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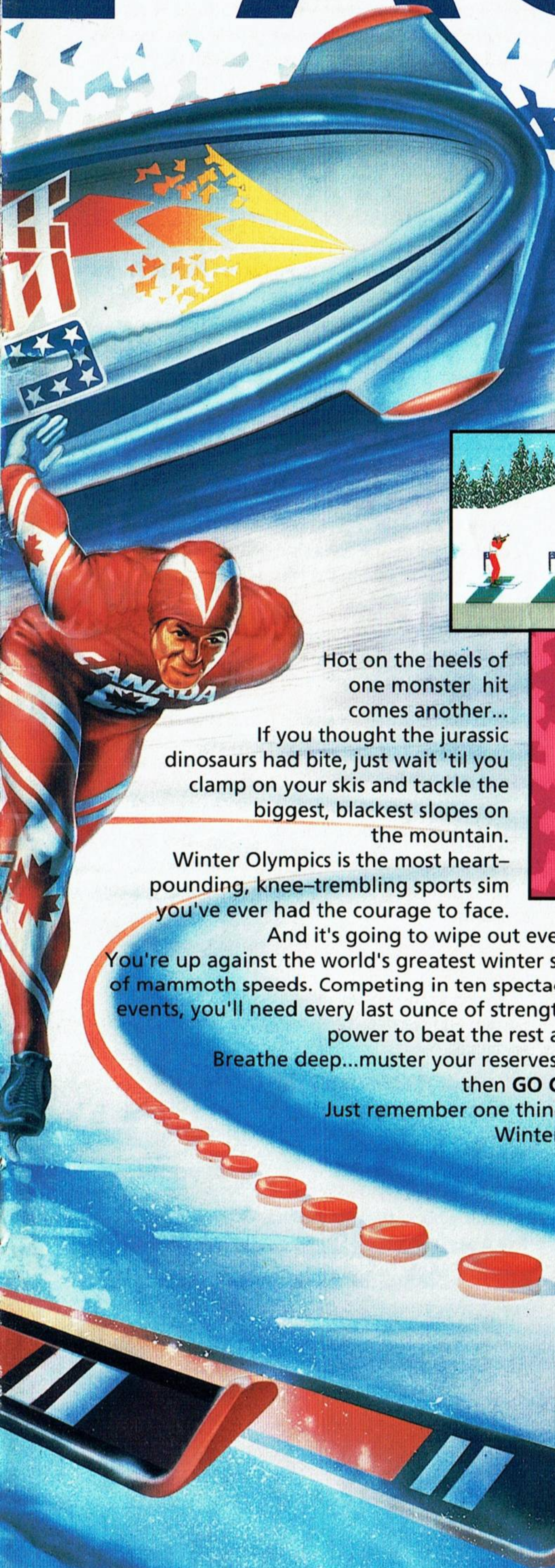
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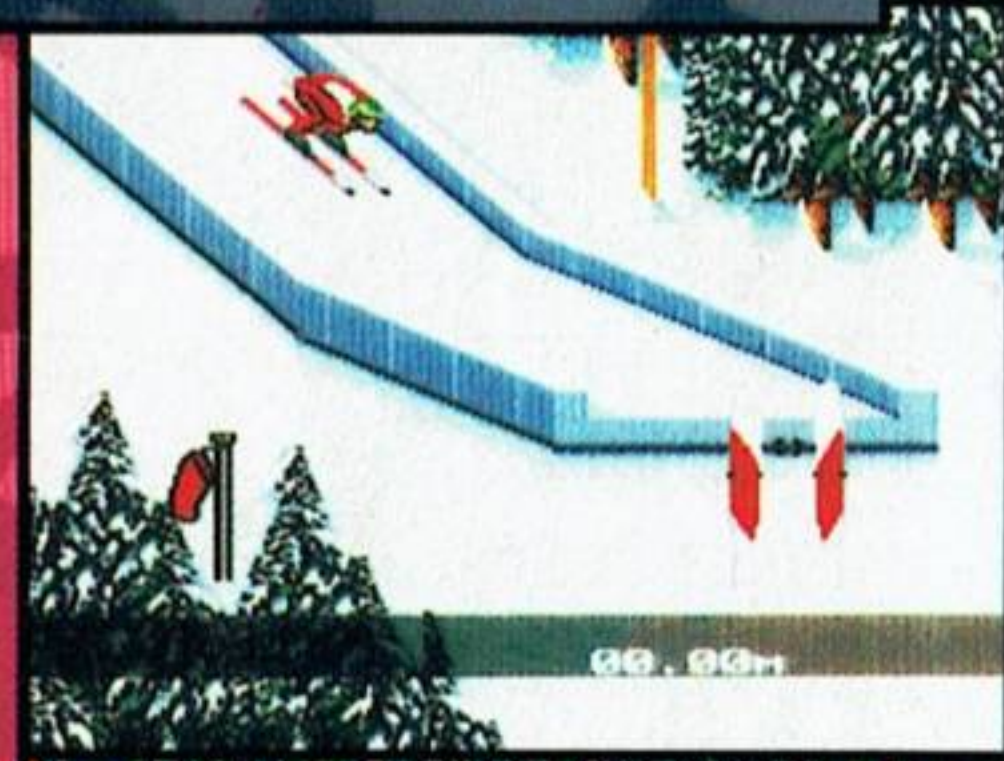
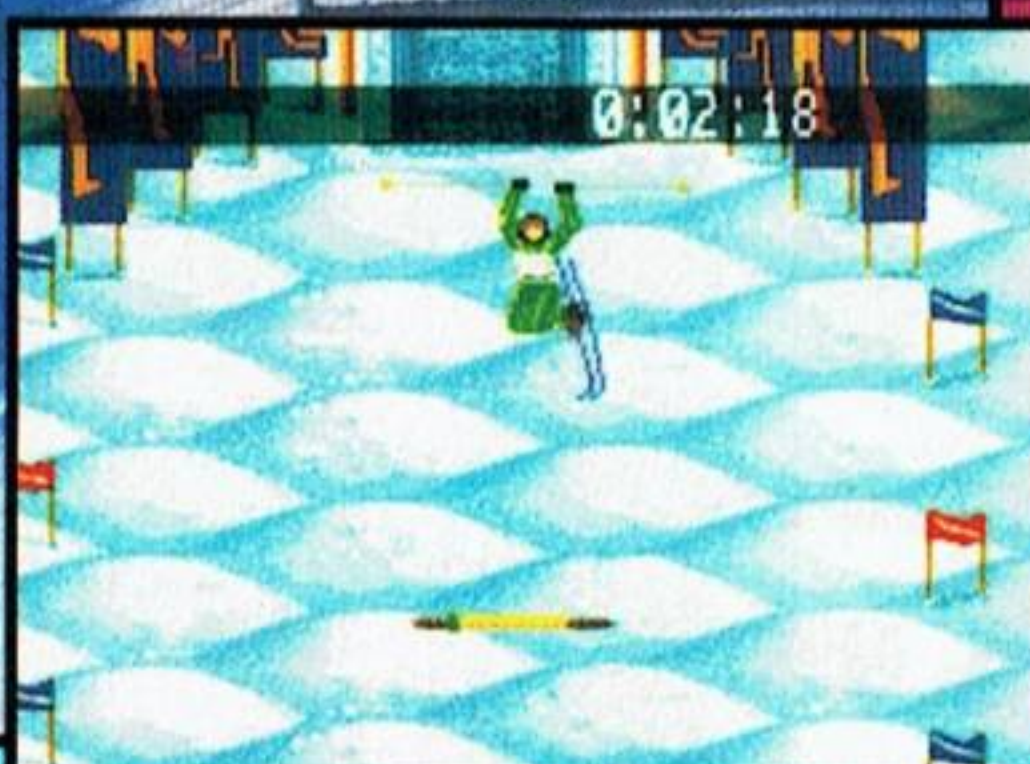
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**EVERYTHING YOU'VE EVER
WANTED TO KNOW ABOUT
THE MEGA DRIVE**
19

Our in-depth, exhaustive, no stone left unturned feature tells you everything you need to know about the country's biggest-selling and best games machine. Plus we tell you which games you can't live without.

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 © 1994 Mason Stewart Publishing Pty
Ltd (ACN 001 268 060)
Not an official Sega publication

 Printed by Hannanprint,
140 Bourke Rd, Alexandria 2015

 Distributed by Newsagents Direct
Distribution, 150 Bourke Road,
Alexandria 2015. ☎ (02) 353 9911

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*Recommended and maximum retail price only.

March 1994

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END ZONE

All good things must come to an end. But before we go, the Megazone team expose themselves. And wait—you may have won a prize!

Editorial

Greetings

And welcome to this episode of Megazone. Last month, we took a long and hard look at the Master System. Now we give the Mega Drive the same treatment in our huge eight-page special feature. It covers the Mega-CD, the accessories, and the games you simply *must* have. And once you've digested all that, we give you the chance to win a Mega Drive II and the games you've just been drooling over!

Mega-CD owners: are you fed up of rehashed Mega Drive titles or games that only make half-hearted attempts with the gameplay? The moment you've longed for has arrived: a CD game that can be justly described as excellent! *Ground Zero, Texas* makes extensive use of the Mega-CD hardware and will keep you hooked to boot. Other formats haven't been left out. On the Mega Drive we have *Sonic 3*, *Gunstar Heroes* and *Eternal Champions*—a 24-bit *Street Fighter 2* beater? And *Dr Robotnik's Mean Bean Machine* on the Master System is just as playable as on its bigger brother.

It's all inside this issue. Enjoy!

Adam



MEGAZONE OUTLET LETTERS

THE LONGER THE BETTER

Dear Megazone,

I suppose you're used to people sucking up, so I won't do it! I have a few complaints about Sega.

Firstly, the length of the control pad cable sucks. Make it longer and, believe me, it will sell better.

Secondly, the number of buttons and options. Nintendo has six buttons, programmable joysticks and control pads with all the fiddly bits, like slow motion, turbo fire, etc. How about selling six-button control pads and joysticks with the Mega Drive?

Everywhere I go, I hear people saying "Nintendo's better...". That's bull@#\$%! Then they say "Then why do you have to buy a six-button control pad separately?"

Finally, one more complaint: the limited number of colours. Please Sega, or whoever, try to fix this.

Yours faithfully,

Robert

Eldorado, VIC

There are plenty of joypads sold through other companies, including infra-red pads that can have you sitting on the other side of the living room, if you wish.

As for the number of buttons, there are now heaps of six-button pads available. The three-button controller that comes with the Mega Drive is fine for most games; it's just games like Street Fighter 2 that require the use of a specialised controller.

We're afraid that the Mega Drive is stuck with 64 colours on screen at a time - to change it now would make it incompatible with older models of the console. However, by the use of clever programming tricks, games designers can make it look like there are more colours on screen. We'll be seeing more mega-colourful games soon.

A NEW DISCIPLE

Dear Megazone,

I confess, I used to be a real N-head until a friend showed me his Mega Drive. I was so blown away by it, I knew I had to get one. Anyway, I have some questions.

1. Will *Mortal Kombat 2* be out on Mega Drive, and if so, will there be a blood code for it?
2. Where can I purchase a Pro Action Replay, and can it be used as a foreign games converter?
3. How do I go about ordering foreign games?

Glen

Gold Coast, QLD

Seems like you've seen the light, but you're still a little muddled by it all, aren't you?

Firstly, Mortal Kombat 2 is only a matter of time. As for the blood code, it's top secret, so we wouldn't tell you, even if we knew (and we don't, at this point).

If you can't snare a Pro Action Replay from your usual games retailer, call Kaylee Computing on 09 310 1962. And no, you'll need a Universal Adaptor to play foreign carts.

Imported games are available through many specialist retailers. You'll just have to check out what your local retailer has on offer.

A QUESTION OF SIZE

To all the Megaheads at Megazone,

It's good (actually fab) to see the mag become 100% Sega. I'm not going to start all the sucking up, but I've got a few questions for you to answer.

1. When is the Saturn 32-bit machine coming out, and is it better than the Amiga 32? Also, how much is it going to cost when it arrives in Australia?
2. Which game do you think is the better out of *Aladdin*, *Sonic Spinball* or *FIFA International Soccer*?

That's all for the questions, but before I end this letter, there's a few things I have to say in order to make your mag better than it already is, I know that you have Psychic Sandy's Game Gaze, but that's not enough. You should have about a page on every huge game there is, and then have the others which you can't fit onto a full page in Psychic Sandy.

Another thing, why don't you have the mag increase back to 96 pages? You could start doing this by using my idea of longer previews for games. Also, increase the number of pages for each review. Most of all, could you increase the pages of Rex Vectar. I'm sure many other readers will be thinking the same thing, because he's fab.

That's just a few tips to make your mag even better than ever.

C.K.

W. Brunswick, VIC

1. We still don't have a definite date for the release of the 32-bit Saturn machine. What we do know is that it probably won't be in our shops this year. The price tag is likely to be fairly steep, and we can't tell you whether it's better than the Amiga 32, 'cos we haven't seen it!

2. Depends on what type of game you're after. Each of these three are great games, but Aladdin's the pick if you're looking for a great-looking, big platformer; Sonic Spinball is fun-good if you're a pinball and/or Sonic fan (but there are better pinball sims); FIFA International Soccer is a top-class soccer sim. So take your pick, they're all good!

As for our previews, you will have noticed that we've done exactly as you've asked. Psychic Sandy has been incorporated into Game Spy, which provides lots of great info on hot new games (and games still being developed). It's straight from the UK, and exclusive to Megazone.

As we've said before, there's nothing we'd like more than to increase in pages, and we will do so as soon as possible. Rex Vectar, however, will stay at a lean, mean two pages.

CONSPIRACY THEORY

Dear Editor,

This so-called 'Australian' magazine, when compared to British 100% Sega magazines, seems to be very similar. In fact, I believe it is copied from these magazines. The following occurrences are all taken from the November issue, and cannot be coincidental.

Cover: 'Street Fighter 2, It's Big, It's Bad, It's Brill'. 'Brill' is not used by Australian kids. My English friends say it all the time, and it's plastered through UK mags.

Page 3: Konami's address is in Middlesex, England. Is this advertisement taken straight from a British magazine?

Page 4: 'It's more confusing than the Italian traffic code...'. A European joke if I ever heard one.

Page 10: 'De-smeg your system...'. Does anyone in the Megazone office know what 'smeg' means? It's a joke expletive used in the British comedy program *Red Dwarf*. I'm pretty sure that 99% of your readers didn't know what the smeg you were talking about.

Page 13: '...footie games' when referring to soccer. Erm, what country does that term come from. Do you think it could be... Britain?

Page 14: 'Isn't that one of the Queen Mum's hats?' Oh yes, us Aussie kids know all about them, don't we?

Page 17: 'faster than Linford Christie...' I had to ask my Dad who Linford Christie was, and guess what? He's a British athlete!

Page 31: 'the sprightly sprog...' SPROG?

Blah, blah, blah, time's up...(sorry, is that too much of an Americanism?)

Yours sincerely

Ryan

Bowral, NSW

I'd like to remind you, young man, that if it wasn't for the British Empire then, then... well, I suppose the world would have been a better place.

Megazone is produced here in Oz by imported labour - with one exception: the multi-talented and racially pure Sandra. Adam's a Pommie import and Duane hails from that other once-oppressed-by-the-Empire nation, Canada. Naturally, one or two Englishisms creep into Adam's writing, but Sandra has her whip at the ready and is training the boys to speak proper 'Stralian.

And if you don't like it, you can get stuffed, you git.

PLAYGROUND WARS

Dear Megazone,

I suppose I should start with the usual praise and worship that you guys deserve, but you already know how cool and utterly brilliant you are, don't you?

Now, I'm still at school and fighting a practically unending war against Nintendo owners. But, I do know a few guys who own Mega Drives, like me. I recently traded in my Game Gear for the ultimate in gaming technology, and I'm proud. I'm also thinking of getting a Menacer. Do you think it's worth it?

I've just gotta ask: have you guys heard of Sight 'n Sound? It's a console store that deals in games trading, buying and selling. A bit like the Serious Games Store. Just in case anyone wants to go there, they're at 10/273 Old Northern Rd, Castle Hill, NSW. ph: (02) 894 5177.

Well, I suppose that's enough out of this windbag. Answer my questions, or else this letter will explain the eight foot Colorbond steel post through your front window (my Dad does Colorbond steel fences).

PS: How about a couple of winning arguments to throw at the Nintendo heads at school?

Until next time, adios.

Luke

Baulkam Hills, NSW

The official Megazone advice is 'turn the other cheek. Ye be in the right, so pity those who have not seen the light'. Then, if that doesn't work...

As far as buying a Menacer goes, I suggest you wait until we review some of the new Menacer-friendly games. We don't quite know when they're due to hit our shores, but we'll keep you informed as news comes to hand.

PS: We don't have a front window.

INDECENT EXPOSURE

Dear Megazone,

Upon seeing the cover of your December issue, I was quite shocked and disgusted to see a rather happy Aladdin staring joyfully at Princess Jasmine's overly-large breasts. I was even more disgusted to see that she was semi-naked. How could this fit, as Arabian nights are usually very cold?

A further thing that upset me greatly was the Genie wagging a disapproving finger, but smiling and looking in the same direction as Aladdin's eyes. Also, Abu the monkey has his tongue hanging out and his eyes wide open at the disgusting behaviour of his master.

I do not think that this is the type of cartoon drawing that kids should be able to witness. If you do not tell your graphics department to keep it clean, I will write a personal complaint to the publishers of your magazine to make sure that you have no magazine to put that filth on.

Margot

Lorn, NSW



Cor! Look at his chest! That spunk Aladdin sure sports a hot bod. (Er, thank you Sandra.)

Semi-naked? Did we miss something? Well, you can see her belly button and her shoulders, but she's less 'exposed' than Aladdin (or the Genie, for that matter). Besides, that's how Walt Disney has chosen to depict her.

Sorry, but we don't see anything 'disgusting' or 'filthy' in this cover. Maybe that's just the kind of guys we are.

DORK FACTOR 11

To Mega Ed,

Although your mag is really brilliant, etc, I have a dilemma.

In the December issue, you told us how to get the blood and guts flying in *Mortal Kombat* for the Game Gear.

So, I went out and bought it, but the problem is that I don't have a Game Gear, so how do I enter the codes?

Can you help me?

Yours in psychotic madness,

K 'slong'

Springwood, NSW

We don't think anyone can help you.

MONEY, MONEY, MONEY

Hi fellows,

I won't bore you with how great your mag is... It's about flipping time SF2 came out, but major shame on Sega's part for putting a \$169.95 price tag on it. My advice is to buy *Rocket Knight Adventures* – after all, it got a better rating, and it's cheaper. Then when everything's died down, swap it for SF2 at a games exchange shop!

And why the hell does Sega keep insisting on putting up the price of everything? I thought \$300 for a Mega Drive was bad enough, but then CD comes along and they say 'gimme \$700'. And, worse still, you say their Virtual Reality machine is going to set us back a mere... \$1000!

Sega, you are targeting 13 to 20 year olds, not millionaires. Wake up!

To all users of Sega machines: don't take this crap! Write in and tell Sega that what they're doing is wrong.

Nuff said.

Clif

Townsville, QLD

Forking out the best part of 170 bucks is a bit tough, we agree, but there are a couple of things you should take into consideration.

Street Fighter 2 is the biggest cartridge ever produced. 24 megabits don't come cheap – you can easily pay \$100 for a four megabit game, so in bits per dollar terms, SF2 ain't bad value.

The Mega-CD is the cheapest way to get into CD gaming. CD technology is new, and in a couple of years' time, no doubt it will be cheaper. And as for VR – the sad fact is that if you want the cutting edge, there is, unfortunately, a price to pay.

LET'S TALK RESPONSIBLE

Dear Megazone,

I would like to point out some inconsistencies in the November issue of your magazine.

On page nine, you say 'Sega sees itself as being morally responsible for the violence content of the games released, which is why it's proposed a classification system'. Fine words from a magazine closely linked to a computer games manufacturer.

On page 11, however, under the headline 'Super Sega Wins US Market', you go on to rubbish Nintendo for sanitising extreme violence (your words) in games such as *Mortal Kombat*. You also seem to take pride in Sega's willingness to provide 'grier' versions of games.

This leads me to ask whether Sega and your magazine are going to continue to produce and provide gory and extremely violent games to young children, or are you going to be morally responsible, as it appears Nintendo has decided to be?

And before you write me off as some kind of do-gooder old fogey, I'm 26 and have owned a Mega Drive and 15 games for a number of years.

I look forward to your response with great interest.

Anthony

As we all know, Mortal Kombat was one of the most popular games last year, attracting both praise and criticism for its graphic depictions of violence. All this really says is that gamers want to play it, and parents or the 'powers that be' want to restrict it.

Obviously, the so-called 'blood code' gives you the choice – if you want to play a simple beat 'em up, don't use it. The whole thing is really about choice – we don't promote or favour violent games any more than we endorse RPGs or puzzlers.

Violent games are out there, and gamers of all ages enjoy playing them. Nothing's going to change that fact. We don't advocate censorship, but we do favour a classification system.

PLEA FOR MERCY

Dear Megazone,

Please can you print my letter in your most triumphant mag? I own a Master System II and I've just purchased *Mortal Kombat*. It's a great game, but there's one thing missing – blood!

I was flicking through a magazine, and saw a review for this game, when I noticed that the screenshots showed blood and the arcade fatalities. Now, my question is: do you know the cheat for the blood? If you do, can you please print it in the next issue?

Mark

Launceston, TAS

Well, OK. As soon as you turn the game on, hold down A and B and rotate the D-pad in a clockwise direction. The deed is done when 'Now Entering Kombat' appears.

MEGA



MOUTH

ANYTHING KEEPING YOU AWAKE AT NIGHT?

It's an outrage! Sonic is the devil's disciple, poisoning young minds, creating a breakdown in law and order, causing bushfires throughout the State, and... and... even worse things.

Erm, perhaps not. But if there *is* anything that makes your blood boil (about Sega games, that is), then make your feelings known through the pages of Australia's only Sega-dedicated magazine.

The Megazone crew are also Australia's brainiest gamers, so if you have any questions, fire 'em at us. (The team are also the least tolerant; make your letters interesting or they'll be filed in the round metal filing cabinet at the side of Sandra's desk.)

Sorry, but we're too busy playing *Sonic* (erm, we mean putting together your fave mag) to reply personally.

Send your words of wisdom/inane rantings to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

SISTERS ARE DOIN' IT

Dear Megazone,

After reading last month's Mega Mouth, I thought I'd put pen to paper and contribute my thoughts.

When I first bought my Mega Drive, I discovered I was an adult in a kids' world. When I wanted a new game, I would skulk around the shelves, amongst all the kids, and try to remain inconspicuous. To top it off, the old version of your mag reinforced that, as an adult – and female at that – I was being ridiculous. This is only for kids! I felt stupid. The only consolation was that I didn't have to ask mum or dad if I could have a new game.

But thanks to the new format of Megazone, I no longer have to hang my head in shame. REVELATIONS! I'm not too old for this great stuff. After all, I can't help it if I'm a girl trapped in a woman's body. Oh yes, that reminds me. Do you realise that some of your comments should be censored (I'm sure you do!). Yeah, it cracks me up when I read some of the stuff that you guys write.

Glad to see that there is a woman amongst your writing staff too – "Hi, Sandra!". Pssst... Sandy, if you can manage it, try to squeeze in a few more of your articles without the guys knowing. You know, for the girls (we have to stick together).

Now, I have a few questions to ask.

1. How do you get those full-level games shots?
2. Do you guys go ga-ga after testing all those games?
3. Why is one 16-bit cartridge's animation, sound, etc, is better than that of another 16-bit cartridge?

Also, I am disappointed in the distribution and supply of games. Would it be possible for you to print a list of top video games retail suppliers in each State? Quite often, I cannot find the games I would like to buy.

See ya all next month!

Linda

Bayswater, VIC

You're not alone, Linda! Our December reader survey revealed that a significant number of Megazone fans are well into two-digit figures – and we even have... shock, horror!... readers who are over 30. We're glad you feel so positive about the magazine, and yep, this is a man's world (the disgusting, sexist pigs!) so we need some female solidarity. Now, I'm just off to kick Duane's teeth in for buying me the wrong brand of flavoured milk at lunchtime...

1. Back again! Those big, full-level shots are achieved by painstakingly joining together a number of screenshots 'taken' with our new-fangled image-grabbing equipment. It's a little tricky, but the results are well worth it.

2. We've had to repair many joypad-shaped holes in the windows, and sometimes it's hard to wrestle Adam away from playing Barbie. It's a mug's game...

3. It all depends on a lot of things, really. It's a bit like asking why some books are better than others, when they still have the same number of pages. But the way to find out which games are the best, quite naturally, is to read the reviews in Megazone.

Large department stores or toy shops, like K-Mart, Grace Bros or Toys R Us, tend to be your best bet. Otherwise, electronics shops like Tandy or Dick Smith often carry a decent range. Check your telephone book for the smaller locations, or try mail order. Sorry, at this stage, we do not have the resources to check out which stores are the best.

A MATTER OF BUTTONS

To the Editor,

I am the manager of a computer store in Queensland, and I also own a Mega Drive, which is all new to me. My main question is about the Hints & Tips section of your magazine. For example, you have tips on the game *Street Fighter 2*, including special moves available for each character (eg: RYU fireball – D, DF, F+P). The only problem is that, for beginners, you do not inform us that this is not with the control pad which comes with the Mega Drive, or is it?

Also, if I purchase the Mega-CD, can you tell me if the IBM CDs will run on it?

Donna

Underwood, QLD

Street Fighter 2 is a member of a new breed of games which require more buttons than normal to play at their best. There are several six-button controllers on the market, including the Viper III, Owl Pad II and the new version of the Sega Arcade Power Stick.

The letters you mention are shorthand notation for what to press on the joypad: D means Down, P is Punch, and so forth.

No. IBM CDs are incompatible with the Mega-CD.

MEGAZONE OP SHOP

Offload your unwanted and pick up a bargain in this month's op shop – it's the coolest place to do your shopping.

If you want to be included in future op shop listings, whack details of your wares on paper (clearly, please, or you may end up with a NES) and send them to:

**Megazone Op Shop, PO Box 746,
Darlinghurst 2010.**

Note that we can only print phone numbers or addresses, no names.

FOR SALE OR SWAP

MEGA DRIVE: *Ecco the Dolphin*.

Tel: (02) 606 5558

MEGA DRIVE: *Sonic 1* and *2* for \$50 each, or will swap.

Tel: (098) 528 3053

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Tel: (03) 743 3756

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MASTER SYSTEM: Converter for Mega Drive. Almost brand new, \$65. MS game *Hang On*, \$15.

Tel: (064) 58 3663

MASTER SYSTEM II with rapid fire unit, 2 control pads, 12 games and built-in game. The lot for \$450.

Tel: (068) 68 6210

MASTER SYSTEM games (6) to swap for *Mortal Kombat* on Mega Drive. Or sell for \$104.

Tel: (047) 30 4735

NES with 2 joypads, 2 games, RF switch box, AC adaptor and instructions. All boxed and used once. Will sell for best offer over \$150 or swap for 3-5 SNES games. ATARI 2600 with 12 games and 3 joysticks. Will sell for best offer or swap for SNES games.

**Write: 6 Oxley Pl, Frenches Forest,
NSW 2086.**

MEGA DRIVE II (unused) with *Sonic*, *Sonic 2*, *Bubsy* and control pad for \$340.

GAME GEAR with TV tuner, *Sonic 2*, *Columns*, Master System converter, Gear to Gear cable, car adaptor and power pack. All still in boxes and all for \$420.

Tel: (066) 86 7447

Power-dress your console

Sega has introduced a new range of officially licensed accessories for its consoles.

The Game Gear has a carry case to protect it from damage while you're on the move. It offers plenty of room for batteries, adaptors and game carts.

The Game Gear Enhancer Kit contains a screen magnifier that magnifies the image to 2.5 times its normal size, and a Master Gear converter which allows Master System games to be played on the hand-held.

A range of joysticks for the Mega Drive fea-

ture such delights as six-button capability and infra-red transmission.

Cleaning kits for the Mega Drive and Game Gear keep console and carts squeaky clean, while the Mega-CD gets cleaners for CD-based games and the console's lens – both of these are also suitable for use with regular CDs and players.

The sleekly designed Megastand ensures your games are kept neat and tidy. It accommodates both cartridges and your console.

All these products will be available shortly from retailers across the country.



▲ The fab new Megastand is the answer to all your space problems.



▲ Feast your eyes on Mega Drive visual excellence... with fantastic graphics and top animation, *Aladdin's* a perfect 10.

ALADDIN WINS ACCOLADE

The graphically stunning *Aladdin* was voted the best video game of 1993, an award presented to Virgin Games in Japan by the Multimedia Software Promotional Committee.

The game is widely regarded as having the best animation yet seen on the Mega Drive. It gets our vote too.

Beast appears on CD

Shadow of the Beast 2 will soon be released on the Mega-CD. The game is available on just about every format under the sun and, when the original *Shadow of the Beast* was released, its graphics

stunned gamers everywhere.

The CD version will have heaps of improved graphics and lots of animated sequences. Gameplay will be similar to standard cartridge versions, though.

More for less

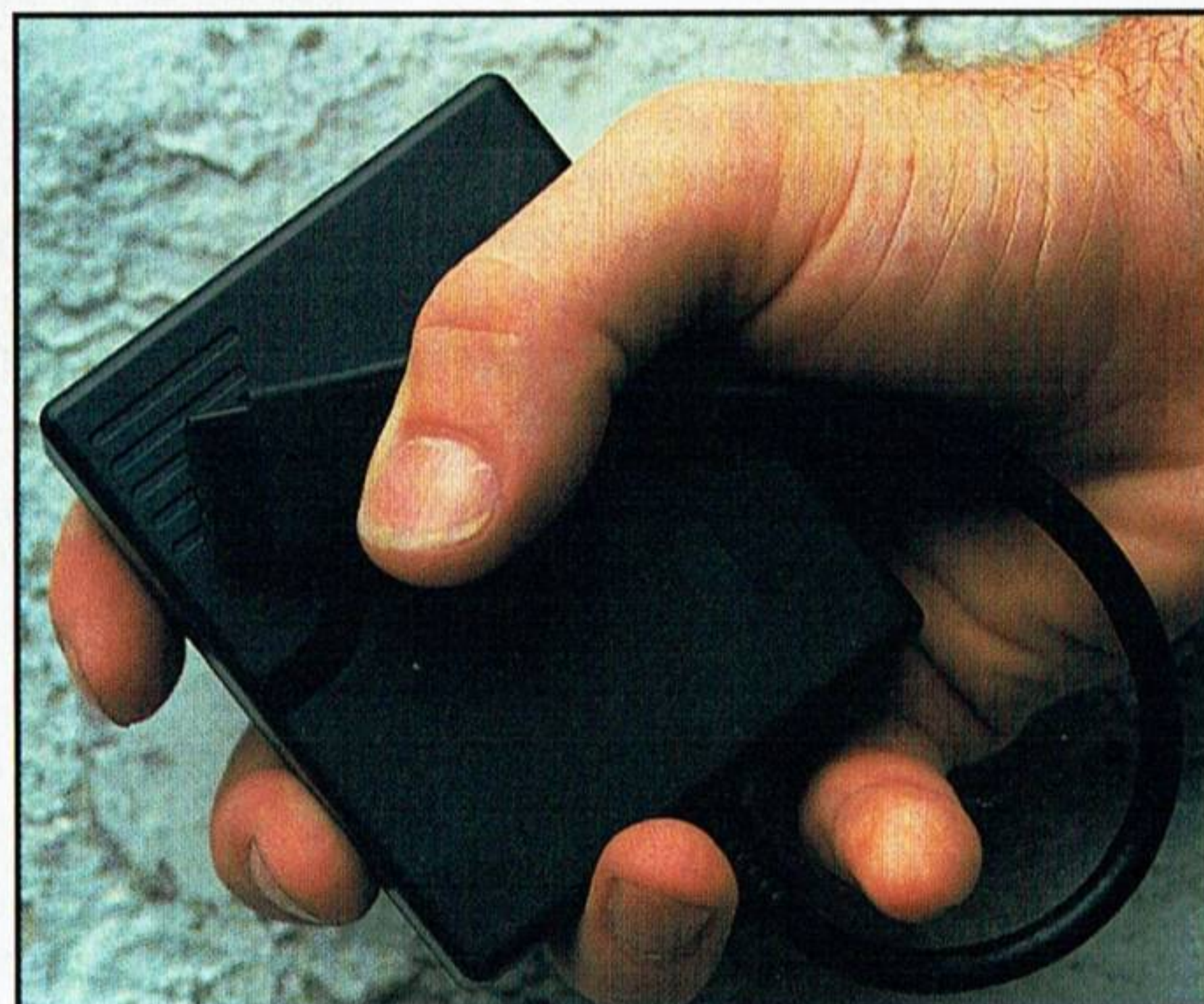
Kaylee Computing has a very special offer for owners of its Master Blaster joystick. The company will let them have a Megaverter adaptor for just \$8.00 (plus postage). The Megaverter allows Mega Drive owners to make use of all six buttons on Nintendo joysticks on their console.

Plug a Megaverter between a Mega Drive and Master Blaster joystick (set to Nintendo mode) and hey presto! – a six button joystick for a fraction of the cost.

To qualify, you must send proof of purchase and the serial number of the joystick with your order. The offer is valid until the end of April, and is subject to availability.

The Megaverter can also be used with other makes of SNES-compatible joysticks. For orders or further information, contact:

**Kaylee Computing,
7 McGillivray Gardens, Winthrop, WA 6150.
Tel: (09) 310 1962.**



▲ If you're a Master Blaster joystick owner, you can score this spunky little Megaverter for just eight bucks!



13

13

13

13

13



Quiz

1. What do the characters in *Eternal Champions* all have in common?
2. What do you hit in *Hard Drivin'* for a cheat?
3. What hardware do you need to join the Battle Corps?
4. How many processors does a Mega Drive have?
5. What's Sandra's favourite phrase for Adam and Duane?
6. What can Tails do that Sonic can't?
7. What's Dr Robotnik's latest Master System game full of?
8. In which game can you re-enact the Gulf War?
9. Where does Asterix hail from?
10. In which game can you bash the brains out of Highvoltman?
11. What's your mode of transport in *Skitchin'*?
12. Who's *Shinobi 3*'s main man?
13. What's the secret code in the *Ground Zero*, Texas wordsearch puzzle?

CD Books

SEGA

MEGA DRIVE

Hints, Cheats and Codes for over **100** Games



The Good Book

◀ It's chocka full of info and yet fits in your pocket! Win a CD book this month.

WIN! WIN! WIN!

To score one of 10 free copies of this cool, pocket-sized book, tell us how many games are featured between its hallowed covers.

Slap your answer, along with your name and address, on the back of an envelope or postcard, and send it to:

CD or NOT CD

Megazone, PO Box 746, Darlinghurst, NSW 2010.

Only one entry per person, please. Competition closes on April 8, 1994.

It's CD-sized and roughly CD-shaped, but that's about as close as it gets, because this new so-called CD book is all about the Mega Drive.

Part of a new range of publications, the book in question is packed to the cover with hints, tips, cheats and codes to let you get the better of those tough-to-beat Mega Drive games.

Called simply *Sega Mega Drive Hints, Cheats and Codes for Over 100 Games*, the book runs to 120 pages and costs \$12.95. Published by Carlton Books in the UK, it should be in Australian shops this month.

IT'S A SEGA DISCPERSON

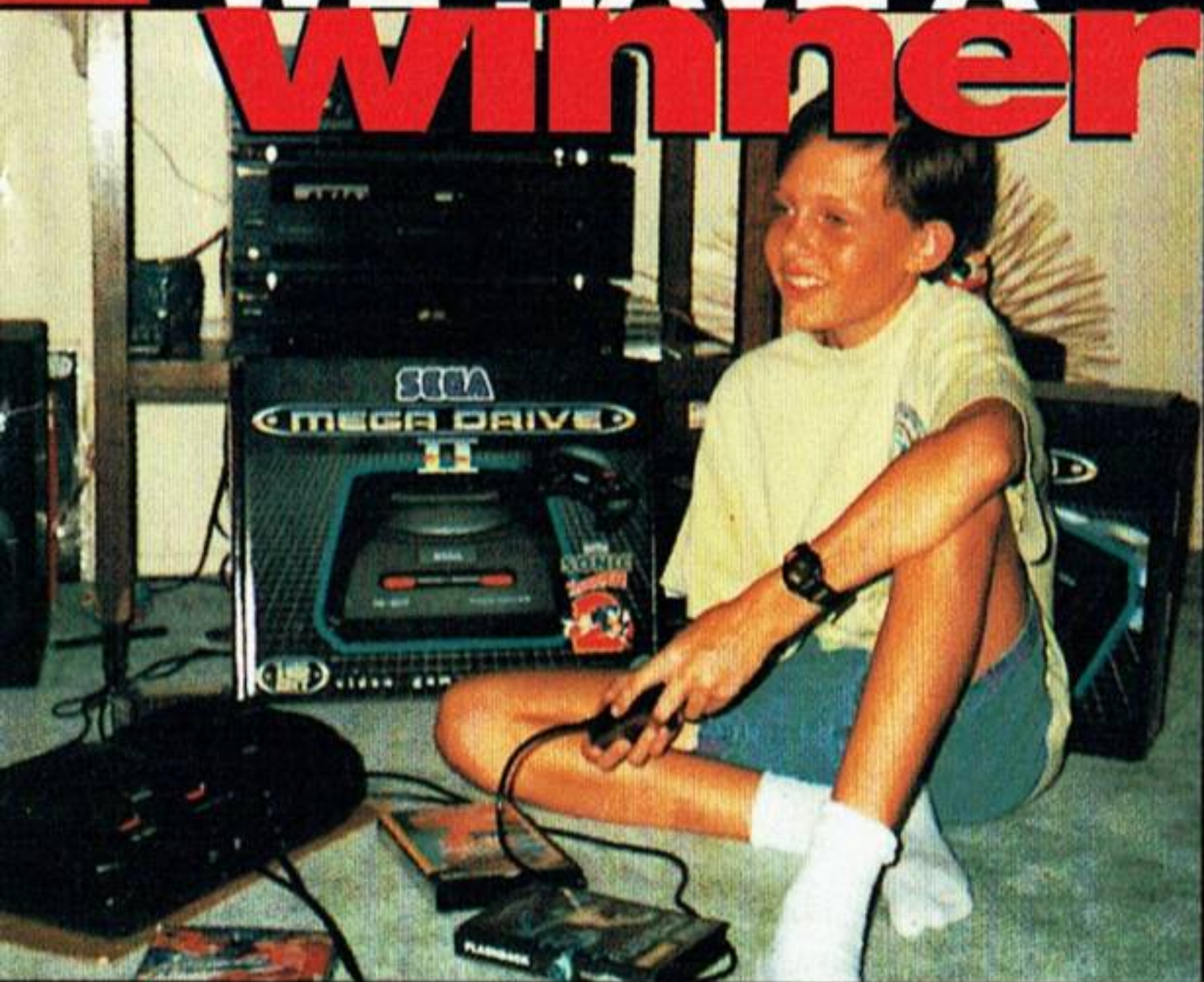
Sega of America recently announced the launch of the new CDX, a combined personal CD player and Genesis (the North American version of the Mega Drive).

The unit allows you to listen to audio CDs while on the move. Plug it into a telly and whack in a controller, and you can play

Mega-CD and Mega Drive games. Cool!

It should be on sale in the US later this month, and will cost around \$US400. Sega has yet to confirm whether they will be releasing the unit in this country, but we'll bring you prices and release dates as soon as they become available.

WE HAVE A winner!



▲ No wonder Clinton's so happy - he's won a fab prize just by reading Megazone.

As we announced last month, Clinton Scott from Flinders View in balmy Queensland is the lucky owner of a Mega Drive II and Mega-CD II. What's more, he didn't pay a cent for it! The package was the prize we had up for grabs last year in a competition for Megazone subscribers.

"Thanks heaps!" said Clinton, who was so impressed that he sent us some snaps of himself enjoying his prize (just to make you all jealous...).

In our latest subs offer, we're giving away a limited edition Mega Drive II pack featuring *Sonic 2* and *Toejam and Earl*. Turn to page 63 to find out more!



▲ An arty impression of the up-for-grabs SF2 T-shirt. Hmmm.

We're not going to tell you! (Well, until next month, anyway). Instead, we're going to give away a crap-but-desirable prize to the first person to answer all 13 questions correctly. This month, there's a *Street Fighter 2* T-shirt up for grabs (Adam didn't want it). So, scour the issue and send your answers to:

PO Box 746, Darlinghurst, NSW 2010.

Megazone Lucky 13,
 and send your answers to:

answers

WIN!

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(Min age 10yrs) (Min age 13yrs)



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The promoter is SNOWIRIS P/L ACN 061 232 577 of 2/4 Tara St, Woollahra, NSW. Entry is open to all residents of Australia. Employees & Families of the promoter, advertiser, sales promotion agency are not eligible. Entries close for first two prizes on 31/12 and 31/1 respectively. Winners will be announced in this magazine & on 0055 26088. Prizes are not transferable or redeemable for cash. The judges decision will be final & no correspondence will be entered into. Information on how to enter forms part of the conditons of entry. The contest is a game of skill not chance & all entries will be judged on merit. Calls are charged at 25¢ per 21 seconds. Ask permission if under 18.

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RELEASES. BUST THEM GAMES OPEN!**

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gameSPY

PreViews

SMALL FURRY CREATURES

This is the working title of a game which promises to be something quite different. It's a two-player game, which works within an artificial intelligence/role-playing format.

The disc-shaped world is viewed from a side-on perspective, and your object is to travel through it and reach certain points. You take on the role of a teacher or mentor to various creatures, instructing them and imparting your own brand of 'furry' intelligence.

Teach your pupils how to build a fire or house, how to defend themselves, etc. Once you have taught them the rudiments, you can take them out into the world of Albia. Primarily, it's a game about learning how to survive and journey on, as you safely shepherd your Furies.

The more skills and information you impart, the more linking 'neuronets' your pupils develop—a bit like teaching young children how to perform basic tasks, but without having to change any nappies.

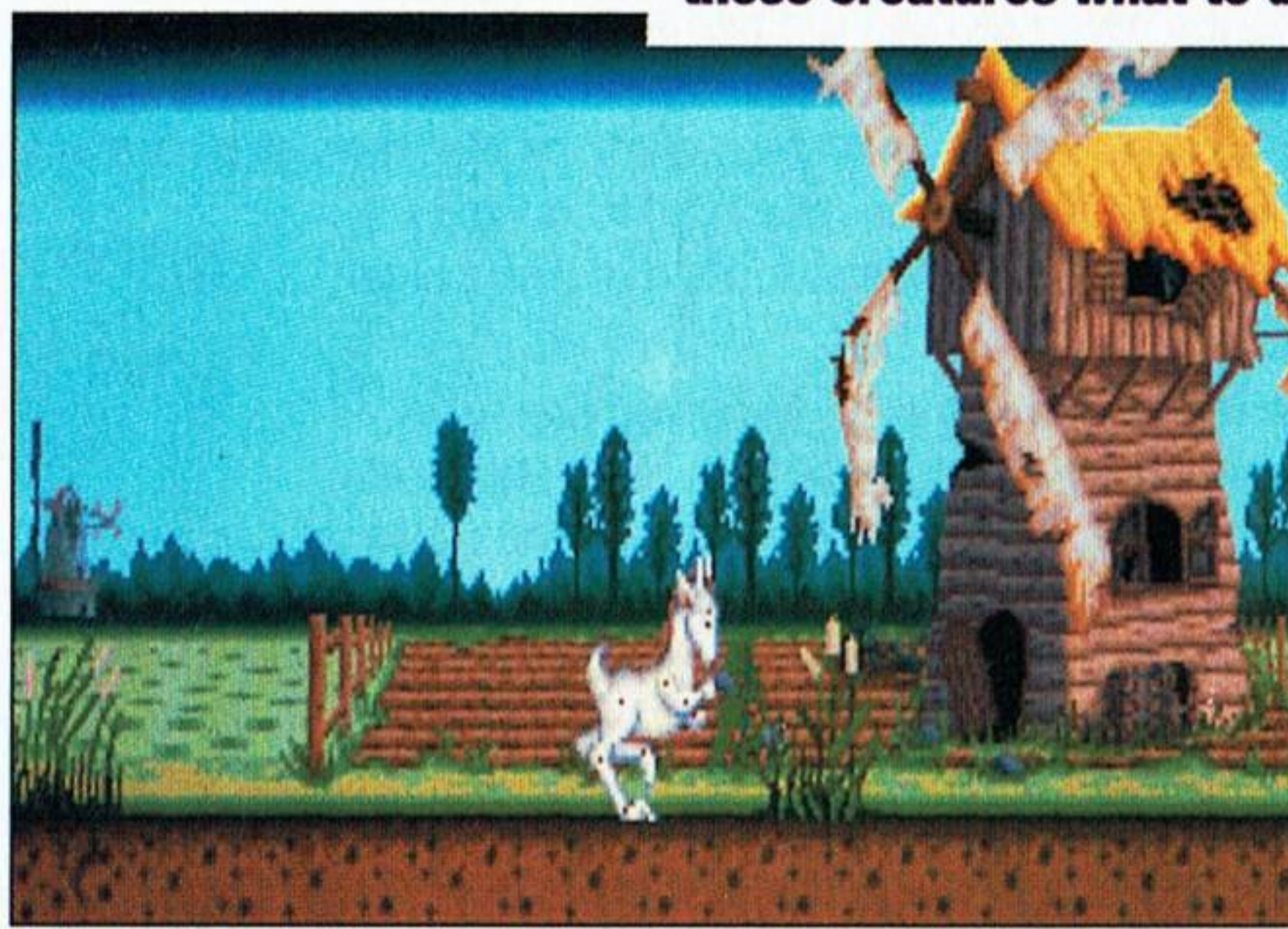
Gameplay is never the same, but the goal remains to safely guide your Furies around the coast and to the ship, which you must then instruct them to sail. That done, the game is complete and the process begins again.

Format: Mega Drive
Supplier: Millenium



Small, furry but stupid. It's up to you to teach these creatures what to do to get on in life.

We're not sure, but we don't think it was the horse-like creature that built the wind-mill. He'd have trouble crossing the road.



Skeleton Krew pits you against more robots than a Japanese car factory. No-one said it would be easy.

SKELETON KREW

An isometric 3D shoot 'em up affair. The game is set in the future and has the player travelling between planets following a baddie called Oribund. It is a race against time as the violent adversaries leave behind a trail of destruction, moving through four planets and collecting a component in each. You see, Oribund's evil aim is to build a special machine, with which he intends to take over the solar system.

Up to four players can be controlled, and are collectively known as the Skeleton Krew. As a Krew member, your job is to stop Oribund and his henchmen at all costs.

This is a fast moving and very stylised blast 'em up where you travel through six huge levels. The game draws parallels with the current vogue in metallic robots, as the cast of goodies and baddies are mechanical droids with impressive power.

Each of the Krew has differing attributes and moves, and attacks accordingly. Rib, the green-haired female Krew

member, may not be the fastest mover but she pack a mighty blast with her gun. Joint is a strange looking droid who hails from Russia, and is blessed with two huge arms. The final two Krew members, Krash and Burn Blaster, are a couple of guys you wouldn't want to get on the wrong side of.

The game features a very strong comic strip flavour, and this is supplemented by lots of enhanced animated sequences between the levels. The difficulty of the game increases as you progress, and code words are given at the end of each level.

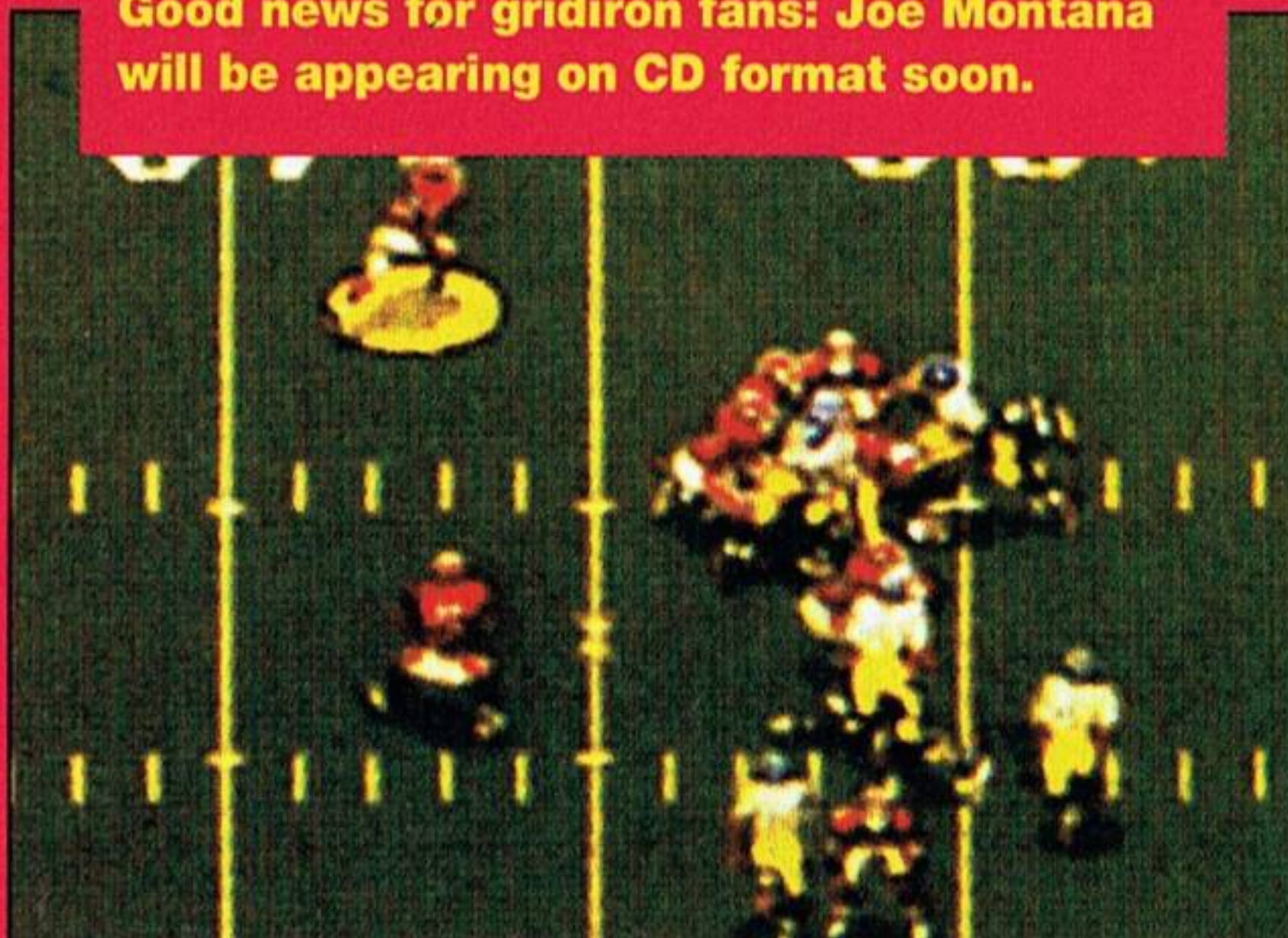
As well as being an exciting blast 'em up, *Skeleton Krew* offers excellent sub games.

Format: Mega Drive
Supplier: Core Design



It's fast, it's furious, like all good shoot 'em ups should be.

Good news for gridiron fans: Joe Montana will be appearing on CD format soon.



JOE MONTANA FOOTBALL

The first gridiron game to hit the CD format, *Joe Montana Football* features three difficulty levels and 28 pro teams to choose from.

Play a full season or an exhibition game, and view the 3D action from a variety of angles. Sampled crowd roars help put you in the stadium, and the game save facility will ensure that playing is stress free.

Format: Mega-CD
Supplier: Sega

BATTLECORPS

You are a mercenary, part of the elite squad of the Battlecorps, and the expert pilot of a huge walker-type vehicle called the armadillo. As you may already have guessed, this is an objective mission-based game in the mode of *Thunderhawk*, and billed as a 'hard sci-fi 3D tactical shoot 'em up'.

The scene is eight light years from Earth in the Cappella star system, with action taking place on the three moons of Mandlebrot's Worlds – Vega, Cygni and Drako.

Each of the locations has a different graphics set. Vega is entirely lifeless and 70% liquid, with a few ancient volcanic islands. This section is more like an underwater mission, where the forces of inertia will change the way you control your vehicle. Cygni is the largest moon, and

could almost be classified as a planet – its swampy surface is teeming with primitive life. Drako has the most hostile surface environment, with violent volcanic activity and 600 kph winds.

The player is introduced to the game via a full motion animated video sequence featuring a spoken commentary. You take control of a three-man team, and can play as any of its members.

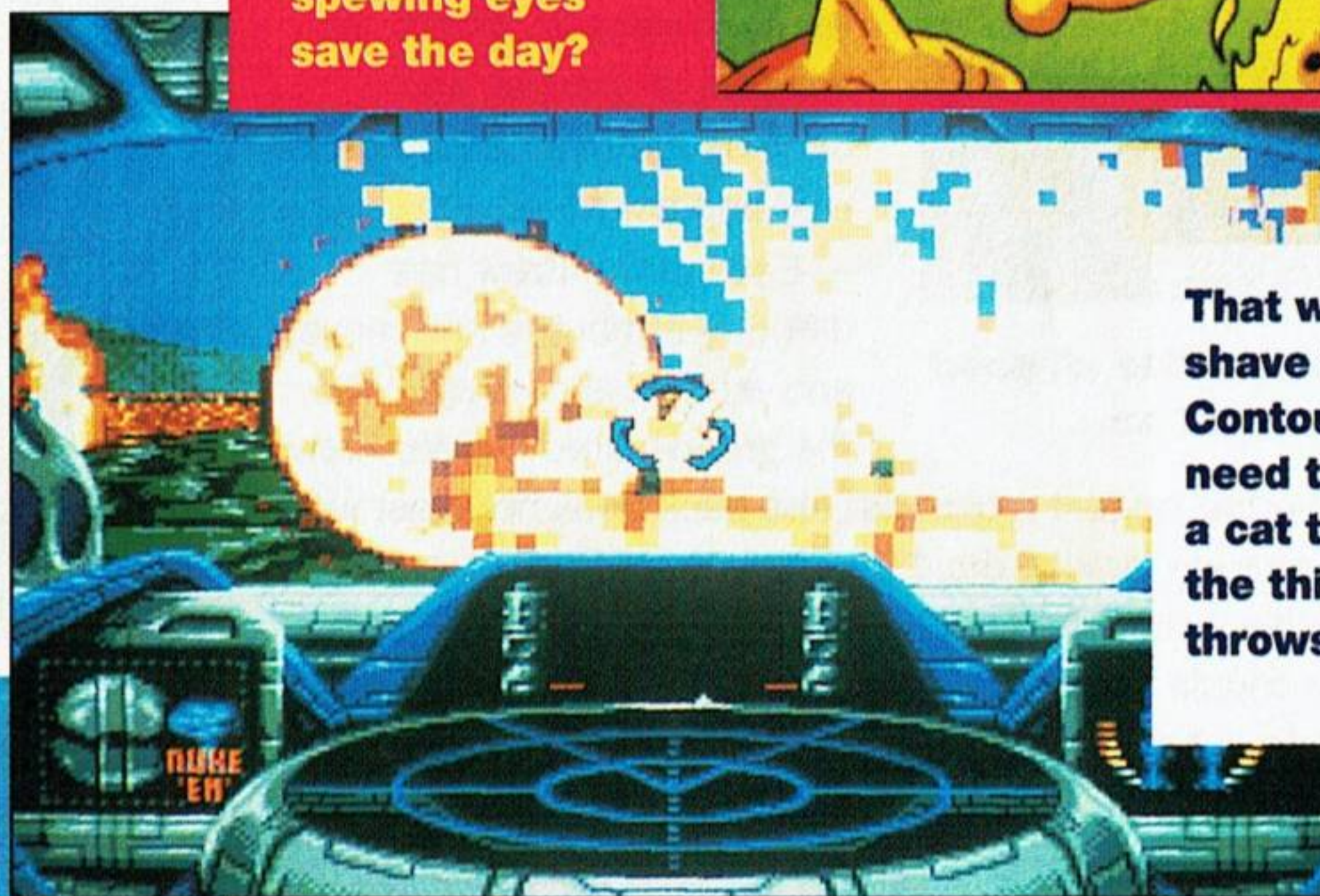
There is one large level per moon that is split into three sub missions, giving a total of nine. Each will require some tactics, quick hand and eye coordination and a heavy digit on the fire button. Various types of installations are located throughout the moons, and the primary objective is to regain the former IMC installations that have been stolen by BioMech, and then defend the existing IMC mining installations from the BioMech attack. Kind of like a high-tech corporate war.

Each mission environment is 3D modelled and fully texture mapped and rendered, so all the aliens and crafts look rather state of the art. Gameplay involves the player negotiating a 360 degree environment, so you must be on a constant vigil for the enemy. There are three difficulty

If you don't succeed through negotiation, send in the boys. Big business certainly is a dirty business.



THREE MINUTE DEMO



That was a closer shave than a Gillette Contour Plus. You'll need the reactions of a cat to avoid some of the things the enemy throws at you.

BARTMAN MEETS RADIOACTIVE MAN

Another chapter in the wonderful adventures of TV's favourite juvenile delinquent. This time, Bart is on a mercy mission to save the comic book hero *Radioactive Man*, who has been kidnapped by the evil Slimy Swamp Hag and nasty Dr Crab.

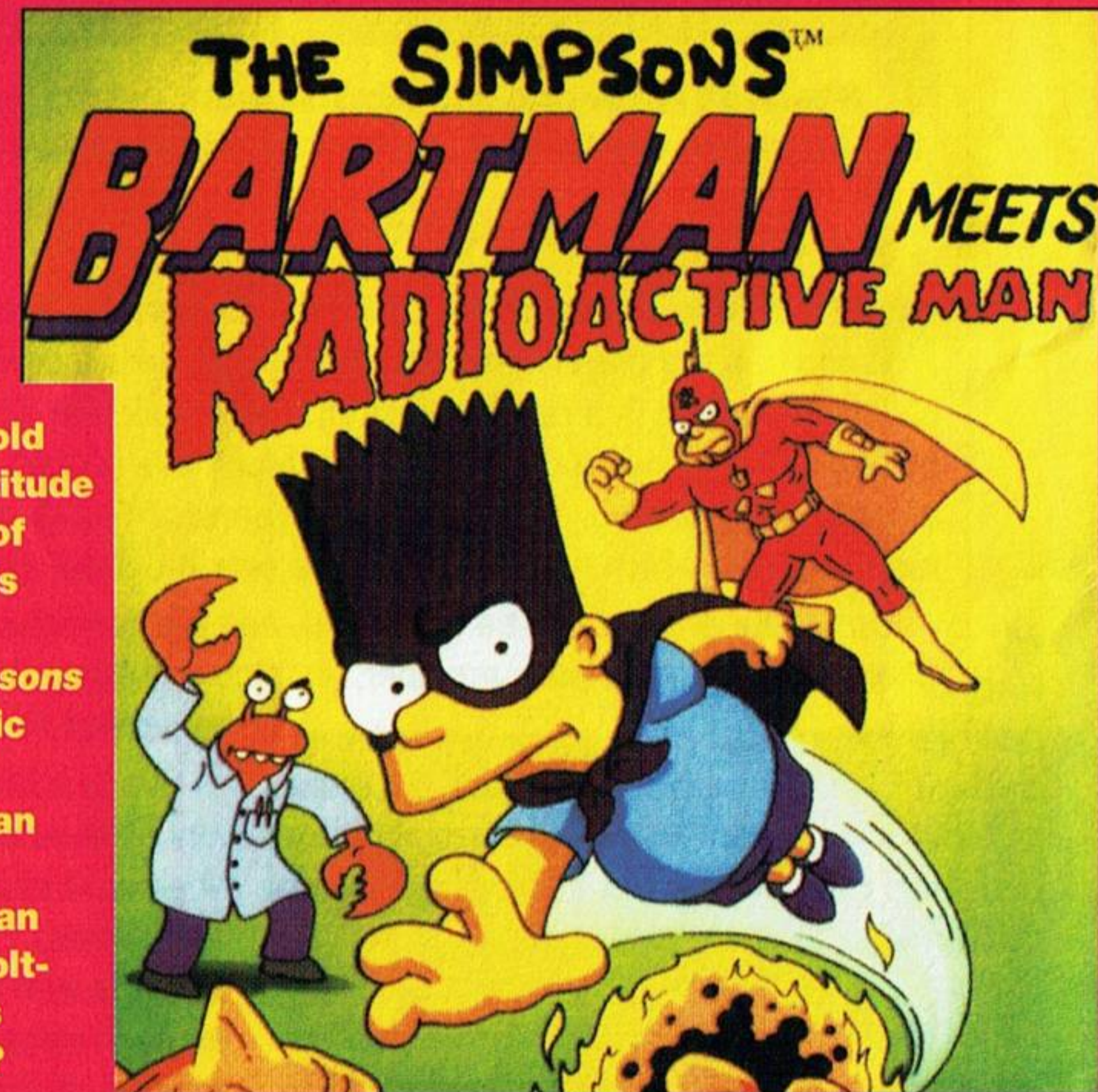
Aimed at the younger player, this is primarily a scrolling adventure game. Bartman has the special power of being able to fire laser bolts from his eyes. In addition, special pick-ups include ice breath, flying power and invincibility.

The game takes place over four chapters, with 14 levels to complete. A Time Warp facility enables Bartman to skip to higher levels and the Limbo zone.

Bartman's final battle is against Brain-0 the Magnificent, the sicko behind all this biz.

Format: Master System

Supplier: Acclaim



The 10-year-old with more attitude than a troop of commandos is back in yet another Simpsons licence. Comic book hero Radioactive Man has been kidnapped. Can Bart's laserbolt-spewing eyes save the day?

factors to choose from, and a wide range of tasks to perform.

Mission briefing takes place while you are in action, and the conflict between the two mining companies increases as the game progresses. Various bosses and baddies appear on each moon, so you never know what to expect.

Although the game does look very *Thunderhawk*-ish, graphically this is even better, with more onus on tactical awareness. There are many danger areas, and pick-ups and power-ups are randomly littered around, so mapping is a good idea.

Format: Mega-CD

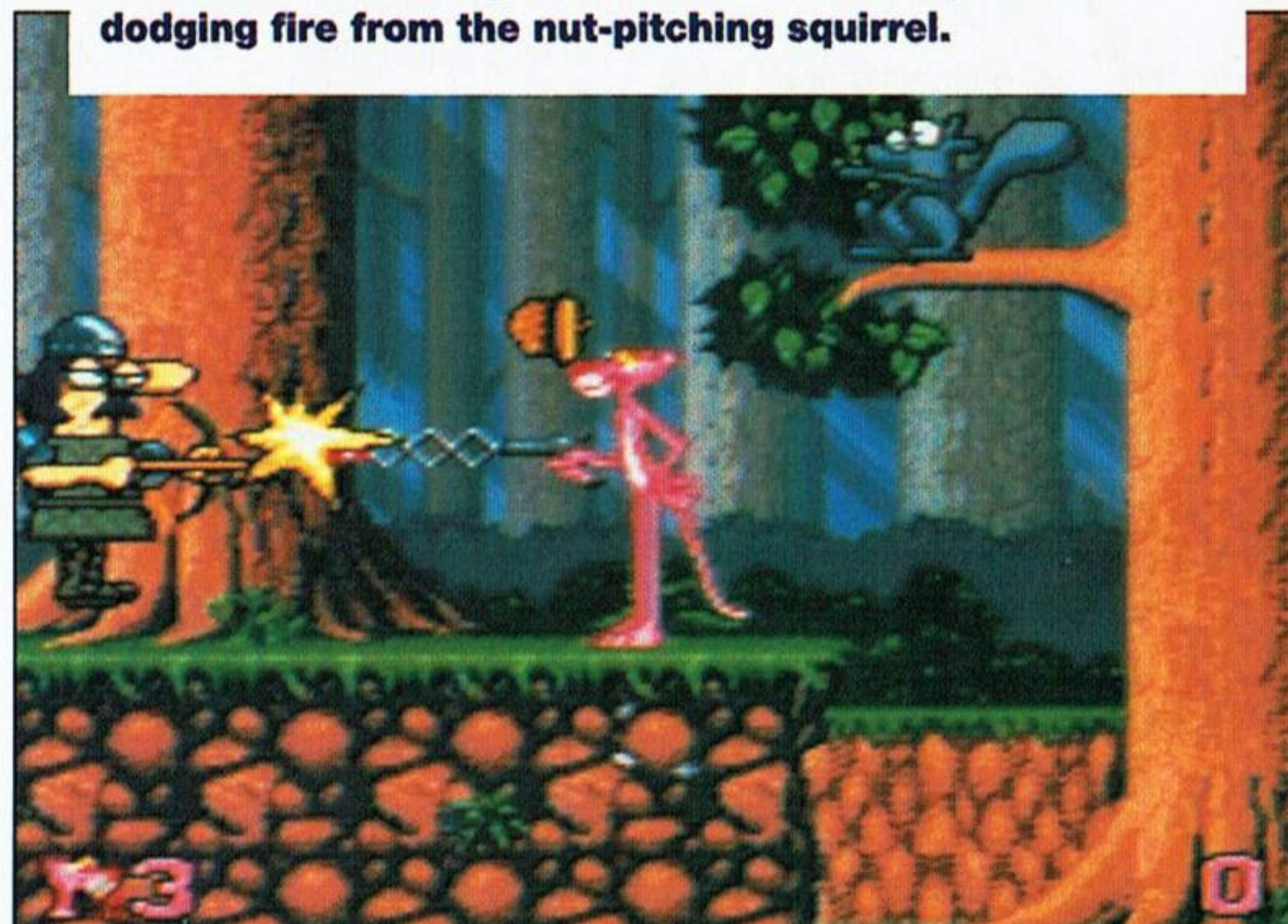
Supplier: Core Design

PINK PANTHER

The cool pink dude is back! A new TV series in the US (soon to be released worldwide) and an upcoming movie have helped elevate this popular character to the realm of the Mega Drive.

The game sees the Pink Panther travelling to Hollywood to audition for a role in a new film. From the moment he appears on the set, our hero wreaks havoc, stumbling into an important scene starring Inspector Clouseau.

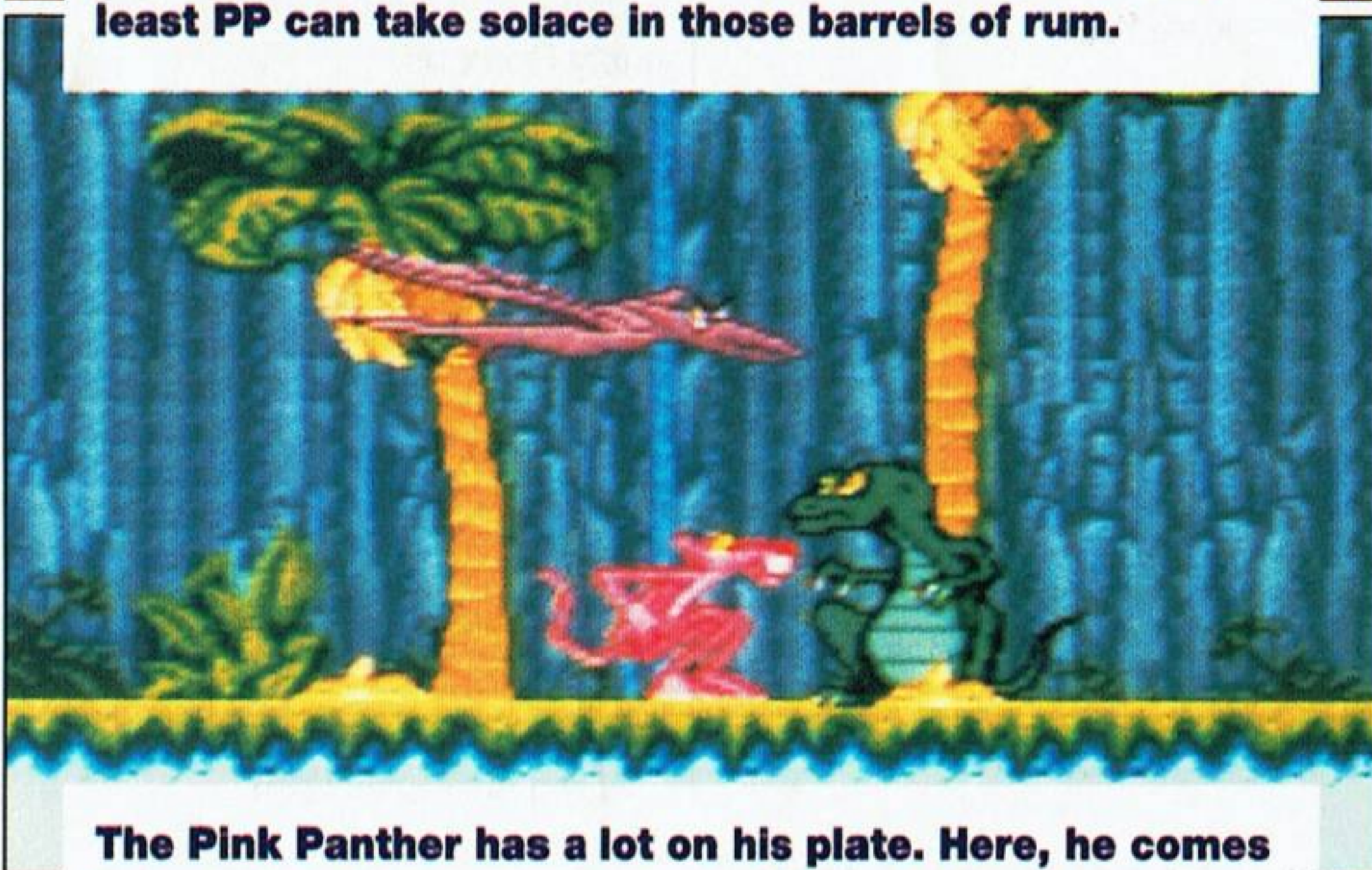
The Pink Panther fights one of the archers, while dodging fire from the nut-pitching squirrel.



Our cool hero gets zapped by a torpedo. Could this really be the end? Somehow, we don't think so...



Oh, no! The pirate is making a little headway here. At least PP can take solace in those barrels of rum.



The Pink Panther has a lot on his plate. Here, he comes face to face with an alligator while avoiding a dinosaur.

Enraged, Clouseau sets off after the Pink Panther, beginning a chase that takes you through 12 settings. You play the Panther, whose goal is to elude the Inspector (in each of his disguises) and escape from the film studio. Each setting is based on a cinematic theme; for example, there's Honey, I Shrank The Pink, featuring a tiny Pink Panther; and Cat on a Not Pink Roof, where you use trampolines to leap about the city skyline.

If you succeed, the Pink Panther is named the star of the next movie, *Pink Panther 2*, and given a spectacular ending sequence, including a ride in a pink limo.

Format: Mega Drive

Supplier: Tecmagik

SOUL STAR

Soul Star is an arcade shoot 'em up, which is looking pretty impressive at this stage. You play a commander facing his arch enemy in a battle for the soul of a star. As you speed about in your craft, the onus is on accuracy; it's hit or be hit, the screen rapidly filling up with explosions. You have a vast repertoire of weapons to select, including a smart bomb, which will wipe out a whole screen.

The difference between this game and other 3D shoot 'em ups is the inclusion of a 'follow through' plot line. Each mission comprises several operations, which must be completed sequentially. There are three difficulty levels, and missions will be given as you progress.

Take control of a selection of three craft (attack tank, turbo copter or spaceship), each with a different feel. Dual camera modes allow you to get a different perspective as you battle it out.

The designers reckon that this game is pretty special for a number of reasons: you'll see sprites drawn with 64 colours, 360 degree texture mapping terrains, continuous gameplay (no stage clearing), two-player simultaneous co-operative gameplay, over 40 missions, voice-over commentary throughout the whole game, and special animated sequences between missions.

Format: Mega-CD

Supplier: Sega



Skimming over the planet's surface at the speed of light, laser guns blazing, reducing aliens to their component atoms. Can you think of a more pleasant way to spend a Sunday afternoon?



With texture-mapped terrain and 64-colour sprites, Soul Star promises to be a visual feast.

Look no further than this page for all the facts and hot gossip on the games you'll be hanging out for over the next few months. Don't be alarmed if your heart's desire is missing - it may well turn up next month...

the megazone game guide

Any Moment Now

Battletoads

MS.....Sega

Fight it out like a Queensland cane toad.

Body Count (Menacer cart)

MD.....Sega

A new shooter that's Menacer-friendly.

Bubba 'n Stix

MD, CD.....Core

A new action game involving, er... the two chappies in the title.

Burning Fists

CD.....Sega

Sounds painful.

Dinobasher

MS,GG.....Codemasters

Play Bignose the Caveman, and whack a few dinos.

Dr Robotnik's Mean Bean Machine

MS.....Sega

A fun, beans-related brain puzzler that'll keep you on your toes.

Dune 2

MD.....Virgin

Another day, another battle.

European Tour Golf

MD.....EA

Lots of men in silly trousers wielding long sticks.

Indy 4

MD.....US Gold

Another great slice of action.

Jurassic Park

MS.....Sega

Raptors and doctors get into a bit of a scrap, just like in the movie.

Mutant League Hockey

MD.....EA

A hockey game played by a wacky bunch of mutants.

McDonald

GG.....Sega

Don't expect fries with this one.

NBA Jam

MD.....Acclaim

Fab basketball sim that makes you feel like you're right on the court.

NBA Showdown '94

MD.....EA

Another fab basketball sim, so get dribbling!

NFL Quarterback

MD.....Acclaim

An American football sim, by the sound of it.

Normy

MD.....EA

Well, we don't have a clue what this one's about...

Pebble Beach Golf

MD.....Sega

More men in silly trousers chasing little white balls.

Powermonger

MD.....EA

This one sounds nasty...

Road Rash 2

MS,GG.....Tengen

More mayhem on motorbikes.

Skitchin'

MD.....EA

A game about rollerblading on six-lane highways. Do not try this yourself...

Sonic 3

MD.....Sega

Another wonderful chapter in the life of the world's most famous spine-bearing mammal.

Star Trek

MD.....Sega

It may not be from your generation, but *Star Trek* is back.

Trunski

MS,GG.....Core

Of this game, we know nothing.

Wrestling

GG.....Sega

Sounds a bit hot and sweaty to me.

X-Men

GG.....Sega

Platform game where you encounter the dastardly mutant Magneto.

April '94

Art of Fighting

MD.....Sega

Fighting, eh? But is it *really* art?!

Barkleys Basketball

MD.....Accolade

More very tall men dribbling a lot, for your pleasure.

Battlecorps

CD.....Core

A 'hard sci-fi 3D tactical shoot 'em up'. Very impressive.

Castlevania

MD.....Konami

Dark, Gothic-looking action game.

Championship Soccer

MD.....Acclaim

About as much fun as you can have with 22 men and a ball. Probably.

Desert Demolition

MD.....Sega

A lot of demolition, in the desert.

Dragon

MS.....Virgin

Lots of martial arts fighting, just like Bruce Lee!

Dragon's Fury 2

GG.....Tengen

More pinball fun.

Ground Zero, Texas

CD.....Sony

Aliens are invading a small Texas town. Make sure you blast the lot of them.

Indiana Jones

CD.....Sega

More action than you can poke a very large stick at.

Jammit

MD.....Virgin

Well, we don't know a thing about this one...

Lost Vikings

MD.....Virgin

Beware those crazy Vikings.

Micro Machines

GG.....Codemasters

Good, clean fun in the bathtub, on the table or in other domestic locations.

MLBPA Baseball '94

MD.....EA

America's favourite sport, right up to date for '94.

Prince of Persia

MD.....Domark

The popular action game comes to Mega Drive.

Prizefighter

CD.....Sega

A boxing sim, no less.

Soccer Challenge '94

MD.....Sega

More soccer than you can poke a boot-stud at.

Soul Star

CD.....Core

A ground-breaking arcade shoot 'em up.

Star Trek

CD.....Sega

You've all got a fair idea of what this will be about.

Streets of Rage 3

MD.....Sega

The third instalment in this classic beat 'em up.

Virtua Racing

MD.....Sega

The new racing game everyone's talking about.

Wing Commander 2

MD,CD.....Origin

A flight sim, of course.

World Cup USA '94

CD,MS.....US Gold

Yet another soccer sim.

World Heroes

MD.....Sega

An action/adventure game.

May '94

Aladdin

MS,GG.....Sega

The baggy-panted one looks lush with animation straight out of the cartoon.

Asterix 3: The Great Rescue

MS.....Sega

Save your village from those nasty Romans.

CJ Elephant Fugitive

GG.....Codemasters

He's called CJ. He's an elephant. He's a fugitive.

Daffy Duck Hollywood

MD.....Sega

It's Daffy, and he's in Hollywood.

Excellent Dizzy Collection

MD,MS,GG.....Codemasters

That wacky egg does it again.

Hyperdunk

MD.....Konami

Not a swimming sim.

Road Rash

MS,GG.....US Gold

More mayhem on motorbikes.

Skeleton Krew

MD.....Core

A space-age shoot 'em up.

X-Men

MS.....Sega

Smart mutants and evil foe to boot.

June '94

Cricket: Gooch vs Border

MD.....Codemasters

It's England up against Australia in this wicket-based sim.

Hockey

MS.....US Gold

A game about... well, er... hockey.

The Hulk

MD,MS.....US Gold

The huge, green monster prepares to split his daks.

Hurricanes

MD.....US Gold

Your guess is as good as ours...

World Soccer

MD.....Codemasters

Soccer, soccer, soccer.

SEGA
MEGA DRIVE

SONIC 3



MARCH RELEASE

SEGA

MEGA DRIVE

MIDWAY

NBA JAM



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EVERYTHING

YOU

always

WANTED to know

ABOUT



[THE MEGA DRIVE]

but WERE

TOO AFRAID

to ASK

It will deprive you of sleep, take all your money and provide immense satisfaction... whichever way you look at it, the Mega Drive is one hot piece of equipment. Fortunately, nothing's too sacred for Nathan Cochrane, who lovingly dissects this 16-bit wonder.

It all began in 1990. Never before had so much brute power been harnessed into such a compact package and brought into the living rooms of everyday Australians. About the size of your average CD player, the original Mega Drive made inexpensive arcade-quality gaming a

reality. No longer would consumers have to suffer the pain of mono sound, jerky sprites and limited palettes. Now a real speed demon was set to light a fire under trigger fingers, as gamers everywhere struggled to keep pace with the new machine's stunning array of souped-up software carts.

Strange as it may seem, and contrary to the experts' forecasts, it was the increasing emergence of the more powerful 32-bit IBM PC compatibles that helped buoy initial sales of the Mega Drive. The reason for this was that if Dad bought a computer so he could bring his work

home, he was unlikely to want Johnny using it to play *Wing Commander*.

Many people, not being able to afford a completely new system, opted instead for the cheaper \$300 Mega Drive to keep the

▼ It's, erm, a Mega Drive II. And you can play games on it. Good, eh?



kids happy. Some of you may even remember Amstrad's cross-licensing deal with Sega for their Mega-PC – a Mega Drive alongside a 386-PC compatible; it may be due to the reasons cited above that this machine was not as popular as it perhaps could have been.

the WAR with NINTENDO

The main key to the Mega Drive's early success, and current market dominance in the 16-bit arena, was Sega's forethought in going one better than arch-rival Nintendo. For many years, the Master System had suffered at the hands of the popular NES. Although arguably a technically superior machine to the NES, the Master System was hampered by a serious image problem.

The task of tackling Nintendo was made easier by the presence of another 16-bit machine, the Commodore Amiga, which was released in 1986 at the inordinately expensive price of over \$2500 (around \$4500 today in adjusted dollars). In the four years that followed, the cost of manufacturing the newer 16-bit chips and support hardware fell dramatically. The accountants and marketing chaps at Sega realised that it was possible to push out a very powerful box for a fraction of the cost of a computer.

Nothing in the Mega Drive's specs is necessarily of ground-breaking stuff; much of it was tried and tested technology, bug-free and cheap to produce. What is most extraordinary, however, is that so much could be crammed into something so small and

A console is only as good as the games available for it. The Mega Drive has hundreds. Some games are, of course, better than others. Here is Megazone's definitive guide to the best Mega Drive games ever. At the very least, you need to seriously consider whether these deserve a place in your collection.

the GAMES

SONIC SERIES

There is little need to elaborate on the basic format that the *Sonic* series takes; suffice to say the critter speeds around a horizontally scrolling platformer background, avoiding nasties, spinning high and fast, and collecting all those rings. At the end of each level he meets Dr Robotnik, his nemesis, or one of the good doctor's creations, whereupon Sonic must be victorious in order to progress to the next level and free his forest friends. Every now and then a bonus stage appears,



allowing Sonic to collect an emerald; when he has all of them, he can banish the evil Dr Robotnik forever.

Pretty standard fare, and obviously the boys at Sega thought so too, for



they have recently given it a twist. Enter *Sonic Spinball*, the game where Sonic cavorts around a pinball machine, attacking nasties and making the world a safer place to live in.

ALADDIN

Boasting impressive full-rotoscoped animation, stunning visuals and catchy tunes, *Aladdin* is a joyous adaptation of the original Disney vision. Although it is still a plat-

former, the nifty touches, digitised voices and smooth frame animation mark this as a must-buy for every self-respecting collector of Mega Drive classics. Humour abounds, and there

are some great comic touches that wouldn't be out of place in a proper Disney movie.

Beyond the obvious aesthetic appeal, however, lies a game of some substance with a great deal of playability.

I cannot be too complimentary of this game, and have yet to meet anyone who has not had similar warm, fuzzy feelings towards it. If you only ever buy one game other than *Sonic* for your Mega Drive, make it *Aladdin*.



sell for so little. For about the same price as a cheap video cassette recorder or compact disc player, the avid gamer could pick up a little wonder-box and feel the joy of a true arcade experience; all without any of the hassle or stigma of those places.

Sega had hit on something momentous, and the big boys were watching. There were the experts who inevitably said, even in the face of the 8-bit's monster success, that video gaming was just a fad, and that serious gamers would only abandon the newer, more expensive consoles in favour of the 16-bit computers of the time.

It appears no-one was listening. The Mega Drive went from strength to strength, gaining plaudits, ever increasing lists of third-party developers and, most importantly, users. The brand loyalty for Sega that had developed with the original Master System was carried over to the 16-bit, as greater numbers of these users sought to upgrade. Even some NES users, tired of having to wait for their 16-bit fix as Nintendo hedged and balked over the introduction of the SNES, crossed the battle-lines to defect to Sega.

the RISE to STARDOM

Another factor that has aided Sega's meteoric rise is the availability of Mega Drive software for hire in video stores. Starting with a limited selection of 8-bit Master System titles, Sega was quick to realise the value of these outlets for promoting their hardware. Instead of reducing the number of games that were sold, as some initially feared would be the case, the hire outlets actually served to further the interests of software developers.

Rather than discouraging you from buying a game, the hire system allows trial, permitting you to sample the available hardware and try the carts before you buy, ensuring that you get exactly what you want and don't get frustrated or lose interest because you have been caught with a dog.

“ Sega had hit on something momentous and the big boys were watching. ”

DESERT STRIKE & JUNGLE STRIKE

What do you get when you combine the most lethal attack helicopter in the world, an AH-64 Apache, a madman willing to take over the globe and a pilot with attitude? The most awesome game of its kind available on the Mega Drive, that's what!

Desert Strike was the first shoot 'em up with brains. No more mind-numbing waves of ugly aliens/creatures/spaceships to obliterate, *Desert Strike* is almost like an RPG in its intellectual intensity.

Sure there are the customary things to shoot at, targets to hit and bonuses to collect, but the format of the game permits a non-linear approach. The



sequential horizontal, two-dimensional scrolling is replaced by a pseudo three-dimensional map, in which you can choose to a large extent where you will go, the speed at which you will travel, and which targets to achieve first. This adds an extra element of strategy to the game.



Jungle Strike has kept these same basic ingredients, but enlarged upon them. There are few examples where the sequel actually improves on the original—the *Strike* series is one. Miss these two at your peril—gaming doesn't get much better and still remain legal!

LANDSTALKER

Role playing games have for a long time been mainstays for the Mega Drive. However many, while having great gameplay and intricate puzzles, have suffered from a lack of attention to graphic design. *Landstalker* has

changed this conception of RPGs forever.

The graphic style utilises a form of pseudo-3D in which the action is presented on a 45° angled axis. People familiar with the Commodore-64 will

remember that this style of game was quite popular until a few years ago. This system permits much larger, better defined characters and more luscious backgrounds that actually serves a logical purpose by being truly interactive, rather than merely decorative. Items can also be concealed behind objects such as trees and buildings. The downside, however, is that control is often harder to learn; but stick with it and the long-term benefits will make initial difficulties more than worth the effort.



Nigel: I hope you're right about those treasures, Friday.



On the improvements side, the boffins at Sega last year released the new, streamlined Mega Drive II. By cutting out some extraneous components, such as the headphone jack, volume control and dedicated RF output, they have managed to keep production costs down and the unit at the same price as before. Some may mourn the demise of the more perfunctory doobries, but the design refinements have brought the machine into line with other similar systems, and made it that much easier to fit into a home entertainment enclosure, where space is often at a premium.

The number of add-ons for the Mega Drive is also impressive. There is the Menacer light gun (which looks suspiciously like Nintendo's for my money); the

Lethal Enforcers light gun (which is not Menacer compatible, alas); Powerbase converter, which permits Master System games to be played on the 16-bit (with the Powerbase Converter II which is now in the stores); the much spoken-about VR glasses (due for release sometime in 1994); and that peripheral par excellence, the Mega-CD (which has also been reincarnated recently in the form of the clam-shell Mega-CD II).

the FUTURE

With such a strong commitment from Sega, as well as other giants such as Sony and Electronic Arts, the future for the Mega Drive appears to be glowing. Although there is talk of a new 32-bit standard emerging with the introduction last December in New York of Atari's Jaguar, the Japanese cross-licensed 3DO and Nintendo's super 32-bit dancing CD unit (yawn), the software and user-base of the Sega 16-bit will ensure its future worth.

Although Sega cannot afford to be complacent in regard to the newer technology, the exorbitant cost of these units ensures that it will be a long way down the track before the current crop of 16-bit machines is made effectively redundant. The host of add-ons, including those amazing VR-glasses and Mega-CD, will guarantee the humble Mega Drive an honoured place between the TV and VCR in the stereo cabinets of Australian households for quite some time to come. **M**

PHANTASY STAR SERIES

The original conversion of *Phantasy Star* from the Master System was the first RPG of substance to arrive on Mega Drive, and its release no doubt sent machine sales rocketing skywards.

The first cart was so popular it has spawned a series of others, the latest being *Phantasy Star 4*. Although the plot line has become a bit fractured during the series, basically in each one you are an intrepid adventurer out to save your world from the evil-doers who would enslave the peoples. During your travels, you encounter others of like



mind, and one or two traitors as well. By turn, you will have to be diplomatic, and also good with the sword or a magic incantation. Fascinating creatures will cross your path, and each one will have a story to tell—even if it's just how they

intend on mashing you up for the filling in an after dinner mint!

There are very few RPGs that contain the type of depth featured in the *Phantasy Star* series, with its challenging puzzles, number of characters and great locations.

MORTAL KOMBAT

For those who have just arrived from outer space, *Mortal Kombat* is a fighting game in which a bevy of muscled, psychopathic martial artists compete in a series of bouts to see who will be champion of the Shao Lin

Tournament. Many years previous, an evil demon (Shang Tsung) took over the Tournament for his own ends, and he and his evil henchman, Goro, have been in control ever since.

You must battle all-comers, each

with their own special abilities, and then Goro and finally Shang Tsung himself if you are to claim the title of Champion and wrest control back from the forces of hell. Or something along those lines, anyway.

Views are split as to whether this is the best fighting game of all time, however it is arguably the most creative, and certainly the most controversial. The fatalities are what makes this game, and the digitised actors are a treat. Best if played against another human player (as all fighting games are).



the SPECIFICATIONS

MEGA DRIVE TECHNICAL SPECIFICATIONS

HARDWARE

PROCESSOR: 8 MHz 68000 + 4 MHz Z80B

MEMORY: 74 K main, 64K video

EXPANSION PORT: access to I/O bus for hardware peripherals such as the Mega-CD

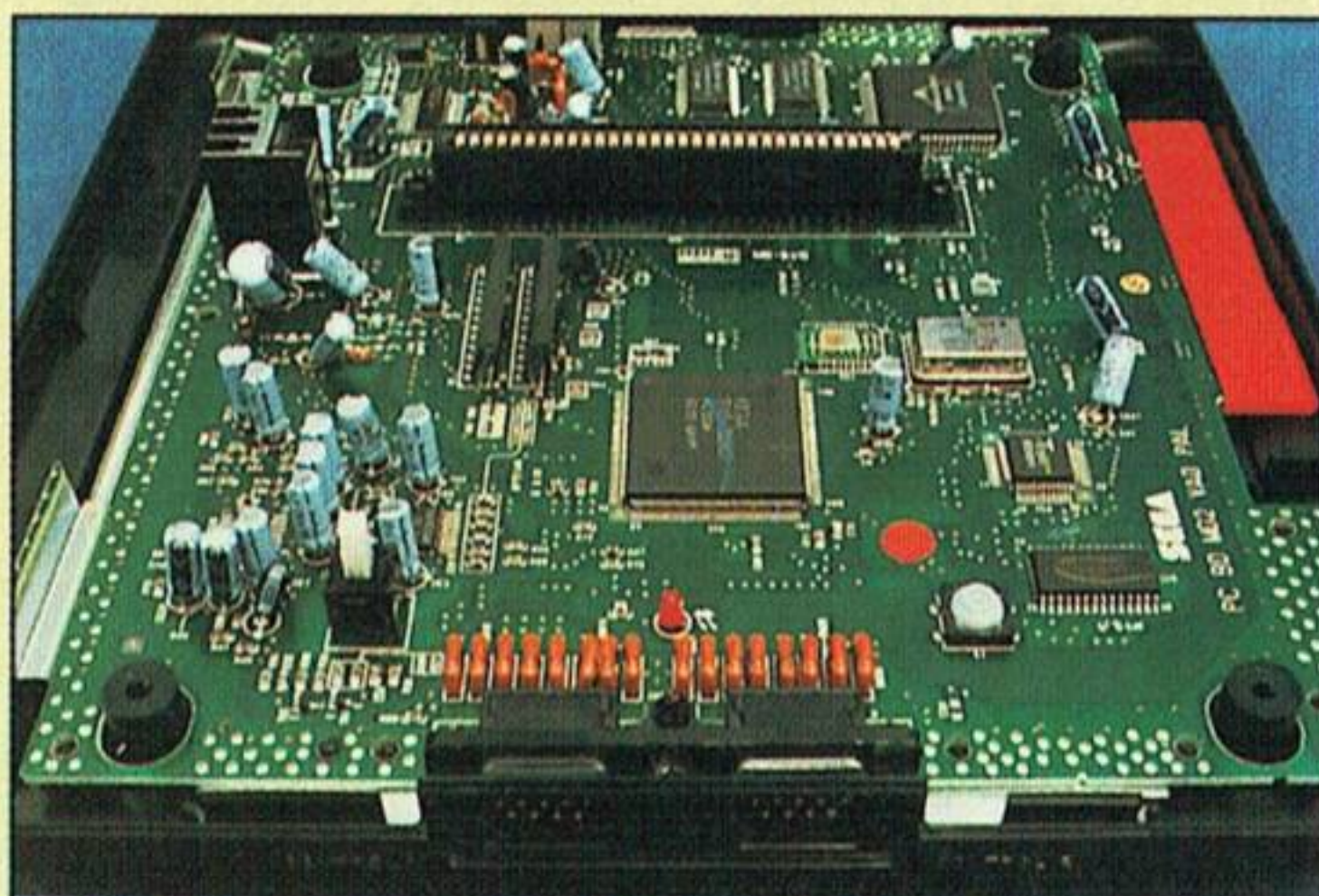
GRAPHICS

RESOLUTION: 320 x 224

COLOURS ON SCREEN: 64 from a palette of 512

SPRITES: 80

SOUND: custom FM chip produces 12-channel stereo output sound



▲ The guts of the Mega Drive. Best not to pour your coffee in there...

MEGA-CD TECHNICAL SPECIFICATIONS

HARDWARE

PROCESSOR: 12 MHz 68000

CUSTOM CHIPS: hardware scaling and rotation

MEMORY: 768 K main memory

- 64K PCM waveform memory (for sound generation)

- 16K CD-Rom data cache memory

- 8K battery-backed memory (for saving scores, etc)

- 128K ROM for CD player software

SOUND: stereo, 8 channels

Compiled with the assistance of Oliver and Ben at Sega Tech support. Equipment supplied by Sega Ozisoft, WA.

STREET FIGHTER 2

Street Fighter 2 grew out of a game in the arcades called simply *Street Fighter*, in which two heavyweights, Ken and Ryu, battled each other. The game was fairly tame, and while fun against another player, the lack of depth meant it had very little staying power. Ken and Ryu are back, but their opponents have multiplied many-fold, and now they must battle the corrupt and murderous M Bison himself.

Let us not beat around the bush; *Street Fighter 2* is simply the best fighting game available anywhere. With 12

of the meanest, nastiest international warriors to choose from (each with moves as individual as their hair-styles), there is no way anyone could get bored with the action.

It's a huge cartridge – 24 megabits

packed with graphics and animation faithful to the arcade machine. Undoubtedly the best home version of *Street Fighter 2* on any console, this really shows what the Mega Drive is capable of in the right hands.



ECCO THE DOLPHIN

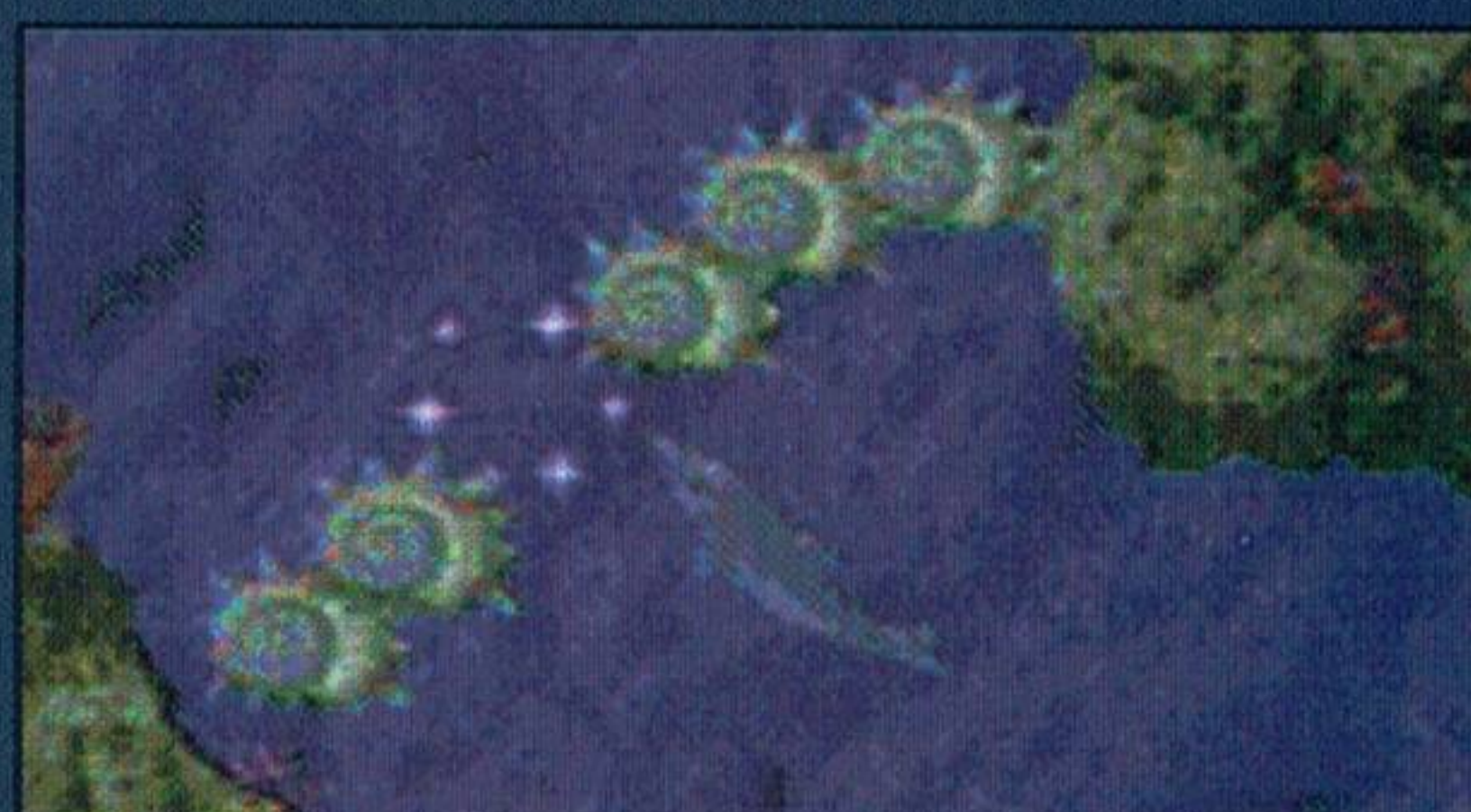
Ecco the Dolphin represents a refreshing change of pace over the blood-thirsty beat 'em ups and brain-nuking speed of the shoot 'em ups. A platformer in a sense, it contains a twist—in this game, you actually swim between the levels at leisure. As

dolphins are mammals, you must still breathe, and players of *Sonic 2* will recognise the device of air bubbles welling up through fissures in the rocks to replenish air supply.

The graphics are exceedingly well drawn, with excellent attention to

detail paid to the animation our aquatic pal. Music and the sound fx are haunting to say the least. The impression of being underwater is complete, even though everything is presented in a sideways four-way scrolling format. I have seldom played a game as good as this that was so relaxing. The feel of deep blues and the intermission screen's shimmering backgrounds are almost hypnotic in their appeal.

Safe for the kids and a real delight to behold, *Ecco* has no parallel.



this GOES with THAT

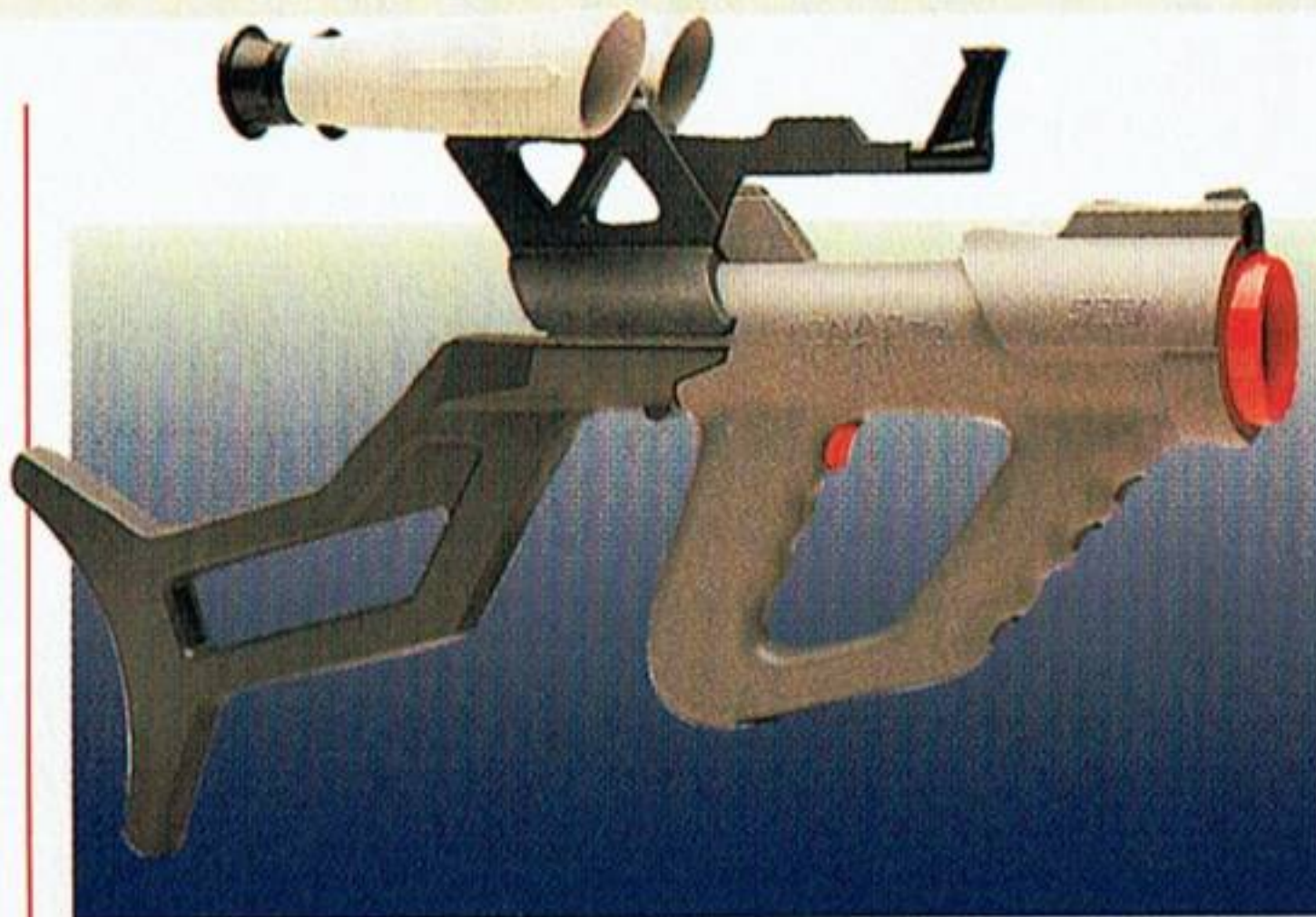
MENACER GUN

When this peripheral was released over a year ago, it was hailed as the ultimate add-on for the Mega Drive. Although suspiciously similar in looks and feel to Nintendo's Bazooka, its promise was not realised for a very long time.

An almost total lack of software, and a dismal conversion of the arcade's *Terminator 2* led many people to bury their guns in the bottom of the cupboard. However, all this seems set to change. Sega has on its release schedule a strong core of Menacer-friendly games due out in the next few months, including a CD version of the arcade heavyweight *Mad Dog McCree*.

LETHAL ENFORCERS GUN

Released as an integral piece of the *Lethal Enforcers* software cart, the gun is



▲ The wireless and deadly Menacer is one of many Mega Drive add-ons.

not a Menacer clone, nor is the game itself Menacer compatible. Although it operates on an essentially similar premise, the gun has a slightly more 'positive' feel than the Menacer, when the Menacer is in stand-alone mode. There is talk of more games to use this standard, however it is a concern

to see two gun standards, especially given the very specialised nature of this type of peripheral.

VR GLASSES

For those people who cannot afford the \$70,000 or so for a W-Industries VR system, Sega has released its very own virtual reality add-on. Ostensibly exactly the same as the larger, commercial systems, the stylish goggles include high quality headphones and LCD screens, on which the images are displayed slightly out of sync in order to simulate the 3D effect.

Slated for future release is a range of software that will make use of the unique challenges VR can offer, including a *Battletech* style simulator, D&D RPGs and a flight sim. For my money, I'd like to see a laser style game like *Dactyl Nightmare*, or perhaps a real-life combat system, like the

ROAD RASH 1 & 2

A highway, a big powerful motorbike and a rider (you) with a bad attitude; add other riders and equally powerful motorbikes, stir in a healthy disrespect for every road safety code ever drafted, and you have *Road Rash*.

The first *Road Rash* was a racing game for seriously violent motorheads, and the follow-up expanded this theme. Not content to let just one racer beat the living daylights out of the computer players, the designers thought it would be a pretty neat idea if two human players could experience that joy simultaneously—and if they



attacked each other on the highway along the way, then so be it! This was facilitated through the now familiar split screen display.

Although the graphics remained pretty comparable, the added appeal of beating up on your mates certainly

lifted this game above the average. Players also had a greater selection of options, and this helped immeasurably in lifting the quality of the overall gameplay. A classic game for racing enthusiasts and sociopaths alike, it doesn't get much better than this.

FLASHBACK

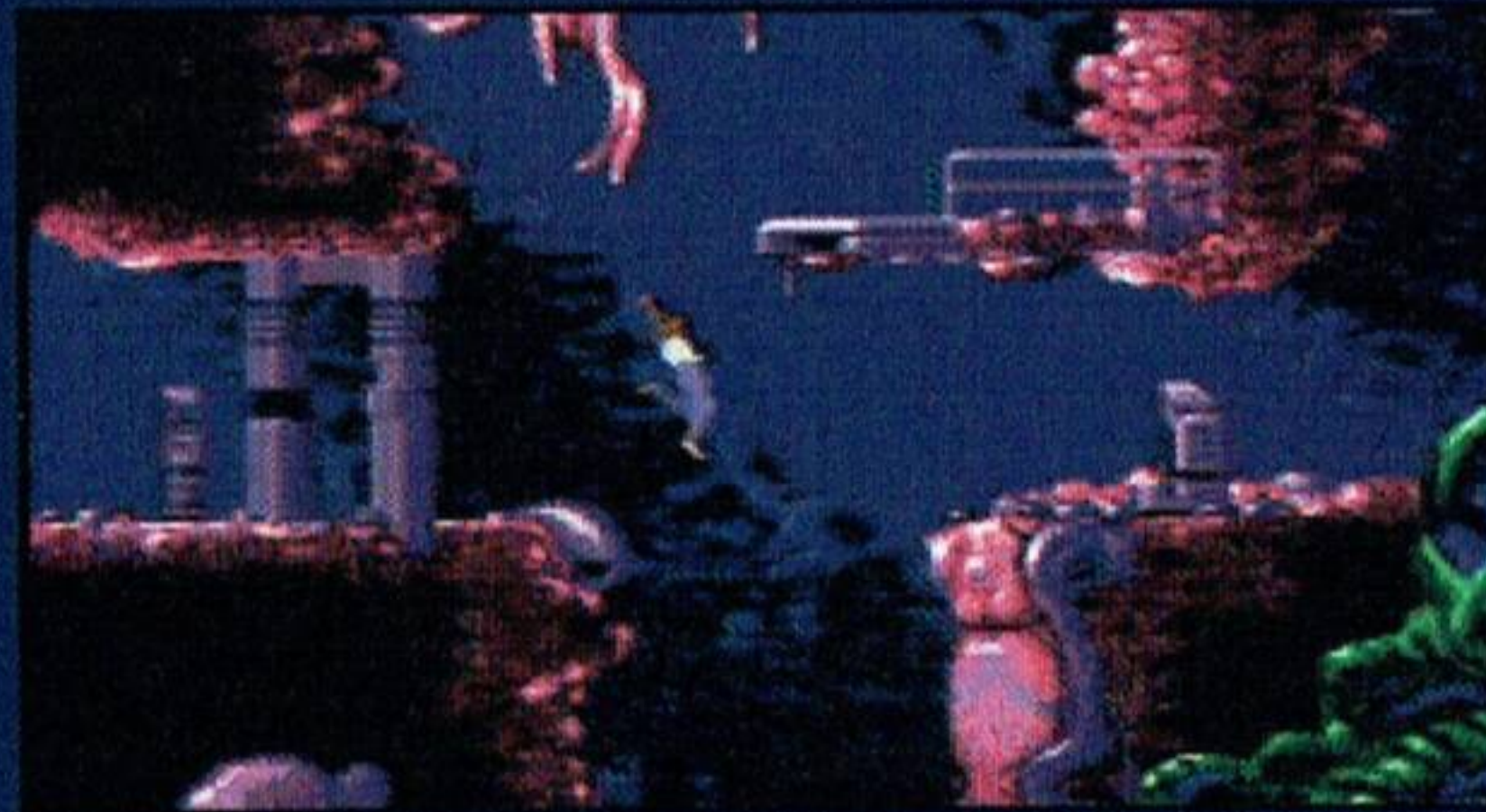
Flashback caused a veritable tempest of excitement when it was first released on the Mega Drive and IBM, due in large part to the stunning opening cinematic sequences. It's hard to believe that the lengthy clips fit into a regular cartridge—it puts

many Mega-CD games to shame.

It doesn't stop there. The game itself was noted for the incredible detail of the figures, and the beautifully hand-drawn backgrounds and eerie sound fx. Gamers familiar with *Prince of Persia* or that old 8-bit

hit *Impossible Mission* will recognise this style of platformer and appreciate *Flashback's* attention to detail. What separates this game from the two earlier efforts are the striking visuals and slick presentation. It followed hot on the heels of another highly acclaimed game by the same team, *Another World*.

Flashback confirms what we all knew—that the Mega Drive is capable of the same stunning graphics and classy touches of its larger cousins, and in some ways can even outshine them. *Flashback* is one of those perennial games that won't ever lose its appeal.





▲ The ultimate add-on is the Mega-CD, it allows you to play CD-based games.

ones used by the Australian and US armies.

POWERBASE CONVERTER

Enabling people to use the cheaper Master System games on their Mega Drive, this device was especially popular in the early days of the Mega Drive, when

software was less abundant than it is today. The new shape of the Master System II has forced Sega to redesign the converter, and it is now called the Powerbase Converter II.

MEGA-CD

The sexiest piece of peripheral hardware to appear for any console ever. The added capacity of the CD format (around 500 Mb) permits a true arcade experience, including CD-quality stereo music and fantastic full-motion animation sequences.

The range of games becoming available is quite impressive, and while still a tad too costly for most consumers, there has been a minor price reduction, with some stores stocking a Mega Drive II/Mega-CD II combo pack with a RRP of \$799, or around \$100 less than the cost of buying them separately.

SEGA TAP FOUR-PLAYER ADAPTOR

Tired of only ever being able to play against one other player? Want to enjoy a true arcade gaming experience, and take on up to three of your mates at one time? Enter Sega Tap, the four-player adaptor for the Mega Drive. Similar devices have existed on other systems before, however they have suffered from a lack of software. Scheduled for release with the Sega Tap is the awesome soccer game, *Striker*, and that gaming perennial *Gauntlet 4*.

SEGA CHANNEL CABLE-TV GAMES NARROWCASTER

Due to begin operation in the US imminently, the Sega channel is the ultimate in Pay-TV services. Dial up the channel, select the game you want to play, then simply download it into your specially

the MEGA-CD games

Mega-CD titles are thin on the ground when compared to its cartridge-only cousin. Though it's yet to show us what it's really capable of, there are one or two gems available. These are the best so far.

SONIC CD

It had to happen! As sure as water rolls downhill, it was inevitable that Sonic would tumble his way onto the CD system. And I, for one, am awful glad that the little guy did!

Sonic CD has added many new and industrious creatures as well as some awesome 3D levels and bonus stages. No CD game would be complete without the odd cinematic sequence, and *Sonic CD*'s tell the story well. It is rare for a sequel to be as good or better than the original, however the designers have truly excelled themselves with this rendition of the time-honoured platformer.

Gameplay-wise, it's pretty similar to other *Sonic* games – but that's not a bad thing. Over 70 levels of brain-nuking action and ear-blasting sound accompany Sonic on his journey. No Mega-CD owner should be without it.



TIME GAL

This style of CD game is pretty much what we have come to expect in the arcades, with offerings like *Dragon's Lair* and *Cobra Command*. You follow a set path, and at times this path will diverge and you will be given the option of choosing a different course.

It's *the* game to impress your friends with – they'll be suitably gobsmacked at the top-quality cartoon animation. But underneath the gloss lies shallow gameplay; it's limited, more or less, to hitting the right button at the right time.

The animation sequences are brilliant, and the form of Raika, the Time Gal, is enough to bring tears to the eyes. However, while a great visual demo, the lack of any real depth to playability means longevity is limited.

SHERLOCK HOLMES 1 & 2

In this multimedia rendition of the Arthur Conan Doyle classic, you take over from Holmes – he'll give you a helping hand, but the course of events is determined by yourself.

You face various trials and misdirections in the trilogy of scenarios presented on this disc.

In the first case, a mummy's curse appears to hang over the deaths of four men: is it a curse or a cover-up?

Next, you must find who was responsible for the death of a gadabout.

Finally, mystery surrounds the tragic death of an officer and a gentleman.

There is nothing new in *Sherlock*, but for fans of Doyle's sleuths, or those who simply want a more leisurely CD experience, *Sherlock* fits the bill admirably.



equipped Sega cart and you are in business. Unlikely to ever see the light of day in Australia, due largely to the Pay-TV debacle, the service will nonetheless revolutionise how people in the West look at the flow of information and entertainment in general.

SEGA COMMUNICATIONS HARDWARE

A couple of new comms systems have appeared for the Mega Drive in recent months, including Baton Technologies' Teleplay system, as well as a full comms system from another developer, which includes a keyboard and modem for use on BBS and E-Mail services. The teleplay system comes complete with an *Asteroids* style game so that two players can battle each other at a distance. The advantage of this system is that someone with a SNES or NES can play against a Mega Drive owner and vice versa.

CHEAT CARTS

For the insufferable hackers and those too lazy or frustrated to get past a level, carts such as the Action Replay have been developed to permit you to alter – with a bit of effort – a game's settings. This means you can do some pretty basic things, like turn off sprite collision detection (which means nothing can hit you) or give yourself ultimate firepower, in addition to a virtually limitless range of other options.

SIX-BUTTON JOYSTICK

An assortment of six-button joysticks has begun to appear since late last year, no doubt spawned by the inordinate success of arcade fighting games like *Street Fighter 2* and *Mortal Kombat*. One of the first to hit the shelves was Sega's original joypad, and their Arcade Powerstick II. Nodtronics has the Viper III, and Quickshot has the QS-173, which is considerably cheaper and almost

as good, feel-wise, as the Sega-branded offerings. Coming months should see a host of new sticks, (including ones with extensive programming capabilities), and a serious reduction in the price of current controllers as the new six-button standard begins to take hold.



▲ There are heaps of additional controllers available. Nodtronics' Viper III has proved a consistent favourite.

MICROCOSM

A shoot 'em up in the tradition of games like *Silpheed*, *Microcosm* goes further than any other game of its genre. From the in-yr-face intro screens, to the chase and shooting sequences, your senses will be bombarded by the most awe-inspiring graphics and stereo CD sound that the machine can deliver.

The game's premise is stolen largely from Isaac Asimov's cult hit of the '60s, *Fantastic Voyage*, and owes much in its graphic style and depiction to the Steven Spielberg movie *Inner Space*. You are an agent for a genetics company that is in the middle of a corporate war with a ruthless rival. As the good guy, you must journey deep into the body of your CEO and save him from the evil Axiom agents.

The technical specifications vaunt over 500Mb of graphic and sound data, multi-dimensional figure modelling and intro sequences that utilise Silicon Graphic Imagery. As if this wasn't enough to spark the interest of the average gamer, the designers have included five different areas of the body to explore, and an original soundtrack by the composer Rick Wakeman. Whew!



LETHAL ENFORCERS

Yet another shooting game that has made its way from the arcades to the home system, *Lethal Enforcers* is for all of those frustrated gamers who don't want a game that's too demanding on the ol' grey cells. As you may already have guessed from the title, you play the role of a trigger-happy, gun-toting cop intent on stopping violent perpetrators dead in their tracks. Judge, jury, executioner – it is enough to bring tears to the eyes of Harry Callahan himself.

As you progress through the levels, you can acquire power-ups in the form of .44 Magnums, M16s and other types of weapons. Some will last as long as you live, and others have only a limited number of rounds.

If the pre-sale interest in *Lethal Enforcers* is anything to go on, then this could be one of the hottest games for CD in '94. As it comes with its very own gun for a mere \$150 (with a second gun now in the shops), it represents excellent value, although a Menacer option would have been welcome.



GROUND ZERO, TEXAS

Ground Zero, Texas is just about to hit the shelves, and it could well be the game we've all been waiting for. It's set in a redneck Texan town, but as well as being a den of gambling, gunrunning and vice, there are aliens afoot. Your job is to hunt 'em down and wipe 'em out.

It offers the highest quality cinematic sequences yet seen on the Mega-CD, and was made more like a movie than a regular video game.

But what makes it really stand out from the crowd is that as well as making use of the Mega-CD's full-motion video capabilities, it has gameplay too. You keep track of the town's dodgy goings-on through the eyes of cameras armed with guns. The action switches rapidly between locations and ensuing gameplay is frantic and fun.

See for yourself. *Ground Zero, Texas* is reviewed this issue – check out page 36 for the full story.



WIN THE 10 all-time

BEST EVER

[MEGA DRIVE]

games

plus

[A MEGA DRIVE]

TO PLAY THEM ON

You've read the feature (whaddyamean you haven't? Turn back to page 19 now!), you know how wonderful the Mega Drive is, and you're up on the hottest games. Now's your chance to win the lot!

Megazone is offering one lucky reader the opportunity of owning 10 of the best ever Mega Drive games, plus a brand spanking new Mega Drive II!

The games just waiting to be won are: *Aladdin*, *Ecco the Dolphin*, *Flashback*, *Jungle Strike*, *Landstalker*, *Mortal Kombat*, *Phantasy Star 3*, *Road Rash*, *Sonic 2* and *Street Fighter 2*.

Entering this fabulous draw couldn't be simpler (well, not much anyway). All you have to do is tell us the funniest joke you know. The one that cracks us up the most, wins! (We'll put it in the mag too, if it's printable.)

The usual rules apply:

1. Send your joke, along with your name and address, on a postcard* or sealed-down envelope to:

Heavens alive—I've won a Mega Drive, Megazone, PO Box 746, Darlington 2010.

2. The closing date is April 8, 1994, when the answers will be drawn from a

large cardboard box with 'Mega Drive compo' scrawled on the side.

3. Only one entry per reader, please. Otherwise, we'll be forced to come 'round your house and extract your thumbnails with a pair of tweezers. (Or maybe we'll just chuck the extra entries in the bin.) And don't think that putting your Granny's address will fool us – nothing gets past our team of expert handwriting analysts.

We'd just like to express our gratitude to Sega Ozisoft for supplying the Mega Drive and games. Thanks, too, go to EA for the copies of *Jungle Strike* and *Road Rash*. Good on ya, guys!

*If you like, you can put it on an exotic postcard so it looks as if we have lots of well-travelled friends.

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Treasure

PRICE: TBA

SIZE: 8 megabits

GUNSTAR HEROES



The guy in red has a Red Baron complex. Visits to a shrink might not help, but a few blasts from your gun will.



While the title screen is scrolling, reverse it by pressing Down. This is a fun trick if you're brain-dead and waiting for your medication.

Gunstar Heroes is not only a fantastic game, but an ideal weight loss aid, as used and recommended by consultant dietician Steven Miller.

If you're like me and eat potato chips while playing video games, be prepared to lose some weight. *Gunstar Heroes* doesn't give you a moment to eat, drink, think or breathe; but does give you plenty to sweat about. This is surely one of the fastest, most exciting action platform shooters ever!

The plot is simple—some evil guy decides to take over the world and uses four magic gems to do so. Your job is to stop him. This difficult task takes you through four main stages (each with sub-levels and a number of bosses to bump off), and three 'final' stages.

To start the game, you must choose between fixed and free shooting for your character (Red or Blue). With fixed shooting, you stop travelling to fire but

can shoot in eight directions. With free shooting, you can shoot while running but can only shoot around and above you.

There are four weapons to choose from: a beam of plasma energy, a stream of electricity, a laser dart which chases your enemy, and a flamethrower. You can carry two weapons at any one time, and can alternate or combine them. Experiment with combinations to determine which weapons work best with each enemy. Dragonfly robots drift across the screen and drop alternate weapon items for you to pick up. Make sure you give the robot a few mid-air kicks to release other useful items.

Does that sound like a jam-packed shooting game? There's more: hand-to-hand combat! If you get close enough, you can judo throw your opponent into other enemies, destroying many of them with one throw. You can also perform body slams, flying kicks and drop-kicks, which make this combat shooter especially unique. You can even back-flip onto ledges or shoot while hanging from the ceiling, à la Arnie Schwarzenegger.

The first stage takes you through the ancient ruins, with a horizontally scrolling backdrop of trees and little huts. Following this is an underground mine, which you travel along via a special trolley that clings to the walls and moves vertically when the mine

detours. The third stage is a flying battleship, where you'll duel on the wings of a rotating plane. Next comes a quick trip to Black's fortress and his diabolical dice room. Here you must throw a die and play a monopoly-type game board, with a potential boss at every throw.

These four stages can be attempted in any order, but must all be completed before moving on.

From here, you travel in a spaceship, avoiding asteroids and shooting the hell out of thousands of the Empire's goons. If you make it alive, you're inside the Empire's spaceship with another horde of enemies just dying to pulverise you. Your final task is to challenge a series of bosses who watch you through a huge TV screen. One by one they're sent to stop you, but you're a Gunstar Hero, right? Pause the game, munch some chips for energy, and bring the Empire to its knees.

Well, that's basically the game. But what I haven't told you is that it's even better with two players. You can pull moves like judo throwing your partner into enemies! He won't be hurt, but they sure will be. Working together, your game screen will turn into one huge explosion fest!

Add to this some of the best visuals you will ever see in a game. The characters are clear and well-defined, the scenery colourful and fitting, and the backgrounds so perfectly detailed that you might want to pause and just take a look at your surroundings (and eat more

Free vs fixed shooting

Although fixed shooting offers more directions, free shooting seems to be the easier to play with. If you combine a chaser laser with one other weapon, you have firepower that seeks out the enemy and destroys them. The game might have been improved if both fixed and free shooting were combined.



It's only a game

This is a unique feature – play the level like a board game. You are challenged to a number of games: fight a boss, make it through a maze, pick up bonus items, fight hand-to-hand combat with a curry and rice monster. Unfortunately, you don't get to pass go and collect \$200, but if you make it to the end, you get to beat the crap out of a killer boss.



Roll the die and keep your fingers crossed. Drat! Another '1'. It must be loaded.



Most games pit you against some kind of nasty. Shoot the snake in the head.



A strict time limit, lots of doors, and a bouncing ball make another sub-game.



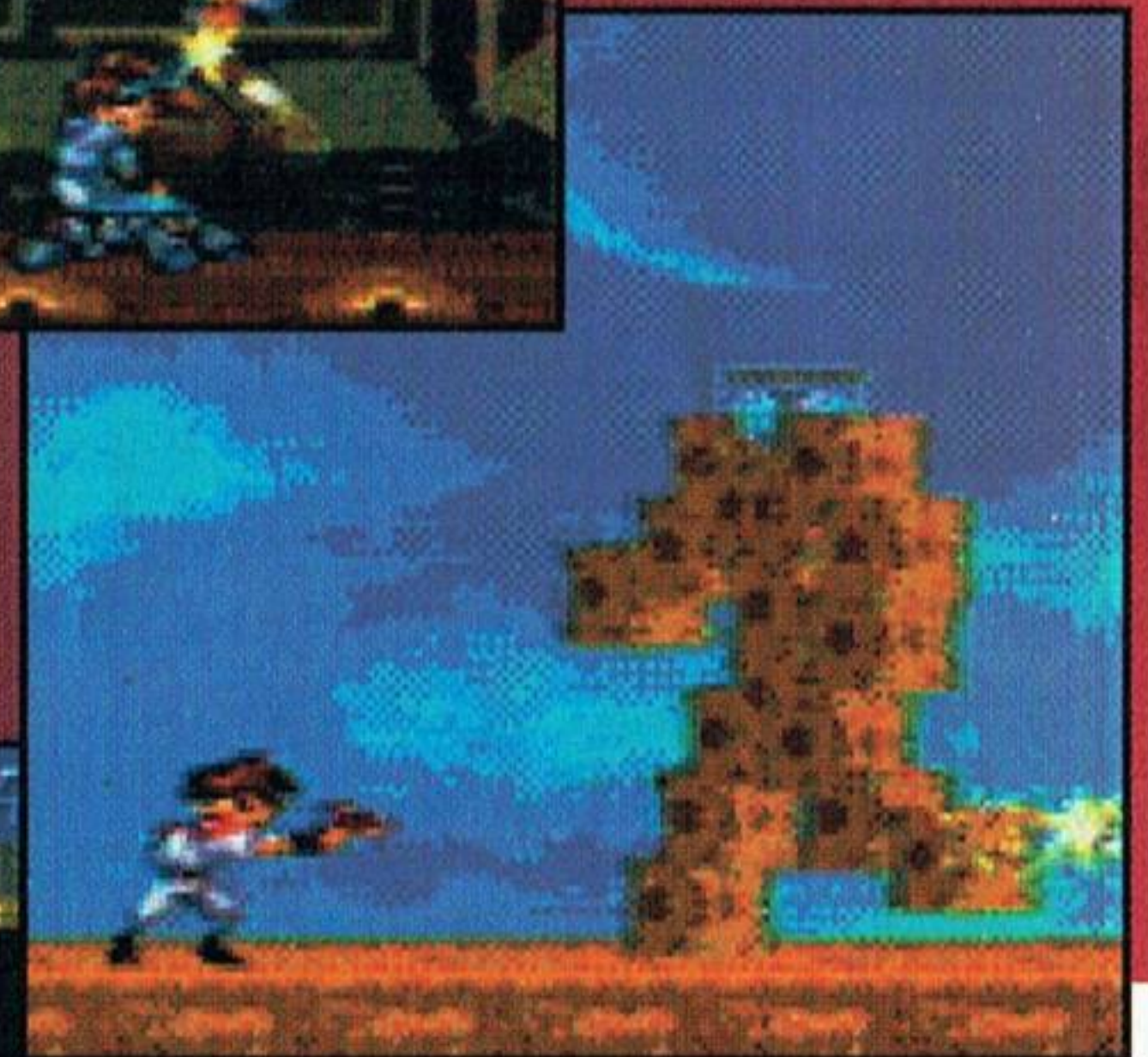
Don't let that smiley face fool you. Bop him on the nose to defeat the beggar.



▲ Be a Gunstar Hero! Travel the world, meet interesting people, and shoot the hell out of them!



▲ It's bigger than a very big thing, only bigger. It's big.



▲ Fantastic animation abounds. The block man may not look much, but he moves more smoothly than Duane after a ballroom dancing lesson.



Defeating this boss is easy – just keep shooting him until he's dead, and don't get killed yourself – hal

Word

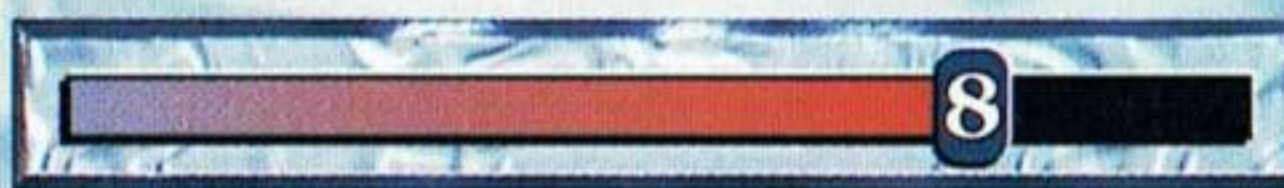
GRAPHICS

These are sensational, utilising everything the Mega Drive has to offer, including amazing colour.



SONICS

Good, very fitting to the game, although more sound fx for the characters would have been nice.



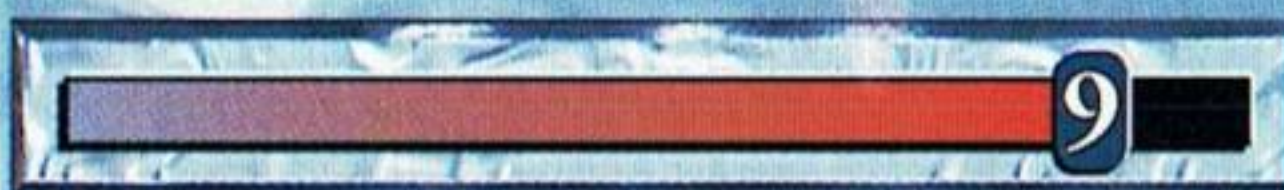
PLAYABILITY

Will take a few minutes to master, but the game is perfectly designed and easy to play.



STAYING POWER

On easy, you'll finish it quickly enough, but the challenge and enjoyment will keep you coming back.



OVERALL

This is a perfectly designed and programmed game that does for shooters what *Sonic* did for platformers. Brilliant stuff, particularly for an 8-bit.

92
PER CENT

chips). The sound is perfect, with decent music and little martial arts cries as you hurl your opponents. Controls are great, and once you master the moves—which is not difficult—you'll be amazed at how well your Gunstar Hero handles, even in the thick of battle.

The difficulty setting is perfectly accurate. Easy is easy, normal is normal and difficult is a masochist games player's dream come true. So many games these days barely change their attitude with difficulty settings, so this is especially refreshing to see. You also have infinite continues – and you'll need them.

It's hard to fault this game. The bosses are unique and imaginative and the levels are long, colourful and engrossing. All the characters actually have some *character*, and the visuals are just sensational. Perhaps most importantly, the game is just damned fun to play. **M**

In a rare and totally uncharacteristic show of courage,

David Thompson straps on roller blades, knee and elbow pads, cranks Guns N' Roses up to 11 and heads off down the nearest highway.

'Skitching' refers to the (hopefully) fictional sport of roller blading down main roads, grabbing onto cars that tow you along, and performing some sickeningly dangerous stunts on ramps and speed humps.

Electronic Arts, fully aware of the growing movement against violent video games, has thoughtfully inserted a prominent message at the start of the game, warning against trying to skitch yourself. You can't skip over the message, which is a bit annoying, but I guess it makes it all the more visible.

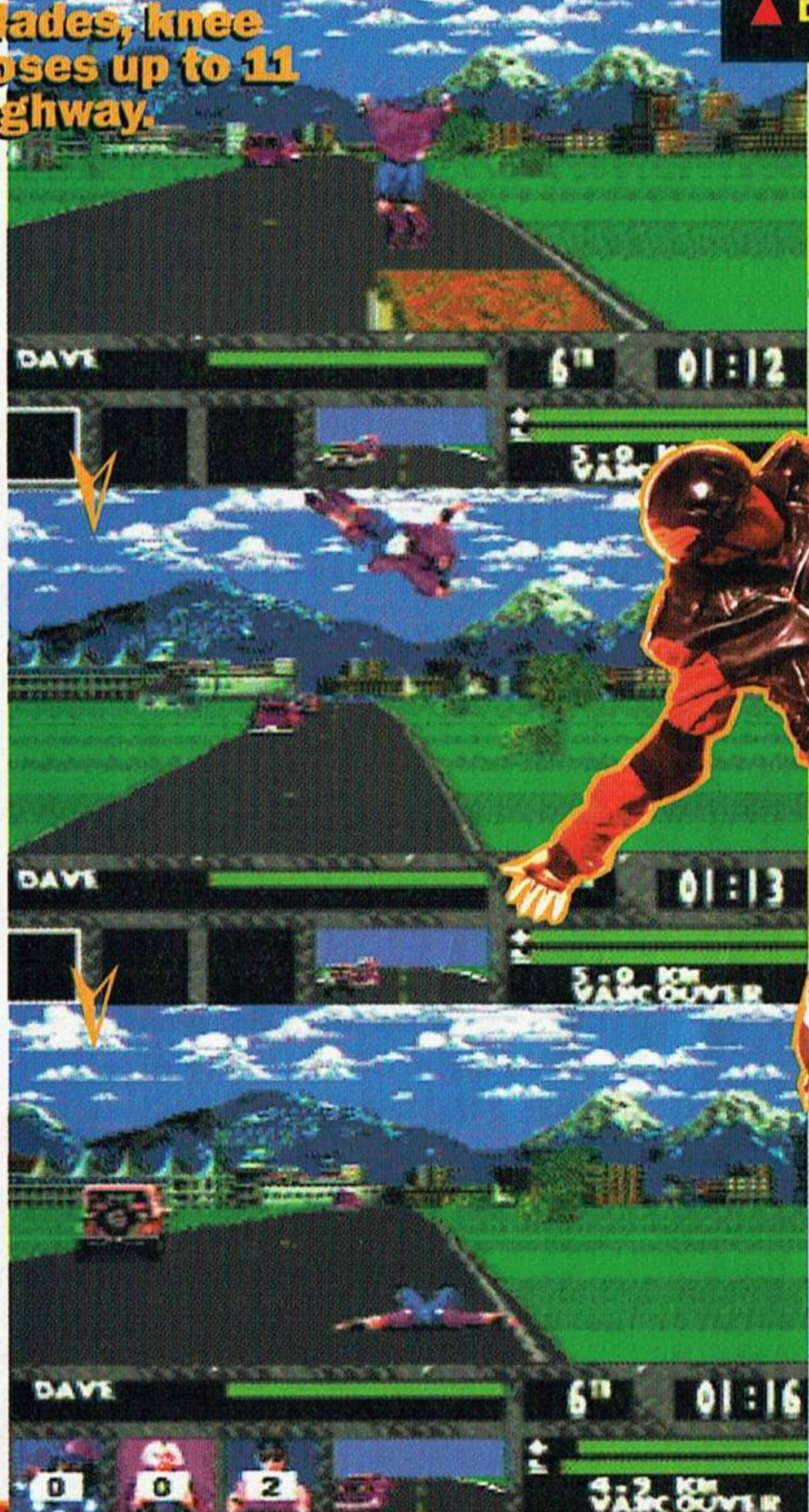
The whole game has a street kid look to it—all the titles and graphics are drawn as graffiti on concrete and brick walls, and the music has a harder edge to it than the average cart.

The game features an unusually large number of play modes: single player mode, three different two-player modes, and a tournament mode for three to eight players. Depending on your preference, the two-player modes can be alternated, with only one player skitching at a time; or playing simultaneously, using a well-executed split screen.

WARNING

THIS GAME CONTAINS FICTIONALIZED PORTRAYALS OF ACTIONS AND STUNTS, SOME OF WHICH ARE EXTREMELY DANGEROUS. ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY. DO NOT ENGAGE IN ANY OF THE DANGEROUS ACTIVITIES PORTRAYED IN THIS GAME.

▲ Don't do this at home, kids.



What gets me is how much this game resembles *Road Rash*, another EA game. The backgrounds, roads and general look of the game are obviously inherited from *Road Rash*. This, of course, is a good thing if you like *Road Rash*. The animation of the rollerblading characters has been modelled on real actors and the result is brilliant. Keep an eye out also for some of the hilarious road signs that appear from time to time.

On entering the game, you're given a chance to shop from the back of some dude's van for rad new accessories like elbow and knee pads, gloves or new blades. These items are essential for lasting in a race season. Skimp on economy wheels and you risk a blowout; skimp on protection and you end up in hospital. The game ends when you no longer have the money to meet the race entry fee.

MEGA DRIVE REVIEW

theskitchersguide

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Electronic Arts

PRICE: Around \$100

SIZE: 16 megabits

Hit a ramp and you're airborne. Stunts mean points, so give it your best shot.

Amount of fight left in you and your adversary

Position in race

Health rating & state of skates

Time taken so far

Weapon selection

The rear view shows what's coming up behind you.

Distance to finish line and name of city

You were here first. Scrapping with fellow skitchers is what it's all about.

▼ Stand towards the middle of the road when a car's coming up behind you, grab the rear bumper and hey presto, you're skitchin!



▲ Two players can skitch at once for a bit of gentle competitive thuggery.

▲ Choose the tracks you move to on the CD walkman.

The idea of the game is simply to make it to the finish line as quickly as possible; however several things can increase your cash prize, including the number of cars you skitch, whether you manage to skitch police cars, and how well you fare in the spectacular stunts department.

The fastest way to finish is to grab hold of successive cars—slingshot past them to the next car and continue that pattern to the finish line. Lots of things make it a bit hard to do that—trash cans and oil spills litter the road, the car that you're hanging onto may make a radical lane change, or you may have to fend off the odd roller blading punk. Finish a round fast enough and you get a bonus stage.

Grabbing hold of cars proved unexpectedly difficult to master. You have a rear view in a small window on the screen to let you see approaching cars. You skate up to speed, put yourself at a convenient spot on the road (like not in the middle), then when the cars get close enough, you press the

grab button and off you go. Sound simple? No way!

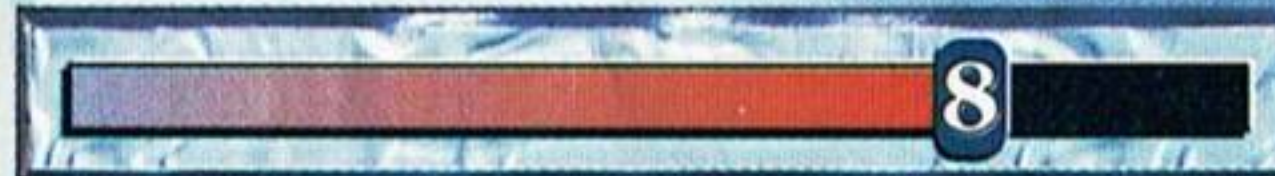
The method of indicating which way you want to grab is linked to your steering, which makes it very hard to skate, position yourself and grab at the same time. Skating up to cars and grabbing onto them is much easier, as the game will usually grab in the right direction (like where the car is). But you can't skate up to a car unless you have already grabbed one and slingshotted past it, you see. Because of this, most of my first games were spent sprawled across the road.

The control pad layout can be changed, which is just as well, as the default sucks. I used setting two, which made playing the game much easier.

The problem with games like this is that there isn't really a goal as such. You just keep going, and buy more bits and finish, just like *Road Rash*, although *Road Rash* is much faster (which I guess makes sense... roller blades vs motor bikes) and, I think, much more exciting. **M**

GRAPHICS

Good attention to detail and large, well-animated players. Modelling animation on real actors is the way to go.



SONICS

Excellent. This is about the best sound you get outside a CD game. A good choice of soundtracks and fx.



PLAYABILITY

Not an easy game to play. Grabbing cars is clumsy, and completing stunts on two feet is close to impossible.



STAYING POWER

With a bit of perseverance, you could complete it. However, it's a bit of a handful to get used to.



OVERALL

Well-designed, with nice graphics and great sound, but the depressingly steep learning curve reduces its playability.

72
PER CENT

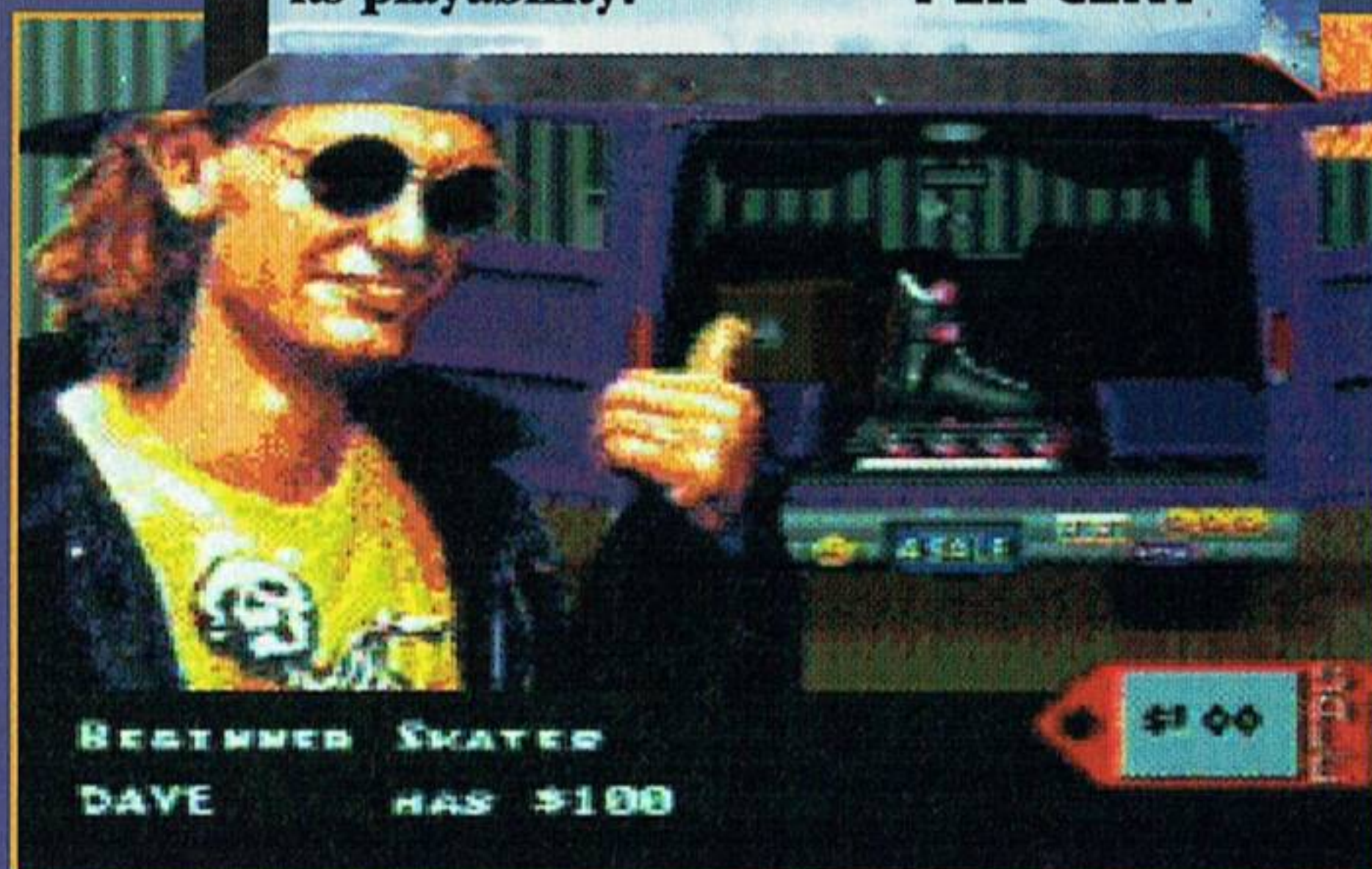
MegaDrive Preview

shopping

Just before the start of a race, you are presented with a screen showing you, your gear and what state it's in. New gear is shown in green, slightly worn gear in yellow, and gear that's just about shot in red. Fortunately there is a guy who is glad to sell you bits out of the back of his van.

Depending on how much cash you have and how far you've travelled, various things can be found on sale. Wheels, skates and pads of different grades are the items you need, and nasty things like baseball bats, chains, whips and crowbars are extras you may want to purchase to help beat off any opposition.

The game will not let you buy more than what you can spend, minus your fee for the next race; but unless you are sure you are going to win, it's unwise to spend right up to your limit.



NBA SHOWDOWN '94

I WANNA BE LIKE MIKE... I WANNA BE LIKE MIKE... I WANNA BE LIKE MIKE...

CHANTS DAVID THOMPSON AS HE DEFTLY SLAM-DUNKS AN APPLE INTO THE GARBAGE BIN.

IS basketball on the Mega Drive really a good thing, I wonder? After all, shoot 'em ups, beat 'em ups, flight simulations and car racing are all best done at home, but shouldn't the youth of today be out there on the court, dribbling and slam-dunking for real? No? Well, OK, maybe not.

NBA Showdown '94 is a basketball simulation featuring the usual array of playing modes. You can do it with a friend or against the computer, using any one of the current NBA teams. You can play a whole season, from pre-season to grand finals, with your schedule for the year outlined on the play-off calendar. Pages and pages of team stats are included, so you can substitute players according to their different skills.

The game itself is executed reasonably well from a graphics point of view. The 10 team players are very large and move relatively smoothly. A lot of effort has gone into adding animations of trick

moves, like slam-dunking, charging opponents and stealing balls. As play shifts from one end of the court to the other, the screen pans nicely, but I can't help thinking how much better it would be if you could see your team mates from anywhere on the court.

The controls are basic—shoot, pass and option in offensive play; and jump, change player and steal in defensive play. Trick moves are executed automatically—a running jump at a net will make a slam-dunk if you are close enough. Shooting is also, surprisingly, mostly done for you. Just press the A button and, with any luck, you'll score. A custom game option lets you disable fouls and out-of-bounds penalties, and activate injuries and tiredness in the players.

The best things about *NBA Showdown '94* are probably the presentation and atmosphere. You can see individual faces in the crowd, and they all seem to move separately. The crowd roars are also good, even though they do go a bit quiet most of the time. A large scoreboard with animated screens is a nice touch, as are the television-style overlays for scores, timeouts and remaining time.

And OK, I'll admit it, you don't have to be bad at sport (like me) to have an excuse to stay inside and play this one. **M**

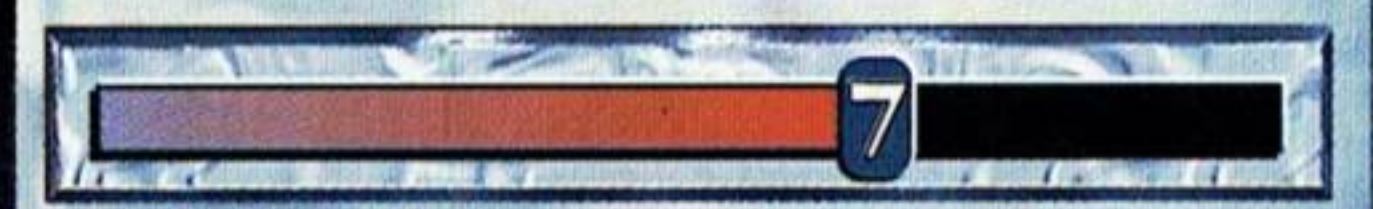
GRAPHICS

Good detail and large, well-animated players and overlays. Nice-looking crowd, but still room for improvement.



SONICS

Excellent sound for a cartridge game. Sound fx are good, but more of them would be even better.



PLAYABILITY

Couldn't be much easier to play, which may disappoint some, but be a blessing for others.



STAYING POWER

How much basketball can anyone take? Fans will love it, I guess.



OVERALL

A well-designed game with nice graphics and sound. A breeze to play and enough options to keep you experimenting until *NBA '95* comes out.

70
PER CENT

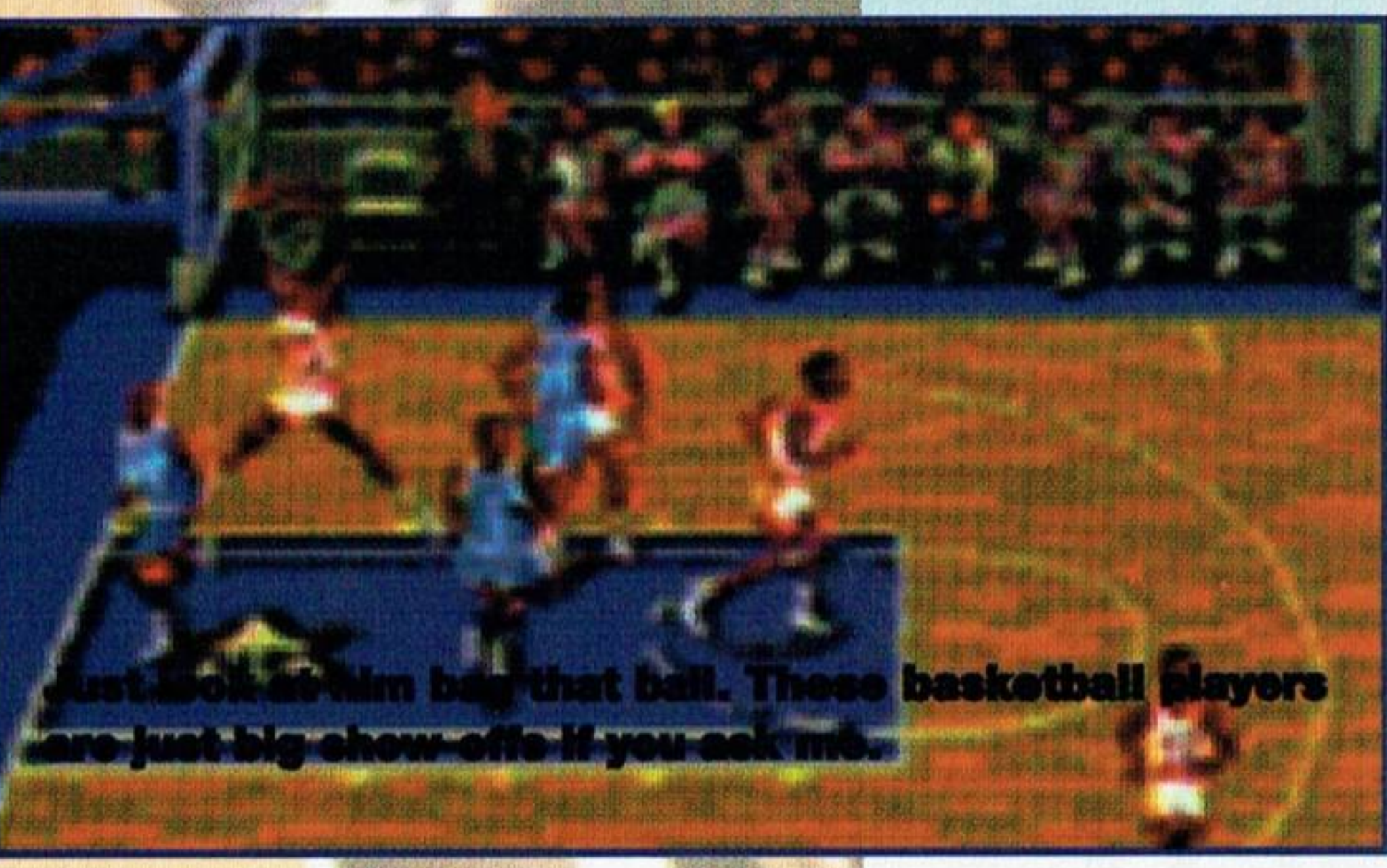
VITAL STATISTICS

- FORMAT:** Mega Drive
- SUPPLIER:** Electronic Arts
- PRICE:** Around \$100
- SIZE:** 16 megabits

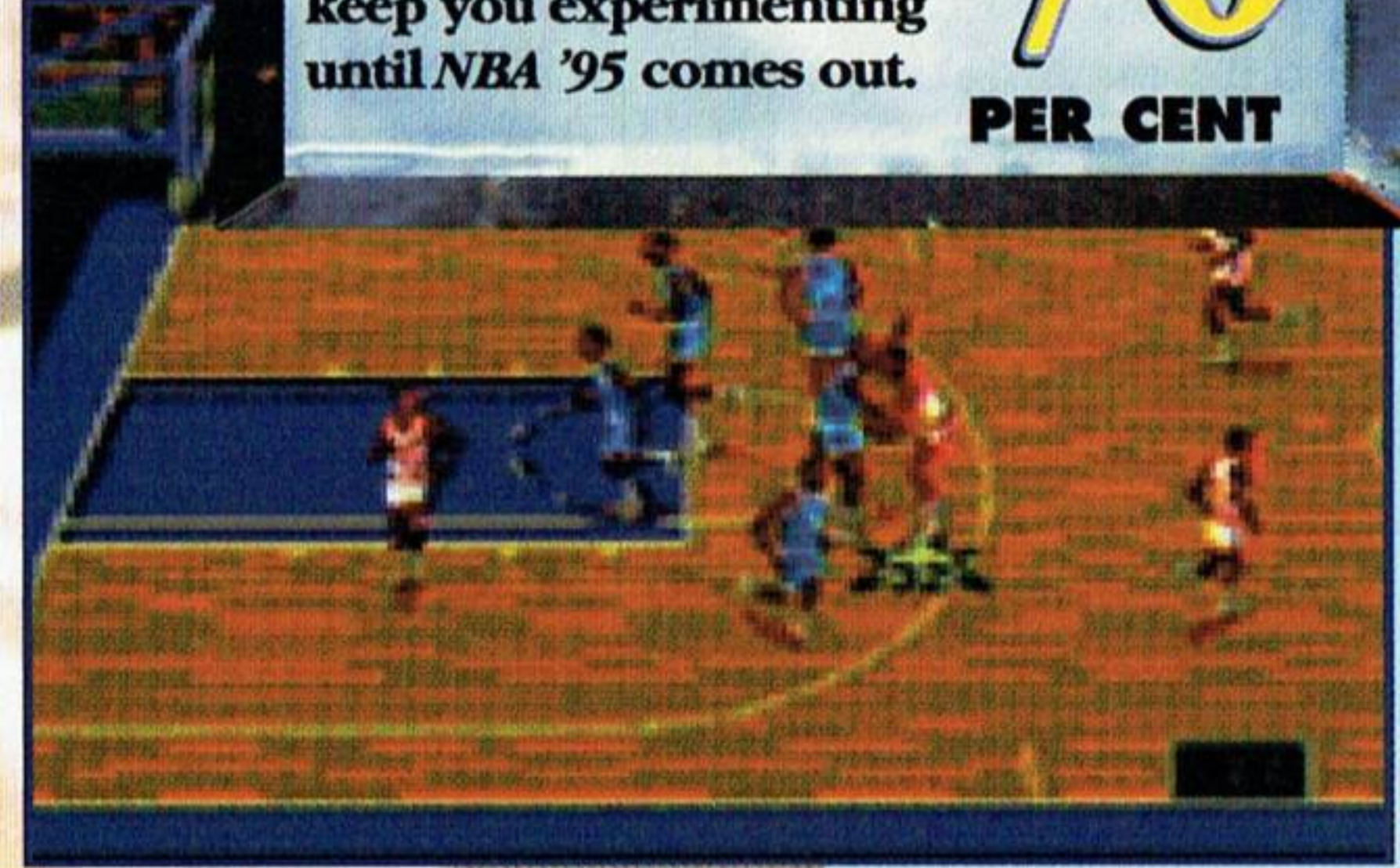


▲ Re-watch your moments of glory with the video replay.

▶ He's going for it. Shooting is relatively straightforward.



Just look at him beg that ball. These basketball players are just big chew-offs if you ask me.



▲ No, it's not a pitch invasion. *NBA Showdown '94* has 10 players, compared with *NBA Jam's* four.

Virtua Racing



DSP
CHIP

STRAIGHT FROM THE ARCADES ▶▶

- ▶ The first game to utilise DSP chip technology for real 3D effects and incredible speed.
- ▶ Awesome polygon graphics.
- ▶ Multi course circuit of raceways with tracks based on Formula 1 racing circuits.
- ▶ Race against 15 cars.
- ▶ Choose from 4 playable views.
- ▶ 1 player or 2 players split screen.

SEGA®

MEGA DRIVE

II

SGA 0039

COMING SOON



● Unbelievable jams to wild full-court shots.

● 54 of the Hottest NBA stars

● Lightning fast steals

● "In-your-face!" rejections

● Super-Human slam dunks

● 27 official NBA teams

● Digitised graphics / realistic commentary

● 1, 2, 3 or 4 player mode



SEGA®

TOP RATED US ARCADE
GAME OF THE YEAR

MEGA DRIVE

II

AKkaim

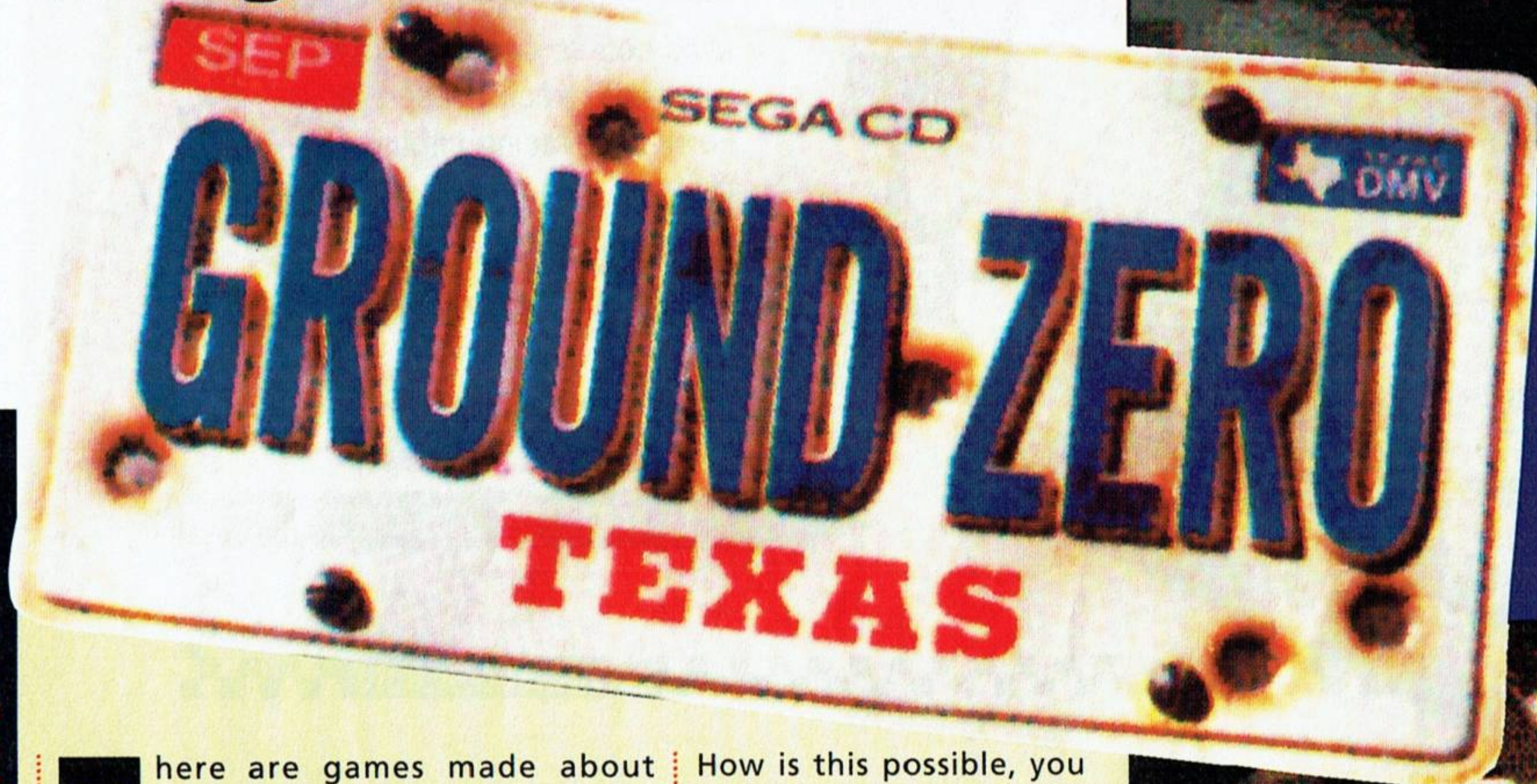
COMING SOON ★ ORDER NOW AT YOUR RETAILER

Dr Who's fooled them, Ripley's had one in her stomach, they've landed on Devil's Mountain, and one's even phoned home...

and now Peter Burney is dragged screaming into the twilight zone, only to return with three eyes, webbed feet and a grin from ear to ear.

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sony Imagesoft
PRICE: TBA
SIZE: Two CDs

Ground Zero Texas offers the best full-motion video yet on the Mega-CD.



MegaCD Review

There are games made about movies, and even movies made about games, but this is the ultimate – a movie game! From the director of *Marked for Death*, *Halloween 4*, and *Rapid Fire*, and the makers of *Night Trap* comes this big-budget, fully interactive, special effects extravaganza. No cutesie blue hedgehogs or lost dolphins here... Instead, we have over 110 minutes packed with real actors, real sound, real scenery, real everything! And it's your job to obliterate aliens from the face of the earth. No wonder it received an MA-13 rating in the States.

The script reads like this: Aliens have been 'stealing' townsfolk in broad daylight and... well... um... eating them.

How is this possible, you ask!? Well, the aliens are a clever bunch of chaps and can disguise themselves as humans.

You're the eyes, ears and artillery defending the sleazy, cut-throat residents of El Cadron. You're also the last wave of defence before a B2 levels the place with an atomic bomb.

All the live action is viewed through cameras (in this case, 'battlecam' – a laser mounted, self-searching, shield activated, alien crunching, state-of-the-art cap gun), which are situated in key positions around

the town, and later also mounted on your captain's helmet. You must switch from camera to camera, blasting away aliens to prevent innocent bystanders from being captured. Another task is to find the



The intro sequence is long and impressive. "Are we nearly there yet? I need to go real bad!"

DON'T SHOOT... THEY'RE ON YOUR SIDE

These are the five main characters who directly interact with you throughout the game. They pop up regularly to fill you in on the storyline, and give you a good ticking off when you stuff up...

▼ **REECE** – He is the guy in charge. He's one tough vet and never gives you any encouragement. Mess up and he'll be down on you like a ton of bricks.



▲ **BREEN** (battlecam 1) – He's Mr Cool and considers himself a bit of a lady killer (not literally). You'll find him hanging out in the bar checking out the 'view'.

A TOURIST'S GUIDE TO EL CADRON



▲ **Plaza Square:** Generally a pretty quiet area, except for those persistent aliens and the occasional armed robbery.



▲ **Hotel Window:** This is where tourists come for that little get-away and a bit of peace and quiet... NOT!



▲ **Cantina:** Just the place for gambling and drinking, it's a real dump. Hmmm, sounds like my kinda place...



▲ **Main Street:** Robberies, street brawls and illegal selling. Just the place for late night shopping.

secret code to the alien arsenal (where green goop-spilling weapons can be obtained).

The game consists of four stages, which can each be accessed at any time, providing you've incinerated all the baddies in the previous level. The gameplay is basically shoot to kill. This relentless violence takes two forms:

1. Still scenes in which disguised aliens, robot stormtroopers and even the real ugly buggers themselves pop up from behind cars, walls, and trees, firing directly at your cameras. Watch out for the stupid humans who walk casually

through a battle zone.

2. Actual digitised movie scenes in which you must quickly determine who the alien is (out of a truckload of 'real' people) before they turn your camera to dust.

The whole thing is tougher than watching *Mork and Mindy* re-runs. It requires quick thinking, lightning reflexes and some careful planning and strategy. Judgment and precision are what counts: shoot one of the many humans and you'll be packing your bags before you can say "hasta la vista, baby". On the other tentacle, be too cautious and get three battlecams blown to kingdom come, and

you'll have 120 megatons dropped on your head. Luckily, the cameras are also equipped with defence shields, but these not only obscure your vision, but if used too often will malfunction and become inoperative.

Making the whole thing even more impressive than saying "Peter Piper picked a peck of pickled peppers" with a mouth full of Sao biscuits is its lastability. Besides being super hard, it never plays the same game twice. So you can forget about memorising who the aliens are, because they vary from game to game (clever little programmers aren't they?). In one game,

▼ **MATTHEWS** (battlecam 2) – Careful and hardworking. He's disguised as a workman and is aware of everything around him.



▲ **PIKE** (battlecam 3) – This guy takes nothing seriously and is good for a laugh, but he is always there to help.

▼ **DISALVO** (battlecam 4) – The rose among the thorns... the light at the end of the tunnel... hubba, hubba, hubba... etc...





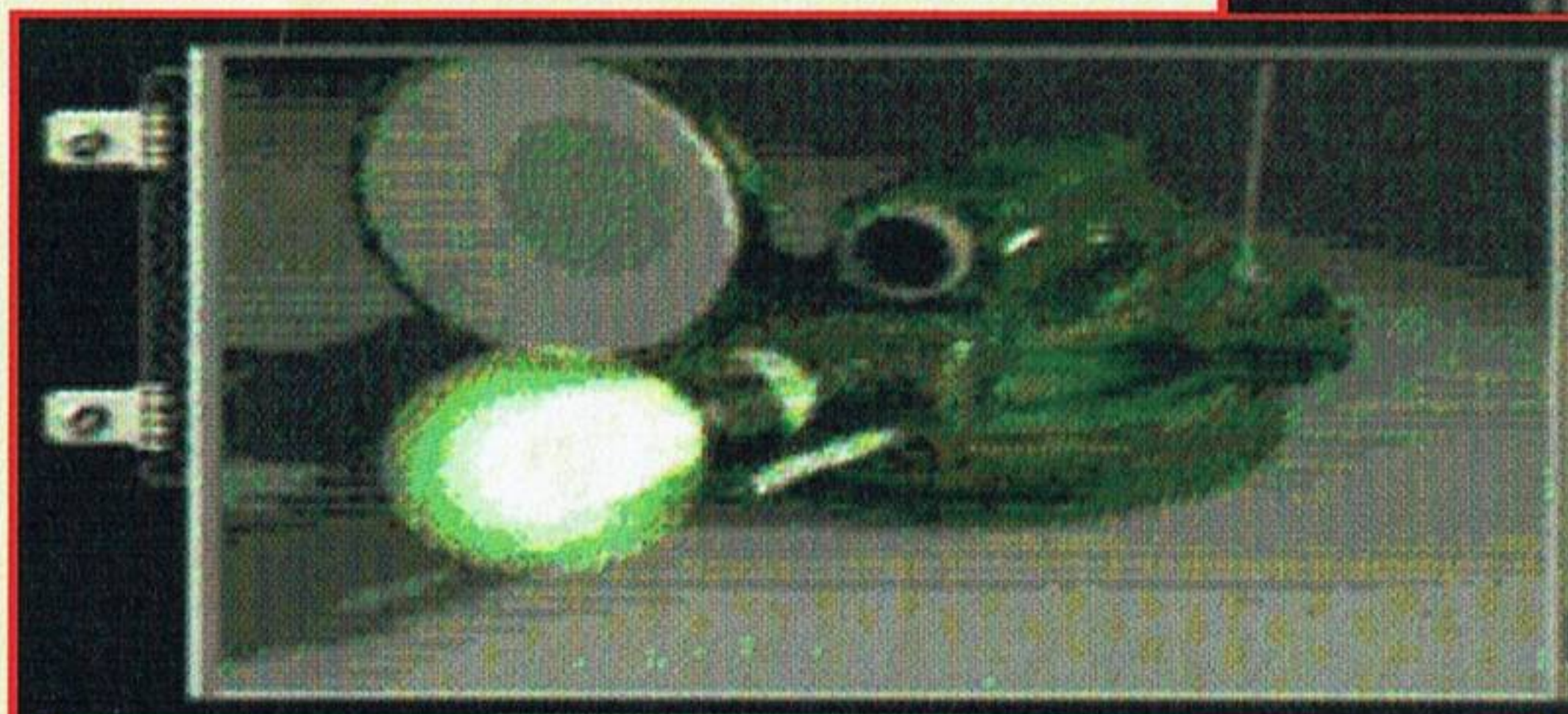
it may be that spunky waitress in the cantina; in the next, the old man drinking at the bar (decisions, decisions!).

So, polish your boots, shine those buckles, and report for duty at 0600 hrs - the earth is depending on you.

Good luck! M



▲ An overhead map of El Cadron showing the locations of the four battlecams.



▲ A remote auto-stabilising photon-enhanced particle beam disruptor with stun capacity... in a word, 'battlecam'.



▶ The view's not really good from a disabled battlecam.

MegaCD Review

IN THE HEAT OF BATTLE



1



▲ "Keep it steady. Don't want to bag a bystander..."



2



▲ "Geez, which one is it? They all look kinda dodgy."



3



▲ "It's gotta be him... no him... I don't know!"



4



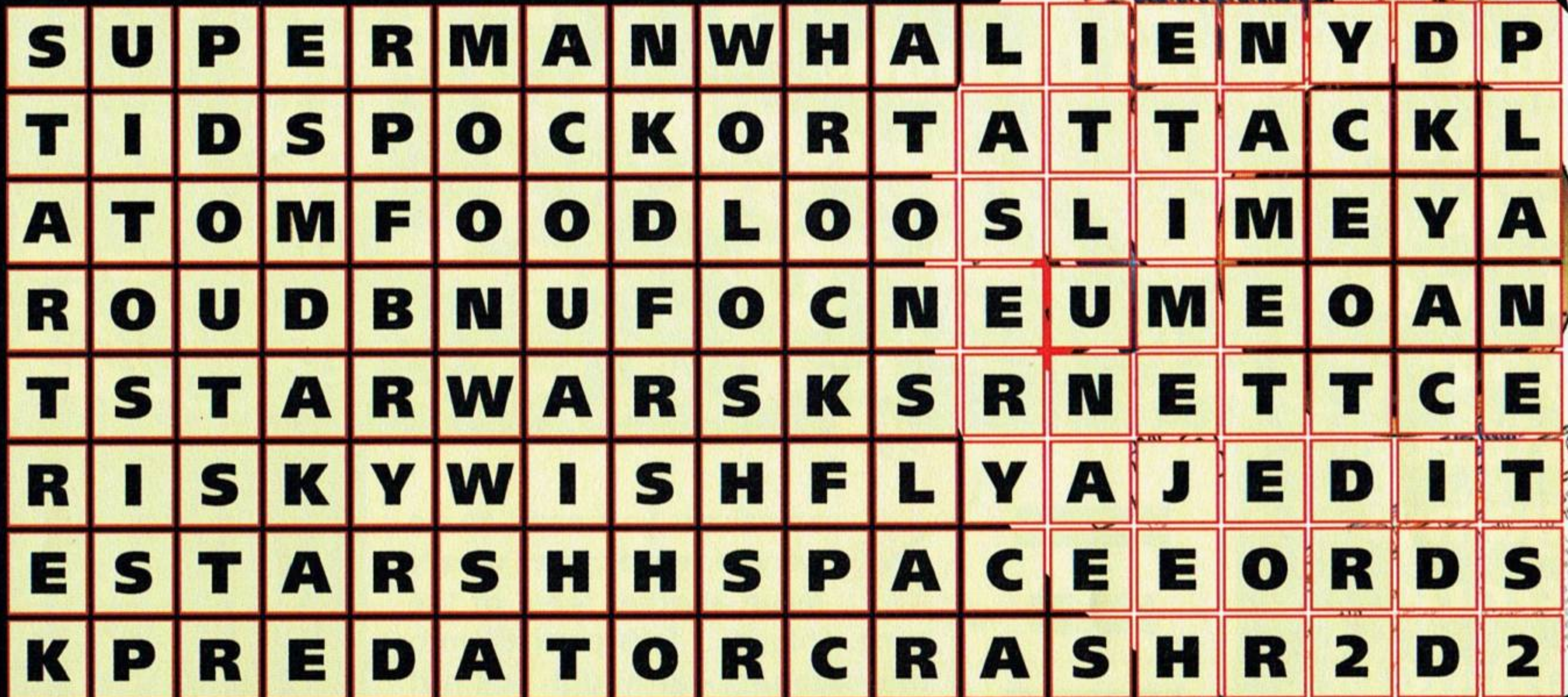
▲ "What are you waiting for? SHOOT, DAMMIT, SHOOT!"



LOST IN SPACE

Find the hidden words then place the letters left in order to break the secret code.

It's hours of fun for all the family!



- | | | | | | |
|--------|-------|----------|----------|----------|----------|
| acid | fly | moon | slime | stars | StarWars |
| alien | food | planets | solo | Superman | R2D2 |
| attack | jedi | predator | space | tons | wish |
| atom | laser | risky | Spock | time | meteor |
| crash | luna | rock | StarTrek | UFO | Dr Who |

Secret Code: _____

ANNIHILATING ALIENS: WHAT DOES WHAT

- No. of aliens shot.
- Indicates which area you are viewing.
- The clock shows how long you've played for.
- These lights change to red when you've had a camera knocked out. Get 3 red lights and it's game over.



No. of bullets fired.

You find the Arsenal Lock Code by killing certain aliens. You'll need this to infiltrate the aliens' weapon storage area.

Protect No. 4 camera as if it's destroyed the aliens invade your room... "ahhh, help..." Game over.

The Camera Activity display shows which camera is activated, where the aliens are, and how much damage each camera has had.

Word

GRAPHICS

A full-on, pass the popcorn, interactive movie. This is the thing dreams are made of.



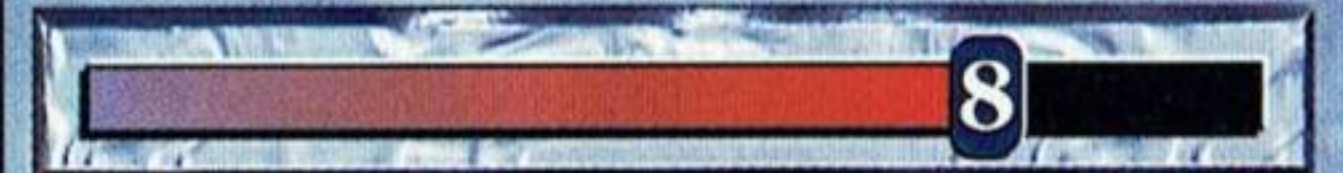
SONICS

Super clear speech and sound fx straight from a film. The music is atmospheric, but there's not much of it.



PLAYABILITY

Edge of the seat, nail biting stuff. But it is only a shooting game, isn't it?!



STAYING POWER

It'll take you ages to 'see' it all, and with every game playing differently, you'll come back again and again.



OVERALL

A big budget action and special-fx spectacular from the man who brought you *Halloween 4*. A must see! (sorry, I keep forgetting it's only a game).

93
PER CENT

MegaCD ReView



Ha! Got one! "Take that, you slimy piece of dog's vomit!"



Prepare for incoming lasers if you miss. They don't do you much good.



"Shields up, Mr Sulu." "But, Captain, we can't see a damn thing!"

HONOURABLE **gamesplayer** *be warned-*

just when you thought it was safe to visit your video games store, **Shinobi** returns. Not one to be easily deterred, **Steven Miller** dives into the fray.

Shinobi 3

三田誠広*

Sometimes you need to be wary of sequels; they usually mean another serve of the same. *Shinobi 3* falls partially into this category – although it's not original, it does improve (dare I say perfect?) the excellent gameplay that made the first two releases popular. Let's be honest, we all have a secret passion to be a ninja master – and *Shinobi 3* helps you fulfil this dream.

Joe Musashi returns, wielding a sword and tossing shurikens at more enemies than Bruce Lee ever had to deal with. Seven new levels lie before you, and not one of them is easy to complete. You'll need to be fast, elusive and strong to beat your enemies, because they're not exactly slow on their feet either. And the bosses are the largest and most difficult yet encountered in a *Shinobi* game, which is quite a statement.

During your brave quest, there are lots of bonus items to collect, just like in the prequels. However, this time around there are more moves, including a new running slash and a killer knee drop, both of which require some effort to master. Try out the new jumping moves too, which you'd better learn quickly, as some levels require precision jumping that can be aggravatingly difficult.

You will undoubtedly lose many lives just learning how to control your ninja, but once mastered, each move is rela-

tively simple to execute. Of course, when things get *really* tough, you still have that special ace up your sleeve – ninja magic. Knowing which magic to use and when to use it requires a special wisdom, and you're still only allowed one magic point each level (unless you're lucky enough to find bonus ones). But all this sounds familiar, doesn't it? Is there anything new?

Saving grace comes in the form of some cool extra levels, including a horseback riding scene that is beautiful to watch and great to play. Leap over fences as you gallop through the countryside, shooting enemies that ride straight at you. Further in the game there is a jetski level, where you act out the role of surfing ninja! Fly along ramps and collect bonus items floating around in the sky – but be careful, as the enemies are slick on the water. A second's hesitation will leave you sinking full fathom five.

Beyond these additions, everything is very reminiscent of the old *Shinobi* games, but it's all much better than before. The graphics – which have always

Keep away from the gunsights – once you've been lined up, there's no hope of escape.



Ninja magic

- FUSHIN:** Gain the strength of a number of men to accomplish super high jumps.
- IKAZUCHI:** A lightning bolt hits you, makes your hair curl, and gives you a temporary shield.
- KARIU:** Four pillars of fire rise from the floor and burn the spare ribs out of the enemy.
- MIJIN:** This small explosion restores all your health, but you lose a life. This, at least, prevents you from starting at the beginning of the stage.



Little-known fact – Joe Musashi always wanted to be a cowboy.

三田誠広

*We at Megazone know not what these things mean.

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

PRICE: TBA

SIZE: 8 megabits



▲ Here we see Joe in training for the Iron Man competition. ▶

◀ He's an athletic chap. Dangling from ropes is just one of his abilities.

The ancient art of cheating

After buying this game, a little old Asian man approached me and said in broken English (please read in cliché Japanese accent):

"Go option. Play music like this –

He Runs / Japonesque / Shinobi Walk / Sakura / Getufu. This very ancient Japanese code very hard to beat."

He also said:

"Go option. Sound effect must be Shuriken.

Set number Shuriken to 00 and patient be. This ancient code have infinite value."

Naturally, I told him to stop snorting opium and be on his way, for which I received a nasty karate chop to the neck.



"Oh come on, guys, I only wanted to know where the toilet is!"

been good – are exceptional, and the sound is superb. Each level is unique and enthralling, with enough different challenges to keep you on your toes. Also, levels open and close with small cinema screens that don't actually add to the gameplay, but are gorgeous to watch.

Enemies are more varied than ever before, and the bosses are just enormous. You even get to fight green mutants in a genetic engineering room, and little pink brains that chase you. Most other enemies

seem relatively human, thankfully.

The game scrolls horizontally and vertically for added variety, but there is a definite lack of bonus rounds that should be part of a game like this. Still, the levels are long and the action so intense that you're not given a moment's peace, and dying is still very easy to do. Perhaps Joe Musashi should have listened to his mother when she suggested opening a takeaway sushi restaurant...

There is not much new to this *Shinobi*, so the decision to buy it comes down to what you thought of the previous two. If you even liked them a bit, you'll absolutely love this game; but if you don't enjoy throwing ninja stars at people, double-leaping in the air and slashing the hell out of enormous bosses, save your money for Lego blocks. **M**

▼ Ugly brute, isn't he. No, not Shinobi, but that horrid monster thing that's about to kill him.



▲ I hope those little brains aren't a new type of delicacy.

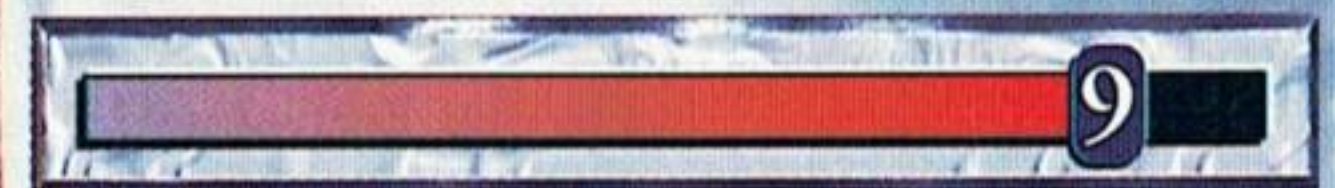


誠

Edward

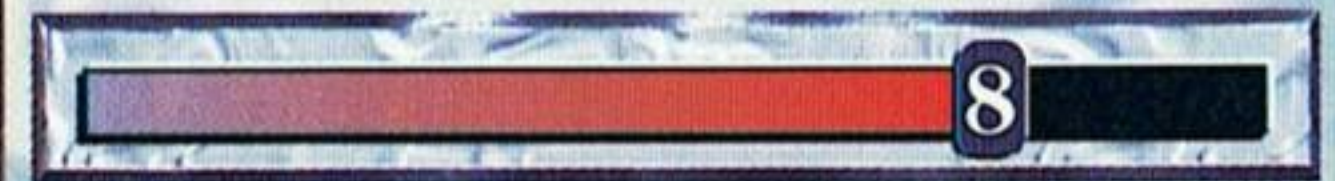
GRAPHICS

Absolutely stunning, but with a rare choppiness that might make you grumble.



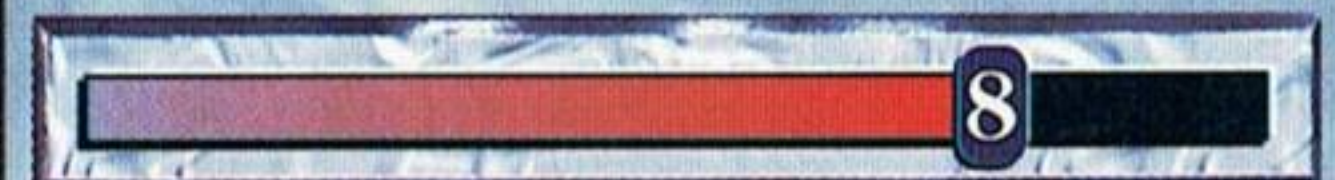
SONICS

Nice music and fx, but nothing more outstanding than the previous games.



PLAYABILITY

You might find some of the new moves difficult to master, and subsequently the game a little hard.



STAYING POWER

This is a difficult and long game that will take a while to play, but it has that addictive *Shinobi* quality.



OVERALL

Don't expect anything new, but this is a definite improvement on its predecessors. A fast, challenging game that ninja wannabes will just adore.

85

PER CENT

ASTERIX 2

- THE SECRET MISSION -

▼ No wonder the Roman Empire collapsed - they were too busy hiding in bushes.

ASTERIX IS IN THE THICK OF IT AGAIN - HIS TOWNSPEOPLE ARE ILL AND THE ROMANS ARE PRACTICALLY ON THE DOORSTEP. THE SITUATION SEEMS DIRE, SO PETER SHARPE GENEROUSLY OFFERS TO PITCH IN.



▲ One Roman pancake coming up. This trick looks rather painful - do not attempt to do it at home, kids.

This is the scenario: all the folk in Asterix's peaceful little village have caught a nasty cold, and only our Gallic hero and his faithful sidekick Obelix can relieve the symptoms and prevent the weakened village from being pillaged by opportunistic Romans.

The game takes the form of a series of mini quests, in which Asterix and Obelix must seek out rare medicinal herbs that are hidden in various locations. Getafix, the village wizard, has provided a

shopping list for the boys, whose quest takes them to areas as diverse as caves and pirate ships, and as far afield as Egypt.

Graphics are quite impressive for the Master System, with the backgrounds doing the job nicely, if a bit plainly. The main sprites of Asterix and Obelix (you can play as either character) are excellent. Not only do they look like their comic book counterparts, they blink, laugh, fold their arms and appear altogether very animated.

VITAL STATISTICS

FORMAT: Master System
SUPPLIER: Sega
PRICE: TBA
SIZE: 4 megabits

Master System Review

MASTER of COMBAT

PLAYER SELECT



Go for Hayate (first on left). He takes Chun Li's wall bounce one step further. Very worthwhile.



Master of Combat might use a standard one-on-one fighting format, but it makes a fairly good go of it. There are four fighters to choose from (a couple more would have been nice), sporting names such as Highvoltman and Wingberger. Not quite as catchy as Ryu or Scorpion, but when you're executing a turbo slide punch, names mean absolutely nothing. Once you've chosen your warrior, it's off to your first fight.

Ignore the plot, for it's quite silly. Invent your own and prove that video games playing really does inspire creativity.

Beat 'em ups can bring out the best in some people, relieving tension, smoothing violent tendencies... Not so for our resident bruiser Peter Sharpe, who threatened to trash the office if we didn't let him review this game.

▲ Gonzales looks upset. Purple pants and beer bellies just do not go together.

Be a warrior! Grow lots of muscles! Fight people in an ideologically unsound battle arena! In *Master of Combat*, you adopt the role of a seasoned warrior battling the best of three round matches against other similarly accomplished fighters. Each of your opponents becomes increasingly harder to beat, so there's a fair amount of challenge in there.

VITAL STATISTICS

FORMAT: Master System
SUPPLIER: Sega
PRICE: \$79.95
SIZE: 4 megabits

The first level of the game is pretty ordinary, with just a side-scrolling run across the countryside of Gaul. There's not even a lot of jumping, really. When you hit the later levels such as Egypt, you'll soon be timing jumps between moving platforms and climbing vines. On the other hand, you may be head-butting your Master System when you fall victim to the vanishing platform trick...

In the tradition of the comic, there are lots of humorous touches, like Asterix having a snooze if you leave him waiting too long. Super-punching your enemies off the screen at high velocity is a pleasure also worth checking out.

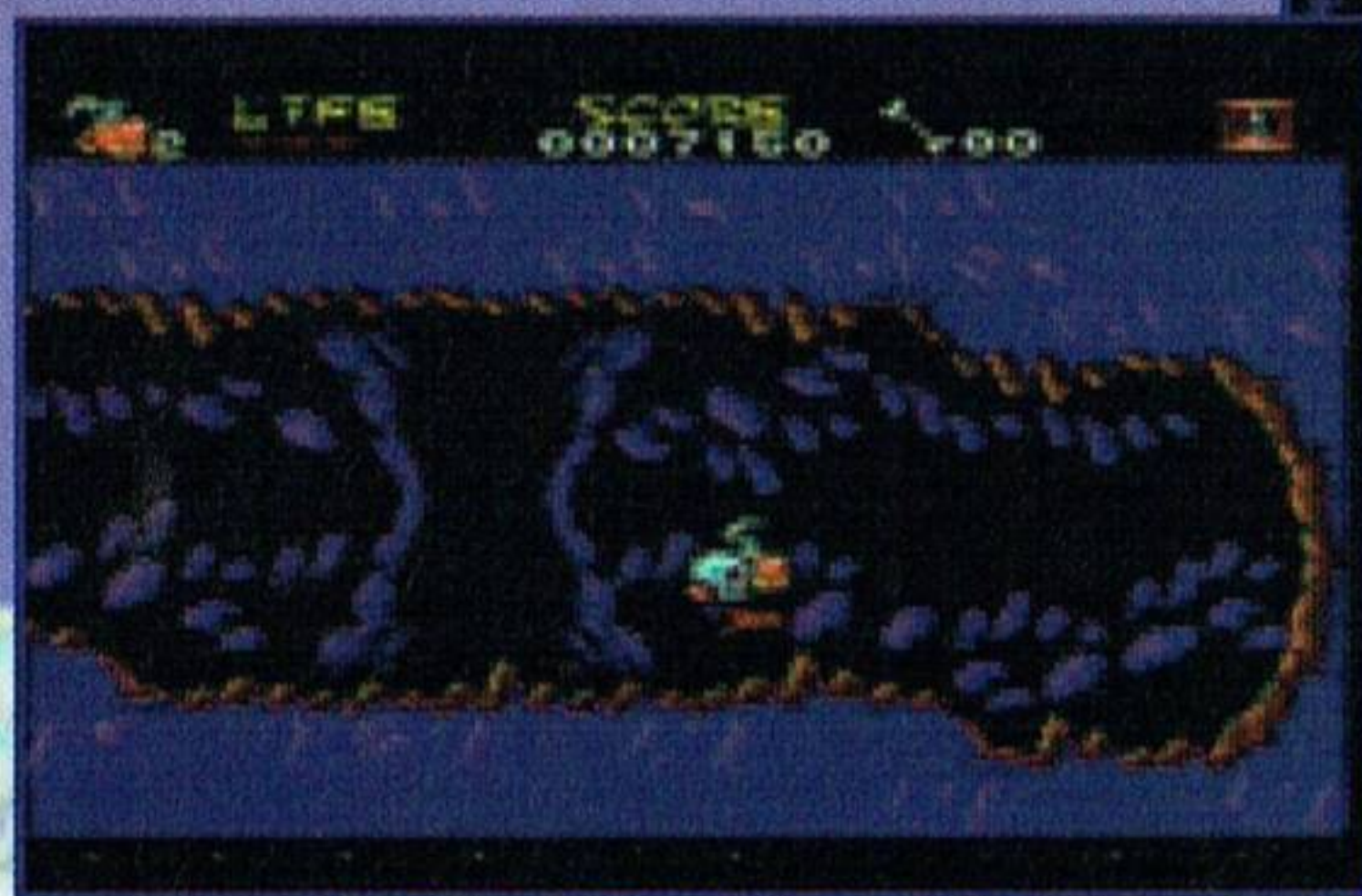
Overall, it's fairly straightforward, but there are tricky parts, mostly

when jumping moving platforms or defeating the Whirlwind Roman Pirate. Unfortunately, reaching Rome in the space of a few hours is made easier by that dreadful idea of unlimited continues.

On the plus side, your standard route alters depending on who you pick as your character. Obelix is keen on going underground for some reason, while Asterix loves skipping over waterfalls.

This type of game is pretty common these days, and even though we've all been spoilt by the *Sonic* series, *Asterix* will appeal to fans as well as people looking for a short burst of platforming fun. **M**

▼ Watch those skulls, they hang onto you for grim death.



▲ Asterix can impersonate Tarzan at the drop of a hat. Luckily, he's given the loincloth a miss.

Each fight takes place in a single screen (no scrolling, folks) battle ground. There are different screens for each fight, ranging from temples to factories. The fighters have a wide variety of moves, including different angled punches, kicks and close-up devastation moves. For example, Hayate can deliver a unique somersault throw. Just stand next to your opponent, hit button one and pad towards your enemy. Not bad for a little blue ninja.

The speed of the game is its best asset, and the combat is quite frantic at times. On the downside, the background tunes will drive you crazy, and the body contact sounds are similar to sandpaper raspings. Turn the sound down and make your own grunts and groans (unless you're with company). The graphics are just barely adequate, with undersized fighters and garish backgrounds, but the fighting action makes this problem just bearable.

The sorest point is the lack of fighters to choose from. With such a limited number of opponents, *Master of Combat's* days as a solo game are definitely numbered. The two-player version is the best option, as it is with most beat 'em ups. This is especially the case if both players fight as Hayate the 'Hyperactive Ninja'.

Master of Combat is a decent two-player beat 'em up. It may not have the strategy of *Street Fighter 2* or the graphics of *Mortal Kombat*, but it's a reasonable bruiser all the same. **M**

▼ The mandatory bonus stage. A bit trick, really, since the forklift is built out of papier mâché. Easy take out.



▲ Look at that leg go! Very useful in battle, and imagine how handy he'd be on the soccer pitch...

Word

GRAPHICS

An excellent cartoon atmosphere is achieved through great looking main characters. Backgrounds are average.



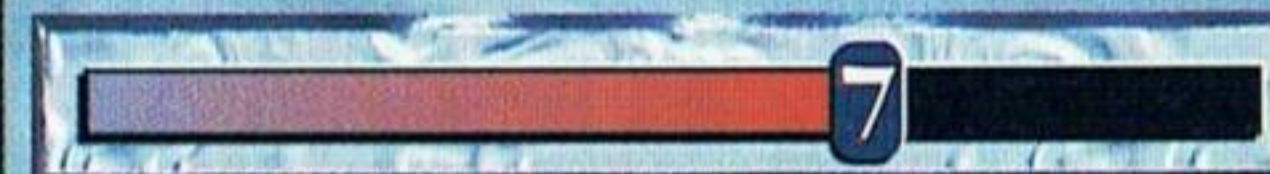
SONICS

The tunes are not great, but not dire enough to give you a headache. Adequate sound fx.



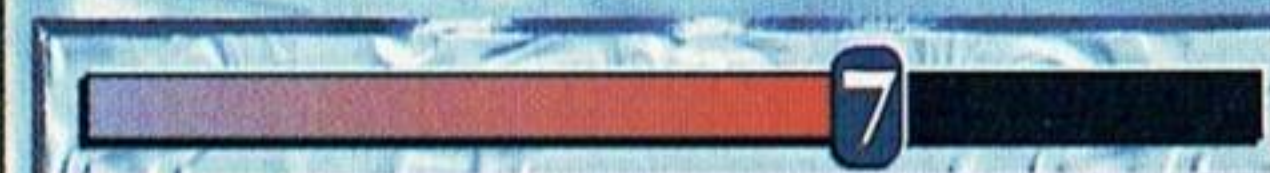
PLAYABILITY

Standard platform controls and a good, brisk pace.



STAYING POWER

The levels are varied, and you can play as Asterix or Obelix. Completing it is a short term prospect.



OVERALL

It might not last for ages, but seeing Asterix pummel Romans and leap about is fairly enjoyable. Good value for fans.

73
PER CENT

Word

GRAPHICS

Bad choice of background colours leaves fighters looking less distinctive at times.



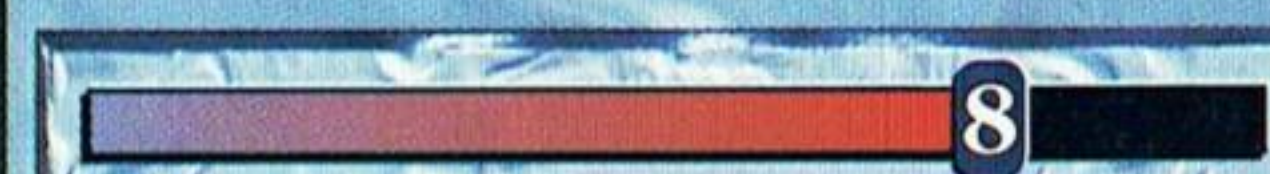
SONICS

Annoying background music should be forever banished, and watery punching noises are below the belt.



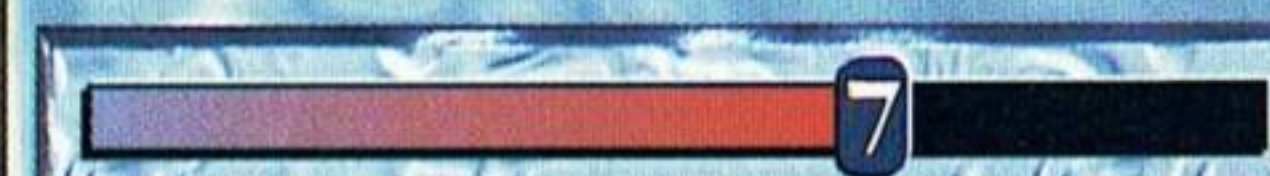
PLAYABILITY

Good variety of moves, fast action, and the ability to block and do grappling moves. That's more like it.



STAYING POWER

The two-player version will keep you brawling on. Not enough fighters for long term solo play.



OVERALL

A fun beat 'em up exists here, if you've got a mate to play with and can look beyond the ordinary graphics and sound.

74
PER CENT

silently through Iraq. David Thompson peers at the HUD.

selects a target.

ACTIVATES

the **FLIR** and **DLIR**

and in a blinding flash, Baghdad loses another

MCDONALD'S FRANCHISE

F117 NIGHT STORM

MegaDrive Review

I guess it's a bit unfair, flying a radar-invisible fighter that has a hyper-sophisticated targeting computer and near-infallible missiles... but then again, what better place to be when bombing your favourite dictator?

F-117 Night Storm is not really a flight simulator, but a battle simulator. Flight controls have been reduced to the bare minimum of Up, Down, Left and Right. The controls are mixed to add realism, but are more suited to a joystick than a control pad.

There are two play modes – arcade and campaign. In arcade mode, you set the number of enemy air and ground targets, the weather conditions, difficulty and your time limit. Arcade mode is good for practicing flying and targeting enemy units. Campaign mode consists of three training flights and 30 missions. The missions include recreations of Gulf War attacks on Baghdad, as well as current and future trouble spots in Cuba, Grenada, Libya, Panama, Peru, Korea and – believe it or not – Bosnia-Herzegovina. Rather tasteless, in our books.

The main trick of the missions is finding and targeting your objectives. Paying attention to the mission briefing pays off when you find yourself faced with six identical targets. As targets come within detection, a triangle appears around them and a description and picture materialises on the target computer. Generally speaking, you only have just

▲ The outside view of your Stealth Fighter. Nice colour.

▶ A missile reduces an enemy plane to scrap.

enough munitions to do the job, so blowing up targets other than primary mission objectives leads to a botched mission.

Many different types of weapon are available, including the latest laser-guided bombs, and auto- and manually-guided missiles. A neat option is to turn the missile view on, which gives you a sort of 'missile cam' as it streaks towards the target. Friendly bombers are also weapons you can use. In this case, you mark the targets with a laser sight so that the bombers can deliver their payload.

Realistic as it may be, graphically *F-117 Night Storm* has a few shortcomings. In order to speed up play, the landscape has been simplified to flat plains with polygon lumps for mountains. Colours have also been reduced in an effort to relieve the load on the processor.

The view can be switched from inside the cockpit, with its head-up display, to any number of external views of your plane. Apart from looking infinitely better from the outside than within, the only use for an external view is to check your tail for pursuing enemy. Without your HUD and targeting computer screen, it is quite impossible to complete missions.

I had a lot of fun flying the F-117, and the targeting system is probably the most realistic of any flight sim on the Mega Drive. **M**

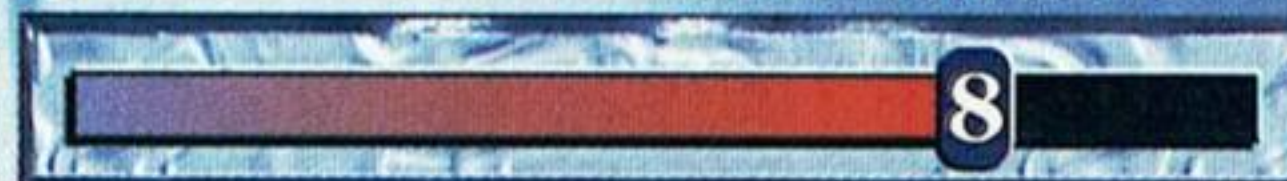
There's an enemy Mig, and he's not about to invite you round for tea. ▶

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Electronic Arts
PRICE: Around \$100
SIZE: 16 megabits

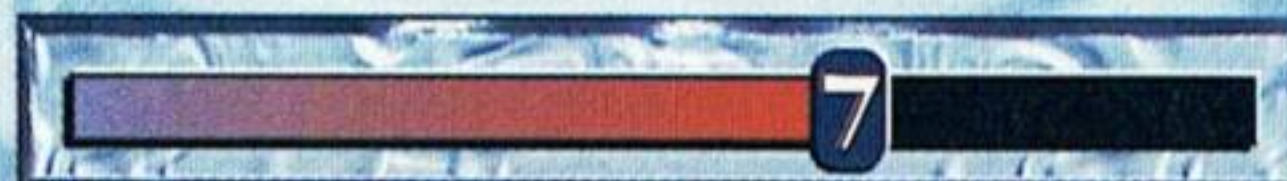
GRAPHICS

Detail and colours sacrificed for speed. Missile cam is fun to watch.



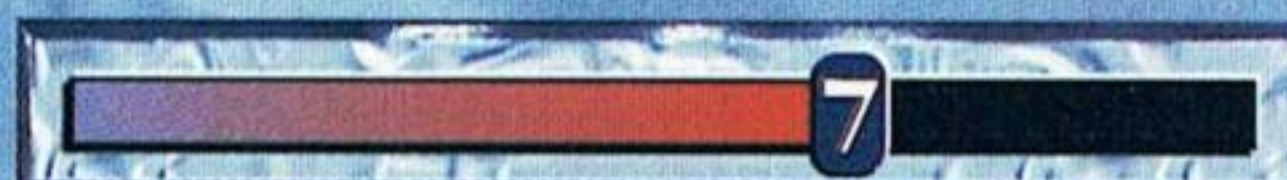
SONICS

Scattered, but realistic sound fx add to the ambience. About as exciting as sims usually are.



PLAYABILITY

Requires a bit of practice, and can be slow-paced.



STAYING POWER

Even with three training flights and 30 training missions, you'll finish it within a week or two. Just as well there is the arcade mode.



OVERALL

An adequate flight/battle simulator that doesn't really show off the Mega Drive's capabilities, but is detailed enough to keep you interested.

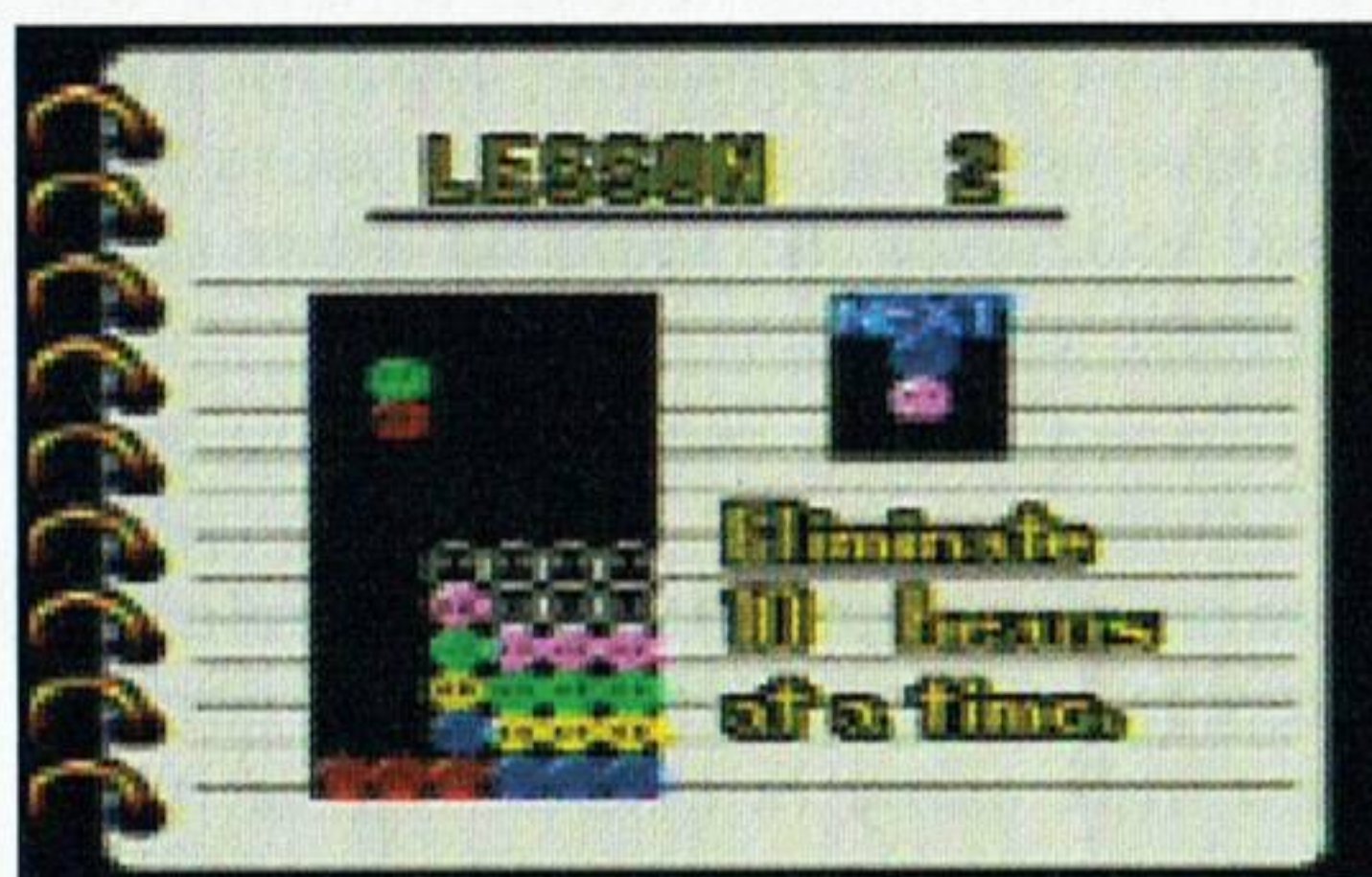
75 PER CENT

▲ It's always the same before I go out, I never know what bombs to take.

Dr Robotnik's Mean Bean Machine



▲ So that's his little scheme! Actually, it's not a bad idea...



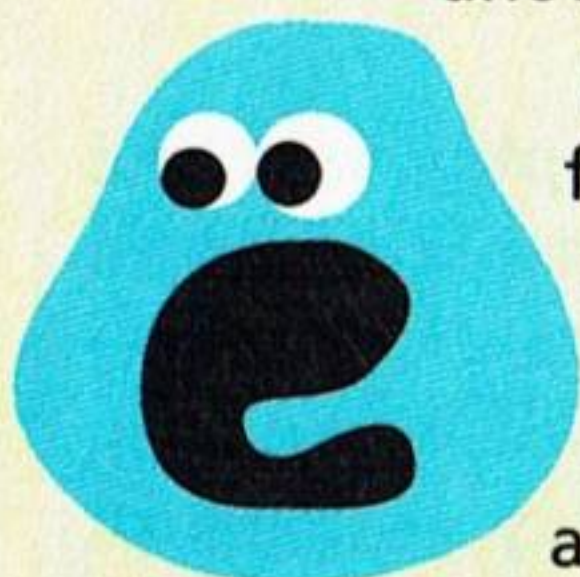
▲ The Robot's Instruction Manual gives you specific tasks to complete.

Empty contents into saucepan. **Heat gently, stirring occasionally.** Serve with toast, adding **HP Sauce** to taste. Adam Waring reckons there can't be too much wrong with a game that features one of his favourite foods.

We took a look at the Mega Drive version of this a couple of months ago. At the time, we thought it was all right – quite a fun little game, but nothing really that special. Why, then, have we not stopped playing it since?

Dr Robotnik's Mean Bean Machine is deceptively simple, as well as being a bit of a mouthful. It's one of those think-quick puzzlers, but where *DRMBM* differs from the likes of *Tetris* and *Columns* is in its interactivity. Whether you choose to play a one- or two-player game, you play against an opponent. It's entirely fair: both contestants get the same coloured beans in the same sequence; it's what you do with them that matters. Actively playing against someone – or something – makes for more interesting gameplay than things merely becoming faster or more difficult.

Computerised opponents *do* get trickier, and play more tactically as you get further into the game, but the real fun is when you sit down and play another human bean.



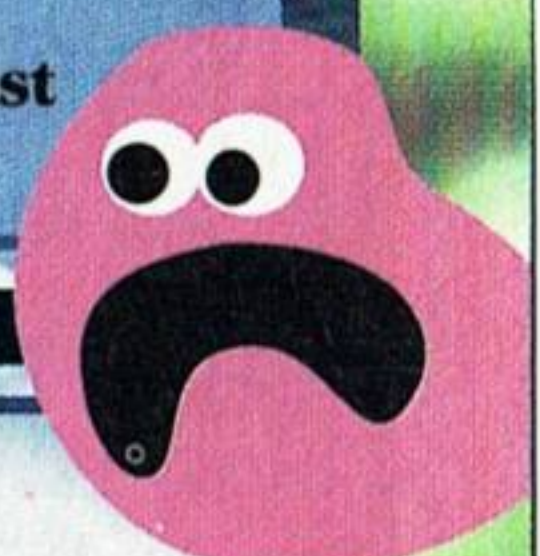
Beans disappear when four or more of the same colour sit next to one another. Anything not suspended falls down and, if another group is formed, that too disappears.

This is the trick. Chain reactions cause your opponent's screen to fill with refugee beans. It's supposed to be a non-contact sport but, believe me, violence erupts like a proverbial volcano when you choke up your 'friend's' playing area – just as they were about to set off an elaborate chain reaction of their own. **M**

Word

GRAPHICS

Nothing short of awful. They just about do the job, though.



SONICS

Reasonable sounding tune, but oh-so irritating.



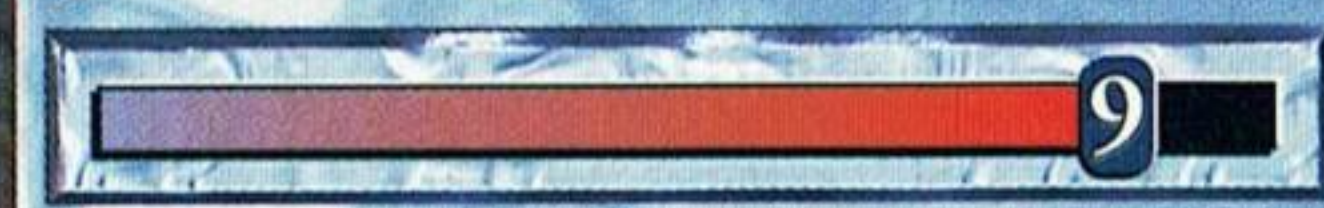
PLAYABILITY

This is where it's at. Mega-competitive, even when you're playing alone. And two-player games are excellent fun.



STAYING POWER

You'll forever be coming back for more, and the robotic players pose quite a challenge.



OVERALL

It looks like a dog, but once you've got past the dodgy graphics, you won't be able to put it down. It's a winner!

86
PER CENT

The music is incredibly irritating. Not bad sounding, as such, but it does drive you barmy when you're trying to concentrate. Then there are the graphics...

Dreadful. OK, there isn't *that* much you can do to make a coloured-in blob look good, but these are dire. There aren't even any jazzy effects to speak of either. Still, they do their job... just.

But you buy games to have fun, right? And this offers plenty. It has that 'just one more go' quality, making it tastier than Heinz beans in curry sauce. **M**

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Sega

PRICE: TBA

SIZE: 2 megabits



▲ Two-player games are the best, but can result in severe bruising.



▲ Just as soon as those beans land there'll be a massive chain reaction...



▲ See! The robot's screen is stuffed full of refugee beans. He hasn't got a chance.

SO this is what you get when you mix together ferocious one-on-one fighting action, fantastic graphics, excellent sound and a dazzling array of options!



VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sega
PRICE: \$139.95
SIZE: 24 megabits



▲ There is something missing here. Where's Jane and Cheetah?

Peter Sharpe ponders the definition of 24-megabit heaven.

Often with video games, the plot's the first thing noticed and then quickly forgotten. Not so with *Eternal Champions* – its way-out storyline concerns nine dead warriors from past, present and future timezones fighting it out for the balance of the universe (I *did* say it was way-out!). Not only is this weird enough to stick in your head, it actually gives the gameplay and characters great variety and a stack of surprises.

The battle scenes range from prehistoric times (50,000 BC, to be precise) through to the gangster era of America in the 1920s, or a kick boxing ring in the year 2345 AD. Your fighting skills will need to be flexible

enough to battle the likes of Blade the futuristic bounty hunter, Midnight the warrior vampire, or Rax the cyborg Mua Thai kickboxer (he looks as great as he sounds), just to name a few.

A good setting requires equally good graphics and sound. *Eternal Champions* comes through with flying colours, literally. Wimpy-looking video warriors go and hide away in shame! These main character sprites (a better definition would be mega-sprites) are very large and detailed. They look tough and are very impressive, with speed that's often astonishingly fast. Big sprites are not supposed to move *this* quickly! Combat sounds are nice and chunky, and add to the realism.

The gameplay features some similar elements to *Street Fighter 2*, especially the inclusion of light, medium and heavy punch/kick attacks. Yes, another reason for buying a six-button joystick arises. Fortunately, the system of using the Start button as a toggle

between punch and kick actions is quite adequate (although special attacks are not made easy).

Each character has his or her unique attack pattern. Even seasoned Mega Drive brawlers are going to be surprised by the variety of attacks. They have a very cyber-punk feel to them, and range from fantasy-type vampire attacks (like hypnotism and shape shifting) to full-on energy blasting projectile attacks. Combining special attacks is not only great strategically, but graphically and sonically superb.

Things are enhanced further by the inclusion of active digitised speech. You can even use it to demoralise opponents. Nice original touch, that one.

Despite all this, the gameplay is not perfect. All the characters are not evenly matched, as in early *Street Fighter 2* versions. One strong example of this is Jetta's (the female acrobatic fighter) super speed attack. Super speed is an understatement!. During a tournament, if you lose to her (a likely prospect), a feeling of frustration develops as there are no continues. Now, it's a good thing there isn't unlimited continues, like in *Street Fighter 2*, but this other extreme is too harsh. Keep in mind that the opponents are rock hard, and beginners might feel the whole thing is a daunting prospect.

MegaDrive Review



▲ When this vampire starts glowing, start running!

THE CAST OF CHARACTERS



RAX – The ultimate kickboxer; a half human and half cyborg killing machine. Beware of that rocket jetpack. *Origin – 2345 AD.*



XAVIER – Deadly warlock whose spells can reverse your joypad controls or change you into another character. Get in close and bury him quickly. *Origin – 1692 AD.*



MIDNIGHT – Vampire warrior that has all the powers of a normal vampire, but you've got no crucifix or garlic. Big trouble. *Origin – 1967 AD.*



TRIDENT – Gladiator from underwater kingdom of Atlantis. He can change his shape into water. You'll need to be good at blocking. *Origin – 110 BC.*

More martial artists than a Van Damme movie, and here they are:



▲ Funny that, saw Sonya do a similar move in *Mortal Kombat*. Pure coincidence for sure.

As luck would have it, all is not lost, as options such as Battle and Practice rooms allow you to adjust all the difficulty and playing settings. These are both good places to begin your training. In fact, the in-game options are fantastic. The Battle Room contains 20 different environmental hazards to choose from, including circular saws in the floor, floating grenades and energy beams. This would be a worthy game on it's own, but its availability as an option is terrific value.

Video replay highlights of your practice and two-player matches (the two-player game is a real blast) are available. You can, of course, adjust the time limit, but it's best to turn this option off. The large number of options gives you the ability to customise your own battles - very entertaining.

Not only that, but the game has an inbuilt Tournament feature. Start organising your *Eternal Champions* party, as up to 32 people can play in single or double elimination competition bouts! The idea of having 32 beat 'em up fans in one house is not for the faint-hearted, though. You have been warned...

Eternal Champions is an extraordinary game. Combined with the multitude of options, excellent gameplay and terrific characters, you can't go wrong. This one is going to be huge, folks! **M**



▲ Abra Cadabra - I wonder if someone's going to turn into a toad.

SOME SURVIVAL TIPS

1. Don't go straight into the tournament - you'll just get wasted. Do some training with the computer opponents on easy. You'll learn the moves and get more out of the game.
2. As the first action in each fight, insult your opponent. It weakens him/her straight away. To insult, toggle Start into punch mode and hit A and C together.
3. Unlike *Street Fighter 2*, the special moves are executed by pressing the attack buttons in combination, rather than sliding the joypad. To start off with, pressing three buttons together produces good results.
4. Your opponents will try to dazzle you with quick consecutive attacks. Don't trap yourself by madly hitting the attack buttons, even though it is tempting. Remember, blocking is the key to success.
5. Above all, go get 'em and kick some eternal butt! Good luck.



▲ This cyborg definitely has Arnie's terminator spare parts installed.

Word

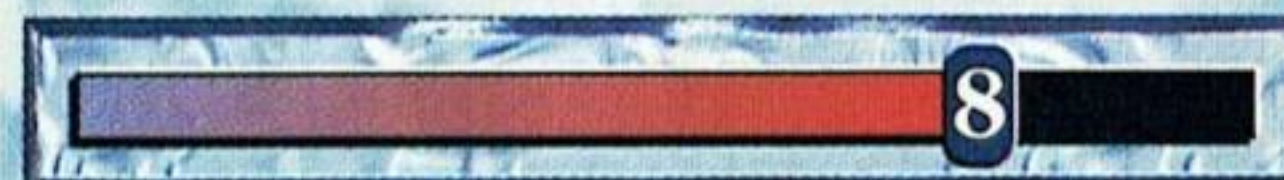
GRAPHICS

The main characters are difficult to fault, and most of the backgrounds are excellent.



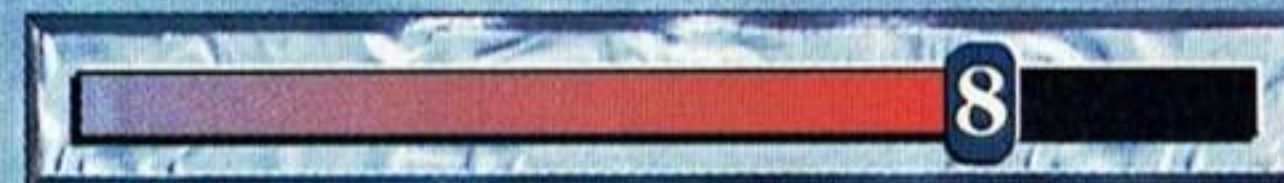
SONICS

Great battle sound fx. Background tunes are good, but nothing to get too excited about.



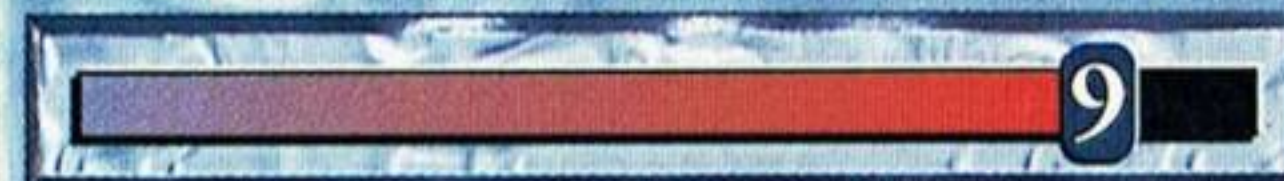
PLAYABILITY

Fighting is great, and timing of moves nearly perfect. The Tournament can be frustrating due to a lack of continues.



STAYING POWER

With all the options, and the constant discovery of new special moves, this one's definitely long term.



OVERALL

A fantastic beat 'em up. If you've even got a slight interest in video combat, you'll love it. An amazing programming effort, but continues would've been nice.

92
PER CENT



JETTA - Circus acrobat from Russia, but she's no clown. Incredible speed and moves that will amaze you... until you realise she just wasted your butt. *Origin - 1899 AD.*



SHADOW - A deadly female Ninja Assassin, with more surprises than her choice of legwear. *Origin - 1993 AD.*



LARCEN - A cat burglar that is also a Kung-Fu expert. Attacks in quick flurries of punches. *Origin - 1920 AD.*



BLADE - The biggest guy - super cop and bounty hunter rolled into one. Menacing electronic attack weapons. *Origin - 2030 AD.*



SLASH - Prehistoric hunter. Very strong, and with his wooden club, you'd better watch out. He likes using his club as a bat and you as the ball. *Origin - 50,000 BC.*

You've got the watch,
you've read the comics,
you're wearing the undies—

Sonic the Hedgehog is the icon of the 90s. Now he's back again, doing what he does best. Adam Waring gets hopelessly out of breath as he attempts to keep pace.

SONIC 3

MegaDrive ReView



▲ There are heaps of secrets hidden away within *Sonic 3*. The first is under this rock.



▲ Break it open with Sonic's good, old-fashioned Super Spin Attack to reveal...



▲ A spring! A quick bounce skywards and Sonic finds himself in bonus goodies heaven.



◀ One of Sonic's latest abilities is to run up the insides of a tree. A useful trick, if you can do it.

Sonic and spinoffs seem to come into our lives with more regularity than Jehovah's Witnesses (the difference being that *Sonic* games are welcome). As well as his two previous across-the-formats classics, he's appeared in a Mega-CD version, the 8-bit-only *Sonic Chaos* and a pinball spinoff. Not only that, but his number one enemy cameos in a puzzle game. With such a track record, any new *Sonic* game had better be good.

Thankfully it is. Very good. *Sonic 3* contains the same basic ingredients that made all the other *Sonic* games such classics. Controls are simple and restricted to running left and right and jumping; collecting rings protects you from damage; and, of course, there's the good old Sonic Super Spin Attack. Dr Robotnik appears between levels on one of his hedgehog-marmalising machines, and there are more secret rooms, hard-to-get bonuses and special rounds than you could shake a toasted hedgehog sandwich at.

But a whole heap of extra-little-somethings have been added to make it a worthy addition to the series, rather than simply a rehash of previous efforts. For a start, everything's a little bigger—both the blue spiky one and his

bi-tailed sidekick have expanded by several pixels, giving them a more 'arcadey' appearance. There are a lot more frames of animation in there too. The backgrounds have a harder edge to them (they actually look *less Sonic-like*). New tricks have been added: Sonic running up the insides of a tree is awesome!

The game doesn't start in the Green Hill zone, thank heavens, but in the Angel Island zone. Believe me, there's nothing angelic about it, and *Sonic 3* is a much tougher challenge than its immediate predecessor (*Sonic 2*'s easiness was by far its biggest downfall). Even when you do finish *Sonic 3*, there are so many hidden rooms and secrets to discover, that you'll keep on coming back.

Along with the usual nasty craft (containing enslaved furry friends to liberate), rings to collect and special items; secret bonus rounds give you extra rings and points. To enter one, jump into one of the hidden giant rings, which are mostly found in secret rooms. It's played on a spherical wrap-around world populated with red and blue globes. The idea is to collect the blue globes and avoid the red ones. Sounds simple, but it's tricky.

Tails has once again come along for



▲ Jump on this frightening-looking device in zone 2, act 2, to build up enough speed to hurtle up steep pipes.



▲ This moving wall is the cause of more flattened hedgehogs than a busy highway in rush hour.

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sega
PRICE: \$149.95
SIZE: 16 megabits



▲ Sonic loses it. This swinging mace, found in the third zone, will claim many a life if you're too hasty.



▲ A second player can make Tails fly and give Sonic a lift. That's what friends are for.



▲ Sonic runs up a drainpipe. He'll need to really be shifting to make it to the top, though.

The Story So Far

With a title like *Sonic 3*, you don't have to be a genius to work out that there's been more than one other game in the series.

Sonic first hit our screens back in 1991. He was Sega's answer to Mario, the stumpy, fat, unfashionable plumber that Nintendo had made company mascot. Faster, cooler and with infinitely better dress sense, the blue hedgehog soon became the number one video game hero.



First there was *Sonic*. Groundbreaking in its time, but four megabits seems tiny by today's standards.



There wasn't a platform in sight in *Sonic Spinball*, which mixed the genres of pinball simulators and, erm, *Sonic*.



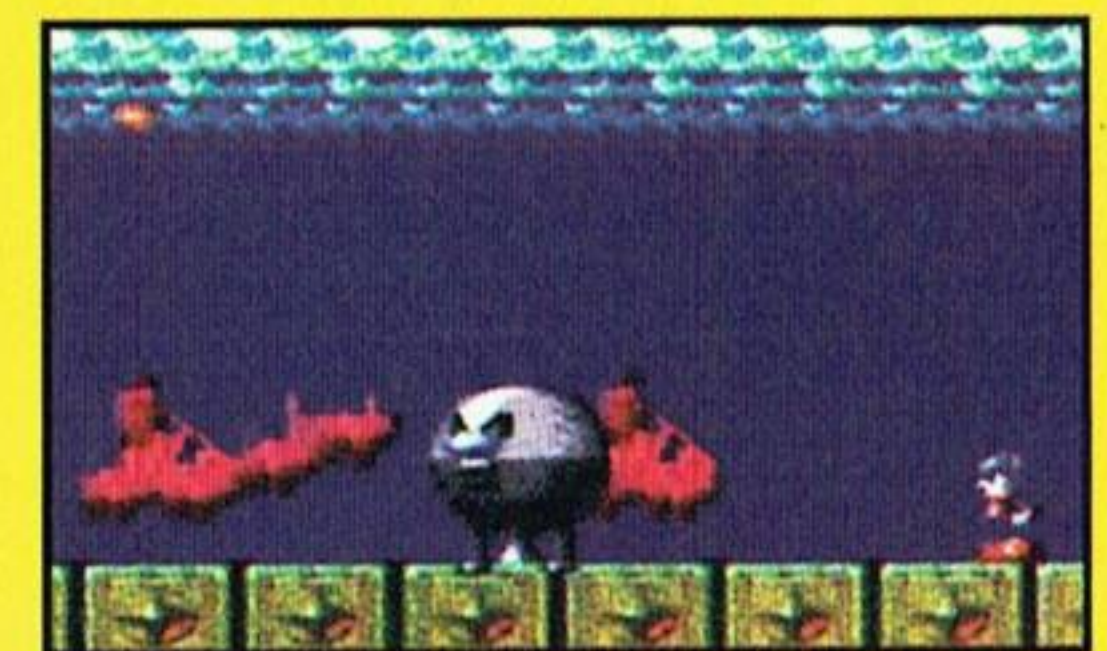
Sonic brought along a friend in *Sonic 2*. The sequel was a little on the easy side.



Sonic CD didn't make much use of the Mega-CD's hardware, but it was a damn fine game.



Puzzle game *Dr Robotnik's Mean Bean Machine* saw Sonic's arch-rival persecuting beans, of all things.



Eight-bit owners had a field day when they were treated to *Sonic Chaos*.

SONIC 3



▲ Tails tries not to wet himself laughing as Sonic loses all the rings he spent so much time collecting.



▲ So we meet again, Doctor Robotnik. Sonic stares in horror as poor Tails is blended into fox-flavoured purée.

MegaDrive Review

the ride, and plays a strictly secondary role. When under the Mega Drive's control, generally he mimics Sonic's every move, but occasionally lends a helping hand. A second player can take over at any time, which is especially useful when Sonic's battling the evil doctor in one of his twisted contraptions.

As in previous incarnations, Tails can fly (pressing the jump button twice makes him rotate his tail like a helicopter rotor blade), enabling him to access hard-to-reach places. When both characters are playing at once, Tails can give Sonic a ride – useful for skipping over particularly tough obstacles. Opt to play just Tails in a single player game for an easier time of it.

There is also a 'proper' two-player game included. It's a race over a cut-down level, and uses miniature characters and a horizontally split screen. The first to complete five circuits is the winner. Very simple and not huge amounts of fun. Having

the second player helping out in the main game is a better bet if you're playing with a companion. I guess we'll have to wait for *Sonic 4* to see if that has a real dual-player option.

The graphics are truly excellent, and the gameplay is spot on. Sonic's latest adventure puts any contenders for the cutsie platformer crown well and truly in their place. You must be sick of hearing this by now, but *Sonic* (yet again) is an essential purchase. **M**



▲ Two-player mode is a split-screen race. A mild distraction, but not a patch on the game proper.

Word

GRAPHICS

Bigger and better, they're beautiful. More animation and even slicker graphical fx than previously.



SONICS

Sound fx are pretty much identical with those in the other *Sonics*. Music isn't quite so maddening.



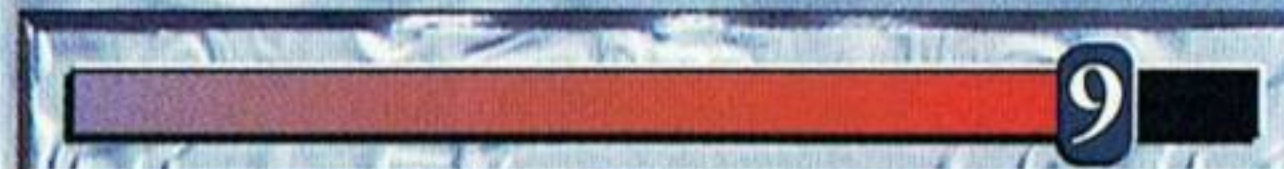
PLAYABILITY

The controls are just that little bit smoother than before. Picked up in an instant, it'll hook you for ages.



STAYING POWER

Certainly tougher than the other *Sonic* outings, it's the one game you'll keep on coming back to.



OVERALL

They've done it again! Traditional enough to be instantly pick-up-able, but with stacks of new or improved features to grab your attention. Not to be missed.

93
PER CENT

Chaos Out Of Order



▲ The bonus screen is accessed through these giant rings. Look carefully – they're often well out of sight.

▼ Collect the blue balls, avoid the red ones. The stars make you reverse. Surround blue balls to turn them into rings.



▲ Collect every single blue ball and Sonic's awarded a Chaos Emerald. It's tricky as it gets faster and faster as you play.

SEGA
MEGA DRIVE

STAR TREK: THE NEXT GENERATION



MARCH RELEASE

SEGA

A Bluffer's Guide

Posters

Fast making wallpaper a thing of the past!

Title

A handy aid for shoppers! This familiar robust typeface ensures one does not unintentionally purchase an inferior brand (e.g. *Rolf Harris's Didgeridoo Monthly* or even *Improve Your Jack Hammer Skills Weekly*) from your local news vendor or "super" market.

Date

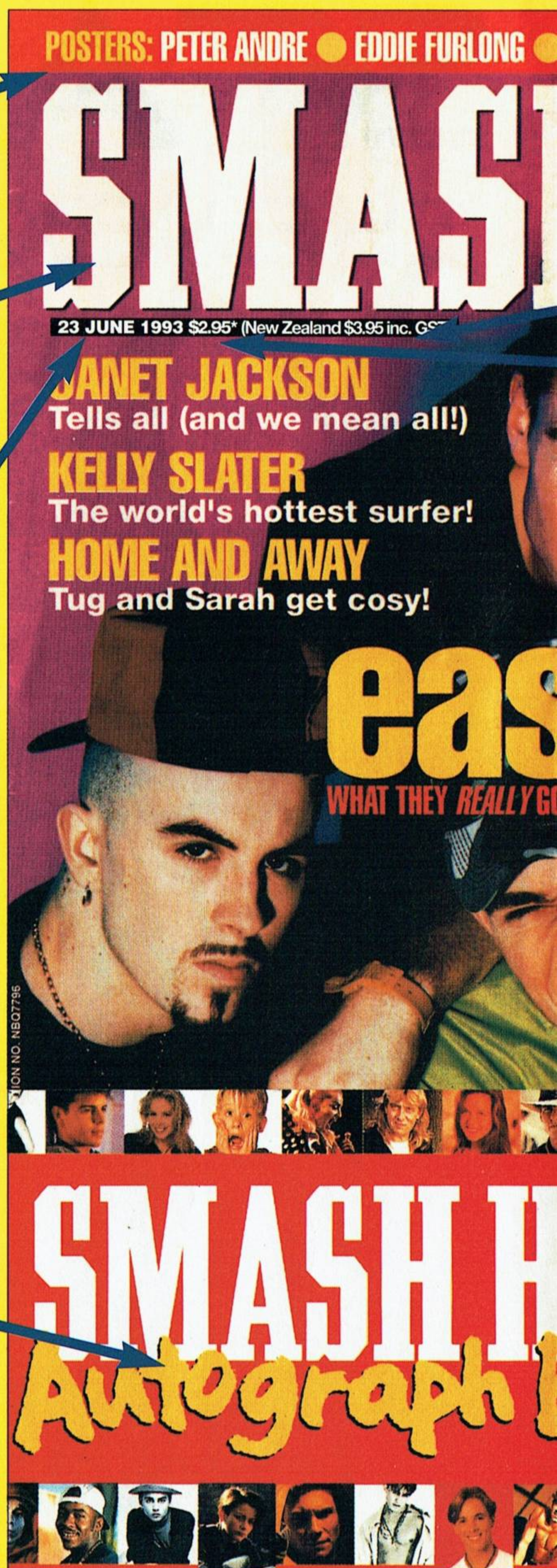
Indicates fortnightly frequency!

Staple

Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - *free!!* - with every issue!

Free Gifts

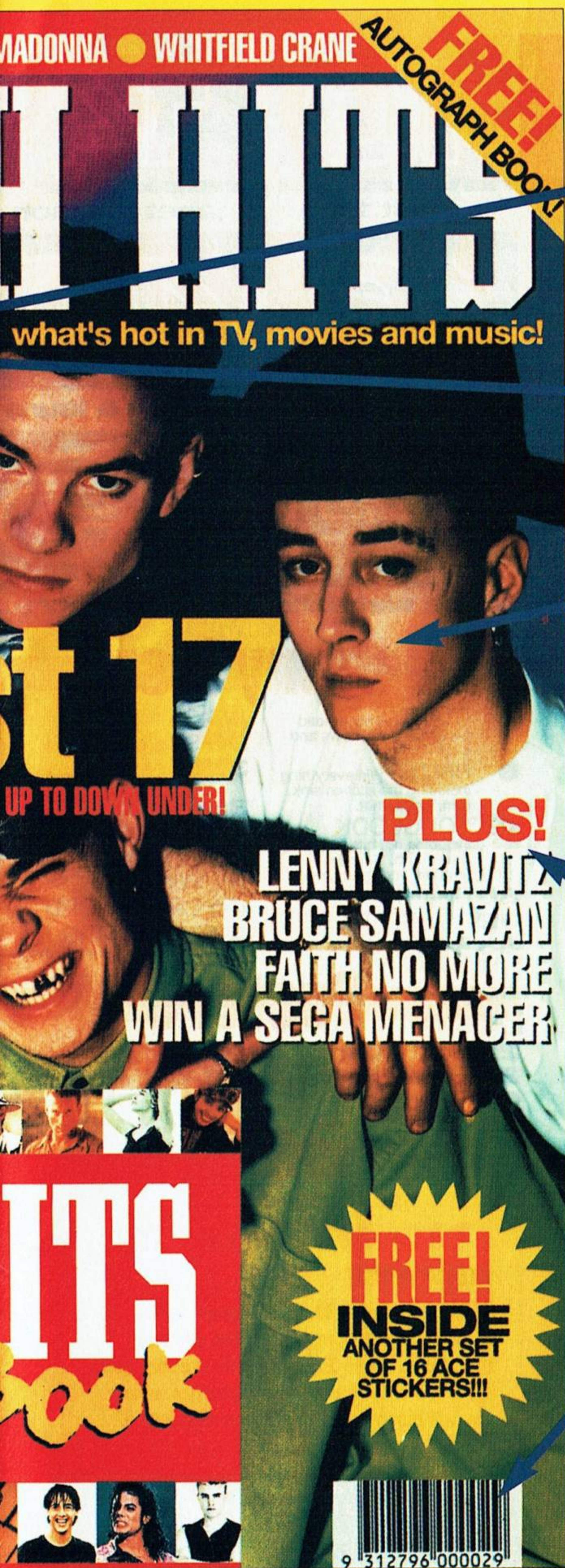
Inside! Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!



SMASH HITS

Get with

e to *Smash Hits*



Funny Price

A snip at \$3.95 in New Zealand. Including GST! Even Dr. Hewson would approve!

Real Price

\$2.95 (in "new" money)

Famous Personalities

In this instance a group of lads with wispy beard, odd hats, a gold tooth and mean "dispositions". Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Plus

Plus a bonus plus.

Barcode

Great news for little kids in Japan. A complete mystery to everyone else!

it every fortnight!

H I M M T S

BULLS VS LAKERS

MEGA DRIVE

From **Phil** and **Brian** of **NSW**: To play using Seattle Supersonics against the New York Knicks in game four of the NBA finals, just enter the password HQOBFBBC.

To see the totally sad ending sequence, enter HRWBBBBK.

BUBBLE BOBBLE

MASTER SYSTEM

From **Mark** of **VIC**: Enter the password 9S5CLNN3, go to Player One Continue, press button 1, then go down to the level select and level 200.



FIFA INTERNATIONAL SOCCER

MEGA DRIVE

From **G** of **VIC**: when the opposing team's keeper has the ball in his hand, position one of your players about a sprite's distance away from him. If you have done this correctly, the keeper will kick the ball right into you, allowing you a free shot at goal.

According to our reader, once you have mastered this technique, goals will become as frequent as when Essendon play the Sydney Swans. Now that's mean!



COBRA COMMAND

MEGA-CD

For a level select, as used and recommended by **Keane** of **WA**, go to the title screen and press Up, Down, Right, Left, Right, Right, Up and Start on controller one. When you're given your level, press Left or Right to alter it. Then if you don't like your stage, press Start to skip it. Do this over and over again to get the stage clear bonus points.



TEDDY BOY

MASTER SYSTEM

This level select was supplied by **Christopher** of **VIC**. Press Up, Down, Left and Right on the title screen. Another screen will appear. To then get to any level you want, press Up once, Down nine times, and button 1 once.

STREETS OF RAGE

GAME GEAR

Here's a continue cheat, sent to us by **Allan** of **QLD**: on the Game Over screen, press Left, Left, 1, 1, 1, 2, 2, 2, Start.

TERMINATOR 2

MEGA DRIVE

A level skip, as provided by **Allan** of **QLD**: on the title screen, press Up, Down, Left, Right three times. Now, when you are playing the game, just pause it and press B and C to skip to the next level.

CASINO GAMES

MASTER SYSTEM

Here's a bit of financial planning, courtesy **John** and **Alison** of **WA**. When you reach over \$1000, you can go to the game selections screen. Go to where it says 'Information' and press Start or button 2. You'll be given your account number, which you should write down. Wonder of wonders, you'll be given your money back, so you can use it next time. Bonus!

LOTUS TURBO CHALLENGE

MEGA DRIVE

According to **Rhian** of **QLD**, enter MANSELL if you want to qualify each time.

OUT RUN

MEGA DRIVE

To view the end sequence, write your name as ENDING, says **QLD Shawn**.

HARD DRIVIN'

MEGA DRIVE

Hit the COW! says **Shawn** from **QLD**. Hmmm...

TOE JAM AND EARL

MEGA DRIVE

From **Danny** of **SA**: in two-player mode, collect the float, wings or rocket skates, then fall to Level One. Open the present and go to the area at the top right corner, where you will discover a small island with lots of presents.



& TIPS

SONIC 2

MEGA DRIVE

Here's a tricky little *Sonic 2* cheat from Peter of VIC, who says it's great for killing Dr Robotnik, and ideal for the Death Egg Zone, where there are no rings to collect. The first part of this cheat was published in last October's issue, but we'll repeat it anyway.

Go to the options screen and select the sound test. Key in 19, 65, 09, 17. Now press Reset and hold down A and press Start on the title screen.

When the level select screen appears, go to the sound test and enter 1, 9, 9, 2, 1, 1, 2, 4 then Reset. Go back to the sound test on the level select screen and enter 4, 1, 2, 6. Now select your level by holding A and Start until Sonic and Tails appear at the beginning of your chosen level. You'll know you've done it correctly if strange numbers appear where the score was.

Now play the game and collect 50 rings, then hit B and C together and Sonic will turn gold and be invincible.

To do the same to Tails, press B then A. Sonic will turn into a TV. Press C then B to return to Sonic. Smash the TV and Tails will be invincible too. To keep both characters invincible, lose Sonic's rings and collect another 50.



Follow these steps and then press B. Sonic will turn into a character of that level. To change his disguise, use button A.

Not only are you invincible when you collect the 50 rings, but you can also change into an invisible character to move through dangerous areas and solid objects.

If you die when in this mode, press B immediately – not only will this put you back into the game, but it'll make you invisible again.

SEGA HOTLINE TOP TIPS OF THE MONTH

SONIC

MEGA-CD

Here's a level select for this fab game. On the title screen, press Up, Down, Left, Right, then B. Listen for the chime and look for the words 'Stage Select'.

Note that the game will reset after you've completed your selected level.



STREET FIGHTER 2

MEGA DRIVE

This is a really cool cheat that comes fresh from the Sega Hotline team, and gives you five stars in Champion mode. Note that this cheat must be done on the title screen, when 'Street Fighter 2' is at the top of the buildings.

On a six-button pad: Down, Z, Up, A, Y, B, C.

On a three-button pad: Down, C, Up, A, A, B, B, C.

TERMINATOR

MASTER SYSTEM

You can score a level select by holding down button 2 and pressing button 1 on the title screen. When the screen turns black, key in the following: Left, Left, Up, Up, Right, Right, Down, Down.

Two zeros should appear on the screen, and you can now select your level by toggling Left or Right.

STREETS OF RAGE

GAME GEAR

For a round select, go to the options screen and choose sound test 11. Go to the level option and press A, which will make a number appear. Press Up or Down to select a round.

ALTERED BEAST

MEGA DRIVE

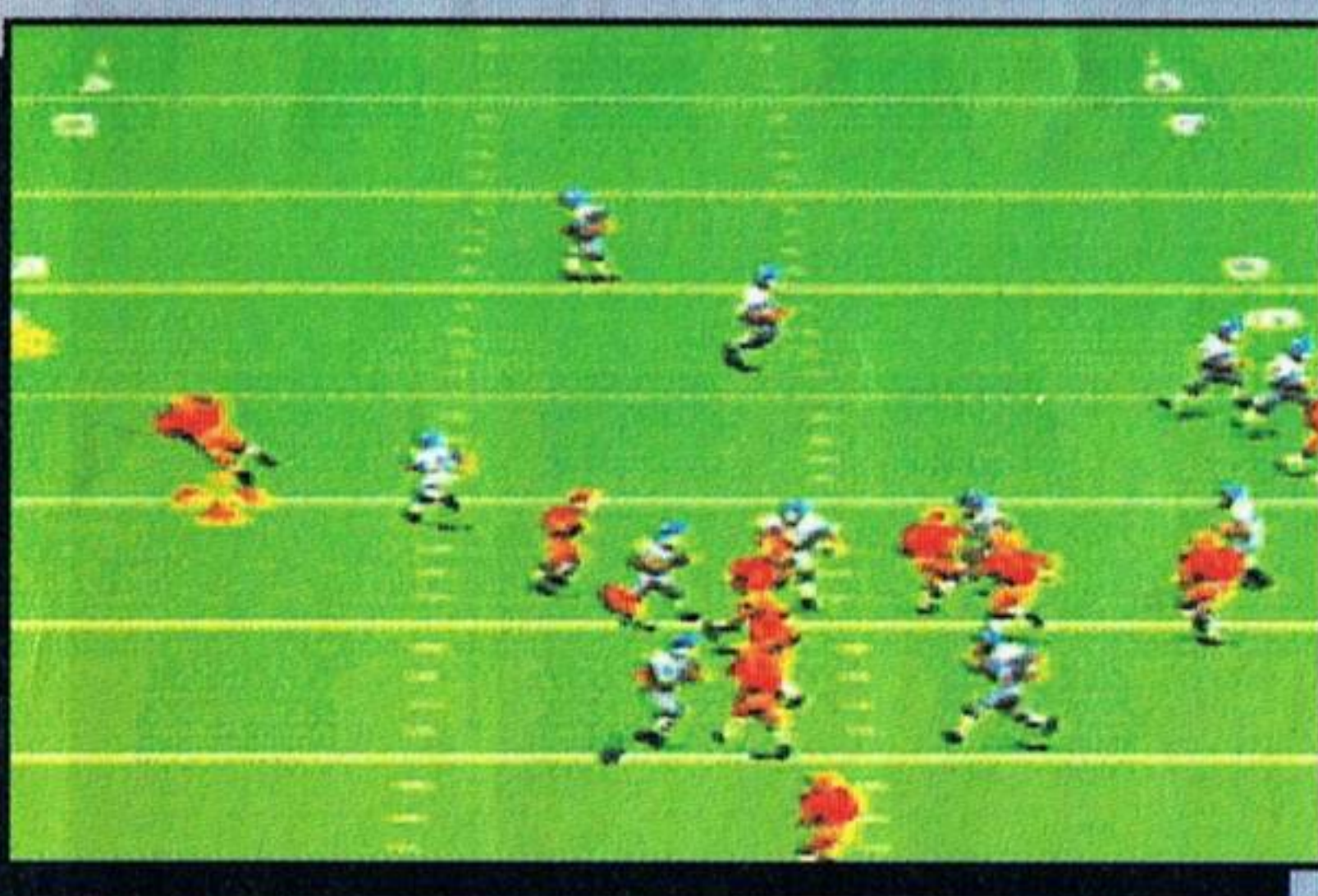
Alan of QLD says that when the Game Over message appears, press Start, then immediately press and hold A and B, and wait until it says 'Press Start'. Press Start, still keeping down A and B, and you will begin again on the level you died on. This can be done only three times.

RUNNING BATTLE

MASTER SYSTEM

If you're having trouble getting through the last few stages, Adam of SA has a tip for you. The second time you come to a super run, don't touch or move anything. Wait until the timer runs out, and every round wall-mounted gun you destroy will have a 1-up. This works only for this stage.

H I M M A T S



JOHN MADDEN FOOTBALL

MEGA DRIVE

From **Shawn** of **QLD**: to play in the snow, enter 5504500. To get to the Superbowl, enter 0475121.

MUHAMAD ALI BOXING

MEGA DRIVE

To get to the hidden boxer, enter the codes to use the following characters, as submitted by **Shawn** of **QLD**.

Bruno Franko	L07D6KC7
Carlos Espinoza	V07D6KC7
Eddie Montague	607D6KC7
Kim Lee	D07D6KC7
Marvin Cooper	80MD6KC7
Jack Blake	MOMD6KC7
Tommer Hammer	107D6KR2
Mac Robinson	P0MD6KC7
Bart Rambler	307D6KDZ
Muhamad Ali	H07D6KCZ

ACTION REPLAY CODES

MEGA DRIVE

FATAL FURY

FF00BF0055.....To stop the time

STREETS OF RAGE 2

FFDF070004.....Infinite men, player one

FFEF810068Infinite energy, player one

FFF0830004Infinite men, player two

STREET FIGHTER 2

FF804300B0.....Infinite life, player one

FF82C300B0Infinite life, player two

Sender **Steven** of **VIC** advises that you turn the time off when using this cheat.



HOT SEGA READER TIPS

TAKE THAT

How do you do Kano's fatality in *Mortal Kombat* for the Mega Drive?

Clint, WA

Hold Block, press Back, Back, then A.

DRIVER FATIGUE

In *Super Monaco World Tour* mode on Mega Drive, my brother and I can win the championship once, but the following year, the same guy always comes up and beats us – even if we're in the Madonna car. How can we stop this?

Daniel, WA

There is no way to stop this, other than ramming him off the road. Keep trying!

MORTAL AGAIN

Do you know how to get to the Reptile in the Mega Drive version of *Mortal Kombat*? Also, is it true that Sega is bringing out a mouse? Which games would it be used on?

Chris, VIC

I really don't know either, and I've tried practically everything. I've heard that every

40 battles a face appears in front of the moon, and this is the time to get double flawless fatality.

Sega is thinking about producing a mouse, and it would be used on games like *Lemmings* and probably some arcade shoot 'em ups. Don't hold your breath, as it'll be a while yet.

MONEY TO BURN

My game of *Shining in the Darkness* keeps crashing on my friend's Mega Drive. Why? Also, I have \$500 saved. Which games should I buy?

Cameron

We can find no answer to your problem, but if your friend's machine chews your saved *Shining in the Darkness* games, don't play them on his Mega Drive!

Judging from the list of games you supplied, you should love *Landstalker*, *NBA Jam*, *Sonic Spinball* and *Jungle Strike* for a good sim. A cheaper game to add would be *World of Illusion* (much better than *Fantasia*).

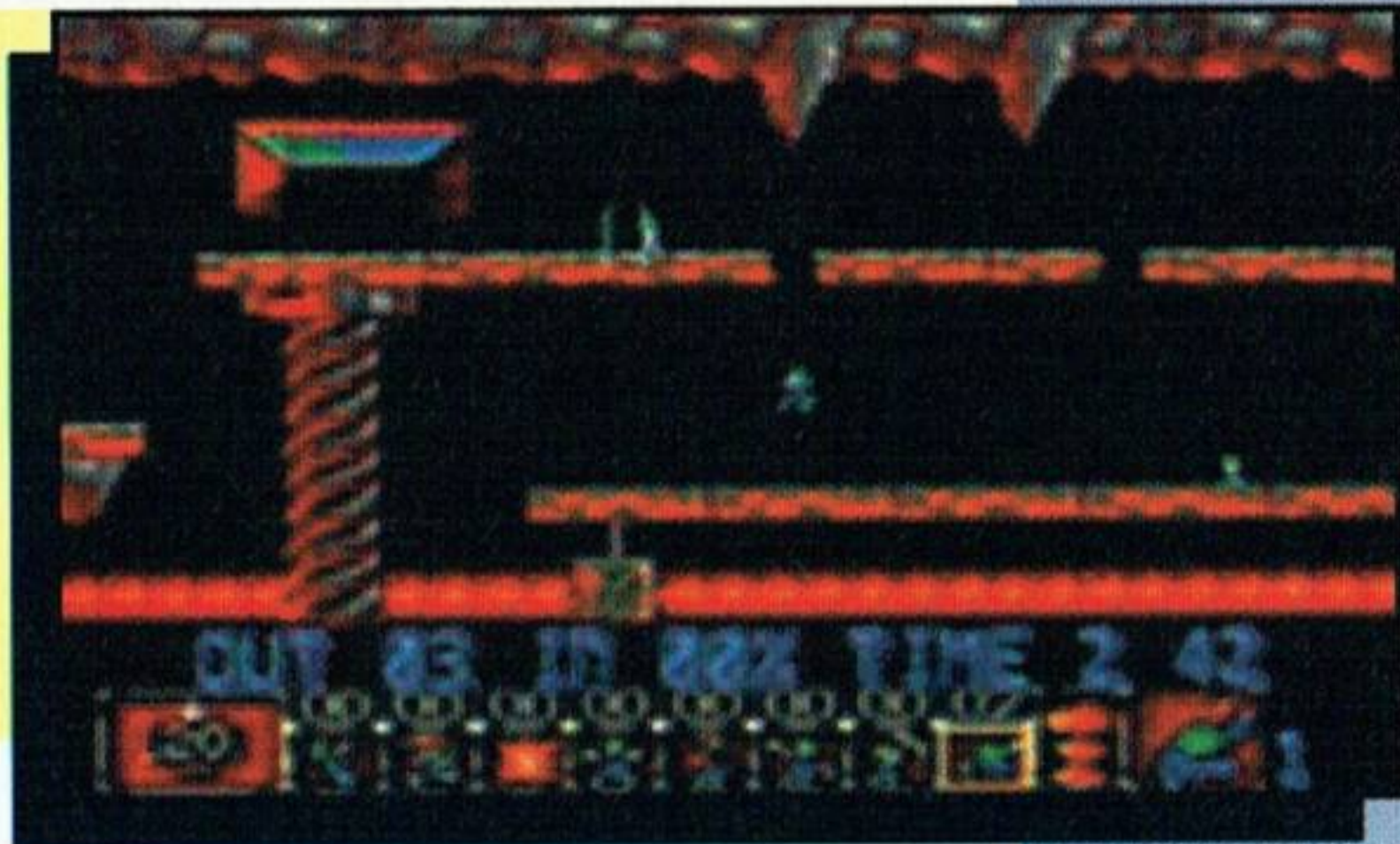
TURTLES - THE HYPERSTONE HEIST

MEGA DRIVE

QLD Shawn says that to do the level select, wait until the Konami screen appears, then enter C, B, B, A, A, A, B, C. When the title screen appears, press A, B, B, C, C, C, B, A.



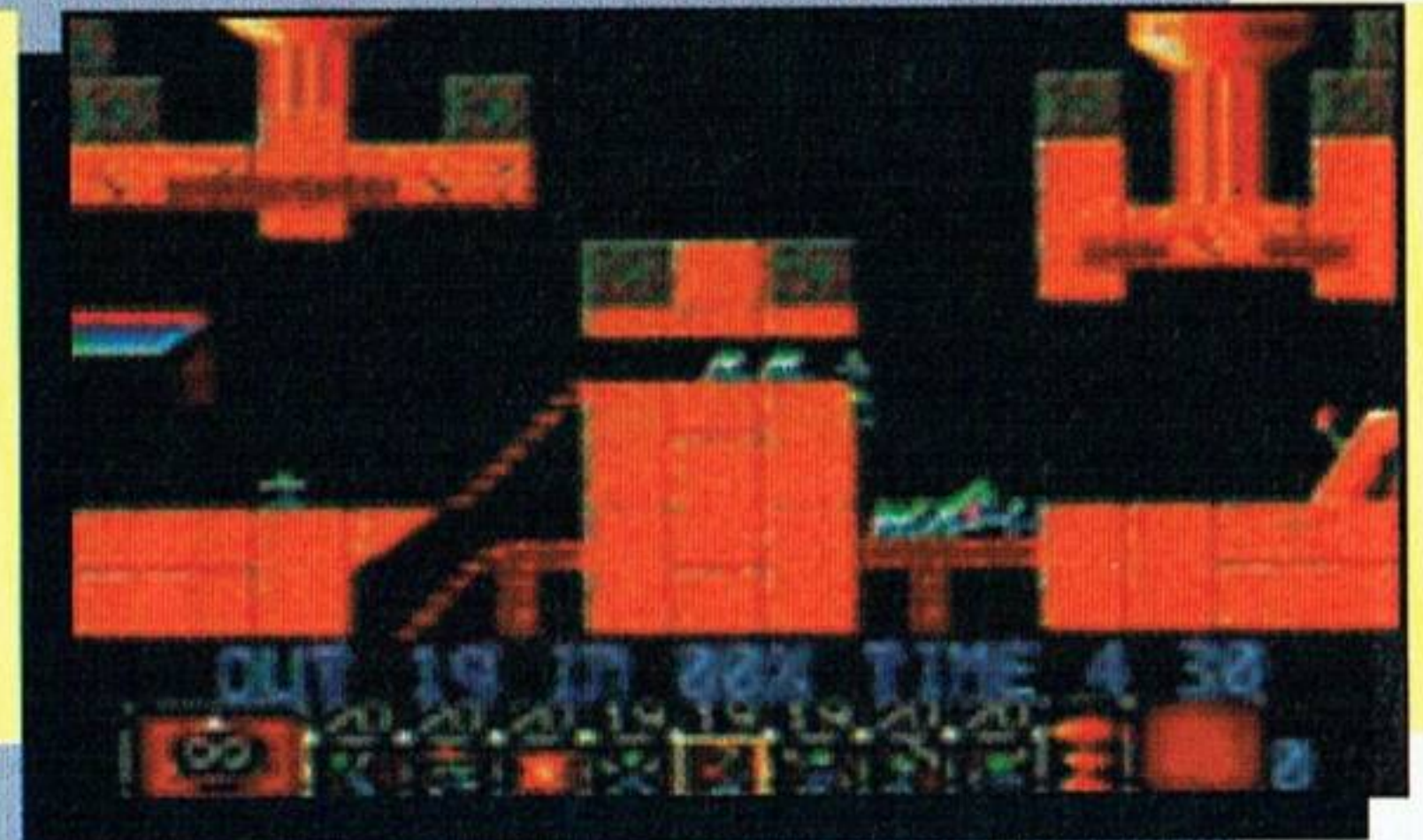
SEGA TIPS



LEMMINGS

MASTER SYSTEM,
GAME GEAR

Brenton of SA has been pounding away at Lemmings, checking out these level codes. Now you can do it too!



SONIC

MEGA DRIVE

Here's a cool tip from a reader named James. When the title screen appears, press C, A, C, B, Up, Down, Left, Right, A (hold down) and Start. When you're pressing the final A, hold it down until you see Sonic. You will then be able to change into rings, monsters or other characters, as well as being invincible.

SUPER MONACO GP

MEGA DRIVE

Also from QLD Shawn, this password series will allow you to start in the Madonna team with a World Championship title:

4000 0000 0000 0000
0000 GGD5 3627 B14C
FA89 E000 0000 0001
0000 0000 G300 FA0F

For something different, finish first, second or third on a wet Monaco track. As you do, hold down A, B and C and you'll hold up your head instead of the trophy!

FUN

2. TGNBVLWM
3. ZTGNBUIQ
4. BDGMZSEJ
5. TGMZSFKU
6. JSFKVLWZS
7. BUIQBCFK
8. UJTGMYRD
9. HODYRCFK
10. VKVLWMZS
11. FLXPGGGG
12. GFECXPGF
13. DZSEJSFK
14. VIQAABCE
15. JSEJTGMY
16. QABDGNBV
17. IRCEIQAA
18. BCFLWMZT
19. GMZSFLWM
20. ZSEIRCFK
21. VJSFKVKU
22. JSEJSEIR
23. DGNCWMYR
24. DHPFDYQA
25. AABDHODY
26. QBDHPGFE
27. CXODYQBD
28. HPGGFECX
29. ODZSEJTH
30. PFECXODY

TRICKY

- YQBDGNBU
- JTHPGFDY
- RDHPGFEC
- WMZSEJTG
- MZTHPGGF
- DZSEIRCE
- IQBCFKVL
- WMYRDGMY
- RDGMZSFK
- VLXODZTH
- PFECXPFE
- BUJTHOEC
- XDECWNBU
- JSFKVKUJ
- THODZTGM
- YOBCEIRD
- HPFDZTHP
- FEBVLWNB
- UJTHPFEC
- WNCWNBVL
- WMYRCEJT
- GNBUIQAA
- ABDGMZTH
- ODYRCEJS
- FKUIQBDG
- NBVLXPGG
- FDYQBDGN
- BVLWMZTG
- NBUIRDHD

TAXING

- ZSFKUJSF
- LXPGFDYR
- CFKVKUJT
- GMYRCFKU
- JTHPFECX
- PFDZSFLX
- OECWMZTG
- NBUJSFLW
- MZSFLWMY
- RCFKUJSE
- IRCEJSEJ
- SEJTHOEC
- WMYRBDGM
- YQAAAAAB
- DHODYRDG
- NCWNCWMY
- QAABDHPG
- GGGFDYQA
- AABDGMYR
- DHODYQAB
- DHODYQBD
- GNCXPGGG
- GFDZTHPG
- GFECWMYR
- CEIQABDG
- NCWMYRCE
- IRDHODZS
- EJTGMYQB
- DHODZTHP

MAYHEM

- FLWNCXPG
- FECWMYRD
- HOEBVKUI
- QBCEJSEI
- RDHPGGFE
- CXOEBUKU
- IQABDHPF
- DYRCEJTG
- NCXDEBUJ
- THOECXPF
- DYRCEIRD
- GNBUJTHO
- DZSFLXPF
- DZTHODZS
- EJTHPFZD
- SFKVLWNC
- XPDFYQBD
- GNCWMZTH
- ODYQBCFL
- XDECWMYQ
- BCFLXPGF
- EBVKVLWM
- YRDGNBUK
- VKUJSFLX
- PFDZTHPF
- DZTHPGFD
- YRCFKVLW
- NCWNCWNC
- WMZTHPFE

SHINOBI

GAME GEAR

For those who are dying to hear the sound fx and music, Ben of VIC has the secret. On the title screen, press 2, Up and Start simultaneously (quickly). Press 2 to play the music, and 1 to stop.

JAMES POND

MEGA DRIVE

Collect all the letters in the baddie rooms to spell out 'James Pond', thus earning 10,000,000 points, says QLD Shawn.

MY HERO

MASTER SYSTEM

Ved of NSW says that if you want to gain an extra life, you should jump over the knife thrower, then turn around and punch him. Best of all, you can do this to all the knife throwers. Good one!

**Washing blood,
mulga ants,
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and poisonous
green slime.**

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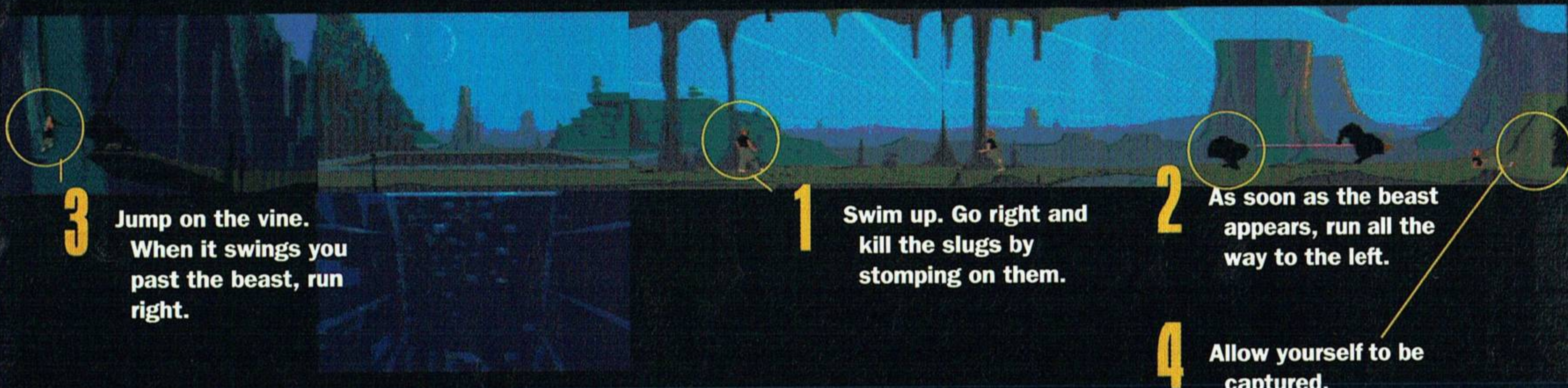
The Helix is at your newsagent for a dirt cheap \$3.95.

So don't just sit there waiting to borrow a friend's copy, get your own now.

ANOTHER

WORLD

People often accuse David Lawrence of being on another planet. So he was just the guy to put together this complete playing guide to the utterly huge Another World.

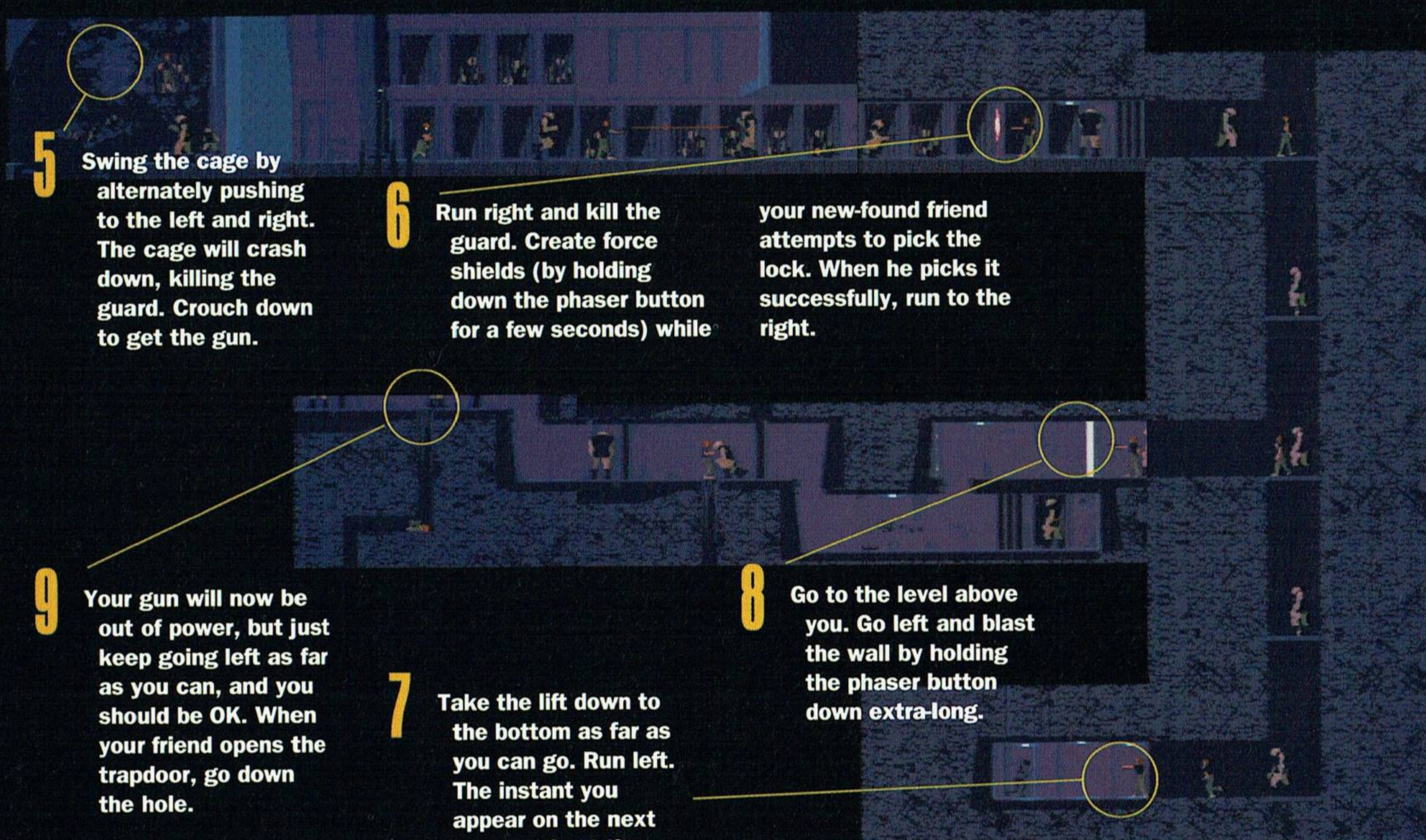


3 Jump on the vine. When it swings you past the beast, run right.

1 Swim up. Go right and kill the slugs by stomping on them.

2 As soon as the beast appears, run all the way to the left.

4 Allow yourself to be captured.



5 Swing the cage by alternately pushing to the left and right. The cage will crash down, killing the guard. Crouch down to get the gun.

6 Run right and kill the guard. Create force shields (by holding down the phaser button for a few seconds) while

your new-found friend attempts to pick the lock. When he picks it successfully, run to the right.

9 Your gun will now be out of power, but just keep going left as far as you can, and you should be OK. When your friend opens the trapdoor, go down the hole.

7 Take the lift down to the bottom as far as you can go. Run left. The instant you appear on the next screen, shoot the guard (first, let go of D pad). Then shoot the power point.

8 Go to the level above you. Go left and blast the wall by holding the phaser button down extra-long.

15 You'll fall down a hole into the start of this section. Head right and allow yourself to fall down the next two sets of holes as well. Go right and leap over the spikes at the edge of the ledge.

10 To get through the sewers, roll: left, right, right, left, right. When steam appears from the ceiling, wait by it, as close to it as you can, and watch for a little while to get the timing right. When you make your move, be quick; hesitate and you're a goner.

25 Go right, blast the wall and go right again.

24 Stand on the rock at the far left. The water will spurt it upwards.

22 Go to the left. Face right and blast the precariously balanced rock. It will collapse to form a ramp to run up.

21 Go left, back the way you came, once again jumping the mouths and shooting the tentacles. Awaken the bat by shooting at it.

Leap from cliff to stalactite, and make your way back left, leaping from stalactite to stalactite.

16 On the first screen of rock falls, run right, jumping to avoid the final rock. The second screenful has a bit more to do with timing and luck. Jump past the tentacle that hangs down at the end of this screen.

29 Go back to the left, and keep on going past your friend, who's wriggling around under the floorboards. Go downstairs, then right. Stand under the chandelier and rapidly shoot away to the right, killing the guard. Shoot at the chandelier from the top of the stairs (which will release your friend).

30 Go right and prepare for a bit of a battle. To kill the guards: make a shield, go to the right of the shield and make another shield. Face left, make a shield and shoot the guard through the shield. Face right, make a shield and shoot the guard. Go right.

Passwords

Another World is a pretty chunky game, and it can take an age to get to the bit you last got to. Luckily, passwords are interspersed throughout, and here they are.

1	LDKD	6	FXLC	11	BRTD
2	HTDC	7	KRFK	12	TFBB
3	CLLD	8	KLFB	13	TXHF
4	LBKG	9	BFLX	14	CKJL
5	XDDJ	10	JCGB	15	LFCK

12 Run to the right and kill the guard.

23 Go right, jumping over the pits on the way. Blast the wall to release the water. Run back to the left as fast as your little legs can carry you, once again leaping those pits.

17 Jump the mouths that appear in the ground, being careful to avoid the tentacles.

18 Shoot the tentacles to make them retract, then jump over the mouths.

11 Recharge your gun by going to the power unit to the left. Blast through the walls to your right. Recharge your gun once again.

19 Jump the hole, jump the mouth.

13 As you run onto the next screen, you come to a chasm. Leap the instant you get there.

20 Go right and blast wall – this doesn't appear to do anything yet, but it saves your skin later on.

14 You'll land on a ledge. Blast the wall to the right. Go right.

26 Go right and shoot the guard. Make a shield near the door. Open the door; when the guard rolls the grenade, move away from the door to close it again – the guard will get blown to bits by his own bomb. Ha!

27 Blast the wall and go to the right.

28 Shoot the biggest globe when you see your reflection stop in the centre.

35 Go back the way you came, jumping the mouths and not forgetting to fill up with air on the way. Climb out of the pool to the right.

32 Take the plunge into the water and swim down. Swim left, then up the second passage to get air.

31 Go to the right. Allow yourself to be grabbed by the guard, then kick him where it hurts. Run left, grab the gun and shoot the guard.

33 Swim all the way down to the bottom. Swim right and climb out of the water. Jump the mouths.

34 Go right. Shoot the powerline.

42 Go all the way to the left. Point your gun at the guard when he closes the doors to the right.

36 Go right and drop down the hole.

43 Go up the stairs and jump to the right. Face left, make a shield and blast the wall. The guard will roll grenades at you, but they'll roll down the stairs. Shoot the guard.

41 Make a shield and shoot the guard. Make another shield and shoot the next guard. Go left.

45 Go down the lift and shoot the power point.

44 Go left and down the lift. Get ready to shoot the guard as soon as he blasts the wall away.

46 Go back the way you came, down the stairs then down the hole. Run to the right and jump the hole (you'll have to hit the jump button on the preceding screen).

51

Inside the tank, you're faced with an array of buttons which need to be pressed in a particular order. As you press them, more appear. The ones you want to hit are indicated in the diagram as red blobs.





39 Make a shield and shoot the first guard. Wait for your friend to beat up the other guard and then run away to the right.

38 Go left, around the back of the building, then right, through the door.

40 Run right and get thrown by your friend. Turn and jump to the left.

37 Blast the wall on the right. Run right, through the doors. They'll shut behind you, protecting you from the laser blasts. When you get to the dead end, face left and keep making shields. When your friend's arm appears, run to it.

50 Go up in the lift and go right.



49 Go to the left. Your friend will drop down and run to the right. Follow him.

47 Pull the lever, go left and down the hole.

48 Run to the right and go up in the lift at the end.



54 When the guard is in the middle of room, pull the two levers. Go left, ignoring the lasers. Sit back and watch the ending.



52 Go right and kill four guards (make shields and shoot them).

53 Run to the right. You'll fall off the building as the ledge is shot away. Watch yourself get kicked around a bit.



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FEMALE CIRCUS ACROBAT
MARTIAL STYLE 'SAVATE'

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WITH RADICAL MOVES

ETERNAL CHAMPIONS

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ADJUSTMENT

AS YOU
GET BETTER
PLAY
AUTOMATICALLY
GETS TOUGHER

SLASH
EARLY MAN HUNTER
MARTIAL STYLE 'PAIN'

JONATHAN BLADE
BOUNTY HUNTER FROM 2030AD
MARTIAL STYLE 'TEMPO'

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MEGA DRIVE

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They just want to go home!

Interplay



Silicon & Synapse, Inc.

Virgin

16-BIT CARTRIDGE

FOR USE WITH THE SEGA MEGA DRIVE ENTERTAINMENT SYSTEM

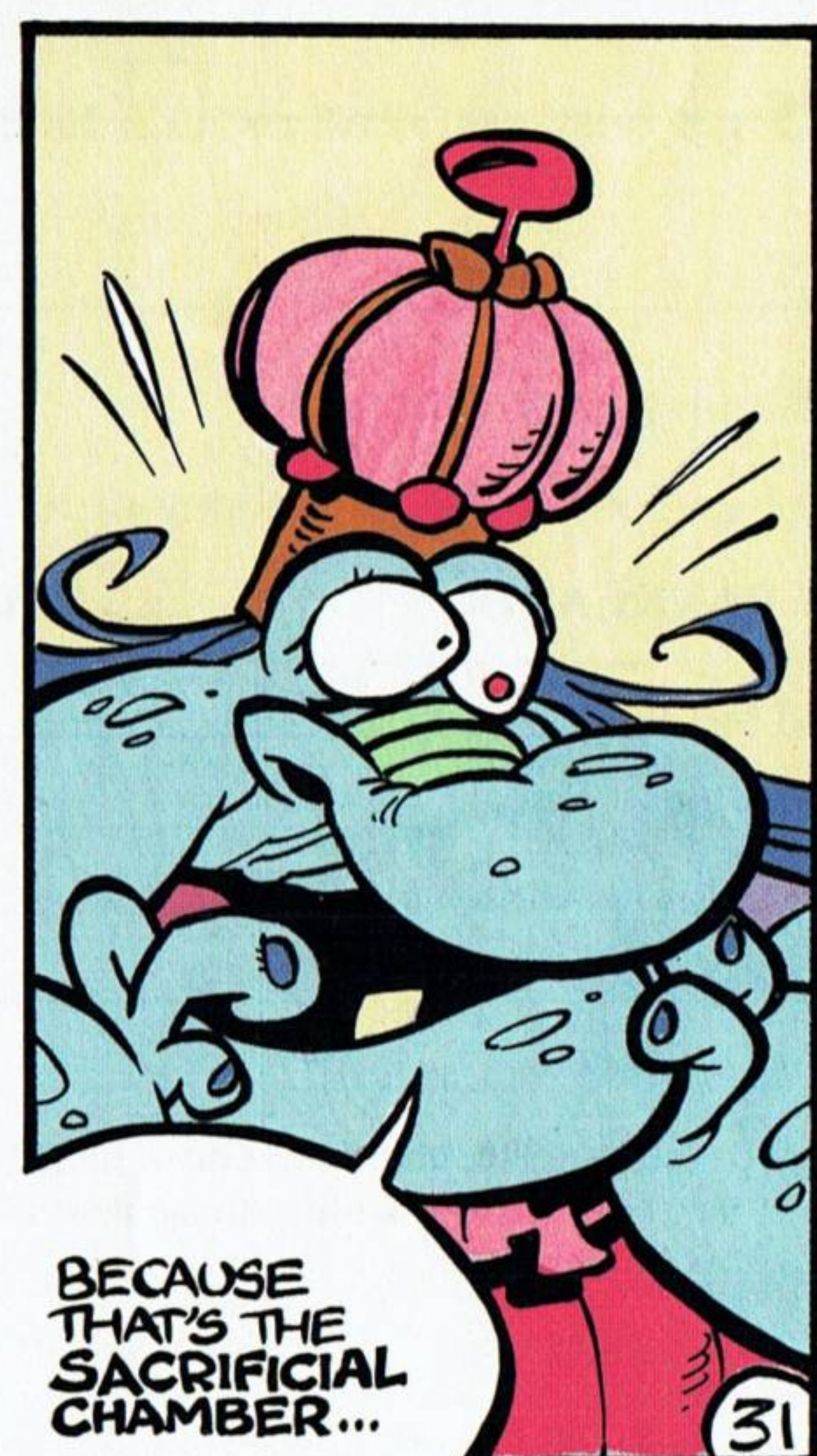
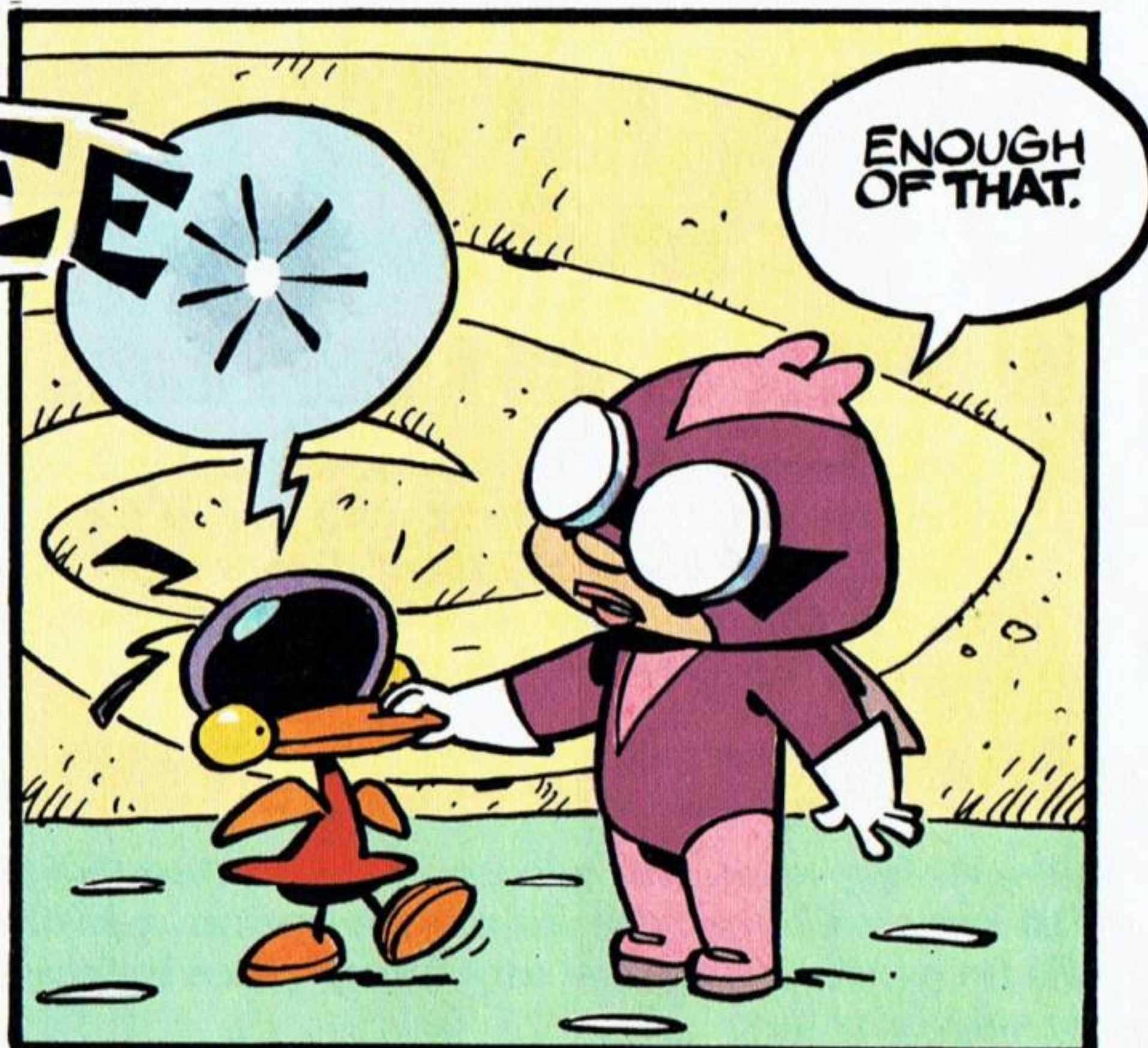
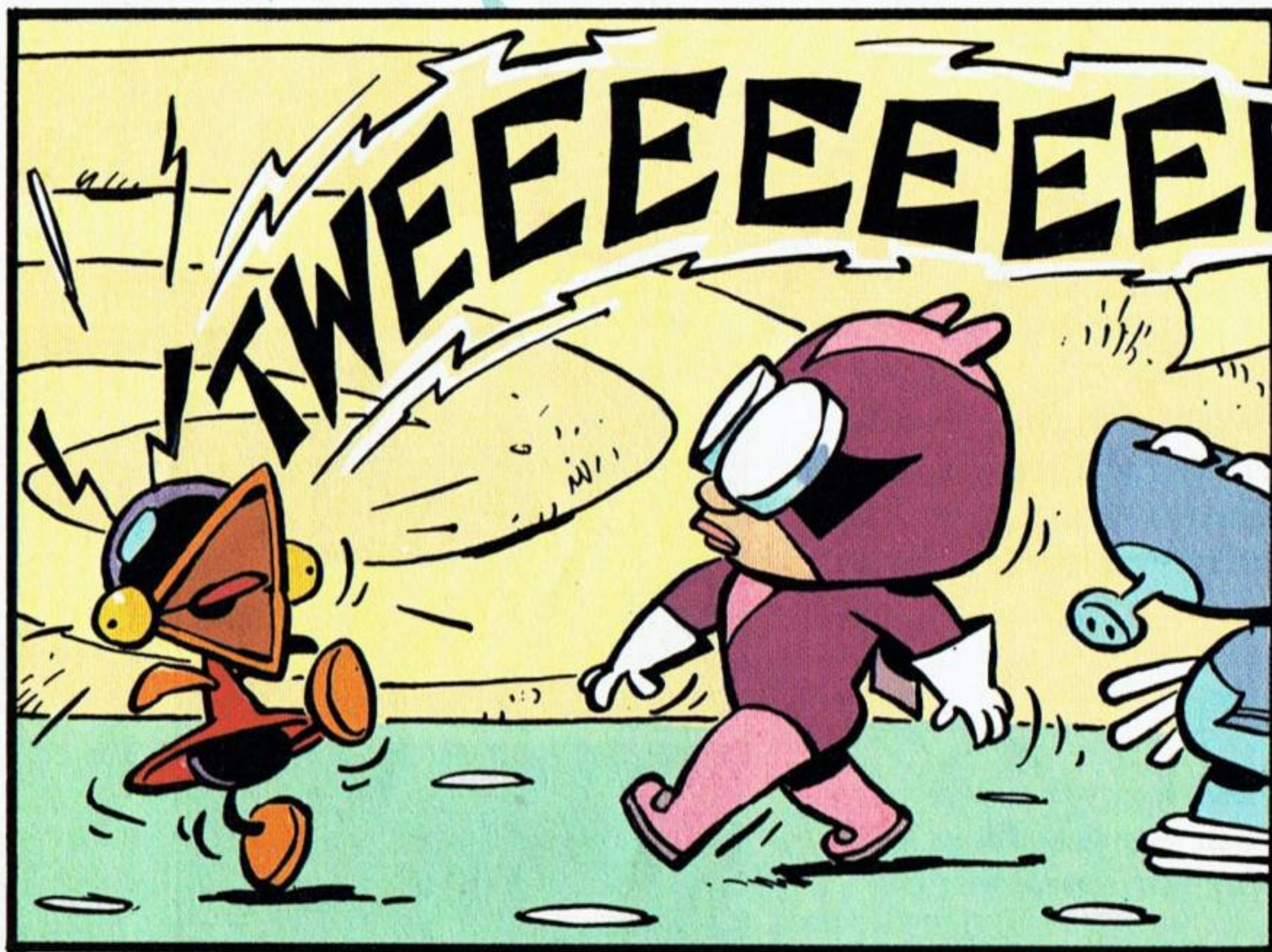
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REX VECTOR

BY FIL BARLOW

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THE STORY SO FAR. THE RETROBOT IS USING THE TWEETER'S SCREECHING ALARM TO HOLD QUEEN BORFA'S MUTANT ARMY AT BAY, GIVING REX AND THE XPEER GANG TIME TO ESCAPE...





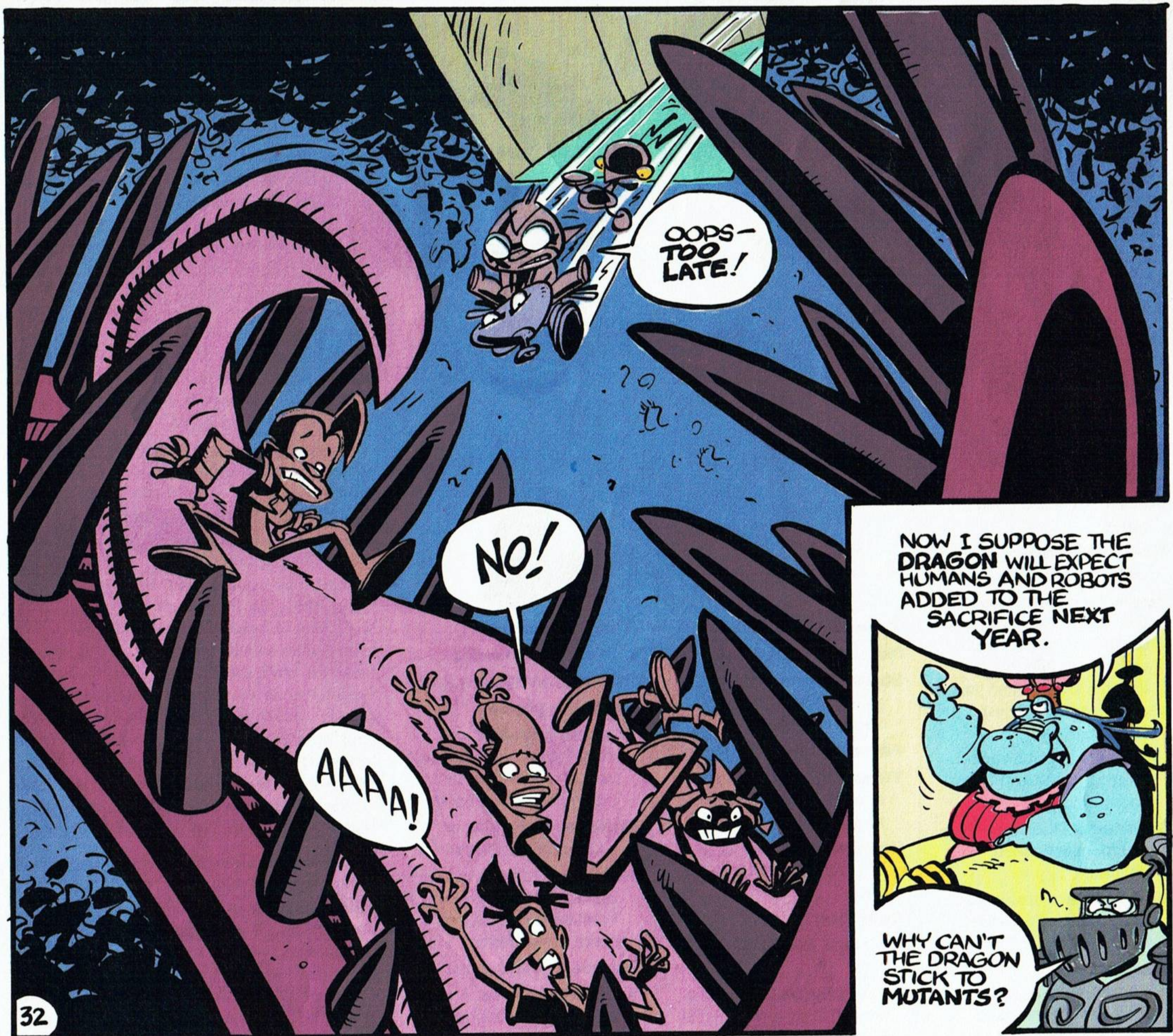
EVERY YEAR ONE YOUNG MUTANT IS SENT TO BE DEVoured BY THE DREADED PIT DRAGON.

QUICK SNOKKA-FIND THE XPEERS AND FAST!



HURRY! WE'VE GOT TO CATCH THEM BEFORE IT'S TOO LATE..!!

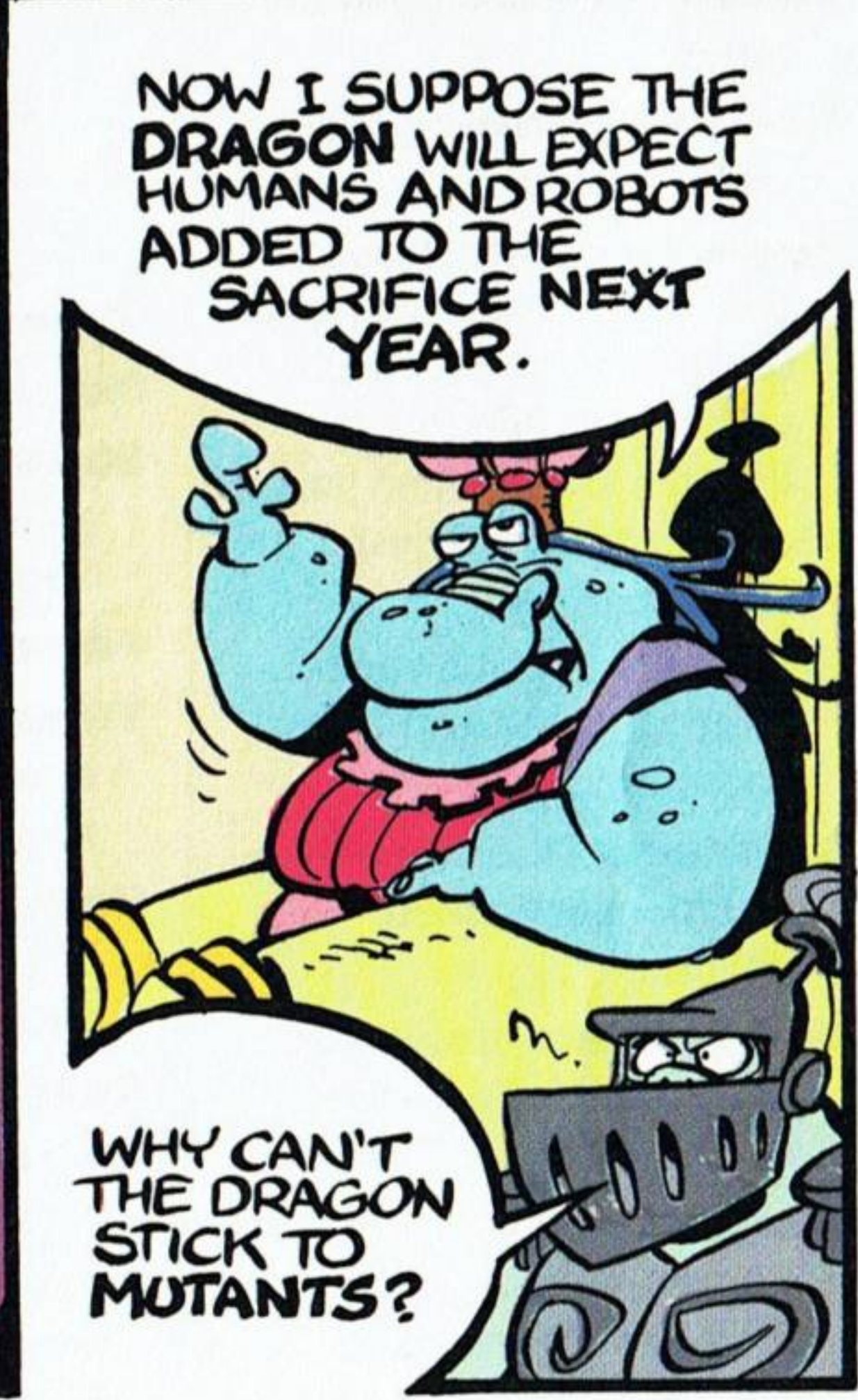
SNOOF! SNOOF!



OOPS - TOO LATE!

NO!

AAAAA!



NOW I SUPPOSE THE DRAGON WILL EXPECT HUMANS AND ROBOTS ADDED TO THE SACRIFICE NEXT YEAR.

WHY CAN'T THE DRAGON STICK TO MUTANTS?



I'M AN OPOSSUM, A MARSUPIAL FROM AMERICA. WE LIVE MAINLY IN TREES AND EAT ANYTHING. WE CONFUSE OUR PREDATORS BY PLAYING DEAD - WE DON'T CARRY SWORDS LIKE THIS OPOSSUM IMPOSTOR!



TO BE CONTINUED...

END ZONE

COMPETITION WINNERS

Just who are the mysterious boys and girls behind Australia's premier Sega mag (well, the only one, actually)? Where are they from? What are their deepest, most closely guarded secrets?

Do you give a stuff?

At last, all can be revealed. We tell you a lot of things you're probably not interested in so we can finish this page and go to the Darlo bar.



Name: Adam Waring
Born: (Er) Weston-Super-Mare, England
Status: Single and open to offers
Favourite phrase: "Beer can't hurt you"
Yummiest food: Chips, but they have to be done right: cooked in lard, saturated with enough vinegar so they fall in half when you pick them up, and just a sprinkling of salt
Hobbies: I can't mention it for legal reasons... but I'm not sorry...
Ambitions: I have no ambitions or, indeed, interests
Weirdest job: Dressing up as a koala (and actually getting paid for it)
Worst nightmare: The one where I'm chased down the road by a giant lettuce. Noooo!
Most embarrassing experience: They're too numerous to mention, but usually involve beer

Name: Sandra Bridekirk
Born: Sydney, Australia
Status: Depends on who's asking. Now if it were Daniel Day-Lewis...
Favourite phrase: "Mong!"
Yummiest food: Pad Thai, or anything else I don't have to cook
Hobbies: Wrestling inflatable dinosaurs in the bath
Ambition: To win
Weirdest job: Scrubber (of tiles)
Worst nightmare: Having my cat, Ugly, kidnapped by Israeli terrorists
Most embarrassing experience: Being caught wrestling inflatable dinosaurs in the bath

Name: Duane Hatherly
Born: Toronto, Canada
Status: Married (sorry, girls)
Favourite phrase: "Doh!"
Yummiest food: Mixed Berry Frûche, washed down with diet Coke (got to watch the middle, now)
Hobbies: Recharging my cordless drill collection
Ambition: To hang out with the big nobs in New York. If I can make it there, I can make it anywhere...
Weirdest job: This one
Worst nightmare: Arriving at work and realising I was completely naked
Most embarrassing experience: Arriving at work and realising I was completely naked

The Cracking Christmas Compo had a ginormous response—and with over 100 prizes up for grabs, it's not surprising. Here's who won what:

EA Pack winners: Joel Sullivan, NSW; Adam Timol, WA; S Gould, TAS; Kwasi Appiah, ACT; Rik Maynard, QLD; M Corcoran, QLD.

Valjean Game Gear Accessory Pack winners: N Rogers, NSW; Michael Fife, SA; Nicholas Tonkes, VIC; B Brown, SA; Darcy Sheehan, SA; Scott Thompson, QLD; Martin Radunz, NSW; Syd Eckstein, NSW; Timothy Layet, QLD; Danny Law, SA.

Playcorp Transparent Joypad winners: Sharon Bellamy, NSW; Mike Pretloue, NSW; David Mullins, QLD; Nathan Leach, WA; Andrew Cheung, NSW; KJ Wolfe, NSW.

Sony Goodie Bag winners: L Orchard, NSW; Philip Campbell, TAS; Kane Elferink, NSW; Dwayne Grundy, SA; Christopher Morhe, QLD.

Kaylee Joystick winners: Adrian Tofoni, QLD; Erica Harrison, NSW; Jorgen Liaris, NSW; John Banks, TAS; Tran Nhat Luong, SA; Tamara Walker, VIC; S Green, NSW; M Jenkins, VIC; Daniel Bolton, QLD; Adam Kable, QLD.

Sega Blow Your Mind Cap winners: Tim Graham, SA; Jason Badger, NSW; Nicholas Manro, VIC; Sean Malone, NSW; Michael Szyzslak, SA; D Jarrott, QLD; Laurence Dodd, QLD; Peter Seivers, ACT; Michael McGreevy, QLD; Shane McKenzie, QLD; Daniel Hockey, WA; Adam Solomon, NSW; K Cock, SA; Adrian Causon, TAS; Joseph Gafton, QLD; Andy Paulus, WA; Melissa Stanton, WA; Mark McCarthy, TAS; Simon Matkowsky, VIC; Andrew Den, NSW; S Farrawell, NSW; Mathew Cullin, VIC; G Hackett, QLD; Tony Mason, VIC; W & M Bendels, QLD. Annie Richardson, NT; John Richardson, SA; A Welch, WA; Nile Paterson, QLD; Brendan Lloyd, NSW.

Sega Blow Your Mind T-Shirt winners: Scott Cutts, NSW; Adam Papadopoulos, WA; Johnathan Treloar, NT; C Redhead, SA; Phillip Esparow, VIC; S Convy, VIC; Glen Sheppard, SA; Adam Mollinger, QLD; Alex Whight, NSW; Mark Hitchcock, WA; Emma Q, VIC; Justin Bianchi, QLD; Michael Roberts, ACT; Huy Nguyen, SA; James Nixon, SA; Paul Druce, QLD; Louise Binda, NSW; Sam Chiholm, ACT; Rohan England, NSW; John Gunawan, VIC; Josh Gray, NSW; Jake Ibbetson, NSW; Steve Ahrens, SA; Lewis Vladutut, QLD; Ben Woodall, QLD; Andrew Kisliakov, NSW; James Fay, QLD; Ben Tewoh, SA; Paul Watson, WA; Jason Voncina, QLD; Warren Moore, QLD; A Keays, QLD; Charles Williams, TAS; A West, WA; Ben Jarvis, SA; Richard Jones, SA; Jarrod Funslow, TAS; Karl Witzlsperger, NSW; Stuart Austin, TAS; Ralf Camuglia, VIC.

Oh yes, the answers. 1. Sega United thrashed Nintendo Town by 654 to nil. 2. False – to train as an astronaut take a peek at December's news pages. 3. The Programpad can be programmed with six combinations of moves. 4. Large Cod Piece plays as goalie. 5. You can reach speeds of 496 kph in *Super Monaco GP 2* with the Action Replay cart. 6. Sega was originally called Service Games of Japan. 7. Abu is the name of the monkey in *Aladdin*.

Thanks once again to all the companies who took part, and thanks as well to everyone who entered.

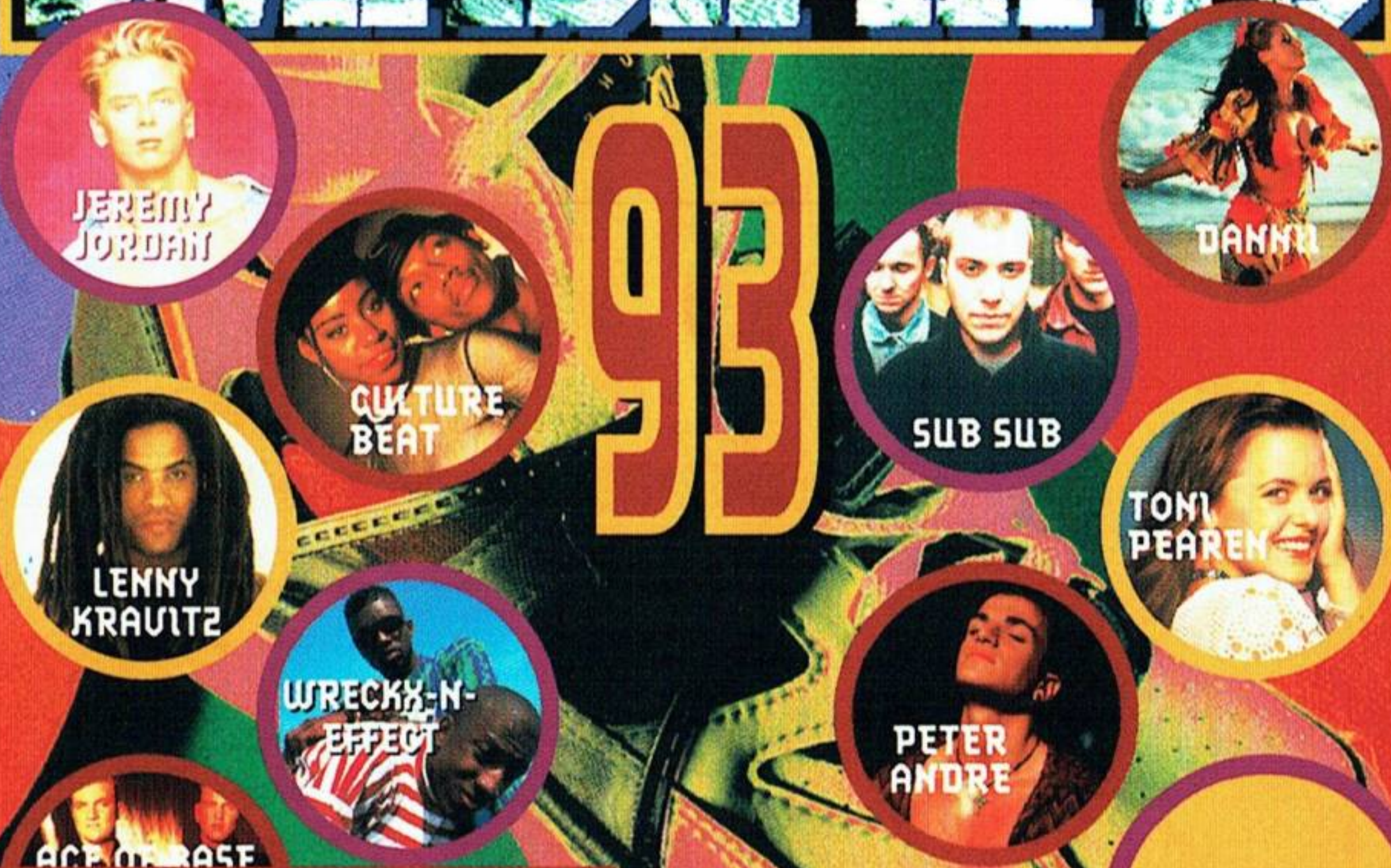
PARTY ALL SUMMER

SMASH HITS

93

19 OF THE PHATTEST TRACKS OF 93

SMASH HITS

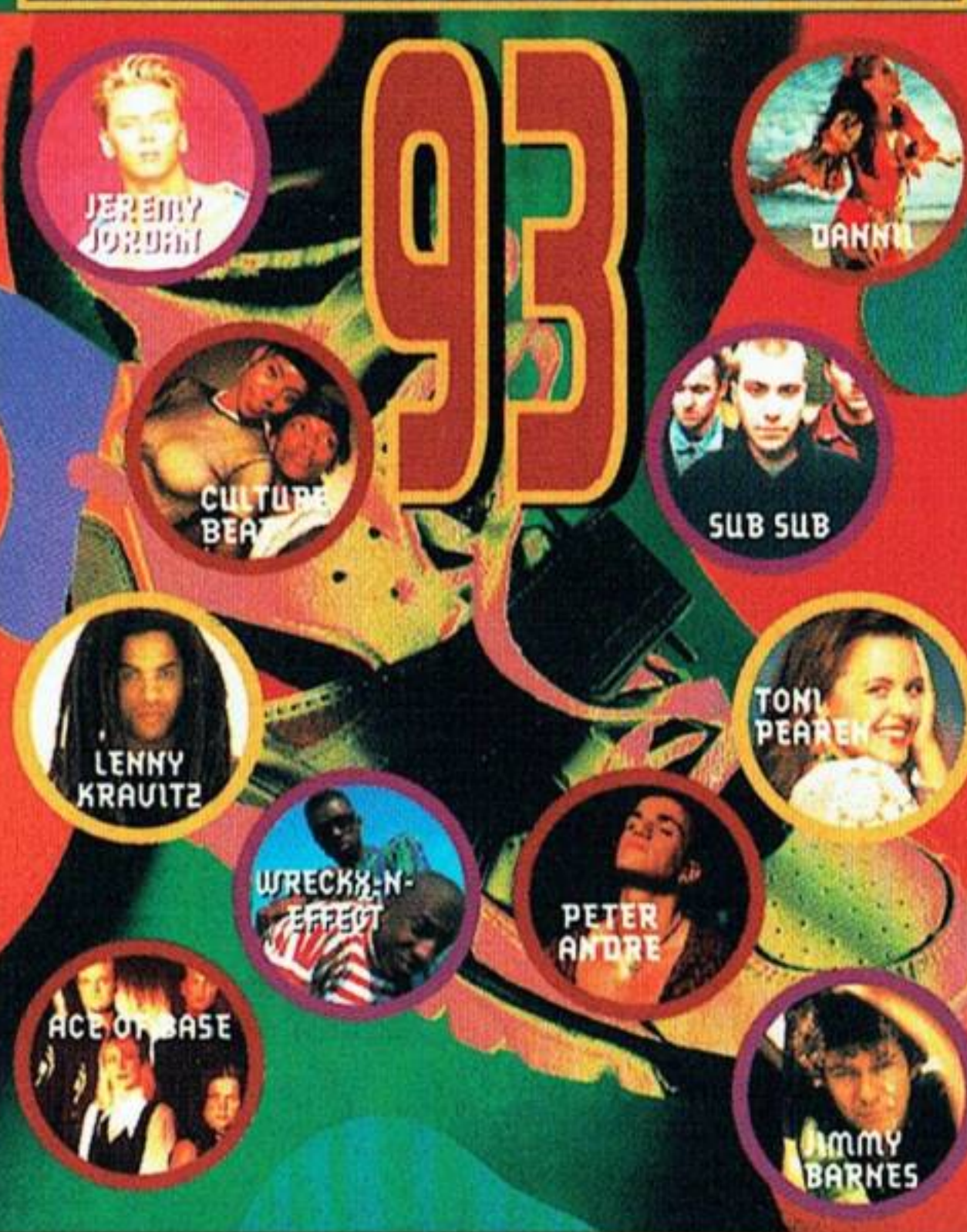


INCLUDES LYRICS

JEREMY JORDAN
 CULTURE BEAT
 SUB SUB
 ACE OF BASE
 PETER ANDRE
 DANNU
 AND MORE...

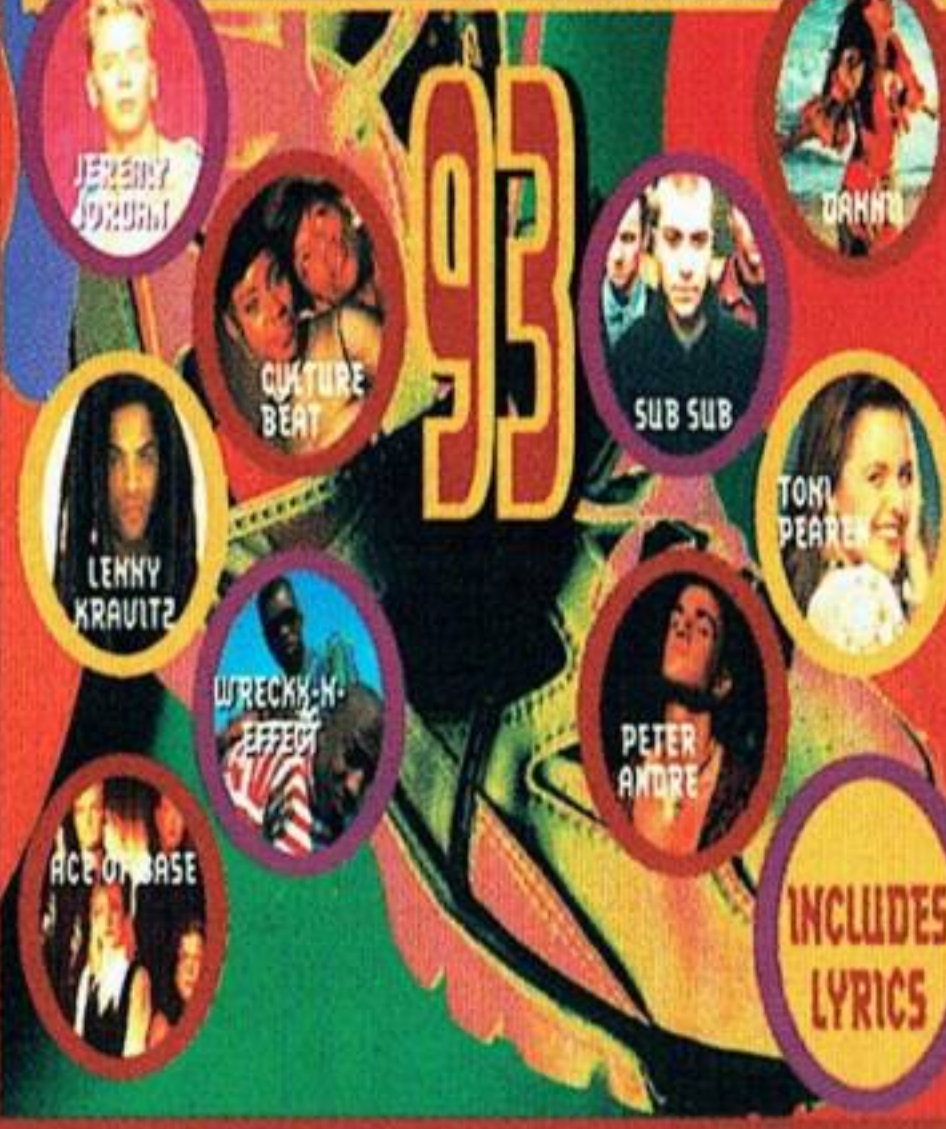
17 OF THE PHATTEST TRACKS OF 93

SMASH HITS



19 OF THE PHATTEST TRACKS OF 93

SMASH HITS



INCLUDES LYRICS

ALL THESE HITS
 ON ONE HOT
 ALBUM AND
 VIDEO

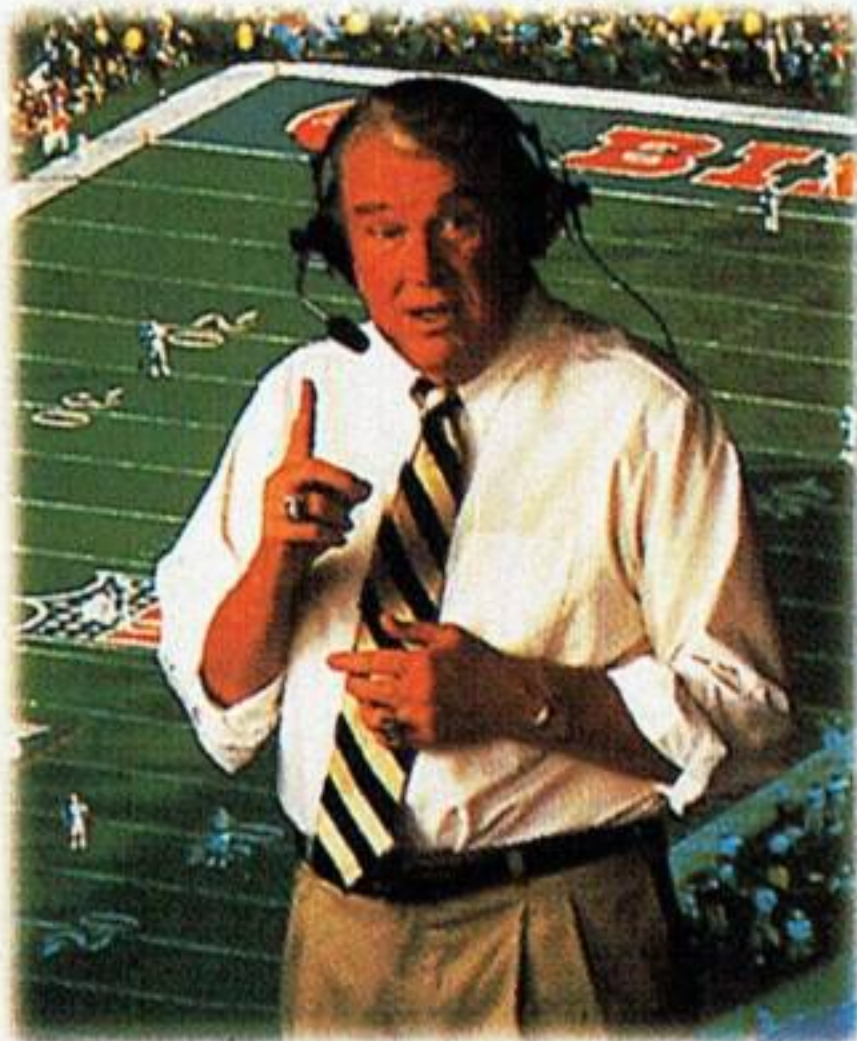
IT'S BEEN WORTH THE WAIT



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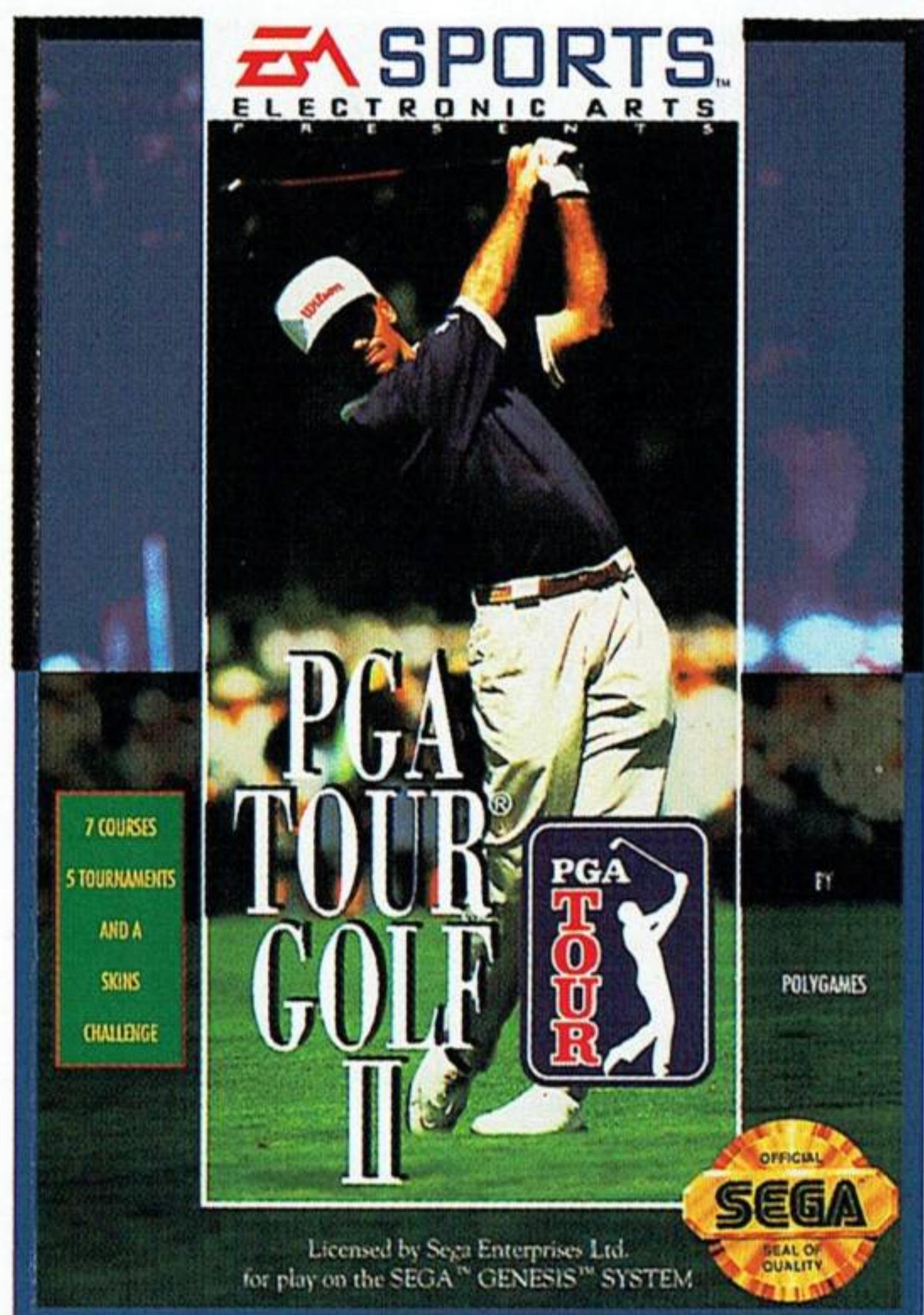
16
MEG

FIFA INTERNATIONAL SOCCER

4
WAY
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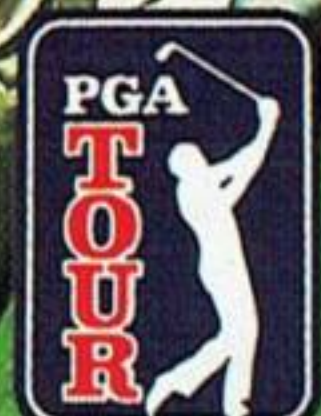
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AND A
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