, zones of artificial solar gravity, through a giant alien battle cruiser until you finally reach the surface of the invading forces' home planet. You'll have to keep your wits about you in this one as there are enemy ships of all shapes and sizes that want to do you some damage.

The end-level bosses come in many huge shapes and sizes. Level One has Crab-Brain, a giant crustacean-like ship that has spider-like arms that try to knock out your ship. Level Two has Egg-Walker who is armed with rapid fire guns and missiles. In the higher levels you'll face a giant robot worm, an absolutely humungous spaceship that you have to enter as well as duplicates that the aliens have made of your own ship.

You have four different weapons to use against your opponents. Apart from the standard blaster cannon, there is also a Wide Blaster (two way fire that spreads out if angled), a powerful laser Melt Ray and Burn Bullets which are missiles that fire at an angle. A neat feature of Sol-Feace is the

controllable directional fire on your ship. When you get a weapon power-up it attaches to the side of your craft and can be swung through 45 degrees, to hit ground targets while your front cannons keeps on blasting straight ahead. The control for this is easy. all you need to do is release the fire button and move back or forward to angle your external guns in and out.

All in all though it's a pretty standard shoot 'em up, that is a bit disappointing for the first game on the CD-ROM. Even though it's not particularly good, the music sounds great at CD quality, and you can tell from animation sequences as well as the spinning sprites and the biaxial sprite rotation that this beast is capable of a lot when it's let loose. Unfortunately Sol-Feace is not the game to show the CD off to it's full potential. However the action is fast and challenging and Mega CD owners should grab a copy while there's nothing else on the market.

Graphics .....	86
Sound .....	81
Music .....	83
Playability .....	87
Difficulty .....	82
Brain Strain .....	75
Presentation .....	81
Lastability .....	76
Atmosphere .....	83
Value .....	77
Overall .....	81

preview

# Vengeance OF Excalibur

**'Being the sort of courageous, tweak the nose of danger, knights that we were, we ventured further south and met up with another knight and his band of merry men.'**

**V**engeance of Excalibur is strangely enough not an Andrew Denton Tenpin Bowling sim, but actually a hugely involved and atmospheric role-playing adventure. (As well as the sequel to Spirit of Excalibur, trivia fans).

Set around the year 1000AD, Vengeance details the story and adventures of the fabled Knights of the Round Table. You know, Sir Lancelot and his chums. You play the part of four of the knights as they journey through France and Spain searching for the evil knight Sir Breuse and his mysterious partner in crime, the "shadowy figure", a most dastardly duo if ever there was one. The crime in question involved infiltrating the castle of King Constantine, turning the King into stone, kidnapping the powerful sorceress Nineve and making off with some of the most valuable artefacts in the castles treasury.

The quest begins in the French town of Bayonne where your party (which consists of only the four knights to begin with) discovers that the many bands of rogues which infest the nearby Pyrenees mountain range are all hot on your trail. Journeying south my party encountered a travelling monk on a pilgrimage to the city of Pamplona who warned us about the impending danger further south. There are many monks, priests and messengers to be found throughout the game and most have some useful information to impart if given the right sort of encouragement. Nudge, nudge.

So, being the sort of courageous, tweak the nose of danger, knights that we were, we



**Graphics .....90**



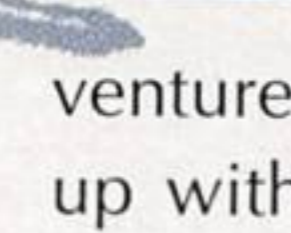
**Sound .....60**



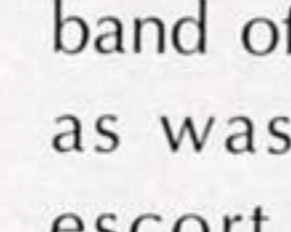
**Difficulty .....80**



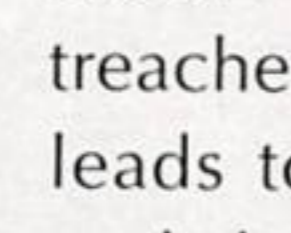
**Playability ....85**



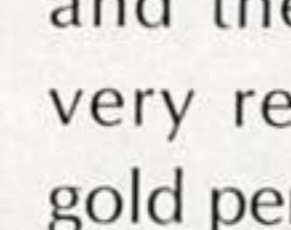
**Atmosphere.85**



**Presentation 90**



**Value.....86**



**Overall .....85**

ventured further south and met up with another knight and his band of merry men. Sir Roland, as was his name, offered to escort my party along the treacherous mountain trail that leads to the city of Pamplona and the French border at the very reasonable price of five gold per week.

Our slightly larger party trekked many days along the twisting and turning trail fighting off attacks by the local inhabitants, the Basques, until we chanced upon a small forested glen tucked away deep into the mountains. In this unlikely locations resides another monk, Diego Garcia, who reveals the entrance to a short cut underneath the mountain. A quick flash of lightning later, the ground splits wide open uncov-

ering a portal to the underworld.

I'll end my short travelogue of Vengeance at that appropriately suspenseful moment, hopefully leaving you in such a state of nail-biting anxiety that you will have to rush out and buy it before you collapse in a quivering heap of frustration... well, maybe.

Vengeance of Excalibur is good, extremely good in fact. The first thing you'll notice are the graphics. For an adventure-type game, or any other type, they are absolutely brilliant. The main game is presented on a large-scale multi-directional scrolling map which is just a tad reminiscent of the Ultima games, but with much prettier graphics and more detail. Your party and most other armies and characters are represented by shields. When your party encounters a monk or gipsy camp or whatever, you have the option to zoom in to view the proceedings close-up. The knights stroll smoothly on screen, fronting a beautiful animated backdrop which varies depending upon your location. The best I've seen starts with a waterfall flowing over a huge cliff face at the back then into a small stream which runs over some rolling green hills and eventually alongside the gipsy camp in the foreground. Mighty impressive stuff.

Another thing I found to be impressive was the user-friendly control system. A row of very distinct icons along the right-hand side of the screen control everything during play. If you want to travel west to slaughter a Basque army, simply click the movement icon, then your

shield, then your destination and you're off. A neat touch here is that if you select a destination a long way off, your party will more than likely end up lost and prove quite prone to wandering round in circles if you're not watching. This can be amusing at first, but fatal later on, so short trips are highly recommended.

Each of your original four knights can also be controlled individually and each can perform a variety of actions such as conversing with others, bribing,



fighting, trading and some even possess magical talents.

The best part of Vengeance is the diversity in scale that it offers. One minute you might be chatting with the priest in a small village chapel or having your fortune told in the caravan of a wandering gipsy, then in the next you are facing the might of Duke Lupo and his 700-man strong army outside the city fortress of Leon. Vengeance is a great game that I thoroughly enjoyed and strongly advise you to grab hold of it ASAP.

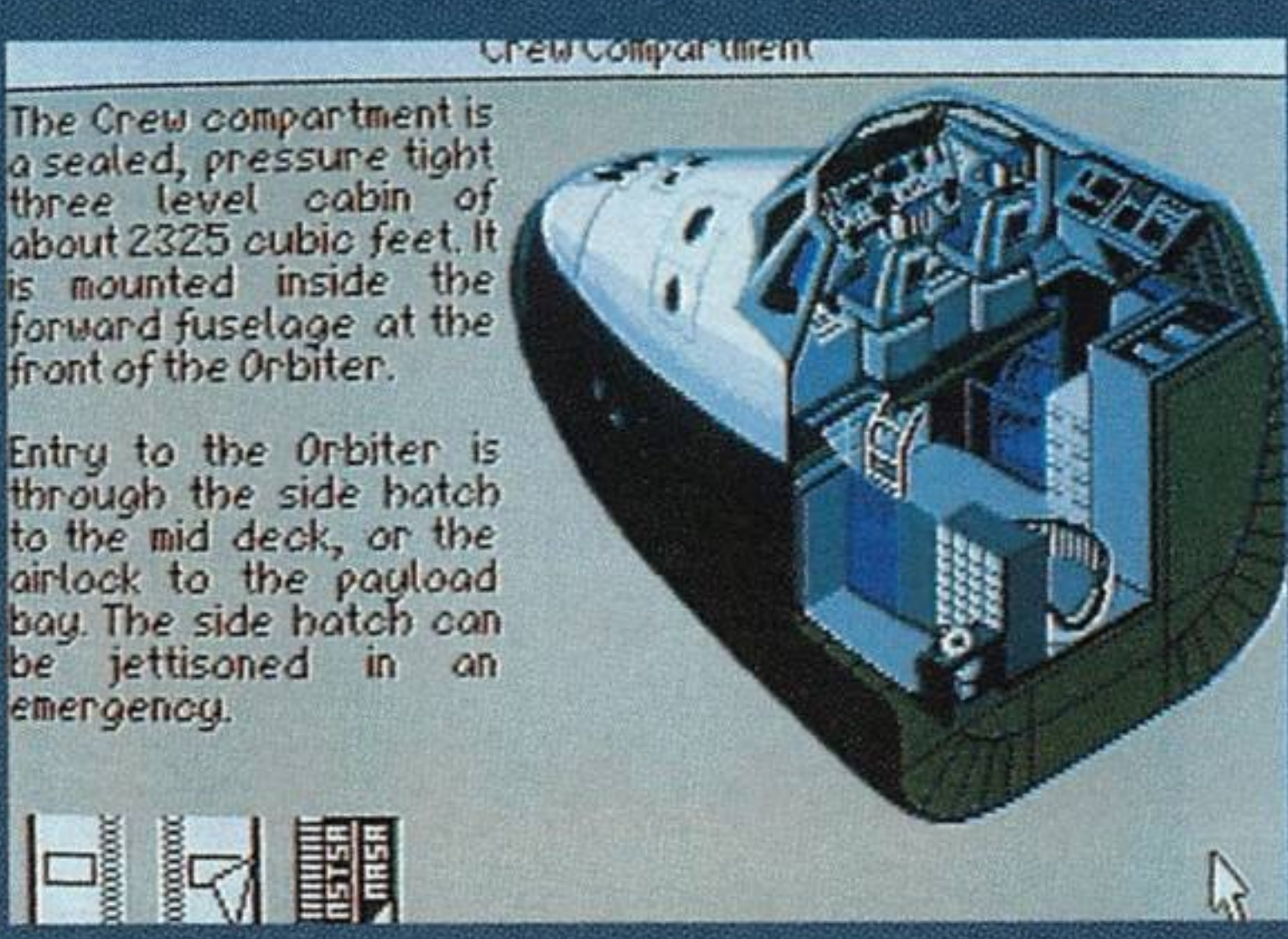
DAVID WILDGOOSE IBM

# SHUTTLE

**V**irgin's Shuttle, the Space Shuttle Simulator, has to be one of the most superbly detailed and sophisticated simulator every produced, but unless you are prepared to dedicate several hours working at it and have a keen desire to learn how to pilot a Space Shuttle you will not enjoy it.

On the other hand, if you're a detail freak and can't play simulators unless every switch, flight procedure, and on-board computer function are included, this one is definitely for you. As the flash on the box says "Mind-boggling attention to detail - looks like the ideal training ground for budding astronauts - based on testing and documentation from NASA." You can tell.

Like most Sims these days, you have to successfully complete an "easy" mission to progress to the simulator proper. If you're like me, you won't find the introductory mission



The Crew compartment is a sealed, pressure tight three level cabin of about 2325 cubic feet. It is mounted inside the forward fuselage at the front of the Orbiter.  
Entry to the Orbiter is through the side hatch to the mid deck, or the airlock to the payload bay. The side hatch can be jettisoned in an emergency.



easy. In fact, you'll be so frustrated you'll want to burn the disks and tear up the manual for effectively telling you you're an idiot.

The 'easy' mission mimics one of the earliest of the Space Shuttle missions - a landing from a 747 piggy-back flight. You start just before disengagement from the 747 watching the action from an outside view. You are then taken into the Shuttle cockpit and directed to flick several brightly flashing switches (which you assume prepares the Shuttle for disengagement).

From the pilots seat you see outside and the runway just to your left.

**WARNING 1:** Do not try to fly yet, wait until you are detached from the 747.

**WARNING 2:** Do not aim for the runway straight away, I spent two hours separating from the 747, descending, banking left and aiming for the desert runway only to find big, colourful fireballs and explosions outside the windscreen every time.

Finally, after almost giving up, I realised the 747 must be aiming for the same runway as I was. Sure enough, watching from the outside view, I saw this spectacular accident happening.

Anyway, once over this hurdle the Shuttle is reasonably easy to land (or am I assuming the rest is easy, I don't know).

The real simulator starts form here so you can start whiling away your endless hours in space, "deploying and repairing satellites, launching spy satellites, manoeuvring your craft in zero gravity, attaining the correct re-entry procedure and pulling off complicated landings."

This is when you start to realise the enormous amount of work which has gone into this simulator. The programmers have really gone to town on the cockpit and have developed an excellent method of displaying all the switches. A series of "Overview" views can be selected which effectively takes you into each crew members seat. You then have several areas of the crew members display which you selection and zoom into. You now have a close-up view of a panel of switches, dials, control arms or computers which you can manipulate with the mouse.

A large poster is included, to assist you in getting around the cockpits. The poster has all the buttons displayed and speeds the game up considerably. Shuttle also has Time Skip and Time Advance modes so you can speed through the missions if you don't want to wait patiently and watch the earth go by for days. This

function is a necessary evil - it is the only practical way the simulator can be played but it really takes away the realism for me.

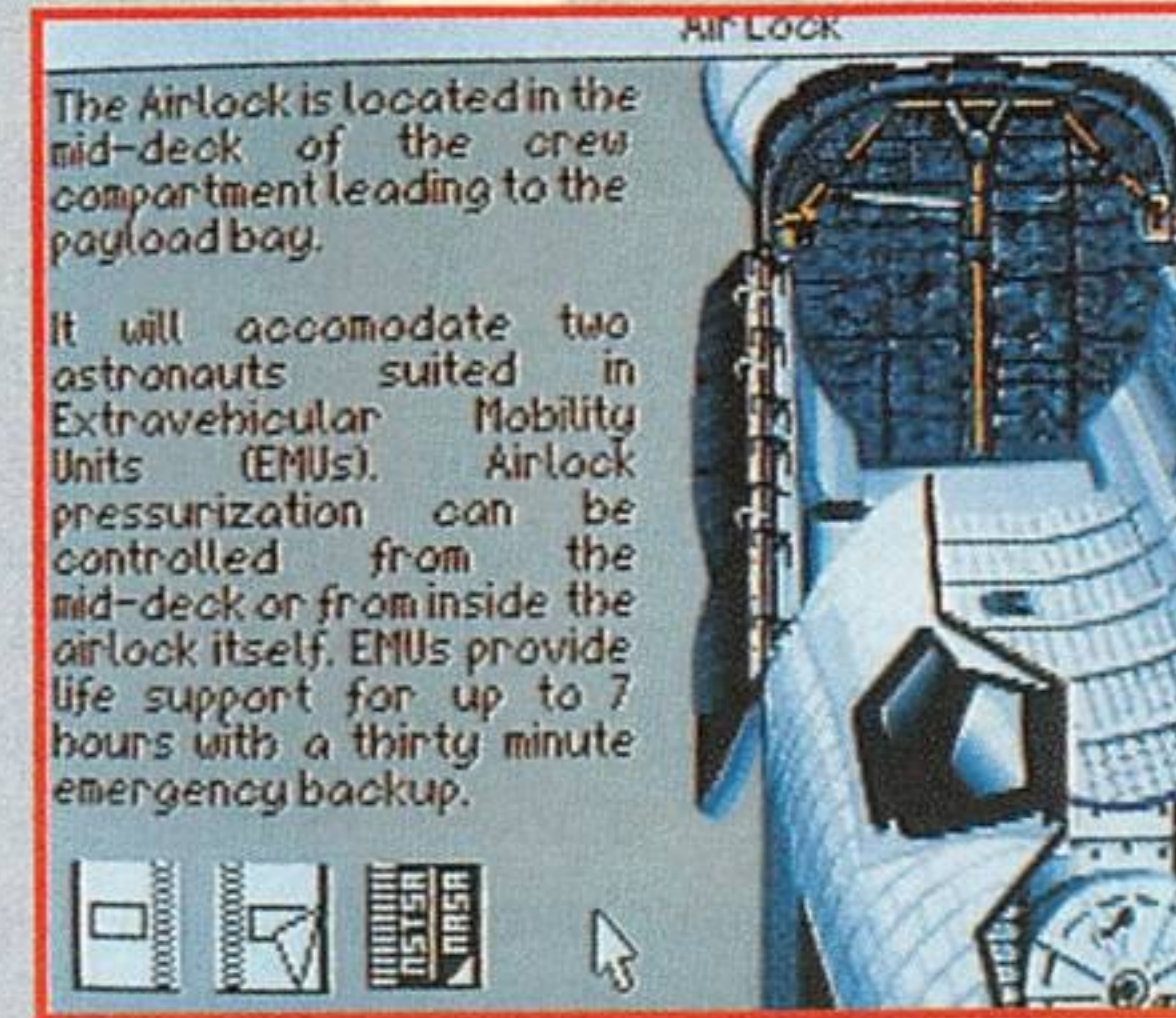
From here on you really need to rely heavily on the manual. Unfortunately the manual assumes you have flown a Space Shuttle before. You have several help levels so you can limp along missions without really knowing what's going on, but if you are more adventurous and want to try full manual control the instruction manual is not good enough. This is particularly true for the various computers on board. Trying to work out your position relative to the earth is extremely difficult. But, I guess the real Space Shuttle Instruction Manual couldn't be condensed into 144 A5 pages.

Simple polygon graphics are used for all external views and they are quite adequate (although graded horizons around the earth would have been a nice touch). The bit-mapped cockpit views are excellent.

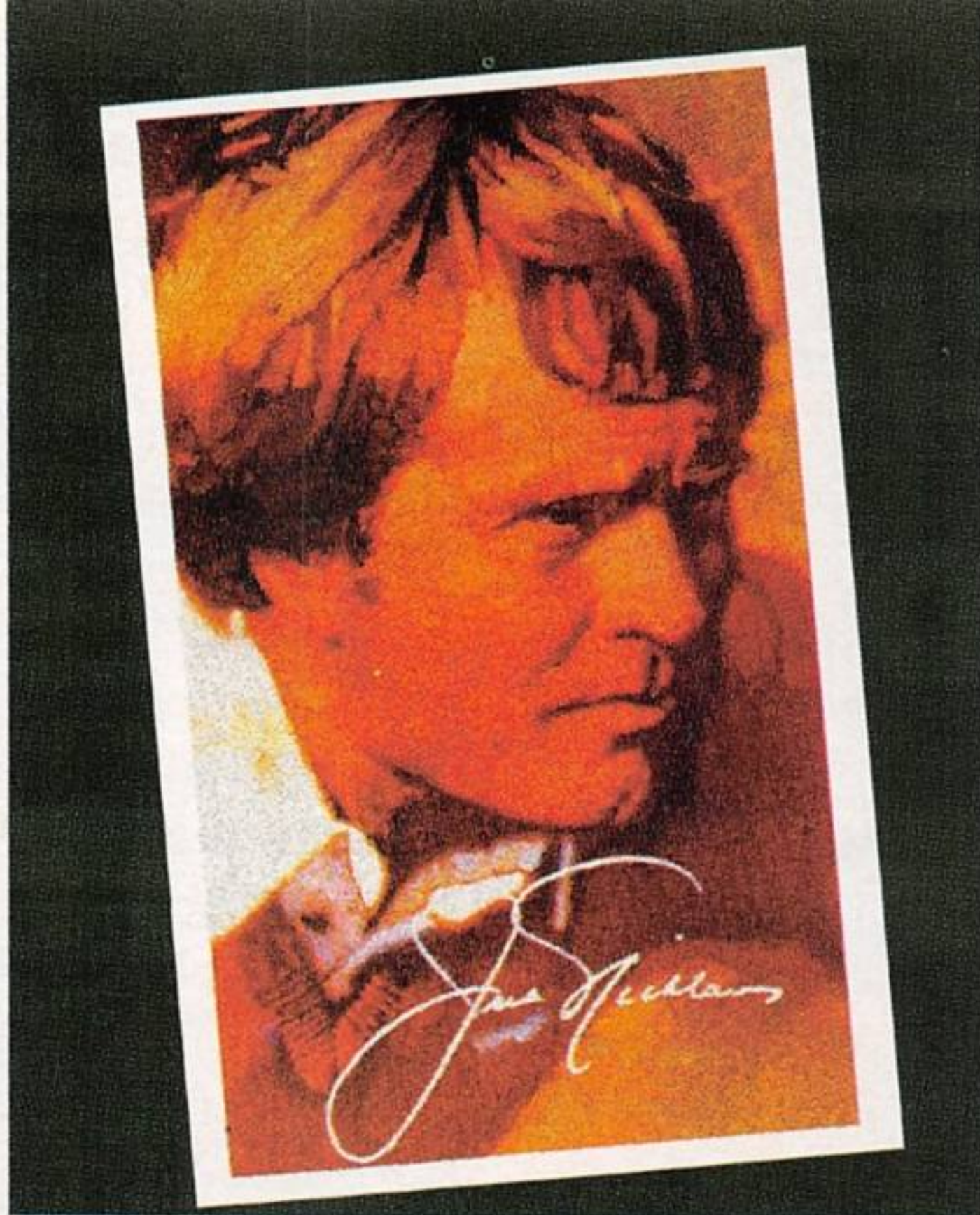
I recommend Shuttle for those who are genuinely interested in learning how the Space Shuttle works. I found it more like a training program than a thrills and spills simulator, but it was very challenging and rewarding.

Capt. Chuck Cousens

Graphics .....	74
Sound.....	54
Music .....	80
Playability.....	55
Difficulty.....	94
Brain Strain.....	99
Presentation .....	75
Lastability .....	64
Realism .....	60
Overall .....	75



The Airlock is located in the mid-deck of the crew compartment leading to the payload bay.  
It will accomodate two astronauts suited in Extravehicular Mobility Units (EMUs). Airlock pressurization can be controlled from the mid-deck or from inside the airlock itself. EMUs provide life support for up to 7 hours with a thirty minute emergency backup.



## JACK NICKLAUS' SIGNATURE EDITION

It would appear that the desktop computer has always lent itself rather well to the representation of the game of golf. The parabolic flight path of the little white ball is obviously not a great challenge to programmers, and hence it was one of (if not) the first sports simulations ever produced for sale to the public.

And it was popular. Copies of Mean 18 were keenly pirated by all and sundry back in the glory days of the 286 (remember the cute little gopher in the opening titles?). No one cared that the graphics were crap - trees that looked like steel wool stuck on paddle-pop sticks. (It was mostly played on monochrome screens anyway; VGA was but a dream). The point was that it had all of the key elements of the real game.

Years later, golf simulations retain their popularity. The surfeit of titles on the market is testament to this fact - World Class Leader Board, PGA Tour Golf, Links, Microprose Golf, etc. All have come a long way from Mean 18. Gameplay is now much more complex due to embellishments like wind speed & direction, the lie of the ball, special shots, etc., and the incorporation of programming features such as instant replay and reverse angle views, which along with 256 colour graphics, make the games more interesting to view. The problem for programmers these days is to devise enough unique features in order to persuade you to cough up the cash for their product, rather than the competitions.

Which brings us to Jack Nicklaus Golf & Course Design. As the title suggests, the game is divided into two sections. The golf-playing part, is utterly unremarkable in that it resembles exactly all the other golf games which are presently on the market. The ball is propelled by means of the now-standard power bar, marked off in ten percent areas with an overswing area at the top. The player is required to make the standard three

jabbs at the mouse button or space bar in order to move the power bar correctly and operate the golfer, although this one moves more quickly than most. If one strays too far into the overswing area and doesn't hit the ball straight, then the resultant hook or slice is fairly devastating, so the emphasis here is on accuracy rather than brute force.

It is the second section of this game that sets it apart from the competition. Here you are able to layout and build a golf course of your very own, using either the land plots provided or creating one yourself. All of the elements of golf course architecture are available: hills and valleys, fairways and rough, bunkers and lakes, cart-tracks and trees. All are just a mouse click away. You can play on or view each hole from any point during its creation, and once you have finished your 18 hole widow maker, it can be added to the courses provided as standard with the game.

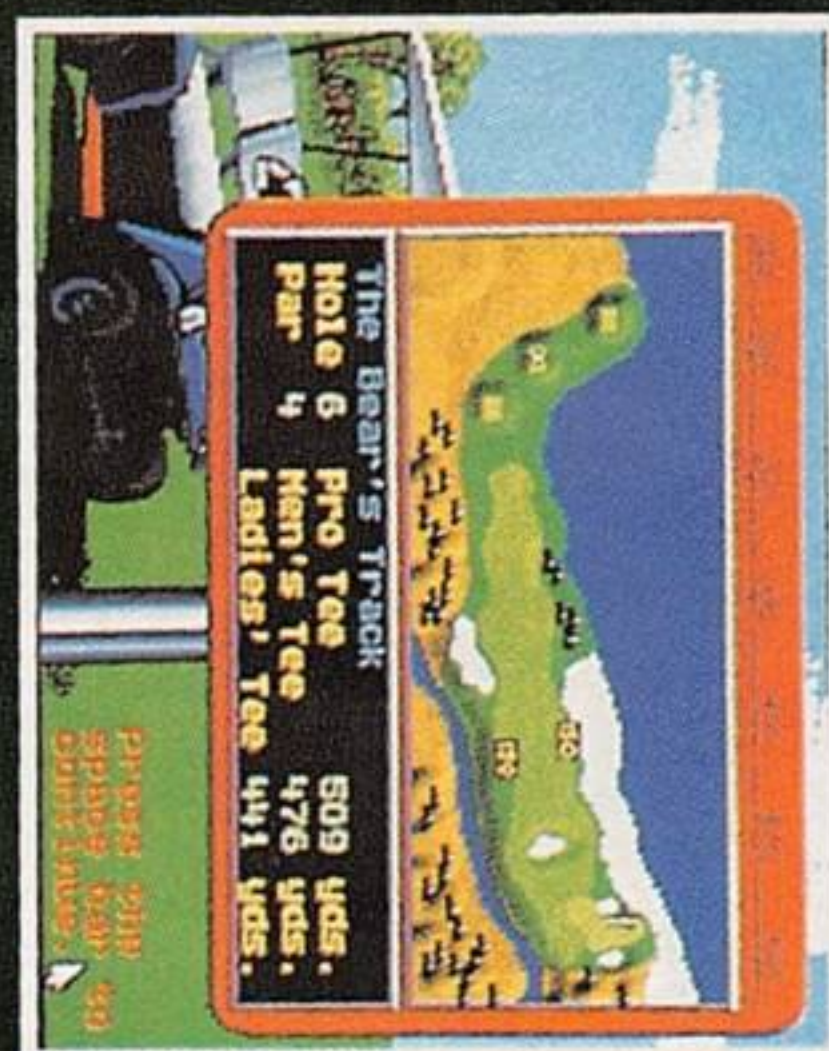
So what's the bottom line? Well, if the quality of the actual golf-playing is of paramount importance to you, then you should look at one of the other games available. Electronic Arts' PGA Tour Golf is still the best one this reviewer has played (Sega owners note: now available for the Mega Drive). However, the course design section of this game is great fun and has much to recommend it. It's sort of like Sim City with trees and grass, and the high level of complexity available means that the construction of even a few holes can keep one engrossed for hours on end (just ask my girlfriend!). The graphics are nothing short of superb and the programmers have obviously bit mapped their images from photographs of the real thing - so a tree actually looks like a tree, not like steel wool etc.....

Although a cynic might suggest that Accolade's greatest achievement is the fact that they held the Golden Bear's attention for long enough to get him to endorse this game, it does appear that Jack has provided more than a little input to its creation. His likeness appears with monotonous regularity throughout both sections to give the player helpful tips and hints, although one does have the option to tell Jack to sod off if he becomes too annoying. He would also appear to be getting a fair slice (no pun intended) of the profits from the game, as Jack's company's logo gets equal space with Accolade's in the opening titles.

IBM ANDREW BURGESS

<b>Graphics</b> .....	<b>95</b>
<b>Sound</b> .....	<b>75</b>
<b>Playability</b> .....	<b>86</b>
<b>Difficulty</b> .....	<b>80</b>
<b>Brain Strain</b> .....	<b>75</b>
<b>Presentation</b> .....	<b>80</b>
<b>Lastability</b> .....	<b>75</b>
<b>Value</b> .....	<b>72</b>
<b>Realism</b> .....	<b>80</b>
<b>Overall</b> .....	<b>80</b>

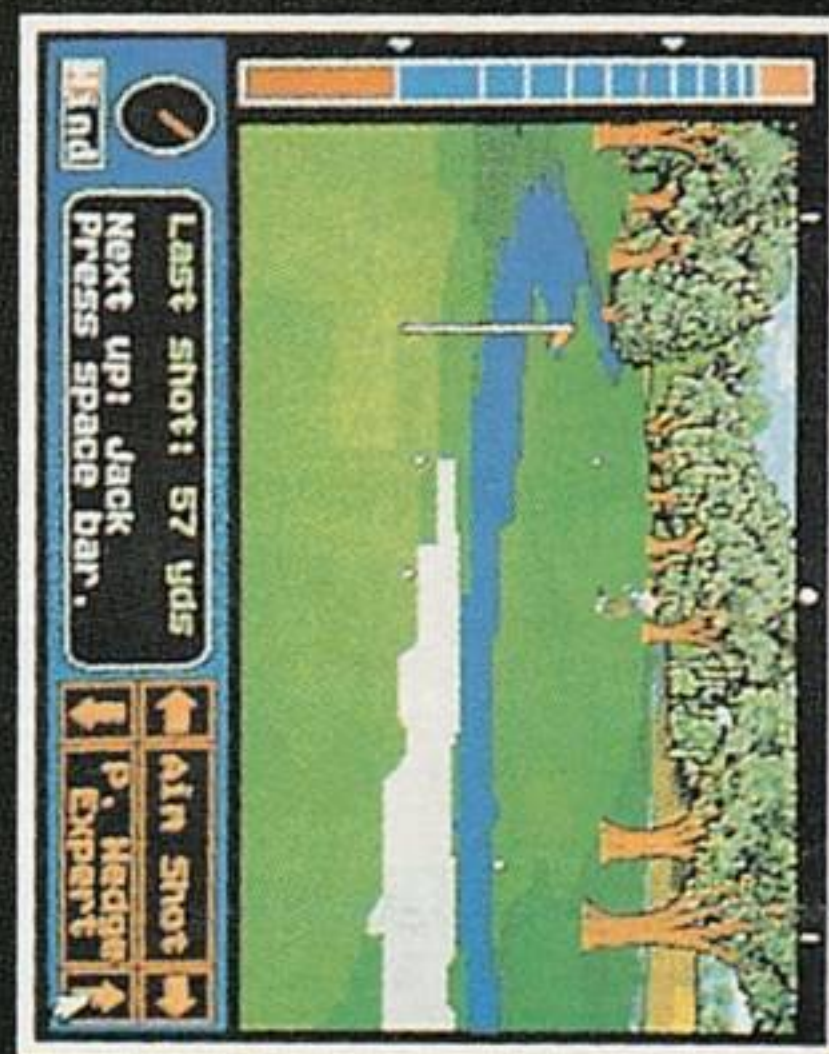
Play the Bear's Track designed exclusively by Jack Nicklaus



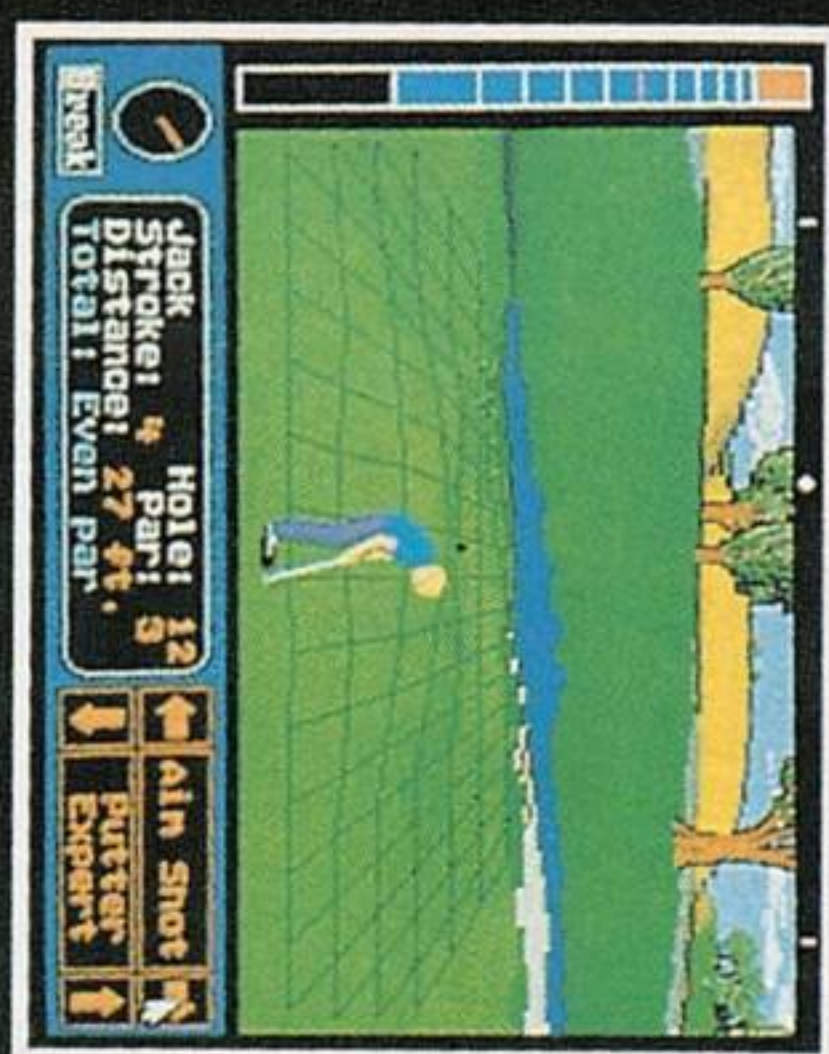
Play Muirfield Village, Ohio - site of Jack's annual Memorial Tournament



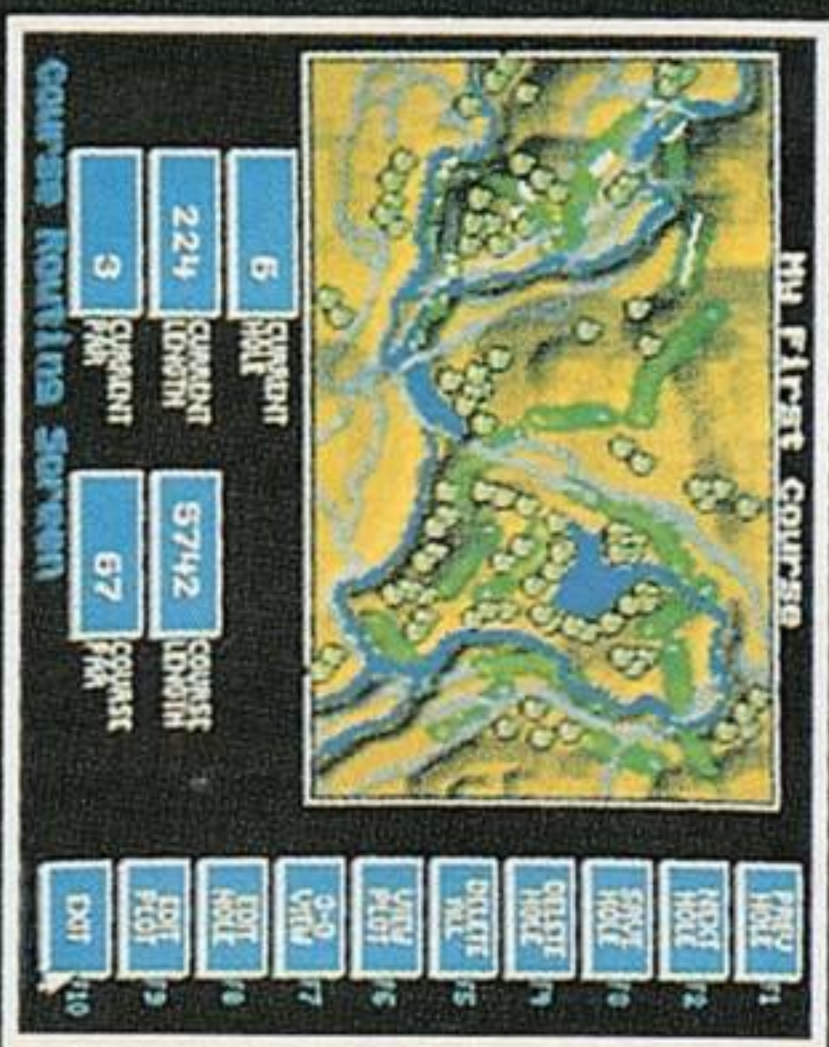
Instant-replays and reverse-angle replays, updated statistics, a hole-in-one club, variable wind and course conditions, plus faster drawing speeds



Line up your putt with or without the grid



Create your own signature courses, starting with a plot of land



Create an courses laden with well-placed obstacles





Will you run out of bottle or throttle?

# JAGUAR XJ220

For over 50 years, the name of Jaguar has been synonymous with performance, luxury and refinement. It's usually also meant that most people can't afford to drive them. But now you can drive the latest limited edition sports 'limousine', not only on the road in a luxury way, but on the race track pushing the car to it's limits.

It is a game in the true spirit of Lotus Esprit Turbo, but you are not racing against the clock this time, but for position in order to gain prize money. You also have to control your own finances, so every time you hit a fence or a tree remember that you have to pay to get the damage fixed after the race.

You start off in 20th position in one player mode, or tied 19th in two player. You must finish under 10th place to get any money at all, and at least 4th to be able to keep your finances going for the whole season, as you have to still repair your car, and also travel. As an example, an engine has to be replaced 2-3 times in a season of 36 races, and it costs \$80,000 every time, which is a lot compared to the first place prize money of \$27,000.

All racing is based around the tracks of the SCR challenge, which consists of 12 countries with 3 tracks per country, making a total of 36 tracks to race. During these 36 races you will encounter many weird and wonderful (sometimes not so wonderful) effects. There is fog, darkness, light and heavy rain, an autumn scene with leaves falling in your view, and many others. Some of the effects are pretty useless, like the leaves, but the heavy rain makes it near impossible to see anything.

The graphics are excellent, with the frame update very smooth, but not realistic for 200mph, unless you use the cheat. There are all sorts of objects on the side of the road, like Core and magazine adverts, as well as waterfalls, gates and many other totally useless objects, but nice to look at, none the less.

There is a built in cheat, which is hinted at in the manual. It makes everything go 2-3 times faster than normal, letting you finish the game quickly. It says in the manual that when choosing a tune, if you use the radio it will automatically default to sound fx during the race. When you do this it also makes the game go at this great speed, which also has many other advantages.

Also included is a track editor which lets you edit current tracks or make your own, which is pretty cool if you want something more challenging, (or

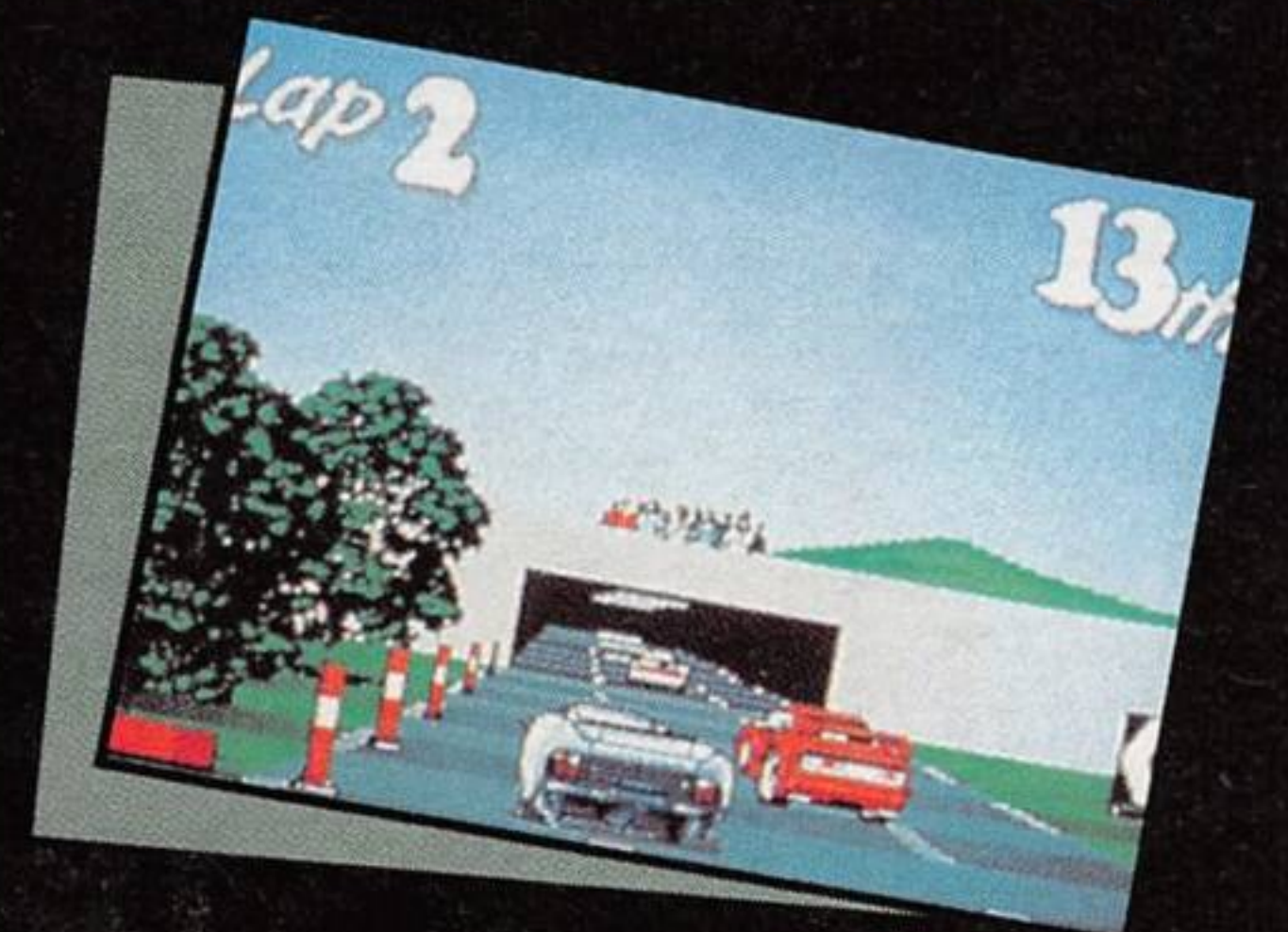
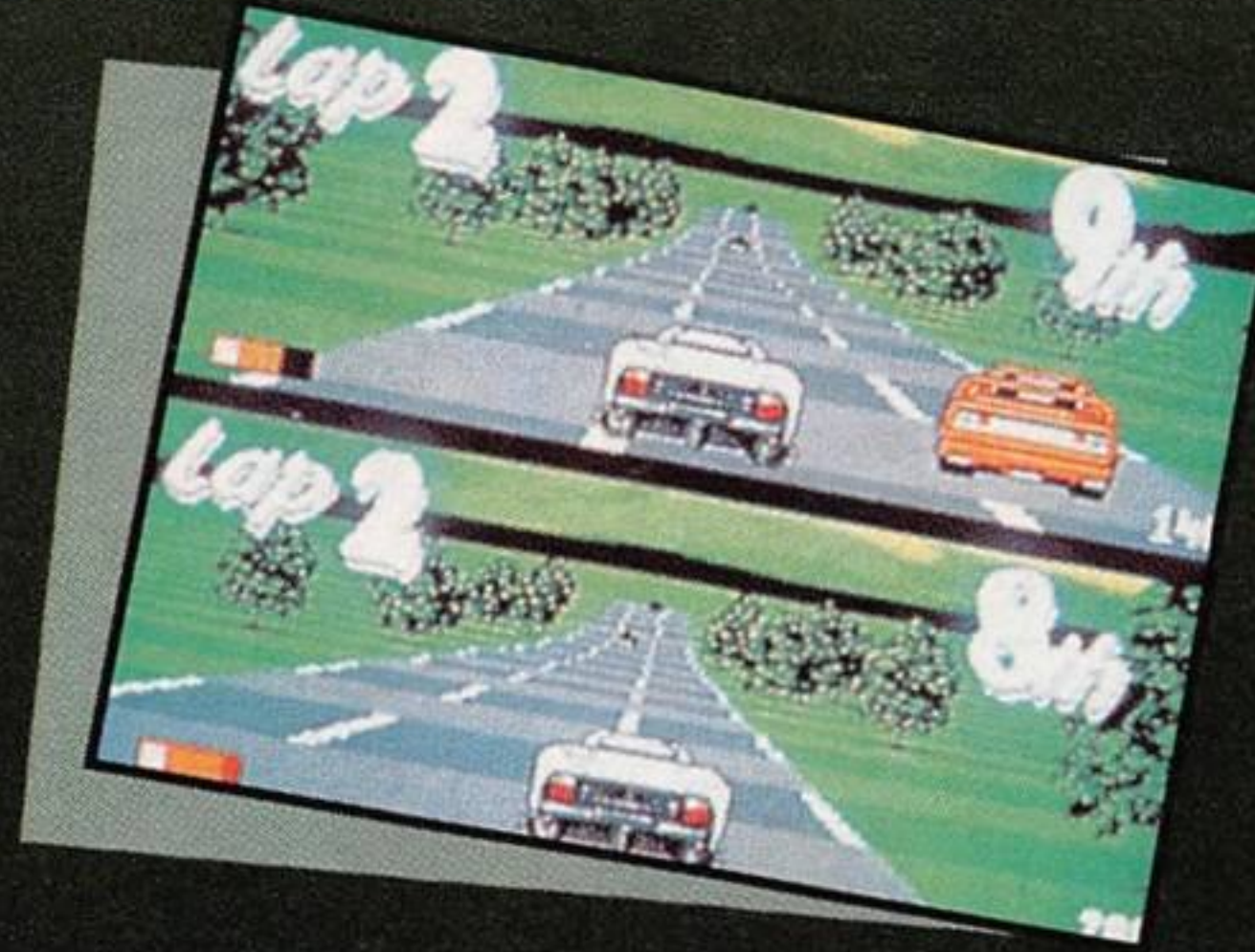
less challenging for all the rookies out there). The only problem with this is that although making the track is pretty cool, racing on it will be pretty dull unless you spend a few hours adding some scenery to the track.

Jaguar XJ220 is not a real car simulation. It is more of an arcade simulator if anything, but it is good enough to satisfy any simulator freak (like me), as well as arcade driving fans. If you have played and liked Lotus Esprit Turbo, or thought there was a little something missing in the gameplay of Lotus, this is the game for you.

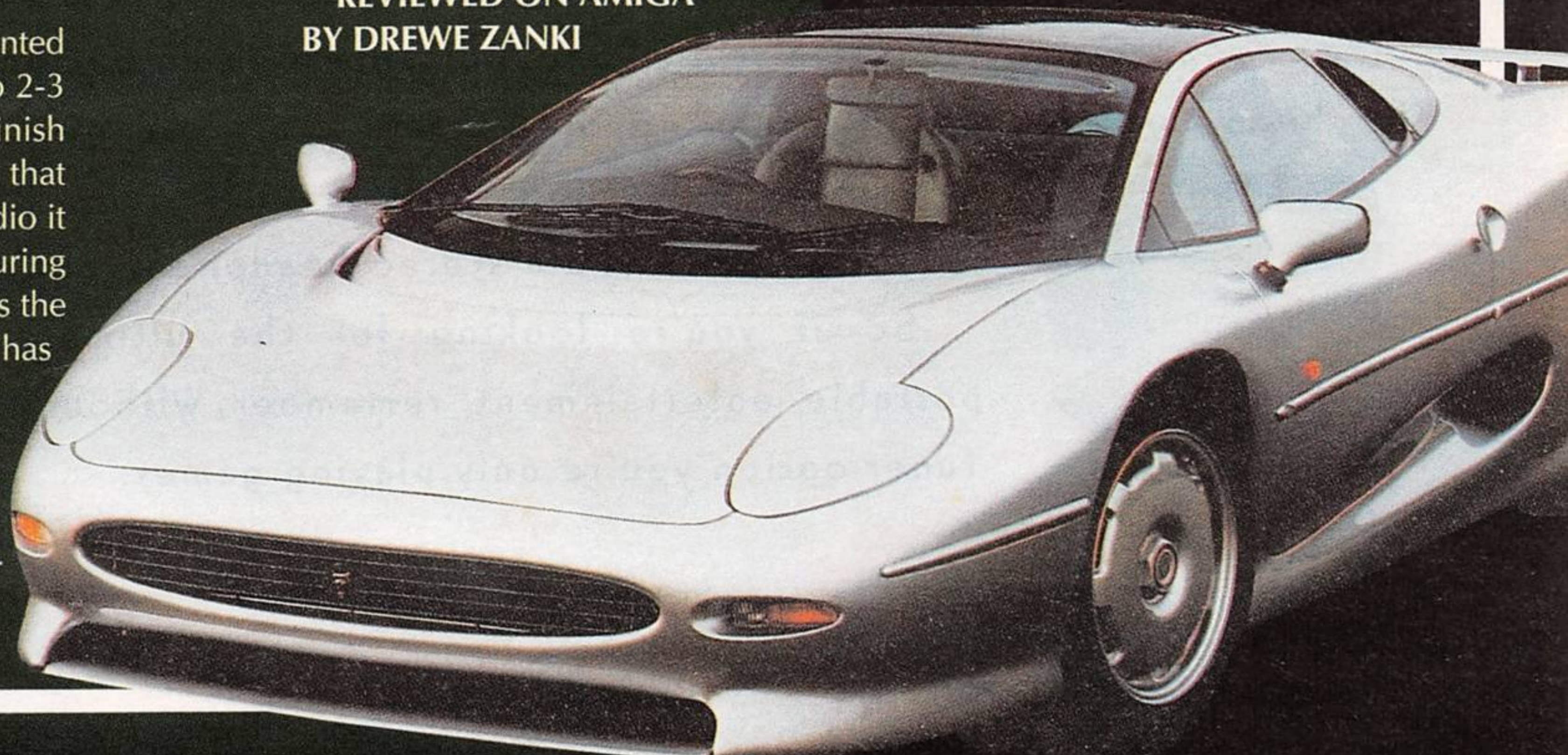
The game is not all good news though. The worst thing about it is that the manual only says what things do, and not how to use them. It spends too much time telling you how great the Jaguar XJ-220 is and the history of Jaguar, but not how to play the game and use all of the functions properly. Also I think too much time was spent on a brilliant demo, and not fixing the bugs in the game, like cars facing left while turning right, and the sound fx leaving some things to be desired, but this does not effect the game too much.

So if you have ever wanted to run a limited edition sports car into the ground and not feel too empty pocketed about it, go out and buy this game now. But even if you're not a closet rev-head and just want a good game to keep you occupied for a few months, well Jaguar XJ220 is it!

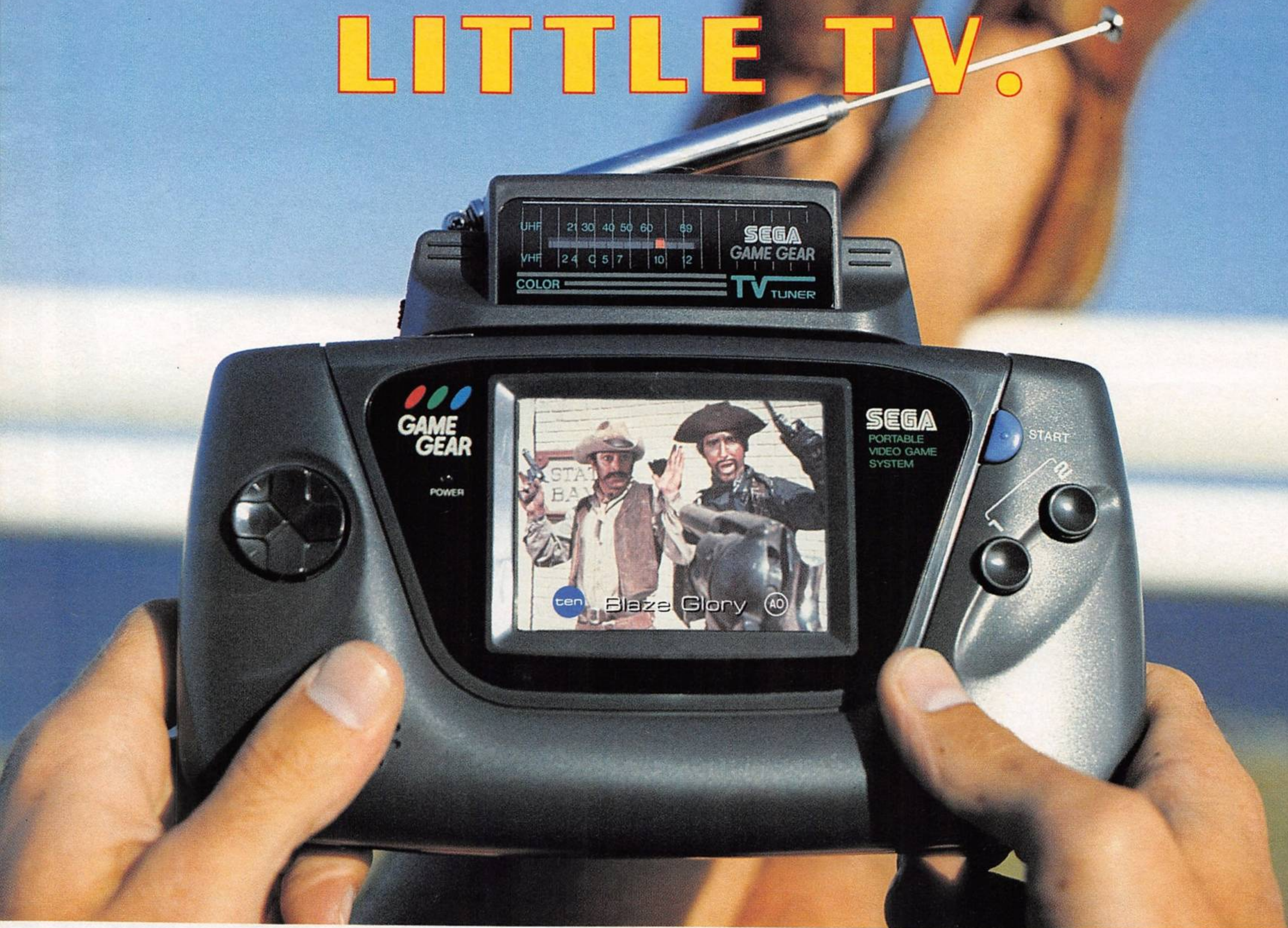
REVIEWED ON AMIGA  
BY DREWE ZANKI



Graphics.....	85
Sound.....	60
Playability.....	85
Difficulty.....	78
Presentation.....	84
Lastability.....	75
Value.....	80
Atmosphere.....	89
Overall.....	80



# AFTER A TOUGH GAME, RELAX WITH A LITTLE TV.



Only one portable video game system can transform into a portable colour TV. Sega Game Gear. Game Gear is also the only portable with an optional Gear-to-Gear cable for head-to-head competition. And only Game Gear can give you all your favourite games and television shows anytime, anywhere, complete with full colour graphics and a stereo headphone outlet.



So if you're looking for the ultimate in portable entertainment, remember, without a TV Tuner option you're only playing games.

**SEGA**  
**GAME GEAR**  
*Series Portable Fun*

# Agony



**I**n this day and age it is essential for software companies to produce games that are of high quality - both visually and aurally, if they want their product to sell. One such company with a good track record is Psygnosis, with classics we all know about such as *Shadow of the Beast I & II*. Their latest offering is *Agony* and thankfully you won't be experiencing it while playing this little beauty.

*Agony* is a horizontal shoot 'em up, with a twist. There's no fancy R-Type ship here, you play the part of Alestes, apprentice to the wizard Acanthropis, who has just discovered "cosmic power". But alas, poor Acanthropis was at the twilight of his years (he was just about to cark it) and he had to pass his discovery down to one of his apprentices, and that's where the game play begins. The wizard has made 6 levels in which you must traverse, and

## REVIEWED BY TIM SMITH

pit your skills against Mentor (your foe) who throws evil creatures at you as if they're going out of style, in a bid to stop you from achieving your goal. Oh, and the twist I mentioned before, well, you see, you've changed in to an owl. But not just any owl, as you can pick up power ups, which increase your shooting, and there are also spells you can find and use against the evil creatures.

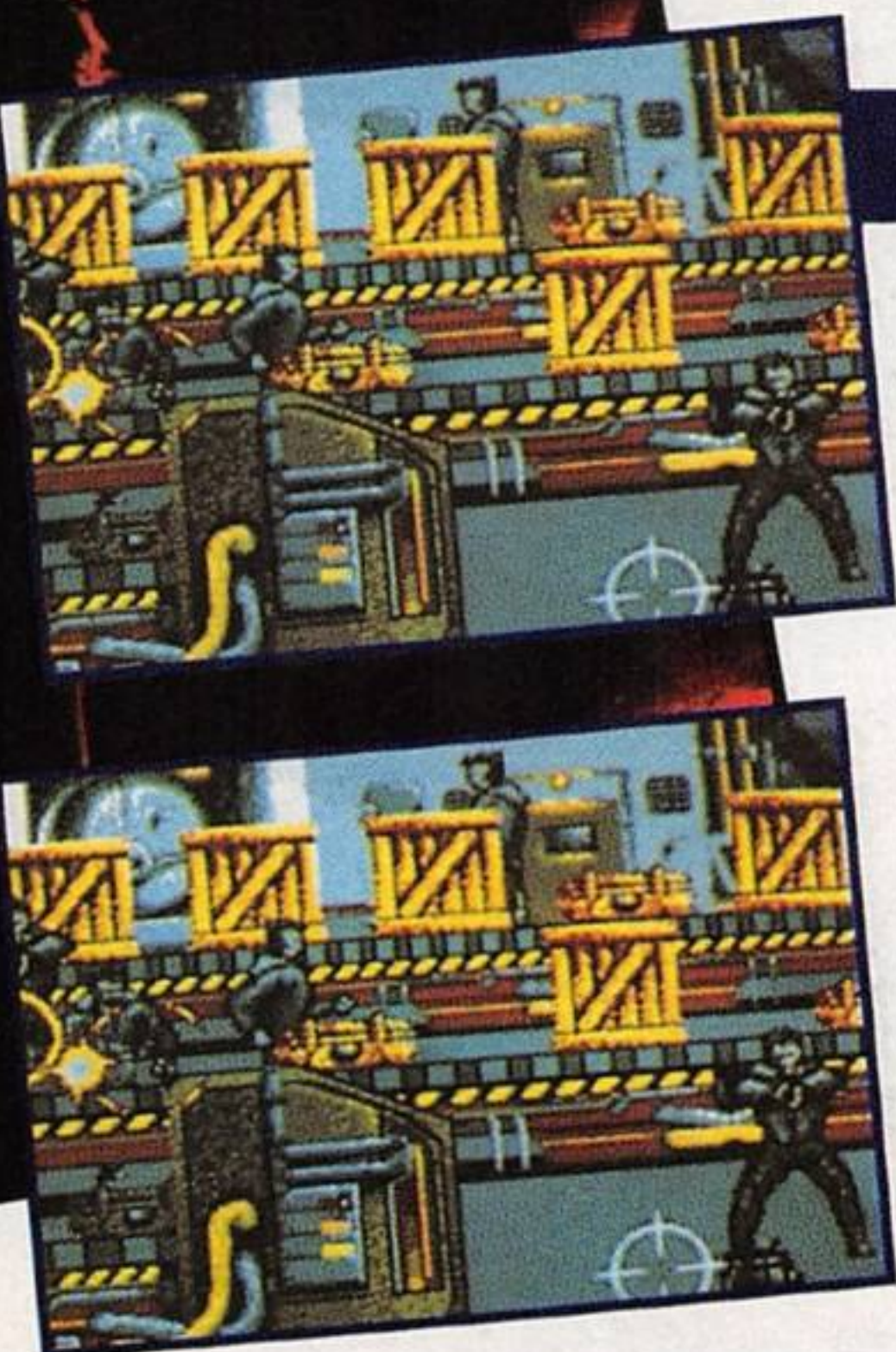
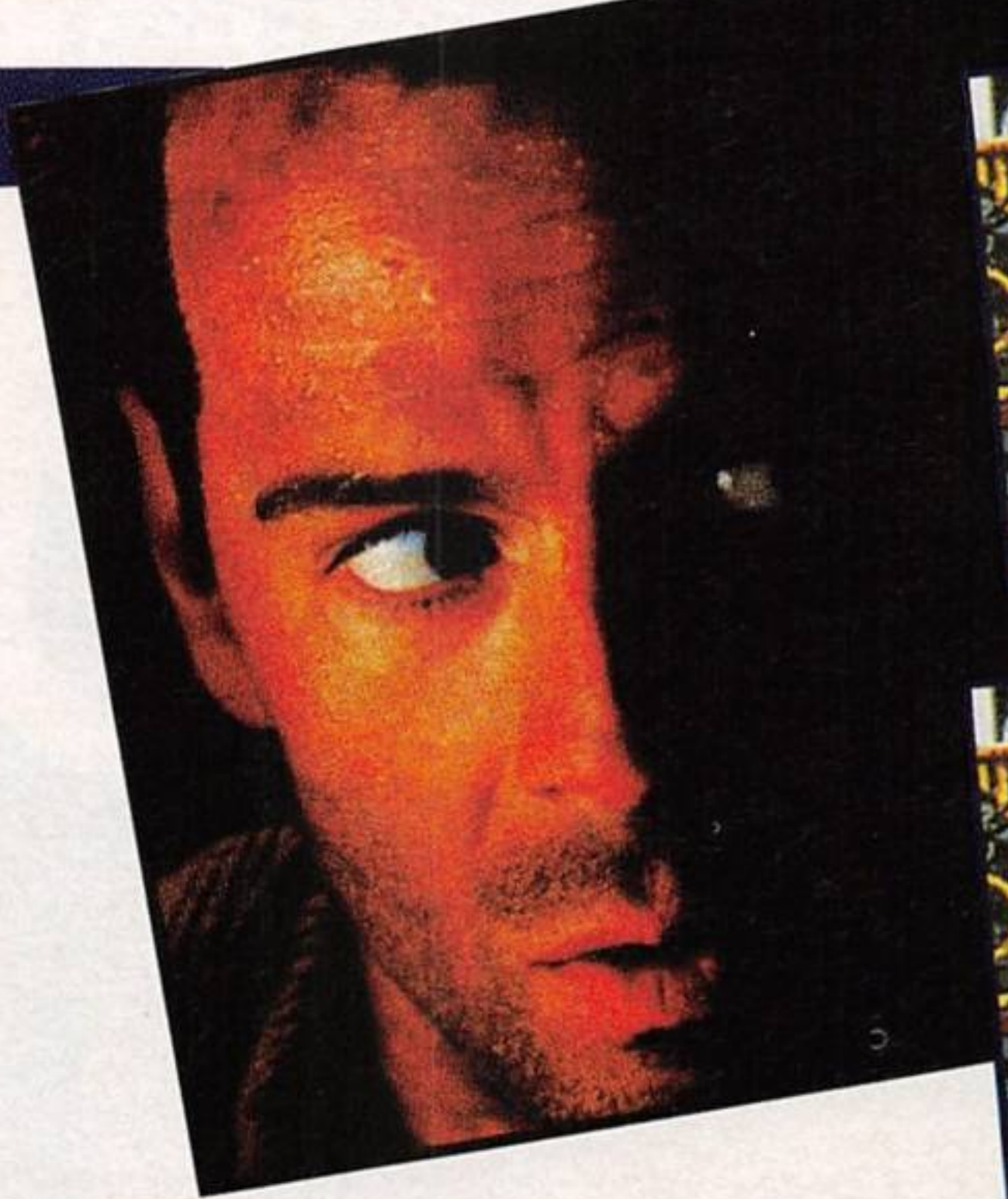
The 6 levels are beautifully drawn, consisting of excellent parallax scrolling, which give it a kind of 3D look, and there are also nice touches like the waves crashing, creatures moving in the backdrops, all of these compliment the animation of the main character and the world's inhabitants to a "tee". The pictures of the world that appear during the loading of each level are fantastic, and appear at times to be more like pho-

tographs than graphics. The music is brilliant, whether you have a TV or monitor. If you have the latter, all the better, as the title music, gameplay music and sound are all stereo. It is very easy to get into the game, and the urge to see the other levels is good enough reason to play on again, and again. Another nice touch is the ability to save your high score. Overall, playability scores as high as all the elements I have just mentioned, which makes *Agony* better than your average shoot 'em up. Why not check it out?

GRAPHICS .....	92
SOUND .....	85
MUSIC .....	90
PLAYABILITY .....	90
DIFFICULTY .....	86
PRESENTATION .....	89
LASTABILITY .....	86
BRAINSTRAIN .....	79
ATMOSPHERE .....	87
OVERALL .....	88

*"But alas, poor Acanthropis was at the twilight of his years (he was just about to cark it) and he had to pass his discovery down to one of his apprentices, and that's where the game play begins."*

**AMIGA**



**You thought you had bad days. Ha! Obviously you haven't met John McClane. This man has been through it all. After spending his first movie killing terrorists who took a building hostage, McClane had to perform some spectacular death defying feats in order to prevail.**

They say lightning never strikes twice? No way, nuh huh, forget it. They were wrong. It is another Christmas and McClane was to pick up his wife from the airport so they could rejoice in the usual festivities. I think he may just have bad timing, for at that precise moment a band of terrorists have begun to take over the airport for their own use. They have devised a brilliant yet brutal plan of crashing the incoming planes, if their demands were not met. As his wife is in one of the planes McClane has to stop the terrorists. He starts the action and then you take over.

The whole game is played over 5 levels of horizontally scrolling play area and all that

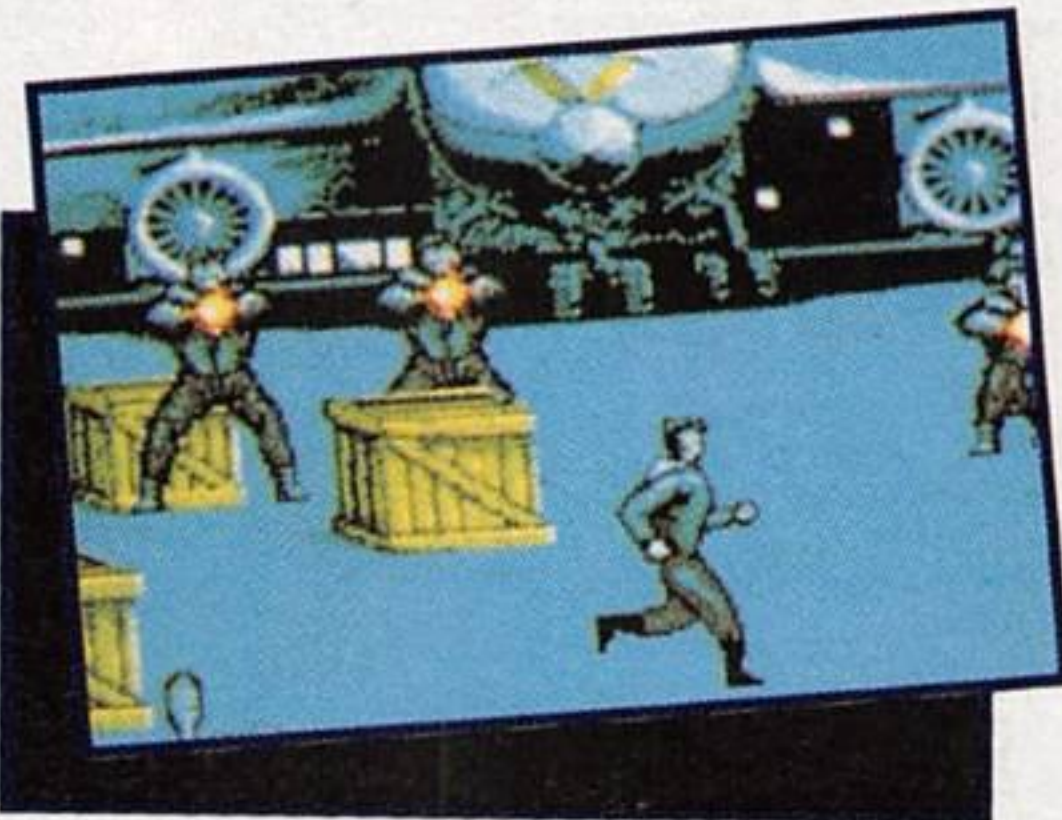
is necessary to be done is control a cursor and shoot the bad-dies. Yes folks, this is another "Operation Wolf" clone and perhaps it is one of the most infuriating. I don't know what the programmers did to the cursor control but it can be described as shooting on the moon - throw your arm in one direction and it will keep going and going... Anyway, you've got to make it through the levels of luggage conveyors, the airport annexe, the general's arrival and the snow bike chase, until you make it to the shootout on the plane's wing.

Don't expect this game to be a pushover however, because getting past even level one is a medal-winning feat. There is however a target range where you can refine your skills form having no chance at all, to just having no chance.

On the plus, graphically it isn't too bad, but the music got a tad too repetitive for my taste. Basically a film licence that had awesome potential but wasted by a company I expected more from (Grand Slam), who maybe just wanted a quick buck from the title of the game.

NICK SMITH

Graphics .....	73
Sound .....	60
Music .....	75
Difficulty .....	87
Play .....	67
Brainstrain .....	30
Lastability .....	55
Atmosphere .....	60
Presentation.....	74
Value .....	61
OVERALL .....	64



**There is a world in the far distances of imagination called Chimerica. It's life force is fuelled by the wonder and innocence of a child by**



# HARLEQUIN

**the name of Harlequin. He spent his early years running ground his own imaginary world. But all things as lovely as that sounds can not last forever and eventually little Harlequin grew up and began to have adult thoughts. (Rude and nasty ones no doubt - Ed) So he left his home in search of riches.**

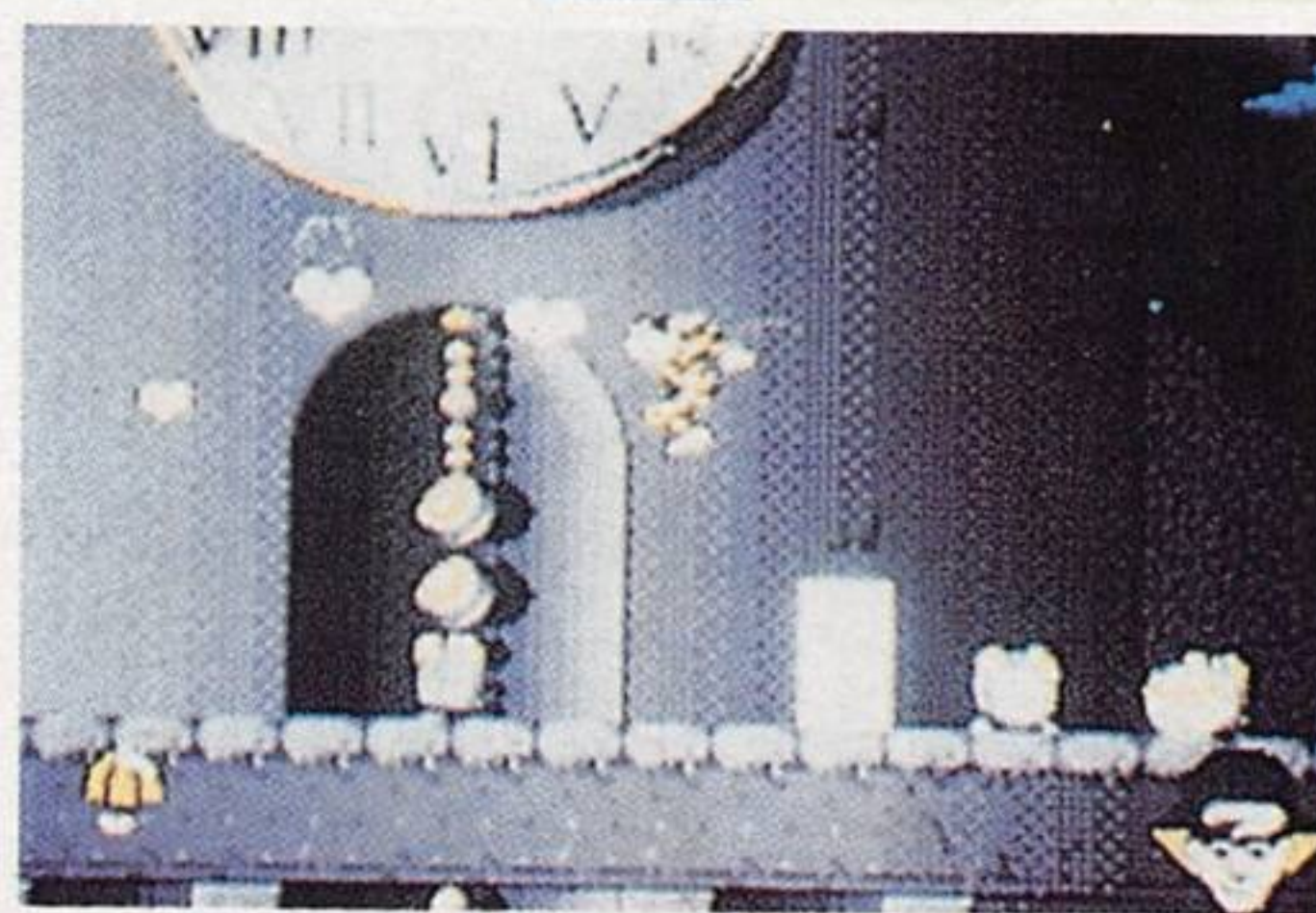
Meanwhile in Harlequin's absence, his home slowly fell into despair, with powers of disbelief becoming a destructive force, taking the form of creatures bent on the destruction of imagination, dreams and Chimerica. They finally won and broke Chimerica's heart.

Years later Harlequin returns to find the clock tower closed due to broken heart. He then realised that it would be his own doom if he didn't help his old friend.

And so begins your quest to find the four broken parts of Chimerica's heart and restore the dreams and past wonder that Chimerica had once been known for. You control Harlequin through the various lands of Chimerica to find the hearts. During the game there are various objects to help your quest such as the ability to transform Harlequin into an Angel Fish during the water scenes, as well as a Space Hopper, or umbrellas.

Visually Harlequin is stunning with each level full of unusual monsters. The animation of all characters is quite amazing. The sound

# AMIGA



# DIE HARDER

# LEGEND

# QUIN

suits the game very well with the FX not interfering too heavily with the music. Playability is great and the puzzles should keep the platform addicts quiet for quite a long time.

NICK SMITH

To see the game Legend for the first time, I couldn't wait to review it. I was a bit wary of the 3D perspective graphics after playing Gauntlet III but I thought I'd give Legend the benefit of the doubt. And I'm sure glad I did!

The game takes place in the land of Trazere where much mystery abounds. The Chaos deity is stirring in it's sleep and the seeping Chaos power is causing widespread mutations. Throughout the land people are turning to evil and chaos, yet the King does nothing. Only the stalwart men of the four Keeps can save the Kingdom, and they have sent their four champions to take on the demonic Lord of Chaos and his minions. You control these four heroes in their attempt to unravel the secrets of the land, exploring such places as the Dark Castle and Moonhenge.

Traversing the dark dungeons of the world is the only way of finding the answers to where to go next, and believe me, the dungeons can get pretty menacing, trying to solve its many puzzles and defeating its monstrous inhabitants. The characters you control are pre-chosen and they consist of a bezerker, who kicks butt whilst in bezerker rages, an assassin, a troubadour, whose soothing songs can heal the party and even raise armour class, as well as the rune-master whose spells are crucial to

## TIM SMITH

completion of the game.

Probably the most interesting aspect of the game is the fact that with the spells you are not confined to a certain type, it's up to you to make the spells from bought ingredients - anything from a simple heal spell to the complex heal/Antimage/surround/paralyze/continuous damage/ missile spell (wow, that's one mother of a spell - Ed). It's hard to explain what this one does, but half the fun is trying to make it and watch the consequences when you do.

The comprehensively chunky manual helps you get started if you are having troubles, but after that it's up to you to discover everything, and I mean everything! The sound is disappointingly average, and the only music is one of the character enhancing

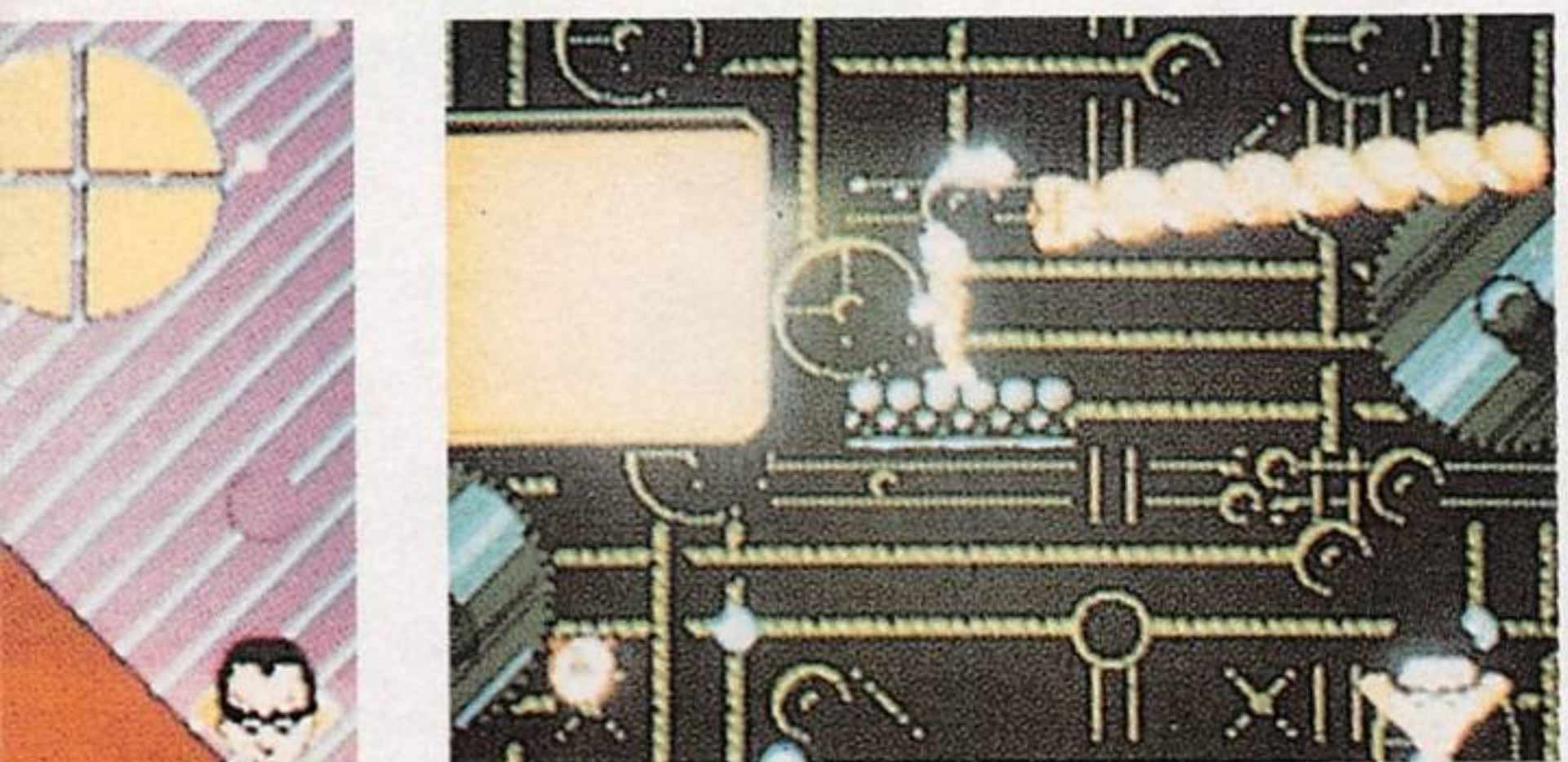
songs that your bard plays. But as for graphics they are spot on for the game and the animation is great as you watch your character run through the dungeons and battle the many armies of monsters you'll face. Game play is a tad hard to comprehend at first, but soon you'll be mixing some mean spells and slaughtering the dungeon nasties with the best of them. In a nutshell, Legend is a mix of Cadaver and AD & D, and is definite must for roleplaying action freaks and bezerkers.

<b>GRAPHICS .....</b>	<b>84</b>
<b>SOUND .....</b>	<b>68</b>
<b>MUSIC .....</b>	<b>70</b>
<b>PLAYABILITY .....</b>	<b>85</b>
<b>DIFFICULTY .....</b>	<b>85</b>
<b>MENTAL .....</b>	<b>83</b>
<b>PRESENTATION ...</b>	<b>86</b>
<b>LASTABILITY.....</b>	<b>86</b>
<b>ATMOSPHERE.....</b>	<b>86</b>
<b>OVERALL.....</b>	<b>85</b>

	<b>GRAPHICS.....</b>	<b>90</b>
	<b>SOUND .....</b>	<b>80</b>
	<b>MUSIC.....</b>	<b>90</b>
	<b>PLAYABILITY....</b>	<b>92</b>
	<b>DIFFICULTY.....</b>	<b>87</b>
	<b>PRESENTATION</b>	<b>92</b>
	<b>LASTABILITY ...</b>	<b>91</b>
	<b>ATMOSPHERE .</b>	<b>93</b>
	<b>VALUE .....</b>	<b>90</b>
	<b>OVERALL .....</b>	<b>89</b>



1. **Magical Runes:** there are 16 different runes each with their own use.
2. **Magical ingredients** to be matched with the correct rune.
3. **The magic eye** shows the ingredients needed.
4. **Spell scroll:** see what potions are in use
5. **Mix Spell:** mix your ingredients with this
6. **Empty Bowl:** ditch the leftovers
7. **Mixing window:** with the right knowledge, mix your spell



**EPIC** certainly lives up to its name. At close to 7Mb, and hard disk installation required this is no simple shoot 'em-up. Epic has to be the new standard by which space flight simulations are judged. The scenario begins with a historical background to the legend of Epic in the manual. This, coupled with the informative and atmospheric animation sequences, depicting scenes which any sci-fi fan can associate with, effectively launches the player into another world. In some scenes you can see the influence of sci-fi movies such as 2001, the Stars Wars Trilogy and Battlestar Galactica (especially in the area of spaceship design).



## BACKGROUND

The sun is dying and the resulting supernova is imminent. The Federation Council has decreed the immediate evacuation of the planet, to the distant world of Ulysses 7, on the far side of the REXXON Empire. Setting forth on the mass exodus, the fleet must cross the REXXON Neutral Zone, violation of which will be seen as an act of war against the Empire. Greatly outnumbered, the Redstorm (the command ship), and its battlefleet have moved ahead of the convoy, in a bold attempt to save the human race from extinction, in an all out assault on the

REXXON Empire. As the pilot of the legendary Epic class combatant starfighter, you control the outcome of that mission.

## GRAPHICS

The 3D graphics are outstanding, successfully combining realistic 3D polygon spacecraft with digitised backgrounds. No dated horizontal scrolling to be seen in this game. From speeding through space mine-fields, to screaming along at zero feet across an ice covered planet, the graphics are without fault and very realistic. Several times I just forgot about the mission time limit and went sight-seeing. The cockpit features realistic and easily read flight control displays. Information is provided in the cockpit by a holographic display system in front of the pilot's line of sight for target acquisition and fire control systems (a HUD) and on three display units in the front of the cockpit, identifying friends and foes), and shield, fuel and velocity levels. Spectacular explosion graphics and sound effects also add to the realism of the game.

## GAMEPLAY

Epic provides the player with eight missions, each available only when the previous mission has been completed. The player however, does not get to choose his next mission, but there is a very good reason why not. Each mission in turn contributes to the safe passage of the fleet through the universe towards their new home planet. So even if all the current mission objectives have not been achieved, or if the mission is a total failure, the game con-

*'From speeding through space mine-fields, to screaming across an ice covered planet, the graphics are without fault. Several times I just forgot about the mission time limit and went sight-seeing'*



tinues onto the next mission albeit after you watch the annihilation of a section of the fleet because of your failure. Understandably, the object of the game is to get the fleet through the REXXON Neutral Zone in one piece. There are no prizes for being the sole human inhabitant on a new planet.

An interesting aspect of Epic is in the way it presents the briefing on the forthcoming mission. Instead of just providing text for the player to read (and analyse) from the screen, it provides a graphics based mission analysis which literally walks the player through all aspects of the mission. This really helps the player in recognising his real objectives during the mission instead of just shooting every thing he sees. The concept of targeting on the real objectives is further emphasised by the use of time limits. The mission must be completed in the time given, not just because you as a player might die, but for the safety of the main fleet which is of ultimate concern. If you take too long, you will see the results of your failure on the defenceless ships. The effects of an unsuccessful mission on the fleet are displayed by some outstanding animated sequences.

## FLYING

The Epic class combatant starfighter takes little time to master. It is quite forgiving in its flying and is very responsive, particularly under mouse control. The craft is literally able to stop and turn on a sixpence, (well, five cents to those born after 1966) a feature quite unexpected in a flight simulator, but then Epic does take place quite a long way in the future. By then a craft with Epic's flying characteristics will hopefully be common. Digital

Image Design have gone to great lengths to ensure that the player is well and truly involved with the simulation, and not necessarily hung up with the intricacies of learning how to fly. With it's more "forgiving" simulation, Epic allows the beginner the chance to get some immediate results, like in arcade-type games, yet ensures that the more experienced players get the challenges that they need.

There is very little I can fault with the game, and the designers were certainly confident with their baby, as this comes from the opening page of Epic's comprehensive manual;

*"A legend is born... A 3D 'epic' that reaches a milestone in polygon technology in terms of speed, graphical detail and pure out-and-out playability. A multitude of missions, ranging from devious to manic, take you deep into the heart of this sci-fi conquest of outer space. EPIC - a masterpiece of software engineering."*

It may seem to be a bit over the top, but in all honesty, Epic lives up to its claims.

ANDREW STOLP



GRAPHICS.....	95
SOUND.....	90
MUSIC.....	85
PLAYABILITY.....	93
DIFFICULTY.....	85
BRAINSTRAIN.....	80
PRESENTATION... ..	95
LASTABILITY.....	84
ATMOSPHERE.....	92
VALUE.....	93
REALISM.....	86
OVERALL.....	92

# HE WHO CONTROLS



# DUNE

**Spice holds the key to the Imperial control of space. It is a drug that is essential for the ability to fold and navigate through space. As Spice is only found in the endless sands of the planet Dune, he who controls that planet controls space.**

Two Imperial households are on Dune, the Harkonnens (the baddies) and the Atreides (the goodies). Both families are under contract from the Emperor to mine Spice. As well as these households there are the native Fremen. These are well adapted to the arid conditions of Dune and hold the key to its conquest.

As the young Paul Atreides, it is your quest to rally the Fremen tribes and lead them to the conquest of the planet. You will use a combination of adventuring and strategy skills to mine Spice, train and direct armies and begin on the ecological modification of the planet. To complicate matters, the Emperor expects regular shipments of Spice and the Harkonnens are quite willing to attack your positions.

The game is played entirely with a mouse and starts in the palace of the House Atreides. In this area rooms can be explored and other members of the household interacted with. These characters serve as an information source for your quest, guiding you in the necessary directions. The possi-

bilities for conversation are limited, making for a very linear style of play as new information will only be revealed when it is required for the next stage of the game. This method of play makes it easy to complete the quest but, by having to complete tasks in a set order, reduces the requirement for strategic thought.

Outside the palace lie the vast deserts of Dune. You have an ornithopter (helicopter) to explore the planet with. Travel around Dune is assisted by an electronic map of the planet showing locations of seitchs (Fremen strongholds) and villages (markets) that are known to you. To use the orni just click on the desired destination and you will be flown there. When you arrive at a seitch you can try to enlist the Fremen chief. If he agrees to help you, you will have control of his troops. The troops can be directed to harvest Spice, train in combat or later, work on the ecological improvement of Dune.

The strategic side of the game requires you to manage these Fremen troops. Troops are assigned tasks by your command. As the troops gain experience in a task, they will become more efficient. Equipment, such as harvesters and weapons can be found or bought (with Spice) to assist the troops with their work. Spice mining is fairly straight forward, requiring you only to keep a check on production and moving the Fremen to a richer area as the

Spice vein is depleted.

Controlling your armies is more complicated. The armies should be well trained and equipped before sending them against the Harkonnen forces. The troops can be sent on espionage missions to evaluate the enemy before a battle. Later in the game you will be able to help the Fremen fulfil their dream of a fertile planet by implementing ecological improvements. Doing this helps you in your quest by increasing their motivation and by driving the Harkonnens from their fortresses. (The moisture from the vegetation destroys the Spice veins and thus the Harkonnens leave to find richer areas)

As the game progresses Paul gains telepathic powers due to his exposure to Spice. This allows you to control the Fremen tribes from a distance, reducing the amount of flying from seitch to seitch. This is very effective, as it cuts out the travel part of the game just as it starts to get repetitive. A nice touch.

The presentation of the game is immaculate. The superb graphics and sound give an intense feeling of atmosphere, with the interiors of the seitchs suitably eerie. When talking to a character their faces are drawn in a large format, occupying half the screen. Their speech is animated right down to, often peculiar, facial expressions. The sound track, played through an Adlib card, is excellent. The music has



# S THE SPICE, CONTROLS THE UNIVERSE

been composed by a professional computer musician and it shows. The music really contributes to the effectiveness of the game. For those without a sound card there is no option for music or sound. Dune is yet another PC game (like Falcon 3.0) that demands that you have a fully optioned system (a fast 286 processor, a VGA card, a good hard disk and extra memory) for the best effect. VGA with 256 colour, is the only graphics mode supported.

The linear game play encourages you to keep on playing by constantly providing new areas to explore and more troops to command. Once completed however there is no real urge to play the game again. The game ends with the usual adventure game animated ending. Pleasant, but without a score there is no reason to try and do better in the next game. Similarly there are no difficulty levels or alternative landscapes to challenge you to another game. In this area games

such as Railroad Tycoon or Civilization offer far greater scope and longer lasting interest.

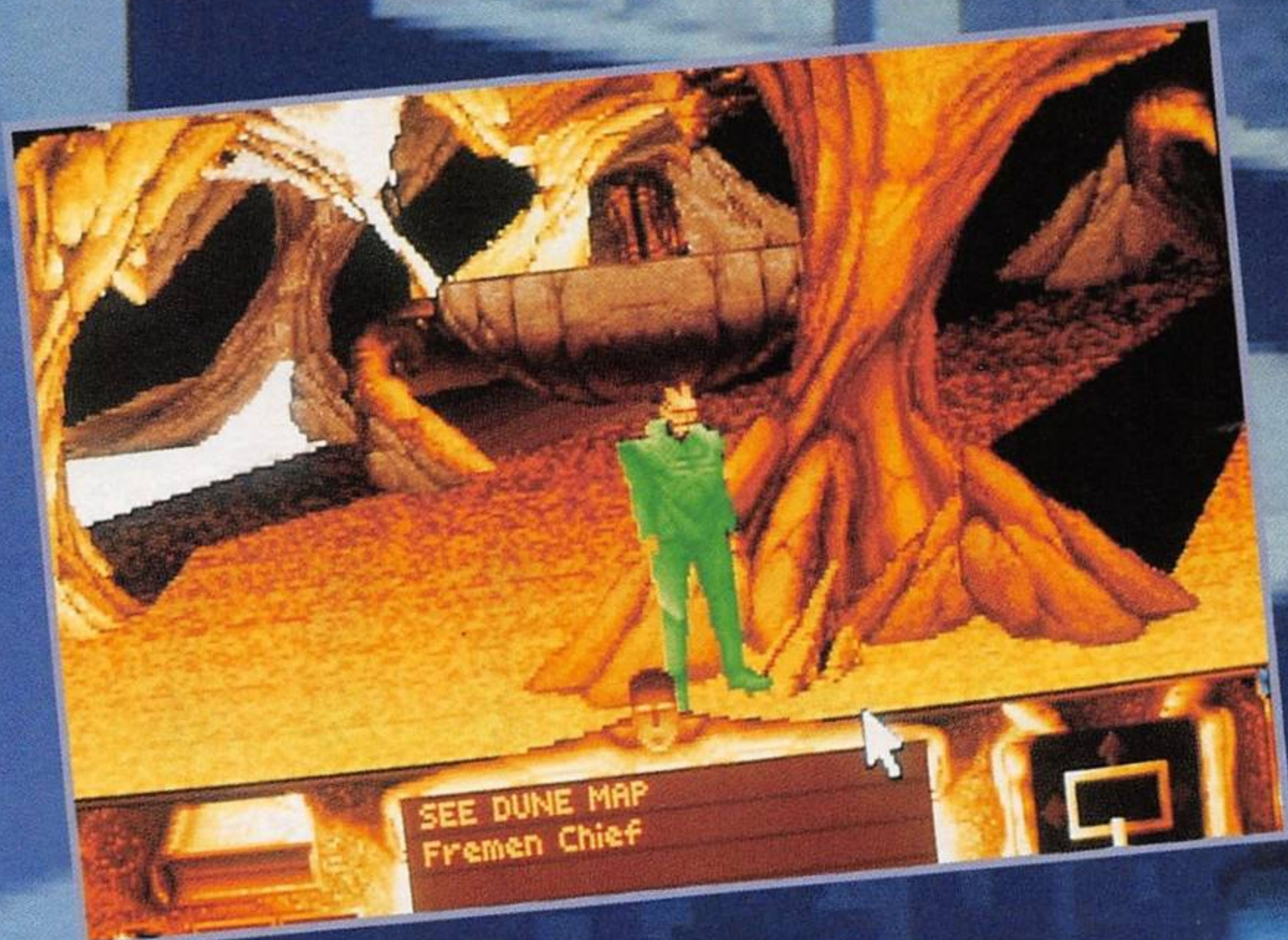
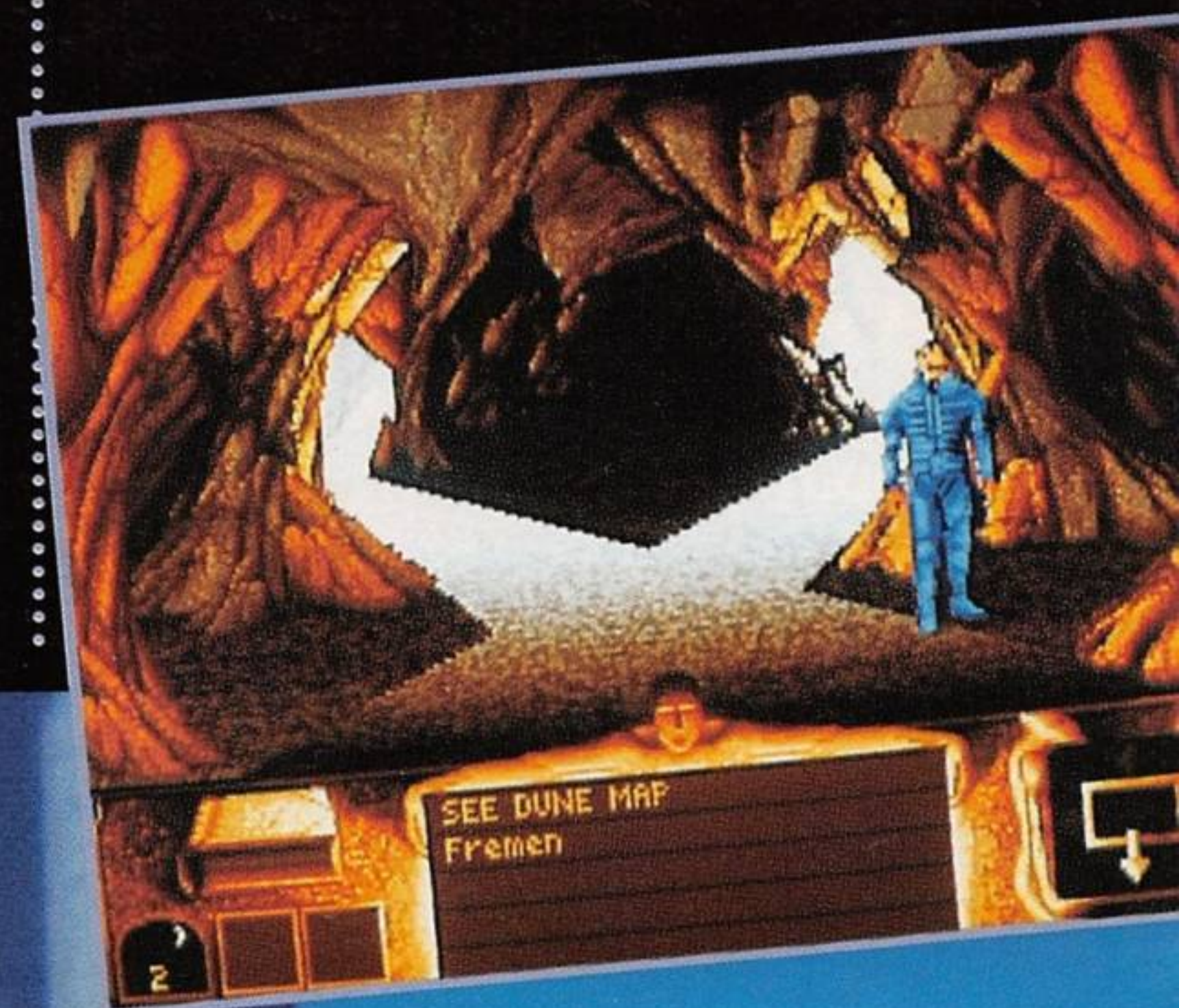
As a great fan of the novel Dune I enjoyed the role of Paul Atredies greatly. It was a compelling game, responsible for far too many late nights. The graphics and sound cannot be faulted. It sad that the gameplay was not their equal. As a strategy game, it is just too easy to win to really satisfy the hardened strategic/wargaming addict. The Harkonnens are easily beaten by concentrating your forces in one area and taking fortresses one after another (the domino effect). As an adventure game, the locations to explore do not vary enough to challenge the player and there are no difficult puzzles to solve. However, for a player new to strategy games it is just the game to cut your teeth on. It is not so hard that you need a hint book to complete it and the strategic elements are complex enough to challenge without being overpowering.

Dune is a game to be recommended for

it's 'state of the art' sound and graphics and interesting storyline. It's value for money is questionable though. If thirty odd hours of compelling game are enough for you, then get Dune.

THOMAS HASTINGS

<b>GRAPHICS</b> .....	<b>91</b>
<b>SOUND</b> .....	<b>92</b>
<b>DIFFICULTY</b> .....	<b>70</b>
<b>ATMOSPHERE</b> .....	<b>93</b>
<b>VALUE</b> .....	<b>69</b>
<b>REALISM</b> .....	<b>84</b>
<b>OVER ALL</b> .....	<b>81</b>



**W**elcome to the Birthday Special of Adventure Zone!

Bring out the ice cream cake, paper plates, and celebrate with us, 'cause we've been around for one year now, servicing the Australian adventure community, with the latest reviews of adventure and RPG games, the best hints and tips, and the absolute best adventure help advice (expect a reply in a few days, instead of a few months!) All in all, its pretty hot stuff.

Thanks for your support over the past year, and your many interesting letters and solutions. Thanks especially to my regular sidekick Conrad Yiasoumi, our strategy specialist, and to my many regular writers such as Ann Rigg, Kellie Spiteri, Daniel Vaughan, Jason Stewart, Paul Oakes, Grant Whitesman, Toby Neal, Richard Gray, Ben Smith, Ron Hocroft and Glenn Hunt.

Letters are always welcome, as is criticism (give it to me!). I love questions on adventures, difficulties, as well as where to obtain them, and also solutions and news. I can be reached at:

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

If you're writing, you should tell me which computer you own, and please include a large stamped self addressed envelope if you expect a personal reply. It's a sad fact, but being an independent (Look Mum! There's that word again!) Uni student basically means that I don't have the money to pay for stamps which you should provide. I don't really mind sending solutions, as long as you include a little money in

stamps, to pay for my time and photocopying costs.

Modem users can contact the official Adventure Zone bulletin board at:

Alliance BBS (03) 462 1707  
(2400/1200/300 baud ANSI, 8NI)

There are oodles of solutions to download and peruse, as well as many Amiga and PC files. Plus we're also a nice bunch of people at Alliance, so say Hi to us.

E-mailers can also try the following address:

moeller@mullauna.cs.mu.oz.au

# YOU HAVE ENTERED THE:

# ADVENTURE ZONE

*Ultima VII: The Black Gate is OUT on the PC! With a whopping pricetag of \$110, it's a 386SX only job as well! Full review next ish!*

*Sierra fans (Come on! Show yourselves!) will be pleased to hear that Police Quest I has been converted to Sierra's new graphics system, as well some new releases such as The Colonel's Bequest II and a Willy Beamish II any day now.*

## NEWS

*Electronic Arts haven't sent me The Black Crypt yet for the Amiga. Hopefully I'll have that one next issue.*

*Monkey Island II is out on the Amiga! It's a 12 disk job, but I've heard that the disk swapping is acceptable. A full review next issue too, hopefully*

## Mario's Worst 5

### The worst adventures ever

Everybody was in agreement on how crap Altered Destiny was, although there was criticism on Kings Quest I. A few people commented that the treatment of Kings Quest I was a little harsh, considering it was one of the first adventures around, and should be excused for its primitive graphics etc. I can see the point raised here, but I didn't vote for that one anyway. My personal worst was Altered Destiny (followed by Operation Stealth)... it was everyone else who voted for Kings Quest I being the worst!

There was also a fair whack of complaint on the Larry series, with comments ranging from simply 'crap' to 'childish purile crap'. (from Peter Baron).

The main offender was really Sierra, scoring over half of the points. There was not one mention of a game like Monkey Island, so that's a little food for thought:

### 1. KINGS QUEST I

Even in it's enchanted version people have simply had enough of this game. Dire.

### 2. ALTERED DESTINY

A pathetic game. Ridiculous graphics, speed and gameplay.

### 3. CODENAME: ICEMAN

Slow, too difficult, and generally boring.

### 4. MANHUNTER

Sierra's attempt at something new was not warmly welcomed.

### 5. OPERATION STEALTH

An OK game, completely and utterly ruined by it's crappy arcade sequences.



Each issue, there's a prize game on the PC to be given away. This issue's winner is Daniel Grinvalds for his excellent letter, and Brett James wins the Sierra magazine for his input. A prize game will be given out for the best Adventure Zone input for the month, and that does not necessarily mean the most solutions sent in. Constructive letters are just as good!

## There's a letter in the mail...

Let's start off with a nice letter from Alexander Luddy who said that Adventure Zone out performed any competition admirably, and had hint sheets for all the recent games, not just some really old ones that nobody plays any more like some of the other mags out there.

Simon Danekert sent me some tips for California Games on the Lynx. Err...thanks, Simon!

Scott Berry agreed with me that Operation Stealth had some "abominable 'arcade' games" that made him want to smash his computer, and also suggested that Adventure Zone should be bigger (as did many other people). Sorry, that's not really up to me, I'll fill up any amount of pages that I'm given, but currently I've only been given four. Beg with the editor, perhaps?

Daniel Grinvalds asked if we could set up a BBS not just in Victoria, but also in NSW.... that's actually quite a good idea! If any sysops in Sydney are interesting in setting up another Adventure Zone node, get in touch with us on Alliance BBS (host of AMF net).

OK, that's about it for the letters column, if anyone can help me out with solutions for Darkspyre, Decapatak (?) or The Last Inca (has anybody actually ever heard of this game ??) then that would be appreciated.

## Secrets Revealed

### Might and Magic III

After finishing with **WHITESHIELD** and **FOUNTAIN HEAD** get your healthiest character to climb Mount Keystone to gain the key to all the pyramids which have the answers to all the riddles you may come across. Go to the lagoon to the northwest to Fountain Head in which you'll find a small island on which is a fountain. Drink from it and it will increase your levels. (Matthew Roach)

To duplicate an item, first move all items to be duplicated to one character. Enter any inn, remove that character from the party then recruit that person back. View the character and transfer all items to any other characters in the party. When finished, remove that person from the party and recruit the character again. He/she will have all the items that character had when they first entered in. Repeat if necessary. (Donald Tong)

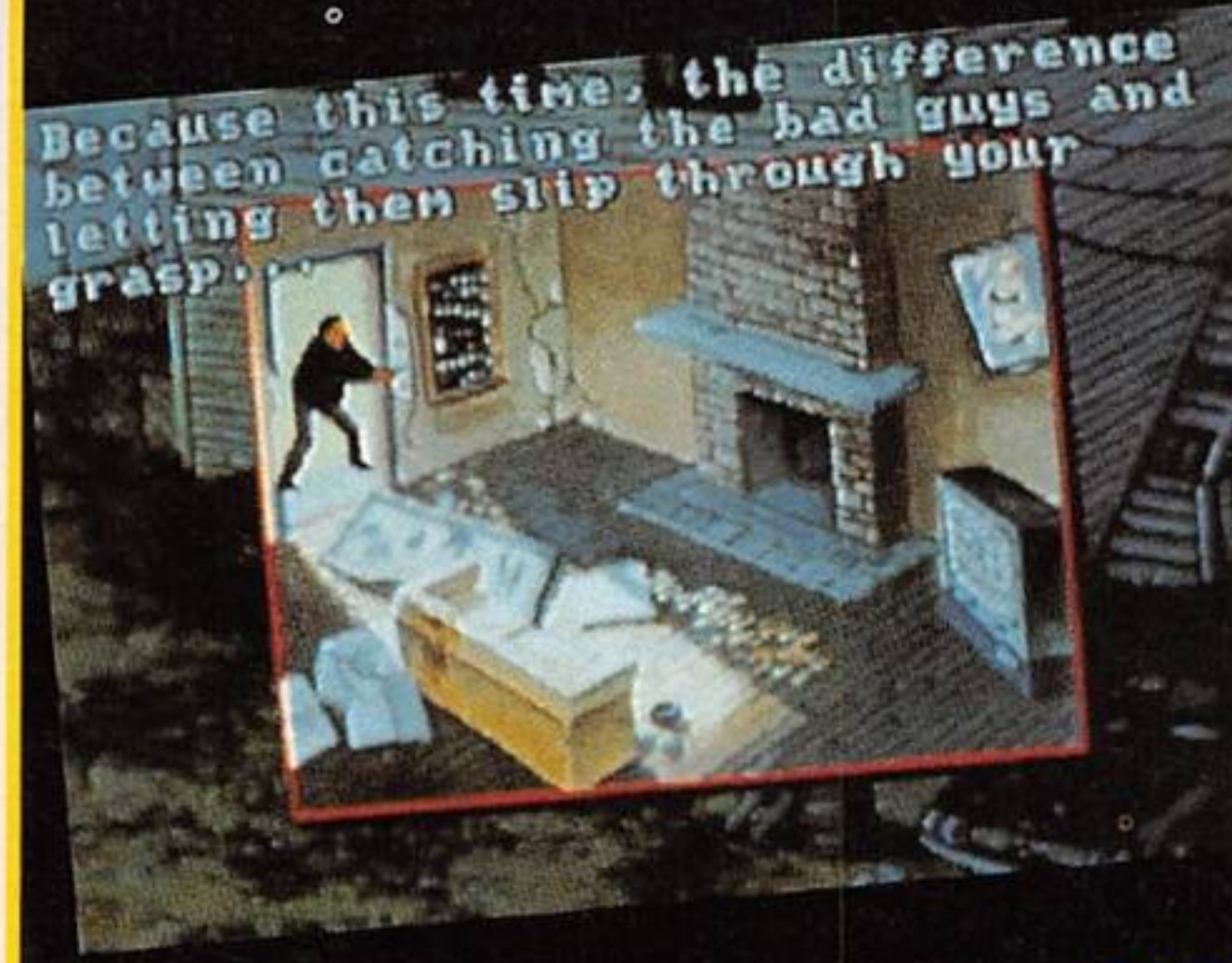
# POLICE QUEST 3

## the complete solution



Go to the door on the left. Read the note and then go to the briefing room. Give briefing, talk to Morales, then go back to your room. Choose sustained box after talking to her. Go to your locker, get nightstick, torch and notepad. Go to the 3rd level and give paper to man and get card. Go to car and drive to freeway. Pull lawbreaker over and writedown time. Give ticket to them. Do this for all driving incidents. If drunk driver, do tests and then take him to jail and use breathalyser. Go to Aspen Falls when instructed. Walk left, talk to man, search clothes, throw keys in water, then click nightstick on him before he attacks. Go to freeway when instructed and choose signature box after you talk to woman.

Go to Mall when told, get gold chain from hand. Talk to reporter, get card, flash torch next to car and get star. Write down number on back of star, go back to station, go to psychologist, and read file. At house get music box, talk to captain, write down file numbers as well as case number. Call reporter. Hand in star and chain at evidence window. Go to hospital, buy rose, give rose and music box to Marie. Kiss her. Go to office, get note, travel to 325 Sth 2nd and use cuffs on trolley. Give lunch to Carla. Use ID tool on computer and change features according to her description. Take her back to warehouse and get cuffs. Go to office read note and get tracking device from computer guy. Get speedo chart from black and white car, then go to court and give time you have written. At Mall, when Morales goes, take keys from her purse to Zak's and make copy of key. Return key to purse before she gets back. Go to alley, get tools. Open stiff's shirt, click notebook on pentagram, put toothpicks on hands. Click eye on old car and scrape paint. Go to hospital. Look at IV and chart and call doctor. At office, look at bulletin board. Use computer to plot crimes on addresses of the murders and link them up in



the shape of a pentagram. These have to be perfect. Look at the files then call despatch. Open Morales' drawer with copy of keys and pick up note. Drive to the place between 8th and 9th on Palm. Put tracking device on gold car and scrape with pain scraper. Walk inside. Click eye on second pool player when he enters and draw gun. When he flees, follow him using tracker. When he crashes, put flares around the car. Get keys then open boot. Return to station.

Book evidence, go to office then talk to captain. Talk to janitor and overflow toilet then tell janitor about it. Go to ladies' room and find her locker and enter combination. Click notebook on cocaine and talk to captain about Morales. Go to coroner's. Take envelope, talk to coroner, go to hospital and give locket to Marie. At burning house, get tools from car. Get photo, blood and hair from floor. At Mall, go to Army place and show photo to man. Drive to courthouse, ask for search warrant and show photo and news clipping to judge. Go to evidence and book evidence. Go to house and knock. Go back to judge to get ram. Go to house, draw gun, walk to left of door. Go inside, when dude shoots, fire at him and cuff second drug dealer. Search couch and use remote control and choose channel 8. Go to hidden room and fire at guy behind the barrels and watch the ending of the cult ring. **(Very big thanks to Brett James).**

## Mario's TOP 5

- 1. Ultima Underworld (PC)**  
*Expensive, but at the pinnacle of role playing entertainment.*
- 2. The Secret of Monkey Island II**  
*The sequel to the best adventure ever.*
- 3. Elvira II**  
*An excellent game filled with gore and atmosphere.*
- 4. Ultima VII (PC)**  
*Proving very popular in stores, a full review next issue.*
- 5. Heart of China**  
*If you haven't played this yet, check it out. Brilliant.*

# FATE! GATES OF DAWN

**It's** been about time since we've had a decent, no fuss, straightforward role playing game for the Amiga. Fate is one of the Dungeon Master style 3D genre games, but it's not really a dungeon affair. Fans of Alternate Reality will immediately notice a fairly good copy of their favourite game; Fate is set mainly in cities and wilderness, with a bit of dungeoneering on top.

It's probably not really worth making much more than a cursory examination of Fate's plot; wading through all of the long words in the novella, the story is still the same... kill the evil magician. Sound familiar? Okay, so it's been used before, but it's a tried and tested method, so why waste time with things like a plot when there's monsters out there to be hacked at?

Well, there's not really just monsters out there, actually. Fate has one of the largest NPC's (non player character) line up I've seen for a while! In the wilderness you'll even find some amazingly busty Amazon women (cliched, but the formula seems to work) as well as many other gals. That's actually the weird thing about this game; it's choc full of females. But most of these have an attitude, as you may well discover as you and your party are smitten by Priestesses.

The game is menu driven, and has more choices than you can poke a stick at. Make sure you find a very long stick, as I was amazed at the amount of



**Playability...80**



**Brain Strain 60**



**Graphics.....70**



**Lastability...80**



**Value .....60**

**Overall.....70**

interaction one could have with the NPC's... for example; one could insult, charm, kiss, and joke to name a few. And they all guarantee interesting responses!

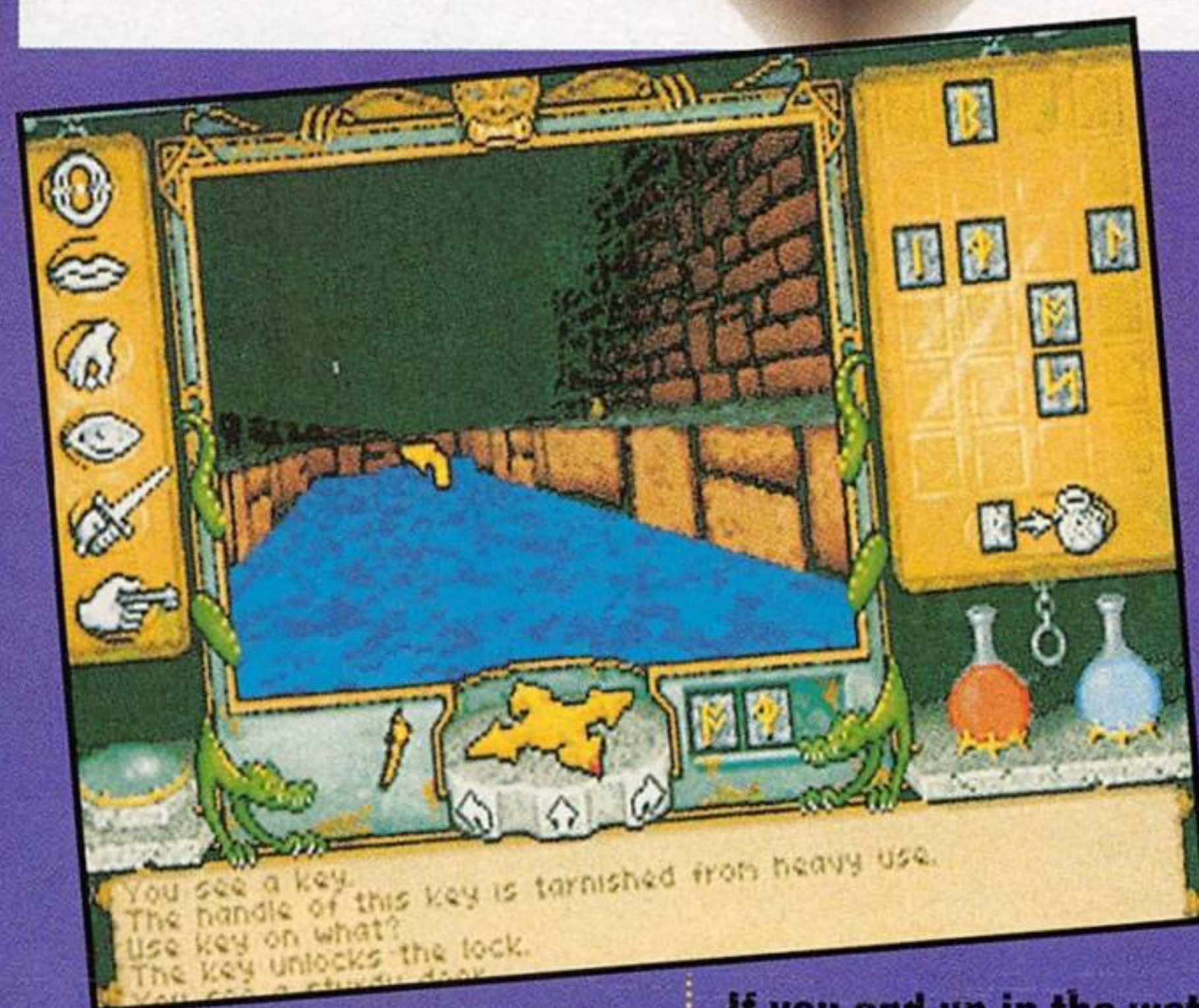
Response in the game is good, and the pace is about as fast as one would want. There's not really much more to say about the gameplay, except that we've seen it all before, but it plays well. Fans of any sort of Bards Tale style game would enjoy this fresh challenge.

Oops, and as a bonus, if you've got lots of memory, the whole game loads into RAM! Even if you haven't, there's not really that much loading from the two disk anyway.

For fans of the genre it's something fresh, but Fate is not Earth shatteringly revolutionary either. An enjoyable romp, something for those long winter evenings.

**Reviewed on: Amiga**  
**Software by: reLINE**  
**Software Distributor:**  
**Mindscape**  
**r.r.p.: \$79.95**  
**One megabyte recommended.**  
**PC, Atari ST versions available.**

# ULTIMA UNDERWORLD



**If you end up in the water, search 'round until you find some land**

**It's** yet another Ultima spinoff! We've had our 'Worlds of Ultima', and now it's time for the 'Dungeons of Ultima'. What next? "Cake Shops of Ultima"? Quite possibly!

This time 'round, we're talking the Underworld. Actually, it's not really the Underworld at all; it's the Stygian Abyss this adventure is set in. Fans of previous Ultimas will know immediately that the Underworld has nothing to do with the Stygian Abyss... But I digress. Anyway, the game is set in a three dimensional dungeony type of environment; something along the lines of Dungeon Master or Eye of the Beholder. Now the next twist (and this saves the game from being yet another one of these many types of games), is that the 3D effects is quite amazing; it's totally

smooth scrolling. You can't just turn 90 degrees in a corridor, you can turn bit by bit, walk towards a wall, and walk away from one, look at the ceiling, or pan downwards to the ground. It's beautiful, and it works.

The plot is fairly basic; rescue someone from the bottom level of the Abyss (because if you had to rescue them from the top level it would have been silly), and kill the bad guy while you're at it. Simple stuff. Along your travels you'll encounter the usual hoard of dungeon beasties, the usual bunch of objects, traps, doors, as well as some new ideas such as underground rivers and changes in vertical height; you'll find ramps to walk up, chasms to cross, and pools to splash around in.

The graphics are of the highest quality imaginable, and the gameplay and playability are of the highest class. This game is massive, and you're going to

If your copy is running fairly slowly, you have the option of turning down the detail level of the graphics, so you can start with the full detail..

then..remove the detail from the roof..

remove the roof and the floor ..

..and the walls, just leaving bitmaps for the objects, which speeds the game up but,..let us just say that it loses that certain something..

- Playability.....95
- Brain Strain .....80
- Graphics .....95
- Lastability.....90
- Value.....75
- Overall .....87



Monsters lurk in the underground, watch out for the skeletons!!



need a massive computer to play it on. Got a 386SX with 2 meg and 12 megs hard drive space? Good, 'cause that is the minimum you're going to get away with. Anything below that is useless, and Amiga owners can forget it completely. Not in a million years, guys.

The presentation, as well as packaging and documentation are all very pleasing. A comprehensive tutorial is given, which is well written and explains everything you'd need to know to have a good time with this game. A thoughtful map is also provided for the first level. The pricetag is steep, but you get what you pay for, don't ya?

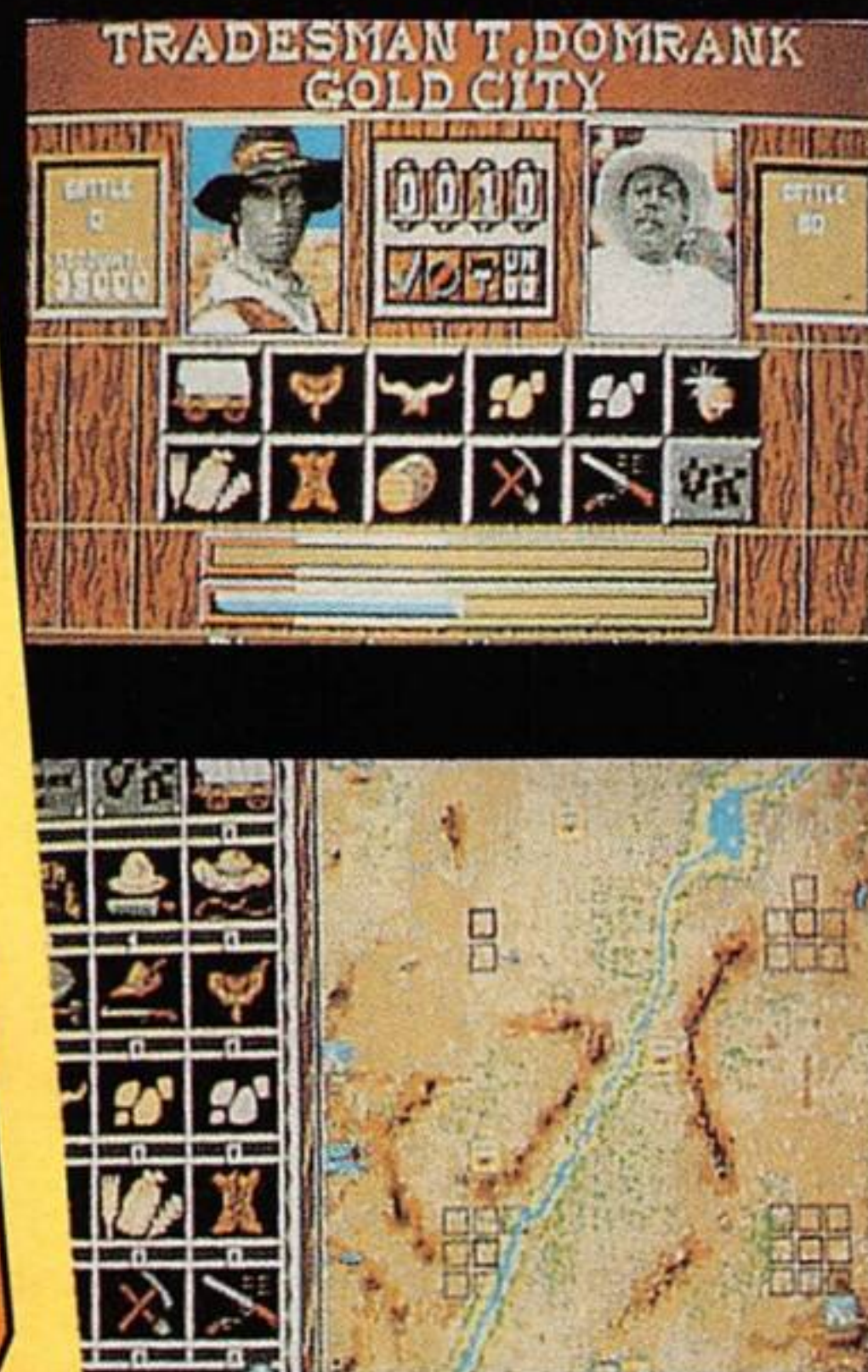
All in all, the game is beauti-

ful, and perfect drool material. Put the magazine down, and journey to your nearest computer shop and ask for a look at the game. Then buy it.

An all time Adventure Classic.

**Reviewed on:** PC  
**Software by:** Origin Systems, Inc.  
**Distributor:** Mindscape  
**r.r.p.:** \$109.95  
**Minimum requirement:** 386SX, VGA, 2 Meg RAM, 12 Meg HD space  
**Strongly Recommended:** Mouse, sound card  
**Packaged with either 3.5" or 5.25" HD disks**

# WILD WEST WORLD



Have you ever wanted to experience the everyday life of the old American West? No, well neither have I. Still, Wild West World gives you this chance to relive the Old West, where the buffalo roam, the deer and the antelope play.

You take the role of Jack Putter as you set out to become the most powerful and respected citizen in the region by fair or foul means. There are many means at your disposal for doing this, including trading, attacking other opponents and even assassination. Any number of goods can be traded including furs, grain, gold and silver, but firstly the right type of worker must be employed to do the job. Farmers are used to sow crops, scouts to defend fields and wagon trains, cowboys to breed cows and horses and miners to surprisingly mine minerals. Bribes can also be handed out to the Jefferson gang to do your dirty work and sheriffs can be bought for the right price, just like present day.

Creating your mini empire in the desert first involves buying land then trekking your employees there to work for you. Once they produce goods you set up another trek to transport the goods to a town for trading. Treks can also transport guns, tools and grain to your fields and are vital to your operations. Thus, when they come under fire from hostile Indians or other opponents it's your job to protect them; it's also

a great excuse for some arcade action to add some variety to the game.

Wild West World is an extremely complex game and I usually love complex games, but Wild West World fails to give the player any incentive to continue because there isn't a lot of variety. The game is complex in the way it leaves too many of the smaller details to the player. It took me just over 3 hours to work out how to produce grain. I think the manual could have been a little clearer on the mechanics and the objective of the game. The arcade sections lack substance and don't add to the game at all. Once the details are learnt the game does become an enjoyable game but most people not interested in the Wild West's history will probably give up long beforehand.

Wild West World is a very complex and eventually rewarding game for those willing to put the time into it. It is quite realistic and if you're interested in the Wild West then this game could really be for you, I think I'll stick to the city life of pollution, crime and traffic.

**CONRAD YIASOUNI**

- Playability .....65
- Brain Strain .....70
- Graphics .....80
- Lastability.....50
- Value .....40
- Overall .....61

**Reviewed on:** Amiga  
**Software by:** US Gold  
**Distributor:** Ozi Soft

# MEGAHITS

## STARGLIDER 2

### Amiga

Start up the game and press "F" to get Fixed Sights. Now slow down to stop and press back space to pause the game. Type in "We're on a mission from God" (include spaces) and type "1" on the keyboard. Now press "k" to select any weapon, and "k" to further top them up.

## KILLING GAME SHOW

### Amiga

Before you start a level, press Help and a map should appear of that level.

## PREDATOR 2

### Amiga

Start the game and pause. Simply type "You're one ugly mother" and restart the game. You will now be a super cop.

## SHADOW OF THE BEAST

### Mega Drive

For infinite energy get your score on the hi-score table and enter your name as "ZQX" then hold A+B+C and start.

## RAMPAGE

### Atari Lynx

To select levels, pause the game on the screen where you choose your players, then unpauses it. Start.

## STREET ROD

### IBM

This code will give you up to thirty thousand dollars instantly. All you have to do is at the very beginning go to the papaer and go to the used cars section and buy the car for \$475, take out the engine and transmission. Now sell the car for as much as you want but if you go over \$30,000 they might actually minus the money which will take you into negative numbers and no car which means game over.

Marcos Georgopolous

## PRINCE OF PERSIA

### IBM

When you load the game you type PRINCE.EXE.MEGAHITS. This gives you some nice options to help you finish the game.

Shift + L: This takes you to the next level.

Shift + W: This makes you float to the ground instead of falling.

Shift + T: This adds on an energy point each time you press it.

Shift + N: This turns off the lights.

Shift + I: This inverts the level (turns it upside down)

Rollerboy, Townsville QLD

## NINJA WARRIORS

### Amiga

Hold Alternate and type MAY THE FORCE BE WITH YOU for infinite energy, remembering to include the spaces. Alternate and GENESIS OF THE DALEKS inverts the screen.

alternate and SKIPPY makes the enemies bounce. Holding down Alternate and keying in MONTY PYTHON makes the enemies appear backwards on screen. While playing the game, press CAPS LOCK and type in CHEDDAR, release CAPS LOCK and voila: ingnite credits.

## INTERNATIONAL KARATE

### Amiga

Let your fighter get knocked down. Press the space bar. While holding the space bar down, press fire. Your fighter should now be invincible.

Toby Neal, NSW

## GOLDEN AXE

### IBM

Level Select - Before you select your dude, press any number from 1 to 8 for the level you want to go to. Now choose your dude. You will now go to that level.

Owen Barr, Springwood NSW

## INDIANNA JONES AND THE LAST CRUSADE

### Amiga

Enter you name as SILLYNAME to receive infinite lives.

## ROBOCOP III

### Amiga

Hold down the shift key and type THE DIDDY MEN. Now press escape to get into the next level.

## BACK TO THE FUTURE II

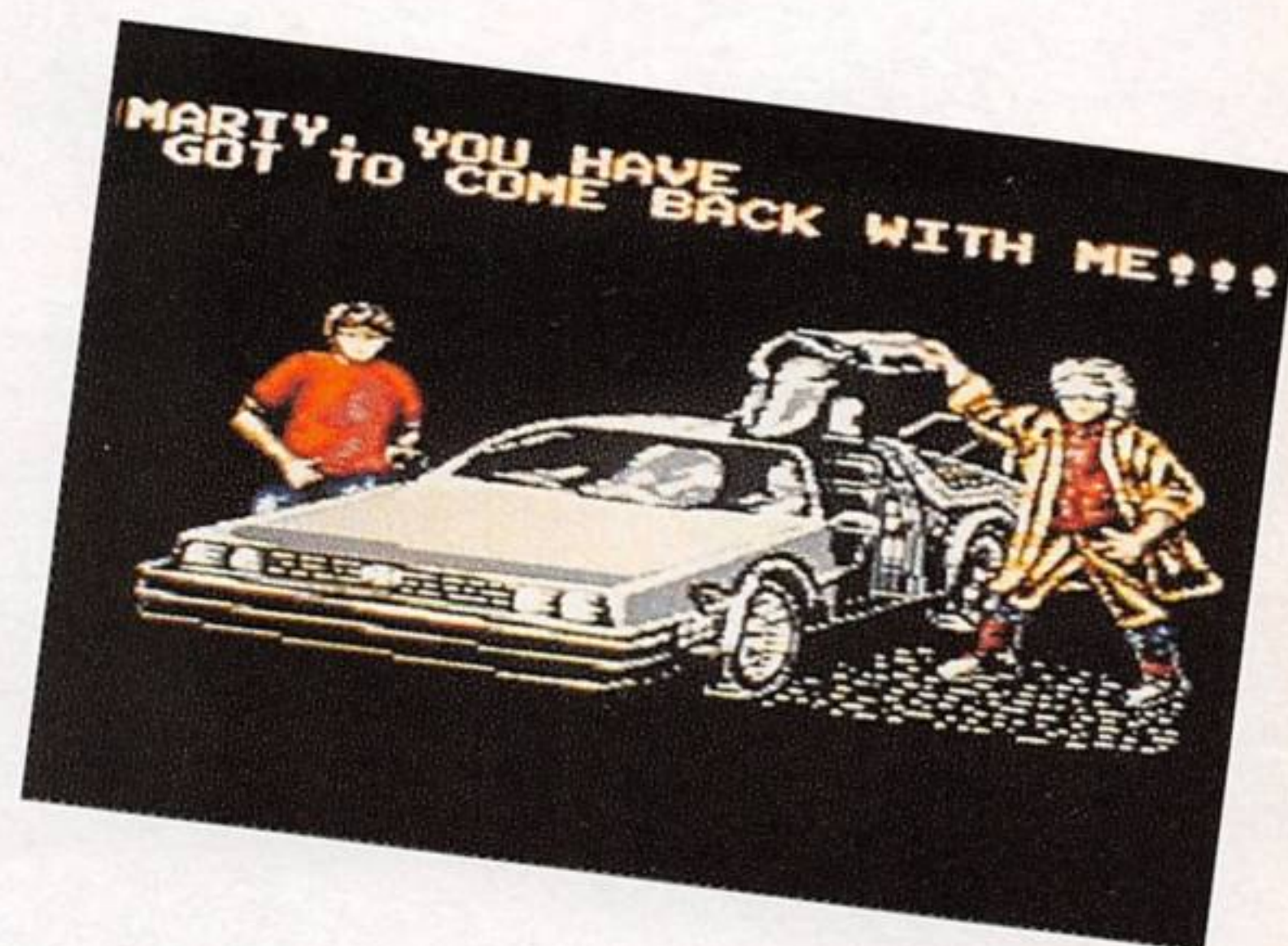
### Master System II

To skip levels, during the game press pause. Then push buttons 1 and 2 and down at the same time.

## QUACKSHOT

### Mega Drive

Infinite lives - During the Transylvania level there are some barrels near the beginning of the castle. In a barrel is an extra man. Get it, go back outside and go back inside and it will be there again. Repeat as necessary.



## SUPER HANG ON

### Mega Drive

Enter your code as:- GFF3F546F35564 and you will receive \$9,999,999,900. Pretty good, eh?!!

Chris O'Connor, Cooparoo QLD

## BUBBLE BOBBLE

### Gameboy

You have to get to the ending cause it's really cool so here are some codes:

# GET TIPS

10-XGLI  
20-FGLI  
40-JGBF  
80-GGBW  
100-KGBJ  
Chris O'Connor, Cooparoo QLD

## ULTIMA 6

**IBM** To access the secret cheaters mode talk to lolo and say spam three times and then humbug.

Steve Baldwin

## SHADOW DANCERS

**Amiga** Infinite lives - pause the game, type in GIVE ME INFINITES and hit Return. When you unpause the game you will totally invincible.

## SUPER HANG ON

**Mega Drive**

To slow down time on this exceedingly popular racing game, hold down button A as you press start on the title screen.

Martin Icing, Ringwood VIC

## PACLAND

**Lynx** To get ten extra lives play the game and get the high score. Then put 330ne (three-three-zero-n-e) as the high score name. Now, as long as that's the high score, you'll have ten extra lives when you start the game.

Marcos Georgopoulos

## MS PACMAN

**Lynx** For six lives press PAUSE, OPTION 1,

A twice, B once, OPTION 1, and a lightning bolt should appear. UNPAUSE and press B to use speed boost!

Marcos Georgopoulos

## SIM CITY

**IBM**

For an extra 10,000 just hold down the shift key and type FUNDS. Do this another 5 times to reach the maximum of 80,000. But doing this too many times creates an earthquake, so use the cheat before you start to build anything. Mitch

## SHINOBI

**Game Gear**

Hold down buttons 1, 2 and Start to call up the options screen. Not really a cheat that, but people like to be able to fiddle around with games' parameters, don't they?

## ADDAM FAMILY

**Amiga**

To get a few extra men, kill yourself and on the continue screen then go left through the wall. Also in the hall of doors go through the secret door on the bottom left corner where you shouldn't have any problems collecting about 30 extra men before starting a round. Then starting the game firstly collect three more hearts:

- The first is in the old tree where a bird is waiting.
- Then to the snowman for the second heart.
- Then to the centipedes in the garden level.

Don't forget to check walls for hidden bonus rooms, as there is a huge amount of bonuses lying around.

## NINJA GAIDEN

**Game Gear**

Defeating the Level 1 Boss.

When you first enter the pit you should be on the left hand side of the screen. Run straight towards the Boss and stop a few steps away from his club, then turn your back to him. As soon as you turn your back the Boss should start smashing his club against the floor over and over again. When his club is raised turn around quickly and hit him in his unprotected chest either with Sword or Ninja Magic. Then run back to the spot you were and turn your back again, repeat method over and over until the Boss is defeated. As long as your back is towards him he will not run to you.

Steve Arteaga

## IMMORTAL

**Mega Drive** Codes for higher levels:

- Level 2 - CDDFF10006F70
- Level 3 - GEIEC21000E10
- Level 4 - 38FE731001EBO
- Level 5 - F4FFD43000EBO
- Level 6 - 563FF53010A41
- Level 7 - C250F63010ACI
- Level 8 - 8FDOF710178CI

## DOUBLE DRAGON

**Amiga**

Plug in two joysticks, start a two player game then press both fire buttons and Escape for infinite credits.

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## DOUBLE DRAGON

### Master System II

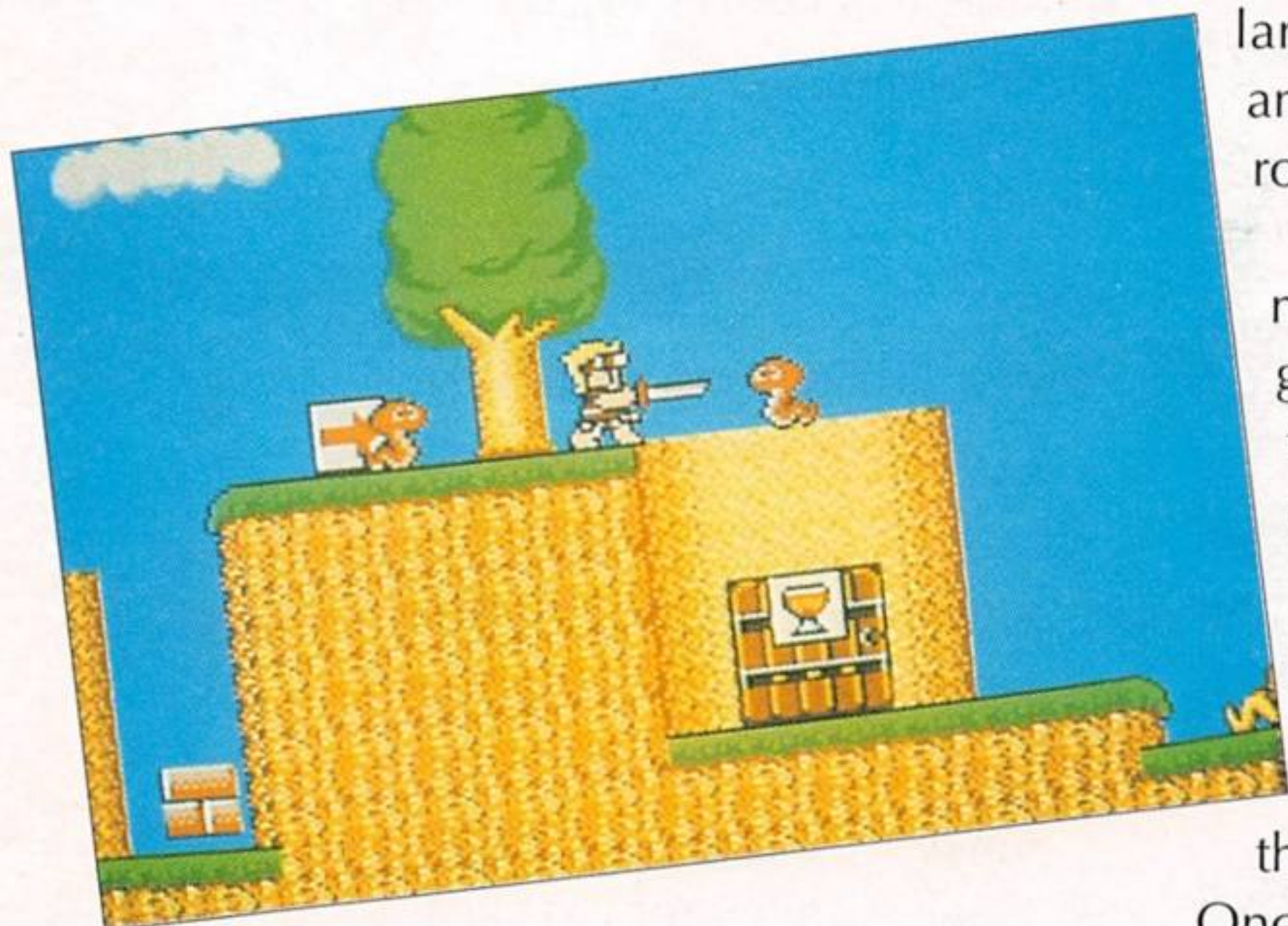
At the beginning of the 4th stage do 10 or more 'jumping back kicks'. From then on in that stage, you will have continuous lives.

Michael Andrews, Bunyip VIC

## FALCON

### Amiga

Here's a tricky tactic that will prevent you running out of ammo during vicious dogfights. Simply press Control and X simultaneously when you run low on ammunition in order to replenish your stocks.



## WONDERBOY

### Master System II

On the screen that shows you what round you are up to, enter this code - Button 1 twice, Button 2 twice, then hold both buttons down and press any direction. The round numbers should change. Then, when you have selected the round you want, let go of both buttons.

Michael Andrews, Bunyip VIC

## LEISURE SUIT LARRY IN THE LAND OF THE LIZARDS

### IBM

To get past all the questions at the start of the game press Ctrl-Alt-X at the same time.

Grant Brinkley, Brisbane QLD

## ADDAMS FAMILY

### Amiga

Here is a quick guide to get you through the Addams Family.

OK, the first thing to do is kill yourself. Yep, that's right. Now on the continue screen there are two signs pointing to either continue or quit. But there is also a red sign with no writing on it. All you do is follow it by walking into the left wall to get to a secret room with some lives in it.

Now choose continue and start the next part. In the hall of doors there is a secret room in the bottom left hand corner under the stairs which leads to a room with a heart on it. Climb the stairs to the top of the room and there is another secret door at the top. This in turn will take you to an even larger room which has a series of doors and money to collect. Go through all the rooms until you've collected everything.

One of the rooms has a top door with no way of getting up there, almost. To get up there go to the room in the bottom right to get the speed shoes, then to the room sort of above that to get the fezicopter and now fly quickly to the next room with the top door and if your timing is precise you should just be able to make it to the top half of the screen before the fezicopter runs out. Once up there, there is a great surprise of about 15 lives.

But the fun doesn't stop there! Now you venture outside to where the front of the mansion is. Go left, jump over the tree (don't kill him because it is needed) and make him follow to where the gallows are, jump on the tree, and do a bounce off it to the top of the gallows. Grab the fezicopter and fly around getting the money.

After that fly to the chimney on the left of the house and push down on it to go in. Once in collect the heart, etc. and go to the bottom right of the screen and jump off the springs into the wall and push right. Go through until you come out at the other side.

Once on top of the house again (on the right hand side) go back into the right hand side chimney (yes, the one you just came out of) and low and behold there

should be new rooms. There are secret blocks in this new part which have to be head butted in order to be seen. Now with a grand total of 41 lives it is time to start the game.

Here is a list of things in which show the best and easiest way of getting through Addams Family.

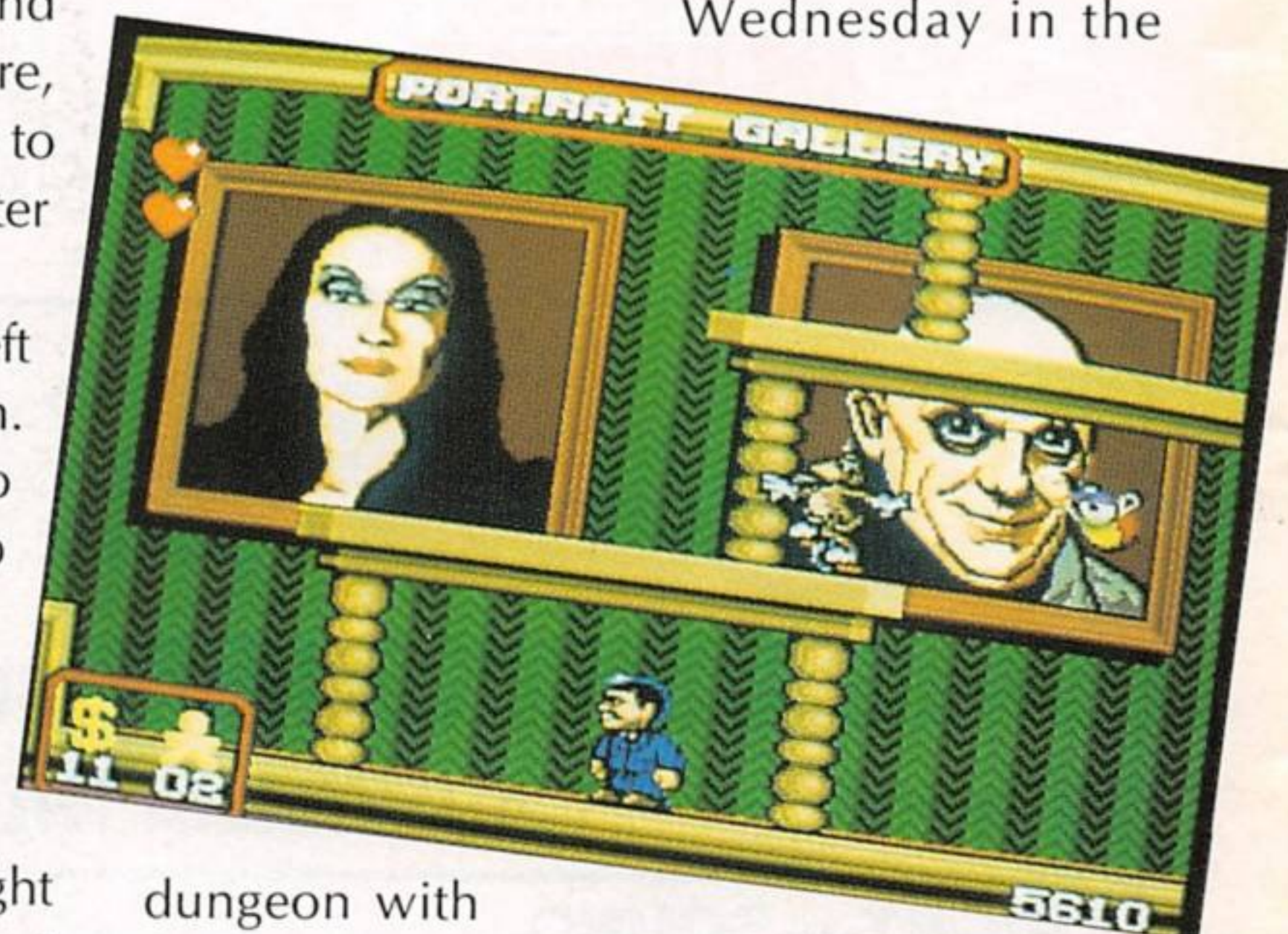
Firstly go to the old tree via the hall of doors and climb it to the top where you shall be greeted by the first guardian. The big bird (no, not the Big Bird). Kill it and you receive your first heart.

After that make your way to the freezer to battle the shape shifting snowman. The hardest part of this level is the fact that you stick everywhere so don't forget to bounce off the penguins to grab the shield, make the most of it and run for your life. Once the snowman is beaten you'll now have an unreal 4 hearts.

This makes the next part a whole lot easier as you venture into the garden and defeat your next guardian and your next opponent, or should I say, opponents, the sinister centipedes.

With five hearts under your belt it is now time to grab your family. Start off getting Wednesday. Go into the mouth of the old tree to get to a short cut to the grave yard. Through the grave yard you should get to the goblin. From there venture through to the kitchen where things start to work up as you stroll your way to the dragon in order to get Granny.

Go to the next level in order to get Pugsley. Pugsley is busy making poisons for Wednesday in the



dungeon with the mad scientist. Finally your next objective is to find Uncle Fester who has



# GET TIPS



been kidnapped by the wicked witch who has also stolen his memory. Upon defeating her it is time to go to the music room where Lurch has been piecing together the music from everyone. The final door opens and it's time to enter the most gruelling of tasks and find the lovely (ahem!) Morticia.

Some help with the final level is there are no secret passages throughout it so don't bother looking. The first part is get to the switch that will open the gate to get to the next part of the maze.

In the second part there is a small heart in a brick, when you stand on the brick it falls so jump off it to the right where a ledge is. There is also another switch in this part that will give access to further in this part (incidentally, falling into the water means you've gone the wrong way so basically to get to the end you shouldn't see water at all). Finally if you manage to get through this part you'll be confronted by the judge who is holding poor Morticia for his dirty deeds.

#### General Hints:

Always check walls for secret stuff, as there is a lot of it. And I mean heaps Most of the false walls have bonuses such as men, or money but some are not as easy to find as others I'll list a couple from each part.

In the hunting room there are bear rugs that spit teddy bears out. Further on there is a bear rug that doesn't, walk into his mouth. Also there is a switch that activates a big wall (a monkey on a unicycle rides back and forth), jump on to the wall, then jump in to a large space to the left where there is a secret hole with heaps of lives.

In the part under the ground as you walk to the right outside the house is a tiny box who says there are heaps of false walls, walking to the left from there proves his was right. Then keep walking through the underground to the right until you get to the end of this section, then walk through the wall at the end. Get to more underground levels. Go to the water and once swimming, paddle all the way to the left for more bonus lives.

In the dungeon looking for Pugsley, jump

on top of doors and push up to access more doors for bonuses.

In the library Thing says to look for doors in books. From his box where he says that go right to the book that has 'door' written down the spine, a door is down the bottom. Another door



further on has a book with 'drop in' written on it, push down on top to go in secret door.

To beat the bosses:

Big Bird: Just a matter of timing your jumps on his head.

Snowman: Wait until he throw his balls then jump over him, dodge the icicles then jump on his head, repeat until dead.

Centipedes: Stay just about in the middle and do little jumps on the centipedes as they go underneath you. Watch your head.

Goblin: Jump on the blocks then jump on his head, when he gets close go under him then jump back on to blocks and repeat.

Dragon: Stay on left side and just wait to jump on head when opportunity arises.

Witch: Keep jumping on Festers head until Witch gets close then jump on her head, also try bouncing off her sparks.

Judge: The easiest of the lot. Dodge hammers, watch the pattern. He jumps left, middle, right only. Jump on his head when he jumps on the sides.

Nick Smith, Sydney NSW

## ELVIRA II

Amiga/IBM

There's a four leaf clover in the very first location, under the sign. Don't forget to grab it.

## POLICE QUEST II

Amiga/IBM

If you can't find the combination to your locker, look at the back of the business card from the glovebox. also, make sure you get your wallet from your desk drawer to show as identification at the jail.

Ben Evans

## SPACE QUEST 2

Amiga

The directions through the dark tunnels on Labion are:

Screen 1 - Down, Right

Screen 2 - Right, Down, Right

Screen 3 - Down, Right, Left, Down, Left

Screen 4 - Left, Left, Down

Screen 5 - Down, Right

Screen 6 - Right

Screen 7 - You should now be at the waterfall with the glowing water.

Walk right.

On the next screen, you should have to choose between two tunnel exits.

Take the right hand one.

Toby Neal, NSW

## FANTASY ZONE 2

Master System II

On the second level on the second scene go under the warp you came in and go down until you hit the bottom.

Shoot until a red bottle appears, get it and your life meter will be extended.

## BATMAN

Amiga

Type in JAMMMM on the title screen for infinite lives.

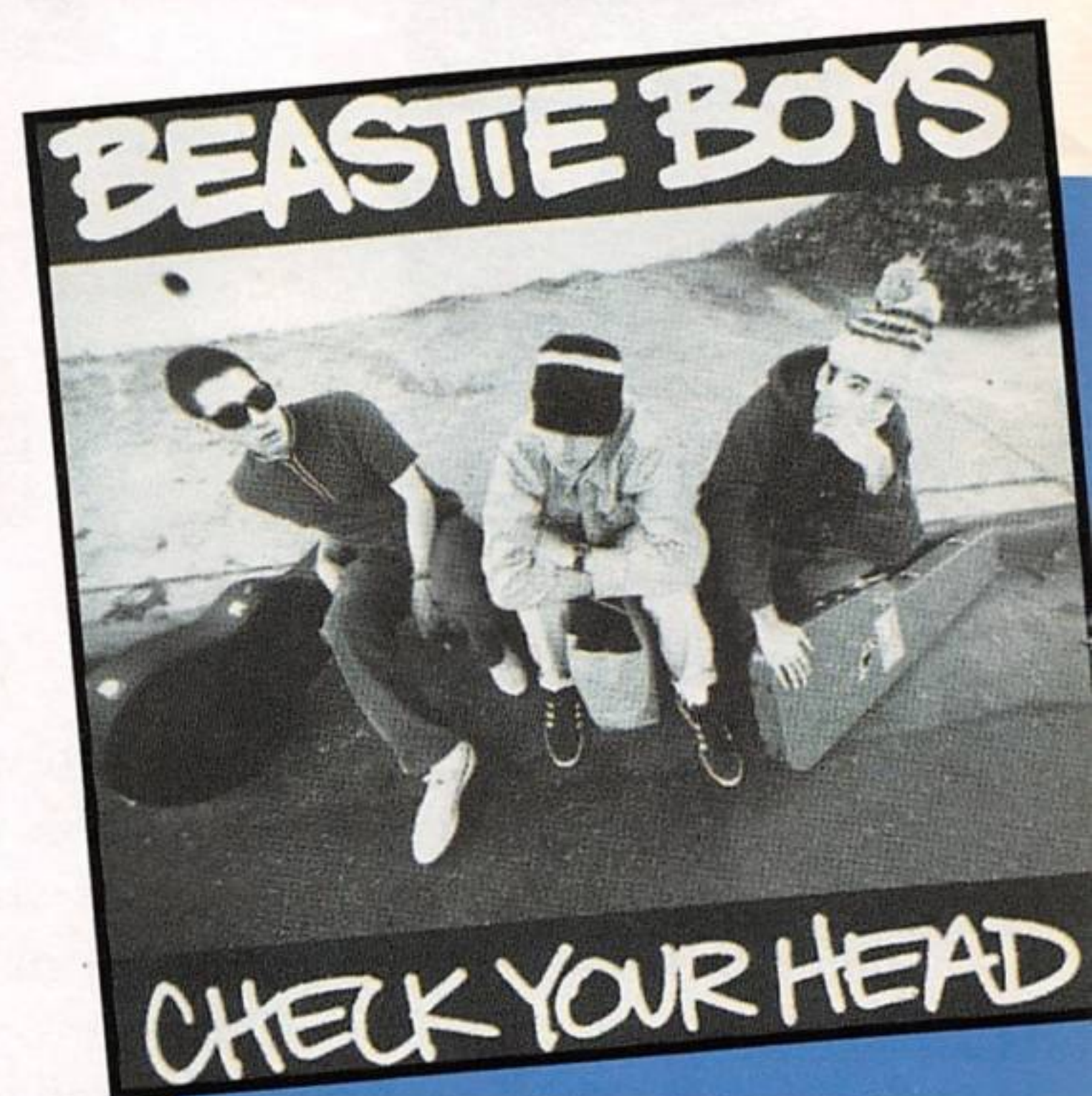
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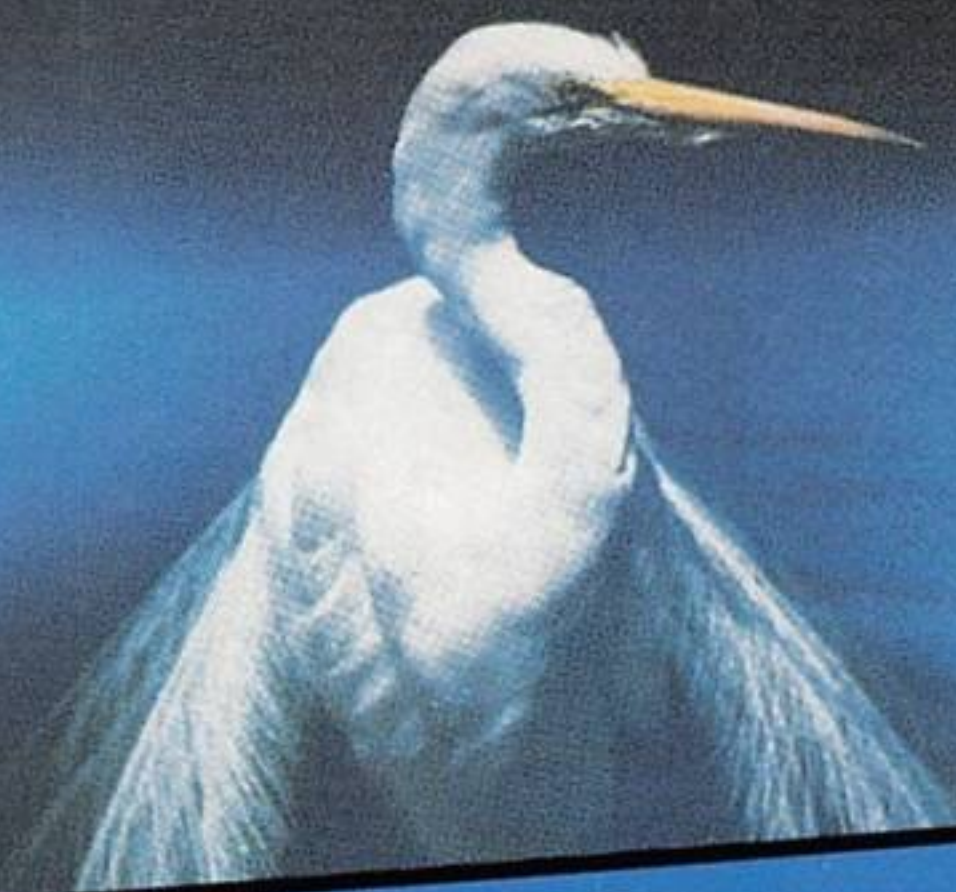
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# THE BASELINE

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FAITH NO MORE  
*Angel Dust*



## FAITH NO MORE Angel Dust (Festival)

Faith No More are back - as weird and wonderful as ever - with their obnoxious yet irresistible brand of insane rock'n'roll. As usual, axe-wielder Jim Martin's immense guitar sound is splashed throughout in gigantic slabs, wedged between swirling keyboards and the solid, but often funky, rhythm track. And, as on their last LP *The Real Thing*, it's impossible to fathom what on earth singer Mike Patton is going on about. With titles like *Jizzlobber*, *Crack Hitler*, *Be Aggressive* and *Kindergarten*, the mind boggles.

Although the new single, *Mid Life Crisis* bears a strong resemblance to the Epic, *Angel Dust* is every bit as diverse as its predecessor.

At times it is chaotic and frenetic, at others mellow - though rest assured, not "Mr Big" mellow! According to Mike Patton, *Mid Life Crisis* is the band's attempt at a "straight pop song". If you've already heard it, you may be wondering what his definition of a weird pop song is. My vote for straight pop song would go to the rather ordinary rock tune *Everything's Ruined*, but there is plenty on *Angel Dust* that falls into the extraordinary category,

like the sinister lullaby *RV* or the melodic *Small Victory*.

Apparently Jim Martin and the rest of the band are barely on speaking terms, but you'd never know it, *Angel Dust* is a cohesive collection of songs which threaten to fall apart (this is part of their beauty) but instead, knit together, creating a satisfying set of tunes. **8/10**

## 2 UNLIMITED Get Ready (Festival)

If we are to believe all the hype that surrounds the compact disc, its sound is superior to any other, be it vinyl or tape. Yet the CD album version of *Get Ready For This* sounds decidedly tinny when played in my lounge room - and nothing like the throbbing techno house track that has everyone at the local disco raising their fists in the air emitting some indistinct sound that makes them look more like a football crowd than some punters out for a bit of a dance and drink on a Friday night.

Increasing the volume helps, but unless you've got a sound system the size of Macaulay Culkin's in Michael Jackson's *Black Or White* video (and no neighbours) it's never going to sound as good as when you're out shaking your booty. And that, in a nutshell, is the

problem facing most dance bands who have a hit single on their hands. Techno outfits like 2 Unlimited have a particularly hard time of it, as their brand of dance music has its base in a current popular sound, rather than whether their songs are well written and played.

*Get Ready* is divided into three parts: 'Vocal part', 'Instrumental' part and 'Romantic part'. One and two contain the same songs - with and without vocals, and feature the singles *Get Ready For This* and *Twilight Zone*. Part three leaves the European techno sound behind for a contemporary American soul feel on two ballads, one of which sounds very much like LL Cool J's *I Need A Love*. Both offer a welcome relief from the repetitive industrial noises prevalent on the bulk of the CD. It's formula stuff: simple melodies, synthetic sounds and loads of diminished chords, but it's the sound of now, and bound to be loved by all and sundry for at least the next couple of months. **8/10**

## BEASTIE BOYS Check Your Head (IBM)

It's been over two years since Beastie Boys ditched the heavy rock sound of their first mega-platinum LP *Licensed To Ill* to record its follow-up, *Paul's Boutique*. Working with the Dust Brothers, who co-wrote and produced Young MC's smash hit *Bust A Move*, the band came up with a wickedly funky LP which contained two classics; *Hey Ladies* and *Shake Your Rump*, but flopped, nevertheless. Their new LP, *Check Your Head*, falls somewhere between the two. Now playing many of the instruments themselves, they have made an LP that has its loud, obnoxious moments, but dips into hard grooves and mellower funk.



# THE HOTTEST CD REVIEWS

Despite the fact that they are all in their mid to late 20s, The Beasties still sound like bratty kids, the difference being that these days, they actually have something to say.

There are 20 tracks on the album, but many are little more than snippets: a clunky bassline loop and one word vocal, or a verbal tirade set to a mighty drum track which comes to an abrupt halt.

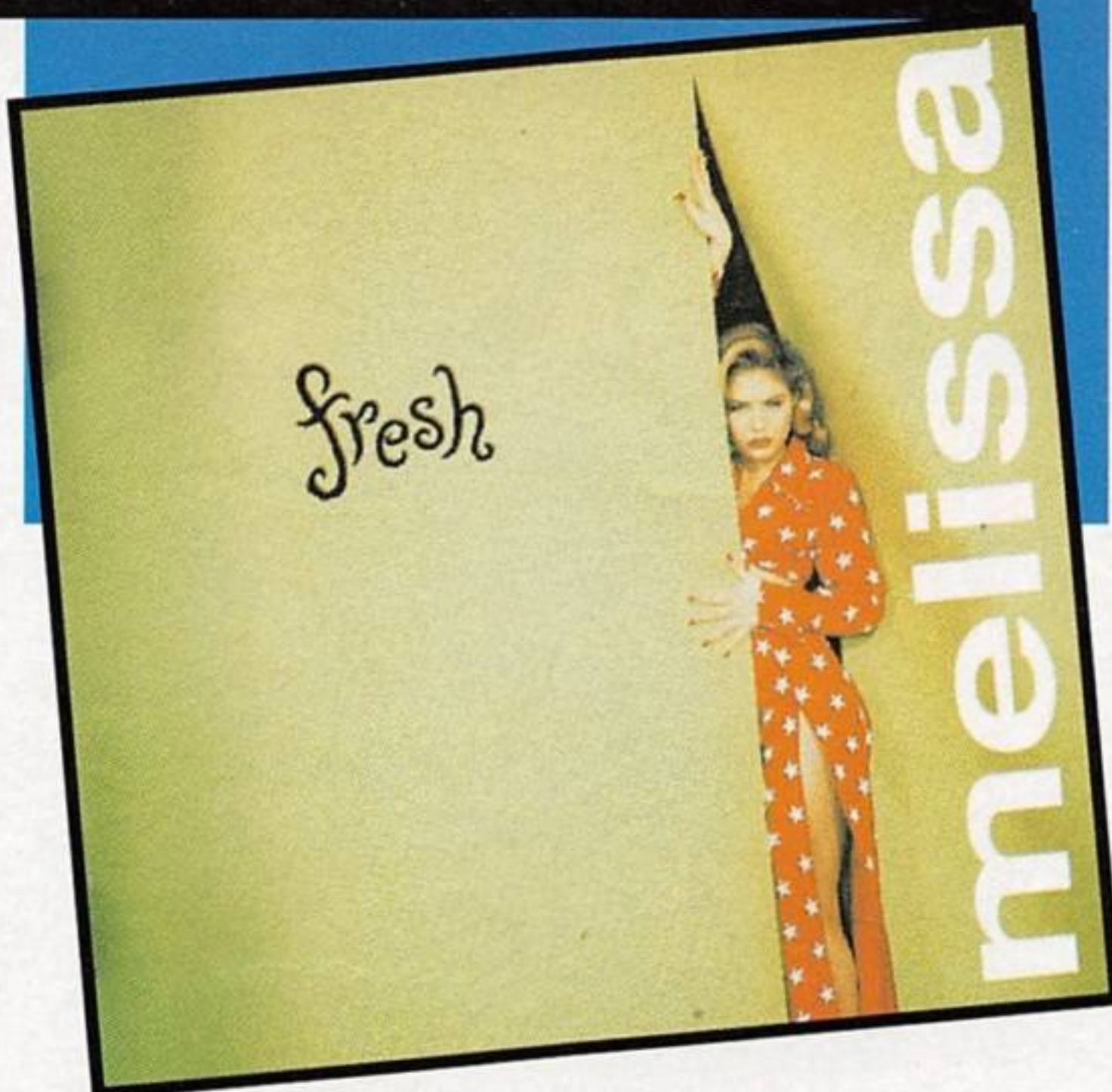
(You Gotta) Fight For Your Right To Party is a classic rap tune, but the Beastie's should not be remembered for that alone. If *Paul's Boutique* demonstrated that they had much more to offer, *Check Your Head* reinforces it. **8/10**

## L7

### Bricks Are Heavy (Festival)

Chicks Are Heavy would have been a more appropriate title, 'cos these girls really know how to rock! Imagine what the Baby Animals would have sounded like if Suze DeMarchi had grown up listening to the Sex Pistols instead of the Sweet and you'll have some idea of where L7 are coming from. There is a touch of glam about their sound - there are catchy hooks aplenty - but it's tougher and has a raw edge that is lacking from most pop. Lyrically, it is a set of biting, uncompromising comments on society, from the pro-peace of Wargasm to the anti-establishment Mr Integrity, though they're not Midnight Oil, and occasionally act a bit silly, on tunes like Monster.

Bricks Are Heavy was produced by Nirvana's producer, Butch Vig, and like Nirvana, L7 layer guitars over guitars to build a solid, chunky sound which is then set off by their sharp lyrics, delivered either in a monotone or banshee-like shriek. L7 are angry young women who know how to crank out some hard'n'fast rock'n'roll without forsaking their pop sensibilities, and while they're not the slightest bit impressed with the state of the world and those who have let it get that way, they're not about to stop having fun, either. **7/10**



## MELISSA

### Fresh (Phonogram)

Read My Lips and Sexy (Is The Word) are two practically perfect pop songs. But after the lacklustre Skin To Skin I had my doubts about *Fresh* - until I heard it. For apart from a few low spots, *Fresh* is a practically perfect pop LP. It is a well-balanced mix of stomping up-to-the-minute house numbers, mid-paced tunes and the obligatory ballad, and it is excellent.

If you described the lyrics as 'fluff', you wouldn't be far off the mark, neither is Melissa the most brilliant singer Australia's ever seen. But these facts pale into insignificance in the face of a bunch of songwriters who know a catchy tune when it wakes them up in the middle of the night, and are experienced enough to put them together so they sound, I hate to say it, fresh. These songs are catchier than a soy milk commercial, once heard, they're almost impossible to dismiss. My faves, are *My House*, a, er, house-style number, *My Imagination*, which is slower, but a fine pop song nevertheless and *Something About You*, on which Missy bares her soul (and probably quite a lot more than that if it ever becomes a single...). *Fresh* is not going to rank as one the most influential albums of all time, but right now, it's the most mindless fun you can have for the price of a CD! **8/10**

## THE CURE

### Wish (Warner)

Despite the fact that The Cure have been around for over a decade, and always had a strong underground following, they have only just recently broken into the mainstream. As the tunes on *Wish* are pretty representative of the type of thing Robert Smith and his band of merry men have dished up on a regular basis over the years, one can only assume that the rest of

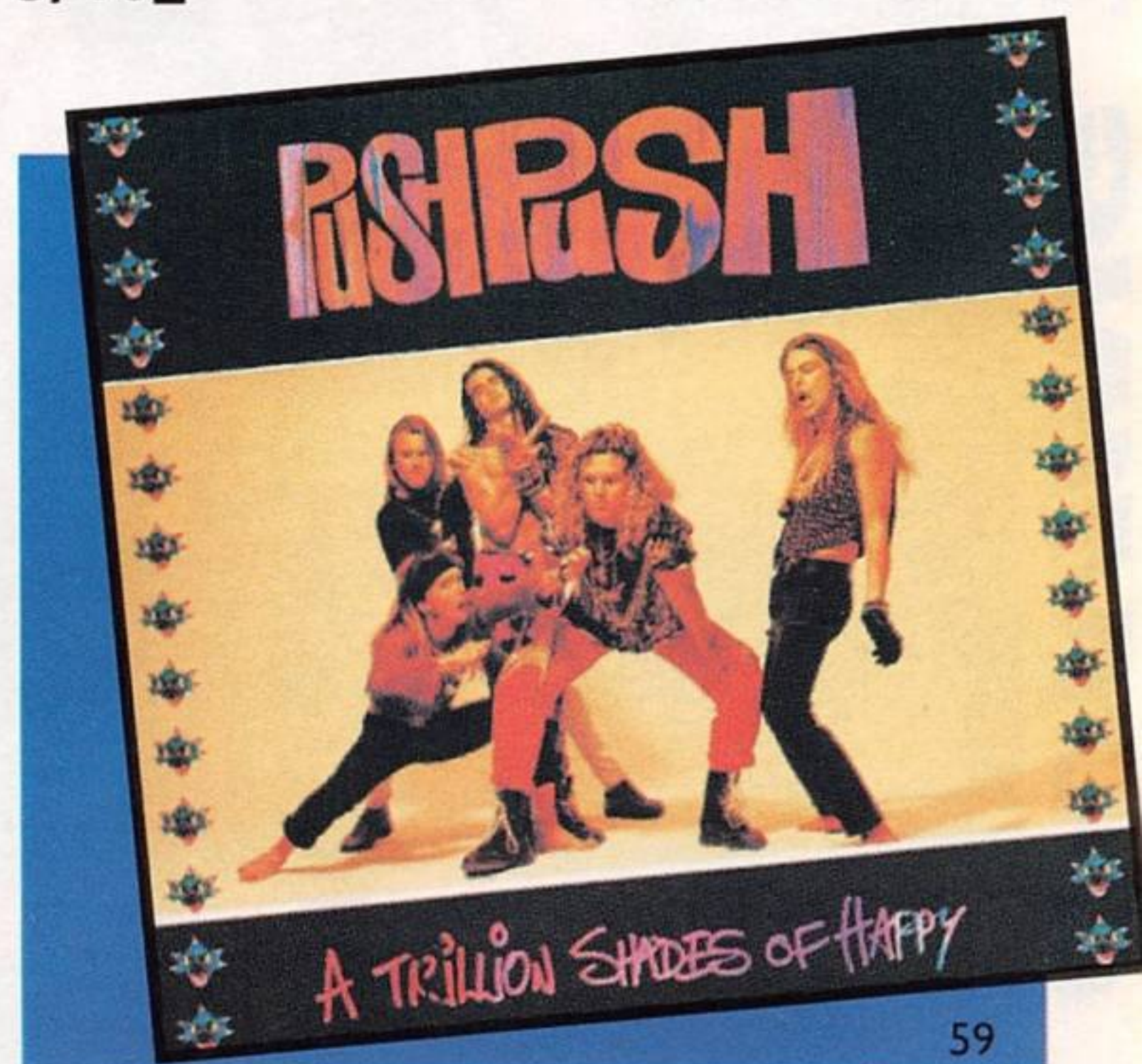
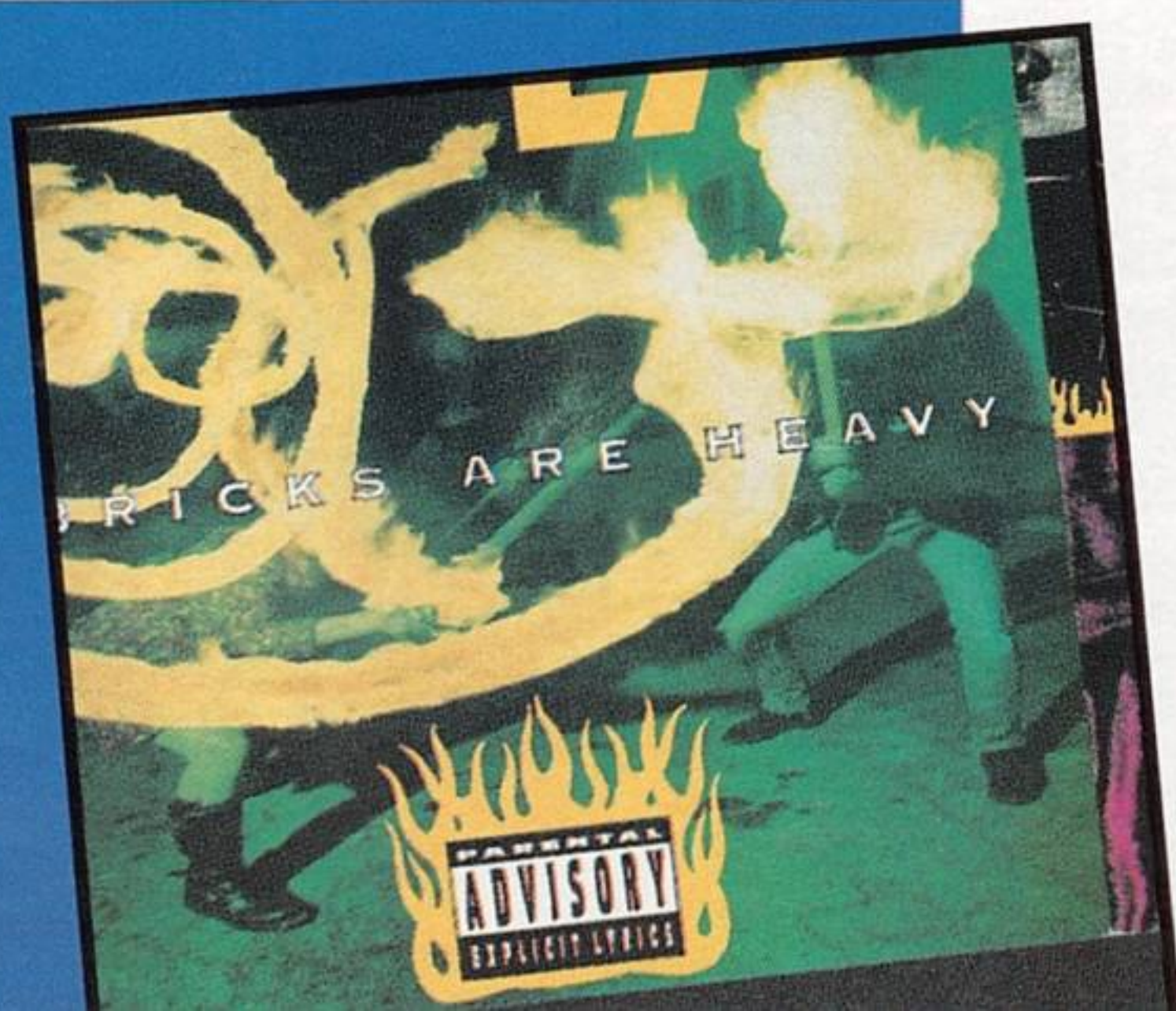
## REVIEWS BY GABRIEL WILDER

the world has finally seen beyond the wonky red lipstick and kooky videos and discovered that The Cure are purveyors of fine pop. For whether it be pretty, whimsical numbers or dark sombre pieces, The Cure are capable of delivering the goods. And despite being in the biz longer than is considered cool in pop circles, the lads still manage to churn out tunes that move you, either to laughter or to tears. In fact, the band has gotten so good at this pop malarkey, they're in danger of losing the plot altogether, and creating hollow replicas of their past classics. Thankfully that hasn't happened yet, and *Wish* is filled with motivating tunes all bearing The Cure's trademark jangly guitar, meandering organ and creaky vocals. **7/10**

## PUSH PUSH

### A Trillion Shades of Happy (Festival)

Remember Trippin'? That psychedelic pop metal tune that was all bone-crunching guitar hammering out an incessantly catchy riff that was married to a screeching vocal from hell? Well forget it immediately, because *A Trillion Shades Of Happy* is nothing like Push Push's brilliant first single! Whilst bands like L7 are doing everything to buck (that's BUCK) the establishment, New Zealand's Push Push are desperate to join it. True, at times they seem undecided, as if about to burst into anarchy, but all too often they hesitate, and wind up sounding like Bon Jovi. Singer Mikey thinks he's Robert Plant. Unfortunately he sounds more like a cockatoo. But that is hardly relevant, as it would take more than a set of golden tonsils to make the average tunes on *A Trillion Shades Of Happy* sound anything remotely resembling 'excellent'. Still, it's a fairly decent effort from these young lads, and that 'hit single' is pretty damn good. **5/10**



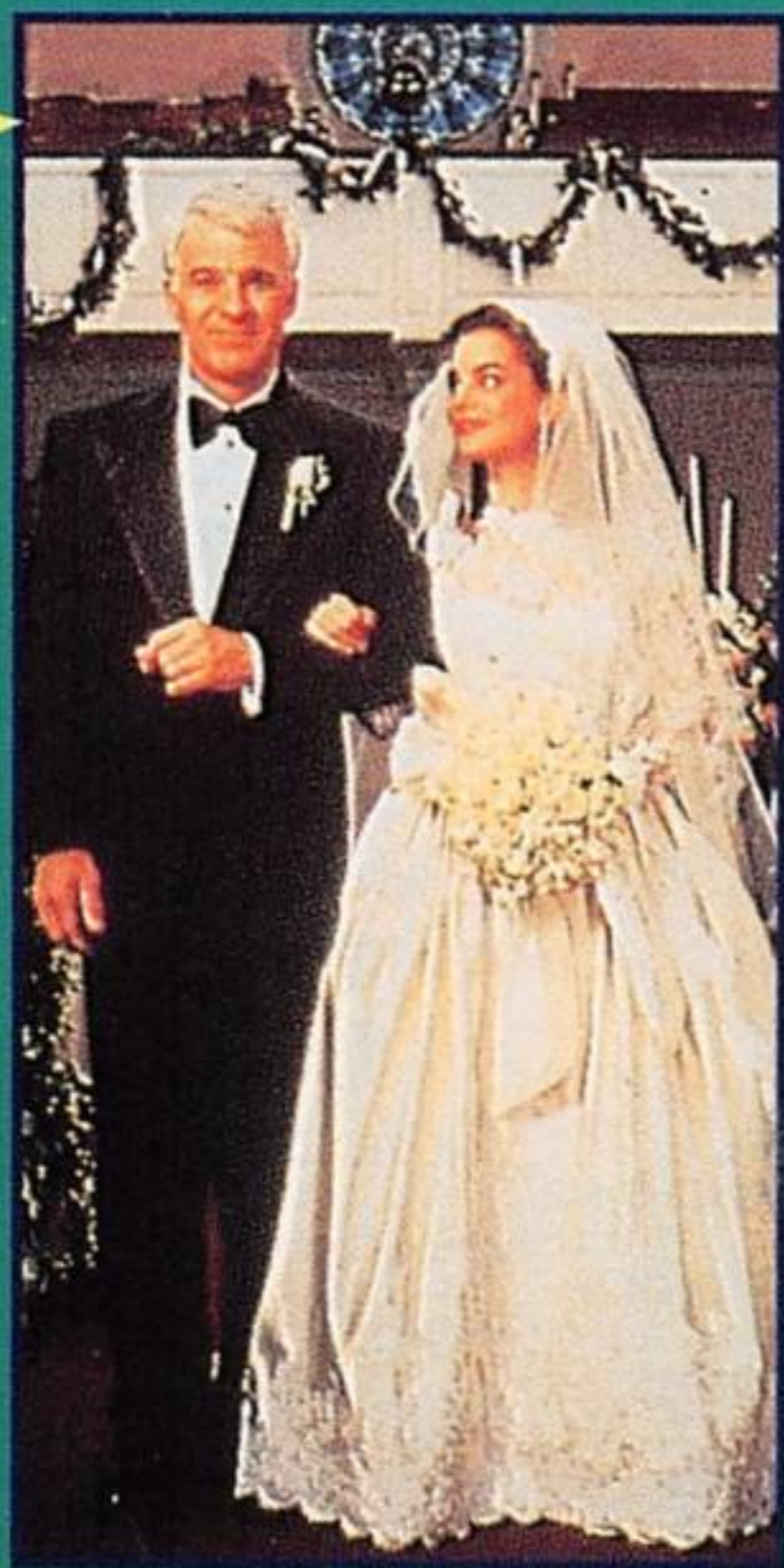
# VIDEO



## JFK

On November 22, 1963 the United States of America was to be forever changed as a nation. On that sunny afternoon in Dallas Texas, the country's innocence was shattered, the course of its society altered, its destiny profoundly changed. The assassination of President John F. Kennedy shook the very foundation of American society and forever altered the way Americans looked at the Government and at themselves.....

Even now 28 years later, the questions surrounding the assassination still haunt the government. The Warren Commission which was appointed to settle American's doubts did little to answer those questions and quite possibly raised more. A recent Gallup poll shows 73% of Americans are convinced the Warren Commission was wrong, and believe that there was a conspiracy to kill Kennedy. JFK is a important historical document as well as a brilliant film. It stars Kevin Costner as Jim Garrison, Gary Oldman as Lee Harvey Oswald along with Kevin Bacon, Tommy Lee Jones and Sissy Spacek. JFK also boasts an array of cameo star appearances from Joe Pesci, Jack Lemmon, Walter Matthau, Donald Sutherland and Ed Asner.



## FATHER OF THE BRIDE

Father of the Bride is a feel good, smash hit comedy about the outrageous trials and tribulations, a well intentioned father goes through trying to prepare his only daughters wedding. The prenuptial pandemonium begins when the bride-to-be announces her engagement, setting off an outrageous chain of events, including a chaotic first meeting with the in-laws and a wedding day snowstorm. Starring Steve Martin, Diane Keaton, and Martin Short. This remake of the 1950 comedy classic is a warm wacky look at a daughter's dream-come-true and a fathers proudest moment!



## MEDICINE MAN

Deep in the forbidding Amazon rainforest, an unorthodox research scientist is on the verge of an astonishing breakthrough. Experimenting with the areas unique vegetation, Dr Robert Campbell (Sean Connery) has stumbled upon a cure for cancer. But when the exact formula is lost, Campbell and his assistant Dr Rae Crane (Lorraine Bracco) embark on a dangerous mission to rediscover it.

The rainforest however, has also become the target of opportunistic developers intent on destroying the vegetation - whatever the cost. Campbell and Crane will now battle more than the harsh terrain in their quest for the secret serum. They'll be fighting for their lives as they race against time to save mankind, before man's greed destroys its one chance of survival. From the director of "Die Hard" and the Oscar winning "Dead Poets Society".

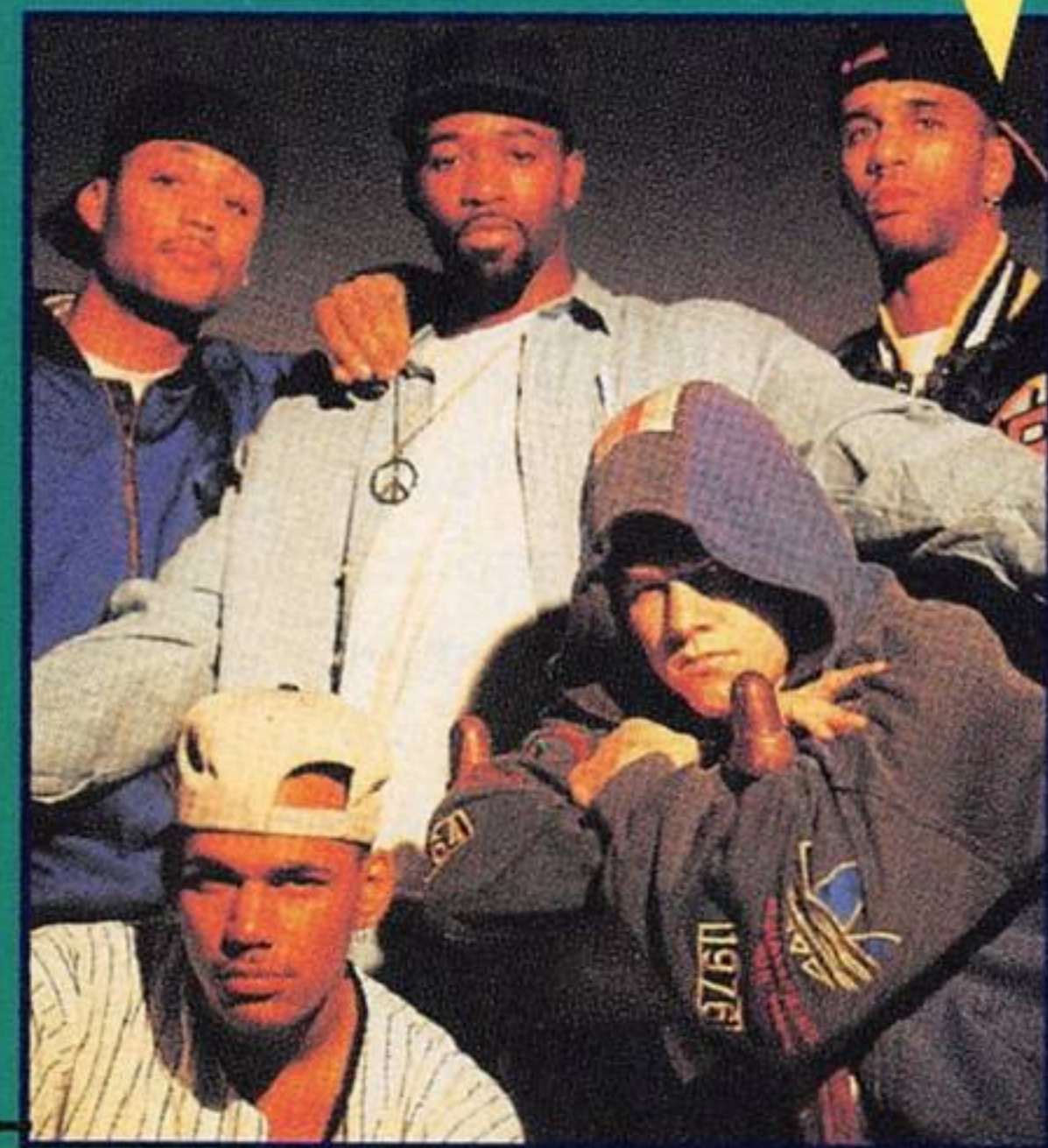
## MARKY MARK & THE FUNKY BUNCH

MUSIC FOR THE PEOPLE

Younger brother of Donnie from the New Kids on the Block, Marky Mark Wahlberg is the main focus of this 60 minute video which incorporates video clips, concert footage, backstage antics and interviews with the rap group. However the "group", the Funky Bunch, play a very minor role and almost appear to be Marky's backup dancers. Marky is invariably at centre stage, his pants usually around his ankles, showing off his body and white Calvin Kleins to the screaming girls in the audience. He even gets to the point of sticking a video camera down his briefs. As you might be able to tell, he's not a shy boy!

So if you're into Marky Mark (his music or his body), you'll get into this in a big way, but otherwise it will probably give you the shits, especially the naive moralizing in his Lou Reed rip-off "Wild Side".

RRP \$30



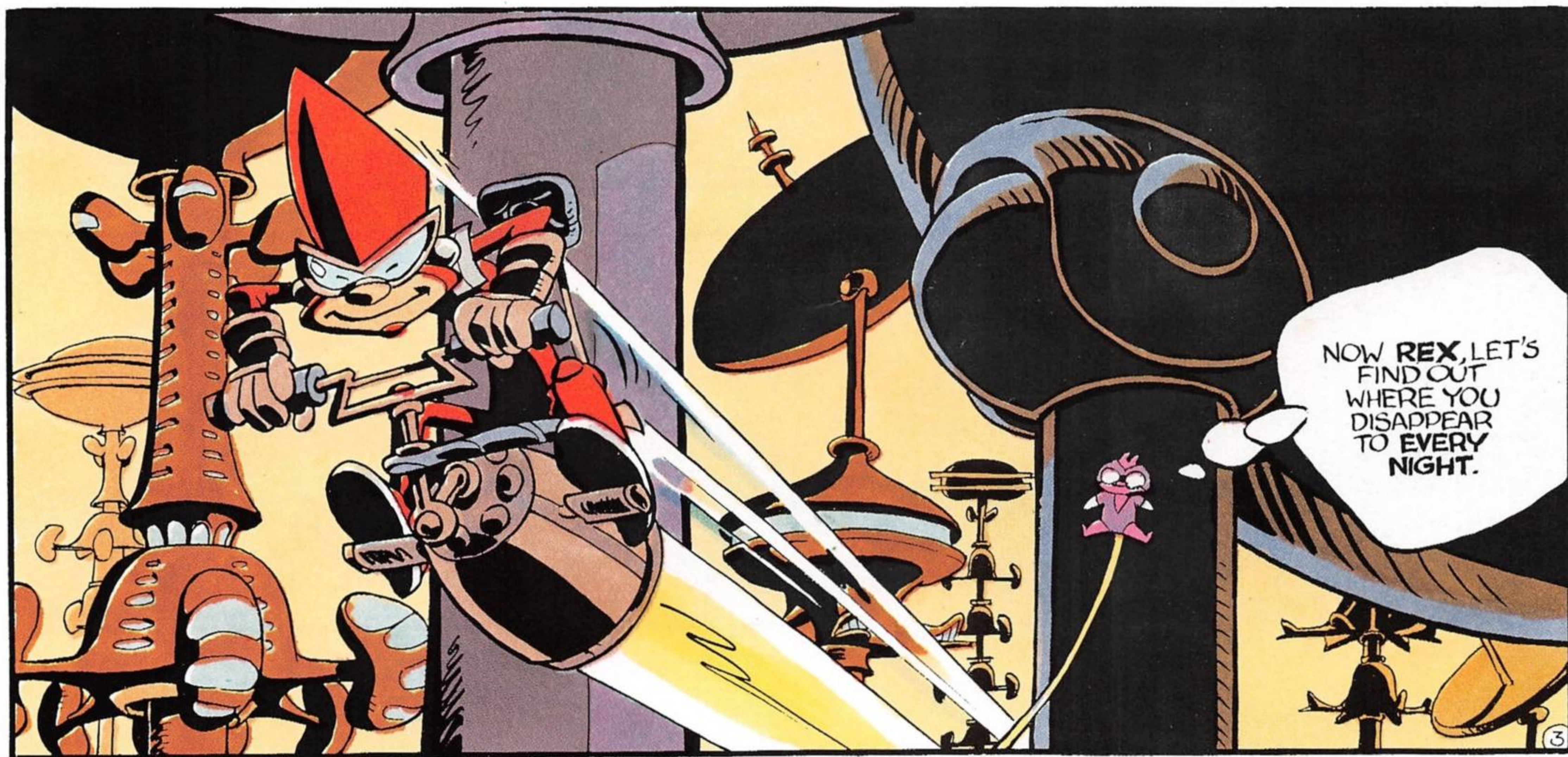
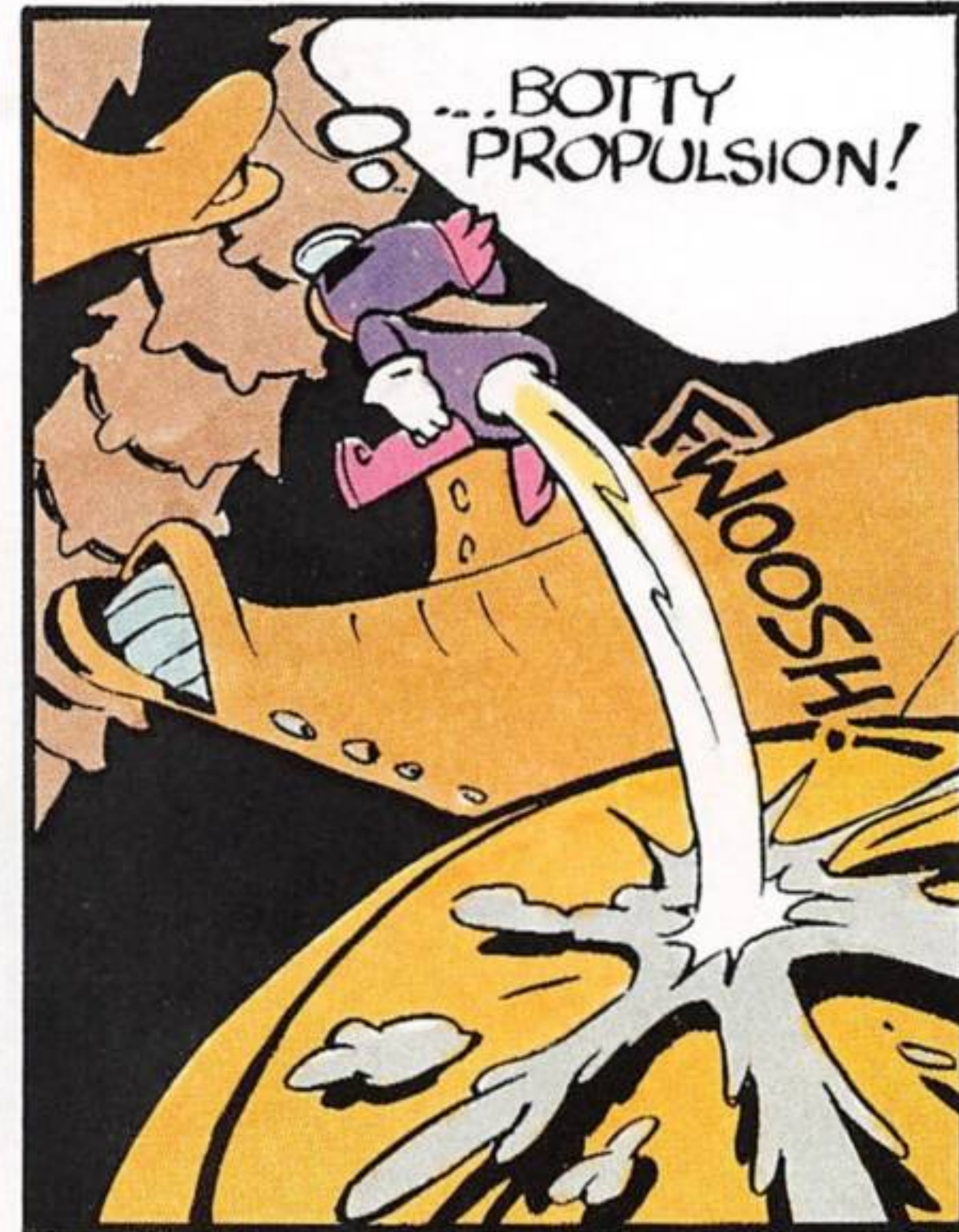
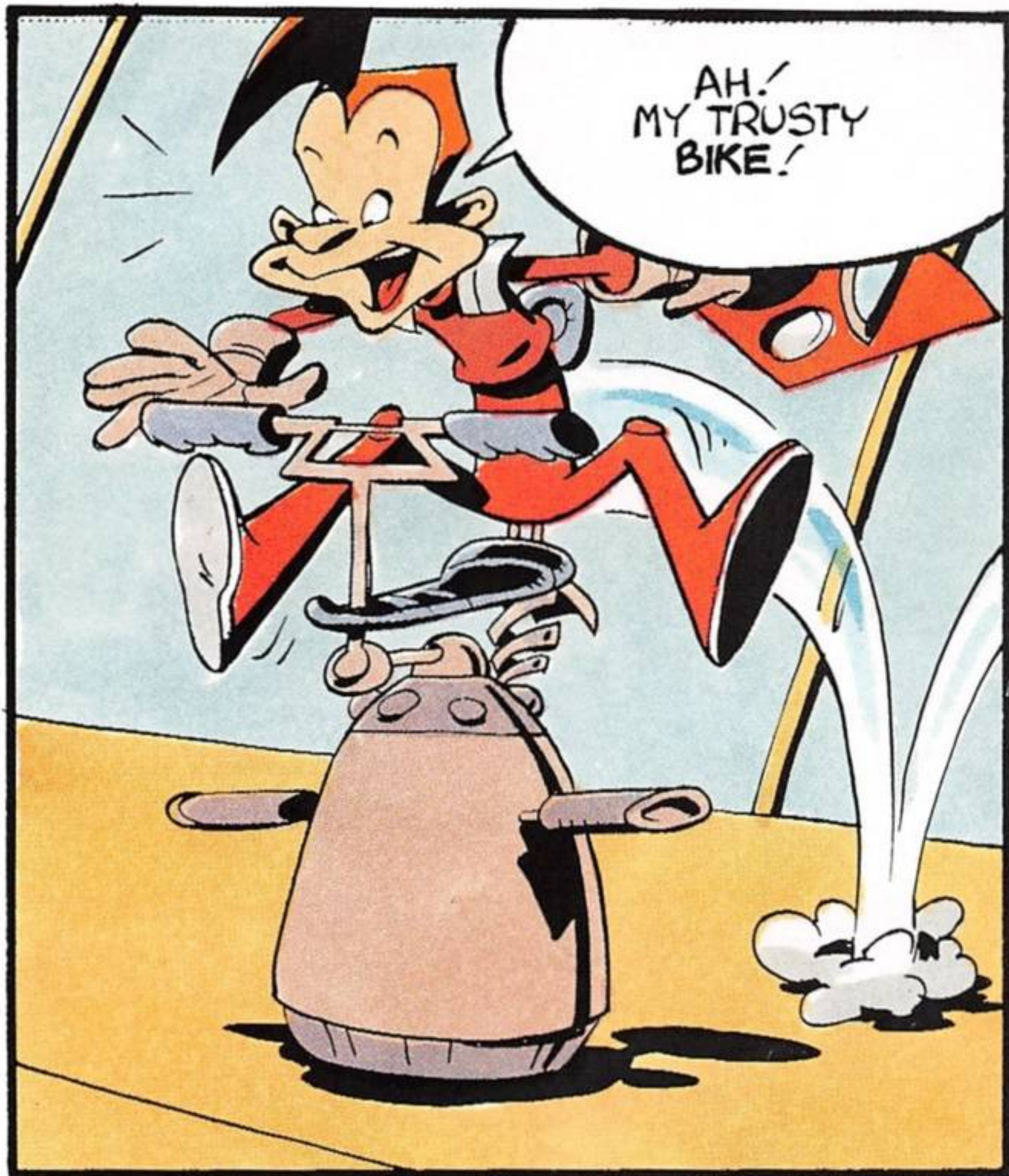
REVIEWS BY  
STUART SLATER



# REX VECTOR

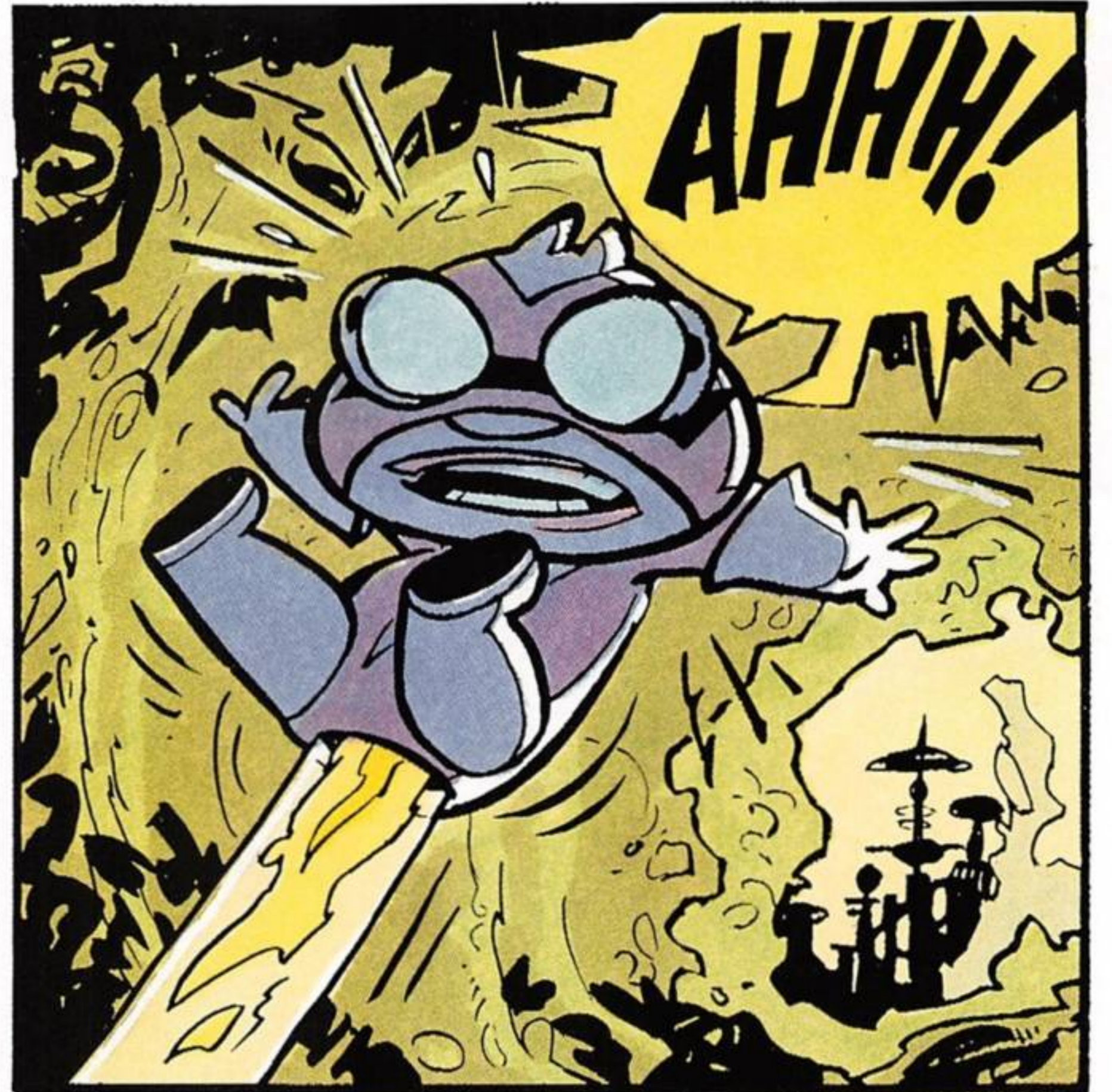
BY FIL BARLOW

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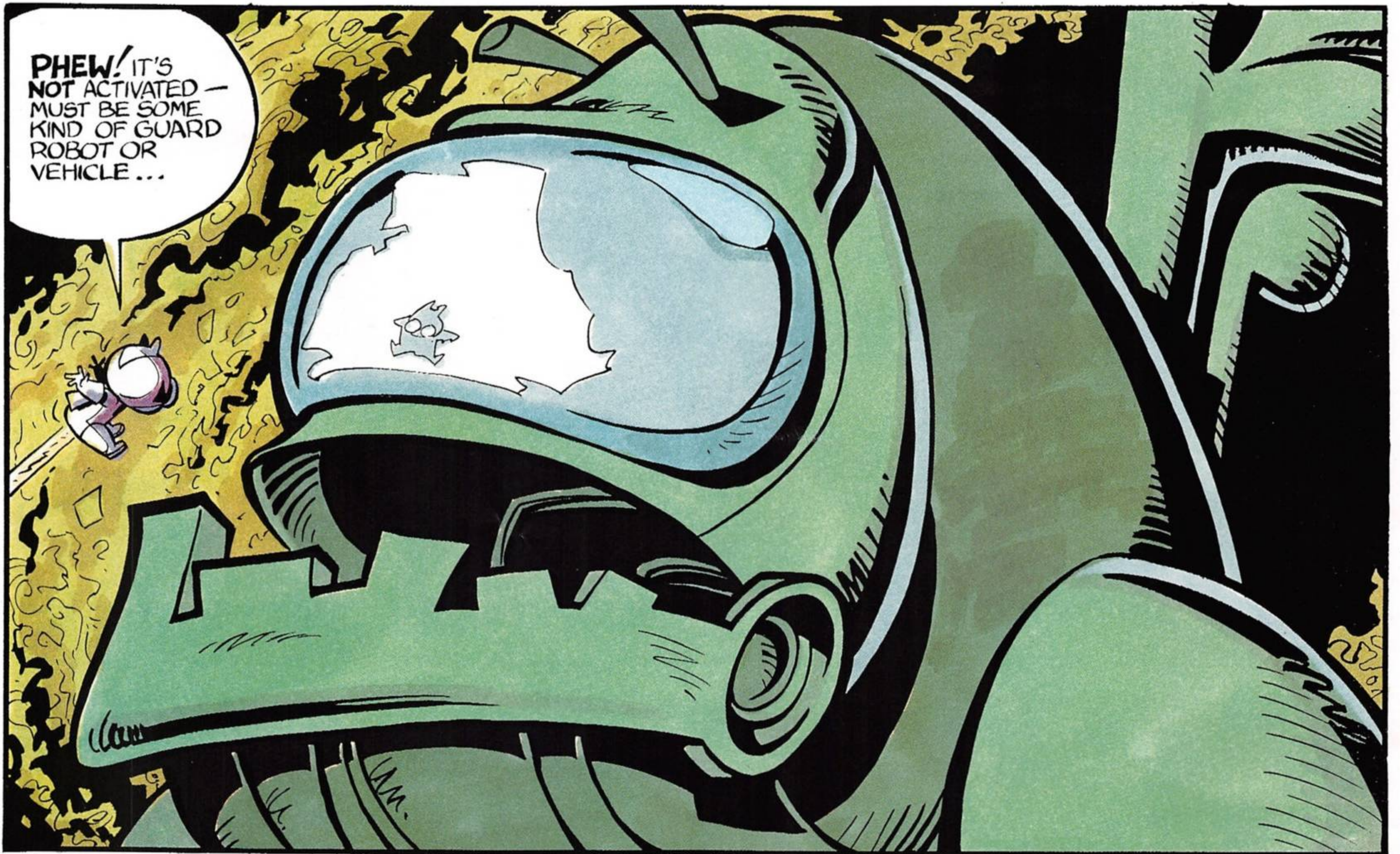




SO YOU'VE GOT A HIDEOUT BURIED IN THE GARBAGE CANYONS.



AHHH!



PHEW! IT'S NOT ACTIVATED — MUST BE SOME KIND OF GUARD ROBOT OR VEHICLE ...



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TO BE CONTINUED....

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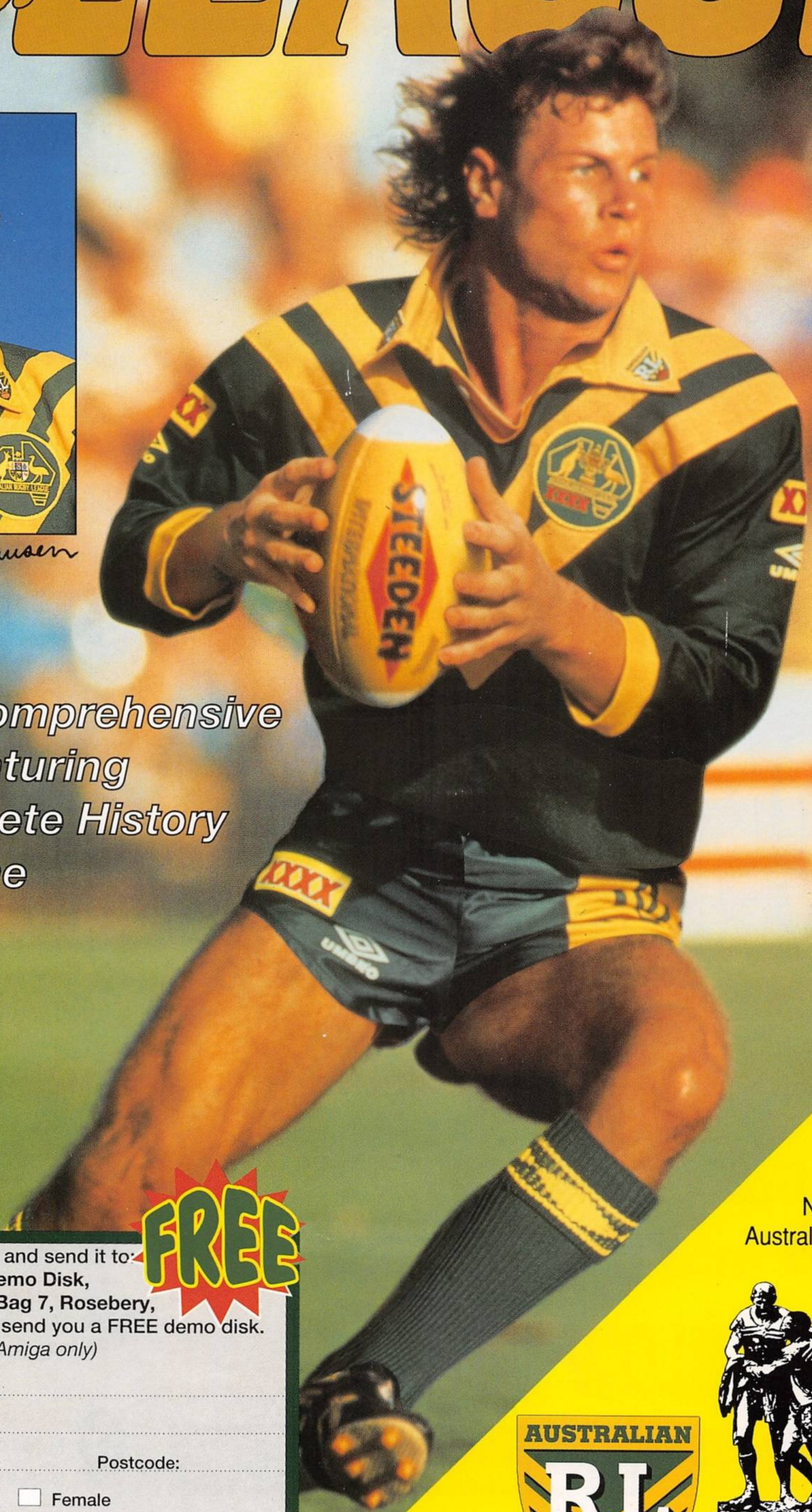
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