MEGA

16 Mega Drive reviews inside!

100% SEGA MEGA DRIVE AND MEGA CD September 12 £2.25

SEPTEMBER 1993 ISSUE 12

GET THE PUCK OUTTA HERE!

CUTTING EDGE – OR SKATING ON THIN ICE?

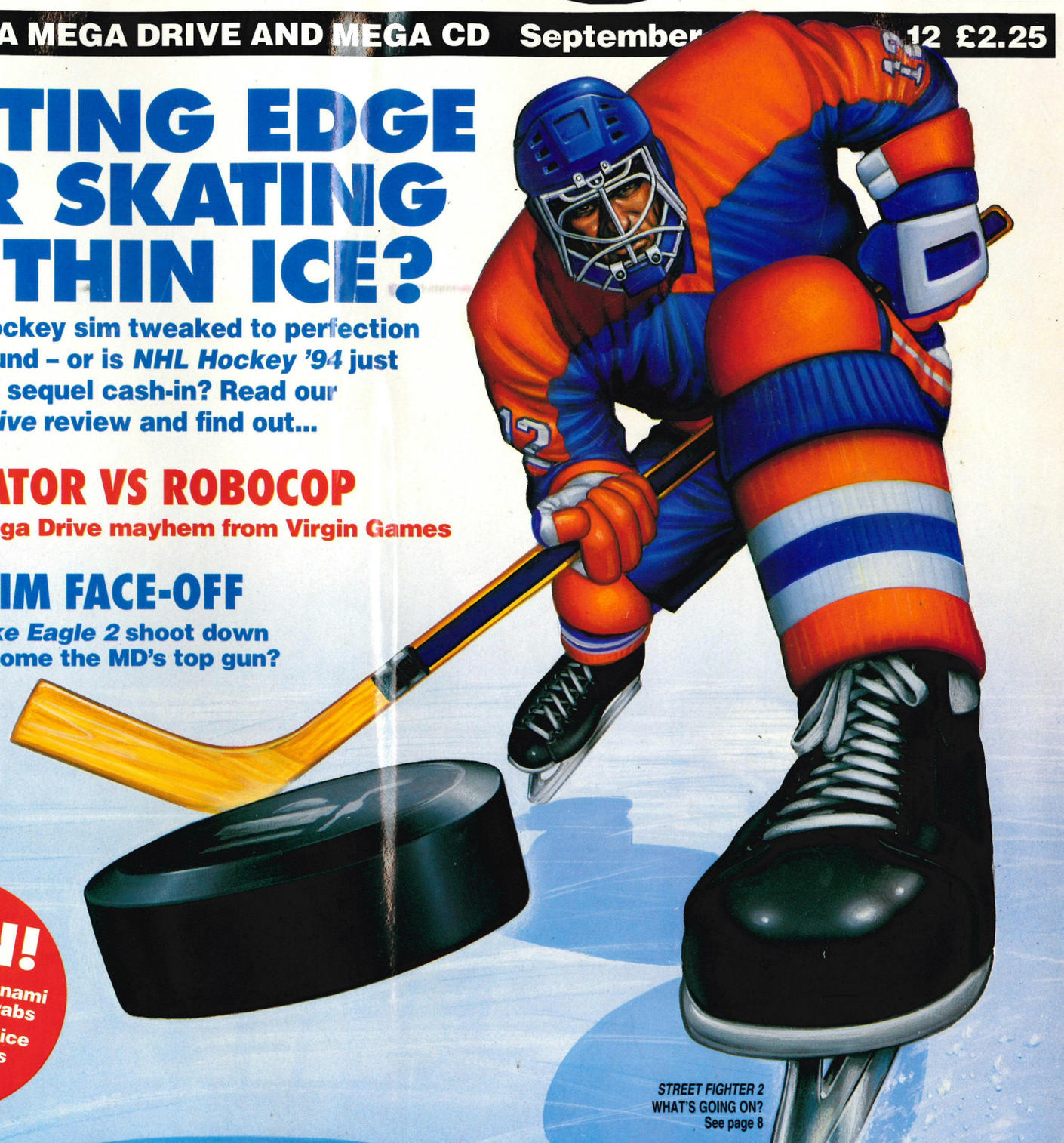
Is EA's ice hockey sim tweaked to perfection third time round – or is *NHL Hockey '94* just another tired sequel cash-in? Read our *world-exclusive* review and find out...

TERMINATOR VS ROBOCOP

Exclusive! Mega Drive mayhem from Virgin Games

FLIGHT SIM FACE-OFF

Can *F-15 Strike Eagle 2* shoot down *MiG-29* to become the MD's top gun?



WIN!

- £1,800 of Konami carts up for grabs
- Two official ice hockey shirts from EA Sports

STREET FIGHTER 2 WHAT'S GOING ON? See page 8

THE MAIN EVENT: SEGA VS NINTENDO

MEGA proudly presents Sega's boss versus Nintendo's boss in a "My console's better than yours, smelly pants" slagging match. You may be surprised who wins

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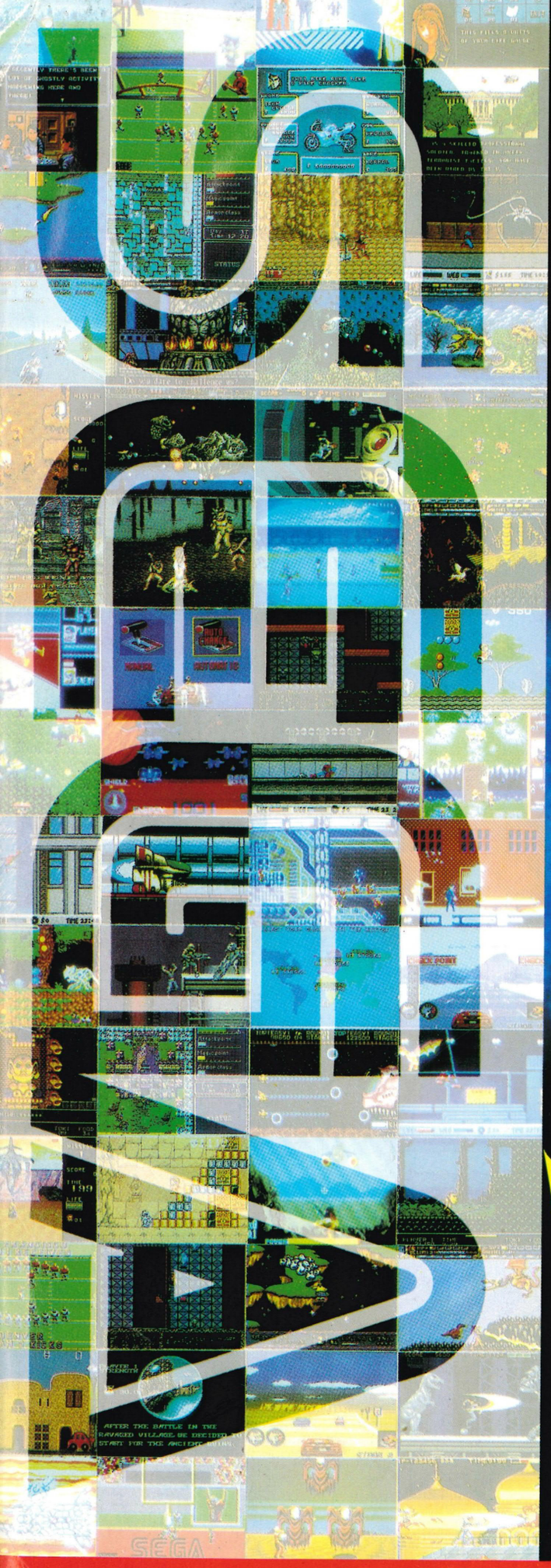

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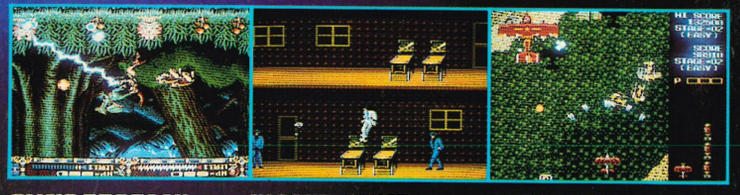

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TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA

MEGA

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- **Better advice. Our titles are packed with tips, suggestions, explanatory features and references to voles written by the best in the business.**
- **Stronger reviews. We have a cast-iron policy of editorial independence and aim to give clear buying advice especially to small voles (see, we warned you about that).**
- **Clearer design. You need solid information fast, so our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs and fuzzy screenshots (Erm, oh dear. No that's not right is it?).**
- **Greater relevance. Future editors follow these two golden rules: Understand your readers' needs. And then tell them to bog off.**
- **More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and reader tips. Buying MEGA is like joining a nationwide user group, or going to a rave, or mending a fence, or going to the supermarket, or discarding a spent match (that'll do - Neil).**
- **Better value for money. More pages, better quality, bigger pants.**

MEGA

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MEGA Quick Compo! Funiest caricature of Steve Shields wins a prize. Send to: "Mr. Handsome" MEGA, 30 Monmouth St, Bath, Avon BA1 2BW

16 reviews • Six pages of Jungle Strike

Twelve issues old and we're looking as youthful and dynamic as ever. The mag, that is, not the haggard team

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Sega are branching out with their plans for massive arcades and collaborations to produce Virtual Reality arcade coin-ops. Neil West asks the question: "Are Sega moving away from the home console market?"

14 THE CHARTS
This is the page on which you'll find the official, import, Japanese and US charts. Oh, and you should also find a liberal helping of humour. (Good Lord, you mean they'll actually be funny for once? – Neil)

16 KEEPING THE MEGA DRIVE AT THE TOP

Gary J Foreman, Sega's Software Project Co-ordinator reveals the secrets of a new generation of games

MEGA "extracts" the secrets from one of Sega's top boffins

DSP, BPM, DPA, CinePak... what does it all mean? MEGA interviews Gary J Foreman to find out how technological advances, additional hardware and advanced programming techniques are opening up a whole new avenue of Mega Drive and Mega CD gaming. But is this third generation software going to come at an even more worrying price?

20 THE BIG FIGHT: SEGA VERSUS NINTENDO

The gloves are off! It's time the big "my console's better than yours" debate was settled once and for all. And who better to take their places in the corners than Sega and Nintendo's big bosses?

SEGA VS Nintendo®

The SNES is technically superior? The Mega Drive has more games? MEGA decided it was time to organise a sort of verbal playground scrap. Nick Alexander tries to convince us that the Mega Drive is the best thing since, er, the Master System. And Nintendo's prize fighter? See who stays the distance on page 20...

"Bog off smellypants" Etc. We asked Sega and Nintendo's bosses to fight it out

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Konami have a reputation for consistently producing quality games, and fortunately for you, we're giving away flippin' loads of 'em completely free. Turn to page 22 and take advantage of this superb compo.

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Roll up, roll up. This is your chance to win, and cut a dash in, some, er, rather colourful sports gear.

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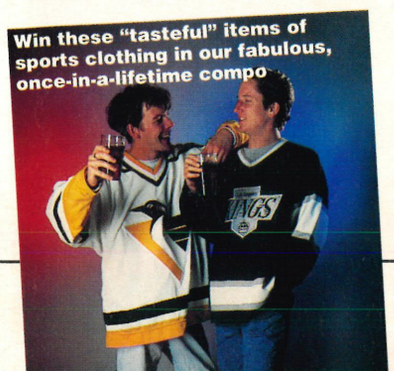
Against all the odds our resident rock bloke, Paul Mellerick, has managed to scrape up a pretty decent selection of tippy-type things.



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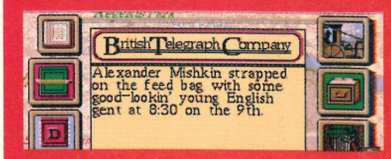

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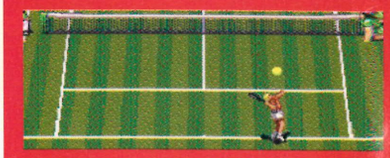

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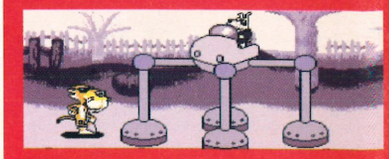

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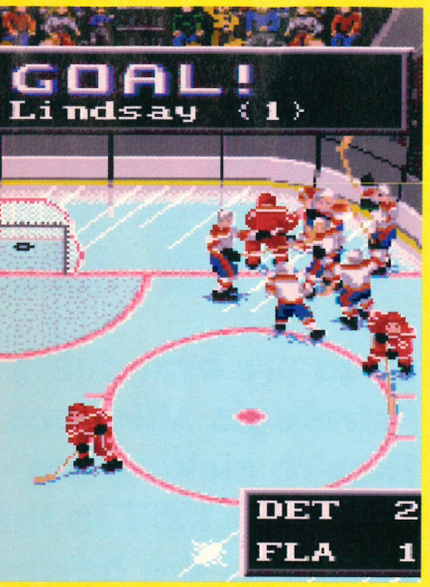

PUCK-ER UP

It's a year on, and MEGA has once again bagged an exclusive review of the world's greatest ice hockey game. *NHL Hockey '94* is the third in the series, and the action is faster than ever. But speed isn't the only factor in creating a good follow-up. What else has been done to improve the game? Is it sufficiently different to the previous games to ensure its success? Go to page 30 to see if EA Sports are third time lucky...

REVIEWED!

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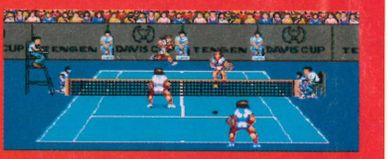

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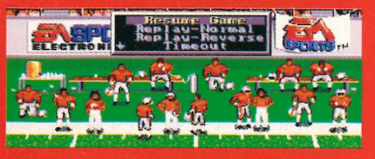

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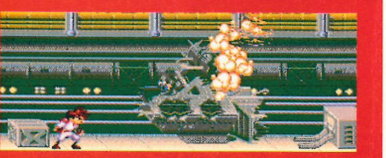

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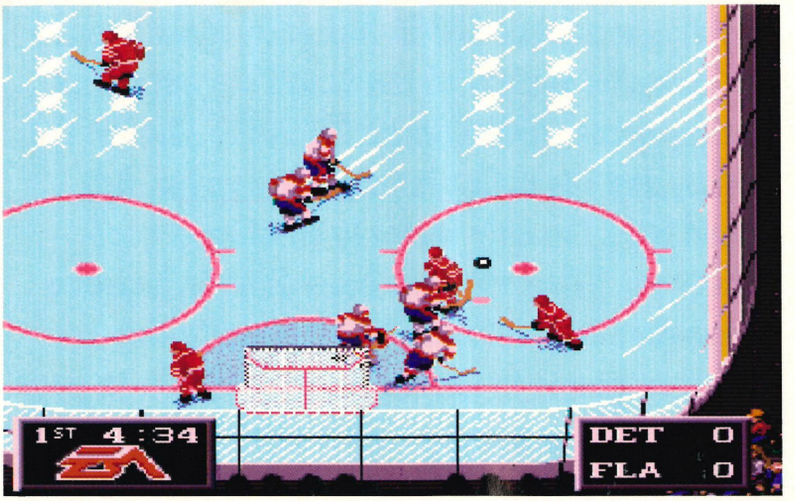
MEGA CITY

MEGA'S DIRTY DOZEN



***NHL Hockey '94*, exactly 12 months on from *NHLPA Hockey '93* – the game that took the lead review spot in issue one. Full circle spookiness, eh?**

Yep – welcome to issue 12 of MEGA, the UK's favourite Mega Drive and Mega CD magazine. Time then, to take stock and consider what we've achieved...

Erm.

Well, "bugger all" is a phrase that could adequately describe our achievements in the field of meeting the needs of SNES or Amiga owners, but for Mega Drive owners – we're proud of our record of bringing you reviews of the best games first (remember, the best aren't always the most hyped) and for being first with all the latest news.

But most of all, we're proud of making MEGA the mag to read for older, more sophisticated Mega Drive owners. The average age of MEGA's readers is 20.4 years old, proving that you appreciate our in-depth news coverage, the big features, and our refusal to be hyped by a fat juicy film licence stuck on the front of a crap game.

We don't believe you can be bought by sticking a crap plastic gimmick on the cover, but instead we try to treat you with the intelligence you deserve. That's why we're Britain's number one Mega Drive mag, and intend staying that way.

Anyway, that's more than enough mag-reader bonding, so on with the issue – we hope you enjoy it!

Neil, Andy, Paul and Amanda

SEGA WORLD – BOURNEMOUTH

Ah, the lovely sea air, the gorgeous view of the English Channel and as many goes on *Virtua Racing* as you could wish for. This may all sound like a dream but it was, in fact, the press opening of Sega World – Bournemouth, a huge 24,000 sq. ft. arcade with all the Sega stuff you could ever wish for. But what has this arcade got that all the others haven't?

Well, several things actually. Although this is Sega's arcade flagship (and as such will get all those fabulous games before anywhere else, even London), there's more to this than meets the eye. With other activities such as Karaoke Rooms, Mini Ten Pin Bowling (imaginatively called Sonic Strike), children's areas and even a Burger King, this is one seriously cool place to hang out. But, and this is where the hard sell comes in, there's a Sega shop. If you want anything Sega, from the latest game to that lovely fluffy Tails character you've always had your eye on, this is the place to get it. Set in a lovely clean environment, with plenty of room to move and lots of games to play on, this is the first of a new breed of arcade centres which Sega hope to open around the country, but if you're desperate for some serious Sega action, get down to Bournemouth and have a whale of a time.

***Sonic The Hedgehog* with a ball exactly the same colours as him**

SEGA WORLD

ARE OVE

Sega are branching "strategic alliances' they're making are everyone NOT in the business. So, having of cash, is the comp on consoles? MEGA

SEGA TAKING R THE WORLD?

out. But the and investments seemingly with video-game made great wedges any turning its back investigates...

Over the past few months, Sega's name has been linked with all sorts of unlikely businesses: cable TV operators, giant theme parks, "family" amusement arcades and even Japanese airlines. So what's going on?

Well, it could look pretty bad, but on the positive side let's start off with the following (vaguely amusing) conundrum. What have the following got in common: Carlsberg, Sega, the M4 and Neil's aunt Beryl?

Tough one isn't it? (No substitute for the lack of aforementioned amusement though – Neil). The rather surprising answer is that none of them are console manufacturers.

With Carlsberg and the M4, we expect no argument. Brewing lager and, er, being a very long road are the respective bags that they're into. With Neil's aunt Beryl, you'll just have to trust us, she's a hotel receptionist.

But Sega? Well, OK. Sega manufacture consoles, but they are not a console manufacturer. There's a difference. Manufacturing consoles is just an important ingredient in what they do, they don't purely manufacture consoles.

No, Sega are an *entertainment* company. How do we know? Because Nick Alexander, president of Sega Europe, told us so. Why do we believe him? Firstly, because Nick's a good guy and he wouldn't lie to us, and, secondly, there's plenty of evidence to back up the crafty old rogue's preposterous claim.

You may have noticed some of this evidence, as the Sega name is cropping up in wider and wider and weirder and weirder circles: Cable TV, theme parks, airlines etc.

But the question is, while Sega are branching out and going for broke, where does this leave the Mega Drive? At the bottom of a bloody long list and crushed by mammoth theme parks and global TV networks: that's what *could* be interpreted.

WHAT ABOUT THE MEGA DRIVE?

"Certainly not," Alexander insists. "No one should be concerned in the slightest about the importance of our consoles. They are still absolutely our core business.

"But if you take Sega as a whole, consumer sales account for around 70% of our business and it is simply not good sense to rely too heavily on one area.

"We've seen incredible growth in console sales over the last few years, but it just can't be sustained at its current rate. There will be a slow down. By exploring other markets, we make sure that we are in a better position to be around longer and stronger. If the games market ever did dip dramatically, I would have thought that was excellent news for Mega Drive owners."

And Alexander also feels that there could be a more direct and immediate benefit in the consumer market. He believes that by working on projects like VR theme parks, there could be some sort of technological trickle-down effect.

"Remember, Sega started out in the arcades and the Mega Drive itself is a result of arcade technology. I think that by researching VR and working with people like W Industries (VR pioneers and the firm behind the systems at Piccadilly's Trocadero) we can only learn more, and apply our knowledge to home systems."

"By exploring other markets, we are sure to be around for longer "

Sega have recently signed a deal to work in partnership with WI, their main task being to come up with VR arcade machines for the new Family Entertainment Centres that Sega are opening up. Already popular in Japan and with the first European FEC site having been opened in Bournemouth last month, Sega plan to open more "as fast and as frequently as appropriate sites become available".

Sega are already heavily involved in the arcade market; they own around 1,500 amusement centres around the world, but these FECs are from another planet.

"They're more like theme parks," claims Alexander. (The theme seems to be incredible rides that blow your mind and lose your stomach.) "They're the ideal environment in which to display things like the *AS-1* and *R360* and there will also be VR experiences."

Sonic will be putting in an appearance too in his own arcade game, housed in a customised Sonic cabinet and due to be launched in 1994. But perhaps the most exciting spin-off that Sega are currently involved in is the establishment of what they have been joking about in its Mega CD campaign; Sega TV.

In the US, Sega have teamed up with Time Warner (the biggest entertainment corporation in the world) and Tele Communications Inc to form a new cable company planning to pump Sega games down cables, through a decoder box and straight into the TV. The system goes on-line in September in four test markets and could eventually hit 20 million homes.

Alexander revealed to us, however, that a similar project is "almost certain" to be up and running in the UK in 1994.

The penetration of cable over here is not high, but exactly the same set-up as the one being implemented in the States would be possible through satellite broadcasting.

Sega are currently in negotiations with all of Europe's leading satellite broadcasters, including, of course, Sky TV.

"I'd be very surprised indeed if there wasn't a Sega channel by the end of 1994," Alexander confirms, "and if we went through satellite, all you'd need would be a dish and a little black decoding box."

The channel, like movie channels (and exclusively revealed in MEGA issue nine) would have a selection of around 20 to 30 "old but not that old" Mega Drive games to choose from, plus one or two level previews of new titles. There is also the possibility that, as with some movies on America's HBO Channel, a handful of games would be written specifically for Sega TV. Whether or not it'll feature that grinning-death's-head fat bloke and pointless parodies of Apocalypse Now remains to be seen.

So, with Sega TV very firmly on the agenda and the possibility of trickle-down from the spectacular new Sega theme parks, Sega's diversification looks anything but a retreat from being the number one console manufacturer in the world.

WILL SEGA SURVIVE?

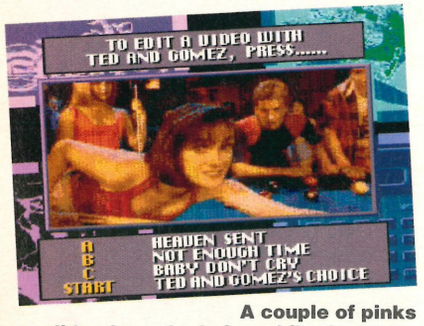
It is obvious that consoles cannot carry on growing at the rate that they have and it has to be probable that, simply through the vagaries of fashion and cultdom, there may come a time when the games market goes through a decidedly slow patch. If that killed Sega off, what would happen to the supply of games for the Mega Drive? Not a pleasant thought, right?

A better scenario is Sega continuing to supply some of the best games in the world for the best consoles on the market – and being able to do so because even if that market is in depression, Sega can survive because of its strength in other areas.

Altogether now: " There will always be a Sega..."

Make INXS's Video

Do we really have to tell you what this one's all about? It's another of those bizarre *Make Your Own Video* affairs, only this time we were a little more excited because it's not some cack rap act (not that rap is cack, but let's face it, Kriss Kross and Marky Mark are hardly the bee's knees). No, this time it's those incredibly rockmungous, grinding funksters INXS with three excellent tracks from their latest album and the usual video mixing tomfoolery. It's not really any better than the previous efforts (unless of course you lurve INXS) but it does what it does well enough. Anyway, it'll be out soon and when it does appear we'll give it a rating just for the sheer hell of it.



A couple of pinks glide along the baize while the bloke behind contemplates a good screw

Look, about that last caption – sorry. Anyway, here's Michael Hutchence having a boogie

FOUR-WAY ADAPTOR MIX UP

Oops. Electronic Arts four-way games won't work with the Sega four-player Sega games, and vice versa. In other words, if you want to make full use of both EA and Sega's four-player games, you're going to have to buy yourself two four-player adaptors.

"But why?" we hear you ask. Well, according to our source at Sega, it goes something like this: EA USA rang up Sega USA and said, "Are you ever going to release your multi-player adaptor then or what?", to which Sega USA replied, "Nah mate, think we'll give that one a miss". "Well, we'll do our own 4-Way Play then," said EA. And so they did. But then, some bloke at Sega USA thought, "Hang on a sec. Those geezers at EA are onto something here. We'll release our own multi-player tap after all".

The Sega Tap is a great little gizmo but it won't work with games for...

...Electronic Arts' Four-Way Play adaptor, and vice versa. Stupid, is it not?

Except, of course, by this time the EA multi-player tap had been manufactured using a different system to that of the Sega device and confusion reigned.

So "Prat Of The Month" award goes to Sega for not releasing their tap in the first place, and a second "Prat Of The Month" award going to EA for not making their multi-player adaptor compatible with the Sega device (did they really think Sega would never release it?).

Anyway, the good news is that the matter is "under discussion" between Sega and EA so let's hope they manage to sort it all out...

Michael Jackson signs up (again)

After last month's news that Michael Jackson has been recording video footage for inclusion in the imminent Sega coin-op *Scramble Training* (a "Cooking With Eggs" Training Sim – oh alright then, some kind of NASA space rocket affair), MEGA can announce that Sir Whacko of Jacko has signed up with Sega to write some exclusive game music for forthcoming Mega CD games. Michael and Sega tied the knot years ago after Michael's coin-op *Moonwalker* was turned into a moderately successful Mega Drive game. But now he's back, and according to Sega USA' s Senior Music Producer, Spencer Nielsen evidently he's "very enthusiastic about the whole thing". Good man – anything's got to be an improvement on Marky Mark and Kriss Kross.

The second greatest show on earth!

No, hang on. Something's wrong with that headline. Hmm, "The second grea…". No. No no no, that's not right at all. Ahem. What we meant to say was "The Greatest Show On Earth… is happening *again!*".

A second time, if you will.

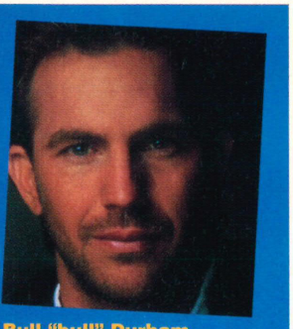
Yep, the Future Entertainment Show – the computer games bonanza that dragged London to a standstill in November last year – is back, back, BACK! And (but of course) bigger than ever before. Running from Thursday 11 to Sunday 14 November, Olympia in London will be chocked to the rafters with all the latest video-game technology – there'll even be a live broadcast of GamesMaster from the show on the Thursday night – so it will be the place to be for anyone seriously into video games.

Check out the advert on page 26 for all the details, but we do advise that you buy your tickets as soon as possible. Last year, thousands of people were turned away at the door.

You've been warned!

The second Future Entertainment Show

BULL DURHAM'S INCREDIBLE WORLD OF PR AND ADVERTISING



Bull "bull" Durham

NINTENDO SAYS:

"Yes, OK, we'll take part in a debate with the boss of Sega. Why not?"

MEGA SAYS:

"Chinny reck-on!"

Yep, if someone's telling porkers, we'll blow the gaff. We'll tumble, rumble and (crumble?) em. We'll squeal, snout, grass and shout. More next month...

The return of Chester Cheetah

Great character but shame about the game, seems to be MEGA's conclusion on the enigma that "is" *Chester Cheetah.* For the full review, turn to page 49, but in the meanwhile take comfort in the fact that Kaneko are already working on the sequel – due out sometime next year...

Here's Chester "doin'" his "thang"...

HELLO COSMIC SPACEHEAD

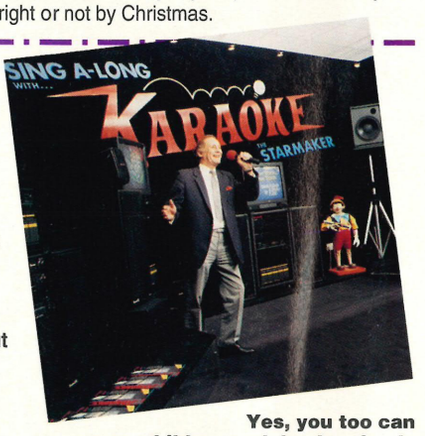
From the team who brought you *Micro Machines* comes news of another project – a platform adventure game starring an alien from the planet Linoleum, *Cosmic Spacehead*.

Mr Spacehead's a strange looking chap, and no mistake

Quick plot spot: CS visited Earth, had a funky time, went back to the planet Linoleum and told all his top mates about what brilliant hols he had, but they didn't believe him – they did the alien equivalent of chinny-chin-chinning his stories. So then, back to Earth with a camera to take snaps of all the places he visited before, in a bid to prove his friends wrong.

Chuck in a few sub games and a few laughs and you've got the recipe for a classic – or so Codemasters reckon anyway. Expect to see if they've got it right or not by Christmas.

Karaoke frenzy!



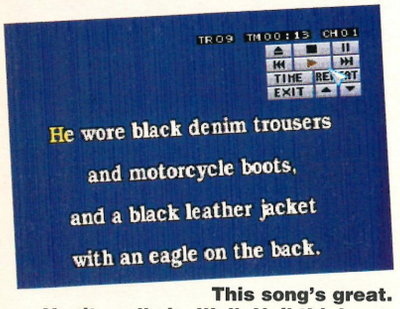
Yes, you too can scare children and dumb animals

Your Mega CD doesn't just play great games you know, oh no. Well, it does at the moment of course. Well, actually – it probably doesn't even play great games at the moment seeing as there aren't exactly that many great games out there at the moment. But we digress...

No, the fact is that your Mega CD (rigged up to any old hi-fi) is 99% of all the equipment you need for your very own karaoke set-up. And the other 1%? Well, for just £49.99 that can now be provided by Karaoke AV Ltd of Stockport. They can supply you with a Microphone and mixer which connect between your Mega CD and your hi-fi, instantly turning your living room into a fully operational torture chamber as outlawed under section B paragraph 3c of the Geneva Convention.

But you don't care! No sirree. The mixer has an echo effects gadget that makes you sound like Rick Astley and with over 50 discs (each with 10 tracks on) to choose from at £20 each, you ARE Andy Gibb, Roy Orbison or that bloke who sang "Black Demin Trousers And Motorcycle Boots". It's enough to make you watch Stars In Their Eyes without wanting to go out and knee some tall bloke with a beard where it hurts.

If you think Karaoke is the thing for you (go on, try it!) then give Karaoke AV a call on 061 449 0441.



This song's great. No, it really is. Well, Neil thinks so

Scouts discover hedgehog

Sega and the scouts have joined up for yet more charity-related antics and giant-blue-hedgehog-in-frying-pan-frenzy photo oppurtunities. If you want to see what Sega are offering the scouts, contact your local Scout group because, quite frankly, we haven't the faintest idea.

Roast hedgehog anyone?

SONIC CD LOOKING GOOD

Sega have been showing off early versions of *Sonic CD* at their London HQ, and it's looking good. The main bulk of the game is the same as *Sonic's* always been – fast, frantic, platform action – with just a couple of new animations and redesigned levels. But it's the bonus sub game that will set Sonic CD apart, much as *Sonic 2* improved on the original. This time Sonic finds himself on a 3D racetrack, similar to how Mario starred in Nintendo's *"Super" Mario Kart*. Are Sega using the Mega CD to emulate the SNES purely "because they can"?

Sonic can turn on the spot, run (in a very strange manner – wait until you play it) and jump, in a bid to knock all of the spaceships that are circling the race track out of the sky. It looks great, although it must be said that the 3D doesn't look quite as impressive as *Thunderhawk*.

The actual structure of *Sonic CD* isn't in place, but it looks like this sub game will be entered from the main game much in the same way as the Special Stage could be dabbled with in *Sonic 2*.

Another addition is the appearance of Sonic's missus who appears at various stages of the game entrapping Sonic in cuddles, leaving him open to attack. Trouble and strife, readers. Big style.

There's also an evil alter-ego of Sonic who crops up from time to time, but (in the words of Sega's own marketing department), "we're not really sure what this geezer's doing here, to be honest". It'll be a nice surprise when we do find out.

One thing that is missing at this stage in development is a two-player mode, and at the moment Sega have no plans to include one. Big mistake, we feel, but there you go.

More news as we get it.

Future PUBLISHING

Staff Writer Wanted

So you want to work for MEGA? Well this is your chance – this is the golden ticket. As Neil toddles off to California, the team need a new writer. We need someone who knows why the best Mega Drive games aren't always the ones that reach the top of the charts. We need someone who can write lots of intelligent, witty copy in a short amount of time. We need someone who wants to join Europe's leading publisher of video-game magazines, where Neil started off three years ago – on the bottom rung. So if you want to become part of the hottest console magazine team in the UK, then apply today. Send 500 words (wot you wrote – no cribbing) on the subject of MEGA, along with a full CV to: That MEGA Job, Annie Chalmers, Future Leisure, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. And hurry!

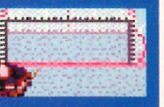
Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
Tel: 0225 442244, Fax: 0225 446019

THE Q'S IN THE NEWS

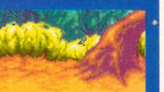
Welcome to the corner of MEGA that takes your ego, lightly flambés it over a fire of questions, then serves it up (with a not insignificant side order of embarrassment) onto the plate of failure. Unless, of course, you: a) read the issue; b) cheat, or; c) are dead brainy. Onwards...

1. What does DSP stand for?
2. Which aircraft is featured in the new Microprose flight sim?
3. Why did the chicken cross the road? (Steady on – Neil)
4. Spot the odd one out:
a) *Sonic The Hedgehog*
b) *Sonic The Hedgehog* 2
c) Sonic The Trouser Snake
5. Name three cases in *Sherlock Holmes Vol 2*.
6. What sort of creature is the hero in *Rocket Knight Adventures*?
7. What's the name of EA sports' commentator (appearing most recently in *Bill Walsh College Football*?)
8. Which famous electronics firm (of well-known 16Bit console which isn't the Mega Drive fame) declined an interview with MEGA about which console is the most exciting to own?
9. Who finds MEGA's charts page funny?
a) Desmond Tu-tu
b) Hammy Hamster
c) No-one in their right mind
10. Who wrote the novel Jurassic Park on which the film is based?
11. What does BPM stand for?
12. What's Sega's new arcade in Bournemouth called?
13. Who plays against General Chaos in the game *General Chaos*?
14. Which bloke who works at Sega looks uncannily like Tin Tin, Douglas Hurd and Mr Whippy all at the same time? (Tricky one this)
a) Andy Wright
b) Andy Wright
c) Andy Wright
15. Which character can you no longer play in *Golden Axe 3*?

16. Which game is this weeny portion of screenshot taken from?



17. Which game is this insubstantial slice of screenshot taken from?



18. Which game is this slightly less than hefty snippet of screenshot taken from?

19. Which game is this... oh sod it. You know what to do.

20. Same procedure for this one.

That's your lot. Answers on page 106...

VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

There are some great Mega Drive and Mega CD games, oh yes – some real crackers. But just as there's a night for every day, a up for every down and a winter for every summer – there's some real ploppers. These are the games that make Voyage To The Bowels Of The Back Catalogue their home, and this month, it plays host to one of the most farcical Mega CD games of them all. Here's Andy Dyer with his memories of...

EARNEST EVANS

Earnest Evans, truly a man ahead of his time. And his limbs

I remember the day very well. For the whole of the previous day, a tense hush had fallen over the office. Everyone went home that evening without saying a word. The next morning, once the day had finally arrived, things were worse.

But then, the waiting was over. Phil, the post room bloke, handed the parcel to Neil, and within seconds it had been opened to reveal a shiny new copy of *Earnest Evans* on Mega CD.

It was like Christmas had come, everyone cheered, drank, hugged each other and danced around the maypole that we'd hastily constructed a couple of days previously. This truly would be the best day of Neil, Andy, Paul and Amanda's lives. How could it fail to be. The power of the Mega CD finally realised. The scaling and rotation exploding out of the screen and the soundtracks, oh my, the *soundtracks*, and the most stunning character animation and extensive platform gameplay ever seen and experienced on a Sega console. And indeed we weren't disappointed. How we gasped when we saw how well the hero of the game moves. So fluid, so smooth, so, so...

OK readers, let's face it, so cack. He walks like a, er, well, like something that's having great trouble sending coherent signals from its brain to its limbs. It's hilarious. His arms and legs sort of rotate around independently of each other and what's worse without very much regard to whether there's actually any scenery around. It's quite possible to end up on your head with your legs and arms gaily waving around under the mistaken impression that they're still taking part in some 'walking along'-type exercise. I could highlight the rest of the game's faults but it's far easier to highlight it's good points, here goes:

1:

And that's it.

So, on with the mag and remember – don't be tempted to pick up Eranest Evans even if it's cheap. He's Captain Crap.

Saturn based on Virtua Racing!

Believe the hype. The latest word from Sega is that Saturn, the 32-bit successor to the Mega Drive, is based on the hardware used inside Sega's pocket money-vaporisingly awesome coin-op *Virtua Racing*. There's been no official announcement on Saturn's tech spec, but MEGA's sources at Sega have confirmed that the new machine will be awesome.

This principle of using trickle-down arcade technology to form the basis of home consoles was restated by Sega USA's Tom Kalinske when he pointed out to MEGA that "with our arcade experience, we know more about 32-bit technology than anyone else".

This was backed up by Sega Europe's head-honcho Nick Alexander, who pointed out that "Sega started out in the arcades and the Mega Drive itself is a result of arcade technology. I think that by... (working with sophisticated, top-of-the range games systems)... we can only learn more and hopefully apply our knowledge to home systems".

Of course, Sega aren't saying much about Saturn at the moment – all their promotional effort is behind the Mega CD. But if you want to take a glimpse into the future, check out your local arcade for a *Virtua Racing* coin-op. In less than 18 months time you could well be playing this arcade classic at home...

BAYWATCH 'DUDES' PROMOTE SEGA

Ecco is teaching children to swim! Kind of. Well, Sega have generously sponsored the Royal Life Saving Society to teach life saving in Britain's schools. Evidently the stars of Baywatch will be turing up in the autumn to promote the event and it all looks set to be a life-savinglytastic perma-tanned™ swimfest of gargantuan proportions. This follows Sega's gesture of helping Sonic promote the cause of St Tigiwinkle's hedgehog sanctuaries. What charitable cause the *Streets Of Rage* crew are destined to sponsor, in the absence of any National Association For The Teaching Of Children to Beat The Crap Out Of One Another, remains a mystery.

Full Motion Video – it's getting better

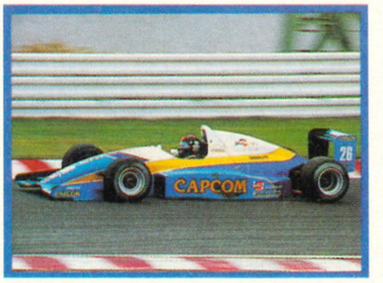
Mega CD full motion video (FMV) has been, well, crap – to be honest. *Night Trap, Sewer Shark, Make Your Own Video, Sherlock Holmes* – they're not exactly the most perfect cinematic quality now are they? But help is at hand in form of Cinepak – a new software tool that will allow programmers to double the amount of colours that can be shown on screen at any one time and increase the game screen to full TV size. For more details, read MEGA's interview with Sega's programmer Gary Foreman starting on page 16...

Say goodbye to grainy, crappy pictures and hello to, well, better ones

CAPCOM GO RACING

Top hedgehog and Formula One Grand Prix Driver larking about malarkey!

Japanese giant Capcom (those geezers and geezerettes responsible for *Street Fighter 2*) have sponsored a racing car in Japan. The story, we admit, is ludicrously absent of relevance to you – the gamesplayer – but it does give us a chance to show you a picture of these fit Japanese birds. Hurrah!

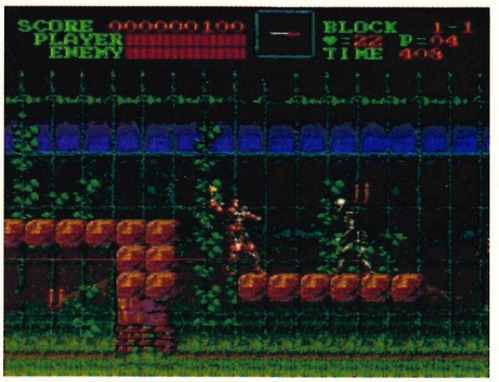


Top PR and advertising opportunity for Capcom on the race track

Top totty! PHHWWOOOOetc

ENTER THE WORLD OF CASTLEVANIA

Konami are currently putting the finishing touches to a Mega Drive *Castlevania* game. The *Castlevania* series have been a big success on Nintendo formats, and so once again it would seem that Mega Drive players are getting to pick the cream of our opponent's games crop. The game is a platform, whip-cracking affair set in the depths of Transylvania and great things are to be expected, although there's no fixed UK release date yet.



Here's an in game shot of Castlevania on the SNES to give you some idea of what the Mega Drive game will look like. Hmmm. Doesn't look terribly exciting does it eh chaps?

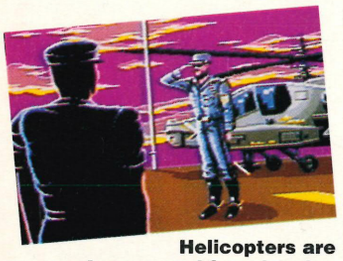
Face Ball 2000

One of the more interesting Game Boy games seen last year was *Faceball 2000.* It's a 3D maze-shoot-'em-up in which you have to shoot the other players before they shoot you – kind of like a cross between being inside a game of *PacMan* and playing paintball. One of the best things about the game was that up to four players could link up and play at once (with four different Game Boys of course) which made it even more like paintball than it already was and even more fun to play.

Well the game is soon to come to the Mega Drive, but whether it's a hit or not will really just come down to whether the programmers manage to include a multi-player split-screen mode. Let's keep hoping.

Enter a deadly game of 3D *PacMan* in *Faceball 2000*

Gunship for Gold

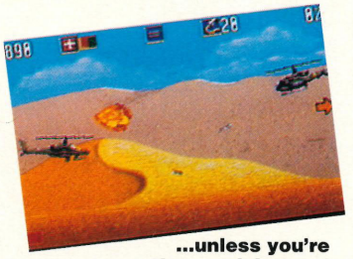


Helicopters are always good for a laugh...

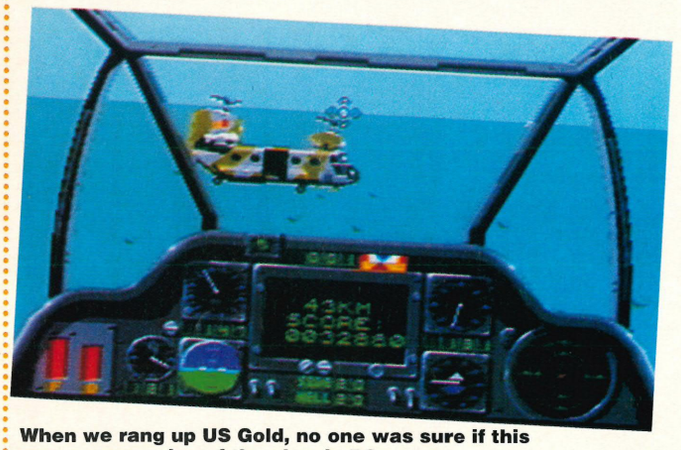
Excerpts from a recent press release: *"Gunship* offers wacky options that will have you 'dancing' all over your Mega Drive" and "...a whole load of guts are what you'll need in order to survive real the bad guys". Evidently, you also get to "destroy drug cartels strategically situated throughout the four theatres of war: Middle East, South America, Arctic Zone and..." (that ever-popular holiday resort – Ed)... "Nasty Asian Warlords".

What are they talking about? Obviously so excited at the prospect of releasing the helicopter shoot-'em-up *Gunship* that US Gold have forgotten how to write. Or think. Or something.

But expect a game involving helicopters and loads and loads of violence out from US Gold in November. In the meanwhile, check



...unless you're on the receiving end



When we rang up US Gold, no one was sure if this was a conversion of the classic PC game or not

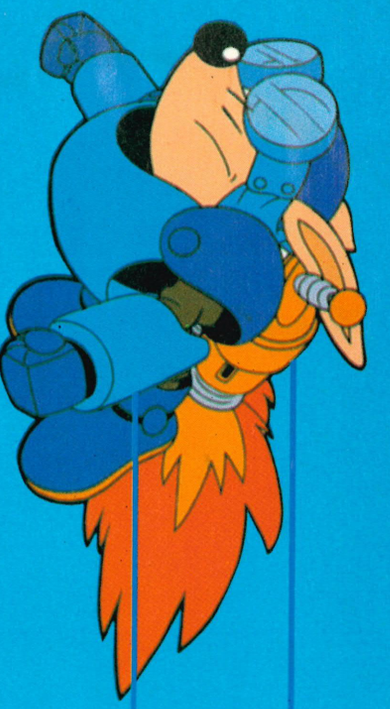
TOEJAM & EARL 2

Everyone's favourite Mega Drive aliens are back, and crazier than ever before. Due out sometime after Christmas, their new adventure has been wowing gamers in the States and looks set to cause a big stir over here when it's released, hopefully in time for Christmas...

MEGA CD UPDATE

HARRIER ASSAULT – DOMARK

After the success of *MiG-29,* Domark are trying their hand on a Mega CD game – a reworking of their highly successful home-computer harrier flight sim. They get full marks for claiming to have "taken the Mega CD hardware to the limit", but they lose something when they subsequently boast that the game will feature "CD quality sound and music" – they'd be hard-pushed not to. Still, the press release reaches its climax with the promise of "all the theatre-of-battle atmosphere and detail you could wish for" – so that's alright then. To be released sometime next year.



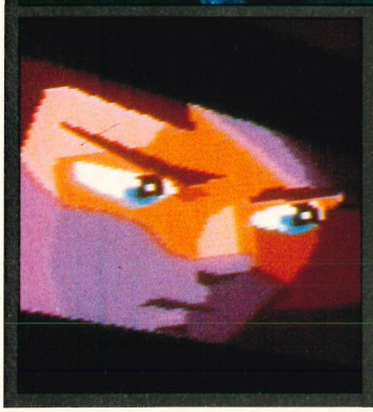
ROCKET KNIGHT ADVENTURES

Coming soon for

SEGA MEGA DRIVE

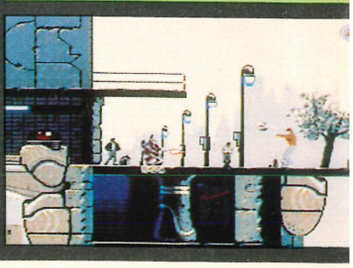
KONAMI

super kick
flashba



Flashback puts the 'MEGA' into Mega Drive. There's hardly an Earthling left who hasn't been addicted by the mesmerizing gameplay, scorching graphics and stunning animation... so if you've not added Flashback to your collection yet, join the human race and experience the mega THRILL. Just remember: it didn't hit the Gallup Charts' No. 1 spot by being tame!

"Just awesome!... best Mega Drive game I've ever seen or played!" (Mega Drive)
MEGATECH



Flashback: Creation and development: Delphine Software International. © 1993 Delphine Software International. © 1993 U.S. Gold Ltd. All rights reserved. Super Kick Off: 1991, 1992 ANCO GAMES. All rights reserved.
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SEGA™

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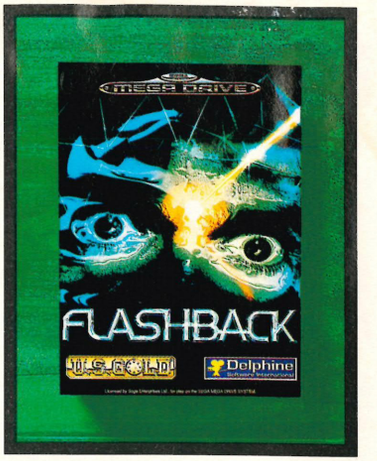
AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.

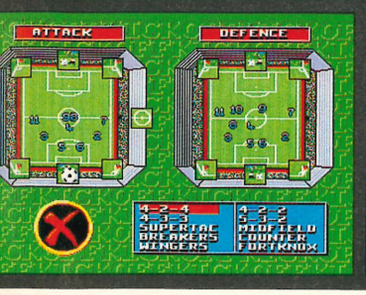


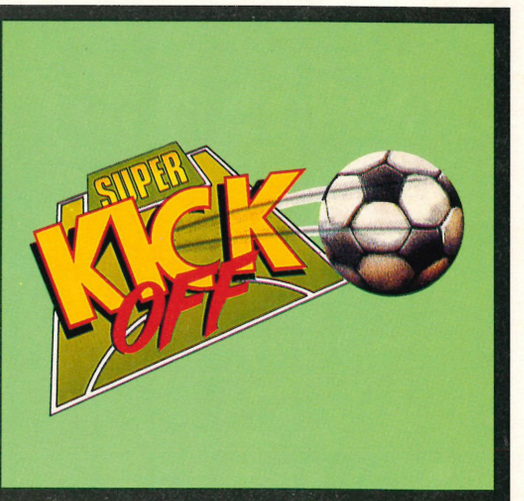
AVAILABLE ON: MEGA DRIVE

they took the top spot by force

they'll take you by storm

"The level of control and degree of skill you can develop on this game are incredible. The best football game going." (Mega Drive)
MEAN MACHINES - 95%





It's the Console Game which **KICKED** the others into touch to top the Gallup Charts' premier league! Hand pick your own team and kit, plan your set pieces - then push your skills to the limit with high performance ball control. Action replays...big cup competitions...penalty **SHOOT** outs...all wrapped up in a frenzied pace that'll leave you gaspin'!

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THE CHARTS

Tragedy! The Government Comedy Inspectors have been round. We've been heavily taxed on our jape content so... we'll have to lay off the hilarity

OFFICIAL TOP 20

This month	Last month	Game name	MEGA rating
1	■ (NE)	**Jungle Strike** — No surprises there. After all, its predecessor is still hanging around down there at number 12.	M 93%
2	■ (NE)	**Cool Spot** — Virgin said it was going to be big, and by golly, they were right. And I'm not talking about my wi...	M 93%
3	■ (NE)	**Micro Machines** — (Steady on Andy, you were nearly funny there. We don't want to be had by the Comedy Office – Neil)	M 92%
4	▼ (01)	**Flashback** — Sorry. Can you imagine the uproar if I accidentally said "I'm not saying my wife's fat, but she is"? Ooops!	M 94%
5	▼ (04)	**PGA Tour Golf 2** — NEEE, NURRR, NEEE, NURR, SCREEECH, KNOCK, KNOCK. (Oh bugger, it's the rozzers – Neil)	M 91%
6	▼ (05)	**Ecco** — "Ello gentlemen. We 'ave reason to believe that you 'ave flagrantly exceeded your comedy entitlement...	M 93%
7	▼ (02)	**Super Kick Off** — "And we therefore are placing you under immediate arrest. Anything you say may be taken..."	M 79%
8	▼ (03)	**Fatal Fury** — Look officer, all I said was "I'm not saying my wife's fat, but she is." Now that's not very funny is it?	M 65%
9	▼ (07)	**Sonic 2** — "Wo-ho-ho-ho-ho-ho-ho, wo-ho-ho-ho-ho! Wa-ha-ha-ha-ha-ha-ha, wa-ha-ha-ha-haaaaaaaaa!"	M 94%
10	▼ (06)	**Tiny Toons** — (Of all the rotten luck. They've only gone and sent round the laughing bloody policeman – Neil)	M 91%
11	▼ (08)	**Road Rash 2**	M 92%
12	▼ (10)	**Desert Strike**	M 86%
13	▼ (09)	**Streets Of Rage 2**	M 81%
14	■ (NE)	**EA Hockey**	M 91%
15	■ (NE)	**Ali Boxing**	M 80%
16	▼ (11)	**Lemmings**	M 90%
17	▼ (14)	**World Of Illusion**	M 82%
18	▼ (13)	**ToeJam & Earl**	M 85%
19	■ (NE)	**André Agassi**	M 51%
20	■ (NE)	**Grandslam Tennis**	M 66%

JAPANESE TOP 10

Puyo-Puyo is yet again in the number one slot, and yet again we don't know what it is. Sorry about that folks.

1	■ (01)	**Puyo-Puyo**	M --
2	▲ (05)	**Mazin Saga**	M 65%
3	▼ (02)	**Splatterhouse 3**	M 63%
4	▲ (06)	**Ninjawarriors**	M 15%
5	▲ (07)	**Annette Again CD**	M 33%
6	▼ (03)	**Streets Of Rage 2**	M 81%
7	▲ (09)	**Dream Thief**	M --
8	■ (NE)	**Wolf And Deer**	M --
9	▼ (04)	**Lunar Silver Star**	M --
10	■ (10)	**J League Soccer**	M 68%

AMERICAN TOP 10

They're an unpredictable bunch the Americans. One minute they're into golf, and the next they can't get enough of *X-Men*.

1	■ (NE)	**X-Men**	M 85%
2	■ (NE)	**Bulls Vs Blazers**	M --%
3	■ (NE)	**Tony La Russa**	M --%
4	■ (NE)	**RBI '93**	M 65%
5	■ (NE)	**Hardball 3**	M 60%
6	■ (06)	**Fatal Fury**	M 65%
7	■ (NE)	**Flashback**	M 94%
8	■ (NE)	**Cool Spot**	M 93%
9	▼ (04)	**Road Rash 2**	M 92%
10	▼ (01)	**PGA Tour Golf 2**	M 91%

ELSPA PENGUIN CHARTS — Official charts compiled by **Gallup** and sponsored by Penguin.
Import charts compiled by **Whizz-Kid Games**

IMPORT TOP 20

This month	Last month	Game name	MEGA rating
1	■ (NE)	**Jungle Strike** — And so it was that Andy and Neil were incarcerated in a high-security prison for 25 years.	M 93%
2	▼ (01)	**Flashback** — As the isolation and poor diet took their toll on the boys, they became shadows of their former selves.	M 94%
3	■ (NE)	**Micro Machines** — Worse still was the constant "attention" paid to them by Big Frank, a 20-stone ex-murderer.	M 92%
4	■ (NE)	**Cool Spot** — Indeed, by the time they were released as middle aged men, they were quite unable to function in society.	M 93%
5	▼ (04)	**Tiny Toons** — Let alone attempt anything of a vaguely humorous nature. No, the boys were destined to...	M 91%
6	■ (NE)	**Muhammad Ali** — (Sorry readers. Andy's just stormed out mumbling "I refuse to write this crap for you anymore" – Neil)	M 80%
7	▼ (05)	**Fatal Fury** — (In view of this I'm taking the rather serious decision to entirely scrap the charts pages – Neil)	M 65%
8	▲ (12)	**Ecco** — (Are you still here? I don't know why. It's gone. Finished. We're all washed up – Neil)	M 93%
9	▼ (03)	**PGA Tour Golf 2** — (Tum-te-tum – Neil)	M 91%
10	▼ (09)	**Sunset Riders** — (Look, bugger off – Neil) A note for the readers: charts will, we promise, be significantly different next ish.	M 79%
11	■ (NE)	**Mutant League**	M 63%
12	■ (NE)	**Battle Toads**	M 75%
13	▲ (15)	**Turtles**	M 80%
14	■ (NE)	**Time Gal CD**	M 61%
15	▼ (13)	**Jaguar XJ220 CD**	M 52%
16	■ (NE)	**Jack Nicklaus**	M 79%
17	▼ (11)	**Streets Of Rage 2**	M 81%
18	▼ (06)	**Summer Challenge**	M 55
19	■ (NE)	**Strider 2**	M --
20	■ (NE)	**Afterburner 3 CD**	M 42%

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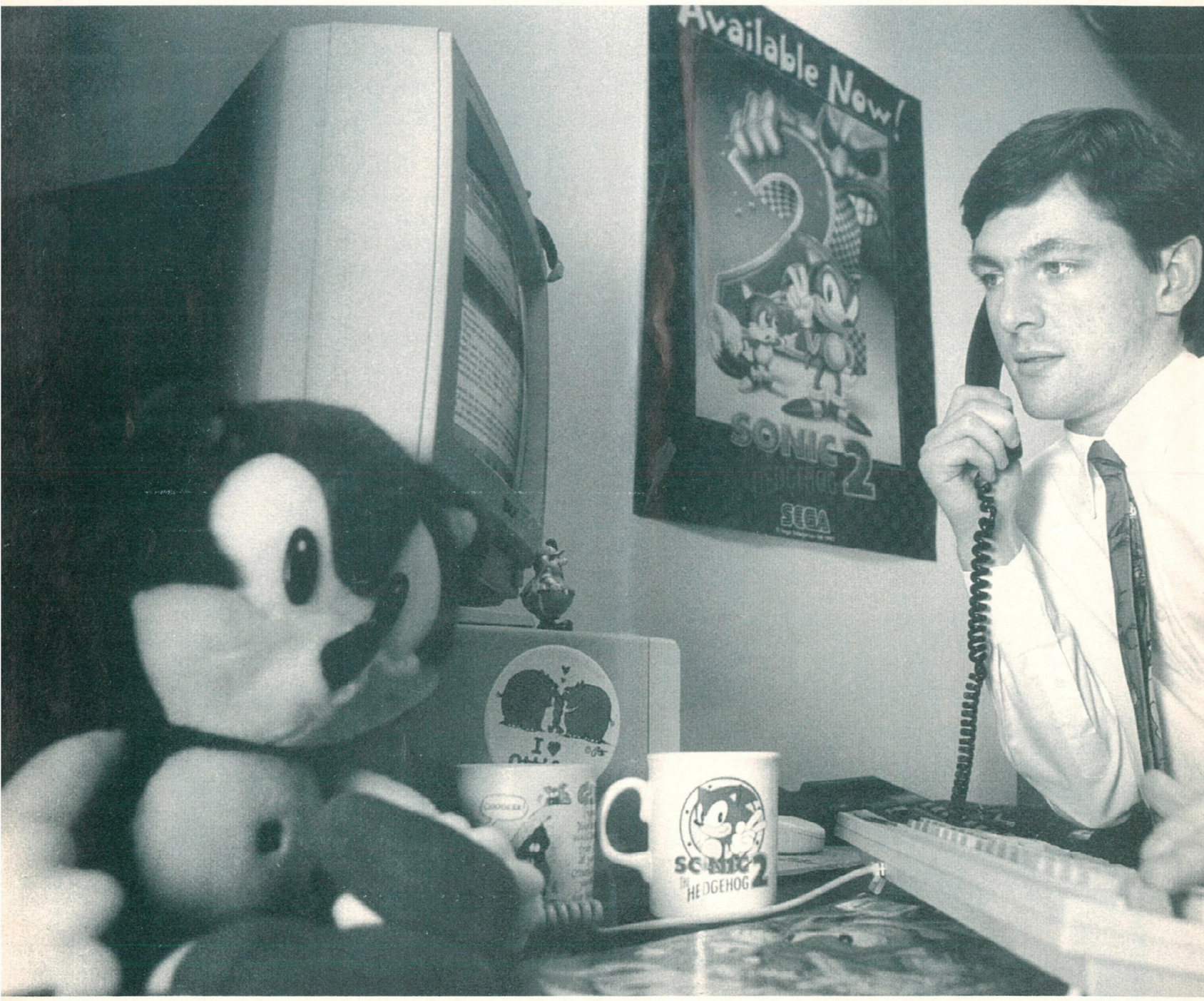
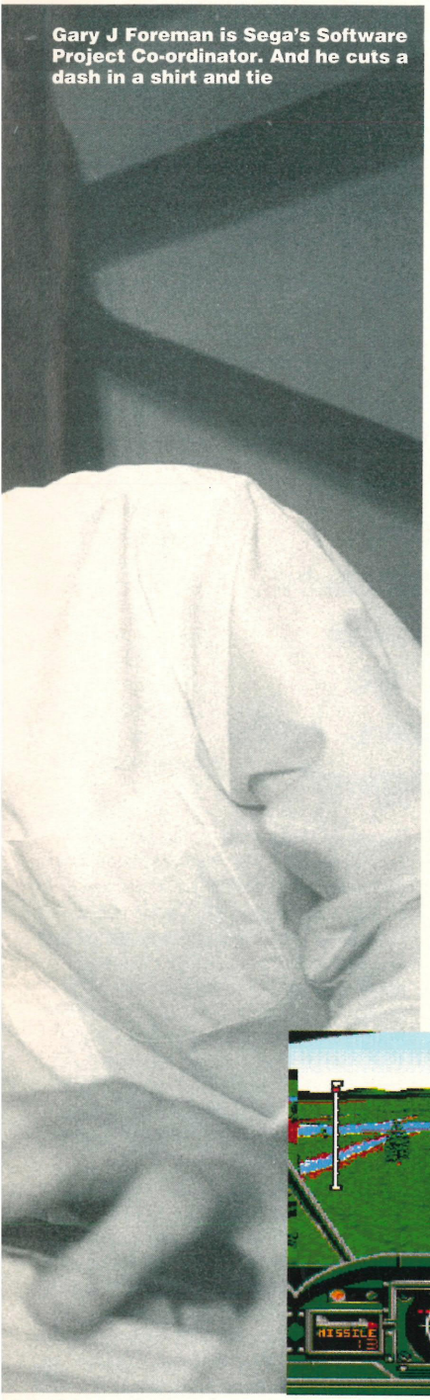
INTERVIEW

Keeping the MEGA DRIV at the



E top

The video-game war is a bloody one – and second best is never good enough. To cope with gamesplayers demanding faster, more sophisticated games, Sega's R&D teams have been back to the drawing board. Their brief? To take Mega Drive gamesplaying to the next level. Andy Dyer talks to Gary J Foreman, one of Sega's Europe's Software Project Co-ordinators, to find out what's new...



Gary J Foreman is Sega's Software Project Co-ordinator. And he cuts a dash in a shirt and tie

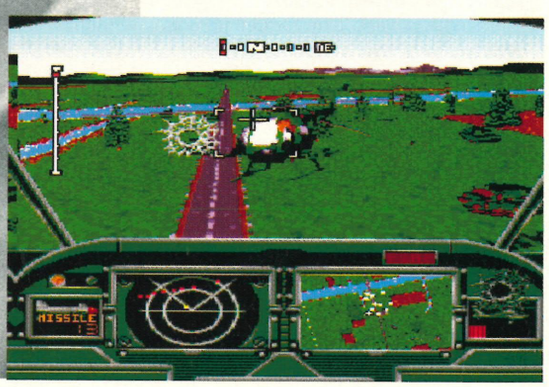
Sega want to welcome you to a third generation of carts, that look set to keep the Mega Drive at the forefront of console technology through 1994 and beyond. Digital Signal Processing (DSP), Dynamic Play Adjustment (DPA) and QSound are just some of the techniques Sega's designers are using to make sure that Mega Drive gaming continues to evolve and standards continue to rise.

Effectively, Mega Drive carts are being souped-up, customised and refined much in the same way as a car would be. The Mega Drive game of '94 will involve the sort of technical trickery, gadgetry and peripheral add-ons that will make the game the equivalent of a Williams' Formula One racing car compared to the humble Ford Escort games that were around three years ago.

GOLDEN YEARS

As we speak, the Mega Drive is enjoying its golden years – it's the most popular console in the world (and that's official folks) with the most games and the most exciting new developments. However, time passes quickly in the hi-tech world of computer technology, and so although the Mega Drive is now only three years old, it's actually quite a veteran of the console scene.

When it first went on sale in the UK in September 1990 it was *the* hot piece of kit fresh from Japan – years ahead of its time. The first Mega Drive games were straightforward, basic 2-Mbit affairs – barely scratching the surface of what the Mega Drive was capable of. These "first generation" games were OK, but little to prepare us for the impact that, in July 1991, *Sonic The Hedgehog* first made on the gamesplaying world. In the previous 12 months, programmers the world over had been getting to grips with the Mega Drive's custom chips and the comparatively huge amount of memory space which a 4-Mbit cart offered.



Thunderhawk. **The Mega CD's hardware can scale, rotate and, unlike the SNES, tilt the landscape**

But since the breathtaking leap forward in Mega Drive game standard that was the original *Sonic The Hedgehog*, Mega Drive games haven't, technically, improved greatly.

Until now that is. We spoke to Sega UK's Software Project Co-ordinator, Gary J Foreman, to unveil the mystery behind the new methods and programming techniques that are being used to keep the Mega Drive at the forefront of video-game technology.

MAKING SENSE OF TECHNICAL SOFTWARE

First off, how does DPA (Dynamic Play Adjustment), a system which enables the game to "sense" how well you're doing and adjust the difficulty accordingly, work?

"The method used depends on how much control you want the player to have. If you get to a certain point in the game and the player still has plenty of lives, it'll make it more difficult. Some people do it in more subtle ways. If you're running low on energy, it'll put more energy pick-ups on the screen. I know for example that *Gods* does that. Some of the older games you could get on the Commodore 64 way back in 1986 had something similar in there so it's not something really new, it's kind of been going on for a very long time."

The Mega Drive is already quite a veteran of the console scene

But how effective is it? Is the margin of adjustment large, or is it just a token gesture, and something the marketing boys can crow about?

"It depends to what extent it's done. If you put in things like extra lives, that's a fairly big benefit. If you put in extra energy, it can have a big effect. Usually it will be gauged with each individual level so that it will be easier and more beneficial for the game to help you at the early stages but not at the later stages, because by that time you should be fairly good at it. In one of the games I worked on – *Super Off Road* for the arcades – it would gauge how much you beat the other cars by on the last race and then would make it so that the computer cars could beat you. Once you know this, the trick is to only beat the computer cars by a small margin."

This DPA is to be used more in forthcoming titles – *Ecco The Dolphin* having been the first to benefit. So what else is there? What about data compression? It was commonplace in disk software for the home computers, and we regularly heard of compression techniques that would enable you to pack three or four times as much data into a game as you normally would. But apparently (as the costs of memory chips show no sign of dropping) similar techniques are now also used in cartridge games to squeeze more and more data into chips.

So, what exactly can you tell us about data compression?

"Sometimes there will be an area of RAM in the machine and they'll decompress the data into that area, which then acts in the same way as a disk-based product. But alternatively, you can also decompress directly from the ROM. If people want to get the best out of these machines, they have to cram in as much as possible. People I'm working with at the moment are compressing all sorts of things – background blocks, character sets – some of them are even compressing the sound."

And this in turn leads us yet more neatly onto QSound, a 3D sound technique which, we are informed, was first used on Madonna's immaculate Collection and, most recently, was used on *Ecco The Dolphin CD*.

What's so special about QSound?

"It gives a more three-dimensional feel to the sound output but only using two speakers. Depending on the quality of the system I don't think you get a perfect match for quadrophonic sound, but it does give a very real 3D effect. I think it's fairly sophisticated – certainly, listening to normal music CDs with QSound on, you can notice different areas from where you're getting the sounds, so I think you can be fairly accurate with it."

THE HARD STUFF

Indeed, it would appear that there are a wealth of methods and techniques that have been developed which can now be used to make the games that much more demanding of the

Turn Over

Gary J Foreman. Spotted leaving a club with a mystery "acquaintance" yesterday

machine. But, it must be said, with any games system, there is still only so much you can do through the software. Ultimately, as players demand more and more sophisticated games, so a change in hardware is needed, and this is where the DSP (digital signal processing) chip comes in. Like the Super FX chip in *Starwing* on the Super NES, it's an additional co-processor which actually sits inside the cart and shares the workload of the Mega Drive's central processor.

So what are programmers actually using it for?

"Basically you can use it as another CPU (central processing unit) to manipulate data in whatever way you like. Most people seem to be using it for data compression or graphics calculations, which it's really good at doing. Most of them are very simple instruction sets but because of that they can run extremely fast. This gives you very good performance."

Does it have any built-in functions?

"It's purely a processor, just number crunching. What you do is feed it some data, run your process on it and it'll give you your output; normally it will be graphics, which you then display. I've had a brief play around with an emulator of it but I haven't seen a live system yet. I think the first we'll see of that is *Virtua Racing*."

Will that run very fast?

"It should do yes, given the performance of the chip itself."

Well, of course, he would say that wouldn't he? But we also have it from a fairly reliable source that the performance of the chip is comparable to a fairly high-spec PC and this is just on the one chip. While we won't make any rash judgements before we get to see the game, we suspect that *Virtua Racing* is going to be rather special.

TOMORROW'S TECHNOLOGY

But something that's been intriguing us here at MEGA is the prospect of the new Sega VR peripheral. This is very much Sega USA's project, but can you tell us anything new about it?

"I assume it will be on one cart, so you'll get your VR game on a cart with, I'd guess, a DSP chip on it. If you've got the DSP in there, it should have the power to deal with it and give fairly good results. However, I've only seen demos so I don't really know what it's capable of."

So that's settled, still very much a mystery and very much tomorrow's news story – although we can divulge that Sega are working with VR supremos W Industries in a bid to learn more about VR technology. But one thing we do have right here and now is the Mega CD.

How does Gary reckon the hardware actually rates?

"It is very powerful. What you've got is another 68000 processor running at 12.5 MHz, which is about one and a half times the one in the Mega Drive. You also have enhanced features for scaling and rotating graphics, which you see on *Thunderhawk*. But by actually using this and another processor in parallel with the Mega Drive processor, you can do quite a lot more.

"Basically, you can have a lot more things happening which are a lot smoother. It's a very good machine, but the problem is that because it's still very new, people haven't got to grips with it. If we look at a brief history of the industry, it's taken quite a few years for people to become fully aware of the capabilities of the various machines. It took, I think, four years for the C64 to get a smooth scrolling game at 50 frames. Obviously the actual technology has increased a lot, so the time period of getting to the upper reaches of the abilities of the machines has increased. But I don't think that at the moment we've seen really what the Mega CD can do. I think maybe it'll be18 months to two years before we might be able to say 'we don't think we can better this'."

MEGA CD VS MODE 7

And now the big question. How does the Mega CD compare to the SNES's mode 7?

"With Mode 7 you've got the floor effect but you can't tilt it left and right on the screen, whereas with the Mega CD hardware you can. Basically, the Mega CD offers everything that you've got on Mode 7 plus an extra bit as well. Have a look at *Thunderhawk* – it's the best advert for the Mega CD. If they can do that now, give the guys at Core another six months or a year and I'm sure they'll come up with something that makes even that look silly."

At the moment it does look a bit blocky though...

"That's just a resolution thing. There's no reason why you can't increase the resolution, but it wouldn't be as fast. It's always a trade off, but when they get to grips with it a bit more they'll be able to increase both."

Ultimately though, despite the Mega CD slightly outstripping the performance of Nintendo's machine, us Sega players are still restricted to 64 colours on screen. Is this a major bummer?

"In terms of presentation, I think having less colours does make things difficult, but at the end of the day people are buying these things because they actually want to play the game. So I don't think the smaller number of colours on the Mega Drive and Mega CD really has much effect. A good game can be equally good on both systems."

Sticking with the Mega CD for a moment, news recently broke of a deal Sega struck to allow them to incorporate something called CinePak into their CD titles. What's more, this technology is rumoured to be able to produce full-screen, full motion video in 128 colours.

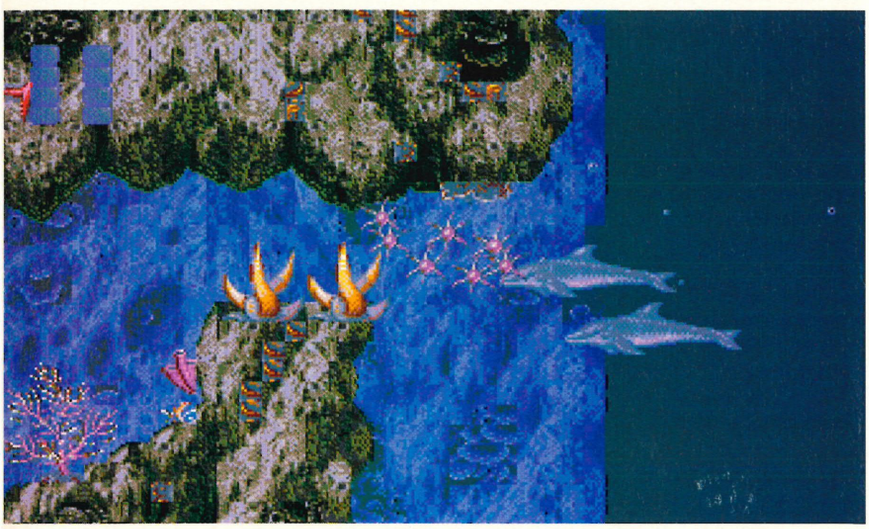
"The release of DSP will give the programmer a lot more power, so you'll see lots of changes"

What, pray tell, is CinePak?

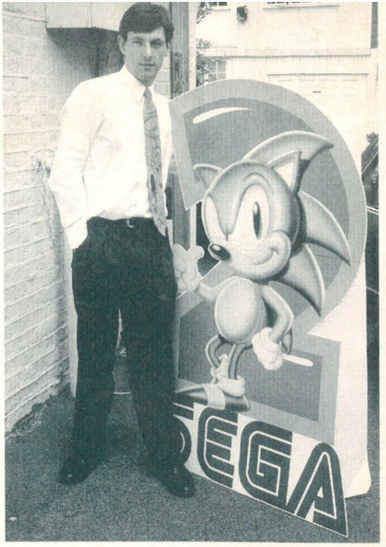
"It's a collection of graphics drivers which give you full motion video. It'll be a standard set of routines which people can use for replaying FMV."

If it's just software tools though, how can that increase the colours and quality of the screen output?

"There are various techniques you can use to achieve more colours on screen. And with the power of the Mega CD and additional CPU you can use that to increase the overall performance of the system. It all depends on what the programmer can do. From my experimentations, I think that you can do more than what's there at the moment, but so far there's nothing that's actually pushing the Mega CD. From what I know about CinePak though, it's simply video playing and manipulation software, so you'll get lots of nice effects which will enhance the presentation. I don't think, however, it'll make the games significantly better."



***Ecco* features DPA, but the system isn't new. Similar methods were used on the C64 way back in 1986**



"DSP will give the programmer a lot more power." So says our Gaz

THE WAY TO GO

OK, so to wrap this one up, what can we expect from Mega Drive and Mega CD gaming in the future?

"The release of the DSP will change things a lot because it will give the programmer a lot more power, a significant amount. They'll be able to manipulate a lot more data, a lot more sprites, a lot more things happening in the games. And polygons. At the moment you have reasonable detail and speed, but with DSP that will be significantly increased and there'll be quite a big change in what you see. There's no reason why you can't use DSP in conjunction with a CD game too, but it might be unlikely purely because of the cost."

In conclusion, the future looks good for the Mega Drive and Mega CD – the Sega machines look set to be the platform for a whole new bunch of developments. On the Mega Drive side, the DSP chip looks set to bring us spectacular things which may well make anything Nintendo come up with look a bit ridiculous. And those of you who bought a Mega CD and thought "Oh my God, I've just been ripped off a treat" can rest easy. The machine is powerful, and we're not just taking one of Sega's bods word for it – we've seen *Thunderhawk* and it is truly stunning.

Six months ago we may have been slightly sceptical about the future of Sega consoles, but these developments (most notably DSP and the now-visible power of the Mega CD), along with Sega's increasing commitment to getting the machines to do what they're supposed to, have reassured us that the Mega Drive and Mega CD are undoubtedly the consoles to own.

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The gloves are off as MEGA promotions presents the main event: Sega's boss versus Nintendo's boss in a "My console's better than yours, smelly pants" slagging match, to be fought over three, 200-word rounds. Your compère tonight, Neil West...

The BIG SEGA

Greetings, fight fans, and welcome to the world heavyweight console-manufacturers slagging match. This is truly the main event, the big fight, the rumble to end all rumbles – it's Sega's Mega Drive versus Nintendo's SNES in a "So which console is the most exciting to own?" bout.

This is a fight similar to those fought in every playground in every school all over the country during every lunchtime, but tonight MEGA Promotions take the argument right to the very top, right to the men in the suits, to the top of the corporate hierarchy, out of the playground and into the plush leather-upholstered offices with swivel chairs, portable phones and gold-plated toilets (possibly).

Why? You're probably asking. Well, Frankie Goes To Hollywood had Ronald Reagan and Konstantin Chernenko scrapping it out in their video for Two Tribes, so MEGA Promotions thought it would be interesting to do the same thing – but this time for real – with the two leaders of the video-game war.

So here we have it. In the red corner we have boss of Sega Europe, the one and only, Mr Nick Alexander limbering up ready to argue the Mega Drive's side of the

Here's Nick Alexander, boss of Sega Europe

ROUND ONE

"Apart from the obvious reason that it's from Sega, the Mega Drive beats the SNES for many rational reasons. Firstly, it's been designed to be the engine of an entire compatible system rather than being just a device on its own.

"With a suitable adaptor it will play Master System software. It powers the Mega CD – the latest breakthrough in video-game technology – and it will drive the new Virtual Reality headset which we hope to introduce early next year. Because it's been around two years and is better established than the SNES, it didn't contain some of the latest graphic thrills which were built into the SNES, but most of these (and more) are abuilt into the Mega CD.

"Even Nintendo recognise the limitations of the SNES by introducing software cartridges that needed to include their SFX chip, but Sega's own DSP chip can more than match its performance. The first DSP game will be *Virtua Racing* due early next year and the early demos I have seen are tremendous.

"Turning from hardware to software, the range of Mega Drive games is second to none, with more than 300 titles available internationally. Add to this that Sega's games, while not cheap, are probably £5-£10 cheaper than Nintendo's equivalent with prices now starting as low as £10 in some cases. Also, Sega games can be legally rented out overnight in nearly 2000 outlets around the UK so you can try before you buy. You can't do this with Nintendo, and so the choice must be obvious; Sega!"

debate. In the blue corner we have an as yet to be anounced member of Nintendo UK – no doubt they're planning on an element of surprise

The bout will be fought over three 200-word rounds. The first 200 words to come from each camp are their reasons why their machine is more exciting. The next 200 words are in reply to what the other side's just said (this is where it should get interesting) and lastly, each team will get the chance to sum up.

But before the contestants enter the ring, let's just take a look at how this fight was set up. MEGA Promotions contacted both Sega and Nintendo and offered them the chance to partake in a fair scrap. MEGA Promotions promised that MEGA would show no bias towards either party and that – due to the very nature of the bout in which each side get the same amount of words to argue their point – each side had just as much chance of getting their arguments across. MEGA promised to print whatever each of the sides wanted to say without alteration and, basically, referee a fair fight (We did, honest – Andy).

Sega accepted the challenge immediately – "It sounds like fun," reckoned Nick Alexander – despite the fact that within the pages of a Sega-specific magazine such as MEGA, he'd be preaching to the converted and could only lose supporters. Nintendo, however, despite the fact that they would be competing on away ground and had everything to play for, were more hesitant. It seemed that these two console heavyweights would be tougher to get together in the ring than Nigel Benn and Chris Eubank. But, after considerable behind-the-scenes discussion, corporate soul-searching and accusations of being "Big Girls" by yours truly, eventually Nintendo agreed to take part.

And then they refused again – something about "Nintendo not recognising Sega" and hence not feeling able to partake in anything organised by a Sega-specific magazine, or something.

But then they said they'd do it again. Strange.

Anyway, the last we heard was that they were going to compete and that we could expect their forst 200 words via the MEGA Promotions Fax machine within minutes.

Time's running short though –and we've got to start without them, everything's been prepared. So let's now let the slagging commence, seconds away... Round one!

fight!

Nintendo®

ROUND TWO

(Erm? – Neil)

(Hang on chaps, where's Nintendo's arguments? – Neil)

(They just called up, evidently "They don't feel that they can partake in this" – that's what they said – Andy)

(Why not? – Neil)

(Don't know old boy – they just said that they wern't turning up – Andy)

(Oh dear. Well, what are we going to do with the rest of this page then... – Neil)

Here's a picture of a big chicken

COMPETITION

£1800 OF KONAMI CARTS UP FOR GRABS!

***Tiny Toon Adventures, Sunset Riders* and *Teenage Mutant Ninja Turtles* – 15 lucky MEGA readers will be winning all three of these fab games. It's a flippin' great rumbler of a compo, and dead easy to enter. No, really. "Lemon squeezy" barely begins to scratch the surface**

First off, let's just tell you a little bit about the three games up for grabs. Actually, no, let's not. All three are Konami titles of the finest quality, good enough to earn places in the Top 100 Mega Drive games of all time: a cartabulous hall of fame that (regular MEGA readers will be well aware) is updated each and every month and starts on page 86 of this very issue of MEGA.

So flick to page 86, read all you have to read, and then come back. We'll be waiting for you.

Tmm. Hmmmmm, doooooddoooby dum dum. Sigh.

Ah, you're back. Want to win yourself some top-rate games then? Good. Now, some questions. Not exactly the trickiest questions in the world, but hey – you're gamesplayers, your brains are completely fried, you're certainly not playing with an entirely full deck and it's highly likely you're sitting down reading your copy of MEGA fresh from murdering the postman, right kids? Yeah right.

So we'll make the questions easy. Here goes then...

1. What product does Bugs Bunny advertise on TV?

2. What's the name of the Konami game reviewed in this very issue of MEGA?

3. Which war film did Sega rip off to form a large part of their Pirate TV television ads?

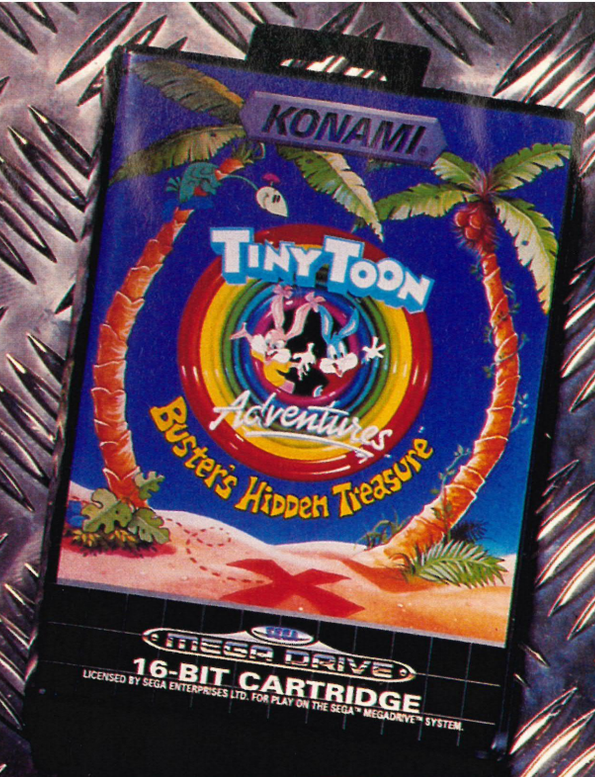
TIE BREAKER: If you were in charge, what would you change about MEGA to make it better? (Price and issue size not included: we've got a big fat purse-holding boss who deals with all the money malarkey, and there ain't a darn, damn, cotton-pickin' thing we can do about it, erm, Mary Lou.)

There, that wasn't too, too painful at all really was it? Now simply write your answers, your name and address and your age on the back of a postcard or a sealed-down envelope and send it to: "I think Konami are fab and I'm easily bribed," MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. All entries must arrive before 30 September or they become an integral part of Paul Mellerick's life-size papier-mâché tribute to Keith Chegwin.

THE RULES!

Call us fascists, call us tools of the status quo (Insert your own "That would make you roadies then?" or "There are quite enough tools in Status Quo as it is" gags here.) but there have got to be rules. Without rules there is chaos, and with chaos there's a very high chance that a tribe of crusties would trample over Andy's record collection in a rush to shack-up in his toilet. And we don't want that.

1. No employees of Konami or Future Publishing are allowed to enter this compo.
2. The editor's decision is final.
3. All entries must reach the MEGA office by 30 September or they become part of Cheggers' nose.
4. (Can anyone think of a traditional "comedy" rule for this bit? – Neil)
5. <silence>
6. (Oh dear. Sorry about this. Anyone got Brian Conley's phone number? – Neil)



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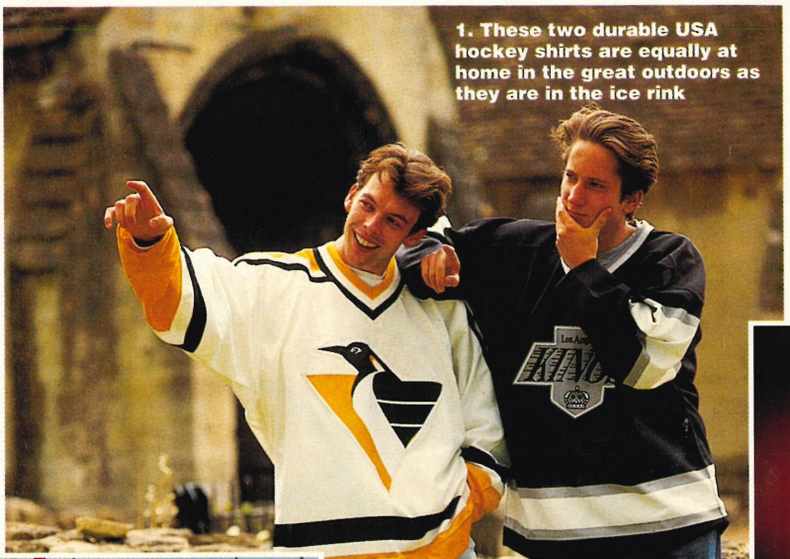
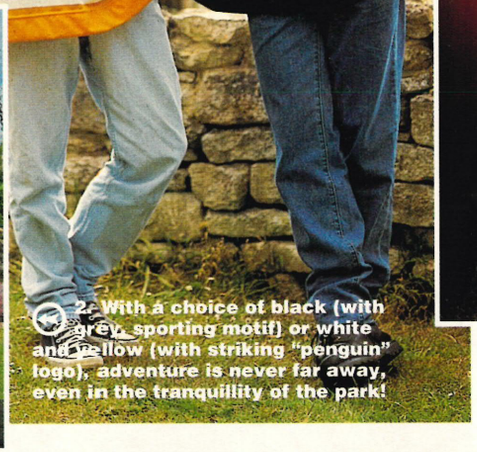
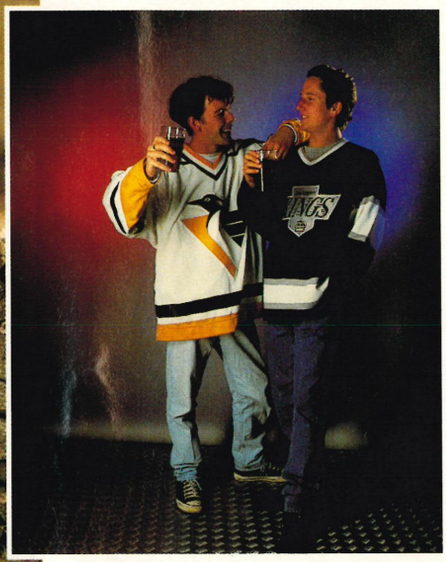


1. These two durable USA hockey shirts are equally at home in the great outdoors as they are in the ice rink



2. With a choice of black (with grey sporting motif) or white and yellow (with striking "penguin" logo), adventure is never far away, even in the tranquillity of the park!

Big ice hockey fan? Compulsive competition entrant? Naked? Think the "Wayne Gretzsky look" is "you"? Then here's EA Sports with two 100% authentic (not to say, rather large) shirts up for grabs



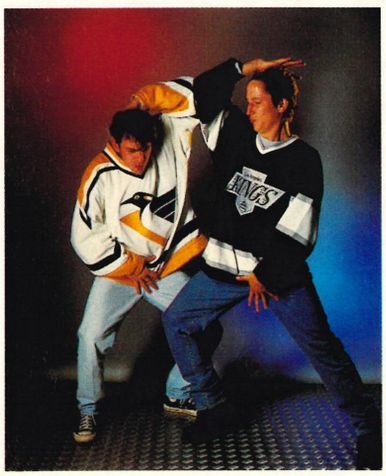
3. Even at the local disco, your authentic ice hockey sports shirt will tell onlookers that you're one cool daddy and ready to groove

EA Sports are so pleased to be bringing *NHL Hockey '94* to your Mega Drive that they're offering two official ice hockey shirts (one LA Kings and one Pittsburgh Penguins – we think – well, it's got a penguin on the front of it) to be given away to two MEGA readers.

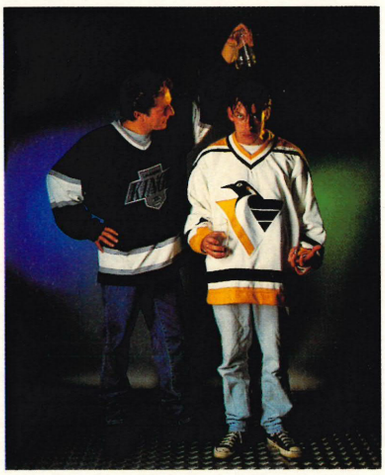
So then. That's where *you* come in. If you want to win one of these two shirts (or one of the ten runner-up prizes of an EA Mega Drive cart of your choice), simply send in the answers to the following vaguely-ice-related questions:

1. For which ice hockey-related film did MEGA give away 20,000 tickets in last month's issue?
2. Slip Slidin' Away is an old pop song by which artist?
3. Ice Ice baby by pop sensation (no, really – he's an artist) Vanilla Ice ripped off the baseline of a song by Queen and David Bowie. What was the song called?

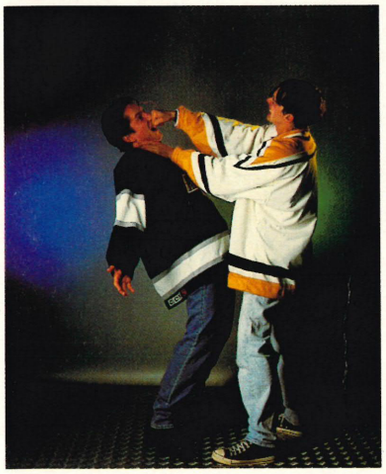
Simply write your answers together with your name and address on a postcard or the back of a sealed-down envelope and pop it in the post to the: **"Someone ring Norris MacWhirter, this could well be the longest ever name for a competition, what do you think postie?" Compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.** Entries must arrive before 30 September 1993 or they get forwarded to a small tribe in deepest Mongolia for whom the phrase "Someone ring Norris MacWhirter etc..." translates directly into a severe slur upon the reader's mother, sister, pet, house, deodorising habits and greenhouse. The Mongols are not known to stand by as their proverbial pints are proverbially spilled, and remember – they'll have your address. You've been warned.



4. Now you're moving! The loose-fitting "easy™" cut of these 100% authentic ice hockey shirts (Not to mention the lager – Neil) enables the wearer to partake in all manner of modern dance forms



5. For those with a keen sense of humour, the shirts are easily washable and come up bright time after time! For those with an extremely violent sensibility and a short fuse, you'll be pleased to...



6. ... hear that as for blood stains? No problem! Rip-proof and tear-resistant, these two... (I think we'll leave this sad home-buying-catalogue malarkey right here. Don't you agree readers? – Neil)

THE RULES

Rules. Ho-Hum. Rules. Rulity-rulity-rulity rules. And here they are.

1. No employees of Future Publishing or EA are allowed to enter.
2. Entries must arrive before 30 September.
3. The editor's decisions between the hours of 12.30 am and 2.30 am are never to be taken with any degree of seriousness – and can in fact lead to a high degree of pain (that Fiat Panda incident, for one). But as far as judging compos goes he's spot on.

INCONTINENCE

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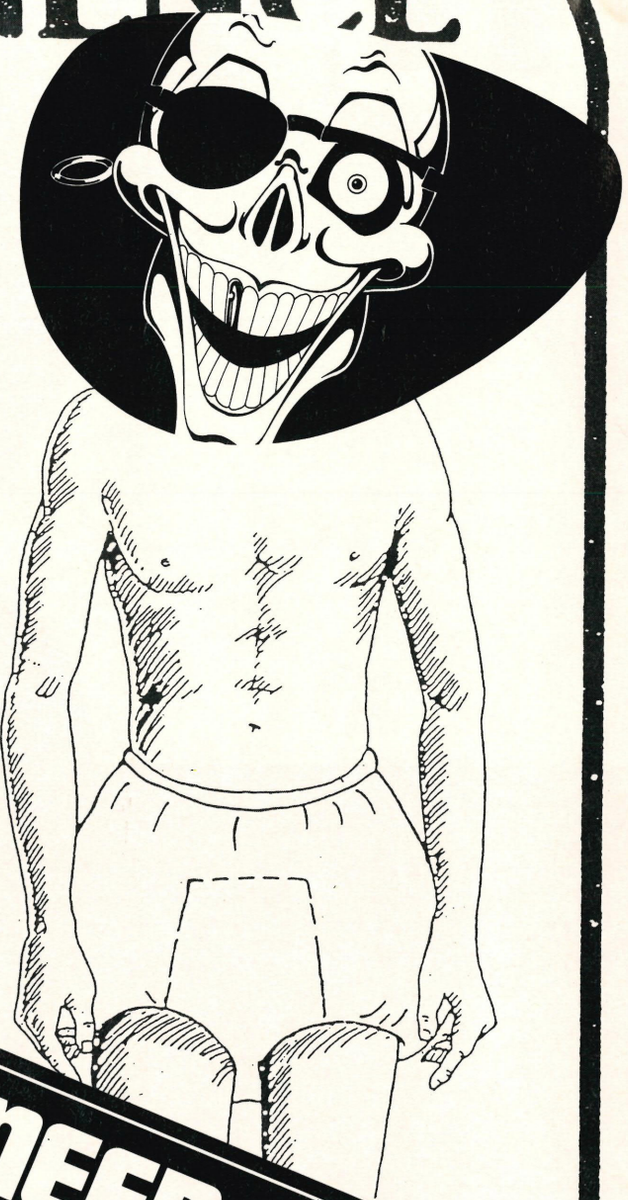

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REVIEWS

Time again for our hopeless reviewers to bimble their way through another hefty batch of games (God help us)

THE TEAM

NEIL
He's handsome, he's talented, he's loved by all and he's Neil's right-hand man. Yes, it's...

ANDY
(You know, I may well have to stop you from doing this page – Neil) Moving swiftly on...

PAUL
Paul dances like a demon, shaking his head around for hours at a time. Sadly, his brain is scrambled.

AMANDA
What can you say to the woman who has limitless talent? Perhaps "Give some to Amanda".

RATINGS

It's the easy-to-read rating system. Take a look at how we individually rate every single aspect of a game to make things easy for you.

How many players can play the game at any one time?

Skill levels? Yes please. Here we tell you how many there are

How many lives are you given? And how many continues?

A game with this icon has a password system

Even better, a game with this icon comes with battery back-up

Sonic 2's got 20, but *EA Hockey* hasn't got any. Stages that is

Import carts are shown with one of these logos, from America or Japan

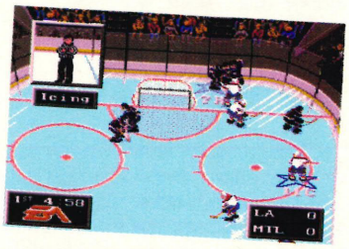
GRAPHICS 9

Five game components are rated individually out of ten. Here's what we look for in each:
GRAPHICS: Clear presentation, animation, scrolling, collision-detection, design, speed
SOUND: Music, FX, samples and speech
GAMEPLAY: Movement, control mechanism, difficulty, challenge design and fun element
GAME SIZE: How much does the game offer? Are the levels big? Is there a league option?
ADDICTION: Er, is it addictive?

MEGA CD INCOMPATIBILITY!!
Any imported CDs will require a special adaptor in order to run on a British Mega Drive. This is also true of some cartridge games which contain protection chips.

AND, ER, THE GAMES

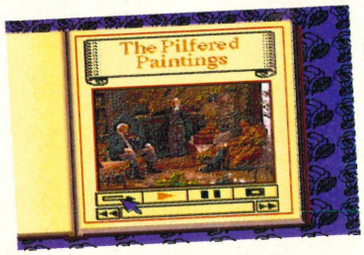
30 NHLPA HOCKEY '94 Is this a quantum leap forward in computer ice hockey, or is it just a very strong case of déjà vu?



34 ROCKET KNIGHT ADVENTURES Play an armoured opossum in this corking shoot-'em-up from Konami.

36 BUBSY THE BOBCAT Is this game really the *Sonic*-beater everyone's been saying it is?

38 F-15 STRIKE EAGLE 2 Is this a patch on *Thunderhawk CD?* Is it even a *MiG-29*-beater? Find out...

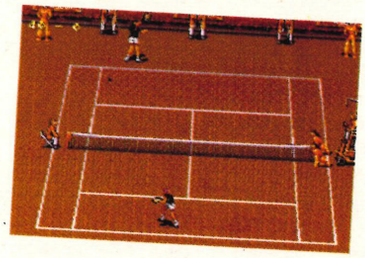


41 SHERLOCK HOLMES VOLUME 2 More cases and more headaches, but this second volume has been polished up slightly.

42 PUGGSY Psygnosis have been criticised in the gameplay department in the past. Will *Puggsy* be able to silence the critics?

44 DAVIS CUP TENNIS After the embarrassment that was *André Agassi Tennis,* this stuns the MEGA team.

46 WIMBLEDON And continuing the currently popular tennis line-up comes Sega's own offering. It'll have to go some to beat *Davis Cup* though.



47 BILL WALSH COLLEGE FOOTBALL It could be yet another *Madden* alike, but in its favour it has got a four-player option.

48 BLASTER MASTER 2 A neat shoot-'em-up which has been converted from an old NES game.

49 CHESTER CHEETAH You've eaten the snack, now play the game. The Cheetos chap is on page 49.

51 GENERAL CHAOS More four-player action from EA. True, it's original, but we'll still be scrutinizing the gameplay with our special Cack-o-specs.

53 GOLDEN AXE 3 Despite everyone saying "Oh no, not that old rubbish again", Neil West is adamant that this is classic slash-'em-up action.

54 POPULOUS 2 For all those of you who like playing God, you can now have a second serving of the greatest God sim of all time. *Populous 2* has more levels... more everything really.

57 ECCO THE DOLPHIN CD Can this instant classic repeat the success which it had on the Mega Drive, and is it substantially different?

58 GUNSTAR HEROES A game that's been described by some as this year's hottest release. We'll be the judge of that over on page 58.

NHL H

Time flies at the speed of a well-hit puck, doesn't it? Even Electronic Arts reckon it's already 1994. That's why Andy Dyer is able to do a review of what MUST be the last word in ice hockey games

As I've always said, if you're going to break bones, at least do it on a comfy ice-pack the size of a car park. Actually, I haven't always said that, as it's just occurred to me. But it's quite a good way to start this review.

You see, the thing is, I haven't really got an idea of how to approach this. I'm a great fan of *NHLPA Hockey '93*, and I know exactly what the game is all about. However, what about those lucky individuals who have yet to experience any of the *EA Hockey* games? Hmm. It's tough. But what I'll do is split the review into two. Simply read the one which is relevant to you. (This is a brilliant idea, and a first in publishing history.)

It's fast, mad and pumped full of adrenaline

FOR THOSE WHO HAVE NEVER PLAYED ICE HOCKEY...

Right, ice hockey's a bit like football, except that you are allowed to be far more violent. Obviously, the idea is to score loads of goals, but there is an undercurrent of total anarchy, in that with their armour, each player weighs about three tonnes. This makes collisions inevitable, and at the end of each game, blood washes across the rink.

Throughout the action, you always control whichever geezer is nearest to the puck (as the ball is rather humorously called), and you can slide around, pass to another team member or even fire at goal. Meanwhile, your opponents are barging into you at every opportunity, tripping, slapping and poking with their sticks.

It's fast, mad and pumped full of adrenaline. Goals come as fast as injuries and sending offs. Basically, anything goes. But let's not get carried away; there's a great degree of skill involved as well. You've got to work out your turning circles, be aware of everybody on the rink, and generally keep your red-hot tip-top instincts with you as the violence, death and blood begins to flow. Sorry, there I go again.

Each team is from the proper NHL in North America, and everybody on the team is just like in real life. There are 157 players, each accompanied by their own piccy, and, if you forget the possibility that some might have left, retired or been smashed to a few bony splinters in the interim, it's got to be the most accurate sports sim around. Even the players' individual statistics are correct, so you can play around with the positions of your star players until you've got a perfect team. Alternatively, simply select All Stars East or West (which rank as default Good Teams).

Everything that happens becomes a statistic at the end of the half (or the game) and you can pick over the remains of your team, finding out who did what, where you went wrong and how many shots at goal you muffed.

If you are reading this mini-review because you honestly haven't played any of the *EA Hockey* games before, the best advice is to rush out and buy *NHL Hockey '94*. You're going to need a hockey game, and this has, according to EA, 26 improvements over *NHLPA Hockey '93*. And doesn't it make sense to get the latest version of anything? Yes, of course it does. This especially applies when you're buying motorbikes and Walkmans.

Facing off occurs whenever a rule is broken. It's a case of whacking your foe's knees with your stick until he loses concentration – then scoring

FOR THOSE WHO ALREADY OWN *NHLPA HOCKEY '93*...

Why should you buy this sequel? For a starter, consider the improvements listed by EA. I'll list them for your reading pleasure, so bear with me, please. Really – it's the most effective way.

1. It's approximately 25 per cent faster than *NHLPA Hockey '93*. This is a vital point, and it really is noticeable when you play the game.

2. It supports the four-way play adaptor thing. Two sets of twins can swap sides and play against their brothers or sisters (or they can stay on the same team as their siblings). Remember though, you'll need the special EA 4-Way Play adaptor and not the Sega one (see MEGA CITY for the full chaotic adaptor story).

Turn Over

EDITING LINES

This is a feature which has been retained from *NHLPA Hockey '93*, and it occurs when you change the team line-up during a match. To take advantage of it, you must really understand the skills of your players. Most of the time, it's just another item on the pause menu bar.

Forget the confusing Line Editor nonsense. This is all about changing your team when you're losing. Simply put the hardest gits at the front

Controlling the goalie is an acquired skill. Forget that too, and just let the Mega Drive sort it out. It's bound to be better than you (well, me)

OCKEY '94

RINKY-DINK

Yes, the rink is much smaller than you think. This keeps the action flowing, and means that you don't have to worry about where your men are. There's always someone nearby who can barge into the baddies, time and time again...

Goal. It's a bit obvious this one, but watch out for the goalie who, if you don't muck around with him, will sort you out when you think all is lost

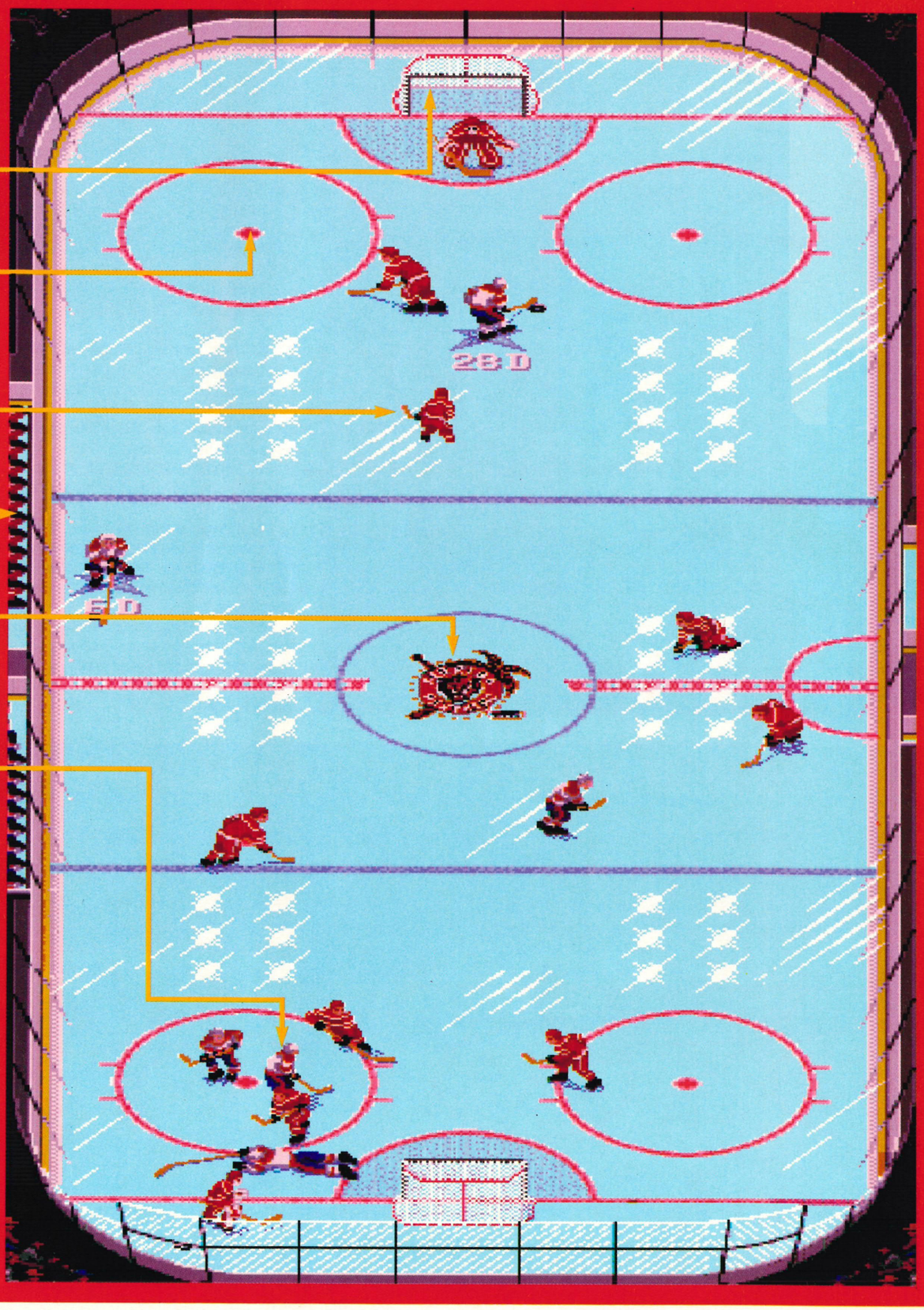
Face off area. There are four of these and they don't really do much. They are the spots where you restart the game once something violent or naughty has happened and you need to get the action happening once more

Players. There are six on each side, and they spend a lot of time lying on their backs, bleeding and saying relevant things like "Ow, oof" and "That really hurt, you swine"

A load of seats where the management teams sit. I haven't got a clue why these are empty. Perhaps the despairing bosses have gone home

A new feature is the central logo. This is accurate, apparently, and changes depending on who's playing who at home and stuff. It's a nice idea, but most of us wouldn't recognise the logos if we fell over and our faces smashed into them

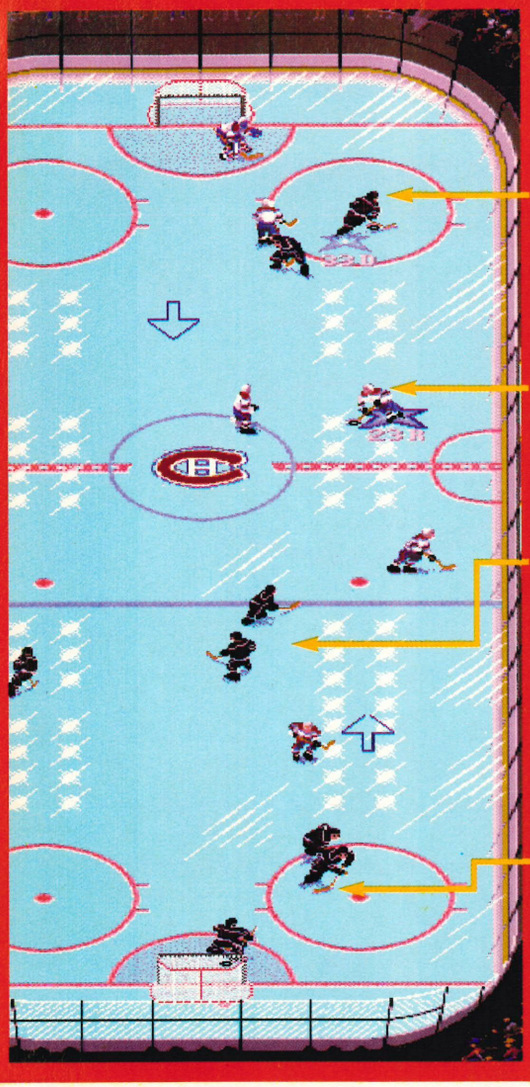
Some people having a bit of a scrap. Well, they might not be. It's hard to tell. An awful lot of scuffling goes on, so it's best to assume that they are getting involved in a barney. The ref rarely notices



GET A GRIP!

- ↑ ↓ ← → Skate around the rink
- A "Dribbles" the puck around and tackles an opponent
- B Passes the puck to a chum and changes player
- C Smacks the puck at the goal and charges at the opposition

TOP TACTICS FOR ICE HOCKEY



Yes, not only do we give you a damn fine review of the game, but we tell you how to score ace goals as well. However, be warned. If this doesn't work for you, it's not necessarily our fault.

Perfect scoring position. If you're here, the ideal thing to do is pass to a player in front of the goal, who slaps the puck past the dazed keeper and straight into the back of the net

And to get here, simply try to scoot up the centre of the rink, dodging folk and weaving drunkenly until you switch to one side and get ready for the above move

This is the danger area. If the puck is nicked off you here, you'll have to scoot back and prepare to defend for your life (if you're playing against the console). If you're playing another human, you can get away with letting him make a mess of it on his own (because he probably won't have read this great guide yet)

Whatever you do, DON'T just whack the puck hard up the rink from here. You'll get a call of Icing and have to do the annoying face-off business all over again. This happens very regularly and your teeth will gnash and chomp

RON BARR IS BACK

Fans of *NHLPA Hockey '93* will be pleased to see that their old mate Ron Barr is still a part of the action. Spotting him is like seeing Eddie Stobart or Norbert Dentressangle trucks on the motorway. Well, it's not, actually. A truck he may not be then, but in this version of the game he does prove his usefulness by giving you vital information on the state of the two teams playing.

Hi, Ron! Yes, Mr Barr's back with top tips on all the teams. You'll probably pay him no attention and hit Start to get on with the action

3. There are fairly unimportant "one-timer" shots, which are like quick passes and slap-shots combined. Hoo-bloody ray, say I. EA Sports waffle on a lot about them in the instruction manual, but it just throws an extra element of luck into the proceedings as far as I can see, as you have no control as to whether the shot hits or misses.

4. You can control the goalie. I mean, really. As if anyone would really want to do this. Everyone knows from being at school that being goalie is the first step to social delinquency.

5. Battery back-up enables you to save personal records for up to seven humans on the cart. I like this option and it's a slight improvement on last year's half-hearted affair.

6. There are occasional crowd animations. Hats are thrown onto the rink and stuff like that. Yawnarama.

7. There's a penalty shoot-out option. Very useful, I'm sure.

8. There are (wait for it!) penalties in the main game, too.

9. You can smash the opposing players up onto the sides of the rink, causing them serious head trauma.

10. Players now have runs of good or bad luck. Why? I dunno. (To make the game more realistic of course – EA spokesperson) (To make the game more bloody frustrating, as your star player, for some unfathomable reason, all of a sudden possesses the ice hockey prowess of a Shredded Wheat™ in the championship finals, you mean – Neil)

SHOOTOUT AT THE, ER WELL, OK ICE RINK

This penalty shoot-out thing is borrowed directly from football. You skate up to the enemy goalie and try to force the puck through the roof of his mouth and past his brain into the back of the net. It's a very skillful thing to get right (scoring, not killing the goalie), because you're skating along as you're doing it. All in all, it's one of the better new features in the latest version of the game.

Here, the geezer in black to the right has just slammed the puck to his top mate in the centre. Note how the keeper hasn't got into the middle yet

And the top fella smacks the puck straight past him and into the net. What a great goal. The crowd all chant "Andy Dyer is skill, Andy Dyer is skill!"

Call up any of the stats you want from here. It's very simple, isn't it?

And what about winning a trophy that looks like a WW2 cannon shell?

HOW INCREDIBLY ANNOYING

If you whack the puck up to the other side of the rink at the start of a new play, you'll be violating the Icing rule. This is nothing to do with cakes of course, it means you've sent the puck over two irritating lines on the ice. Everything must start again. This happens all the bloody time, and it makes you want to slap your Mega Drive around a bit.

ARRGGHH! I HATE it when this happens. Icing is the one rule which does make sense, but it happens so often you'll want to eat your Mega Drive

11. Flip passes. Is this really a crucial change that's going to alter the whole charge of excitement that is playing ice hockey? Doubt.

12. The computer defence is enhanced. To restrict goal-scoring, presumably. BOO!

13. Tougher goalies, which, er, you can "be" yourself, and thus ruin. See number 4.

14. Computer shooter scoring special moves. I didn't understand this sentence. Maybe you will.

15. Automatic line changes. Teams swap around with random alarmingness and alarming randomness.

16. Clear the zone when killing penalties. This is another "technical" one, I suppose.

17. Reverse-angle replay. I DO understand this one, and it's a great feature – you get to see the action from the other side of the goal.

18. 70 NEW pieces of organ music! Fans of *NHLPA '93* will clench their buttocks at the prospect of this.

19. Real NHL logos. Another nice touch. Hurrah etc.

20. Real '92 and '93 league players.

21. New player stats. I should hope so, too.

22. Player profiles with 156 hunky player piccies.

23. Player and team cards. This is slightly pointless to us Europeans really.

24. New period stats. We'll leave this one alone I think.

25. Additional new game stats. They're really scrabbling around now!

Two sets of twins can swap sides and play against their siblings

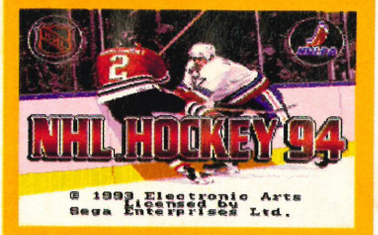
26. Crowd meter to indicate crowd impact on players. Bizarre eh, but a new feature all the same?

Phew. If you're impressed by more than about half of these additional features, maybe you should buy the game? But let it be said that when it comes to playing it, all you really notice is the speed difference and the admittedly great, four-player mode. The rest of the stuff is frills and poetry. Sure, they make the game better, but not by much.

TIME FOR THE CRUNCH

NHL Hockey '94 is a great game. Like the *Madden* series, the EA ice hockey games have improved every time. But the gap between this and *NHLPA '93* is small enough to make it a toss-up as to whether you get it if you've got one of its predecessors. If you haven't got an ice hockey game at all, hire a bus, head down to the shops and buy a copy (er, when it comes out).

Ⓜ *Andy Dyer*



PUBLISHER: Electronic Arts

PRICE: £39.99

RELEASE: September '93

CARTRIDGE: 8 Mbit

CONTACT: EA 0753 549 442

Four players. Not bad at all, it's definitely the best way to play

Choosing good teams is a sort of skill level thing

You can get folk sent off for being naughty

Battery back-up saves your stats (not the game)

There's a humongous tournament thingy

GRAPHICS 8

SOUND 8

GAMEPLAY 9

GAME SIZE 8

ADDICTION 8

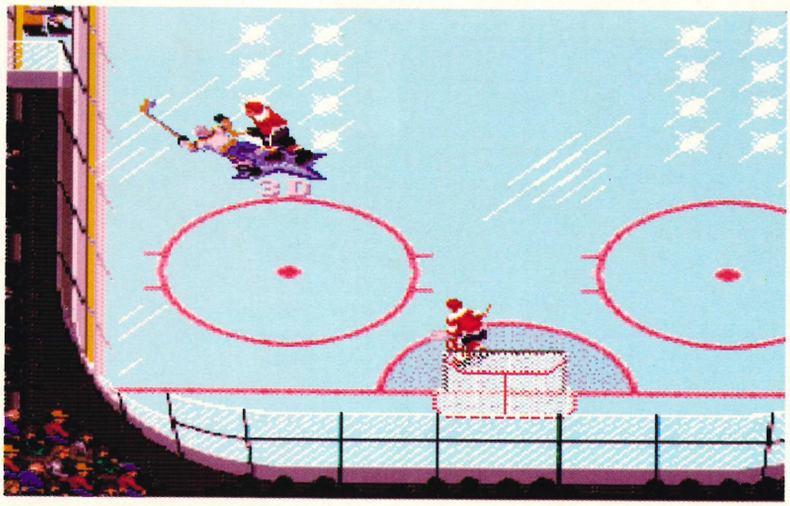
"Get three chums round and have fun. This is great, but not very different to *NHLPA '93*"

92 PERCENT

THEN AGAIN...

EA Hockey? NHLPA Hockey '93? Or NHL Hockey '94? Does it matter?

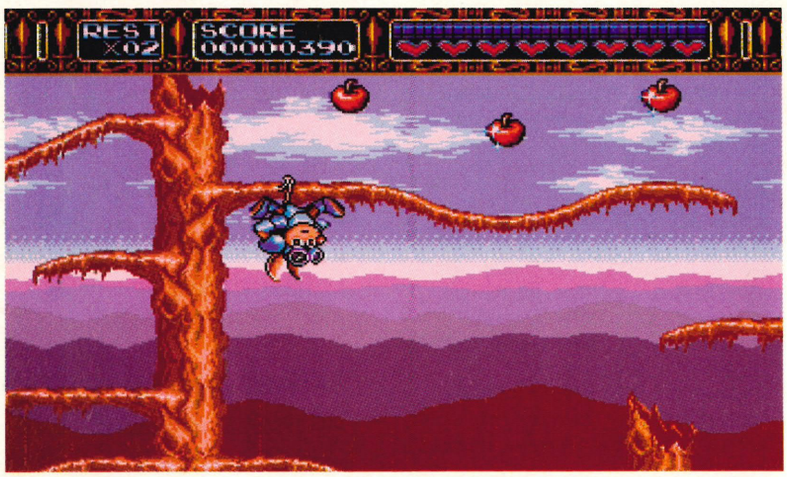
You know, this is basically exactly the same game as *NHLPA Hockey '93*, which was basically exactly the same game as *EA Hockey*. If you're short of cash, then you honestly might as well buy one of the two previous games.



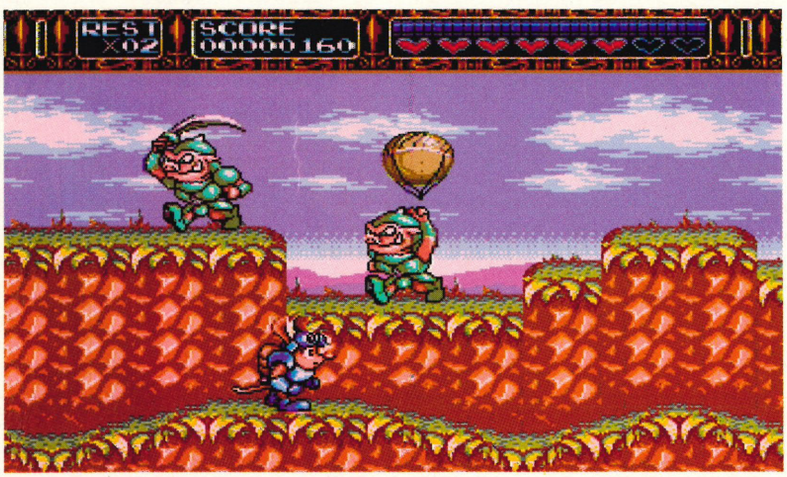
Fight! The red guy has just chinned the white fellow. And the ref will pay no attention, allowing some smart grudges to build up. Play it with a mate!

ROCKET KNIGHT ADVENTURES

This snakey little boss may look hard, but is, in fact, very easy to beat. Just fly behind him and hit his head until he blows up



Sparkster is a hang-around sort of guy, so if you want a rest, jump onto a branch or something similar and he'll just wait around for you



All may look quiet but it won't be long before the Trotter Police come flying in on their Police Balloons, with swords flying, intent on chopping you in half

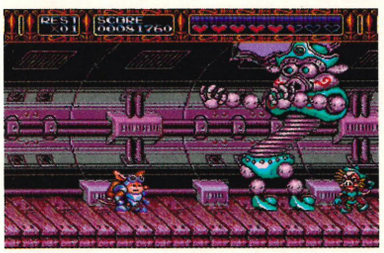
"Where do I start?" wonders Paul Mellerick as he's hit by yet another Mega Drive platform game starring yet another very odd character

Bobcats, hedgehogs, ducks, mice. What have they all got in common? Well, they've all been stars in their own Mega Drive games and pretty good ones at that. But an opossum called Sparkster? What do Konami think they're doing?

Actually I'm pretty sure Konami know exactly what they're doing. As new licensees for the Mega Drive they started off with three cracking games; *Tiny Toons, Mutant Ninja Turtles: The Hyperstone Heist* and *Sunset Riders*, and this proves they know how to make good games. And speaking of good games, let's talk about *Rocket Knight Adventures*. What exactly is Sparkster doing here and how can you help him out? Well, read on...

Goes from ho-hum to bloody-hell guv

I could wallow in the plot and tell you all about the past of the kingdom where Sparkster lives and the evil forces that hang around there, but it's easier and a lot less boring if I simplify it for you. A guy called Axle Gear (you've beaten him up before and he's a bit miffed about it) has kidnapped the princess in an attempt to blackmail the king to give him the key to the seal which will give him... well, let's just say it will give him a few useful powers. Knowing all this, Sparkster decides that he must do something about it. It's your usual good-versus-evil storyline – nowt special but interesting nonetheless.



The awesome Neil West dance monster is one hard dude

MARSUPIALS WITH ROCKET PACKS?

But what's so special about Sparkster? Well he's a Rocket Knight Adventurer (no, he is) and he's equipped with a sword, a rocket jet-pack and more courage that something particularly stupid that's got a lot of courage. To complete his mission, not only must he rescue the princess, he's also got to get rid of Axle Gear for good. To do this he must work his way through seven stages, each with its own unique difficulties and bosses.

WHICH WAY UP?

I never knew opossums were this mobile. Just take a look below and see some of the things old Sparkster gets up to during the game. This is comedy, Jim, but not as we know it.

Hang around if you're feeling a bit tired

Or crawl up and down a branch if you want to

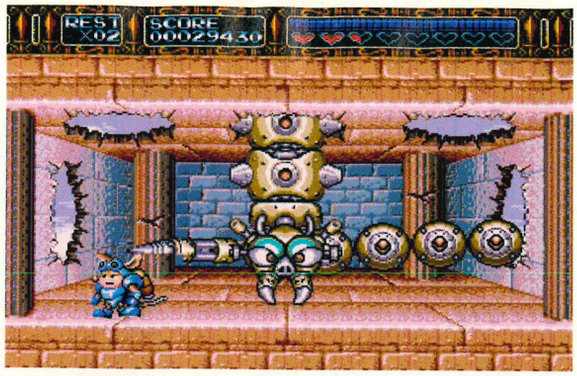
Watch him as he falls from a great height. Funny eh?

Power up your pack and press Down to see this

Or power up and press Right to zoom off screen

To get some lift, power up and press diagonally

This level boss tries to scare you by making you guess where he's going to appear next...



... but it's his tail that's the really deadly weapon. Concentrate your firing on the head though to kill him

GET A GRIP!

Control Sparkster and the rocket pack

A – Your attack button – press to use the sword or hold to power up the pack

B – Use this if you're in a tight corner and you want to jump out if it

C – The same function as button A, but you can change them through the options

It's quite speedy when you're on the cart, and even though he's wearing a helmet, those spikes can still hurt poor Sparky if he touches them

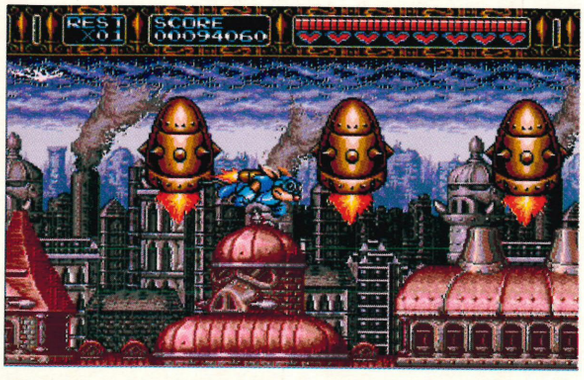
ZOOOOOM! WHERE DID HE GO?

Now we all know how to use a sword (if you don't, just press one of the buttons and you'll find out), but getting used to a rocket pack takes a bit more practice. Your rocket pack has four functions; a straight up zoom, a diagonal zoom, an ahead zoom and a spin attack. To activate your rocket pack you'll need to hold down the attack button until the power gauge at the top of the screen reaches the max and starts to flash. Now that you've powered up your pack, just press Up to fly up, a Diagonal Left or Right to fly in that direction, a Left or Right to zoom in either direction or don't press the D-pad at all to spin on the spot. These may seem pretty obvious and indeed useless, but each one will come into play at points in the game, so you need to get used to them.

Each of the seven levels is split into three or four sub levels and it's nice to see that there are different types of platform gameplay for the sub levels – one minute you'll be swinging by your tail from a tree branch, the next you'll be trying to avoid spikes while floating underwater. This ingenious use of sub levels means that you're never quite sure what's around the next corner. The real problem, however, is that what is around the next corner probably won't give you too many problems, until you get to about level five that is. This game has one of those lovely difficulty curves that goes from ho-hum to bloody-hell-guv in the space of one level. On my third sitting I managed to get through to level five with four continues left, but many plays later I'm still trying to finish level five.

The good thing about this is that obviously this isn't going to be another one-day wonder platform game. The bad thing, however, is that you'll get sick to death of the four earlier levels, and whether or not the urge to see level six is greater than the annoyance of playing those first four levels again and again is debatable. Graphically this is yet another of those smart Konami games, with apt scenery, professional animation and little graphical treats (the heat haze on level three for example). The sound, presentation and general feel of the game is all top-notch stuff too, making this a lovely all-round platform game.

Ⓜ Paul Mellerick



My mother always told me that a rocket up your backside was trouble. Know what? She was right

The metal legs on this "walker" enable you to cross this fiery pit. Watch out for those owls though, they hurt

PUBLISHER: Konami

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Konami 081 429 2446

Sorry, this is a simple one-player game

Easy or Hard, the only difference being lives and continues

Three lives – you die when your life gauge runs out

No passwords or battery back-up

Seven worlds, each split into three or four sub levels

GRAPHICS 8

SOUND 7

GAMEPLAY 7

GAME SIZE 6

ADDICTION 8

"Although you won't lose sleep to play this, you will find a professional, playable and challenging platformer"

81 PERCENT

GET A GRIP!

Moves our Bubsy around the level

A Use this button to make Bubsy glide when he's falling. You don't want to kill the bobcat now do you?

B Keep your finger near here all the time, 'cos it's your jump button

C Although you can configure this button to do something, I didn't

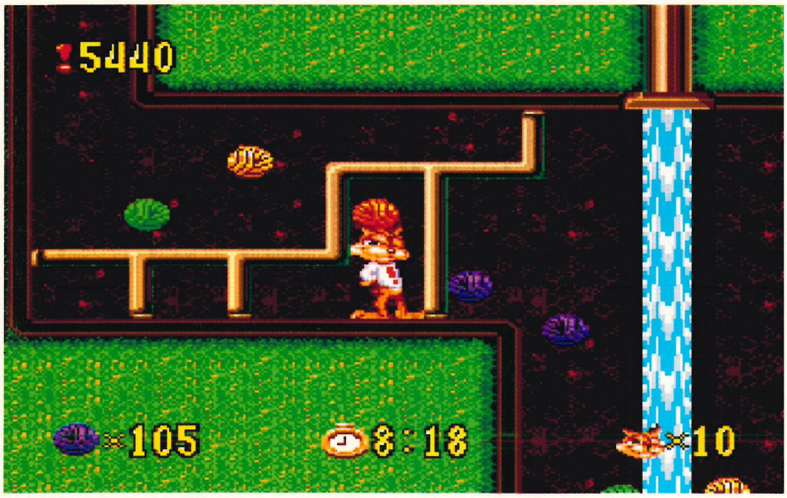
BUBSY CLAW OF TH

We all love blue hedgehogs, but will we warm to a bobcat that wears T-shirts? Paul Mellerick reckons this is a good enough platformer, but the game character just doesn't bring out the fluffy pussy cat in him

Oh no what's all this then? Tricky blighter Mr Running Water

Ooooer! Just get back to that restart point or you'll be done for

What the hell is a "bobcat"? I watch Wildlife on One every now and then, and when there's nothing else to do on a Sunday at around 7pm I can usually be found settled down on my sofa watching some other sort of "nature" programme, but in all my years of TV watching I've never come across the likes of a bobcat. You know what this means don't you? It means a trip to the Encyclopedia Britannica... Right, I'm back. It says here that a bobcat is basically like your average domestic cat, only larger and wild. Strangely though, it doesn't mention that bobcats have a desire for wearing T-shirts.



Dive underground and you'll come across some very interesting things

As with every "popular" character used in a game there's always a right-on reason as to why all this platform malarkey is going on. It's utter drivel of course, but stick with me 'cos it gets better. As Bubsy, you are Earth's last bastion of hope against the evil, marauding force of the Woollies (stop laughing at the back). The Woollies, led by Polly and Esther (I said stop laughing) are out to steal all the wool from the Earth and you've got to stop them. How? Well, this is the fun part.

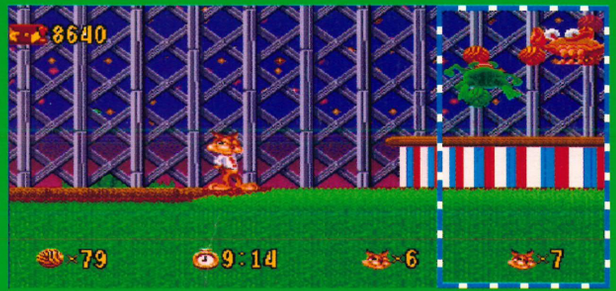
COLLECTING BALLS IS SO MUCH FUN

The only way to stop Polly and Esther stealing all the wool is to collect it yourself. Don't let this worry you though, because each level is infested with the stuff. There are more balls in this game than in the changing rooms of the British Lions and the All Blacks put together.

Now I know what you're thinking. You're thinking that if there's nothing to this game but collecting balls of wool, this is going to end up like another *Sonic*, ie you run through the level, collect the rings/wool and finish the level. Wrong. Although the basic game structure is very similar to *Sonic, Bubsy* has quite a few important differences.

Firstly, the levels are very large – a lot larger than *Sonic* or even *Cool Spot*. Secondly, they are overrun with nasties for

LOOKING FOR MORE



Remember Sonic's ability to look up and down to view more scenery? Well, Bubsy can look left and right too, by using the D-pad and button C

DIE HARD

Poor old Bubbers can die in many ways...

Sometimes the poor geez will crack up and end up in a little pile

Don't go near the water, or Bubsy goes down like a ship's captain

No explanation, but sometimes he simply melts

Don't drive the cars. They'll kidnap you for sure

The run away piano come down the hill and she... er blew. Maybe not

S ENCOUNTERS E FURRED KIND

Collect one of these and you can continue, but just the once

you to bounce on. And thirdly, the levels go all over the place – up, down, in, out, backwards... all over really. This has its advantages. Whereas most levels of platform games can be run through with complete disregard for everything (once you've sussed the way to go), Bubsy needs to be treated with respect. It is possible for you to run through bits of level at top speed, but not for long. You'll either run into a wall, stunning yourself, or you'll hit something a bit more deadly (spikes, nasties or even giant Hot Dogs). Now although this is initially annoying, because you're not used to it, you soon begin to realise that there's actually some gameplay in here. The obstacles do slow the gameplay down a bit, but the replacement of speed for strategy is a very welcome element in a Mega Drive platform game. Add to that the search for bonus crates of wool, special T-shirts that give Bubsy special powers and all sorts of other items that will help or hinder you, and you'll see that running through the level is not only dangerous for your health but you'll also miss a few things too.

SIZE ISN'T EVERYTHING

This is Accolade's first 16-Mbit game, and they have shoved some really juicy stuff in here. Firstly, there are the graphics. Each level is very detailed both background and scenery wise. Oh, and it all moves with some very smooth scrolling as well. However, it's the characters that really separate this game from the norm. Each sprite is very much his or her own character, and the comedy element is played up to the max. Bubsy, for instance, has several ways of dying, from splintering into a thousand pieces to falling too far and walking off the screen concertina-style. It's all very Tom and Jerry, and it's all very funny.

Stick on top of that a very polished, large, and, it has to be said, difficult platformer and you'd think this would be a classic. Sorry, but that's not the case. Although the gameplay, strategy, speed, graphics, speech, sound and everything else is here, playing as Bubsy just isn't enough fun. Controlling him through the levels is OK enough, but I had real problems trying to be precise with him. It plays as if he's controlled by some sort of weird inertia that pulls him in directions you don't want him to go. It doesn't really affect the overall gameplay, but it makes you feel that things aren't really under your control. *Bubsy* is a very good game; it's big, nice to play, even better to look at and it might even last you a while, it's just not as much fun as it could have been.

You'll have problems controlling Bubsy with any sort of precision

Ⓜ *Paul Mellerick*

Collect this lovely orange bubble thingy and you'll get 50 balls

Simply bounce on the boss when he pops his head out

Finish the level and you'll receive loads of bonus points

PUBLISHER: Accolade

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 16 Mbit

CONTACT: Accolade 081 877 0880

You can have two players, but not simultaneously

There are no skill levels

You start with ten lives, but by collecting T-shirts you get more

After every third level you're given a password

There are 15 BIG levels

GRAPHICS 9

SOUND 8

GAMEPLAY 7

GAME SIZE 7

ADDICTION 7

"Big, lovely and all other fluffy things, but it's just not enough FUN!"

78 PERCENT

F-15 STRIKE

This is the Mega Drive's second big flight sim, and newcomers Microprose's debut game. Andy Dyer loves flight sims and raved about *MiG-29*, but here's Neil West with a new plane to fly and a more sceptical point of view about the whole aeronautical business...

AT HOME HE FEELS LIKE A TOURIST

The best thing about being an F15 pilot isn't the glamour or the girls or the medals or the uniform – it's getting to see the entire world from 15,000 feet up, and getting paid for it as well. Here's your guide to some of the highlights...

This is Libya. The line on the right of the screen? That's the Line Of Death

The Gulf. Sand, basically. There's probably a camel down there as well

And here is your tourist brochure, complete with misleading pen-pictures of your tour guides

They're not the most interesting of screenshots, Yawn, and they all seem to be like thizzzzzzzzz...

Eek! Wait! It's gone all white! Must be Russia, I reckon. Except it's called 'Nordkapp', for some reason. Ho hum

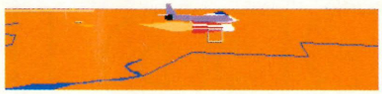
First things first – if you've already skipped to the end of the review and checked out the score (and let's face it, you have – you're like that), you're probably already crying "Foul!". You're probably saying, "It's hardly fair, Neil, to compare a serious flight simulation on the Mega Drive to what's basically a glorified shoot-'em-up on the far superior technology of the Mega CD, as *Thunderhawk* is". Well, tough. Life isn't fair. But that's not the point, anyway – I'll clear that bit up in a sec.

Secondly, the more fair-minded and democratically-aware of you will be saying, "Now what have Microprose done to deserve getting their game reviewed by Neil – who doesn't even like flight sims – when Domark got *MiG-29* reviewed by flight-sim loving Dyer. It's just not fair". Well, no it isn't – which is why we've got an unbiased head-to-head comparison of the two games over the page. Happy? Good. Now we can begin properly.

That exploding thing over on the right is, in fact, your plane. Whoops

MOVING WITH THE TIMES?

Let's go back to that "*F-15* on the Mega Drive compared to *Thunderhawk* on the Mega CD" business. My point is that *F-15 Strike Eagle 2* and *Thunderhawk* both came out previously on the Amiga, at more or less the same time (a couple of years ago). *Thunderhawk*, regardless of which format it's come out on, has moved with the times, but *F-15* hasn't. The Mega Drive market and the Amiga one are two very different propositions – nobody, or at least nobody with an ounce of sense, gets a Mega Drive because they want to play simulations. It's like buying a Ferrari Testarossa then using it for stock-car racing. It doesn't have enough keys, for a start (the Mega Drive, that is, not the Testarossa), and the very essence of a flight simulation is the scary multitude of controls and options and things to fiddle with at the touch of a button. The Mega Drive does its best to cope here, but pausing the game and working your way through three sets of nested menus just for a quick external view as you send a missile winging into an enemy base isn't the stuff of which flowing entertainment is made, and it's missing a large degree of the point of why people play flight sims – you're not supposed to have all day to stop and fart about and think about stuff, it's supposed to be at least vaguely reminiscent of the fast-moving, quick-thinking, nerve-shredding action of the real thing.



Blimey missus, get a load of the size of that missile!

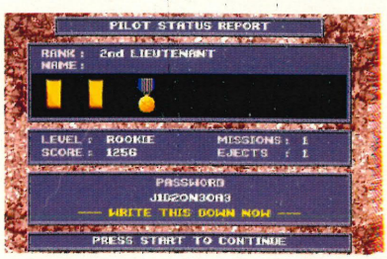
Another thing about flight sims is that they're MEANT to be hard to get into – you couldn't just climb into the cockpit of an F-15 and go off downing bogeys at the drop of a helmet, and however nice it might be for us pressed-for-time reviewers, I'm really not at all convinced that you should be able to load this up, start a mission without even opening the manual, and have downed your primary and secondary targets and be on the way home without ever having to press anything other than buttons B and C. This isn't supposed to be *G-LOC*, y'know.

I don't know, maybe I'm just in a bad mood or something. The scenario described above WAS, after all, the easiest mission on the easiest of the four difficulty settings, where you start in the air and an autopilot guides you directly to your targets if you leave the controls alone. Things do get an awful lot more demanding if you move up the levels, it's just that they don't do it in a very interesting or rewarding way. Ninety per cent of the baddies you'll blast in this game never make it further onto the screen than a red targeting hexagon on your Head Up Display, shortly followed by a billowing red-and-grey explosion – you

As all the game shots look the same, here's some bits from elsewhere

'Difficulty' obviously refers to how hard it is to grow a big moustache

Bit of a big map for such a small target spread, isn't it?



This is where you can compare medals with your grandad. And win!

Vietnam, it looks like like The Gulf. Weren't there jungles, down there?

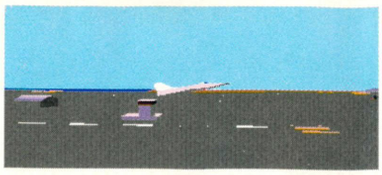
Is this any part of Europe YOU know? I might have gone on holiday here once, it's Blackpool, isn't it? Erm...

never get to see the shape of their tailfins, far less the whites of their eyes.

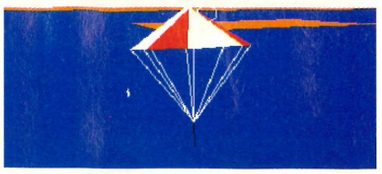
DICING WITH DEATH

Dogfighting is a confusing affair – the computer handles most of the work and with chaff and decoys it becomes just a series of random dives and rolls against empty backgrounds, waiting for your missiles to lock onto the usually-invisible enemy and then wasting him without any further intervention from you beyond a quick press of the fire button. You can dice with danger if you like by flying directly at ground targets and delaying firing until the last possible second (indeed, it's the only way to get a look at any interesting scenery), but the knowledge that if things get hairy you can blow the baddies up and run for it at any moment, tends to defuse

And here's the cockpit. See, told you there was only room for one



Watch out for this enemy Stealth fighter – it disappears randomly



A close study of my patented landing technique. Impressive, isn't it?

the dramatic tension somewhat.

The mission structure's a bit odd, too – the manual promises "hundreds" of missions, so after completing the aforementioned first one with flying colours (quite literally – I couldn't be bothered landing, so I just ejected and ditched several million quid's worth of aeroplane in the briny. Still, got a medal) and deciding to have a go at the next job Libya could throw at me, I was a bit surprised to get the exact same mission to do again. Sorry, General, but I just blew them up, can I not bother with this one? No such luck – after you choose your war theatre, there's no escape clause, you just have to get on with it until you finish the mission (again) or get shot down, which is annoying and stupid. This is also the case with the password option which, once entered, won't let you out until you've typed a valid password – forget the code or choose the option by mistake, and all you can do is reset your Mega Drive.

Climb into the cockpit and down bogeys at the drop of a helmet

PLAYING CHESS BY MAIL

The biggest disappointment of *F-15 Strike Eagle 2*, however, comes in the area where flight sims are usually strongest – depth of gameplay. Even on the toughest difficulty level, this is a pretty simple game – long stretches of lonely flying in straight lines towards far-off targets (there's a "time warp" option which is supposed to drastically speed up these bits, but it didn't seem to make any difference as far as I could see), followed by bursts of hectic but unsatisfying "action" that feel more like playing chess by mail than a simulation of the most glamorous and exciting thing a young boy dreams about. Well, OK, one of the top five, anyway. There's no visual hook to make you want to stick with it (you very rarely, in all honesty, get to see anything at all), no real ending, not even a high-score table (which makes the awarding of mission and overall game points seem a bit, well, pointless).

Like I say, maybe I'm just in a bad mood today. However, I must declare a dislike for flight sims (even if they make a nice change from yet another platformer or the 600th baseball game of the year), and all through the hours I spent playing this, I couldn't stop thinking how attracted I was by the idea of a quick go on *NHL '94*, or *Thunderhawk*, or *Ultimate Soccer*, or *Chester Cheetah*, or anything at all, really. I've tried to make all the excuses I could think of for it, tried looking at it from every angle imaginable, but in the end there's no avoiding it. It's boring. It's dull. It's two years out of date and it looks it. It should never have been brought to the Mega Drive, it doesn't belong here. It's no fun.

® *Neil West*

(Misery guts West would also like to point out that most of the problems he has with *F-15* apply to all flight sims, and asks you – for the sake of fairness alone – to turn the page and see how *F-15* and *Mig-29* compare in a more objective comparison.)

Turn over

EAGLE 2

PUBLISHER: Microprose

PRICE: £39.99

RELEASE: October '93

CARTRIDGE: 8 MBit

CONTACT: Microprose: 0666-504326

There's only room for one person in this cockpit

Four levels, apparently depending on the length of your moustache

One life – at about £60 million a plane, you can't afford any more

You gat a password after each completed mission

Hundreds of different missions in six "theatres"

GRAPHICS 6

SOUND 7

GAMEPLAY 6

GAME SIZE 8

ADDICTION 5

"Still a fair flight sim, but it's just too old to cut it in (more or less) the same field as *Thunderhawk*. Two years too late, basically"

66 PERCENT

GET A GRIP!

Oh. DO be serious. There are about 16 million controls in *F-15 Strike Eagle 2*, depending on what you're doing. You must be bonkers.

Hey! Where's my moustache gone? And why am I so old all of a sudden?

Depressed at lost youth, suicide seemed the only feasible option

The page three report

MIG-29 vs F-15 STRIKE EAGLE 2

The current Top Gun of Mega Drive flight sims is Domark's *MiG-29*, which scored a not-bad-at-all 80% when reviewed by Andy Dyer in issue nine of MEGA. By a complicated mathematical system of awarding "points" according to "vital statistics", MEGA will now attempt to define which game, on a nitty-gritty basis, is the best.

ACTION-PACKED SEXINESS

Oh dear. Well, there's no shortage of enemies in either game, but unless your definition of "action" is an extremely loose one, encompassing dull aerobatic manoeuvres and remote-control baddie-blasting, you're not really going to have your heather set on fire by either of these games. Still, of the two, *MiG-29* seems to have a bit of a more even balance of shooting things down/flying along doing nothing very much compared to *F-15's* huge expanses of emptiness followed by frenzied bursts of activity.

MiG-29: 5

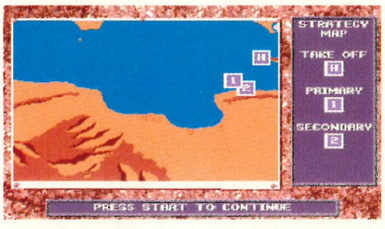
F-15: 4

DROP-DEAD GORGEOUSNESS

Neither of these games are great lookers, it has to be said. Huge expanses of blue, green and yellow are mostly the order of the day, with the biggest visual thrills coming from mountains (read: pyramids dropped arbitrarily in the middle of the desert) and roads (read: long strips of grey with white bits up the middle). *F-15* actually comes out very slightly on top thanks to a bit more variety and some slightly more impressive ground targets to blow away with long-range missiles (ie you never actually get to see much of them, but it's nice to know they're there), but there really isn't very much in it at all.

MiG-29: 3

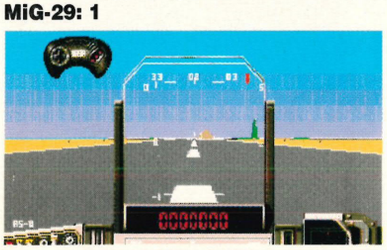
F-15: 3.5



EASY-PEASY SEXY PLAYABILITY

Like the computer versions, *F-15* actually comes out slightly on top in this one. You can actually more or less get into it straight away (although you'll come crashing back out of the sky with humiliating swiftness), whereas until you've had a pretty good plough through the instruction manual *MiG-29* will be stuck to the tarmac like a tall man with vertigo. To be honest, though, neither of these games are for the player who finds *John Madden Football* a bit too complex to get their head round properly.

MiG-29: 1



F-15: 3

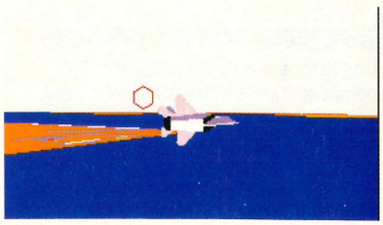
NUMBER OF SEXY EXTERNAL VIEWPOINTS

(if you know what I mean, eh lads?)

Well, *MiG-29's* got eight external viewpoints, whereas *F-15's* got seven. And that's that.

MiG-29: 8

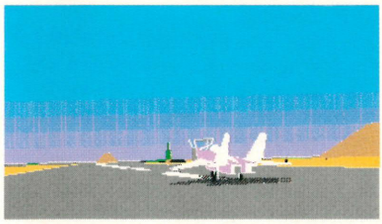
F-15: 7



DEEP DOWN SEX APPEAL

In terms of depth, *F-15's* a definite winner. Most of the time the *MiG's* missions mainly involve large amounts of dogfight frolics on your way to a target, but *F-15* does have a bit more to do in terms of different things to shoot down. Neither game is as complex or as interesting as you might be hoping for.

MiG-29: 4



F-15: 5

LASTING SAUCINESS

MiG-29's problem was always that it got a bit floppy a bit quickly – with only five missions and a forbidding difficulty curve, lack of variety and frequent frustrating failure tend to put you off your, er, stroke a bit fairly early on. *F15's* definitely got a bit more stamina, but a repetitive streak means your interest will still sag pretty swiftly. Still, the very nature of both games means that you WILL be playing them for a bit longer than your average platformer, so a couple of extra marks there.

MiG-29: 5

F-15: 6

THE VERDICT

MiG-29: 26 **F-15: 28.5**

So, there you have it, despite Neil "grot" West giving *F-15 Strike Eagle 2* 16% less than *MiG-29*, *F-15* has come out on top. *F-15* may be the victor on statistical grounds, but we suggest you try both of these games before you buy. However, if you're after the ultimate flying experience, we strongly advise you to buy a Mega CD and wait for *Thunderhawk CD* – it's fab!

MEGA CD

Andy Dyer again assumes the role of the great detective. Sadly, everyone else assumes he's as thick as sh...(snip)

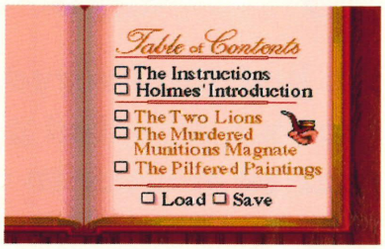
The new video-style controls are a real blessing – no more missed clues

SHERLOCK HOLMES
CONSULTING DETECTIVE VOL II

There will be no references to huge sideburns, ludicrous pipes, opium abuse, elementary conclusions, Irene Adler, Moriarty or an intimate knowledge of three billion types of cigarette ash in this review. Instead we will concentrate more fully on the aspects which make this second (the first *Sherlock* game was reviewed in issue seven of MEGA, 70%) in the series of *Sherlock* games smoother, easier to use, nicer to look at and more fun to play. In conclusion we will investigate why the makers of the game still only managed to find actors whose ability to tackle an English accent is on a par with a small hippo's ability to surf.

MINIATURE TIMES

The first difference of course is that you get three new cases to solve. The second difference is that you get a mini newspaper in the box with the CD. This, it must be said, is a brilliant addition because, of all the sections in the first game, the newspaper archive was the most awkward to use.



Three more cases, three more reasons for your head to explode

The game now seems to run a little faster too, with shorter access times between scenes. And the Full Motion Video seems slightly more crisp (although it's still fairly appalling). Oh, and at the end of the game, when you go to solve a case, the judge is no longer a static drawing but a real geez in Full Motion Video.

On the downside? Well, much the same as with the first game. There are only three cases (you used to get ten in the original boardgame), and, to be honest,

The training screen. Click on an icon and you're told what it does

having solved a case badly once, there's little incentive to go back and improve your score to try to beat Holmes. Oh yes, and as I've already said, the actors are completely crap (Eldorado was more theatrically accomplished than this). But despite this, as we said in the review of volume one, it's still a novel variation on the original boardgame and the video footage definitely adds a certain amount of atmosphere (even if it is poorly acted). Volume two is a highly entertaining, thought-provoking and challenging game. If you hate thinking hard, forget it. If you like getting horribly confused and baffled for hours on end, go for it.

Andy Dyer

The Baker Street irregulars can be very helpful indeed, if a little cryptic

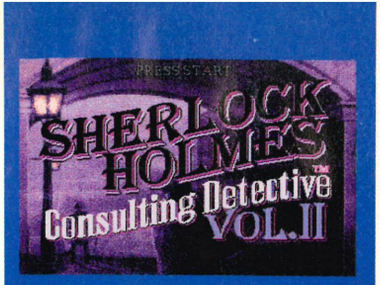
GET A GRIP!

Moves the screen pointer around

A – Selects any option that your pointer is, er, pointing to

B – Completely and utterly unused

C – Utterly and completely unused



PUBLISHER: Sega (IMPORT)

PRICE: £40

RELEASE: Out now

MEGA CD: Not compatible with a British Mega CD player. See page 29 for details

CONTACT: Gamesville 0293 541953

One player, but get a friend to deduce with you if you like

No skill levels, it's just incredibly bloody hard

Your life isn't in danger at any time

Yep! There's a battery back-up facility

There are three cases to solve

GRAPHICS 6

SOUND 8

GAMEPLAY 8

GAME SIZE 7

ADDICTION 7

"A slight improvement on volume one, but basically the same. If you like a heavy mental challenge, it's dead good"

78 PERCENT

There's nothing more relaxing than a spot of fluffy bunny rabbit frying

These barrels are all over the place. Stack 'em to help get over obstacles

PUGG

It's just the everyday story of an alien bl raccoon-infested planet and finds he has puzzles in order to get off again. Andy Dye his phenomenal barrel-stacking abilities

Do you remember Gonks? You must. They were little toys, shaped like a cone with a tufty bit of fluff on top. They didn't really serve any useful purpose, they simply looked cute. And, in fact, you most frequently found them in cacky seaside gift shops, even though they had no connection with coastal traditions or marine-related fables or anything. Anyway, what was my point? Oh yes, Puggsy, the alien hero of this game, looks just like a Gonk, only he has blobby antennae instead of the tufty fluff appendage, and he has arms and legs which Gonks never ever had. So, in fact, he isn't very Gonk-like at all really, except that he's vaguely conical... erm, oh bloody hell, I think I'll start again.

NOT VERY GONKY AT ALL REALLY

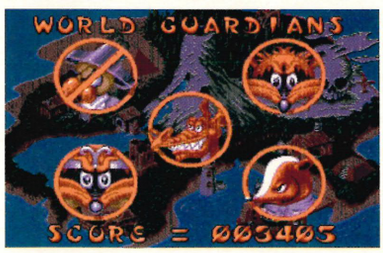
Puggsy, the new character from the Psygnosis stable, is a strange blobby little alien whose ship has crash landed on what is described as an "unidentified" planet. It's probably described thus because it would be hard to name or try to rationalise an earthlike environment that is entirely populated by a feudal-style race of raccoons, but there we go.

So the raccoons then nab poor Puggsy's space ship so that they can investigate the technology and set about taking over the universe. Puggsy's task then, is to get his ship back and get home. So starts yet another platform game.

But is it *just* another platform game? Not really, no. You see, Puggsy isn't simply a leap-around-shooting-things sort of bloke. He actually has rather a useful pair of rotating arms, which he can use to manipulate all sorts of objects found in the play area. And because of this, the game is very much geared around using objects to solve puzzles rather than being action based (although there are still plenty of enemies in there to make your puzzle-solving antics that much more difficult).

Initially, the puzzles are very simple indeed. Find an object and carry it through the exit, that sort of thing. As you plough through, however, things get progressively more difficult. For a start the levels get bigger, so you have to do a bit of route finding. Then levers start appearing all over the place. These can do a range of things from simply opening doors to actually changing the shape of walls and things – let me explain.

In one section there's a series of some seven levers. These change the shape of a corridor so that you can bounce a ball along it in the correct direction in order to activate another switch. The thing is, you can't see the corridor while you're stood by the levers, so you also have to find a remote,



These must surely be the raccoon bosses then. One down, four more of the furry little sods to go

This pirate ship tilts from side to side (clever sprite rotation) and you throw fish at the boss to kill him

Underwater movement is slow, so these piranha can be a real pain

THE MULTI-PURPOSE MAP-TYPE

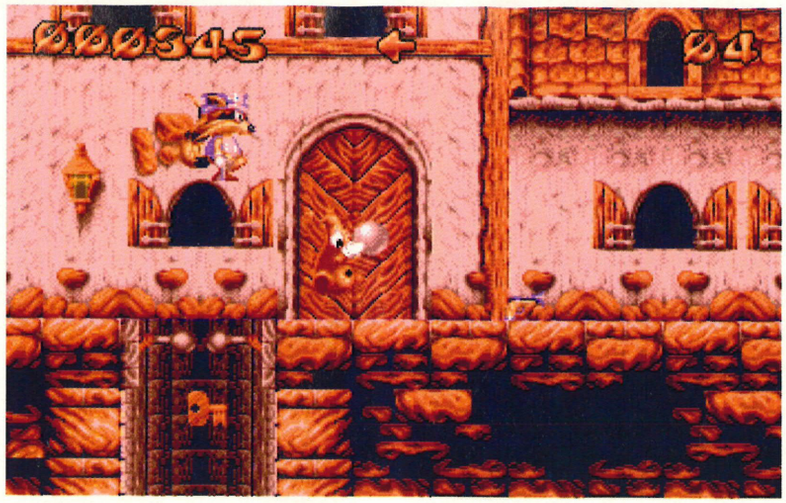
GET A GRIP!

Move Puggsy left and right and move his arms all over the place

A — Use objects – fires guns for example

B — Pick up/drop objects. Also used to throw things

C — Jump. Yup, it's as simple as that



Activate a balloon, and Puggsy can gently float around the place

SY

b who crashes on a to solve lots of wades in and hopes re still up to scratch

Sadly Puggsy is in his death throes. Shame, because he was just about to pick up that useful gun just there

which enables you to actually see other bits of the play area. Erm, and if you're still confused, never mind; it just goes to show what sort of puzzles you'll be up against.

The most notable feature of *Puggsy* is the way in which the main character manipulates the various objects in the game. As I've said, his little arms can be raised and lowered using the D-pad and this leads to all sorts of possibilities. If he has a gun, then the moveable arms can be used to aim your shot. You can also stack objects on top of one another to make high platforms accessible. Then there's the cunning "heave" manoeuvre (for want of a better description). If you leap for a platform that's just a little too high, you can hook a carried object onto the lip of the platform and heave yourself up over the edge. And beyond these versatile arm movements you can also throw objects just by dropping them while you're moving, or alternatively you can jump and throw them while simultaneously pressing the D-pad in an upward diagonal – this accesses a super throw. Any object thrown like this will kill enemies on contact.

He's got a blobby antennae instead of a tufty bit of fluff

ALL ARMS

There are over fifty levels in the game, but some are very short indeed, and because of the way the game is structured you have to complete only about thirty or so to finish the game. Still, there are secret levels to discover and the puzzles get fairly tricky so there's an above average challenge here. The only real criticism of the game is also the aspect that makes it so intriguing in the first place – Puggsy's movement. Although it makes for a very unique style of game, it also makes progress rather slow. After a while, the novelty of realistic object movement and realistic gravitational effects wears off, and you wish you didn't have to keep trudging back and forth through the levels just to fetch a stack of barrels or something. But this is only really a minor niggle. The game is sufficiently different and slickly programmed to make you forgive the slightly repetitive nature of the gameplay and just enjoy fathoming the puzzles. *Puggsy's* good. It's not great, but it is very good, and anyone who likes platform games will undoubtedly like this.

Ⓜ *Andy Dyer*

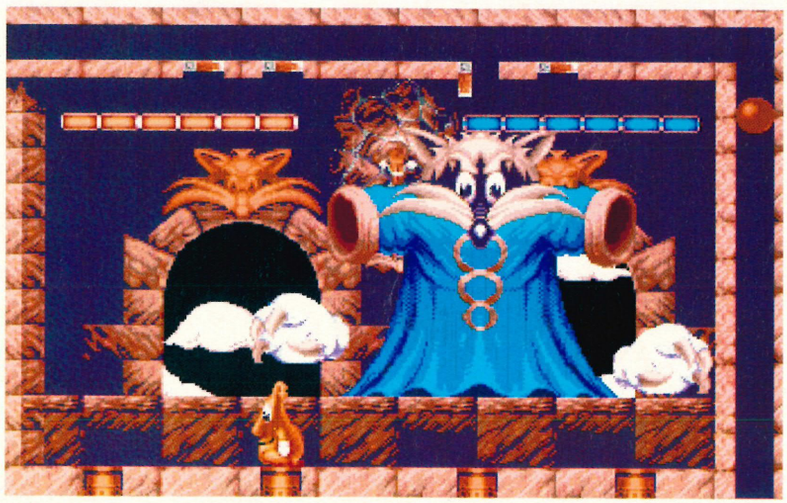
THINGUMMY

Not just an ordinary "oh, that's where I am then" type of map screen. No, this one shows you where you are, exactly what level you're on and the codes for that level. You can also access a screen from here which tells you how many bosses you've defeated.

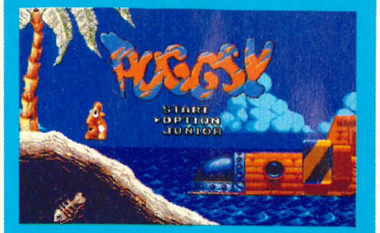
① The close-up map. This shows you precisely which level of the region you're currently on. You can also go back and replay levels

② The important codes bit. If you're low on lives, make sure you write the password down so that you can restart from where you died

③ The magnifying glass basically just tells you which region of the map you're on so that you can see how you progress around the island



Big bloke, but he's actually just a big puppet stuffed with little raccoons



PUBLISHER: Psygnosis

PRICE: £40

RELEASE: October '93

CARTRIDGE: 8Mbit

CONTACT: Psygnosis 051 709 5755

Just the one player

SKILL! Two skill levels, one of which is for juniors

You can have a total of up to seven lives

There's a password system

Over 50 levels spread out over 17 locations

GRAPHICS 8

SOUND 7

GAMEPLAY 7

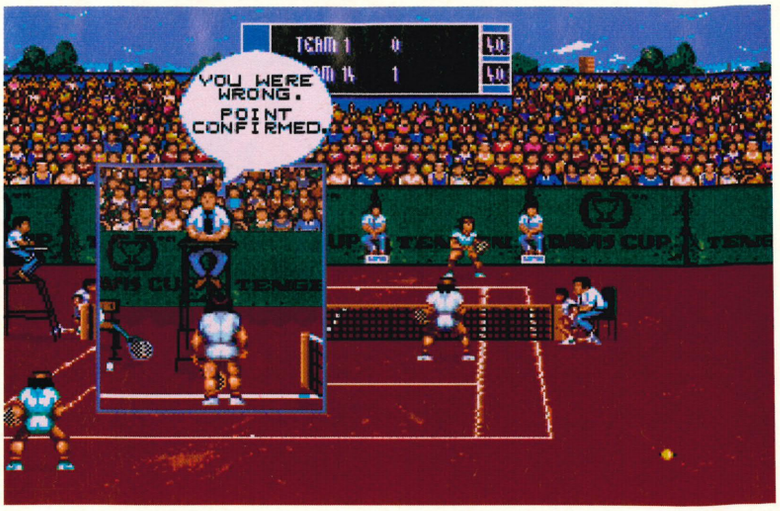
GAME SIZE 8

ADDICTION 7

"An excellent little platform puzzler that is slightly let down by repetitive and not-quite-fast-enough gameplay"

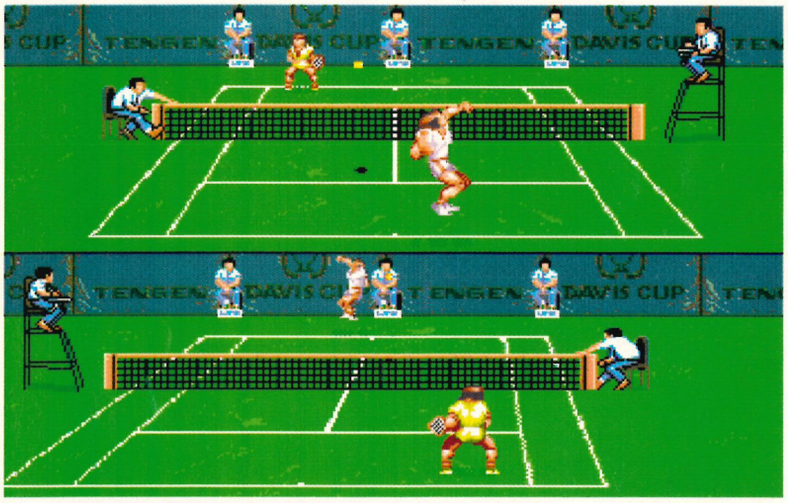
78 PERCENT

A doubles match (No kidding – Neil). These are particularly good fun, if only for the comedy value of seeing both players scramble for the ball at once



What a brilliant feature. If you think a decision that's been made is bad, you can contest it. Then the umpire makes his final decision (blind git)

DAVIS CUP TEN



The split-screen mode works incredibly well. There's no slow down and it means that both human players always have their little guy at the nearside

Right, tennis game time again. Having had no tennis sims at all we suddenly get *Grandslam Tennis* (awful), *David Crane's Amazing Tennis* (awful), *André Agassi Tennis* (awful) and now this. So this is awful too, right? Wrong. Horribly wrong in fact. This tennis game is, in a word, brilliant. It would seem that the designers have written down absolutely everything that appears in the real sport, then striven to cram every single aspect in, and what's more, they've been and gone and done it.

This sports game is bloody brilliant

The first thing to mention, and something that initially may be slightly off-putting, is that the computer opponents (all 30 of them) are bloody good. Scoring a point, let alone winning a game or set against them, is initially a highly difficult affair. Because of this, there are two things you should do when you first start.

WARM UP

Firstly, use the extensive training facilities. You can practise your returns against a service machine, then you can increase your precision: an arrow marks the point you're aiming for and an on-screen joypad highlights the key presses you need to perform in order to hit the target. Then you can practise services, increase your speed and simply have a friendly knockabout against either a computer opponent or a friend. Brilliant! I know there will be whingers out there who just want to get on and play, but it's well

THE TRAINING COURTS

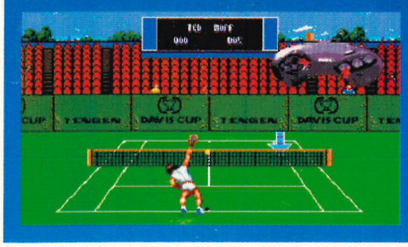
The good thing about this game is that you can use the training mode extensively before you actually play any tournaments (and God knows, you'll need as much training as you can get).

PRECISION

This is the precision training. The automatic server spews out a ball, and an arrow appears telling you where you have to get the ball. The on-screen joypad also tells you which key-presses you'll need to achieve a successful shot. It's not easy, but the more you practise now the easier you'll find it later

SPEED

The automatic server spits balls alternately at the left and right sides of the court. You have to run left and right to intercept and return them. However, the more returns you make, the faster the machine serves, so you have to learn to move around quickly and accurately



SERVICE

Again, the arrow dictates where you have to try and get the ball, and once more the on-screen joypad gives you that extra helping hand. Now it's up to you to get the timing of your service right. Believe me, it's very useful to be able to serve a few aces when you're up against the computer

FRIENDLY GAME

But playing against machines isn't that much fun really is it? When you enter a tournament, playing against very real and very mobile opponents is a whole new ball game, and you'll be glad of all the practice time you've put in. Before that, however, why not try having a friendly knockabout training session too?

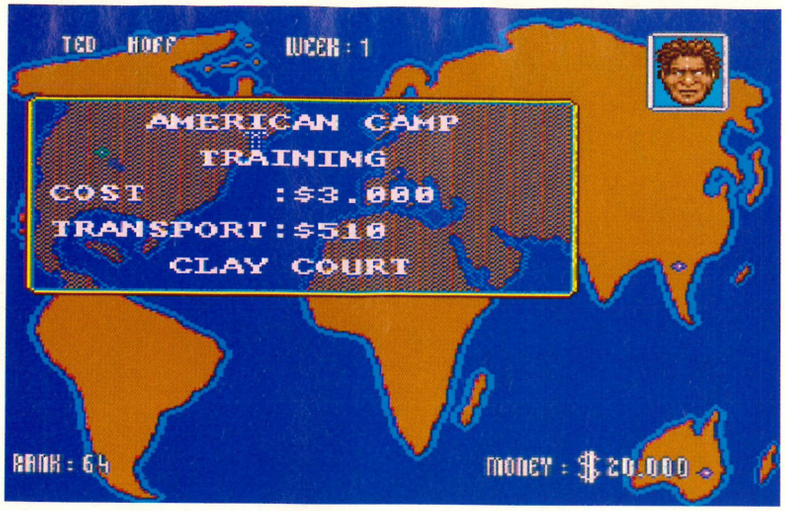
GET A GRIP!

The D-pad moves the player around the court and adjusts shot direction

A This performs a hard shot, er, among other things

B This'll be a lob then, er, among other things

C A soft tap type thing, er, among other things. There are loads of cheeky little shots to discover once you know the basics



Not content with a handful of cruddy little matches, this game lets you have a go at the whole planet, getting sponsors and training as you go

NIS

Andy Dyer misses the ball, slides into the net and screams at the umpire, but he has one helluva time doing it...

worth training up a bit first.

However, if the suspense is too much, play against a friend who doesn't know what he or she is doing either. This is hugely exciting and you get to learn the moves as you go along. Even after hours of doing this though you still won't be up to scratch, so now that you've had a bit of fun with the game, go into the training mode at this stage instead. Go on, really, it's for the best. Then after a while, when you're feeling really good about your abilities, go for a competition

There are three types of competition in all. The first is a simple knockout tournament over four rounds. Lose one and you're out. The second is the Davis Cup, a curious mixture of singles and doubles games over three rounds, and the final option is the includes-pretty-much-absolutely-bleedin'-everything game. This presents you with a world map and a small amount of sponsorship money. Then you have to travel around various world tournaments, go into training and so on, and generally do all the stuff a real tennis player does, with the ultimate aim of becoming the best.

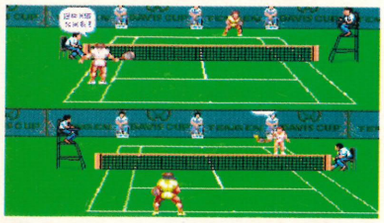
GRIPPING GAMEPLAY

OK, so this game has pretty much everything, option-wise, you could ask for, but ultimately it's the gameplay we're interested in. Other than the fact that novices will find the computer opponents frustratingly difficult to beat, the gameplay is approaching faultless at a cracking rate. In two-player mode first-time players will be able to pick it up and still have a damn fine game. Then you start to learn the moves. The three buttons give you three different moves, but also, your position on the court dictates when other moves will be activated (for example, if you intercept a lob near the net, you will automatically smash the ball). Then, beyond that, you can use the D-pad to both aim your shots left and right and dictate distance and speed by pushing up and down. All fine and fabulous, but the final touch, which puts to rights the criticisms levelled at countless tennis games, is that your player is always at the front of the screen. In one-player mode this is an obvious thing and in two-player mode the game is split-screen (with no discernible loss of quality or speed it would seem).

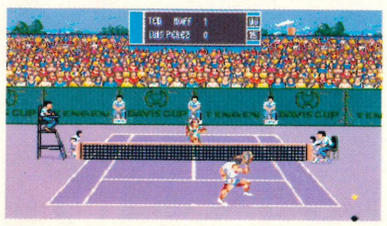
THIS IS ONE ACE GAME

Enough wibbling. At MEGA, we're a little concerned that the game may be just a little too tough in one-player mode (what the hell, it's nice for once to be able to actually say that) but let's face it, the real fun is to be had with two human players. We're all bowled over by it. If you have to have a tennis game, this is it. And those who have never even liked this ball game, prepare for a very rapid change of heart. This is one of the very best sport games available for the Mega Drive.

Ⓜ *Andy Dyer*

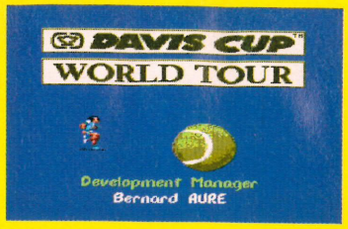


Oh dear, there's no need for that



Yes, you can even strike dashing poses to your little heart's content

And there you have it; proof that *Davis Cup* is the most comprehensive tennis game ever. Practice modes, tournaments galore and, er, other stuff



PUBLISHER: Domark

PRICE: £40

RELEASE: October '93

CARTRIDGE: 8 Mbit

CONTACT: Domark 081 780 2222

Up to four people can play tennis at once

Three skill levels, including hands-off beginner mode

Just the one life, but you're unlikely to die!

There is a password system for tournaments

The tournaments are massive

GRAPHICS 7

SOUND 7

GAMEPLAY 9

GAME SIZE 8

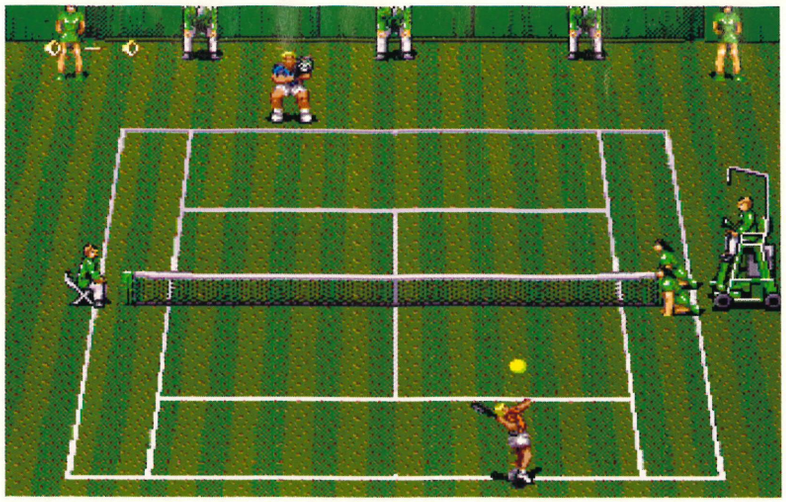
ADDICTION 9

"This is the best Mega Drive tennis game, one of the best tennis games on any system, and one of the best Mega Drive sports sims currently available"

91 PERCENT

WIMBLEDON

Even though a certain lawn tennis tournament is over and done with for another year, the tennis games just keep on coming. Paul Mellerick serves up yet another review



And as the ball came back down, three aliens came along, did a 30-second version of Oklahoma, and then beamed off again. Honest!

Now stop me if I'm covering old ground, but where are all these tennis games coming from? I know the Mega Drive is the most popular games system in the UK and the US at the moment, but don't software companies realise that too many games of the same sport can get a little boring after a while? (You just have to look at the review on page 47 to see that the American football scene is going just a bit too far.)

GET A GRIP!

- Moves you around the court
- A: You'll hardly ever need to use this button, 'cos it's the lob button
- B: And you'll use this soft-shot button even less
- C: You'll use this one a lot, because it's the hard-shot button

NOT SUCH AN ACE IDEA

Still, as this is an official tie-in with THE tennis tournament, it's going to be something isn't it? Something, yes. The best tennis game on the Mega Drive? No.

OK, so that might sound a bit severe, but if you look at the previous two pages, you'll see a review of *Davis Cup Tennis,* from Domark. And in the funny world that is game reviewing we'd all been playing that for about two weeks before this came in, and furthermore we all thought it was fab. So having got used to the ins and outs of the control system for that particular game, I now had to get used to a completely different one.

Right, back to Wimbledon. Yes, Wimbledon. You know, it's that big tennis tournament played every year in England, during the course of which Harry Carpenter gets to interview someone who isn't a boxer, and which after about two months everyone forgets who won the men's singles title (the women's singles is easy to remember because it's either Stefi Graf or Martina Navratilova). Still, it's a popular little fortnight in sporting history, and as such is ripe for licensing into a game.

But if you're looking for any famous names in this game, you're going to be very disappointed. And if there are any girlies out there who want to play as girlies, well they're going to have to look elsewhere too.

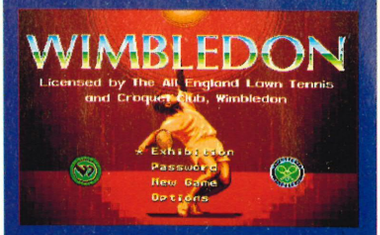
So what does that leave us with? Well, you've got 12 male players to choose from, three courts to play on, and a tournament to win. You can of course play exhibition matches to build up your confidence, and you can also play against three players (controlled by the computer or by some mates) simultaneously using the Sega multi-tap. But what is the playing actually like? Well, the word to use here is simple.

SIMPLISTIC CONTROLS

Unlike *Davis Cup Tennis* there are no special moves hidden in here, so after two weeks of playing, you're still going to be using the same type of shots. The game also loses out because of the predictability of the computer. There are two types of computer players, ones that stick to the base line, and ones that run straight into the net.

Once you've sussed out each opponent you can work your way through to the final without too many problems. Then you go up a few player levels and get to go through the whole thing all over again. All these factors add up to a very samey and ultimately dull tennis game that doesn't offer the spark or addictive qualities that the fabulous *Davis Cup Tennis* does.

Paul Mellerick



PUBLISHER: Sega

PRICE: £39.99

RELEASE: September '93

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000

- You can have any combination of one to four players
- Each player has his own ratings in certain categories
- No you can't die, this is tennis
- You get a password for each round of the tournament
- A three-stage tournament and three court types

GRAPHICS 7

SOUND 7

GAMEPLAY 6

GAME SIZE 5

ADDICTION 6

"An average tennis game. It's not fatally flawed, but for a real stormer of a tennis game check out the previous two pages"

68 PERCENT

Once you've chosen your player, you can then decide which court to play on. The grass court, called "Sega&Mega", is rather lovely

Well you see, this is the clay court and it's er, not my best surface. That's why I lost my serve. Besides, the other guy's good

And just to make it like the real tournament, you get the real-life scoreboard showing you the, er, score. Good or what?

GET A GRIP!

Moves your players around the pitch

A — Pass to player A, call an audible, dive and select play box A

B — Pass to player B, fake a snap, tap to charge or hold to spin and use play B

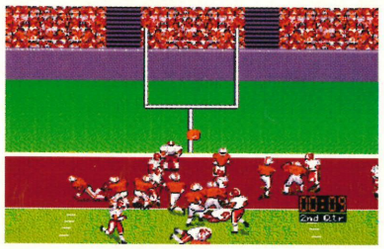
C — Pass to player C, snap the ball, hurdle and select play box C

Are you ready for the 12th Mega Drive American footy game? Paul Mellerick is, but he just wishes he didn't *always* have to be "football" correspondent

BILL WALSH COLLEGE FOOTBALL

Pause the game and check out the action on the sidelines

Anyone who's seen *Maddens* will know all about this piccy



Instead of going for the run, we went for the safe one-point kick

Do you own an American football game? Is it one of the *Madden* series? If the answer to either of these questions is yes, you'll be asking yourself the same (and very important) question as I am. Do we really need another American football game, and does this offer us anything new to make us part with our spondoolies?

ARE YOU READY FOR SOME FOUR-PLAY?

Let's get down to the nitty gritty straight away and see what *Bill Walsh College Football* can give us. For a start, this is college football, not the stuff you see on Channel 4 on a Sunday evening – there are no Dallas Cowboys or Buffalo Bills here. But not only are the recognisable teams not here, some of the rules have changed as well; things such as a 25-second play clock and the chance to run in the conversion for two points instead of one, making a touchdown worth eight points rather than the usual seven. Once you've got over the strategical changes, you've then got the game changes – don't think this is just *John Madden* with college teams, because there are some major differences.

Graphically this is quite a different game. The viewpoint is the same as *Madden* (you don't fix what isn't broken) but it's slightly deeper and therefore shows more of the pitch. The sprites are also neater and the animation on them is better. There are also a few more stats for you fans to really get into, and some new strategy elements (bluff mode, setting audibles etc). And the icing on the cake is the four-player simultaneous mode. Using the 4-Way Play adaptor you can set up grudge matches with your mates, playing two-on-two, three-on-one or four players against the computer.

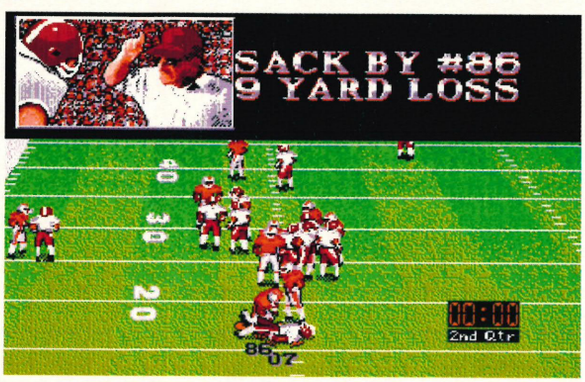
BUT IS IT WORTH IT?

This all sounds great, and it is, but how far can the Mega Drive go with an American football game? With 11 games already out there (and *John Madden '94* on its way), does this offer enough to get you to part with your money? The short answer to that is yes... and no. There are several good features about *Bill Walsh*, such as the four-player game and increased play selection, but who wants to play as a college team? I know this might sound very fussy, but college football isn't exactly as popular over here as it is in the States. I can think of several people I know who watch American football, and every time they load up *John Madden* they play as their favourite team. However, I don't know anyone who knows the foggiest about college football teams.

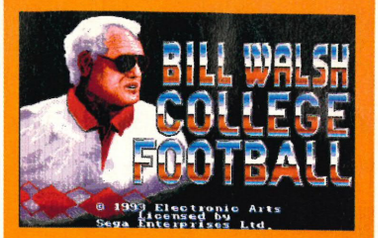
If you're into American football and you already have *John Madden '93*, you have the best game money can buy. *Bill Walsh* is too obscure (simply because it's *college* football) and yet not different enough to warrant the money. If this game had been made two years ago, we would have raved about it, but now it's just not original enough.

Ⓜ *Paul Mellerick*

Here's old Ron Barr, all-round nice guy and EA sports commentator. He's also a bit better known than Bill Walsh



Oops, a 9-yard loss and the coach is giving you a serious ear bending. That'll teach you



PUBLISHER: Electronic Arts

PRICE: £44.99

RELEASE: September '93

CARTRIDGE: 8 Mbit

CONTACT: EA 0753 549442

Up to four players simultaneously (using the EA 4 Way Play)

It just depends how good you are

No, no lives really

The battery back-up saves your position in the play-offs

A four-stage knockout tournament and you can play as many exhibition matches as you like

GRAPHICS 9

SOUND 8

GAMEPLAY 9

GAME SIZE 6

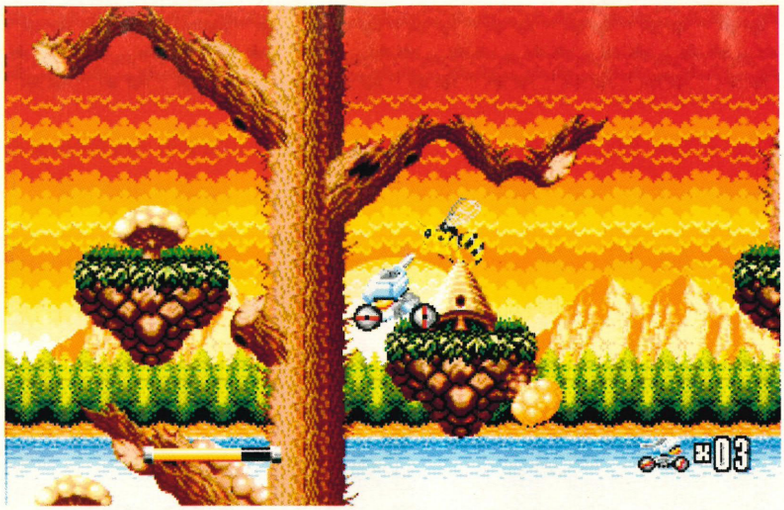
ADDICTION 6

"It may be college football, but it's still not different enough to make you part with your cash"

78 PERCENT

GAME REVIEW

A puzzling shoot-'em-up this one. However, nothing's going to stop Andy Dyer from donning his fireproof suit and leaping in and out, deputy-editor style, of his little armoured car



Curiously, although your car is impervious to molten rock, coming into contact with a wasp will result is a thrashing of a very serious nature

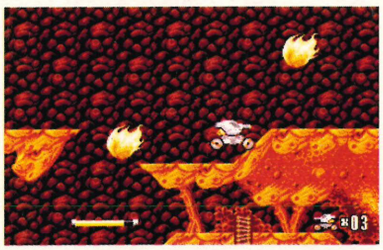
BLASTER MASTER 2

Once in a while a Super NES game will be converted onto the Mega Drive. And, indeed, occasionally a Mega Drive game will make it over to the Super NES. However, curiously enough, this is based on a NES game which appeared way back in 1988. Surely this will make it a bit, as it were, cack? Not at all actually.

IN THE VEIN OF RANGER X

You may remember in issue ten we reviewed a shoot-'em-up called *Ranger X*. It was a stormer and a lot better than your run-of-the-mill blasters because there was a bit of strategy involved too. This is very much the same sort of game, in that not only do you drive your armoured car around, you can also leap out of it and move your little character around on foot too. This is useful for solving the various puzzles in the game.

As the game progresses you'll discover more and more power-ups and other objects which are vital to completing a level. For example, in level three, many parts of the landscape are covered in lava, which kills the hero on contact. But, thankfully, there's also a fireproof suit of armour to be found. Find this and you will complete the level unscathed.



What a revolting development. It's impossible to avoid these fireballs

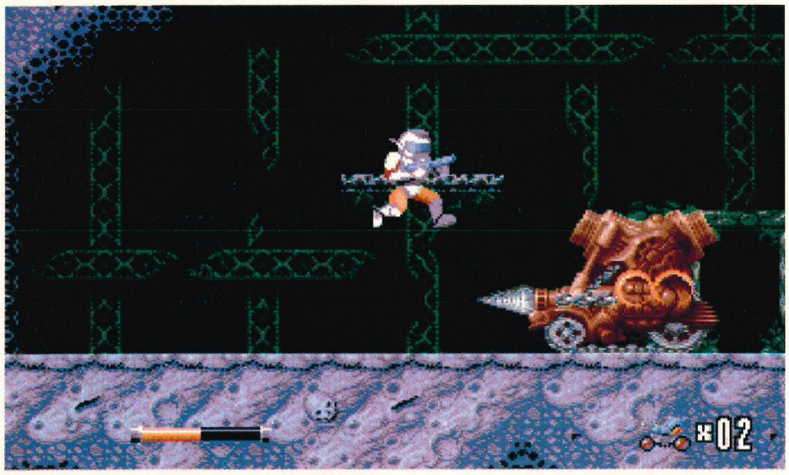
When you come to a ladder, leap out of your car and set off on foot

HARSH RESTART POINTS

Finding fault in the game is quite tricky because it's such good fun to play. If I am to get picky, however, I'd have to say that the restart points are a bit harsh to say the least – when a game's this tough, it gets a bit frustrating going through the same bits over and over again. Also, when you've been through a section and had the devil's own job of blatting all the enemies, it would be nice to think they remained blatted. Sadly, if you have to go back through these sections (if you died or even if you just have to backtrack) the enemies are back in place.

Despite these niggling faults, *Blaster Master 2* is a splendid game. It's not as spectacular as *Ranger X*, but, to be honest, this does have a more puzzle orientated structure, so, depending on your individual tastes, some people may actually prefer this game. If you're into shoot-'em ups and fancy a bit of thought-provoking puzzley action too, you won't go far wrong.

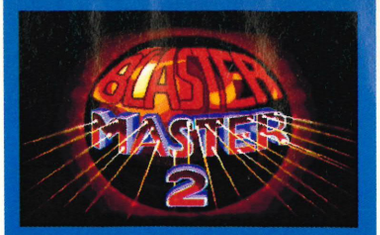
Ⓜ *Andy Dyer*



Not the most exciting boss but, ooh, look at that flippin' great drill bit

GET A GRIP!

- Moves you around and rotates cannon
- (A) Fires the cannon and fires your little guy's gun
- (B) Makes both the armoured car and your character jump
- (C) Used in conjunction with the D-pad to exit and enter your vehicle



PUBLISHER: Sunsoft (IMPORT)

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Dream Machines 0429 869459

You're on your own in this game

Just the one level of skill, and it's bloody hard

Three lives and up to six continues

No battery back-up and no password system

Loads of levels. More than seven. OK, so I couldn't finish it (damn)

GRAPHICS 8

SOUND 7

GAMEPLAY 8

GAME SIZE 8

ADDICTION 7

"Not quite as spectacular as *Ranger X* but intriguing, challenging and pretty nice to look at to boot. A fine blaster"

80 PERCENT

CHESTER CHEETAH: TOO COOL TO FOOL

There's no denying that the character's hip, but is the game any good? Neil West's not easily fooled...

Oh, what a missed opportunity. Unusually for a sad commercial merchandise licence, and despite the truly appalling rap-style rhyming used in his name all through the (insultingly poor excuse for an) instruction manual, Chester Cheetah has the makings of a video-game star. He's cool (shades), loveable (furry animal with gigantic face and a nifty repertoire of cute looks to camera), and funny (watch him as he howls along to his own guitar playing). These, as I'm sure you know, are three of the four attributes required for video fame and fortune. The fourth, naturally, is a good game. Whoops.

EASING INTO THINGS...

It's not that *Too Cool To Fool* is a bad game as such. There are some elements of clever design, like the way that gameplay devices are introduced a level or so before they actually become important, giving you a chance to get used to them before you get chucked in at the deep end. I'm thinking particularly here of the guitar "power-up", which appears in harmless form in level two as a warning to help out the unwary who might otherwise get caught out by its much more dangerous environment in level three (didn't stop me falling for it, of course, but that's my own problem). There's also the boat in level one, which allows you to develop some familiarity with its controls almost without pressure of danger, so that when it comes into more demanding play later on you've at least got a fighting chance.

Well, yes, I know that picking up the guitar and dancing around is all very funny and cute, but it doesn't actually achieve anything in the game

Sadly, though, Chester's big chance at the big time is scuppered by an enemy far more common and far sadder than bad game design. *Too Cool To Fool* falls by the wayside because of an unfortunate set of vital statistics – it's got six titchy little levels, five continues and one difficulty level, namely that for the likes of a seven-year-old with one eye shut and both hands tied behind someone else's back. You'll finish the first two levels without even noticing any bad guys exist, and by the time you reach the (very slightly) harder later sections, the game's generous and kindly learn-as-you-go structure lauded earlier in this very review has left you extremely well prepared for the very little challenge that it subsequently throws at you.

It's got six titchy little levels

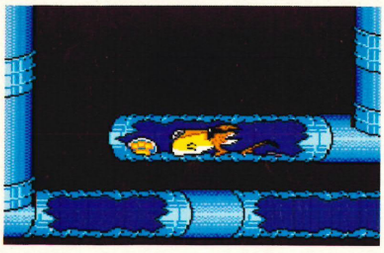
... AND EASING OUT OF THEM

It's heartbreaking, really – in many ways, despite what seems like an uninspiring start, this is actually a pretty neat and enjoyable platformer, not least thanks to the excellentness of your character, but while the gameplay contains several of the attractive elements of (apologies in advance) *Super Mario World*, it's also a full 90 levels shorter. You'll get maybe two hours out of this one, and lacking even the traditional programmer's cop-out option of tougher difficulty settings to stretch the lifespan out a bit, it'll never see daylight again. Like Marc Bolan, James Dean and Buddy Holly before it, a criminal waste of a true dude.

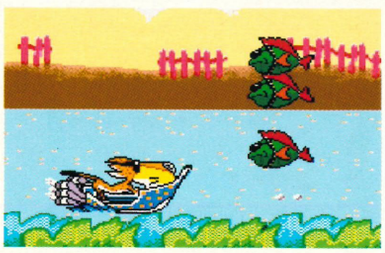
Ⓜ *Neil West*

GET A GRIP!

- ↑ ↓ ← → Move Chester along the level
- A A very simple jump move is executed when you press this
- B Or you can dash along with this button (after you've got the sneakers)
- C Not used I'm afraid

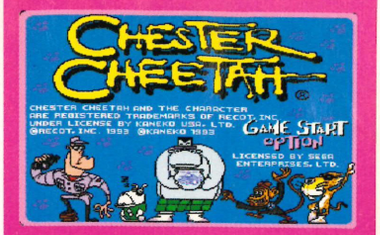


Fall down the manholes in level one to discover a whole new world



Just because you're lying down, it doesn't mean you can take it easy

You can't jump over this unless you speed up first. Clever that



PUBLISHER: Kaneko (IMPORT)

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Gamesville 0293 541953

- Just one player. Chester does his own thing, y'dig
- SKILL: A single level, and it's something of a pushover
- Just one life, with four energy unit-type things
- No save facilities as such
- A truly feeble six stages, and little ones at that

GRAPHICS 8

SOUND 8

GAMEPLAY 5

GAME SIZE 2

ADDICTION 4

"Schizophrenic mess that could have been another *Cool Spot* but isn't. Should have been twice as long and four times as hard"

47 PERCENT

SHE'S GOT IT...

GET YOURS THE FIRST THURSDAY EVERY MONTH

BRITAIN'S BEST-SELLING SEGA MAGAZINE

SEGA POWER

LET BATTLE COMMENCE

This red cross marks a spot for a soldier to head for

Use the terrain for cover

Medic, I need help!

I'll be right there! Gosh it's a bit muddy around here

Oh no! Not even the medics will be able to save this chap

Dakka dakka

Explode!

GENERAL CHAOS

PUBLISHER: Electronic Arts

PRICE: £44.99

RELEASE: September '93

CARTRIDGE: 8 Mbit

CONTACT: EA 0753 549442

Up to four people can play using a multi-player adaptor

There is only one skill level: much too easy

No lives as such, but you lose when all your soldiers die

No battery back-up or passwords or anything

There are 16 territories that need conquering

GRAPHICS 8

SOUND 8

GAMEPLAY 7

GAME SIZE 5

ADDICTION 5

Neil West *is* General Chaos. Wonder if he'll appreciate this game then?

By all rights *General Chaos* should be brilliant. You control one team of soldiers, and the computer/other player controls the other. You begin by facing each other across a stretch of terrain and, as soon as the signal is given, you try to shoot each other to bits.

Bullets fly everywhere! Grenades explode! Soldiers run around screaming, diving for cover and falling over clutching their chests! Medics run on to tend to injured men! It's all rendered in intricately detailed graphics, with bomb-throwers even sticking their fingers in their ears as their bombs go off. And whoever manages to kill all the other player's men first wins. It's that simple.

Well, actually it's not *quite* that simple. These battles actually form part of a full-scale war, being waged between Moronica (your side) and Viceria (the other side, commanded by – raises eyebrows pointedly – General Chaos). You've got to fight over various scraps of land, which each have their own terrain features – trees, rivers, barbed wire, buildings, that sort of thing – and the one who conquers the most wins.

GET A GRIP!

Move the cursor about the place

A – Makes your men fire, and punches in hand-to-hand mode

B – Marks a spot for troops to move to, and allows you to kick

C – Selects the next soldier, and blocks in hand-to-hand mode

PICKING YOUR TEAM

There's a choice of four different units to fight for you. Each has a different composition of Gunners (who fire machine guns long-range), Launchers (who fire whacking great rockets), Chuckers (who throw grenades),

Boot Camp, where you learn about things like the LAUNCHER. Cor

There are some interesting cacti in this scenario. And some rocks

Scorchers (who carry flame-throwers) and Blasters (who detonate bombs).

So, by all rights it should be brilliant, but for some reason it's not. Maybe it's because the playing area is so small, so there isn't enough room for complex strategic manoeuvres. Maybe it's because you always know exactly where your enemy is. Maybe it's because although the controls are as simple as they could possibly be, they're still a bit of a handful considering how fast everything moves.

EASY PEASY

Or maybe it's because it's so easy. I played right through the game and beat the computer on my first go. The two-player game evens things out, but in *General Chaos* there are so many bullets flying about that it's impossible to tell what's going on, and who's winning. Much the same applies to the four-player mode.

General Chaos is a brilliant idea for a game, but only a true guns/war/death fanatic ought to actually go out and buy it.

Ⓜ *Neil West*

"This is great fun, but only briefly. It's too slight and too easy"

65 PERCENT

THE DEMOLITION MEN

It's helpful to pick the right team for the job, although, oddly, you're not told exactly what the job is until you've picked your men. Still, here are the four different units...

ASSAULT TEAM Provides firepower for long-range and close-quarters fighting

BRUTE FORCE SQUAD Specialises in grenades and bombs, so need to go in close

DEMOLITION SQUAD Favours machine guns, so you'll have to keep 'em back

COMMANDOS "Alone, outnumbered and LOVING EVERY MINUTE OF IT." Yeah right

Mulcahy's Phone number
261699

sega ZONE

GET A GRIP!

Moves your player around the screen

A — Unleashes your magic on the bad guys

B — Strikes/kicks/punches anyone who stands in your way

C — This is your jump button. It's very useful for, er, jumping

This'll be the very last encounter of the game then, and Tyris Flair is having a slash. That big geezer with the golden axe is the main worry – so hit him

The original *Golden Axe* was one of the very first Mega Drive games. Three years on, Neil West finds out if the same axe-swinging formula still cuts the mustard...

GOLDEN AXE 3

It's a commonly observed thought that there have, in fact, only ever been seven novels written – all the rest are just variations on one of those seven themes. The same principle must also apply to video games, and here (in the form of *Golden Axe 3*) we have the grandson of one of those original few.

Yep, *Golden Axe* was the first (and we're talking ever, in the history of the universe, here) walk-along-in-sort-of-3D-then-smash-the-stuffing-out-of-some-bad-guys-then-walk-along-some-more-'em-up. *Streets Of Rage 2, Alien Storm, Teenage Mutant Ninja Turtles, Battle Toads, Captain America* are all *Golden Axe 3's* cousins in the giant family tree of video games.

Quite simply, I love it

A WINNING FORMULA

But whereas *Streets Of Rage 2, Turtles* and the like have all taken that basic theme and then altered it slightly, *Golden Axe 3* relies heavily on the original formula. The pace and format of the game are exactly the same as in the original – although the graphics have been significantly improved. There are now four characters to choose from (no Gillius Thunderhead the dwarf) but two new monster-esque geezers waiting to be taken out for a test drive.

Another change is that this time you get to choose your route, *Outrun* style, to the final confrontation in the Dark Castle. This effectively doubles the game size from eight stages to sixteen as each route decision – while not offering any variation in difficulty – pits you against different monsters.

But that's your lot – this is *Golden Axe* the same as it ever was and I for one love it. Some of the more elaborate moves may well be just context-sensitive (pushing the same button will have different effects depending upon how you're facing your opponent), you'll find yourself simply using the same fighting manoeuvre over and over again until you come up against some bad guy who can defend against it and – yes – you'll finish it too quickly (I finished it on my third attempt) – but there's something about this game that works.

Golden Axe 3 is one of the precious few games that I've played over the last few months which have made me stay late at the office, until being kicked out by the security guards – so it must be doing something right.

Ⓜ *Neil West*

Tyris leaps skywards, seconds before kebabbing the bloke below

Bet that smarts. Nothing like a spike up the tradesman's to down your day

DON'T SPILL THEIR PINTS!

Or nick their golden axes for that matter, or else they'll only try to get it back in some daring, sword-swinging romp to glory.

Here's Ax Battler – as hunky as ever – sporting this season's blue briefs and booties combo

This geezer's as hard as nails. We don't know what his name is 'cos the game's in Japanese

Everyone's fave – Tyris Flair. She's dead sexy and handy with a chopper. Arf! Eh? EH! (Etc)

Hmm. This one's a bit strange (and a bit crap really). We think he's a werewolf, but who can be sure? He jumps a lot though

PUBLISHER: Sega Japan (IMPORT)

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 4 Mbit

CONTACT: Video Game Centre 0202 527314

Two- or one-player affair

Just Normal and Difficult levels of skill

Three lives and four continues

No battery back-up facility and no password system

There are eight stages to battle through

GRAPHICS 7

SOUND 5

GAMEPLAY 7

GAME SIZE 5

ADDICTION 8

***"Golden Axe 3* may well be dated, but the gameplay still makes this a video game classic. I love it, but if you're after something new or challenging, then this ain't it"**

79 PERCENT

ACCIDENTS WILL HAPPEN

These are the real meat of *Populous 2* – the disasters you can call down upon the unsuspecting enemy. There are about 30 different sorts altogether, so the ones shown here are only the beginning. Top deities can look forward to using whirlwinds, tidal waves, plagues, volcanoes, and, er, fungus (to see the effects of this particularly nasty one take a look at any pictures of Andy on the following pages). We've selected a few of the really good (and easy to get) ones for you to look at just to give you that bit more of an incentive to buy the game and too fill out a pretty bare two pages. Hope you don't mind.

EARTHQUAKE: Amid much rumbling and wobbling of the screen, an earthquake opens up huge cracks in the ground into which baddies will hopefully fall. Make sure you close them up before your lot move in, though

SWAMPS: Swamps are terrific. They use very little manna, and anyone stumbling into one gets swallowed up for good. Squelch, they go, never to return. Haaaa! hahahahahahaha haaaaa HAAAAAA!!! etc

LIGHTNING: Very dramatic, though of little practical use, is lighting. A thunder cloud rolls overhead and, on your signal, a bolt of lightning shoots down and occasionally singes someone's eyebrows (if you're lucky)

TWO TRIBES: P

EA's original *Populous* is one of *the* classic think-'em-ups. Here's Virgin Games with the sequel and here's Neil West playing God (Again – Andy)

Two Tribes Populous 2 – it's just like *Populous*, only better! But that's not really going to do, is it?

Populous or *Populous 2*, the idea's the same. You're a god (for the purposes of the game, at least), and you're in control of the destiny of a tribe of little people who're struggling to eke a living from a barren computer-generated landscape. There are two or three of them to start off with, and they wander around till they find a nice, flat piece of land. Then they build a house on it. And, if all goes well, after a while another little person will pop out of the house and go and build one of his own – if he can find a flat piece of land. And the bigger the area he's got to build on, the bigger the house he'll build. Given a really, really huge piece, he might even rustle up a whole town.

SMOOTHING THINGS OUT

And that's where you come in. Being a god, it's a simple matter for you to smooth out the landscape by raising and lowering pieces of it (through no more divine a means than pressing the A and B buttons).

Now, this is pretty good fun in itself, and curiously therapeutic. As well as making flat bits of land (like you're supposed to), you can make gigantic mountains rise up from the earth just by pressing button A a few times. Or you could make a huge mountain, and then squidge in the middle of it, just like making a "thumb pot" out of clay (only not quite so messy). Or you could write your name in chunks of ground. Or you could even recreate your favourite continent in its entirety – and all in a matter of minutes. It's jolly good fun. And it helps, too, that the graphics are really nice – they're 3D, and highly detailed (as you can probably see), and scroll around pretty smoothly considering how complicated they are.

You can make a huge mountain, and then squidge

Even so, if that's all there was to it, pretty soon you'd start to get a bit fidgetty, and wonder how *Populous 2* got to be one of the most famous computer games ever.

But that's *not* all there is to it. Theologically unsound though this might be, there's actually another god sharing the world with you, with his own tribe of little people who he's trying to look after, just like you're looking after yours. And pretty soon, as all these little people multiply and multiply, the two tribes are going to clash. They both want their own "Lebensraum", and they'll fight for it, beating each other up and burning each others' houses down. Eventually one side will win, and if it's yours, you'll go on to the next of the game's 1000 (yelp) levels.

WORLD DISASTERS

But there's more! What *Populous 2* is *really* all about is the "acts of god" you can call upon to assist your people in their struggle. These range from earthquakes to lightning to floods to volcanoes, and can be launched against your opponent's tribe at will once you've built up the required "manna" (which is produced by your tribe in the fields around

From time to time, genuinely natural disasters will take place, like this giant stomping across the land, thoughtlessly trampling on everything

IT'S NOT *THAT* COMPLICATED...

FIRE RAIN: A rain of fire is a sure way of putting an end to the enemy's expansion plans. The resulting scorched earth needs to be smoothed over before it can be built on again

PERSEUS: You can select members of your tribe and turn them into Greek heroes, including Hercules and Perseus (seen here), who both go rampaging about killing people, and Aphrodite, who seduces baddies and leads them into the sea

GET A GRIP!

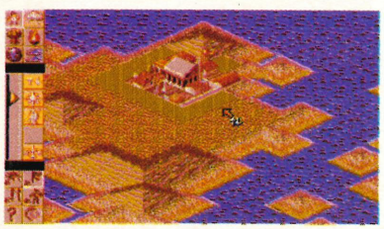
Scrolls the view around

A – Raises land, and selects an icon

B – Lowers hand, and occasionally does things with icons

C – Switches the cursor between the playing area and the icons

OPULOUS 2



Oi, do you mind where you're pointing that thing, that's my house

their houses). And this is where *Populous 2* starts to improve on the original game. *Populous* only had about eight different "disasters", which you'd invoke, kill some people with and that would be it. The disasters in *Populous 2* are: a) much more numerous and more varied, and b) more open-ended and subtle in operation. For example, columns of fire are much more effective if you dot a few trees around the place to fuel them. But the player on the receiving end can take advantage of the way they tend to search out high ground, and build a mountain in their path to draw them away. It's all very tactical.

Another significant improvement over the original is that there's now a proper scenario – a sort of ancient Greece-type affair. This means Greek-style graphics (rather than the assortment of different "looks" of the first game) and a range of classical heroes which you can send behind enemy lines (equivalent to the knights of the original). It might not sound like much, but the game seems deeper and more focussed as a result.

IT'S PLAY TIME

However, one or two *Populous* flaws remain. The icons with which the game is controlled are a bit of a nightmare to negotiate, though they've been tidied up somewhat. (Computer versions of *Populous* are mouse-driven, and much more manageable.) And the small window through which you view the playing area means it can be tricky to keep track of what's going on in the game – often the only indication that your opponent's burning down your cities is a sporadic crackling sound effect. It doesn't quite seem fair that the genuinely omnipotent computer always knows what's going on everywhere on the map, while you've got to keep scrolling around to keep tabs on everything. When things start hotting up later on, it can get frustrating, and the computer player's apparent invincibility can often be put down to the fact that you simply can't keep up with what he's doing.

But those are problems that it's hard to see any obvious remedies for and you'll be too busy enjoying yourself to care anyway.

Two Tribes Populous 2 is a fabulous game, and there's nothing else quite like it on the Mega Drive (apart from *Populous*, obviously). It's got strategy bits and arcade bits and unclassifiable (but fun) fiddly-abouty bits, and enough levels to keep you amused well into the next century. The only question you ought to be asking yourself is whether, as a cutting-edge console owner, you really want to be forking out for two-year-old computer games. Make an exception just this once, I should.

Ⓜ *Neil West*

Here's a view of the whole playing area, a small chunk of which appears in the window beneath

The composition of the audience in this arena indicates who's got the most people, and hence who's winning. And if you've got a hero on the go, you'll see him in the middle

This is one of the slightly crap houses people build on small flat bits

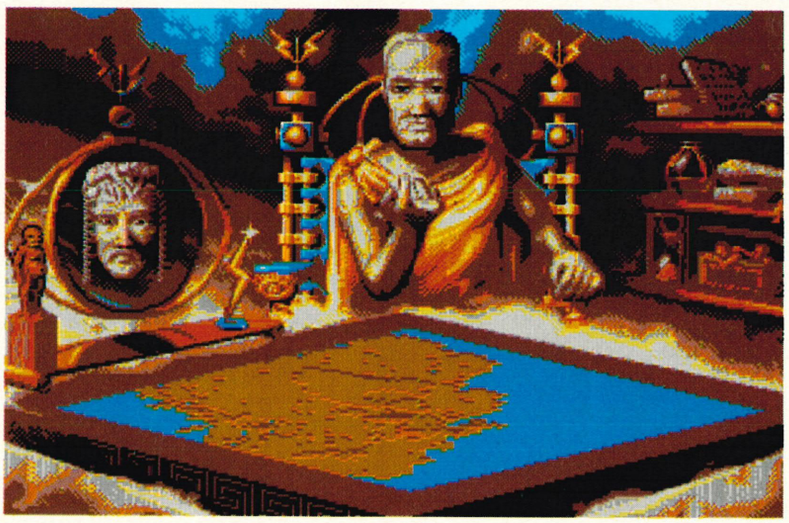
They've built a whole town here (which you can smash down again at the press of a button – hur hur)

The baddies wear blue

Your little people wear red...

These icons do little fiddly things, like instructing people whether to build houses, fight or whatever

These choose between six different categories of effects – fire, water etc. Within each of those there are specific "acts of god", not all of which might be available on each level



Once you've defeated the opposing god you'll see him glumly wondering whether he'd have been better off working in a supermarket or something

PUBLISHER: Virgin Games

PRICE: £39.99

RELEASE: September '93

CARTRIDGE: 4 Mbit

CONTACT: Virgin: 081-960 2255

It's one player only, but the computer's a worthy opponent

No skill levels as such, though it gets tougher as you progress

Only those of your little people, and they're expendable

There's a password facility – quite a relief when you consider that...

... there are 1000 levels

GRAPHICS 8

SOUND 7

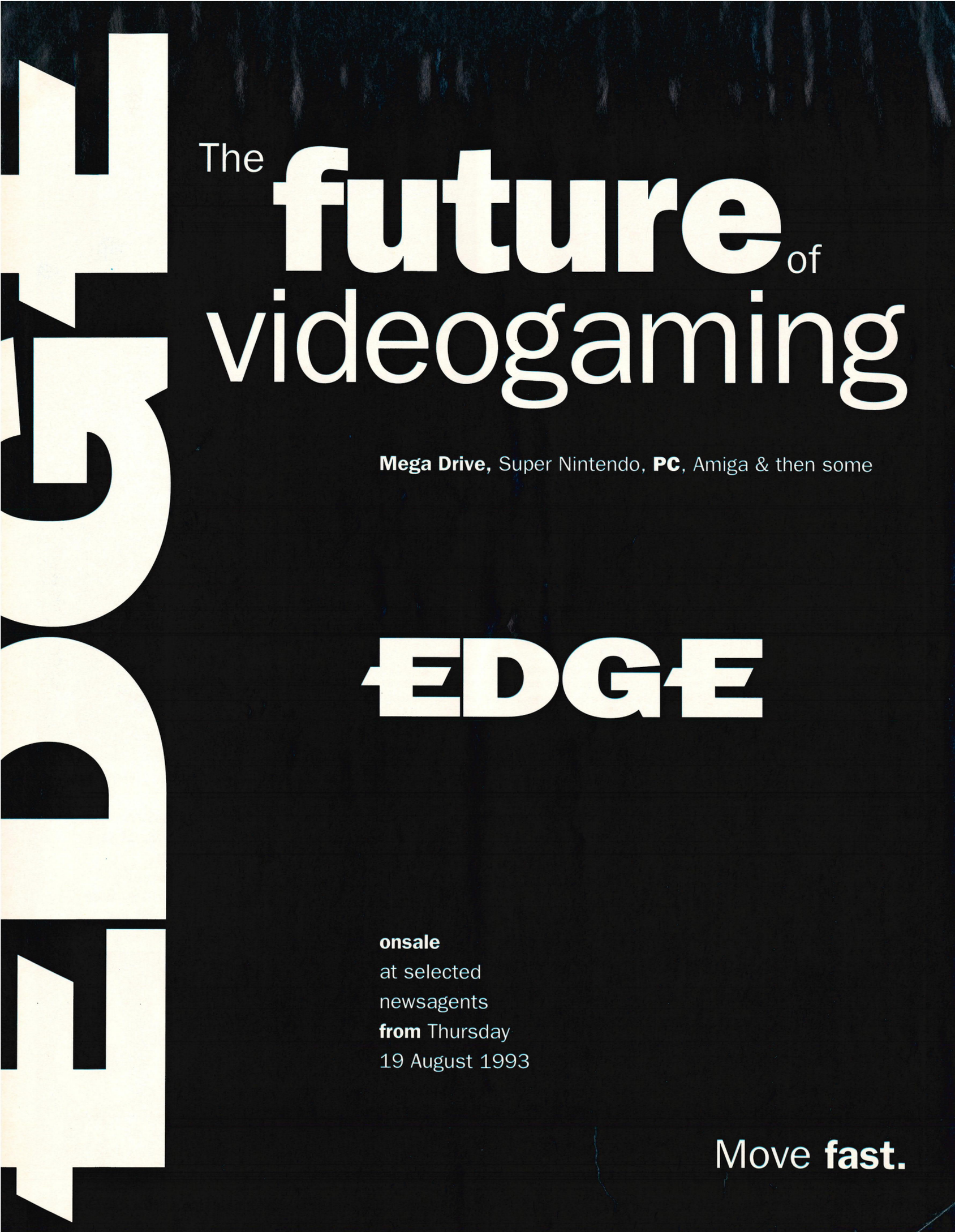
GAMEPLAY 9

GAME SIZE 9

ADDICTION 8

"A huge, deep, varied, compulsive monolith of a god sim. Occasionally frustrating, but very hard to stop playing"

85 PERCENT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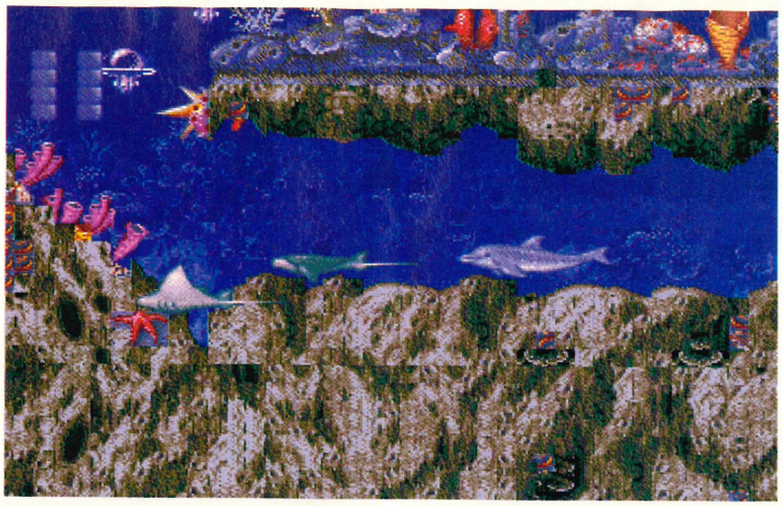
GET A GRIP!

Moves Ecco around the screen

A — Operates Ecco's sonar to talk to others and bring the map screen up

B — Used for a quick burst of speed or to activate Ecco's butt attack

C — If you want to swim faster, keep this button pressed



The further into the game you get, the more exotic the sea creatures become. Here we see Ecco doing a spot of Manta Ray worrying. What larks!

Once more the fickle fin of fate points in Ecco's direction as he tries to save his marine chums, only this time it's on CD. You must all know about *Ecco* on the Mega Drive by now, it was one of last year's best games, and to think, there's no real violence to be had. No, the beauty of the game was the atmospheric graphics, the eerie soundtracks the glorious animation and, most important of all, the original and enchanting gameplay.

Ecco CD, however, is very much the same game. Certainly efforts have been made to ensure that this version had certain "advantages" over the cart version, but what has been done by no means exploits the Mega CD's capabilities in order to spice up the gameplay. The game itself is essentially the same. Yes, five or six more levels have been added, but the game is the same.

Plug in some speakers and get glorious CD stereo sound

HMMM, SOUNDS NICE TOO...

The sound is presumably what is supposed to sell the game and, indeed, the blurb on the packaging does sound very impressive: "QSound Virtual Audio is a revolutionary multi-dimensional sound placement technology." Oooh, do tell... "This amazing sound placement technology gives you 180 degrees of audio in a greatly expanded sound field." Erm, yes quite...

How this system works precisely is beyond us, and I suppose in a way it doesn't really matter. Essentially, you can wire the Mega CD up to an amp and a pair of speakers and you get glorious CD stereo soundtracks over which the sound effects appear in relation to things on the screen. In other words, because Ecco appears in the middle of the screen, any splashes of sounds that he makes will appear to come from the middle of the screen and not any one of the speakers. And, of course, action coming from either side will be accompanied by sounds that appear to come from either side. It's all very clever, and when rigged up to an impressive set of speakers it does work well, and sound very good.

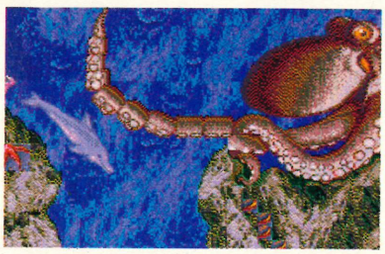
TARTED UP CART VERSION

But here's the downside. *Ecco*, it's true, is a brilliant game, and the CD version is improved, but not enough for it to be considered as an improvement over the cart version. If you already have the cart version, ignore this. But if not, adding *Ecco* to your collection will be a very wise move. It}s as superb a game as ever, but not as high scoring as the cartridge version for the very simple reason that it doesn't use the Mega CD to enhance either the gameplay or the graphics.

Andy Dyer

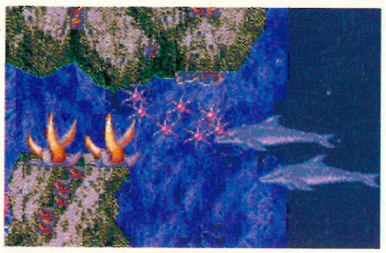
Oh dear, Andy Dyer's drilled a blow hole in the top of his head again so that he can empathise with the hero of this game. Strange lad...

ECCO THE DOLPHIN



To get safely past the octopus, Ecco has to swim veeery slowly. Move too fast and it's tentacle time

"Well, I can't see any decay old boy, but you do appear to have a small yacht lodged in between your teeth"



These stars can destroy rocks which block your path. Guide them with your sonar before they vanish

PUBLISHER: Sega (IMPORT)

PRICE: £40

RELEASE: Out now

MEGA CD: Not compatible with a British Mega CD player. See page 29 for details

CONTACT: Gamesville 0293 541953

Just the one player

Nope, no levels of skill, but it's hard, very hard

Infinite continues, but only one life per game

There's a password system

There are 30 HUUUUUGE levels

GRAPHICS 8

SOUND 9

GAMEPLAY 8

GAME SIZE 9

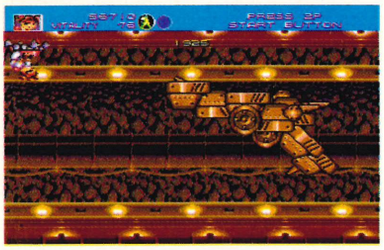
ADDICTION 9

"Not really significantly improved enough to get a higher rating than the cart version, but still an utterly superb game"

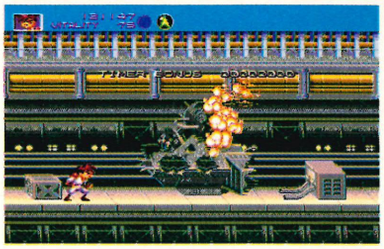
83 PERCENT

GUNSTAR HEROES

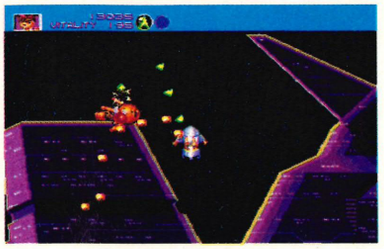
Is this shoot-'em-up different enough to make it worth your dosh? Andy Dyer observes that the more things change, the more they stay the same, calls his girlfriend by the wrong name and writes this review from hospital



Blokey gets attacked by another end-of-level boss – this time a big gun



And as another boss is brought to a halt, your eyelids begin to droop...



... until the second real stage of the game, when you reach for OFF

Sand I alone have solved the mystery of where all the ex-Neighbours script writers go. By the look of things, they get employed to write game plots for Sega. Get this: you and your brother (*Double Dragon* perhaps?) have to journey through strange and hostile worlds *(Star Trek?)*, collecting four coloured gems *(Dungeon Master?)*. At the risk of trashing the rest of the plot (and what plot would that be, exactly?), the Empire *(Star Wars?)* then kidnaps your girlfriend *(Wonderboy?)*, offering an exchange – the girlie for the crystals (my God! A vaguely original bit!). You then have to whizz off into space and get past the various defences of the Empire ship, and get the crystals back again.

VAGUE INTEREST

On start-up, it all looks reasonably impressive. There are loads of different options for your fighter, forcing you to make decisions between being able to fire in eight directions (instead of four), or being able to move while firing. An option of weapons drags your attention span from 30 seconds to around, ooh, 40 seconds, letting you choose between bullets (crap), seeking rockets (wimp option), and flame throwers (the equivalent of swinging a 15-foot kipper around your head but a great deal less amusing). Time's a-wasting though, so time to get wasting...

COLLAPSING INTO TEDIUM

Four words – scrolling shoot-'em-up. Another two words – nothing new. The first stage holds the usual initial interest of a new game, but when you see that the other three accompanying it are almost identical except for the odd flashy effect and a few graphics, your eyelids start to droop. Dozing through the next three worlds won't pose much of a problem to you or the fighter blokey, as you won't lose all that many lives if you do (still on the second play).

This gets steadily more and more dull

Having said that, there are quite a few enjoyable bits, but throughout all of them, you'll still only be standing around shooting things. This doesn't seem to be too much of a problem at first, but it's all you'll ever find yourself doing, and after a while, it'll get on your nerves.

If you get to the fifth stage, there's a weird dice and board game system of working your way through about five rooms before the predictable kidnap and ransom scene, meaning you have to fly off into space and get all the crystals back again.

The space level makes for a slightly refreshing change from the normal scrolling platform thing, though it'll take you a while to get used to the pointlessly weird firing system – the only thing making you suffer in the hands of the merciless villainous space pilot folk, who are presumably armed with half a dozen Kleenex and a cotton bud.

So what we've actually got here is a game that, though it's fun initially, gets steadily more and more dull, as each level is nothing novel enough to actually keep your interest all the way through. If you like Japanese scrolling shoot-'em-ups, you'll probably get on quite well with this, but if you actually stop and take a look at what you've just bought, you'll realise there's absolutely nothing new at all in this game.

Ⓜ *Andy Dyer*

It's another section, this time in the jungle – not that that makes any difference to the gameplay at all, it just makes for a few more sprites

GET A GRIP!

Move you around the screen

A – Use this button to select your weapon

B – No complicated controls here. Button B is your fire button...

C – ... and button C is your jump button

PUBLISHER: Sega

PRICE: £39.99

RELEASE: September '93

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 373 3000

A simultaneous two-player option, which just makes it even easier

SKILL! Four levels, from ball-crunchingly easy to earth-shatteringly dull

You have got five lives and infinite continues

No battery back-up and no password system

Loads of levels, but they really only fall into two real game types

GRAPHICS 8

SOUND 6

GAMEPLAY 7

GAME SIZE 7

ADDICTION 4

"An interesting approach to the scrolling shoot-'em-up game, but ultimately dull"

64 PERCENT

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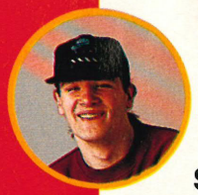

Here's another amazing array of tips and cheats to keep you busy on your fave games, and this month you've got the added bonus of an Action Replay code special. That Paul Mellerick is a really swell guy

TIPS DIRECTORY

Another World 62
Batman Returns 65
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Chakan: The Forever Man 65
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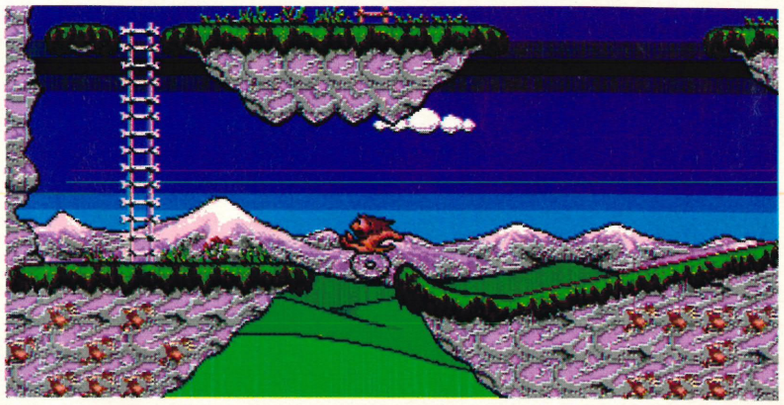
THE HUMANS

If you're a bit stuck on this game and you think a few more tribe members would come in handy, get yourself to a level where you have to rescue a tribesman and then pause and restart the level. You can keep collecting him over and over again until you want to stop.



Although you can't see it here, you do have to rescue a human on this level

Road Rash 2

Sometimes we're just so ignorant. You know that fabulous Wild Thing bike cheat that we printed in issue eight? Well, what we forgot to tell you was that if you activate the cheat, not only does it work in one-player mode but it also works for both players in the two-player bits. Yep that's right, you can use the Wild Thing bike in either the split-screen head-to-head mode or the head-to-head race.

Graeme Hendry, Coatbridge, Lancashire

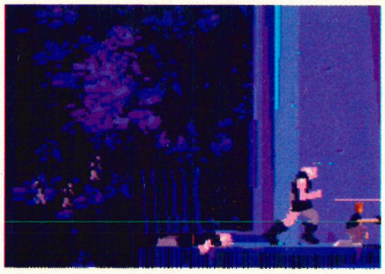
MAZIN WARS

You know that fabulous one-on-one boss section in this game? Well, here's a little cheat that will allow you to play just that section, so you can skip all that not-so-good stuff. Go to the options screen and select Music 18 and Sound FX 72. You don't have to listen to them, just bring the number up. Now start the game and the cheat will be activated.

Another World

Here's a little tactical tip that might help out some people who are trying to get through this arcade puzzler. When you're leaving one screen and entering another, go to the edge, but don't walk off. Power up your gun and keep the button held down. Now crouch down and then get up. You may have noticed that you will move slightly forward. You can keep your gun powered as you do this, and you can then enter the next screen with a fully powered-up gun, ready to take on anything.

Robert Elphinstone, Torquay



Use this tip here for some extra help on the next screen

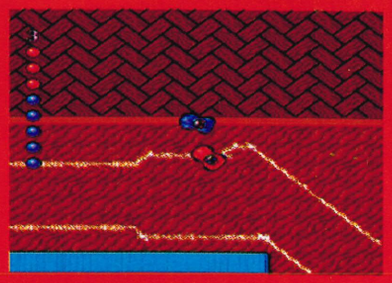
MEGA MEDIC
MORONIC AT MICRO MACHINES

Q After waiting and waiting for *Micro Machines* to appear on the Mega Drive, I rushed down to my local Dixon's to pick up my reserved copy and then rushed straight home again. I called up my mates and invited them round, and we then proceeded to have a *Micro Machines* challenge. Thing is, I'm crap. Because it's my game I get to use Spider (someone said he's the best) but I'm just no good. Can you let me know any general combat techniques which I could use to at least let me win a few games.

Dave Richardson, Walthamstow

A Well, I'm in a perfect place to give you tips on this one, being the undisputed MEGA champion. The real secret is to be completely ruthless. Learn the twists and turns of each track, and, if necessary, stay back a bit and then give then a quick shunt to send then reeling. Some tracks have little narrow gaps, and a good sideways collision can give you that much-needed boost. We've picked out a couple of our favourites to show you what we mean. Don't show your mates though, or they'll make you pay for it.

The sportscars are fast and very slippy, but if you know what's coming and when, you can avoid it



A slippy track, a fast track and a blind corner, you either do or have done to you on this bit of the track

MUTANT LEAGUE FOOTBALL

Those of you who like your American football games with the emphasis on violence couldn't really ask for much more than this. And if you're having trouble getting anywhere in the tournament, these final codes may come in handy.

Playing as	Against	Code
Slammers	Slayers	CNL111111Y
Razors	Slayers	1CK111111H
Vulgars	Dragons	4CK111111L

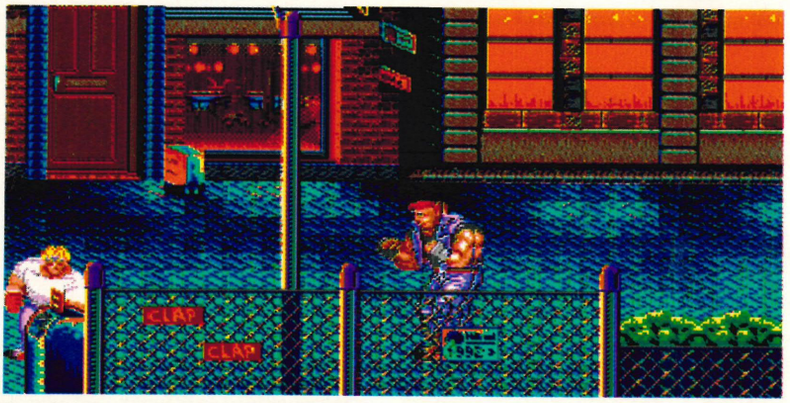
Lee Hurst, Hull

Get ready for a hard time

Oof! I bet that smarts

STREETS OF RAGE 2

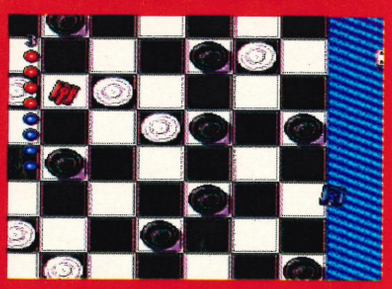
If you're in need of some extra help but you're the sort of gaming god who doesn't like using hidden cheats or tips to get through games, then you might like this tip. At the very start of the game (it doesn't matter on which level you start the game) walk left to the edge of the screen and press button B. You'll bend down and pick up a very useful extra life.



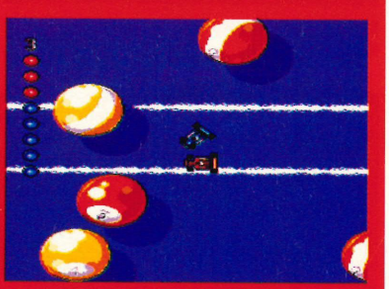
And bend and stretch, and bend and stretch and, pick up an extra life

The tank level (one of Neil's faves) is a real pain in the neck unless you know exactly what to do

Those pool balls are dangerous little things to bump into, but the table cushions are even worse



Drive round the side of the draughtbord while your mate goes through the middle for a large lead



Ooh, lovely! Two cars can't get through that gap so a small shunt will close the door on one of them

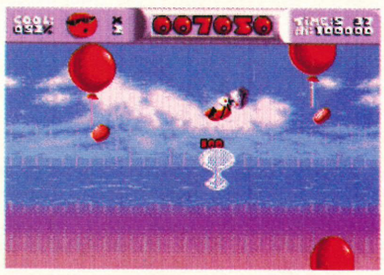
MEGA MEDIC
LOSING MY MEN

Q What can I say? After reading your *X-Men* review I went out, bought the game and sat down to some serious comic-related gaming. Well, after several hair-pulling hours I've just managed to get past level one and I'm getting really annoyed. You see I have a problem, I can't get past Juggernaut without using up at least two characters and so later on in the level or early on in level two I die. Can you give me some tips on defeating him before I lose all my family and friends.
Craig Evans, Liverpool

A Hee, hee. Sorry, but I remember someone (who shall remain nameless) who had exactly the same problem with this and proceeded to storm out of the office in a huff. Still, Juggernaut, although definitely a hard dude, is a bit on the thick side and there are a couple of ways to get rid of him. The hardest one to do, but also the less damaging to you, is to stand on the far left side of the screen and as he comes running towards you jump up and watch him run off the screen never to return. It's difficult to get this to work but the results are well worth it. The other technique is to use Cyclops (for his eye beams) and a couple of your back-up team (Archangel and Storm do the most damage). This isn't so bad because you can pick up another Archangel power-up on the level.

COOL SPOT

This game hasn't been on the shelves for long, but that doesn't stop you lot finding tips. If you're having trouble getting past one particular level, or you keep dying on a certain one, try this cheat. Start a level and press Start to pause it. Now press A, B, C, B, A, C, A, B, C, B, A and C. You will hear a little ditty and the game will finish the level for you. You can walk through the game like this right to the end sequence if you want to.
Mr Lachhar, Bradford



At any time during the game, preferably when you've got some points, pause the game...

... and do the cheat to skip right through the level and then onto the next, and the next, and the next...

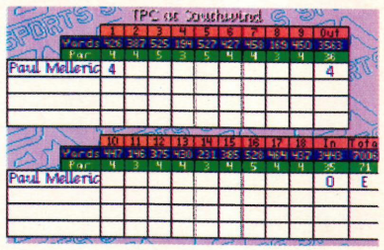
PGA TOUR GOLF 2

To play from the amateur tees in a tournament or skins challenge, just follow this simple little process:

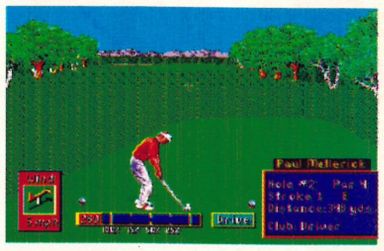
1. Select Tournament Play or Skins Challenge.
2. Save your game on the first tee.
3. Return to the Clubhouse and select practice round playing from the amateur tees.
4. Restore your game on the first tee.
5. From the second hole onwards play will start on the amateur tees.

Mark Vidler, Riddrie, Glasgow

Set the cheat up and play past the first hole to see it work



The distance on the scoreboard still reads the right distance



But the actual hole is a lot, lot shorter. Ideal for an easy par

LEMMINGS

We've had loads of MEGA MEDIC and MEGA PLAY enquires regarding this head-scratcher, so the best thing to do is give you the last level codes for all the sections. That way you can select the level after the one you're stuck on or you can even have a go at the very last level (to which there just happens to be a complete solution in issue six of MEGA).

English Codes	Genesis (American) Codes
Fun – KLHQM	Fun – DRKCX
Tricky – DFJZN	Tricky – SCKFG
Taxing – LRHSW	Taxing – FXKFK
Mayhem – ZNJNT	Mayhem – XJXSL
Present – LKLTT	Present – PQNGV
Sunsoft – CBMFL	Sunsoft – HCNFD

MEGA MEDIC
HORSING AROUND

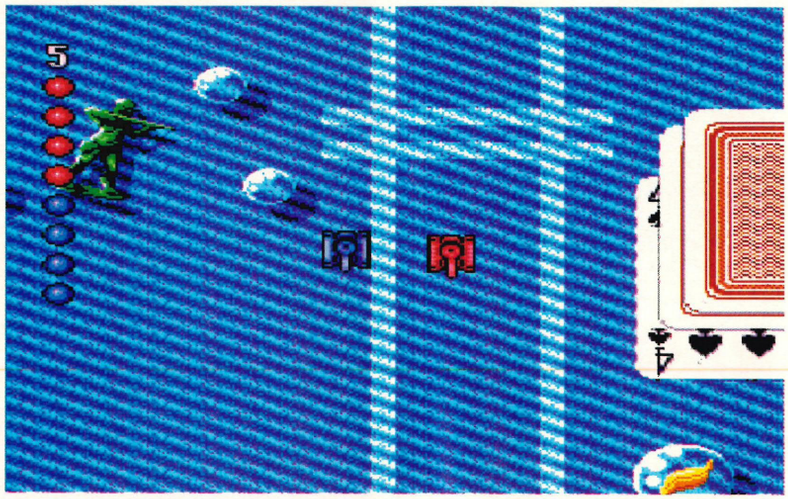
Q Such is life. I was looking in my local console shop trying to decide which game to spend my monthly cartridge money on when my eyes come across *Summer Challenge*. Oooh, that looks good I thought, I'll give it a go. I should have read MEGA first shouldn't I? Oh dear, what a dull little game. But, and here's the point of my letter, after finishing all the events and reaching world record status in all of them but one I need some help. Can you guess which the problematic one is? Well I'm having problems with the equestrian event. I just can't get the horse to go over all the fences and still keep up a reasonable speed. Can you, the master of all things Mega Drive, give me some help?
Richard Jones, Somerset

A Ah, yes. Well, it has to be said that the equestrian event is definitely the hardest to finish, let alone master. But I'll try and give you a few pointers. Firstly, don't go around the course at full speed. Secondly, look at the map to determine where the fences are in relation to the corners, you may all of a sudden come upon a fence and not have time to react. The rest is just a matter of practice. It's not impossible, and when you feel confident enough, you can have a go at the ARENA challenge on page 66.

The worst fences are the walls, they really hurt if you hit'em

Micro Machines

At last! The game is on the streets and so the tips are coming in. If you don't think that four laps are enough and you fancy a bit of a challenge, then drive around the level backwards to increase the lap counter. This doesn't work on all the tracks but it does on quite a few, namely tanks, boats, warriors, 4x4s and choppers. We've no idea how much the counter goes up to, but we think a ten-lap race should sort out the men from the Michael Andrettis.



The lap counter is now up to five. You can either keep going backwards to build it up, or carry on until you want to stop

Mega-Lo-Mania

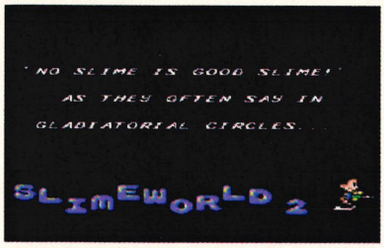
If you want to play through the levels instead of using the passwords, try this cheat on for size.

Place as many men as you want and then go up to the map of the island and select your sector. Now quickly move back to the men counter and hold down button C to decrease your forces. This won't actually decrease the men count on the island and your men total will stay at 100.

GLOBAL GLADIATORS

Do you know that Dave Perry geezer? Well he's responsible for programming this and Cool Spot. Now somewhere in this month's MEGA PLAY you'll see a tip for Cool Spot which bears an uncanny resemblance to this tip. Those programmers eh, what cads! Er, anyway, here's the tip. Start the game and as soon as you appear on the level, pause it (by pressing Start). Now press B, C, B, A, B, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Press Start to take the pause off and then get ready for the next level. You can keep on doing this throughout the whole game if you want.

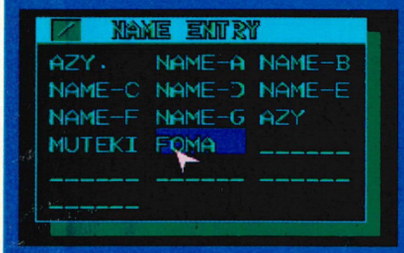
Right, pause the game and press those buttons



Then you can do the same all over again for the next level

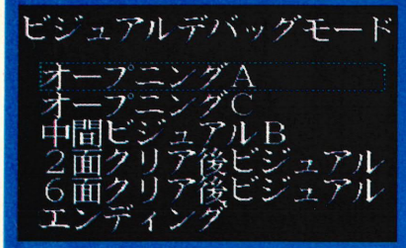
BLACK HOLE ASSAULT

Various little cheats keep popping up for this game and they all involve putting something weird in as your name. The latest one is this. Enter your name as FOMA and then select Operation BHA. Loads of unintelligible Japanese text should appear and when you pick a piece of text it will play one of the cartoon sequences in the game. *Daniel Mardell, Strood, Rochester, Kent*



Enter you name here...

Select the name here...



Pick your animation here...

And, er, watch it, er, here...

CODES, CODES, CODES

We've been inundated with codes lately and some of them are really good ones too. Just for this month then we've decided to expand our usual little column and show off some more of these codes. This doesn't mean that we don't want you to send new codes in, you know how we like receiving your mail. There's plenty of new ganes out there so keep at it. If you Game Genie owners are feeling left out, send us loads of codes and we'll do a similar expansion.

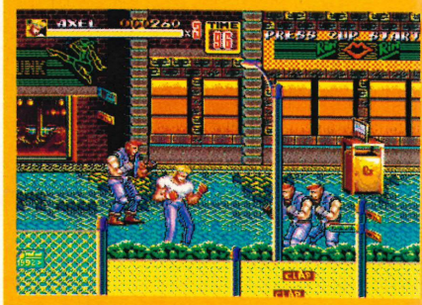
ACTION REPLAY

JUNGLE STRIKE

FF6A0 D0003 – Infinite lives
FF10C 70064 – Unlimited fuel
FFBF8 7003C – Infinite hydras
FFBFC 70009 – Infinite hellfires
FFBF4 700E8 – Infinite guns

STREETS OF RAGE 2

FFECx y0bgr –
x = Pallettes in the game (from 0-7). 0-2 = sprites, 3-7 = backgrounds
y = Any even number (0, 2, 4, 6, 8, A, C and E) = the colour number
bgr = The RGB value of the colour you want instead. fff = white, 000 = black, 11f = bright red, 1f1 bright green and f11 = bright blue
FFFCF F000x –
x = any number from 0-F. The higher the number, the faster the music
Darren Paul, Cheltenham, Glos.



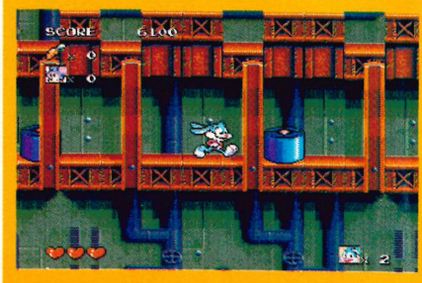
Mess around with the codes and you to can create piccies like this

DRAGON'S FURY

FFF65 1000X – X = bonus multiplier (1-9)
FFF63 70003 – Infinite balls
Sean Mackie, Washington, Tyne & Wear

TINY TOON ADVENTURES

FFF78 D000A – Buster is invulnerable
FFF78 0000F – Buster keeps his ears down
FFF78 D0000 – Removes two hearts instead of one when hit
Joseph Wall, Nechalls, Birmingham



Poor old Buster, he looks so cute with his ears down all the time

BATMAN RETURNS

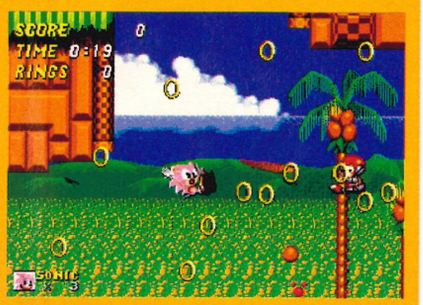
FFFE3 20007 – Infinite lives
FFFE3 1002C – Infinite energy
FFFCC 80002 – Infinite gliding ability
FFFE3 60002 – Infinite bat swarms
C M McMutten, Bolton, Lancs.

CHAKAN: THE FOREVER MAN

FFC00 0000C – Infinite energy
C M McMutten, Bolton, Lancs.

SONIC 2

FFF65 F0047 – Sonic flashes pink-yellow-blue
Joseph Wall, Nechalls, Birmingham



A flashing Sonic is really off-putting in the gameplaying department

MICRO MACHINES

FF808 100XX – Level select
Where XX is a number between 1-18 to select that level
Paul Berry, Bolton

SUNSET RIDERS

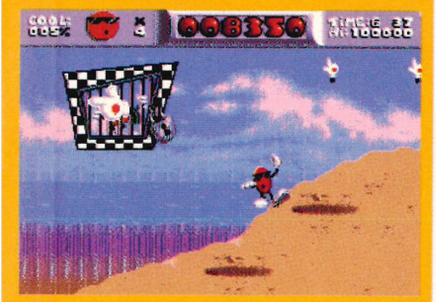
FFB09 90004 – Infinite lives

PITFIGHTER

FF2BA 40001 – Power pill ability for player one
FF2C7 20001 – Power pill ability for player two

COOL SPOT

FFF5E 00007 – Infinite energy
FF071 40038 – Infinite time
FF078 A0034 – Each spot worth 10
FF078 C0034 – Infinite lives
Graeme McCoy, Eltham, London



Using the action replay can have some strange effects on games

MUHAMMAD ALI'S BOXING

FF048 F000X – Fight the same boxer
(X ranges from 1-9)
FF059 F000X – Choose the rank
(X ranges from 1-9)

MICRO MACHINES

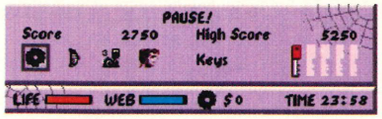
FFA6C 70003 – Infinite lives for player one
FFA6A 50004 – Activate Action Replay during race, then finish first. Don't use on bonus rounds

SPIDER-MAN

Oooh, I've waited absolutely ages for a cheat mode for *Spider-Man*, and after I've been and gone and finished the game, we find one. Plug in two controllers, on pad one enter the options menu. On pad two, hold down Start. On pad one hold down A, B and C. Then using the D-pad flick through the difficulty settings until you see the level name followed by exclamation marks in brackets. This means the cheat is now activated. Play the game as normal and press Start to bring up the normal in game menu.

Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible and if you're really stuck, press A, B and C to skip the level.
Ian Kalff, Somewhere

The three exclamation marks show you the cheat has been activated

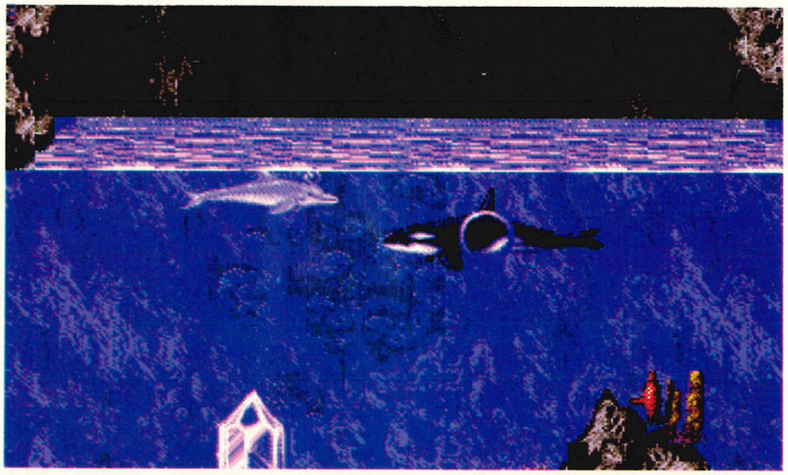


Pause the game to bring up this menu, and then pick your cheat

ECCO THE DOLPHIN

In an attempt to bring you all the tips which are floating about out there somewhere, here's a lovely sort of level select/password cheat for that fishy (and not boring at all) Ecco. Simply choose your level by entering the word PLEASE followed by the two letters detailed in the table below:

EE – Ice Zone	FF – Island Zone	GG – Pterandon Pond
HH – City of Forever	II – Undercaves	KK – Deep City
OO – Last Fight	QQ – Origin Beach	UU – Marble Sea
WW – Open Ocean	ZZ – Ridge Water	

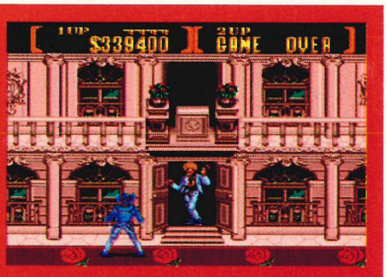


Quick, look! It's one of those Ecco screenshots where there's more than one thing on screen at once. Now you don't see many of them, do you?

MEGA MEDIC

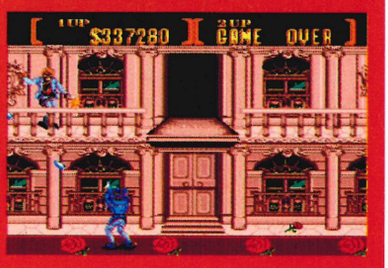
DEFEATING DICK

Q Wow, what a fabulous and fun game that *Sunset Riders* is. I only own five games and I play it more than *Sonic 2*. But, and this is the point to my letter, how the hell do I defeat Sir Richard Rose (you know, the last boss)? I've been trying for weeks and I just can't figure out the right technique. So in desperation, I turn to you. HOW DO I KILL HIM?
Donald Campbell, Glasgow



Sir Richard Rose may look like your typical aristocrat, but he's a bit mean with a gun

A Er, I've got some good news and some bad news. The good news is I can give you some help on beating him, but did you know you have to kill him twice? Yep, Richard's a bit of a sneaky devil, so even if you think you've killed him, beware. The real secret to beating him though is to keep jumping up to the balcony of the house, shooting him a couple of times and then jumping back down. When he rolls towards you, jump up (or down) and then walk over to the other side of the screen and repeat until you finish him off. The same technique works when he gets resurrected, so don't worry.



So remember to keep jumping and shooting all the time

GAME GENIE CODES

Pitfighter:
BSTT 3AZR/JDTT 20JT/PDTT SSAW – Only one match to become champion
AV2T 2A2R – Infinite lives
GB4A 2A8L – Clock frozen
Alan Brittain, Bushbury, Wolverhampton

James Pond 2:
AVAA AAAA – Enemies become invisible

Lemmings:
NRGA AAHW – Floaters die
RHAT A600 – The entrance and exit disappear
TFKT ARG4 – Figures on the level intro screen are wrong
NNDA ANAN – You can't start the game(?????)
Andrew Jagger, Oadby, Leicester

Super Off Road:
EPPT AADE – You can't use nitros
HEHT AET4 – Starter flag has vanished
BEZA AAEE – All cars, except yours, are out of control

Chakan: The Forever Man:
AKZA TA7L – Protection from most hits
POAT XTV4 – Start with four Clear Potions
ACGT VE7W – Infinite time
RGRT W6T6 – Battle Axe always available

James Bond 007: The Duel:
ATCA AAGC – Start on mission five
A76A AAFR – Start with seven lives
BF6A AAFR – Start with nine clips
ATGA AA70 – Infinite continues

Risky Woods:
RHST 26WY – Master code
ST8A JA8G – Start on stage eight
E0ZT 2AD4 – Link prize worth 25 links
AWYA 0A6G – Never lose skull
AVLT 0A2W – Infinite time

WWF Super Wrestlemania:
REBT A6TN – Master code
KCWA CAEE – Player starts with a quarter of normal energy
DWCA CACJ – Kick does no damage
GCCA CAAR – Punch does a lot more damage

COOL TIPS MAN!

And so we come to the end of yet another magnificent section of Mega Play and it's time once again to announce which lucky contestant will walk away with tonights start prize, a cartridge of their choice. It was a hard decision and the judges would like to thank everyone for the high standard of entires. But there has to be a winner, and after much deliberation the prize goes to Mr Lachhar from Bradford for his Cool Spot tips. Unfortunately (for him) he didn't tell use what game he would like, so if you're reading this Mr Lachhar get in touch and let us know what game you would like. Right that's it for this month, but I'm sure we'll see you next month. Same time, same pages (probably).

ARENA

Exciting, thrilling and possibly the best two pages you'll ever read – that's ARENA. So without further ado, put your hands together for an amazing collection of challenges, codes and strange happenings. Yeaahhh!

Alright, so the intro was a bit over the top, but we're sure that after you've read this month's selection of Wacky Challenges, Game Genie Codes and Weird Happenings, and not forgetting the Game Over slot, you'll see that the big build up was worth the effort. And if you don't, you will have read the two pages anyway, so we don't care. Hee, hee.

WACKY CHALLENGES

After last month's incredible eleven crazy challenges, we thought we'd calm down again and go back to the normal ten. You never know though, we may even go for the big twelve next month, and this time next year we could be looking at that very special number fifteen. But that's all irrelevant really and I'm just wibbling to fill up this space, so I'll keep wibbling and you can read on for the Wacky Challenges. I was walking my dog down the street the other day...

① AMERICAN GLADIATORS

Yes, yes, we know this is a tedious little game, but for a couple of goes it's OK. Enter a proper tournament, and win. Simple? Well not really, 'cos the challenge is to consistently score more than 45 points in each round of the tournament.

I'm the mad caption monster and it's my duty to tell you crap jokes

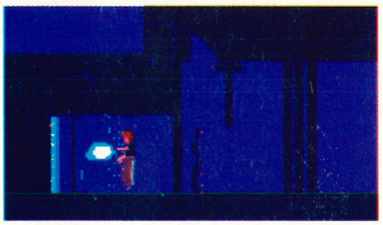
② F1

This one should separate the speed freaks from the zimmer frame owners. Select Championship mode and choose any six tracks that you want. Now, you must win at least four of these tracks to complete the challenge. And just to help you out, try selecting Britain and Germany for a couple of easy wins.

It's a dirty job, but someone's got to do it. Right then, are you ready?

③ ANOTHER WORLD

After using out compete RIP 'N' TIP guide in issues ten and eleven, let's try a little speed test for this platform puzzler. Get from start to finish in less than 20 minutes! This does give you a few minutes for errors, but don't make too many. There, that should keep you pesky kids out of mischief for a while.



Heee! Haaaa! Oh, I'm sorry but this is just sooo funny that every time...

④ SUMMER CHALLENGE

Nice summery game this, isn't it? Yes, it makes you come over all warm and snuggly in the middle of the Wacky Challenge section of ARENA. But what *is* the challenge? Well, as this is a sports game, let's see if you can beat some records. Try these on for size.

Javelin: 92.64 metres
Pole Vault: 5.35 metres
Kayak: 3 mins 26.37 seconds
400 Metre Hurdles: 30.18 seconds
High Jump: 2.15 metres
Cycling: 49.00 seconds
Archery: 109 points
Equestrian: 1 min 37.06 seconds

Jou-Lee Pasons, Witney, Oxon

... I try to tell it, I have fits of giggles. Right I'll try again

⑤ PGA TOUR GOLF 1 OR 2

This is Neil's favourite golfing game. You don't, however, have to have *PGA Tour Golf 1 or 2* to do this Wacky Challenge, because it works on any golf game really (unless it's *Zany Golf* of course). The challenge is to complete a full round of 18 holes in a tournament. Easy? Not when you are allowed to use only a one iron and the putter. This may not *sound* like much of a challenge, but you've got to

WEIRD AND WONDERFUL HAPPENINGS

Well congratulations are in order for *David Wilcox* from Knottingley in West Yorkshire. Why? Well, David is the very first person to send in a CD Weird Happening, and it's for *Golden Axe*. Yes, we know it's a CD version of a cart game, but it's still a CD happening so there. And with more and more CD games appearing, there should be more and more weird things happening out there, so if you can find anything particularly strange, send it in. That doesn't mean we want you to stop finding cartridge Weird Happenings though. You keep 'em coming and we'll keep printing 'em. So, here we go... It's Weird Happening time and we've got a Mega CD game and two classic cart games. See, we *can* please all of the people all of the time.

① GOLDEN AXE (CD)

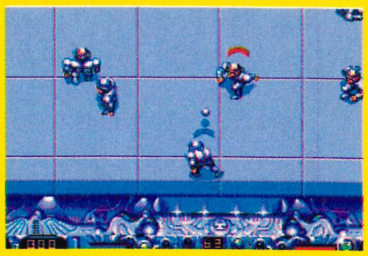
For some really strange reason this only works on the CD version of the game. Anyway, select Ax Battler as your character and at any point in the game use your magic (button A). Now before the magic wears off, press and hold down buttons A, B, C and Start. The "rumble" sound of the magic will keep going. Now let go of the buttons and the game will revert back to the intro screen.

David Wilcox, Knottingley, West Yorkshire

② SHADOW DANCER

Fancy seeing the sequel to this ninja platform game? Well all you have to do is to enter the options screen, select level two and, when you return to the title screen, the name will have changed. The colours will also be different. And if you fancy taking a look at *Shadow Dancer 3*, select level three. You could say that it's three games for the price of one, but it isn't really so you can't.

Russell Osborne, Spalding, Lincolnshire



③ SPEEDBALL 2

For those of you who can't keep up with the physical demands of this futuristic sport and pick the Manager option instead, here's a little Weird Happening for you. At any time during a game, hold down A, B and C and the game will play incredibly fast, making the whole managerial thing a lot less tedious to watch. It also means you can get through a whole season in very little time.

Ian Nicholson, Cullompton, Devon

GAME GENIE CRAZY CODES

Take a popular little "device" like the Game Genie and then add an equally popular game like *Streets of Rage 2*. Put them together in a room with ***Ed Lomas*** from Rochester, Kent, and this is what you get: a whole list of codes that will change the colour of the clothes worn by the characters in the game. If you're a bit of a frustrated clothes designer, you'll love these codes. And seeing as Ed was the only person to send in any original codes, (stop sending in the *Sonic 2* codes that are printed in the manual) he wins this month's prize. Let us know what you'd like Ed, and we'll make sure that you get it.

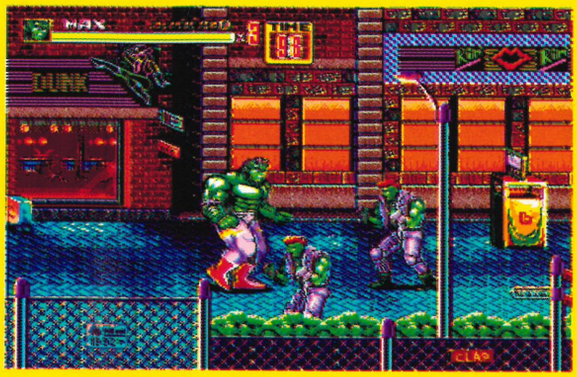
TCXA AA2R + NCXA AA2T + GCXA AA2W + ACXA AA2L + ACXA AA2N
Max has GREEN trousers with BLACK boots
Axel had GREEN trousers and BLACK gloves

KCXA AA2L + HCXA AA2N
Blaze has GOLD clothes

2CXA AA2E + JCXA AE2G + ECXA AA2J
Everyone has GREEN skin (who said Incredible Hulk?)

Smart people out there will see that you can come up with your own codes as well. Have a go...

Doesn't Blaze look extra fetching in gold?



Don't make me angry, you wouldn't like me when I'm...

complete the round at least on par. Yes, exactly, you're really going to have to work on your technique to complete this challenge. Well get on with it then...

Why did the hedgehog (topical if nothing else) cross the road?

6 LHX ATTACK CHOPPER

If you like flying by the seat of your pants (Who said pants? This is a family magazine – Neil), then this challenge should suit you down to the ground – down to the ground, flying, geddit? (Just get on with the challenge eh Mellers – Neil). (Alright keep your hair on – Paul) Select any difficulty level you like and shoot down six helicopters using only your trusty old machine gun. Well, a gun's a gun, you may be thinking, so this should be easy. Well you'd be wrong, because you've got to get in real close and you've got to be really quite good too.

Gerry Ross, Perth, Scotland

7 FLASHBACK

After using our extensive complete solution in the last issue, you might think that this challenge would be a lot easier. Well it isn't, so you can forget that idea for a start. Select expert level and start the game. Now, using all your skill and gaming talent, see if you can complete the level without recharging your shield.

What do you mean it's crap? (Er, excuse me, who are you? – Neil)

8 ROAD RASH 2

Think you're a bit of a rasher do you? Well this should separate the men from the boys. At any time in the game, when you think you're ready, turn the joypad upside down and play the game. With all the controls reversed you should find the game very confusing to play and cause all your mates to have fits of hysterical laughter as you try and stay on the road.

J Gould, Stourbridge.

9 SUPER MONACO GP 2

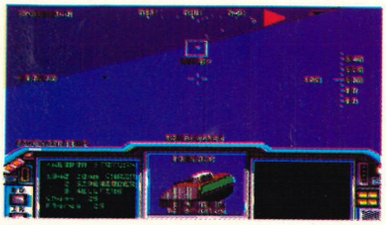
Beginner mode on this game is really rather easy, so let's try something on Master level. You've got one season, your first, to become world champion. You start with the Sega team and you can move up through the teams as normal but you've only got one season in which to become world champion. It's very hard, but not impossible. Give it a go.

J Gould, Stourbridge

But before I go, what do you call an editor who resembles a fluffy bun...

10 INTERNATIONAL RUGBY

Pick England as your team and then select either Australia or New Zealand as your opponents in a friendly match. Play a full match and win with a margin of more than 15 points. There, that should teach them to beat England in the World Cup. Ⓜ



So that he could see his flat mates. Ha! FLAT. MATES. Do you get it?

Oops, it looks like I've been rumbled, I'd better run for it

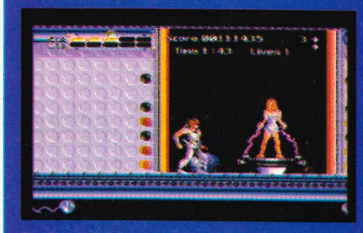
(Nooo... I know it's you Paul? Come here, see this crow-bar... – Neil)

GAME OVER

STRIDER 2

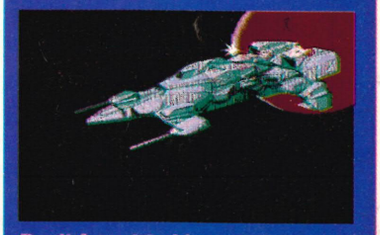
Do you remember the good old days when you spent days slogging your guts out trying to finish a game? Well, sadly, those days are no more. And with games like *Strider 2* it doesn't look like they are going to come back. And so, as moral guardians for the world of Sega, MEGA exposes the end sequence for this game in the vain hope that you won't feel obliged to go out and buy it.

Here you meet the master



Defeat him and rescue your girlie

What a lovely couple

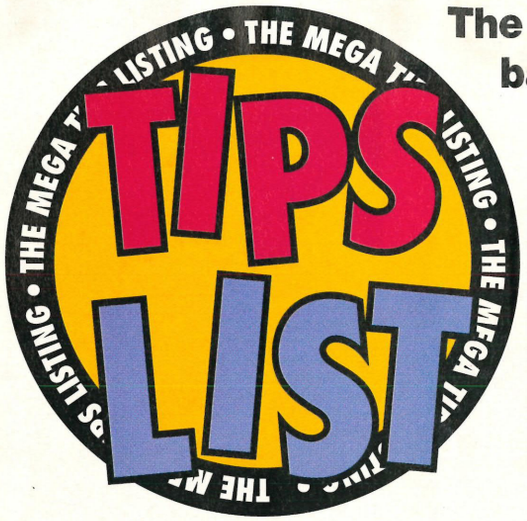


Don't forget to blow up the ship

THE WINNER!

Another mystery prize leaves the hallowed offices of MEGA and enters that long journey through the British postal service to... er, where exactly is the prize going this month? Ah, yes forgot that bit. Right, well this month's winner is ***J Gould*** from Stourbridge for his wacky *Road Rash* challenge and the more serious *Super Monaco GP2* challenge. Your prize is on the way. If you wanna show everyone you know (including Aunty Beryl) that you got your name printed in an issue of MEGA, it's quite easy. Just send in some original, funny, stupid or serious challenges, some Crazy Game Genie Codes or even some Weird Happenings and if we print them, we'll print your name too. Oh, and on top of that you might even win a prize. If you've got any ideas, send them to ARENA, MEGA, 30 Monmouth Street, Bath, BA1 2BW and you might get lucky.

TIPS LIST



The Tips List has been away for a while, but now it's back. Good enough news in itself you would think, but the even better news is that it's even more packed with cheats and hints that ever before

AFTER BURNER 2

● On the intro screen hold down A, B, C and Start. When the carrier appears, select your start level with Left and Right.

● When pressing the speed-up button, wait until you reach maximum speed then double tap the speed-up button quickly for an extra burst.

● For 100 missiles press Left and B on stage 3, Right and B on stage 5, B on stage 9 and Right and B on stage 11.

● For 100 missiles press Left and B on stage 13, Right and B on stage 16, B on stage 19 and Right and B on stage 21.

AIR DIVER

● Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and then press: Start for invincibility; A to meet the fighter ace; B to go to the super carrier; C to face the last alien ship.

ALESTE

● For a level select press Reset on the title screen and then hold Left until the title screen comes back up.

● Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and then Start for 20 extra continues.

ALEX KIDD IN THE ENCHANTED CASTLE

● Paperockians' solution: 1) Rock, rock; 2) Scissors, scissors; 3) Rock, scissors; 4) Paper, paper; 5) Rock, rock; 6) Rock, scissors.

● On the final screen, Lake Deep, walk in the following order: Sun, wiggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

ALIEN 3

● Using pad one, enter the options screen. Now on joypad two, press C, Up, Right, Down, Left, A, Right and Down. A sound tells you the cheat has worked. Now start the game as normal and then pause. On pad one press Start to pause and then C, A and B. The screen should go green. Now unpause and you'll skip the level.

ALTERED BEAST

● Press Start and B on the intro screen to access an extra options menu, including power, lives etc.

● Press A, B, C, Start, Down and Left simultaneously. You can now change into any animal on any level.

● Hold down A and Start for infinite continues after a game.

ARCUS ODYSSEY

● The code to enter the final level is KYMEMUU05F.

ARNOLD PALMER TOURNAMENT GOLF

● Take over 100 shots on a hole. Now press A, B, C and Up to enter a version of Fantasy Zone!

● This is the code to enter the last round with loads of money:
0MHE2VfC4gVUra0Ujd
qKUD6vygcUAAur-bgv

● Enter a secret tournament by using the following code:
fffffffffffffffff 999999999999999999

ARROW FLASH

● Set the arrow flash to charge and watch the demo. Start the game, and if the arrow flash which should have been charged is stocked, you should be alright.

ASSAULT SUIT LEYNOS

● Get all the weapons by shooting just the end-of-level guardian on level one to give you 2,800 points and massive destructive power.

● For invincibility press Start on controller number two at the intro.

● For nine extra continues go to the options screen when you have only two continues remaining and then press Start.

AXIS FZ

● On the control configurations allocate A for option, B for select and C for hand. Exit and hit Reset. Demo to level five and join in!

BACK TO THE FUTURE 3

● Pause game then press Up and A, Down and A, Left and A, then Right and A to warp to the next level.

BART VS THE SPACE MUTANTS

● Wait outside the cinema on level one. When your timer counts down to 400 a boy dressed in purple will walk out. How about that?

● At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.

● To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press Left and C together, and Bart will skid off. Touch only button C, but keep Left pressed until you pass the door. Stop, press Right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

● On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN: REVENGE OF THE JOKER

● Here's a level select. Go to the password screen and enter the number 5257. A row of mushroom things will appear on the bottom. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BATTLE GOLFER

● Press B and Start on the title screen for a secret music test.

BATTLE SQUADRON

● Stick to the red weapon, seriously.

BEAST WRESTLER

● For the Dom Championship fight enter JQYAGQMRZRBATQX, and for the sixth world title fight enter JZAZOADFADMXQRO.

BIO-HAZARD BATTLE

● Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joypad: Up, Up-Right, Right, Down-Right, Down, Down-Left, Left, Up-Left and Up. Press Start and the stage-select screen will appear.

BLACK HOLE ASSAULT

● For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a futuristic game of pong called Black Ball The Assault.

● To kill somebody instantly in a normal match, enter your name as BIGNET. Now play the game, but if you're losing a match, press Start on the second pad (if you've got one) and your opponent will fall over.

● For invincibility, do the same as above but your name is MUTEKI.

BONANZA BROS

● Step on a rake at the same time as you're hit by a bullet to become temporarily invincible.

BUCK ROGERS

● Steal the Plasma Cannon from the pirates.

BUDOKAN

● The jumping strike is the most powerful move in Kendo.

● Kicks are the most crippling blows in Karate.

● The triple strike is the way to go in Nunchaku.

● Use the overhead and spinning jump strikes in the art of Bo.

BULLS VS LAKERS

● Using the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

OPPOSITION:

Eastern	Western
B – Bucks	V – Golden State
C – Bulls	W – Blazers
D – Celtics	X – Lakers
F – Pistons	Y – Spurs
P – 76ers	I – Houston
R – Hawks	3 – Phoenix
9 – Pacers	9 – Utah Jazz
M – Seattle	

YOUR TEAM:

Eastern	Western
D – Bucks	6 – Golden State
X – Bulls	B – Blazers
N – Celtics	L – Lakers
S – Pistons	G – Spurs
8 – 76ers	Z – Phoenix
4 – Hawks	V – Utah Jazz
J – Knicks	2 – Houston
0 – Pacers	Q – Seattle

BURNING FORCE

● On the options screen press B, A, B, A, A, C, A, A then start the game. You'll have ten lives.

CALIFORNIA GAMES

● Half-Pipe Skateboarding – go for the straight up and down movement of the aerial turns.

● Foot Bag – perform two jesters and the bag will flash red. Now all stunts are worth double.

● Surfing – turn to ride up a wave then turn in mid air to come back down at the same angle.

● Roller Skating – spinning while jumping will increase your points.

● BMXing – the move that gives you the most points is the backward flip. Get to the end of the level with more than 40,000 points and get a new bike.

CASTLE OF ILLUSION

● When you've finished a level, press Start while your score's being added, for extra lives.

● Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CENTURION

● Use the code: QDUA YQ25 5555 55NK VKXW IPJI to get well ahead.

CHAKAN

● Select practice mode and start the game. Above the air portal you'll see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell,and then look at the big overall map. You'll now have completed the first 12 levels.

CHIKI CHIKI BOYS

● For a hidden options screen, press buttons A, B and C together on the title screen.

CHUCK ROCK

● While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press Up while holding A to advance a level.

CHUCK ROCK CD

● Here are some passwords:
Level 2: GJFKFN
Level 3: PDPKKN
Level 4: JWNTXF
Level 5: TSFNVP

COBRA COMMAND

● Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press Up, Left, Right, Right and Up. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press Left or Right to move through the numbers. Pressing Start while you are playing a level will mean you complete it.

COLUMNS

● Build a column of blocks on one side of the screen. Position a magic block so that only two of the three blocks fit on the screen.The third block will fall separately.

CORPORATION

● At the start, buy one gun(2), two grenades, one bomb, one power pack, four refills, three electronics, one armour(3).

● The most important weapon is the bomb, but don't use it until you get put into prison.

● If thrown in prison, simply check your pockets…

● Don't buy a lock-pick, simply find one.

● The crab monster is only a hologram, but sometimes it's hiding something infinitely more dangerous, so beware

CRUE BALL

● Go to the music demo bit and play the music for level six. Now press A, C, A and B while the tune is playing. Go back to the title screen and start the game. When the level screen comes up, hold down B and press Up to choose your level.

CURSE

● Press Reset, hold down A and press Start to choose the level on which you wish to start.

● For a level-select cheat, reset the game and press A and Start.

CYBERBALL

● Enter P5BB B5PS IHEX to play in the finals as the Minnesota Maulers.

● Use the code L5BB LDCI BFAV to play the LA Assassins in the final with $6,948,000 in the bank.

● Use the code: CGBB B8FB BB2V to see the end.

DANGEROUS SEED

● Press Up, Down, Left, Left, Right, Right, Up, Down to enter "expert mode". You'll hear a chime.

● When the demo starts press Left, Left, Left, Up, Up, Right, Left and Right. You should have 99 credits.

DARIUS 2

● On the intro screen press A, B, A, C, B, C, C, B, C, A, B, A. A "No Hit" message should appear and then you're invincible.

● Level select: press C, A, C, B, C, A, B, A, B, C, A, C on the intro screen.

DARWIN 4081

● Play track 32 on the sound test. Hit A for each level you want to skip.

DAVID ROBINSON'S BASKETBALL

● Here are some passwords:
CABCDEA1F – LA vs Detroit
ASTURBQIE – Chicago vs New York
FMJCLJY1B – New York vs Detroit
WYBCDEAYU – Detroit vs LA

DEADLY MOVES

● Here are some character codes:
Warren – XXI E4T2 0ZY
Vagnad – WBY MFDI HOZ
Li Yong – WBY E42Q UZI
Baraki – HB1 Y9JK D4W
Bu-oh – HB8 MFO6 NNN
Gaoluon – HY6 Z9J3 W47
Nick – QY1 G9J9 J97

DECAP ATTACK

● Land vertically on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE

● Here are some codes:
Level 2: BQJRAEF
Level 3: TLJKOAP
Level 4: WTEOVJP

● For five lives instead of three enter code: TQQQLOM

● For ten lives instead of three enter code: BQQQAEZ

DEVIL CRASH

● Here's a code for all you pinball wizards: ALCLAE8ECK.

● To get to the last level, enter code: 5VENAXUEMN

DEVILISH

● Hold A, B, C and Left on the title screen and press Start for 99 balls.

DJ BOY

● Hit the third falling barrel on level three to reveal some secret goodies.

DRAGON'S FURY

● Enter UUBV99BQRE for 73 balls and 505,705,300 points.

● Enter ALCLAE8ECK for 21 balls and the end-of-game sequence.

● This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head immediately.

DYNAMITE DUKE

● Press Start for the options screen,

but press C ten times and Start for a totally different options screen.

EA HOCKEY

● For a 4-2 lead in the finals as the USSR against the USA, enter this code: HKT82Y93JDB7G435

EARNEST EVANS

● If you're having trouble with a particular level, then skip it. Pause the game and press Up, A, Down, Left, A, Right, B and then unpause.

ECCO

● Here are the codes for the levels: The Undercaves – WEFIDNMP, The Vents – PUDPXJDK, The Lagoon – TCXSXJDT, Ridge Water – QZOMOQLE, Open Ocean – KEQKALGF, Ice Zone – FJTZCLGZ, Hard Water – TRAWCLGZ, Cold Water – IBRWXREO, Island Zone – WTCAVREH, Deep Water – UHPHVREN, Marble Sea – ELNLXREF, The Library – TSGPXREX, Deep City – TOVHXREB, City of Forever – GACTXRET, Jurassic Beach – QDZAVNLK, Pterandon Pond – BQVVAPEA, Origin Beach – GRPZAPEE, Trilobite Circle – UCJDBPEC, Dark Water – ZDCHBPEF, Deep Water – YBDIBPEG, City of Forever – YUPIGPLV, The Tube – MIBFKMLH, Welcome to the Machine – VUFBKMLC, The Last Fight – KTPMLMLM

● Here's the cheat code. Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.

ELEMENTAL MASTER

● Press A and Start and you'll enter the hidden options screen.

ESWAT

● Finish the game and then, if you want a level select, press Right and Down and A, B and C while pressing Start on the title screen.

EURO CLUB SOCCER

● Take your pick of the following English teams to play as in the final:
Norwich City – 373UAA4IGC (vs Rangers)
Liverpool – SAHEAA6ICA (vs Celtic)
Aston Villa – BEDUAA7ICA (vs Real Sociedad)
Tottenham Hotspur – J6CUAA8IHA (vs Celtic)
Arsenal – ZWNEAA9IAE (vs Bordeaux)
Nottingham Forest – KQAEABAIAE (vs PSV Eindhoven)

● Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick incredibly hard, meaning you can score from all sorts of ridiculous positions.

● Enter your password as QUITTER and when you quit a match you won't forfeit the game – the score will remain the same.

FAERY TALE

● To see the end of the game enter this code: 7R2KUL6RSZXSK6NHG SDCB72Ø663RI2HO785P.

FANTASIA

● On level 1-2, grab the extra life then continue right to a treasure chest. Get in and be warped back to the start of the level.

FASTEST ONE

● If you're having trouble staying on the track in this game, then enter your name as HAPPY NEW YEAR in the world championship mode and you'll get better tyres.

FATAL FURY

● To increase your continues, press and hold Up on the continue screen and then press A, B and C together.

● On the game-selection screen, press and hold Left. Select your mode and you can now play as the boss Geese. Press and hold button C when selecting one player vs computer and you will be able to select your opponent.

FATMAN

● Start the game controlling Sheba by pressing B and C, then hit B twice on the title screen.

FINAL BLOW

● When you get knocked out, press Up and Start when "Game Over" appears. You'll now have a free credit.

FIRE FIGHT

● To get to the hidden options screen, press the D-pad Left and press Start on the intro screen.

FIRE SHARK

● Finish the game and you'll restart with full power ups.

● Fully power-up your weapons, grab three power-ups, destroy either a General Porter or Yonemaru for two extra lives.

FLICKY

● On the explanation screen (the one after the title screen) hold A, C and Up. Press Start and you can now choose your level (up to number 36). If you're in need of an extra life, take all of the chirps to the exit on two consecutive levels.

FORGOTTEN WORLDS

● For infinite continues play in two-player mode and press Start three times or so when a player dies.

F1 CIRCUS

● To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

● Start the British Grand Prix in a McClaron's car by using the following:
NABCTPHSNGKTIXBDDE
GMHUJOKLMTFJ HOILKL
LONVORQX LQMW

F-22 INTERCEPTOR

● Teleport to the final HQ message in the final two levels:
Russian Challenge – KSQGIV
Aces Challenge – MH01K1
Korean challenge – BI0F8P
Iraqui challenge – GTGE8V
American challenge – 6PGE02

GADGET TWINS

● For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, Right and Left. Repeat this and the colours of the two planes should swap. Now you can choose your level.

GAIN GROUND

● For a level-select option go to the option screen and press A, C, B, and then C. "Round select" will appear below "sound test".

GAIRIES

● At the start of each level, pause the game and hold down buttons A and C then press Left. Unpause, and you'll be invincible.

● Go to the config screen by holding A, B and C, then press Start. Set the sound test to 18, hold down A on the second controller and exit the config. Press Start on the first controller to go to the stage-select screen.

● Start the game and pause. Hold Up on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play the game.

GALAHAD

● To get to level two enter ZXSP.

GHOULS 'N' GHOSTS

● On the title screen press button A four times, then Up, Down, Left then Right. Wait for the chime, then press B and Start for invincibility.

● On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press: Up, A and Start to start halfway through level two; Down, A, and Start to start on level three; Down-Right, A, and Start to start on the final boss level; Right, A, and Start to start on level five; Left, A, and Start to start halfway through level four.

● Select number 26 on the music test, then number 56 on the sound test, hold Down/Left with A, B and C, then press Start to play in Japanese.

GLOBAL GLADIATORS

● Switch on the game, and as soon as the Sega logo appears, press C, B, A and Start in a rhythm four times before it fades away. You can now choose your starting level, whether you want infinite lives or not, and whether you want the photo freeze.

GODS

● Here are some level-select codes:
Level 2 – NASHWAN, level 3 –COYOTE, level 4 – FOXX

GOLDEN AXE

● Select a one-player arcade game and hold Down-Left with A and C. Let go for nine continues. Then hold B, Start and Left for a level select.

GOLDEN AXE 2

● Fight the first boss holding down A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.

● Press A, B, C and Start on the titles, select options, keep holding A, hit B and C again, move to exit, keep holding A and hit B and C until you get to character select, hold A and Up and hit B and C one last time. Now pick your level.

GRANADA

● On the options screen, press C ten times on the rank section. You can now choose the easy rank.

GRAND SLAM TENNIS

● Enter your password as GRAND.SLAM and then fill the rest of the password space with full stops. The game will now be tougher.

GYNOUG

● Hold Left, A and C then press Start on the game-over screen for more continues.

● On the options screen, select the control icon and hold down A, B and C for ten seconds for a stage select.

HARD DRIVIN'

● Hit the cow!

HEAVY UNIT

● Hit A, B, C and Start on the title screen for a new skill level.

HELLFIRE

● Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yea Right" level.

● Play through level one to the columns with prizes in their tips. Blow up the last one and occasionally you'll see a robot woman dancing.

HOOK

● On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Now, instead of going up top to carry on with the level, fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS

● Here are some level-select codes:
Level 10 – VYJMDMPVXHHD
Level 20 – WDFGNXGRRMPN
Level 30 – MFKTJGNSXQJM
Level 40 – NSFLKXCBJDWF
Level 50 – PDJTKPCTYXDK
Level 60 – YNTBXYJYNWLK
Level 70 – VWPKNRSXXYTY
Level 80 – XPMNWJKFNQZC

INDIANA JONES

● When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

IMMORTAL (THE)

● Here are some passwords:
Level five: D4BFD41000EB
Level six: BCFEF51010A4
Level seven: 6B10F61010AC

● On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.

● In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

● Wait until the level name appears and then hold A until the game appears. The game will now be paused. Release A and you will now be invincible.

INSECTOR X

● On the continue screen hold Up and Left and repeatedly press C very quickly for more credits.

JAMES "BUSTER" DOUGLAS BOXING

● Win four matches to win the heavyweight belt, then defend your title four times to meet a secret opponent called Iron Head.

● If you've run out of continues, then press Up and Start on the game-over screen for one more try.

JAMES POND

● On mission one there are hidden entrances to level 11 (on the far left, out of the water) and on level 6 (on the far left of the sea bed, just before the cliff).

● Collect all the letters in the baddy rooms to spell out James Pond and earn a 10,000,000 point bonus.

JAMES POND 2: ROBOCOD

● Collect the objects on the roof at the start in this order: cake, hammer, earth, apple, tap for ten minutes of invincibility.

● On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.

● On the title screen hold Down/Left and A and C and then press Start for a level select.

● At the start of the game, jump over the first two doors and then run up the staircase. Instead of going left, go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left as if you were going to collide with the wall and you'll find yourself with an extra life.

JOE MONTANA 2

● Choose the team you'd like to play as in the Sega Bowl final by using the following codes.
San Francisco – ZABT5EBPII (vs BUFF)
LA (A) – MABT54IHIA (vs New York)
Philadelphia – UX3T54IHIA (vs KC)
LA (N) – NAATAXXXKA (vs Miami)
Detroit – HPOTPVPGIE (vs S Diego)
San Francisco – ZABT5EBPII (vs Buffalo)
LA (A) – MABT54IHIA (vs New York)
Philadelphia – UX3T54IHIA (vs KC)
LA (N) – NAATAXXXKA (Miami)
Detroit – HPOTPVPGIE (vs S Diego)

● Enter your league password as JOHNMADDEN and you'll be transported to week 13 of the season as Indianapolis.

JOE MONTANA 3

● To get the San Francisco 49ers into the Sega Bowl enter 45TY??KBL.

● Here's a password breaker. Enter the three-letter code by the side of the team you wish to play as, then add YNTSKBC.

DLB – Bears	JDB – Broncos
FLB – Bengals	MDB – Colts
KLB – Lions	NDB – Chiefs
LLB – Packers	PDB – Oilers
RLB – Rams	QDB – Raiders
TLB – Vikings	SDB – Dolphins
VLB – Saints	WDB – Patriots
ZLB – Eagles	YDB – Jets
0LB – Cardinals	1DB – Steelers
3LB – Seahawks	2DB – Chargers
4LB – 49ers	5HB – Buccaneers
6LB – Redskins	XTB – Giants
CDB – Bills	HCB – Cowboys
GDB – Browns	

JOHN MADDEN

● Get to the quarter finals: 0465100

● Get to the semi-finals : 0075121, 0076310, 1111111 or 3333333

● Get to the Superbowl : 0475121, 0476314, 0633253, 0673125 or 0631573

● Fancy playing in the snow? Enter: 5504500

JOHN MADDEN FOOTBALL '92

● At the end of the final, when the display of the pitch is shown, press Up, C, Down, C, Left, C, Right, C, Up, B, Down, B, Left, B, Right, B, Up, C, Down, C, Left, C, Right, C. The screen should then move upwards to display the fireworks.

● Choose the team you'd like to play as in the finals by using the following:
Atlanta (vs San Diego) – CG1PYFTM
Buffalo (vs SF) – BXMMC6M1
Chicago (vs Denver) – CG8JYLC1
Cincinnati (vs SF) – BOXWLRM8
Cleveland (vs Philadelphia) – D5C5N11G
Dallas (vs Miami) – BDNT6NX7
Denver (vs Philadelphia) – C5ZWM8BZ
Detroit (vs Buffalo) – CZYZYZS8
Green Bay (vs Cincinnati) – DSBK3W5W
Houston (vs NY) – DSRTMLVY
Indianapolis (vs Phoenix) – BD1X612H
Kansas City (vs Atlanta) – CLG7Y8FF
LA (vs Miami) – CNYGOYHL
Miami (vs SF) – B6KKGYOL
Minnesota (vs Buffalo) – BTDWO9BN
New England (vs Washington) – B9M3YDIP
New Jersey (vs NY) – C235TOZD
New Orleans (vs Kansas City) – B27O9V41
New York (vs Buffalo) – D42HGN2K
Oakland (vs Washington) – CDLLB7LM
Philadelphia (vs Houston) – CSWV7Z76
Phoenix (vs Buffalo) – CSSXHF4P
Pittsburgh (vs Chicago) – CZ97W14F
San Diego (vs SF) – D8L3T4XY
SF (vs Denver) – B3DFNO5K
Seattle (vs SF) – BLTJXL6Z
Tampa Bay (vs Denver) – CK5HHPYP
Washington (vs Oakland) – CZSK2TMR

KID CHAMELEON

● At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press Down-Right while holding jump and special to warp to the last boss.

KING'S BOUNTY

● When going into battle, always start with your long-range troops.

KLAX

● Press Up and Left, buttons A, B, C and press Start on the title screen to increase the level of difficulty.

● On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

LAKERS VERSUS CELTICS

● Try this password: 3L2 GJS.

● To get to the final as the Bulls with a 3-1 lead, enter 087 ROS.

LAST BATTLE

● Complete the game. Now press A, B, C and Start to choose your level.

LHX ATTACK CHOPPER

● Here are the codes for VERY HARD.
Majestic Twelve – CBAAAEC
Anterior Nova – CBCAIEC
Reindeer Flotilla – CBCAQHC
Phoenix – CBCAYGC
Rainbow Veil – CBCAAVA
Chess – CBCAIUA
Lobster Quadrille – CBCAQXA
Hen House – CBCEYWC
Desert Two – CBCEBFE
Flaming Arrow – CBCEJEE
Plain Aria – CBCERHE
Lobster Quadrille – CBCEZGE
Reindeer Flotilla – CBCEBVG
Flaming Arrow – CBCEJUG
Hen House – CBCERXG
Lava Lamp – CBCEZWG
Anterior Nova – CDCEANE
Gemini – CDCEIME

Turn over

TIPS LIST

Chess – CDCEQPE
Binary Rainstorm – CDCEYOE
Freedom Train – CDCEA9G
Arc Lite – CDCEY-G
Anterior Nova – CDCEBNA
Reindeer Flotilla – CDCEJMA
Hop Toad – CDCERPA
Olympic Torch – CDCEZOA
Lobster Quadrille – CDCEB9C
Grand Theft Hokum – CDCEJ7C
Flaming Arrow – CDCER?C

LOTUS TURBO CHALLENGE

● Enter MANSELL on the password screen and you'll qualify every time.
● Enter SLUGPACE and play the game. You now have infinite turbos.

MARVEL LAND

● Enter the code TRIDENT for the last level.

MASTERS OF MONSTERS

● Press A, B and C then Start at the start to get to the end.
● Press A, B and C then Start at the start then Up-Left for English text.

MEGA-LO-MANIA

● Here are the codes for the nine epochs.
2nd Epoch: YABDQCYXXSL
3rd Epoch: WFBDUCYXXSL
4th Epoch: UKBDIFXXSH
5th Epoch: SPBDCUYYXSN
6th Epoch: QUBDQYFJTAV
7th Epoch: OZBDUYFJTAV
8th Epoch: MECDMAMYXSQ
9th Epoch: EKFDECSBYS
● Here's the code for the final level.
JJDDVBVJONH
● Enter the word JOOLS on the password screen for a hidden game of Asteroids.

MEGA PANEL

● Stop the girl talking by pressing button C anytime during play.

MERCS

● Get the gold first aid box when you've got maximum energy, pause the game, select another player, wait, select another player, and so on until all your team are at full strength.
● Enter the original mode and hold down A, B, and C. Now press Start to heat things up.

MIDNIGHT RESISTANCE

● On the title screen, hold C and press Start. Pause the action and hit A to skip to the next level.

MIGHT AND MAGIC

● To complete his Plus quest, the knight must face and defeat (with only knights and robbers) the Dread Knight, who is in B3, location 5,14.
● The Sorcerer must travel to the Isle of Ancients in B3, 4,15. There is a dungeon at either end of the island and each holds a wizard, who must be freed from stasis.
● The Paladin must defeat the Frost Dragon, who is in C3 in the Forest Cavern.
● The Archer must pit his wits against Baron Wilfrey in B2, 11,2. This is one of the tougher quests.
● Cleric finds Corak's Soul in C1, location 10,15. The body is in C2 in Corak's Cave. The Cleric must have the Admit 8 Pass from the cavern beneath Sansobar to enter.
● After completing the Juror's Quests (winning a black triple crown) go to Queen Lamanda in the Luxus Palace Royale. She will make one of your party her Chosen One.
● On the main menu, select "View Characters". When selected, the words "View Which" will appear. Simultaneously press and release Down-Left, A and C. Now your characters will appear. Move through them until you come across a list of complete strangers. Trade anything they have of value with your own characters, and this will make your quest an awful lot easier.

MIKE DITKA FOOTBALL

● Go straight to the finals by using the following code: QzH5EG.

MOONWALKER

● Pick up a certain kiddie first and a star will flash across the screen. Catch the star and you become a robot for a short while.

NEW ZEALAND STORY

● During the demo, rotate either joypad for nine credits.

NHLPA HOCKEY

● If you are having trouble finding some space from which to score, then a few extra players might help. Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Now change all your players and go back to the game. When the sin bin time is over, the player(s) will come back onto the ice. It's possible to have up to seven players on the ice at one time.
● Choose the All Stars West as your team and go to the Edit Lines menu. Now change your team to the following:
RD – Housley, RW – Yzerman, C – Reonick, LW – Fedrov, LD – Chelios. Now you should always win.
● Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press Start, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now change the line-up or even remove the goalie.

ONSLAUGHT

● Enter just zeros on the password screen to start well ahead.

OUTRUN

● Enter your name as ENDING to see the end sequence.
● Press Start to reach the option icon. Press the C button ten times, then press Start to access a Hyper difficulty level.

PGA TOUR GOLF

● Save your game after every hole, then simply restart your game if your next shot is crap.

PHANTASY STAR 2

● Continually turn the status screen on and off during the action to avoid being attacked.
● To get the Maueragum, the third tree from the right is the real tree.
● To get to Piata, park your jet scooter in the indentation on the right-hand side of the map (next to the mountains) and then just walk.
● To get to Climatrol, go to Uzo Island, go under it, to the left. Go south from the island that looks like Uzo and you'll find a spider's web in the water.
● To get to the Visaphone, take Shir (the thief) to the baggage room in Paseo. Go in and out until she finds the Visaphone.
● To get the Moon Dew and Star Mist, take Shir (the thief) to the tool shop in Paseo. Go in and out of the tool shop until she steals it.
● Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.
● Once you have all the Nei items, go to Lutz for the Neisword.

PHELIOS

● When the Chapter One message appears with credit three, press C, A, B, A, C, A, B, A for nine credits.

PIT-FIGHTER

● On level nine in one-player mode, pause, plug in the second joypad, and press Start for three extra lives.

POPULOUS

● Here are some level-select codes:
050 – HOBOZJOB
100 – CALEOLD
150 – BINQUEME
200 – EOAMPMET
250 – VERYOXT
300 – BILQAZOUT
350 – SUZDIEHOLE
400 – BADMEILL
450 – JOSYMAR
● For six continues press C, A, B, A, C and A on the chapter one screen.

POWERBALL

● Fancy a sound test? Then go to the league-continue mode and choose China. Enter KWGEN as your password and hit start.
● To find extra teams, pause a game, press B, B, C, B, B, C, now press Down for four extra teams.

POWERMONGER

● 2MN0A2WSD enables you to have conquered all the worlds:

PREDATOR 2

● Here are some passwords:
Level 2 – KILLERS
Level 3 – CAMOUFLAGE
Level 4 – LOS ANGELES (including the space)
Level 5 – SUBTERROR
Level 6 – TOTAL BODY (including the space)

QUACKSHOT

● In Transylvania, collect the one-up, finish the level, call the plane, go back to the start of Transylvania and repeat to max out your lives.
● After the tiger when the roof falls down, jump on SUN, then MOON, then STAR.

RAINBOW ISLANDS

● Press Up, B, Down, Left, C, A, A, B and C on the title screen for full power-ups.
● On level one, collect all the diamonds in sequence from red to purple and kill the boss to access an entrance to a bonus screen.

RBI4 BASEBALL

● On the password screen enter RBI BASEBALL 4 as the code. You'll now see a message appear at the bottom of the screen and you'll be given a special passcode.

REVENGE OF SHINOBI

● Select 00 shurikens at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikens.

RINGSIDE ANGEL

● Choose Cuty Suzuki, hold A while pressing Start on the select screen to play against yourself.

RINGS OF POWER

● The ring of mutation can be found at 24, 1 longitude and 14,3 latitude.
● All the money can be yours if you do the following. Enter the secret temple (at location 32', 2' - 6', 6') and raid the four chests inside. Exit the temple, go back in, and the chests are full up again.

ROADBLASTER FX

● Press Start on the title screen to move to the Game Start or Options Mode bit and then press Up on the pad to move to Options Mode. Press Start to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button A six times, Start, and then Right on the joypad.
To enter the demo mode, press A five times and then button B once.

ROAD RASH

● Here are some level-select codes for this fab racing game.
Race to the final level: 21111 05VT0 102HF 47132
Level 2: 10000 01CMO 01435 243DE
Level 3: 00000 02TT1 10A2J 45TOT
Level 4: 43143 067KO 01EVD 571RQ

ROAD RASH 2

● Here are five level codes.
0FUI 34TR: Shuriken TT250, $20,410, Level 3
0FIA 39TA: Banzai 7.11, $19,410, Level 3
0P1I 4SKO: Diablo 1000, $30, 810, Level 4
0CTQ 4JAG: Diablo 1000N, £17,730, Level 4
0H4R 550H: Diablo 1000, $20,930, Level 5
● When starting the game, go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want (yes, even the Diablo 1000N). Exit, go to Game Options, then Set Player Mode. Choose to take turns and you can now start the race with your chosen level and bike.
● To get hold of the Wild Thing bike press and hold down Up, A and C on the title screen. Press Start as well to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

ROLLING THUNDER 2

● The code for the final level is A PRIVATE THUNDER CREATED THE POWDER.
● Codes for the second mission:
Round 6 – A DIGITAL RAINBOW MUFFLED THE SECRET
Round 7 – A LOGICAL THUNDER SMASHED THE POWDER
Round 8 – A ROLLING MACHINE DESIRED THE FUTURE
Round 9 – A SLENDER NUCLEUS BLASTED THE TARGET
Round 10 – A CURIOUS ISOTOPE CREATED THE KILLER
Round 11 – A NATURAL PROGRAM DESIRED THE NEURON

ROLO

● On the title screen, press and hold down the Up/Left diagonal and A and C. Now press Reset, but keep holding those buttons. Hold them down for about five seconds and then press B. You should now get the special options screen, where you can choose to be invulnerable, see all of the map or get infinite lives.
● Start any level and then press Start to go to the animal-select screen. Move the cursor to the compass and press A and B together. The screen will flash, you'll go back into the game and you'll be standing next to the exit, with the level already finished.

SAINT SWORD

● Here are some level-select codes for *Saint Sword*.
IQW1EL – level 3-1
K2JOCK – level 4-1
KWWKQQ – level 4-2
QWQ10C2 – level 5-2
S2YY2Y – level 6-1
SOGZAL – level 6-2
XXKSIS – level 7-2

SHADOW DANCER

● Complete the whole of the first level using only magic to receive 100,000 bonus points.
● On the title screen, press A, B, C and Start at the same time to access a practice mode level select.
● On the first bonus level, don't shoot, simply dodge all the ninjas to earn an extra life.

SHADOW OF THE BEAST

● Enter your name as ZQX and press and hold A, B, C and Start until you get back into the game for infinite lives.
● Drop a coin down the well to receive an extra life

SHINING IN THE DARKNESS

● Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the following day and you'll get loads of money.
● The vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears. Take the Vial of tears from Theos.
● Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.
● Here are some map references:
Level one: stairs from level one to level two – 10S, 12E
Cave Of Courage: stairs down to get to the Boss – 10S, 9E
Cave Of Truth, use the Fake Idol – 7S, 23E
Cave Of Wisdom: hole to fall down (gets you to the end) – 10S, 18E
Level 3: Light Helm – 8S, 29E; Light Shield – 9S, 1E; Rope – 27S, 1E
Level 4: Light Blade – 5S, 11E; Cell Key – 13S, 9E
Level 5: Light Armour – 5S, 9E
Bosses: Kaiser Crab – 18S, 12E; Gila (cave of strength) – 21S, 7E; Tortolyde (cave of courage) – 17S, 4E; Doppler (cave of truth) – 7S, 21E
Bosses: Grim Wall (level one) – 20S, 16E; Black Bone (level three) – 27S, 19E; Dark Knight (level four) – 13S, 7E; Dark Sol (level five) – 11S, 15E

SHOVE IT

● Enter !AYASAM! on the password screen to get to the last level.

SLAUGHTER SPORT

● Choose the character you want to play as by doing the following:
Bonapart – press A, Up, C then Start on the title screen
Buff – press Left, C, B then Start on the title screen
El Toro –press B and C together, A, Up then Start on the title screen
Guano – press Up, Right and A and B together then Start on the title screen
MC Fire – press Down, C, Right then Start on the title screen
Mondu – press A and B together then Down, Left then Start on the title screen
Ramses – press Right, Left, A then Start on the title screen
Robo Chic – press Right, Up, Down then Start on the title screen
Sheba – press B and C together then B, B then Start on the title screen
Skinny – press Right, Down, Right then Start on the title screen
Webra – press A and C together then Up, Right then Start on the title screen
Weezil – press Down, Right then Up then Start on the title screen

SMASH TV

● Play the game as normal, then pause. Now do any of the following key combinations to activate the particular cheat you want:
Up, Down, Left, Left, Right: For an extra credit on level one.
Up, Down, Up, Down, Left, Right, Left: To skip to the Mutoid Man.
Up, Right, Down, Left, Up, Down, Left, Right, Up: To start on level two.
Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down: Start on level two with two extra credits.

SOL FEACE

● On the title screen press A, B, C, A, B, C, B, C, B, A and Start. Enter the Config mode, select Start, choose your level, select Mode, press Right until the symbol MY99 appears for 99 ships. Alternatively, when the symbol MY99 appears hold the Down button and press Right until the work MUTEKI appears in its place. Now, while still holding down button A, exit the options menu and continue the game. You'll now be invincible.
● Skip levels by pressing buttons A, B and C together.
● To play in slow motion, pause the game and tap the fire button.

SONIC

● On the intro screen press Up, Down, Left, Right and then hit A and Start to access a level select.
● Press Up, C, Down, C, Left, C, Right, C, hold down A and press Start. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
● Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

● When you collect a Chaos Emerald, reset the game. Now enter the options menu and press Start. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and burn through the rest of the game as Super Sonic. Also, by collecting every ring on the special stage, you get a 50,000 point bonus at the end.
● Go to the options screen and start the game as Sonic and Tails together. Now plug in a second joypad and player two will be able to control Tails. Tails is also invincible.

● Here's a level select for *Sonic 2*. Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press Start to go back to the title screen then hold down button A and press Start to enter the level select.
● Here's the Super Sonic cheat. Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.
● When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. Button C will make Sonic jump and button A will reset.
● To construct your own levels and have 14 continues play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press Start to play.
● To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press Start. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SPACE HARRIER 2

● For a level select, press buttons A, B, C and the joypad Left or Right during the start sequence.

SPACE INVADERS '90

● On the intro screen, press and hold buttons A and C. Now press Start, then B, A and C for the level-select screen.

SPEEDBALL 2

● Enter LCLI CWAF O6XE ya3q 2bst -is1 gGVC to enter division one.
● Save your cash for the first few games. Better players will soon be available on the transfer market.
● Always finish as runners-up in division two, because the play-off game will give you a few extra pennies in your purse. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. These sneaky tricks put you (Deluxe) and the Renegades up a league, and in the second season you should be able to put 350 points past the Renegades, while Hashwan and co can only manage 200.
● This cheat allows you to improve your team by altering the password you get at the end of the season.You need to swap the blocks of four in the password with other blocks of four in the password. You can play around with this for as long as you like until you find the best code.
● Here's a mystery code:
LBXQ MHAR Mk7I Y8T1
2fZW -2ww 7vVD IBMH

SPIDER-MAN

● Before you meet the kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane from falling into the fiery pit.
● On Nightmare mode at the warehouse, climb onto the first pile of crates, swing onto the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.
● When you get to the Sandman, carry on right to the edge of the screen to collect a full life power-up.
● If you're running short of energy, go home (by using the face from the pause menu) and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you will continue from where you left off.

SPLATTERHOUSE 2

● Press A, B, C and Start together in game to reset – so be careful.
● Here are some level-select codes:
Level 2 – EDK NAI ZOL LDL
Level 3 – IDO GEM IAL LDL
Level 4 – ADE XOE ZOL OME
Level 5 – EFH VEI RAG ORD
Level 6 – ADE NAI WRA LKA
Level 7 – EFH XOE IAL LDL
Level 8 – EDK VEI IAL LDL

SPLATTERHOUSE 3

● Here are some stage passwords:
Stage 2 – REISOR
Stage 3 – ETLBUD
Stage 4 – TABRAE
Stage 5 – ELPOED
Stage 6 – PHENIX
● To enter stage X, which is a sort of bonus room, defeat the boss on levels one or two with more than three minutes left on the timer.

STARFLIGHT

● For loads of money and unlimited fuel, go to a Starport and pause the game. Press A, B, B, A, C, Up, Down and C.

STEEL EMPIRE

● On the title screen, hold button B and press Start to start on level two.
● If you fancy 99 bombs, press C, A, C, A, Start and B on the ship-selection screen.
● If you fancy 99 lives, go to the options screen, set the difficulty to hard, set the stock to two and set the credits to one, and then play tune 65 on the soundtest option.

STORMLORD

● Pause the game, then press A, A, A, A, C, C, B, B, B, C, A. Unpause and you'll have five extra lives.
● At any point in the action, pause your game and press C, B, B, B, A, A, A, A, C, C, A, A, A, A to skip to the end of the level.

STREETS OF RAGE

● For more continues press Left, Left, B, B, B, C, C, C and then Start when Game Over appears.
● Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".
● Move to options. On the second joypad press and hold Right then hold A, B, then C. Now press Start on pad one and select your lives/ level.

STREETS OF RAGE 2

● Here's the level select. Press Start as normal on joypad one. Now, on the game-selection screen, move the cursor down to options. Press and hold buttons A and B on joypad two, then press Start on pad one. Now choose your level, and play the game.
● On the title screen hold down Right and button B on joypad one. On pad two hold down Left and button A. Now hit button C on pad two to move to the select screen. Let go of all the buttons and start a two-player game. Now you can both choose the same character.

STRIDER

● On the airship, fall to the bottom, walk left, destroy all the bombs, climb to the top left and kill the panda!

SUPER HANG-ON

● Here's a code which gives you loads of money on the Original mode. Just enter the following password: 6FF3F546F35564 FFISKJIMBAMIRJ.

SUPER LEAGUE BASEBALL

● Look at the carpark before the start. In the right-hand corner is Virgil Tracy's Thunderbird 2.
● Use this code to start with a four game lead:
JORQWVVRROOQSHPQGUDEAM

SUPER MONACO GP

● Here are some level-select codes:
Race 15 – Australia:

1HFC	21A3	90P0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	E200	6AB4

Race 16 – Monaco:

1QJI	42A3	90S0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA

Start in the madonna team, with a World Championship title:

4000	0000	0000	0000
0000	GGD5	3627	B14C
FA89	E000	0000	000I
0000	0000	G300	FA0F

● Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish in the top three on the wet circuit and you'll hold up your head instead of a trophy.
● Smash into the guy holding the chequered flag at the end of the Monaco race and he'll fly into the background. You'll lose your points.

SWORD OF SODAN

● Collect four Etherium potions and drink them all at once to warp to the next level.

SWORD OF VERMILLION

● Cleanse a cursed sword at a church.
● To access the options screen, plug the controller into port two and press A, B, C and Start together.

TASK FORCE HARRIER EX

● Place the cursor over the Config option and press Up, Down, Left, Right, A and C together, then B and Start simultaneously for more options.

TAZ-MANIA

● Plug in two joypads, press A, B, C and Start on both of them simultaneously on the title screen, pause the game, press B and then unpause the game for invincibility. Alternatively, press C then unpause to select a level.
● On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

TEAM USA BASKETBALL

● Here are the codes to get seven of the teams through to the final.
CIS vs Yugoslavia – P4T3DB9
ANGOLA vs Yugoslavia – 0DR7BBQ
CANADA vs Yugoslavia – FDT32B3
AUSTRALIA vs Italy – R0T7LBY
CHINA vs Slovenia – YNT7GB9
CROATIA vs USA – 08TWNBN
USA vs China – SXT7RC0
● Your best formations (for the USA) are:
Mullin – Forward, Drexter – Forward, Jordan – Center, Guard – Stockton, Guard – Johnson.
And then sub them into this formation:
Laethner – Forward, Robinson – Forward, Ewing – Center, Pippen – Guard, Jordan – Guard.
● Here are the codes for the final:
France – FOT7PBB (vs USA)
Italy – 64T7SDS (vs China)
Lithuania – Q4T7KBY (vs Canada)
Netherlands – 2JT7TBN (vs France)
Slovenia – 4OT7CB4 (vs Netherlands)
Spain – JDT7MCJ (vs Croatia)
Yugoslavia – 90T7FBB (vs France)

TECHNOCOP

● In any building area, pause the game, press C ten times, A five times, B twice and A ten times. You'll hear "Techno Cop" and then get all your lives back.

TERMINATOR

● Always wait for the extra time bombs at the start of each level.

TERMINATOR 2

● When the words "PRESS START" appear on the title screen, press Up, Down, Left and Right twice. Arnie should now say "excellent". Then start the game as normal, and during play pause the game. Press B and C together and you'll be taken to the end of the level screen, where your performance will be analysed.

TEST DRIVE 2

● When driving, press and hold down A, B and C for a secret options menu.
● Pick the Ferrari for superior acceleration.

TETRIS

● For a really fast game, press Start and Down at the same time.

THUNDERFORCE 2

● Hold down buttons A, B and C and switch on. Still holding the buttons, press Start on the title screen for a secret menu screen.

THUNDERFORCE 3

● Pause the game then simultaneously press Up and B ten times, then B and Down ten times. Repeat the process to get all the weapons.
● Finish the game and then press buttons A, B and C to get the pilot to wink at you.

THUNDERFORCE 4

● Select zero stock ship on the options menu, move to the exit and hold down A, B and C. Press Start until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have all 99 lives.
● When you've finished the game, go to the sound test screen and listen to those really crappy Japanese tunes.

TIGER HELI

● On the Game Over screen, keep pressing C, B, A in that sequence for loads of extra lives.

TIME GAL

● Go into the options mode, and if you turn the visual mode on, the game will give you a password when you finish each level. However, because the game doesn't play in the same order all the time, these codes aren't in chronological order. When you enter the password watch ALL the animation for that level.
STONEAGE, ELEPHANT, HARDWORK, ASTERIODS, STARWARS, MURDERER, WORLDWAR, LANDMINE, DEATHOUL – RECKLESS BRANCHER, SOUTHERN, DINOSUAR, OSIRIIYA, DODZILLA, THANKYOU.

TINY TOONS

● The following code allows you to play any level you like, including the secret ones: NGQQ WWQW QKWQ QWWQ WGRY.

TOEJAM & EARL

● Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and then fall through the island to a secret level.
● The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.
● At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right corner and top of the level instead.

TROUBLE SHOOTER

● If you want a level select, press C, Right and Start together on controller two on the title screen and then press Right, C and Start to advance the stage number.

TRUXTON

● On a boss level drop a smart bomb, then hit pause. Wait ten seconds, then unpause to kill the boss.

TURRICAN

● Select options on the menu, skip to the exit icon. Hold Down, and then quickly press A, B, B, A, B, A, A, B, A, A, B, A, A for more options.

TURTLES

● Here's a level select. Wait until the Konami logo appears and press C, B, B, A, A, A, B and C. Now wait until the title screen appears and press A, B, B, C, C, C, B and A.

TWIN COBRA

● Hit start to get to the green title screen, then press Up, Down, Right, Left, A, B, C and Start to see the end credits.
● For maximum weaponry, pause the game and press Up, Down, Left, Right and hold A while pressing Start to resume the game.

TWINKLE TALE

● Here's the level select. Start the game and wait for the storybook to appear. Now hold down the Up/Left diagonal and buttons A and C. Press Start and you can now pick your starting stage.

TWO CRUDE DUDES

● Select a two-player game and then you can use player two as a chuckable weapon!

UNIVERSAL SOLDIER

● Here are some level-select codes: Level 2 – CHSGM; Level 3 – MKSNS; Level 4 – SGGBY; Level 5 – JLGPH; Level 6 – JDRSD; Level 7 – PKSND; Level 8 – CWBPN; Level 9 – SFTNP; Level 10 – CMVDG; Level 11 – BYTCM.

VALIS 3

● Hold Up, A, B and C, press Start, and hold it until a blank screen appears. When you release the buttons, the words "Select Map 000" will appear. Now select your stage.

WANI WANI WORLD

● Press Reset twice when the Sega word appears on the screen. You'll then find yourself with 200 lives.

WARPSPEED

● Here are some campaign codes:
1. W4D HLX VDX
2. W6N CWK LXM
3. W67 G5R 4DQ

WHERE IN TIME IS CARMEN SAN DIEGO?

● Here are some codes:
Ace Time Detective – LHMNFGF
Capture Carmen – MJDFPDG
Super Time Sleuth – MJDFSGG
Super Ending – JHBHHXS

WORLD OF ILLUSION

● Here's a tip to maximise your lives. On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll be able to collect again.

WORLD TROPHY SOCCER

● Select Tournament from the title screen and go to Password. Enter PVUUABIAE. You'll now be in the final as player one versus player one. Both teams will have the same players and both teams will be dressed in the same coloured strip.

XENON 2

● Play the game, get a high score and then enter your name as ARM. Play again, but get a lower score than before. Enter your name as OUR and now the high score table should show ARM and OUR in first and second place. Wait for the game to go to Attract mode and press Reset. You should now be indestructible.
● For infinite lives do as above but enter your names as OLD and AGE.

X-MEN

● Switch the game on and hold Down, A and C. On the title screen press Start and unplug the controller. Plug it into port two and hit Start. Plug another controller into port one and hit Start again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp to your favourite level.
● Switch on with A, C and Down held on pad one. Press and hold Start until Magneto's face appears. Now unplug pad one and put it into port two. Then press Start. Select your difficulty level and begin the game. When you pause and unpause, your power bar will go back to maximum.

ZERO WING

● You're advised to stick to the homing missiles.
● Watch all the animated intro screens and then play the game and collect nothing but the green power-ups. When you're up to full power, the next power-up should be a purple mega power-up. If it isn't, change weapons and power up that colour. Sometimes it doesn't work exactly like this, but you get a 1-up or 10-up instead.

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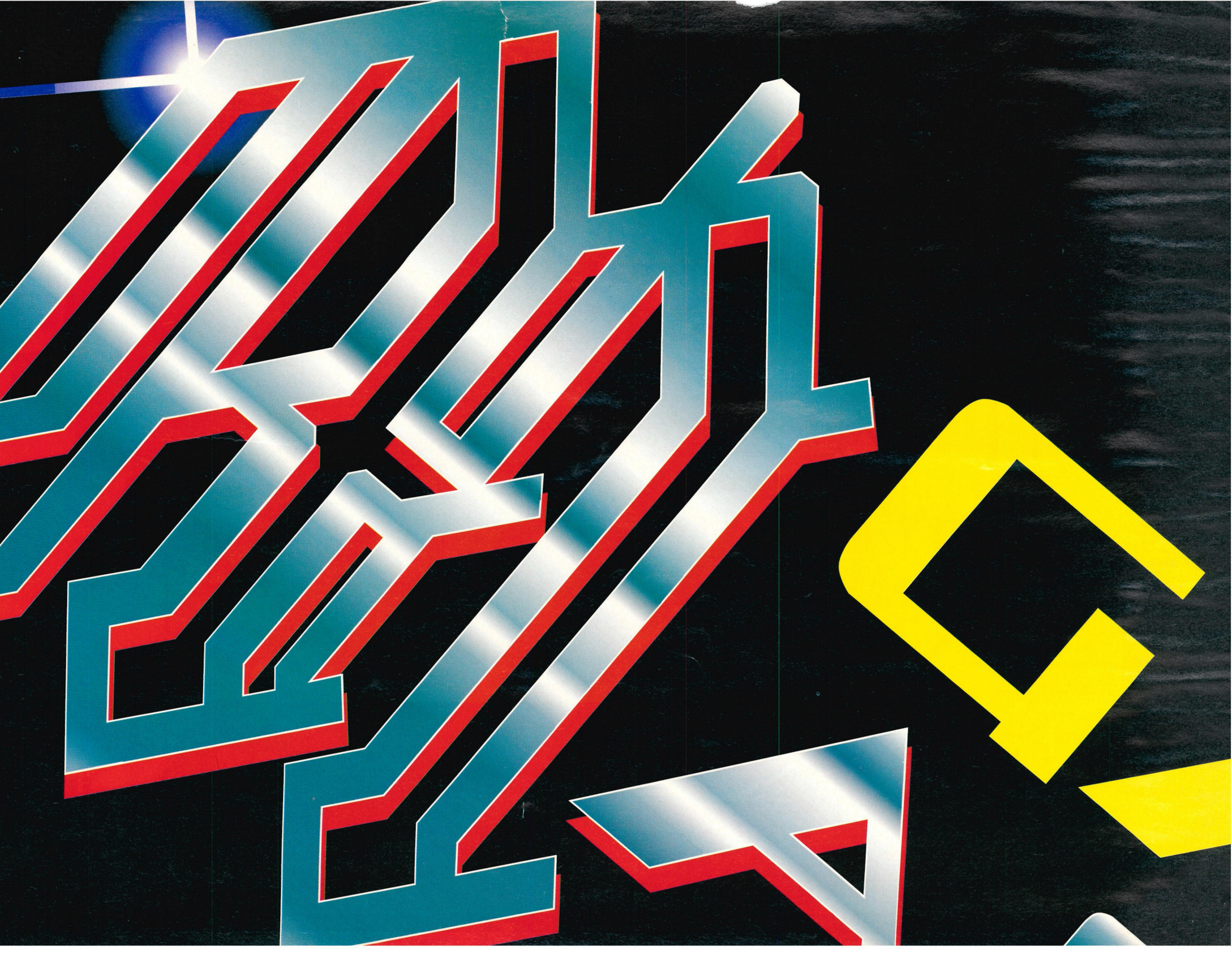

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JUNGLE STRIKE

PUBLISHER: Electronic Arts

PRICE: £44.99

RELEASE: July '93

MEGA SAYS: One of the best-selling games ever (*Desert Strike*) gets the sequel treatment and proves that sometimes a sequel can trounce all over the original. Fast, original, tough and, above all, FUN!

Phew! With nine campaigns and fifty missions, you're going to spend a lot of time trying to get through this one. And just to ensure that you do actually get through it all and you don't miss any of those really important bits en route, here's the first part of the Electronic Arts and MEGA guide to *Jungle Strike*

We always bring you the best in complete solutions, using our extensive talents to crack the latest games wide open. This time, however, things are a bit different. We've teamed up with Electronic Arts to bring you the official *Jungle Strike* solution. It really is the bee's knees. The game is also a bit on the large side so we're going to have to run this over two issues. For the first month (this one) we'll deal with the first five campaigns and then in our next issue we'll show you how to do the other four campaigns. As well as detailing each campaign mission by mission and showing you what's hidden where, you can also check out the different artillery you'll come up against and the best way to deal with it. Like we said earlier, it really is the best *Jungle Strike* guide you can get.

GET A GRIP!

Move your Comanche around

A Fire your hellfires, jink the chopper or select the map option

B Fire your hydras or select the mission option

C Fire your chaingun or select the status option

Before you venture out into the great unknown you should know what's waiting for you

Fast, but not very accurate, that's the AAA

The ACAR is very fast and dangerous

Attack Vans are just so easy to blow up

Gunboats are very quick and hard to hit

The HARVs don't move so they're easy

Very fast and very hard, that's an MRLS for you

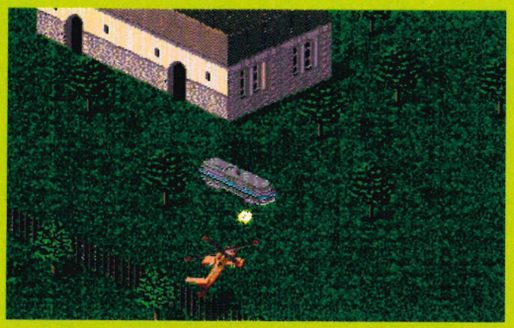
The Sheridan is as hard as nails and fast

A Tactical may be fast, but it's not hard enough

THE FLY-BY

If there's one special technique or playing tip that comes up again and again in the game (and indeed in this playing guide), it's what we call the fly-by. Simply put, the fly-by is a way of checking out the artillery protecting say, a building, and then destroying it. Rather than give you some long-winded and possibly very confusing description of what to do, we're going to show you instead. Just take a look at the following screenshots and then have a practice yourself. And to show just how useful this technique is we've grabbed a small step through from the very first mission of the very first campaign. Go on then, practice.

1 As you approach you can get the flight path right and get you fingers on those buttons



2 Then as you get in range let go with a hellfire and two hydra missiles

3 Then watch as it explodes and you (here comes the punch line) fly-by

RIP 'N' TIP

CAMPAIGN 1: WASHINGTON DC

Password: 00000000000

Washington DC is under attack, and the President's life is in danger. There's a lot of flying to be done on this one so take note of where the fuel tanks are and keep an eye on your fuel level. You might also like to know that some gas stations will reveal armour repair crates when you blow them up, and you will get bonus points if you capture all four enemy commanders from the Terrorist HQs.

MISSION 1: PROTECT THE MONUMENTS

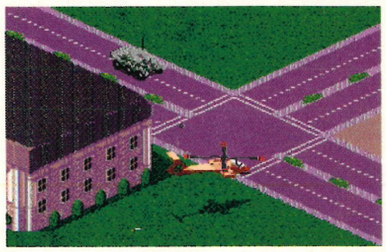
A fairly simple opening task. Use one hellfire and two hydra missiles to destroy each HARV at the Library of Congress, and when you destroy the one furthest west, it will reveal an armour crate. Now fly to the other two monuments, using the same technique to get rid of them. You may need some ammo, but there's plenty of it about.

This crate may come in handy later

Protect the Washington Dome

MISSION 2: TERRORIST HQS

For Terrorist HQs these aren't very well protected. Mostly guarded by soldiers with AK-47s and the odd Twingun, this shouldn't give you too much trouble. Take out the AK-47s with your chaingun (a few rounds should do it) and use your hydras, about eight, for a quick kill. Now destroy the house, take out the soldier and then pick up the commander.



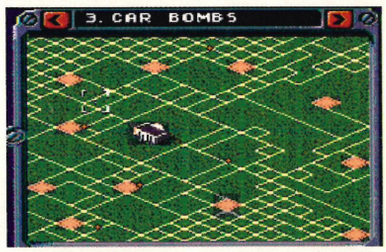
Sneak up on the Twingun...

... and then blow up the house

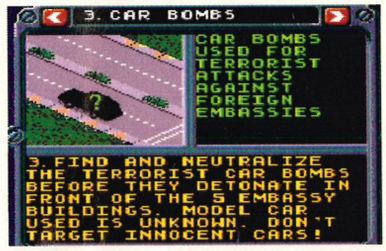
Capture the right commander and he will tell you how the embassies are going to be attacked, then it's on to mission three – Car Bombs

MISSION 3: CAR BOMBS

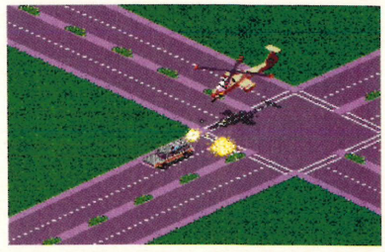
Unlike the rest of the cars in the city, the Station Wagons (the car bombs) are fast and will fire back at you. Once you find them you don't have much time to blow them up because they're on a kamikaze mission. So fly up close to them and use a few hydras for a quick kill. Don't worry about them hitting you, because they don't cause that much damage.



Use the map to work out the route

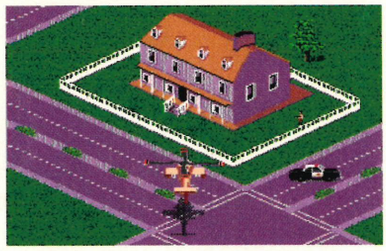


Make sure the cars you hit are Station Wagons or you're in big trouble

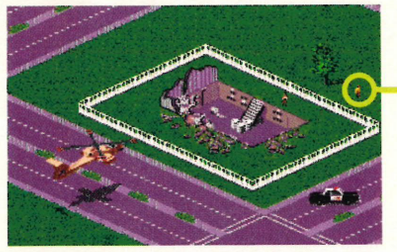


MISSION 4: AGENT AKBAR

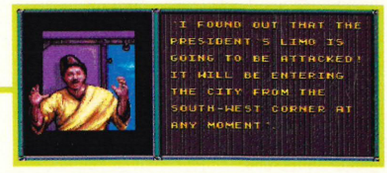
This one's a bit easy. Find the shootout (or look at the map) and circle around the house, taking out the AK-47s with your chaingun. Don't shoot the Police cars (the President's a bit touchy about that), just swing around to the front of the house and chaingun the place. When the guy in the (very attractive?) yellow one-piece runs out, pick him up and he will reveal all.



Once you take out the AK-47s...



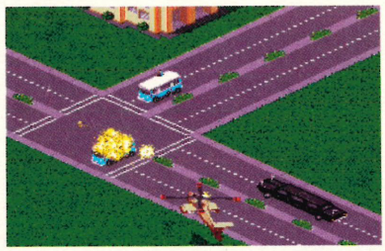
... blow up the house to see Akbar

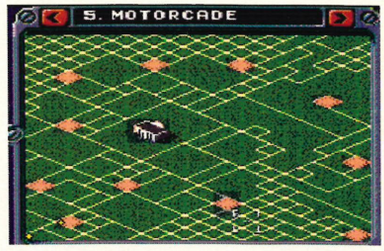


He looks a bit panicky (and not the least bit grateful) but he does give you some very vital information about the President

MISSION 5: MOTORCADE

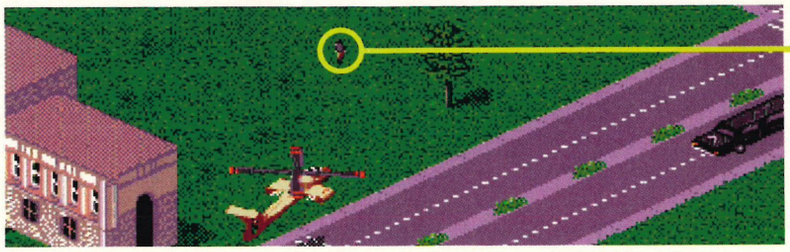
Mr Inconspicuous, that's our President. The city is under attack, there are terrorists everywhere and the Pres drives into the city in a great big stretch limo. Clever huh? Anyway, before you reach the motorcade, make sure you've loaded up with fuel and ammo (you might need some armour as well if you're pretty low). Now fly to the south-west corner and take out the two AK-47 guys. Blow up the road block and you're off. Using the map to determine where the next, ahem, obstruction is, fly ahead of the motorcade and deal with anything you bump into. Guide the car safely to the White House and that's the first campaign finished. Or is it?





MISSION 6: ENEMY SNIPER

You can actually complete this mission before the last one if you like. As you're protecting the motorcade and you pass by the CIA (Criminal Intelligence Agency) building, pick up the guy running away, and the plans of the jungle fortress are yours. That's most definitely campaign one over. Or you can pick him up after you've done mission five and made sure the Pres is safe.



As you escort the limo to the White House you see the sniper running away

But instead of a hard-nosed assassin, you end up with a right wimp, who gives you the map to the druglord's jungle fortress

CAMPAIGN 2: SUB ATTACK

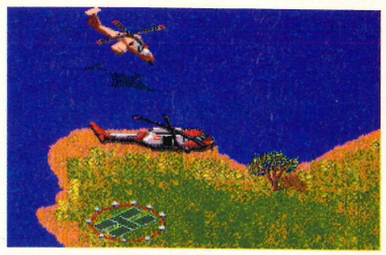
Password: RL6PDY39SPM

This is the first opportunity for you to leave your Comanche and try your hand at something else. Once you get into the hovercraft it's a good idea to move around for a bit, just to get used to the controls and weapons. Oh, and when you're in the hovercraft, try blowing up a few gun boats and if you're lucky, you'll find an extra life crate (or two).

MISSION 1: RESCUE NAVY SEALS

This is a nice easy start for you here. Fly over to the Navy Seals, take out the AK-47s and pick them up. Read what they have to say and then fly them to their helicopter. They will jam the electric fence surrounding the hovercraft and now you've got to go and get it. Try not to worry too much about this because it gets a lot harder from here on in.

A few rounds on the chaingun will get rid of those AK-47s

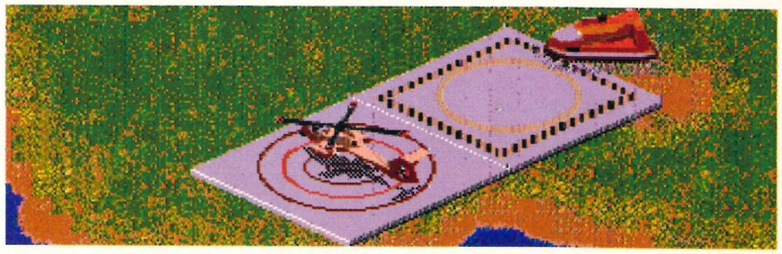


Drop the Navy Seals here

MISSION 2: ELECTRIC FENCE

Because you've found the Navy Seals, they have turned off the electrical fence surrounding the hovercraft. So fly towards the fence, destroy all the guards around it (your chaingun is probably the best weapon to use for the job) and then simply land on the helipad in order to swap vehicles. Now, er, hover off and get on with the very next mission – Plutonium.

Put your chopper down on the pad...

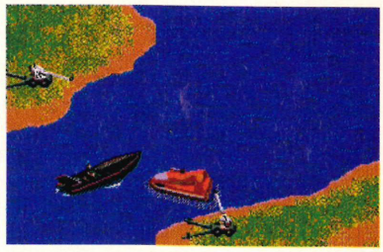


... and then zoom off in the hovercraft and prepare for some serious work

MISSION 3: PLUTONIUM

To create nuclear weapons, you need a few substances, one of which is plutonium. So if you take it away from the Madman, he's going to be a little bit miffed, which is the general idea. With land- and water-based craft carrying the plutonium, it's a good job you've got a hovercraft. Use the map to figure out your best route, and see where the fuel drums and ammo crates are as well. The best tactic to use for the water-based craft is to get in front of them and then lay a mine in their path. They sail over it and blow up. You can use the same tactic for the land transport, but your mines are limited, so use your hydras as well.

Lay a mine and watch the explosion



Oops, you're in trouble here

MISSION 4: F-15 PILOT

Do you fancy a different co-pilot? Yeah? OK then, this is what you have to do. If you rescue this guy (Faceman) before he sinks into the ocean, your wish is granted. Take out the AK-47s and then pick him up. Oh, but before you fly off for your next mission, blow up the F-15 so that your technology doesn't fall into enemy hands. But you'd guessed that already hadn't you?

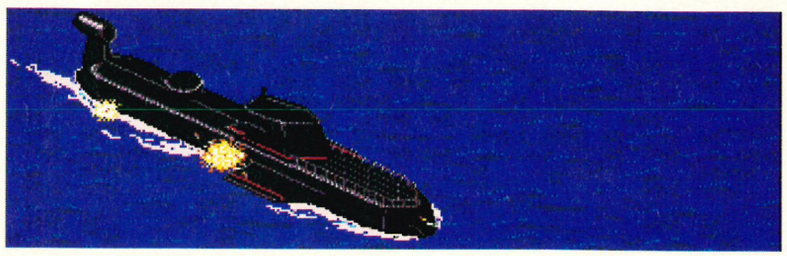
There's not much here to cause you trouble, except that AAA

Do your duty and blow it up

MISSION 5: NUCLEAR SUBS

You'd think that this being the last mission on the campaign it would be hard. Well, using this technique it isn't. Find a sub and approach it from the front. Lay two mines in its path and watch it blow up. The last sub, however, is a bit more difficult to destroy; use your cannons and rockets to take out the gun turret and then lay the mines in front of it.

Once you've rescued Faceman you can then put him to work on the subs and finish this campaign



I suppose you can't blame the captain really, he can't see where he's going

RIP 'N' TIP

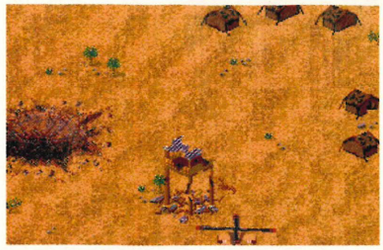
CAMPAIGN 3: TRAINING GROUND

Password: 9VMPK39W4HS

There are no new vehicles to find on this level and therefore no special techniques to learn. Although your fuel is quite limited on this level, it's worth hanging around and blowing up most of the huts and tents to see what's hidden underneath them. In fact this tactic can be used throughout most of the game so you'd better get used to it.

MISSION 1: TRAINING CAMP

Before attacking the training camp, fly directly south from your starting point and you will see four tents. Blow them and the tents up to reveal a very useful speed winch. Each training camp's guard tower is very easy to destroy and a few well-aimed hydra missiles should do it, leaving you to search under some tents.



Did I use too many hydras?

This speed winch is very useful

MISSION 2: LANDING ZONE

Simple really. Pick up the man by the tent and then check your map to see where the landing zone is. Drop him off and you've finished mission two. Oh, but blow up the tower, because you may need to come back here to drop off some people.

Oh look, a lovely little oasis

MISSION 3: MOBILE RADAR 1

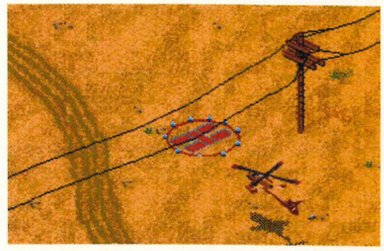
Your first real opposition takes the form of Sheridan tanks, and you'd better get used to dealing with them because there are loads of 'em on this level. Use the fly-by technique and let fly with a hellfire and two hydras as you go past. Don't waste your ammo on the mobile radar, just hover and use your chaingun.

Now for some real action

MISSION 4: COMMUNICATION EXPERT

The communication expert is easy enough to find, just use the map to figure out which hut he's in, but don't fly off without blowing up a few of the other huts so you can rescue some more people. As you fly off to the telephone poles so the communication expert can fix his tap, you will see a Sheridan tank in the far right-hand corner of the barracks – don't ignore this, blow it up because it will give you a very useful extra life. When you've dropped the expert off at the poles, don't be tempted to blow the poles up, just leave them alone or you will ruin the campaign and have to go back to base.

Oh, what a surprise! An extra life



Drop your expert off here

MISSION 5: TANK DEPOT

Before you enter the Tank Depot, make sure all your quotas (ammo, fuel and amour) are as high as they can be. The people you pick up from the huts should be dropped off at the landing zone for some more armour points if you need them. Although it sounds obvious, don't attack the dormant tanks in the depot; take out the active ones first with a few fly-by attacks and then use your chaingun to destroy the dormant ones. If anyone runs out of the tanks, pick them up for some armour points you might need later on.

Drop off your load for armour points

And then take out the tank depot

MISSION 6: MOBILE RADAR 2

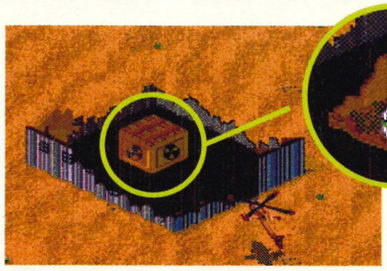
There's not a lot I can say about this mission because it is exactly the same as mission three, so, er, do what you did then all over again.

MISSION 7: TRAINING HQ

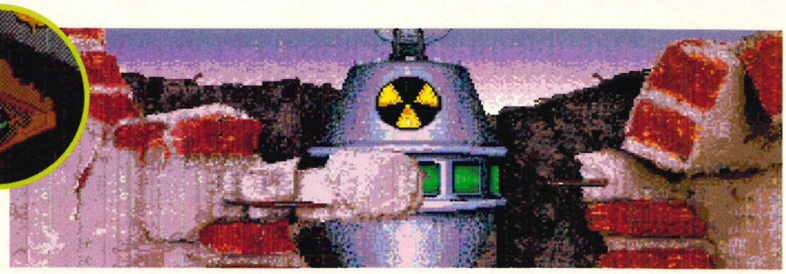
Each of the three training huts is well guarded, so a few fly-bys may be the order of the day. Once you've taken out all the perimeter defences (all very military this isn't it?) capture the commander from each hut and they will give you the radio codes, and the nuke reactor will appear as if by magic.

MISSION 8: NUCLEAR REACTOR

Fly around the three buildings and take out the towers, guns and the tanks. Blow up the buildings and anybody inside them. Blow up the boxes, but don't touch the contents, pick them up instead. You will also find some fuel hidden in one of the boxes. Now fly back to the base and get ready for some really tough flying conditions.



Each building contains a box



Destroy the box and then pick up whatever is inside it (even if it is glowing)

CAMPAIGN 4: NIGHT STRIKE

Password: XTHC9XTLMZF

This is definitely a very hard level. Not only are there very different missions for you to scratch your head over, there's also the very difficult task of flying around at night. You can see bits of terrain, but not much, so be careful. And because it's dark, you can't see where the ammo and fuel are. But we can soon sort that little problem out.

MISSION 7: WEAPONS COMMANDER

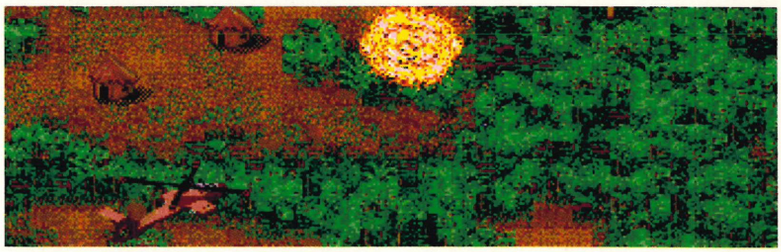
Mission seven before any of the others? Yep, that's right. Because you can't see any of the fuel or ammo, you could do with all the locations of them, well the Weapons Commander knows them, so capture him first. You will come under a lot of heavy artillery, but be quick and you should be OK.

This commander is a bit of a wimp

MISSION 1: WATCH TOWERS

Although it's dark, hitting things with your chaingun will shed some light on the situation. The towers are in a nice little circle so attack them in a circling pattern, but be careful that you don't attract the attention of any helicopters or you'll have to deal with them. To get rid of the towers, simply shoot the gunners on top of them – you don't have to destroy them.

Use the map to work out the route



All of a sudden you can see what you're doing, amazing huh?

MISSION 2: GREEN BERET

There are two parts to this mission, and the second part is slightly harder than the first. Pick up the Green Beret and then fly towards the village (marked on the map). Don't fly straight into the village or you'll run into an ACAR. Make a fly-by move using a hellfire and two hydras. This will secure the village and then you can land and drop off the Green Beret.

Now, where is that Green Beret?

Now I've got him, where do I go?

Take that you evil ACAR you

MISSION 3: HELICOPTER PADS

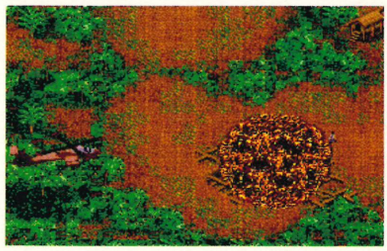
A bit of a deceptive title for a mission this one. Although you do have to blow up the pads, it's the helicopters that will cause you real problems. They're as fast as you are and packed with the same armour. But they only fire hellfires at you. So hover a reasonable distance from them and you can avoid the hellfires quite easily. Then return two hellfires and watch the sky light up.

These helicopters are a real pain, but really no match for your Comanche

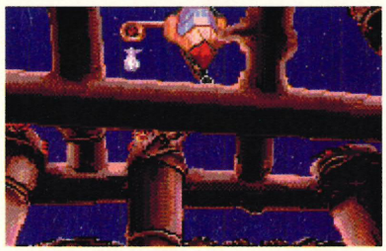
But it's the pads that you're after

MISSION 4 & 5: SCIENTISTS & POWS

Rescuing the scientists and the POWs can be treated as one because they're all grouped together so tightly. The prison camp isn't well guarded – one ACAR on the outskirts and then some AK-47s dotted around. When you blow open a cage though, someone may appear out of the bushes, so keep an eye out.



Blow up the cage and pick them up

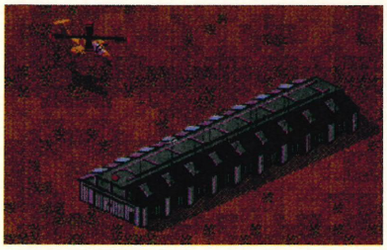


And here's a nice sequence for you

One of the POWs is, in fact, Roz, and so you put her weapon talents to great use for your final mission. Go on then, get to it

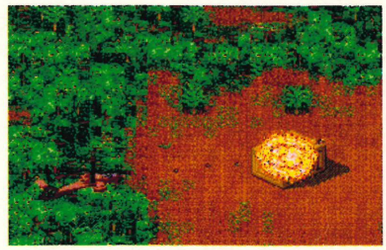
MISSION 6: WEAPONS PLANT

Here's where you'll encounter the most trouble for this campaign. Most of the ACARs are situated around the weapons plants, and they'll cause you a lot of bother. Concentrate your fire on the weaponry before you even think about destroying the plants. Then simply blow up the boxes and then their contents. You might as well blow up the grounded fighters as well.



Blow these up to reveal...

... er, well not a lot actually



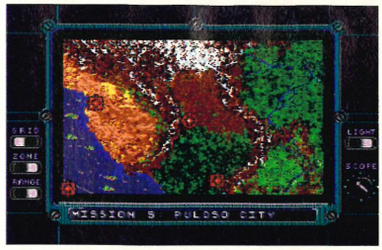
Don't forget these boxes either

RIP 'N' TIP

CAMPAIGN 5: SAN PULOSO CITY

Password: VNGZKRV7SGG

Our last campaign for this month, and things really are getting tough. This is also your chance to use one of the other attack vehicles to be found in the game, the Assault Cycle. Before you get to that, however, there's a lot of flying to be done. Everything on this level – armour repair, fuel and ammo – is in short supply above ground, but there's quite a bit hiding in the numerous buildings dotted around the landscape, so it's always worth wiping out a small village to see if anything is there. To help you out on this level, the speed winch is hidden in a building in-between the left- and right-hand buildings on the first mission. For a very useful extra life, destroy the buildings north of the UN Landing Zone.



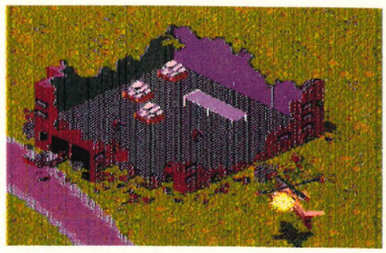
MISSION 1: UN RESCUE

Take out the towers on each corner of the fortress with one hydra. Each building houses seven hostages, 21 in all. You can only hold six at a time, so a few trips will be necessary (you only need 18 to complete the mission but those extra three may come in handy).

BOOM! Now rescue that civilian

MISSION 2: DRUG PLANT

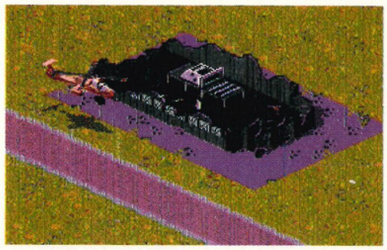
Use your chaingun on the buildings because they don't need much to blow them up. Either confiscate or blow up the drugs, but don't hit the men in white coats; pick them up instead.



Ooh, ooh, pick up those drugs

MISSION 3: COUNTERFEITING

These buildings are really easy to blow up, but be prepared for reinforcements to show up from behind you. And don't forget to pick up anyone inside the buildings.



Destroy that evil machine

MISSION 4: POWER GRID

Approach the power lines from the north or you will enter a Danger Zone. Edge as far as you can go and just simply chaingun them until they blow up. Take out all four and you can move onto the next mission.

Oops, there goes the power grid

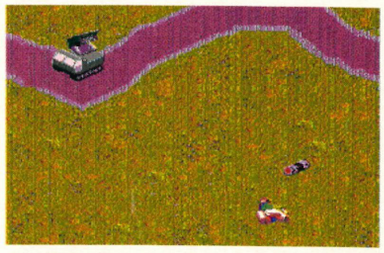
MISSION 5: ARMOURED CARS

Destroy the downtown buildings, which will flush out the cars, and then fly to the north of the Police Station (north of your landing zone), land your Comanche and switch to the Assault Cycle. To destroy the armoured cars use a similar technique as you did with the submarines on campaign two. Get in front of them and drop a mine, then sit back and watch them explode.

Great, now I get to ride a bike

MISSION 6: DETONATORS

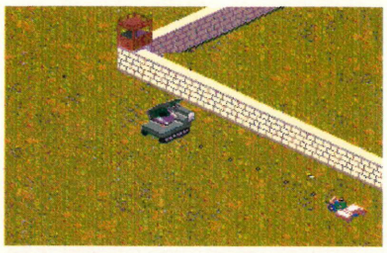
As the cars explode they might drop a detonator. Carefully, ie not too fast, creep up to them and collect them to complete this mission.



The MLRSs can't touch your bike

MISSION 7: C4 EXPLOSIVES

Before you collect the C4 explosives from the armoury, use your cycle to take out all the MLRSs. If you are riding the bike, their weaponry can't hurt, but if you're in your Comanche, they do lots of damage. Once you've got them out of the way, get the chopper, destroy the armoury and collect that valuable C4 stuff.



Use the bike to destroy the MLRSs

Then simply blow up the building...

... to collect the C4 explosives

MISSION 8: DRUG LORD WAR ROOM

This last mission is actually pretty easy. Fly around and take out the small trucks around the edge of the war room and then land on the pad to drop your co-pilot off. He'll run in and set the charges to blow up the war room. This takes a bit of time though, so while you're waiting, fire a few rockets at the gunners on top of the buildings. When your co-pilot comes out, pick him up, watch the fireworks and then fly back to the base.

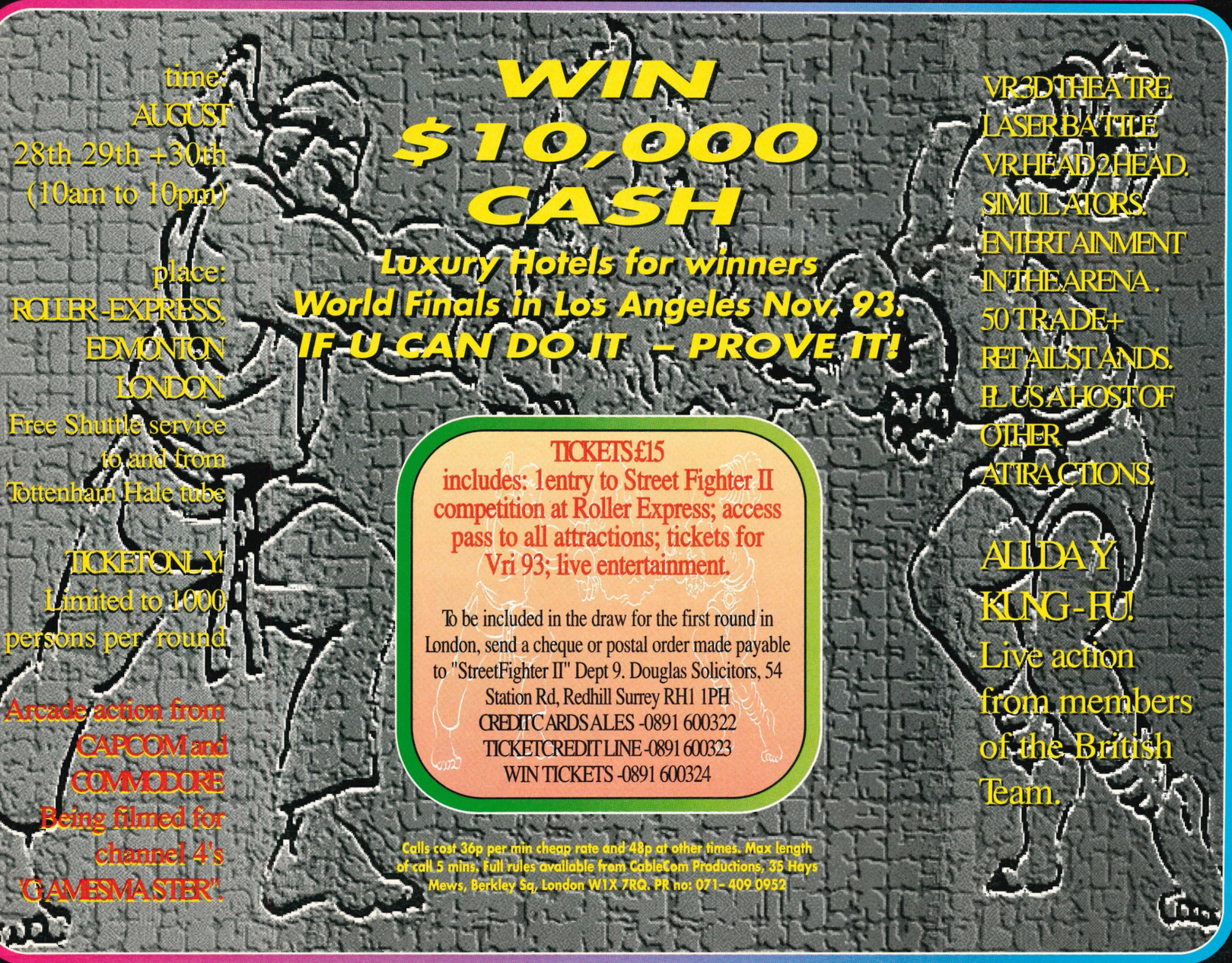
Drop your co-pilot off and watch...

... as the explosives detonate

YOUR PASSPORT 2 HEAVEN...or HELL..?

STREET FIGHTER II

WORLD CHAMPIONSHIPS ELIMINATOR



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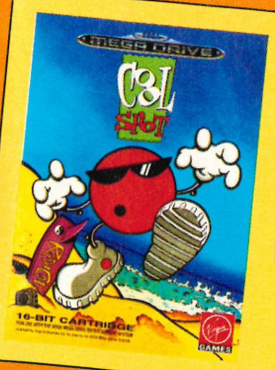

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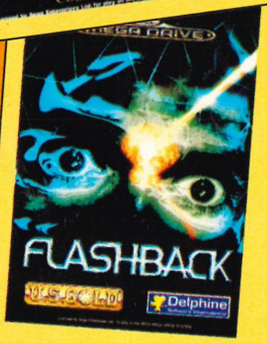

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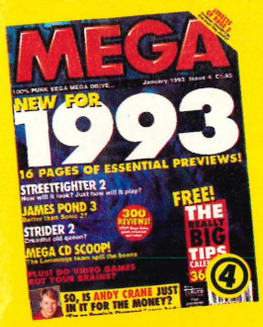

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TOP 100

New releases, mini reviews of classic Mega Drive games, top five game features and readers' ads – that's what the next eight pages have in store for you...

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1. JOHN MADDEN '93 (INC. MADDEN AND MADDEN '92)

Publisher: EASN
Price: £39.99
Reviewed in Issue 3 of MEGA

In both two-player and single-player modes, *John Madden '93* is the most exciting, blood-churning, charming, absorbing, frustrating and adrenaline-pumping game we've ever played.

The third version of the best game on your Mega Drive and it's been improved upon again. If you're fed up with playing through the normal teams, try your hand against the best teams of all time. There are eight Superbowl-winning sides to play against and you can even enter the best of the best playoff to see who is ultimately the best.

One word of caution though: if you own either the original *John Madden American Football* or *John Madden '92,* don't buy this version expecting a whole new game.

MEGA says: The best just got better, but not by that much.

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2. SONIC THE HEDGEHOG 2

Publisher: Sega
Price: £39.99
Reviewed in Issue 2 of MEGA

Hey, you want top grade video game entertainment? Then you got it. This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at. What is the fastest time possible for the Emerald Hill Zone act one?

MEGA says: You might find it too easy to finish, but it does leave the original game sobbing in a dark, damp corner.

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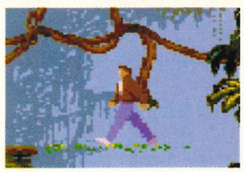
3. FLASHBACK

Publisher: US Gold
Price: £39.99
Reviewed in Issue 9 of MEGA



Stick some nice animation into a game, and most people will tend to get very excited about it, ignoring the rest of the game completely. With *Flashback* though you can sit down, watch the animation and then get completely involved in a great arcade adventure.

MEGA says: This is in many ways a perfect game. It's amazing to look at, it sounds brilliant, it's tough, involving, easy to control and addictive. What more could ask for? Not much really so go out and buy this now.

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4. MICRO MACHINES

Publisher: Codemasters
Price: £34.99
Reviewed in Issue 5 of MEGA

It may not be the best looking or sounding game in the world, but the gameplay and playability are amazing and the head-to-head fun rivals that of even the *John Madden* series.

With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be slotted into your Mega Drive for a very long time to come.

MEGA says: Frantic two-player action and a tough one-player challenge make for a fantastic game.

WANTED: *Micro Machines*
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0236 760422
0768 892035

5. JUNGLE STRIKE

Publisher: EA
Price: £39.99
Reviewed in Issue 9 of MEGA

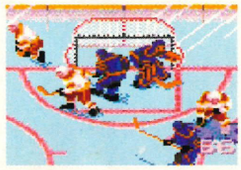
This is the fabulous follow-up to the brilliant *Desert Strike,* and this sequel has everything you could want and more. There are more missions (50 in all), more campaigns (9 this time around) and there's even the chance to get behind the controls of some different vehicles. The gameplay though similar to the original, is varied enough to provide real interest.

MEGA says: Tough, even better looking than the original and just good clean shoot-'em-up fun. *Desert Strike* was an incredibly popular game, but EA haven't sat on their laurels. They've brought us (yet another) classic Mega Drive game.

WANTED: *Jungle Strike*
0865 863202
0236 760422
0768 892035

6. NHLPA HOCKEY (INC. EA HOCKEY)

Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA



Out goes EA and in comes the '93 version. Just as *John Madden '93* remained firmly fixed to its predecessor's roots, so does this, and the new version is just as much a classic as the original. This version is just as much a classic as the original, but there aren't enough new features to earn the game promotion to the number one spot.

The top-down scrolling viewpoint still works beautifully, and the gameplay is as perfect as you could ever hope for it to be. Mind you, just like in the real thing, the best bit is when the gloves come off and the punch-ups start. Not as involved as *John Madden Football,* and the naïve or short-sighted player will tell you that scoring's more down to luck than skill, but for nerve-tingling tension that's absolutely second-to-none you still won't find a pulse-raiser much better (or tougher to master) than this.

MEGA says: Even better than the original (MEGA rated it 92% – it would have got more if it hadn't been a sequel). *NHLPA Hockey* is bigger, better and bloodier than its older brother, and it truly kicks. It is a fantastic game, which absolutely no Mega Drive owner should be without. Get it!

FOR SALE: *NHLPA Hockey*
£20 – 0602 257740
WANTED: *NHLPA Hockey*
0236 760422
FOR SALE: *E A Hockey*
£18 – 0727 825060
£19/Swap – 0375 842611
TO SWAP: *EA Hockey*
0908 641250

7. HELLFIRE

Publisher: Sega
Price: £34.99

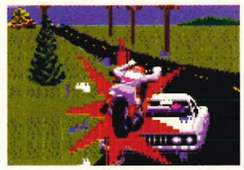
Hellfire is the only serious competition to *Aero Blasters* in the space-blast department. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes it a bit easy to complete, but nothing's perfect.

MEGA says: Great stuff. If you find *Aero Blasters* a bit too demanding, though, this'll be right up your street.

TO SWAP: *Hellfire*
Swap for *PGA Tour Golf* – 0884 33611

8. ROAD RASH 2 (INC. ROAD RASH)

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 4 of MEGA



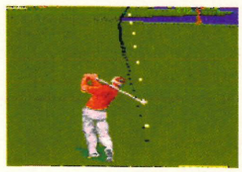
Not entirely different to *Road Rash,* but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement.

MEGA says: Speed, violence and bikes – what more could you ask for?

FOR SALE: *Road Rash 2*
£28 – 081 360 5893
£24/Swap – 0375 842611
£29 – 0533 601687
TO SWAP: *Road Rash 2*
0532 552546
FOR SALE: *Road Rash*
£22 – 0792 205153
£21 – 0543 417601

9. PGA TOUR GOLF 2 (INC. PGA TOUR GOLF)

Publisher: EA
Price: £44.99
Reviewed in Issue 5 of MEGA



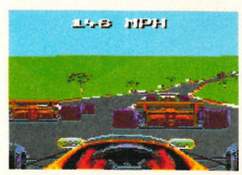
What was wrong with the original *PGA Tour Golf?* Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well, that's what *PGA Tour Golf 2* does. There are three more courses, the chance to put draw and fade on the ball and all sorts of other options.

MEGA says: The best multi-player game has been improved and if you and your mates like nothing better than playing a round, this is for you. Be careful though if you've got the original, because this one isn't drastically different from the previous one.

FOR SALE: *PGA Tour Golf*
£18 – 0727 825060
£19 – 0787 374770
£20 – 0359 50349
TO SWAP: *PGA Tour Golf*
0254 264427

10. F1

Publisher: Domark
Price: £39.99
Reviewed in Issue 11 of MEGA



While *Super Monaco GP* wins hands

down on realism and looks, *F1* beats it into first place for speed and playability. And if you think you can handle more than the normal speed of the game, there's always the turbo mode. With all the 16 Formula One courses, battery back-up for ten games and a simultaneous two-player game, *F1* has all the right ingredients to make it a top ten game, and indeed, that's where it is.

MEGA says: Thrills, spills and a lot of crashes. That's what's in store for you if you get hold of this game. For speed freaks and Ford Fiesta owners alike, this is a must buy.

11. SHINING FORCE

Publisher: Sega
Price: £39.99
Reviewed in Issue 10 of MEGA

We all complain when games are too easy to finish and we also complain that the hardest games to complete, RPGs, are boring. Well if you're of that ilk, you should definitely check this out 'cos you're in for a surprise. It's got cute characters, a do-the-right-thing storyline and gameplay most games can only dream about.

MEGA says: Very soon we're going to have to stop taking the mick out of RPGs, because they're getting quite good now.

12. LEMMINGS

Publisher: Sega
Price: £39.99
Reviewed in Issue 2 of MEGA

180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and a stunningly easy control system make this a must for all gamers.

MEGA says: It's addictive, brain teasing and we can't get Neil away from it. What more of a recommendation do you need?

FOR SALE: *Lemmings*
£25/Swap – 081 675 2120

13. ECCO THE DOLPHIN

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA

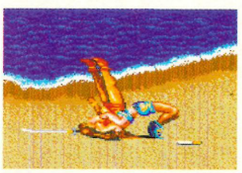
Once in a while a game comes along that is just that little bit different from the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deep (pun number 343) underwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits. This is a classic all-round game which will appeal right across the board.

MEGA says: It brings a whole new realm of gameplay to the Mega Drive. It's slow, hard, beautifully presented, and a real joy to play.

FOR SALE: *Ecco the Dolphin*
£20 – 0246 854545
£30 – 081 399 6467
£30/Swap – 081 675 2120
£25 – 0727 850434
£34 – 0202 661982
TO SWAP: *Ecco the Dolphin*
For *NHLPA Hockey* or *Road Rash 2*
– 0782 372649

14. STREETS OF RAGE 2

Publisher: Sega
Price: £44.99
Reviewed in Issue 4 of MEGA



Well, after all the fuss and bother over the first official English 16-Mbit game, it finally arrived – the follow up to *Streets of Rage*. We reviewed it in issue four of MEGA, but we didn't play it enough to give it a mark. Now it's out and it's every bit as good as we'd hoped. You won't find a better beat-'em-up on the Mega Drive and it's even better than some arcade ones too. Additional features include two new characters (Max and Skate), a head-to-head mini game, amazing graphics, the best ever sound on the Mega Drive, and playability as well.

MEGA says: You won't find it tough enough if you play on easy level with loadsa continues. So if you're a hotshot gamesplayer, do yourself a favour and play the game on hard level with only a couple of continues.

FOR SALE: *Streets of Rage 2*
£25 – 091 386 7082
£30 – 0570 470763
£32 – 0533 601687
WANTED: *Streets of Rage 2*
0603 400215
061 945 6186

15. QUACKSHOT

Publisher: Sega
Price: £39.99

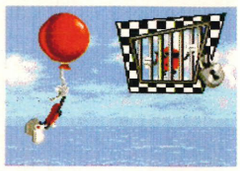
Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia should* have been. It looks lush, it sounds lovely, and it's action-quacked (sorry about that) from start to finish.

MEGA says: We say get it!

FOR SALE: *Quackshot*
£20 – 021 459 7576
£20 – 0480 891813
£20 – 0602 257740

16. COOL SPOT

Publisher: Virgin
Price: £39.99
Reviewed in Issue 9 of MEGA



This ultra-cool, cute and loveable little dude sits brilliantly inside this fabulous platform game.

MEGA says: Playable, cute, large, difficult game with a great soundtrack.

WANTED: *Cool Spot*
081 675 2120
0689 873542

17. ROLO TO THE RESCUE

Publisher: EA
Price: £39.99
Reviewed in Issue 5 of MEGA

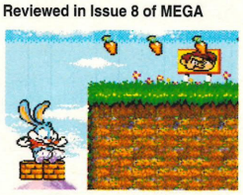
Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then, when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game.

MEGA says: Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out using Rolo's various friends, and bosses to defeat.

FOR SALE: *Rolo to the Rescue*
£25/Swap – 0836 696710
£29 – 0533 601687
£30 – 0803 858277
TO SWAP: *Rolo to the Rescue*
031 657 3164

18. TINY TOONS

Publisher: Konami
Price: £39.99
Reviewed in Issue 8 of MEGA



Cute, big and easy to play, this platformer has got it all. With a password for each level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores highly in all areas.

CASTLE OF ILLUSION

NUMBER 46

At the time, *Mickey* was the cutest and best platformer you could get your hands on. How has time treated this classic game? Let's take a look...

And just to prove that you can have games with gorgeous graphics *and* great playability here's *Castle of Illusion*

A couple of years back (before *Sonic* was even a twinkle in the eye of those Sega chappies in Japan) every new release was really stretching the Mega Drive to its limits. And to really show that the Mega Drive could come up with some exciting, playable and downright gorgeous games, Sega came up with *Castle of Illusion: Starring Mickey Mouse.*

The first Disney tie-in (since then we've had *Quackshot, Fantasia* and the soon-to-be-released *Aladdin*), Sega wanted to show what their 16-bit wonder was capable of, and boy did this accomplish that. But as this is a Disney game, you can't ignore the plot. It's typical fluffy, cutesy stuff, but that's vital to the game. Minnie, the love of your life, has been kidnapped by Mizrabel the Witch and has been taken to her castle. You don't like this and you set out to rescue your woman ('cos you're like that you see).

Oh look, here's a wall. Luckily, Mickey can jump up. Go on then, jump

In order to reach Minnie you've got to get past five big levels and five bosses. Each level has its own particular theme and each boss has its own method of stopping you. Mickey is not defenceless though, and has two unique attacking strategies, the first of which is quite normal. By picking up the right power-up on the level, Mickey can throw objects (apples on level one for instance). The second method of attack, however, is a bit er, rude. For some reason, Mickey likes to bottom-bounce people. Yep, one hit on someone's head with Mickey's cheeky cheeks and they disappear.

The reason this game is still reasonably high up in the Top 100 becomes apparent when you sit down and actually play it. Even though there are faster and prettier games around today, this is still a cute, fun-to-play and great-looking game. In fact, the cake level (duplicated in the sequel, *World Of Illusion*) is a real treat to look at.

But, and there's always a but, don't prepare yourself for a fight. Using the Mickey Mouse name is going to appeal to the younger Mega Drive owners, and as we all know (or at least the bods at Sega do) young gamers just can't handle tough games. With only five levels, although they are quite large, five easy-to-beat bosses and not much else in your way, you're going to finish this one very easily. And because it's not as addictive as, say, *Sonic*, you're not going to come back after you've finished it.

PUBLISHER: Sega
PRICE: £39.99
RELEASE: February '91
CARTRIDGE: 4 Mbit
CONTACT: Sega 071 373 3000
MEGA SAYS: A classic game in every sense of the word, and still up with the best of them, but don't expect it to last that long. Probably one for the younger players among you. **79%**

TOP 100

MEGA says: Platform games come, and platform games go and only a few remain. *Sonic, Rolo* and now *Tiny Toons.* Fast, colourful, cute, playable... the list is endless.
WANTED: *Tiny Toons*
0865 391738
0768 892035

19. MEGA-LO-MANIA

Publisher: Virgin
Price: £39.99
Reviewed in Issue 6 of MEGA

Ever wanted to know why a "God-game" is a called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.
MEGA says: Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.
FOR SALE: *Mega-Lo-Mania*
£33 – 0202 661982

20. SONIC THE HEDGEHOG

Publisher: Sega
Price: £34.99

It's quite possible that this is the most famous video game ever – it's certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

Yeah, it's a bit easy to finish, but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in *Sonic The Hedgehog* and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse – it is possible you're dead.
MEGA says: Still the most technically stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.
FOR SALE: *Sonic*
£15 – 0543 417601
£17 – 0689 873542
£10 – 0480 891813
£20 – 081 503 0878
£10 – 0727 850434
TO SWAP: *Sonic*
081 675 2120

21. RAINBOW ISLANDS

Publisher: Taito (IMPORT)
Price: (see importer)

Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer.
MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

22. SWORD OF VERMILLION

Publisher: Sega
Price: £49.99
Try not to be put off by the fearsome price tag on this one, because if you're into all that RPG hacking 'n' slashing malarkey, this'll be money well spent.

Sword Of Vermillion is probably the best game of the type on the Mega Drive and, in a market that's becoming more crowded by the day, that's no mean feat.This game is big, slick and sexy.
MEGA says: Look, you're as well to spend £50 on something excellent as waste £35 on something average, aren't you? Quality costs (and in this case it certainly does), but it's usually worth it.
FOR SALE: *Sword of Vermillion*
£20 – 0773 550366
WANTED: *Sword of Vermillion*
0532 630340

23. PHANTASY STAR 3

Publisher: Sega
Price: £49.99
A completely huge RPG, with loads of different worlds and a whole gang of characters to control. Try to complete *this* one in a night without using the battery back-up...
MEGA says: It's a lot of money, but in terms of hours of fun per pound, you'll be hard pushed to beat this one.
WANTED: *Phantasy Star 3*
0375 844813
071 486 4033

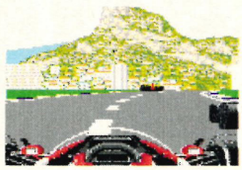
24. AERO BLASTERS

Publisher: Kemco (IMPORT)
Price: (see importer)
If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what an absolutely fantastic, all-action, exciting and varied blastathon it is. If you aren't one of *those people*, then be told right now – *Aero Blasters* is the fastest, meanest, sexiest, joypad-grippingliest, sweatiest shoot-'em-up there's ever been (no really, it is).

It is more impressive-looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.
MEGA says: This is one of the best Mega Drive shoot-'em-ups ever without the tiniest shadow of a doubt. Your game collection shouldn't be without it.
FOR SALE: *Aero Blasters*
£20 – 0202 516400
(Jap) £20 – 0274 636087

25. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

Publisher: Sega
Price: £44.99



Super Monaco GP was the most popular driving coin-op before *Out Run*, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot – the graphics may only be alright, but the gameplay is astonishing. *Super Monaco GP2* is superb, definable control, high-speed adrenaline-pumping driving action, *and* it also has a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game especially in the area of car handling, but with something that started off as fab as *Super Monaco GP*, that's still just window-dressing.
MEGA says: The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one.
FOR SALE: *Super Monaco GP*
£13 – 0787 374770
FOR SALE: *Super Monaco GP2*
£25 – 081 360 5893
£27.50/Swap plus £4 – 0922 56642
TO SWAP: *Super Monaco GP2*
0254 264427
WANTED: *Super Monaco GP2*
081 675 2120

26. X-MEN

Publisher: Sega
Price: £39.99
Reviewed in Issue 9 of MEGA

Although superheroes are popular sources of games, the games themselves usually end up being dire little platformers. This is a platform game, but thanks to the ingenious use of the characters and the team effort needed to play the game, it lifts itself above the rest.
MEGA says: Paul loves this game for two reasons; 1) He's a big X-Men fan, and 2) the game is fab. So, if it's good enough for him, it's good enough for everyone else.

27. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega
Price: £19.99

You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe* a lot.

The sequel did nothing to alter the linear gameplay (Ax, Gillius or Tyris still start heading right and just keep going) and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-whenever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to keep at it until the end.
MEGA says: This is the best game in a limited genre, but why are beat-'em-ups always so easy to complete? Who knows? Just buy it and enjoy.
FOR SALE: *Golden Axe*
£16/Swap – 0375 842611

28. DESERT STRIKE

Publisher: EA
Price: £34.99

Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to.

Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this atmospheric and action-packed shoot-'em-up.
MEGA says: Never mind the plotline, go out and get yourself enlisted today. *Desert Strike* is a great game, and that's what matters.
FOR SALE: *Desert Strike*
£15 – 0246 854545
TO SWAP: *Desert Strike*
0254 264427
WANTED: *Desert Strike*
0865 391738

29. THUNDERFORCE 4

Publisher: Sega
Price: £39.99
Reviewed in Issue 1 of MEGA
The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3.* If anything, the groovy graphics get in the way of the action – there's too much going on on-screen at any one time.
MEGA says: Looks great, lots to blast through, looks great, solid shoot-'em-up action, looks great and er, nothing *really* that could be described as particularly special. It really is a great looking game though.
FOR SALE: *Thunderforce 4*
£24/Swap – 0375 842611
£24 – 0792 205153
£26 – 0543 417601

30. WORLD OF ILLUSION

Publisher: Sega
Price: £39.99
Reviewed in Issue 3 of MEGA

This game is way too easy in one-player mode, but for its brilliant two-player game it earns this position. It's gorgeous, hard, interactive fun.
MEGA says: Don't think about buying this unless you've got a mate to play it with.
FOR SALE: *World of Illusion*
£22/Swap – 0836 696710
£20 – 021 643 1103/021 608 2261
£25 – 0533 601687
£25 – 0353 662343
WANTED: *World of Illusion*
0865 391738

31. MIG-29

Publisher: Domark
Price: £39.99
Reviewed in Issue 9 of MEGA

The more they say you can't do something, the more you try to do it. At least that's they way it works with flight sims on the Mega Drive. This famous PC sim has been simplified for the Mega Drive, but still provides you with a great flying experience.
MEGA says: Although this is a great achievement, as a game it does fall a bit flat. Not your typical console game, but definitely worth a look from the more cerebral among you.

32. STREETS OF RAGE

Publisher: Sega
Price: £34.99

If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question that *Streets Of Rage* doesn't have to answer, because it's great stuff – if it were only tougher to beat!

Lovely backdrops, loads of athletic fighting moves, excellent two-player action and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy is brilliant!) all go together to make this one of the most rewarding games the Mega Drive has to offer in the genre.
MEGA says: If you want a beat-'em-up, this, or its sequel, is the only one worth more than a passing look (well, except *Golden Axe 2 perhaps*).
FOR SALE: *Streets of Rage*
£19 – 031 657 3164
£17/Swap – 0375 842611
£22 – 0792 205153
TO SWAP: *Streets of Rage*
For *Desert Strike* or *Kid Chameleon*
– 0782 372649

33. CHAKAN

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA
A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive.
MEGA says: Very nicely done and engrossing too, but very similar to lots of other stuff already on the market. All you old Mega Drive hands will have seen it all before, but you newies should check it out.

34. TAZ-MANIA

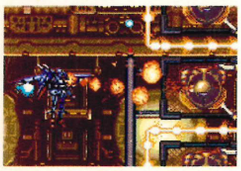
Publisher: Sega
Price: £39.99

The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tazmanian Devil, in a *Sonic*-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive

and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you *are* a Looney Tunes-loving younger brother or sister), this is absolutely ideal.
MEGA says: *Taz-Mania* is brilliantly entertaining, but not all that demanding.
FOR SALE: *Taz-Mania*
£22/Swap – 0836 696710
£20 – 0533 601687

35. RANGER X

Publisher: Sega
Price: £39.99
Reviewed in Issue 10 of MEGA



It's a shoot-'em-up and it's a good one. It's not a big release and there's no cute character to sell the game. It's just a straight blasting shoot-'em-up and it plays well.
MEGA says: One of Andy's fave games at the moment – he loves it and if it's good enough for him...

36. JAMES POND 2 – ROBOCOD

Publisher: EA
Price: £39.99

Converted from, but significantly improved upon, the 16-bit computer classic, *Robocod* was the game that took on Sonic at his own game and didn't make a half-bad stab at it. Exceptionally pretty, this is one of the best hedgehog clones you can buy.
MEGA says: Great little game, with a different feel to most platformers.
FOR SALE: *James Pond 2*
£20 – 0353 662343
£20 – 0543 417601

37. TURTLES: THE HYPERSTONE HEIST

Publisher: Konami
Price: £35
Reviewed in Issue 7 of MEGA

Now that Konami are in the Sega business we can look forward to some cracking games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game.
MEGA says: OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game very good fun to play.

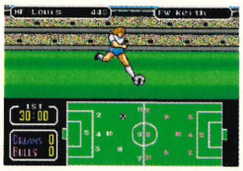
38. SIDE POCKET

Publisher: Data East (IMPORT)
Price: £35 (see importer)
Reviewed in Issue 2 of MEGA

A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.
MEGA says: We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.
WANTED: *Side Pocket*
0768 892035
TO SWAP: *Side Pocket*
For *NHLPA Hockey* or *PGA Tour Golf 2* – 0536 510534

39. TECMO CUP FOOTBALL GAME

Publisher: Sega
Price: £39.99
Reviewed in Issue 10 of MEGA



Football and RPGs. They're not supposed to mix, but they do. The world's first football role-playing game is very playable and although not as in depth as say, *Shining in the Darkness*, it's infinitely more exciting.
MEGA says: As the Mega Drive gets older, the games become weirder. But sometimes, weird is good.

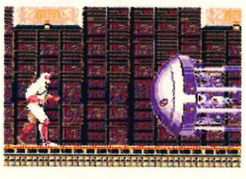
40. POWERMONGER

Publisher: EA
Price: £39.99
Reviewed in Issue 5 of MEGA

If you're looking for some serious head-scratching stuff and you like a bit of domination, *PowerMonger* could be for you.
MEGA says: Very in-depth and tough.
FOR SALE: *Powermonger*
£29 – 0202 516400

41. REVENGE OF SHINOBI

Publisher: Sega
Price: £19.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.
MEGA says: Super stuff, with top special effects and very special gameplay.
FOR SALE: *Revenge of Shinobi*
£10 – 0570 470 763
£13 – 0787 374770
Offers – 0865 863202

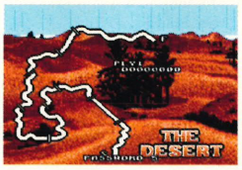
42. THE HUMANS

Publisher: Imagitec
Price: £39.99
Reviewed in Issue 5 of MEGA

If you're going to bring out a puzzle game, then you've got to make sure it's a bit different from the rest of the genre to guarantee success. *The Humans* is much like *Lemmings*, but it has enough differences to make it worth a look. If you've tried *Lemmings* and you've either finished it or got bored with it, *The Humans* should fill that missing puzzle gap in your life.
MEGA says: Initially a bit complex, but give it a few goes before you condemn it. Try before you buy.

43. LOTUS TURBO CHALLENGE

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 3 of MEGA



Driving Lotus Elans or Esprits across various terrains might not sound like fun, but with great graphics, fab sound and a two-player head-to-head game, this one is definitely worth buying.
MEGA says: It beats games like *Out Run* and *Turbo Out Run* hands down. If racing is your thing, buy this fab game.
FOR SALE: *Lotus Turbo Challenge*
£20 – 0787 374770
Offers – 0865 863202

44. TERMINATOR 2

Publisher: Arena
Price: £39.99
Reviewed in Issue 4 of MEGA

The first *Operation Wolf*-type game that's appeared on the Mega Drive, *and* it's even better for the fact that

TERMINATOR

NUMBER 72

Violence, violence and more violence. We all like it and we all like Arnie. The combination should really make an amazing game then... shouldn't it?

Right, there's a joke here about a shotgun and a long overcoat, but we'll be darned if we can remember it. Never mind, it's not that important

Ladies and gentlemen, we give you Arnold Schwarzenegger, all-round, er, big person, film star and cult hero. Oh, and he's the perfect character to base a game on. Add to that the cult status of one his early (ahem) films called The Terminator, in which he plays a bit of a hard git, and you've got a game that is potentially mind blowing. And violent.

Sadly though, due to some sort of legal thingumybob, you don't get to play the game as Arnie (who plays the bad guy in the film). Instead you are Kyle Reece, a future soldier, sent back in time to the year 1984 to protect the life of Sarah Connor.

Mad machinery, bombs, guns and more violence than a Ken Russell movie. Good eh?

It gets a bit complex here, but stay with us as we try to explain it. Sarah is the mother of John Connor. And John Connor is the leader of the human resistance fighters in the year 2009. Skynet (a computer that controls all the machines in a post-apocalyptic future) has sent a Terminator (old Arnie) back in time to rid the future of John Connor, who is causing a lot of trouble by not dying when he's supposed to. Stopping John Connor by going back in time is easy, you just kill his mother, Sarah. And that's where you, yes you, come in. You see, you've got to prevent the Terminator from getting to her.

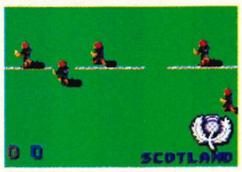
Following the plot of the film very closely, you must work your way through four levels of platform shooting-action, getting rid of anyone who gets in your way. The levels are quite large, but they're also pretty basic. And while the shoot-run-shoot gameplay is fun and very exciting for the first ten minutes, you do begin to think that a bit more could have been made of the game – maybe some sub games or something to break up the monotony. But no, four levels of running, jumping and shooting that's also quite easy to finish is all you get. Graphically, it's a real treat, with some lovely dark, moody scenery. The ears also receive some very nice attention as a result of the excellent futuristic soundtrack. But all this pales into insignificance, because you'll finish this very quickly and once you've actually got through it you won't come back for more. Don't worry though because the CD version, due soon, should improve on the cart game quite a bit.

PUBLISHER: Virgin
PRICE: £39.99
RELEASE: July '92
CARTRIDGE: 8 Mbit
CONTACT: Virgin 081 960 2255
MEGA SAYS: This is a very playable, attractive, futuristic game that fits in with the film very well. It's just a real shame that the violent fun is all over a bit too quickly. **71%**

it's compatible with the Menacer light gun. It also plays well with a joypad.
MEGA says: A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and also some really nice gameplay.
FOR SALE: *Terminator 2*
£24/Swap – 0375 842611
TO SWAP: *Terminator 2*
0734 873285

45. INTERNATIONAL RUGBY

Publisher: Domark
Price: £39.99
Reviewed in Issue 11 of MEGA



Rugby isn't the first sport that springs to mind when you think of console games, but thanks to Domark, all you rugger players can not only get your fix of the action, but you can enjoy it as well. With all the international teams you could dream of, a World Cup tournament, friendlies, the obligatory two-player game and more stats that you could shake a large mathematician at, this will satisfy a lot of people.
MEGA says: A lot of people may be put off by the fact that it's rugby, but don't worry; the game is not overly complex so you can enjoy a good old rugby romp in both one- and two-player mode.

46. CASTLE OF ILLUSION

Publisher: Sega
Price: £39.99

Mickey Mouse appears in this lovely platform adventure, with all manner of strange and beautiful Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel.
MEGA says: This is a lovely platform epic. Gorgeous to look at and gorgeous to play. The whole family will love this one.
FOR SALE: *Castle of Illusion*
£19 – 031 657 3164

47. LHX ATTACK CHOPPER

Publisher: EA
Price: £39.99
Reviewed in Issue 1 of MEGA

The Mega Drive's first chopper-'em-up and only the second genuine flight sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.
MEGA says: Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole Eastenders (long drawn-out series) of missions will find plenty to get their teeth stuck in to.
FOR SALE: *LHX Attack Chopper*
£22 – 0202 661982

48. DECAP ATTACK

Publisher: Sega
Price: £39.99
Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.
MEGA says: Ropeyish graphics, but don't let that put you off this gorgeous and funny platformer.

49. GHOULS 'N' GHOSTS

Publisher: Sega
Price: £44.99
A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.
MEGA says: *Ghouls 'n' Ghosts* is the business – and, for once, the tough difficulty tuning guarantees decent value for money as well as being great short-term arcade fun.
FOR SALE: *Ghouls 'n' Ghosts*
£15 – 0773 550366
£22 – 0792 205153
TO SWAP: *Ghouls 'n' Ghosts*
0734 873285

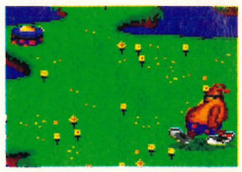
50. POPULOUS

Publisher: EA
Price: £39.99

Immensely strange and original God-simulator game in which you hold sway over the very shape of the land itself, as you try to create an army of followers to defeat an opposing deity. Slightly forbidding at first with a mass of controls to get the hang of, but once you're in, you'll probably never want to come back out.
MEGA says: One of the most compulsive games ever made. Ego-maniacs everywhere, don't miss it.
WANTED: *Populous*
0480 891813

51. TOEJAM AND EARL

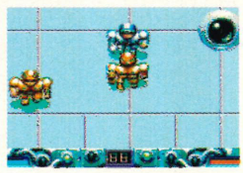
Publisher: Sega
Price: £19.99



Multi-player action doesn't get a lot more entertaining than this. ToeJam and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.
MEGA says: Another OK game, which becomes completely essential when played with someone else.
FOR SALE: *ToeJam & Earl*
£20 – 021 643 1103/021 608 2261

52. SPEEDBALL 2

Publisher: Virgin Games
Price: £34.99
Reviewed in Issue 1 of MEGA



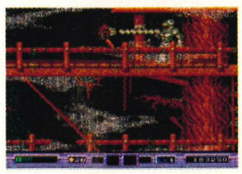
This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means that for an all-round sporting experience *Speedball 2* is hard to beat – especially in two-player mode.
MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), this is about as good as arcade sports games get.
FOR SALE: *Speedball 2*
£25 – 081 360 5893
WANTED: *Speedball 2*
0236 760422

53. SUPER KICK OFF

Publisher: US Gold
Price: £39.99
Reviewed in Issue 6 of MEGA
The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.
MEGA says: It plays well and there are loads of options too. To get the best out of the game you're definitely going to have to play this with another person.
FOR SALE: *Super Kick Off*
£27 – 0634 241079
£26 – 0787 374770
£34 – 0202 661982
TO SWAP: *Super Kick Off*
0254 264427
0734 873285
For *NHLPA Hockey* or *PGA Tour Golf 2* – 0536 510534
WANTED: *Super Kick Off*
0236 760422

54. EX-MUTANTS

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA



Another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again it's nothing to set the originality fires burning. It is very playable though and fairly tough in places.
MEGA says: Although the comic book is not that well known, the game *does* succeed on its comic book feel. It's not the most original game, but it is surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

55. MUHAMMAD ALI BOXING

Publisher: Virgin
Price: £39.99
Reviewed in Issue 6 of MEGA
Boxing is one of those sports that has never really worked well on any format. Just take a look at *James "Buster" Douglas* or *George Foreman's KO Boxing* if you want proof. That was until *Muhammad Ali's Boxing* appeared. Programmed by the same people who came up with *John Madden Football* and *NHLPA Hockey*, this ace 3D boxing game is fun and playable, and it fills a hole nicely.
MEGA says: With two different player modes, a nice control system and some really good graphics, this is the ONLY boxing game really worth considering. If you're a boxing nut, then you should get this now. It'll knock you out.
WANTED: *Muhammad Ali Boxing*
0532 630340
0236 760422

56. ROLLING THUNDER 2

Publisher: Sega
Price: £39.99

A direct copy of the arcade version, this basic shoot-'em-up does what every shoot-'em-up should do – makes you come back for more. Addictive, hard and great fun to play.
MEGA says: Simple, and some may say boring. But stick with it for a while and you'll find a highly playable, spot-on arcade conversion.
FOR SALE: *Rolling Thunder 2*
£25 – 0792 205153

57. SPLATTERHOUSE 3

Publisher: Sega
Price: £39.99
Reviewed in Issue 10 of MEGA

If you like gore, you'll love this. Splat by name, SPLAT by game. Although the gameplay isn't original by a long way, there are a couple of neat touches to keep you interested and lots of gruesome monsters to splat into oblivion.
MEGA says: Don't get this confused with *Splatterhouse 2* – this game is a whole lot better.

58. JACK NICKLAUS POWER CHALLENGE GOLF

Publisher: Accolade
Price: £39.99
Reviewed in Issue 10 of MEGA

There's plenty of golf games around, but this one does offer a few new features (digitised footage and the like) and the usual stuff as well. It's all very nice and all that, but it just isn't as good as *PGA Tour Golf 2*.
MEGA says: It plays nicely and it's very professionally done. But if you want golf, go for that *PGA* game.

59. SUPER BATTLETANK

Publisher: Absolute
Price: £39.99
Reviewed in Issue 6 of MEGA

This one is a strange little game; a simulation, strategy and shoot-'em-up rolled into one, and with some nice digitised sound and graphics, it's very nice to play too. Serious simulator freaks will probably not find enough in here, and shoot-'em-up fans may find all the realism a little off-putting, but it's all jolly good stuff.
MEGA says: A nicely polished game that tries to mix various types of gameplay. Some will love it, others will say that it's trying to be too many games at the same time, but that's just a cop out. Give it a look.

60. PIT FIGHTER

Publisher: Tengen
Price: £37.99

Ooh look, it's another beat-'em-up. Ah yes, but wait... this one's different. How come? Well, it's got digitised graphics, guv. That means the fighters you take on in this simulation of that ugliest of "sports" (pit fighting, that is) look incredibly realistic, which means you can imagine that it's a real human being you're knocking the living daylights out of. Well, if that's what you're into, great.
MEGA says: Pretty dull and morally dubious beat-'em-up fare. You won't find much prettier BEUs, but gameplay-wise you could do a lot better than this.
FOR SALE: *Pit Fighter*
£22 – 0543 417601

61. SHINING IN THE DARKNESS

Publisher: Sega
Price: £49.99
A mammoth, gorgeous RPG (as opposed to a gorgeous mammoth RPG, which would be a completely different proposition involving attractive elephants, wouldn't it?) with lovely aesthetics and gameplay which will keep you entranced for months. *Shining In The Darkness* is probably the Mega Drive's most accessible RPG, so comes highly recommended to anyone who fancies giving the genre a try.
MEGA says: A bit of a must for RPG fans, but even if you're not into the genre, give this a try. You might find that you're pleasantly surprised.
FOR SALE: *Shining in the Darkness*
£22 – 031 657 3164
TO SWAP: *Shining in the Darkness*
0254 264427
051 678 6441
WANTED: *Shining in the Darkness*
0532 630340

62. PHANTASY STAR 2

Publisher: Sega
Price: £59.99
Not quite as big and sexy as *Phantasy Star 3*, obviously, but pretty impressive all the same.
MEGA says: Great stuff, but at this price it's strictly for absolute fanatics of the genre.

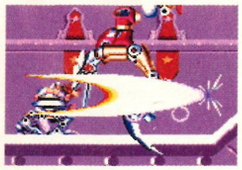
63. F-22 INTERCEPTOR

Publisher: EA
Price: £39.99
There aren't many flight simulators around on the Mega Drive, which, to be honest, is most of the reason why this is the best one. The graphics are fabulous, but the gameplay gets repetitive a bit too quickly.
MEGA says: If you want a flight sim, this is about as good as they currently get. Luckily Microprose

have some fantastic up, down, flying around, looping-the-loop-type stuff in the pipeline. We'll keep you posted, so keep an eye out.
FOR SALE: *F-22 Interceptor*
£20 – 0480 891813

64. STRIDER

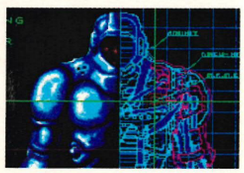
Publisher: Sega
Price: £19.99



Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.
MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic the Hedgehog 2*) that'll make them go "gosh, wow" the most.
FOR SALE: *Strider*
£15 – 021 459 7576
£20 – 0480 891813
TO SWAP: *Strider*
0254 264427

65. ESWAT

Publisher: Sega
Price: £34.99



Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the very end.
MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

66. SHADOW DANCER

Publisher: Sega
Price: £34.99

ESWAT with a dog, basically.
MEGA says: More fab scrolling beat-'em-up action, and you'll find yourself getting really attached to your little ninja pooch, too. The baddies are truly bad and the ninja scum that Joe's fighting against put up a decent enough fight. There are plenty of secret bonuses and hidden goodies to keep the interest factor up. This one is well worth a bang – so check it out.
FOR SALE: *Shadow Dancer*
£22 – 0792 205153
TO SWAP: *Shadow Dancer*
0271 326804

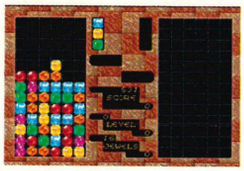
67. DAVID CRANE'S AMAZING TENNIS

Publisher: Absolute
Price: £39.99
Reviewed in Issue 10 of MEGA

Tennis is a popular little game, and console tennis games are just as popular. This one, however, uses a unique in-game perspective, and although it's awkward to play at first, a few goes will soon iron out any problems. You can then settle down to a nice game of tennis.
MEGA says: You won't find earth-shattering gameplay in here, but you *will* find a decent tennis game despite the strange perspective. What more could you want?

68. COLUMNS

Publisher: Sega
Price: £34.99



The game they give away with the Game Gear, and it's easy to see why – it's worth buying one of the fabby little machines just to play this, except, of course, you don't have to. This brilliant cross between *Tetris* and *Klax* is better on the Mega Drive than anywhere else, thanks mainly to the fact that the graphics are big enough to let you actually see what's going on. great stuff solo, but the two-player head-to-head "flash" game is totally wonderful. The best Mega Drive puzzle game going.
MEGA says: Buy another joypad, buy *Columns*, and then invite some of your friends round. Then see if you can get them to leave...

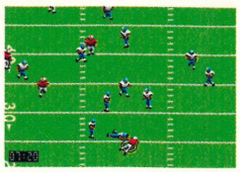
69. KID CHAMELEON

Publisher: Sega
Price: £34.99

Ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did Sonic *The Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember – you don't have to be great to be good.
MEGA says: If large platform games are your thing, then this might be one of the best you ever buy.
FOR SALE: *Kid Chameleon*
£20 – 0480 891813

70. JOE MONTANA 3

Publisher: Sega
Price: £39.99
Reviewed in Issue 3 of MEGA



The only serious (ha) threat to the *John Madden* crown comes back for a third time. It's got several things *John Madden '93* hasn't, notably a league, three different viewpoints and a zoom in mode. However, it's not as playable or friendly to use.
MEGA says: Sega try again, but they fall just short. It's worth checking out if American football is your thang.

71. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge
Price: £39.99
Reviewed in Issue 1 of MEGA

The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There's lots of puzzles, lots of fun and lots of cartoony graphics in here.
MEGA says: *Krusty's Super Fun House* is one of a rare breed of game: a licensed title that manages to combine a big name with a decent game. Good rat-splatting stuff.

72. TERMINATOR

Publisher: Virgin
Price: £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it.
MEGA says: Lovely game, but there's not nearly enough of it.

73. TWO CRUDE DUDES

Publisher: Data East (IMPORT)
Price: (see importer)

Well, it's a beat-'em-up and it's got

FIVE EASIEST GAMES

The games you could play with your eyes closed...

① THE GREAT WALDO SEARCH

This one is top of the pile by quite a long way actually. See, there are only five levels and the whole idea is to look around each level (a few screens long), find Waldo and then, er, that's it, you've finished it. If this lasts you longer than fifteen minutes, you really are crap.

② ARIEL THE LITTLE MERMAID

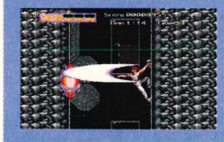
That's a good idea, put a maze in a game, base it underwater but completely forget that the idea of a maze is to spend time figuring out the route and just make the game a complete walk through. And how about just four levels, so that even the worst gamesplayer can finish it?

③ SONIC

OK, so at one time it was the best looking and most playable game for the Mega Drive, but there's no getting away from the fact that this little game is incredibly easy to finish. Is there anybody out there who owns the game and hasn't finished it?

④ WORLD OF ILLUSION

Most Mega Drive owners are used to platform games by now (we're sure there are more of them than any other type of game) so if you bring out a new one, you should make sure there's something new, challenging or original about it, unlike this.

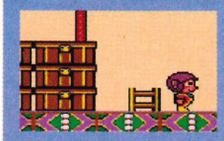


⑤ STRIDER 2

Sequels are a funny breed, most of them are better than the originals, some of them are completely different, but a couple (and yes, this is one of them) are much, much worse. Too simple, too small and over too quickly.

FIVE WORST ANIMATED GAMES

Here are the Mega Drive's five worst movers...

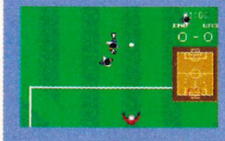


① ALEX KIDD IN THE ENCHANTED CASTLE

Overall, this is a really poor game, but the animation (all two frames of it) brings this down to depths as yet unmatched by any other very poor Mega Drive game, of which, to be honest, there are quite a few.

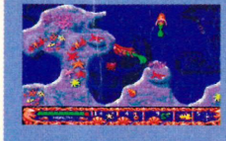
② ALTERED BEAST

Old hands will know that Sega used to give this game away with new Mega Drives. Surprising it actually sold any units at all then really isn't it? The funniest thing, however, was that these were supposed to be "state-of-the-art" 16-bit graphics.



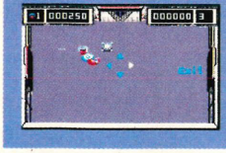
③ WORLD CUP ITALIA '90

You'd think that by using a top-down viewpoint for a football game that you couldn't really go wrong. Well you'd be wrong. With their fat heads and their very comical way of waddling down the pitch, these sprites are a real graphical mistake.



④ ARIEL THE LITTLE MERMAID

Although the likeness between Ariel the Mega Drive sprite and Ariel the character from the Disney film is close in stills, when you see the way she moves you realise that something is very wrong. Maybe they lost all the frames of animation somewhere along the line.



⑤ SUPER SMASH TV

With most games you like a bit of involvement, something that will actually make you believe what's going on. So when you start up *Smash TV* and find out you're playing as the Stick Twins, you can't really be bothered to play anymore.

Turn over

TOP 100

some crude dudes in it. Er...
MEGA says: A fairly accurate version of the coin-op *Crude Busters* and it's OK. The game looks and plays well but it's too easy to finish.

74. AFTERBURNER 2

Publisher: Sega
Price: £34.99

The arcade version of *Afterburner* threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. What else is there to say?
MEGA says: *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* first.

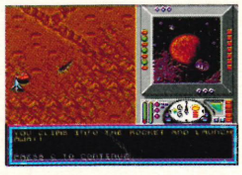
75. THUNDERFORCE 3

Publisher: Sega
Price: £35.99

Of course, with the arrival of *Thunderforce 4*, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Woo!" at some of the best visual effects yet seen on the Mega Drive.
MEGA says: An incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre had better check out *Hellfire* or *Aero Blasters* first.
FOR SALE: *Thunderforce 3*
Offers – 0865 863202

76. BUCK ROGERS

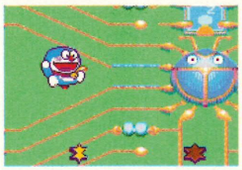
Publisher: EA
Price: £49.99



Not one of the most spectacular games you'll ever see, but it's got tons of depth. Searching around this futuristic strategic role playing game thing will keep you interested for a while, but MEGA wants to know why they left out the old Twiki the robot?
MEGA says: Very nice, but wouldn't it have been better to use the licence for a good old-fashioned shoot-'em-up? MEGA thinks so.
FOR SALE: *Buck Rogers*
£20 – 021 643 1103/021 608 2261

77. DORAEMON ADVENTURE

Publisher: Sega
Price: £39.99
Reviewed in Issue 11 of MEGA



This is another cute and very playable game for your Mega Drive. It's very nicely programmed and all that – the word that best describes this game is FLUFFY – but it's a bit easy for us older-type gamers.
MEGA says: Consider this only if you've got a few young kiddies and you want them to love the world and think that everything is lovely. Not for the hardened fan.

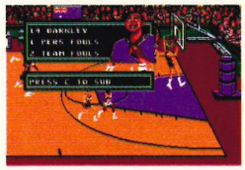
78. NEW ZEALAND STORY

Publisher: Taito (IMPORT)
Price: (see importer)

Another classic coin-op that's seen incarnations on just about every format imaginable, but the Mega Drive version takes an unexpected twist by being less of a conversion than a rearrangement of the original. All the same features found in the arcade game are present and correct, but the level layouts and structures are almost completely different. While this is a bit of a bummer for arcade perfectionists, it means that *New Zealand Story* fans now have a whole new game to play.
MEGA says: *New Zealand Story* on the Mega Drive is as cute, clever and addictive as it ever was.

79. TEAM USA BASKETBALL

Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA



This is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.
MEGA says: Shame its: a) just a tad too easy; and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.
TO SWAP: *Team USA Basketball*
Swap for *Euro Club Soccer /WWF Super Wrestlemania* – 0202 593335

80. TRUXTON

Publisher: Sega
Price: £34.99
Shoot-'em-up, huh? Vertical scrolling, huh? Bit easy to beat, isn't it?
MEGA says: Well yes, but on the whole, *Truxton* is a decent enough effort. It's good fun to pick up and play every now and again, but it'll never change your life, or even give you one especially wonderful evening. Mmm, sorry.

81. DRAGON'S FURY

Publisher: Tengen
Price: £39.99
Reviewed in Issue 1 of MEGA

It's a pinball game.
MEGA says: And it's lovely.

82. OLYMPIC GOLD

Publisher: US Gold
Price: £39.99

The graphics may be lush, but at the root of it all, it's just a creative way to pummel the living daylights out of your joypad.
MEGA says: This game is pretty dull by yourself, but it's truly excellent fun when you've got a few mates round for the evening.

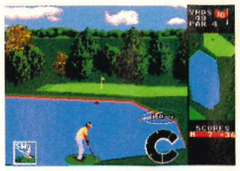
83. KING SALMON

Publisher: Vic Tokai
Price: £39.99
Reviewed in Issue 10 of MEGA

Although the Japanese version may have been as unfathomable as an unfathomable thing, this has turned out to be an, er, "interesting" game to say the least. It won't be everyone's cup of tea that's for sure, but it's nowhere near as dull as sitting on a riverbank for four hours in the rain trying to catch a stickleback.
MEGA says: Give this a go rather than dismissing it out of hand – you might be pleasantly surprised by the Mega Drive's first ever fishing simulator.

84. WORLD CLASS LEADERBOARD

Publisher: US Gold
Price: £37.99



Well, it's pretty good, but it's not really *PGA Tour*, now is it?
MEGA says: No it isn't. Unless you're absolutely golf loopy nuts and just *have* to have every available sim, get *PGA* and settle for that.

85. BATTLE SQUADRON

Publisher: EA
Price: £39.99
It's Amiga conversion time again, but this vertically-scrolling blaster looked pretty dated even when it originally appeared about two years ago, and it hasn't really improved with age.
MEGA says: Bog-standard vertical zaperama with little or nothing to make it stand out from the crowd.

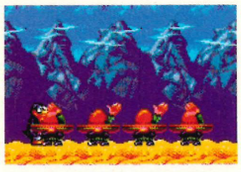
86. CYBORG JUSTICE

Publisher: Sega
Price: £34.99
Reviewed in Issue 9 of MEGA

Walking along level after level of other Cyborgs, beating seven shades of shimmering metal out of them and then repeating the process may not sound like the best game idea in the world, but thanks to some fab gameplay and graphics, it turns into a real romp.
MEGA says: A fab off-the-wall beat-'em-up which has the very nice addition of allowing you to take the bits from the Cyborg you've just beaten up and use them as part of your own armour.
FOR SALE: *Cyborg Justice*
£30 – 0202 661982

87. AQUATIC GAMES

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 1 of MEGA



James Pond is back. This time, however, he's taking part in the Aquatic Games. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for younger gamers.
MEGA says: It's button bashing alright, but not as we know it.
FOR SALE: *Aquatic Games*
£22/Swap – 0836 696710

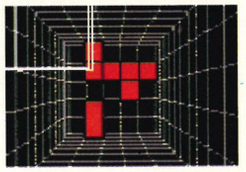
88. BIO-HAZARD BATTLE

Publisher: Sega
Price: £39.99
Reviewed in Issue 3 of MEGA

Sexy graphics and spooky sound don't make a game, but they do go a long way. Thankfully *Bio-Hazard Battle* has some exciting shooting action to go with it.
MEGA says: There's nothing new in here, but it's very playable.
FOR SALE: *Bio-Hazard Battle*
£20 – 0602 257740

89. BLOCKOUT

Publisher: EA
Price: £19.99



Your brain will never forgive you. Imagine *Tetris*, played looking down a well, with three-dimensional vector-graphic wire-frame blocks which can be moved, turned and rotated in each of the three axes. Having problems imagining it? Just you try playing it, mate.
MEGA says: Complete mind torture, but if you're more laid back than a particularly relaxed sloth, you'll get some serious fun out of this one.
WANTED: *Blockout*
0782 213167

90. F1 CIRCUS

Publisher: Nichibutsu (IMPORT)
Price: (see importer)
This game is second only to the *Super Monaco GP* twins, *F1 Circus* looks ropey but plays well. The Formula One tie-in is well implemented and playing the game makes a fairly realistic representation of putting you in the cockpit of the real thing, ie you'll crash a lot.
MEGA says: If realism gets your motor running (even if it's at the expense of lush graphics), then check this out.

91. DAVID ROBINSON BASKETBALL

Publisher: Sega
Price: £39.99

This game isn't up to *Team USA Basketball*, but it boasts smooth, fast action, and some of the nicest basketball effects we've seen on the Mega Drive.
MEGA says: Bouncy bouncy, bouncy bouncy, fun, fun, fun, fun.

92. SUPER HANG ON

Publisher: Sega
Price: £19.99
Road Rash, without all the violence. Yes, we know it sounds like a bit of a bad idea, but if what you're after is pure high-speed racing thrills, then this is still your best bet. A near-perfect rendition of the coin-op, too – just try to stop yourself from leaning into those bends...
MEGA says: It looks lovely, it plays beautifully, it'll last for ever. In addition to *Super Monaco, Road Rash* and *F1*, this is the only other genuinely essential racing game for your collection.
FOR SALE: *Super Hang On*
Offers – 0865 863202

93. SPORTS TALK BASEBALL

Publisher: Sega USA (IMPORT)
Price: (see importer)
Reviewed in Issue 1 of MEGA

A decent baseball game, that tells you what's going on as it happens.
MEGA says: As with *Joe Montana Football 2*, great for people with no friends.

94. DODGEBALL

Publisher: Sega Japan (IMPORT)
Price: (see importer)
Reviewed in Issue 1 of MEGA

Volleyball meets *Speedball* in this strange, but entertaining Japanese game. The idea is to knock your opponent's team members out of the court with a high-speed chuck of a medicine ball. Decidedly strange, inevitably violent but great fun nonetheless – almost like sellotaping a vulture to your friend's anorak.
MEGA says: Not sure about this vulture/anorak business, but *Dodgeball* remains a good two-(or more) player game.

95. SUNSET RIDERS

Publisher: Konami
Price: £39.99
Reviewed in Issue 8 of MEGA

This fast-paced shooting action, set in the Wild West, is great fighting fun. It's a shame they left out the other two characters from the coin-op though.
MEGA says: Um, the game is a bit on the easy side.

96. ARCUS ODYSSEY

Publisher: Renovation (IMPORT)
Price: (see importer)
A lovely looking 3D game, which scores points for offering some of the best simultaneous two-player action that's going.
MEGA says: This is OK by us.

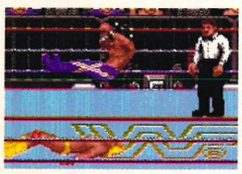
97. INDIANA JONES AND THE LAST CRUSADE

Publisher: US Gold
Price: £39.99
Reviewed in Issue 4 of MEGA

One of the greatest adventurers of all time (and he's fictional too) appears on the Mega Drive. The graphics are nice and the film tie-in is handled very effectively. However, owing to some little gameplay glitches the game ends up being very tough and furthermore very frustrating.
MEGA says: Take a careful look at this before you buy it.

98. WWF SUPER WRESTLE MANIA

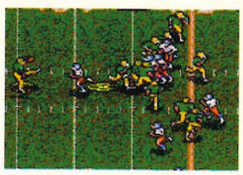
Publisher: Flying Edge (IMPORT)
Price: £35
Reviewed in Issue 4 of MEGA



Big, beefy, and as tough as nails. If you fancy getting your hands on a few American wrestlers and giving them the suplex treatment, then this might be the game for you.
MEGA says: The two-player head-to-head mode is quite good fun, but the one-player game lacks excitement.
FOR SALE: *WWF Super Wrestlemania*
£20 – 021 459 7576

99. JOE MONTANA 2

Publisher: Sega
Price: £34.99



Even this sequel to the original "not too bad but let's face it, it's not as good as *John Madden*" American football game fails to lace the boots or plump the padding of the boy from Electronic Arts.
MEGA says: This game is not as good as *John Madden Football*, but it does talks to you, which has got to be something.

100. FIGHTING MASTERS

Publisher: Treco (IMPORT)
Price: (see importer)
Solid two-player beat-'em-up action is the name of this lovely looking game. It's just a shame that the beast is not a bit more substantial in one-player mode.
MEGA says: Two-player pommelling can be a great laugh, but you'd be well advised not to bother with this if you're a solo scrapper.

NEXT MONTH...

- Which new games will appear in next month's Top 100?
- Will you find that bargain cart you've been looking for, through our readers' ads?
- Which classic games will be given the past master treatment?

FIND OUT IN THE OCTOBER ISSUE OF MEGA – ON SALE THURSDAY 23 SEPTEMBER

Just because the following games haven't quite made it into our Top 100 doesn't mean that they're a complete load of old nob. Whether you're buying or selling, it's worth taking a look...

ALIEN STORM
£15/Swap – 0983 840363
Swap – 071 377 6990

ALISIA DRAGOON
£17 – 0543 417601

ALTERED BEAST
£12 – 081 503 0878

ANOTHER WORLD
£20 – 0727 850434
Wanted – 0768 899773
Wanted – 0532 630340

ARNOLD PALMER GOLF
£15 – 081 5540050
£15/Swap – 0527 503023
£20/Swap – 0734 340896
£15 – 0904 701590

ART ALIVE
£20/Swap – 061 945 6186

ASSAULT SUIT LEYNOS
£20/Swap – 0734 340896

ATOMIC ROBOKID
(Jap) £150 – 0986 873456

ATOMIC RUNNER
£20 – 0533 601687

BART VS THE SPACE MUTANTS
Swap – 0276 26334

BATMAN RETURNS
Swap – 0803 558575

BONANZA BROTHERS
£15 – 0428 683319

BUCK ROGERS
£23/Swap – 0375 844813

CALIFORNIA GAMES
£15 – 0935 25494
£15 – 0734 509839
£12/Swap – 0962 855645

CHIKI CHIKI BOYS
Swap – 0343 552696

CORPORATION
£25/Swap – 0275 393397
£15 – 0773 550366

DEADLY MOVES
Wanted – 0622 726579

DICK TRACY
Swap for *Euro Club Soccer* – 051 928 3325

DOUBLE DRAGON
£5 – 0543 417601

DUNGEONS AND DRAGONS
£25 – 0274 621731
£20 – 071 834 4644

DYNAMIC DUKE
£20 – 0768 66856

EURO CLUB SOCCER
£25 – 081 360 5893
£20 – 0709 368098

EVANDER HOLYFIELD BOXING
Wanted – 0622 726579

FATAL FURY
(Jap) £30 – 0986 873456

FATAL REWIND
£15 – 0372 372023

FATMAN
Wanted – 0622 726579

FISTS OF STEEL
Wanted – 0622 726579

FORGOTTEN WORLDS
£17/Swap – 0375 842611

GEMFIRE
£20 – 071 834 4644

GEORGE FOREMAN'S BOXING
£22 – 071 221 3656

GLOBAL GLADIATORS
£33 – 0202 661982

GOLDEN AXE
£15 – 0690 760 325

HARDBALL
£20 – 061 945 6186

HARD DRIVIN'
£12/Swap – 0836 696710

THE IMMORTAL
£20 – 081 503 0878
£20 – 071 263 4907

JOE MONTANA
£15 – 0392 579364

LAST BATTLE
To swap – 0706 354100
£20 – 0203 543912
£10/Swap – 0904 702251

THE LITTLE MERMAID
£20 – 071 834 4644

MEGA GAMES 1
£35 – 0543 417601

MERCS
£17 – 0543 417601

MOONWALKER
£20 – 081 503 0878

STAR CONTROL
Wanted – 0782 213167

SUPER FANTASY ZONE
£26 – 0543 417601

SUPER LEAGUE BASEBALL
£16/Swap – 0222 541519

SUPER REAL BASKETBALL
£20 – 0734 509839

TALESPIN
£25 – 081 503 0878

TETRIS
Wanted – 0343 552696
Wanted – 0768 899773
Wanted – 0689 877266
Wanted – 0532 630340
Wanted – 0793 876314
Wanted – 0782 213167

THUNDERFORCE 2
£20 – 0602 257740
£17/Swap – 0822 833018
To swap (Jap) – 0822 833018

TURRICAN
£10 – 0727 850434

UNIVERSAL SOLDIER
£17 – 0543 417601
£25 – 0203 543912

WONDERBOY 5
£15 – 0543 417601

WORLD CUP ITALIA '90
Offers – 0865 863202
£15 – 0709 368098

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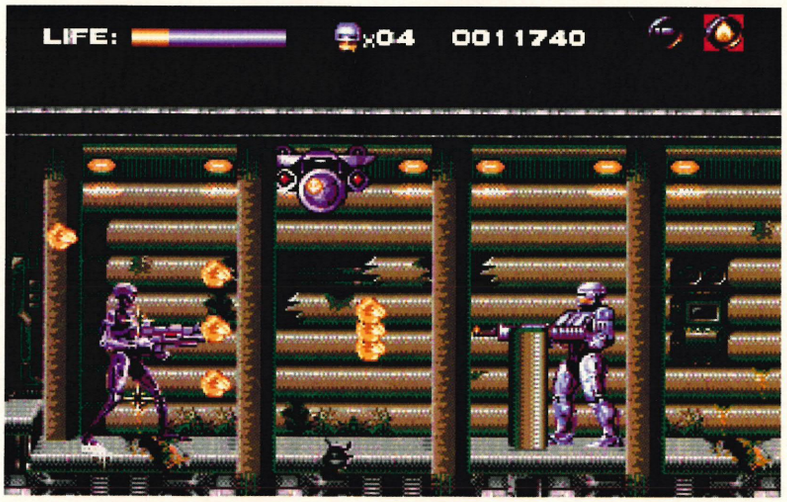
Every man on the planet has an unshakeable fascination for the future. No-one would be able to resist sweeping back the mists of time, er, except Andy Dyer who doesn't give a toss and subsequently writes crap previews

ROBOTER

This one's self explanatory really. But one thing worth mentioning is that the arrows are always present to tell you which way you ought to go

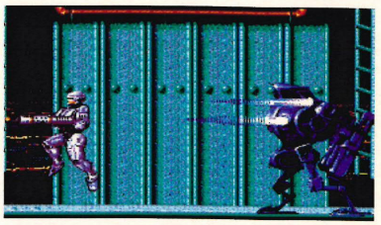
Sometimes it seems like you can't avoid getting hit. Use these pillars though, and you can crouch out of sight while still being able to fire back

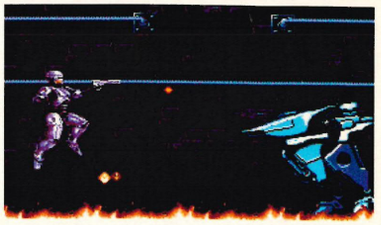


Terminator Scmerminator. This skeletal jerk doesn't scare me. Not while I have my wits, my speed, my courage, and a large post to hide behind

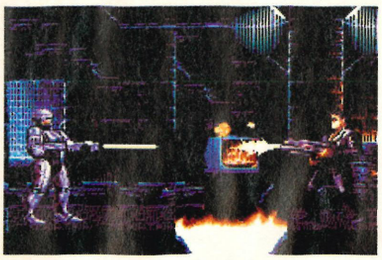
We know all about Robofop and his iron clad codpiece-related antics (What's he on about? – Neil). What's more, we're all very aware of the stories behind the Terminator and his curious affinity for Jackie Collins novels (Oh dear, he has lost it hasn't he? – Neil). What you may not know though, is that although the Termy/Robocop team-up doesn't exist on the big screen, there was an absolutely fantastic series of DC comics based on the struggle between the two not entirely human warriors. It was written by Frank Miller, famed comicbook author who wrote 'The Dark Knight Returns' graphic novel (stunning it was too). Anyway, sidestepping all this mostly irrelevent crap, Virgin have picked up the licence to produce the game and by jingo, here it bally well is.

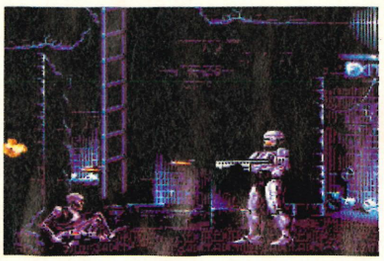
You play the part of Robocop (him being a law enforcement type bloke and all that), and you have to clank through the various platform littered levels (doing that walk that only a Robocop or a man with a carrot up his arse can do) shooting various vicious gang members and gun-toting fat blokes. But of course, inevitably, you meet





Top: Robocop comes into contact with a spooky big robot thing
Bottom: Er, ditto





Left: A showdown with a Terminator. At frst he's neatly turned out in leather Jackets and shades. A few good blasts though and ...
Right: ... he'll look a lot more like this pile of scrap metal here. The Terminators aren't that hard really

BOCOP VS MINATOR

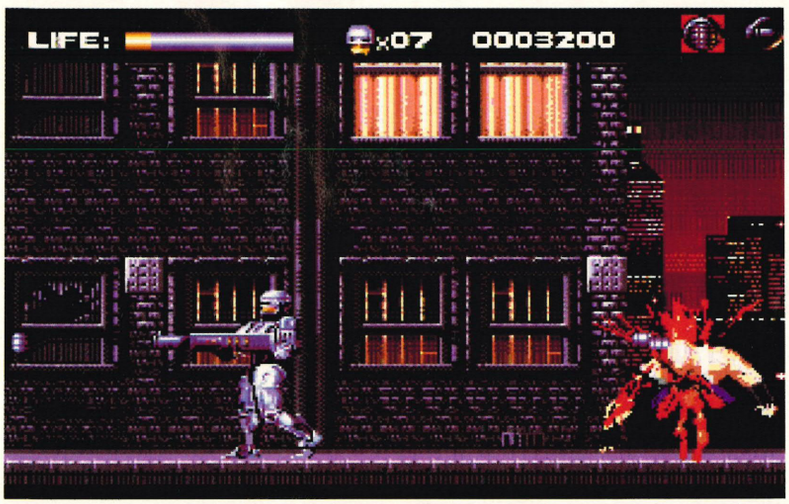
According to Paul Mellerick, the Robocop vs Terminator comics are really good (but then, he still thinks The Famous Five is a pretty neat series of thrillers)

up with the Terminator. First off it's the version of the Terminator from the first film, you know, black leather jacket, shades and so on, but these garments are soon blown from his body and you're left with the gleaming metallic skeleton below. After this initial encounter, the later levels are filled with absolutely oodles of Terminators and on top of that you get ED-209s and other robots in the ED series.

Then of course, in even later levels you travel further into the future and come up against a whole new range of adversaries. By all accounts there are Terminator Spiders, Terminator Dogs, Hunter Killer craft and Terminator Hamsters (Are you entirey sure about that last one Dyer – Neil). And of course, as always in these games, you can pick up a large range of replacement weapons such as missiles, high powered bullets and lasers.

Anyway, needless to say, anyone who's a bit partial to platform shoot-'em-ups will no doubt find a fair bit of entertainment here. The graphics are looking pretty good and the gameplay is very fluid. Although, it must be said, it did appear to be just a little bit on the easy side. Yes, the action is very frantic, and at times you feel like there's no escape from certain hazardous situations, but there's plenty of energy to be found so quite often you'll just plough through showers of bullets safe in the knowledge that you'll be able to power back up shortly afterwards.

Hopefully we'll be able to review it next month, but be warned, despite the title, the subject matter of the game doesn't really capture the feel of the comic-books, but on the upside, it still, at this stage, appears to be quite a polished blaster. Stick with us, and we'll give you so much Exo-skeletal action it'll be coming out of your ears (Ooh er. That sounds a bit rude – Neil)



Having just, er, 'dissected' this fat bloke, poor old Robocop looks away 'cos he's a bit squeamish about all that blood and guts type stuff you know

Fortunately, in a previous existence, Robocop was Sinbad, the window cleaner off Brookside, so his ladder-climbing skills are particularly good

UP 'N' COMING...

And here once again, for your delight, delectation, and more importantly for it's informative value, is the previews diary. We'll kick off with the games that should be hitting the shelves at around the same time as this issue of MEGA, and then we'll take a peek a bit further into the future.

ANY MINUTE NOW

B.O.B. – EA
Monstrously average platform puzzler-cum-shoot-'em-up. Don't bother with this one

Technoclash – EA
Oh dear. EA have gone a bit poor on us. This Gauntlet style multi-player game is also a little on the average side

MiG-29 – Domark
When consoles first arrived in the UK, computer snobs said they couldn't do proper simulations. *MiG-29* (among others) proves them wrong. Ha!

Two Tribes – Virgin
Don't be confused by the name, this isn't anything to do with Frankie Goes to Hollywood – it is, in fact, the sequel to *Populous*. Head scratching ahoy!

Batman Returns CD – Sega
If CD versions of cart games are going to become a trend, then this is the way to go. With an excellent driving game added to the dull platform bits, this is now quite a good little game.

UP 'N' COMING...

SEPTEMBER

Jurassic Park – Sega
The film is going to be massive and everyone loves dinosaurs (not literally, but you get my meaning) so the game is going to be big too.

Ranger X – Sega
A no-nonsense shoot-'em-up in every sense. Just blast away and ask questions later.

Ultimate Soccer – Sega
Sega's really quite fab eight player soccer game is just about to appear. Go on, give it a go. You know you want to

Street Fighter 2: Special Champion Edition
I don't really need to say anything about this do I? Except that this game has had more name changes than someone with a lot of aliases.

Thunderhawk CD – Sega
Using all that scaling and rotation stuff to full effect, this game looks like being a real blast when it finally arrives.

Shinobi 3 – Sega
Yet another Shuriken infested trip into platform beat 'em up land. And not a bad one either

Wimbledon – Sega
Not bad, but it ain't *Davis Cup* that's for sure

Gunstar Heroes – Sega
Neat little two-player blaster, but not brill'

Haunting – EA
This looks very different indeed. Haunt a family out of their ill-gotten gains. Reviewed next ish

James Pond 3 – EA
Very slick, very polished, but will it be as tedious as *James Pond 2*?

Chuck Rock 2: Son of Chuck – Sega
The first Chuck was cool, and his son is even cooler. More Jurassic (sorry, but it is the word of the summer) action for you to get your teeth into.

EA SOCCER

EA • November

Hurrah! A brilliant cross from the computer player to our bloke with the star under his feet

Oh dear, that foul-type incident in the penalty area seems to have gone completely unnoticed

It's the one we've all been waiting for. EA are arguably the masters of sport sims, so EA's entry into the world of Soccer should, we would hope, be just as spectacular as their previous achievements. Well, it's too early to say at the moment. The game is still in it's very early stages of development so when we played the game it didn't exactly flow, but certainly, it does look promising.

For a start the graphics and the viewpoint used are very effective and there's lots of neat animation on the players. Secondly, all the elements needed to make a stonking footy game are in there too. As well as a faithful reproduction of the rules and so on there are also a few little touches that you don't often find in other games of this sort. A good example is in the passing. Usually if you want to pass to someone who's behind you, you have to turn around. Not so in EA soccer, simply decide who to pass to and if he's behind you, your player will neatly 'heel' the ball back. Oh yes, and something else worthy of note (while not enhancing the gameplay) are the sound effects. Ball sounds and so on are fine, but the best bit is the crowd. A variety of crowd sounds have been sampled and the game automatically plays them back according to what's happening on screen. So for example a chant will be going on then, when a goal's scored a huge cheer can be heard. Better still though, if a shot at goal just misses, the cheer will be cut short to be replaced by an almighty groan, just like the real thing. It really adds a lot of atmosphere. And finally, the game will be compatible with EA's soon to be released Four Way Play adapter so it'll be great for boozy evenings in with a small group of mates.

As I've already said it's still very unfinished but don't worry, we'll get our hands on a more polished version next month and tell you a little more about it. If you're into footy games, you'd better stick around.

FANTASTIC DIZZY

Oh jolly good. Two stars collected, which means there are only 238 left to go. Life's tough when you're a smallish egg-shaped bloke

It's no 'yolk' having to 'shell' out forty quid per game. Good job this is only £35 then. (Dyer, shut up – Neil)

Codemasters • November

This near-legendary Egg character finally comes to the Mega Drive. But why precisely is Dizzy such a popular fellow? He appeared on the old 8-Mbit machines (Speccy and Commodore 64) years ago and almost immediately won the hearts of gamesplayers, going on to appear in a host of follow-up games and off-shoots. Frankly, the whole business was a bit tedious (the puzzle-orientated gameplay was a little simplistic to say the very least). Still, most people found this very simplicity rather engaging, especially when you discovered that the puzzles could be massively tormenting in places. And finally us Sega bods can have a crack at the little chap's escapades.

The game is bloody huge

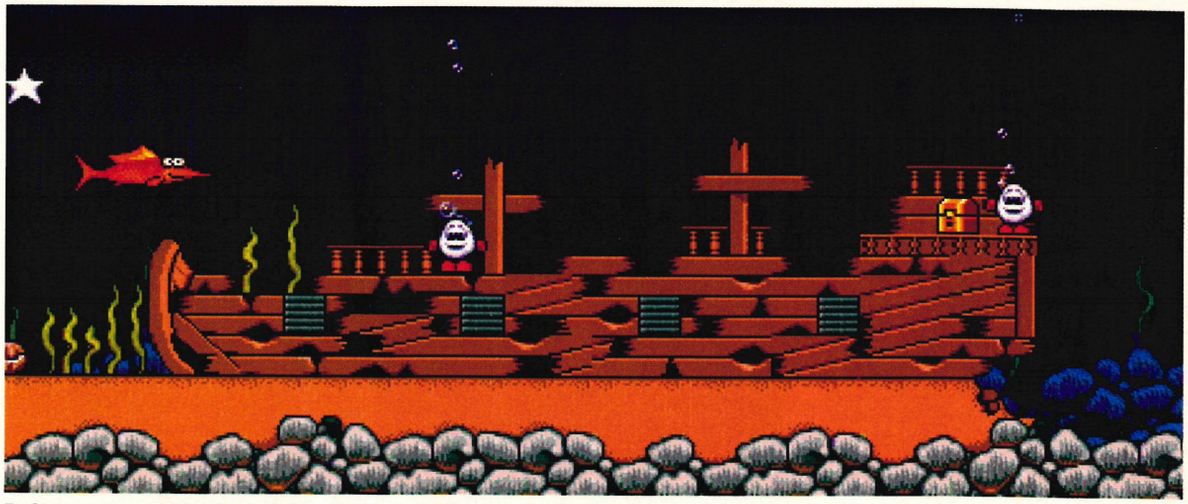
Controlling Dizzy is very easy. Walk left and right, and jump. That's about it. The only thing to remember is that Dizzy is an egg, so when you jump left or right, he'll roll rather than stop dead when he lands. Care, therefore, has to be taken not to topple over the edge of platforms. The only other control to master is the pick up/drop option. And how tricky it is to master. Press button C to pick up an object then, wait for it, press it again to drop an object. You can carry only three things at once, and to use them you have to simply drop an object in the relevent place. If it's not the right place, the object will just sit there, on the floor, doing nothing. And as an example of the puzzles, at one stage there's a pirate blocking your way onto his ship. Drop a barrel of rum next to him (once you've found one of course) and he grabs it and runs off.

Find a special door and you can enter the bonus game for extra lives

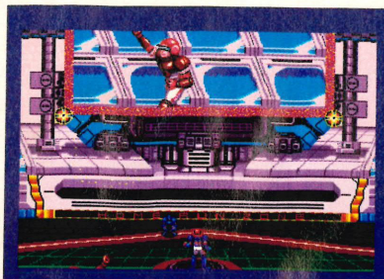
The very first screen. Now where's that bloody doorkey gone?

The game is, to be accurate, BLOODY HUGE! You start off having to collect 250 stars from around the play area, but the play area is spread over lots of huge regions like forests, towns, sewers, pirate ships, undersea and over sea environments and so on. And because of the way it's all laid out, it'll take you ages to even progress a little way through it.

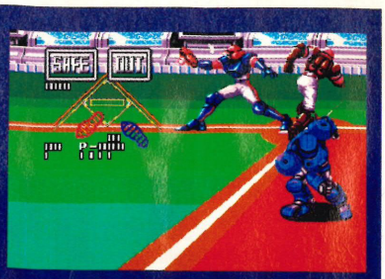
Like I said, the original 8-Mbit games didn't really inspire me much, but having seen the Mega Drive game, I must admit to finding the simple yet boggling puzzles rather intriguing, and the map is well designed to the point of just screaming out to be explored. *Fantastic Dizzy* will be reviewed next month (we hope).



Being an egg, Dizzy doesn't have to worry about being underwater for long periods of time (or does he?)



That looks like a home run to me. In this game though, they're incredibly difficult to get



Whenever there's anything interesting happening, you get to see it all in close-up. Lovely

Oh lord. About three dozen baseball games come out each month (it seems). And now... robot baseball

Some of you out there may have been lucky enough to have a go on a Neo Geo (either at someone's home or, more likely, in an arcade). And if you have, you may well have seen this game running on it. However, since Neo Geo games cost about £200, it's quite a relief that you'll soon be able to get it for a more modest £50 on the Mega Drive (yes, I said £50. It's a bit worrying isn't it?).

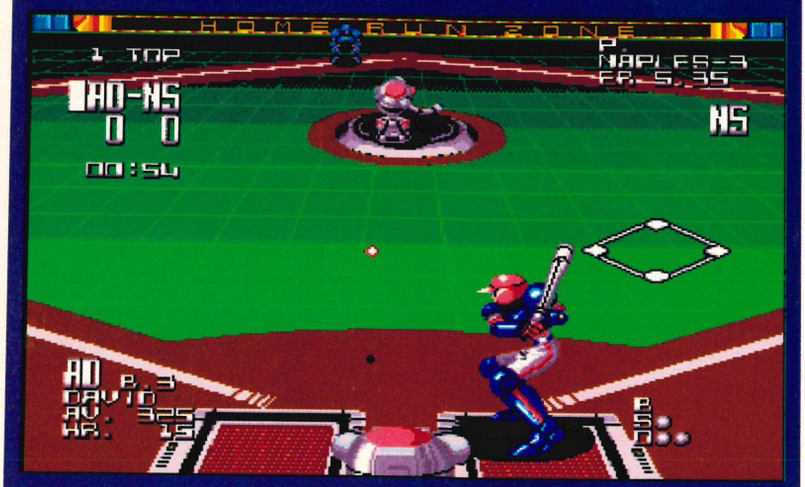
It's pretty much a standard baseball game beneath, but tagged onto that are all sorts of weird and varyingly wonderful additional features. Firstly, the teams are made up of armour-clad men, women and a smattering of robots. As in most baseball games, the players have their own strengths and weaknesses in areas like pitching, fielding and batting. However, by making good plays you can earn money and buy power ups for your team members. After each innings, land mines are placed around the field so it's fairly easy to find yourself unexpectedly exploding which, to be honest, doesn't improve your chances of accurate fielding very much.

The game looks very impressive with huge sprites and lots of nice graphical touches that aren't present in regular baseball games, but whether this will offer any real bonuses, playability-wise, over other games of this sort remains to be seen.

Erm... I'm not really sure what to make of this one

SUPER BASEBALL 2020

EA • November



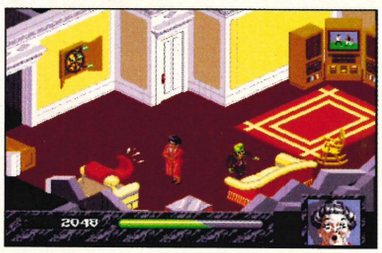
And there it is. Much like any other baseball game, except that this time, the players are considerably more shiny. (You're strange Dyer – Neil)

HAUNTING STARRING POLTERGUY

EA • September

That's me sporting the rather lovely skull. And that geezer running away has, I suspect, soiled his pants

No, it's no good. Electronic Arts have simply gone too weird on us this time. American footy-playing mutants was bad enough, now we have a spook simulator. The hero of the game is a ghost called Guy. The reason he's a ghost is because his evil relatives brought about his early death so that they could inherit his wealth and buy four huge mansions. So what Guy has to do is go around haunting the evil family in a bid to scare them out of their homes and thus exact his revenge. At last, an original plot, and to go with it, this looks like being very original in the gameplay department too.



By touching that chair just now I have caused a scarily huge tongue to appear from it. A splendid jape

The mansions are viewed in isometric 3D and all of the rooms are very detailed, containing many objects of furniture. What Guy has to do is enter a room with a family member in it. A series of glowing spots will appear on various furnishings. This is a sign that they're ready for the haunting. When a glowing area appears, Guy leaps into it, then leaps back out and this will trigger off a scary happening (for example, if he leaps into, and out of, a knife drawer in the kitchen, all the knives start flying out of their own accord).

The trick is to make the family members so scared that they leave the room. Then you follow them and continue the process until they leave the house. Additionally, you can even possess a person's body in order to enhance your abilities to put the willies up the family.

We rarely see original games these days, so with any luck, good gameplay permitting, *Haunting* could well turn out to be a real treat.

UP 'N' COMING...

Terminator (CD) – Virgin
Previewed last ish, hopefully we'll be reviewing this CD-based shoot-'em-up next month

Wonderdog (CD) – JVC
Quite nice, but far, far to easy

Sherlock Holmes 2 (CD) – Sega
More fabulous crime-solving fun with the drug-taking detective. Full-motion video ahoy

INXS (CD) – Sega
You know the score. Make your own rather poor video, but this time with INXS

Batman Returns (CD) – Sega
Same cacky platform section as on the cart version, but the driving game is superb

KRISS KROSS (CD) – Sony
Do I really have to explain this?

C+C Music Factory – Sony
Or this for that matter? Fans of the band only

Sewer Shark (CD) – Sony
Awful shoot-'em-up which fails to sell the qualities of the Mega CD

OCTOBER

Instruments of Chaos: Starring Young Indiana Jones – Sega
This game, starring Indy as a younger bloke, is looking good and has some really neat sounds for you to listen to as you play.

Asterix – Sega
With the game very much on the humorous level and Asterix being such a cool character, this is looking very good indeed.

Ecco The Dolphin CD – Sega
This, on the other hand (as far as we know), is just going to be the same game – all underwater antics, with some CD sound added for fun.

Landstalker – Sega
Isometric 3D RPG with an arcade feel. By all accounts, it's even better than the acclaimed *Zelda* series on the Nintendo machines

Ottifant – Sega
We don't have a bloody clue about this one, except that the hero has elephantine qualities

International Rugby – Domark
Not as much staying power as, say, *Super Kick Off*, but it's still a very good translation of rugger. Give it a 'try'

F15 Strike Eagle 2 – Microprose
Flight sim fans might get a small kick out of it but flight sims aren't really console material with all those menus and things

F1 – Domark
Absolutely fantastic (and phenomenally fast) Formula one game. Superb stuff!

Davis Cup Tennis – Tengen
And this is about as good a tennis game as you could ever wish to play. And it has an excellent split-screen mode

Sonic CD – Sega
We've seen this, and it's actually looking very good indeed. Completely new Sonic action

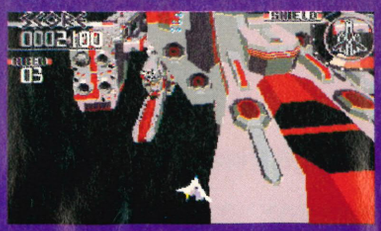
Heimdall (CD) – JVC
Strange Scandinavian sport sim thing with bizarre 'events' to take part in. Ah well, time will no doubt tell

Dracula (CD) – Sony
Atrocious when we saw it, but apparently it's now being reprogrammed so who knows?

AND BEYOND

Ultraman – Sega (Japan)
Oops! Looks like a cack game I'm afraid. We don't normally knock a game before we see it, but we really don't want to see this one.

It's just a shame you can't see it all moving because it truly is a gob-smacking game. No, really. It is



It may just be a traditional shoot 'em up, but it also happens to be a very good one. No, really. It is

Trust us. Despite all the scepticism about it, we have to admit, it's very good indeed. No, really. It is

SILPHEED

Silpheed. Not to be confused with *Starwing*

Sega • Out now (import)

After all the hype surrounding this game, MEGA finally got to see a pretty damn-near finished version of *Silpheed*. And of course we know what form all the hype has been taking don't we? Yes, exclamations of "Poos on *Starwing* from a great height" and "Stuff that up the cartridge port on your SNES" have been bandied about with gay abandon, but is it really the *Starwing* beater that everyone's been expecting? Well, that decision will have to be made in the review, but we should perhaps put the record straight first.

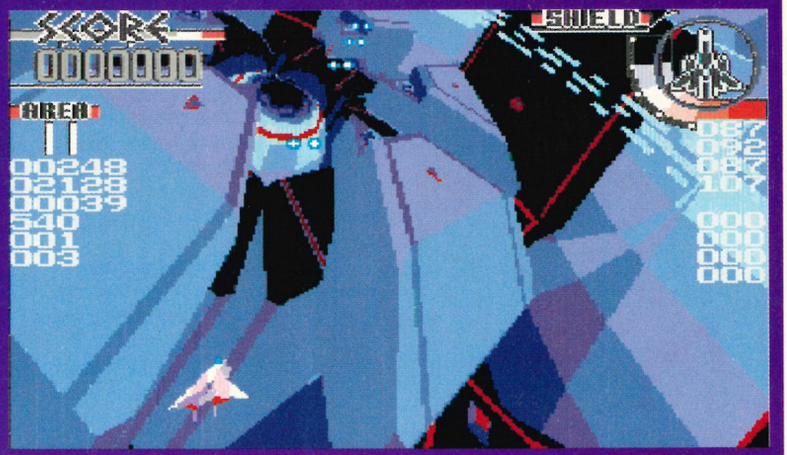
This game is not like *Starwing*, and it shouldn't really be considered a competitor. This isn't a cop out, but, in truth, *Starwing* was a true 3D shoot-'em-up in which the spacecraft you piloted interacted from a first person perspective with all the surrounding scenery. *Silpheed* on the other hand is a much more traditional affair with the main sprite moving up, down, left, and right around the screen (although there is a little perspective in there) while waves of alien formations come down the screen towards you. The stunning motherships and other scenery you see here are purely incidental to the game. True, on some levels the backdrops are cleverly overlaid with polygon generated "features" which do interact with your ship (interact is just our ludicrous way of saying you can crash into them), but by and large the scenery is just cosmetic.

So there we have it. *Silpheed* won't be judged as a 3D shoot-'em-up, it will be viewed as simply a shoot-'em-up. What a rip off I hear you cry, but just bear in mind that the best ever blaster on the Mega Drive is *Hellfire*, a simple, horizontally-scrolling affair with traditional attack wave patterns rather than any clever or elaborate visual trickery. So in conclusion, it's time we stopped trying to slag off Nintendo's Super FX chip (it's a powerful thing and no amount of whingeing is gonna change that) and judge the Sega stuff on its own merits. OK? Is that settled? Good.

Flying through this trench at high speed is just like taking part in Star Wars the movie. Well, sort of

Some of these hexagonal pillars come flying up out of the ground in an attempt to stop your craft

During the game you can collect different combinations of weapons



I think we've probably wibbled on enough about the stunning visuals. But they are, it must be said, really rather toppingly stunning. No, really... etc

LANDSTALKER

Sega • October

Dark and creepy caves hold no fear for the courageous Elf, Nigel

"OK boys," said the programmers at Sega one fine morning, "we have here the best role-playing game ever to hit the Mega Drive, but we've run into a problem. The hero has no name. Any ideas?" There followed a long silence. "How about Grothrox – the mystic avenger of the seven realms?" "Hmm," said a colleague, "a little lengthy perhaps." "I've got one. How's about Death Hawk – Demon Killer?" "Hmmm," said the colleague again, "too dramatic really." Many more ideas were thrown in but none seemed to quite fit the bill. At this point the cleaner entered the room and, overhearing the debate that was going on, said, "Personally, I'd call him Nigel – the 88-year-old dark elf and famed treasure seeker." A stony silence fell over the proceedings. "Good god!" cried the head programmer, "it's a stroke of genius."

And so, curiously enough, Sega's latest hero is called... Nigel. And in his quest for untold riches he hears of a little sprite called Friday who knows the location of a vast treasure horde. This is why Nigel, among others, is looking for the cheeky little sprite. The play area is displayed in isometric 3D and, although it is predominantly an RPG, many of the tasks include arcade elements, such as moving platforms to jump on and hazards to avoid. This makes the game far more fast-paced that the usual trudge-from-village-to-village RPGs.

According to the few details we have, there'll be plenty of sub-plots, weapons to be used and potions to be found in order to aid you in your quest, and certainly, in the brief time we saw the game.

As well as an RPG, it's a bit arcadey too. Jump on the moving platforms

And here's Nige waving his mighty weapon at nothing in particular

"Excuse me, are you a Goblin?" said the woman. "No, I've just got a headache." he replied

BLADES OF VENGEANCE

EA • November

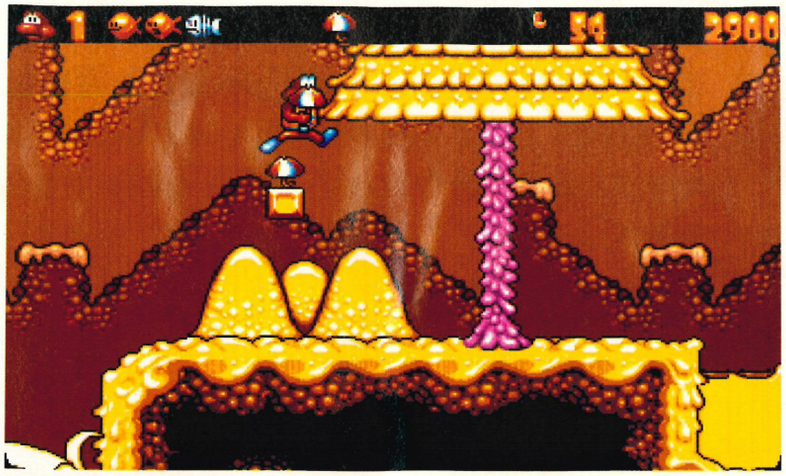
At the time of going to press, even though MEGA had played the game, there was very little info on the plot and so on. The only thing we had to go on was a press release which read "Combat the Evil Lord and his minions in one of the most graphically rich platform games to date". Hmm... still, it's probably quite a refreshing change not to have to wade through paragraph after paragraph about how "The wizard Groinx has kidnapped the King's daughter and is about to perform untold perversities with her

This time our shapely she-warrior comes up against a skeletal warrior. No problem

This is two-player mode. The sorcerer is at the top while the huntress has found some armour

unless the mighty warrior Large Pecs can rescue her" or something.

Anyway, all you need to know is that you can chose between three characters (a huntress, a warrior and a sorcerer), you can either play alone or simultaneously with a friend (you each take a different character and help each other out), you get to take on all manner of creatures such as Medusa, Vampires, dragons and zombies, and you can pick up potions to use throughout the seven large levels. There's also a clock feature which makes certain creatures appear at certain times of the day. Watch out for more on this one next month.



Pick up a brolly and instead of plummeting, James floats gently to earth

EA • September

Pond has returned at last, and for some entirely unexplained reason, he now has legs (although we suspect it's because he looked a complete dork shuffling along on his fins in the previous game). This time Dr Maybe is planning to dominate the world's dairy market by mining yoghurt, cheese and so on from the moon so Pond has to Jet off there to save the day.

Fortunately, because of his new found legs, the programmers have been able to include all sorts of footwear related pick-ups. On his travels he can collect and make use of suction boots, skis, rocket boots and anti gravity boots. And even more fortunately, his brand-spanking new feet presumably enable him to, for the first time, operate a clutch so he can also make use of a lunar buggy and mini rocket a drilling machine and a moon worm (though whether a moon worm actually has a clutch mechanism is anyone's guess).

You also get a little pal and fellow agent to help you out. His name's Finnius Frog (somebody really should give a stiff talking to the people who wrote the plot) and by activating a special, erm, thing you get to take control of the ribbeting little git and make efficient use of his own very special abilities such as extra-high jumps, and his tongue weapon.

The game is set over a ludicrously large amount of levels which are divided in various worlds or regions on a map not unlike the one's in those infernal *Mario* games. Certainly the game's all very pretty and while still similar(ish) to *Robocod* it looks a ot busier (let's face it *Robocod* was a bit sprawling wasn't it?). Oh and finally, let's mention the speed. When Pond actually gets moving full tilt, it's comparable to *Sonic 2* and it all gets pretty hairy as he runs left right up down and upside down seemingly avoiding any effects that gravity would have on normal folk. That's all for now though. If you want a rating and all that malarkey, read the review in next month's MEGA.

JAMES POND 3 – OPERATION STARFI5H

And without making any 'fish-tastic' or 'cod-mungous' type jokes, let me introduce you to James Pond's latest adventure. It's Plankton-tacular! (Insert 'Dyer you're fired' joke here)

This is your partner in espionage, Finnius Frog. He's very green

The map screen. A go anywhere do anything sort of screen (Erm...)

AND BEYOND

Gauntlet – Tengen
A classic coin-op that, using the new four-player adaptor, could transfer really well to the Mega Drive. But it's also quite a cracker in single-player mode.

Cal Ripkin Baseball – Mindscape
More baseball action from someone the Americans know a lot about, but for whom us Brits couldn't give a fig.

Golden Axe 3 – Sega
This is the third in the series of this classic and very popular slash-'em-up. Expect to see some new characters and really amazing magical effects in this one.

Chessmaster – Mindscape
If there's one thing that's missing from the Mega Drive, it's a decent chess game. This classic computer chess game could be a real winner, but on the other hand...

Dracula CD – Sony
Sorry, but this is really terrible stuff and we must warn anyone who sets out to buy this game that it can seriously damage your Mega CD – because you'll most likely chuck it out of the window in frustration.

Breach – Treco
Er, dunno really. Maybe it's about breaching something or other. I suppose we'll just have to wait and see.

Microcosm CD – Sony
A lovely adventure inside the human body. Very useful for Biology students and maybe a good game too. We'll let you know.

Sorcerer's Kingdom – American Sammy
The chance to rule your kingdom and rid the world of evil creatures is yours. Yes, it's another of those "right-on" games.

Puggsy – Sony
This platform/puzzle adventure is going to provide some real head-scratching problems. See the review on page 34.

Wiz and Liz – Sony
Speed, speed and more speed. But there's also a game in here. Collect the spells and find the exit. A fab two-player mode is also included.

Metal Fang – JVC
Just what the Mega Drive needs, a nice driving game in the *Outrun* mode. Could be good, but then again it might be like *Outrun*, crap.

Keeper of the Gates – Razorsoft
The sequel to *Stormlord* sees our hero embarking on yet more platform action. There's also some gory graphics for you to check out.

Uncharted Waters – Koei
A strategy role-player all about claiming land and getting more of it than your opponent. You can lose friends and make enemies in one fell swoop.

Ninja Gaiden
This classic arcade ninja-platformer finally makes its was over to the Mega Drive after appearances on loads of other formats.

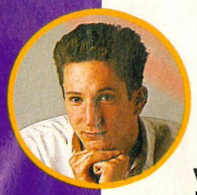
Land Stalker – Sega
A forced 3D perspective gives this search and find role player an unusual twist. 16 Mbits of game too.

Dark Wizard CD
Using real actors and sound, this RPG is going to be big on atmosphere. What it plays like though we've no idea.

Kings Quest 5 CD – Sierra
These big text interactive RPGs are very popular on the PC. If they can keep their ease of use and level of atmosphere, they'll be big on the Mega CD too.

The Third World War CD – Bignet
Er, a Third World War simulation? I don't know

MEGA MOUTH



Girls, will you please stop sending in all these sexy proposals to Andy Dyer OK? We know he's the sexiest man on the planet but it really is... (Thank you Andy, I think I'll take over from here – Neil)

24 PAGES ON *SF2*?

Dear MEGA,

You, along with many others, have fallen for the nonsense which has consumed many games players. I refer to *Street Fighter pooh.* (That'll be a "joke" then – Ed)

It's just a one-on-one beat-'em-up. You've attacked many games for having great graphics and sound, yet bog all gameplay. Surely *SF2* falls into this category. The moves may be good, but after a day's solid playing using all the characters, you'll definitely have seen all the game has to offer, but your 24-page special was the final straw.

What a pity you needed to fill your mag in this way. I spent ten minutes flicking through it, but no way will I read it after your mini review of *Streets Of Rage 2* saying "No-one is going to buy this instead of *Street Fighter 2*". What absolute piffle. I played *Street Fighter 2* on the SNES and in the arcade and suffice it to say I've never gone back to either. Since buying the Mega Drive and *Streets Of Rage 2* at the start of the year I'm still bashing away at the mania level.

Streets of Rage 2 is an example of a beat-'em-up the way it should be – fight off hordes of baddies then move onto a boss character. Don't get me wrong, MEGA is a top rate mag, but the *SF2* special really fell short of your standards.

Gerry Ross, Perth

Is a 24-page game feature too much?

Dear Gerry,

You're in a very, very small minority. The reason MEGA gave 24 pages to the making of Street Fighter 2 *in issue ten was that we'd been bombarded with readers' letters demanding the full story. There hasn't been so much interest in a game since* Sonic 2*, so we pulled out all the stops to bring MEGA readers everything they ever wanted to know about the hottest game of 1993.*

We've had hundreds of readers' letters saying how much they enjoyed it. Also, every month, reader survey cards are randomly inserted into 200 copies of MEGA. When all the replies came back, only three readers (out of 200 remember) thought we'd gone a bit overboard and would rather have had the space given to something else.

As for our comments of Streets Of Rage 2*, only the "duel" mode was being talked about as a one-on-one beat-'em-up and hence comparable to* SF2 *– you're right to say that, as a whole game,* Streets of Rage 2 *is a different game to* Street Fighter 2 *and so can't be compared.*

Sorry if you didn't like the feature, but most people did – so there. **Neil**

MEGA STAR

Dear MEGA,

I have a fault in my Japanese Mega Drive. It keeps doing strange things. It all started in late September last year for no reason at all. It started printing sort of double images on the screen and the graphics started flickering, so I took it in for repair at a place that said it would cost £35. On 31 October it came back fixed, or so they said at the shop. When we got it back home it was wrapped up with a security sticker on it signed and dated 31 October. However, it had the same fault, only this time it was worse. So... (Insert heart-achingly annoying tale of waiting, false promises, dodgy repairs, overcharging and general malpractice on the part of the repairer over a period of six months – Ed)... until it ended in a situation by which we were charged £35 for repairs that never took place and yet somehow took six months.

Since then I have been told by the consumer council (who, until it came down to a "my word against theirs" argument, had been very helpful) that there is nothing I can do and had best give up.

So the message is, if anyone is going to have their console fixed, just make sure you photocopy any receipts and make sure you get a receipt so you don't end up like me.

Philip Seaton, Leicester

Dear Philip,

Yep – a nightmare. But at least your story may prompt other users to be more careful. Most computer dealers and repairers are completely honest and won't mess you around, but there are always bad apples. The high street shops may have their faults, but you can be pretty sure that your console comes with a year's guarantee and so within that time, repairs will be fixed for free. Buying secondhand, or imported hardware from independent dealers (or simply if your console is over a year old), however, leaves you having to get your console fixed yourself – and that's when problems can occur.

According to the Office of Fair Trading, all repairs have to be performed: a) with a reasonable care and skill – a "proper standard of workmanship" is to be expected; and b) within a reasonable time (28 days is deemed "reasonable").

When you take your console in for repair, the trick is to pin the repairer down to a fixed price and a fixed time of completion. Get this written down on the slip you're given when you hand over your hardware (you should be given a slip with a reference number on it – purely for the repairer's sake so he can easily work out which console belongs to who) and you'll be in a much better bargaining position were things to foul up.

Remember though, an "estimate" is NOT the same as a quotation – no one is legally obliged to make sure the charge matches the estimate, hence you'll be lucky if you can find a repairer willing to offer you a cast iron quotation for the work he's about to undertake.

If things do go wrong, you're not in the best bargaining position – they've got your console remember. The only advice the Office of Fair Trading can offer the individual is to pester and pester the repairer until the work is completed to your satisfaction.

"It takes a lot of persistence. This, of course, takes a lot of time and effort, but unfortunately there's really not a lot more that can be done," they gloomily point out.

So, it would seem that the only sure way to get your console fixed with 100% confidence is to take it somewhere recommended by a friend who's had dealings with the company and knows them to be reliable and honest. But we must re-stress the point – MEGA is sure that 99% of repairers are completely honest and won't muck you around.

As for you Philip, MEGA hopes that your console's working OK now, but it must be pointed out that you needn't have paid anything for the work done – as it didn't meet the "reasonable time period" clause. Of course, it's not always easy arguing with shopkeepers who are about to see what they thought was a tidy profit evaporate in front of their eyes, but stick to your guns and (if it's absolutely necessary) threaten to contact the Office of Fair Trading, the Department of Trade and Industry, or even just your local newspaper – and you may be surprised at the results. **Neil**

STRAIGHT TO THE POINT

Pruning: the art of cutting away the periphery to leave only the bare essentials. Not to be confused, of course, with a bizarre and (quite frankly) unhygenic form of torture, involving soft fruits and even softer parts of anatomy, which Paul Mellerick claims was practiced at his secondary school. Ahem. Anyway, here are some short questions with shorter answers...

Is the Mega CD able to programme tracks on a music CD like a conventional CD player?

Chris Juby, Essex

Yep. The Mega CD can double up as a fairly OK-ish part of your audio hi-fi set-up. **Neil**

With only 64 colours on screen at any one time, could Sega not have put some sort of gizmo in the Mega CD to sort out more?

C Andrew, Corby

Sega are currently working on a new system that should enable them to bring 256-colour, full-screen FMV to the Mega CD. There should be more on this in the feature starting on page 18. **Neil**

MEGA MORONS

Dear Neil,
Why do you keep calling the cack game of American football "football" and the great game of football, that horrible American word "soccer"? Please, this is England and not North America.

Also, on Games World (22 June) did you say after a feature of the Mario film that "you couldn't wait to see it"? And don't say you didn't. Also the Games World programme seems to review cack green (wow what colour) Gameboy games every week and never any Game Gear games, why? Is it because Nintendo are paying you to be on the inside and sell they out-of-style machines?

I'm not saying your mag isn't good (it's the best Mega Drive mag) but sort out your problems and then your mag will be "perfect".
Mark Jones, London

PS. Just before I finish, I think *Mortal Kombat* is better than any *Street Fighter*, don't you?

PPS. And remember, no more selling Nintendo on Games World Neil.

Dear Mark,
Even if you don't approve, you know that when we say "soccer" we're talking about good 'ol British footy, yes? But if we said that there's a new "football" game on the way, you'd be confused, right? Right. So stop whingeing

And what the hell does "sell they out-of-style machines" mean? I haven't the faintest idea what you're talking about. And if I was being paid by Nintendo, I wouldn't be able to write this: "Nintendo smell of poo". See? Or "Nintendo games ar...". Oh, pants. There goes the Ferrari.

PS. No, I don't actually.

PPS. Please go away. **Neil**

Now this is American football. We call it simply "football" to avoid...

... it being confused with this game of football. Hmm. Or is it... (etc)

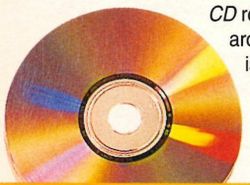
COVERMOUNTED CDS

Dear MEGA,
Why don't you start having a cover-mounted CD with demos (preferably playable) of forthcoming titles (CDs and carts)? I for one wouldn't mind a price rise if it meant having an actual running demo of the game instead of having to rely on pictures in the magazine, which sometimes aren't top quality. If the price rise doesn't suit all the readers (which it probably won't), then you could maybe produce two editions, one with a CD priced at about £3 and the normal edition at £2.25.

Also, is it possible for a cartridge game to utilise the chips in the Mega CD (if it's connected of course)?
David Wilcox, Knottlingley

PS. Happy Birthday to the mag, and to any of the team if it's their birthday soon!

PPS. Is *Final Fight CD* really better than the arcade version? If it is, I'll get it.



A compact disc, yesterday

Dear David,
At the moment, there aren't enough of our readers who actually do own Mega CDs to make it worth anyone's while – we'd be charging all our readers an extra £1 on the cover price for something that only a minority would find useful. Besides, we'd rather invest the time and money spent sticking a "free" gift on the front cover in making the stuff on the pages better instead. Already we only hire the best writers and make sure no expense is spared on getting the most up-to-date stuff imported into the country – we wouldn't want to find our hands financially tied purely for the sake of sticking a freebie on the cover.

Yes, you could make a cart that utilised the Mega CD's custom chips, but what's the point? Only Mega CD owners would be able to run it so you might as well stick the game on a CD (costing only 50p to manufacture as opposed to the £5-plus a cart costs). **Neil**

PS. Thanks.

PPS. Um, yes, just about. Good luck with it.

MORE RACE GAMES

Dear MEGA,
Please could you tell me if any Software house is developing an Indy 500 game or a motor-cycle racing game. I am aware that a new F1 game is due out in August, but I do feel that there are not enough racing sims on the Mega Drive.
Lloyd Blake, East Dulwich

This is the fabby *F1* from Domark. Expect a motorbike game soon...

Dear Lloyd,
You ARE joking? Not enough race games? Check out MEGA Gold (on sale now at all good newsagents for just £2.95) and it reviews 25 Mega Drive racing games.

As for an Indy 500 game, no – I haven't heard anything. But EA are working on a further motorbike race game (aside from the inevitable Road Rash 3*) and Domark are working on a motorbike race game to follow the impressive* F1. **Neil**

CENSORSHIP

Dear MEGA,
Somebody, somewhere has really got it in for video games. Somewhere, in an utterly bland office, a committee sits, dreaming up ways of ruining gamesplayers lives. Their latest weapon has been to slap a 15 certificate on *Night Trap*.

When I caught this news on television I was totally stunned. The game was quickly and inaccurately described, some "horrific" footage shown and then cue the ancient professor, who probably thinks Sonic is the new Ford car, spouting on about how he is saving young innocents from such wanton violence. It is laughable.

Now Under 15s are forbidden to purchase the *Night Trap* CD. The move seems to be purely for effect. For a start, are stores going to demand identification before purchase? Certainly, independent retailers can't afford to turn down good money because they're not sure if the buyer is over 15 or not. Alternatively, Over 15s are going to be regarded as perverts or sickos by

Turn Over

ARNIE'S SOMEWHAT SERIOUS BIT

The column in which someone actually writes in to MEGA with something sensible to say and gets a reasonably well thought-out answer.

Dear MEGA,
I am writing to complain to Sega and yourselves about the Sega Mega machine which my son received for his twelfth birthday last month. With it he received *Sonic the Hedgehog*, a game in which you must "kill lots of baddies", according to my son. He also received a *Streets of Rage* tape upon which he could play a "beat-them-up". What kind of world do we live in where you must beat people up to enjoy yourself? These computer games definitely induce violence in youngsters.

After saving up some money to buy another game we went out to buy a non-violent game. We decided that a sports racing game would be nice, so we purchased *Road Rash*. No sooner had my son started riding his motorbike than a "baddie" hit him with a whip! We took the game back but they would not replace it, as it was not damaged.

Please, Sega, could you make some non-violent games or even some educational writing facility. It would be greatly appreciated by both myself and Mr H Bloxham. I support Mr Bloxham's views. I am, from now on, banning my son from purchasing your magazine.
Mr K Ventress, Waterlooville

Dear Keith,
Hmmm. I'm not sure that this letter is written by a father – but I could be wrong. Let's answer it anyway. Yep, it's a fact that pretty much every video game involves violence towards enemies or "baddies" – although it must be said that two of the games you mention (Road Rash and Streets Of Rage) *are particularly aggressive.*

I would suggest that there have always been children's games and hobbies based on violence: be it collecting toy soldiers, dressing up as Cowboys and Indians, reading World War 2 comics, watching Arnold Schwarzenegger movies or simply playing cops and robbers.

In America in the 1950s there was a huge scare about the effects that horror comics had on teenagers, a few years ago in the UK "video nasties" were turning a whole generation into serial killers – there have always been scares. The older generation will always look down at the young generation and despair at how they choose to occupy their free time.

If, it was ever proved that exposure to violence in the form of video games had any effects on the player's perception of violence as an acceptable means of "getting what you want", then I for one would join the campaigners against video games straight away. **Neil**

Any idea if Emelyn Hughes' *International Soccer* on the Amstrad CPC will be converted to the Mega Drive?
D Farrell, Leeds

Nope – no reason why it should be converted really. Ultimate Soccer *is good enough at the moment and* Sensible Soccer *looks set to be even better.* **Neil**

What's the lifespan of the battery that comes in battery-backed carts?
Wayne Hill, Essex

About five years seems to be the word from cart manufacturers, but no-one's had one run out yet so no-one's sure! Electronic Arts say that they don't (as yet) have a policy for replacing dead batteries in their carts, but guarantee that the games will work OK (without the save-game options of course) even with a dead battery. **Neil**

I think Amamda Dyson is sexey, will you send me a pither for her please? XXXXXXXXXXXXX (for Amanda).
Kevin Dutton, Liverpool

No. She's obviously already reduced you to a state of illiteracy ("pither"?), get your hands on your own picture and you'll buy the farm. **Neil**

Any news of *Sonic 3*?
John Spencer, Nottingham

Yep – due out in January 1994. For some (bizarre) reason Sega want to delay the game's release until after Christmas. Sonic and Tails won't be the only stars, however, so expect to see some new characters. **Neil**

Any more news on Sega's 32-bit "Saturn" console?
Liz Ellis, Taunton

Nope. Sega will keep the machine quiet until they're ready to launch it, and that won't be for another year yet. **Neil**

BLAGGED!

The column in which you tell us why we should send you a free cart. Feeble kidnap, bankruptcy or "so-and-so threatens to beat me up" stories get fed to Mellers. Here's this month's winner...

Dear MEGA,
Let me introduce myself, I am the son of the Dark Prince. Yes, I am Prince Harry (Haz for short) and it has recently been shown that our grand-mummy has fallen short of funds.

Yes, that is correct, our grand-mama, the Queen (God to you) has no more moolah to spend on me and my spoilt-brat brother Wils so we desperately need cartridges for our Mega Drive (we dumped those crappy little Gameboys years ago) so we've taken to scrounging from those worse off than us. Oh, sorry we've always scrounged off those worse off than us.

Never mind, you know what we mean.

To keep us from blowing the steaming brown stuff out of innocent little rabbits we were wondering if you could send us a copy of *Jungle Strike*, stock free, so that we can blow the living poo out of innocent pixellated people.

If you do, we'll send our slaves, sorry, our "personal beauticians" around to lick the cheese from between your toes.

Princes William and Harry

PS. Proof of our lack of funds is shown by the "quality" of this paper, the envelope, and the fact we've been forced to move in with James (freshly popped sit) Collett.

Of course, for every winner there are a hundred failures. Here are some of the courageous, but ultimately doomed, highlights...

"... on stepping through the doorway I was punched unconscious by a dodgy bloke with a moustache, which totally downed my day"
David, Darlington

"...so, for my eyebrows' sake, please send me a copy of *Jungle Strike*"
Daniel Long, Essex

"...BEEP!...Crackle...BEEP!...Calling Earth!...BEEP!... etc..."
Mark Cowley, Cardiff

"...but my Mum said we couldn't afford it because we needed all the money for Grandad's banana addiction..."
Jon Gould, Stourbridge

"...consequently, the top of my head had been squashed into the shape of an iron..."
Gareth Allen, Porthcawl

"People often tell me how much I remind them of Walter The Softie out of the Beano"
James Whitley, Chatham

"Send me a copy of *Road Rash* 2 or Joe (from Neighbours) will be a heavily *Altered Beast* and the remains of Melanie (also from Neighbours) will appear in *Splatterhouse 4*"
William Teather, Reepham

"To prove to my ethnic Mega Drive that spots are really cool, send me a copy of Cool Spot"
Laura Waterworth, Tyne and Wear

ignorant shop assistants. Surely, anyone under 15 is fairly unlikely to be able to afford a Mega CD on their own, so any software bought could well involve parents' contributions. Why bother with unnecessary laws? By placing a "15" on the game, it is being said that *Night Trap* is on a par with films containing swearing and some sex scenes. I don't believe this is a realistic comparison.

How long before certificates are slapped on all software? Yes, *Sonic 3* with a PG certificate; Mum has to be with you when you buy it and then when you play the game. What fun.

Video games suffer enough from claims that they cause fatalities, screw you up and turn 7-year-olds into axe murderers without a certification board deciding what is or what isn't good for us – it is just too much. Sorry to rant and rave, but it is so frustrating.

Carl Sharman, Felixstowe

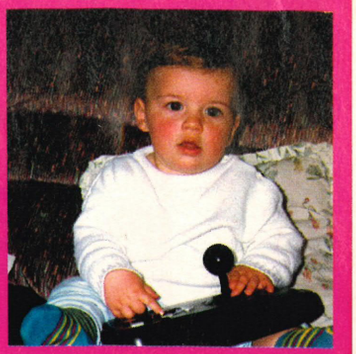
PS. I am 19 and so I am not affected by the certification.

Dear Carl,
Agreed, one element of this controversy not so far touched upon is the difference between video games such as Night Trap *and films on videotape. A lot of the reason that films on video receive what many would describe as "harsh" ratings is that because videotapes can be paused, rewound, fast forwarded and put in slow-motion, scenes of sex and violence can be de-contextualised and viewed over and over again. This isn't possible in* Night Trap *– the "horrific" scenes can't be recalled over again and again but occur just at one stage each playing, making them far less open to abuse and therefore less damaging. Someone ought to point this out to the censors. Actually, we'll do it. Consider it done.* **Neil**

AAAARRRGGHHH! It's *Night Trap!*

VIDEO GAME CASUALTY

Who says video games don't screw you up? There's enough evidence in MEGA MOUTH's Mail Bag of warped, horribly-misguided folly to get Sega and Nintendo down for a ten-year stretch each. I mean, what does ***David Taylor*** *from Hoddesdon take us for?*



Dear MEGA,
I just thought that you might like to see this photo of my 11-month-old son Scott playing *Sonic* with my power stick!
David Taylor, Hoddesdon

No thanks. Take some rest and make sure you get out of the house more often. **Neil**

MEGA CD PRICE DROP?

Dear MEGA,
I just bought a Sega Mega CD. Yip – I love it, but could you answer some questions?

1. Where the hell do you find CDG (CD with graphic)? They're not in John Menzies, HMV, Our Price. Please help.

2. Friends say that the Mega CD price is dropping from £169.99 to £110.99. Is this true or not?

3. Will the graphics on *Mad Dog McCree* really look the same as on the real coin-op classic, and how much will the gun cost?

Bruce Anderson, Bowriefauld

Dear Bruce,
1. No, you won't find them in the high street. They're mainly released in Japan, so check out an importer advertising in MEGA and see what they have in stock.

2. Surely you mean £269.99 to £210.99? Well, there are four very good reasons why we can expect a BIG Mega CD price drop: 1) The price in America has just dropped from $299.99 to $219.99 and the UK tends to follow the USA's lead; 2) With the imminent arrival of the Mega CD 2 (the same machine but in a different plastic casing) Sega have been able to drop the price of manufacturing Mega CDs dramatically, making room for a price drop; 3) Traditionally, new pieces of hardware are dropped in price soon after their launch – the Mega Drive was first on sale in the UK for £199.99, but soon dropped to £149.99; and 4) With the increased competition from new consoles arriving on the scene (such as 3DO, Atari's Jaguar and Atari's 1200-based console), the Mega CD will simply have to drop in price to stay competitive.

So it all adds up to a pretty definite price drop – my money says that the Mega CD will be down to £199.99 for Christmas. This isn't disastrous news for all of you who've bought one (although MEGA did point out that prices were likely to drop soon when it was launched) – you still got to play with the hottest piece of video-gaming kit six months before anyone else – but it's great news for those of you still keen to buy one.

Is the Mega CD the hottest piece of kit on the block or a pile of old nob?

3. Doubtful. And the gun in question is the Menacer Light Gun and retails for £59.99, although hunt around and you should be able to pick it up cheaper. **Neil**

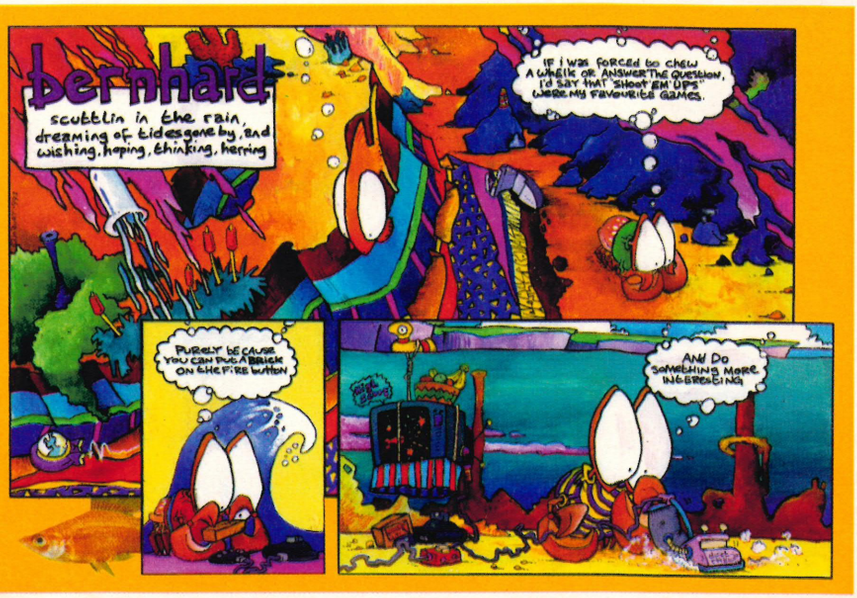
IS THE MEGA CD 2 AN UPGRADE?

Dear MEGA,
I have a Mega Drive, and I have recently purchased a Mega CD. I have to say that it was the biggest waste of my hard-earned Christmas money I have ever known. The

BERNHARD THE CRAB (AGAIN)

Still no one's written in to complain about the bizarre (and, quite frankly, elusive) nature of Jo Burt's "comedy", so here's another instalment of adventure from the life of Bernhard The Sega-playing Crab.

And until any of you lot come up with anything better, you can expect to see more of Bernhard next month as well. So send your entries to "I, for one, find Bernhard's comedy a tad too bizarre and propose a change," MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. Things can only get better.



seven games that come with it have about as much playability as a wet kipper and only one game (*Cobra Command*) has the amazing visuals I would expect from the over 500 megs of memory the Mega CD has to offer. I completed most of the games in a day and with the £270 I could have bought around six brand new games, better games like *Flashback*, *Cool Spot* or *Tiny Toons*. At the moment, I'm thinking of selling the Mega CD and waiting for the Mega CD2, which may come with better games.

To finish, I would like to say I love your mag and am glad to see that you don't have to give away tons of unwanted freebies to attract readers. Oh, I would like to receive *Cool Spot* or *Bubsy the Bobcat*.
Michael Burns, Rotherham

Dear Michael,
Sorry you're not happy – maybe you should have checked out the games in the shop before you parted with your cash. As for the Mega CD 2, maybe you've got your wires crossed a bit – the Mega CD 2 is exactly the same as your Mega CD, merely repackaged in a different plastic casing, so the games will be exactly the same. If you mean that it may come bundled with different games, then yes – it's a possibility – but it's unlikely that they'll be dramatically better than the games currently available. Besides, by the time you've flogged your current Mega CD secondhand and bought a new one, you might as well have spent the money you'll have lost on some decent games as and when they arrive.

We're glad you don't miss all the crappy free gifts that seem to get stuck on the front of seemingly every video games mag these days. Endless numbers of keyrings, postcards, sunglasses, etc etc – we'd rather devote all our energies to the stuff that appears between the pages, not try to insult our readers' intelligence with "free" gifts that: a) are crap; and b) no-one would seriously want anyway.

Maybe we'll do a poster one day, or maybe another calendar at the start of next year – but we'll try to keep our wastage of the earth's resources to a minimum. **Neil**

Is the Mega CD 2 the hottest piece of kit on the... oh, wow – déjà vu!

SEGA RIPPED ME OFF!

Dear MEGA,
Ever since the dawn of time (well nearly) I dreamt of owning a Mega CD. On April 2, I rushed out and bought this modern marvel. "Alright," I thought to myself, "the first six games are a bit poor but there's bound to be more released soon."

Five weeks and three mediocre titles later I phoned Sega UK. I was told "June for new releases". Undaunted, I scoured the Earth, and lo and behold found the CDX cartridge. Sceptical about the differences of UK and US machines, I contacted Datel and was assured there was no loss in quality.

Rubbish! CDs are renowned for their sound quality, so when I saw *Sewer Shark* running on one of these carts in a local shop I was amazed! It sounded like "Ghost" was speaking into a bucket and *Night Trap* was just as bad.

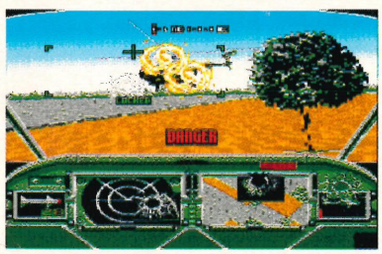
So I abandoned that idea and waited... and waited, and 12 weeks after the Mega CD's launch, I'm still waiting for the "next level" to appear.

Was Nick Alexander of Sega UK extracting the urine when in MEGA issue seven he said, "It would be a big mistake to launch (the Mega CD) without enough games" or am I left with a £270 audio CD player like thousands of other Mega CD owners?

Come on Sega, give us our CDs or we could end up defecting.
Paul Morris, Burnham-on-Sea

Dear Paul,
It's taken a lot longer for decent Mega CD software to appear than anyone anticipated (what you saw of Night Trap *and* Sewer Shark *is, it has to be said, as good as it gets – it's got nothing to do with Datel's adaptor) and no, Nick Alexander wasn't extracting the urine – I'm sure he's as concerned as you are.*

One of the main factors keeping Mega CD software back is the number of users. There's little point in a software house making a big splash and releasing a decent "NEW" Mega CD game when (if they were to wait six months) they could release it when there are twice as many Mega CD owners to sell it to. Any game now will be regarded as an "old" game in six months time and isn't likely to be bought. Electronic Arts, for example, are holding back development of their games for this very reason.



Super Thunderhawk looks set to stretch the Mega CD to the limit

But things are looking up. Early versions of Super Thunderhawk *from Core really have looked impressive (technically, at least) and this should be the start of a whole new generation of CD games. And when the Mega CD drops in price, we can expect more sales and an increase in the number of companies developing for it.* **Neil**

SF2 – AGAIN

Dear MEGA,
Would I take in-game advertising to reduce the price of a cart? Hell yes! But it would have to be handled well, in the context of the game or completely separately. A PR stunt masquerading as home entertainment (*Global Gladiators*) is a total turn off. (Anyway, to business... – Ed)

SF2 – great feature, but there may be some people who don't really care (shock!). Blanka's martial art of Capoeria is a Brazilian (that's right) form of dance/fighting developed by early slave populations brought to the South American continent. The captives were obviously not allowed to practice a combat system in the open so the moves were hidden and incorporated into a stylish routine that looks like a cross between break dancing and karate kicking. It has nothing to do with Tiger Kung Fu, and I was surprised that a connection had been made, especially since the Chun Li summary was excellent.

As far as I know, the actual word Kung Fu is a misnomer, in that it refers to any kind of well practiced skill (so MEGA could be described as having good "Kung Fu" as applied to gaming); the word was of course bandied about following the popularity of Bruce Lee and the 70s' boom. Wu Shu is the generally accepted term for all of the indigenous martial arts of China previously labelled Kung Fu.

Regarding the similarities between Blood Sport and *SF2*, Frank Dux's claims are viewed with scepticism (at least) by many, and a crueller man than I would call a fruit bat. The word "ryu" means school or tradition, and so by naming his "system" Dux-ryu he is doing no more that announce "Mr Dux's martial tradition". If this sounds ridiculous, it's because it *is* ridiculous, but many an occidental practitioner (and most commonly American ones) use the martial arts as a means of self aggrandisement.

Oh bugger, I forgot to mention that Mel Gibson trained in Capoeria, among others, for the fight scenes in the Lethal Weapon movies.

I appear to have wibbled on a bit; I know this letter is not really publishable stuff, but I thought you might be interested. and you did ask for points one and two. Anyway, still a great magazine. Don't let up.
Ray Gillham, Swansea

Dear Ray,
Cheers. The writer of the Blanka piece has been duly Dragon-Punched in a manner involving much pain. **Neil**

ONCE AND FOR ALL

You know, at least 50% of the letters we receive are on the same subject. So this column is to cover all those topics that seem to wind people up once and (furthermore) for all. We've already covered footy games, why there aren't as many decent Mega CD games as everyone had hoped, the political status of the modern women in Kenya's shanty towns and Street Fighter 2, *and this month we're sorting out the problem of import compatibility...*

Dear MEGA,
Please send me an entire list of import games which contain security chips, which prevent them from being played on a UK Mega Drive. Thanks.
Mr MEGA Reader

No – and we'll tell you why. There are two very easy ways of making sure you never get lumbered with an import game that's had a security chip installed to prevent it from working outside the country it was designed for, and here they come:

1. Never buy a security-chipped import game. Importers should be very careful about which games they sell to you and (to be quite honest) most don't bother importing security-chipped games anyway. But, just to make sure, follow these guidelines and you'll be OK.

(i) Be sure to ask the importer if the game will work on a conventional, untampered-with Mega Drive. If in doubt, ask for a demo of the game in action.

(ii) If he can't demo it, make sure you get and keep a receipt for the game when you hand over the cash.

(iii) If, subsequently, the game won't work on your console, then provided you've kept your receipt and provided you made it clear to the importer that you intended to play the game on a UK machine, then legally he hasn't got a leg to stand on – you're fully entitled to all your money back or a substitute game.

2. Alternatively, the Mega Drive Universal Adaptor from Datel costs just £14.99 and enables you to play any game on any system. We've got ten of them to give away, so if you fancy winning yourself a ticket to a whole new world of Mega Drive gaming (Jees, we should be paid by Datel for lines like that last one) then simply answer the following question: WHICH MEMBER OF THE MEGA TEAM BET ON PETE SAMPRAS LAST YEAR AND FAILED TO BET ON HIM THIS YEAR? Easy. Send your answer on a postcard or the back of a sealed-down envelope to "Neil thinks Pete Sampras couldn't organise a piss up in a brewery", MEGA, 30 Monmouth Street, Bath, Avon, BA1 2BW to reach us before 30 September.

THE BLOXHAM CHALLENGE

Well, no other software house has responded to Ruth's letters of complaint. But then, if you received a letter claiming that you were guilty of smuggling demonic messages and satanic worshipping into computer games purely because the name of a character in your game happened to be an anagram of "damned", then you might be equally stunned into silence.

Also, none of you have managed to infiltrate any local newspapers with decent phoney letters from Harold Bloxham. Oh yes, we've had loads of "I think video games are a bad thing and should be regulated" letters appearing from Harold, but that's NOT what we want. All these well-argued and believable letters do is reinforce the perceptions that many people already have about video games – the idea is to make the letters so ridiculous and far-fetched that anyone in their right mind would regard Harold (and therefore anyone else who objects to video games) as a complete nutter.

Actually, we did have one good Bloxham letter. It was from a "Harold" blaming the area's increase in bike thefts on video games, because playing *Sonic* (in which you collect gold rings) and *Mario* (in which you collect coins) subconsciously encouraged players to "collect" items in real life. However, Dyer (the prat) lost it, so we can't print it. So use some imagination, your prize awaits!

SHUT DOWN

Will Andy ever sing at Karaoke nights? Will Paul "Tall" Mellerick ever stop growing? And will Neil get his hair cut so that he doesn't look like Ted Danson anymore?

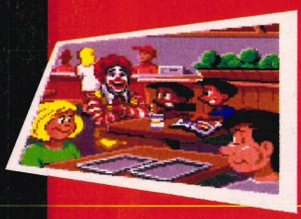
These are the questions which have been on everyone's lips over the past month or two, and next issue MEGA will exclusively reveal the answers. But for those of you who thirst for knowledge, on this page you will find some of the other things that'll be appearing in the October issue.

TIPS
Next month we'll bring you the concluding part of our complete solution to *Jungle Strike*

PLUS!
Bloody huge great dollops of other tippety things

MEGA TV COMPETITION

Come on, you can do better than this. Send in your vids to win infra-red joypads, a copy of *Hardball 3*, an assortment of T-shirts and this month's addition, a copy of *Global Gladiators*. So, get yourself into a situation, or at an event, where TV cameras are present. Make sure your copy of MEGA is clearly visible. When the programme is shown on telly, video it, and send us the tape. Entries to MEGA TV Compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.



Joypads, *Hardball 3*, T-shirts and *Global Gladiators*

PREVIEWS

***Aladdin*. Previewed next month**

The star of the Chicago Consumer Electronics Show a couple of months back was a Mega Drive game based on Disney's Aladdin. Next month we'll be taking an early look at its stunning animated graphics. And *Sonic CD* will be making an appearance too. Oh, and as always, loads of other juicy, ripe, succulent, and eminently palatable delights.

***Sonic CD*. More news soonish**

FEATURES

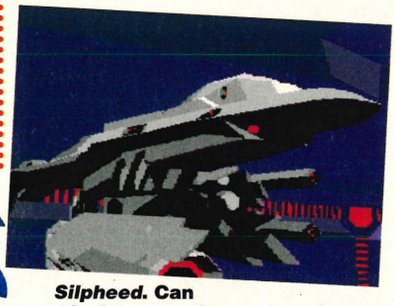
Well, yes. We'll have some for sure, but quite what they'll be isn't certain at the moment. The thing is you see, when you're Britain's leading mag, on the cutting edge of the Sega scene, you like to be topical, up to date and all that. So as soon as any developments become apparent, we'll cover them, in depth. Until then, erm, it's diddley squat we're afraid.

REVIEWS

Polterguy puts the willies up folk in EA's *Haunting*

MEGA exclusively reviews *Terminator CD* from Virgin. Cor blimey guv'nor! Want to see what the Mega CD can *really* do? Then our review of *Thunderhawk* is just the thing. If you don't want to see what the Mega CD can do, simply buy a copy of *Annette Again* and regret it until your dying day. Also we'll have *Silpheed VR*, *Young Indy*, *Landstalker*, *Super Baseball 2020*, *Haunting*, and loads, nay, heaps more.

MEGA Issue 13 ON SALE Thursday 16 September



***Silpheed*. Can this CD game live up to the hype?**

LOTS AND LOTS OF OTHER THINGS

Raindrops and roses and whiskers on kittens, stonking great marrows and warm woollen mittens, brown paper packages tied up with strings, these are a few of our favourite things. Sadly none of them will be appearing in issue 13 of MEGA. What will be in there, however, are the latest news stories, huge amounts of tips, up-to-the-minute reviews, comprehensive features and the regulars that you've all come to know and loathe. And who knows? Maybe next month, you might even find some vaguely amusing bits. Mind you, we've been going 12 months so far and it hasn't happened yet. See you next month. Ⓜ

THE As ON THE BACK PAGE

Because you're reading this we'll assume you've already looked at the Qs in the news on page 11 and jotted down your answers on a piece of paper. What? You haven't? Well go and do it now. Then come back here, add up your score, and find out just how much you know about Sega and MEGA trivia. Very good luck to you all.

1. Digital Signal Processing
2. *F15 Strike Eagle*
3. Any remotely funny answer is acceptable
4. d)
5. The Two Lions, The Pilfered Paintings and The Murdered Munitions Magnate
6. An opossum
7. Ron Barr
8. Nintendo
9. c)
10. Michael Crichton
11. Blast Processing Mode
12. Sega World
13. General Havoc
14. Andy Wright
15. Gilius Thunderhead
16. *NHL Hockey '94*
17. *Gunstar Heroes*
18. *Puggsy*
19. *General Chaos*
20. *Wimbledon*

1 – 8 points: Oh dear me no. I remember watching my Dad trying to set the timer on the video once. That was pitiful. You, however, probably wouldn't even be able to plug the thing in in the first place. You're cack!

9 – 14 points: It's still barely acceptable. I mean, for a start some of the questions were jokes, and secondly, all the answers appear in this very magazine.

15 – 17 points: Well done. You obviously read the mag fairly thoroughly. But you know, it takes a whole lot of work to put this mag together, and we wouldn't like to think you don't read it from cover to cover. In fact, if we had your addresses, we'd come round and torture you with a loofah.

18 – 20 points: You're absolutely brilliant! No complaints there.

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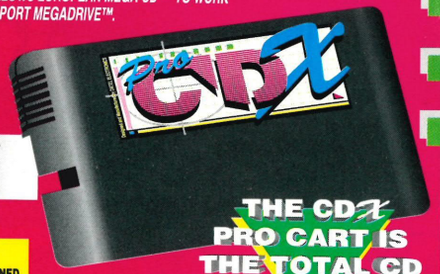

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