

MEGA DRIVE ■ MASTER SYSTEM ■ GAME GEAR ■ MEGA-CD

MEGAZONE

FEBRUARY 1994 \$4.95* NZ \$6.95 (Inc. GST)

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AUSTRALIA'S ONLY
100% SEGA
MAGAZINE

BOOM
SHAK-A-
LACKA

NBA Jam

Slam-dunk
AND dribble!

Microcosm

A game with GUTS

The **MASTER SYSTEM** games
you must have

Win A
WALKMAN
plus a swag of goodies!

Plus:

- ▶ Madden '94
- ▶ Spiderman vs Kingpin
- ▶ Ren & Stimpy
- ▶ Star Wars



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With Australia's **Hottest** Hints & Tips

THE ICE



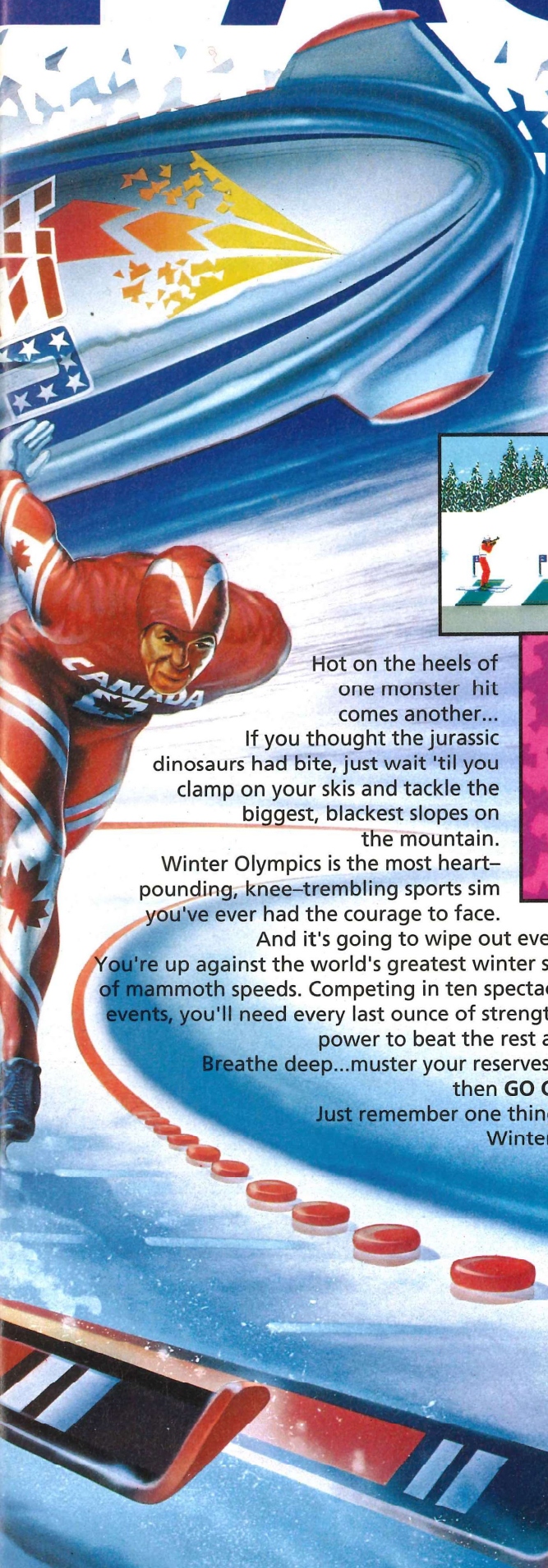
Lillehammer '94

W i n t e r
OLYMPICS

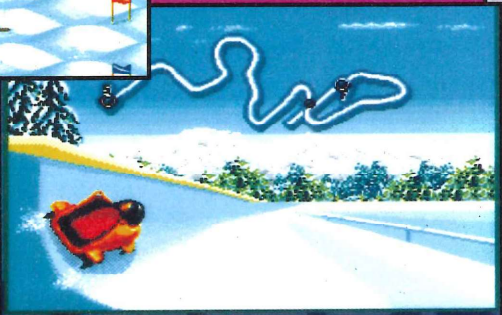
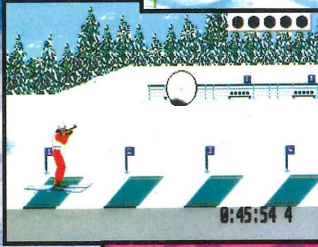
This Winter's hottest game.

LEAGUE

COMING SOON



AVAILABLE ON:
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MASTER SYSTEM, GAME
GEAR, AMIGA, PC AND
PC CD-ROM.



Hot on the heels of one monster hit comes another... If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain. Winter Olympics is the most heart-pounding, knee-trembling sports sim you've ever had the courage to face.

And it's going to wipe out everything in its path. You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow-capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste. Breathe deep...muster your reserves... focus yourself ... then **GO GO GO FOR GOLD!** Just remember one thing: never look back. Winter Olympics. It's hot.



Screen shots from a selection of available formats (see above)





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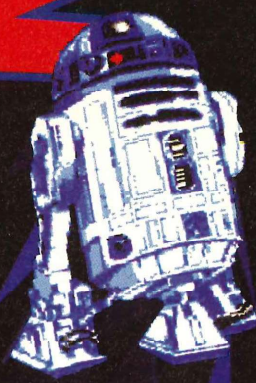
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* Recommended and maximum retail price only.



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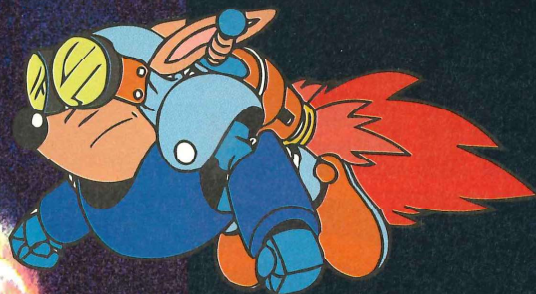
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Poor old Rex. This time he dies for real in a horrific accident involving industrial machinery. You don't want to know the details...

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END ZONE

Love is in the air, but just what does the MZ team have in store for Valentine's Day? Actually, you're better off skipping this bit...



EdiTorial

G'day, cobbbers!

And welcome to yet another issue of Australia's only 100% Sega magazine, produced in Australia, by Australians*! Anyway, enough of the patriotism.

The Master System is an outdated hunk of junk that you'd be better off using as a doorstep. Not true! Our six page feature takes a detailed look at the aging 8-bit, and proves there's plenty of life in the old dog yet. Plus: we're not afraid to name names, and tell you the Master System games that you simply *must* have.

In the review spotlight this month, we have *NBA Jam*. Yep, the arcade smash hit makes it over to the Mega Drive. Boom Shak-a-lacka! *Microcosm* on the Mega-CD shrinks you down to the size of a pinhead and takes you among blood, guts and other yucky bits. Master System and Game Gear owners need not feel left out—there are reviews aplenty for you guys too.

Our friends at Sony have given us a heap of goodies to pass on to you. Walkmans, jackets, CDs. Yep, and all just because they felt like it. What stars, eh?

Anyway, I'm sure you're fed up with reading this nonsense; I'm certainly fed up with writing it. So, I'll leave you to it. Enjoy.

Adam

*Well, one real Australian and two naturalised Aussies, that is. God save Paul Keating!

MEGA



MONTH

LETTERS

THE MEGAZONE SUPERMODEL

Dear Megazone,

I just love your super mag, and it's better than ever, now that it's just Sega. I was reading the article about joysticks, and I think that you guys at Megazone should make up your own joystick and sell it.

Also, the game reviews should be longer (like two pages), and in every issue, you should have a poster. A few more posters in my room would be good.

I have a Mega Drive, so could you recommend a really good game? I am 11 years old.

Kail

Southern Cross, WA

Yeah, right... it'd be 11 buttons big, with turbo firepower so you could mash as many of the suckers as possible, slow-mo so you could cheat and completely black (even the white bits) so it'd look totally cool. Maybe next year.

Most of our reviews are two pages long—any more than that and they begin to get tedious (and we run out of room).

As for more posters, we'll have another fab one within the next few months, so keep buying Megazone and ye shall be rewarded.

There are heaps of great games out there, so it's hard to single one out — we review so many that we have a new favourite every month. Next issue will feature a huge article on the Mega Drive, and its top 10 games. Until then, check out our reviews this month.

I am 26 years old.

was a beautiful baby boy named Allister. He was caught in a nuclear explosion with a cat and one of the GFAs (Government Frozen Aliens). The rest is history.

Now, down to business.

1. Will there ever be a Sega-Macintosh converter? I've got a Mac in my room, and since the explosion I've had an IQ of 85,974,528,560,127,492, and I'm into the real hi-tech stuff.
2. Could Sega make a 16-bit Master System, so that poor people with Master Systems can have a Mega Drive converter and play the Mega Drive versions of games?

HARDWARE FREAK

To My Legendary Segaloves,

Please print this letter in your magazine. I read Megazone every month, and own a Mega Drive. In this letter, I hope to help Sega owners, so please answer the following questions:

1. Under the letter Teaming Up (November), you said there is no such thing as a SNES/Mega Drive converter, but there is. I saw it in a Japanese magazine that isn't available in Australia. If you have a UFO disc drive (which is illegal here), you can get a special adaptor.
2. How would you rate Sega's DSP chip compared to Nintendo's super FX chip? Are there any games other than *Virtua Racing* being made for the DSP chip?
3. Knowing that CDs are the future in games, will cartridge consoles become out of date?
4. I've read and heard rumours that Atari and Amiga are going to merge to make a console called the 'Atiga'. Is this true?

Bassam

Doncaster, VIC

1. Oh.
2. We've not seen anything that uses the DSP chip, but reckon it will do pretty much the same job as Nintendo's Super FX. I imagine that there'll be tons of games once the technology's established.
3. I dare say so, but it'll be ages. CD consoles are far more expensive than cart-based consoles. Once they become cheaper, then I think we'll see fewer and fewer cartridge games, but we're talking years.
4. I don't think so. Atari and Commodore are developing their own, separate, machines.

GASPING FOR GEAR

Dear Mega Ed,

You stated in your last issue how you already knew how great your mag is, so I don't need to tell you again. Still, I must congratulate you on your change to 100% Sega, but it seems that, in all your haste, you seem to have forgotten to include reviews for the Master System and Game Gear. Now I have that off my chest, let's get down to some questions:

1. When reviewing Master System games, could you mention how well it's converted via the Game Gear converter?
2. Is it possible to have more than four megabits in a Game Gear game?
3. Are there any good Game Gear magnifiers available in Australia?

Chrisso

WA

1. If it looks good enough on the Master System, take it that it won't be bad on the Game Gear.

2. Theoretically, though we're not sure of anything in the pipeline.

3. Yes. Valjean produces the Wide Gear magnifier, which has a recommended retail price of \$19.95. If you can't get hold of one, call the company on (02) 418 6017, and they'll tell you your nearest stockist.

TOO LONG IN THE SUN

Dear all those fab, groovy guys at Megazone,

I have to admit that I am one-third ugly alien, one-third cat and one-third human. Let me explain. Once upon (let's skip this bit!) there

was a beautiful baby boy named Allister. He was caught in a nuclear explosion with a cat and one of the GFAs (Government Frozen Aliens). The rest is history.

Now, down to business.

1. Will there ever be a Sega-Macintosh converter? I've got a Mac in my room, and since the explosion I've had an IQ of 85,974,528,560,127,492, and I'm into the real hi-tech stuff.

2. Could Sega make a 16-bit Master System, so that poor people with Master Systems can have a Mega Drive converter and play the Mega Drive versions of games?

3. How about making a series of posters that you could glue together, like say three posters in a series? It would increase your popularity one hell of a lot.

And I think that about wraps it up.

PS: I am hooked on video games, so I will be subscribing for a long time.

Alli

Leopold, VIC

No comment, except I feel sorry for the cat. Was it a tabby? We had a tabby called Stripe, then it died and we got another named Dave. Then Dave got hit by a steamroller and we ended up with Chopper, who was rescued from the next door neighbour's swimming pool under bizarre and dubious circumstances. What a waste of good bricks.

Anyway, I digress. Now to your rather pointless questions.

1. I doubt it. Though you can get computers like the Amstrad PC/Mega Drive, it's really two machines in one box. We think it's a pretty daft idea, especially as it's cheaper to buy a decent PC and Mega Drive separately.

2. I doubt it. The only thing for it is to buy a Mega Drive...

3. Somehow, I doubt it.

OUT OF PLAY

To whom it may concern,

I have had my Mega Drive for about two years now, and I own *Sonic*, *Arnold Palmer Golf* and a 12-in-1 cartridge I bought in Singapore with the Mega Drive.

I have learned that the 12-in-1 doesn't work on my friend's Australian Mega Drive, but I can play Australian, American and Japanese games on my Mega Drive, which is pretty good.

When I hired some games recently, three of them didn't work. When I loaded the first two – *Sunset Riders* and *Turtles – the Hyperstone Heist* – the Konami title screen just stayed up on the TV and wouldn't go off. I was unable to play either game.

When I took them back to the video store, they played them on their Mega Drive, and they worked perfectly.

The third game, *Outrun 2019*, came up 'Error, European Model Deleted. Consult Your Local Dealer'. Could any of this have anything to do with my Mega Drive? Nothing like this has happened in the past, and I have tried over 50 games in the last two years. Could you help me? I have no idea why any of these games don't work.

Also, when I purchased my Mega Drive, I got a Sega AC adaptor with two vertical points. I was wondering if you could tell me of any places where I could get a transformer to plug into normal power points, and how much it would cost, or how much it would cost to purchase a new adaptor?

Thanks for everything.

Brett

Rochedale, QLD

There are three versions of the Mega Drive: Japanese, American and European (which includes Australia). To prevent grey importing, some software will only work with machines designed for the same country. However, this isn't always the case. Most older software will work on any machine, and companies like Electronic Arts have a policy of producing games to work with all versions of the Mega Drive. It could well be the case that you've just been lucky so far, and it's only now that you've tried incompatible games.

It shouldn't be difficult to find an adaptor—just check out electrical stores and ask for a converter between a two-pin Singapore plug and an Australian plug.

TECHNO HEAD

Dear Mega Ed,

I am the proud owner of a Master System, Mega Drive and Mega-CD (expensive stuff!), and I'm replying to a letter by Luke in the

October issue of Megazone. Luke had written "The Mega-CD is only 16-bit". So, who cares! For all those misinformed and/or daft readers out there, the Mega-CD is only 16-bit by itself. When hooked up to the Mega Drive, it becomes a 32-bit machine.

Nintendo wasn't able to do this because the SNES's processor is too slow. In fact, even a Nintendo mag said it was a crap machine because of this, and if they did bring out a CD-ROM it would have to bypass the SNES altogether, and use it only as a power source.

Anyway, it looks like Nintendo's been left behind, because the Sega 32-bit system will be out soon in Japan, and hopefully here sometime later this year.

And, all those people whining about how there aren't any good CDs, shut the hell up – *Batman Returns* and *Final Fight* are now in Australia.

Richard

Tasmania

Er, quite.

TRUE BLUE COBBER, MATE

Dear Ed,

I wish at this moment to take the time to praise this invigorating magazine. After years of living in a pommy-dominated world of Mega Drive magazines, it's hard for a lot of us to accept that this true blue, fair dinkum, she'll be right, mate magazine is actually Australian. I, myself, can think of nothing better than this – a truly exceptional magazine and a noble Australian achievement.

Well, enough of the republican talk – let's get to the questions.

1. When are they going to bring out an Australian Rules football game? If they do, they should base it on the same format as the arcade soccer game *Seibu Cup*, which is great.

2. If there was a certain demand for a game by a number of people, would it help in the games process?

3. Is there a chance that Megazone could set up a petition for an Aussie Rules game? Please! I know I'm sounding desperate...

Here's a tip: you should have another write-in section, where people tell you how they would change or improve certain games. It would be interesting, and may even catch the eye of a programming company.

Well, thanks heaps for your paper time.

D.

Dianella, WA

Well, we do bellow out the national anthem every morning (even before coffee and the first round of Micro Machines). Unfortunately, it's a combination of the British, Canadian and local ditties, so it makes for quite a racket. Adam and Duane are converted Aussies, though, so thanks digger, mate, cobber, blue.

Beam Software is considering producing an Australian Rules football game, which will be exclusive to this country. This is still at a very early stage, so you have a bit of a wait ahead of you. If you wish to express your support for the project, write to Beam in Melbourne. As far as petitions go – sorry, but we're already running one for the Save the One-Legged Pigeon Fund, so our hands are a little tied in that department.

As for your idea of a new section in Megazone: I believe in free speech as much as the next leftist hippy chap, but let's just say it's on the back burner, eh?

ARE YOU OLD ENOUGH?

Dear Mega Ed,

Many congrats on successfully improving the quality of your new mag. The best thing of all is that you have brought an end to the ridiculous overrating of games that was becoming a feature of previous issues. Games no longer have to get a score of 90-plus to be even worth considering buying.

The only complaint I have with the reviewing system is that games are only rated in four sub-categories, and then only out of 10. Fix that up, and Megazone will be perfect. Now for some questions.

1. How old do you have to be to review games for Megazone?

2. With all the new hot titles out, is *Revenge of Shinobi* still worth buying for the Mega Drive?

3. I heard somewhere that that awesome guy Chakan started off in a comic book. Is this true? If so, where can I get a copy?

Brendan

Vincentia, NSW

We feel that the current ratings system provides a good guide to the most important aspects of the game; it's a summary of the information provided in the review, so if you want more, you'll have to read the article.

1. The age of our reviewers is not the most important factor, but we do prefer people who are over 18. But, how much they really know about games, and whether they can write well, are the crucial components – playing games and writing about them may sound fun and glamorous, but it's actually a lot of hard work.

2. A good game will always be a good game. Revenge of Shinobi's still pretty cool.

3. He was, but in a very small and obscure American comic. My comic-buying chums have tried without luck to buy one in this country.

CHEATING SERVICE

Dear Mouth,

A small complaint about the mag. I think that you're wasting too much room in your reviews – there's not enough on each page. But anyway, I enjoy it greatly.

A quick question: I've heard about disc drives that you can connect to the Mega Drive or Nintendo to copy games. Are these for real, and does the Copyright Act apply to carts in this sense? On all disk-type computers (Amiga, PC, etc) it does.

I've got a rather extensive cheats, tips and hints library with a code or password for just about every Sega game released! Anyone after any cheats can drop me a line at 672 Stirling Hwy, Mosman Park, WA 6012. I'd also be grateful for any contributions.

Andrew

Mosman Park, WA

We think the reviews just get spunkier and spunkier, so hopefully every new issue helps change your mind.

As for your question, you're walking on well-dodgy ground. Mega Drive and Nintendo games are only officially supplied on cartridge. The devices you mention allow you to copy a cartridge onto disk. This is illegal. It's software piracy, and though we don't know of any cases of people in Australia being charged, it very much breaks the copyright laws in this country. The moral of the story is: don't do it!

If you've got so many good hints and tips, send some to us! We're always on the lookout for new codes, etc, to make your lives more stress-free.

MENACE ME, BABY

Dear Mega Mouth,

First let me congratulate you on going totally Sega – now I get full use out of your magazine. OK, now to the point. Last August, I bought a Mega-CD and a Menacer. The games for Mega-CD are starting to come out a lot more, but I cannot find any new games for my Menacer. Will my Menacer become a plastic pile of junk in the corner, or will I have to play the six crappy games and *Terminator 2* for the rest of my life? Or are you going to be my knight in shining armour and tell me if there are any more Menacer games available or coming out?

Megan

Narrandera, NSW

Well, I always fancied myself as a bit of a white knight, stealing from the rich software companies and giving fab new Menacer-friendly games to damsels in distress... The good news is that there are new compatible games on the horizon, but when is the big question. In our December news section, we outlined some of the games we'd heard about, but no further information has come to hand, so it's a matter of sitting tight – we'll tell you anything fresh that eventuates.

EARTHLY DESIRES

Dear Megazone,

I'd like to congratulate you on a rad magazine. Here are some questions I'd like answered:

1. Will the Master System exist in a couple of years' time? It's becoming unpopular.
2. Could you please include more Game Gear reviews?
3. Will *John Madden '94* come out on the Game Gear?
4. My friend fancies Sandy. Is she interested in young men, and does she have good legs?

Chris, Andrew and Alex

Rockhampton, QLD

1. Yes, the Master System will be around for a few years to come, so don't use it as an ant farm just yet.

2. When we can, but they do present a couple of problems: firstly, we aren't offered as many Game Gear games to review; secondly, it's impossible to get a decent screenshot from a hand-held. We have a fair few Game Gear reviews this issue, though, and remember that many games reviewed on Master System are the same for the Game Gear.

3. Not for a while, at least, as Electronic Arts will only develop games for the Mega Drive. Don't hold your breath...

4. Sandra says... "Depends exactly how young you mean, boys. Now, if you were 18 and looked like Daniel Day-Lewis, maybe... but you're probably 12 and look like the fat kid on Hey Dad. So we can safely say that I only go out with older men who can drive me around and buy me things. Sad, but so's life..."

MASTER AND SERVANT

Dear Dudes at Megazone,

In the November issue, I read about the new *Sonic Chaos*, but was surprised and glad that it's only coming out on the Master System. I am the proud owner of that very system. For Gennaro, who had a letter in the November issue, the *Sonic* cartoons are quite good. In *Sonic Chaos*, can Tails jump as well as fly. When will the game be out?

Yours truly,

Stewart

Chermerside, QLD

*Sorry to disappoint you, but *Sonic Chaos* isn't exclusive to the Master System, but it was first available on that format. The game has been available for a couple of months now, so you should have it and will know that Tails can jump as much as his little heart desires.*

MEGA



MOUTH

ANYTHING KEEPING YOU AWAKE AT NIGHT?

Got something to get off your chest? Well, best write in to Mega Mouth, then. Sorry, but we're too busy to reply personally, so don't include stamps or SAEs.

Keep your letters reasonably short and to the point. Questions are fine, but try to make them vaguely interesting. Note that "When is *Street Fighter 3* coming out?" does not correspond with our definition of being the slightest bit interesting.

And contrary to what seems to be popular belief, arse-licking is not required to get your letter printed. We know that Megazone is a cool/rad/awesome/wicked/page-sticking-togetherly good magazine. Tell us something we don't know.

OK, lecture's over. Send your musings to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

THE PRICE IS WRONG

Dear Megazone,

Why should software companies expect us to buy their mundane-quality games when we can hire them and finish them on the first go? I mean, how much does *Street Fighter 2* cost? By the time you buy the game and the new controllers, you've been set back at least \$250-\$300.

I think these companies had better take a long, hard look at the quality of their games. They buy the movie licences and just expect to sell the games on the strength of the movie.

Why don't they come up with some new ideas, instead of using games that were made in the mid-'80s for a defunct CD machine (eg: *Night Trap*).

I am seriously thinking of selling my Mega Drive to get a Super NES, as I can no longer afford to shell out \$150 or more for each game. Can you give me one reason why I shouldn't?

Unless Sega and related companies start improving their games, I think I will be moving over to keep the *Street Fighter* team company, rather than Sonic – get a haircut!

Anthony

Home Hill, QLD

We've noticed that of late, games prices have taken a sudden hike in price. Things to consider, though, are that Street Fighter 2 comes on a 24 megabit cart, making it expensive to produce in the first place.

Movie licences. Well, with a couple of notable exceptions, we'd agree. Tacking a name onto a dodgy game and expecting it to sell is taking the mickey a bit.

But there is something you can do:

Don't buy crap games. Read the reviews in Megazone before you spend your hard-earned cash. While we concede that you may not agree with everything our reviewer says, it'll tell you what the game's about and give you an idea of whether a game's for you.

And if you're finishing games too quickly, then carry on with what you're doing: hire games first, and if you find them challenging enough, buy your own copy.

Lastly, before you rush out and buy an SNES: is Nintendo any better? We'll be doing a feature on the cost of games in a future issue of Megazone.

PEER GROUP PRESSURE

Dear Megazone,

I'm taking a bit of a risk here, seeing that the last person from my school to write in was laughed at for weeks over the crap that he wrote, but there are some questions that I just have to ask.

1. Do you think it's worth forking out over a hundred bucks for a Pro CDX, or should I just wait for the games to be released locally?
2. Has *Batman Returns CD* been released yet? Is it even worth buying?
3. In the October issue, you said that *Street Fighter 2* was to be released in November at \$169.95, with the six-button joystick at \$60. Well, in the ACT, it was released at \$139.95, with the joypads at \$39.95 (it's no import, either). Have I missed something, or were you just wrong?
4. Should I get *Mortal Kombat* now, or wait for the CD version?

Big Ben Pie

Just a couple of words of advice: in the harsh game of life, never be afraid to ask questions (unless it's asking for a raise while on deadline); and never be silly enough to call yourself after a gristle-laden, carbohydrate-sodden, fat-packed 'snack' food. For that alone, your peers have every right to laugh at you...

OK, down to the real stuff.

1. It really depends on how much cash you have and how desperate you are for the games in question. If you want to play import games, then it's far cheaper than forking out for a foreign Mega-CD.

2. It's out now, and it's pretty cool – we awarded it 85% in October.

3. Software companies provide us with maximum recommended retail prices, which we print as a guide. If you get it for less, consider yourself lucky – often individual retailers will discount, so it may pay to shop around a little.

4. Mortal Kombat's one of the best beat 'em ups you can get on Mega Drive, so you wouldn't be disappointed. On the other hand, we haven't yet seen the CD version, but games on that format just seem to be getting better and better.

LETTERS

MEGAZONE OP SHOP

The coolest buy, swap and sell column in the country – pick up a bargain, offload those games you've played a billion times, or do a mutually-beneficial deal with another swapster.

Make your missives clear and brief (or we'll have to cut them down ourselves), and send them into:

Megazone Op Shop, PO Box 746, Darlinghurst 2010.

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

FOR SALE

MASTER SYSTEM II with *California Games 1* and *2*, *Wonderboy 3* and built-in game. Very good condition.

Tel (074) 66 1133

MEGA-CD II with *Road Avenger*. One month old, hardly used. \$500 ono.

Tel (088) 42 2760

MASTER SYSTEM: *Asterix* \$40, *Super Monaco GP* \$35, *Spiderman* \$30, *Joe Montana Football* \$30, *Strider* \$25, *Golden Axe Warrior* \$25, *My Hero* \$10, *Transbot* \$10. Will sell the lot for \$180, or swap for Game Gear games. Ring after 6pm.

Tel (02) 684 1028

MEGA DRIVE: *Taz-Mania* \$60, *Risky Woods* \$60, *Thunder Force 4* \$50, *Lemmings* \$50, *Golden Axe* \$40, *Turbo Outrun* \$40, *Last Battle* \$20.

Tel (064) 58 3663

MEGA DRIVE: Games for \$45 each, or will swap: *Last Battle*, *Altered Beast*, *Quackshot*, *Taz-Mania*, *World Cup Italia '90* and *Dynamite Duke*.

Tel (02) 522 0403

ATARI Lynx power adaptor and five games, all boxed, \$250.

Tel (066) 46 1789

WILL SWAP

GAME GEAR: *Streets of Rage* for *Batman Returns*, *Shinobi 2*, *WWF Steel Cage* or *G-Loc*. Or will sell the game for \$60, books included.

Tel (07) 807 1890

MEGA DRIVE: *Quackshot* and *Altered Beast* for any of the NHLPA Hockey series, or PGA Tour Golf series, or *Jurassic Park*, *Buster Bunny*, *Desert Strike*, *Jungle Strike*, *Flashback*, *Another World*, *General Chaos* or *Micro Machines*.

Tel (02) 328 7943

MEGA DRIVE: *Sonic 1*, *2* and *World of Illusion*. Will sell or swap for *Ecco*, *ToeJam* and *Earl* or *Jungle Strike*.

Tel (02) 300 2708

MEGA DRIVE with *Fatal Fury*, *Batman Returns* and *Sonic*. Will swap for SNES plus games or accessories.

Tel (043) 88 4962

Tough competition for Mega Drive

The Mega Drive is due to face stiff competition from a batch of new-generation consoles that are currently being produced by a variety of manufacturers.

As well as the new 3DO, games machines in the pipeline include offerings from Commodore, Atari and electronics giant Sony.

The 3DO has received much hype of late, with its millions of colours and sophisticated technology. Commodore's CD-32, based on its Amiga computer technology, is also available. Both these products have their price – a price that puts them out of the reach of many home games players.

Atari's new 64-bit Jaguar machine will arrive in Australia later this year. Like the Mega Drive,

this is a cartridge based machine, making it a more affordable initial purchase.

Sony has announced that it, too, will release a high-tech machine. It will be CD-based and packed with all the latest whizz-bang technology.

Meanwhile, Sega isn't sitting back, and has its own 32-bit, CD-based wonder machine waiting in the wings. But it'll wait there for a while yet – the company isn't prepared to release it until the cost of producing the machine decreases. The company reckons the one thing guaranteed to kill a new machine is high production – and retail – costs.

At the end of the day, the number of bits, colours, or megahertz the machines run at



Is the new 3DO machine likely to threaten the future of our beloved Mega Drive?

doesn't matter a jot. The make or break is quantity – and quality – of the software available. And that's where Sega is streets ahead.



Win a cool Master Blaster (above) or a spunky black box, aka the handy little Megaverter.

Playing with Nintendo

The Megaverter is a new device that allows Super NES joypads to be used with the Mega Drive. The adaptor sits between the Mega Drive and the SNES joypad, responding as if it were a Mega Drive controller.

What's more, the device is compatible with the new breed of six-button games, so existing owners of both Super Nintendo and Mega Drive can use the device to play games like *Street Fighter 2* without having to splash out on a brand new joystick.

Our friends at Kaylee Computing have given us no less than 15 Megaverter to give away.

Five extra-lucky readers will also receive a fab Master Blaster joystick. All you have to do to win is answer this simple question, scribble it on the back of an envelope, and shuttle it, with your name and address, to the location below.

THE QUESTION: HOW BIG IS A MEGA?

Send your entries to:
**One in a Million, Megazone,
 PO Box 746, Darlinghurst, NSW 2010.**

Only one entry per person, please,
 and post it to arrive no later than March 4, 1994.

Giz a break!

We received a massive number of great entries for our 'Giz a Job' competition. If you didn't win, don't be disheartened, as the standard was extremely high. We've gained several new scribes as a result, and you can read some of their work within this very issue.



It's unfortunate, but writing for Megazone tends to have this effect on people...

Five readers who were the-best-of-the-rest earn themselves a year's subscription to Megazone and a cool T-shirt. They are Bradley Kachel of Mossman, QLD; Simon Olsen of Dyers Crossing, NSW; James Head of Hobart, TAS; Jennifer Ma of Anula, NT; and Julie Chester of Streaky Bay, SA.

WELCOME TO THE ZONE

SUPER SEGA ADS

Coming to the small screen soon is a set of Sega ads that will blow your socks off. The adverts use the latest computer-generated graphics and what's more, they will be exclusive to the Australasian region.

The first adverts go to air later this month, and will be updated monthly, unfolding the story of The Net. The story goes something like this: a virtual world has been created by Sega in order to supply a Virtual Games Environment. Gamers are in The Net, having a jolly good time. However, there's a threat: some gamers aren't playing by the rules and have turned rogue, threatening The Net's existence through their terrorist actions.

You keep up to date with The Net's latest instalments through characters such as OJ, Pal and Sham. It's all viewed from the Main Control Centre and the Zeppelin, which whizzes around The Net to keep

where the action is.

The ads manage to take a little time out from the space-age storyline to tell you about



A glimpse of what you'll be seeing later this month. Sega's The Net ads are worth watching TV for.

the latest Sega games. They're designed to appeal to games players of all ages, kids and parents alike.

Mortal Kombat kicks butt

Beat 'em up extravaganza *Mortal Kombat* sold more than three million copies in its first six weeks of release, says producer Acclaim. The company is predicting that total sales will exceed four million units.

The launch was supported by a massive publicity campaign, 'Mortal Monday', and generated the largest ever first week sales for a video game.

It was simultaneously released for Sega and Nintendo, but the Nintendo offering is a

watered-down version of the game for wimps; whereas by entering a special code, Sega players are lucky enough to be blessed with the full arcade brutality. Yes!

PLAY GAMES for a living!

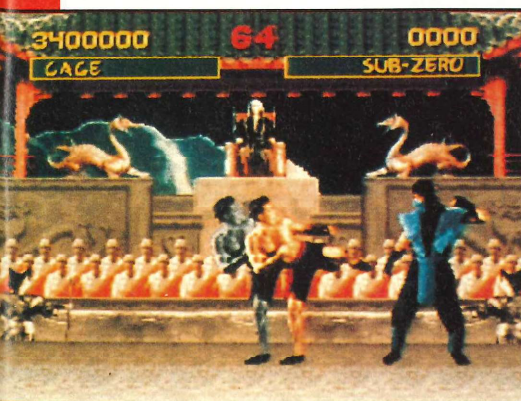
The Sega Hotline is expanding, and looking for the ultimate Sega Masters to give hints and tips to frustrated games-players.

TO QUALIFY, YOU MUST:

- Have a huge knowledge of Sega games
- Be computer literate, including keyboard skills
- Be able to write reviews for internal purposes
- Be aged 17 years or over

If you think you have what it takes, send your résumé, including a list of the games you've played and finished, to:

**Karen Collins, Sega Ozisoft,
Locked Bag 7, Rosebery 2018.**



Yes, it's the multi-million selling *Mortal Kombat*. As if you hadn't guessed...

Quiz

1. Which part of his anatomy does Ren scratch when *Ren and Stimpy* is paused?
2. How many games have borne the *Madden* seal?
3. What is the name of Luke's home planet in *Star Wars*?
4. Which strange and mysterious entity gives Ecco a helping hand?
5. Name Peter Pan's gang in *Hook*.
6. The Terminator helps spread love, peace and happiness. True or False?
7. In *Jurassic Park*, how many bonus chips do you have to collect in order to score a continue?
8. In which game would dribbling be an acceptable practice?
9. What did Sandra get in her Valentine's Day box?
10. How do you have the chance to win a Mega Drive, simply by reading *Megazone*?
11. How fast does the Master System's CPU run at?
12. Where is *Microcosm* set?
13. How many fingers am I holding up?

how you scored

All 13 correct: Good stuff! All your friends will be jealous, and you'll be popular.

10-12: Not bad, but just not good enough.

6-9: Go back and do it again, until you get it right. If at first you don't succeed...

5 or under: Dork features.

1. His butt.
2. Four.
3. Tattooine.
4. Crystals.
5. The Lost Boys.
6. False. If you said True, go look it up in a dictionary.
7. 10.
8. *NBA Jam*.
9. A dead moth.
10. Turn to our subscription offer on page 63 to find out!
11. 3.58MHz.
12. Inside someone.
13. None, I'm too busy typing these questions.

the megazone lucky 13

PINKIE

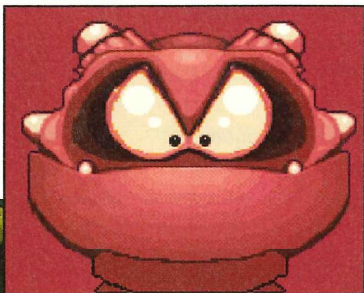
A cute, pink alien that hails from the far edge of the galaxy, Pinkie is not your average superhero – he and his race suffer from vertigo, are allergic to pain and abhor violence. So if your favourite game is *Mortal Kombat*, then this may not be the sausage for you.

Naturally, Pinkie is weapon-free, but he does have the use of the Pinkie Mobile, which offers some protection. The basic model is a single-wheeled pod, but this can be upgraded during the course of the game.

Crafted in the mould of the *James Pond* games, this is a humorous offering about a cute kind of mission. You see, Pinkie is on a quest to retrieve the last few dinosaur eggs in existence, preventing the extinction of the species. What a guy!

Format: Mega Drive

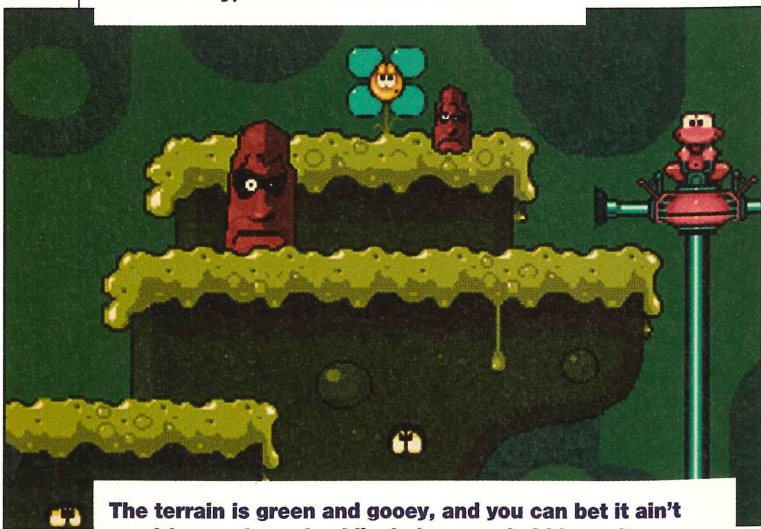
Supplier: Millenium



It's the kind of face that only a mother could love... but it's pink.



Pinkie happily zooms around in the Pinkie Mobile. Hey, isn't he on Easter Island?



The terrain is green and gooey, and you can bet it ain't good for our hero. Luckily, he's upgraded his craft.

DINOBASHER, STARRING BIGNOSE THE CAVEMAN

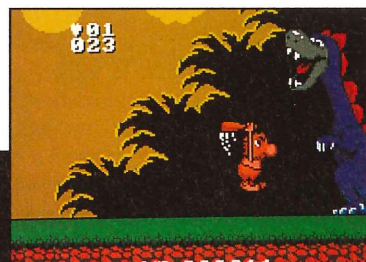
Not surprisingly, this is a prehistoric action platformer starring a large-snorkelled caveperson. Bignose travels around four islands, whacking unfriendly creatures with his trusty club.

The main task is to collect bones, which are obtained via the usual running and jumping methods. Power-ups are there for the taking, and our Neanderthal friend can use spells to aid his quest.

At thus stage, it sounds rather like *Chuck Rock*, but we'll keep you posted.

Format: Master System, Game Gear

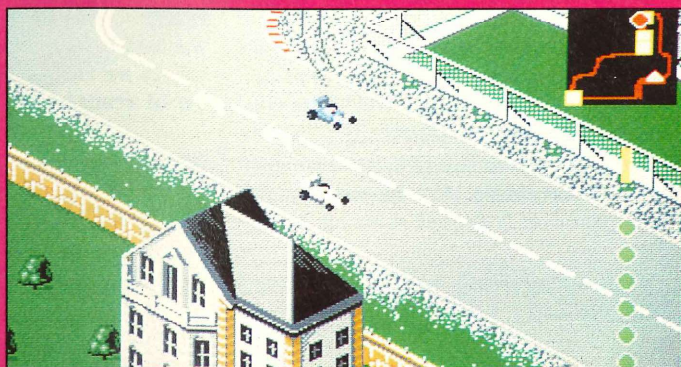
Supplier: Codemasters



Why on earth would Bignose want to waste this cutie?



With club held aloft, Bignose prepares to mete out some rough justice on a thingy.



Terrify bystanders as you race through suburbia. Oops! Is that a pedestrian on my windshield or is he just happy to see me?

SLICKS (working title)

In this fast and furious racing sim, you're pitted against five computer-controlled cars, and must finish in the top three to progress.

According to programmer Craig Kersall, great attention has been paid to sprite collision, so *Slicks* is bound to be fun in the smash and destroy stakes.

There are 16 tracks to choose from, and eight levels. As you win, you can customise your car and score better tyres or a faster engine. Various track and weather conditions and a league system add difficulty to the game.

Format: Mega Drive

Supplier: Codemasters

MARKO'S MAGIC FOOTBALL

Last month, we gave you a glimpse of little Marko, but now we have more hot news in from the UK, where this game is generating a lot of excitement – well, at least it is at Domark, where they hold great expectations for this arcade-cum-platformer.

The story is outlined in the intro sequence, and revolves around an evil toy factory manufacturer who wants to take over the whole city. To achieve this objective, he has emptied lots of sludge into the city sewers. This sludge reacts with the rats and vermin, turning them into sludge monsters who then work for the dastardly devil.

You take on the role of Marko, whose task is to find a collection of sludge cans and fend off baddies along the way. Throughout the game, animation sequences give the player an idea of how things are turning out.

As the name implies, football is a prominent feature of the game style, and Marko must juggle and control a ball through all levels. The ball is his weapon and tool to interact with, and when a baddie appears, Marko must use his skills to manipulate the ball so it hits the enemy.

The main thing you notice about this game is the size of Marko, who is well proportioned and blessed with a wealth of fancy ball moves. He can kick the ball with a mighty whack, and head it constantly as he jumps over large voids and obstacles. If Marko is repeatedly accosted by an enemy, or if the ball is burst, you lose a life.

The game is predominantly a platform offering, where precision jumping and evasive action are the order of the day. You normally have a quota of sludge cans to find on each level, but you do not have to collect them all.

The game contains 12 levels and starts off on a suburban street in full



These cheerful souls have a reason to be happy – they're the people who brought you Marko!

daylight, gradually growing darker as you progress. Although it follows a very linear theme, there is more than one route to take. At present, all the levels have been designed and four have been programmed. Sub-games are also being worked on, and we can let you in on the fact that there will be one where Marko brandishes a Zapper gun (his only possible non-ball weapon).

The program is looking remarkably slick and polished, with colourful backdrops and a large number of sprites on screen. Clocking in at 16 megabits, there are up to 250 screens per level, and it's 16 screens high by 16 screens wide, so even mappers should find this a compelling challenge.

Format: Mega Drive
Supplier: Domark



Only Marko's ball can save him from this gross display of police brutality.

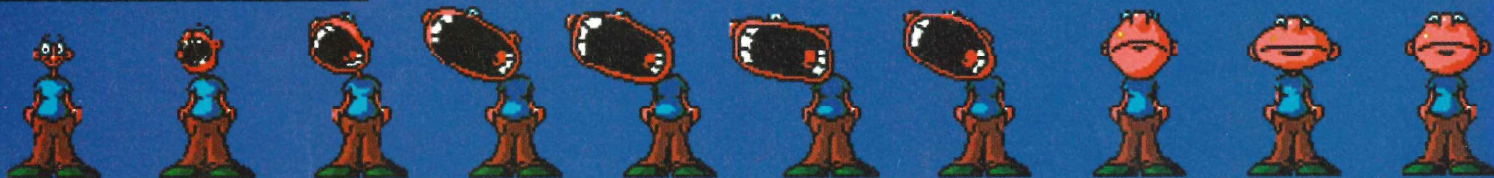


The before and after of Marko's first world – the perilous suburban jungle.



Building a level... some of these elements (left) went into the construction of the game, as seen in the finished version (top). Modern technology, eh?

Sure, he's a cute little critter, but he's about to knock someone senseless with that ball.



LAWNMOWER MAN

Lawnmower Man is being created simultaneously on all computer and console formats. The development is shrouded in secrecy, but from what Game Spy has seen, it promises to be a highly impressive Mega-CD title.

Whereas the cartridge console game is based on the real and virtual worlds, combining facets of both *Lawnmower* films, the Mega-CD version continues from where the first film ended. The game will feature the computer-generated 'feel' of the films, with many cinematic segments used as a guideline to development.

To enhance the atmosphere, segments of real film footage will be incorporated. As in *Night Trap*, the film footage is displayed in a small

box. The main sprites, which fill nearly the entire screen, look like they are digitised objects, and help create the feel of the virtual world in which the game is set.

The basic concept of the game is that Dr Angelo, Carla and Peter have been sucked off into cyberspace. Angelo eventually escapes,

and embarks on a journey through cyberspace, battling everything that Cyberjobe throws.

Before the code and graphics were started, a 400 page script and storyboard was written, including the many game elements, the order, and a sequential layout of how the game will run when played. The introduction is 50 megs, and this gives the player an idea of the game and introduces the cast and environment.

The sound fx and music will be the last piece of the program to be implemented (famous musicians/groups will be used). Currently, the team has written more than 50% of the game – the whole scenario is placed, and the graphics and puzzles are being bug-tested and enhanced. Some new tricks have been used to make the most of the CD's potential.

The Lawnmower Man gets down and funky as he spins a few discs at a popular virtual reality nightclub. Requests, anyone?



Jumping from platform to platform is easy when your body is made out of a bendy, molten-type substance.

The game speed is smooth, and there are certain sequences similar to *Sewer Shark*. From these early glimpses, it looks like this could become a benchmark for future CD development, for this is more like an interactive film.

Lawnmower Man features 26 sub-games of increasing difficulty, and is best described as a strategy puzzler. Can't wait!

Format: Mega-CD
Supplier: Sega

PSYCHO PINBALL

Designed as an improvement on *Pinball Dream* and *Fantasy*, this game features six tables and themed sub-games.

As an example, the Wild West table contains the standard cacti, etc, but its sub-game sees you take on the role of a character travelling along the top of a moving train. Nasty gunmen take shots at you, and you must leap their bullets and keep your ball safely in play. Tricky stuff.

Tables are three screens high, and feature a stack of icons and flippers. The ball is slightly larger than normal, and has the capacity to morph.

Format: Mega Drive
Supplier: Codemasters



Make your way along the top of a train in this wacky Wild West sub-stage. Watch out for those guys with guns, though...



MR MAGOO

This partially blind old stick has finally stumbled onto the Mega Drive for the first in a series of *Magoo* games.

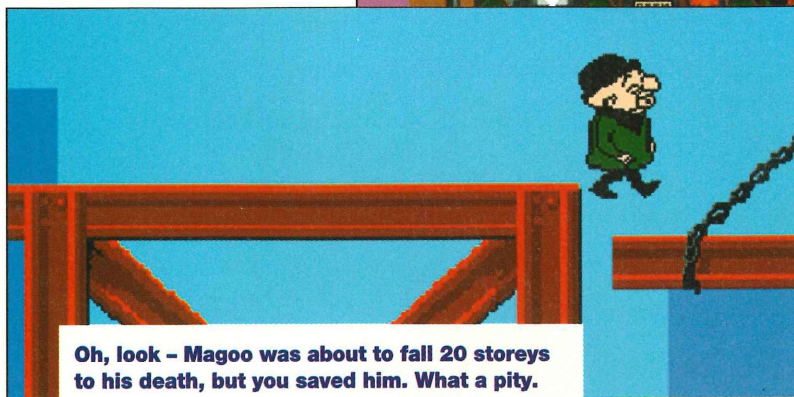
It may not be an appealing concept, but you assume responsibility for the old man himself, encountering and avoiding more disasters than the average person would see in a lifetime.

Control the action by setting up scenarios, preventing Magoo from coming to grief (within reason, of course).

The game will feature an endless list of dangerous situations, and swift integration with objects is the key to success. If you do well, the program will run like a series of humorous mini cartoon encounters.

Format: Mega Drive

Supplier: Millenium



Oh, look - Magoo was about to fall 20 storeys to his death, but you saved him. What a pity.



Climbing walls, Spiderman-style, is all part of the fun for John Spartan - or Demolition Man to his friends.

DEMOLITION MAN

Take on the role of John Spartan, the Demolition Man, and indulge in a little shoot 'em up adventure. Based on the movie of the same name, this game incorporates footage from the film, and uses video sequences to back-up the action.

Puzzle techniques are incorporated into the gameplay. For example, in the shooting galleries, Spartan must waste as many gunmen as possible, but some take refuge behind objects and have to be flushed out by various means. This can only be achieved by trial and error.

Other elements include a car chase scene and hand-to-hand combat with arch-enemy Simon Phoenix.

Unlike many movie licences, this game remains true to the film, and principal actors such as Sylvester Stallone have played a role in the development of the concept.

Format: Mega Drive

Supplier: Virgin

GROUND ZERO, TEXAS

Film licences are nothing new, and increasingly we're seeing games with digitised film footage taken directly from celluloid. But *Ground Zero, Texas* takes things a step further.

Don't expect to see this film at your local Hoyts. The US\$3 million movie has been shot *exclusively* for the the Mega-CD, making it one of the first of a new generation of games to incorporate feature film production values.

The game is being developed for Sony by Digital Pictures, who produced *Sewer Shark*, which also made extensive use of live-action footage as an integral part of gameplay.

The game is in the arcade/adventure mould, and casts the player as an undercover agent out to investigate strange disappearances in a Texas border town. As the story unfolds, it becomes clear that there are aliens at the bottom of all this. It's down to you to prevent a full-scale invasion from the dribbling green fiends...

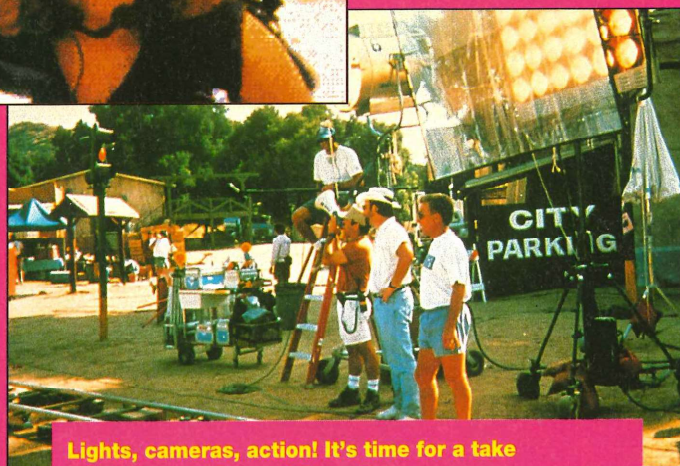
The game will feature more than 70 minutes of true movie interaction, including real actors, special effects and custom-made sets. It was directed by Dwight Little, a veteran producer whose previous feature film credits include such gems as *Halloween 4* and *Home Alone*.

Format: Mega-CD

Supplier: Sony Imagesoft



She's a lady with attitude and a cap, so you can bet that she does something arty in the world of films. Even acting, maybe.



Lights, cameras, action! It's time for a take on the set of *Ground Zero, Texas*.

It's rad, wicked and totally revised (well, sort of...). Yep, following is the complete guide to financial planning for the first half of 1994, so pull out your yellow highlighter and start drafting that budget.

the megazone game guide

Any Moment Now

Addams Family

MDAcclaim

They're creepy, kooky and in your lounge room.

Asterix 2: The Big Fight

MDSega

The prolific one gets involved in a Big Fight.

Asterix 3: The Great Rescue

MS.....Sega

Save your village from those nasty old Romans.

Bartman

MS.....Acclaim

No prizes for guessing who this is about.

Bubba 'n Stix

MDCore

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

Castlevania

MDKonami

Dark, gothic-looking action game.

Dragon's Fury 2

MDTengen

A top-class pinball sim.

Dune 2

MDVirgin

Another day, another battle.

The Hulk

MDUS Gold

This huge green monster isn't bad, really. Just don't make him angry.

Jungle Book

MDVirgin

The game of the movie of the book of the short story of the poem of the idea.

NBA Jam

MDAcclaim

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

Road Runner: Desert Demolition

MDSega

An overgrown turkey who zooms around at high speed.

Robocop 3

MDAcclaim

The *Robocop* which came after 1 and 2.

Shadow Run

MDSega

Action, action and more action.

Winter Olympics

MD,MS.....US Gold

Snow, ice and sport.

X-Men

GG.....Sega

Platform game where you encounter the dastardly mutant Magneto.

March '94

Aladdin

MS,GGSega

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

Burning Fists

CDSega

Sounds painful.

Crash Dummies

MDAcclaim

Lose an arm, lose a leg, but don't fret - there are plenty where that came from.

Dinobasher

MS,GGCodemasters

Play Bignose the Caveman and whack a few dinos.

Dragon's Fury 2

MS.....Tengen

Mega Drive last month; Master System now. What next?

Fire & Ice

MS,GGVirgin

Hot things, cold things and lots of action.

Hockey

MS,GGUS Gold

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

The Hulk

MS,GGUS Gold

Watch the green bodybuilder split his daks.

Indy 4

MDUS Gold

Another great slice of action.

McDonald

GG.....Sega

Don't expect fries with this one.

NFL Quarterback

MDAcclaim

An American football sim, by the sound of it.

Road Rash

MS.....US Gold

Mayhem on motorbikes.

Road Rash 2

MS,GGTengen

More mayhem on motorbikes.

Snooker

MDVirgin

We presume it's pretty similar to that game with lots of coloured balls.

Sonic 3

MDSega

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

Star Trek: Next Generation

CDSega

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

Super Caesar's Palace

GG.....Virgin

This one's a mystery - just like the man himself.

Virtua Racing

MDSega

The new racing game everyone's talking about.

Wrestling

GG.....Sega

Sounds a bit hot and sweaty to me.

Wrath of the Gods

MDVirgin

Don't get them angry...

April '94

Championship Soccer

MDAcclaim

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

Dragon's Fury 2

GG.....Tengen

More pinball fun.

Ground Zero, Texas

CD.....Sony

An adventure that's probably set in Texas. At a place called Zero. On the ground.

Jester

MDSega

Even more action.

Lost Vikings

MDVirgin

Beware those crazy Vikings.

Micro Machines

GG.....Codemasters

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

Prince of Persia

MDDomark

The popular action game comes to Mega Drive.

Soccer Challenge '94

MDSega

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

Speedy Gonzales

MDSega

The fastest rodent in Hollywood crosses the games gap.

Streets of Rage 3

MDSega

The third instalment in this classic beat 'em up.

X-Men

MS.....Sega

Smart mutants and evil foe to boot.

May '94

CJ Elephant Fugitive

GG.....Codemasters

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

Excellent Dizzy Collection

MD,MS,GGCodemasters

That wacky egg does it again.

Tennis All-Stars

MDCodemasters

Anyone for tennis?

June '94

Cricket: Gooch vs Border

MDCodemasters

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

Kevin Codner in Sink or Swim

MDCodemasters

Fishy, aquatic antics abound.

World Soccer

MDCodemasters

Soccer, soccer, soccer.

July '94

Action Dizzy

MS,GGCodemasters

It's Dizzy again, and this time he's on the prowl for some action.

MEGACD

The Terminator



FEBRUARY RELEASE

SEGA

PARTY ALL SUMMER

SMASH HITS

93

19 OF THE PHATTEST TRACKS OF 93

SMASH HITS

CD

INCLUDES LYRICS

Artists featured: JEREMY JORDAN, DANNI, CULTURE BEAT, SUB SUB, TOMI PEAREN, LENNY KRAUITZ, WRECKX-N-EFFECT, PETER ANDRE, ACE OF BASE.

JEREMY JORDAN
 CULTURE BEAT
 SUB SUB
 ACE OF BASE
 PETER ANDRE
 DANNI
 AND MORE...

17 OF THE PHATTEST TRACKS OF 93

SMASH HITS

VIDEO

M 15+ RECOMMENDED FOR MATURE AUDIENCES 15 YEARS AND OVER. HIGH LEVEL COARSE LANGUAGE. MEDIUM LEVEL VIOLENCE.

Artists featured: JEREMY JORDAN, DANNI, CULTURE BEAT, SUB SUB, TOMI PEAREN, LENNY KRAUITZ, WRECKX-N-EFFECT, PETER ANDRE, ACE OF BASE, JIMMY BARNES.

19 OF THE PHATTEST TRACKS OF 93

SMASH HITS

CASSETTE

INCLUDES LYRICS

Artists featured: JEREMY JORDAN, DANNI, CULTURE BEAT, SUB SUB, TOMI PEAREN, LENNY KRAUITZ, WRECKX-N-EFFECT, PETER ANDRE, ACE OF BASE.

ALL THESE HITS
 ON ONE HOT
 ALBUM AND
 VIDEO

IT'S BEEN WORTH THE WAIT



PRAISE *of* the MASTER

The much-maligned Master System may not be at the leading edge of video games,

but there's plenty of life in the old dog yet.

Nathan Cochrane grabs a screwdriver and

dismantles this budget gamer's saviour.



The Master System was thrust onto the home video games market over six years ago, at a time when nay-sayers were proclaiming the death of consoles. Even before it was released, industry insiders were sceptical of relative newcomers Sega and Nintendo, and their prospects of

survival in the fickle home entertainment market. These same sceptics were soon eating their words on toast.

The video games market thus spawned is now the biggest industry in Japan, and is rapidly revolutionising the way we view home entertainment. Users freed from the heavy shackles of having to learn the alien language 'Computerspeak' are now able to

knuckle down to doing what they enjoy best – having fun!

Sure, there are the new you-beaut, all-singing, all-dancing make-the-coffee wonder machines, with hundreds of meg of ram, millions of colours, real-time video animation processors,

user-base and ease of manufacture ensures that: firstly, the initial cost of the base-unit is low; and secondly, that there is a wide variety of games available for it.

In recent years, especially since the release of the Master System's big

large part to the success of that other 8-bit wonder machine, the Sega Game Gear.

It appears that the incredible success of the hand-held has breathed new life into its larger twin. The reason for this is quite simple: the two machines, processor-wise, are virtually identical internally – the difference lies in the Game Gear's more compact chassis. It is now possible for developers to make one game to run on two machines, with only a little tweaking for the Game Gear's smaller screen size.

This helps everybody: the software houses and distributors make more money and feel encouraged to sink greater sums into R&D as a result. This increases the overall attractiveness of the machines to consumers present and future, which expands the user-base further still, as more machines are bought and the cycle repeats itself.

There are now more new releases every month for the Master System than there have been for a very long time.

virtual reality blah, blah, blah. But the price?! Some parents may fear they'll have to take out a second mortgage just to afford these state-of-the-art black boxes!

Not so with the 8-bit Master System. Its simpler technology, huge installed

brother, the Mega Drive, 'informed' people have again been saying that the end is nigh. Nothing could be further from the truth! There are now more new releases every month for the Master System than there have been for a very long time. This is due in

the GAMES

We've scoured the shelves, pounded the joypads and asked all our friends... finally, this is it – the definitive guide to the top Master System games of all-time. If these aren't in your collection, then you're missing out on some sublime gaming time.

SONIC THE HEDGEHOG SERIES

No Sega roundup would be complete without mentioning that spikey-coiffured spinballer supreme. *Sonic the Hedgehog* and its various spinoffs are simply the fastest, most furious arcade games available anywhere.

Not content to rest on his laurels, Sonic has expanded his career horizons, with comic books, a kids' TV show and his job promoting the Sydney Kings. As if that wasn't enough, he's apparently talking business with several



Hollywood movie producer types, preparing for his debut on the big screen.

More than a game, Sonic and his



furry friends have given Sega a face – a personality that stands bright against the competition. *Sonic* is an attitude.

IMPOSSIBLE MISSION

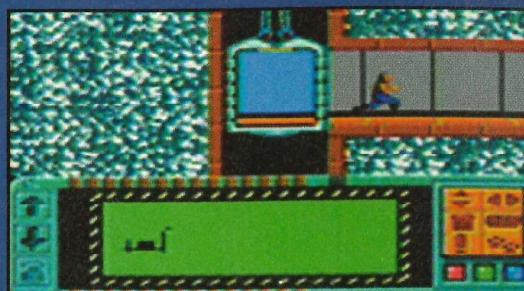
When this game first arrived on the venerable 8-bit Commodore 64, it caused a storm of interest that is still fondly remembered by geriatric gamers. With its smooth animation, challenging mind puzzles and huge

map, it kept up many a die-hard fan. Rumour has it that this game was actually written by an Australian, but he couldn't find anyone local who was willing to publish it. Thankfully, the Sega conversion does justice to

the original, improving it in several respects.

All the levels are there more or less, and the puzzles are still worthy of Einstein on a bad day. What makes this cart so extraordinary is the fact that it was the first truly successful conversion from the home computer to the console.

This one is a little hard to get nowadays – hopefully Sega will see fit to release it as part of its Classics budget range, so new generations of gamers can experience what their older comrades did all those years ago...



What this means to the consumer is that you get more games of a higher quality on a more frequent basis – including those much sought-after multimedia crossover conversions from arcades, movies, comics, and other console and home computer platforms.

What may not be quite so obvious, however, is that in the same way

software producers can cut their development costs by producing for the Master System and Game Gear, you can also cut your purchasing costs. If you already possess a Master System and are thinking of buying a Game Gear, you can (with the additional purchase of a relatively inexpensive converter) use all of your existing software on the portable. Easy, Isn't it?

PRaise of the MASTER

the ACCESSORIES

With such a huge range of software, you'd expect some pretty stunning accessories, right? Well, as it happens, there are quite a number of add-ons available for your Master System. First up is the usual array of joysticks and joypads, some with options such as

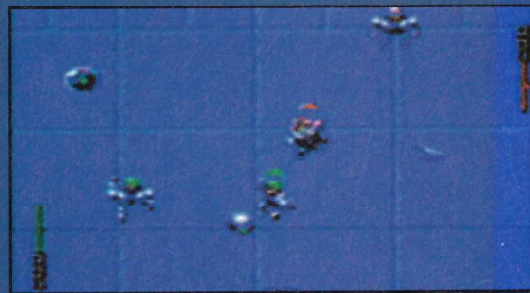
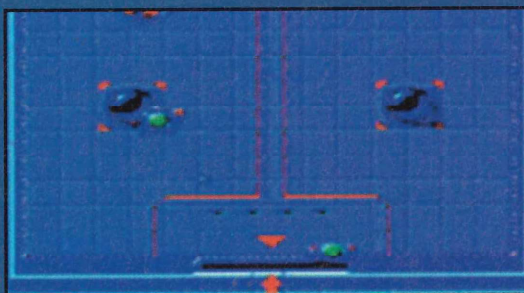
◀ Special add-ons can give your system a new lease of life. I'll take a Light Phaser, please.



SPEEDBALL 1 AND 2

Speedball and *Speedball 2* represent a truly awesome departure from most Master System games, and set the stage for future developments of this kind. These two games perhaps lack some of the oomph and sound fx of the original 16-bit Amiga versions, but nonetheless feature all the adrenaline-pumping action of their predecessors.

The game simulates a futuristic violent sporting odyssey, pitting human against computer, or two friends against each other in a competition to see who has the greatest speedball team (read: most homicidal).



Gamers take on the role of every player on the screen, in much the same way that soccer games do, ie: the closest speedballer comes under the player's direct control. The player also has to manage his team, sending them to the gym, outfitting and training them, as well as making

enough money to snare star imports, ensuring the team's viability in the upper reaches of the ladder.

All in all, an awesome pair of games with no equal (in this century, at any rate). If you haven't played the Master System versions then, quite plainly, your existence is really quite trivial.

MORTAL KOMBAT

While this was not the first beat 'em up for the Master, it is certainly the best. Large sprites, gutsy sound fx and surprisingly detailed backdrops mark this as a must-have. Doubtless,

the emergence of the hand-held, coupled with this game's awesome popularity in the arcades, has led to what is simply a masterful conversion to the 8-bit.

What sets *Mortal Kombat* apart from its contemporaries is the incredibly fluid and lifelike animation of its characters, effected by using digitised images of real actors. It sets standards that programmers will have to strive hard to surpass in the future

Mortal Kombat has become a by-word in the world of video gaming, and never before has one game caused such a commotion for its graphic depiction of blood and gore.



rapid fire and turbo boost, available in corded and infra-red models. Some are functional, some pretty, others are downright bizarre. Out there is a model just perfect for you.

In the early days, there were also 3D goggles available for the Master System, but these seem to have gone out of favour with gamers, and are now apparently no longer available. Unfortunately, due to some minor changes in the design of the unit, these no longer work on the Master System II. An idea before its time, perhaps...

Still popular with hard-core gamers are the phaser guns. The Sega Light Gun is a fashionable piece of electronic esoterica, much copied by

other systems in the early days. Stylish, elegant and accurate, it is simple by design and deadly to all on-screen baddies by intent. It suffered, as do all light guns for some reason, from a lack of software. However, if blasting bad guys is your thing, you

won't want to be without one.

If you just want to put a bit of spice back into your gaming life, without having to break open the piggy bank, you can't go past a rapid-fire unit. These little dongles plug-in between the joystick and the powerbase to



The Master System of the past. A little flatter, a wee bit chunkier, but still a damn fine machine. ▶

MICKEY MOUSE 'ILLUSION' SERIES

Mickey is at it again, rescuing his beloved Minnie from the evil clutches of that ugly old witch, Mizerabel. *Castle of Illusion*, the first in this series, marked a watershed in the history of the Master System, ushering in a new era of major third-party and licensing support.

No longer was Sega content to wrack its own brains for game ideas – now the company was quite content to let others familiar with software development bring their extensive talents to the fore, and who better to



lend their name to the effort than Walt Disney?

Illusion brought credibility to Sega: the animation is typically Disney – no stilted figures or poorly-



drawn sprites here. Each and every movement is a joy to behold. Perhaps a little too easy for older players, these games never fail to delight the younger members of the family.

THE LUCKY DIME CAPER STARRING DONALD DUCK

In much the same way that *Mickey* heralded the dawn of the licence, so *Donald* refined and enhanced the evolution of games on the Master System, with lively backdrops, zingy

baddies and a unique style of gameplay.

What lifts a game above the ordinary is its little touches, and *Donald* abounds with them. From the

rotoscoped bird himself, to the smooth scrolling and cutesy characters that exhibit a charm all their own, this game is fun with a capital 'F'.



This is also more of a challenge than the *Mickey* games, and hence is suitable for the whole family. What the game proves more than anything, however, is that what was started with *Mickey* was not a one-off, but part of an ongoing process in the evolution of Sega and video gaming.

PRaise of the MASTER

truly zap those nasties into oblivion.

Not content with rapid-fire? Want to truly wreak vengeance? Then get a cheat cart such as the popular Pro Action Replay. At under 80 bucks, it may be cheaper for the interminably frustrated gamer (and who hasn't been at one time or another?) than the many months of therapy that can result from being stuck on *that* level. Know what I'm saying?

the FUTURE

With all the hype surrounding the new Segas - CD and a possible 32-bit 'Awesomer Machine' - the average Master System owner could be forgiven for feeling a little left out. Certainly the number of add-ons for the Master hasn't increased substantially in recent years, but it has had a facelift, and now looks much more streamlined and aerodynamic

than in years past.

What is most important to remember is that it's software, not hardware, that drives a machine's success. In this respect, the venerable Master System is doing admirably. Along with new releases, there are now even more classics available on



budget lines for less than a score of dollars. Compare the savings against the average Mega Drive game (which sells for over \$100), factor in the initial cost of the unit, and you have what adds up to a very promising future for the hordes of 8-bit owners out there.

◀ The MSII... It's basically the same inside as the old version, but this has been spunked-up cosmetically.

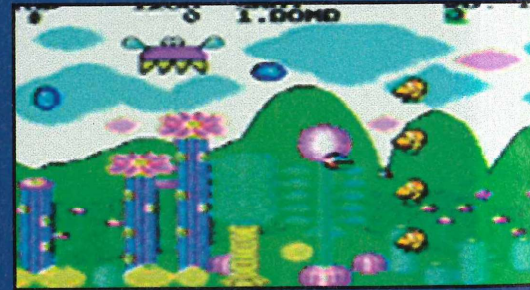
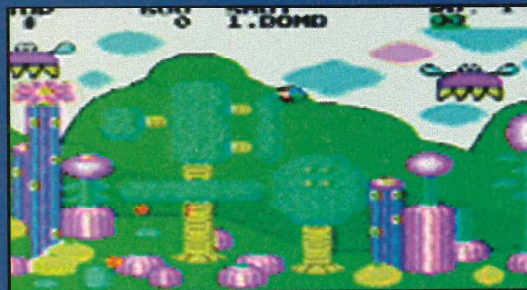
FANTASY ZONE SERIES

Shoot 'em ups come and go, and most don't rise above the mediocre 'shoot everything that moves... if it doesn't move, kick it so it does' genre. Yet everyone remembers their first shooter with a certain warm fuzzy feeling, usually because this style of game is often the first contact with computers most people have.

Fantasy Zone's longevity is due, in large part, to this appeal. The games themselves, while dated by today's standards, have a certain allure, largely due to their cute depiction of bad guys. No

many-horned spaceships or evil looking ghouls here. Instead, soft colours and bizarre yet non-threatening shapes combine with smooth scrolling to give an enjoyable, if not brain-searing, experience.

Technically better shoot 'em ups have come and gone since, yet many will still remember fondly their first game of *Fantasy Zone*, and now that it's only \$19.95, there's no excuse not to own it yourself!



PRINCE OF PERSIA

Yet another watershed in Sega's rise was its inclusion of several popular PC-based titles. The best was *Prince of Persia*, which was incredibly popular when released on PC three years ago.

In a sense, the conversion from 16-

bit PC to 8-bit Master System represents a renaissance in the history of video gaming, in that it was the first time a console-type game had been written for a 'serious' machine, then taken and converted over to a console.

Prince of Persia is another of those games which rises out of the mire of mediocrity by offering superb finishing touches. From the incredibly agile Prince with his uncannily lifelike movements, to the vibrating floors, spiked pits and adversaries, the game exudes class from every brightly coloured pixel. It was the first platformer since *LodeRunner* - for any machine - to combine action, graphics and braincells to effect a perfect synergy between arcade and puzzle games.



And if you need more convincing, then go no further than that behemoth of Japanese electronics firms, the Sony Corporation. After having learnt the hard way through their MSX machine failures, Sony has thrown its support behind the Master System by releasing a bevy of new games and hot movie licences, including *Dracula*, *Cliffhanger*, *Jurassic Park* and *Last Action Hero*. If the machine is good enough for two of the biggest companies in the world – Sony and Sega – then I guess the prospects look rather rosy to say the least.

The Master System will not be winning any speed or dexterity awards in the Hardware Olympics – anyone who tries to convince you otherwise would either be a mental midget or a liar (or both). But for the gamer on a budget, no other system comes even close in 'bangs for yer bucks'. **M**

TECHIE SPECIES

PROCESSOR: Z80A,
running at 3.58 MHz

RAM: 64 Kbit

VIDEO RAM: 128 Kbit

ROM: 1 Mbit

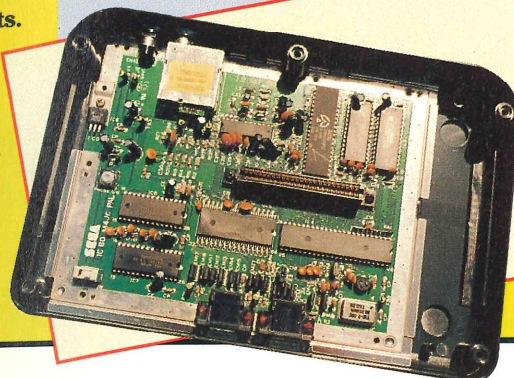
SCROLLING SCREEN: 256 x 192 dots.
32 colours displayed
from a palette of 64.

SPRITE SCREEN: 64 sprites of
8 x 8 dot or 8 x 16 dot on-screen.
16 colours displayed from a
palette of 64.

SOUND: Three channels plus
white noise.

PRAISE of the MASTER

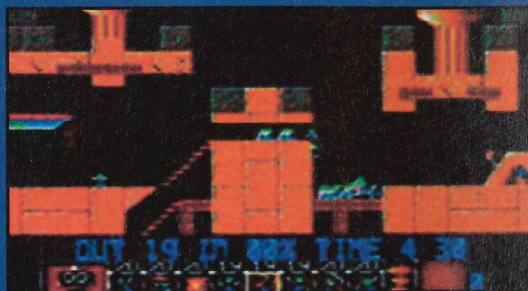
The Innards of the Master System II.
▼ Looks pretty straightforward to me...



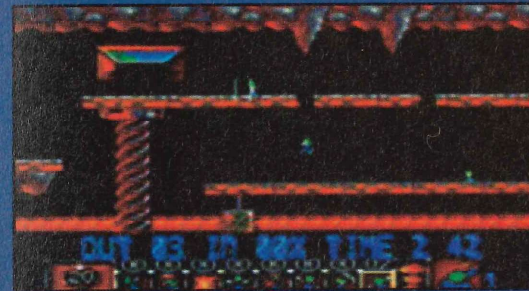
LEMMINGS

Every so often, a game emerges that can claim the mantle of truly inspired genius – *Lemmings* is one such offering. Originally written for the Amiga and PC, it eventually found its way to the 8-bit format. In many respects, the Master System version is the most technically brilliant of all, due to the format's more limited colour palette, speed and memory constraints. In virtually every detail, the Master System version is virtually indistinguishable from the original 16-bit games.

By utilising a rules-based approach, players can manipulate on-screen



icons to cause certain lemmings to perform various functions. Elaborate and complex relationships can be constructed, with each lemming working as a subunit to achieve a greater goal. Not only is this a whole lot of fun, but it also teaches the



rudiments of computer programming.

With 120 levels, there is more than enough here to keep everyone, from the very youngest to the most jaded gamer, entertained for literally days. Miss this game at your own peril.

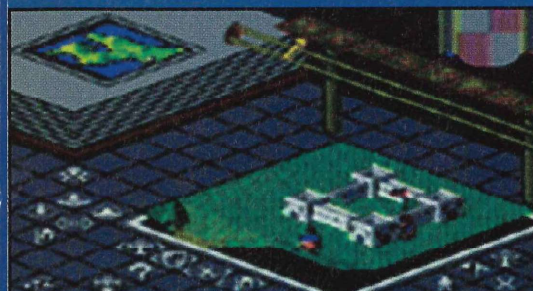
POPULOUS

Populous is one of those games that falls under the general banner of 'God Games', where the player takes on the role of a supposedly all-seeing, all-knowing God of the Universe, manipulating subjects in order to achieve some desired ultimate goal.

As a god, it is your task to see that your people survive and prosper against all comers, including the wrath of another, evil god and his minions. Level mountains, fill in oceans and otherwise make life easier for your subjects, then watch

them take care of themselves as best they can. Start a war, or erupt a volcano if things start to get a little staid. What the hell, you are a god after all, aren't you?

Populous is about the only game of this genre on the Master System, and is all the more desirable as a result. Yet another conversion from the larger 16-bit systems, this game marks a signpost in the progression of Master System games, and is a must for any serious collection. Even better, it never plays the same way twice, and sells for only \$19.95.



COMING SOON ON MEGADRIVE



WHAT'S IN A GAME?

Part two: the proofs in the programming



There's more to this game programming stuff than we first thought. No sooner do you have your design scribbled on the back of a beer mat, than you have to sit down and write the blasted thing.

It's all a bit much for Adam Waring, who has to take two paracetamol and lie down for a while.



Last issue, we discovered what was involved in designing a game. Once the ideas have been worked out, the next step is actually putting the game together – fairly important, really. The game has to be programmed, graphics must be drawn, and music composed. Although the game plan is mapped out from the start, it evolves constantly as it goes through the development stage. Many people were involved in the development of *Blades of Vengeance*. The lead programmer was Trevor Nuridin, who wrote all the systems for the game. Simon Hart created most of the graphics.

Blades spent more than a year in development, and went through many stages during that time. As Trevor explains, "It's been quite a long project because there are a few new systems in this game. New ideas always take longer

to implement than ideas that we've had before."

And though the game was planned in great detail, things always change during the process. As Simon reminisces, "I remember working on the labyrinth world. The design called for a mazy level but, when it came to drawing it, I had the idea that using trees would be a better way of doing it. We ended up incorporating the labyrinth into the forest world. It sort of rewrote that part of the design."

Creating a game like *Blades of Vengeance* requires specialised hardware and software. The programming is done on an IBM PC and downloaded onto the Mega Drive through a custom-built ROM

emulator. It's all very technical, and the ins and outs are a bit of a trade secret, but Trevor tells us what he can.

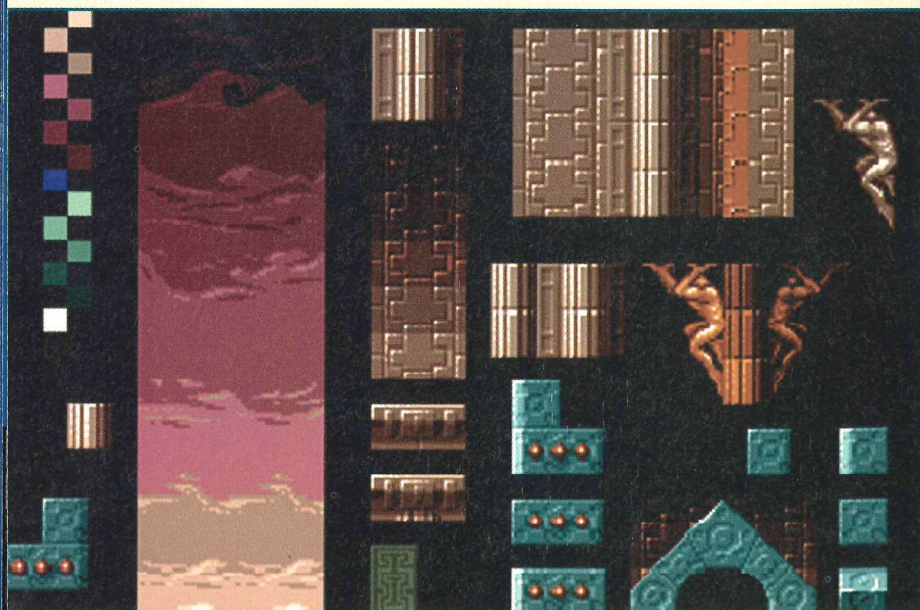
"The ROM emulator is a piece of hardware that goes where you'd normally plug a cartridge. We write the program on the PC, it's transferred onto the emulator's chip – it has one megabyte of memory – and then it looks just like a normal cartridge to the Mega Drive."

Software, again, has been developed in-house by Beam and is used in the

development. "I use a custom-made editor," says Trevor. "As for graphic utilities, they're all in-house tools. The artists use *Deluxe Animate* and *Deluxe Paint* to actually draw titles or create



Simon Hart, graphics maestro extraordinaire.



The graphics for each level are made up from sets of building blocks. An artist takes the concept for the world, and draws key elements of the backgrounds. These small blocks are designed to be slotted together to make up larger images.

In the background

The design of a game is broken down into many smaller segments, each of which involves a lot of painstaking to-ing and fro-ing. The process of designing a world's backgrounds incorporates the following steps.

1. The designer creates the concept for the world.
2. The artist draws the first set of backgrounds to best show off the concept.
3. The world builders look at the backgrounds and suggest elements to spice things up.
4. Back to the artist for enhancements.
5. The world designers put the map together.

```

POP      l,a0
add     (a1),d2      ;add in dead men's shadow count
capi    ANIM_INU_COUNT,d2 ;limit count
b1e     StoreNew
move    ANIM_INU_COUNT,d2
PUSH    l,a0
bcr     SetObj0      ;set new potion/spell quantity of a1
POP     l,a0
addq    #RND,a2      ;skip past initial quantity
lora    LoopR1ive
lora    PLAYER.ShadowSpells(a0),a2
lea     PLAYER.ShadowSpells(a1),a3
move    #RND_SPELLS-1,a0
move    (a2),d1
add     d1,d1
capi    ANIM_INU_COUNT,d1
b1e     StoreShadow
move    ANIM_INU_COUNT,d1
move    d1,(a3)*
cbra    @B.ShadowLoop

;lear out all dead player's stuff for stealing a life or continuing in 2 player mode

;HugorLilyGoods
lea     PLAYER.ShadowSpells(a4),a0
move    #RND_SPELLS-1,a0
cra     (a0)*
cbra    @B.ShadowLoop
POP     l,a0
rta

;kill
POP     l,a0-a5/a0-d7
rta

;still
endproc

```

It may all look like a load of gobbledegook to the likes of me and you, but this is a set of instructions that tells the Mega Drive what to do. Each code performs a very simple task, such as moving a piece of data from one memory location to another. Millions of these codes are executed in a single second, creating extremely complex programs.



The numbers game

It's hard to envisage how an idea on paper can be transformed into a cool game featuring goblin-slashing warriors.

When it boils down to it, a video game program is simply a list of numbers. The CPU at the heart of the console takes a number from memory and interprets it as an instruction. It can only perform extremely simple tasks – adding two numbers together and putting them in different memory locations is about the extent of it.

The graphics you see on screen are nothing but a set of figures: the video display circuitry takes a chunk

of memory and outputs different numbers as different colours on screen. A sound chip pumps a bunch of numbers through your TV's loudspeaker. Prodding buttons on your joystick feeds more numbers into the console.

A character is placed on the screen by repeatedly taking numerical data and transferring it to the part of memory used for screen display. Many, many thousands of instructions have to be processed just to generate a single character, but the Mega Drive's CPU is very fast. It can perform millions of these simple, repetitive operations every second.

animation stills. We have programs that convert the output from those programs and into data that we can handle.

"There are also a lot of utilities required to compact code down, find common characters that we can use in different levels... things like that. The data is put into a form that the game can use."

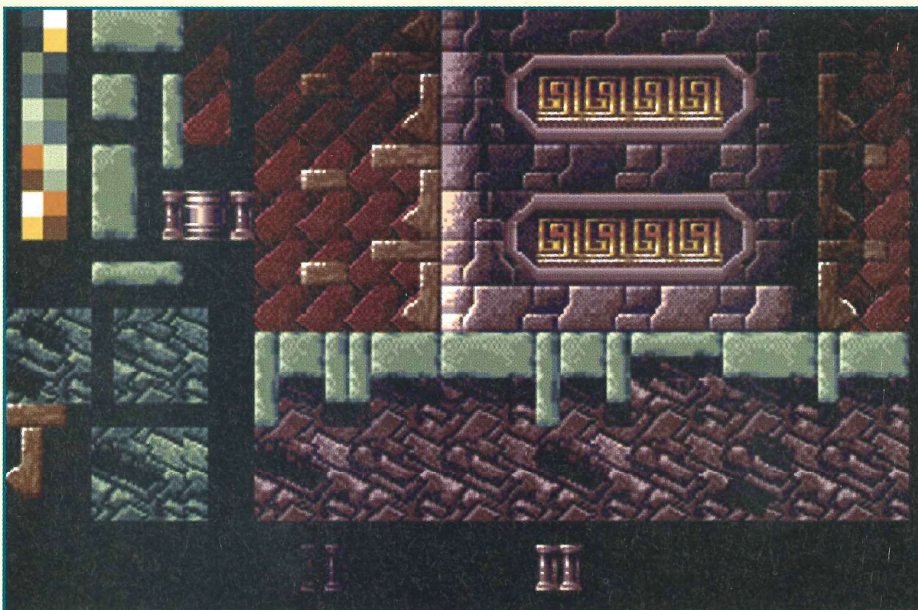
A number of these utilities are used in many projects, but some have to be especially created for a single game. "Down at a basic level of the game – where it's getting mapped out, compiled and compacted down – they usually are specific to the game. They're often



Trevor Nuridin, *Blades'* programming whizz.

radically different and couldn't be used, for example, in a wrestling game. But next time we do a 2D platform game, those utilities will be applicable. Different tools, different games."

Is there much difference in producing a game on the Mega Drive as opposed to, say, the Super NES? Simon: "Only the technical limits. On the Mega Drive there are less colours, but each machine has its own limits. I like the Mega Drive because it forces you to draw things properly. I find that on the Super Nintendo you get lazy. You might think, 'skin tones, use a whole palette!' On the Mega Drive, you've got to compromise, balance things out, and really draw things properly." **M**



Once the artist has designed these small building blocks, the world builders slot them together like a jigsaw to create the different levels for the game. This allows large and complex backgrounds to be built up from a relatively small number of blocks.



Statistically speaking

Programming a project like *Blades of Vengeance* requires a huge amount of work. Just look at these stats of what went into the development of the game:

- More than 27,000 lines of assembly code
- 18,000 lines of enemy script code
- 14,000 lines of C support code
- More than 14 megabytes of PC hard disk space.
- The use of Limpel-Ziv compression techniques for data compression (we don't have a clue what it means either, but you must confess, it sounds impressive!).

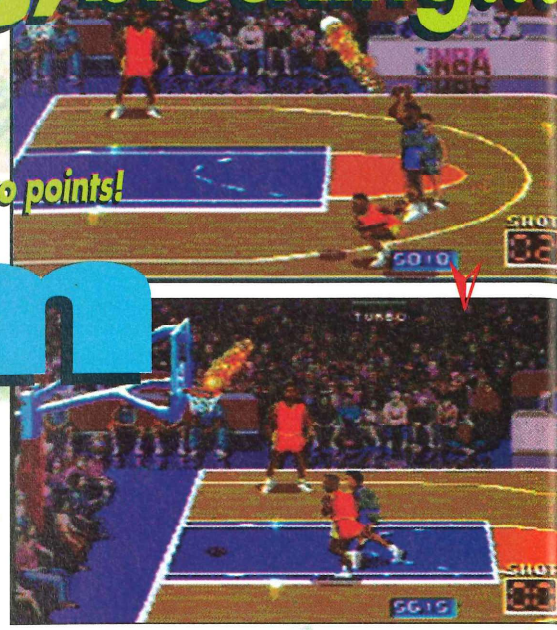
Next month:

Check out the final instalment of the making of a game. We investigate the finishing touches: playtesting to unearth those bugs, getting the Sega Seal of Approval, and making sure everything's right and ready for the shops.

Dribbling, dunking, blocking...

NO, this isn't an enthusiastic game of water polo, but **NBA Jam**, the biggest basketball sim to crossover from the realm of the coin crunchers. Peter Sharpe snatches the rebound and hastily performs an effortless lay-up. **Two points!**

NBA Jam



"He's on fire!" Get three baskets in a row and you'll play better in the dark.

There's been a fair number of basketball games in the past; mostly simulation affairs like *Team USA Basketball*. You've all probably pounded the courts during school sports sessions, but if you still think that dribbling is an offensive social practice, then this game is great. With its ease of control and clarity of instruction, you'll soon be pushing, faking, stealing and slam-dunking with the best of them.

For those who haven't seen the arcade version, *NBA Jam* is a two-on-two game where one to four players participate as teammates or opponents. You can choose between any of 27 actual NBA teams. As part of the team selection screen, the players' defensive, dunkshot, three-point ability and offensive plays are all

displayed. So you can decide whether you would like a super-dunk hero or more of a defensive player. You can also enter your team into the tournament, and the game keeps track of your winning and losing stats.

Slam-dunking has always been the popular element of the game, and it's the hot attraction here as well. Position your dunkster on court and find yourself fireballing and spin/somersaulting into the net. This is incredibly enjoyable, and looks totally cool - you're even spurred on by a high quality digitised voice (who is quite a chatterbox). You may (possibly) find yourself shouting along with his enthusiastic "Boom Shak-a-lacka"...

Graphically, *NBA Jam* is a treat. The in-game players aren't as large as their arcade counterparts, but are chunky enough for exceptional clarity. They are very individualistic (which is important, especially when using the multi-player option), and their animation is superb.

Scrolling of the court is outstandingly smooth, and play is so fast it takes a while to get used to. This conversion really needed excellent speed and good graphics - it delivers easily on both counts.

Crowd noises are adequately catered for, and the ungrateful sods even boo when you foul a player (funny that - sporting crowds usually like a bit of old-fashioned violence...). The music on the start-up screens is only average, but the in-game sound effects, like the players' grunts, are so realistic, you'll be checking yourself for bruises.

Unfortunately, *NBA Jam* is too easy in one player mode. Even on the Extra Hard difficulty setting,

It's all over, and what a pathetically low-scoring match it was too.

VITAL STATISTICS

- FORMAT:** Mega Drive
- SUPPLIER:** Acclaim
- PRICE:** \$109.95
- SIZE:** 16 megabits

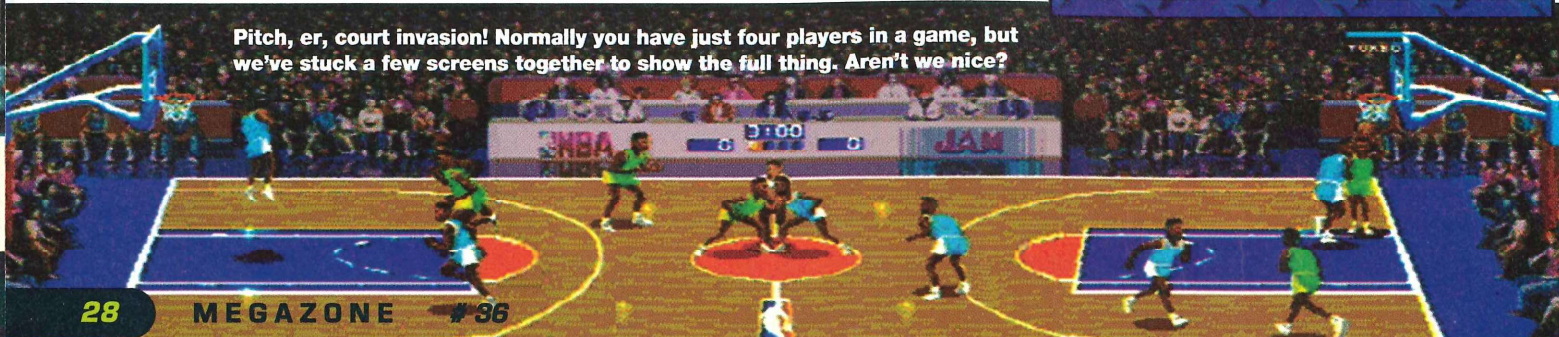
MegaDrive Review



Choose from real NBA teams. Each team's players have their own characteristics.

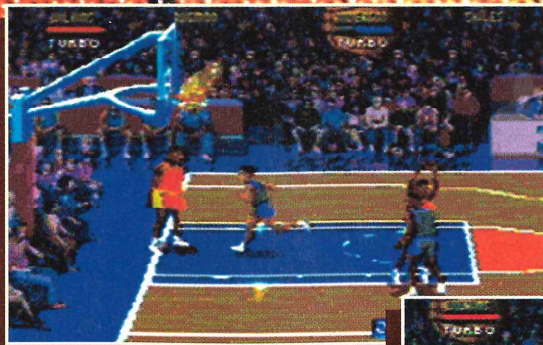


This full-motion video segment splices up the half-time break a little.



Pitch, er, court invasion! Normally you have just four players in a game, but we've stuck a few screens together to show the full thing. Aren't we nice?

Some tips for becoming a world basketball mega-hero – well, within the realms of your Mega Drive, anyway.



To score a really 'hot' basket, dunk three hoops in a row – you'll find that when you next handle the ball, it'll catch fire! Your shots will be more accurate, so go for the three-pointers. This only lasts till your opponent's next scoring basket, then it's back to being a mere mortal. Such is life.



To do those amazing dunks, your man has to have a clear shot and not be blocked by an opposing player. Whenever doing a shot, always down hold turbo – it'll give you extra height plus access to the special moves.



In multi-player mode, develop your passing game when going for the hoop by pressing C and then A. By doing this, you'll fake a shot to the hoop, and then do a quick pass to your partner. Guaranteed to annoy your opponent.

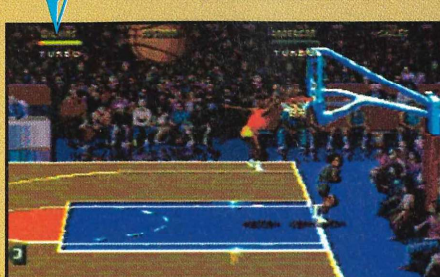
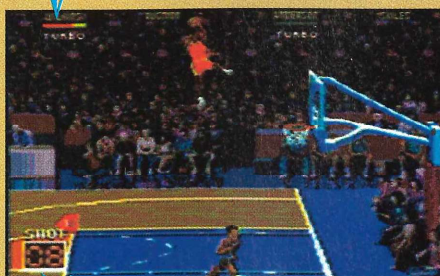
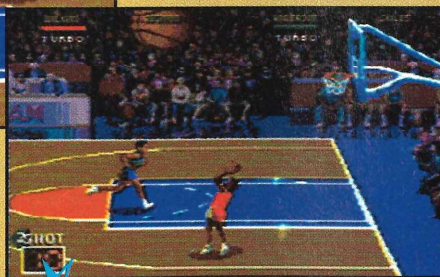


Forget trying to steal the ball with just the polite steal button. Turn to a bit of good old thuggery, and go for a push, using the steal and turbo buttons together.



◀ Slam dunk! Another ball basketed and a couple of points on the scoreboard.

▼ And if you thought that was good, take a look at this! He's just showing off, now.



running straight down the court and slam-dunking is the order of the day. Quite frequently, passing is not necessary.

Gaming paradise lies within the multi-player option. You can play as a team, which is a change from most multi-player games. Even better: you can go into 'yelling insult' mode and play opposing teams. You'll find a new definition of satisfaction as you fire-up, somersault and destroy the net while shouting "Boom Shak-a-lacka" – good stuff to impress your friends with. Using the four-player adaptor, things are only going to get better.

A lot of work has gone into the programming of this game. The half-time full-motion video is just one example (it's only brief, but hey this is a Mega Drive, not a Mega-CD). Another nice touch is seeing the audiences' cameras snapping away when a classic dunk occurs. When we're paying big bucks for cartridges, we want polish, and lots of it. This game delivers it by the bucketload. **M**

Word

GRAPHICS

Players are large, clear and very well animated. The court scrolls perfectly. Even the audience looks good.



SONICS

Music is not so hot, but the digitised voice is good. Game fx set mood.



PLAYABILITY

Control is very precise, and the quarter-time break screens even give tips. Learning the moves is satisfying.



STAYING POWER

The two-player game is very competitive and will keep you at it. The big downer here is solo mode.



OVERALL

If you can play against one or more mates, you can't go wrong, but there's little challenge if you're solo. Overall, a great conversion of a multi-player game.

85
PER CENT

At last, Star Wars has been reborn,

so grab your light sabre, hone up on those piloting skills, and gather all the courage you can muster,

as Peter Burney embarks on an adventure which is out of this world.

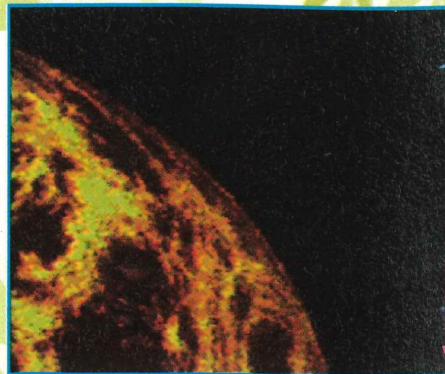
I must admit, I've always been a fan of the movie; a child of the *Star Wars* generation, you might say. Not surprisingly, I had high expectations about this licence and, believe me, *Star Wars* has arrived on Sega in full force.

Thankfully, the Master System version offers a faithful interpretation of the film. All the famous scenes are here: the rough-house bar with creatures that make Freddy Kruger look like Miss Universe; the dump compacter, complete with that monster snake thingy; and of course the Death Star battle.

Your *Star Wars* quest takes virtually all known game formats and compacts them into one. You must master platform skills as Luke runs, jumps and blasts his way to eternal peace; role-playing strategies as you manipulate characters and search for items and clues; and lightning shoot 'em up reflexes as you fly through space with a great first-person viewing perspective. Basically, this adventure has something for everyone.

You begin the game as Luke Skywalker, the brash young hero with a huge imagination and shocking dress sense (well, I guess it was the '70s...). His mission: save Princess Leia and destroy the Empire's battle station, the Death Star.

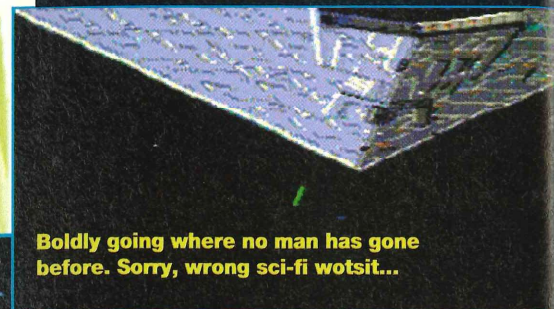
Equipped with a low-powered laser gun, you must first skim the surface of the desolate planet Tatooine in your land-speeder, searching for R2-D2 (before



VITAL STATISTICS
FORMAT: Master System
SUPPLIER: US Gold
PRICE: \$79.95
SIZE: 4 megabits

rocketing to greater heights, that is). Mapping the planet's landmarks is essential, as there are many dangerous caverns which all look pretty much the same from the outside.

Steering the land-speeder (which is seen from an aerial perspective) is not an easy task, and crashing into too many radar dishes, storm-trooper mammoths, or laser cannons will cost you a life. Once inside a cavern, sandcrawler or the Death Star, the perspective changes to the side, and it's here that you collect power-ups, shields, weapons, and (most importantly) friends to help you save the galaxy—though you must first blast storm-troopers, flying bugs, green slugs, and a horde of



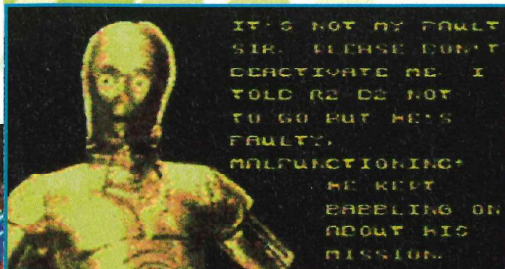
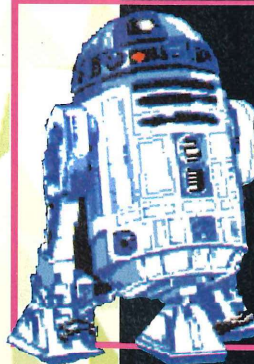
Boldly going where no man has gone before. Sorry, wrong sci-fi wotsit...



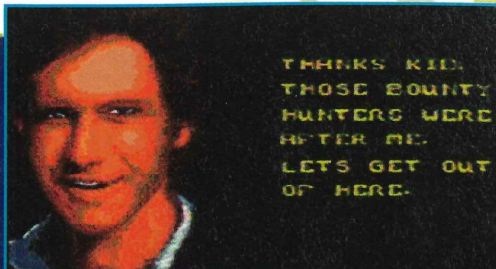
Swap between characters at will. It's a pity that C3PO is such a big girl's blouse.

R2-D2's five most hated activities.

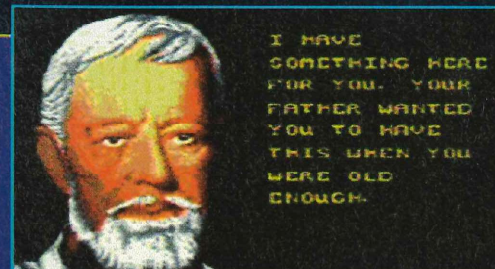
- 1) Singing "Heads, shoulders, knees and toes".
- 2) Playing Twister.
- 3) Going up stairs.
- 4) Going down stairs.
- 5) Playing Nintendo.



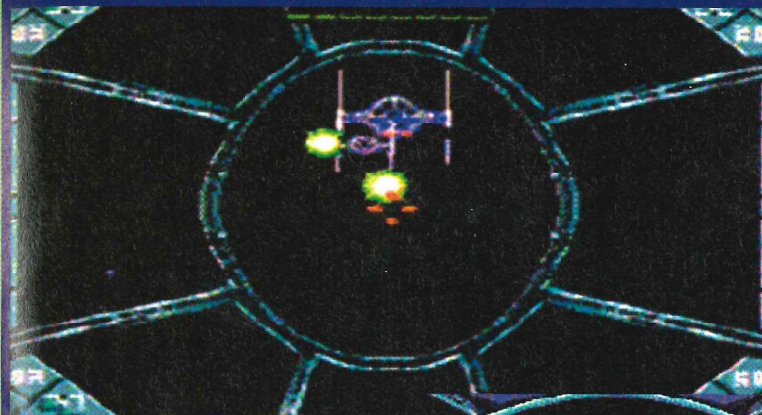
It's pathetic. C3PO offers another lame excuse. Send him to the scrap heap...



He could charm the pants off a nun, could Han Solo. What a rogue, eh?



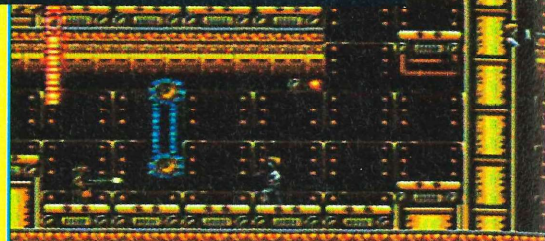
Obi-Wan's about to give you something you won't forget in a hurry...



Fending off TIE fighters and dodging asteroids is all part of the fun and games.



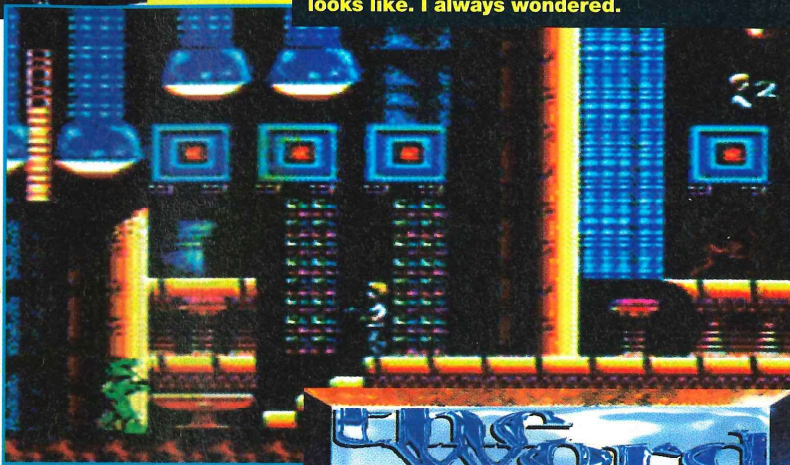
▲ Leap from platforms and kill things. Just when you thought originality was dead...



▲ So this is what the inside of a sandcrawler looks like. I always wondered.

STAR WARS

▶ Luke in the bar, but there's no time for a swift pina colada; Han Solo needs rescuing.



other ugly creatures with only one thing on their mind... and it's not C3PO in a negligée.

All the characters from the movie are here: Han Solo, Obi-Wan, R2-D2, C3PO and Darth Vader (who could forget the Man in the Plastic Mask!). The digitisation is well defined, and the stills look almost like photos. Animation is smooth, as is the scrolling, and the backdrops are well detailed (although the caverns only differ by colour).

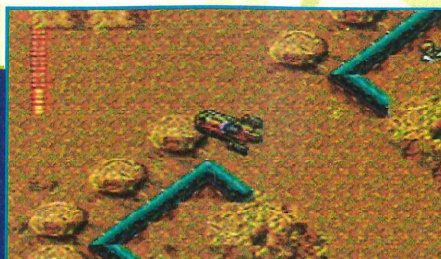
Sonically, the game is pretty amazing. The theme music is present in all its glory, as is the bouncy bar scene jingle. The sound effects are clear and numerous, and I found myself changing weapons just to hear the noises (you know what they say about simple pleasures...).

US Gold has warped ahead and added some nice little touches to this already fab game – like the Percentage Completed option at the end, which shows exactly

how far you've ventured; and the digitised sequences in between levels, joining the whole thing together.

One particularly interesting touch is being able to change characters at will – if one character is low on hit points, simply choose another (of course you can only select the goodies – Han, Luke or Leia). Each of them carries a different weapon, so trial and error will play a major role initially.

There are tons of levels, which get progressively harder, and lots of problems to solve as you go. It will take you a millennium to rid the galaxy of this evil empire. With two skill levels (Jedi being twice as hard), great sound, superb graphics and varied gameplay, you will, still be battling the Empire light years from now. **M**



Navigation around Tatooine is done in the landspeeder which, despite modern technology, steers like a '77 Ford Falcon station wagon. There are several important places to visit, but other places lead nowhere and serve to frustrate your progress.

Word

GRAPHICS

Superb digitised stills, smooth scrolling, nice scenery and great intermittent sequences.



SONICS

Memorable soundtrack and spacy fx. Luke's light sabre sounds just like the real thing.



PLAYABILITY

Easy to play, hard to master. Varied gameplay keeps you blasting for more.



STAYING POWER

Lots to do, plenty to see and it'll take you ages to better it. Unfortunately, it does have too many continues.



OVERALL

Blasting, slashing, driving, flying, puzzling, searching, gathering... this game has everything but Jawa toilet paper. You'll be spaced out!

89
PER CENT

If you produce a video game

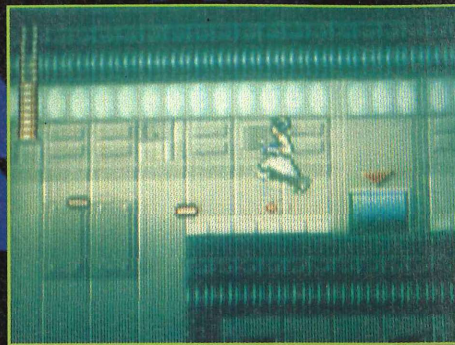
Of one of the greatest movies of all-time, you'd better make sure you do a damn good job of it. With *Star Wars*, Lucasfilm and US Gold have delivered a gem, and Steven Miller bows his head in thanks.

STAR WARS

Star Wars is excellent—everything you always hoped a game based on the movie would be. A combination action platformer, shooter and RPG, *Star Wars* presents a challenge that any true Jedi knight wannabe will take on happily. Playing as Luke, Han or Princess Leia, it's your job to quash the dastardly 'evil Empire'—and you're going to need more than just the Force to win. This game is 23 levels long, and I do mean *loooong*.

At the player select screen (brought up by pressing Start), you can choose your character, your weapon, and ask advice or help from C3PO, R2 D2 or Obi Wan. Besides the challenge of just finishing the game, a percentage system offers further contest. Hidden in some nasty places throughout the game are objects and tests which add to your score, but reaching 100% is a task that would have Darth Vader shaking in his black leather boots.

Mostly, the gameplay is simple enough—some running, shooting and precision jumping—just like any regular action



Those ridiculous side-buns and white dress make Leia look like the Flying Nun.

platform. Your choice of weapons includes a couple of different guns and an ever-faithful light sabre. To break any possible monotony of the platform levels, there are cockpit-view fighting scenes from the Millennium Falcon and your X-wing fighter. The variation of gameplay makes *Star Wars* not just a game, but an adventure.

Graphics are excellent, and the music is top class (fortunately, you're spared Darth's heavy breathing). The only major complaint is that there are no passwords. This makes the game difficult to finish and frustrating to replay. Although there are eight continues, they don't seem to last very long, and it's annoying having to replay the early stages time and time again.

Despite this, the game is hard to fault, and although it's nearly 15 years since the movie release, the magic of *Star Wars* hasn't dated. May the Force be with you. **M**



Someone's set C3PO off again. Note the fashionable hand-on-hip stance.

VITAL STATISTICS

FORMAT: Game Gear
SUPPLIER: US Gold
PRICE: \$79.95
SIZE: 4 megabits



Down at the beach, Luke bumps into an old friend and indulges in an inspired bout of leap-frogging.

Word

GRAPHICS

Excellent! Sharp, crisp, clear—better than you'd expect from a tiny 8-bit screen.



SONICS

Great for the Game Gear, with music straight from the movie.



PLAYABILITY

Simple and easy to control, with enough diversity to keep you challenged.



STAYING POWER

No passwords and sheer difficulty will discourage some from completing it, but true Jedi knights don't quit!



OVERALL

A difficult, diverse and challenging game that has the kind of depth you'd be pleased to find in a 16-bit outing.

85
PER CENT



GREATEST HEAVYWEIGHTS

HOLYFIELD

MARCIANO

TIME
2:27

ROUND
1/12



FEBRUARY RELEASE



It's a matter of **life** and **DEATH:**

the teeniest slip and the patient won't survive to see next Christmas. Unfortunately for the poor blighter lying on the operating table, Adam 'whoops, butterfingers' Waring is at the controls of the latest advancement in micro surgery.

Microcosm

We've been waiting with bated breath for this one. Another offering which promises to revolutionise Mega-CD gaming. Does *Microcosm* live up to these high expectations?

The action centres on a *Fantastic Voyage*-type plot. A life hangs in the balance. There's a slim chance of saving it: you've been miniaturised and injected into the body of a VIP, and have to make your way through arteries, veins and all sorts of disgusting, pulsating organs on the course of your trip.

Quite what the intro has to do with all this is a little baffling. There are lots of helicopters flying about and people running around with guns. No doubt the instruction manual that will come with the packaged version will explain all. One thing's for sure, it has to be the slickest

intro sequence yet seen on the Mega-CD, and looks like it took half the budget of a major sci-fi movie to create. It's all very *Blade Runner*; the futuristic city scape is dominated by the ominous Axiom Corp's building and the sets are moody and atmospheric.

The game itself features heaps of these full-motion video clips interspersed between sections. It's all very well done—the best we've seen so far on the Mega-CD—and it doesn't have the ultra-grainy look that characterised previous attempts. This, more than anything, has to do with a wise choice of a select few

colours. It looks almost monochrome much of the time, though this adds to the atmosphere, rather than detracts from it.

Blood and guts have never looked so good. Zipping through someone's gooey innards may sound like something that would put you off breakfast for life, but the multi-hued, smooth-contoured, kind-of-cuddly graphics make you see the small intestine in a different light.

The tubes twist and turn sickeningly as you fly your miniaturised probe through the body. Also present in the bloodstream are various antibodies, as well as other non-biological baddies, but whether they're a natural part of the human immune system or not, they're out to get you.

Fortunately, you're armed and reasonably dangerous. At first, you have a laser

MegaCD Review



The size of the thing... Fight your way to the centre to reach the next level.



Another level, another probe. But the gameplay doesn't change an awful lot.



Surely that's not natural. This poor guy has all sorts of things going on inside.

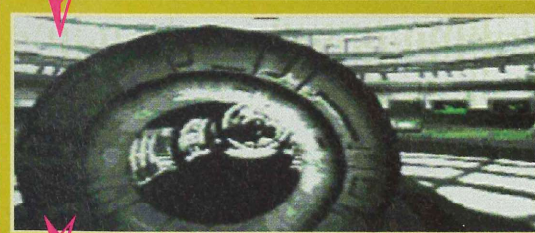
VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sony Imagesoft

PRICE: \$109.95

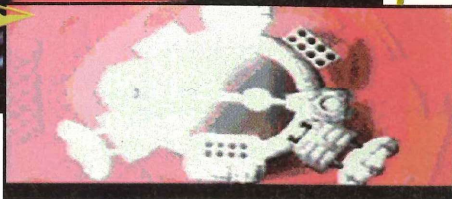
SIZE: CD



Blip... blip... blip... bleep... Oh dear, it looks like we've lost another one. The fifth this week.



Level one's guardian. Shoot the ball, but avoid the sparks.



gun, but other, more-powerful weapons can be picked up along the way. You make the journey in various craft, though for all intents and purposes, they handle the same way.

Your injection into the patient's body kick-starts a journey through the cephalic vein. Make it in one piece and you have to defeat an end-of-level, erm, thing, which fires missiles and tries to electrocute you. Quite what such a thing is doing in someone's insides is anyone's guess. Next, it's into something that looks a little like the Death Star from *Star Wars* where, after a brief battle, you switch your mode of transport and get ready for the next level.

The thing is, the next level is very similar to the last one. The backgrounds are a different colour, the baddies change, but you do the same things: move around, avoid things and shoot them while you're at it.

When it boils down to it, it's a pretty simplistic game; a shoot 'em up with fancy graphics. The arteries you travel down will have you flying all over the shop, but they're there for show only; you have no influence over the direction you take, and automatically follow the correct path.

Microcosm is in a very similar vein (vein, geddit? Oh, never mind) to games like *Silpheed* and *Sewer Shark*. It looks great, but the gameplay is fairly shallow.

That's not to say that it's no good. It's a great buzz, and the impressive graphics do spice this blaster up no end. But it basically is just a shoot 'em up. Fun, but ultimately the different sections are too similar. **M**



▲ At the end of each level, you get to try out a different mode of transport.



▲ The nasties come in all shapes and sizes. Blast the lot, whatever they look like.



IT CAME FROM THE MOVIES

Fantastic Voyage was the first movie to use the miniaturised-and-injected-into-someone's-body idea. A top scientist gets shot and suffers brain damage. A team of doctors are shrunk to microscopic size and sent to reverse the damage.

The movie's special fx are primitive by today's standards (it was made in 1966), but the daft plot (there's a traitor on board trying to sabotage the mission) and the fact it stars Raquel Welch keeps you glued to the screen.



Word

GRAPHICS

Brilliant backdrops and fab full-motion video, but the sprites are piddly.



SONICS

The soundtracks accompanying the FMV sequences are excellent, but in-game fx are the usual blasting sounds.



PLAYABILITY

Easy to pick up; kill everything that moves, like in a regular shoot 'em up.



STAYING POWER

Once you've been suitably impressed by the superb graphics, the repetitive gameplay starts to lose its appeal.



OVERALL

A lot of work's gone into *Microcosm*, and it shows. The FMV is incredibly slick, the graphics excellent. The gameplay is a little lacking, though.

81
PER CENT



He's creepy, crawly, and you wouldn't want him in your bedroom.

No, we're not talking about Steven Miller, but Spiderman, who's slipped onto CD to battle the evil Kingpin.

SPIDERMAN VS KINGPIN



Wayhay! Peter Parker sticks his tongue down some bird's throat.



Take that, you young whippersnapper. Our hero sends a street urchin flying.

MegaCD Review



Confession time – I'm a big Spidey fan. I love the superhero, adored the old Mega Drive version of this game (what a classic!), and was eagerly awaiting the CD. But, like most of the Sega CD games, I was a little disappointed.

Firstly, let me say that the music on this game is excellent. If you have speakers connected up to your CD player, you can achieve 180 degree QSound Virtual Audio, which offers spectacular sound. You could be forgiven for slipping it into your CD player just to listen to the music (I did, but that's the kind of guy I am).

This game very closely resembles the Mega Drive version in terms of plot and gameplay. As Spidey, you must systematically beat up all your old enemies, grab the keys that will get you to Kingpin, and stop the nuclear bomb that threatens New York. You have only 24 hours to complete this task.

For defence, you're blessed with spidey-sense, web-fluid, the ability to climb walls and to leap like you have a rocket booster

in a secret passage. All the goons have are knives, guns and ugly mugshots. Except, of course, the bosses, who each boast deadly abilities.

Watch as Electro fries your arachnid butt with his electric bolts; duck for cover as the Vulture swoops down to peck holes in your head; get dizzy as Mysterio sends you rolling in a pinball machine; eat dirt as the Sandman beats you with his fist; scream for mercy as Dr Octopus squeezes the web-fluid out of you; jump for cover as the Hobgoblin throws pumpkin bombs; and then take on the fat-man himself – The Kingpin. Sounds like fun, huh? It is.

You begin with a map of New York, highlighting regions designated for your attention. As you pass through each level, it is marked off the map in red. Each boss is represented by a snapshot of his ugly face, so you can't miss 'em. Defeat them and that area is marked off with a big yellow tick. Along the way, you can also collect art bonuses – these are in the form of classic covers from the Spidey comics.

The controls have been greatly



Spidey has a punch up with a gorilla in Central Park. Happens to me every day.



Spidey mugs a granny, just for kicks. Has the lycra-wearing, web-wielding wonder really turned his back on law and order?



The map used to navigate around New York City. This looks like a nice enough place to start.

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: \$109.95

SIZE: CD

improved from the Mega Drive version. It is now much easier to cling to walls, change directions and spin from webs. The animation of the characters is much smoother and neater, and it's a delight just to romp around as old Spidey, knocking kids off skateboards and saving grannies. Subsequently, the actual gameplay is fast and slick—just how it should be.

The graphics are good, but not sensational. Backgrounds tend to be somewhat repetitive, despite the large number of levels—65, although they mostly fit into one of a few similar backgrounds, including subway train, sewer, city skyline, park, or warehouse.

The main sprites are big and colourful, but not particularly detailed or clearly defined. Many of the scenes are taken straight from the original Mega Drive game, with little or no additional graphics. This might have been OK if it had been a dual release, but the Mega Drive version is getting along in years now, and we are right in asking for something more.

In between levels are excellent cinemas, with voices that are actually clear and understandable. The access time is a nuisance, but it's something we must learn to live with in CD games. This wouldn't be so bad if the wait was worth it (like in *Sonic* or *Silpheed*), but after a few seconds of access, you might shrug and think 'it took all that time to load this?' Fortunately, a password system means you don't have to defeat the bosses again and again.

Spiderman on CD is not a bad game, and there is much in it to keep you entertained for a long time. However, this is a CD game, and you have paid a lot of money for the privilege of owning a CD-ROM. Don't you think you deserve to be treated better because of it? CD players are growing tired of cartridge games that just have a few cinemas and nicer sound —

THE BAD GUYS:

DR. OCTOPUS — An atomic accident made tentacles grow out of a brilliant scientist and turned him into a raving madman. Surprising anybody noticed.

THE LIZARD — Once Spidey's friend, this guy tried to regrow a lost arm and turned himself into a lizard. His wife was not very pleased.

ELECTRO — A linesman struck by lightning turns into a master villain with the ability to shoot electricity. Apparently, his manners are shocking.

THE SANDMAN — A thug bombarded with radioactive sand turns into a freak of nature and lives in constant fear of the Electrolux salesman.

THE HOBGOBLIN — Nobody knows who or what this guy is, but he's ugly and mean and probably moonlights as a politician.


VENOM — Spidey's old alien costume (which had a life of its own), combined with a street thug and created Venom. A line of matching alien swimwear will be available shortly.

MYSTERIO — This fruit-loop was a Hollywood special effects designer who went nuts, although nobody in Hollywood seemed to notice the difference.

VULTURE — A balding old guy in a green flying suit. The kind of person your mummy told you not to speak to when you were a kid.

THE KINGPIN — This fat guy is mean, nasty and probably has a weight complex. All he needs is TLC, but would you give it to him?

we want more! There is not enough in *Spiderman CD* to warrant its purchase if you've already bought and finished the Mega-Drive version — unless you like great music, great cinemas, and are a *real*, hard-core Spidey fan. version, with Nicholas Hammond, that was so pathetic you just wanted to spray him with Mortein. But this multi-million dollar blockbuster is written and directed by James Cameron — the man responsible for *Terminator* and *Aliens*.

Appetite wet? Listen to this — he plans to make a dark, gothic version of *Spiderman*, similar to Burton's *Batman*, but I dare say more care and effort will be invested in it. Can't wait to see it! Will another video game follow the film release? Probably. 

Word

GRAPHICS

OK, but nothing sensational, except for the between-level cinemas.



SONICS

Excellent music that is worth listening to on its own, but average sound effects.



PLAYABILITY

Good controls and easy to get into, although long access time might bore.



STAYING POWER

If you've finished the Mega Drive version, you might quickly lose interest in this one.



OVERALL

Not a bad game, just not an original or excellent one. If you enjoyed the Mega Drive Spidey and want more of the same, with a few added extras, go for it.

75
PER CENT

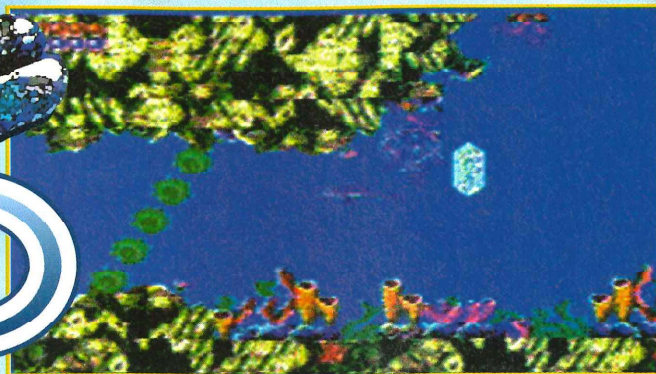
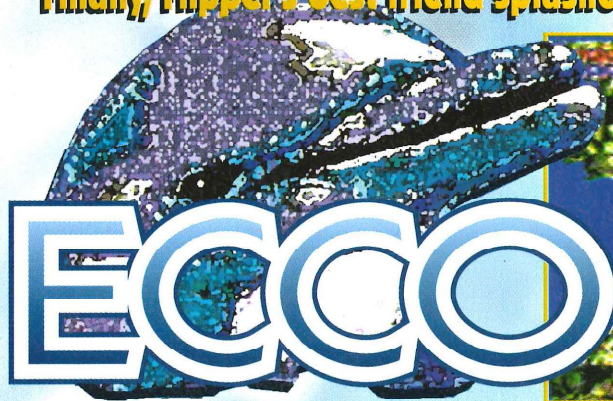
In the sewers. You would think being a superhero would involve visiting nicer places than this.



Fisticuffs on top of a tube train. Well, that's one way to avoid paying fares...



Finally, Flipper's best friend splashes onto the Master System. Peter Burney holds his breath



Crystals are a dolphin's best friend. They often impart valuable information and are the basis of many of the puzzles found in the game.

Many said it could never be done (or shouldn't be), but *Ecco the Dolphin* has leapt from the crystal clear waters of the Mega Drive and into the open jaws of the Master System. And the conversion is as smooth as a calf's bottom (that's a baby dolphin, fact fans).

The aim is to search the vast oceans and underwater caverns for your past (say what?). On the surface, it all sounds rather confusing, but the murky waters soon clear as you progress through the levels.

Your troubles don't end there, however. In order to glide to the next level, there are some rather mind-boggling puzzles (even for a smartie like Ecco) to solve. Fortunately, not all the creatures of the deep despise our finned hero, and some are even willing to give advice (it's rather cryptic, but who said life was meant to be easy?). Thank Orca for the password save at the beginning of each level.

There are many enemies lurking below the waves (although, luckily, not a Japanese fisherman in sight), and your only weapon is a long nose, which is used to ram any slimy sea serpent who dares to hamper your quest. This takes a lot of practice to perfect, as the tricky buggers are constantly in motion.

Dolphins, like us, need air to breathe,



Ecco admires a Venus de Milo copy in a later level.

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Sega

PRICE: \$79.95

SIZE: 4 megabits

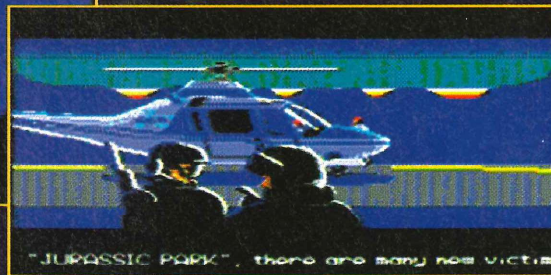
MasterSystem Review

JUST WHEN YOU THOUGHT IT WAS SAFE TO TURN ON YOUR MASTER SYSTEM, THOSE PREHISTORIC MONSTERS HAVE SPRUNG UP AGAIN... THIS TIME, PETER BURNEY UNEARTH'S A DINOSAUR GAME THAT'S BIGGER AND BRIGHTER THAN GODZILLA HIMSELF.

JURASSIC PARK



There's the island



"JURASSIC PARK", there are many new victims

The intro sequence is very impressive and tells the story so far...

Once again, *Jurassic Park* has been invaded by a pack of overgrown lizards, which are wreaking havoc all over the island. Luckily, you play Dr Grant, who is determined to save the day and return peace and harmony to this Prehistoric Disneyland (sounds all very familiar, doesn't it?).

The Master System version has been a long time coming, and believe me, it's a

million years more advanced than its ancient Mega Drive counterpart. From the moment you turn it on, you know that this game is not from the Dark Ages. The story unfolds as the good doctor rushes to the island in a helicopter, revealing one of the best opening sequences ever seen on the Master System.

Armed with a gun, rocket launcher, hand grenades and first-aid kit (just in case you're stomped on by a dino), you must choose one of four monster areas to travel through. At the beginning of each stage, you jump into a tourist jeep and speed to your chosen destination. This plays rather like a bonus round, in that you can't lose a life and must gather as

many points as possible by shooting very angry and determined dinos (like the tyrannosaurus who is bent on smashing your car with its head, or a pterodactyl which drops huge boulders onto the roof).

Once at your destination, you must jump, crawl and swing your way to the end of each level to capture the runaway dinosaur in that area. Your progress is hampered by some very well animated dinosaurs, man-made structures and natural elements.

The programmers have done a great job in creating five very different areas, from jungle scenes to towering steel

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Sega

PRICE: \$79.95

SIZE: 2 megabits

Word explores the depths of this unsinkable adventure.

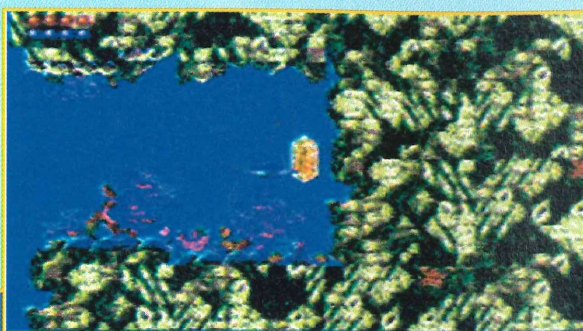
so staying underwater for long periods is not advisable. The programmers have incorporated a very useful air meter, which lets you know how desperate you should feel. I found myself looking at this thing constantly, and then swimming like crazy in a frantic attempt to reach the surface before it was all too late.

The animation of Ecco and the other sea creatures is first class (except for the sharks, which resemble cardboard cut-outs). Backdrops are... well... blue, but the cavern walls, ice zone and further levels are accurately drawn and vary considerably.

An excellent conversion from the Mega Drive, this is one very playable game. Go out and catch yourself a copy today. **M**



Ecco spies a dolphin chum and drops by for a chat, a cup of tea and a biscuit. Then he has to go into town on an errand.



▲ Crystals have mysterious powers. They can even saw a woman in half without making an awful mess.

◀ Ecco frolics about in the ocean waves. Shouldn't he be saving the world, or something?



Word

GRAPHICS

Superb animation on dolphins. Lots of detailed sea creatures. Backdrops vary with time and effort.



SONICS

Dolphin calls, sonar sounds and whale cries are effective, but music sounds unmistakably like *Columns*.



PLAYABILITY

Once you become a capable swimmer, it's all smooth sailing (well, almost).



STAYING POWER

With a huge playing area and lots of tricky puzzles and mazes, you'll be hooked on this for ages.



OVERALL

Better than a battered slab of shark and a bucket of chips, this is a very slick Master System conversion.

89
PER CENT

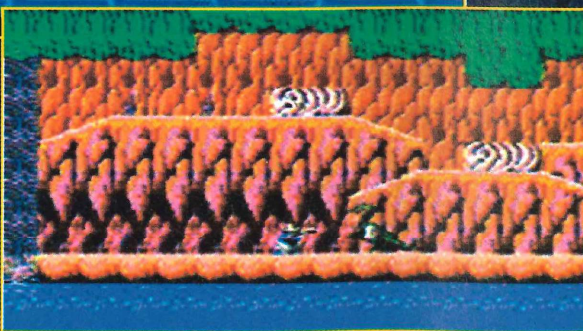


▲ In the driving stage, shoot the T-Rex's head to stop him eating the jeep.

structures. Each contains a variety of dinosaurs (thus the need for different kinds of weapons). Bonus chips appear after each menacing dinosaur is killed; collect 10 of these for extra continues or added energy.

So, if you're looking for a mammoth platformer with varied gameplay, detailed graphics and some ultra-tough tasks (and you're not totally sick of *Jurassic* hype), then you'll dig this. **M**

This is the map to Jurassic Park. I'm sure we should have taken a left a couple of Ks back...▶



▲ Hello, little dinosaur. Stay still now, while I shoot you. There's a good boy...



Word

GRAPHICS

Smooth scrolling, nicely animated characters, excellent stills and a top intro sequence.



SONICS

Varied music, and good dinosaur roaring sounds at the beginning. Firing your gun is great.



PLAYABILITY

Easy to control, and the area selection facility makes for varied gameplay.



STAYING POWER

Quite tough with lots to do, but another skill level choice would've made it better.



OVERALL

This thing's got more dinosaurs, more action, and more fun than the whole *Jurassic* period. Excavate a copy now.

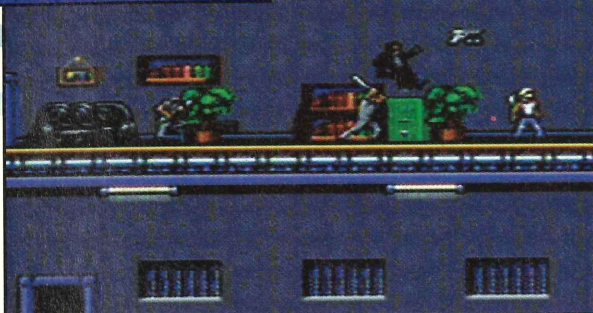
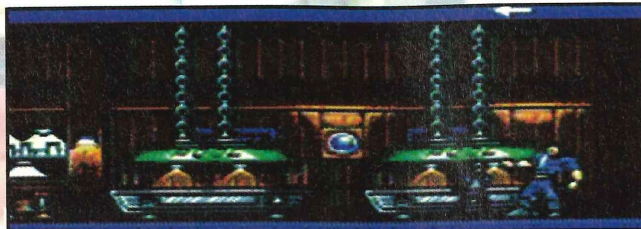
85
PER CENT

he PROMISED HE'D BE BACK,
but Peter Burney rather wishes
THE TERMINATOR HAD STAYED AT HOME
*with a good book and a nice
 cup of tea.*



Sarah Connor is a bit temperamental. You should see her on one of her bad days.

◀ "Fancy a game of pool, mate?" asks Arnie. "I'd rather kick your head in, if it's all the same with you," comes the reply.



Arnie gets the crowbar treatment. If only he could reach that power-up...

The movie was an action and special effects spectacular, tracing the exploits of the terminator, who saves the world from nasty machines. The game is a platformer based on the same story, but someone forgot to add the substance.

You are the reprogrammed, all-round good guy T-1000 (Arnie lookalike) venturing through five levels, punching and shooting bikers, cops, and wardens (from the mental institute). Rescue Sarah Connor, blow up the Skynet computer centre and destroy that really tough terminator. Yep, it's just like the movie, but how does it play?

Well, let's go back to the beginning. The game opens with some very nice digitised stills. Foolishly, I thought "Hey, this is pretty impressive for a two megabit cart." And then the gameplay began... my high expectations were swiftly terminated.

It suffers from small sprites, very poor character definition (especially with Arnie, whose characteristic black clothes blend into the dark surroundings), background objects repeating as you travel through a level (like in a cheap cartoon), and bullets that look like blips from a bat 'n ball game.

Strangely enough, I found myself becoming rather addicted to it. The gameplay contains nothing especially new: kill the enemy, search for power-ups and objects, and avoid being terminated (the latter sections play in a similar fashion to *Alien 3*).

The levels get progressively longer, and contain greater tasks the further you go. However, you should complete it fairly quickly and without much effort. Sadly, *Terminator 2 - Judgment Day* doesn't do justice to the movie. In this case, *T2* really stands for Terrible 2 megabits. **M**



It'd have been quicker taking the stairs.



Underneath it all, he's not a very pretty boy, is he?

What a lovely petrol tanker. Watch those stray bullets, now...

VITAL STATISTICS

FORMAT: Master System
SUPPLIER: Acclaim
PRICE: \$79.95
SIZE: 2 megabits

Master System Review

Word

GRAPHICS

Great digitised stills, but the rest of the game isn't worth mentioning.



SONICS

Beep, beep, bop, bop sound effects. Music is harsh but bearable.



PLAYABILITY

Nothing new here. Some moderately interesting tasks, but not much to do besides shoot and punch.



STAYING POWER

You'll probably never want to play it again after you've finished it once.



OVERALL

Very average shoot 'em up-cum-platformer. The only thing likely to sell this game is the title. Disappointing.

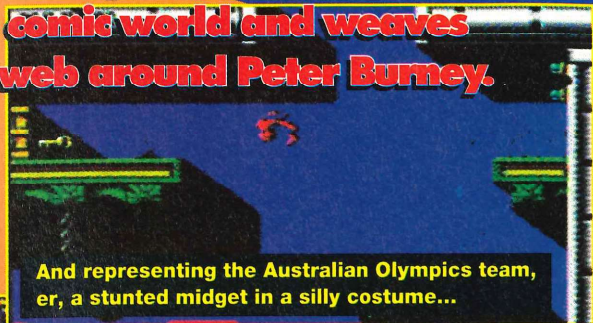
57
 PER CENT



Look... up in the sky! Is it a bird? Is it a plane...? No it's... it's... oh drat, it's only Spiderman. Yep, the world's second (or is it third?) greatest superhero springs from the comic world and weaves his web around Peter Burney.

SPIDERMAN III

The Return of the Sinister Six



And representing the Australian Olympics team, er, a stunted midget in a silly costume...



I could make a joke with the punchline, "What tangled webs we weave," but I can't be bothered.

Spidy (as he's known to his friends) is back, and this time he must defeat a sextet of his old arch enemies, who have hatched an evil plan to take over the world (what else?). Unfortunately, the game is as tired as the concept, and wasn't stuck in my Master System long before I had the world back in the hands of truth, justice and the American way.

You, as Spiderman (who looks rather like a red and blue dwarf), must venture through six levels and, you guessed it, battle one of the Sinister Six at the end of each.

Nothing much changes from level to level, besides the scenery and the odd new baddie here and there. You tackle a limited number of enemies along the way, but they're predictable and easily

passed - often you need not bother disintegrating them with a ball of web. However, the six bosses do get progressively more difficult, and require some thought and practice to defeat.

Graphically, the scenery is well drawn and varies from level to level. Spidey's animation is smooth; he looks good when he runs (the fit little blighter never walks), and somersaults when he jumps... cool. One neat touch is being able to climb anything that you can stand in front of, like buildings, ropes and lamp posts.

The sound effects are a bit bleepish and the music, although quite catchy, is very similar throughout the game.

Yes, it's a good concept and the backdrops are nice, but the shoddy gameplay characterises a cart that makes you wish you'd never thrown away that last *Superman* comic. **M**

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Acclaim

PRICE: \$99.95

SIZE: 4 megabits



Spidey climbs up a lamp post, hangs around for five minutes, gets bored and climbs back down again.



That hoodlum's after our superhero's blood. Surely we could sit down and talk about all this?

Word

GRAPHICS

Nothing ground-breaking here, although there are some glimpses of good animation.



SONICS

Sound fx are rather dull. The music is memorable, but similar throughout.



PLAYABILITY

Easy to control running, jumping and climbing; but punching and throwing webs is awkward.



STAYING POWER

It's too easy, and lacks the rewards to keep you interested for very long. All too soon it'll be gathering cobwebs.



OVERALL

It's a shame, but this superhero game is badly let down by some very below-average gameplay.

65
PER CENT

A Bluffer's Guide

Posters

Fast making wallpaper a thing of the past!

Title

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

Date

Indicates fortnightly frequency!

Staple

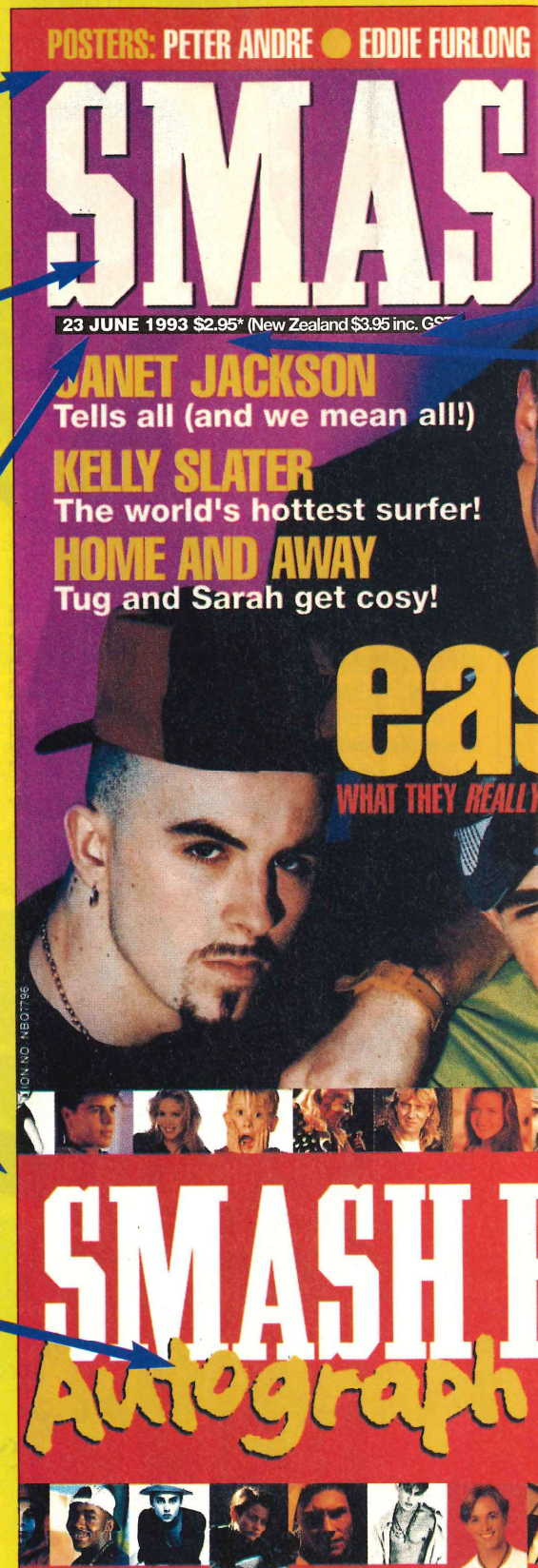
Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - free!! - with every issue!

Free Gifts

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

SMASH HITS

Get with



...e to *Smash Hits*



Funny Price

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

Real Price

\$2.95 (in "new" money)

Famous Personalities

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

Plus

Plus a bonus plus.

Barcode

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

hit every fortnight!

Quest for the Shaven Yak

STARRING

REN & Stimpy

They're **revolting**, **disgusting** and **OBSCENE**—

and Steven Miller decides he wouldn't have 'em any other way.

Ren (a chihuahua with gross personal habits) and Stimpy (a cat with a brain the size of a pea) are cartoon cult figures hot on the trail of the Great Shaven Yak, who has carelessly misplaced his hooves. Generous souls that they are, our heroes have decided to track him down to return them.

The gameplay is even simpler than the plot — it's your basic action platformer in which you trek through various lands, shooting at enemies with a variety of weapons, confronting bosses before moving on. There's nothing particularly original or exciting, and there is little depth or challenge to make this stand out from others of its genre.

Play as either Ren or Stimpy, who have three lives apiece, giving you six lives per game. Your weapons are furballs (for Stimpy) and toothbrushes (for Ren), with power-ups like flying toast, soap bubbles, remote controls and happy helmets for invincibility. Enemies range from skunks that blast you with projectile stink bombs (so disgusting you can almost smell them) to slimy slugs and killer bunnies.

There are seven levels, including The Stinking Dry Desert, The Blacker Than Black Forest and The Stinking Wet Bayou.

However, a lack of bonus levels and hidden passages makes the game simplistic, short and far too linear.

The pleasure of the game comes from the characters themselves. If you're familiar with the dastardly duo, you'll enjoy this translation. If you haven't met them, this is a fun introduction. Each character's ridiculous and gross antics will keep you giggling through the levels. For instance, pausing the game blackens the screen except for two white eyeballs that roll around. When you unpauses, you find Stimpy sipping cocoa and Ren scratching his butt and then blushing appropriately.

The sound is good, and graphically it's a faithful reproduction of the cartoon. The game itself might be challenging for beginners, but experienced action platform players should knock it over pretty quickly. A password feature is a welcome bonus.

This version should be available before the game hits any other system, but screenshots of the Mega Drive equivalent look very hot. Until then, be pleasantly grossed-out by the antics of Ren and Stimpy on Game Gear. **M**



Quick, after that yak! Well, it all seems logical when properly explained...

GameGear Review

VITAL STATISTICS

FORMAT: Game Gear

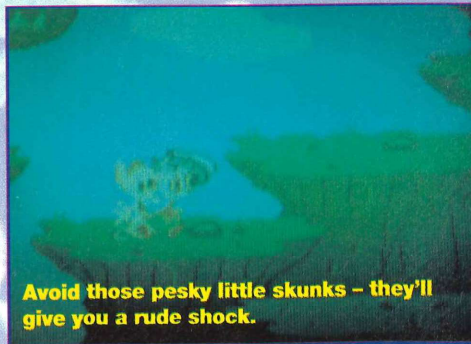
SUPPLIER: Sega

PRICE: \$99.95

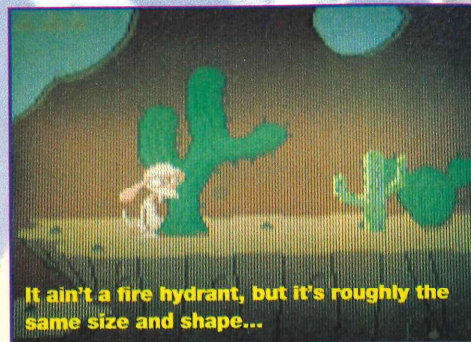
SIZE: 2 megabits



There are various items to pick up, including TVs, which are worth 50 points apiece.



Avoid those pesky little skunks — they'll give you a rude shock.

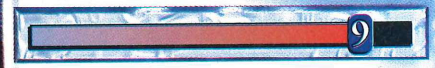


It ain't a fire hydrant, but it's roughly the same size and shape...

Word

GRAPHICS

As good as you could expect for the Game Gear, with close attention to sharpness and detail.



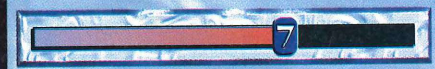
SONICS

Great tones and sound effects. It'd be even cooler if voices were possible.



PLAYABILITY

Controls are simple and easy. Gameplay is fairly straightforward platforms and perils-type stuff.



STAYING POWER

If you love platformers and/or Ren and Stimpy, you'll enjoy the game, but there's nothing new here.



OVERALL

This game lacks depth, but the quality of the graphics and novelty of the characters makes it fun.

80
PER CENT

THE PEOPLE THAT MAKE
SPEED DON'T TEST
ON ANIMALS,
THEY USE HUMANS



SPEED CATCHES UP WITH YOU

THE DRUG
OFFENSIVE
A Federal and State initiative.

Horrible Hook has done a runner with Peter Pan's sprogs, whisking them away on a hellish Cruise of a Lifetime. Dean Stibbe musters his paternal instincts and goes in to bat for the brats.

A swarm of deadly killer bees go for our man in the 70-denier tights. ▼



▼ Peter lets the Lost Boys have it. But instead of any blood and guts, they surrender.



Word

GRAPHICS

Well-drawn images overall, but let down a little by some jerky moments.



SONICS

Effects are sparse, but at least the music is not *too* annoying.



PLAYABILITY

Unresponsive controls and a lack of real action. A bit of a turn-off.



STAYING POWER

Frustrating to get through, which means you won't be trying for long.



OVERALL

Hook looks OK, but fiddly, dull gameplay makes for another average game based on a film licence.

65
PER CENT



Rleased some two years ago, *Hook* the film is based on the adventures of a middle-aged lawyer who refuses to believe he was once Peter Pan. This state of amnesia changes pretty quickly when his two children are kidnapped by the dastardly Captain Hook.

This Mega Drive outing follows the same basic plot as the movie. As Peter Pan, you battle your way through 11 levels of 'incredible excitement' in an attempt to rescue your kids.

The game is based on the standard horizontally and vertically scrolling platform format. Peter runs, jumps, flies, swims, attacks and jets his way all over Never Never Land, avoiding little nuisances such as snakes, porcupines, magic tigers, fish, skeletons, owls, hawks and, of course, pirates.

These pests can be banished to Never Never Heaven with one or two strikes of your dagger. But genuine pirate-bashing power demands the use of the special golden sword, which shoots fireballs from a safe distance. However, there is a catch – this superb seaman-smashing sabre

can only be gained by fighting Rufio, your once-trusted former second-in-command, who has assumed control of the Lost Boys in your absence.

Each level of the game makes up a different part of Never Never Land, complete with difficult end sequences or the obligatory end-of-level nasty. Once a level has been successfully negotiated, a map will appear, showing how far you've travelled and how far you've yet to go.

In these days of multiple levels, bonus stages and sub-games, a measly 11 levels may not sound like much of a challenge – even to a middle-aged lawyer suffering memory lapses. But *Hook* compensates for this with a fiendishly high degree of difficulty.

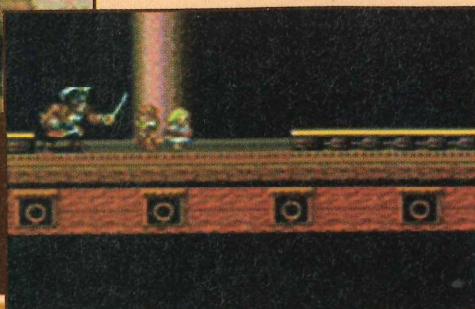
Control of Peter is a little tricky at first, simply because he has a variety of possible actions to perform. Thankfully, the earlier levels do not require a great deal of different moves, and this allows the player to gradually learn the various actions as the game progresses.

Overall, *Hook* will appeal to the platforming fan and action freak alike, although it remains to be seen whether it will attract enough attention to stand out from the other 7361 platform games currently on the market. **M**



▲ Rufio refuses to believe you're Peter Pan, and tries to kill you. What a ninny.

Hook prepares to slice and dice the kids, then feed them to the sharks. ▶



VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Sony Imagesoft
PRICE: \$89.95
SIZE: 16 megabits

Take a mild-mannered lawyer suffering an identity crisis, mix in a little hack 'n slash action and a dastardly pirate... Steven Miller considers the green tights, but opts instead for the dubious pleasure of walking the plank.

Hook

By now, you all know the story of *Hook*: as a grown-up Peter Pan, your task is to slash through an army of beer-swilling pirates, who have ripped off your kids and invaded Never Never Land. If you're good enough, you get to duel with Captain Hook (or just Hook to his friends), and this is one tough pirate to beat. To help you along the way is that sprightly little fairy named Tinkerbell. Tink will sprinkle you with the magic dust needed to fly.

This is a very good translation of the game, which even stands up nicely against the CD version. The graphics are surprisingly good for the Game Gear, as is the music. Although it's just another action platformer, it's a little better than the average.



▲ Before facing the pirates, you have to fight the Lost Boys and prove your worth. Talk about rough treatment!

The opening sequence shows Peter before his miraculous transformation. ▼



The controls are good, especially when flying, which is virtually faultless. Some of the character interaction needs work, though – just when you think there's loads of space between you and the enemy, you start flashing and lose a life point. I was frequently left dumbstruck, wondering what the hell had happened.

This is quite unfair, really. I mean, they can kill you with alarming regularity (stripping you of your Peter Pan disguise and exposing the silly-suited lawyer beneath), but all you get to do is knock baddies' hats off before they surrender. Cowards!

The levels are long enough, although quite repetitious. To compensate, they feature enough bonus items to warrant a good search of all nooks and crannies. There is no password system (grumble, grumble!), but there are infinite continues and, as it's easy to die, you'll need all the help you can get.

If you like the *Hook* movie, or you're a Peter Pan fan, you'll probably like this game. But, stripped of its green tights and flying fairies, this is just another action platformer. Certainly nothing you could get hooked on (I apologise profusely for that pun, but it seemed obligatory). **M**



It's nice to fly, but that little meter tells you how long till you drop to the ground like bricks. ▼

▲ Wham, bam, thank you ma'am! Tinkerbell helps Peter get off the ground.



Hook

GRAPHICS
A good effort, especially in comparison with the Mega Drive and CD versions.

7

SONICS
You won't be humming along, but it doesn't sound like nails on a blackboard.

7

PLAYABILITY
Except for some difficulty of interaction, the controls are pretty simple.

7

STAYING POWER
Difficult to complete and interesting enough to make you go back for more.

7

OVERALL
A decent game, with some nice touches, but nothing particularly original or outstanding.

73

PER CENT

VITAL STATISTICS

FORMAT: Game Gear

SUPPLIER: Sony Imagesoft

PRICE: \$49.95

SIZE: 2 megabits

GameGear Review



Put away the garlic, pawn the silver bullet and stick that stake back in the rose garden – Dracula's about as undead as last week's Sunday roast, and Steven Miller isn't afraid to say so.



Harker is obviously in despair – "How did I end up in this average platform game?" he weeps.

Despite its size, the Game Gear can really flex some muscle, as we've seen lately—in the right hands, an awesome little game can be made transportable. With this fact in mind, we shouldn't be expected to accept mediocrity justified as size limitations.

Dracula is not a terrible game, nor is it a particularly good game. It's simply your standard action platformer, with nothing to make it shine, and fewer positive qualities than many others on the market. Take the simplicity and cuteness of *Cool Spot*, or the sheer brilliance of the *Sonic* games. *Dracula* just can't stand up against such competition.

Like the other versions of this game, you play the role of Jonathon Harker, who must stop old Drac. To achieve this, you pick up some pretty standard weapons like rocks, flaming torches, swords and axes that can be hurled at the

VITAL STATISTICS

FORMAT: Game Gear
SUPPLIER: Sony Imagesoft
PRICE: \$59.95
SIZE: 2 megabits



◀ Let's see – a guy running along shooting enemies, jumping on floating platforms, etc... Ho, hum.

undead. These appear in the form of ghosts, skeletons, zombies, flame-throwing eyes, giant hands and even flame-belching wolves.

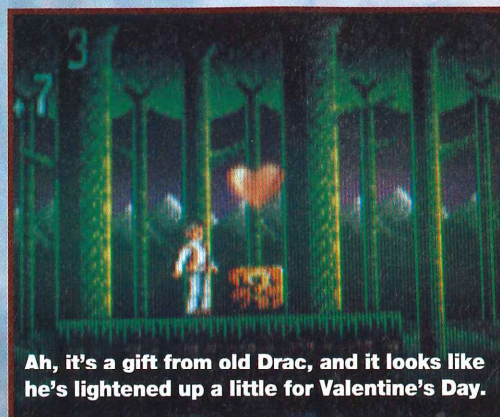
Although there are seven levels, each featuring a day and night stage, there seems to be little that separates them, and you are often struck with a sense of *déjà vu*—didn't I just clear this level?

The graphics are OK, but nothing great, and certainly better could be achieved. Gameplay is far too simplistic—people are sick and tired of slashing through enemies and precision jumping. Platformers have to offer something new to grab our attention, and *Dracula* doesn't. The sound is OK, with a nice, blood-curdling voice groaning the name "Dracula" at the title screen.

The controls are fine—nicely responsive and simple to master (how difficult is it to shoot and jump, anyway?). There's very little to challenge you here, and the game should take only a few hours to complete.

I must admit that I was hoping for something more from this game—come on guys, this is the master vampire that spawned a whole way of life! And all he gets is an average platformer... hmmm!

Send the garlic back to the kitchen—this game's so predictable, you'll feel like one of the undead when you're finished playing it. **M**



Ah, it's a gift from old Drac, and it looks like he's lightened up a little for Valentine's Day.

Word

GRAPHICS
 Sure, they're OK, but they could have been so much better.
 6

SONICS
 Nice opening voice, OK sound fx, but you'll be left wanting more.
 6

PLAYABILITY
 So simple, it's virtually unchallenging by any stretch of the imagination.
 6

STAYING POWER
 Like Dracula himself, this one won't see the dawn.
 6

OVERALL
 Just another platformer, with few distinguishing features. Dracula deserves better treatment, and so do we.
65
 PER CENT

The worst vampire jokes in the world:

Q "Mummy, are there such things as vampires?"

A "Of course not, don't be stupid. Now hurry up and drink your tomato juice before it clots."

Q What's a vampire's favourite song?

A *Fangs For the Memories*.

Q Why don't vampires smoke?

A *They end up coffin too much.*

Washing blood, mulga ants, ancient toilets, and poisonous green slime. What more could you want ?

Helix is a rad magazine packed with hundreds of berserk facts, heaps of competitions and cool experiments you can do at home.

You'll read about mad things like emu burgers, a machine that washes your own blood, bizarre bugs, computer hacking, and loads more.



In fact, there's enough crazy info to freak you and your friends out for life.

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

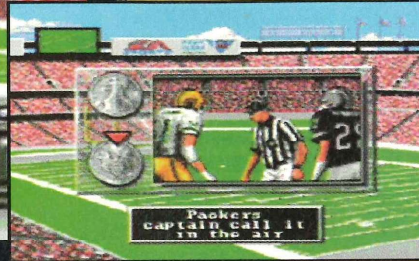
So don't just sit there waiting to borrow a friend's copy, get your own now.

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Electronic Arts
PRICE: TBA
SIZE: 16 megabits

John Madden tries his hardest, but David Thompson decides that NFL rules and tactics are just too complicated. With helmet jammed firmly in place, he bites down on his mouthguard and concentrates on doing as much shoulderpad-related damage as possible.

MADDEN '94



● ● ● Better animated in more ways than one—check out John Madden himself.

You have to watch the ref; he'll try to walk off with the coin after the toss.

Play solo against the Mega Drive, or plug in the 4-Way Play and you and three mates can battle it out.

MegaDrive Review

American football has a somewhat less fanatical following here than in the US (where they're all mad, anyway). But Australia's a sports-loving country, so all that men-in-tight-trousers-running-about-a-paddock action should be well received.

Madden '94 is a football simulation, and one of the first of EA's Tournament Series, allowing you and up to three friends to play against each other using EA's 4-Way Play adaptor.

If you know as much about football as you do about crocheting baby booties, *Madden '94* doesn't just leave you in the dark; it comes complete with a 56-page manual, a poster illustrating over 200 offensive and defensive plays, two more posters listing current and historical team lineups and a John Madden '94 milk cap. Beats a one-page instruction sheet.

Madden '94 allows you to play individual exhibition matches, season playoffs, franchise playoffs or championship playoffs, which use the Super Bowl teams of the last 38 years. You have control of the home and visiting teams, the game length and weather conditions.

As in past versions of the game, you get a scouting matchup to tell you each team's strengths and weaknesses. There are lots of pre-game options to set up, but one of the more interesting new ones is the bluff mode, which lets you select a play secretly when battling your mates. To cheat, they would have to watch your hands and the screen simultaneously.

For all its complexities, the game isn't that hard to play. All the plays are played for you and balls caught for you. If you like, you can take control of a player and manoeuvre him as you wish... "hey mister quarterback, check out that cheerleader... SPLAT! Sucker."—'sacking' unsuspecting players is a lot of fun.

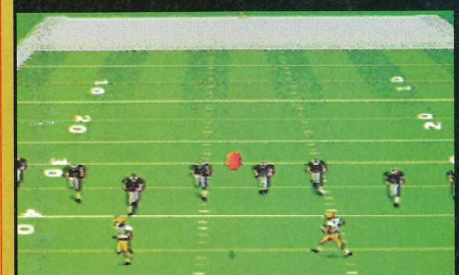
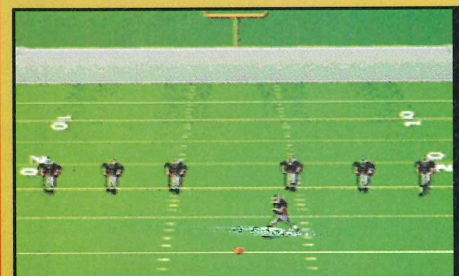
I found that the best tactic was to vary play in order to check out opponents' weaknesses, then exploit this information to advance the ball as far as possible.

My suggestions to first-time players would be to study the basics

outlined in the manual, play the game until you are familiar with how it all works, then go back and study the finer points. At first glance, there is just too much information for any non-NFL fan to absorb.

If you have absolutely no interest in American football then, cool as it is, this is obviously not your game. On the other hand, if you worship the game, then this is heaven in a cartridge (particularly if you don't own any of the three prequels). I fall into the former category, but *Madden '94* kept me up late into the night. An excellent example of a Mega Drive sports game. **M**

This is where you select your play. There are over 22 of them, so a wise choice could win the game.



It's long, it's high, it's coming straight for me. Lucky we get to wear helmets...

More of the Same?

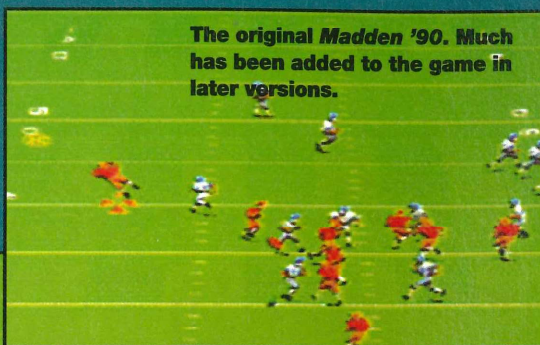
Graphically, Madden '94 lives up to and exceeds the levels set by its predecessors – no doubt partly due to the jump to a 16 megabit cartridge. The blurb on the box claims that the characters are larger and better animated, but there isn't much in it.

One particularly nice touch is an animated John Madden, who welcomes you to the game. He sits in his commentary booth, waving his arms and lip-syncing to a digitised vocal. If you do something spectacularly good, or stuff up badly enough, coach Madden will utter such pearls of wisdom as "that's big time football!". Along with the improved crowd sound effects, it gives the game much greater atmosphere.

Despite the huge number of plays available in previous versions, 72 new moves have

been included. Replays from normal and reverse angles have been added, with buttons for forward, reverse and slow-mo. A battery backup saves your place in the football season.

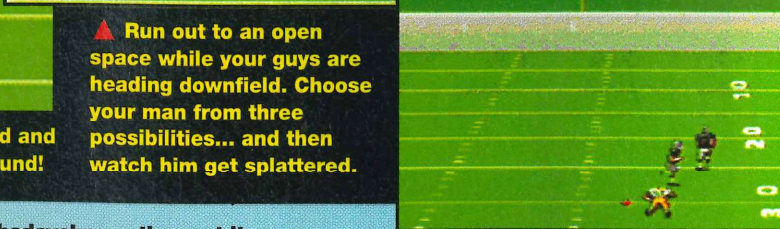
The gameplay of the '94 version has been enhanced by removing the real-time team changes that used to happen every instance you chose a new play. All very well for realism, but frustrating when you're in a hurry. Also gone are the referees that ran out onto the field. Now they appear in pop-up windows to speed up play.



The original Madden '90. Much has been added to the game in later versions.



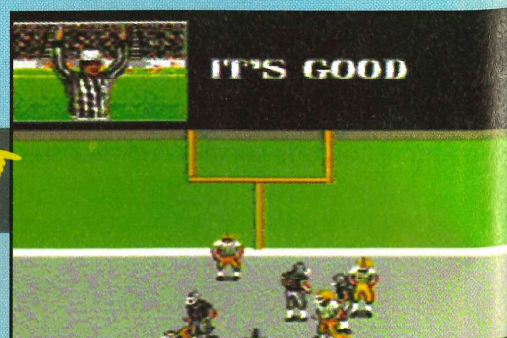
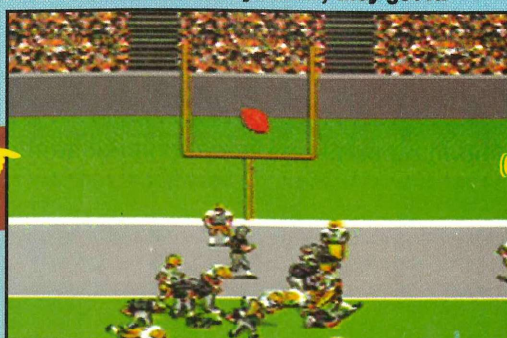
◀ A couple of years later and the improved Madden '92. We've had one a year since.



▲ Run out to an open space while your guys are heading downfield. Choose your man from three possibilities... and then watch him get splattered.

Play starts when the ball is snapped to you. Head across field and away from your adversaries... who will drive you into the ground!

They've got the ball and are going for the conversion. And whadayaknow, they got it.



Word

GRAPHICS

Excellent intro, detailed backgrounds and well-animated players.



SONICS

The intro track is no improvement, but crowd noises are much better. The Madden commentary is a nice touch.



PLAYABILITY

Necessarily complicated, with a huge range of moves. Playing with up to three friends adds to the fun.



STAYING POWER

Taking your team all the way to the Super Bowl will keep you going.



OVERALL

A very polished game, and the best Madden outing yet – but probably not worth buying if you have one (or all!) of the three previous versions.

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COMPETITION

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- GAMEGEAR HINTS' N' TIPS' N' CHEATS

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MEGADRIVE, MASTER SYSTEM, GAMEGEAR ARE TRADEMARKS OF
SEGA ENTERPRISES INC. LTD.



It's win, win, win, time again,

and boy, do we have something for you! Not only could you be strutting your funky stuff with a brilliant and spunky Sony Walkman, but you could be looking pretty cool while you're doing it. We have jackets. We have T-shirts. We have fridge magnets—you don't get much cooler than that.

It's all thanks to our pals at Sony Electronic Publishing. They're generous sorts, and have put together a swag of great goodies.

There are five packs up for grabs. All include:

- ▶ Dracula soundtrack CD
- ▶ Last Action Hero soundtrack CD
- ▶ Dracula T-shirt
- ▶ Last Action Hero T-shirt
- ▶ Inflatable Puggsy
- ▶ Wiz 'n Liz fridge magnet



This fantastic Sony Walkman is packed full of features. Just take a look at what this little beauty offers:

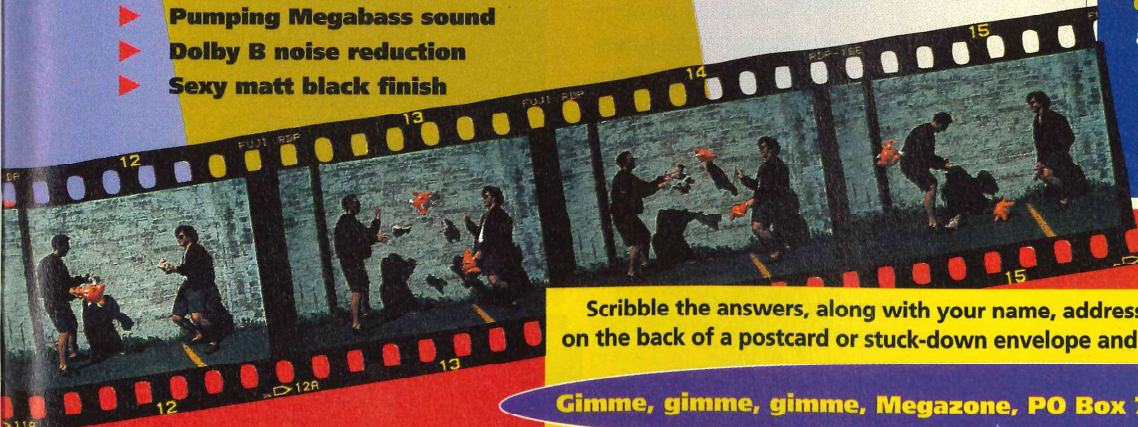
- ▶ AM/FM stereo tuner
- ▶ Pumping Megabass sound
- ▶ Dolby B noise reduction
- ▶ Sexy matt black finish

But that's not all, we've saved the best 'til last. Two winners will also walk away with a spunky Sony Walkman, plus a brilliant bomber jacket, sporting Last Action Hero or Dracula logos.

The remaining three winners will have an ultra-cute and extra-cuddly bunny wabbit, as seen in Wiz 'n Liz.

Winning couldn't be easier. Just rack your brains over the following questions:

1. What does Microcosm mean literally?
 - a) A little world.
 - b) A skimpy bikini.
 - c) A hand-carved wooden leg.
2. What is Peter Pan's alter-ego's profession?
 - a) Male escort.
 - b) Lawyer.
 - c) Toothpaste cap screwdriver.
3. What's Dracula's favourite drink?
 - a) A nice, hot cup of tea.
 - b) A vodka martini, shaken, not stirred.
 - c) A couple of litres of virgin's blood.



Scribble the answers, along with your name, address and inside leg measurement*, on the back of a postcard or stuck-down envelope and send them to:

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

Entries must reach us by March 4, 1994. (That's the date we'll be plucking the lucky five out of the Ed's Akubra.) Just one entry per reader please, or we'll set them on fire in the car park and watch them burn. (The extra entries, that is, not the reader.)

*Optional, your shoe size will do just as well.

HINTS

DAVE ROBINSON'S SUPREME COURT

MEGA DRIVE

Ryan and Mark of VIC say that to get to the Grand Final, simply use the code EACTUZYZZ. The code to reach the semi-finals is EACTUZYOY.

MARBLE MADNESS

MASTER SYSTEM

Here's a level select, courtesy Aaron of NSW. Change the test fx to two and the test tune to five, then go down to 'Start Level 1', and you'll be able to pick any level you desire.



SILPHEED

MEGA-CD

To obtain a level select, at the opening screen hit Down, Down, Up, Up, Right, Left, Right, Left, A, B, then Start. If you've done it correctly, you will get a stage select option on the title screen. Levels one to 12 are game levels, and 13 to 25 are animation sequences. Cool!

You'll need two joypads for this one-button shield replenish: at the opening demo hit Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up then Start. When your shield is about to run out, hitting the A button on the second joypad will recharge it.

To maximise continues: at the opening demo hit Right, Up, A, B, C, Left, Left, Down, C, A then Start. When you get the continue option it should start from 10, not three.

NHL '94

MEGA DRIVE

'Slasher' of NSW has a little hint that'll make life a lot easier, but you need two pads to do it. On the matchups screen, press Start on control pad two, move down to 'Change Goalie' and set it to 'No Goalie'. When you exit, there should be no goalie guarding your shooting net. This cheat can be used right up to the final match.



HUMANS

MEGA DRIVE

These level codes were submitted by James of TAS.

LEVEL 5	TMHCPYPCDQHQ
LEVEL 10	VYJMDMPVXHH
LEVEL 15	SRQHNLDRDWP
LEVEL 20	WDFGNXGRRMP
LEVEL 25	TKJXCLWLZTW
LEVEL 30	MFKTJGNSXQJ
LEVEL 35	ZSRGHXCZYFL
LEVEL 40	NSFLKXCBJDWF

SONIC

MASTER SYSTEM

Paul from TAS reckons he has a new angle on old Sonic, so we'll let him have his say. On Zone 1 Act 3, run to your right and jump over the first hole. Fall down the second hole, keep running to your right and you'll find an extra life.

The extra life on Zone 3 Act 3 is to the left and in the water. On Zone 4 Act 3, go to the top and jump left. Make it past the spikes and you're a life up.

On the second Act in the final level, run left to the edge of the blimp, look down and you'll see a moving platform. Jump on that and travel all the way down to retrieve the chaos emerald.

JAGUAR XJ120

MEGA-CD

If Leo of NSW is as good as his word, here is a cheat which will bypass races. Go to the options screen and highlight the box with a 1 and a name in the top left-hand corner of the screen. Press a button to access the 'name entry' screen. Change the name to MAR.

Go back to the menu and choose the 'World Tour' option. Choose a country to race in, wait until the lights turn green, pause the game and press A, B and C simultaneously. You can now qualify and win races easily.

ROLO TO THE RESCUE

MEGA DRIVE

On the title screen, press and hold Up, Left, A and C. Press Reset, but keep the buttons held down. After a few seconds, press B for a special menu, from which you can select infinite lives, invincibility and the whole map, according to James of TAS.



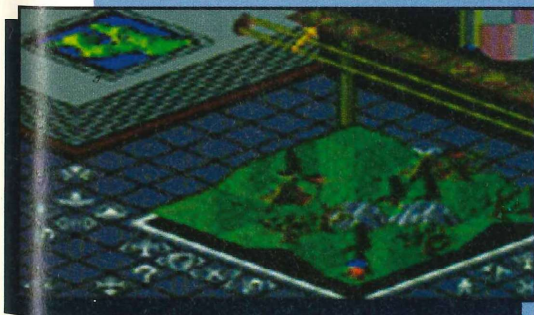
SEGA TIPS

POPULOUS

MASTER SYSTEM

There are over 4000 codes to get you through this game; thankfully, **Ken of QLD** has sent us only 22.

LEVEL 1	GENESIS
LEVEL 3	TIMUSLUG
LEVEL 4	CALDIEHILL
LEVEL 5	SCOQUEMET
LEVEL 6	SWAUER
LEVEL 8	EOAOZORD
LEVEL 9	BURWILCON
LEVEL 11	NIMIHILL
LEVEL 14	WEAVHIPHAM
LEVEL 100	CALEOLD
LEVEL 199	KILLMEHILL
LEVEL 1999	ALPDEEND



LEVEL 2999	SADEING
LEVEL 3005	FUTEAED
LEVEL 3008	SHIOCON
LEVEL 3011	TIMKOPEND
LEVEL 4004	CALOLIN
LEVEL 4007	KILLKOPLUG
LEVEL 4999	KILLOGOAL
LEVEL 3998	SUZLOPDON
LEVEL 5007	ALPINPIL
LEVEL 5122	JOSAME

JAMES POND 3

MEGA DRIVE

This super-exciting level select code was kindly provided by Electronic Arts. Access the passwords screen and choose the red cheese, yellow mouse, green cat, blue dog, red book and red fish icons.

MARIO LEMIEUX HOCKEY

MEGA DRIVE

The following codes were also submitted by **Ken of QLD**.

EJBE FKA2 AJEC New York vs Hartford, Semi-Final

E2DE HBC2 AJFC New York vs Los Angeles, Final

SONIC 2

MEGA DRIVE

Here's a totally useless cheat by **Steven**: access the sound test screen, then go into sound test number 7F and the music will play very slowly. Wow.

AFTERBURNER

MASTER SYSTEM

For infinite continues until the end of level 17, press Start exactly 100 times before the demo game at the beginning, according to **Michael of NSW**.

To access the continue options when you die, press buttons 1, 2 and Up simultaneously.

COBRA COMMAND

MEGA-CD

Lee of SA has sent us a level select and de-bug code. To choose your level, press Left, Right, A, B, and C while on the title screen. When you start the game and the screen tells which stage you're on, press Left or Right to select your level. And if you press Start while playing, you'll automatically finish the level.

MORTAL KOMBAT

MASTER SYSTEM

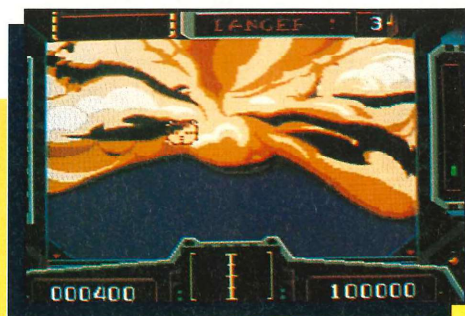
Although we're rather sick of *Mortal Kombat* by now, here is the code which allows you to access the original arcade moves, as submitted by **Simon of SA**: On the Codes of Honour screen, enter 2, 1, 2, Down and Up. Hey presto, yippee, etc.



MORTAL KOMBAT

MEGA DRIVE

A reader named **Steven** has supplied us with a little hint to make this game even tougher. After you've accessed the gore mode (A, B, A, C, A, B, B), go to flag six and turn it on. Leave the other flags off, and this will allow the computer to kill you when it beats you.



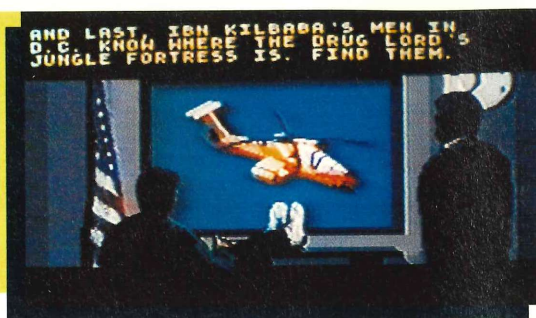
To enter de-bug mode, press Up, Down, Left, Right, B, C and A on the title screen. This combination allows you to play around with the animation in the game.

HINTS

JUNGLE STRIKE

MEGA DRIVE

According to Lee of SA, using the password 3NSH3NGMHJK will enable you to begin the game with four lives and the choice of any co-pilot (including Wild Bill).



PREDATOR 2

MASTER SYSTEM

The following level codes were submitted by Timothy of NZ.

LEVEL 2	SPOCGURD
LEVEL 3	ROTADERP
LEVEL 4	SEGATSOH
LEVEL 5	NAGIRRAH
LEVEL 6	LAICIFFO

KRUSTY'S SUPER FUNHOUSE

MASTER SYSTEM

Adrian of SA submitted these passwords:

LEVEL 1:	BARNEY
LEVEL 2	MARTIN
LEVEL 3	SQUISHY
LEVEL 4	ELFMAN



STREET FIGHTER 2

MEGA DRIVE

Michael of VIC has been bashing away at *Street Fighter 2*, and has chucked a few tips our way. If there are any players you can't beat (except M Bison), elect to play a one-player game. When you're about to die, press player two's Start button. Select your difficult fighter and beat him (or her). Now you won't have to fight the beast again.

ALEX KIDD IN SHINOBI WORLD

MASTER SYSTEM

From Michael of NSW: on the part of the lobster section where you start at the bottom of the waterfall, you'll find a hole in the path. Walk down this and jump on the first chest. Now jump across the second gap to reach the extra life. Now return to the other chest for a whirlwind spell.

LOTUS TURBO CHALLENGE

MEGA DRIVE

The following passwords were submitted by Luke:

LEVEL	CODE
Night	Sleepers
Fog	Herbert
Snow	Business
Desert	Applepie
Interstate	Standish
Marsh	Mallow
Storm	Tea Cup

GAME GENIE CODES

The following codes were sent in by Lee of SA:

STREETS OF RAGE 2

NB: These codes are to be used together.

TCXAAA2R
NCXAAA2T
GCXAAA2W
ACXAAA2L
ACXAAA2N
Max and Axel are wearing green trousers and black boots

KCXAAA2L
HCXAAA2N
Blaze is wearing gold

2CXAAA2E
JCXAAE2G
ECXAAA2J
Everyone has green skin

ACXAAA2R
ACXAAA2T
ACXAAA2W
ACXAAA2L
ACXAAA2N
Axel and Max are wearing black and white clothes

ACXAAA2E
Every character looks like 'The Terminator'



FATAL FURY

MEGA DRIVE

David of VIC has sent in a cheat that'll let you be Geese Howard when playing in two-player mode. On the title screen, press Left then go to 'vs mode', where all your dreams will be realised.

& TIPS

TOEJAM AND EARL

MEGA DRIVE

Luke of VIC has been getting down to a bit of *Toejam and Earl*, and has been generous enough to share his wisdom. Following is a guide to the location of elevators on each level of the fixed world, plus instructions on where to find the 10 ship pieces. Onya, Luke!

LEVEL 1: Look in the upper-right corner of the world.

LEVEL 2: When you're ready to go up, head towards the end of the road, in the upper-right of the world.

LEVEL 3: Boogie to the left side of the world and look in a large field.

LEVEL 4: Look next to the lake on the bottom-left.

LEVEL 5: Go to the end of the road that leads to the bottom-left.

LEVEL 6: Head to the upper-right.

LEVEL 7: Look beside the lake, in the lower-left.

LEVEL 8: Head to the lower-right area of this world.

LEVEL 9: Go to the lower-left (near the middle) area of this world.

LEVEL 10: On this level, you'll need to go to the island in the middle of a lake.

LEVEL 11: Go to the lower-right corner of the world.

LEVEL 12: Head for the upper-right area.



LEVEL 13: Go to the upper-right area.

LEVEL 14: Go to the island in the middle, right in the large lake.

LEVEL 15: You'll need to go to the lower-left part of this world.

LEVEL 16: Waddle up to the top-middle area of this world.

LEVEL 17: Look just to the right of the centre.

LEVEL 18: Head to the top-left area of this world.

LEVEL 19: Go to the lower-right area of this world.

LEVEL 20: Go to the upper-right section.

LEVEL 21: Upper-right again.

LEVEL 22: Head to the upper-left area.

LEVEL 23: It's on an island again.

LEVEL 24: Look in the upper-left area of this world.

Here's where to send the groovy twosome to look for each of the 10 ship pieces in the fixed world:

LEVEL 2: Look in the lower part of the world, between the left and centre areas.

LEVEL 6: Check out the lower-middle area.

LEVEL 10: Groove over to the upper area of this world, between the middle and right sections.

LEVEL 12: Go to the lower-middle area of this world.

LEVEL 15: Look in the upper-left section.

LEVEL 17: Check out the upper-right area.

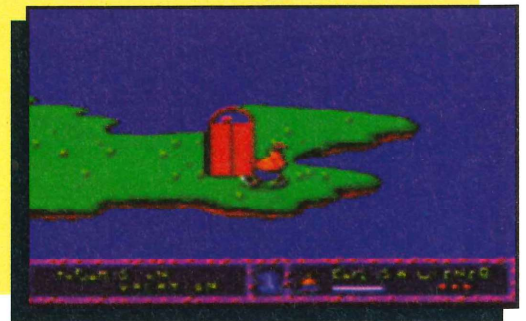
LEVEL 20: Go to the lower-left part of this world.

LEVEL 21: It's in the lower-right area.

LEVEL 23: Look in the upper-middle section.

LEVEL 25: Go to the lower-right corner of this world, and you'll have the final piece.

NOTE: After you have collected all the ship pieces and the credits are rolling, don't turn the Mega Drive off! When the credits are finished, you will be on your home planet, where you can meet all your friends and family if you follow the yellow brick road.



COOL SPOT

MEGA DRIVE

Try this level skip, sent in by Kail of WA. Pause the game, then press A, B, C, B, A, C, A, B, C, B, A, C. Very handy.

ACTION FIGHTER

MASTER SYSTEM

Write your name as DOKI PEN and you will be bullet-proof, according to Aaron of NSW.

DEADLY MOVES

MEGA DRIVE

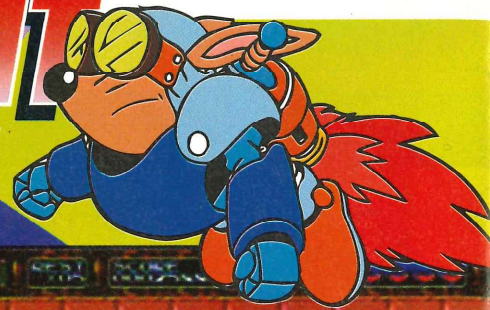
Queenslander Ken says to access full power, necessary to defeat the final boss, use the code MPV XRP0 JM7.

He wears a **jet pack**, **wields a sword** and talks in a high-pitched squeaky voice.

➤ But forget Tim Gadler's peculiarities; he's tops when it comes to playing **Rocket Knight Adventures**, and here he tells you just how he did it.

ROCKET KNIGHT ADVENTURES

Gamebuster



There are only seven stages to *Rocket Knight Adventures*, but each contains a swag of sub-stages and more variety than a family-sized box of Quality Street. On top of all that, what really makes the game are the bosses.

There are tons of them, and each is defeated using a different method. Often you'll come across two or three baddies in a row, requiring more stamina than an Iron Man Challenge. Learning how to beat these guys is the key to completing the game.

STAGE 1

TANK BOSS

The first boss is a doddle. Charge up your jet pack and do a super jump over him. Stick to the far-right edge of the screen and keep on jumping up and hitting him from behind. You'll be perfectly safe, and he won't be able to do a thing about it.



SERPENT BOSS

Get in a few shots as he comes onto the screen by keeping right behind his head, moving up and down in time with him and constantly firing. He'll then come towards you at lower and lower levels. Shoot at his head as he leaps out of the water, but make sure you get out of the way quickly.

▲ The bridge collapses and you fall into the water. Again, keep to the far right-hand side of the screen and shoot whenever the turret approaches you. As long as you keep firing, you shouldn't come to too much harm.



WORM BOSS

Hit this guy as he makes the three holes in the ceiling, but make sure you stand clear as he comes through the walls at the sides of the room. After he's made all five holes, he spits out spider things. Stand to one side and jump over the spiders as they come towards you. Stay to the same side and keep on leaping the spiders. Eventually, he'll drop a red thing that moves around the room much faster than the others. Hit this fellow to kill all the others. Keep on hitting the boss as he comes through the holes, but watch out for his tail.

STAGE 2

Gamebuster

METAL GIANT BOSS

You'll meet this guy almost as soon as you start the level. Stay either directly in the middle or right in the corners of the screen, and constantly keep charging up your jet pack. When it's fully charged, jump up and hit him on the nose. Keep an eye out for those arms – if they come too close, use your spin attack to keep safe.



WATERFALL BOSS

This one's a bit weird at first. There are two planes: in front of the waterfall and behind it. You only interact with things in the same plane as you; the serpent moves between the two planes and you have to be in the same one to do him any damage. To alternate between the two, jump onto the platforms at the foot of the screen. Hang upside-down from the branches and charge directly across the screen using your pack, aiming for the red ball on the tip of his tail.



TRAIN BOSSES

There are three of these none-too-nice choo choo trains in a row. The first comes onto the screen from behind you. Stay just in front of it, whacking it on the nose as it comes towards you. It periodically fires plasma balls at you, which you must jump to avoid.



The second train is without doubt the toughest. It appears on a track above you. Hit the hands, making sure they don't hit you. Repeatedly charge up your pack and fly at the hands. If they're coming for you and you're not fully charged, try to avoid them. You're sure to sustain a bit of damage, but keep at it.

There's no time to rest. The third train appears in front of you, but it's a darn sight easier to beat than the second one. It lobs bombs towards you. Stay close to it, and the majority of the bombs should sail straight over your head, while you repeatedly bash the front of the train with your sword.

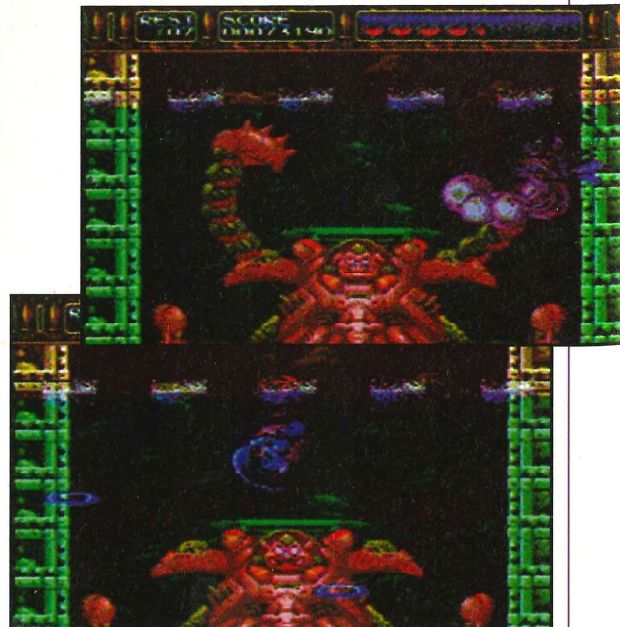


STAGE 3

CRAB BOSS

Get in a few 'free' hits by doing super dashes straight at him as he crawls up the walls. You have to take out the claws one at a time. Stick to the right-hand side of the screen and repeatedly aim for the right claw. When the claws are just about to go for you, they freeze for a split second. Get ready to jump out of their way. Once the first claw is destroyed, get over to the left and deal with the other one in the same way.

With both claws gone, you have to concentrate on hitting the main body in the centre. Dodge the sonic rings that fire towards you, and keep on blasting downwards.

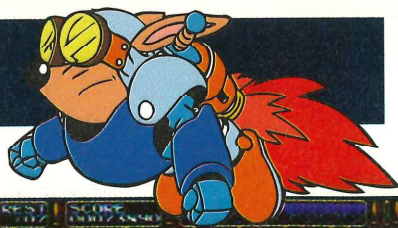


STAGE 3

FISH BOSS

This thing is a real sucker – a sucker of platforms. Wait until the platforms start moving with a bit of momentum. When you've nearly been got by the fish, keep jumping repeatedly to the left, trying to get to the platforms that come down from the top-left of the screen. When the fish stops swallowing them, jump to the right in the split second the platforms start to fall off the screen.

The fish then sticks its head out of the water. Avoid the fireballs it spews, but collect the bananas to revitalise your energy. Jump up and hit the baddie as he leaps out of the fish's mouth. Next, it happens over again, this time with the fish at the left of the screen. Do the same as before, but make sure you still jump to the right-hand platform, as the bananas only appear on this side.



STAGE 4

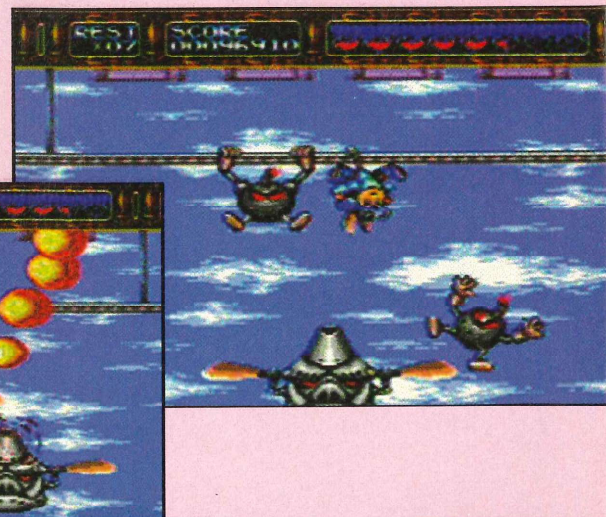
THE PIRATE

He's a bit wimpy to be regarded as a proper boss, but there's a special way to defeat him. He chucks bombs at you. Stay at the very left of the screen and hit them with your sword. The bombs will be lobbed back tennis-style, hitting the pirate and eventually sending him packing.



FLYING HEAD BOSS

Move out of the way when the head below you becomes still – it'll send a stream of fire upwards, which is best avoided. Round robots will fall from the belly of the ship and crawl along the bar towards you. Try and hit them so that they fall onto the flying head. You need to hit him a few times in this way to get rid of him.



ROBOT BOSS

When the robot is shaking the entire screen, make sure you avoid the trash that falls from the ceiling. When it stops moving, his abdomen opens up with a red glow. Jump up and shoot it. Keep down when the fireballs come at you, but jump up again and shoot as soon as they pass overhead.

Once you've destroyed the robot, the little pirate that was controlling him goes haywire. Stand in the middle of the screen and, just before he runs into you, give him a good whack and he'll jump over you.

STAGE 5

ROCKET KNIGHT Gamebuster ADVENTURES

WALKER BOSS

This guy's particularly irksome, because you have to go right back to the start of the stage if he kills you. As soon as the screen starts to move downwards, head towards the bottom-left corner – the boss will miss you as it jumps onto the screen. Head straight up and keep out of the way until he goes off the screen to the right. He'll turn around to face you.

Shoot through the gap in the middle of the walker's body. Each direct hit will take out a shield. Fly through the gaps in the lasers he shoots at you, and keep roughly in the middle of the screen. When he moves quickly back in your direction, keep well out of his way.

You might think that you deserve a military medal after defeating the walker, but there's more to come. His fuselage is next up. Basically, keep on firing into that gap, dodging the spinning bits as best you can.



BOXING EXOSUIT BOSS

Charge up your pack, run as fast as you can and use your jet pack to put some distance between you and your pursuant. When you reach the second Exosuit, it changes to a giant boxing match.

Keep on moving backwards. When he follows you, allow him to take a step towards you, then stop and punch him. Keep on doing this until he's history.

STAGE 6

SPACESHIP BOSS

The big, bad, end-of-level spaceship seems to do everything except dice your carrots. Destroy the bottom and rear turrets first, taking care to avoid what's being shot at you. It will warp a few times and then reappear, facing you head-on.

A panel will open up in the underbelly of the ship and smaller spacecraft will fly out. Concentrate on blasting the door. When it's destroyed, the ship will warp once more.

When it reappears, you'll notice a small

glowing ball near the front of the ship. Keep hitting this and the underbelly of the cockpit will blow up. You should see another ball just behind the cockpit.

As the cockpit separates from the main body of the ship, move into position between the cockpit and the ship and keep on blasting the ball. The body of the craft will eventually go up in smoke.

The cockpit will now transform itself into a robot-type thing. Go straight to the top-left corner to keep out of harm's way. It'll fire lots of bullets at you, then a set of lasers that follow you around the screen.

Stay cool and keep moving so he can't lock on to you. After avoiding this fire-power, he will toss another of the glowing balls between his hands. Hit this ball and he goes troppo, so go back up to the top-left corner. Repeat this three times to finish him off.



STAGE 7

ROCKET KNIGHT Gamebuster ADVENTURES

KING BOSS

At first, he alternately fires high and low shots at you, so stay down and leap to avoid them. Keep on doing diagonal super jumps at him from the corner of the screen. Once you shatter him the first time, he'll put himself back together again. Keep on at it, until you finally knock him to pieces.



BLACK PRINCE

Keep firing at him, staying in the middle of the screen. When he does a large jump, move about so he doesn't land on you. Once you've beaten him on the ground, it's time to take him on in the air. Stay around the middle of the bar on the right-hand side and do super dashes towards him when he's lined up with you.



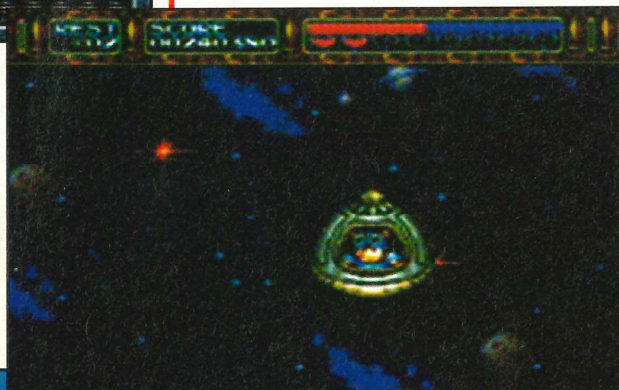
MAIN COMPUTER

The ultimate boss is a tougher cookie than your granny's gingernuts. Other than avoiding everything he throws at you, the target is the red probe that sticks out of his sides. Use the springs at the bottom of the screen to jump up, and do your super dashes - they'll inflict the requisite damage. Good luck!



THE END

Beat the computer and you're the savior of life, the universe and everything. After the computer explodes, a hole opens up in the bottom-right corner of the screen. Nip through it, hop into the pod, and you're brought back to a better place. Hurrah!

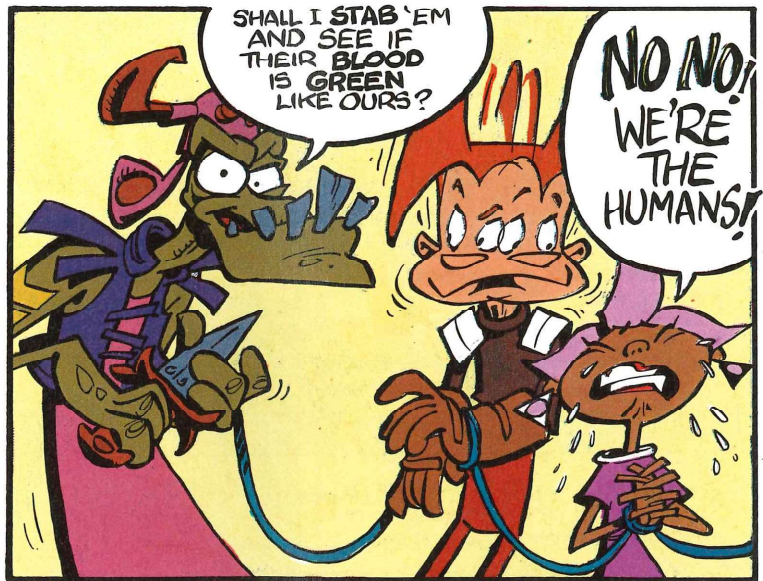
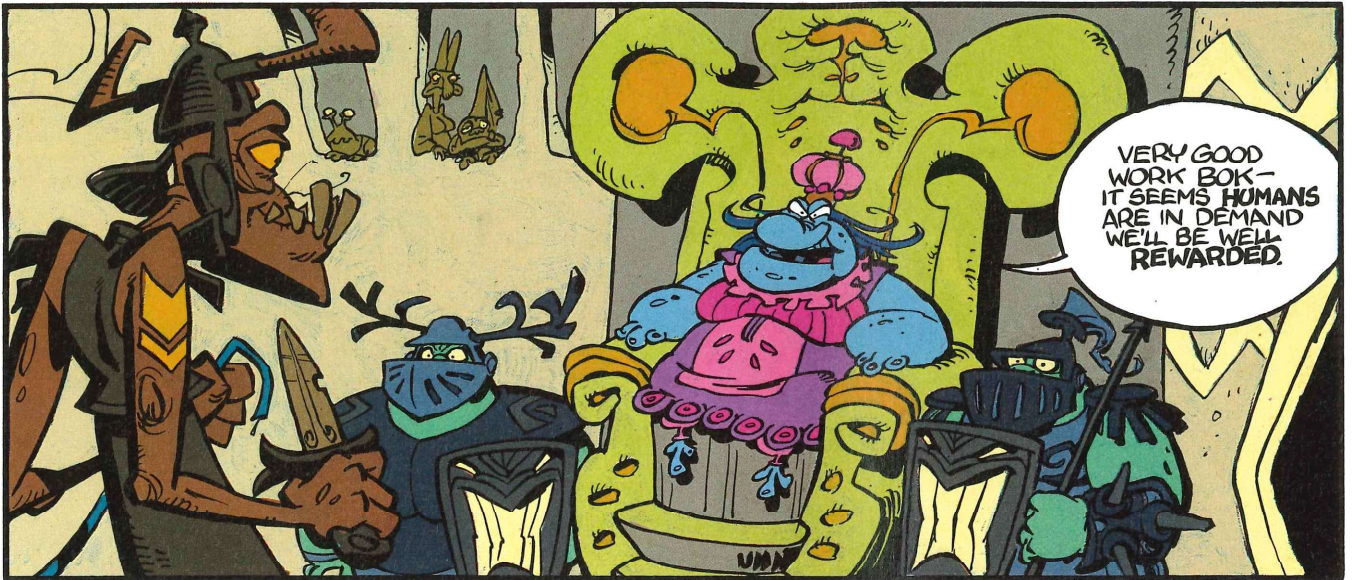


REX VECTOR

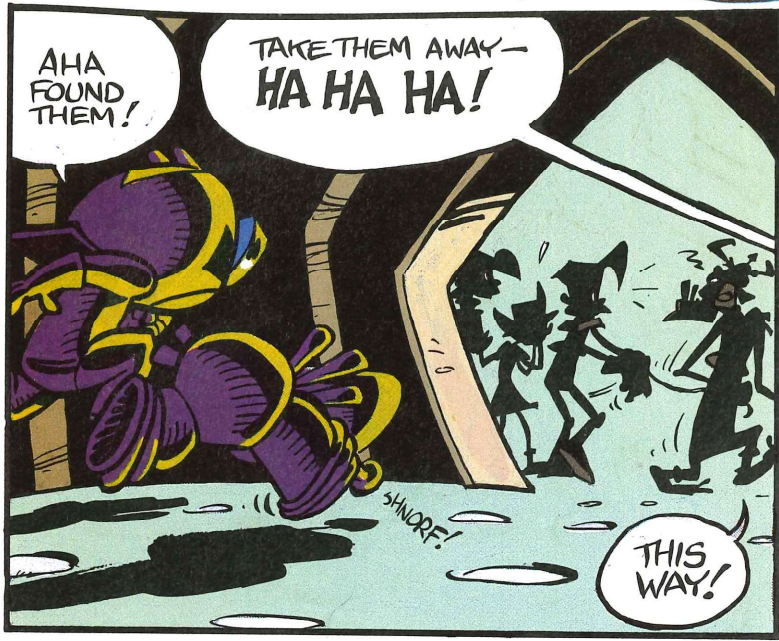
BY FIL BARLOW

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THE STORY SO FAR:- ON THE PSEUDO-WORLD VIOLANTIS ALL TWELVE BATTLE LORDS ARE HUNTING REX AND THE XPEER GANG. WHO HAVE JUST BEEN CAPTURED BY MUTANTS...



THAT GAL
PUNCHES A
PUNCH!

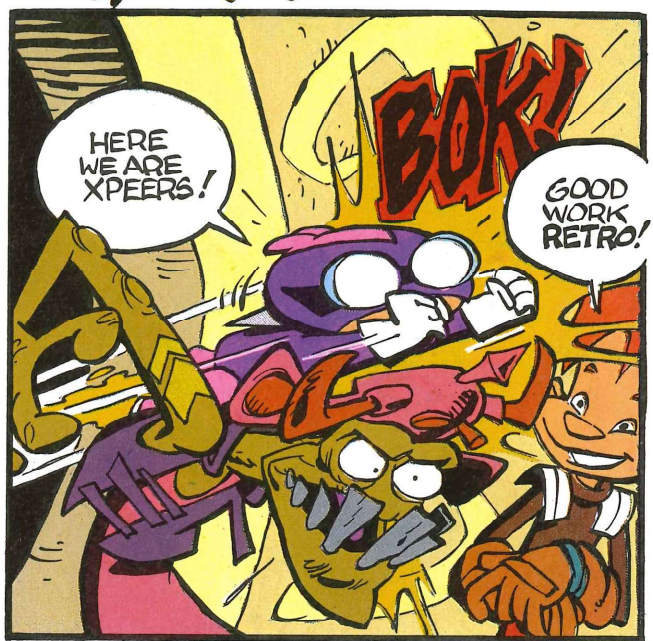


AHA
FOUND
THEM!

TAKE THEM AWAY—
HA HA HA!

SHNORE!

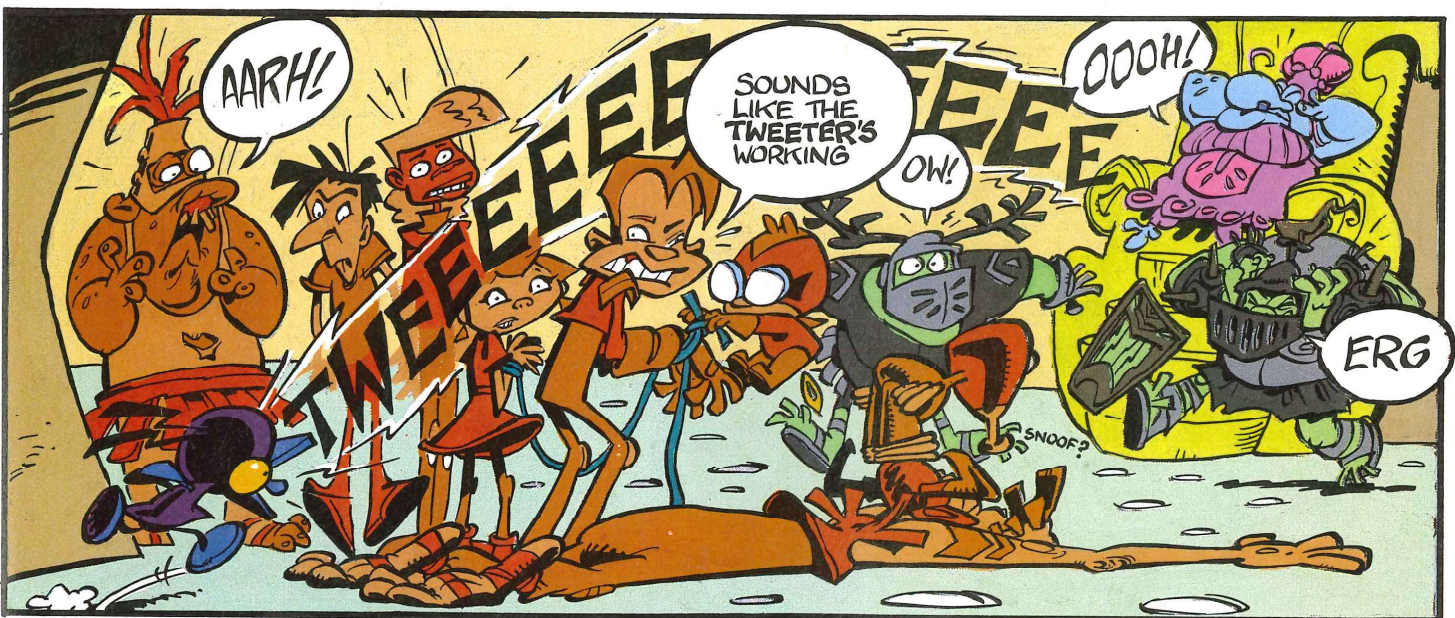
THIS
WAY!



HERE
WE ARE
XPEERS!

BOK!

GOOD
WORK
RETRO!



AARH!

SOUNDS
LIKE THE
TWEETER'S
WORKING

OW!

OOOH!

ERG

SNOOF?



STOP THE
HUMANS!

C'MON
RETRO—
BRING
SNOKKA.

PARDON?

WHAT
DID SHE
SAY?



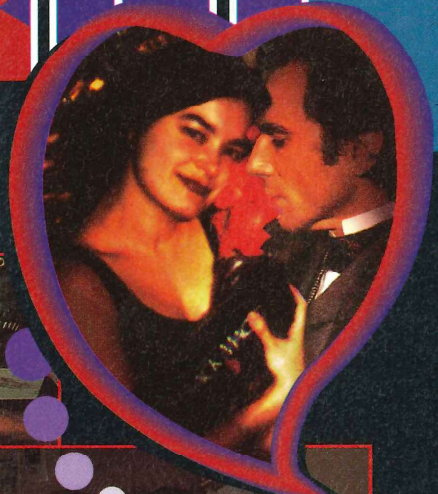
YOU GUYS
GET A HEAD
START— WE'LL
CATCH UP
LATER!

OKAY.

WE GOTTA
GET EAR
PLUGS.

END ZONE

Birds are singing, flowers blooming... love is well and truly in the air this month, with Valentine's Day fast approaching. And the team are well prepared for it...



My oh my, there must be an entire rainforest's worth of paper there, Adam. It's got to be someone very special...

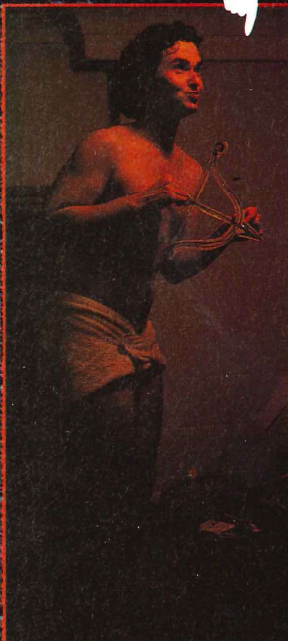
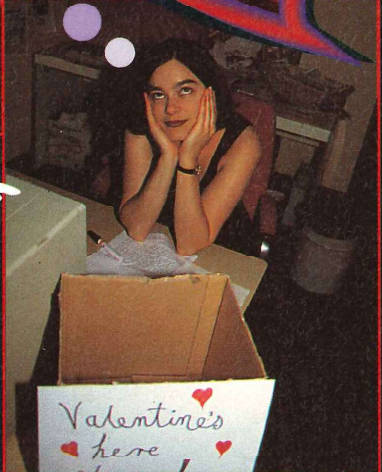
"It certainly is. There's only one woman in my life. What do you think of this? 'Roses are red, Violets are blue, Happy Valentine's Day, Mum, Do you fancy a brew?' Now for the finishing touch... a splash of Brut 33 should do the trick..."



Hmm, what's this... planning something for the missus, are we, Duane?

Expecting anything special then, Sandra? Sandra? Hello... Earth calling Sandra...

"What? Oh, sorry, I was just day-dreaming. But wait, what's this? Look! There is something in my Valentines' box. It's a bit small and crumpled. Oh. It's only a dead moth. (sob!)"



"I'm ever the romantic. So I thought I'd make an extra-special effort and wear this outfit. I made it myself, you know. I'm going to serenade her with my harp, then it's off to the swankiest restaurant in town for a candle-lit dinner, where I've arranged for a dozen red roses to be delivered. Then, when I get her home..."

Erm, yes. I think we've heard enough, thank you!

COMPETITION WINNERS

You are a winner...!

One of the luckiest boys in the world is Clinton Scott of Flinders View, QLD. Clinton subscribed to Megazone in September, which automatically entered him in the draw to win a Mega Drive II, Mega-CD II and two cool games. The rest is history. This month, we have a Mega Drive II pack to give away, so turn to page 63 and subscribe today!

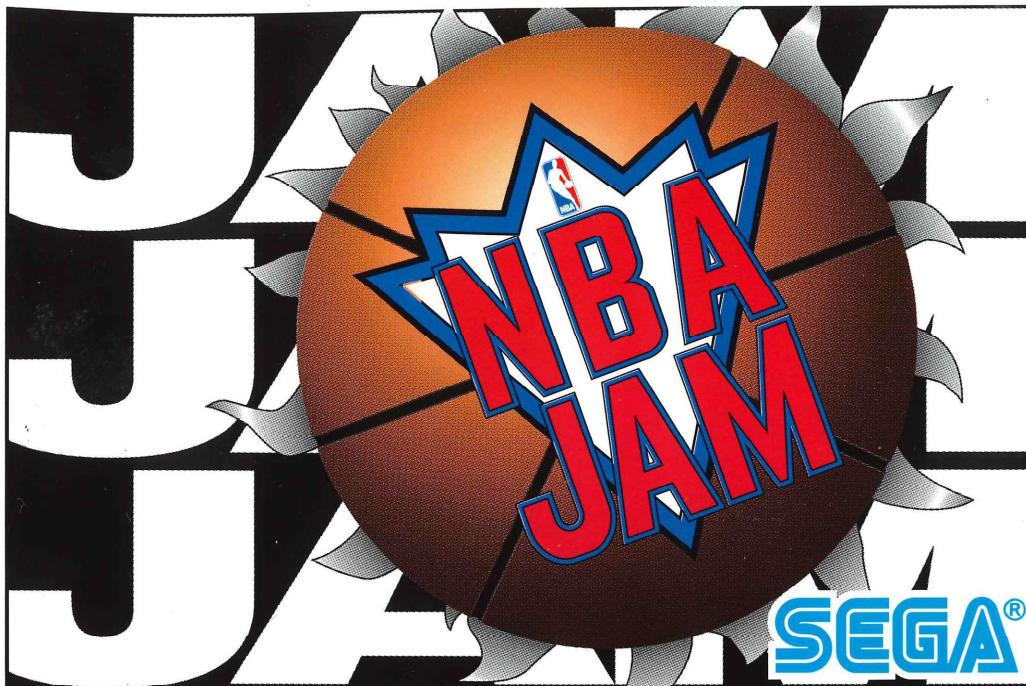
There was a huge response to our Viper joystick competition—the Megazone mailbag was literally bursting at the seams. It's just a pity that there can only be six winners.

We asked what else a Viper was, besides a great joystick. And the answer, of course, is a German device for washing car windscreens.

Nah, only joking. It's a mildly poisonous snake, actually. And the lucky winners are: Michael Klarin of Artarmon, NSW; Dominic Momtazi of Mt Tamborine, QLD; Darren Jewell of Hinchinbrook, NSW; Rodney Rumbel of Gloucester, NSW; Lewis Vladutu of Loganlea, QLD; and S. Burness of Toowoomba, QLD.

Well done, y'all. Thanks go to Nodtronics for giving away such cool prizes. To all those who entered, but had the luck of a duck in the hunting season: there's always next time!

THE NEXT LOVINGLY STAPLED-TOGETHER ISSUE OF MEGAZONE WILL BE IN THE NEWSAGENTS' FROM THE 23RD FEBRUARY*



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- "In-your-face!" rejections
- Super-Human slam dunks
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GAME OF THE YEAR**

MEGA DRIVE

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AKkaim

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Virtua Racing



**DSP
CHIP**

STRAIGHT FROM THE ARCADES ▶▶

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- ▶ Awesome polygon graphics.
- ▶ Multi course circuit of raceways with tracks based on Formula 1 racing circuits.
- ▶ Race against 15 cars.
- ▶ Choose from 4 playable views.
- ▶ 1 player or 2 players split screen.

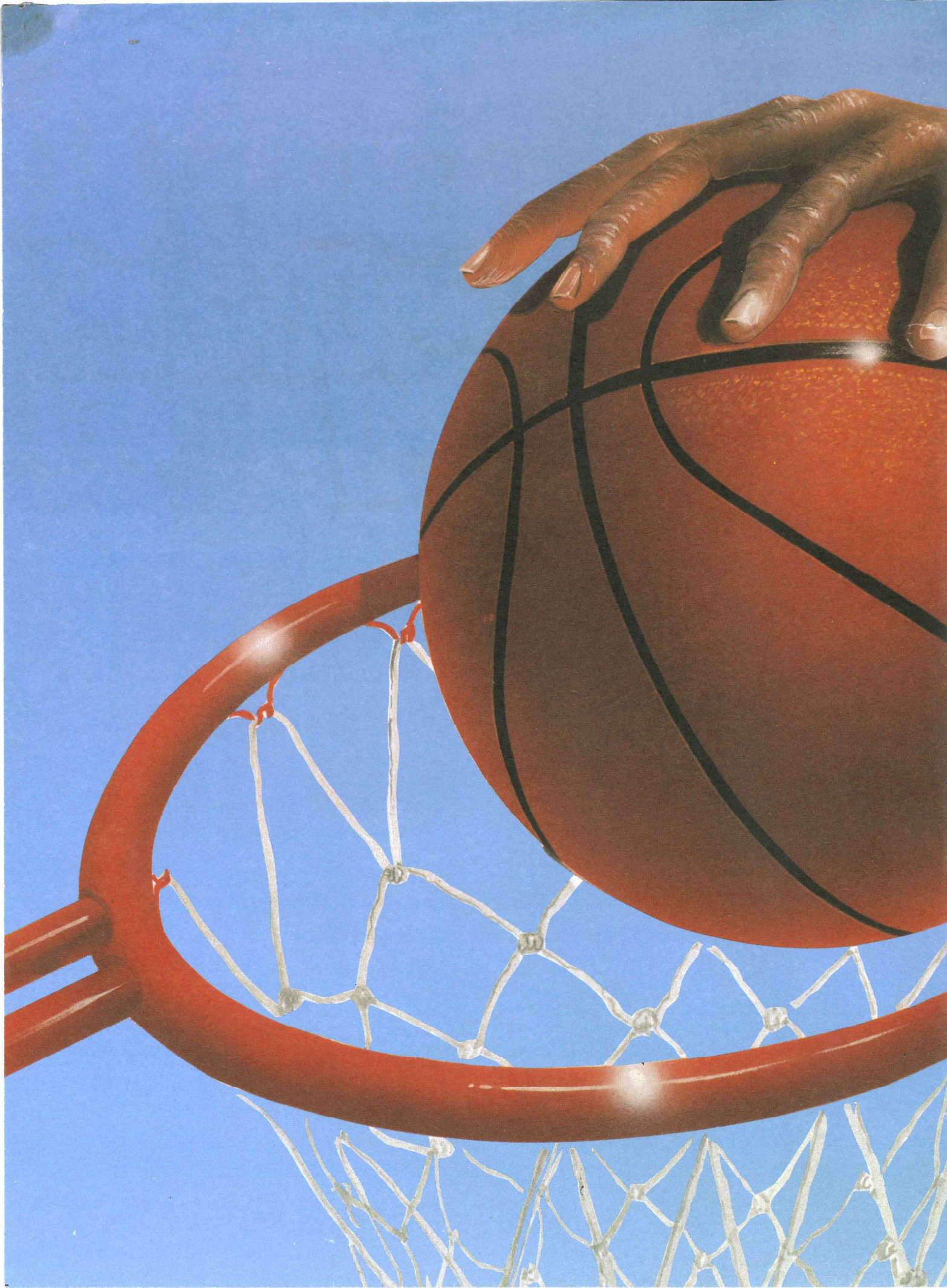
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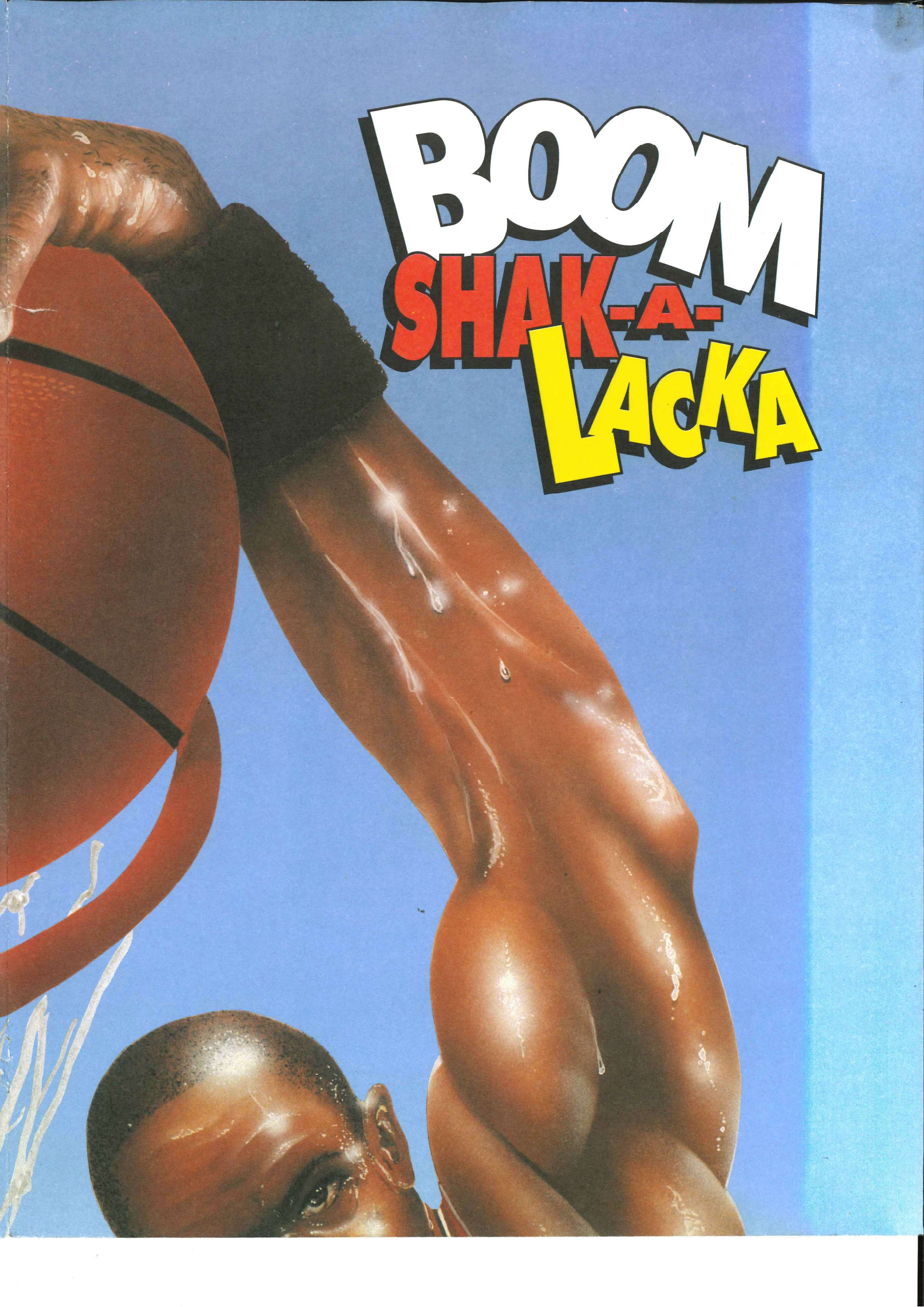
MEGA DRIVE

II

SGA 0039

COMING SOON





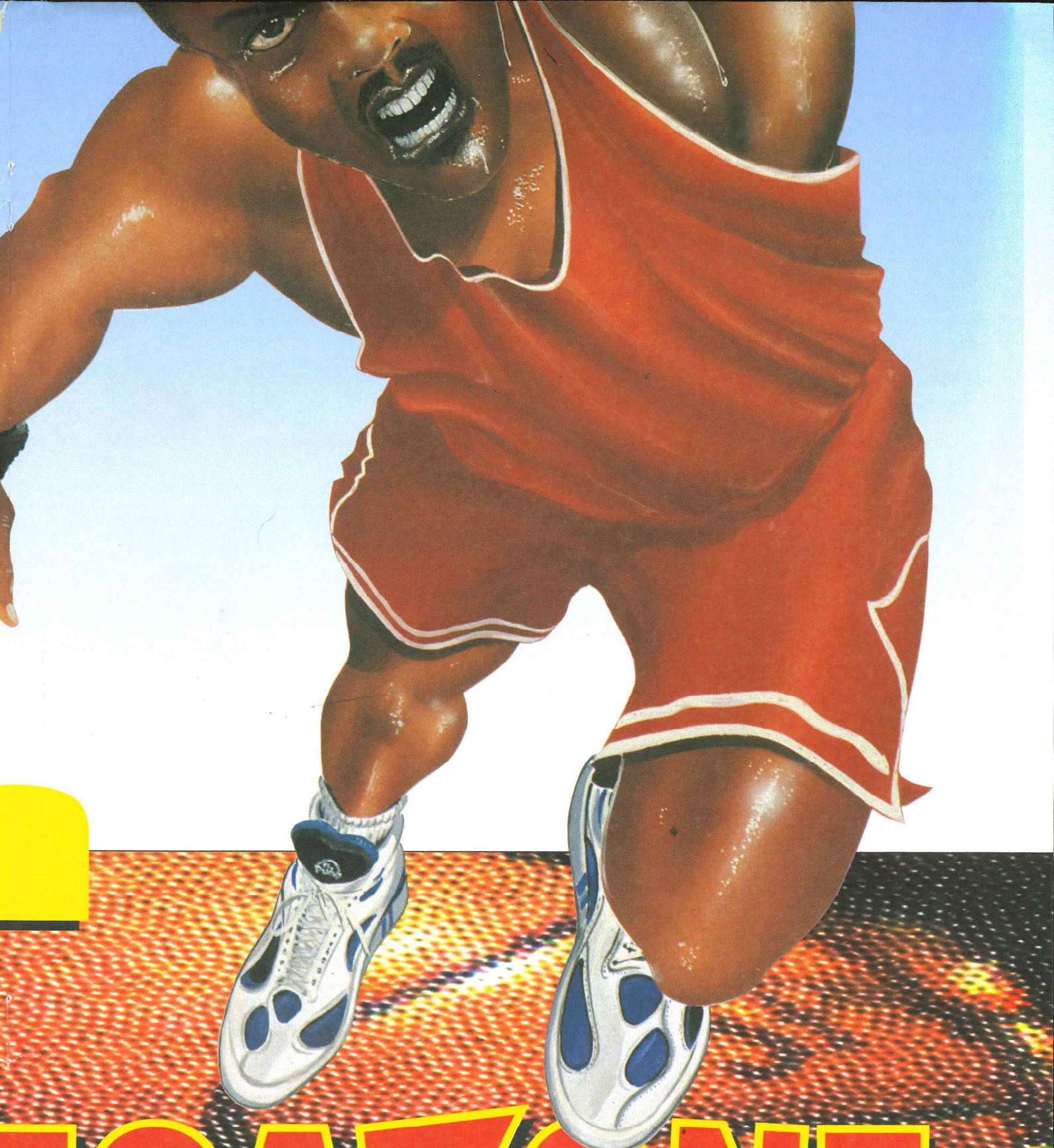
BOOM
SHAK-A-
LACKA

A close-up photograph of a white basketball net against a clear blue sky. A hand is visible on the right side, reaching towards the net.

NBA Jam

A close-up photograph of a basketball court floor, showing the orange and black patterned surface.

M

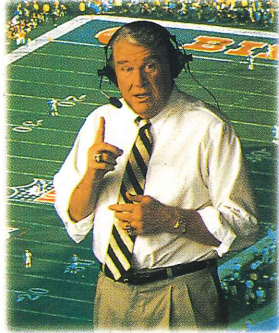


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EA SPORTS™

ELECTRONIC ARTS

EA SPORTS™
PRESENTS



MADDEN
NFL
'94



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Play the '94 NFL season with 80 teams and 72 new plays. 4 Way Play compatible.

EA SPORTS™
PRESENTS



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New hard hitting action with over 25 new features. 4 Way Play compatible.

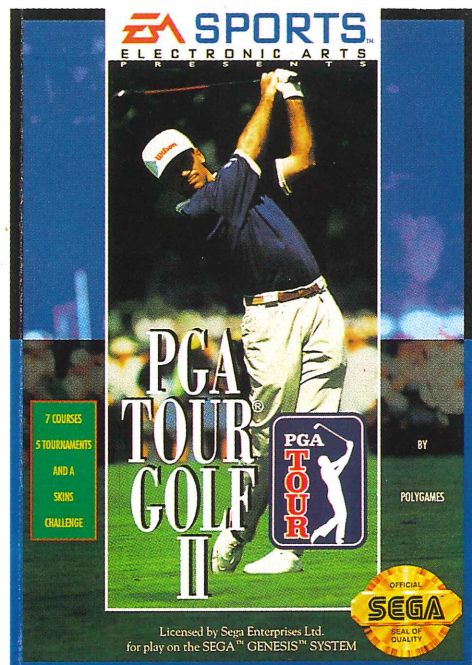


FIFA INTERNATIONAL SOCCER



By ELECTRONIC ARTS
Licensed by Sega Enterprises Ltd. for play on the SEGA™ MEGA DRIVE™

The most realistic soccer game to date featuring 40 international teams. 4 Way Play compatible.



By POLY GAMES
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If it's on the tour, it's in the game. Includes 7 courses and 5 tournaments.

IF IT'S IN THE GAME IT'S IN THE VIDEOGAME

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