

MEGAZONE

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AUSTRALIA \$3.95

**NEW
LOOK
ISSUE**

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Megazone super preview!!

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Knightmare!**

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LeChuck's Revenge MONKEY ISLAND 2



Haunting secrets from the first game revealed



Illiteracy-driven icon system



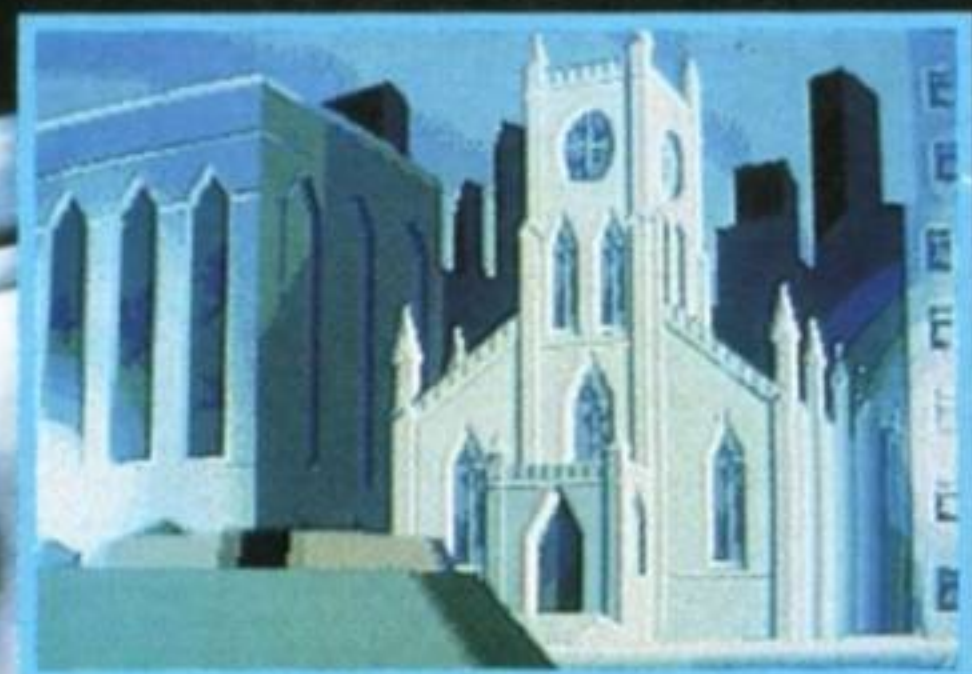
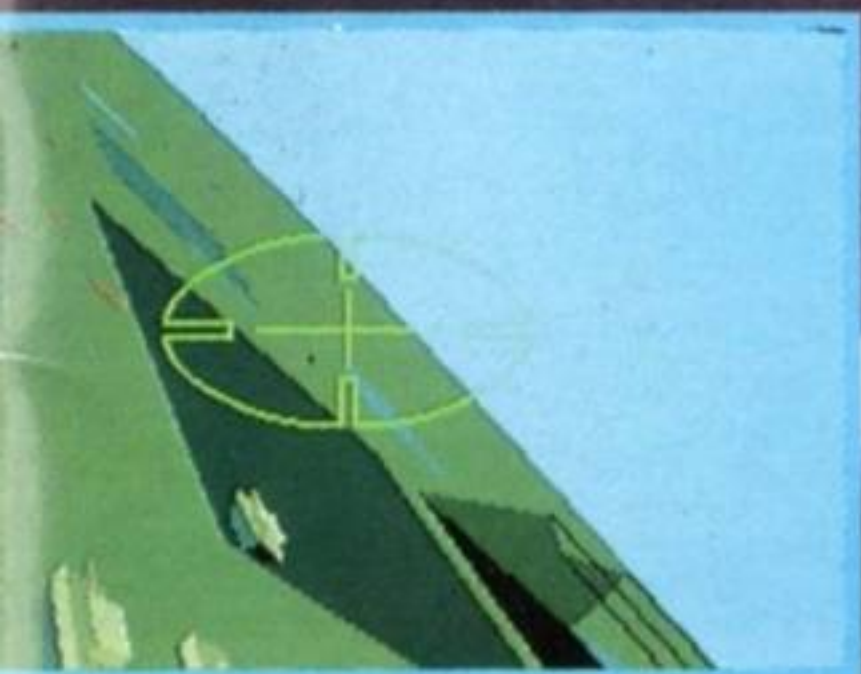
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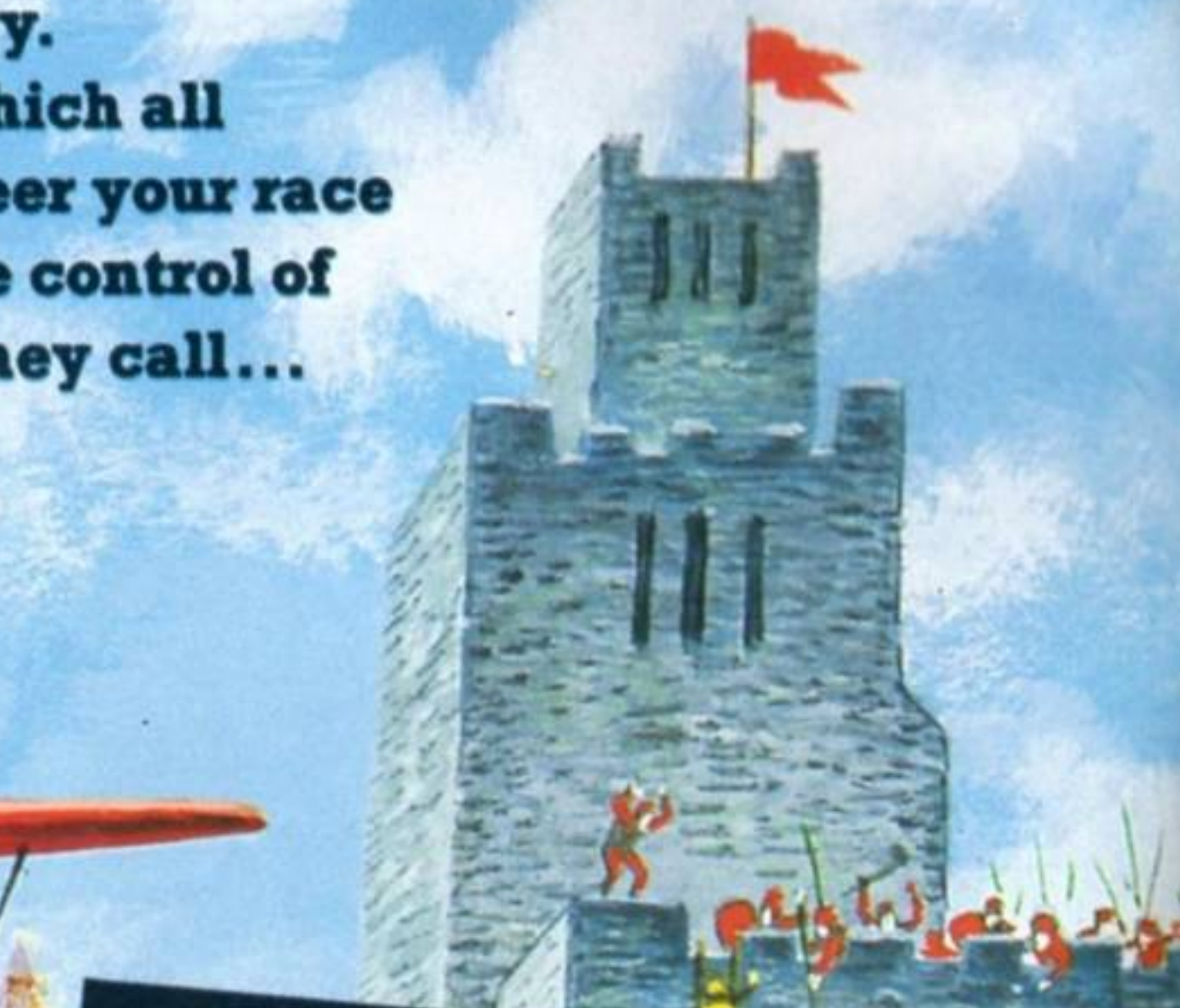
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Hey Megaphiles. This here's the issue of you're favourite mag you've been waiting for. We've totally blown out this time - no less than 32 solid pages of reviews!!! And 10 pages of feature stories!! Not to mention a totally new-look cover and a totally new philosophy: more info and more reviews than ever before. Now, here's a tip: take a good look at The Addam's Family - this one's gonna be big. Da da da da click click... Yeah, well that doesn't translate real well onto print but you know what I'm trying to say. If the movie's anything to go by, the game will be mind blowing. Check out the preview pg. 16 and see for yourself.

And speaking of movie conversions, Arnie's lookin' suitably mean on the arcade version of Terminator 2 - this has to be the wildest arcade slot in a long time. The designers worked with the director and crew from the movie to get a completely authentic game which actually improves on the movie!!

But before you get your teeth into our hot reviews you gotta know something: We hired review expert Brian Costelloe to create a totally new review rating system - more accurate and detailed than in any other mag. The rave on page 24 tells you all about it.

Oh! mega congratulations to Robert Galton from Holgate NSW, proud owner of a new Mega Drive, thanks to everyone that sent in to our survey, stay tuned for more great giveaways!!!

Read on Megafans, it all begins on the very next page...

Craig Kirkwood, Mega-ed.

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The Devil in Paul's PC

State MP, Paul Gibson, has called for the NSW government to look at the "satanic influences" of games such as *Dungeons and Dragons*, *Hero's Quest* and other RPGs. According to Mr Gibson some games "had a detrimental effect on the thinking of young people"

In an article in the Sydney Morning Herald, Gibson said that one young boy had nasty dreams and could not help drawing evil things, and that he had seen and heard strange things happening in his bedroom after playing these games.

When Megazone spoke with Mr Gibson he had calmed down a little: "what we need is a classification system like there is for films and videos," he said, "some of these games are violent and destructive. I wouldn't want my kids to be playing them."

Well, that's a shame for his kids, but maybe he has point. We at Megazone are not in favour of censorship, but there are some games that could have an influence on younger kids especially in ways that might not be so obvious. What was frustrating, was that Gibson had no idea what the games were all about - *Dungeons and Dragons* has been around for a long time, and *Nightmare* (another one that he mentioned) is not exactly scary!

Gibson said he was going to raise the matter in parliament next sitting. We politely advised that he seek expert opinions before doing so...

SILENCE OF THE RAMS
You're not going to believe this, but rumour has it there's a game conversion of that macabre horror flick, *Silence of the Lambs*.

We can only speculate at this stage just what this will be like.

Ripping peoples faces off, keeping hostages in pits, that kind of thing I suppose. Can't wait to see the 3-D graphics ... bleagh.

GAMES STILL SELL THE WORLD

Despite the recession, market analysts tell us that games are still selling as well as ever around the world. Japanese newspaper *Nihon Kisai Shimbun* has forecast profits of around \$1.5 billion this financial year for Nintendo which employs some 3,000 people world wide. This makes it ahead of big Japanese companies like Hitachi and Nippon Steel.

However Nintendo is facing some stiff competition. The two Japanese companies which compete with Nintendo internationally, Sega and NEC, have been quicker off the mark and into the shops with new products.

But Nintendo have taken a slightly different path to their competitors. In order to maintain some control in the market, Nintendo enforced a licencing system on software companies. This means that companies cannot write games for Nintendo products unless they are registered with Nintendo. Apple computer did a similar thing with their hardware, ensuring control of what was produced and to what standard.

Not everyone feels this is such a good idea since it may limit the amount of products created, but Nintendo maintains this policy was responsible for the return of the video game market: "The old way (without regulation) resulted in a profusion of poor-quality games, and the consumer was ultimately turned off," said Howard Lincoln of Nintendo America.

Nintendo's critics, however, call the controls an "illegal restraint of trade." Nintendo is the target of anti-trust suits filed by Atari in the US. Atari dominated the computer game market in the early 1980s.

from Washington Post

TEENY WEENY KEYBOARD

An American physician, Dr Sam Lerman, has come up with a keyboard which can pack the function of 101 keys into a space a few inches across. Now, more astute readers may be wondering how you could type on a space a few inches across. Good point. We suspect the usage would be in tiny hand-held computers and, just maybe, tiny hand-held games machines! Wouldn't it be nice to squeeze the function of an IBM keyboard onto a panel the size of a Game Boy? Think of the possibilities!! But don't lose any sleep over it, it's only a concept at this stage and may never actually be anything more than a blot on the drawing board.

A BIT CONFUSED?

Many readers have asked us exactly what a MBit is. Well, it's a megabit. That is, 1024K bits, as opposed to a MegaByte which is 8 times this amount, 1024K bytes. You see, there are 8 bits to a byte so 1024 bits is the same as 1024/8 bytes = 128. You're probably still a tad confused. What is this "K" business anyway?

In most instances a "K" represents 1000 which is the same as saying 10^{10} or $10 \times 10 \times 10 \dots$ 10 times over. Now, in computing, (and gaming) a K means 1024. This is because the computers work in binary mathematics (base 2 rather than base 10 which is what we normally work in). Now, 2 to the power of 10 (or 2^{10}) is like saying $2 \times 2 \times 2 \times 2 \dots$ 10 times over. This just happens to equal 1024, or 1K.

So there you have it. 1"K" actually means "to the power of 10" or "the base number, multiplied by itself, 10 times over". In "normal" mathematics the base is 10 or 1K = 1000, but in binary mathematics the base number is 2, so 1K = 1024.

"M" or "mega" always means K^2 which is 1 million in normal maths (1000×1000) and $1024 \times 1024 = 1048576$ or simply 1024K in binary maths and computer/gaming.

Right, let's hope that clears up the "K" and "M" business, if you don't understand the base/power terms, I'm afraid you'll have

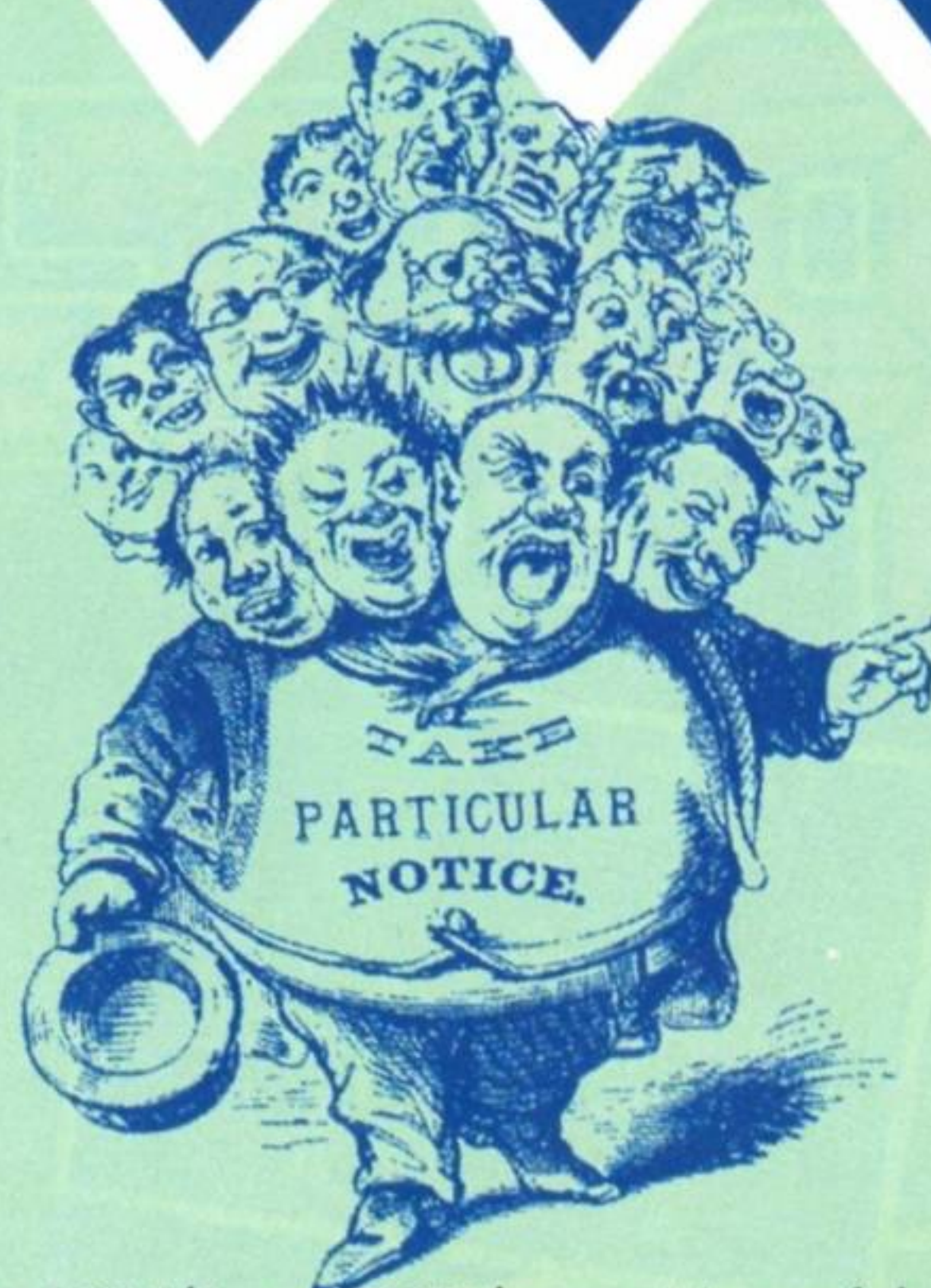
to ask your maths teacher, there isn't really room to explain it here in any more detail.

Now for the bits and bytes. The term "bit" is the smallest unit of data a computer can deal with internally. A bit is actually just one little switch either "on" or "off". In fact, all a CPU (micro-processor or Central Processing Unit) does is contain millions of switches all connected together.

Traditionally, computers have transferred data in groups or "Paths" of 8 bits. IBM came up with the cute and confusing term "byte", meaning a path or group of 8 bits. There's also a "word" which is 16 bits and "long word" which is 32 bits, but these are even more confusing and not commonly used outside software designer's offices.

A 16 bit Mega Drive uses a path of 16bits, a Master System or NES uses 8 bits at one time.

So, when you see "MBit", you know it means 1024K bits. You also know that it



means $1024/8 = 128K$ bytes. It's useful to understand the amount of bytes because that is what most computer companies use to measure memory and disk space. For example, a PC might have 1MByte memory and 40MByte or just 40M hard disk capacity. The cart size of most console games is measured in megabits. here's conversion chart t bytes:

MBIT (GG,MS) 128K BYTES

MBIT (GG,MS,MD) 256K

MBIT (MS,MD) 512K

MBIT (MD) 640K

MBIT (MD) 768K

MBIT(MD) 1024K BYTES

CRAIG KIRKWOOD

SEGA MEGA DRIVE GAMES

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AMIGA SCREENSHOTS



DOMARK
TENGEN

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 Published by Domark Software., Ltd, Ferry House,
 51-57 Lacy Road, London SW15 1PR

ProVision:

The Packaging of Virtual Reality

Virtual reality seems to have caught the imagination of the usually computer-fearful public. We who play games are no strangers to the idea of virtual reality, but it's a term that is used without much thought for what it really means.

Virtual Reality (VR) has grabbed the attention of the media in a way that computing matters seldom do. This is hardly surprising; most people outside the computing trade see it as being a grey (or, perhaps, beige?) profession that concerns itself with numbers and gigglesome names such as floppies and bits. Computers only become interesting to the majority when they show lively images, and even then, the images often disappoint. TV and the cinema lead people to expect photo-realistic moving images that today's computers still cannot deliver even on the best PC. Those who work with computers or program games don't appreciate the depth of this disappointment, because we know too much about how limiting hardware still is. As Dr. Samuel Johnson said of the dog "walking on his hind legs," the layperson just sees that "it is not done well", but (we the knowing,) are surprised to find it done at all.

With the coming of VR, computers will catch up with the other visual media to deliver convincing images of the world - even new worlds built to our own wishes. VR is science's answer to the ancient craft of magic: changing the world by thought alone.

Implementing VR poses big technical problems, not the least of which is the huge programming effort needed to create even the most trivial of images. Division, a small UK-based company, has set about tackling these problems with an integrated hardware and software system. The company's ProVision system connects to a workstation computer (that's another jump from a PC) and contains a powerful parallel-processing "engine" with software that manages to hide the complex workings from the application or games programmer.

The hardware needed for VR truly stretches current computer technology to its limits. To let you walk through a convincing three-dimensional world using a stereo display, the system must be capable of computing two whole scenes (one for each eye) 30 times per second to achieve smooth motion!! The following steps describe what the computer must do to accomplish this task.

1. Consult a database that holds the projection, shape, size and colour of every object in the virtual world.
2. Calculate how each object would look from the current position of the viewer's eye, while taking into account the object's own motion and rotation.
3. Draw each object, using 2-D polygons to approximate the 3-D surfaces.
4. Exclude those surfaces that are hidden behind other surfaces from the current viewpoint.

5. Colour each polygon from a palette of at least 16,000 colours.

6. Smooth calculations to round off the sharp edges of the polygons.

7. Perform shading calculations that incorporate the object's illumination (ie., reflections and shadows).

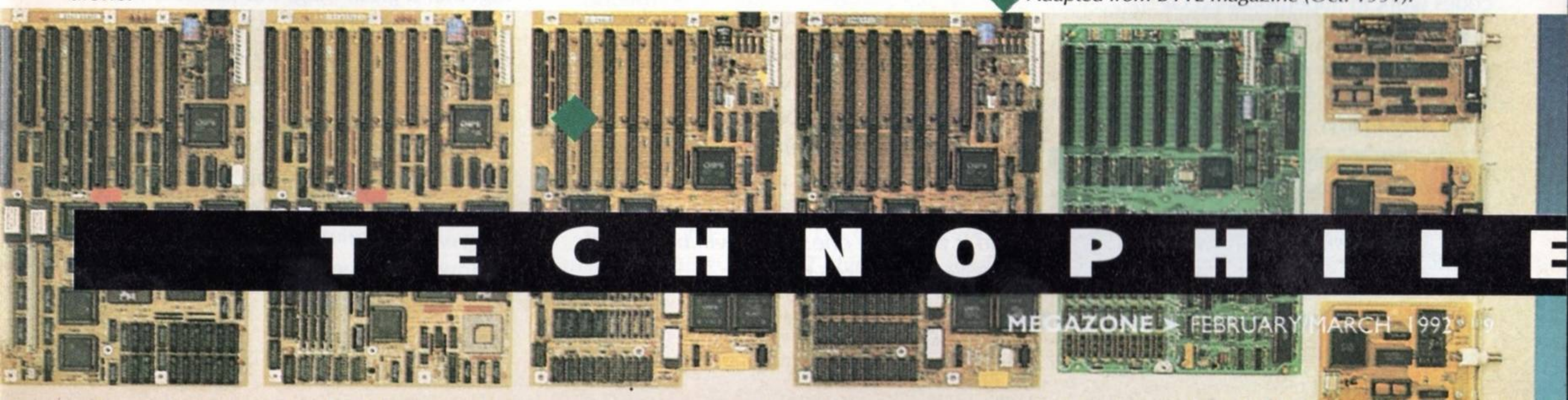
8. Perform texturing calculations to make the surface of each object look glossy, matted, rough, translucent, or wood-grained.

Then, of course, you need to consider sound and gravity. In VR jargon, steps 1 and 2 are labelled geometry, while steps 3 through 8 are subsumed under the term 'rendering'.

Geometry is the least difficult part. Nowadays, even a modest PC can do "wireframe" animation (eg., rotating cubes) and the more powerful PCs can even animate solid objects drawn in flat colours (eg., the Amiga bouncing ball). What really soaks up the juice is rendering. Even powerful graphics workstations can take hours to render a single frame to photo-realistic standards; the sort of computer animation that you see in the cinema is done off-line, not in real time, and requires days of super-computer time to achieve minutes of animation!

If this project becomes commercial it may see a whole new world of virtual reality opening up in the games industry since virtual reality is probably where the future of games is going to be. Keep your eyes on Megazone for more news as it comes to hand.

Adapted from BYTE magazine (Oct. 1991).





The Mail Bag

The bag is hungry! and waiting for your letters. Send to:
Megazone Mail Bag, Locked Bag 7, Rosebery, NSW 2018

WHAT'S AVAILABLE?

Dear Megazone,

I would like to congratulate you for having such a great magazine. But it would be nice if, you could put whether Amiga games are available for IBM or not. Here is a cheat for you:

Prehistorik: Start the game from Dos using the command, CHEAT. Then, any time during the game, you can press down three, and you will have infinite energy. Also by pressing down four, you can walk through anything.

Peter McIntyre, VIC

Where information is available we usually say whether a game is out on different formats. In future we'll try to make it all the time, but sometimes the release dates for different formats are unsure.

MODEM

Dear Ed,

I am considering buying a modem, but am not sure if there is any online services for my Atari ST. Could you please give me a list of them and some prices of the modems?

Ian McArdle, QLD

There is a wide variety of modems around. It's best to buy one which can do all speeds (from 300 to 2400) because on-line services run at different speeds. It doesn't matter what kind of computer you have, when you access a bulletin board, your computer is acting as a terminal and will receive information regardless of the type.

CHALLENGE TO GET GAMES!!

Dear Megazone,

Where is the best place to buy MegaDrive games? It's hard having a \$350 Mega Drive when getting games is a better challenge! and can you make sure that the codes work in Super Monaco GP!

Peter Weuffen, VIC

It can be difficult to find games if you live in country areas. Most department stores carry Mega Drive games. Try phoning up the nearest one to you and see.

We don't have any control over Super Monaco or over hints and tips that people send in. We don't have the time or resources to test them all first!

STUCK WITH THE GOBLINS

Dear Megazone,

I just got my first issue and I love it, I am going to be a regular reader of your mag but I just want to know a few things:

1. How much would it cost to buy issues 1-17 (to complete my collection)?
2. Is the game 'Elf' available on the Amstrad CPC 6128?
3. How often is this mag published?

Geoffrey Payne, ACT

To purchase back issues, you'll have to get in touch with our distributors. Phone the number at the front of the mag and we'll put you on to them.

Phone Amstrad for info on the CPC.

At the moment Megazone is published bi-monthly. We may become monthly again sometime this year.

STREET FIGHTER

Dear Megazone,

I think you magazine is crap (only joking). I have a cheat for Shinobi on the Master System if you tell me two things:

- 1) Will Street Fighter II be out on the Master System? and
- 2) Will Snow Bros be coming out on the Master System?

When Shinobi appears, wait till the background turns white then press up or down and press button 2 at the same time. It will show up some figures and all you do is press up or down and you can start at any level.

Tim Costin, SA.

Thanks Tim, tough questions, but we're on the case! Keep in touch!

WHERE TO SELL?

Dear Ed,

First of all I'd like to congratulate you on your great mag, and here's my questions:

I would like to sell my old Sega and thirteen games and buy a Mega Drive. Would there be an easy way to sell it?

Keep up the good work!

Luke Openshaw, NSW

We hope to be running a classifieds section in the coming issues where you can buy and sell stuff. Please phone or send in your ad if you have one. There will be a small charge for the service.

DON'T MENTION THE ...

Dear Megazone,

Sorry about the font, I just purchased windows and I have to keep on playing with it. Ok, I'll change it. Hows this? Oh, too big. Ok, I'll be boring. Anyway, enough of this sucking-up stuff. Hey, great mag! I've bought every issue (what a lot of bull, how can you publish this tripe?) Anyway, I've noticed a lot of people have been writing in giving hints on Kings Quest V. Well let me tell you, if you had to publish every hint for KQV you'd fill the whole mag!

Your mag seems to be holding up fine, though I got a bit worried when it no longer came out monthly. Recession? Oops, I said the "R" word!

Just a little hint on the game reviews, could you please add these things:

Copy protection

How much room it takes up on the hard disk.

If it supports Sound Card.

If it runs in 256 VGA colours.

See ya round, Ian Manieri, Beacon Hill. Don't mention the "R" word again.

We try to include all the information we can, but sometimes it is simply unavailable. We try to please...

MEGAZONE THE ANNUAL ?????

Dear Megazone,

Your magazine is the ultimate! but maybe you could make an end of year issue called the 'Best of Megazone'?

Could you review FII7A Night Hawk and FIS Eagle 2?

Lastly, why is Megazone, only released every two months?!

Goran (The Introspective Kid), VIC Look, Goran, it's hard enough to put together a great mag, but you want it every month? These are bad times brother.

WHY? HOW? WILL?

Dear Megazone,

1. Why do you write so many reviews for Amigas, Atari STs, IBMa and do hardly anything on SEGAs?

2. How do you get all your magazines so

neat?

3. Will you ever have a game catalogue order form?

Here's a tip for 'Alex Kidd in Miracle World':

To get an extra man in level 1 punch second ? mark, a ghost will come out, run quickly to the next screen (he won't follow) at the end of the level there's another ? mark punch it, an extra man will appear, get the man and you'll have an extra life in the status screen.

Elia Vecellio, NSW

1) This issue we have 5 games for the Sega... ain't that enough?

2) Cause we are neat

3) We won't ever have a game catalogue order form.

4) Thanks for the tip!

SIERRA

Dear Megazone,

Do Sierra games have as good quality on Amiga as they do on IBM? and how many Ultima games are available for the Amiga 500? also, could you please put some more RPG reviews in?

Michael Ribbons, NSW

It depends on the type of Amiga or IBM you have. Generally, most games are pretty similar on different format, but if you have a very fast IBM with a good monitor, it will look better than the AMIGA and vice versa.

MORE GAME GEAR

Dear Megazone,

Game Gear is Fab! but is it possible to connect my G.G to the television?

Will Master System titles become available on GG?

I saw a converter for MS games to GG in Singapore, does it work, and will it be coming to Australia?

What about Sonic?

Jon McAuliffe, VIC

Don't know a bout the Singapore affair, sounds great. Not all Master System games will be released on the Game Gear, many just can't be translated that easily.

It's not possible to connect the Game Gear to the television.

SEGA GRAPHICS

Dear Megazone,

I currently own an IBM and have recently experienced SEGA because of the terrific graphics and wide variety of games, I am looking to buy a console. What is the difference between the Mega Drive and the Genesis?

Will the CD ROM have a wide variety of games on sale when it is released in Australia?

Since the CD ROM is able to play normal CD's as well, how difficult is it to link up to a stereo?

Tom Thumb, QLD

The Mega Drive is a 16 bit machine with a 68000 processor it runs much faster than the 8-bit Genesis and has superior sound and graphics, as for the rest — stay tuned!

HOW MUCH?

Dear Megazone,

I love the way you do your great reviews. I also noticed that some of them had the recommended retail price on them while others didn't. Could you always print the average price on them?

How **DO** you come up with such a great mag?

Thomas Mitchell, NSW

We'll try to provide the info!

SUPER FAMICON

Dear Megazone,

Yo! greetings from a Yank!

I've recently come from Japan and my lips are sealed!..

For all you Super Famicom fans, if you are willing to part with the cash you are in for a great challenge and beautiful graphics. It's the sweetest thing I've layed my hands on!

Suke David Omoto, NSW

GAME BOY

Dear Megazone,

Please try to fit some info into your mag, concerning Game Boy games, in exchange here's some Amiga 500 tips:

Shinobi - At the start of the game, press pause, type LARSXVIII for infinite energy.

Batman - Type JAMMMMM on the title screen, the screen should flip, and hey presto, infinite energy.

Andrew Hey, NSW

We try to include one now and then. There's one in this issue!

MEGAZONE RATING

G'day Megazone,

Here's my Megazone scoreboard:

Graphics:	8
Colour:	8
Action:	7
Sound:	8
Documentation:	8
Mental Anguish:	8
Lasting Interest:	7
Value for Money:	7
Overall	80%

Raymond Zimmerman, SA

- We'll try to improve the mental anguish, Oh! yeah, my T-shirt size is small.

SHEEPS NOSTRIL ANYONE?

Dear Megazone,

I'm writing this letter from over the ditch, you know in the land of the long white cloud, this is what I hate about letters in your mag:

1. Firstly when people number their questions, I mean who gives a sheeps left nostril what number question they are reading?

2. Secondly when people suck up to you by saying how absolutely, wonderfully, marvellously brilliant your mag is (even if its true).

3. Thirdly how people ask for a free computer (although a new IBM or an Amiga wouldn't be bad).

4. Fourthly, how people write firstly, secondly, thirdly, fourthly...

Squid Bait, New Zealand

Ta, yeah you would get this mag faster if you subscribe - look for the fluro bit..

HELP!!!

Dear Megazone,

I was wondering if you could help me, as I am in a bit of trouble. I've been saving up my money for a Megazone subscription, but last week my big brother knocked off my piggy bank (in the shape of a gym boot!) My mum won't believe me, she says 'You went to the shop and bought heaps of lollies and stuff and you just want more money!' Phew! - how can I convince her I'm not lying?

Anyway I've started to sell lollies in the holidays to this bunch of people at the end of the street, talk about weird-they don't do any work at all and eat lollies all day, mum saw me there and said that I was lying. But I was working. Now I am mowing lawns and delivering crappy newspapers, to save my money for a Megazone subscription. All my friends think I'm really cool 'cause I buy Megazone, and we have all gone into work together so we can all have our own copies of Megazone. If you need your lawns mowed we'd be happy to do it if you could get us subscriptions.

M. Ower NSW

P.S. Your mag is goin' off!!!

That's roolly sad! maybe if you showed her your teeth (I trust that they're not lolly infested!) she might believe you. Bad news is there's not a lot of grass in the office at the moment, sorry.



HINTS

CONTRA

Gameboy

To get 9 lives per credit push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, A, B, SELECT AND START.

Tom Hancock

ELF

Amiga

Type CHOROPOO for Infinite lives.

GOLDEN AXE

Master System

Extra continue

Press joystick diagonal UP and LEFT and button 1 simultaneously.

John Davies

GHOULS AND GHOSTS

Mega Drive

Level Select

Go to the option screen four times. Press A 16 times, UP twice, DOWN twice, LEFT, RIGHT, LEFT and RIGHT. Hold down one of the following while pressing START to get to the location you want.

Level

1 (half way) A

2 (start) UP

2 (half way) UP and A

3 (start) DOWN

3 (half way) DOWN and A

4 (start) LEFT

4 (half way) LEFT and A

5 (start) RIGHT

5 (half way) RIGHT

Final Boss RIGHT and DOWN

Max Kroomby

HELLFIRE

Mega Drive

If you're having problems with this shoot 'em up, try this tip to get 99 continuous

lives. Just go to options and select hard as your difficulty level. Then go to the sound select and listen to any tune for 70 seconds and it should start automatically. It should say "Yea" right where it normally says difficulty setting. That means the cheats been installed.

Mathew May

NEMESIS

Gameboy

When you pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, B,A,B,A - you can now choose any weapon.

Tom Hancock

NAVY SEALS

Amiga

Type PSBOYS for infinite credits

PIPE DREAM

Gameboy

On the password screen enter Pipe and you get to play Tetris.

Tom Hancock

PREHISTORIK

IBM

Start the game from DOS using the command, CHEAT. Then, any time during the game, you can press down three, and you will have infinite energy. Also, by pressing down four, you can walk anything.

Peter McIntyre

PSYCHO FOX

Master System

Get to round 1-2. Keep on going until you get to the blocks that can be broken by Kippo. Transform and break them. Go in until you find two eggs. Crack them and walk in front of the second egg. Jump up

and throw bird through the air. He will make a crack in the sky. Repeat until it opens up. Jump in and as soon as you appear, push to the right on the control pad and follow the jumping board till you get on top of it and push down on the control pad. You will go down and come out at round 6-1.

Rodney W.

RAINBOW ISLANDS

Amiga

When coming to the end of the level where you have to fight the dreaded vampire, don't wait for him to come, just keep on walking and the level is finished.

Andrew Hey

ROTOR

Amiga

Type GAG at any time to get to all the missions

Jason King

RETURN OF THE JEDI

Amiga

Enter DARTH VADER on high score table. Now to skip a level, press F2

Jason King

ROADRUNNER

Amstrad

When you are on the option screen hold down U and S and Cheat mode will appear underneath. Start game and you will have infinite lives.

Nathan Ekwarin

SONIC THE HEDGEHOG

Master System

Green Hill Part 1

Firstly, as soon as you come up on the screen, turn and head to your far left. When the screen stops, turn to your right and

HINTS & TIPS

count the palm trees. The 21st palm tree (which is on a small hill near a totem pole) holds a life. simply stand beneath it and jump, it will fall down ready for you to grab.

Green Hill Part 2

This one is easier to explain, the very first time you hit water - jump to your left and aim at the wall, you'll find a hidden tunnel, follow it and you will find your life.

Green Hill Part 3

On your way to fighting the boss, just fall down on the second pit and run to your right.

The Bridge Part 1

This one's obvious, just do a really high jump and the see-saw with the weight on the end

The Bridge part 3

Keep searching the water below by looking down, you'll find the life near a waterfall.

The Bridge Part 3

When you appear on screen just run to your left, Bingo!

Paul Gilsean

SHADOW DANCER

Amiga

Pause the game and type "give me infinity" for infinite lives.

SHINOBI

Game Gear

Extra Life

There is an extra life in the second part of the woodland level. Where the pole sticks up in the air at the top of the tower, stand on the right of the pole facing left, jump up and fire.

Mark Addams

SKATE OR DIE 2

Nintendo

Go directly to the double Trouble competition, hold down the 'B' button and press 'start' during the opening.

Dave Ford

SUPER MARIO BROS 3

Nintendo

To get Kuribo's shoe in world 5-3. Wait until he is on top of some bricks then punch him from underneath. Then get in the shoe and jump on springs, Munchers and Piranha Plants.

Dave Ford

SUPER MARIO BROS 2

Nintendo

In world 1-3 at the brick wall there is a POTION, go to the end of the screen and drop it there. Go down the vase and warp to world 4-1

In world 4-2 go to the whales and get the POTION and go to the vase and warp down it to world 6-1

In world 2-2 instead of Ostro you have to fight Mouser, get his bombs and put them under him and he will spin around 2 times and then die and a door will appear.

In world 6-2 there is a impossible part to cross. But to cross it you need the bird and when you get to the door you have to fight Mouser.

Paul Doessel

SWORD OF SODAN

Amiga

enter your name as NANCY for infinite lives.

Jason King

THE SIMPSONS

Amiga

Type "Cowabunga" on the title screen for the game to be made easier and "Eat my Shorts" for the next level.

SWITCH BLADE II

Amiga

Type "level" on the title screen, then the level you want to go to. Type "chrome" for a different game.

SWITCH BLADE II

At the start of the game, press paus, type LARSXVIII for infinite energy (99 credits).

Andrew Hey

TOKI

Amiga

Type "killer" while playing and F1 to F6 for levels.

Simon Byers.

TWIN COBRA

Megadrive

Stage select - At the title screen, press start to get the green options screen. Now press up, down, right, and left and then hit start. Now you can select 10 challenging levels.

WONDERBOY

Game Gear

Hold down and press start. Then press up to select level.

Mathew May.

WAR ZONE

Amiga

Press F1, F2 and F3 after each other and the title screen for unlimited lives.

**do you know something
we don't?????**

Send your Hints and Tips to:

**MEGAZONE HINTS AND TIPS
LOCKED BAG 7**

This month's offering of
MEGA titles is proudly
presented to you by the
TEA LADY.

MEGA

10

RACE DRIVIN' (DOMARK)

1 When it comes to explaining the high speed thrills of Domark's new Race Drivin' game, we're at a loss for words. After all, Hard Drivin' was a No.1 best seller, and now there's Race Drivin'. Prepare to be amazed!

Race Drivin's even more outrageous than Hard Drivin'. It's tricked out with breathtaking new stunt features like the corkscrew loop, the jump loop (upside down!) and the full pipe which will challenge even the bravest racers. Then there's the new Autocross track with a built-in pace car - it's a devil to beat.

The 3D graphics are legendary, the replayed crashes are awesome and the handling couldn't be more realistic. Go for a test spin and see for yourself.

Will be available on IBM, Amiga.



MONKEY ISLAND 2: LECHUCK'S REVENGE (LUCAS ARTS)

2 Appearances can be deceiving. So learns Guybrush Threepwood, hero of LucasArts Games, The Secret of Monkey Island in his second high seas adventure: Monkey Island 2: LeChuck's Revenge.

Chuffed at having destroyed the Evil Ghost Pirate, LeChuck (unfortunate name), Guybrush (not much better) has retold the tale in every bar this side of The Cape. Lately, however, the big shot has become a bit of a bore about the whole matter. Eager to regain his former glory, Guybrush sets his sights on a new bad guy - Largo LaVerne, extortionist extraordinaire. Eventually Guybrush is able to lose La Verne. But in

the process, Le Chuck is reincarnated and he's mighty mad at the boasting boy.

Sounds gruesome, but this game is actually very funny. By the time you read this, it should be almost out on the IBM. Supports Adlib, Soundblaster and Roland sound cards.

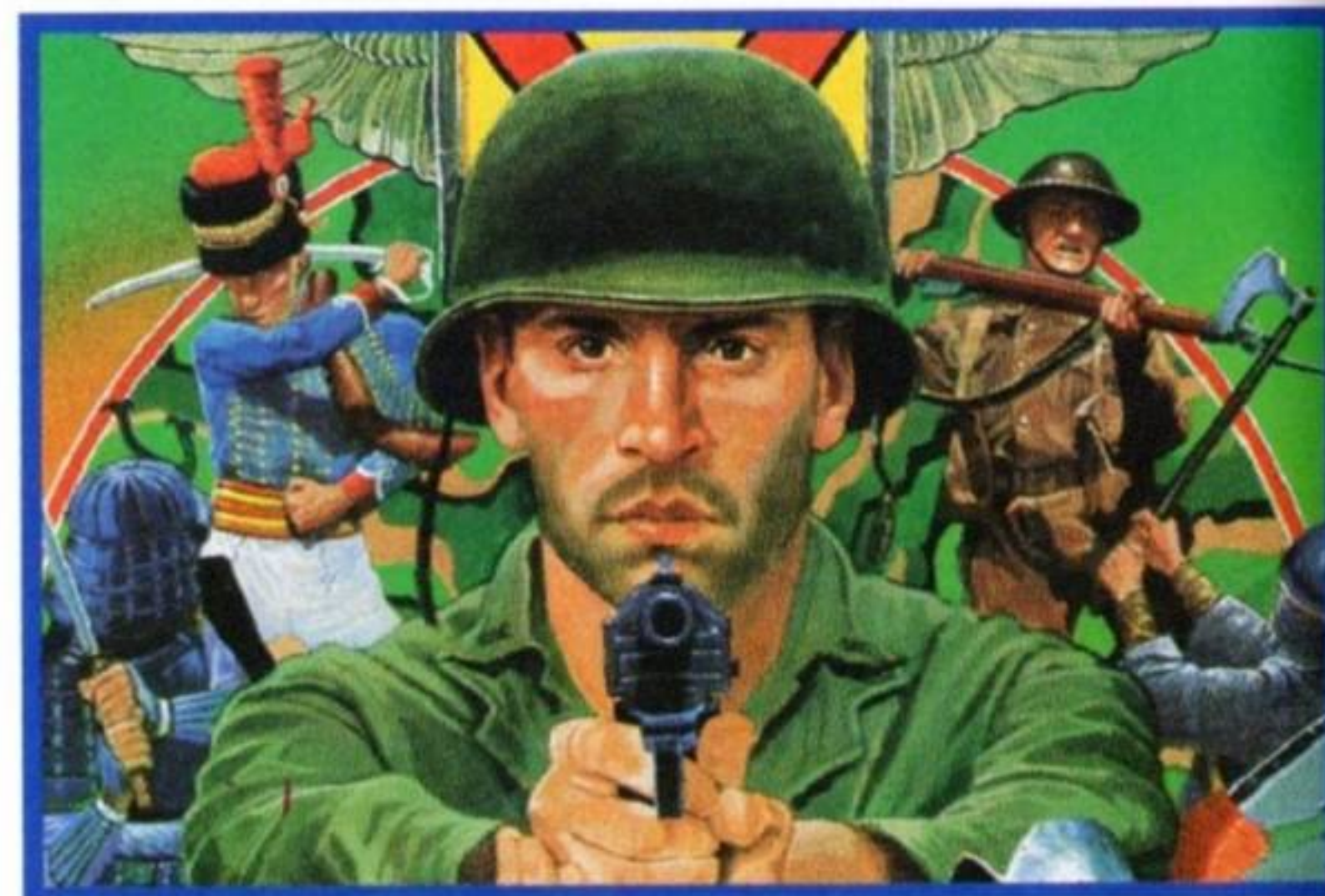
UMS II: PLANET EDITOR (MICROPROSE)

3 Just when you thought you had finished using the existing scenarios and trying out your own tactics. Rainbird release the Planet Editor, sister product to UMS II. The Planet Editor is almost certainly unlike any other program you will ever use. It's an immensely powerful tool that allows the creation of complete scenarios for you to use with UMS II.

Establish landscapes (land, sea, volcanoes etc) and climate, set up cities and assign armies to nations. Decide upon nations alliances to determine likely future confrontations. Allocate weaponry from bows and arrows to super weapons and rockets.

Easy to use, the Planet Editor is menu driven and works with the same "building block" system as the original game.

The Planet Editor and Scenario disks will be mouse or keyboard controlled and will support IBM PC and Compatibles CGA and VGA graphics, Amiga.



ROBOCOP 3 (OCEAN)

4 Good ol' Hollywood: Godfather III, Monkey Island II... is there anything new under the sun? Well, perhaps it's a good thing. The first Robocop was a good game, but so easy to finish that it wasn't funny. The second version was contracted out and there was a much better job done. Robie 3 seems to be better again. This time they've gone all out and used 3-D! Unlike its predecessors, number three is actually a collection of smaller games all rolled into one. You have some choice over the mis-

sions, but basically you are told the action for the night. This makes it follow the nature of the movie more closely and besides it's more realistic. I mean, if you really were a cop, you wouldn't know what little treats the night would hold until you got to work would you?

Available on IBM, Amiga, Atari.

ELVIRA II: JAWS OF



CERBERUS (ACCOLADE)

5 If you ain't seen Elvira I, then listen good your in for a pleasant surprise. If you have, you know the second one will be brilliant. And it is.

Elvira II puts players in the middle of a completely new adventure, this time on a mission to rescue Elvira from the ghastly Cerberus, the 60-foot tall, three-headed demon who has found its way into our dimension and now holds her captive somewhere in the depths of a huge film studio. The game features more locales to explore including three frighteningly authentic movie studios and more gruesome and vividly graphic creatures to combat both physically and magically.

The first Elvira took out just about every award from magazines around the world and this one is definitely set to follow in its gruesome, ghoully, gross, grungy, ghastly footsteps!

Will be on the following formats IBM, Amiga.

THE GAMES: WINTER CHALLENGE (ACCOLADE)

6 Now, for the first time, you can experience the total rush of The Games. Beautiful graphics. Dazzling animation. Endless challenge. Again and again you will want to go a little faster, jump a little farther. From the adrenaline rush of the Downhill plunge to the razor edge of the Luge, this simulation from Accolade is one of the best sports sims to hit the PC game market. The animation really is quite remarkable. Real athletes were actually videotaped for each event to create an amazing sense of speed and realism. The

game features 3-D polygon and bit-mapped images and instant replay that works like a VCR. Not only that, but it's not just one game your playing, but eight! Yep, there's 8 different sports in this here box... but you'd better be fit!

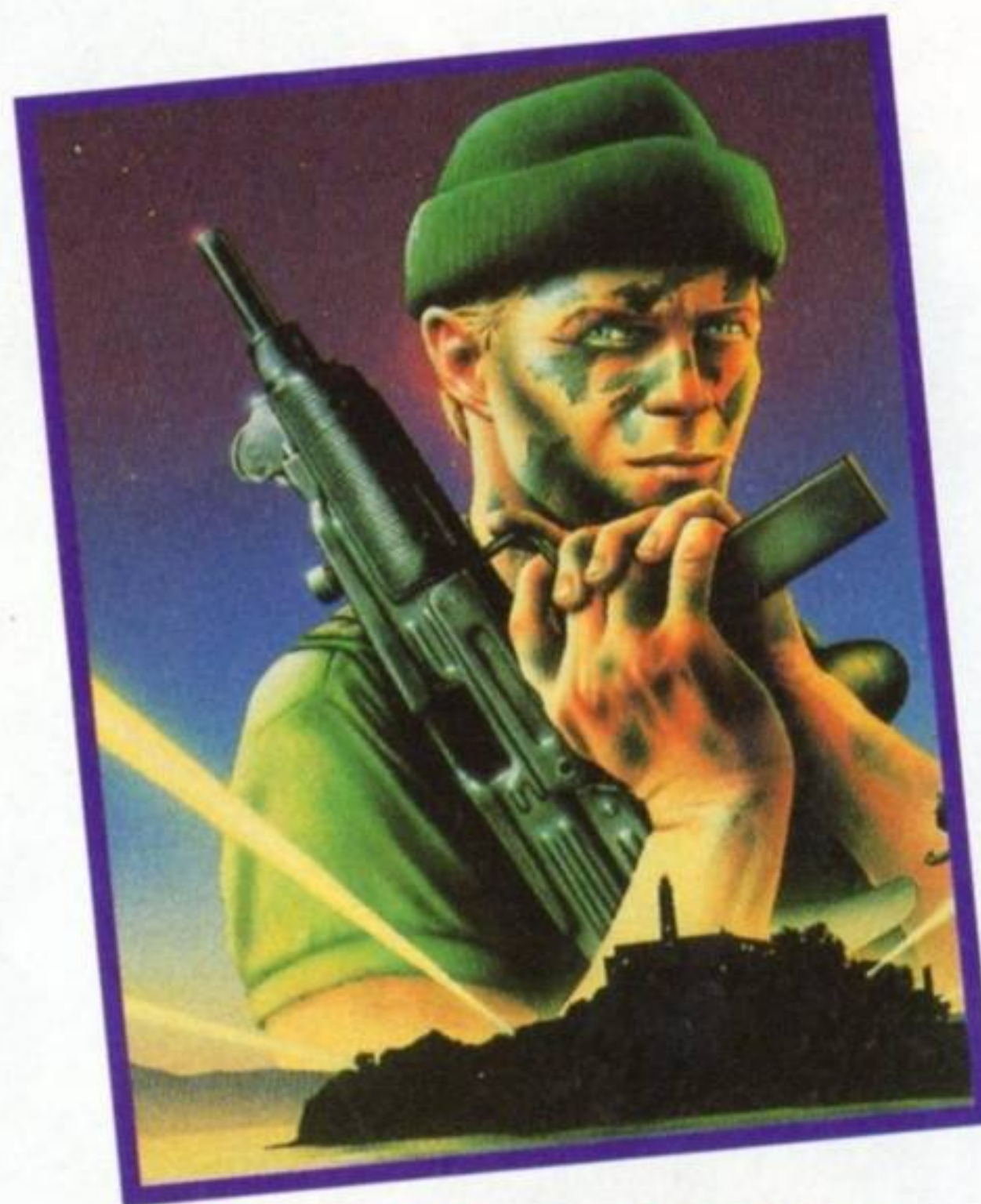
Will be available on the formats at a store near you.

ALCATRAZ (INFOGRAMES)

7 San Francisco. Alcatraz 1993 is once again home to the most powerful drug Baron that the world has ever seen, Miguel Tardiez!! The Godfather of drugs has established his headquarters on the island of Alcatraz which has been declared a distressed area with access to visitors forbidden after the earthquake of 1989 which shattered San Francisco. This former prison has become the hub of drugs. That's why the CIA enrolls a crack commando team with you at the helm to drive out the drug tycoon from his fortress lair and capture him.

Alcatraz is a strategic battle of tactics and calculation. Can you complete the mission successfully? The youth of the world is depending on you!!

Will be available on IBM and Amiga formats.



ABANDONED PLACES (ELECTRONIC ZOO)

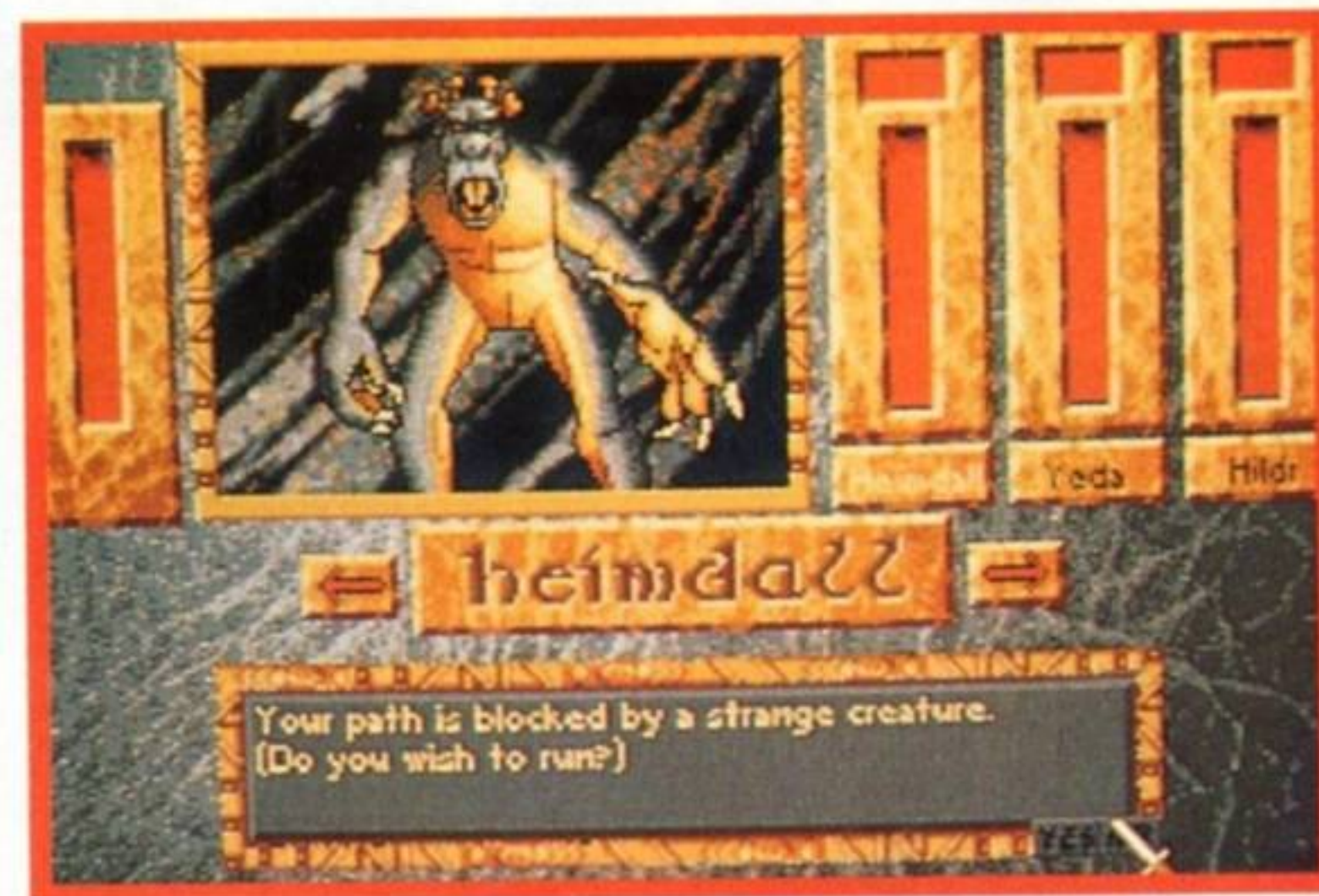
8 Abandoned Places will appeal to experienced Role Players and new comers alike. It has been designed to be easy to get into, unlike some games of its ilk, but challenging enough for the most hardened gamer.

Abandoned Places is to be the first game to emerge from the Eastern block since that little gem Tetris, and is inspired by conventional fantasy role-playing with dungeon gameboard, lead figures and dice.

The game itself is an excellent example of state-of-the-art design techniques presented in a fresh and innovative way. Unlike other

games of its type, it features two worlds, an inner and an outer world.

Will be available on the formats at a store near you.



HEIMDALL (CORE DESIGNS)

9 Norse legend tells of a time when the gods of Valhalla and Asgard created the Viking people. The gods loved their children and at first, contact between them was frequent. However, the god's eventually tired of their creations and visited them less and less frequently. One of the oldest gods, Frey, of a race known as the Vans, was wise and foresaw that one day the gods would require the help of the Viking people. So, he visited the leader of the vikings and told him that one day the gods would send a great warrior who could lead his people on a mission of great importance and that he would represent the Viking people at the great battle of Ragnarok...

Will be available on AMIGA, IBM and Atari

ADVANCED TACTICAL AIR COMMAND (MICROPROSE)

10 2001: A new century, but old problems, or at least one old problem grown far, far worse. Drug wars ruin the lives of million as the gangs fight to expand their turf.

Something has to be done. The decision has been made: take the violence to the drug barons. Shut down the problem at its source. Declare a secret war to eradicate the drug plantations and the drug lords.

Ordered by the Pentagon to eradicate the Drug Barons of Columbia, you are Supreme Commander of A.T.A.C. You conduct your own operations. If you succeed in shutting down the Drug Barons, you'll be promoted and receive the personal thanks of the President. If you fail, the Pentagon will deny all knowledge of your involvement...

SNEAK PREVIEW

THE ADDAMS FAMILY are creepin' over...

The creepiest, kookiest arcade adventure is here! ..well, nearly, (our sources inform us that it is due for hot release in April, creepy!)

The Addams Family are just your average home-loving family.. They're a close-knit group who believe in old-fashioned values - spare the lightning rod (or electric chair), spoil the child; always finish your dinner before you ask for dessert; and don't step on the family hand...

This thrill-a-second adventure follows the success of the freaky movie, except The Addams Family have been evicted from the darkest depths of their ancestral gothic mansion. It must be saved!! The cobwebs must not be blown away!! 'Thing' cannot be set homeless, cast out on a limb! Tully Alford the wretched attorney is after the family fortune, so Morticia, Lurch, Granny, Pugsley and Wednesday have rushed over to his office to plead, or convince him into being reasonable! But when Gomez arrives home his family are missing!

As Gomez, you must explore eerie chambers, delve into secret places and face the deathly catacombs of the Addams mansion, because it is up to you, to liberate your beloved Morticia from the evil creatures of the dark, (and indeed the wrath of the attorney). The lives of your ooky loved ones is at stake, but you may get some Thing to help you!!! Thing (as in the movie) has been liberated from his box, as Morticia puts it, "Thing, has gotten to be a real handful."

So, you have to find him first, because your disembodied friend is going to prove useful — as will your prodigious strength — the rest is up to you!

Get a move on ...

'cause you're gonna make a call on the Addams Family!
...doo bee de doo..click
..click.



ROLE PLAYING

The Next Logical Step

So you enjoy nukin' the aliens, Sor outsmarting the Ruskies or leaping and chopping your way through the Dungeons of Doom. But have you ever got bored with just learning the sequence and pressing the buttons, ever wanted to sneak around the monster, talk to the Russian Missile boat commander or go hand-to-hand with the alien. Well theres an alternative ... Roleplaying.

Sure it sounds like a car salesman's pitch but the similarities between Roleplaying Games (RPG's) and computers are many. Dragon Lance, Mechwarrior and Diplomacy all started as RPG's, and many other genre's used by the electric medium are also used in RPG's, but with RPG's you gain a greater scope for expansion and exploration.

Most RPG's are bought in two forms, a Rulepack and accessories. The Rulepack will give you all the instructions for creating your "character" suitable for genre, and a set of rules covering almost any action that could take place in the world of the genre. The accessories include expansion packs to turn your basic Rulepack into rules for other genre's eg: a fantasy game expanding into vikings or even into Space Opera.

Some terminology explanations: a 'character'. Whereas in a computer game you can be Generic spaceman blue or green, or Zorg Dwarf exploder. a preset static icon with a few variable such as hits or power. In a RPG you construct full fictional 'character' with skills, attributes and most importantly personality. Not only do you create this 'person' you can build them. As you go through adventures you gain skill and experience pick up treasure and accu-

mulate friends. Several computer games have these elements but not to the same degree.

Adventure. The program that you run your character through. It will contain a setting (a description of time and place) a plot (a basic sketch of how things might or should progress) and example characters. The difference is that you don't use a computer to control the adventure, instead you or a fiend gets to play CPU, or in RPG terms a GM (Game Master). You place the monster, play the encounters and even make the special effects noises for the traps. All you need to do all this, are the rule books and the roleplayers stock in trade ... dice.

Game designers in RPG's believe in a truly random and just universe so all combat, reactions, actions and interactions have some element of the random. so in an RPG you fight monsters and Russians with dice. To act in your imaginary world you roll dice and adjust it with your characters skill, the better or worse your character does. If you do well and survive you succeed and go on to the next adventure having gained more experience and skill and now you can fight bigger villains and overcome harder traps and get more experience and skill and then fight and overcome more .. etc. Not only can you create your own characters but take them from apprentice up to sorcerer, from space cadet to star pilot or from street punk to corporate executive/cyberspace runner. Your char-

acter doesn't disappear when the program runs out because your the CPU, you can just keep making up different ones. The only limit is your imagination.

Imagination is, when it comes down to it, the main difference with computers you give visual and oral information, your given icon's and stimulation to induce you into the world/genre. Whereas in roleplaying it very much the mind and imagination being the centre of the game therefore the world/genre doesn't need stimulation or simulation, just a description and background. The more imagination the less rules and background is necessary, to the point that a lot of conventional roleplaying (the roleplaying community often gets together in convention to play) has

become

almost free form theatre, with costuming and lighting. Again imagination is the only limit.

So, if your looking for a new outlet, a better escape and your imagination is active, roleplaying is the next logical step.

ZONE 3

LASER GAMES

The rift was the door, said the sages, the salvation of the Three Worlds. So it was opened, and chaos stepped through. Hostility and conflict followed. Three fragile worlds, unique and pure, found themselves staring into a Pandora's box that the sages could not close. So the Nexus Wars of Zone 3 began, each realm believing, perhaps correctly, that survival depended upon the destruction of all rivals.

No, I don't know what the hell that means either, but it sounds good. Anyway, in case you haven't guessed it (or had the good fortune to try it out for yourself) the boffins from Zone 3 have built yet another of their amazing totally interactive, totally awesome, totally original game emporiums.

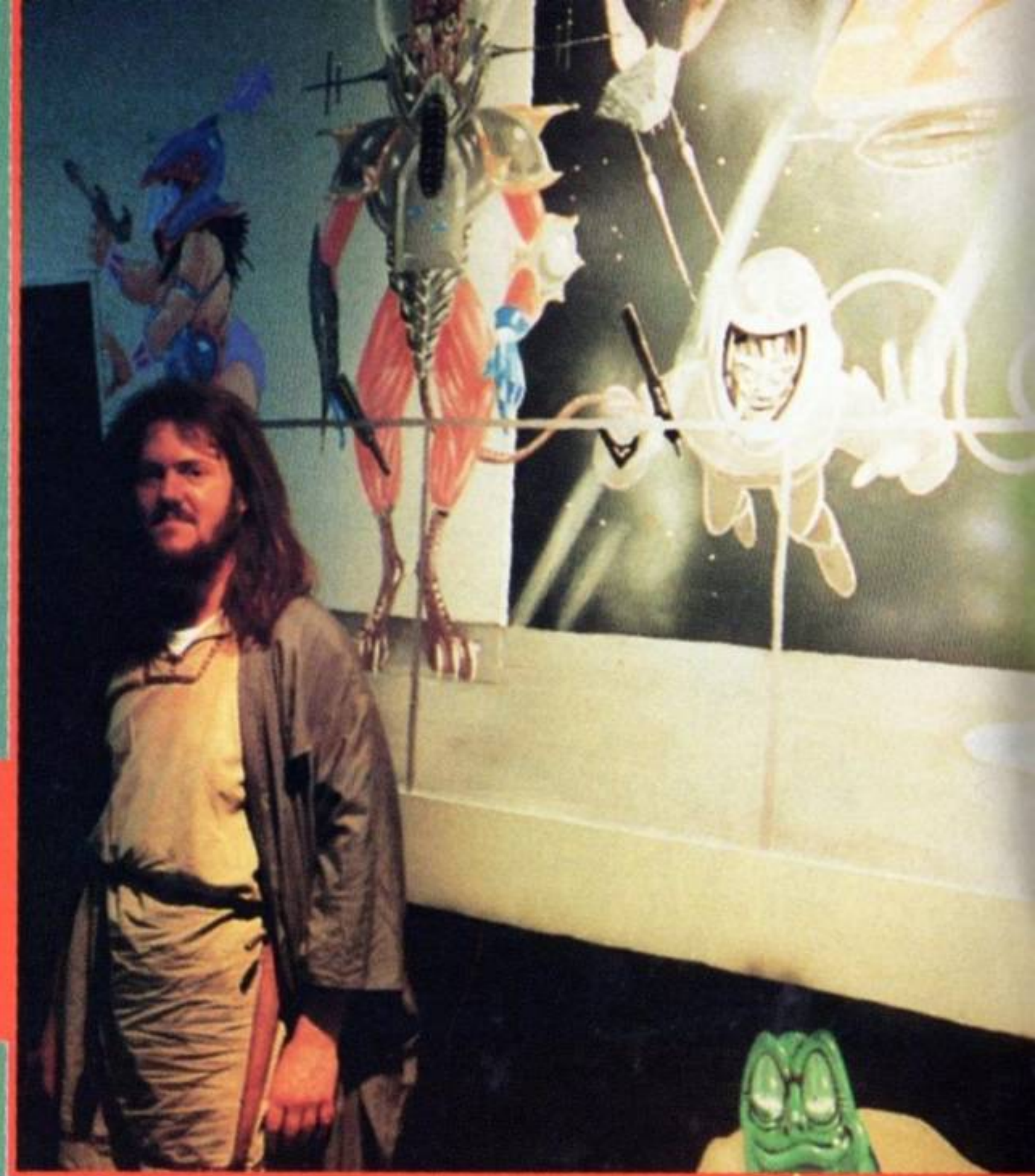
Megazone has faithfully reviewed Zone 3's in the past because it is basically an Australian innovation (well, actually, more of an Australian adaptation of an American innovation... well, actually, they got the idea from a New Zealand adaptation of an American innovation, adaptation, er... I feel sick) and we at Megazone like to stand behind the Aussie battler. Besides that, they really are a

remarkable invention. You stand in this huge space that was once a warehouse or something and is now a completely enclosed, extra-planetary, post-apocalyptic fantasy land. You take out your laser gun and BLAM! You've fired the first shot before you know it and you didn't feel a thing. Not a touch of remorse; not a second thought for the wives and families of your opponent. Nope. This is not role-playing, this is role being!

This latest "Zone" is at Side Tracked in Oakleigh, Vic. The game area comprises 6,000 square feet of raw special effects. And these are no mere mortal effects. Patrick Holmes the innovator, assisted by none other than Dr Slime (with TV and Cinema experience) has spent countless hours developing the concept from the humble beginnings of the first Zone 3 to the spectacular that is Oakleigh.

A WORD ON THE PLOT:

There was, so the legend goes, some horrific nuclear war/accident/unfortunate incident. The result is three worlds in conflict: a medieval world (Elvandar), a bar room (Starport Aurora) and XXXXX. Now I'm afraid we at Megazone are a little unsure what "XXXXX" means, but presumably it is some kind of code for



"ZZZZZZ" or "AAAAA" or something.

Anyway, a rift seems to have developed between the three worlds, and you, dear warrior, are caught up in the middle!

Three groups of three to six players work as a team to knock out each others players and bases. A new addition to the Zone 3 concept is the Base Station. It is difficult to destroy a base station: you need to shoot it three times within five seconds to kill it and a siren sounds each time. If you're hit yourself in the middle of this, you are disabled for 10 seconds (well, it's better than dying) and you have to start shooting all over again.

There's also Reload stations for reloading. You have to use them to get more ammo. This encourages you to use tactics and not just blindly shoot away like there's no tomorrow. You have to use tactics and strategy to get through this one.

Zone 3 is a great alternative to conventional arcade gaming. Check 'em out as soon as you can.

For more info, write to:
Zone 3 Laser Games
Side Tracked Entertainment Centre
370 Huntingdale Road,
Oakleigh, Vic.



WIN **Guy Spy**

As Guy Spy you are the government's most trusted and daring counter espionage agent. Intelligence reports confirm the evil Baron Von Max has located the legendary Crystals of Armageddon. With the power of the crystals in the hands of

this madman, Von Max will have everything he needs to fuel his ultimate weapon of mass-destruction..the doomsday machine. Your orders are simple, stop Van Max at any cost.. before it's too late.

But fear not! it's not too late to **WIN** your copy of this adventure packed animation game, just colour them in and throw it in an envelope along with your name, address and computer type.

**It's simple,
just colour
them in!**



The envelope please..
.drum roll...and the winners
of **BART VS THE
SPACE MUTANTS ARE:**
Michael O'Shea, TAS
Craig Haraman, WA
Daniel Warne, VIC
Jason King, VIC
Brendan O'Connor, NSW
Justin Barzdys, NSW
CONGRATULATIONS DUDES!

COMPETITION • COMPETITION • COMPETITION • COMPETITION • COMPETITION •

THE MAKING OF:

As Adam, a lonely young boy and the son of a famous ecologist, players befriend a stranded dolphin, Delphineous, and join him on an undersea journey to search for the missing whale King, Cetus.

Guided by his new found friend, Ada travels to the ruined city hidden in a coral reef and encounters the hurt, bewildered creatures who have fallen victim to man's careless polluting of the ocean.

To finish the game, Adam must draw on his courage to face the evil creature driven mad by toxic chemical and discovers the fate of the missing King.

"Very few people ever get the chance to go deep sea diving or swim with dolphins, as they can in EcoQuest" said Bill Davis, Vice President of creative development. "I hope young players are motivated to seek out further information about the discoveries they make."

Dozens of handpainted and digitized backgrounds and character close-ups bring to life the exotic beauty of Cetus's undersea kingdom. EcoQuest is targeted at ages 10 and up and features Sierra's easy-to-use point and click interface.

Last month, the company announced plans to enter the home education field with the launch of two educational products, The Castle of Dr. Brain and Mixed-up Fairy Tales. Two additional releases are planned by mid 1991.

EcoQuest is packaged in recycled and recyclable boxes and the box sleeve was printed with biodegradable soybean ink. Packaged with the game is "I helped Save the Earth: 55 Fun Ways Kids Can Make a Difference", a fact-filled book of constructive ideas to help save the planet. Sierra will donate a portion of the proceeds from the sale of each EcoQuest to The Marine Centre in Sausalito, California, known for its efforts at saving Humprey the Humpback Whale.

ECOQUEST

How EcoQuest was developed and the changes that came with it

It started with countless calls to a variety of respected ecological and oceanographic organizations. Sierra's EcoQuest design team wanted to know what were the most serious problems facing the world's oceans. Based on the answers they received, the designers came up with a list of the top ecological problems - some that kids could do nothing about and others they could have a very real impact on.

Once the ecological framework was established, the designers researched reams of documents and watched miles of documentaries about each of the hazards to gain a better understanding of each problem. The more information the team received, the more EcoQuest developed into a believable fantasy rooted firmly in fact.

After almost a year of research and development, EcoQuest was born. Little known at the time, a seed was also planted within Sierra On-Line. This seed grew, bringing everyone at Sierra a greater awareness of the threats facing our world and the motivation and co-operation to be part of a solution.

Sierra has increased its use of the company's heightened awareness of environmental issues, several new policies and practices have become reality:

Box sleeves are no longer sprayed with the shiny UV cover. Previously, this process rendered our sleeves unrecyclable.

InterAction magazine and the Sierra Products catalogue, with a combined circulation of more than one million copies each year, are printed on recycled paper.

Each disk returned to customer service is resold to secondhand dealers.

Carpooling is encouraged, since many employees drive as much as 40 miles a day to Sierra's Oakhurst headquarters.

Can and paper recycling boxes are located in every department.

Each of the pallets used to ship games is rebuilt and reused.

And the company recently invested in an electronic mail system to cut down on the amount of paper generated from interoffice memos.

Sierra On-Line's new game, EcoQuest: The Search for Cetus, is about commitment to the environment. It's about making the world a better place for people and animals to live in and, it's about caring for our environment. Sierra is now part of that commitment.

COARSEGOLD, CA - An adventure-packed introduction to ecological threats facing our oceans and the unique opportunity to implement realistic solutions to these problems await children in EcoQuest: The Search for Cetus, just released by Sierra On-Line for MS-DOS.

EcoQuest: The Search for Cetus is shipping with four 3.5" or four 5.25" high density disks. All major sound cards are supported and hard disk is required. Suggested retail price is \$59.95.

Sierra On-Line, located in Oakhurst, California, develops and publishes entertainment and education products and home computers. It is one of the oldest and largest developers of home computer applications.

JASPER JUGGERNAUT

THE MAKING OF:

GAME MAGIC

Sierra's video studio is located up the hill from Sierra, hidden in a little warren of offices. You'd never guess the people inside are making game magic.

From the shocking realism of Police Quest 3 to the warped humour of Space Quest IV, Sierra is using the very latest technology in video-captured imaging to make the best games possible. Where technology doesn't exist, they create it.

How it Works

First, the art director, producer, and designer decide what the character should look like. Then it's a matter of casting. With almost 400 employees to choose from, it's usually not hard.

The level of detail needed in the actor's costume depends on the type of game. For Laura Bow II, which will have a very realistic look, the actors wear authentic period costumes. Police Quest 3 has very little artistic enhancement, so careful costuming is required.

For Quest for Glory III, the characters will be artistically enhanced to a higher degree, so an approximation of the costume is all that's needed.

The lighting must be carefully set, just like in a movie. Frequently the taping takes place against a background of Ultraret blue, which doesn't show up on videotape and will make the actor appear isolated in space.

The director and art director of the game being taped are frequently present to guide

Reprinted from Interaction Magazine

the actor's movements.

When everything is ready the actor is videotaped, and at the same time, digitized into the computer. The tape is kept as a backup and a piece of software created by Sierra called Movie 256 turns the video feed into individual animation cels.

Movie 256 is capable of capturing 16 cels at a time, or five seconds of film time. That means many, many separate loops of action must be captured. Then the loops are strung together in the computer using a view editor. It's a lot of work, but if you've seen the games, you know it's worth it.

The video people hinted that Movie 256 will soon be capable of capturing 32 frames at a time.

That means we could animate twice as fast, allowing us to produce more complex and realistic animation. Our technology is always improving.

Once the taping is done, the digitized images are turned over to the artist. The cels created by Movie 256 are used as a template to enhance, colourize, or alter the image in whatever way is necessary for it to overall look of the game. Sometimes the characters look very much like the actors who play them, but sometimes their own mothers wouldn't recognize them. If you tour Sierra, look around. You just might see a familiar face.

When the video-captured actor has been

turned into a walking, talking, fully developed Sierra character, he or she is placed against a background, and game graphics are born.

The video-capture process provides the highest quality character animation in computer adventure game interaction. It's also the most exciting for you.

TECHNICAL TERMS

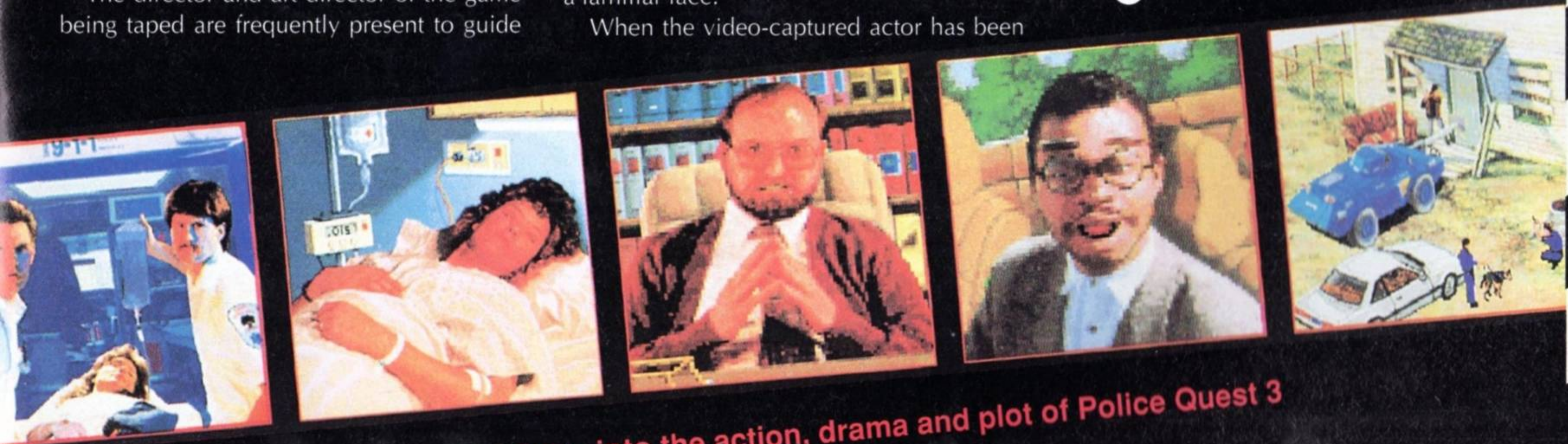
CEL - A single frame of animation, either hand-painted or digitized.

DIGITIZATION - The internal process that takes place in the computer, turning a video or scanned image into a computer image.

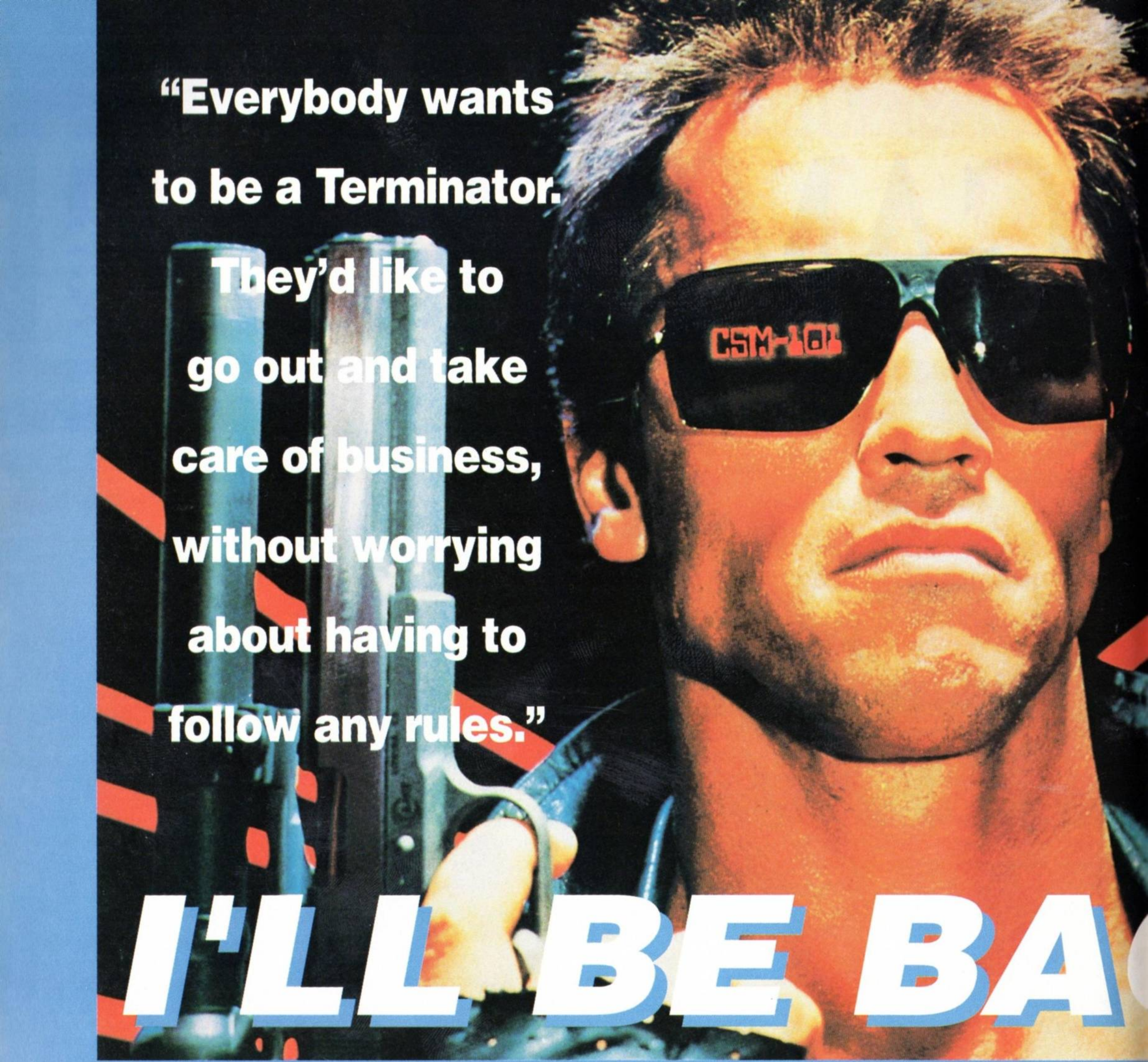
"ROUGH" - is a term that means every movement, and background is striped out and the characters' movements are evaluated for usage in the game.

PIXELIZATION - Round features of video captured images need to be pixelized. The artists manipulate each pixel to achieve realism.

VIDEO CAPTURE - The process in which a live actor is video-taped, and the video information is digitized into the computer.



How Sierra incorporate actors into the action, drama and plot of Police Quest 3

A close-up photograph of Arnold Schwarzenegger as the Terminator. He is wearing dark sunglasses with "CSM-101" written in red on the left lens. He has a serious expression and is looking slightly upwards. The background is dark and out of focus.

**“Everybody wants
to be a Terminator.**

**They’d like to
go out and take
care of business,
without worrying
about having to
follow any rules.”**

I’LL BE BA

A while back, Arnold Schwarzenegger was asked on a US talk show, “why are The Terminator movies so popular?” Superstar Arnie gave this answer: “Because everybody wants to be a Terminator. They’d like to go out and take care of business, without worrying about having to follow any rules.”

If Arnold is right, then everybody is going to love Terminator 2, the latest video game to hit arcades. Why? Simple: in the movie, you get to “watch” the Terminator; in the two player video gun game, you get to be The Terminator!

More than that, Terminator 2 has set a new standard of digitised graphics, special visual and audio effects, and Hollywood collaboration.

When you watch the game, it looks

exactly as if you were watching the movie ... except you get to control the characters and the action. No wonder Terminator 2 was voted best game at this year’s Amusement Machine Operators Association Expo!

The Midway team who created Terminator 2 got in “on the ground floor” with the Hollywood creative team, so that the video game includes every major character, setting and action sequence that’s in the film. It’s a constant onslaught of guns, vehicles, evil robots, misguided policemen and flying death machines, all portrayed with incredible realism. As a matter of fact, the video game includes a stunning sequence or two that was originally written into the Hollywood script, but was cut from the final movie for length reasons!

The Making of T2, The Game

Terminator 2 is the result of an unprecedented level of collaboration between Hollywood and the game manufacturers. According to George Petro, one of the game’s designers, “Midway executive Neil Nicastro originally asked us in 1990: “What would you think of doing a game based on this movie that’s going to come out next summer, Terminator 2?” Instantly I was super excited about it. The film’s Director, James Cameron, literally didn’t want to let the script out of his sight, so Roger, Steve, Ritchie (who headed the Williams T2 pinball team) and I had to fly out to Los Angeles and read the script in the presence of one of the movie people. It read like a book,” George recalled. “When we came out our jaws were on the ground. We said, yes, there’s no problem coming up with a



CK!

video game based on this story."

Each week, video tapes of footage that was being shot in Hollywood by film director, James Cameron, were flown to Midway in Chicago. The Midway folks got access to the sets so they could film their own footage. They got to borrow and use very expensive props, from \$200,000 models of sci-fi space ships, to ten steel Terminator skeletons. They even got to "borrow" actor Arnold Schwarzenegger and Robert Patrick for Midway's very own recording and filming sessions. All of this went into making a video game which - as Midway says proudly - "is" the movie.

Once filming began, members of the Midway design team often write there on the set. Set programmer, John Vogel, "Digitising footage isn't just a matter of taking frames from a strip of movie film and

running them through a computer. We had to film the actors doing some things just for us. We had to storyboard every possible action we thought they might do, ask the doubles or actors to perform that action, and film it with their own crew. We worked with the film doubles for Linda Hamilton and Arnold Schwarzenegger.

Special Effects

In addition to digitising film footage, Terminator 2 achieves its amazing realism from a variety of resources used by Williams. A computer software programme called multi-planer mimics and updates the old style multi-plane camera - a fancy camera created by the Disney studios decades ago for super realistic, in-depth animation. The computer can create 16 different layers of background and populate these settings with 16 different

layers of appropriately sized characters and props. The result: a 32 layer picture! The computer adjusts scrolling speeds, object lighting and shading, depending on how far from the background each layer is, and where it stands in relation to the light source.

But computers don't do all the work... far from it. Players get to see many actual segments of the film which have been digitised. Not all of the movie was filmed at an angle that could be used in a video game, especially where it's a gun game where the players see through the eyes of the main character, you need front views of the other characters. This is especially true of the "liquid metal" T1000 and the special effects involving him.

In those cases, the design team used film footage simply as a reference point and recreated the same basic results with their computer pyrotechnics, so players will think they are seeing the same things they saw in the movie!

Arnold's Voice and other Sound Wizardry

With most video games, if one piece of speech or sound is happening, you can't hear anything else. So the designers had a problem: 2 people firing two guns. Says George Petro, one of the design team: "our feeling was, you always want to hear your own gunshot. We created a multi-tracking sound board which can place seven simultaneous channels, four of which can be speech or sounds."

The audio mastery in the T2 video game goes far beyond technical achievements, however. How many people can say they "directed" Arnold Schwarzenegger? Sound artist Chris Cranner can: he coached Arnold via long distance telephone, supervising a special 40 minute digital recording session. Arnold read a script Chris prepared, speaking into a digital recorder so that the famous Austrian accent would come clearly through the game's computer chips.

Swear I won't kill anyone

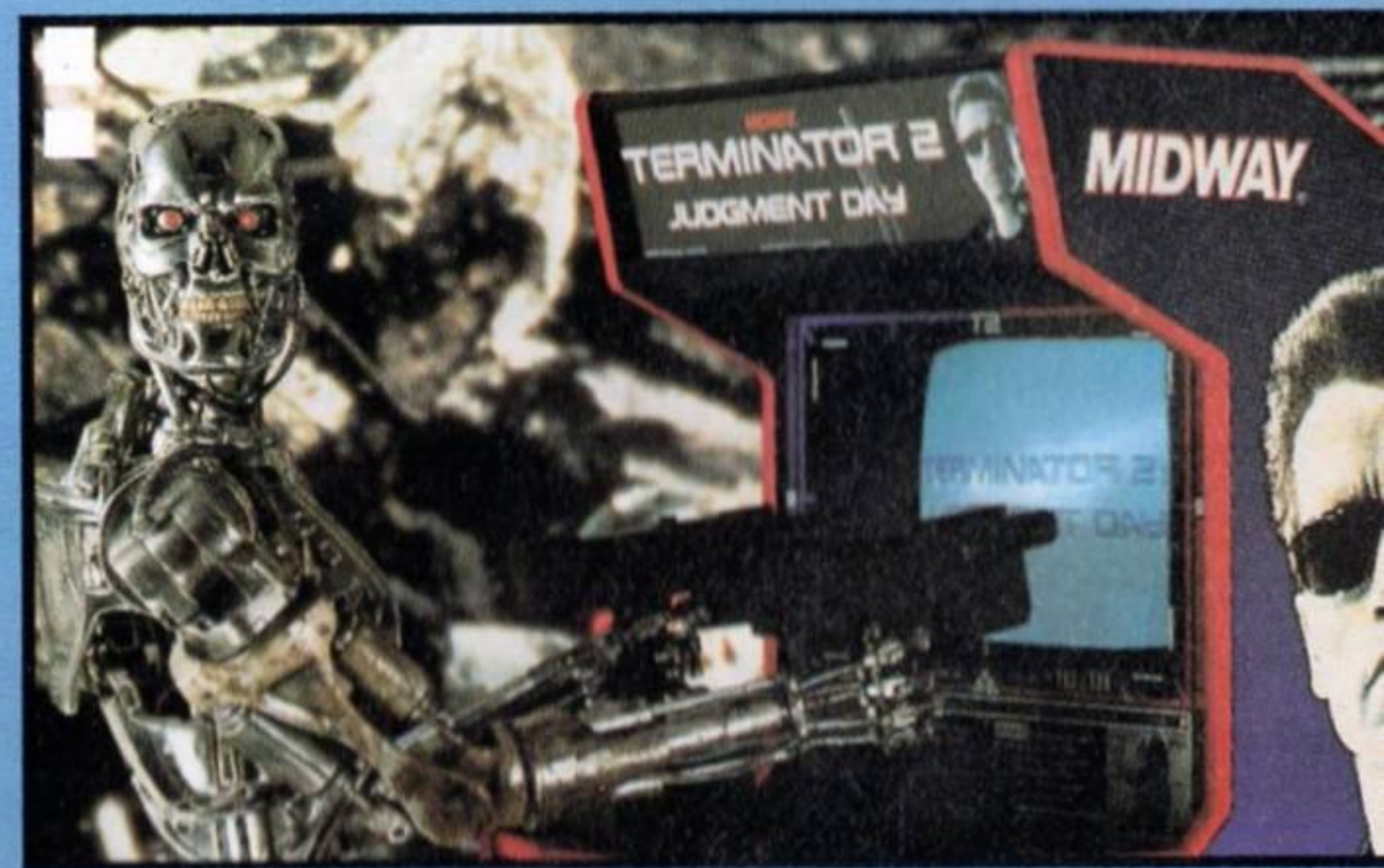
This plot point is actually built right into the guns on the cabinet. Each gun has a red LED and a green LED on it. So as you move the gun lights up and the gun won't kill the human character. It will only wound him, just like in the movie. But when you are aiming at a Terminator (evil robot) the green LED lights up and you can destroy the robot bad guy. It's just like the movie.

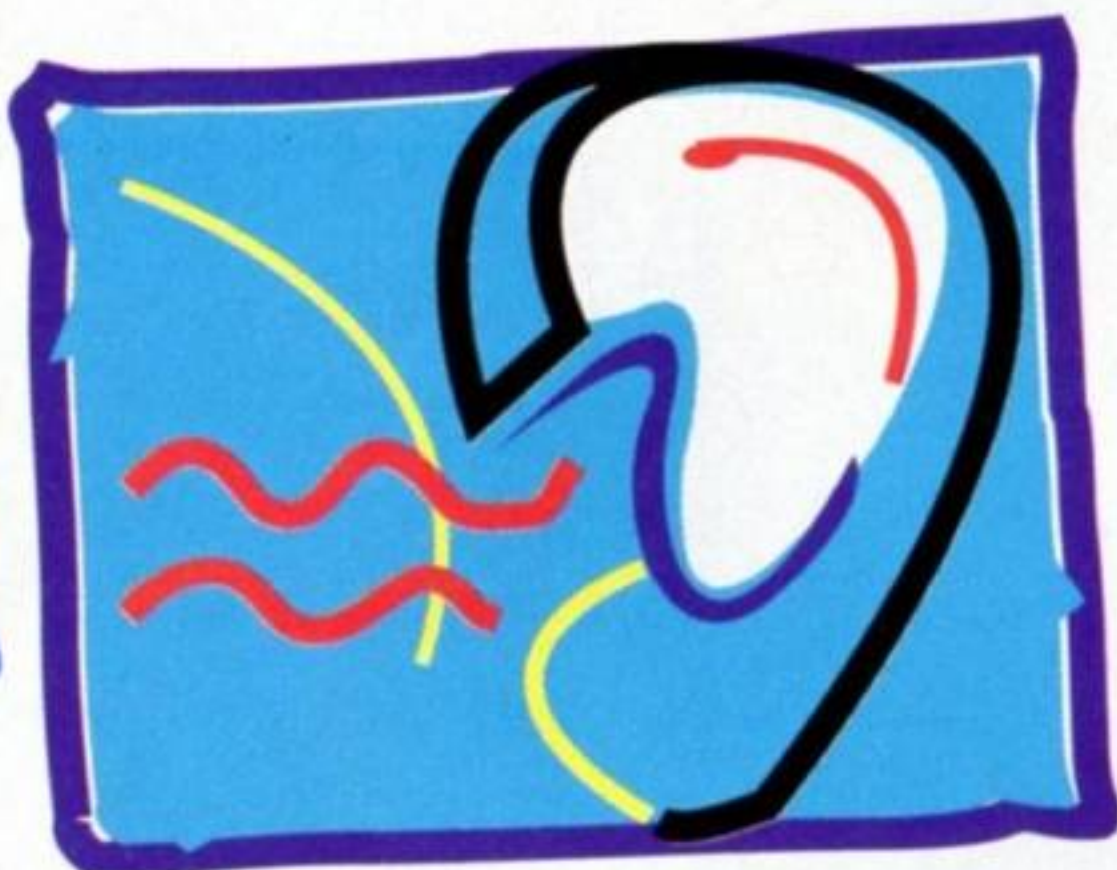
By this means, Midway transformed a limitation into a "plus" that players will recognise and appreciate. Another plus came from limitation in the movie itself. The original script called for a major sequence that wasn't ever filmed: the plan was to show an army of evil robots at the Skynet headquarters. Trouble was, this sequence would have made the film's running time too long.

The video game, however, take players into this exciting setting. The game lets players battle a whole army of bad guy Terminator robots. "Jim Cameron really liked the idea that the video game would take you to where the machines live," said the Midway team.

Terminator 2 is set to rewrite the record books as far as arcade video games are concerned. Not only is the game one of the most realistic ever produced, it also features one of the most popular characters ever seen in the movies. This combined with the brilliant player statistics which form the basis of your scoring is destined to see this game become the benchmark which all future video gun games will be measured.

When Arnold Schwarzenegger said, "I'll be back" in Terminator, no one could have ever predicted just how right he was!





GAME REVIEWS

how the system works..



The winds of change are a-blowing. Megazone, in consultation with Mega-phile review expert, Brian Costelloe, has come up with a totally new, fully comprehensive game rating system. A system so advanced it'll play your socks off!

Now, in order for you to adjust with a minimum of discomfort, we've asked Brian to explain the system for you...

GRAPHICS



We couldn't examine a game without telling you exactly what the graphics are like. We go for fine detail, not just pretty pictures on a screen. How well do they

move? Are they suitable for the style of game? And, are they well animated? Colour is also looked at closely. Also, if the game has a well designed title sequence, this doesn't mean anything if the game's overall graphics are bodgy.

Another important thing is that we mark according to the machine's abilities, ie, you wouldn't degrade a well drawn Master System title just because it's graphics aren't as good or as detailed as a Mega Drive title.

So, now you can see that there's more to this rating than meets the eye so to speak!

SOUND



When you shove your headphones on and raise the volume to warp factor 9, you don't want to hear beeps and buzzes. You expect your brain to be fooled into thinking the game is real. Therefore the sound factor is of total importance, after all it makes up a large proportion of programming size to create an explosion or whatever. Also, you don't want to hear the same sound over and over again, for example, in some boxing games you hear the same "oof" noise when hitting them. I'm pretty sure that if I was to hit someone in the guts repeatedly that they wouldn't just keep going "oof"!

MUSIC



Games can sometimes take quite some time to play so you don't want to hear continuous sound effects for hours at a time. That's why music was introduced into games way back in the early 80's. Ever since then, background music has eventuated into soundtracks. We look at how the tune grabs you and if it is more than just beeps and buzzes, and how repetitive it is.

PLAYABILITY

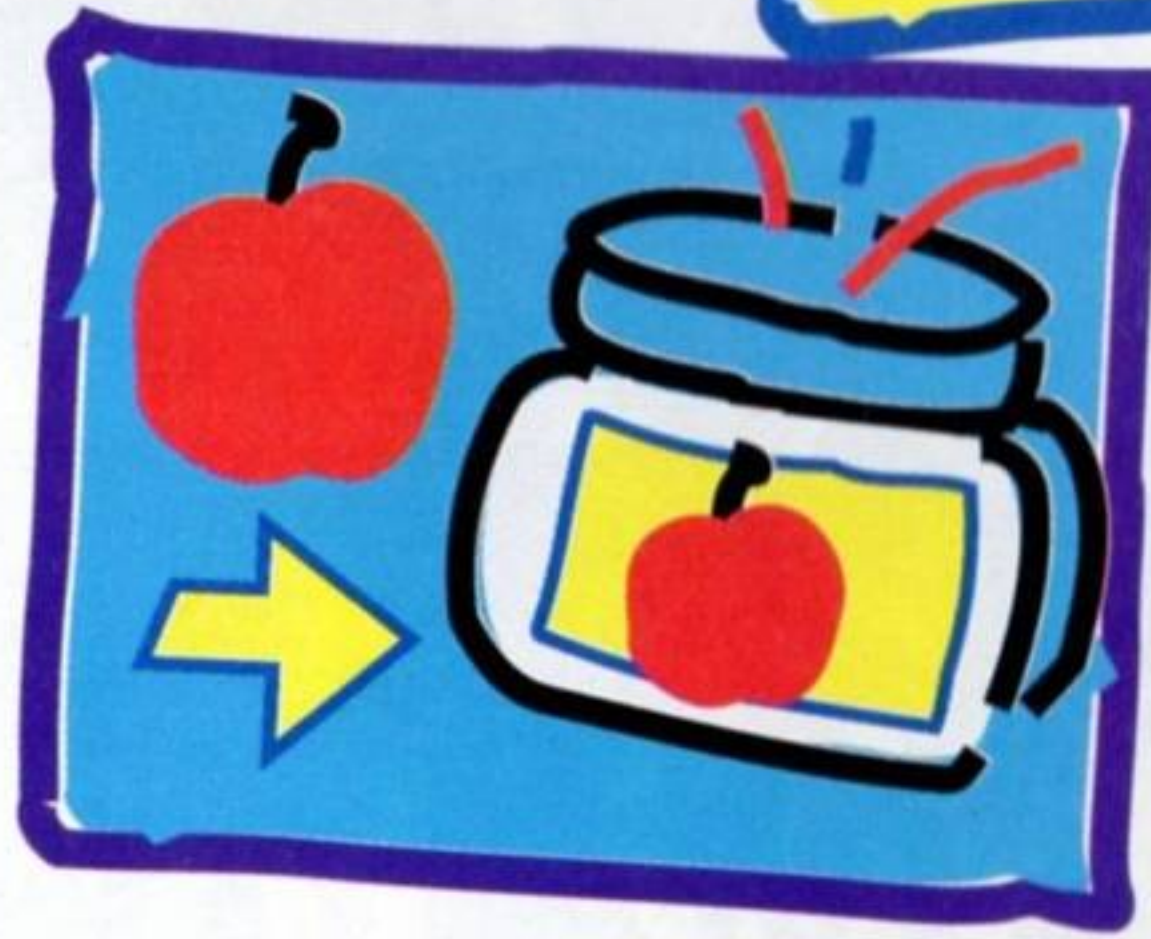


This rating considers how fast you can get to use the controls and start having a serious go at the game. It also decides the "addictability" factor of the game. Is it the type of game that you'd start playing at the start of the day and when you finally decide to pack it in night time has arrived?!? Believe me there are some titles that can do that to a person so they score well in this category. Some magazines believe this rating is the overall important category. This is crap. How can you give a title with hopeless graphics and sound 100% just because it plays well?

DIFFICULTY



This category works out how hard the game is to complete. But with so many titles coming out now with many difficulty settings, we've decided the best way to deal with this is to rate difficulty of the game on it's hardest setting. We've noticed other magazines review the games on their utmost easy level! What wimps! Then they have the nerve to degrade the game just because it was easy! Musha (Aleste) for the Mega Drive, for example, is



dead easy on the easiest setting, but try playing it on the hardest...

BRAIN STRAIN



Some titles require a lot of brain power to work out (shock, horror) and this is something that needs to be looked at in a title. This is mainly for RPG's that require you to work out riddles, search maps, distribute armour and food, etc. Puzzle games are also treated to this category but don't expect to see this rating all the time - sometimes it's just not relevant.

PRESENTATION



Video games are becoming more like movies all the time with superb intros and storyline demos. When rating presentation we look at the title sequence, the style of writing, and whether or not password saves or battery back up is available. A good example of a well presented title is Sonic the Hedgehog where it is all smooth looking and beautified. It's easy to start playing straight away and there's no boring setting up routine to go through.

LASTABILITY



How many titles do you have sitting on the bedroom bookshelf gaining cobwebs and dust from lack of play? Games are sometimes left alone not through boredom, but lack of depth. Some games have different mini-games built in, which is a good way to prevent boredom, but all titles must come to a stage where you outplay them and this rating shows you how soon that may be.

ATMOSPHERE



When playing a title you can either mellow out or become hyperactive. That's what this category is about - the level of adrenalin flow is a very important factor when playing a title. Sound and music are the main contributors here. It's great to play a decent game that gets you excited through a well designed atmosphere. Streets of Rage is a good example of hyped up music to get you going.

VALUE



When you're the one who has to put up your hard-earned money you want to know whether or not it's going to be worth the mula. Lastability is the main contributor to this rating. Length of memory is what usually determines the cost, but other factors such as release cost and import costs run into play. This category is good for parents too since they can tell if their child would enjoy the title and take to it well.

REALISM



This category is usually used for simulation games. It decides whether or not the graphics move the sprites in a way that is realistic. Road Rash has to be the highest rated game so far for this category as it doesn't just have you falling of the bike. Other bikes can crash in front of you causing you to almost have a heart attack. This is because the realism has been enhanced. Sport titles also get judged in this category as they attempt to recreate a sport.

CONVERSION



This usually judges how a games has suffered during the move from arcade to the computer or consol. We rate this category through non-stop research into the titles. You can't get to review titles without an in depth knowledge of arcade titles. You might think the title is brill when it's hopeless compared to the original. From this rating you can tell if justice has been done to the game.

OVERALL



Take the above ratings and average them out and you'll get the most accurate percentage possible.

Now you know what's involved in looking at a game. Not as easy as you first thought, eh? But that's what's required to give you excellent reviews and that's what we do here at the Megazone, creators of the best possible reviewing system in the world!

BRIAN COSTELLOE



Pengo



Reviewed by Brian Costelloe

A rare species known as the Pengos is facing a reasonably major crisis: extinction. Sno-bees, a gang of ruthless alien creatures with terrible skin and bad breath, have invaded Tartix, the continent of snow and ice. They're melting away all of the ice and are after the helpless Pengo. You must save the Pengo from destruction...

Pengo is a real nostalgia trip. If you've grown up with the traditional Pac-man style arcade games then Pengo will take you back to all the simplicity of the pioneering days. This Game Gear version was, in fact, adapted from the original arcade Pengo with very little missing except the coin slot! I spent many a lost hour of my youth slurping a caramel milkshake and shovelling 20c pieces into the slot at the Parthenon Milk Bar let me tell you... and never a drop wasted). Conversions to the Game Gear usually lose a lot in complexity, but Pengo isn't all

that complex to begin with so it turned out just fine.

There's nothing amazing or sophisticated about this game, but it's a favourite of mine anyway. Sometimes the simplest of games are the most enjoyable to play. For others, though, who may not have been so fond of the early slot-machines, or who are a bit younger and have grown up in a time where that kind of thing is completely "old hat", then you may find it a bit dull.

In order to save the Pengo from destruction you have to hurl ice at them (they really hate that) and crush them into chunks. Or, even better get them before they're born

and smash their eggs. You go through 64 levels (much more than the original actually) and they get, as usual, progressively more difficult.

Pengo is nothing to jump up and down and throw ice about, but it's a very good implementation of an arcade favourite. The sound is pretty good with some catchy tunes that aren't too repetitive and the graphics are fine - not exceptional but well done.

If nothing else, Pengo is dangerously addictive. Give it a go at least and see what you think.



GRAPHICS 76



SOUND 61



MUSIC 73



PLAYABILITY 92



DIFFICULTY 81



BRAIN STRAIN 76



PRESENTATION 72



LASTABILITY 78



ATMOSPHERE 64



VALUE 84



CONVERSION 98



OVERALL 78

Reviewed on: Game Gear Distributor: Sega

ULTIMA:

Ruins of Virtue

Role playing gets a big boost up, with **ULTIMA - RUNES OF VIRTUE**. It's hot Game Boy title adventure all the way, with the same characters and World Lord British fans know and love. The villainous Black Knight has stolen the 8 Rings of Virtue, and you gotta recover them (don't these guys have day jobs?). Choose to be a Bard, Fighter, or Mage - with the expected wimpy powers to start - and work your way through 170 levels encompassing forests, dungeons, cities, oceans. Plus lots of other stuff you ain't go no idea about - all filled with helpful citizens, mystic areas of power, and tons of evil walking around waiting to reduce you to toast.

Fight scenes and locations are similar to what they should be: Dungeons hidden amidst rocky crags, foreboding temples filled with violence and delights. And plenty of wilderness to trek through. Encountering a Bat, or Orc, or some ugly "thing" begins a battle - with hit points designating the winner (who often gets a bit of gold in the bargain). Of course sometimes it's better to run away.

Cities contain many people worth speaking to, as well as all kinds of nooks and crannies to explore. Locked doors might require a key (or perhaps there is a secret switch?). Go to the bar for a drink, or bed down for the night to restore that healthy glow to your cheeks. First, best visit the armory and procure a better weapon than the puny sword you start out with.

The land of Ultima is broad - and there are many modes of travel to choose. Besides the obvious walking, ships can accommodate you (watch out for Sea Dragons though) - there are horses to ride as well. Most important is to not only look around - but to touch things as well. Items may be hidden beneath rocks, don't assume that a wall is just that. In other words - explore!

You've an inventory to access for weapons, spells and the like, and two players can compete or work together using the special linking cable. There's even a built in battery to save play positions - now that's cool! Overhead views, map screens, cinematic cutaways, this one's got it all. Role playing to the max, man.

MARSHAL M. ROSENTHAL

'Evil walking around waiting to reduce you to toast'



GRAPHICS 80



PLAYABILITY 70



DIFFICULTY 60



BRAIN STRAIN 80



PRESENTATION 70



LASTABILITY 80



ATMOSPHERE 90



VALUE 90




OVERALL 80

Reviewed on: Game Boy Distributor: Mattel

Turn a
Bogey at two o'clock into an Eagle shot...

MASTER
GOLF



MicroProse flight sims have long been seen as the best in the field. Now we're using our technology to explore another dimension.

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Others are golf games. This is for real.

MICROSTYLE
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TOP 10

SEGA MEGA DRIVE

1. EA Ice Hockey
2. Road Rash
3. Streets of Rage
4. Sonic the Hedgehog
5. PGA Golf
6. The Immortal
7. Fairy Tale Adventure
8. Quackshot
9. Flicky
10. Shadow of the Beast

Upcoming: Devil Cash

SEGA MASTER SYSTEM

1. Golden Axe Warrior
2. Bubble Bobble
3. Sonic the Hedgehog
4. Bonanza Bros
5. Super Space Invaders
6. Line of Fire
7. World Class Leaderboard
8. Pacmania
9. Xenon II
10. Sega Chess

Upcoming: Outrun Europa

NINTENDO NES

1. Shadow Gate
2. Maniac Mansion
3. Legend of Zelda
4. Super Mario 3
5. Battle of Olympus
6. Adventures of Link
7. Megaman 2
8. Megaman 3
9. Lo Lo 2
10. Batman

Upcoming: TMNT 2



Well, console fiends, just turn the page here for the latest hot Mega console reviews:

Xenon 2 and Bonanza Bros pushing the limits of the Master System well beyond the possible, and Quackshot, Centurion and the invincible Immortal on the Mega Drive. Make sure you get into that last one, Immortal is one of my all time favourites. See ya round like a Mega Drive. Ed.

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JOIN NOW! • JOIN NOW! • JOIN NOW! • JOIN NOW!

XENON II

This time...
it's war!

No-one likes a bad loser. And everyone hates the Xenites: they're rude, aggressive and embarrassing at parties. For a thousand years they've been plotting revenge for their humiliating defeat in the last Galactic Conflict. Now the very fabric of time is in danger... The Xenites have planted six time bombs through history. Only you can save the day - not to mention the universe. The last time you met it was a playground scrap, this time it's war.

Xenon is a Shoot 'em up with a difference for the Master System. There's been lots of these for the Mega Drive, but not so many for the MS. This one has loads of weapons, good scenery and great screens to play with, so it's worth a second shot.

The Xenons are the enemy, and there's no shortage of them around. Thank Galactica you've got tons of power-ups including side shooters and six shooters to smack the living hell out of anyone who gets between you and justice.

There's a great two-way scrolling system












with a unique 3-D effect backdrop made up of stars. The enemies are quite graphically interesting and the landscape, of where ever it is you are, is weird but varied and well constructed. In fact the scenery is more like the Mega Drive than the Master System. The only difference is the detail and the speed. That's the problem with shooters on the MS - the overall speed of operation - but Xenon does a pretty good job.

As per usual on the MS, the music on this one is OK, but a bit, er... gurgly. The Bomb the Bass tune is listenable but the sound effects are dead.

Now these Xenons are not so easy to beat. In fact, it takes a few millennia to get past the first stage! Having done that it's not bad, but the playability is taken down a peg or two by being a little difficult in the early stages. It's actually very hard to get past stage one and on the more interesting levels. The first stage is OK.

This one really survives on the excellent graphics. Organic looking tentacles shoot up at you as you pass (hint: shoot these as well), there's a labrynthian path way to bat-

tle through, and your guns can shoot in both directions. As for actual game play... well it's very good, but a bit lacking in the sound and playability areas. If your a fan of shoot 'em ups this one stands up pretty well against the likes of R-Type and others. If blasting the Xenon's doesn't take your fancy... try somethin' else.

	GRAPHICS	89
	SOUND	10
	MUSIC	82
	PLAYABILITY	45
	DIFFICULTY	91
	PRESENTATION	78
	LASTABILITY	83
	ATMOSPHERE	69
	VALUE	85
	CONVERSION	83
	OVERALL	72

Reviewed on: Master System. Distributed by: SEGA

BONANZA BROS

WHO THE HELL
ARE YOU?!!

MASTER
SYSTEM

Welcome to Badville. At first glance, a seemingly quiet, normal little town like anything else you'd find west of the Great Dividing Range. But there's a slightly dark side to this place. There's a rigged casino, a mint that produces counterfeit cash, and that's just the beginning. Badville is also known as the home of... yes, you probably already know: the Bonanza Brothers.

Bonanza Bros on the Master System is a particularly good example of what the MS can do if it is programmed properly. There is very little to fault with this game. The only thing I can think of that could have been done better is perhaps the number of traps and the method of shooting. This is a bit simplistic. It is really no challenge to shoot down the offenders - particularly in the early stages. Of course, the further up you go, the more the offenders and the less they stay down! Now for the good points...

The game consists of a series of multi-layer buildings: a bank, a mansion, a casino, a mint... anywhere where you can find loot. Such is the nature of the brothers Bonanza: Robo and Mobo.

You have the choice of a number of

options of time and sounds before you begin. Once you're there, you'll see that the game is full of crisp 3-D graphics with absolutely no sprite flicker. This is sometimes a problem on MS games - if they have been poorly designed, the sprites appear unstable. Not so with this little gem I assure you.

Of particular note, is the use of digitised speech, really pushing that 8-bit processor to the max. It's quite a complicated matter to produce this kind of sound - requiring analogue to digital conversion and a lot of memory capacity. It's good to see the MS being used properly by a competent designer. The music is very good - not such a great variety, but well designed.

The best thing about this game though is it's witty. The whole idea is clever and the way the characters act is like an old Laurel and Hardy or Keystone Cops movie.

Bonanza Bros was originally an arcade game and has been adapted without any major loss to the plot and game play. Definitely one of the best.

Brian Costelloe



GRAPHICS 91



SOUND 83



MUSIC 89



PLAYABILITY 93



DIFFICULTY 88



PRESENTATION 92



LASTABILITY 90



ATMOSPHERE 86



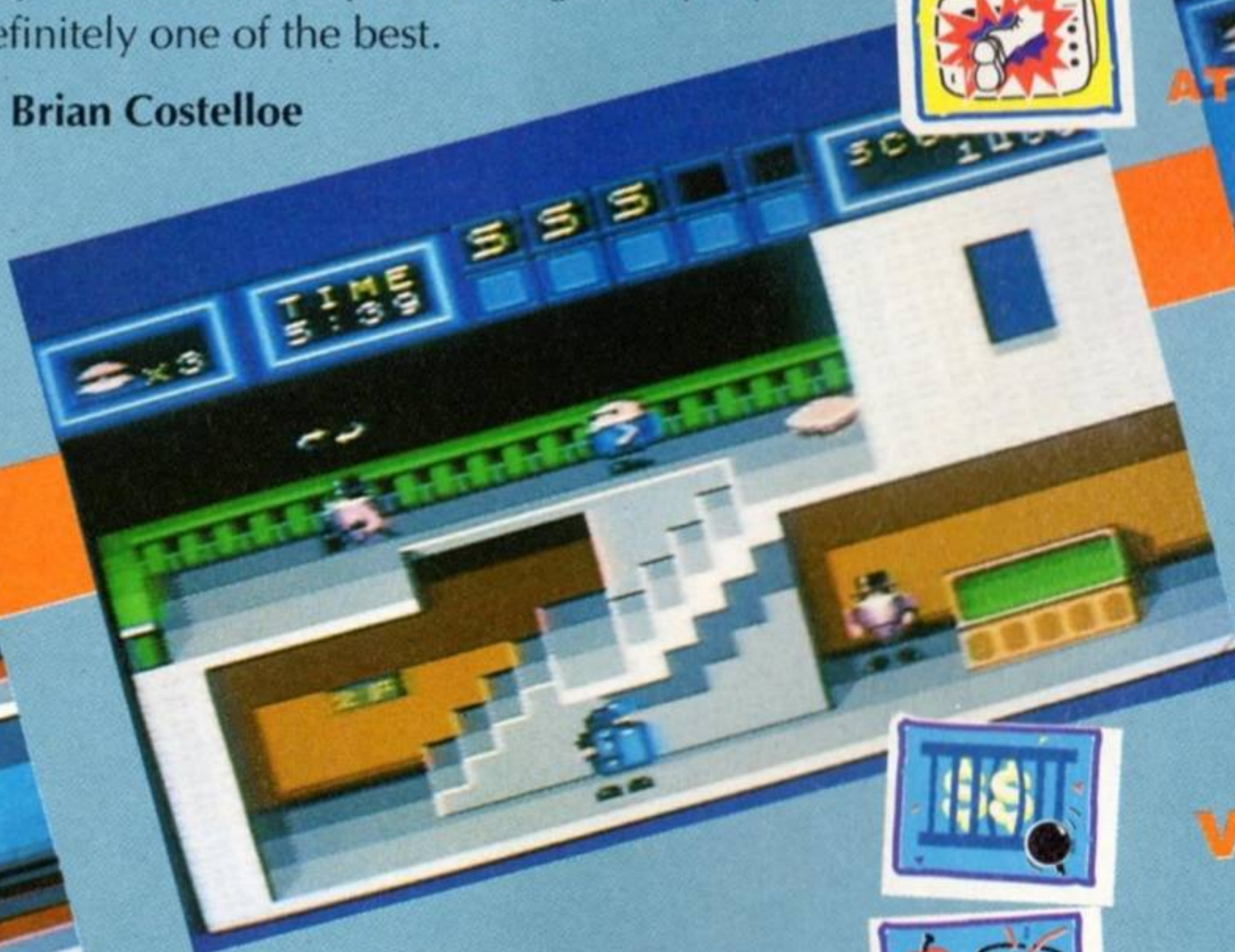
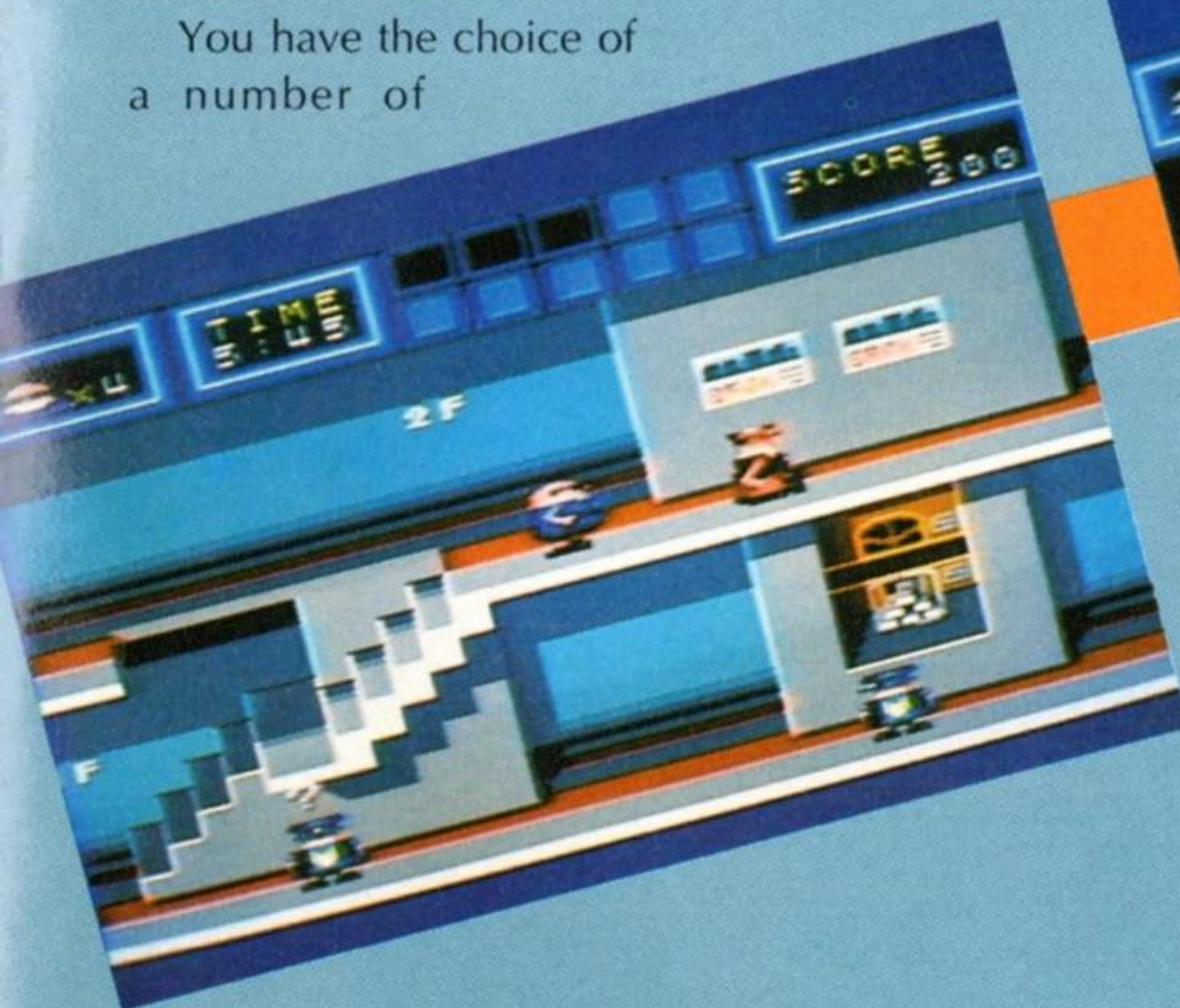
VALUE 91



CONVERSION 96



OVERALL 90



Reviewed on: Master System, Distributor: SEGA

... COMING

AMERICAN HORROR STORY™





SOON!

SEGATM

**ARCADE HITS
MARKETED BY**

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IMMORTAL

WHERE NIGHTMARES COME TO LIFE

The morning sun throws an eerie light across the jagged peaks that tower above the valley floor. The Forgotten Road winds mystically through the lowlands toward the bleached ruins of great columned temples. Towering citadels rise from the grassy plain like the bones of some colossal beast. Could this be the ancient city of Erinoch which Mordamir spoke of? Could this be the place where you will again come face to face with the master?

This is a goody. The Immortal is a definite refinement on earlier adventure games on the Mega Drive. There are some 50 chambers to negotiate and each one has its own assortment of wizards, ghouls, villains and... worms. Yep, worms. In one particular chamber, the worm leaps up from the ground and grabs hold of you, thrashes you around for a while, then takes you down to its lair for a quiet cup of tea!

Will Harvey and his team (of Zany Golf fame) have obviously gone to ridiculous lengths to get the graphics to full-on fantasy

stage. There's a very impressive intro sequence which looks like something from a horror movie and some truly amazing death sequences. Try slaying the green goblin with your mace - great brain drain scene - or slashing him in two with your sword. Ggooooorrrryyyy.

Your quest, as Dunric, is to be re-united with your wizard master/favourite lord/life teacher Mordamir, who just may be lurking in one of the 50 or so dungeons. You have a variety of weapons at your disposal and the usual array of hints, treasures and keys to help you through the tough times.

Now for the bad bits. The music is a bit boring and repetitive, and although there's some quite good



effects, there isn't much variety. The password procedure increases lastability, but is awkward and difficult to use. The graphics are very good, including real-time animation, but most of the dungeons look the same with little change except the shape and size.

Overall? A definite. The worm alone is worth buying this one for, and there's a lot more were he (or she) came from.



GRAPHICS 92



SOUND 83



MUSIC 37



PLAYABILITY 78



DIFFICULTY 84



BRAIN STRAIN 92



PRESENTATION 80



LASTABILITY 94



ATMOSPHERE 81



VALUE 86



REALISM 90



OVERALL 82

Reviewed on: Mega Drive Distributor: SEGA
Software by: Electronic Arts



CENTURION

DEFENDER OF ROME

The year is 275 B.C. Through conquest and skilful diplomacy, the Roman republic has brought the petty kingdoms and city-states of Italia under its control. This is the moment when the descendants of Romulus and Remus emerge as a power onto the world stage. This is the modest beginning of an empire that will one day cover most of Europe, Asia Minor, and North Africa.

Actually, it's 1992 and Centurion from Electronic Arts hasn't entirely convinced me otherwise! This is a pretty typical strategy action game with some quite nice features, but nothing that reaches out and says "ra, ra, Romulus". The opening scene is pretty good. The She-wolf that allegedly nurtured Rom and Rem, the mythical founders of Rome, is standing there while the opening information scrolls up. The soundtrack for the title sequence sounds like something

out of an old Hollywood epic battle movie... da, da-da, da-da, boom boom, etc. Not bad though.

The rest of the sound is a bit naff. The sound of the battles isn't exactly fierce and forbidding: more of a "clickety-clack" than the "thwok" of steel against flesh; and more of a "clip-clop" than the thunder of iron horse shoes grinding the battle field. But the strategy of the battles more than compensates for this. In fact, the battle play is the best part of the game.

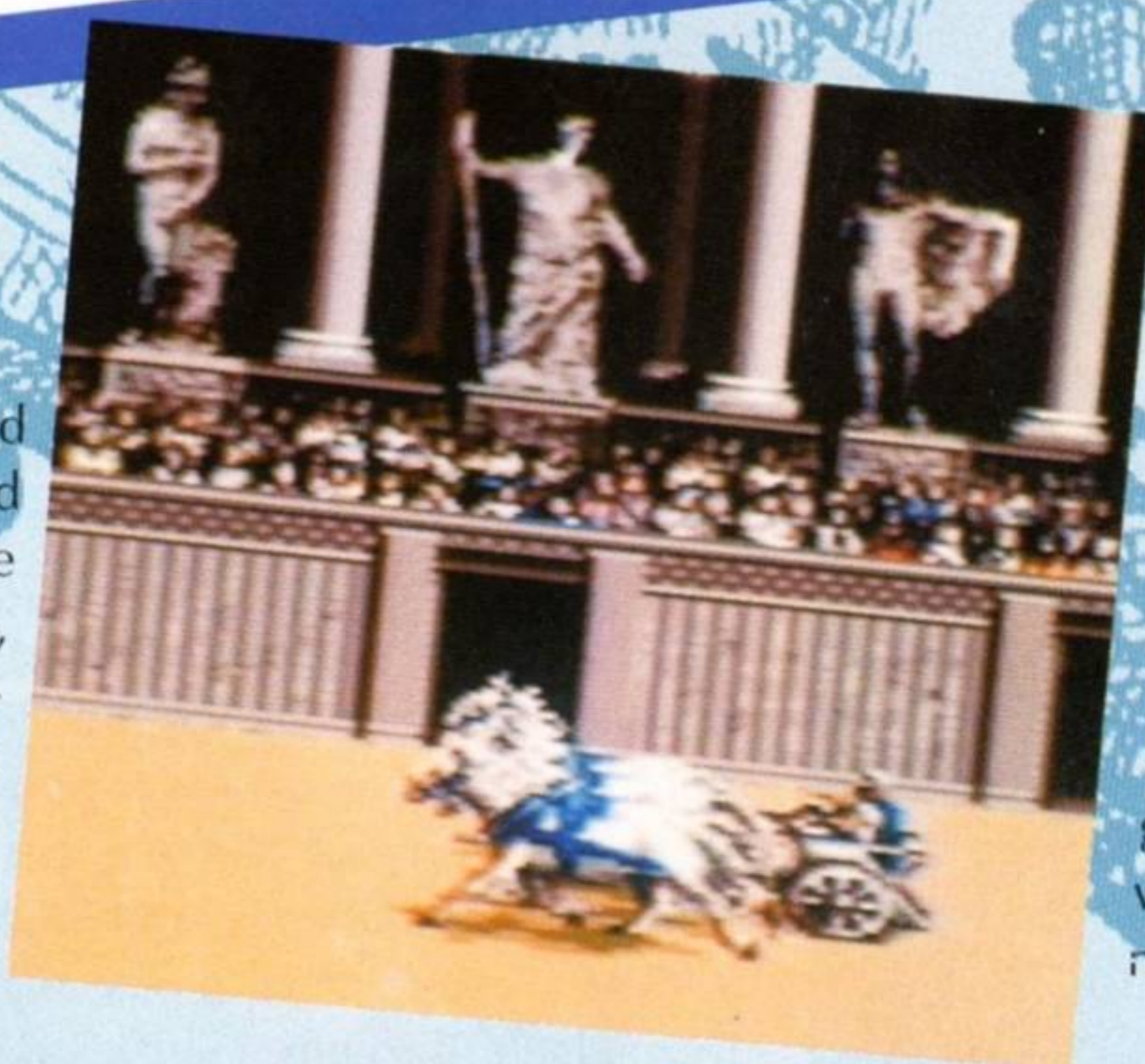
As a young, keen, over-sensitive centurion, your duty is to defend the growing empire of Rome. You must enter the battles very carefully, choosing the correct attack

strategy and knowing when to say: "OK, you win, you keep Asia Minor, but leave me with Prussia." Or when to stand tall and say: "step aside Gaulish Peeg, I am going to conquer your nation whether it appeals to you or not!"

Throughout the game you build up your legions, infantry, fleets and social status. Life follows a fairly conventional pattern of moving up the "ranks" of society, looting, and and crushing. But there is a nice side to Centurion. If you play your moves right, you can make peace with your neighbouring provinces. This makes for a happy and peaceful alternative to conventional Barbarism.

So? It's a pretty good one really. There are better games, but if you like RPGs and strategies, it's well worth the loot.

CHRIS PERYMAN



GRAPHICS 65



SOUND 40



MUSIC 30



PLAYABILITY 70



DIFFICULTY 80



BRAIN STRAIN 80



PRESENTATION 65



LASTABILITY 70



ATMOSPHERE 70



VALUE 75



REALISM 65



CONVERSION 80



OVERALL 70

Reviewed on: Mega Drive Distributor: SEGA
Software by: Electronic Arts



QUACKSHOT

A quest for riches beyond belief. A challenge for a true hero. One possessing powers and abilities far beyond those of mortal man, someone able to handle stress and strain with aplomb. This is a job for a fowl of great courage and strength. This is a job for **DONALD DUCK**.

Donald has found a rare book of treasure, one that can make him even richer than Uncle Scrooge (it's sorta a keepsake of old King Garuzia of the Great Duck Kingdom). But Big Bad Pete and his gang are listening in, and vow to grab the map from Donald, who has decided to go after the treasure. Just one step ahead of the Ducky gang, he gathers up his nephews, jumps in a plane and takes off on a treasure hunt filled with many surprises.

One that will tax your powers as well. QUACKSHOT has Donald beginning in one of three locations - Duckburg, Mexico, or Transylvania. A Map View lets the choice be made, then it's into the fray, as the plane drops him off.

Neat locations too. Duckburg is filled with Pete's Henchmen, and an introduction to some of the "friendly"

folk to be encountered (but there are a few okay guys around worth talking to - especially as they know things you don't). Mexico has exploding cacti, scorpions, buzzards and bees, while the South Pole is damn cold and slippery. Spooky places like the Viking Ghostship and the Maharaja's Palace - chocked to the brim with snake charmers and a giant labyrinth to navigate through. The exploding maze of the Ducky Gang's Hideout, and the final challenge of Great Duck Treasure Island.

Each location consists of more than one level, scrolling horizontally as Donald moves (reversing ones course is allowed, and indeed necessary). Reaching a certain point brings up a flag marker which enables you to return to this location should you choose to call the plane and leave. Which is often necessary since locations require special tools that are often missing from the immediate area. It also indicates that the real trouble lies ahead, but there's often a reward for perseverance (and good reflexes).

The game has the same kind of AARGH-ness found in a good adventure text puzzler. Meaning you have to think because it's non-linear, you don't find everything you need in that one screen, set of screens, or should we say location. So you have to move about a lot in order to get the right tools.

Which is the whole idea behind QUACKSHOT. There isn't anything really new as far as the platform, arcade shoot-em-up parts go.

But being able to jump between locations, and having to work at getting to that treasure by thinking makes a difference in the gameplay to the better. Having a CONTINUE mode that doesn't penalize the player when he's lost it all helps too. This, combined with the



excellent animation and graphics make it a killer game for the platform/arcade fans. And all without lots of flying body parts and deadly aliens.

Author's Bio:

Marshal M. Rosenthal has been working with, and playing on, game consoles since their day go. He aint dufus. (He is, however a New Yorker with a Sega fixation and should be approached with caution - ed.)



GRAPHICS

89



SOUND

10



MUSIC

82



PLAYABILITY

45



DIFFICULTY

91



PRESENTATION

78



LASTABILITY

83



ATMOSPHERE

69



VALUE

85

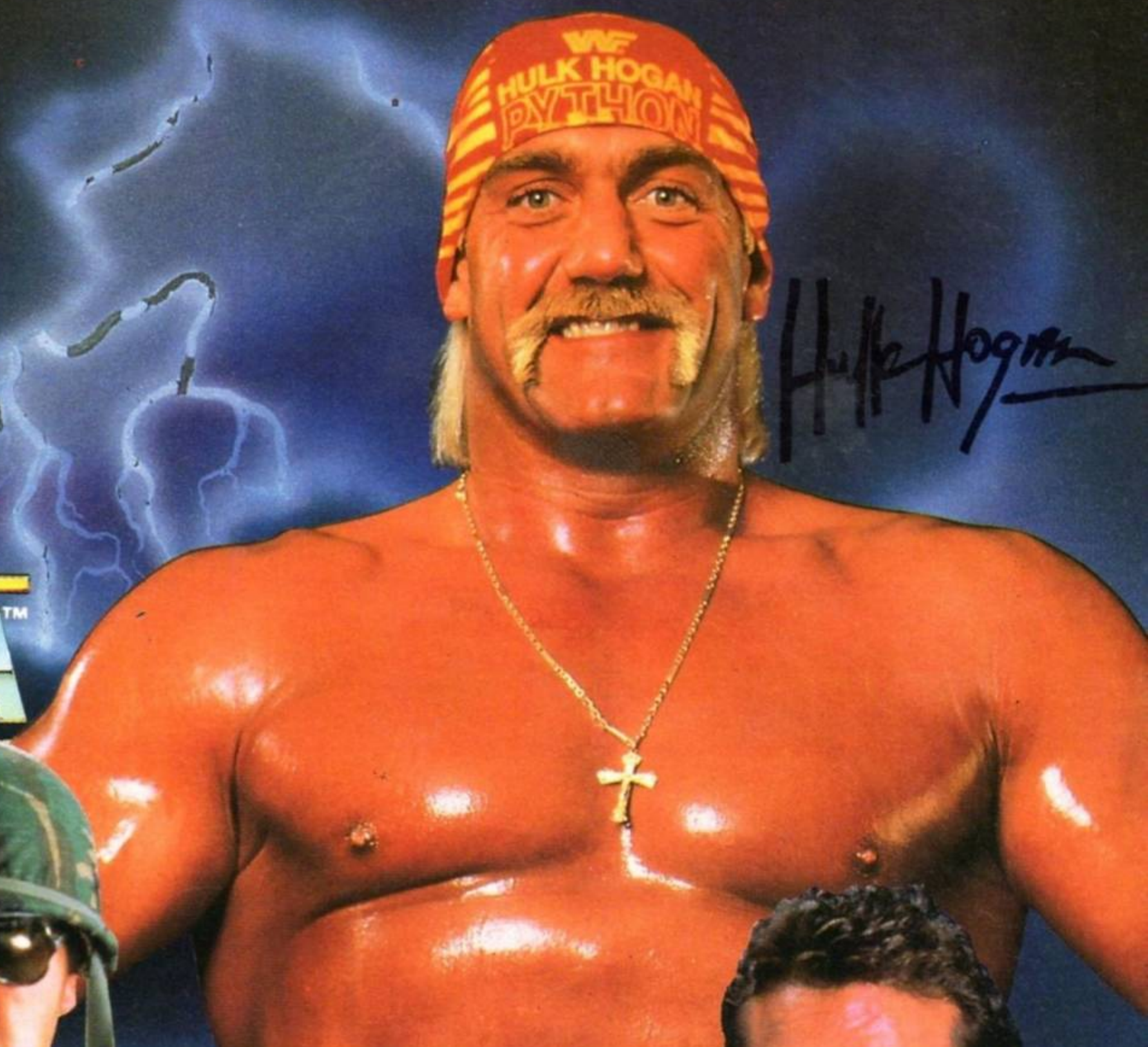


OVERALL

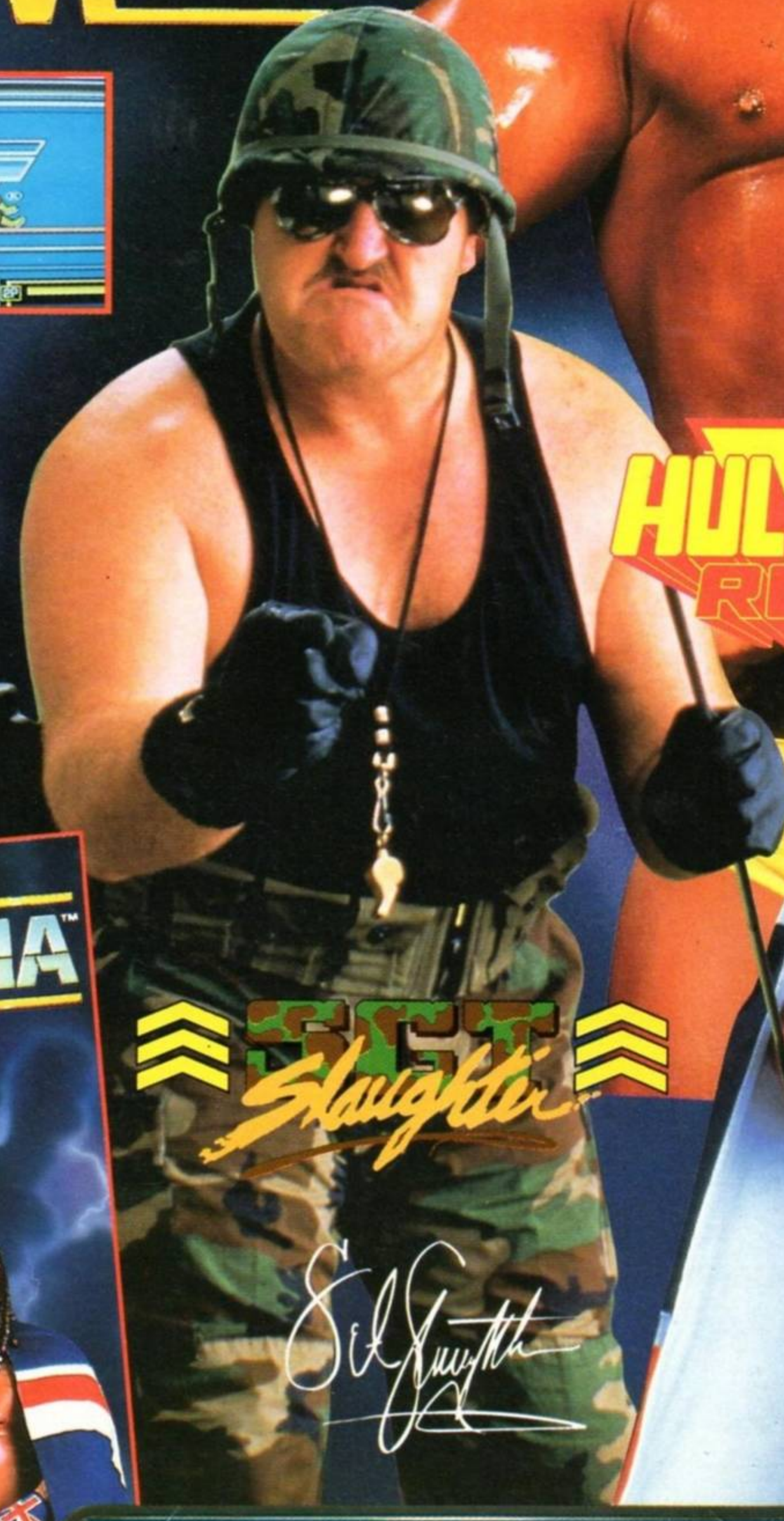
83

Reviewed on: Mega Drive, Distributor: SEGA

WF WRESTLEMANIA™



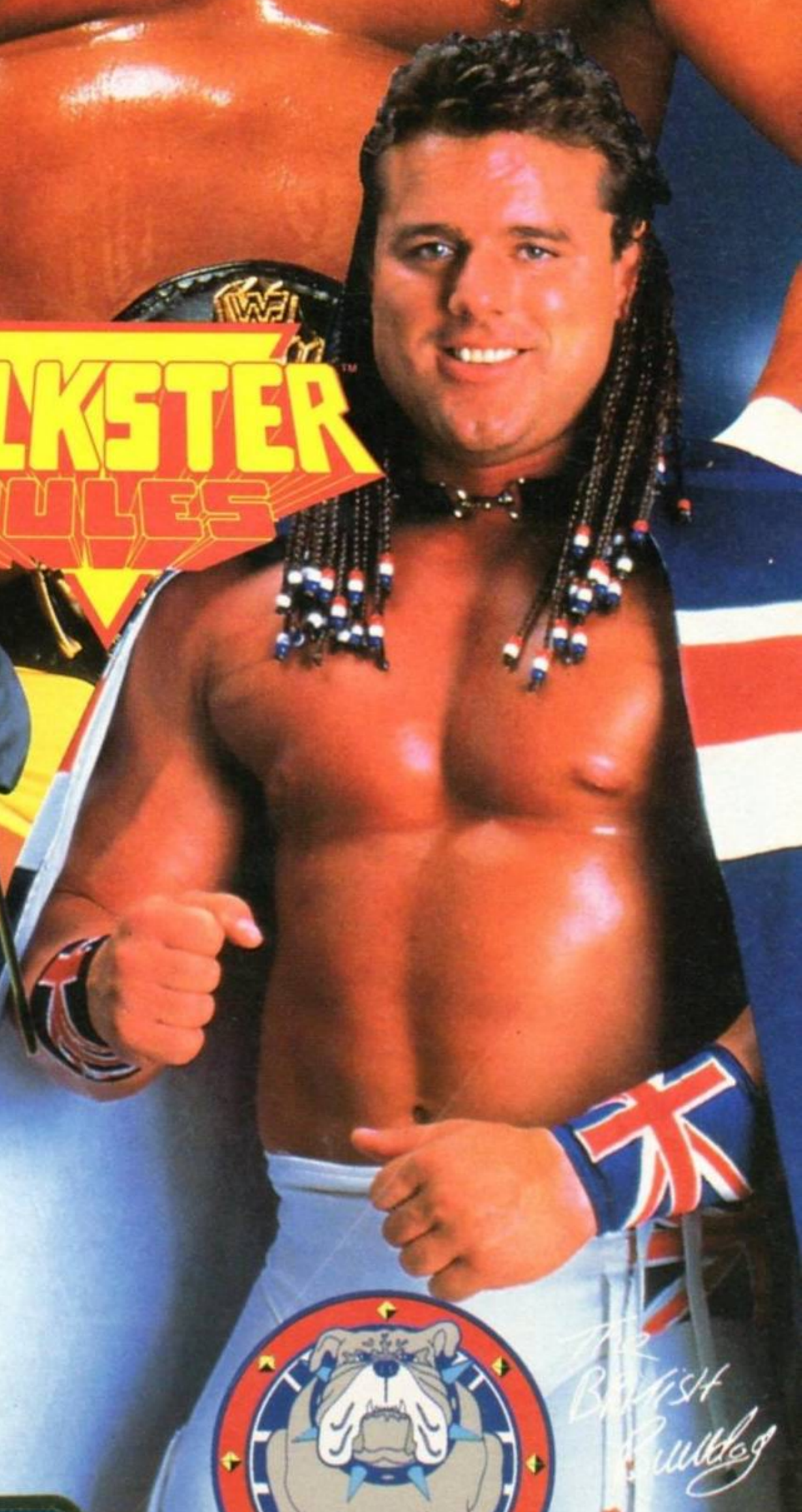
Hulk Hogan



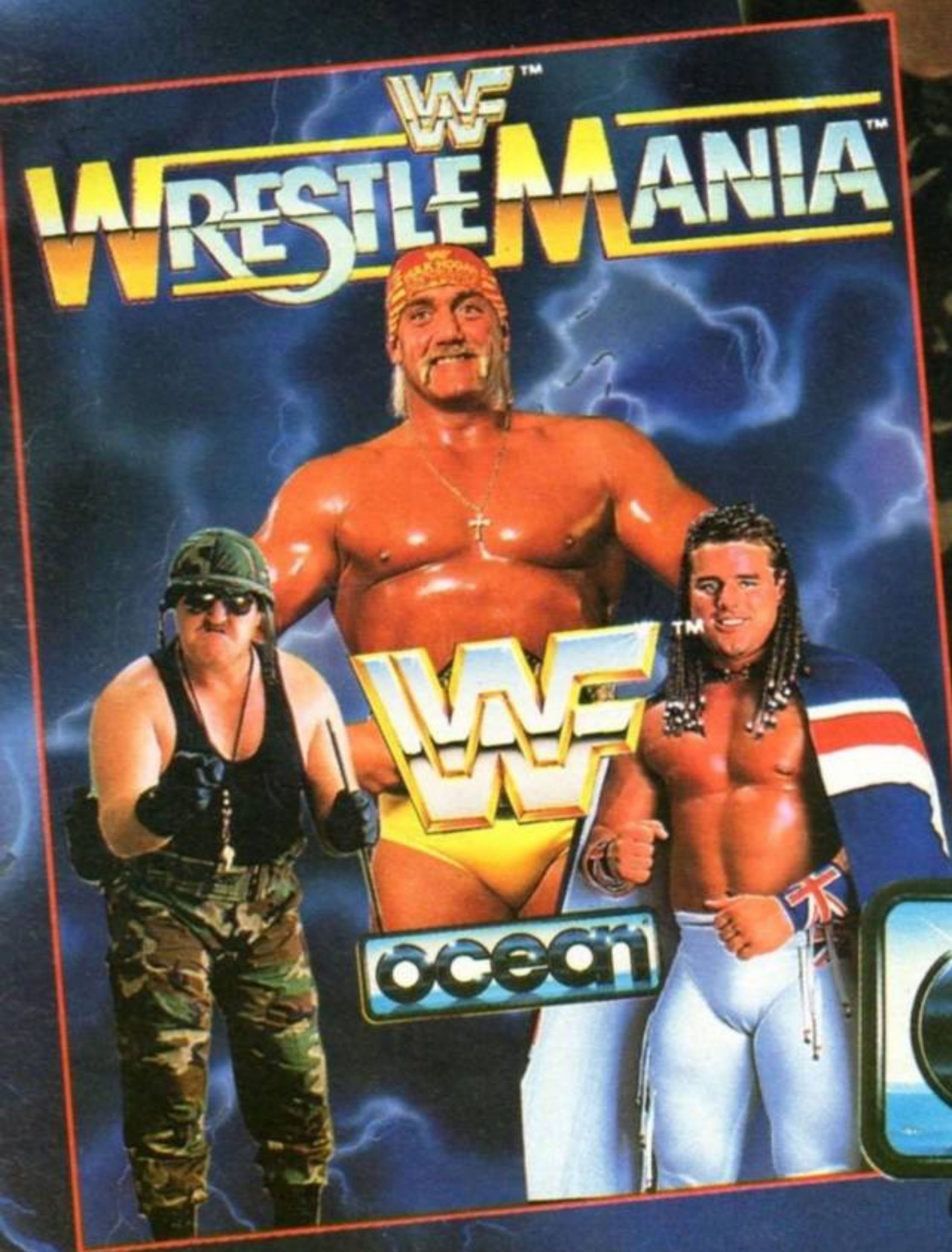
HULKSTER RULES

Sgt. Slaughter

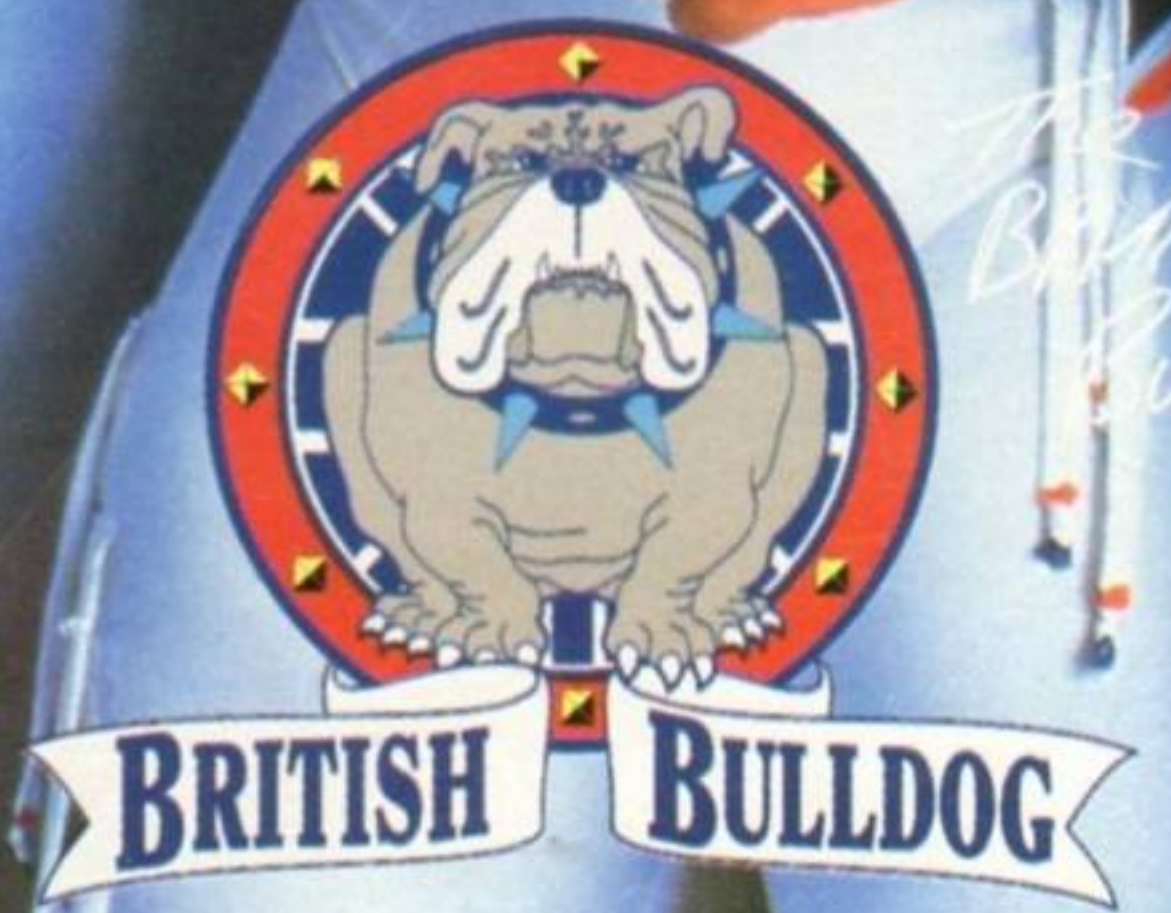
Sgt. Slaughter



The British Bulldog



ocean®



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BY MINDSCAPE INTERNATIONAL

Knighntmare



“You are setting forth into another place, another time, another world,” said Treguard, the Dungeon Master. “And what makes you think that you four mere mortals will succeed in the quest, when so many others have failed?”



GRAPHICS **45**



SOUND **65**



MUSIC **50**



PLAYABILITY **70**



DIFFICULTY **80**



BRAIN STRAIN **50**



PRESENTATION **45**



LASTABILITY **25**



ATMOSPHERE **90**



VALUE **50**



REALISM **75**



OVERALL **50**

I understood at that exact moment that the mission that we had planned so light-heartedly just a few days before was going to take all our endurance, all our collective skills, and, most of all, a depth of courage that I wasn't sure we possessed.

Knighntmare, not to be confused with Nightmare, is the latest RPG role-playing game using the Captive game system. Reviewed by Anthony T-E.

The objective of the game, is to guide four adventurers through a series of quests for the Shield of Justice, the Cup of Life, the Sword of Freedom, and the Crown of Glory. After attaining these items, your band of adventurers must kill Lord Fear and his lieutenant, the FrightKnight.

The normal selection of Medieval weapons can be found, plus an odd assortment of modern-day utensils. Some of the more unexpected items are chainsaws, tennis rackets, spanners and even a trulby hat.

Playfeatures:

This game was created by Tony

Crowther, who also created the award-winning, Captive. For this reason, you would expect it to be very similar. He has used the Captive game system and borrowed a lot of ideas from Dungeon Master. Alas, the final result is not as good as either.

I was very disappointed when I first saw this game. The graphics are no match for the likes of Dungeon Master and Eye of the Beholder. At first I found the scenes confusing and kept bumping into walls and hedges. Later though, I got familiar with my surroundings and the graphics improved a bit.

You can change the palette of the 32 colours on screen, but this doesn't help; it only makes the game world surreal.

The sound effects were all created in a TV studio and provide a lot of atmosphere. But the music is very weak. There is only a fanfare for the introduction and no music throughout the rest.

Knighntmare promises a lot, but never

Reviewed on: Amiga, (Atari ST version).

..... quite delivers. I am a big fan of Dungeon Master and Captive, and a hybrid of these should be outstanding. I didn't find myself getting excited or staying up late because of Knighntmare. Don't go out of your way for this one, it just isn't worth it.

he night...

Nightmare

"Nightmare is set to rival Trivial Pursuit"



Roadshow are relative new comers to the games market, and their latest offering is Nightmare - not to be confused with ! This one is certainly unique if nothing else. Nightmare is a board game controlled by a video tape. Roadshow call it "interactive television", which is, I suppose, exactly what it is.

Once you insert the tape in your VCR, and press play, the game begins. The host is the Gatekeeper, a term adapted from various occult practices and used in many RPGs. The Gatekeeper speaks to you and you have to answer his questions and perform his tasks or else you're in for it.

Once you press "play", you cannot pause or rewind the tape. The aim is to stop the tape before 60 minutes expires, but before you can stop the tape, you must collect 6 of your character's keys and then make your way to the centre Nightmare square. Once you have arrived on the square, you will have to take the top Nightmare card and face what might be your greatest fear! If it isn't your greatest fear, race to the VCR machine and press stop to win. If the tape runs the full 60 minutes before you get there, the Gatekeeper wins.

Nightmare can be played with 3 to 6 single players or with 3 to 6 teams of 2.

Roadshow are convinced that this kind of game will be the next biggie in the games market and the board market together: "We are absolutely convinced that we are about to witness the next monster hit in the area of board games. Nightmare is set to rival Trivial Pursuit in popularity."

Powerful words, but you never know, they might be right. Nightmare was developed by the promotion and production house, "A Couple 'a Cowboys" who were responsible for the successful products Oz Quiz and Dare, so they sort of know what

they're up to. It will be interesting to see if any of the other big guns like Ocean or Sierra take this kind of thing up and do amazing stuff.

As a game? It sort of takes a while to get used to, but Nightmare is quite entertaining. It lacks the level of interaction that "normal" games have, but it is, after all, a different thing and a lot of fun in its own right.

If you wanna know more, get in touch with Roadshow or your nearest department store.



King Gustav is the owner of a rather large medieval castle in sunny Transylvania. The previous owner of the castle was Lady Jane, a shy sort of woman with the sex drive of Cliff Richard. She remained celibate for the whole of her life and therefore, there was no one around to collect

the inheritance when she died.

The King however, is desperate to give away the castle, as Elvira is the closest possible relation to the previous owners, he's chosen her. All she has to do is conquer three very hostile environments and sharing her assets.

GLOBES TO TOUCH

Elvira can choose which world she begins her quest in by selecting the appropriate globe. The choice is made between the Arctic Earth and the Fiery Underworld, and only when she's conquered the two can she progress into the Transylvanian World and finally challenge for the ownership of the castle.

Having entered the world of her choice she immediately finds herself in a smooth, multi-directional, parallax scrolling adventure game, with loads of platforms and add-on weapons thrown in for good measure. She also has the sudden ability to manipulate objects around her and activate a number of useful magic spells.

STICK IT TO ME

In actual fact, the magic spells are the most important factor of the



Elvira will encounter a whole host of creatures on her travels, some of which are incredibly strong. The more weapons you carry, the greater your enemy destroying capabilities.



The screen update remains silky smooth throughout, even in chaotic times such as these. The Elvira animation and the explosions are the icing on the cake.



There are three types of weapons scattered around. It's possible to carry and even fire five weapons at any one time, providing they're all the same!



Grappling with the two globes will teleport you to the appropriate world. The third world can only be entered when you've successfully neutralised the first two.



Elvira

game. It is these that allow you to advance worlds and fend off the hordes of atrocious creatures. Having said that though, your standard offensive weapons are just as important for beating the lesser enemies of the



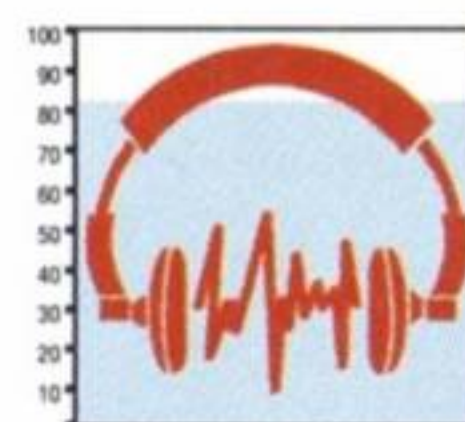
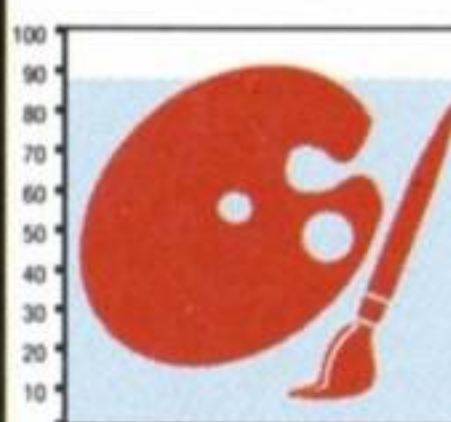
game. You start the game with a single dagger, although this can soon be improved upon by collecting more of the same (throw 'em in groups, just like in Gods) or advanced weapons such as throwing stars.

Occasionally, you accept the help of the ancient Trader who offers advice for magic spells. With over 800 ace 32-colour screens of action, played over three levels, his help is most definitely welcomed.

OVERALL SCORE
87%

ACTION INFO

**ELVIRA
FLAIR
TEAM: IN HOUSE**



Graphically, *Elvira The Arcade Game* is almost faultless. The parallax scrolling is smooth, there's a degree of perspective and the animation, particularly of Elvira herself, is quite outstanding. The digitised intro sequence and the gothic style music all add to the atmosphere too. The only minor gripe we have is with the actual screen size which is a little on the small side. Thankfully though, this doesn't hinder the gameplay which, it has to be said, is really very impressive throughout. A very classy product that should appeal to platform and arcade adventure fanatics alike.



The time is 1159 years into the future. The human race has mastered the stars and space flight is now an everyday occurrence. Alien races have been contacted and while some are friendly, others are full of aggression and ready for war.

The Cardiaxx Empire is the latest bunch of baddies to start another offensive against us innocent homo sapiens. Using the Cardiac Beam, their latest, most deadly weapon, they intend to inflict the entire population of the Earth with a terrible heart condition. Brave warrior, jump into your fighter and save the world with Electronic Zoo's latest shoot'em-up.

SPEED KILLS

Cardiaxx is a high speed horizontally scrolling blaster that pits you against



As you progress deeper into the Cardiaxx Empire, the worlds that you must visit become increasingly twisted and perverse. The opposition also becomes tougher. Hiding among all of the pulsating organic material are two enemy drones that fill the screen with homing missiles.



Between each main level there is a sub-game forcing you to navigate asteroid and mine fields in your fighter. You must simply survive until the end of the section by using your laser gun and a lot of skill.



Surprise, surprise. Just when you think you have finished the level up pops a guardian to prove you wrong. They all take a lot of damage before succumbing while dishing out tons of firepower themselves. Only the best will be victorious.

Cardiaxx

hordes of aliens in a fight to the death. The only thing that stands between you and certain death is your ultra fast fighter and your lightning reactions.

As you navigate the labyrinths of the Cardiaxx Empire you will be attacked by enemy formations. Your co-pilot will warn you of danger ahead with a call of "Enemy ship approaching the left," allowing you to prepare yourself.

As your craft streaks past, you will have a few fleeting seconds to engage the enemy fleet before coming back for another strike.

LIFE IN THE FAST LANE

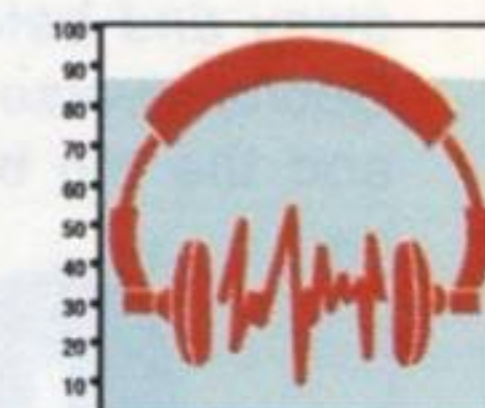
You must complete each of the four levels within an allotted time but as you destroy each wave you will be rewarded for your bravery. Bonuses come in the form of bigger weapons, extra armour, extra time and so on. Eliminating an entire wave will confer the power-up while losing a life downgrades your ship by one level.

At the end of each level awaits a guardian. What would shoot'em-ups be without them? Any space cadet worth his salt will tell you that any guardian can be killed, it is just a matter of finding the weak spot and blasting away.

OVERALL
SCORE
76%

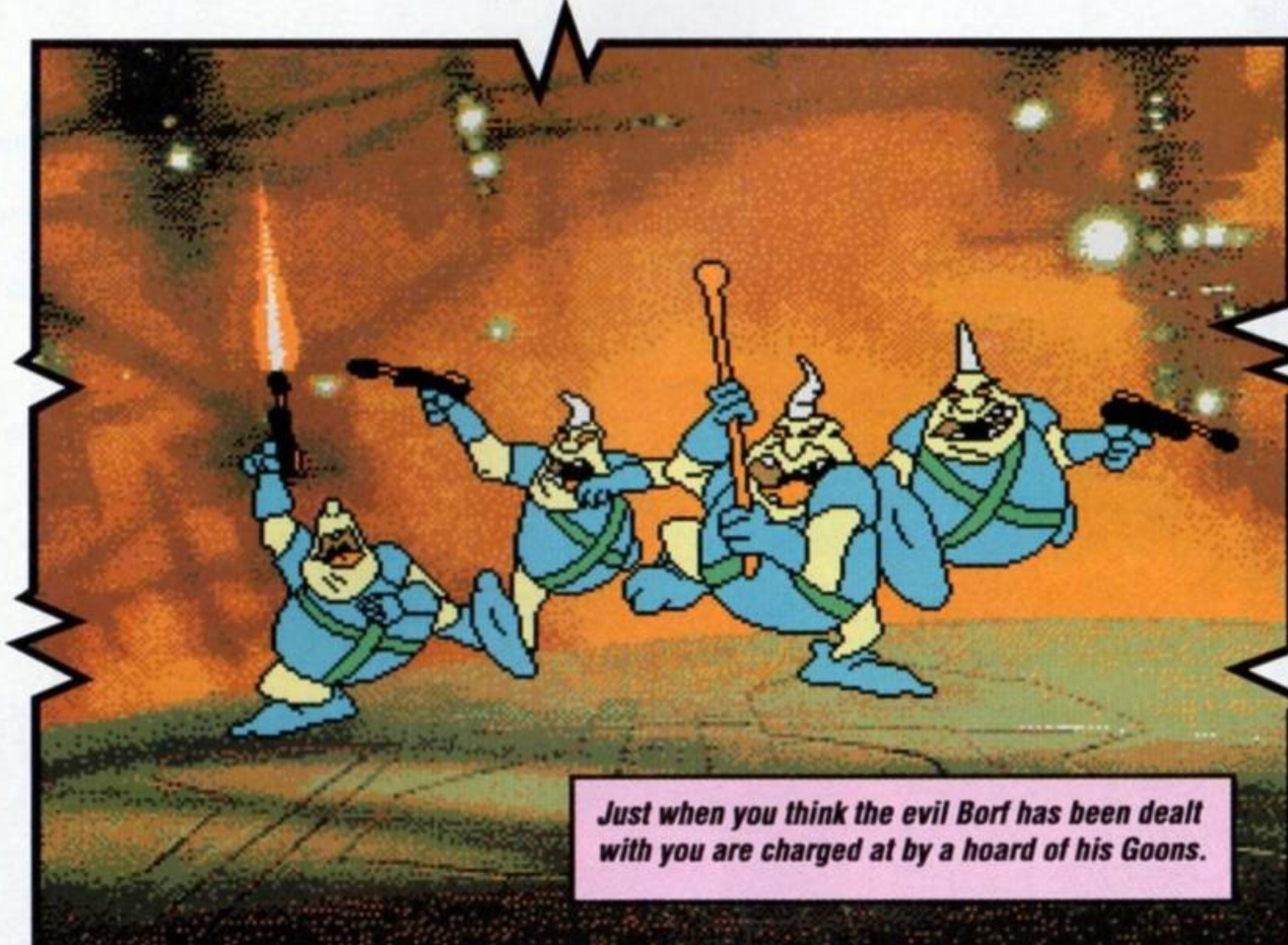
ACTION INFO

CARDIAXX
ELECTRONIC ZOO
TEAM: ECLIPSE

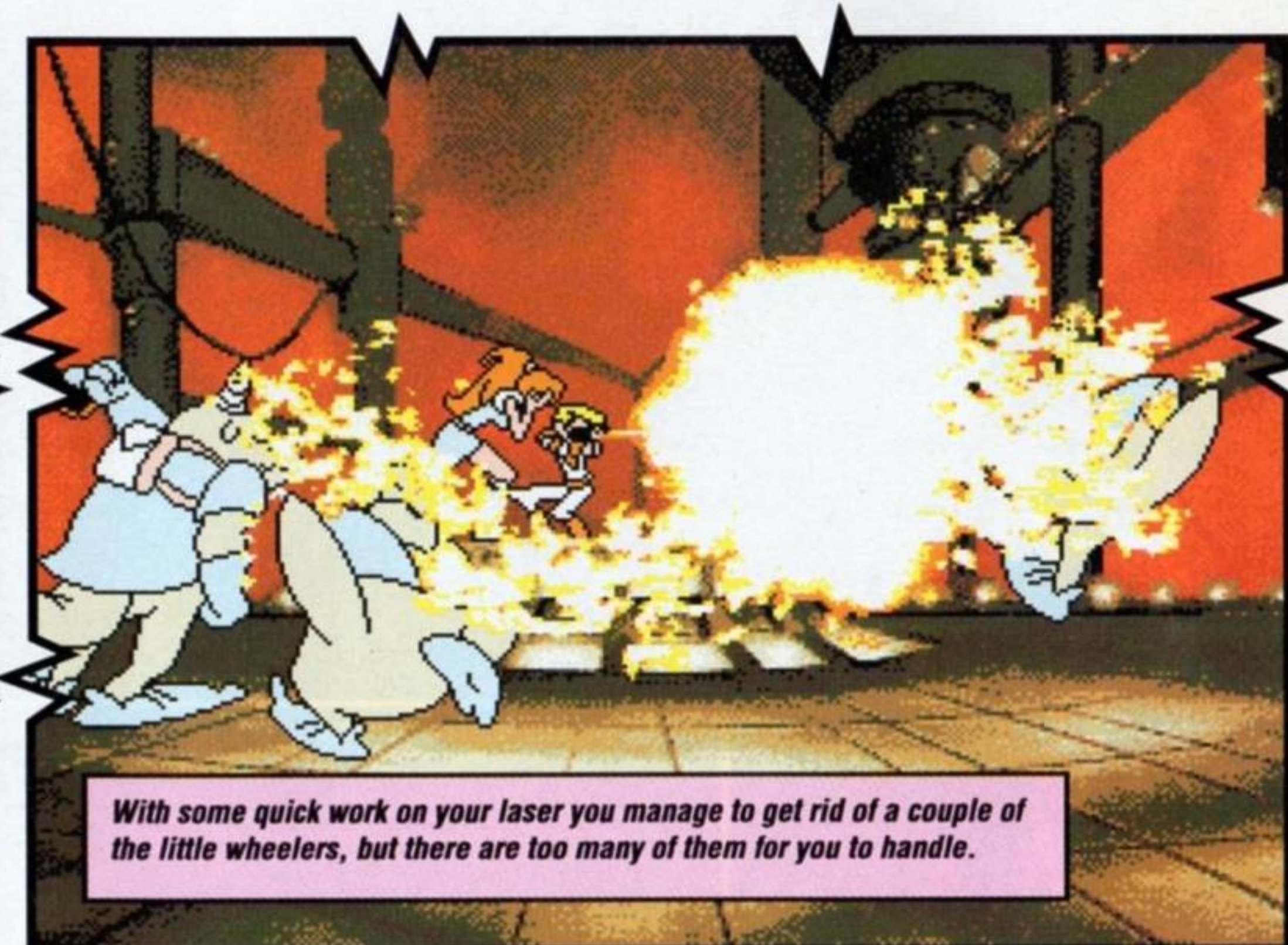


Both the advertising and packaging for Cardiaxx claims that it is the fastest shoot'em-up ever written and, for once, it's true. The screen zips along at an incredible speed, in fact it is just too fast. The trick is to control the speed of your ship while avoiding the enemy and still manage to kill things. To say Cardiaxx is tough is an enormous understatement, as experienced shoot'em-up fans (human and otherwise) will have trouble completing even the first level. To summarise, Cardiaxx is a very hard (and fast) game that I can only recommend to those who want an extremely tough challenge.





Just when you think the evil Borf has been dealt with you are charged at by a hoard of his Goons.



With some quick work on your laser you manage to get rid of a couple of the little wheelers, but there are too many of them for you to handle.



The Space Ace is back. Unfortunately so is his sworn enemy, Borf. Space Ace II follows on directly from the original with the action starting where you left off.

At the end of your previous adventure Borf had been reduced to a baby by his own Infanto Ray (with which he intend to take over the Earth). But your fight against Borf doesn't end there. Just as you think things are over a mob of Goons race towards you and snatch Borf and your beautiful girlfriend Kimberly.

The Infanto ray lies mere feet away and before you can react, the Goons reverse the effects of the beam and the big bad guy is back to his

normal self. Before you can shout "Holy super nova," Kimberly is gone and the galaxy is threatened again. Being an all round hero type you just had to give chase.

FROM CAVES TO SPACE

Anybody who has played any of the Don Bluth series (Dragons Lair, Singe's Castle and the original Space Ace) will know the rap for these type of games. The controls are straightforward and simple with graphics and sound of a quality usually reserved for introduction sequences convey the action. This makes the game play like a short animated film that allows you to control the action, although only in a

very restricted manner. Read on to find out more...

SELF CONTROL

While the story runs in a cartoon like manner you can manipulate the hero with a joystick. At critical points during a scene you must make Ace react to any danger.

Pushing the joystick in one direction will ensure he jumps out of harms way while pressing the fire button will make him use his laser gun. To complete each scene you must either

eliminate any monsters or avoid their violent attacks.

Finding the right action for any scene can be a matter of trial and error but watching the animation presented to you often gives hints and tips. You have just three lives to complete the game so you are not allowed many mistakes.

Thankfully a save game option is included to make things easier. After finishing each section the animation will continue to the next part.

To demonstrate how the gameplay works, the solution to a few scenes during the early part of the game is presented below (but I won't give away too many secrets).



A PIECE OF THE ACTION

After jumping in your spaceship to pursue the evil Borf you land at his command centre. Immediately you are attacked by a huge yellow monster who swings a great paw at you. Push up with the joystick to run from the gargantuan horror.

But you are not safe yet, for almost immediately a pack of wild alien cats ambush you. Pressing the fire button will throw them to the ground just in time for the yellow monster to return to the fray. Push up to spin to face it and fire to blast a shot with your laser pistol.

However, it takes more than a single shot to deal with a terror of this proportions and it will grab you, pulling you towards it with its claw.

Shoot again (or it will eat you) causing the creature to be stunned and drop you. Quickly jump to the left to get out of harms way as it crashes to the floor.

At last you have made it to the command centre and the end of the scene. You now have automatic security robots and loads of other bad guys to deal with, not to mention the return of the yellow monster.

I'll leave you to work out how to deal with them!

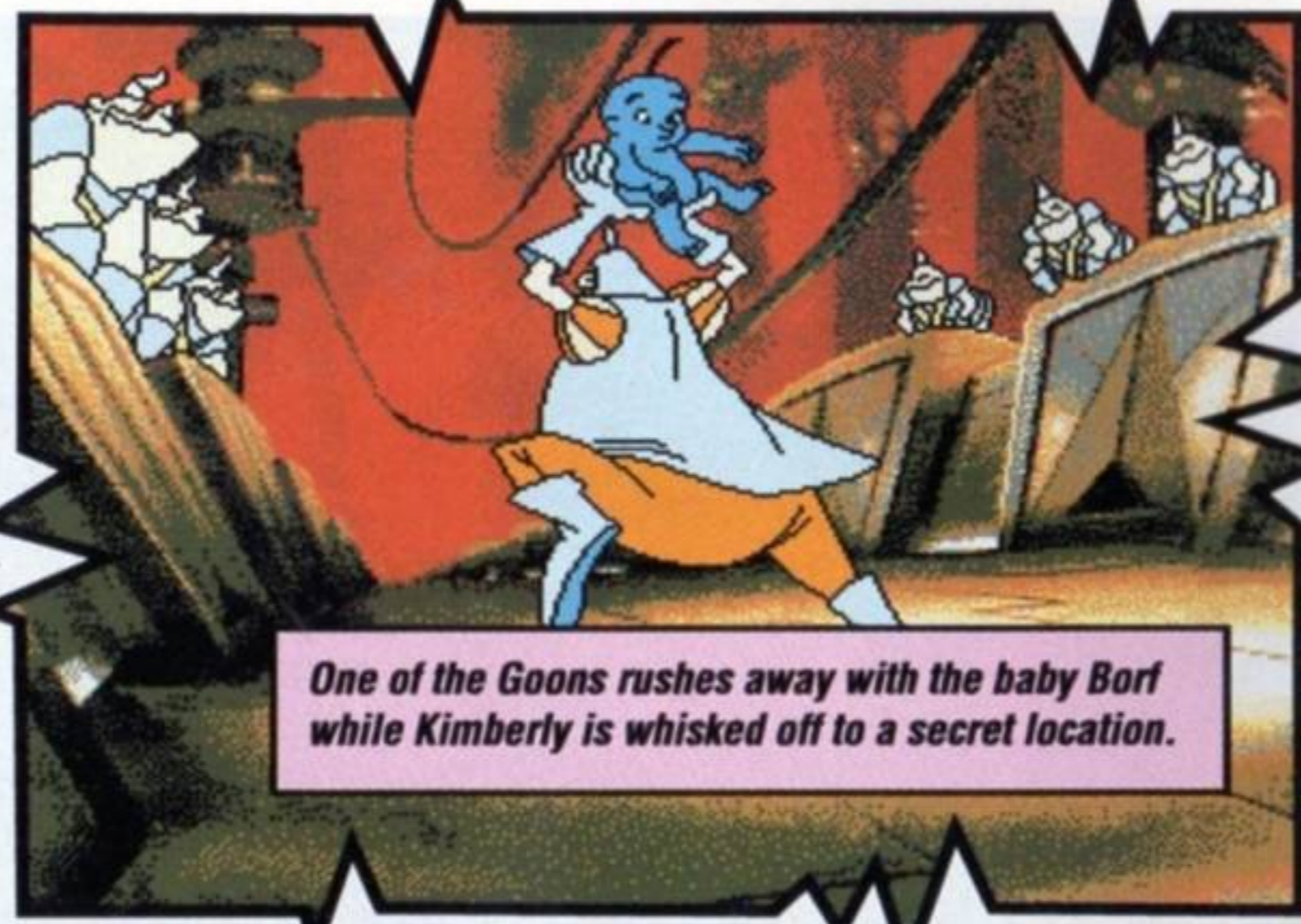
OVERALL SCORE
63%

Space Ace II





The goons are all over you. They rush past you and grab Borf and the beautiful Kimberly. Oh no!



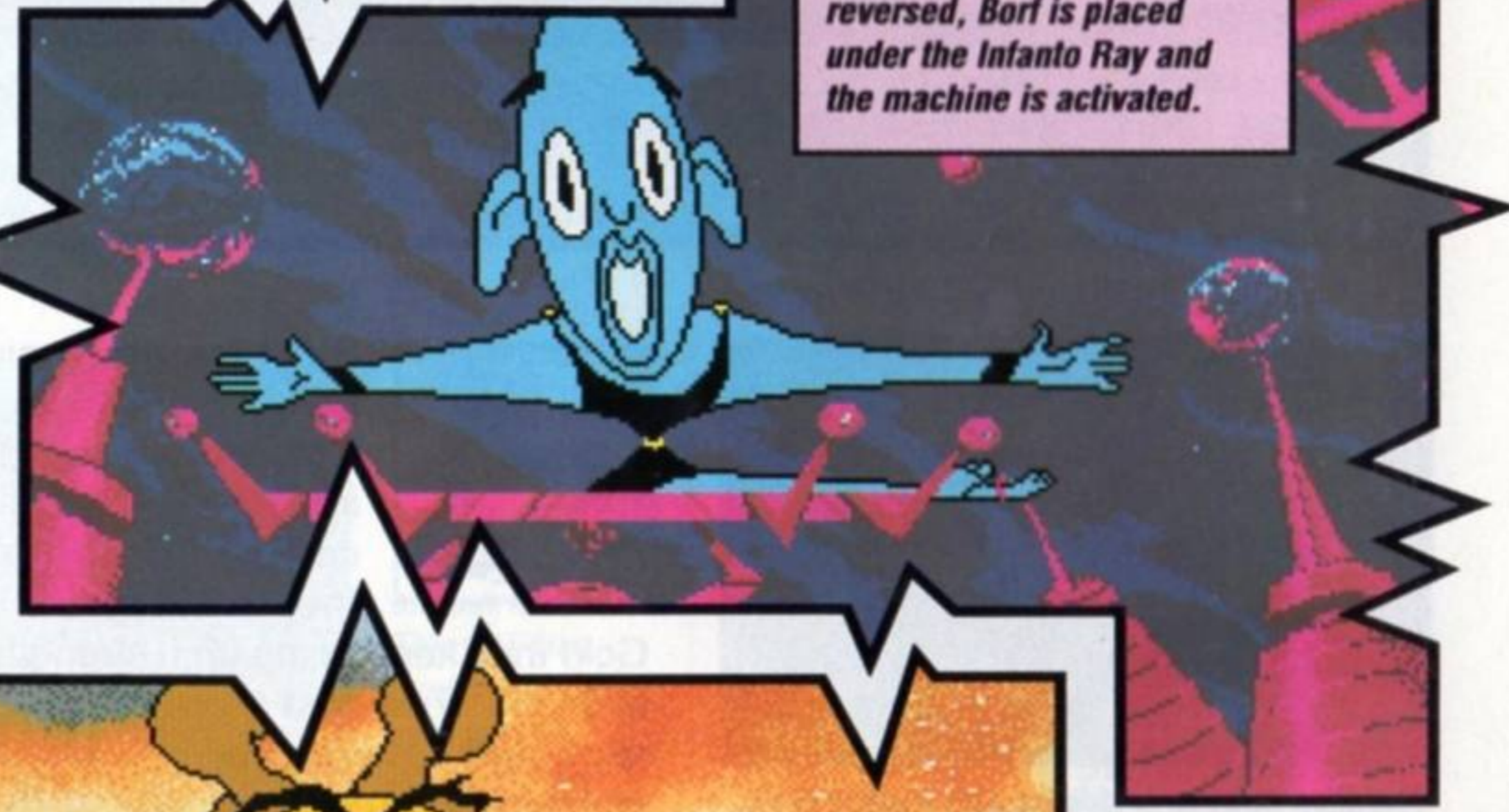
One of the Goons rushes away with the baby Borf while Kimberly is whisked off to a secret location.



Once the controls have been reversed, Borf is placed under the Infanto Ray and the machine is activated.



Borf is back to his normal evil self. Only one person can save the world and rescue poor Kimberly and that person is you, the Space Ace.

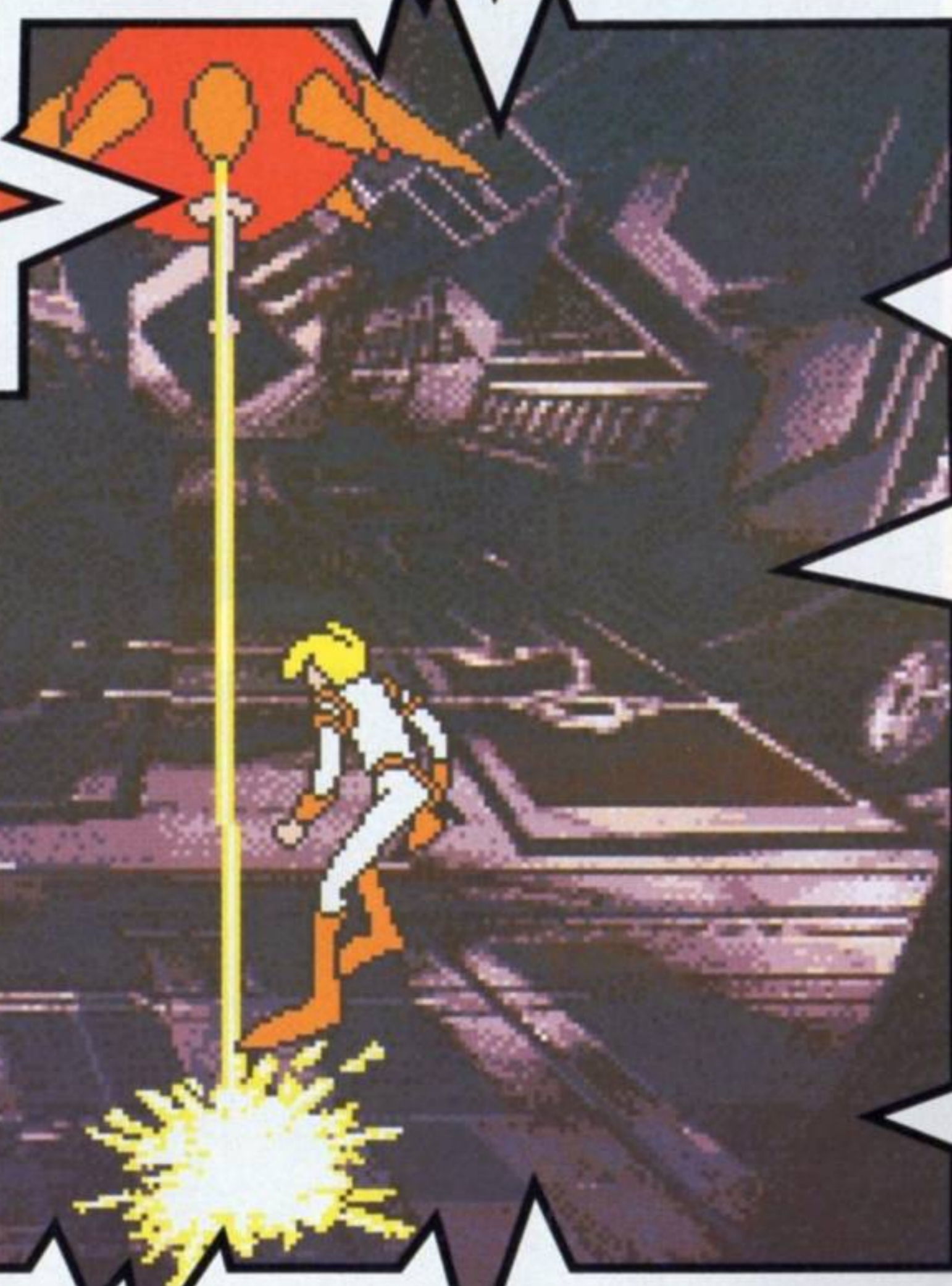


You must guide the Space Ace past many dangers ...

...if you make a mistake he will come to a sticky end. Slow reactions could turn him into lunch!



You do have a trusty laser gun to blast the bad guys. For a monster of this size it won't do more than stun, so you had better get ready to run for it.



Once you have escaped from the clutches of the monsters that roam around the wilderness you finally make it inside Borf's command centre. Now you have to face up to the automatic security systems and Borf himself.

ACTION INFO

SPACE ACE II
READYSOFT
TEAM: S BOOTH INT. MEDIA LTD



Games such as this are renowned for having truly stunning graphics and sound but very little in the way of gameplay. I am afraid that this is also the case with the latest in the series. Paying £35 for a game that you won't want to play for more than a day or so just isn't on. The only reason why I would recommend that you buy Space Ace II is so that you can wow all of your friends when you show them what the Amiga is really capable of. That aside, most people will probably find that this game is an expensive waste of money that should be avoided or at least tried out before buying.

THE SKILLED ART OF ESCAPOLOGY



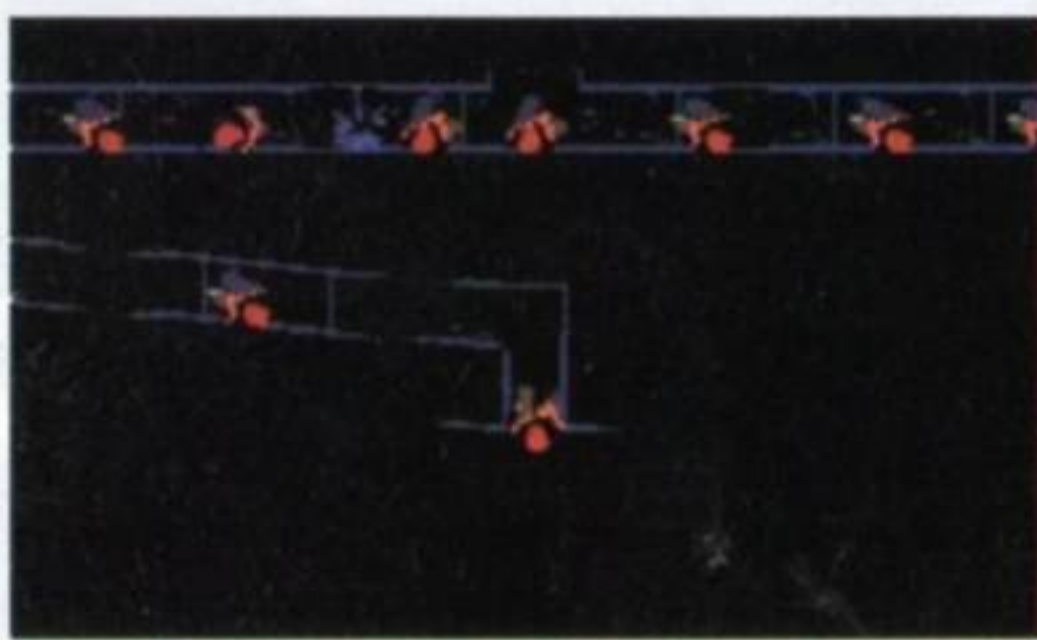
You and your pal have been captured by the aliens and placed in a cage. The only means of escape is to start swinging the cage left and right.



When the cage is moving violently the supporting chain will snap and the guard will be crushed as you fall. The other prisoner is on your side so follow him.



Make sure you grab the guard's gun before you leave here as it will come in very handy when you are struggling through the later stages.



The alien fortress is riddled with a maze of air vents. If you manage to navigate your way around the labyrinth by rolling around you can avoid the unwanted attention of the guards.



The laser gun you have managed to acquire is a very useful tool. Turning up the power allows you to blast through any solid objects that block your path. Unfortunately the gun has limited energy and doing this often can quickly drain it.

ARCADE ADVENTURE



Delphine are rapidly becoming known as one the world's top software production companies and with the backing of US Gold they keep going from strength to strength. Their past products have all received rave reviews and good scores. Future Wars, Cruise for a Corpse and Operation Stealth are all top notch productions. Now that their latest release has hit the streets they look destined to go even further down the road to success.

Another World puts you in the shoes of a young scientist. During a

Another

revolutionary experiment involving nuclear acceleration techniques a power surge causes a critical

overload in the equipment being used. The resulting burst of raw energy catapults you through time and space to an alien world where your only chance to survive is to fight for your life.

ESCAPISM

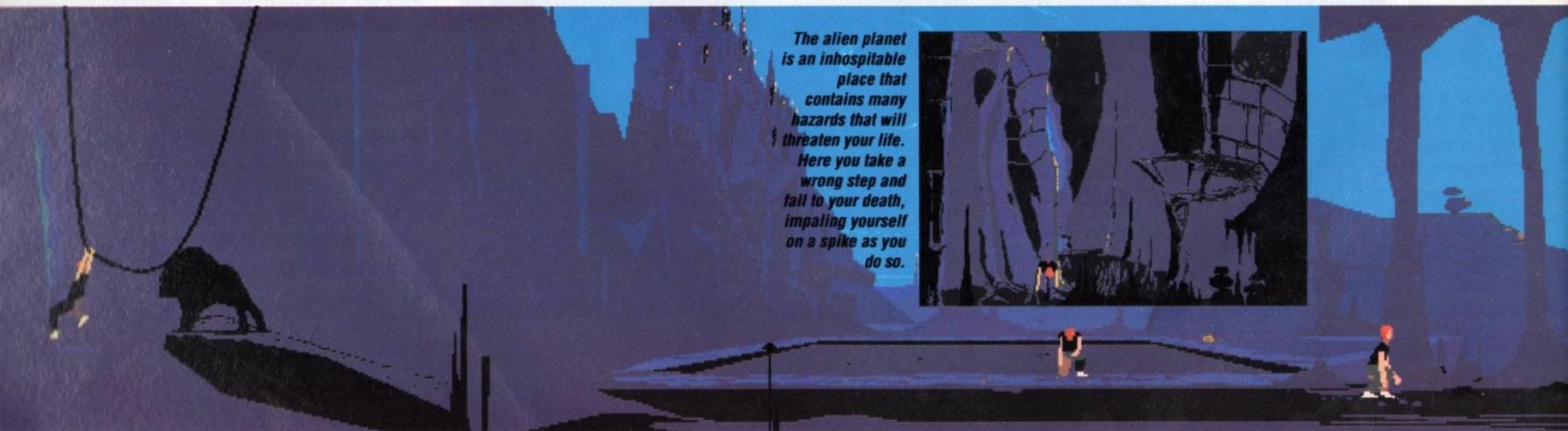
The world is populated by a race of technologically advanced humanoids that capture and enslave you. With only the help of a sympathetic fellow prisoner you must battle your way past guards and other hazards to make it back home.

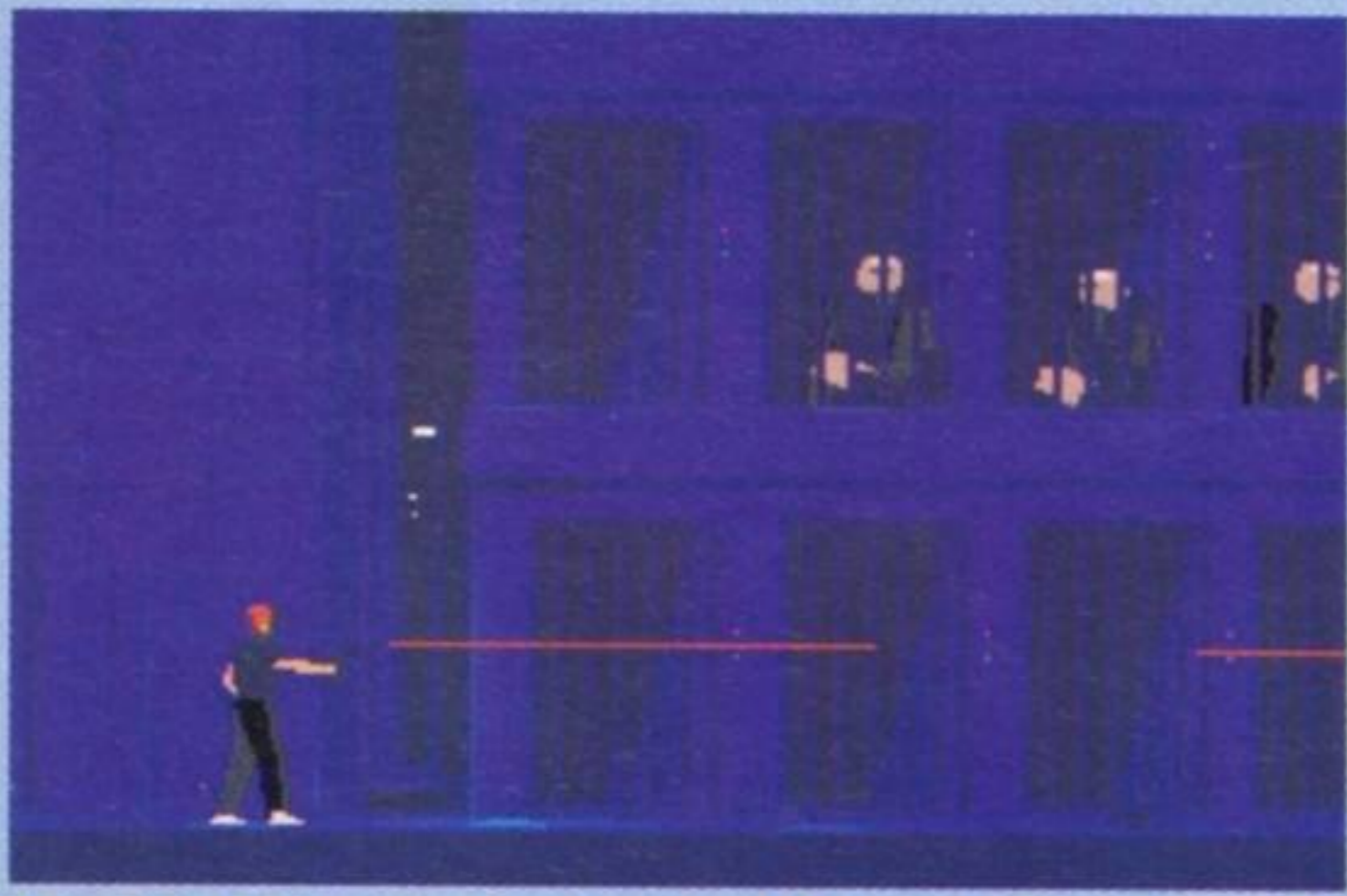
You control your character using a joystick. Ducking, diving, leaping, weaving and similar fancy foot work allows you to proceed along the hazardous paths before you. When faced with danger you have several choices. You can either run away, dodge and weave past the obstacle or attack it.

When unarmed a few swift kicks may disable some of the weaker creatures but for the big bad guys you



The alien planet is an inhospitable place that contains many hazards that will threaten your life. Here you take a wrong step and fall to your death, impaling yourself on a spike as you do so.





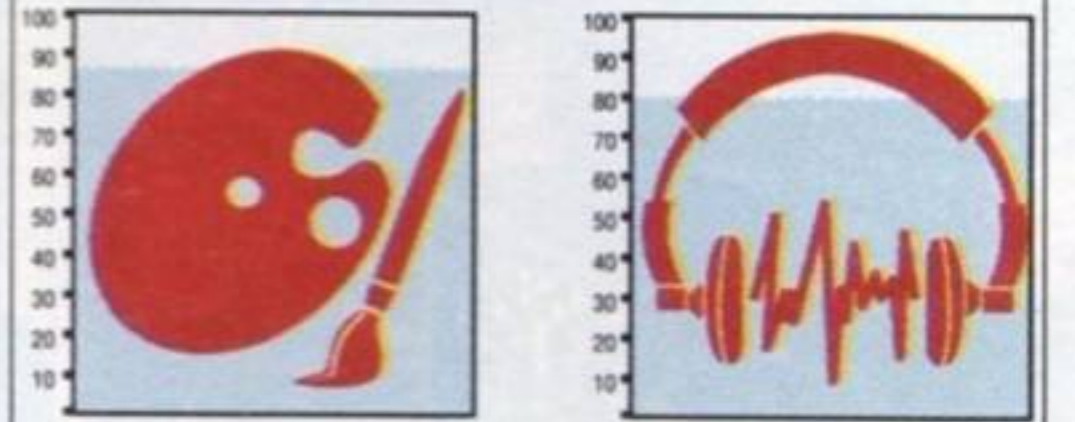
It isn't long before the alarm is out and the guards are on your trail. Use the laser to blast your way out while your friend deals with the security systems.



This is how it all starts. While performing a revolutionary experiment you are catapulted into the future and to an alien world. You must fight for your survival and fathom out how to return home.

A C T I O N I N F O

ANOTHER WORLD
US GOLD
TEAM: DELPHINE



Although it isn't very evident from the still screen shots shown with this review the graphics for Another World are superb. The animation is realistic and smooth, making the game very accessible. This coupled with the atmospheric presentation gets you hooked instantly. The gameplay is similar to Prince of Persia but has a little of the Dragon's Quest series thrown in. The result is a game that is simple enough for anyone, instantly addictive and varied enough to keep you going for days. Without a doubt Another World is a superb game that should be in everyone's collection. Buy it now!

World



You will encounter many wild creatures that fancy a nibble on your flesh. This wolf like hunter will rip your innards out and have them dinner. Your best bet is to run for your life!

will have to beef up your fire-power. Through skill and timing you will be able to get hold of weaponry of several kinds. The best are the lasers used by the alien guards. Which are versatile weapons in several ways. A single shot will disintegrate most of the creatures you meet.

POLICE STATE

Alternatively a temporary shield can be generated that will cover any escapes you need to make. Finally the gun can be used to generate a powerful burst of energy that will blast straight through solid rock!

You will meet many strange creatures on your travels, some will be friendly and others will definitely be aggressive. Of the wild creatures you encounter a small rodent will attempt to inject you with paralyzing poison, a water living monster will drag you to your death at the bottom of deep pools and wolf-



You may be able to avoid the aliens during the initial parts of your breakout but before too long you will be tracked down as the whole base goes on red alert. Sharp shooting and agile moves are the only way you will survive.

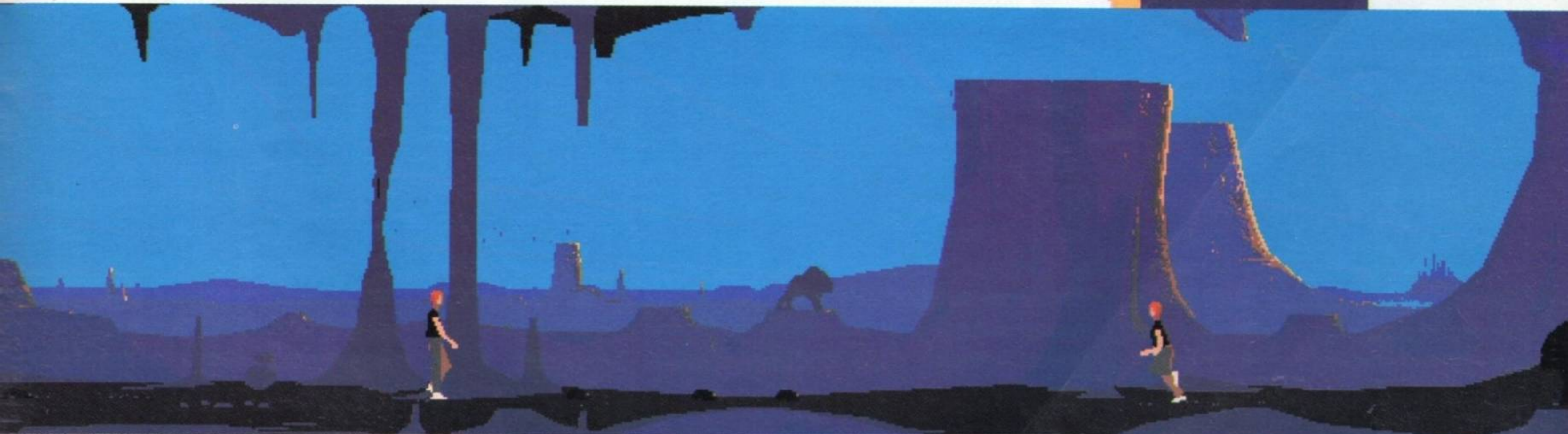


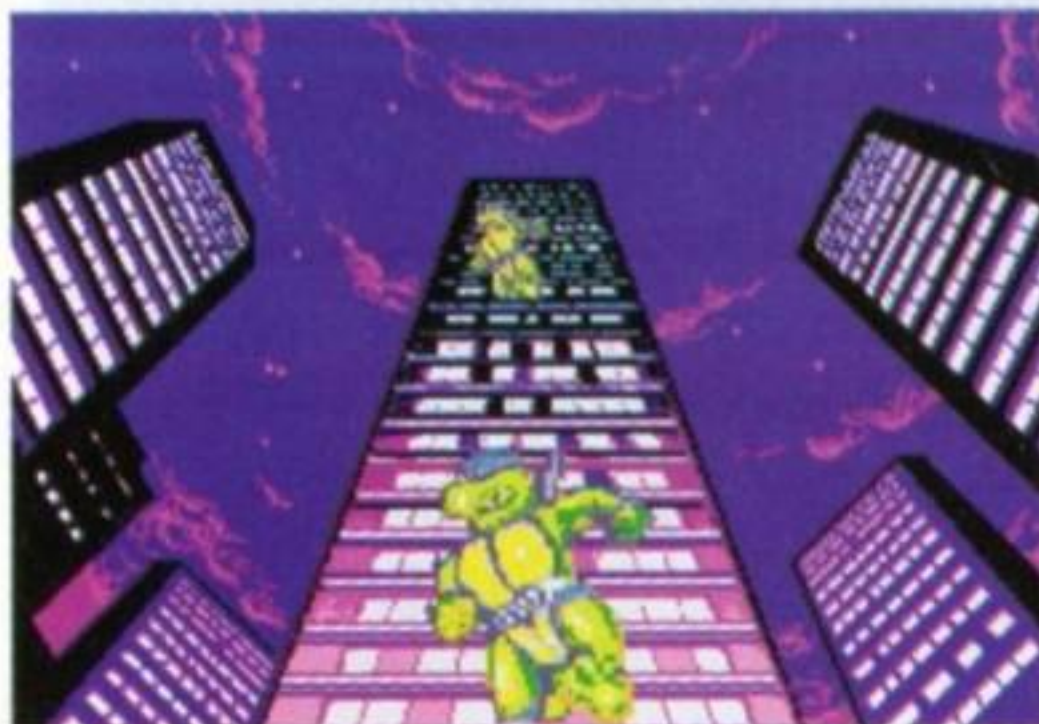
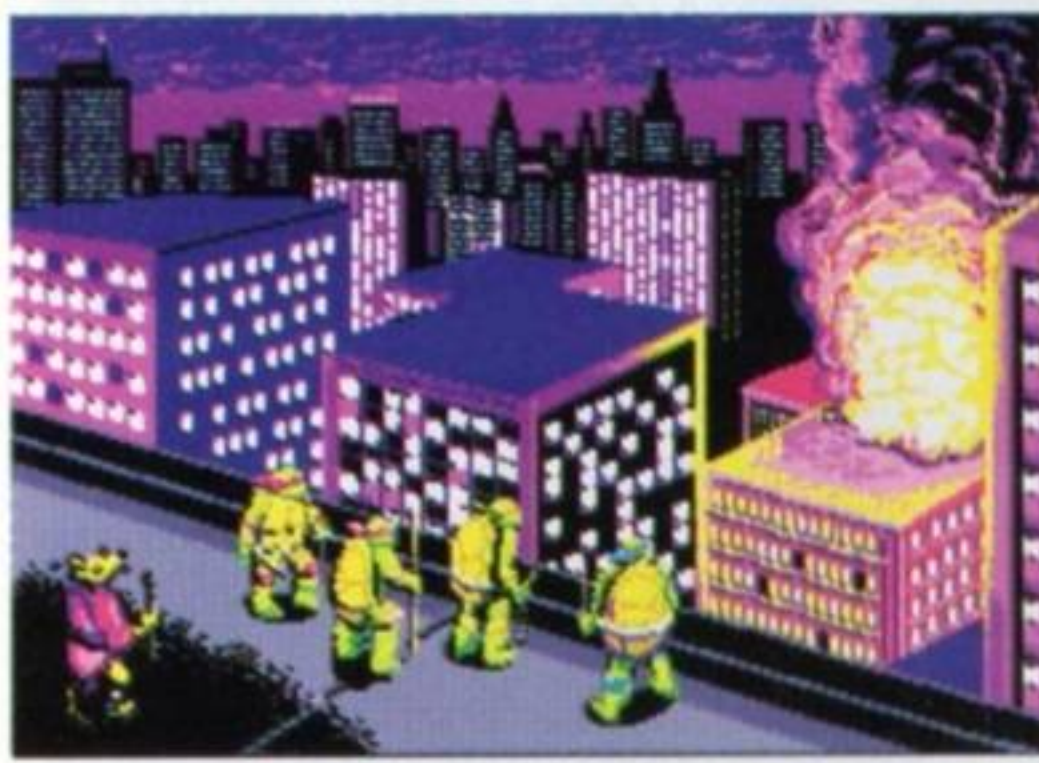
like predators will make you into their next meal. The alien population is a little harder to fathom. It is divided into two distinct castes that react to your presence in very different ways. The warriors will not hesitate to blast your body into small bits but the

slaves will offer help and on many occasions save your life. There are also several natural obstacles for you to overcome. Fast flowing water, rock falls, deep pits and chasms full of spikes can all take your life if you put a foot wrong. Additionally you must fathom out the workings of the high technology security systems employed by the alien race if you are to escape.

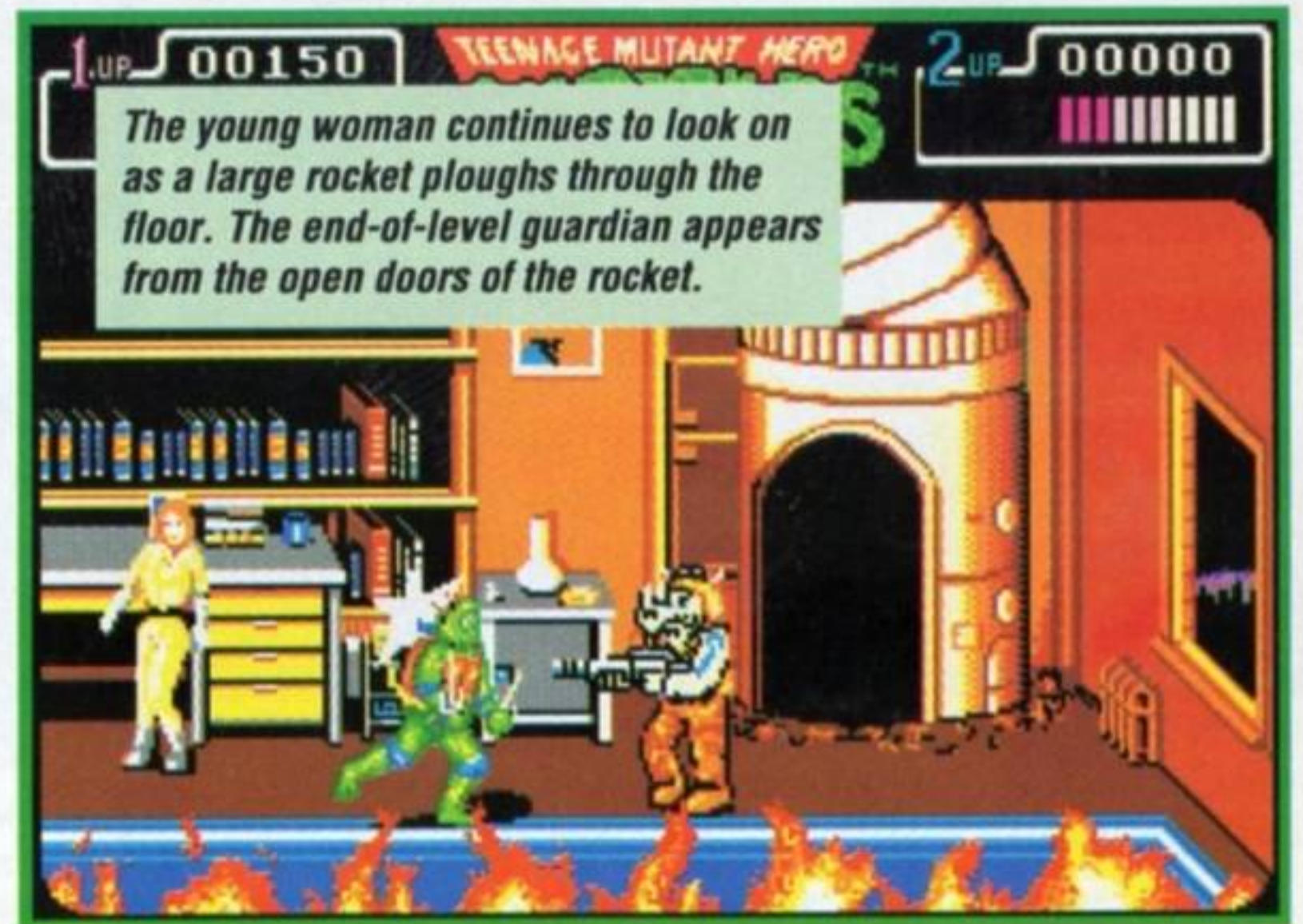
GEOGRAPHICAL HARDSHIPS

To complete the quest and return home not only requires skill and agility but brains and intelligence. The puzzles that block your path require an immense concentration of thought to complete and as with the greatest legendary characters only the most conscientious of heroes will be successful in completing the challenge ahead.





Most of the nasties attack in large groups. The lady leaning against the desk in the background however, doesn't seem to play any part in the disturbances whatsoever.



The young woman continues to look on as a large rocket ploughs through the floor. The end-of-level guardian appears from the open doors of the rocket.

BEAT 'EM-UP



According to Image Works, the original Teenage Mutant Hero Turtles computer incarnation was the biggest selling title of all time. They also say, with a similar amount of certainty, that the public are just as eager to get their hands on the sequel, which is the official conversion of Konami's smash hit coin-op. I was under the impression that the Turtles craze was over, with Bart Simpson winning pride of place in the hearts of kiddies worldwide.

The game, surprisingly enough, is a horizontally scrolling beat'em-up affair. Not very innovative I know, yet it's a tried and tested theme that proves very popular with younger people. Personally, I wouldn't touch

the coin-op, or any other tedious beat'em-up for that matter, with a barge pole.

The game begins from a small selection screen. That is, either one or two players can choose which particular Turtle character they'd most like to take control of. Unless you've been hiding under a shell for the last couple of years most of you will know there are four Turtles named after famous Italian artists, each one having his own exclusive weapon.

SHELL SHOCKED

A short and tacky intro sequence follows and then the fun really begins.

The main aim of the game is to rescue April O'Neil, a top TV news reporter in New York. It just so happens that the evil Foot Clan who kidnapped her in the original game, have repeated this outrageous crime.

Halfway through level two, the game begins to start scrolling vertically. Unfortunately, poor old Leonardo will take no further part.



Once again it's up to the Turtles to save the day and April, of course.

A TURTLE'S ARSENAL

Our heroes must battle their way through hordes of adversaries using their weapon and of course, a number of bread and butter Turtle actions. Each move is joystick controlled.

As the levels progress, the baddies begin to carry weapons and throw lethal objects in the general direction of the Turtles.

Colliding with any such missiles will reduce your energy levels considerably, so it's advisable to try and avoid them because you'll need as much energy as you can muster for the long awaited encounter with the deadly duo BeBop and Rocksteady!

OVERALL SCORE
53%



Anything is a weapon as far as the nasties are concerned. A drainage cover makes an ideal frisbee. Fortunately, it's quite easily avoided.

ACTION INFO

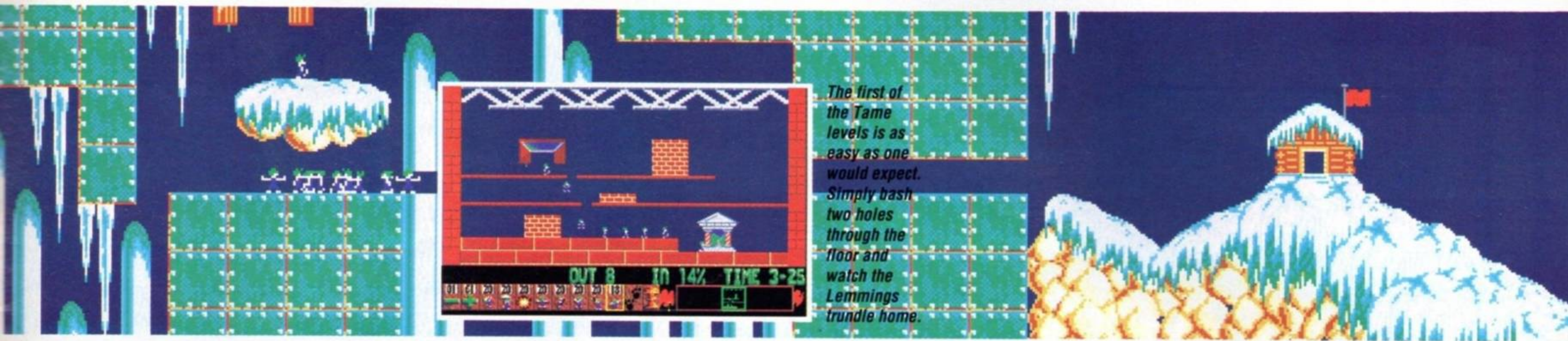
TURTLES 2 IMAGEWORKS TEAM: PROBE



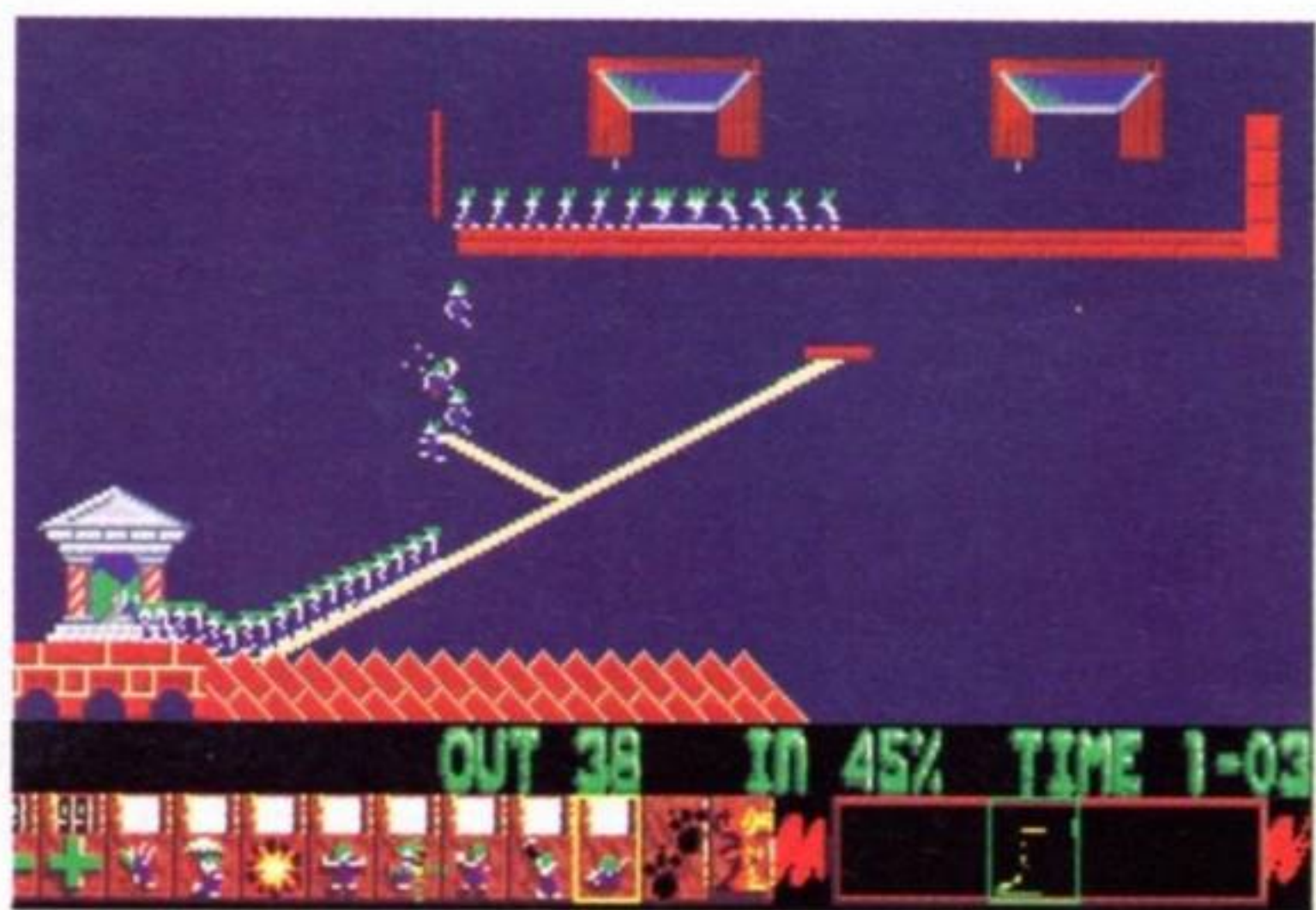
I didn't like Double Dragon 3, but I'd much rather play that than Turtles 2. Yes, I know full well that this sort of repetitive action is popular with young children and mindless youths, but I really don't know why. This game consists of little more than moving your character into position and endlessly pressing the fire button. In conversion terms this is also very poor. The graphics bear little resemblance to their crisply defined arcade counterparts, and the sound is simply awful when compared to the likes of First Samurai. One day this sort of thing will be blatantly ignored, and quite rightly so.



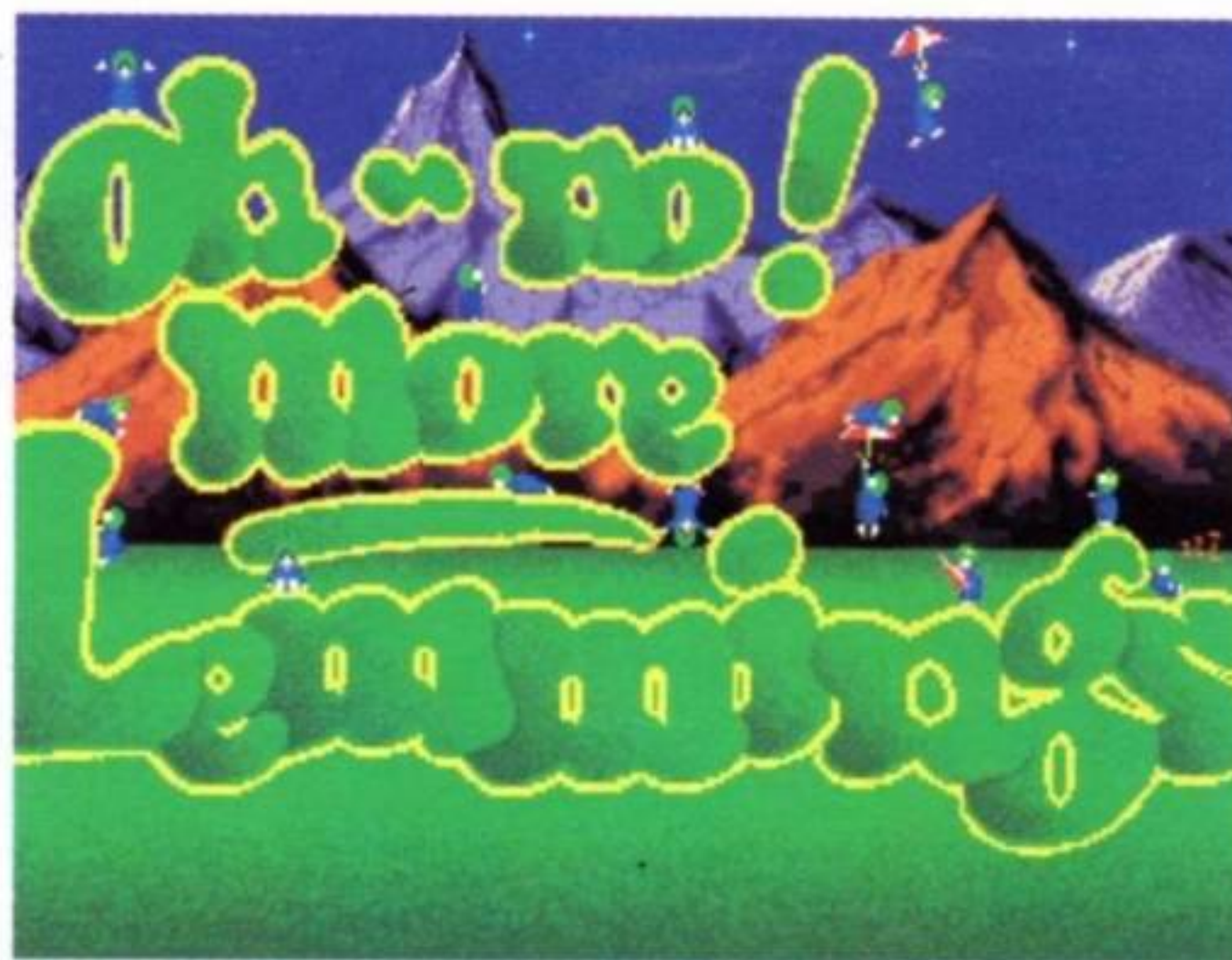
Turtles 2 The Arcade Game



Oh No! More Lemmings



The difficulty level goes from one extreme to another. This level may look straight forward, and it is once you know what you're doing. It's working it out that's the problem.



ACTION INFO
OH NO! MORE LEMMINGS
 PSYGNOSIS
 TEAM: DMA DESIGN



The big question with most data disk releases is usually: is it worth spending money on more of the same? With Oh No! More Lemmings the answer is undoubtedly YES! Under 20 quid for 100 levels of pure addictive fun is a steal and if you don't believe me, buy this product now and I'll guarantee that within five minutes you'll be completely absorbed. And, having played the game for several nights on the trot, I can say with the same amount of certainty that the radically hardened environment will keep you going for quite some time yet. Prepare to lose your sanity. Forever.

PUZZLE AND QUIZ



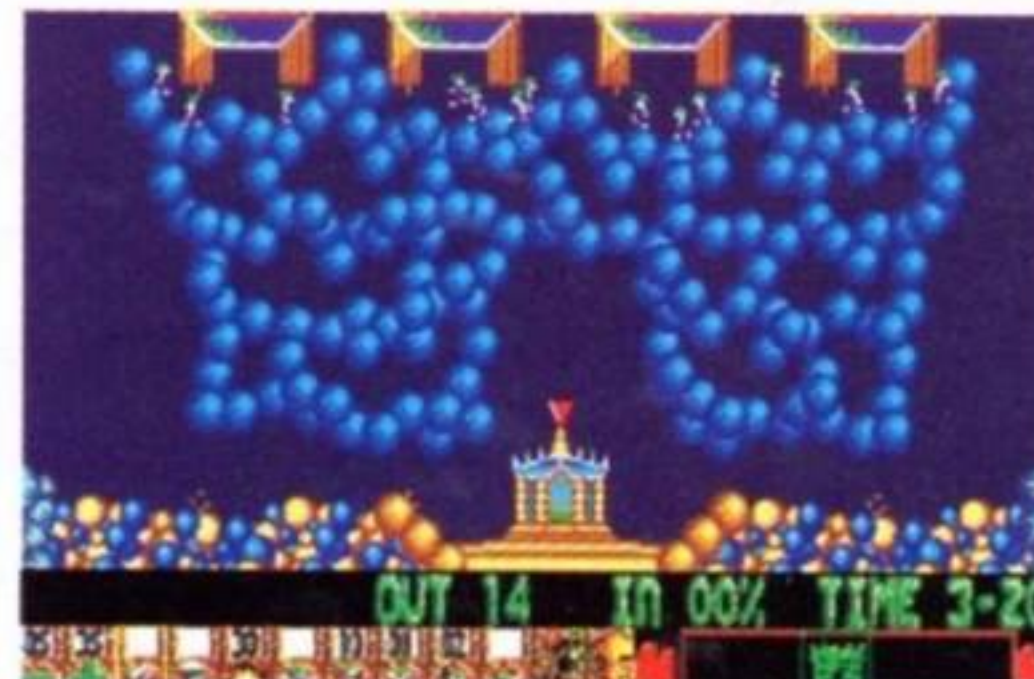
It would take a very brave man to deny that Lemmings was the most innovative, addictive and popular game of 1991. I for one, cannot remember any other Amiga game that has received similar hype or publicity. 1991 must go down as the year of the Lemming. And, in an attempt to carry Lemmings into 1992, DMA Design and Psygnosis have kindly devised a further 100 levels of pure mayhem to test your sanity even further. Oh No! More Lemmings is available

on two formats. If you already own Lemmings you'll be pleased to know that it's possible to buy the new levels on data disk and save yourself around six quid. For those who haven't experienced the Lemmings phenomenon, a stand alone unit is also available.



The 100 new levels are spread across five different levels of difficulty. Firstly, we have the tame levels - 20 landscapes carefully designed for the inexperienced. Hardened

Lemmings lovers will have no problems whatsoever. However, the difficulty level increases so



Most of the levels are completely outrageous, not to mention bewildering. Here, you must dig your way downwards and avoid collision with the bubbling pits of poison.

dramatically after this that you could be forgiven for thinking that you were playing a handful of the hardest levels of the original Lemmings. The final 20 levels initially appear impossible!

HOSTILE ENVIRONMENT

To make your life even more difficult, there are loads of new Lemming crushers and traps. High powered vacuum cleaners, monster sized pile drivers and mincers all become common components of an already hostile scenery.

These atrocious designs, coupled with the vats of acid, perilous pits of water and strange mechanical monstrosities make the original Lemmings look decidedly tame.

Needless to say, all these levels have been under development since the release of the original Lemmings parent and therefore, a much greater period of time has been spent making sure the levels are as nasty as is humanly possible. Our furry, suicidal semi-intelligent creature friends are back, and so are the late nights.

OVERALL SCORE
92%

A pile driver and a butcher's mincer combine to convert our cuddly suicides into nothing more than a horrible heap of Lemmings gunk.



Be Bonaparte

MILITARY GENIUS

Reviewed by Thom Hastings

L'Empereur takes you back to the fiery days of Napoleons' struggle for the conquest of Europe. Taking the role of Napoleon Bonaparte, you are thrust into the chaotic Europe of the 18th century. Starting as a young French Commander your task is to develop and expand the empire of France. Through successes on the battlefield you will be able to rise to power and govern the nation. As leader of France, you have authority over domestic and foreign policy. Using these powers you will strengthen the French position and focus on the unification of Europe.

L'Empereur has four starting scenarios, each being the start of a new turning point in Napoleon's life. Play can start from any one of these scenarios. Once the goals of the scenario are reached the next automatically starts allowing you to play out Napoleon's entire career if you wish.

Starting from the first scenario you are placed as commander of the city of Marseilles in Southern France. From this base your mission is to develop your army and province. Through careful planning your resources will increase, allowing you to invade hostile neighbouring cities and begin on your long road to glory.

Gameplay is turn based in classic wargaming style. Each turn you have the option of expanding and training your army; developing and maintaining your provinces' agriculture, industry, population and commerce; or viewing other cities and their diplomatic relations with each other. The developing and training is vital if you wish to be successful in your campaign.

Once your army is prepared, it is time to attack a hostile city and gain control of its resources for the glory of France. Napoleon and his generals have infantry, cavalry and artillery

at their command. Each general has different strengths and weakness that must be considered when choosing the type and strength of the unit he is to lead. Viewing the target city before commencing your attack will aid you greatly in planning which forces to deploy. Remember that taking too many men on the campaign may lead your city open to attack from another foe.

The battle is represented on a hexagonally arranged map of the province with cities, rivers, bridges, hills and mountains. Each of the generals and his men occupy a square on the map. Moving a general adjacent to an enemy general will allow a battle to commence. Skilful application of your forces is necessary for a successful war. Success is best achieved by surrounding and attacking the enemy on as many sides as possible.

Your artillery is Napoleon's special weapon. Artillery bombardments can be used with great effect to soften up the enemy and send them into disorder. As well as direct battle commands, soldiers can entrench, build and destroy bridges or be roused by patriotic speeches. Victory will render the city under your control together with any food and gold left by the defeated army.

Once Napoleon has defeated enough cities he is promoted to First consul and has the authority over affairs of state. As Consul the gameplay is divided into the government level and the commander level. At government level you decide on the national strategy of France, handling all diplomatic relations with other countries and the deployment and development of the nations arms and resources. At commander level, you continue to directly control your army and its generals to invade and conquer hostile nations. The development of Napoleon through these stages - commander to consul to Emperor - allows you to learn the game in layers rather than jumping in as Emperor of France and having to control everything all at once.

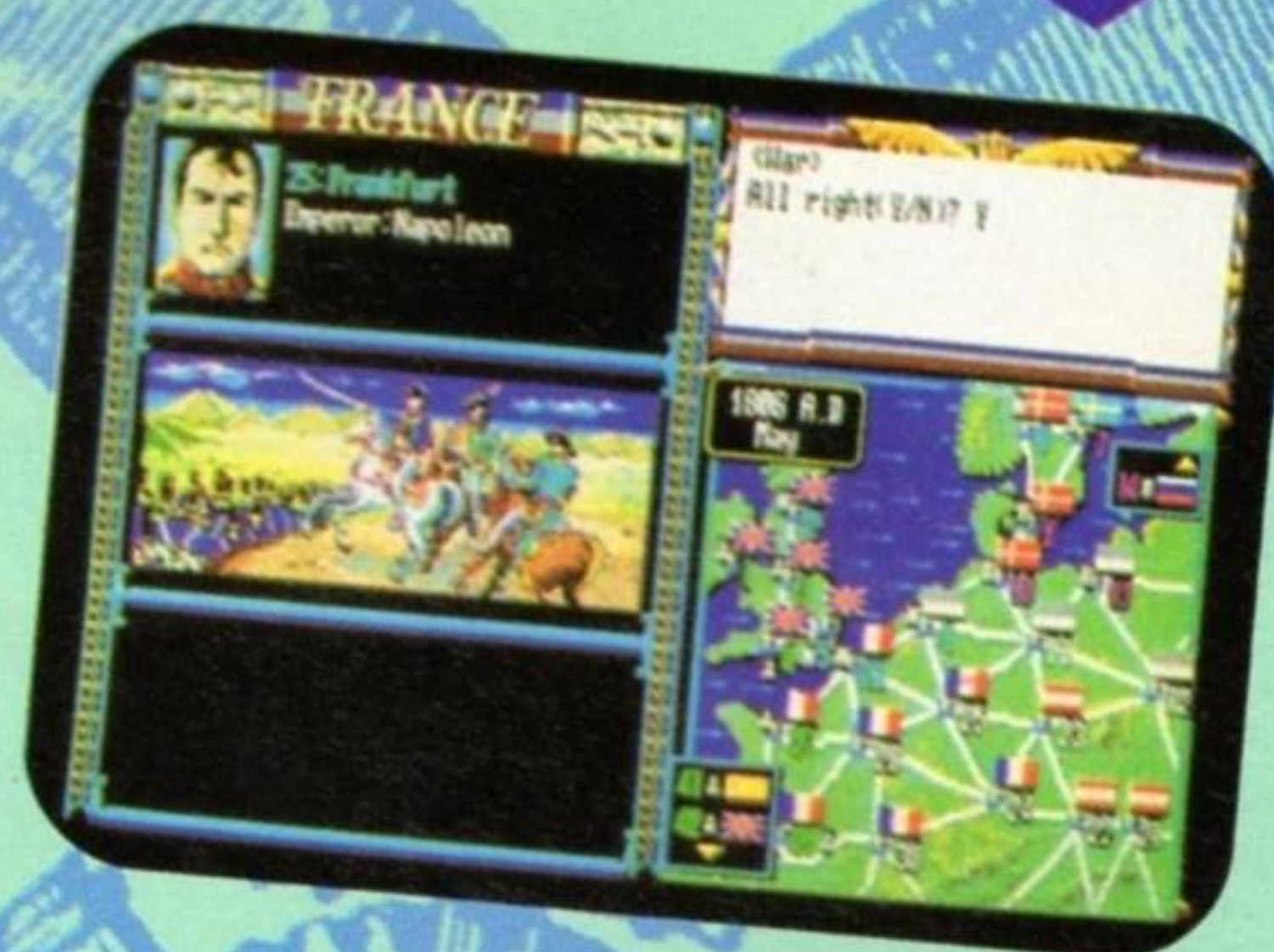
L'Empereur is an extremely complex and

...te!



IBM REVIEW

**Dangers await you
with every turn-but
fight on with the
Grand Armée!**



well thought out simulation. At first the amount of information and options available may seem bewildering, but continued play will see things fall into place. You will have to weigh many options in order to support and maintain your growing empire. Completing your quest will require careful strategic planning and many hours of play.

The graphics are static maps relieved by the occasional icon or message. EGA resolution is the highest graphic standard supported. Commands are issued through the keyboard or by mouse. The keyboard interface is complicated at first but soon becomes easier to use although never as relaxing as the point and click mouse interface. The mouse is easy to use with pull down menus for all the commands and a handy calculator-style interface for inputting numeric data. Music played

through an Ad Lib sound card is enjoyable and adds atmosphere to the game (although you may find yourself turning the volume down to low after a short time). The standard PC sound is minimal. L'Empereur is supported by a well written and easy to follow manual.

L'Empereur is not a game of universal appeal. Its graphics are not going to entice and the complexity of the gameplay requires a great amount of thought and patience. To those who are looking for a challenging product that combines elements of roleplaying and wargaming I recommend L'Empereur highly. For those looking for action and mind blowing graphics look elsewhere. For the serious strategy enthusiast L'Empereur will provide many, many hours of enjoyment.

TOM HASTINGS



GRAPHICS 60



SOUND 80



MUSIC 50



PLAYABILITY 70



DIFFICULTY 70



BRAIN STRAIN 80



PRESENTATION 60



LASTABILITY 80



ATMOSPHERE 60



VALUE 60



OVERALL 70

Reviewed on: IBM, PC Distributor: Questor Software by: Koei, Available on Amiga, IBM, PC

FALCON

THE ULTIMATE FLIGHT SIMULATOR



CUSTOMER:

"I want a flight simulator"

SHOPKEEPER:

"Combat or civil?"

"Combat"

"I know a good one"

"I want the best"

"Mmm, the best eh. Do you have at least a 286?"

"Yep"

"A fast one I hope?"

"Well pretty fast, it's a 20"

"Mmm, should do. 1 Meg RAM?"

"Sure. Hey I just want buy a game."

"A VGA screen"

"Yes. Look what's this game."

"It's Falcon 3, Dos 5. 0?"

"I've got 4. 01"

"Pity"

"Why"

"Falcon 3 ain't no good with out it"

"So what so great about about Falcon 3 anyway?"

"Come and look at the demo over here"

TEN MINUTES LATER...

"I'll take Falcon 3 and a Dos 5.0 upgrade please"

SO WHAT IS THIS FALCON 3.0?

Well I've seen a lot of games and played a good few, but if there's one thing that I have learnt, it's that some software boxes lie... Well, bend the truth anyway. A great box covered with promises does not all ways lead to a great game. (Wise old Japanese proverb - ed.)

One of the most impressive boxes on the shelf today has to be Falcon 3.0. Pick it up. It's heavy. The 342 page manual accounts for most of this but the compressed data

on the five high-density 5 1/4" disks surely packs some weight as well. Next, it's a serious game. Falcon requires at least a 12 MHz AT with 1 Meg RAM, a VGA card, Dos 5.0 and supports a co-processor (I finally found a use for mine!). And just look at those VGA screen shots, but is it really a great sim or just another impressive box?

Falcon 3.0 is the third release of Spectrum HoloByte's F-16 simulator. Packing 11 MB of data and a hunger for RAM that can only be satisfied by Dos 5.0 Falcon promises a great deal and delivers even more. Falcon now has up to 8 planes supporting your missions and a wide range of enemy planes and ground targets.

Although parts of the simulation are incredibly complex and detailed Falcon promises action in five minutes. It delivers, with an instant action option that puts you right into the thick of the action for a quick, shoot-everything-in-sight blast up.

For more serious action, Falcon offers campaign missions and a combat training school. To prepare for the campaign missions it recommends putting your squad through flight training school. The Red flag area at Nellis Air Force Base in southern Nevada allows you to practice against a wide variety of potential enemy aircraft and ground forces. Pre-programmed scenarios

REVIEWED BY THOM HASTINGS

can be used or you can create your own missions using a combination of enemy and allied forces.

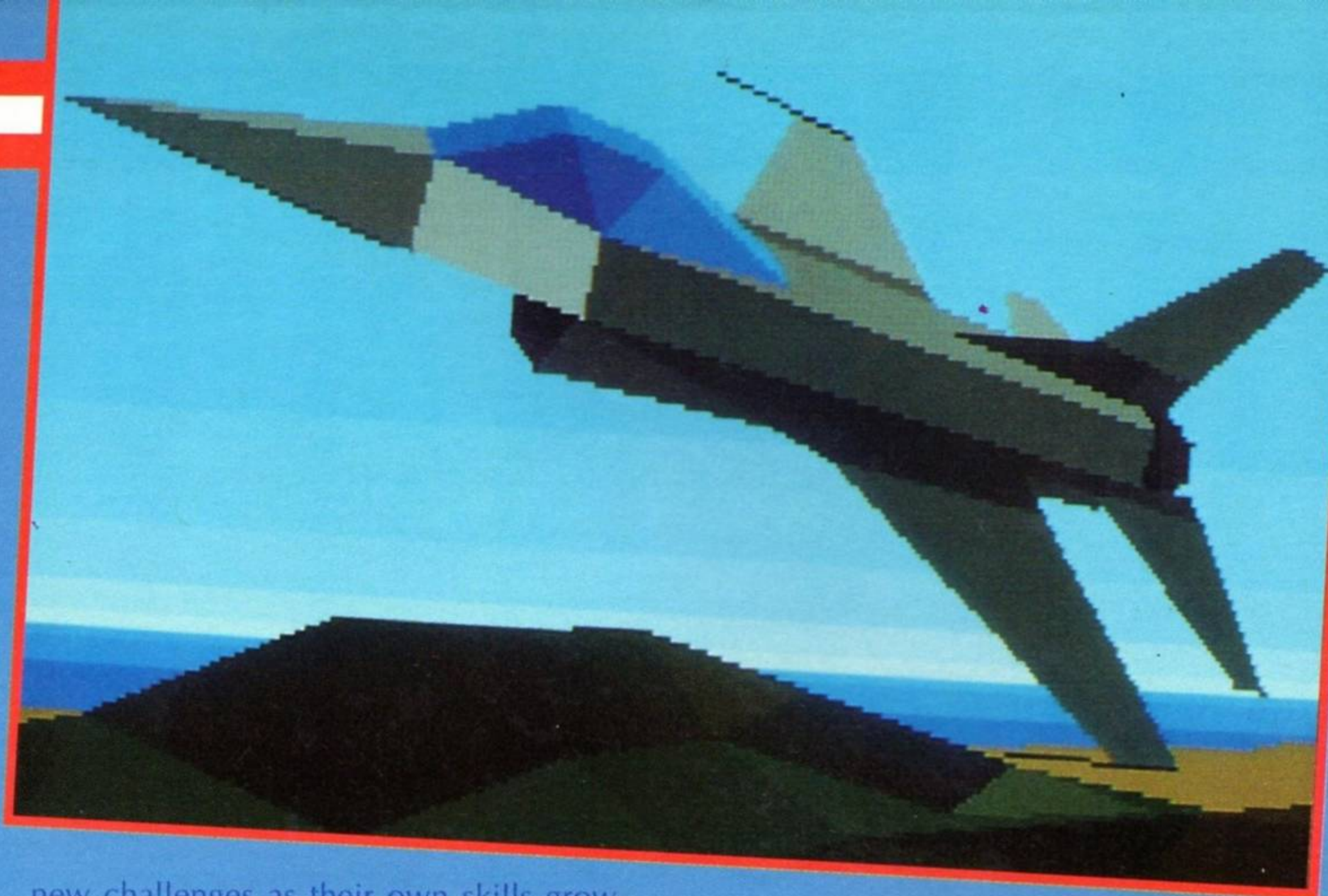
As your skills develop through your training at the air combat school you can increase the skill of you computer controlled opponents to match your increasing finesse. Once your thoroughly familiarised with the aircraft and the enemy forces, the serious missions await...

Falcon presents three scenarios in its campaign missions. One is based on Operation Desert Storm - set in Kuwait; the others are based on hypothetical conflicts: one in Israel and the other in the Panama. Rather than use a limited number of set and therefore repetitive missions, Falcon generates its missions as the campaign progresses. Each mission is related to your previous successes or failures.

Once a campaign is entered you are briefed on the war situation and given the responsibility for a squadron of 18 F-16 Falcons. Next you are put through a series of screens where you can select the pilots, the aircraft and their stores and modify the mission waypoints. Once this is done you are ready for take-off.

In the pilots' seat you have front side and rear views as well as the now usual external and satellite views. A Falcon innovation is what they refer to as the Padlock View. This view moves to track your target in a manner similar to a pilot turning his head to keep the target in view. Two small windows at the top of the screen show standard views to help you in orientating the aircraft correctly. Flying this way takes quite a bit of getting used to but it is a great simulation of

3.0



what a pilot is looking at during a dogfight.

The outside terrain varies from a flat landscape with roads, rivers and ground objects, to an accurate, fully modelled 3-D landscape with graduated horizon and smooth blended surface contours, depending on your configuration. Aircraft and ground objects are shaded polygon shapes which can be viewed realistically from any angle. The instruments and radar are detailed and easy to read. Explosions are satisfying bitmaps.

Flying the aircraft is smooth with a good frame rate. The keyboard or one or two joysticks can be used for flight control. Weapon and target selection is easy though a keyboard overlay would help as there are many keyboard functions to remember. Flying the F-16 is by no means an easy task. With the more advanced flight models the snappy controls can easily lead to over correction and confusion. An advanced autopilot is available to help out when required as well as a time accelerator to iron out those boring moments of no action.

In missions with more than one plane your wingmen are not merely dumb passengers following your every move but rather intelligent pilots with whom you can communicate. Following your orders they can help you execute multi-ship tactics such as "the pincers."

Falcon has the ability to be played head to head with two players via a modem or with up to six players over a network (Novell IPX-compatible LAN). Players can be allied or fight each other in a duel.

Part of the appeal of Falcon is the ability to tailor the program to suit your abilities and desires as well as the capacity of your machine. The player can adjust the level of skill of the computer opponents and the effectiveness of their weapons to present

new challenges as their own skills grow. The instant action option allows beginners to get into the game quickly as well as allowing seasoned pilots the opportunity for a quick blast in a spare five minutes.

By varying the amount of visual detail and the complexity of the flight model the program can be tailored to run at a smooth frame rate on most machines. On slower machines the level of detail can be set to the highest just to experience the accurately modelled terrain, although with a sacrifice to the frame rate. The flight model can be varied from a simple arcade like control to a realistic declassified military model that accounts for drag and momentum but requires a math co-processor to work effectively.

It's hard to find a gripe with Falcon. The requirement for Dos 5.0 could well present a problem to many people. It is necessary and the game will not load without it. Another low point is the requirement for 2 Meg or more RAM to be able use the flight recorder or hear any of the digitised radio messages. The only other problem is one that is common with many other modern air combat simulations. It is use of long range rockets. Where is the the fun and satisfaction of blowing an enemy to pieces if they are a one pixel dot on the horizon? Long live WWII simulations.

Falcon 3.0 is a treat for serious simulation addicts and action orientated blast up fans alike. The ability to modify the parameters of the game to suit different skill and interest levels ensures a universal appeal. Similarly the ability to modify the flight model and level of detail gives high end users (386 DX and above) a game that will challenge the speed and capacity of their machines without excluding AT owners from the high paced action. For attention to

detail and long lasting playability Falcon 3.0 is THE simulation on the shelves today.

A Falcon innovation is what they refer to as the padlock view. This view moves to track your target in a manner similar to a pilot turning his head to keep the target in view.



GRAPHICS 90



SOUND 80



MUSIC 90



PLAYABILITY 98



DIFFICULTY 90



BRAIN STRAIN 80



PRESENTATION 89



LASTABILITY 89



ATMOSPHERE 90



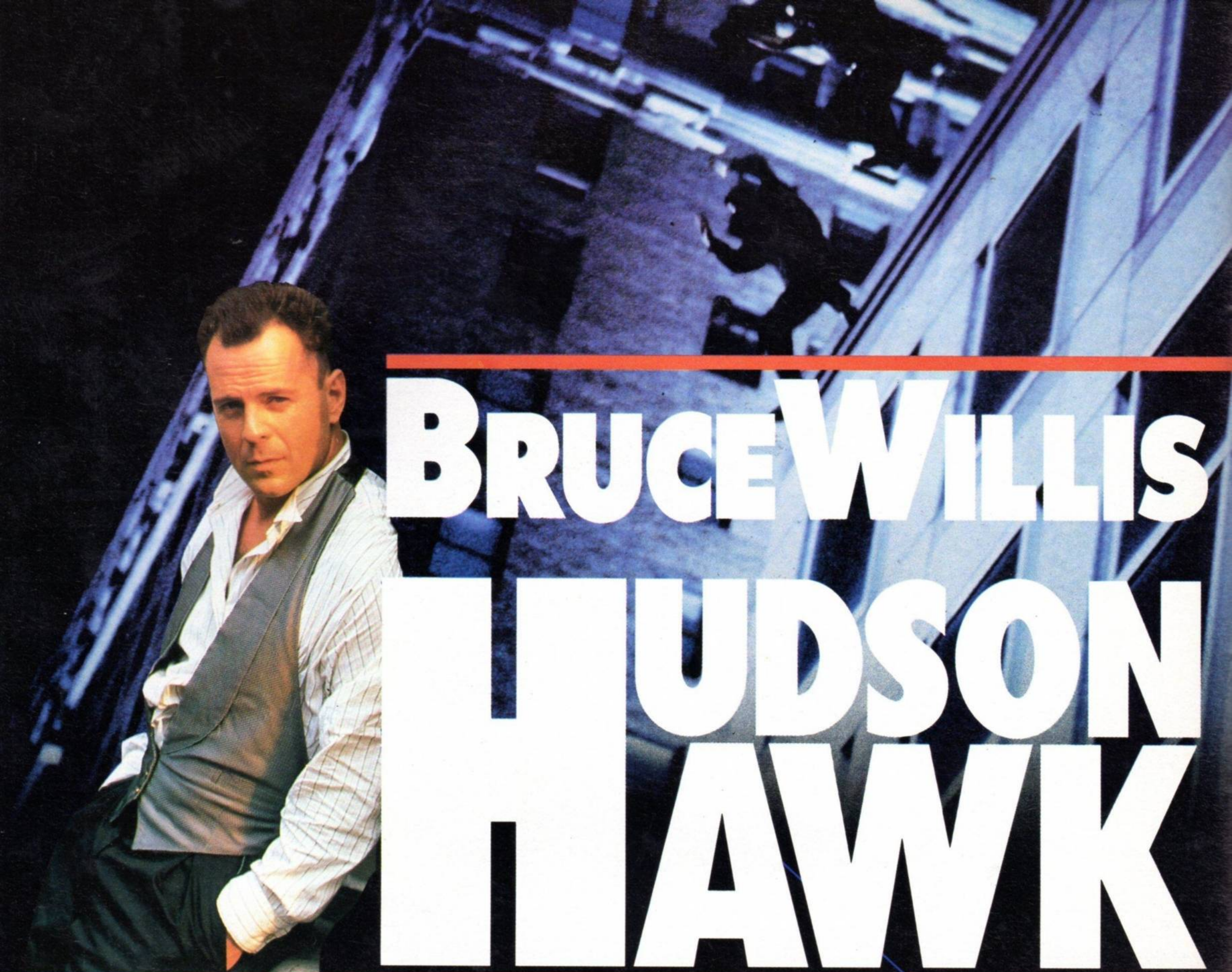
VALUE 98



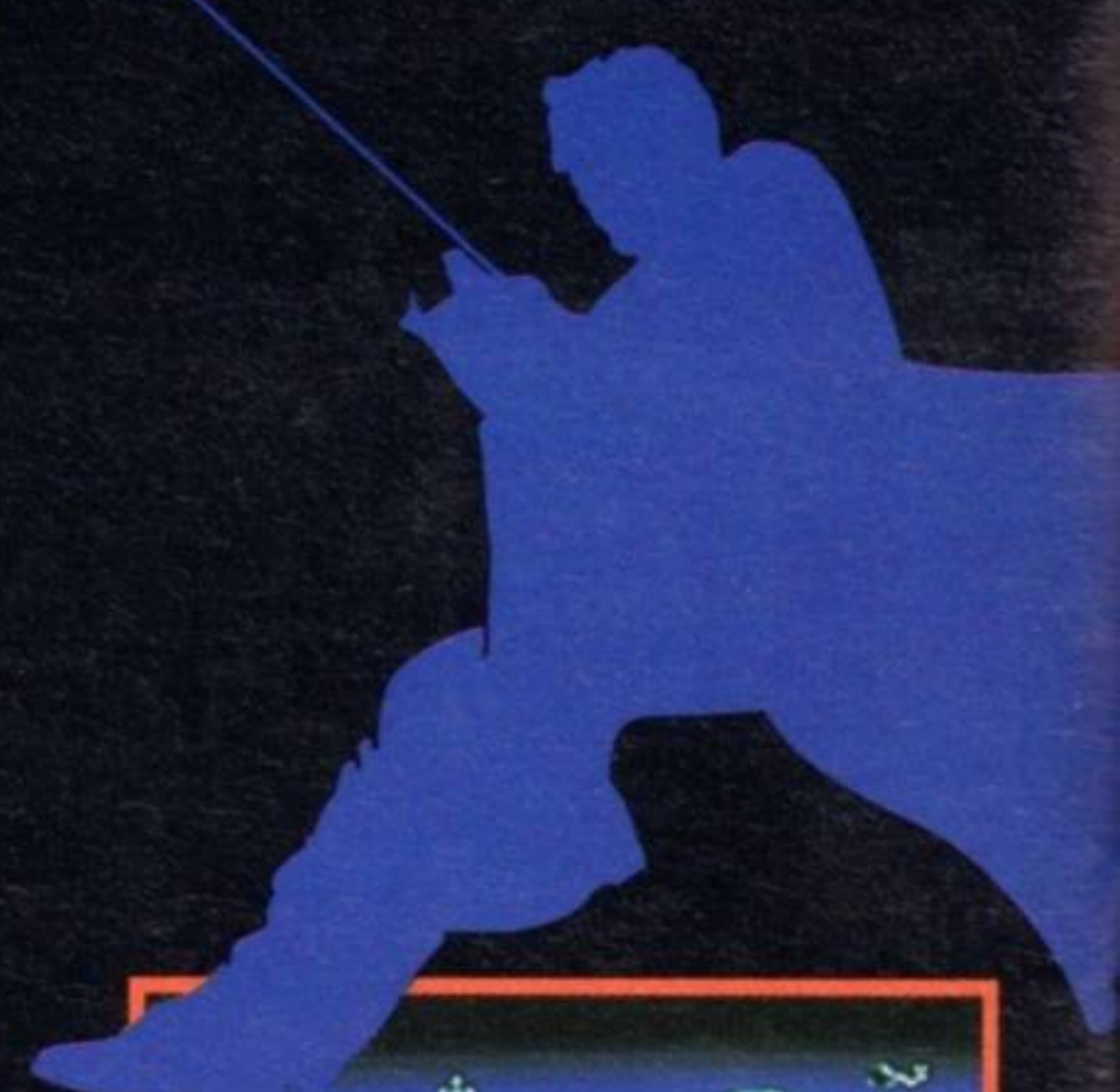
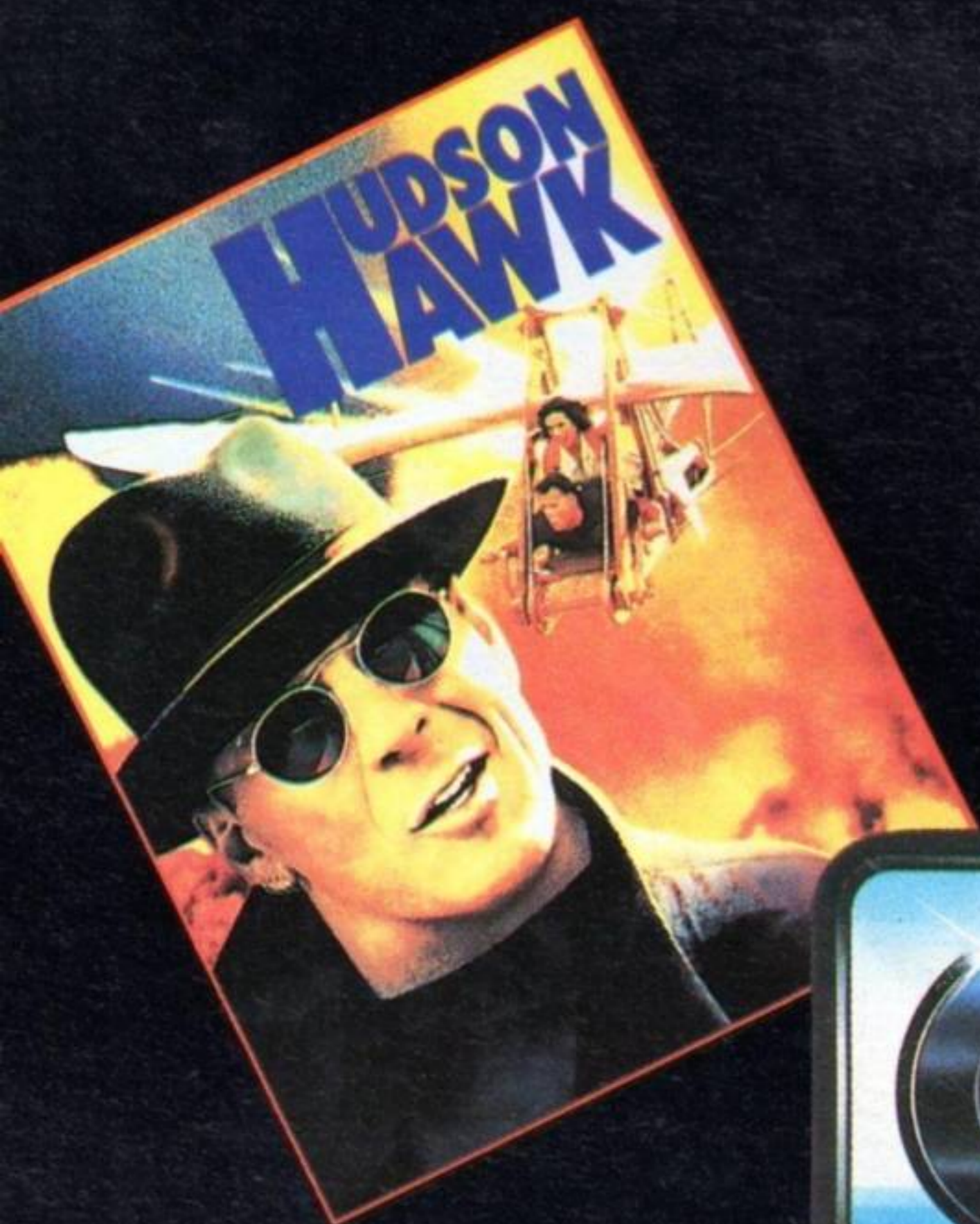
REALISM 90



OVERALL 95



BRUCE WILLIS HUDSON HAWK



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PITFIGHTER

Forget that stuff about animation quality and graphics and sound - this ain't no pretty sight. So if you're a pretty boy, go and hide under the covers. We're talking real he-man stuff here - violent, action, tough. No holds barred, no rules, just you and an opponent. One to win and get all the pot - the other to get a mouthful of loose teeth. Not for fame and glory either - for the really important thing: **BIG BUCKS!** We're not talking some car race or shoot-em-up game, we're talking the heavy duty world of the **PITFIGHTER**.

So I'm the one's gonna tell you stinkin' pukes how to handle this game. Listen up, I ain't repeating - this here's the simple part: No rules. You fight until someone is lying there and doesn't get up. Don't try and run into the crowd either - they'll just toss you back. And feel free to smack one 'o them if they get in your way - that is, if youse stupid enough to take your eyes off the guys what's gonna run into you if he has his way.

So's you gotta control the fighter you represent. That's Buzz, an ex-wrestler with a set of he-man type muscles but slow and a bit of a dead-head; Ty - a kick-boxer with mean moves and speed; or Kato, one of those martial art dudes. Each gots his own way of fighting - you decide which to go with. Once you get into that ring, you're on your own. Help the other guy out if you play two at a time, but he might repay you with a kick to the head.

Now you're ready to start. The direction pad will move you around, and the screen scrolls to accommodate the scene that's larger than the TV screen. The A button

will punch someone if he's close - otherwise it'll pick up any object lying on the floor. Like a chair to break over his head. The B button will kick, and C jumps you up, that's good for stompin' someone into the floor.

Gotta learn those combinations if you're gonna kick ass here. Hold down A&B to pick up a weapon or person - then a quick tap on C to propel it into an opponent or send a guy flying. Just don't waltz him around the ring too long - he'll get out. B&C does a mean jump kick, A&C with the pad held down ducks, while A&C plain will help you defend from being mauled (especially good when trapped between two jokers). Hitting A-B-C together performs a super move, while tapping the direction pad does an evade move.

Now you're gonna fight real hard, and in some pretty grungy places. Start off in the Bar, and work your way through 6 other areas, including the Warehouse, Garage, Subway Station, and

High-rise building. But you need to be more concerned with what happens once the crowd lets you start.

Facing off against you are some real ass dudes. The Executioner, Chainman Eddie, Angel (a real tough chick), Heavy Metal. Don't even start thinking of taking on the Ultimate Champion - the Masked Warrior. You got a long way to go first kid.



GRAPHICS 80
SOUND 60
MUSIC 50
PLAYABILITY 95
DIFFICULTY 70
BRAIN STRAIN -
PRESENTATION 80



LASTABILITY 70
ATMOSPHERE 90
VALUE 80
REALISM 80
CONVERSION -
OVERALL 80

Reviewed on: Amiga Distributor: Questor

YOU HAVE ENTERED THE



ADVENTURE ZONE

Ahhh ... yep, it's that section of the mag everyone reads first; the adventure, role-playing hack'n'slash, and strategy section. This is the section to read if you're into Sierra, Infocom, Origin, Lucasfilm and any other other companies that have anything to do with adventure games.

So, what's been happening lately? Well, having passed first year, this year it's off to a boring second year of science at the Uni (Yuk) and also time to get stuck into a few more of the latest games. Over the past few weeks, I've solved *Elvira*, *Ultima V*, *Rise of The Dragon*, plus I've got heaps of hints for all of the other latest stuff such as the *Spellcasting* series and a lot of the new Sierra games, including *conquest of the Longbow (Robin Hood)*.

Now, if you've got something to ask, something interesting to say, something to send in, whatever; there are two ways you can now get in contact with me. Firstly, at the address below;

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

If you're writing, you should tell me which computer you own, and you must include a large stamped self addressed envelope if you expect a personal reply. yes, that's right, if you want a reply, then put in an envelope with a stamp on it!

BUT THERE'S MORE! If you've got yourself a modem then you can leave me a message on

**Alliance BBS (03) 462 1707
(2400/1200/300 baud)**

Simply go to the Adventure Zone section, and you'll find out how to get in contact with me there. There will be Amiga and PC areas, on-going adventure chatter, as well as a selection of solutions to download.



Anyway, enough of that. Let's get down to some serious adventuring!!

Time to VOTE

Alright, what I'm going to do here is to have a little vote on what you think is the worst adventure ever published. Nope, not the best, that's too boring. Everyone writing in should give me a game title. I think we should come up with some interesting responses.

NEWS

■ *Quest for Clues IV* is out (a book), with more solutions that you could ever want. price is around \$40. Check it out!

■ A slightly quite month otherwise; I've been told *Ultima VI* is out on the Amiga already in England, so hopefully we'll be seeing that one soon. Also, *Monkey Island II* is out for the PC, I'm not sure about the Amiga version. *Indiana Jones* should be out pretty soon too, if not already. Other games available now; *Police Quest III*, *Robin Hood*, *Altered Destiny*, *Elvira II*.

THERE'S A LETTER IN THE MAIL!

Wow! Now we're talking! It'll be time to get a bigger mailbox soon if this deluge of mail keeps up; well done! there were some quite interesting letters;

Tim Sanders is a bit distraught trying to

afford the next adventure game; Michael Volos congratulates us for being "the finest magazine in this god forsaken world"; and there were the usual bunch who kept sending me arcade tips. you won't believe how invincible I'm going to be at Pang!

Kellie Spiteri is having fun with *Leisure Suit Larry II*; I don't think! You wouldn't believe how many questions she has asked about that game; but never fear, coz I soon set her on the right track.

Lastly, Daniel Vaughan had some monetary tips for me about how the price of the magazine was just right.

Unfortunately, still no solutions or even hints for *The Last Inca*.

MARIO'S TOP 5

1. THE SECRET OF MONKEY ISLAND II (PC)

Don't even think twice about getting this. If you see it, buy it.

2. ELVIRA

One of the best ever fantasy games. Check it out!

3. LEISURE SUIT LARRY 5 (PC)

There's a bit of *Leisure Suit Larry* in all of us.

4. THE SECRET OF MONKEY ISLAND

The adventure of the year, 1991

5. CRUISE FOR A CORPSE

Challenging murder mystery adventure.

SECRETS REVEALED

RISE OF THE DRAGON

Some decent tips this month! Most issues I'll be printing a complete solution to a game, in case you didn't know. This month, we've got everything you need to know for Rise of the Dragon as well as heaps of hints for Cruise for a Corpse. By the way, if anybody's got some further tips for Cruise for a Corpse, let's hear from you.

BARD'S TALE I:

To get your money multiplied by six do as follows: Give all the money to one person then remove that person while inside the guild then add that person to the party again. (Daniel Toole)

BARD'S TALE III:

The best weapon for a thief is a shadow shiv. The best weapon for a paladin are dayblades. Harmonic gems are needed for later levels so use sparingly. Low level spells are very powerful when used by high level characters. (Jason King)

Firstly, go to the City Hall, buy some roses and take them to Karen, where you receive your cupboard keys. Use these back at home to get several necessary objects.

Always take your ID card with you wherever you go.

To enter the Pleasure Dome, simply leave your weapon at home.

"The Jake", is the person at the end of the bar. Show him the photo of the Mayor's daughter from the fax machine and offer him a candy bar.

At Chen's place you will have to be quick: Don't worry about the bathroom, watch the vid messages, and go to the bedroom where you touch the dragon's eye and blow up the hidden safe. Take the parchment to the old man who is in an alley to the right of city hall.

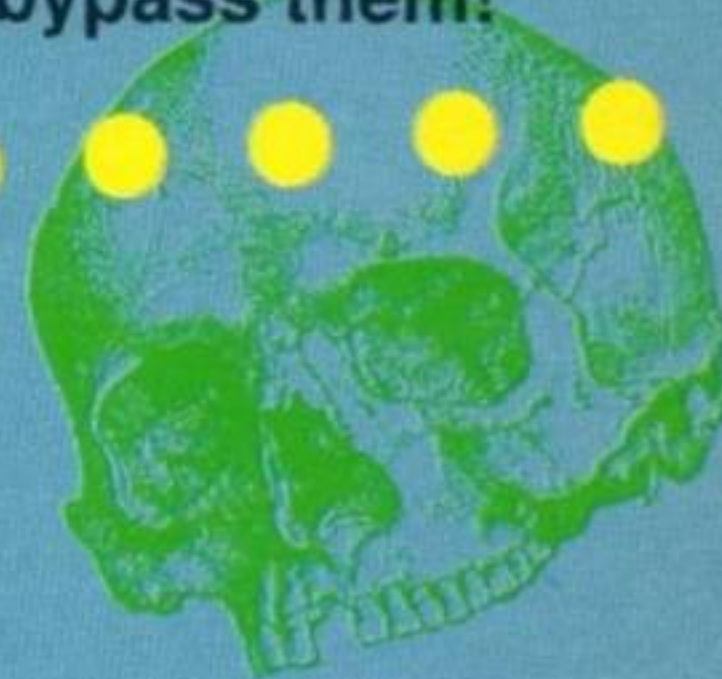
Go back to The Jake later in the game to set up a meeting with him. Climb down into the sewer, blow up the padlock, and use the testers to tape the vidphone. Refer to the schematic diagram on the door.

You can get into DH's either with Snake's ID card or via the helicraft found later at the reservoir. Tell the girl you recognise her to get access to the security room. Here open all locks except the break room. Here open all locks except the break room, then push the security system off lever down. you won't be able to do this and will be prompted for a colour code. Use the fortune cookie from the old man here, and then shut the laser gate off. Then switch the security system on again. Now, rush upstairs.

Go to the Janitor's closet, take the screwdriver and open both panels. Turn the wires off using the switch and use the screwdriver on the components. Take some wires.

When you're in the room with Karen, use the wires on her (when on the main picture). Now close-up to her and undo the wires.

A handy hint: Simply kill yourself immediately in the arcade sequences five times and you can bypass them!



WIN SOFTWARE!

Each issue one deserving PC or Amiga owner is going to own a free piece of software. And there's no grovelling allowed. This issue's winner is Anna Rigg who has sent in some brilliant solutions and general chatter. Well done, Anna!

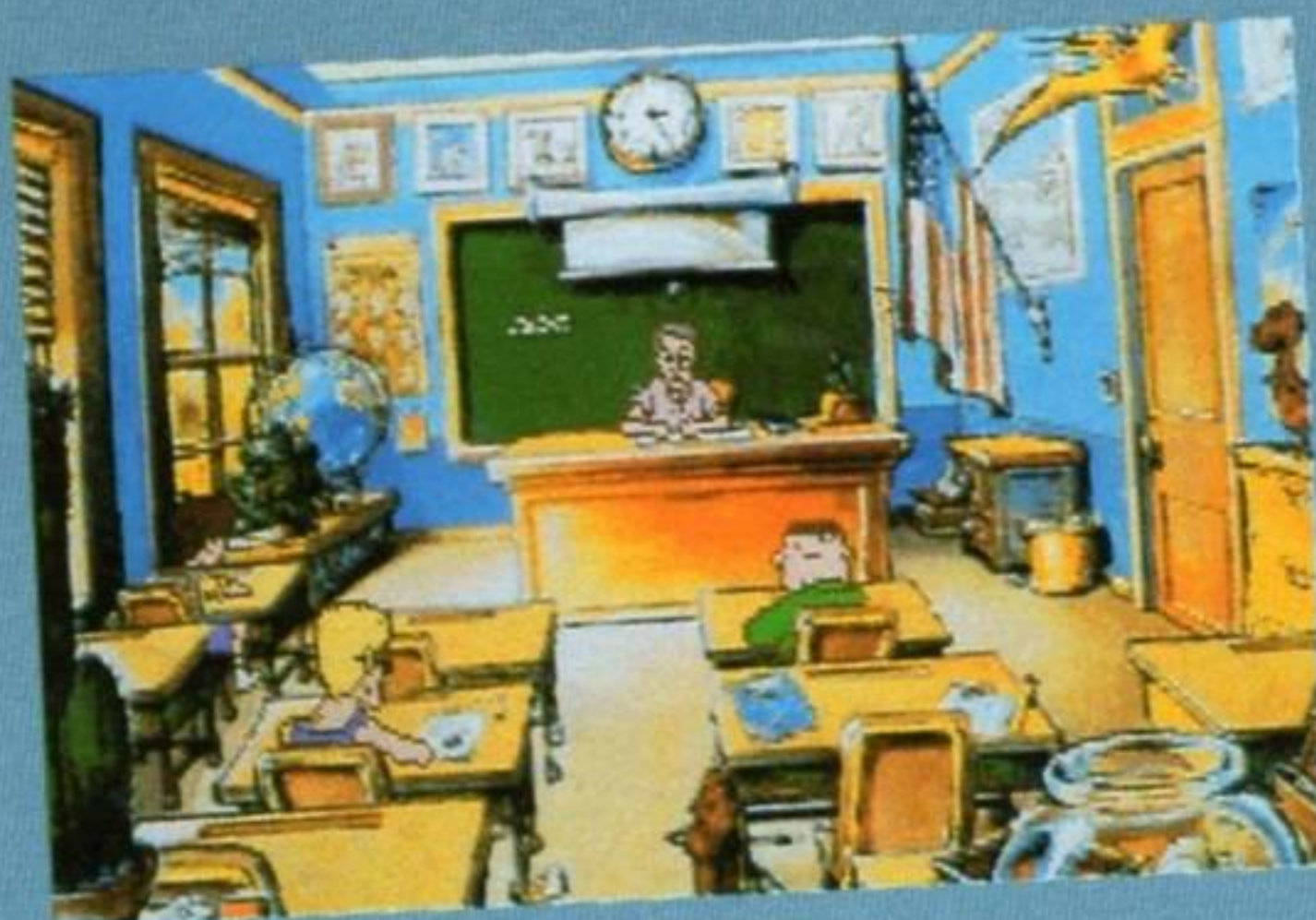


ALL IS REVEALED

KINGS QUEST V

Some help for the desert. Remember to save your game as soon as you take a drink from an oasis. From the bees tree, go west four screens until you come to an oasis. Drink the water. Travel North two screens to the cliffs, and then West three screens when you come to a break in the cliffs where you can see a temple. Quickly hide behind the rocks before the bandits come riding in and leave. Drink the water. Walk west two screens then south three screens to the oasis, and drink its water. Go west one screen then south three and you will be in the bandits' camp. There are two tents here and a campfire with a clay jar. Drink from the jar and save your game as usual. Avoid the large tent on the left and enter the other tent. Get the staff, near the back of the tent to the left, without walking near the sleeping bandit and get out as quickly as possible (this section is timed).

Walk east for four screens then north and drink. Go north for two screens where there is a skeleton and take it's boot. Walk north and then go east two screens and drink. Now you go back to the temple by going North two screens then West three screens and drink (saving your game as usual). Walk up to the door and click the staff on the door. You have to be extremely quick or you will be locked in the temple forever. Inside you will see something shining on the ground. Take this gold coin. Near the coin is a large brass bottle, take it and leave at once. Drink again. Now go west for about seven screens to leave the desert. (Thanks to Luke Frohling).



WILLY BEAMISH:

To get out of detention fast use the white pencil that you find in the desk with the fake hellpass you find in the desk. When you come home after detention, pick up the letter in the letter box. Give Horny some Slam Dunk Cola so he jumps further. Give the comic book to spider to save you from being beaten up. (Daniel Collins)

THE SECRET OF MONKEY ISLAND:

Larry Cashion has found a way to die! If you recall when Guybursh first speaks with the "important looking Pirates" at the Scumm Bar he states that his qualification to be a pirate was that he can hold his breath for ten minutes. Well, after Le Chuck (aka Fester Shinetop) throws Guybursh off the dock into the ocean he will die if you wait ten minutes. And it's a pretty classical scene too; definitely worth the wait! Thanks a lot! anybody got any others?



CRUISE FOR A CORPSE

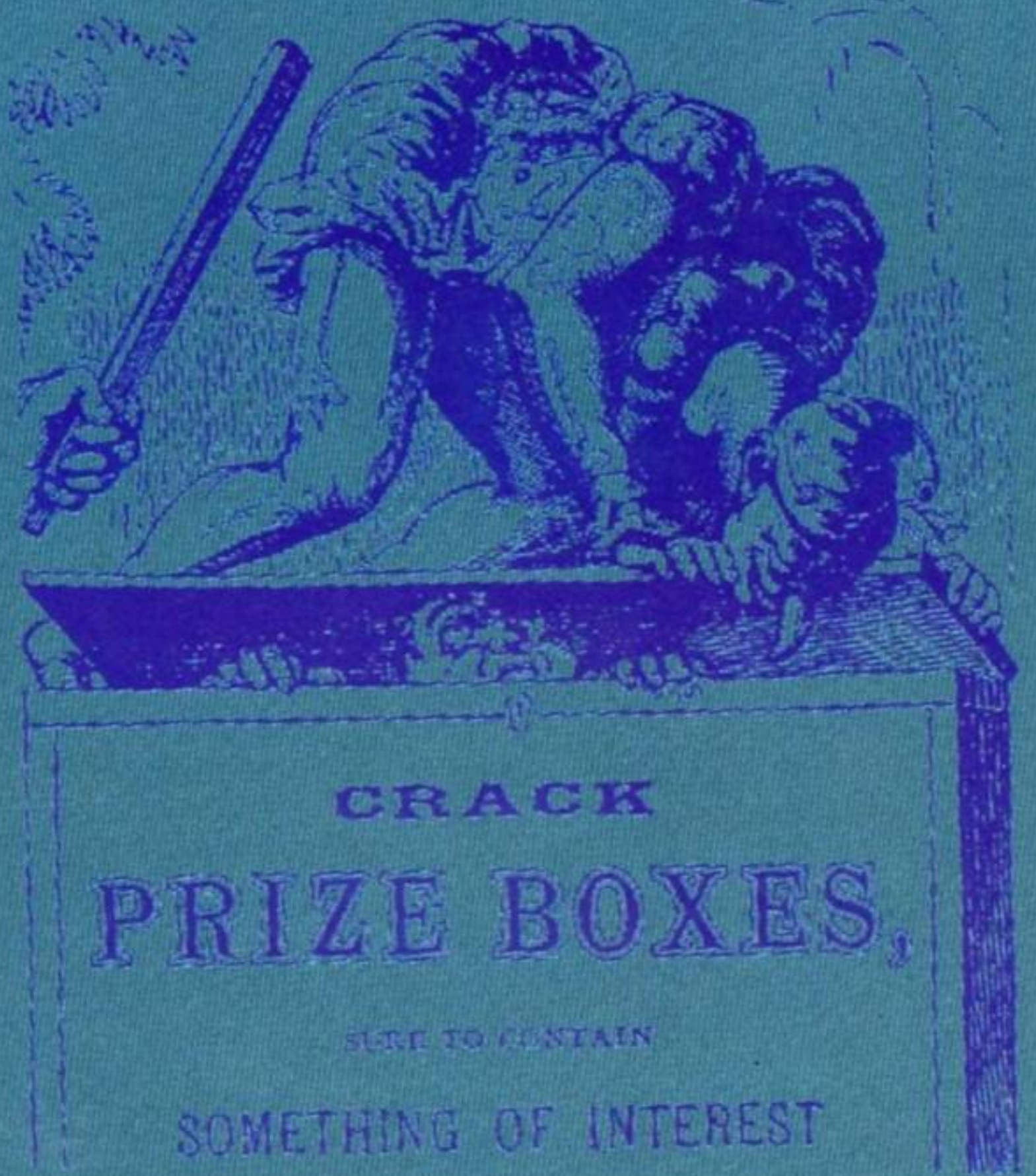
Beginner's Walkthru:

Take the piece of paper you find near the ashtray and show it to the barman. The barman will give you the prayer book, which you'll find a letter in. Once you've got this piece of paper, the Priest should be willing to talk. If you question him and then search his cabin, a suitcase will reveal itself. Upon opening this suitcase, the priest's guilty past will be revealed. After this it is imperative that you go around and question all the suspects extensively, including Julio and Tom. After some time, a piece of paper should turn up in the projector room. Further on down the track an investigation of your room should turn up a key, which should be used in the writing desk. Take the thank you letter found, head off to the dining room and search the drawers for some invitation card. Now head to the starboard side of the ship, watch the scene, then go to the laundry and search for the necklace in one of the baskets. Examine it and the photograph. Once you've done this, head toward the mermaid and question Dick. Now go to the smoking room and talk to Tom extensively, and then question the priest about the thank you letter. (Kellie Spiteri and Ben Taylor)

D IN THE ZONE...

REVIEW

NOBUNAGA'S AMBITION II



REVIEWS: ONLY ONE REVIEW THIS MONTH: I'M GEARING MYSELF UP FOR NEXT ISSUE WHICH SHOULD HAVE HEAPS. THIS MONTH'S REVIEW IS BY PETER WOO, WHO'S BEEN PLAYING NOBUNAGA'S AMBITION II ON HIS PC. TAKE IT AWAY, PETER ...

After the great success in *Nobunaga's Ambition* (which was reviewed right here in *Adventure Zone*), Koei soon launched *Part II* for this game. Lots of people wonder how this kind of historical game could have a *part II*. Well, let's look at the main features of *Nobunaga's Ambition II*.

The action again takes place in divided Japan of the 16th Century with daimyo setting out to unite the country and two scenarios are provided: *Warlord Rivalry* (1560 AD) and *Nobunaga's Ambition* (1582 AD). The first one is to defeat the other 27 daimyo while the second one has only 10 daimyo left and you have to defeat the other nine in order to reunify Japan.

Part II provides up to four players to play together and it allows to appoint up to two successors when the daimyos die providing he has at least one samurai under his command. It's a great cheer for players because one can carry on playing the game even though their daimyos have died. (Compare this to the first game, players are out of play when their daimyo died no matter how well they were doing!) Players can issue more than one order each month providing they have got sufficient body points. Each character starts the beginning of each month and each order/task costs certain 'body

points' to complete. This way the players will have more game control flexibilities.

Each year, the players must set a tax rate for each fief they controlled in order to collect tax. The actual amount collected is depended on the trade, culture, and support values in that fief. The samurai in that fief will have their salary paid otherwise their loyalty will decrease.

After soliding the home fief, the most exciting thing to do is to invade a neighbour fief and get your territory expanded. Again the old favourite hex grid map appears when war occurs. Each war may only last a month and the battle divided into two tactics: open field and siege. In open field, each day is divided into three periods; day, noon and night. The players can do whatever they need to do in order to destroy the enemy but at night, only the adjacent grid of the ordering unit can be seen. However, the defending units usually prefer a siege. During a siege, the screen will change to a magnified castle layout and all of the defending units will withdraw into the castle. Each day, only one order per unit is allowed. The attacking units have a task to storm the castle gate before they can enter the castle. No sight of the defending units location inside the castle before that. Once inside the castle, the cavalry is not as effective as they are in open field because of the

terrain. Infantry and rifle, on the other hand, can move through the moat, castle wall, fence etc, to attack the defending units. If the fief is captured, they may be some captured enemy samurai; the players then have the option to kill them, let them go or recruit them. The players also have a choice of directly controlling the captured fief or appointing a computer controlled governor.

The strategy is to build up a solid home base with addition of recruiting useful samurai who has high political influence and war ability before attacking the enemies. The command system is the one that Koei have used in all their games, and in *Nobunaga's Ambition II* they have refined it to perfection. The players are presented with heaps of options, enough to provide a feeling of control without being overwhelming. In addition to the command summary card, there is colour maps depicting all the fiefs in the game, plus a section allowing notes to be kept on vital data. The high gloss manual is a top quality production which contains extensive historical notes, as well as providing valuable insights into the game mechanics.

I highly recommend this game, with five levels of difficulties and 28 different daimyo, to any strategist who needs a tough computer opponent. *Nobunaga's Ambition II* will give you hours and hours of fun and sweat!



GRAPHICS 80%



LASTABILITY 70%



PLAYABILITY 90%



VALUE 60%



OVERALL 80%

REALMS

'LOVE THY NEIGHBOUR? OR PUT HIM TO THE SWORD? THE CHOICE IS YOURS'

Realms is a latest in adventures from Virgin Games. Guest reviewer, Anthony Todd-Egleston, takes it through the wars

You have just inherited your fathers Kingdom, however the world around you, inhabited by other competing realms, are on the brink of war with each other. In order to survive, it's up to you to ready your armies, and lead them on a bloody crusade against the enemy. The overall objective is to capture the enemy cities, enslave their citizens and become the only ruling force. So much for peace diplomacy!

You have the choice of playing over seven different worlds, plus the choice of leading six different races (Barbarians, Elves, Dwarfs Amazons, Orcs and Vikings). However, the edition of Realms I reviewed came with two bonus landscapes.

Your army comprises both infantry and cavalry. Both can be equipped with a good variety of weapons that are effective in mashing your opponents, and armour that stops the enemy from mashing you too much:

- Handweapons - short sword, long sword, axe and warhammer.
 - Missiles - javelin, bow and spear.
 - Armour - body armour, helmets. Wicker, wooden or bronze shields.
- There are five distinct screens in the game.

1 Fortress Screen - This screen comprises of large world map, which displays the size and tax routes. Here you can also alter the tax rate and change tax routes.

2 Playfield - this is the main screen, with an impressive 3d fractural generated landscape, representing a close view of a selected area of the world. It is only in this screen that time runs and events occur.

3 Army Screen - This screen is activated when either forming, re-equipping or disbanding an infantry or cavalry unit. You can also adjust their pay and find out just how loyal they are to you.

4 City Screen - This is a 3-D picture of any city you select. The size of the city ranges from the few buildings of a village, to the numerous and varied buildings of a bustling metropolis.

5 Battle Screen - This is a 3-D landscape where you have to personally control your army in battle. You can order the attack (or sound retreat) change formations, manouever battalions and fire missiles. It is here where your success as a ruler is challenged.

The graphics in Realms is of a very high quality. The 3-D fractural generated landscapes give a very realistic portrayal of the terrain. The animated armies look good and move about the screen very smoothly. The city and army screens are of a good quality. Overall, the graphics boost the gameplay tremendously and are a pleasure for the player.

Realms lacks a fair bit in the way of sounds, but makes up for it in the music. It is so atmospheric and appropriate, that you hardly notice it when the action on the screen starts to become more engrossing.

Realms is a great game which I would highly recommend. Strategists, and fans of the game Populous would enjoy this game in particular, and gamers, new to strategy, would find REALMS to be a good, easy introduction to strategic games.



GRAPHICS 90



SOUND 90



PLAYABILITY 80



DIFFICULTY 75



BRAIN STRAIN 85



PRESENTATION 60



LASTABILITY 70



ATMOSPHERE 90



VALUE 70



REALISM 88



OVERALL 80

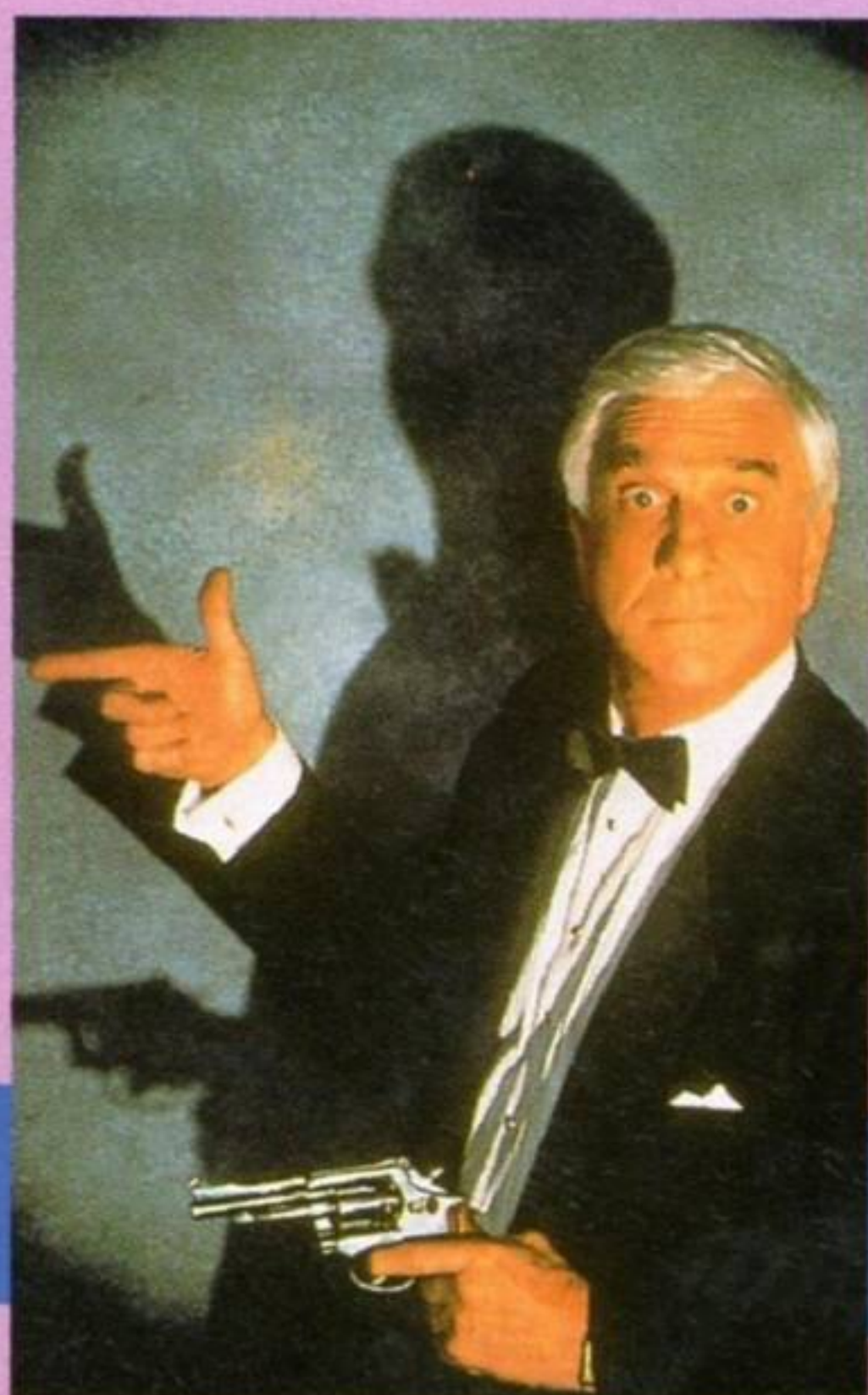
Reviewed on: Amiga, available on Atari, IBM Software by: Craftgold

VIDEO REVIEWS



ONCE AROUND

Richard Dreyfuss and Holly Hunter star in this Hollywood biggie of life, love and Italian wealth. This is one of those American movies about a large well-to-do family coming into contact with someone from a different class and a different lifestyle. Richard Dreyfuss is the obnoxious, overbearing businessman, Holly Hunter is the daughter of a wealthy Italian family (in America of course). Their romance, and the effect it has on the family, is the subject of this film. A very tired theme, but still quite funny.



THE NAKED GUN 2 1/2

"This time we decided to explore the rich underpinnings of these characters" says producer Bob Weis of *The Naked Gun 2 1/2*. "Then we figured 'Ah, the hell with it'"

In *The Naked Gun 2 1/2*, Frank Drebin is in Washington D.C. to be honoured for shooting his 1000th drug dealer. Funny huh? Well, if that's your sense of humour, you should find this film a laugh. It's the same kind of zany, wacky, crazy stuff that *Flying High*, *The (first) Naked Gun* and *Kentucky Fried Movie* was made of. A lot of people really enjoyed those films and if you're one of them, you'll probably really enjoy this one.

HAVANA



Jack Well, played by a now quite aged Robert Redford, is a bad ol' gamblin' man. He's in Havana, Cuba just before the communist revolution, trying to make a big deal before the country collapses. Everything's going just fine for Jack when all of a sudden, he falls in love with Roberta, the wife of a revolutionary. Bingo. There goes his last chance of making it big in Havana. It's always a woman isn't it, eh? This is bound to be a hit in the video stores: adventure, romance, cliches, the whole lot. If you like a smooch, a lot of suspense, and some real tough guys, you'll like Havana.

TRUE COLOURS



Lie. Decept. Betrayal. It's what movies are all about. John Cusack and James Spader star in this epic cinematic masterpiece about law school college chums who move to Washington and step over each other to make it big. Peter (Cusack) is the badder of the two (boo, hisssss) and he's set out to make it as a congressman in the White House. He doesn't care who he treads on to get there. Tim (Spader) is a nice guy and he doesn't wanna hurt anyone unless he really has to. He does in this case.

Medium Level Coars Language: (Poo, wee, etc.).

Darklands™

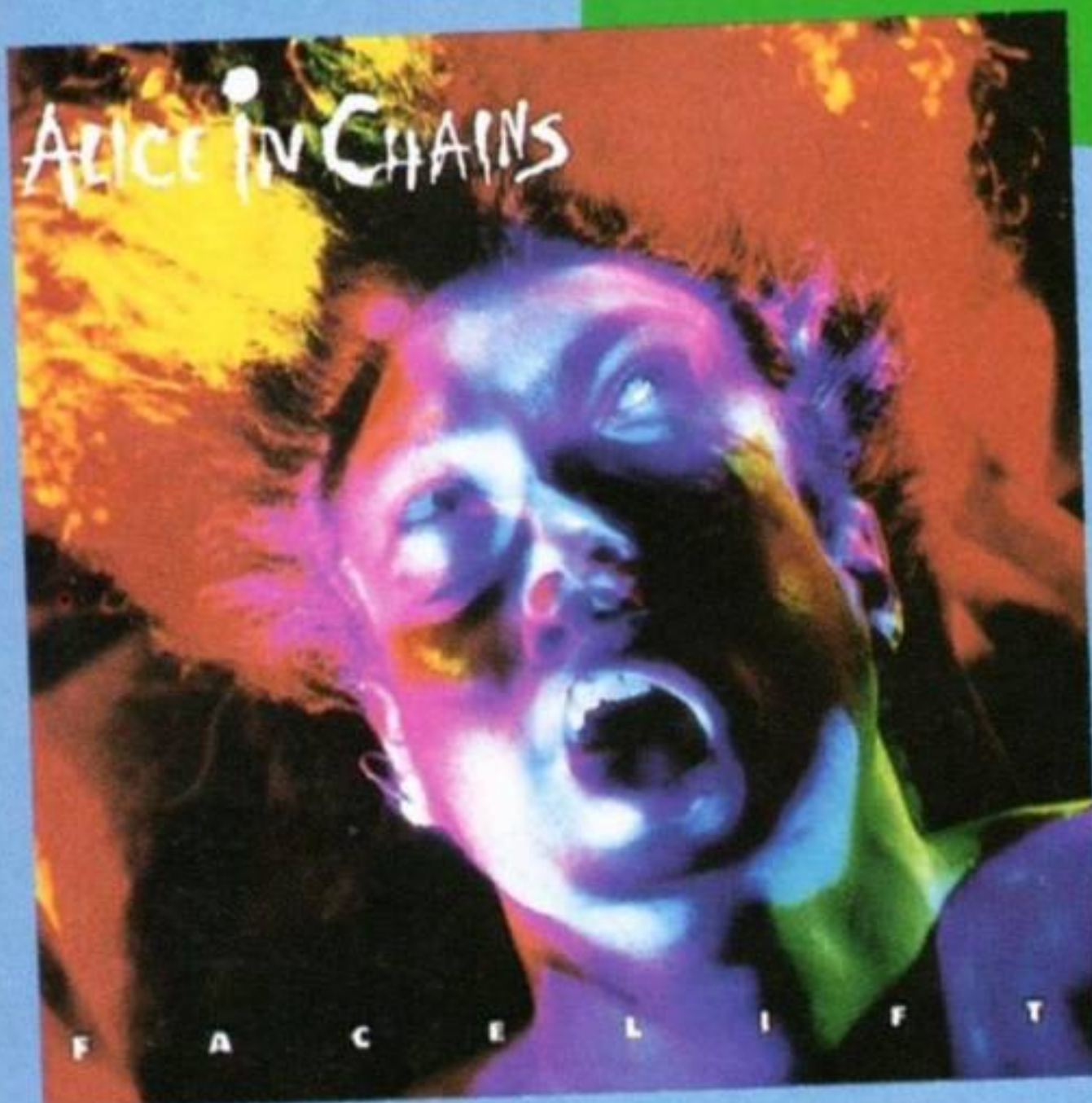
Heroic Adventures in Medieval Germany



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CD REVIEWS

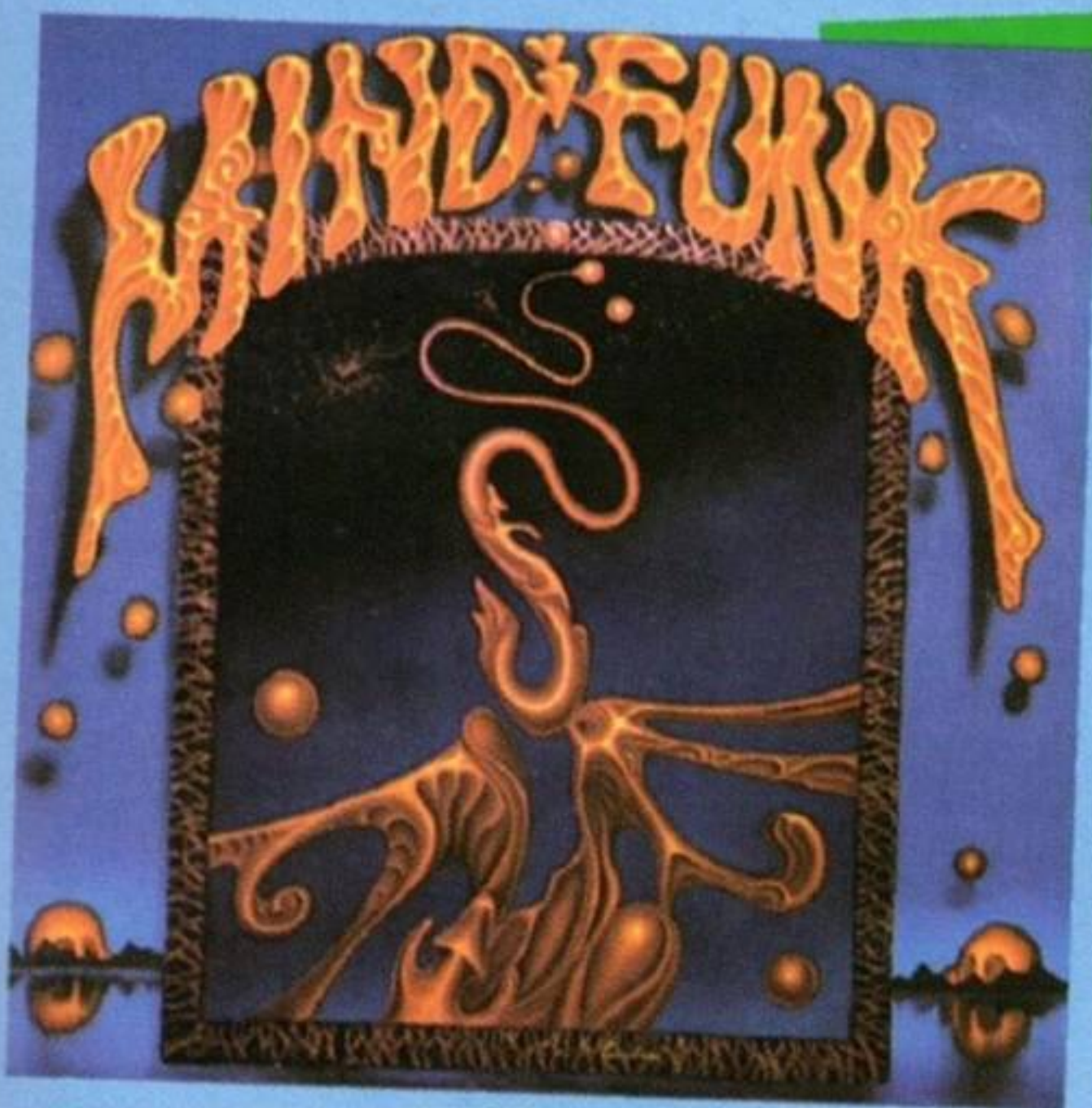
Reviewed by
Joanna Palmer



• ALICE IN CHAINS •

Facelift LP

Alice in Chains are the next band in a link which includes Nirvana, Mudhoney and Soundgarden. They're all from Seattle, USA, which now has a higher level of noise pollution of any American city!! All these bands come from a land where there's no such thing as *quiet* and where rock travels by landslide. The first four tracks off this album include their first single, *Man in the Box*. Their music is solid as a rock but it could do more damage with a bit of speed behind it. This band's sonic output is heavy, and when you get something heavy moving downwards, it'll thunder along without mercy! So, Alice, please, please, please get your rock rolling faster and flatten a few others on the way down. Yowsa!



• MINDFUNK •

Self-titled EP

Once upon a time, rock 'n roll would only mix with sex and drugs, now it seems to prefer the company of funk... and where there's funk there's metal. Not long after funk-metal began appearing on the music scene, the boring critics told everyone it was a passing phase to be ignored. Bands like Mindfunk have proved this is dry old rubbish and not to be listened to. Blah to them all! Besides, the funk scene is doing better than ever: the music world unrolled a fresh red carpet for the 90s and funk-metal just happens to be the permanent red wine stain upon it! Mindfunk have been together since 1989 and are the most recent hot potato to burn the tongues of America's hard-core music scene. This their first album is the latest music to grow your hair to... try it and see.

frente!

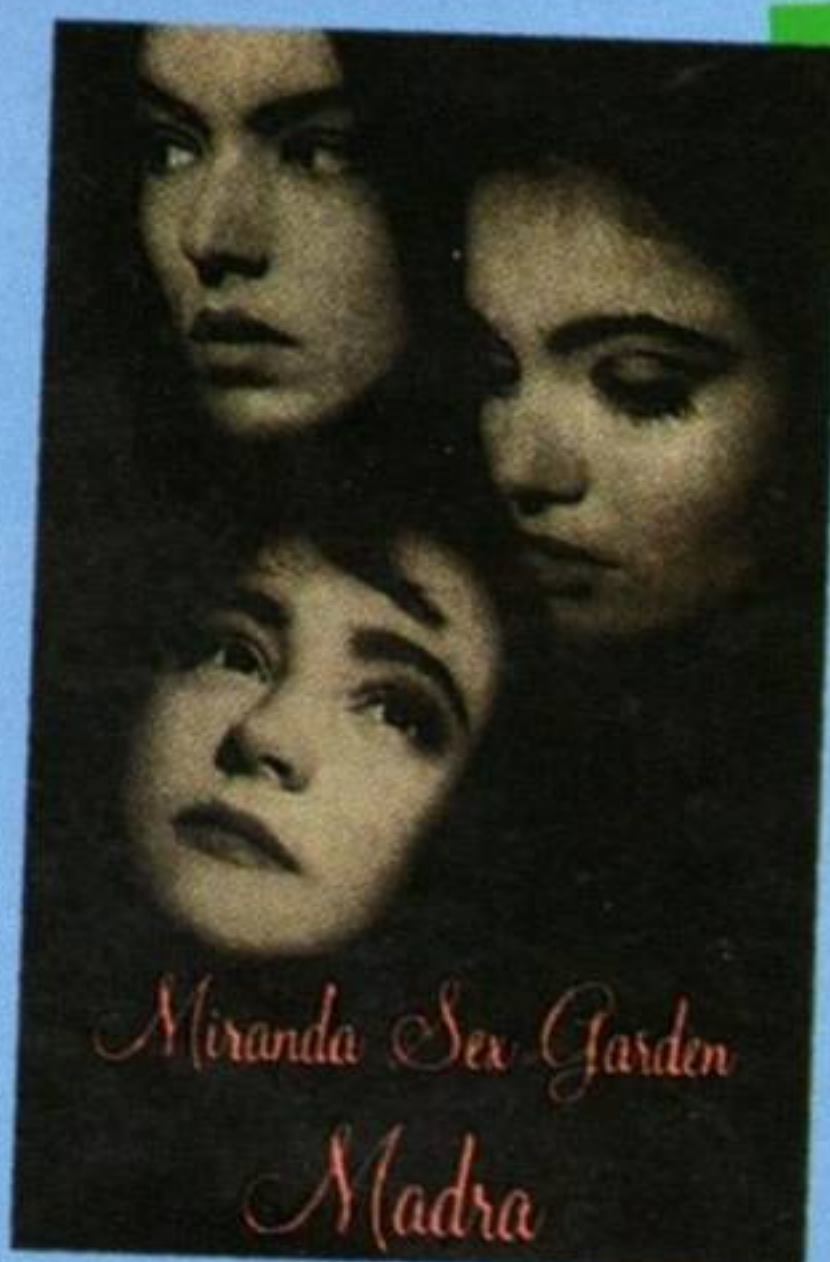


WHIRLED

• FRENTE •

Whirled EP

Frente! perform a style of music that fulfils all that it promises. With the release of their debut EP *Whirled*, they served up the very best of their songs sunny-side up! *Whirled* is a great collection of quirky acoustic happy numbers with simple tunes and original styles. Frente's music has a charming personality that ranges from light vocal and instrumental pieces to plumper arrangements with fuller sounds. Guest appearances from the recorder, harmonica and violin. With "nutrasweet" vocals, this band are not unlike Eddie Brickell or the Blake Babies. Go and buy this one before the big stations pick it up and turn it to golden syrup with overkill!



• MIRANDA SEX GARDEN •

Madra LP

Madra is a haunting collection of acapella songs (without instruments) from the three smooth voices of this British trio. Their songs are like something from Medieval Europe: each piece lasts about two minutes and each one has crystal clear harmonies as haunting as a princess from an RPG. This group are not to everyone's taste mind you. Some may find it a bit too sickly. But for those with a sweet tooth, this LP is like a rich chocolate. Some of the sounds they create from their mouths you'd never believe were possible. But they are, and they do, and the result is brilliant. Check them out and here for yourselves.

DIXON
IN A
WORLD OF
OUR OWN
MAKING

Pt:1
PAYING
THE
FERRYMAN.



WHEN
DIXON WOKE
UP IN THE
SHOWER,
HE KNEW
IT HAD BEEN
A GOOD
PARTY



IT HAD
JUST BEEN
A NORMAL
WINE & DIP
PARTY WITH
SOME FRIENDS
FROM COMPUTER
CLASS TILL...



THE GATE
CRASHERS
ARRIVED



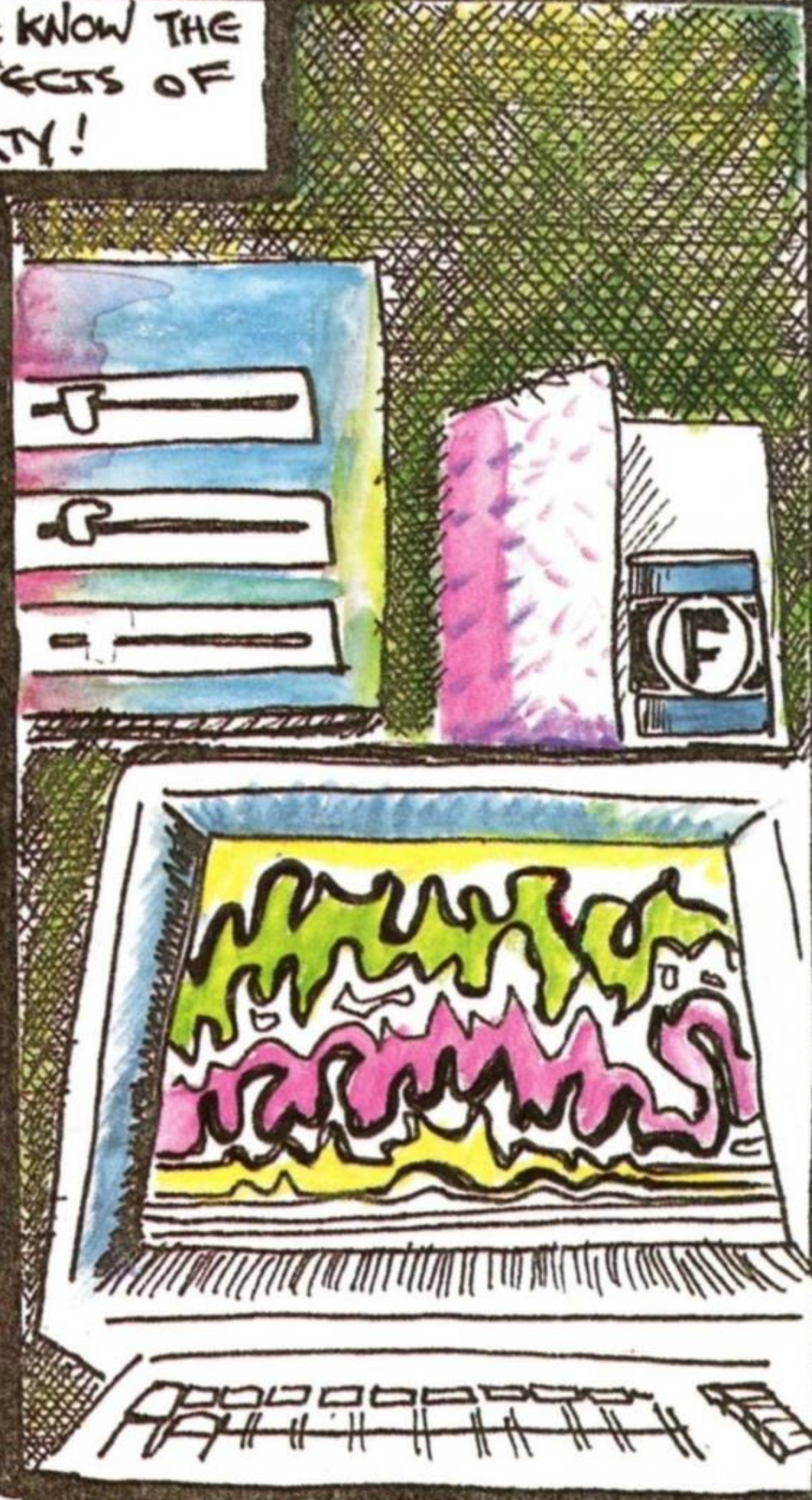
SO NOW IT'S
PROTEIN
SHAKE
TIME!
TO GET THE
CARPET TASTE
OUT OF HIS
MOUTH

LITTLE DID HE KNOW THE
OTHER EFFECTS OF
THE PARTY!

EUGENE HAD TRIED
TO MULTITASK
ALL HIS GAMES INTO ONE



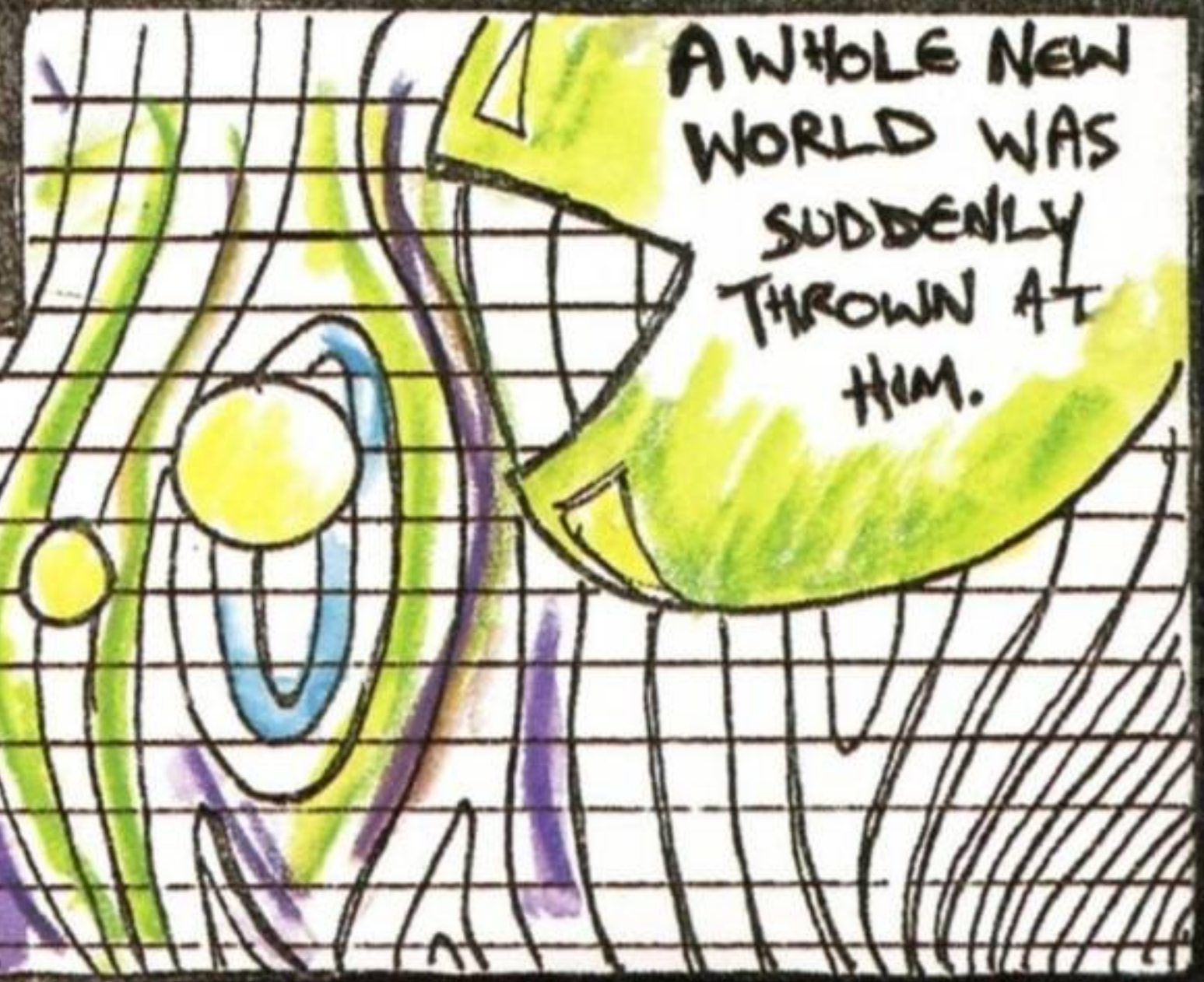
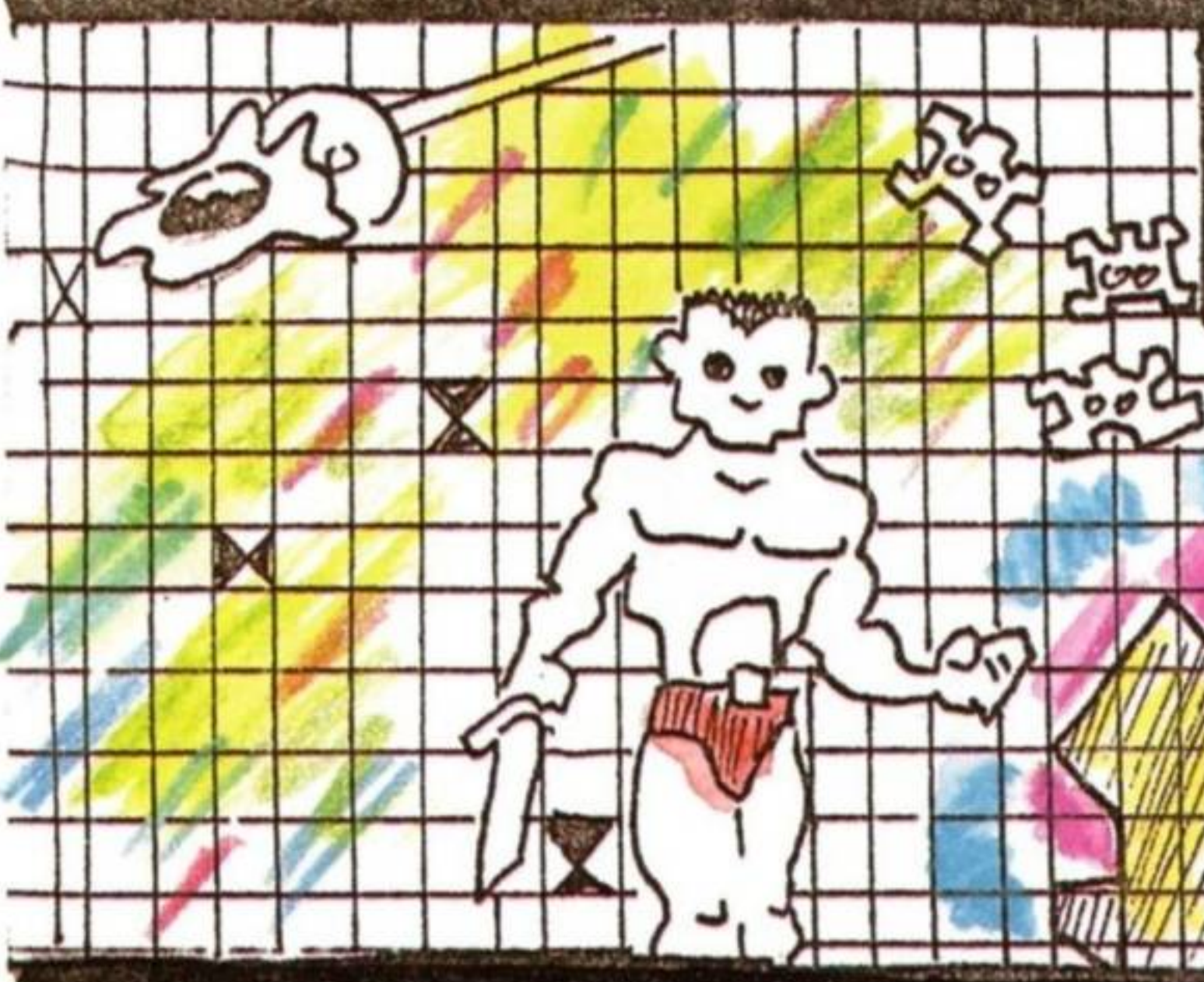
THE BIO-CHEM BOYS HAD SPILT
LAB BREW ALCOHOL ON THE CPU



AND BRUTUS TRIED TO PLAY LED
ZEPPELIN REMASTERS ON THE
CD-ROM

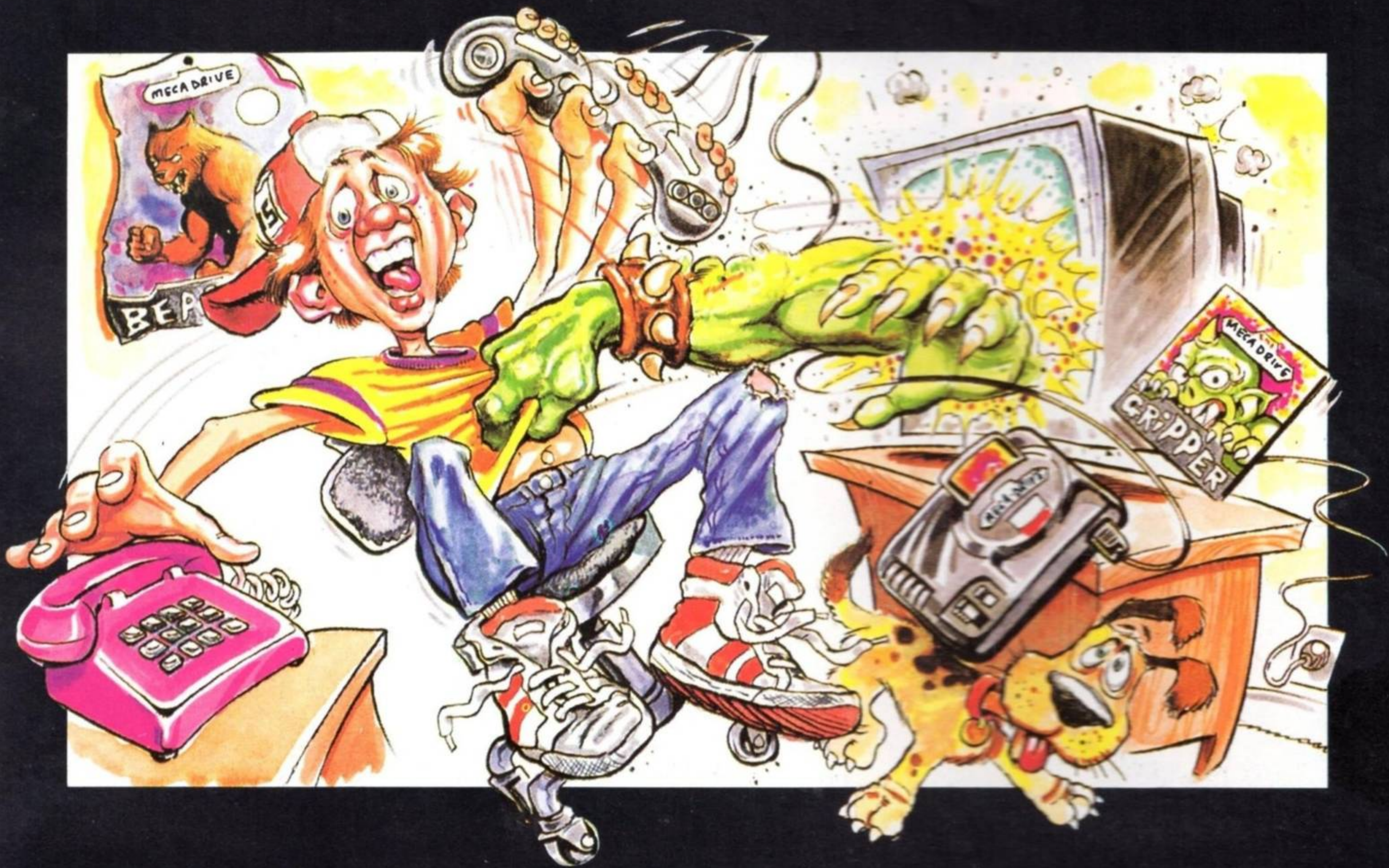


SO WHEN HE TRIED TO LISTEN TO HIS
DIGITALIZED KRAFTWERK...



A WHOLE NEW
WORLD WAS
SUDDENLY
THROWN AT
HIM.

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