

NDC 8

\$3.95
AUSTRALIA

Megazone

Australia's Electronic

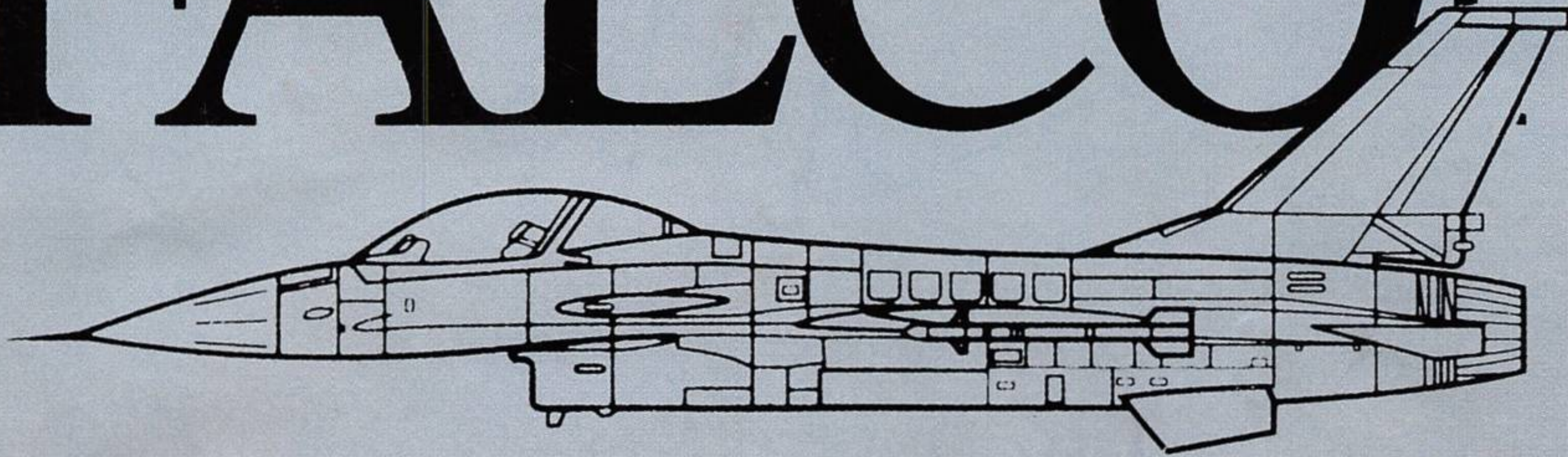
Entertainment Magazine

June / July 1991

NZ \$6.95 (Inc. tax), HK \$20, US \$3.20

Registered by Australia Post — Publication No. NB03013

FALCON



- Red Hot Game Reviews
- The Simpsons Arcade Game
- Virtual Reality

3.0

- Win Predator II T-Shirts
- Gunship 2000 Centre Poster
- Hot Hints 'n' Tips



MiG 29

Spectacular Flight Sim Shoot Out!

East v West
MiG 29 v Falcon 3.0



Falcon 3.0

Who ya gonna call?



Sega Hotline

Stumped on a game? Need some extra lives? Can't get to the next level without getting zapped? Piece of cake! Just call the Sega Hotline on (02) 663 8788. 10am-7pm

We're plugged in and ready to roll 7 days a week with top technicians and serious Segaheads waiting to answer your questions and solve your problems. Well your game problems anyway!

So release your baby sister from your stranglehold, stop threatening to burn the house down and give us a call at your next frustrated moment!

TEAR OFF AND HANG NEAR PHONE

IN CASE OF EMERGENCY
CALL SEGA HOTLINE.
(02) 663 8788



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch did - one minute I'm the mighty Toki and the next I'm trying to get the lice out of my armpits and tripping over my knuckles. Now, to make things worse, my broken heart is going ape. My love Miho has been kidnapped and somehow I've got to get her back... TOKI, the arcade sensation, is now available for *your* microcomputer!



ocean

COMPETITION FEVER

**WITH MEGAZONE YOU'RE ALWAYS A WINNER!
WE BRING YOU COMPS, COMPS AND MORE COMPS**

We just love giving away prizes to our readers. This month there's two comps and the Navy Seals Winners:

NAVY SEALS COMP WINNERS

The entries for this one flooded in. We had so many correct entries that we had to resort to those people with the neatest writing and the funniest reason why they should win the game. And anyone who thought that one of the main stars in Navy S.E.A.L.S. was Charlie Screen... What can we say except – tricked ya! (Nah! It was an inconvenient – or convenient! – spelling mistake. Oops! sorry guys!)

Anyway, thanks for all your entries and we are sorry we couldn't give you all a prize (the ones who answered correctly, that is).

The winners of the Navy S.E.A.L.S. competition are

- 1) Joshua Nichols, Holbrook NSW
- 2) Keir Sooby, Darlington W.A.
- 3) Steven Marshall, North Mackay QLD
- 4) Michael Redfern, Nth Warrandyte VIC
- 5) Jason Wain, RAAF Base DARWIN NT

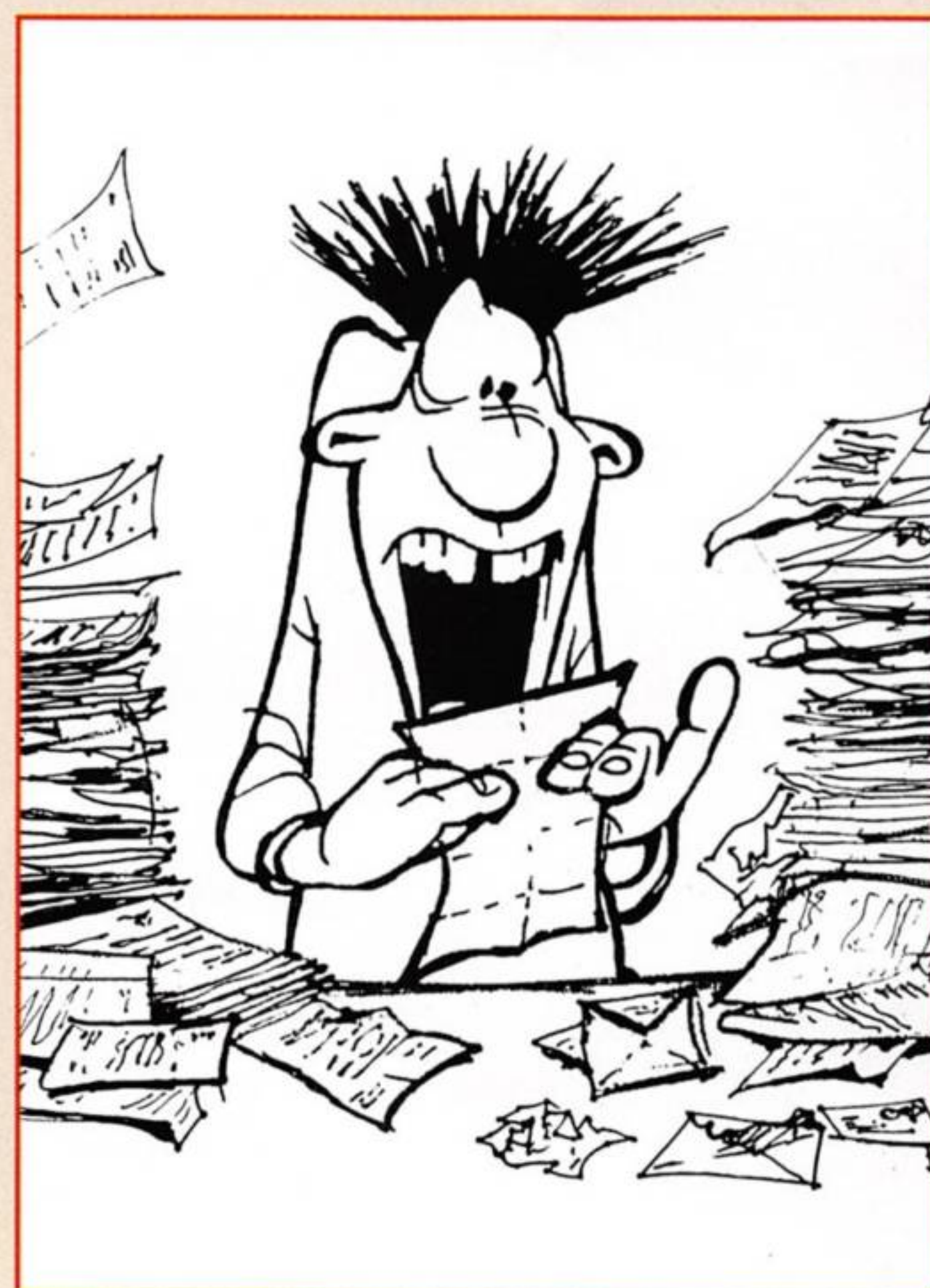
SIERRA MAGAZINE COMP

Hot off the press are the latest Sierra magazines and for all the Sierra freaks out there, Megazone have 20 copies to give away. All you have to do to win one of these is write to the Two Guys from Andromeda c/- Megazone, Locked Bag 7, Rosebery NSW 2018, name three Sierra titles and tell them why you think you should get a Sierra magazine. If you are convincing, they will rush you your copy of the magazine.

Remember, only 20 freaks will get a magazine – so get cracking 'cos every Tom, Dick and Larry will be out to beat you to it!!

PREDATOR II

Check out our great Predator give-away on page 56.



SUBSCRIPTION FEVER

YOU'RE A WINNER WHEN YOU SUBSCRIBE TO MEGAZONE

For less than the cost of a game, you can get 12 issues worth of Mega reviews, tips, news and previews!

Why not treat yourself to the latest in electronic entertainment info. We'll send each issue flying into your letterbox as soon as it leaves the press... no more waiting for Megazone in newsagents. Cut out the form below and post it to:

**MEGAZONE MAGAZINE Private Bag 14
Mascot NSW 2020 Australia**

Name:

Address

Suburb Post code State

1. Please debit my account for \$47.00 being a 12 issue subscription to Megazone Magazine

Bankcard Mastercard VISA Card No.

Card Holder's name Card Expiry Date

Signature Date

OR 2. Please find enclosed my cheque / money order for \$47

Please note subscriptions can take up to 3 weeks to process. Overseas subscribers please write for details.

NEW ZONE



Sega shines at Toy and Hobby Fair

There was no doubt that Nintendo and Atari have cracked under the pressure. At The 1991 International Toy and Hobby Fair, Sega stole the show in electronic entertainment with an impressive nine-screen merging display of the leading 16-bit games console, the Mega Drive. The Mega Drive attracted much attention, almost as much attention as the preview of Game Gear, the yet to be released, hand held console. Game Gear was highly commended in the finals for "Boys Toy of the Year" at the Australia Toy Association Awards. It has an adapter which can convert the game into a portable television set.

The Sega stand itself was something to be marvelled at. A huge display of George the ape could be seen for miles around as he clung to the top of the Sega stand frame which seemed to almost scrape the ceiling of the exhibition centre. Sega had their best year ever at Toyfair, way ahead of any of their competitors.

Nintendo's stand was a big secret. At half the size of the Sega stand and completely blocked off from uninvited guests, the stand was easy to miss. Perhaps their low profile is just a facade for things to come!

Atari, like Nintendo kept things very quiet this year. Their stand, one quarter the size of the Sega stand, displayed half a dozen Lynx games consoles. These attracted considerable interest but dealers tended to want to wait for Game Gear to be released before making any decisions.

Mario... The Movie

If you're a fan of a particular rotund Italian plumber, you'll no doubt be over the moon to discover that plans for a super Mario Bros movie are now underway! Danny DeVito (of Taxi, Romancing the Stone and Twins fame) will play the title role of the film, which goes into production sometime later this year, for general release sometime during the Winter of 1992.

Before you book a seat, however, take note: Mario is said to be America's most popular animated character, supposedly even more renowned than Mickey Mouse! Sales from Super Mario III alone total (so far) \$427,334,000, which, if the game had been a film, would rank it second only to ET, the largest grossing motion picture in entertainment history!

If Danny DeVito is playing Mario, we can wait for Bruce Willis as Larry the Loung Lizard!



Something fishy coming soon

James Pond, the Fish Faced Secret Agent, is now appearing on the Sega Mega Drive thanks to Millennium and Electronic Arts. The Japanese inspired multi-level platform romp has been converted by the original Amiga programmer Chris Sorrell and his friend Steve Bak (better known for his scrolling efforts in the early days of ST games).

James Pond is the latest Amiga game to be sucked through EA's mega fast Mega Drive conversion process. Who can forget the adaptations of Battle Squadron and Sword of Sodan? Thankfully, in the latter case, we have.



Gulf Games

No sooner has the Gulf War finished than Games designers are including scenarios based on it in their packages. First off the rank seem to be flight simulators, where you can take part in raids over Iran, or create your own Desert Storm.

Microprose have included a Persian Gulf War scenario in their F-117A Nighthawk Stealth Fighter 2.0, to be released for IBM compatibles.

F-117A is based on the award winning F-19 Stealth Fighter, but offers more missions, more advanced weapons, and improved Super 3D graphics.

Is this product destined to be called "The Mother of all Simulations?"

Nintendo Naughties

Gosh, those Japanese are a bit on the inventive side, aren't they? Obviously bored with the Game Boy, Game Gear, Lynx, TurboExpress and all the other portable consoles available, some electronics whiz has come up with...wait for it...the portable Nintendo! It looks a bit cumbersome and you still have to plug standard Nintendo joypads into the unit so it's not the sort of thing you could start playing on the train.

But no, wait, because the thing is, y'see, the unit is completely illegal, so there's no chance of ever getting you grubby mitts on one! Codenamed the "Express", and built by Japanese technopirates from the guts of a normal NES, it can use all existing Nintendo games! Oh, well, never mind, there's always the Game Boy (which is perfectly legal, and doesn't make you go blind)....

Whatever you do... don't smoke.

Japanese coin-op company Sega has removed Marlboro cigarette signs and logos from its racing games like Super Monaco GP after complaints from the Federal Trade Commission in America. The authorities were worried about the subconscious effects on younger players by such adverts in video games. Sega apparently didn't have official permission to use the Marlboro logo.

STREET WEAR

We're in a time zone, going back in time, back 20 years or so to when computer games were a spacey idea.

Back to them days of flower power and flared trousers when a trip wasn't just a cruise to the countryside and Woodstock wasn't just a cartoon character on a weekday afternoon show.

Back to when the Beatles weren't just a band but a revolutionary force that carried teenagers to the depths of issues like justice, equal rights for all and free education. Philosophy was no longer just a subject, it had new significance as one of the few things learned at school which was taken seriously.

John and Yoko were 'imagining all the people living life in peace' while screaming girls were being crushed to death at rock concerts.

Peace was everywhere, or was being shoved in everyone's face in the form of two fingers in the shape of a V. While Neil Armstrong was walking on the moon, Jesus was hip and love was abundant, if that's what you call it.

Everything was free and harmonious. The mood was psychedelic. Lucy was in the sky with Diamonds and JFK was getting blown away. Kaleidoscope colours were hitting the streets of the city while 18 year old boys only saw red in the trenches of Vietnam.

Have you got the picture yet? Do you need more?

Just get yourself into some bright coloured, baggy, abstract gear.

Paint 'em yourself, splatter 'em, splash 'em, write on 'em but remember peace is the name and harmony is the game. Overalls are the go, easy to wear, go anywhere, do anything.

Great for all you Mega Heads.

Get 'em at disposal stores for \$40. Grab some fabric paints from an art shop and get to it.

PEACE, MAN!

MEGA 10
is Megazone's Top 10
up and coming games.
(Titles are not listed in
any particular order).
Watch out for these ones!

MEGA

10

Predator 2 (Mirrorsoft)

1 Set in downtown LA in 1995, the action opens in the midst of a violent drug war between the Columbians and Jamaicans, and you're the cop caught in the cross fire.

Meanwhile some strange and seemingly motiveless murders are being committed... murders that no human could be capable of. Yes! The Predator is back and he's as deadly and bloodthirsty as ever.

Predator 2 is a fast paced, second person perspective shoot-em up. Your task as Harrigan (the cop) is to engineer a cease fire in the drugs war that is tearing the city apart by wiping out the drug gangs across the lawless LA of the future.

If you can achieve this, then you're ready for The Predator - but remember - he's ready for you too. He's big, beastly and bad, and he's in the slaughterhouse. Kill him if you can.

See page 56 for your chance to win a great Predator 2 T-Shirt.

Formats: Amiga and Atari.



Toki (Ocean)

2 Expect the unexpected with Toki - now available on Amiga and Atari. The gallant and handsome Toki was a mighty warrior before the spellcasting hands of the wicked wizard Bahstar turned him into a lowly neanderthal ape and then absconded with Toki's lovely maiden Miho...

Toki commences his quest to regain his manhood and rescue the beautiful Miho in the labyrinth of caves and must defeat all demonic challenges that confront him. His adventures in the Caverns of Fire, the Golden Palace and the Dark Jungle of the prehistoric lands brings him into confrontation with over 30 evil aberrations, and the Guardian monsters of each, totalling 6 levels and over 300 screens of incredibly detailed and hectic animation.

Each level has 6 mid-level as well as 6 end of level Guardians. Rambacha is one guardian that Toki must defeat as he sends

a shower of eyeballs while Toki crosses the shark infested waters of Lake Neptune.

Toki is full of colourful, but dangerous sprites, including dragon hatching eggs, ghosts, zombies, flying devils, exploding spiked pyramids, airborne werewolf jaws, lizards, scorpions and many more strange and unusual characters.

Masses of icon collectable providing shields, extra speed, height for jumping, bonus time and extra points are scattered throughout this fantastic new arcade adventure. There is also an option for one or two players.

Expect the unexpected with Toki

Formats: Now available on Amiga

3D Construction Kit (Domark)

3 Build your own virtual reality with your computer and the 3D Construction Kit.

3D Construction Kit is the ultimate tool for building a Virtual Reality, and is unique in that it can be utilised in both the leisure and educational spheres. It is the first product to enable you to create, design and plan a real environment, and to then walk into that environment and interact with it as if you were actually there.

In addition, a specially written arcade/adventure, created with the kit, will be included with the package. The game features some of the exciting effects and animations which can be achieved, and demonstrates the Kit's many attractions.

Using the Kit is rather like building Lego blocks for Adults! With unlimited bricks! Stretch them, squash them, shrink yourself and enter your new creations. Interact with your surroundings: animate object, get them moving to create an even more real effect. Of course, you will be able to select sound effects from the product's internal library and choose from ready-made stand alone environments in your design.

Formats: Amiga, IBM Dual, Atari ST, C64 Disk and Cassette.

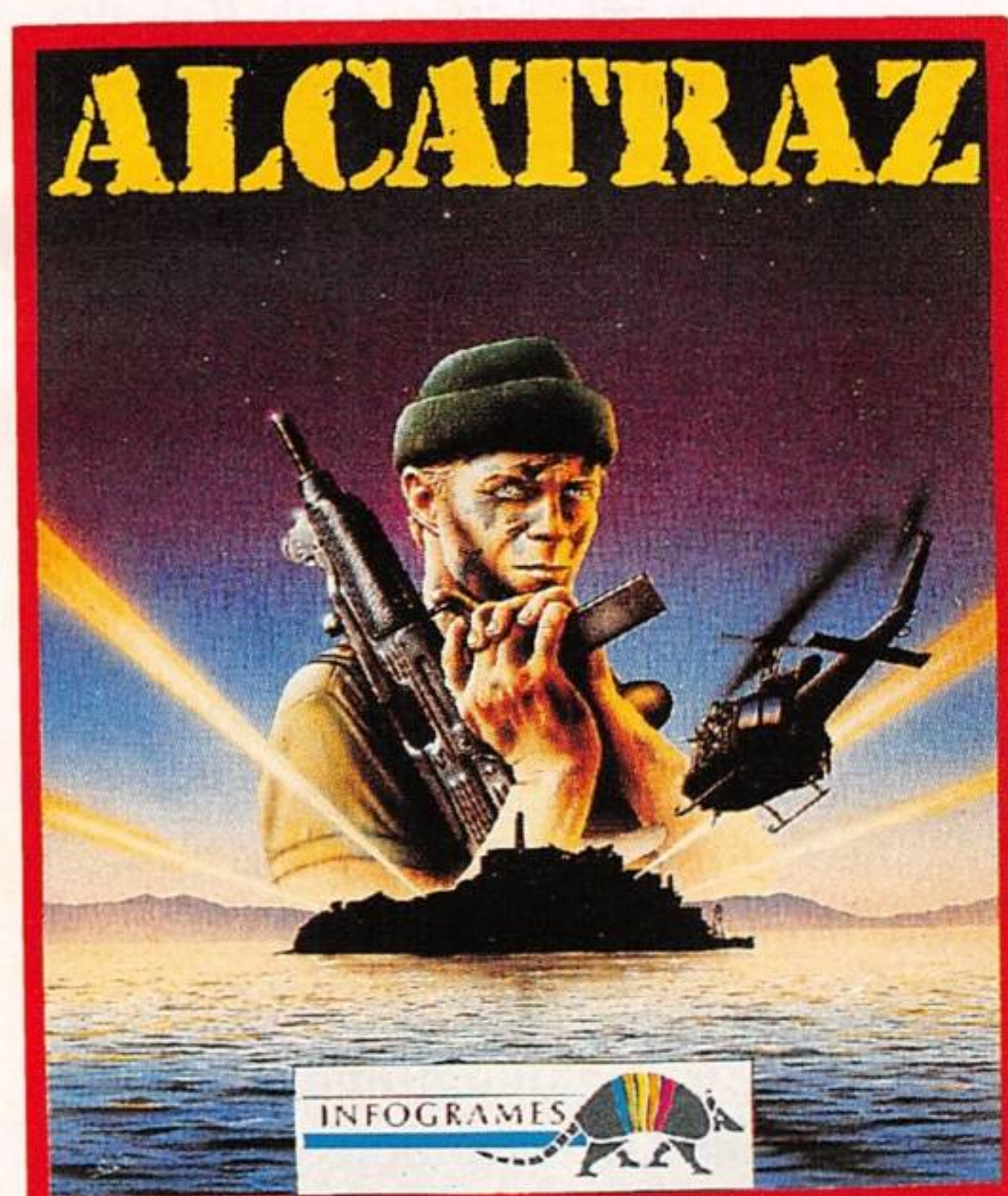
JET FIGHTER II (Velocity)

4 Jetfighter II™ continues the adventure of the original Jetfighter™, hailed by PC magazine as the 'The best flight simulator on desktop computer, period!'. But the best just got better! Now JetFighter has full 256-colour animation so exquisite you won't believe your eyes. And now you can fly the super secret F22 and F23 ATF's

through the most accurately detailed real world scenery and the fastest graphics animation available to desktop jet fighter pilots. Highly realistic in its state-of-the-art design, this program features realistic simulations of the new, super secret F22 and the F23 Advanced Tactical fighters, in addition to its stable of F-14, F-16 and F-18 Fighters.

The player can take off from ground bases or from an air craft carrier to fly over 100 diverse and strategically accurate combat missions. Players will experience fierce dogfights with multiple enemy MiG-31 Fulcrums over fully detailed, real-world cityscapes, or battle against entire tank battalions while evading a veritable storm of Surface-to-Air Missiles.

Formats : IBM Dual only.



Alcatraz (Infogrames)

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

Unique 1 or 2 player feature : split screen feature which allows the player to control both players scenes of action simultaneously : Stereo sound (sound card compatibility) and realistic graphics : Several levels of difficulty ; selection process of weaponry ; Multiple and diverse actions : climbing the cellhouse walls, destroying the cocaine stocks and the bank note reserves with the flame thrower, capturing Tardiex, and searching the prison maze.

Formats : Amiga and IBM Dual



Space Quest IV (Sierra)

6 Roger Wilco and the Time Rippers are here to cram your screen with colour and excitement. The two guys from Andromeda have really outdone themselves this time as they bring you part of four of the top-selling Space Quest series.

Roger finds himself thrown through a time tunnel into the ruins of his planet Xenon, the time is Space Quest XXII and he lands in the post-apocalyptic landscape of his home planet, years after the present time.

The planet seems deserted except for the mutant Cyborgs, who have joined up with the evil ruling forces to hunt out and destroy any other living creatures - including Roger.

New features include hand painted futuristic colour graphics and the most realistic animation ever seen in an adventure game. Gameplay is made easy with scrolling screens and a point 'n click interface - which means there is no typing needed.

The sound effects are right up there with the amazing graphics, and they are guaranteed to scare, thrill and excite you, as well as giving you a good laugh, throughout the game.

If you have any trouble with this game, there is a hint book available (only cheats need apply!!).

Formats : Available on IBM for VGA and EGA screens

Railroad Tycoon Amiga (Microprose)

7 Railroad Tycoon is a game about the fascinating world of railroads; steel tracks stretching to the horizon, promising adventure and romance; steam, diesel, and electric locomotives.

Railroad Tycoon puts you in this world as the president of a tiny railroad enterprise. Your railroad empire is only a dream, but you have a little money from investors and your own ability to start with. Your task is to carve your railroad

out of this great world of opportunity.

Take the part of an entrepreneur in the early 1800's, the beginning of the industrial revolution. Your ambition - to build a railroad; Control 4x regions in America and Europe. Each with its own economy, products and resources. Build revenue with new facilities and trackside ventures, develop industry along those routes; See the separate parts of your empire operate together like clockwork in colourful, detailed animation; Direct the action easily using a clear interface with concise pull-down menus.

Your ultimate goal as a Railroad Tycoon is to run the most profitable railroad that you can and retire to a prestigious position, perhaps even becoming President of the United States. If your railroad is sufficiently profitable at your retirement, you may be enshrined in the Railroader's Hall of Fame.

Formats : Amiga, Atari St and IBM Dual



Back to the Future III (Mirrorsoft)

8 Marty McFly is back in a desperate race against time to prevent Doc from becoming a mere tombstone in the present.

A chance discovery in an old graveyard convinces Marty to travel back to the Wild West to prevent Doc from getting into the shoot-out which will result in his untimely death.

Once back in time, Marty is caught in a web of intrigue and romance. He discovers Doc in the throes of a love affair he has no intention of abandoning. Finally

10

MEGA

persuading Doc and his lady love to return to the present with him, Marty makes another awful discovery - the DeLorean (time travelling car) is out of gas...

How are you going to get back? Are you doomed to be marooned in time, a hundred years before you were born? Thrill to the excitement of helping a damsel in distress ... Get caught in the cross fire of a raging battle between the US calvary and the Red Indians ... Give the cowboys a lesson in shooting... Take over a locomotive and try if you can to get back home to the present.

Back to the Future III recreates the blockbusing movie well. There are four parts to this game, and each is based on a different scene from the movie. Rescue Clara Clayton from her horse cart, have some target practise back in town, shoot it out with Buford's gang, and an exciting race along the side of a train. A sense of humour and great captions and graphics round out the game.

Formats : IBM, Amiga, Amstrad, Atari and C64.

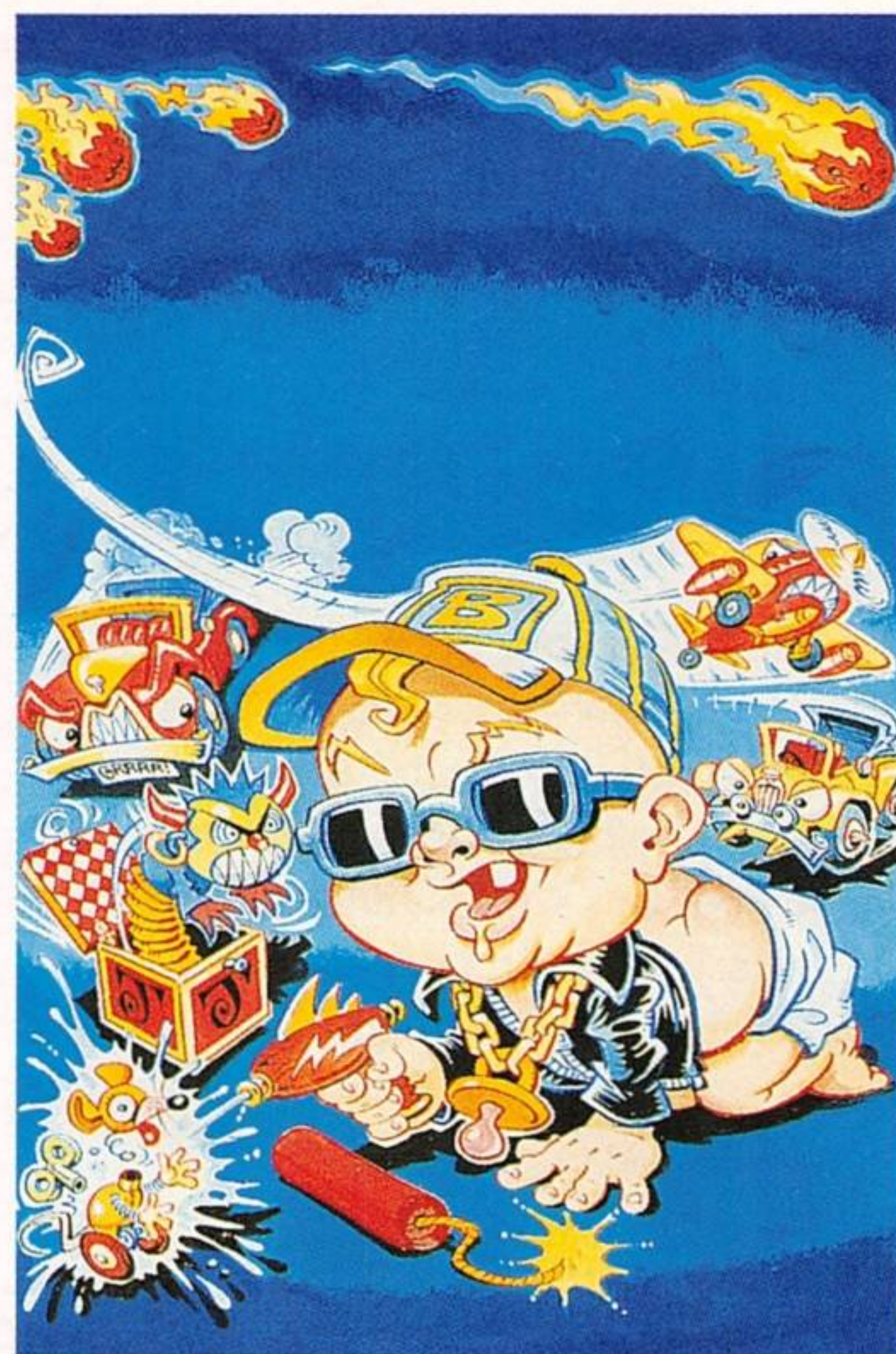
Mid winter II—Flames of Freedom (Microprose/Rainbird)

9 Continuing the story, Flames of Freedom sees the Midwinter Isle (saved by the threat of invading hordes some sixty years ago), now under threat from an even greater enemy - the earth's changing climate.

Reclaimed by the seas which had created her, Midwinter has been abandoned by her people, in search of a new island standing tall above the rising waters. Angora, a friendly island amid an archipelago of 42 has welcomed the Midwinter survivors into its Atlantic Federation - a force for peace, prosperity and democracy.

As the best Atlantic Federation Agent, you are in charge of highly dangerous clandestine missions on each of the 42 islands. Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics. There are 250,000 sq miles of accurately mapped 3D terrain generated by light-sourced fractal techniques. Interact with four thousand characters, each with an individual personal profile; use twenty four modes of transport, across land, skies and seas; and fight with thirteen different weapons against a massive array of opposing firepower.

Formats : Amiga and IBM Dual



Brat (Mirrorsoft)

10 Meet Nathan. By day he's your average cute little kid, crawling around in his cot, smiling at his parents, making everyone want to settle down and make babies of their own (get me a bucket!!!). but at night, once the bedroom door has shut and his parents have kissed him goodnight - behold:

BRAT - the anti cute!!!

Nathan takes off his nappy and romper suit and whips on his leather jacket and begins to run amock, zapping himself away to the Toy dimension, a place just full of trouble.

Nathan navigates numerous criss-crossed pathways, avoiding cars, rocks, holes and water hazards, with the help of his guardian angel, Fred.

You become Fred, and help Nathan by laying down arrows in his path and collecting objects to help him avoid the nasty monsters trying to eat him.

This mischievous little devil has to be watched at all times, and before long you'll find yourself trying to think three or four moves ahead in order to keep him out of trouble as you direct him through eight levels of hazard-filled game play.

The puzzles are challenging but achievable, and thanks to the dynamic graphic style it quickly becomes clear what all collected objects are and how they can be used.

It's original, cute in an anti-cute kind of way, and it's damned addictive. BRAT is every mother's dream and every babysitter's nightmare. Have you checked the children?

Formats : Amiga, Atari St and IBM Dual

Skull & Crossbones



A vast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.

Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.

Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!

There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.

It's a rough and dirty job – and we all want to do it!

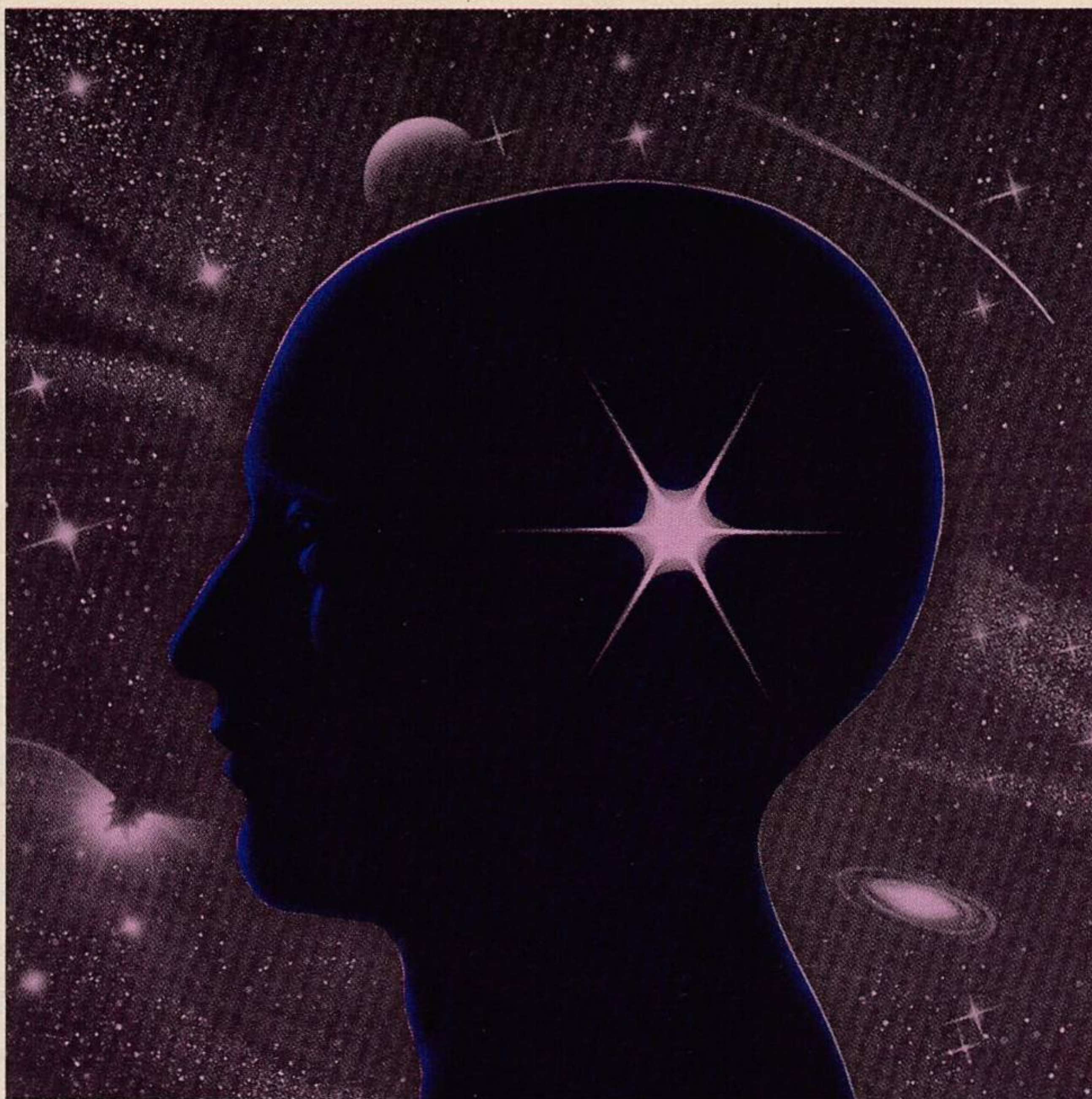
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA ... MORE LAUGHS THAN ... NEW PRINT SHOP!

Get it now – but don't, please don't show your grandmother.

TENGEN
The Name in Coin-Op Conversions

© 1991 Tengen Inc. All rights reserved.™ Atari Games Corp. Artwork & Packaging
© 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad,
Amiga Screenshots.

DOMARK



COM

Aussies beat Poms and Yanks

Dear Megazone,

Your magazine is great. It's terrific to see an Aussie magazine as good as or even better than the Yankee or Pommy computer magazines.

Even though I've only got one issue (Feb 91), I can tell that your previews on Sega Master System games will prove invaluable. Too many times I have brought games which look good on the cover but turn out to be totally garbage games.

Chris Timewell
Morrabin Vic

Thanks Chris, we do our best!!
Ed.

Wondercheat

Dear Megazone,

I've just brought my fourth copy of your mag and have loved all four.

I firstly wanted to tell you I found a cheat mode for Wonderboy in Monsterland. First you must get to the ninth level (The coastal town of Babaror), then you must use the spring in the brick to get to the cloud above you, then jump onto the roof of the building you just passed, walk along the roof and the computer says "something wonderful has happened!", and you will have unlimited lives.

Secondly, will you please tell me where I can get Commodore 64 games in Parramatta?

Sean Jolly
Nth Parramatta NSW

Dear Sean,

More hints! More tips! I like it, I like it!!!

The best place to get your games is probably at -

Computer Spot
Shop 4
Greenway Arcade
222 Church St
PARRAMATTA

Or try the mail order line -
(02) 638 8288 or (008) 252 130.

Stay Jolly
Ed.

Megazone wants to hear from you!
Send your letters, tips, questions or info to:
Megazone Communications
Locked Bag 7
Rosebery 2018
NSW Australia

Dear Readers,

What I'd like to know is who was the dope who said in our last issue that Genesis carts were not compatible on Aussie Mega Drives? Man, who ever it was must be really stupid, I mean who would write stuff like that anyway... huh... what... oh yeah, it was me... tee hee.

Well anyone could have made the same mistake, I was just given the wrong information, OK! so just for the record, I stand corrected, US Genesis carts are compatible with Australian Mega Drives.

I am but a fool!
Ed.

No, Mario!

Dear Megazone,

That's quite a Mag you've got there!!! OK, lets get to the point. I own a PC and would like to know if Mario Brothers or Giana Sisters is available for it? If so, where can I get them and how much? If not, will they be converted to the PC.

Allan M
Victoria

Dear Allan,

Got some bad news for you matey! The answer is "no!" C'est la vie
Ed.

Nintendo to come

Dear Megazone,

I have been buying every magazine so far published, I think this is the BEST computer mag ever made. Well, anyway, I wanted to know if you could put some Nintendo game reviews and some hints and tips, because I own a Nintendo and at times the games are getting a bit out of hand!!!

Roger Hoefel

Dear Roger,

Keep on keeping on buddy! We're still negotiating with Nintendo, so, watch future issues and we'll be bound to come up with the goods to stop you pulling your hair out!

Ed.

MUNICATIONS

Megazone hits Singapore!

Dear Megazone,

I love your magazine and have every issue. The reviews are great, but could you tell us how much the product costs and which computer it is available for. I especially liked the review about the new Sierra games. I've told all my friends about you. Keep it up!! Also, for Kings Quest V, how do you get the golden heart of the witch?

Alan McIntyre
Singapore

Dear Alan,

Thanks for being so "Poz" about the mag. Sorry, but the witches' golden heart eludes even us! Don't lose faith Sierra should have a hint book out for Kings Quest V soon.

Stay tuned.
Ed

Game Gear Quiz

Dear Megazone,

Great Mag guys. I've got some questions about the Sega Game Gear.

1. When will it be released in Australia?
2. How much will it cost? How much will the games be?
3. Where will it be available?
4. What games will be available for it?
5. When the Game Gear is released will you do reviews for it?

P.S. I would be very grateful if this letter is printed and these questions answered.

Nick Brown
Yinnar Vic

Dear Nick,

It's good to hear from another portable freak. Let me tell you, Game Gear is Great Gear. We have a demo unit in the office, and I can't get the staff's hands off it. I've had to chain it to my desk. (Down, Jerel, down. Get back to work.)

You should be able to get your mits around Game Gear in August '91 from most retailers. Rough costs looks like \$200-\$250. Reviews will come thick and fast as soon as it hits the streets.

Enjoy
Ed.

What's up, Doc?

Dear Megazone,

I have brought my second edition of your magazine and have found it good value. That extends to both content and price. It's good to see an Australian magazine on the shelves of newsagents.

I particularly appreciated the Amiga Reviews. Perhaps it could extend to hardware and utility programs available?

One more thing... having conquered a majority of mission scenarios on the "F19 Stealth Fighter" program, I still have difficulty on the North Cape. If anybody has some advice it would be greatly appreciated.

Dr. Anthony.D. Franzmann
Hawthorn Vic

Dear Anthony,

Naaah....great suggestion Doc. We'll see what we can do.

In "F19 Stealth Fighter" try using auto pilot most of the game. That way you only have to concentrate on "bwasting da widdle bwighters"

It's great to see a Doctor playing computer games... see, they **do** improve your mind!

Da da da da dats all folks!
Ed.

Strider Guider

Dear Megazone,

Could you please tell me when the Megadrive CD-Rom hits Australia? And what will it cost?

I'd also like to point out a great cheat for Strider. At the beginning of the game, while the master is laughing, press the joystick down and then press buttons A, C, B, C, A. You should now be able to start where you died last, with full strength.

Before I split: congradulations on the mag. Keep up the good work, guys!

Adrian Wojcik
South Australia

Dear Adrian
Patience, Patience. All will be revealed in Megazone soon, promise. Thanks for the cheat ,and your review. Keep reading!
Ed.

Letter of the Month: At last, the Mega truth

Dear Megazone,

In relation to your full review of the Sega Mega Drive (issues August and November). It set my heart a flutter, but, I am informed by a reliable source, i.e. me, that it is incorrect in a major way. The major mistake was that you said the Mega Drive has a palette of 256,000 colours and could display 512 of them simultaneously, when in fact it has a rather small palette of 512 colours, and can only display 64 simultaneously.

The latter information came too late, as after reading your reviews, I went out and purchased one.

Don't get me wrong, it's still a brilliant machine but it is not the same as I expected it to be. Let me remind you that the information was published Twice and their is no excuse for such a mistake, and if it was not made, I surely would have not made the purchase.

Another interesting fact, is that the floppy disk peripheral you mentioned, was not so recently scrapped, to make way for the CD-ROM project.

Please publish the above information, as I am sure your other readers would like to see the mistake corrected, and we have nothing to hide, do we?

P.S. How can I connect my Atari SC1224 high resolution colour monitor to my Mega Drive?

Timothy Woods
Diamond Creek

Dear Timothy,

Hey C'mon now there's no need for blackmail here - I didn't even write the articles!!!

OK, public apology time and setting the record straight. The Sega Mega Drive console has a palette of 512 colours, of which 64 can be simultaneously displayed. (Happy now?!?)

As for your Atari monitor you may need a custom made cable, but, I wouldn't worry about it, you'll only cause problems.

Why not just leave the Mega Drive plugged into your telly like everyone else?
Ed.

Falcon 3.0

The only simulation better than this is still classified!

The bogey came out of nowhere. You see him just on your tail. The adrenaline hits you like a fist... you call your wingman: "Vipor One, I've got a bandit on my ass. It doesn't look good.."

You switch to afterburner and your Falcon jumps, slamming you back in your seat. The MiG 29 has just reached missile range...then he fires, the deadly rocket screams toward you, seeing nothing but the heat of your exhaust... instinctively, you drop a series of flares, hoping to confuse it and yank back on the control... 50 degrees... 80 ... over the top... your Head Up display shows you're pulling 9g's...

Nearly blacked out, you ease forward on the stick. The g-force drops and you can see again... there he is! You're on his ass now... this is going to be messy... as you lock him in -you know he is yours.

Okay, snap back to reality – what you were experiencing was the F16 fighter simulation – Falcon 3.0 – a programme that's about top take fighter simulations to a new level of realism for personal computers.

The original F16 Fighter Simulation was acclaimed for its realism. Now Falcon 3.0 takes this authenticity to the edge. No phony weapons or magic bullets here – just the best civilian F16 simulation available.

Unique game features such as 3D

contoured terrain, accurate mapping, detailed campaign structure, joint missions via modem and the 'high fidelity' flight model set Falcon 3.0



The most unique feature of Falcon 3.0 is the option letting you dog fight an opponent via a modem or direct connecting cable.

You can even team up with them to fly joint missions!

apart from all other flight simulations.

The realistic 3D terrain is based on actual topographic world maps with a choice of three possible international hot spots straight from today's headlines. Experience the danger and excitement that faced the fighter pilots over Kuwait, face the unknown as you partake in secret missions over Panama or see if you have what it takes to withstand the determination of the enemy as you battle above

Israel. The mountains, valleys and rivers you fly over conform precisely to military maps of these regions.

Each area contains new objective and strategies for you to tackle with a total of 270,000 square miles of active fighting area. The game features three different types of play: Instant Action, Fighter Weapons School and Campaign – Falcon 3.0's most distinguished feature.

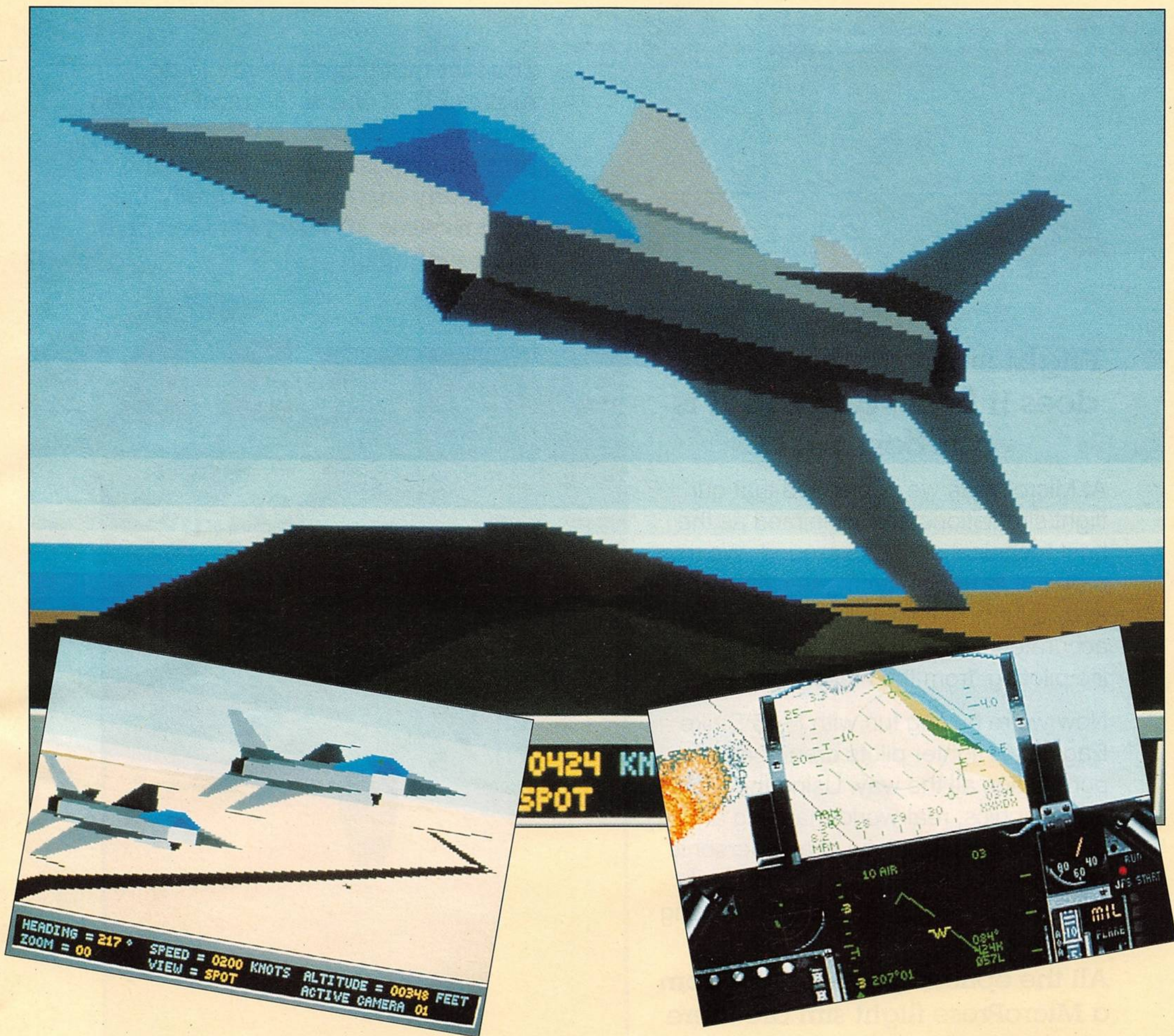
Within the Campaign play you get to control a squadron of sixteen planes, eight of which can fly mission simultaneously. Each mission the computer assigns is based on the regional conflict you are currently engaged in. For example, an unsuccessful bridge bombing could be used to the enemy's advantage.

In each Campaign, the computer will generate a new set of missions according to your success or failure on the battlefield. Therefore, no two Campaigns will ever be the

same.

Instant action, similar to an arcade game, puts you into a single F16 in the midst of enemy planes. The action is scored according to how many enemy planes you, as the pilot, can shoot down before being killed or ending the game.

The Fighter Weapons School always allows you to design and edit original training missions to use for practice or "trial and error" purposes.



For example, you could assign four F16's to go out, path in and out of the target area, then run the simulation, controlling one of the four planes. If you are unsuccessful, you can try an infinite number of other patterns and options until you result in victory.

The most unique feature to Falcon 3.0 is the option for you to dog fight an opponent via a modem or direct connecting cables or even team up with them to fly joint missions. This option allows you to fly as leader and wingman or go off on separate assignments to destroy an enemy base.

Another great release coming soon will be the Avenger A10. This game can be played via modem or direct connecting cables to fly joint missions with Falcon 3.0. This combination

will give you an even greater threat of enemy forces including SAMs, AAA, small arms force, shoulder launched missiles and a host of threatening aircraft including the Hind helicopter, MiG 21, 23, 27, 29, Mirage and more.

For players who have a math co-processor, you will be able to take full advantage of your hardware, for even greater realism, by using the 'high fidelity' option. This allows you to experience the feel of an actual F16, by having to contend with manoeuvrability factors such as lift, drag, etc.

The most unique feature to Falcon 3.0 is the option for you to dog fight an opponent via a modem or direct connecting cables or even team up with them to fly joint missions. This option allows you to fly as leader and

wingman or go off on separate assignments to destroy an enemy base.

If you are one to enjoy the thrill of watching your enemy be destroyed over again, then Falcon 3.0, along with an EMS, will allow you to replay and review every missile fire and the destruction of any targets of enemy aircraft.

True to the General Dynamic's F16 Falcon, Falcon 3.0 requires an IBM (or compatible At 80286 or faster) machine. It supports 256 colour VGA, 16 colour VGA and EGA graphics. It also provides complete sound support for the PS/1, AdLib, SoundBlaster and Roland sound cards. This includes digitised voices and realistic sound effects. The mouse and joystick are supported.

F-15 STRIKE EAGLE II

Flight sim fans know who does it best - and F15 II is our best yet!

At MicroProse we're pleased that our flight simulations are acclaimed as the best technical products around. We're proud of F-19 Stealth Fighter, Gunship and Knights of the Sky, for they accurately recreate every aspect of real life piloting, from the highs to the lows.

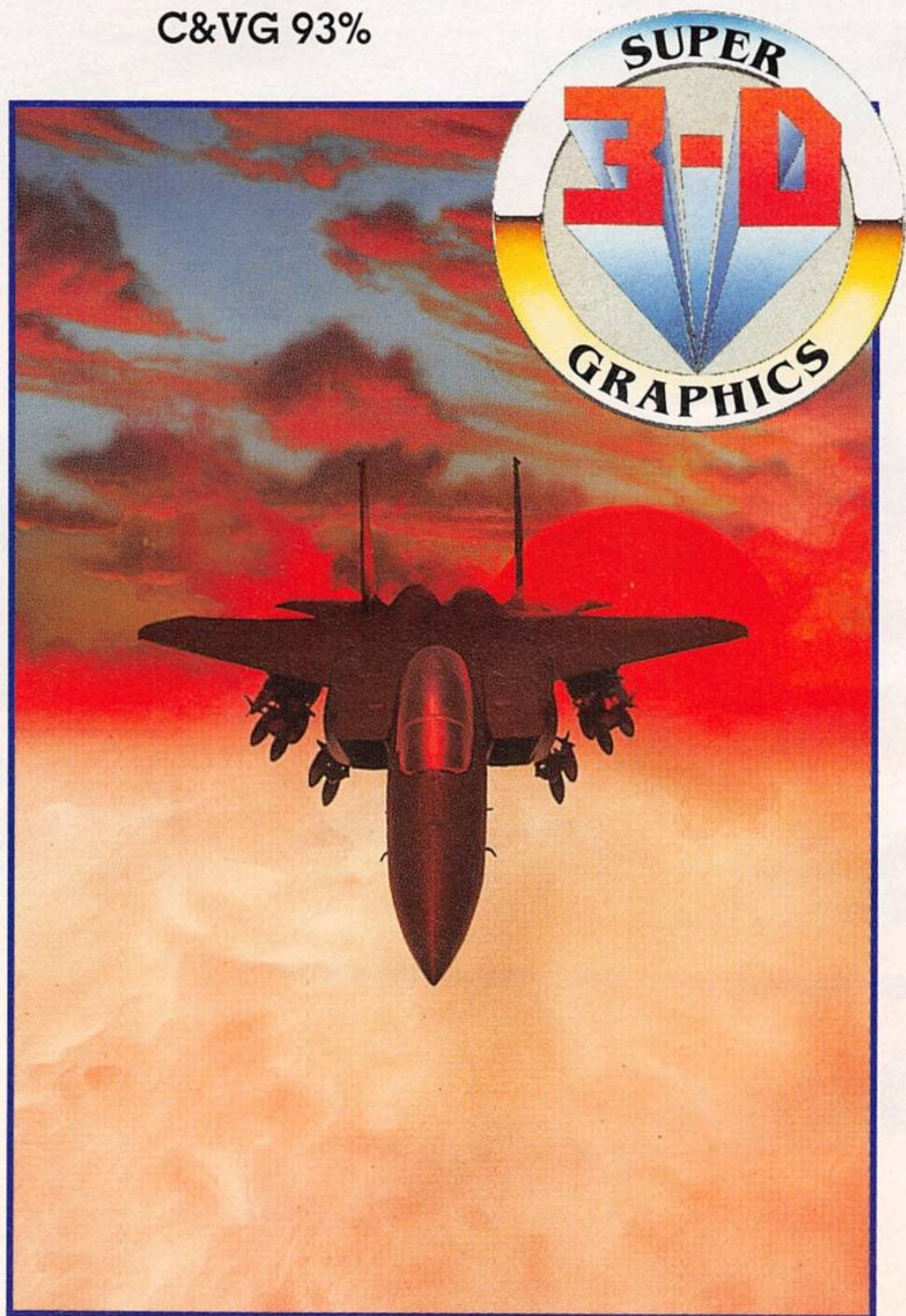
Now we're having fun with F-15 Strike Eagle II. A fighter pilots dream, as it is pure action all the way. Using the great 3-D graphics, real-world mapping and technical specifications of a supersonic jet, it puts the emphasis on flying and firing, dogfighting and duelling, shooting down and blowing up.

All the options you'd expect from a MicroProse flight sim are there - combining to give hundreds of different missions - but 'in-flight' you're left to concentrate on your 'stick' and your 'fire' button...and staying alive.

MICRO PROSE™
SIMULATION • SOFTWARE

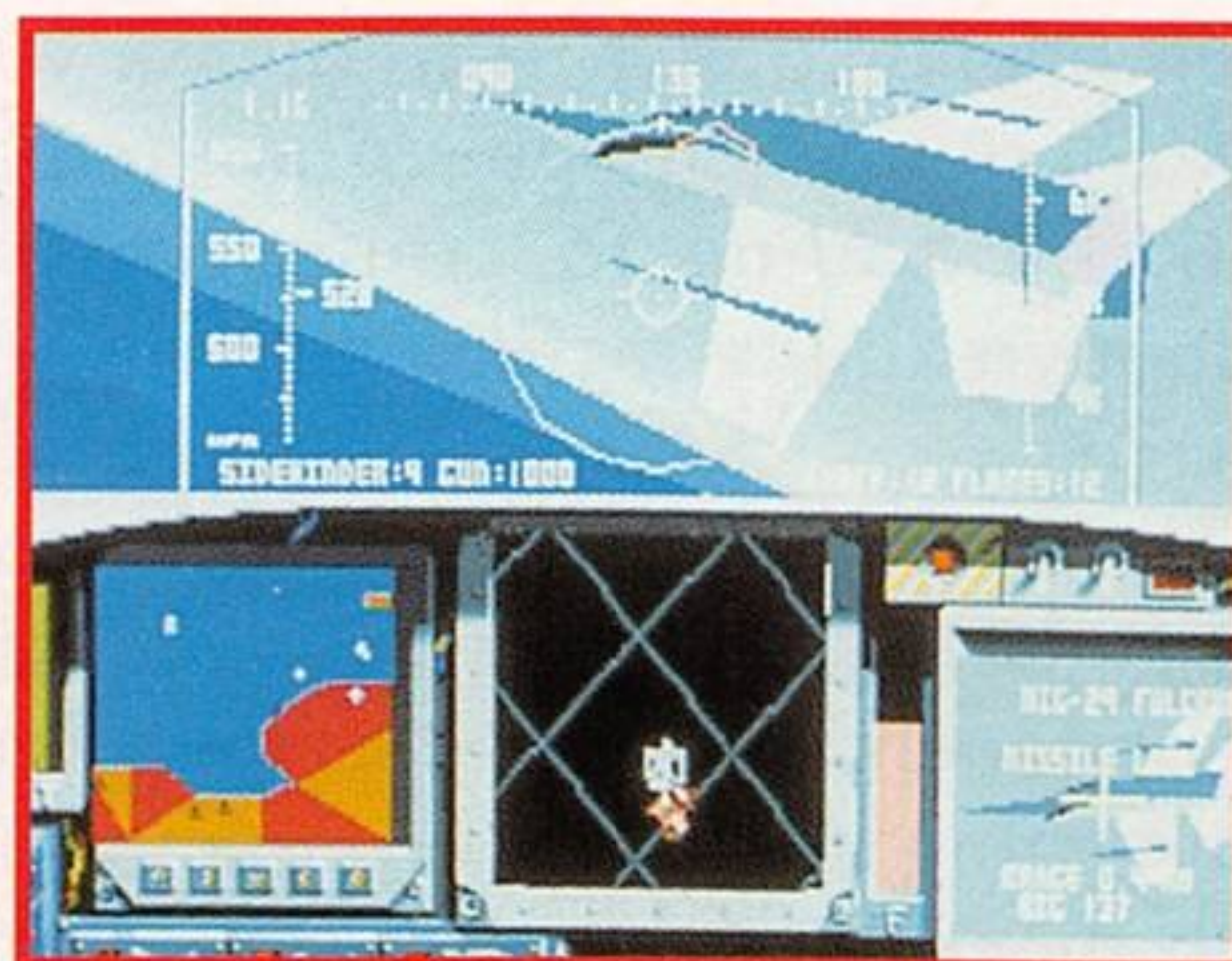
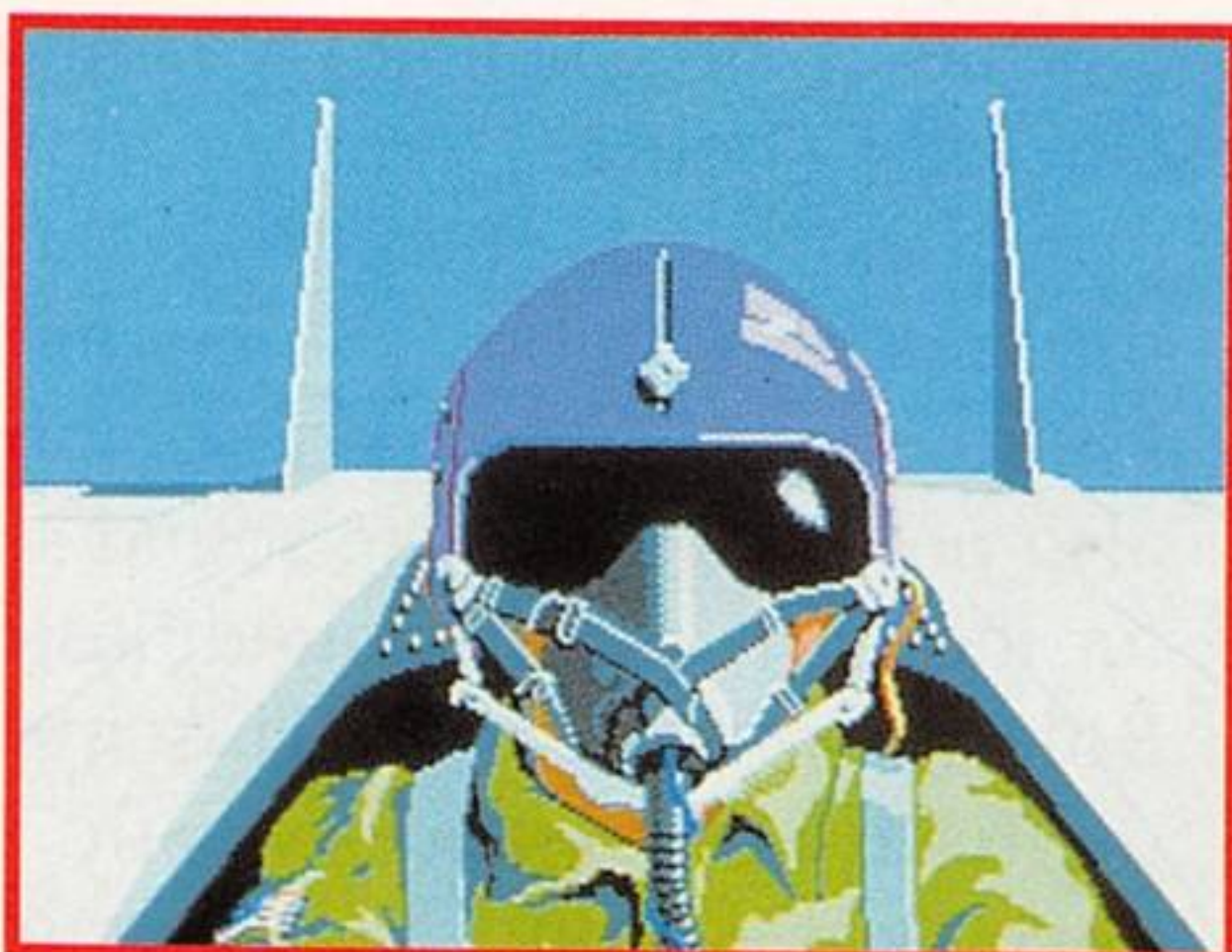
The fact that there's plenty to do makes F15 II one of the most exciting simulations around...on screen presentation is brilliant...the graphics are utterly superb...it's certainly the most realistic 3D effect yet seen on a flight simulation.

C&VG 93%



F-15 Strike Eagle II is already available for IBM PC's and compatibles, and is coming soon for Commodore Amiga and Atari ST

IBM SCREENSHOTS SHOWN



HIGH TECH

The shape of things
to come...



Virtually Here!

We all thought that Virtual Reality was just a whim of the imagination. We thought it couldn't be done.

Thanks to a little known company, W Industries (UK), who this month launched the worlds' first real Virtual Reality Games System, cynics who thought that Virtual Reality was just a whim of an over excited imagination can at last be well and truly shut up.

The Virtuality 100 SD is basically a big chair that you sit in and a hat which you wear to 'experience' a virtual world.

If you still have no idea what we're talking about, Virtual Reality is a system that allows you to look around inside the world of the game you're playing, by physically turning your head. The display originates from two mini-screens, which sit over your eyes. This is all encased in a Tron-like helmet.

This tracks your head movements and sends the signals down to the computer. The games graphics are altered accordingly, so you can physically look around inside the cockpit of your aircraft to see, for instance, if there's anything behind you.

The system has plenty of potential. The idea of being able to walk around inside a building using Virtuality before it's even built is an exciting one.

You could even travel inside a human body and create DNA strands by hand. Sound unbelievable? Well, that's what W Industries have promised.

From an entertainment point of view, the system suits a more involved adventure type game, where you can walk through caves and corridors and make decision as to your next moves.

Virtuality 100 SD is certainly attracting a lot of interest in the UK. Arcade owners

across the country are already clearing space for it.

Like Sega's incredible R360, there's little doubt that when it starts to appear in Australia, Virtuality will have the punters queuing up to play.



Electronic Filofax!

Forget Filofax fiddling, the new IQ-8200 handheld electronic gadget from Sharp is supposedly the most powerful and versatile organiser on the market.

This wonder widget costs around \$499, weighs less than 300g and features a full Qwerty keyboard, large LCD screen and up to 128K of memory. Information stored inside can be transferred to a PC or Macintosh for even more advanced fiddling.

The IQ8200 series has been designed to make full use of a growing range of useful IC cards covering everything from eight-language translators to Time Expense managers. An IC (Integrated Circuit) is a clever, credit card sized cartridge with built in memory and battery back up. They're paving the way for a whole bunch of useful gadgets, such as 'smart' credit cards, which can fit in your top pocket and remember your last zillion financial transactions.

Sharps decks are for power people who need their telephone numbers and diary dates in secretive electronic form rather than on paper for everyone to see.

Holy Holograph, Batman!

Japanese video game giant, Sega is set to unveil a remarkable coin-op utilising holographic visual technology at this years' ACME (American Coin Machine Exposition) in Las Vegas.

Holographic displays have been the dream of science fiction writers for the past thirty years. Today, thanks to pioneering work in American universities, fiction is fast becoming science fact.

Details of the revolutionary arcade game are hard to come by, but rumour has it that Sega has licenced the game from a company in the states. Megazone will have more info next month.



Video Drugs Hit Japan!

A dangerous new craze is sweeping through the Cyber nation and sleazy bars of Japan. Tokyo based Ask storytellers have devised a 'legal drug experience' with a computer generated video that gets you high just by looking at it.

Your brain really takes the strain. Trips range from making you feel as though you've just had a massage to seriously messing around with your head.

Apparently, the subversive images make your head spin and give you an odd feeling under your nose! Well known Japanese artist Ryotsuke Jimon and house musicians, Greater Than One have produced the abnormal audio visuals in Video Drug One.

Hey Kids, don't forget video drugs really give you a headache.

THE SIMPSONS: THE GAME

Bart Simpson gets his own arcade game.



The Simpsons, international TV and merchandising success, have gone video. At arcades all over Australia you can join Bart, Lisa, Homer, Maggie and Marg in Konami's electronic race to save Maggie Simpson

from a fate worse than Bart at the hands of some pretty nasty burglars.

Bart rides and attacks with his skateboard, Lisa uses her skipping rope... it's a game the whole family can play. And which family could be worse than the Simpsons?

The Simpsons started to break onto the Australian scene before Christmas, with limited supplies of dolls appearing in time to fill the Christmas stockings of a few lucky children.

When the TV show hit Australia in February, it wiped out all opposition in the ratings including 9's current affairs showpiece, "60 Minutes", and 7's evergreen "World of Disney".

The Simpsons work because they're fun. Bart appeals to both children and adults, while Homer and Marg's attitudes remind us of those of our parents. The creative possibilities for these characters are limitless, and Konami has seized the opportunity to provide video game players

with a game which is both exciting and fun to play.

The Simpsons try desperately to be normal: the result is comic hilarity.

Homer Simpson wasn't always bald and grumpy, but try to convince kids about that. He's a devoted husband and dad who tries his best to make his family happy, but often fails. He eats pork rinds lite, is an avid bowler, and tunes his radio to a 24 hour mambo station.

Homer works as a safety inspector at the local nuclear power plant.

He'd love to make more money, as long as it doesn't cut into his frequent donut breaks. Despite many attempts to ingratiate himself, he's received exactly one compliment from his boss in ten years, and that was about his wife's gelatine deserts.

With his laziness and loutish manners frequently landing him in the dog house at home or at work, Homer is much more like his son than either one of them would care to admit. But even though he fumbles his way through life, the Simpson family loves Homer, and Homer loves them back.

Meanwhile, the Simpsons old fashioned mum is loving and good natured. She's the Simpson with the most sense, but, but that's not saying much.

Marg's most distinctive feature is her enormous bouffant hairstyle, taller than any other hairdo in Springfield. The huge pile of hair, held together by one bobby pin, barely fits through doorways, and

scrapes the high ceiling of her beloved station wagon.

Marg is the most affectionate member of the Simpson family and does her best to maintain peace in the house, taking solace in her quiet moments with her infant daughter Maggie – until Homer, Bart and Lisa create another crisis. She loves her wild family as only an utterly devoted mother and wife can.

Bart Simpson is as cool as a kid can be while still wearing short pants. With his spiked haircut, skateboard and broad repertoire of exasperating pranks, the irrepressible fourth grader relishes his role as centre of attention in the Simpson household, spending most of his time either in trouble or hatching a scheme that will get him there real soon.

Bart is a good kid with a few bad ideas, a couple of really bad ones and one or two others that...we'll they're better left unmentioned. Enthusiastic but disobedient, friendly but mischievous, Bart is torn between the desire to entertain and the desire to make a pest of himself, always managing to do a little of both. Whether he's hiding out in the closet to avoid chores, cracking up his friends with gross out noises at the movies, or making ugly faces to ruin the family portrait, Bart Simpson is an irreverent wise guy with a gift for undermining authority, the original rebel without a clue.

Lisa is the soft spoken family genius. Misunderstood, and an underrated second grader, nobody seems to notice her. Lisa is

virtuoso on the baritone saxophone but is at her best playing both sides against the middle. She sides with Bart when it seems like the cool thing to do, and turns against him when he's about to get caught.

Lisa asks for, but doesn't get, a pony every Christmas, but somehow remains eternally optimistic. Unlike Bart, who prefers such violent TV fare as "Itchy and Scratchy" cartoon, Lisa loves to watch "The Happy Little Elves" unbearably cute cartoon show. Lisa loves her family even though they don't often understand her.

Maggie Simpson is Homer and Marg's infant daughter. She communicates solely through sign language and sucking on here ever present pacifier. Fast means nervous, slow means content. Maggie has only recently learnt to walk and she wears a long sleep suit that was bought for her to grow into. As a result, she trips and falls on her face every few steps. If she's really in a hurry, she crawls.

Maggie's wits are developing faster than her legs. She observes everything that goes on around her, understands it, and will occasionally comment on it in her own way.

By the time you read this, The Simpsons video game will be well and truly in Australia. Initial earnings tests reveal this video game is another truly breathtaking product from Konami, the people who brought you Teenage Mutant Ninja Turtles.

Playing The Simpsons game is amazing fun. You can create more trouble for the characters than they ever get into on the weekly TV show. The story begins when the whole family witness a robbery in downtown Springfield. Homer clumsily bumps into the thieves and shakes loose a stolen diamond. Little Maggie swallows the diamond, so the thieves capture the poor baby and a rescue mission begins.

Each Simpsons has his or her own attack technique controlled by the players, for example, Lisa uses the skipping the rope, Marge her vacuum cleaner, Homer does karate stuff and Bart employs his famous skate-board. One unique feature of the game is that two family members can join up for one "extra power" attack team as they battle the criminals.

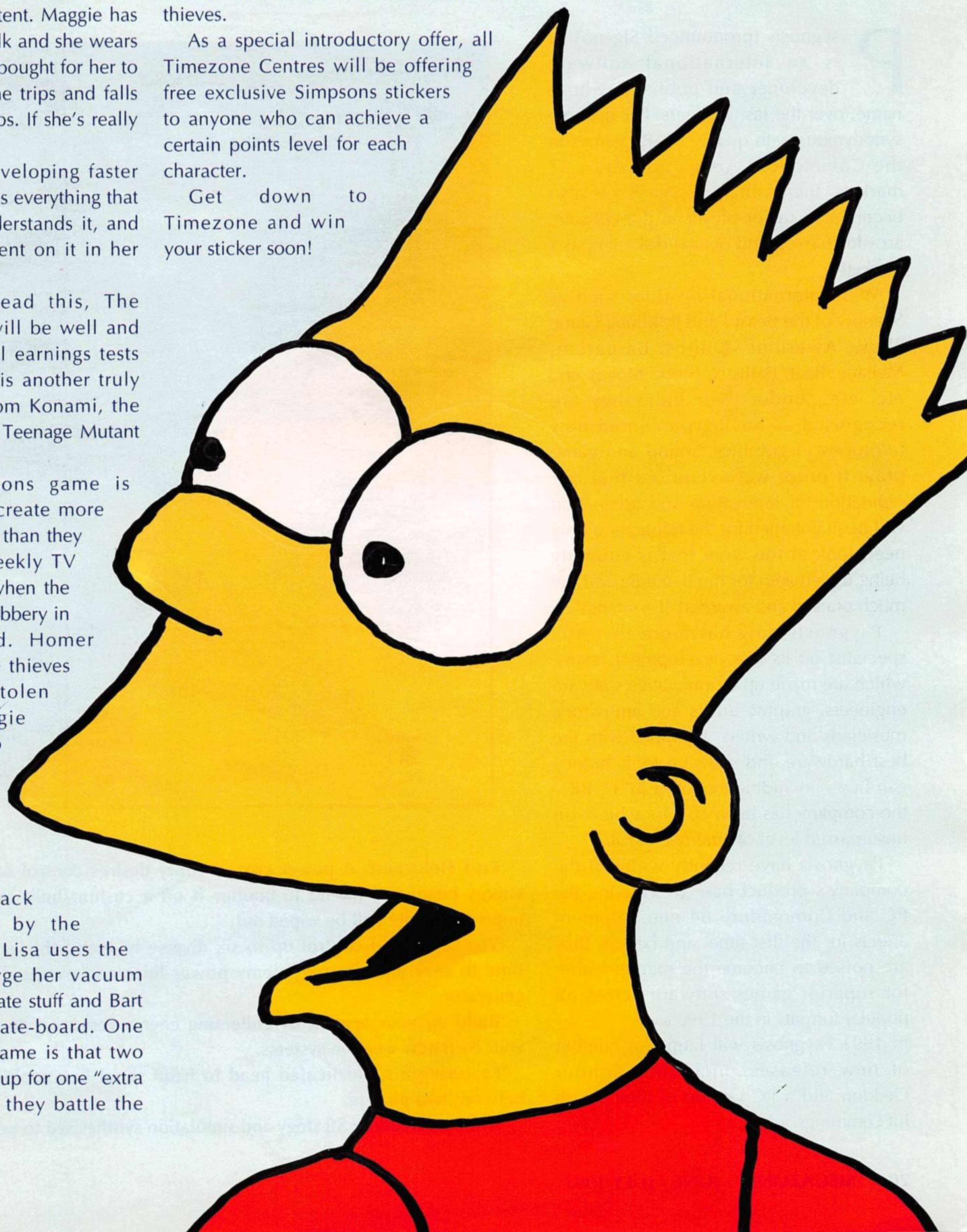
The setting is The Simpsons home town of Springfield and many of the famous town scenes are replicated on the game (like Krusty Land, Moe's Tavern, the Cemetery and certainly the Nuclear power plant).

The whole idea is to rescue Maggie and reunite the family in a kick, punch, jump, vacuum, lasso story adventure requiring the video game player's talents.

The Simpsons will certainly be a true test of video game player's skill as the number of levels and scenes in the game is extraordinary. Each scene is a new adventure with new tests for your skill. Make sure you're the first on your block to control The Simpsons and beat the evil thieves.

As a special introductory offer, all Timezone Centres will be offering free exclusive Simpsons stickers to anyone who can achieve a certain points level for each character.

Get down to Timezone and win your sticker soon!





PSYGNOSIS

making games that people play

Psygnosis (pronounced Sig-nosis), is an international software developer and publisher whose name, over the last six years, has become synonymous with quality 16-Bit games in the Commodore Amiga and Atari ST markets. Increasingly, Psygnosis is also becoming a major player in the console, arcade coin-op and optical disk computer markets.

With international hit titles such as Shadow of the Beast I and II, Killing Game Show, Awesome, Obitus, Barbarian, Menace, Baat, Ballistix, Blood Money etc, etc, etc., under their belt, they are recognised as having pioneered new territories in graphics, sound and game play. If proof were required that our reputation for innovation and origination will be maintained for the future, you only need look at the work that is currently being undertaken for multi-media and the much praised and awarded "Lemmings".

Psygnosis now has more than 40x specialist on its 17x development teams, which are made up of innovative software engineers, graphic artists and animators, musicians and writers. Equipped with the best hardware and software tools money can buy – including the latest in 32-Bit – the company has been able to achieve an unsurpassed level of quality control.

Psygnosis have recently widened the company's product base by entering the PC and Commodore 64 entertainment arenas for the first time, and believe they are poised to become the market leader for superior games software across all popular formats in the 1990's. In 1991 Psygnosis will launch a number of new releases, including Armour Geddon and a PC version of their smash hit Lemmings.



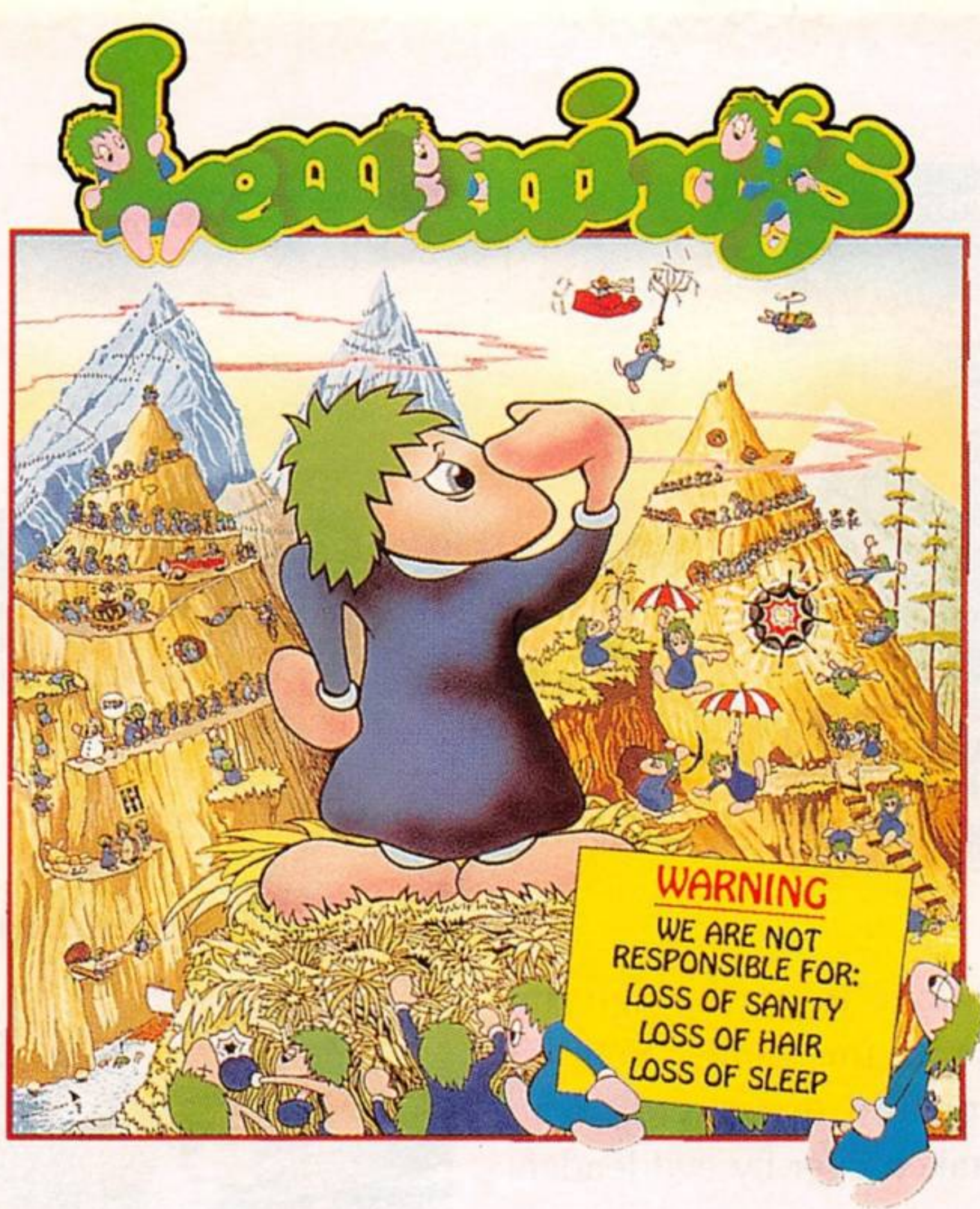
Post Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at one in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head to head serial link enabling 'being there' realism between two players.

Armour-Geddon: Strategy and simulation synthesised to perfection!



Already a smash hit on the Amiga, prepare yourself for the PC format!!

Lemmings is an intriguing one or two player game in which you help hordes of otherwise-mindless creatures – known as Walkers, escape over 100 hostile environments.

Lemmings drop through a trapdoor onto each screen and, as they're creatures of very little brain, they need all the help they can get to survive the dangers that lie within.

Lemmings is organised into four increasingly difficult game categories: FUN, TRICKY, TAXING and MAYHEM. The FUN category consists of 30 levels and is designed to familiarise you with the game concept and how to work with Lemmings skill attributes. TRICKY, TAXING and MAYHEM increase in difficulty with the MAYHEM level being the most difficult.

Lemmings Tips:

1. When using a bridge-builder lemming, listen out for the sounds of the pick-axe: they mean he will stop building soon.
2. Don't block on a bridge. If you do, you will cause an explosion which will leave a huge hole in your construction.
3. Try making a lemming both a climber and a para-lemming. He will become an athlete!
4. On a level without blockers, sometimes you can use a digger or a miner to hold your lemmings back in a confined space while you work out how to keep going.
5. On the Awesome level, select a basher to punch a way through the Alien's head. Don't worry about blocking any Lemmings who backtrack towards the entrance: they will be stopped by the large spike.

What the Press have to say about Psygnosis products:

"A simple, easy to learn, fun, exciting, and challenging game, the likes of which has never been seen before on a computer screen"

Graphics: 100% Sound:100% Playability:100%

"A must buy....the graphics are fantastically animated, the gameplay is addictive....Lemmings has all the makings of a classic"

Amazing Computing (Lemmings)

"Set to become the most talked about form of computer entertainment ever"

The One – 96% (Lemmings)

".....The range of vehicles and the two player option put all the other games of this genre to shame.

Psygnosis have proved once again that they are one of the leading software producers."

Amiga Action (Armour-Geddon)

PSYGNOSIS
The award winning
company of the future:



**EUROPEAN COMPUTER
LEISURE AWARDS**

Software Publisher Of The Year
PSYGNOSIS

Computer Game Of The Year
LEMMINGS

Most Original Game
LEMMINGS

Best Graphics
SHADOW OF THE BEAST

Best Sound
SHADOW OF THE BEAST

Best Action Game
KILLING GAME SHOW

GEN D'OR AWARDS – PARIS

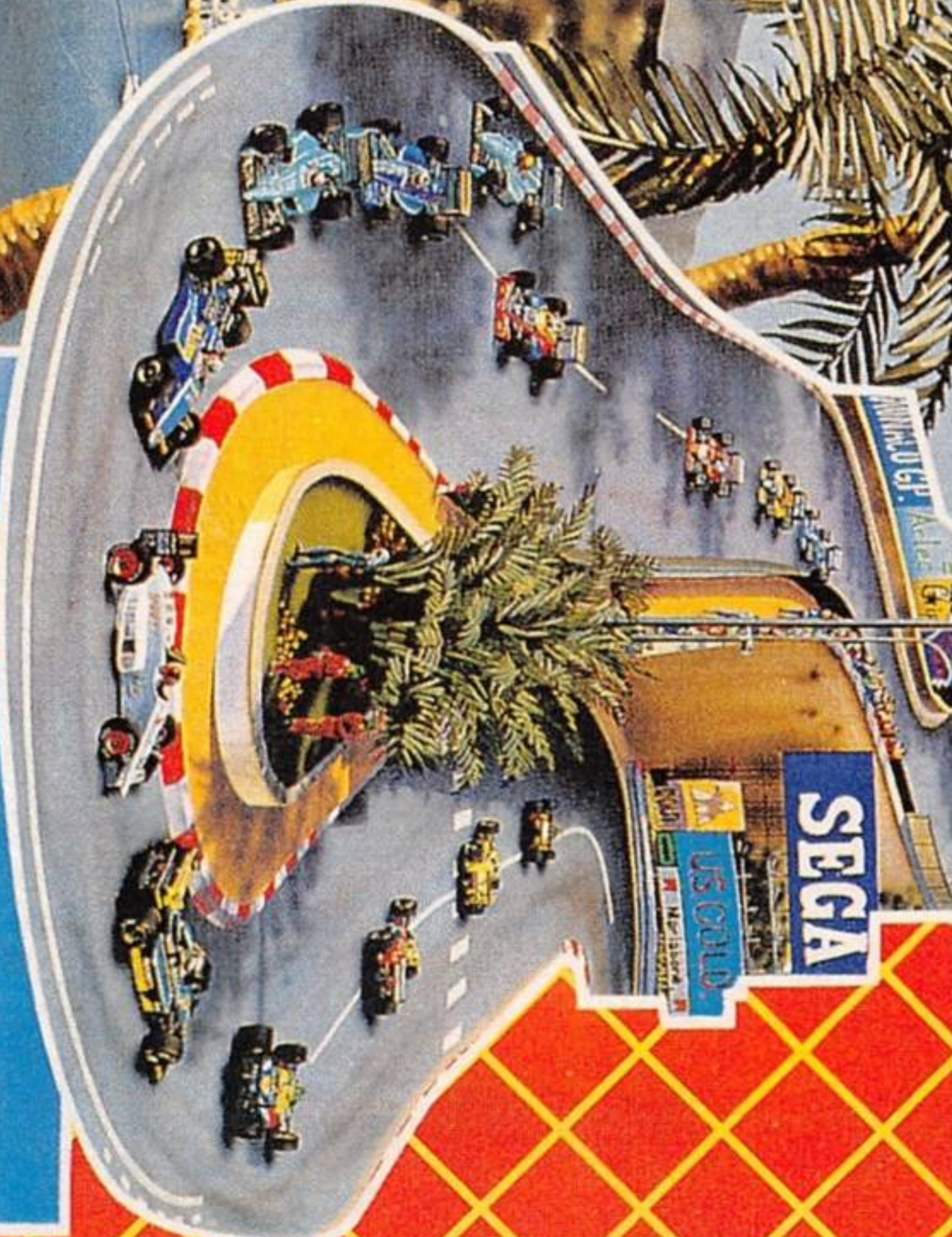
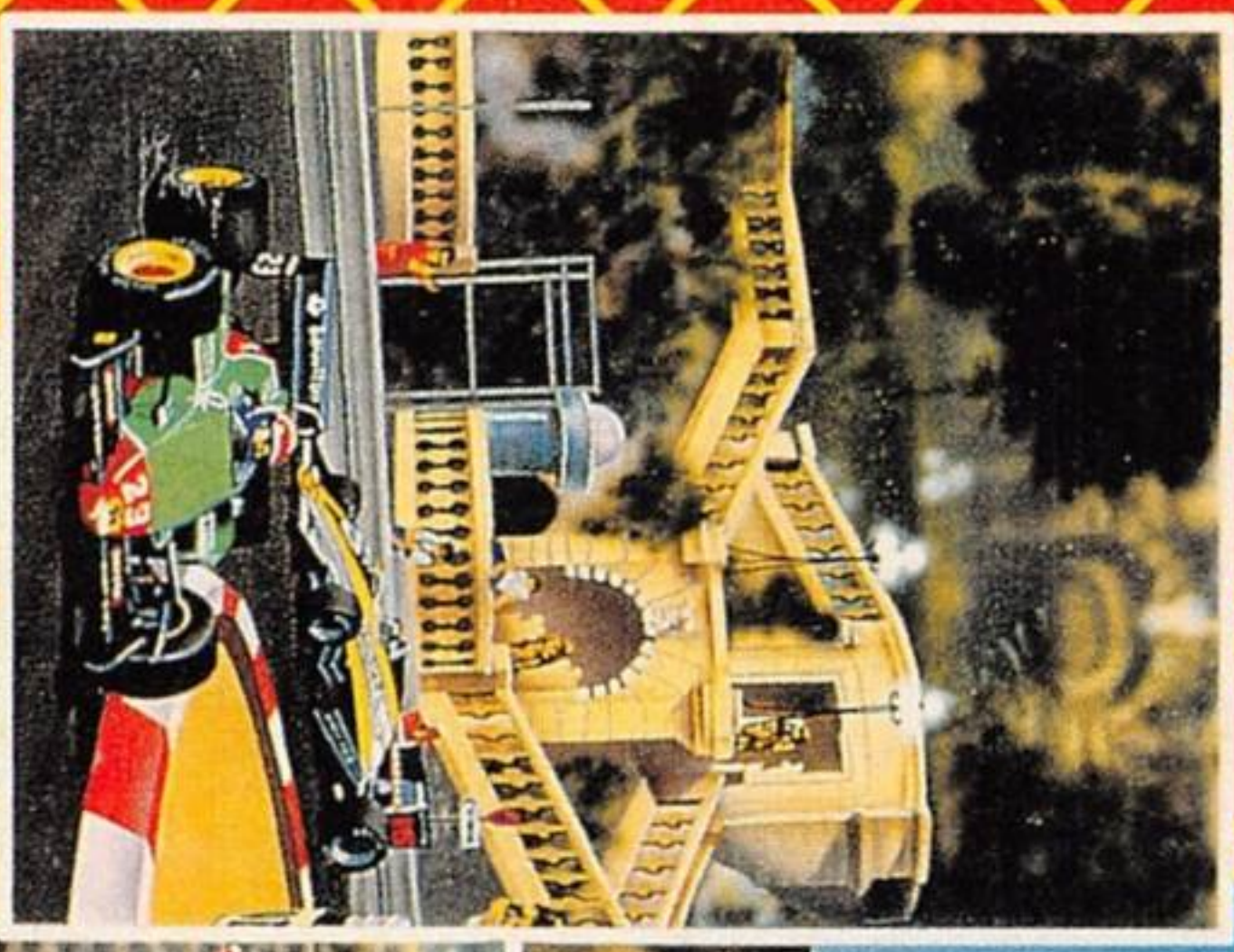
Software Publisher of The Year
PSYGNOSIS

Special Prix
LEMMINGS

Best Presentation
SHADOW OF THE BEAST II

Best Sound
SHADOW OF THE BEAST II

SUPER MONACO G.P.



BRAT™

THE
ANTI-CUTE
STRIKES BACK!



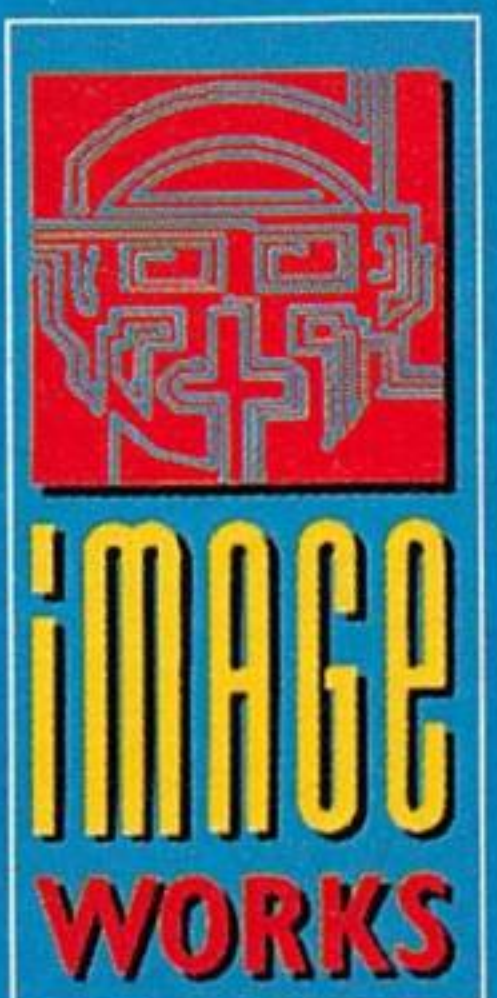
HE'LL BE LOOKING FOR TROUBLE
ON YOUR AMIGA AND ST.

IMAGE WORKS IRWIN HOUSE 118 SOUTHWARK STREET LONDON SE1 0SW

TEL: 071 928 1454 FAX: 071 583 3494



FOURSFIELD
© 1991 TARANN LTD



& TIPS

Rolling Thunder

Amiga

Type in JIMBBBY on the title screen for infinite energy.

R-Type

Amiga

Enter SUMITA. (Including the full stop) on the high score table for infinite lives.

Shadow of the Beast

Amiga

After the last title screen appears, hold down 'Fire' and the left mouse button until you change disks. You have infinite lives.

Shadow of the Beast II

Amiga

Go to the edge of the forest and press 'A'. Type TEN PINTS for invulnerability.

Shadow Warriors

Amiga

When you reach the continue option screen, and, if after the word credit, it says '1', start tapping the '1' and '2' keys alternately, all the way through the change disk prompt until both men fall from the sky. This gives you infinite lives.

Supercars

Amiga

Ever wanted to be a millionaire? Entering your name as RICH doesn't give you a million, but \$500,000 ain't too bad.

Super Shinobi

Mega Drive - Sega

A very useful tip: If you go to the options screen, select 00 shurikens and then press the START button as fast as you can, after a second or so, the two zeros join together to form an infinity sign, meaning you've got infinite shurikens!

Shinobi

Amiga, ST

Pause the game and type in ; LARSXViii for infinite credits.

Street Fighter

Amiga, ST

During play, type STREET CHEAT and see what happens.

Sword of Sodan

Amiga

Type NANCY on the high-score table for infinite lives and press 'Enter' to skip levels.

Test Drive 2

Amiga

Type GAS at any time during play and you will be taken to the next gas station. Fill 'er up.

Thunderblade

Amiga, ST

Type CRASH on the title screen then press 'HELP' during the game to advance a level.

Total Eclipse

Amiga, ST

Hold down '1' and '9' (not on the keypad) and press 'Fire' to see what happens.

Untouchables

Amiga

On the title screen type SOUTHHAMPTONGAZETTE. Now 'F10' will skip a level. On levels 2, 3 and 6, press 'Help' to go half-way through.

Vigilante

Amiga

Type your name in as GREEN CRYSTAL on high-score table. 'F1' will now increase lives and 'F8' will take you to the next level.

Viking Child

Amiga

During play, type in these codes for different parts of the game:
SHARKMAN-Labyrinth
NYMHARSKY-Desert

Virus

Amiga, ST

Hold down 'Enter' on the keypad and press 'P' to pause. Keep 'Enter' pressed and press 'O' to unpause.

Then:

'C'-Toggles special effects on or off

'L'-Adds one missile

'F'-Replenishes the fuel

'D'-for a demo

'N'-to toggle cheat

Warhead

Amiga

The very first time you attack the Berserker, hit the bi bugger with everything you've got, including the MDC. He will then keep following you. When Solbase says to take him anywhere, go to CH010 and he will get sucked into the Black Hole.

X-Out

Amiga

Buy the cheapest ship, place it on the grid, then buy the cheapest laser and lase and click it on the shop keeper's face. This will give you 500,000 credits.

X-Out

Atari, ST

Keep getting killed by marauding aliens? A quick trip to the corner shop is in order. Buy the shield then throw it away instantly for 500 points. Keep doing this and you'll soon have enough money to buy that mega-death kill-o-zap gun. Have fun!

Xybots

Amiga, ST

Type ALF into the high-score table for infinite energy.

Zoom

Amiga

To start on any level up to 30, press 'F10' when making the choice before playing.



Cybercon III

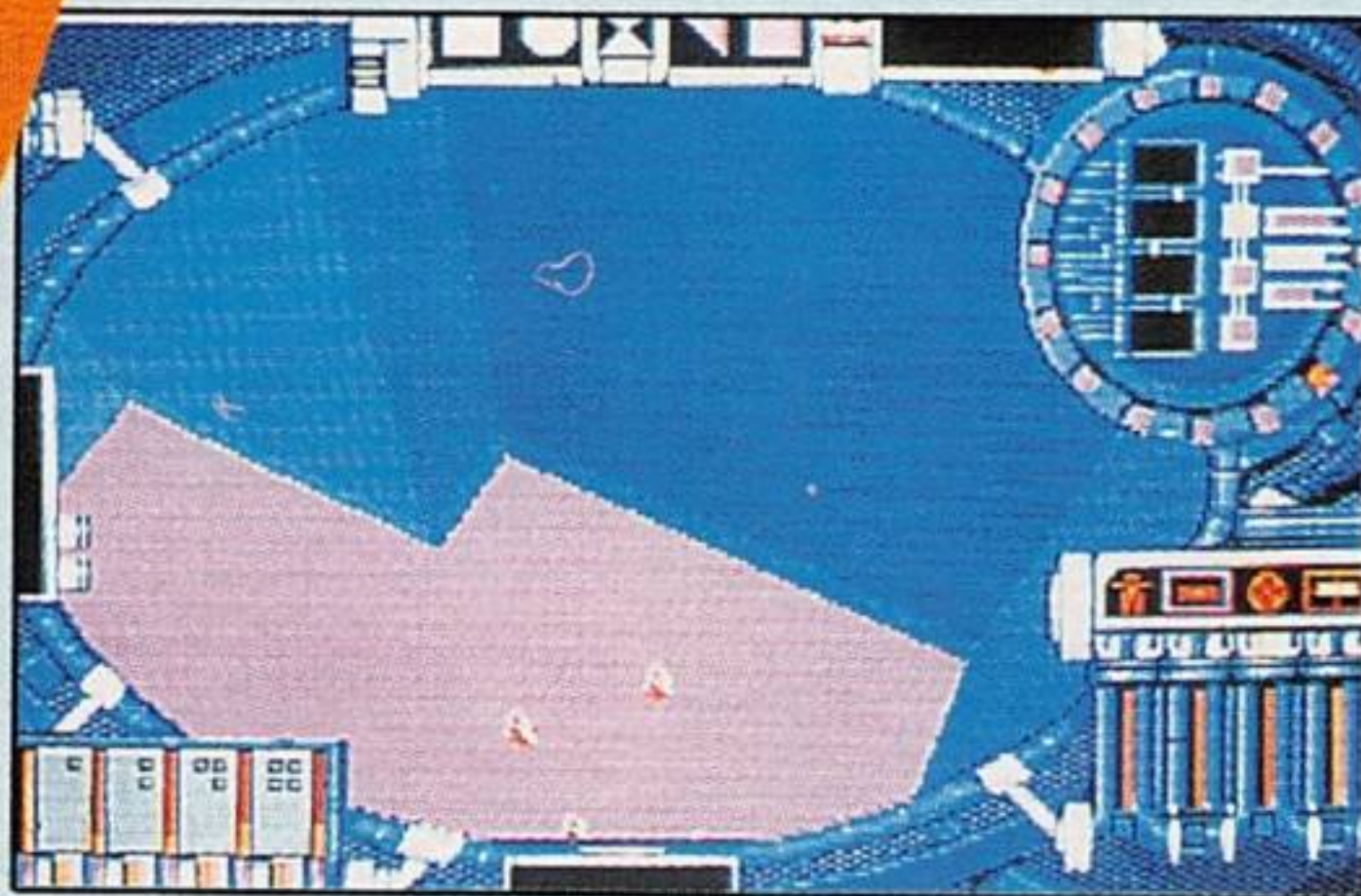
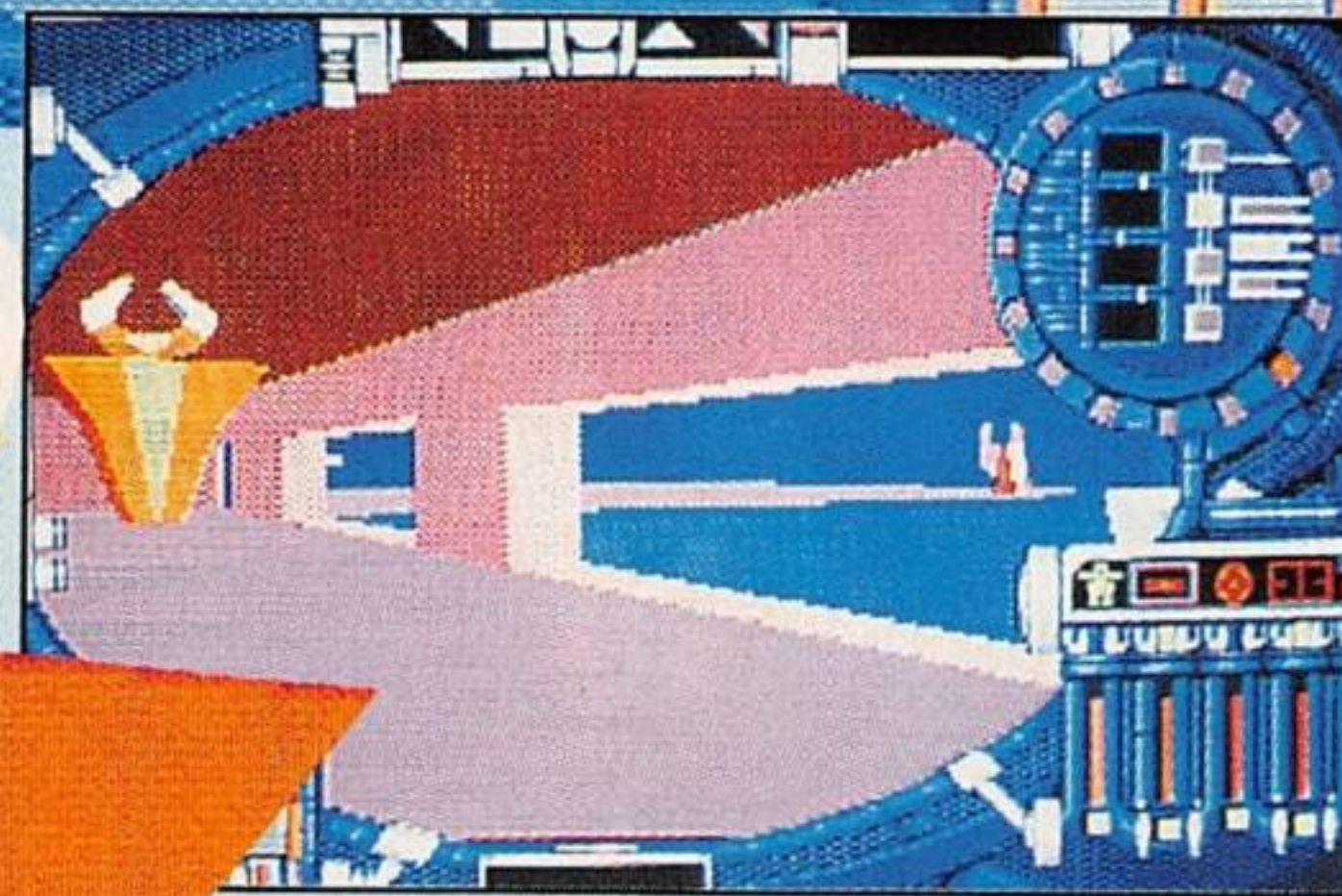
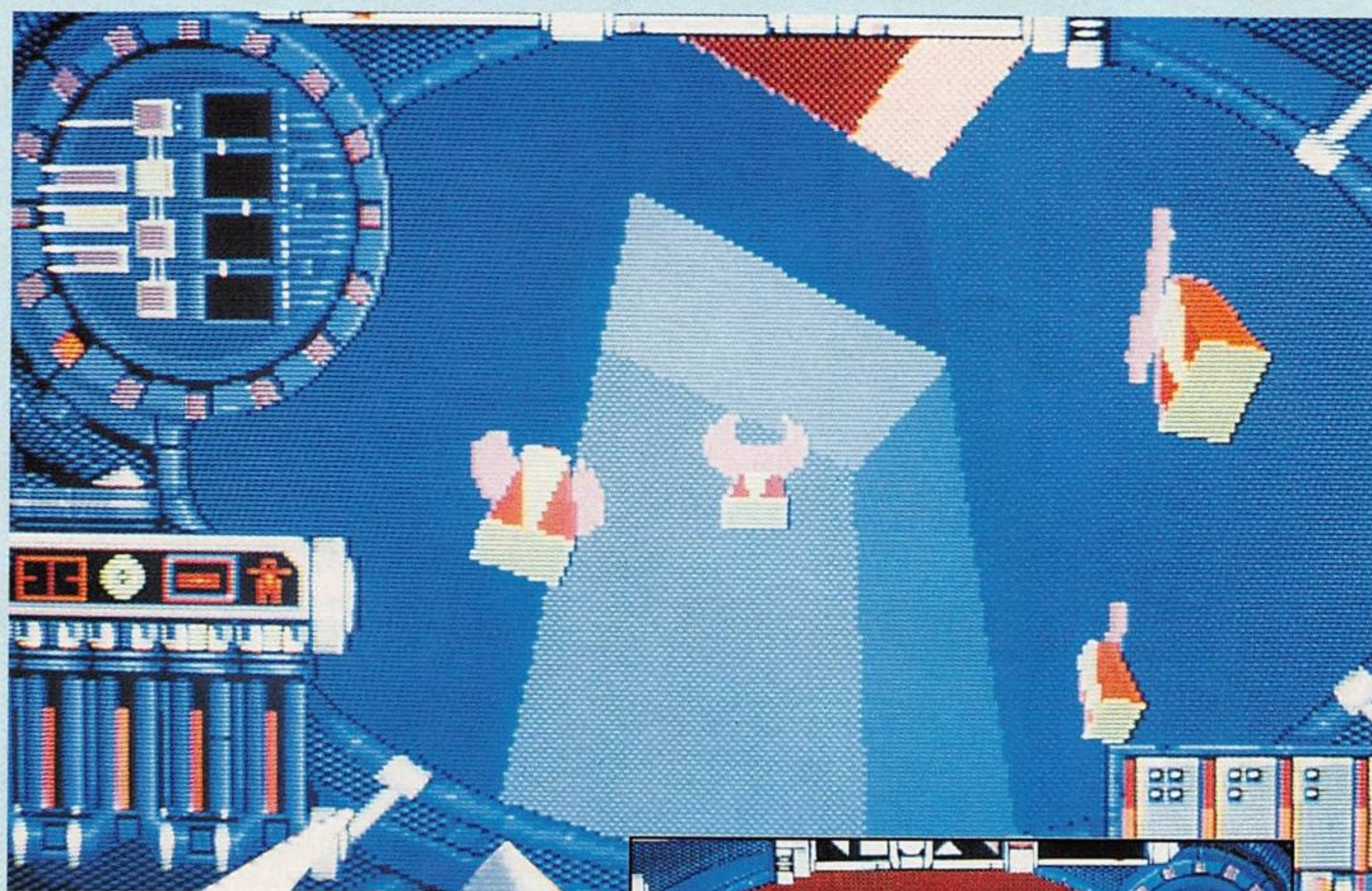
Cybercon III was designed as a peace-keeping, ultra computer with total control over the Earth's super-lethal armoury of weapons. The computer was housed in a top secret defence complex. It was, of course, designed to be incorruptible. However, something went dreadfully wrong.

Inside its protective cocoon, the super-computer's cybernetic brain mutated into madness without warning. The computer was transformed from the Great Defender into the Great Destroyer: instantly it began to unleash its awesome destructive power on its creators in an attempt to exterminate mankind. It came very close to total success.

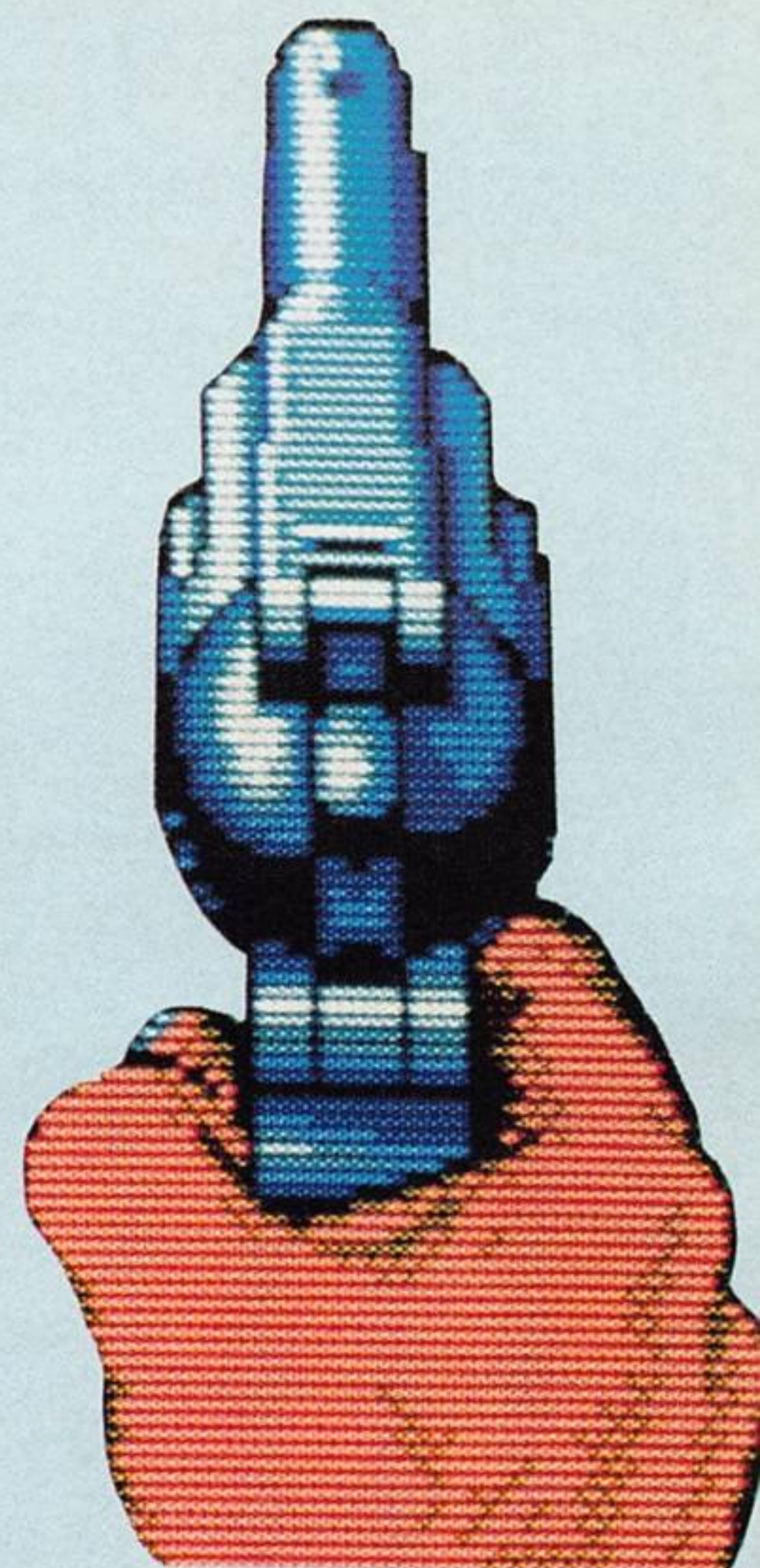
Decades later, the few survivors, hidden in remote places out of reach of Cybercon III's cybertanks and sensors, live on the bare essentials and spend their time planning the destruction of their tormentor.

Their opportunity came with the discovery of the Cybercon III defence complex buried deep in a mountain, protected by a powerful force wall. A volunteer, equipped with a suit of power-armour able to absorb energy and salvage equipment from within the complex, is humankind's only hope. Somehow they must fight their way through and ultimately destroy the evil computer.

Cybercon III is an all action adventure requiring you to fight and puzzle your way through a complex of over 350 individually designed rooms, using the incredible 'Real World' 3D environment – this must be the fastest, smoothest scrolling 3D game ever.



Billy the Kid



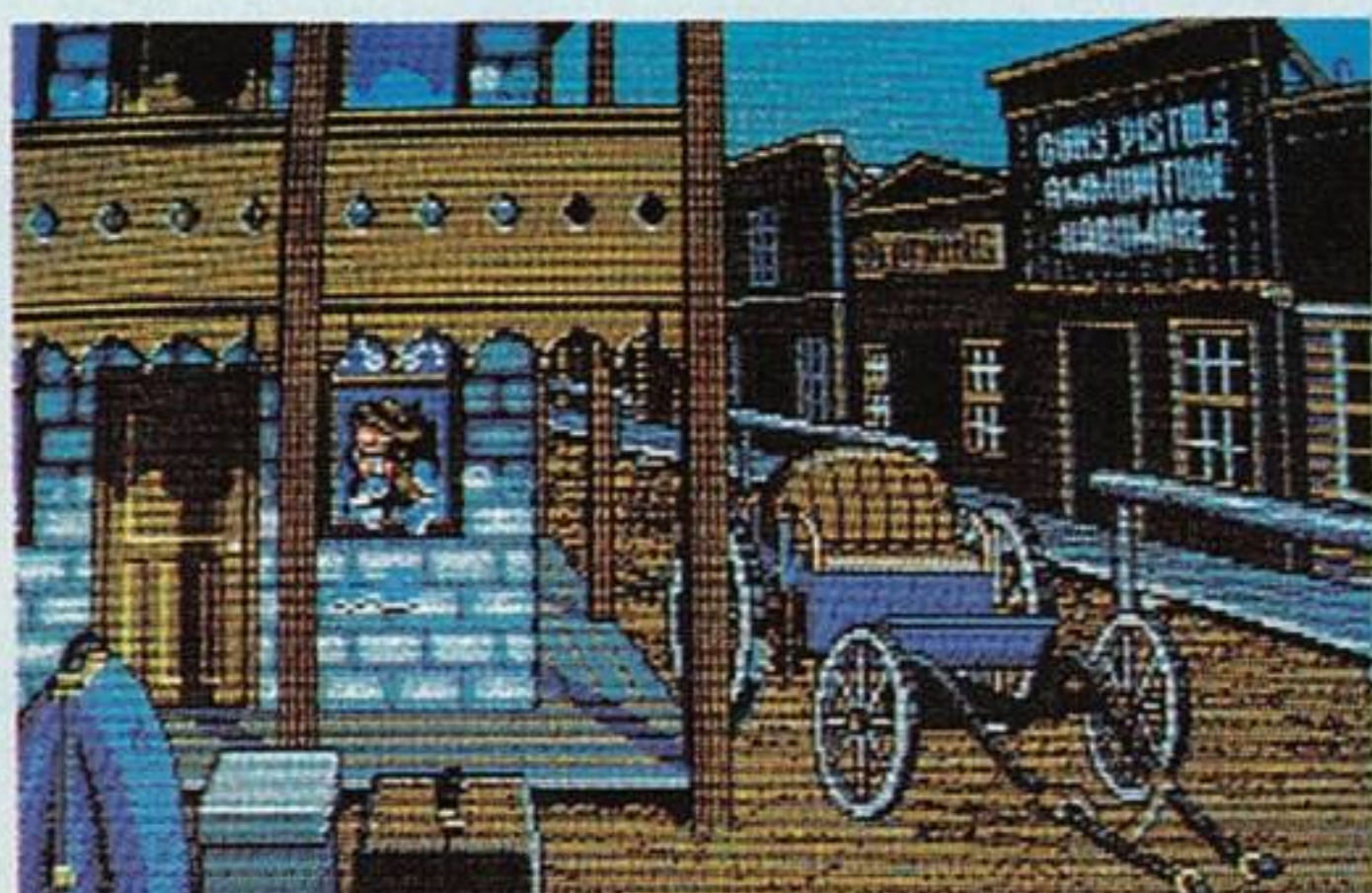
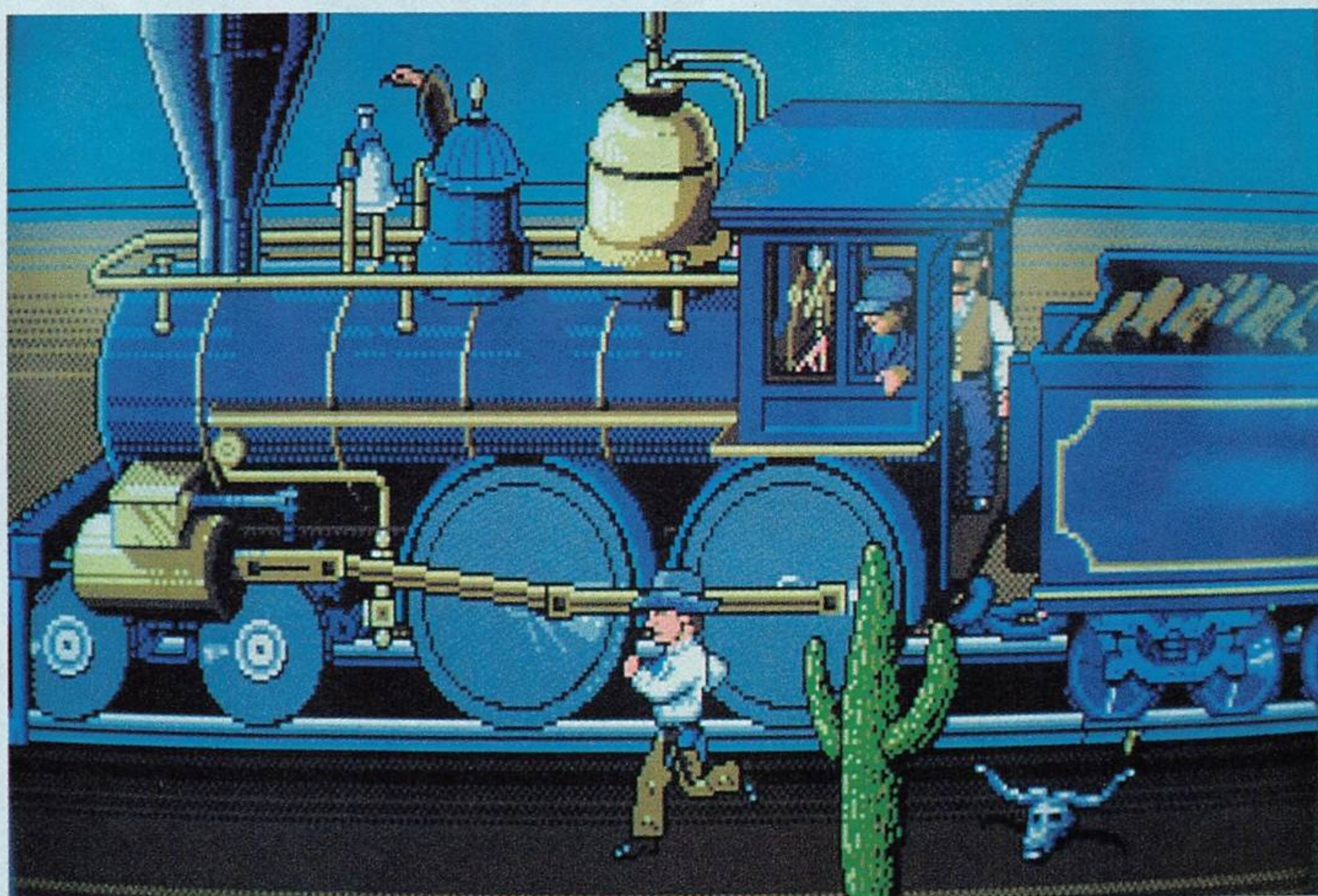
Grab your gun, your hat and your horse and get ready to play this Wild West action game – an epic in the classic tradition.

This game tells an heroic tale of vengeance and romance... of two men who, once best of friends, torn apart by a question of justice...

At last, you have the chance to become Billy The Kid, the gun-toting desperado with a heart of gold, who turns to crime to avenge the murder of his friends by extortionists. Believing the law to be powerless, Billy sets out to prevent future crimes by inventing his own law... the law of his gun.

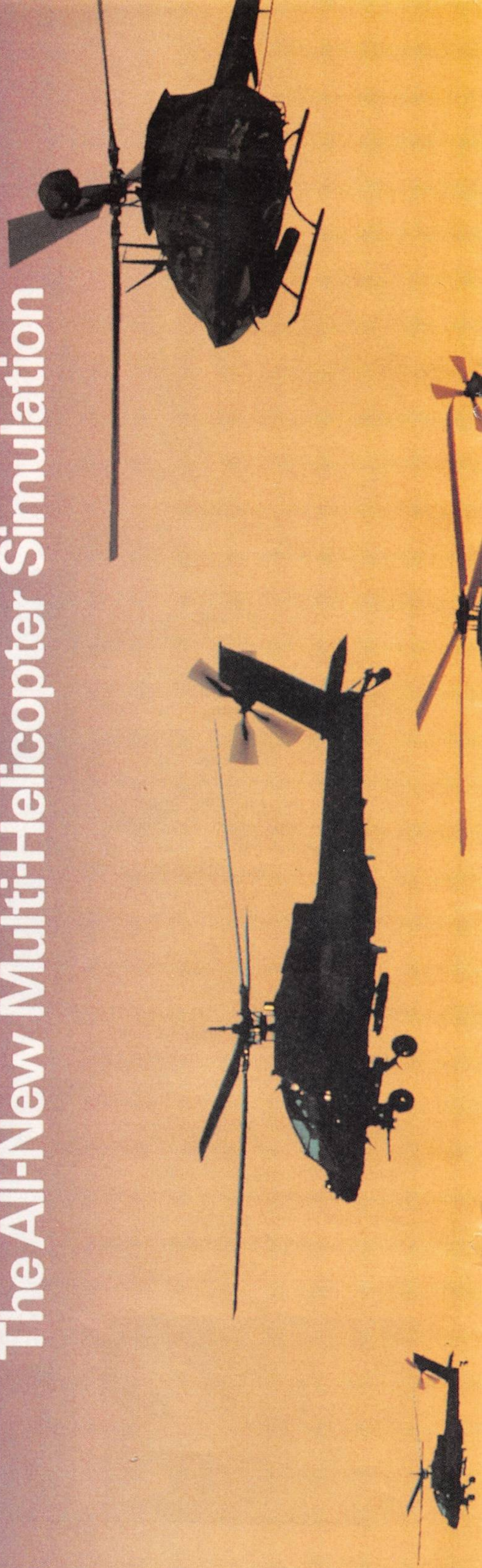
Or, you can take on the role of the sharp-shooting, law abiding pillar of the community, Sheriff Pat Garrett. Determined to clean up Lincoln County, his sworn mission is to hunt down all law-breakers, whoever they may be!

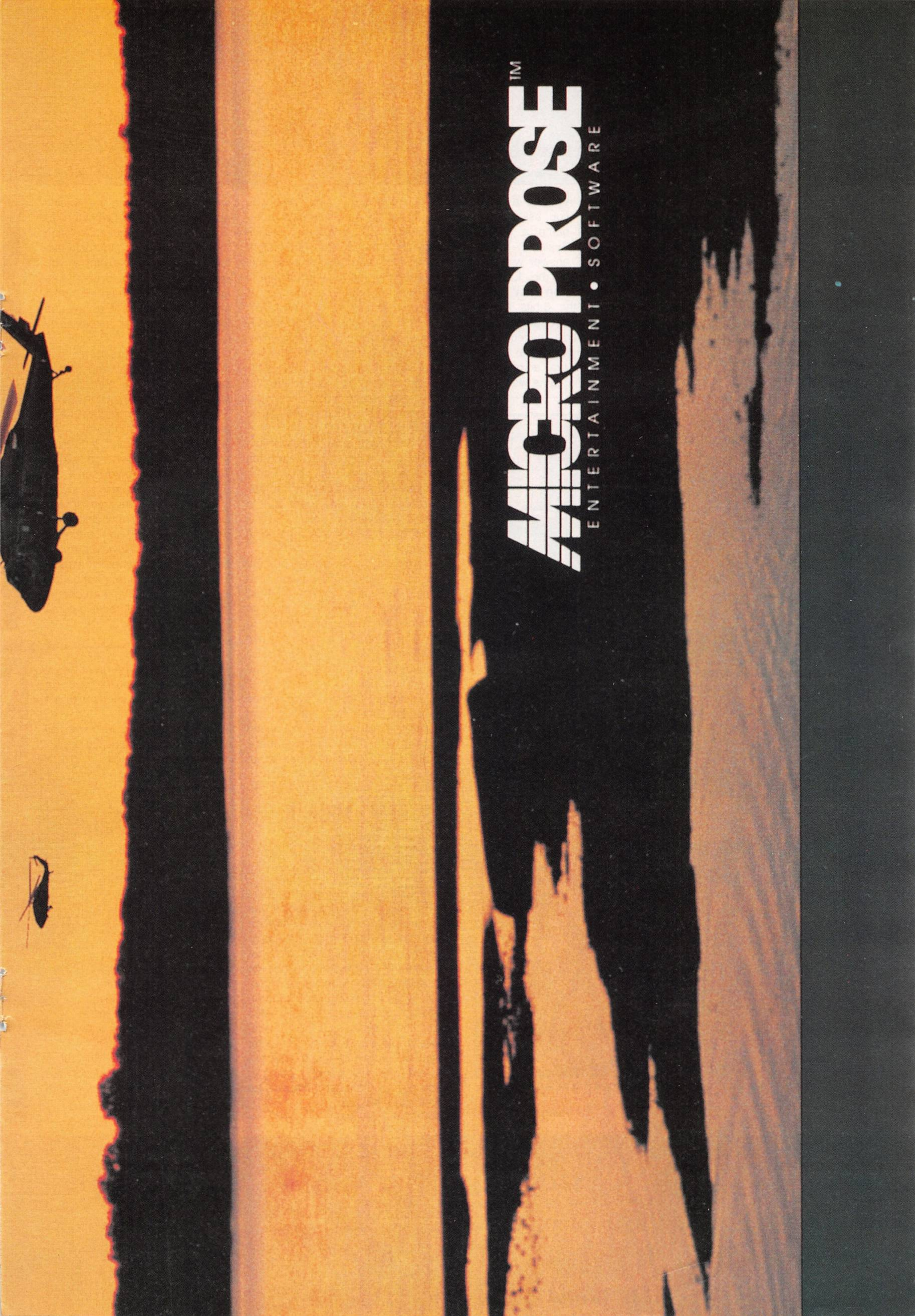
This game combines over a hundred screens of multi-directional scrolling and multi-level gameplay, nine linked arcade sequences with dual player option, and plenty of combined strategy and arcade action with detailed graphics, digitised sound effects and inspirational wild-west characters.



CALL OF DUTY WARZONE™

The All-New Multi-Helicopter Simulation





MICRO PROSETM
ENTERTAINMENT • SOFTWARE

PROJECT INSPECTION

Welcome to the first of our Project Inspection articles which gives a sneak preview of products that are currently in progress as well as an insight into the developers themselves.

ARCADE ADVENTURE



Without a doubt if you ask people to name a game by System 3, their answer will be one of the Last Ninja series. From the day it was released on the 8-bits it was a tremendous hit. Of course it wasn't long before Ninja moved into the 16-bit market, but a lot in the game changed on the way across.

For one the game was brought

to you thanks (if that's what you can call it) to Activision. But unfortunately it was very poor with little done to improve it to 16-bit standards, and even the gameplay was terrible with the player having to struggle for hours on end just to pick up a stupid key.

With plans for Ninja III already in the pipeline this was quite disturbing for System 3. It now meant that Ninja III sales would probably be dramatically less due to the fact that most people would remember the standards of Ninja II and decide not to buy the game.

It was for this reason that Ninja Remix was released. System 3 felt they needed to set the story straight and show people what they were capable of. As people who read the review in issue 17 will know, Ninja Remix was a hell of a lot better.

Any way, back to our present subject - Ninja III. The story line behind the game follows on from where Ninja II left off. Yet again Kunitoki has risen, and it's up to you the Last Ninja to hunt him down and, using every iota of skill that you possess, put an end to him once and for all.

Although the first two games were very similar in actual idea and layout, Ninja III has been changed quite a bit and now involves many more cryptic puzzles. Instead of

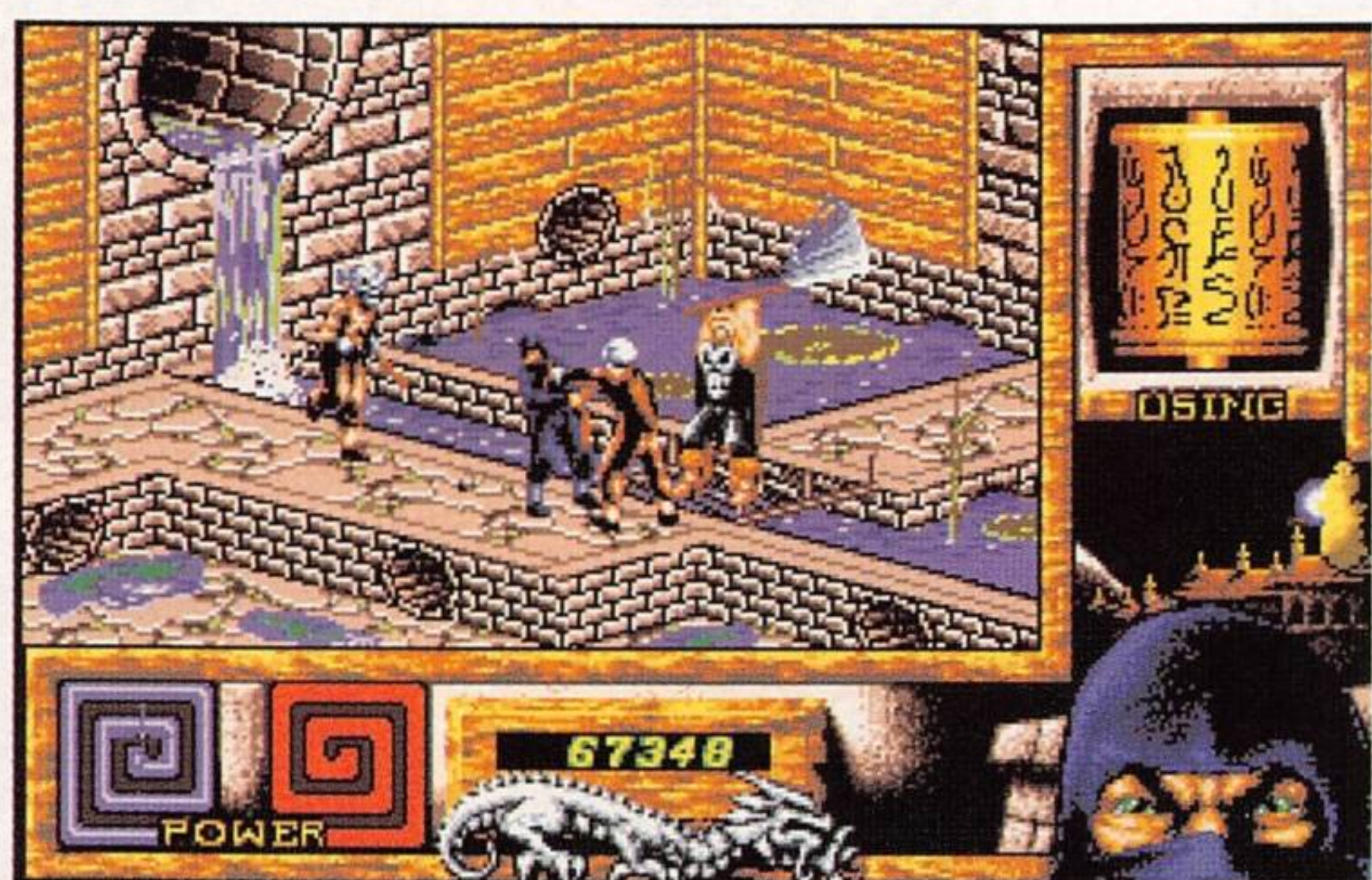
simply just collecting the objects and then working out what they're used for Ninja III goes one step further. Now you can manufacture objects. For example you may find a key mould and some metal, which you must then take to a furnace to make a key, and then use it to enter a previously locked door.

The graphics are now much improved with Ninja and enemy sprites twice the normal size enhancing the look of the game. The animation is much better and probably some of the best yet seen. One in particular, a robot, is so good you almost go into a trance the first time you see it.

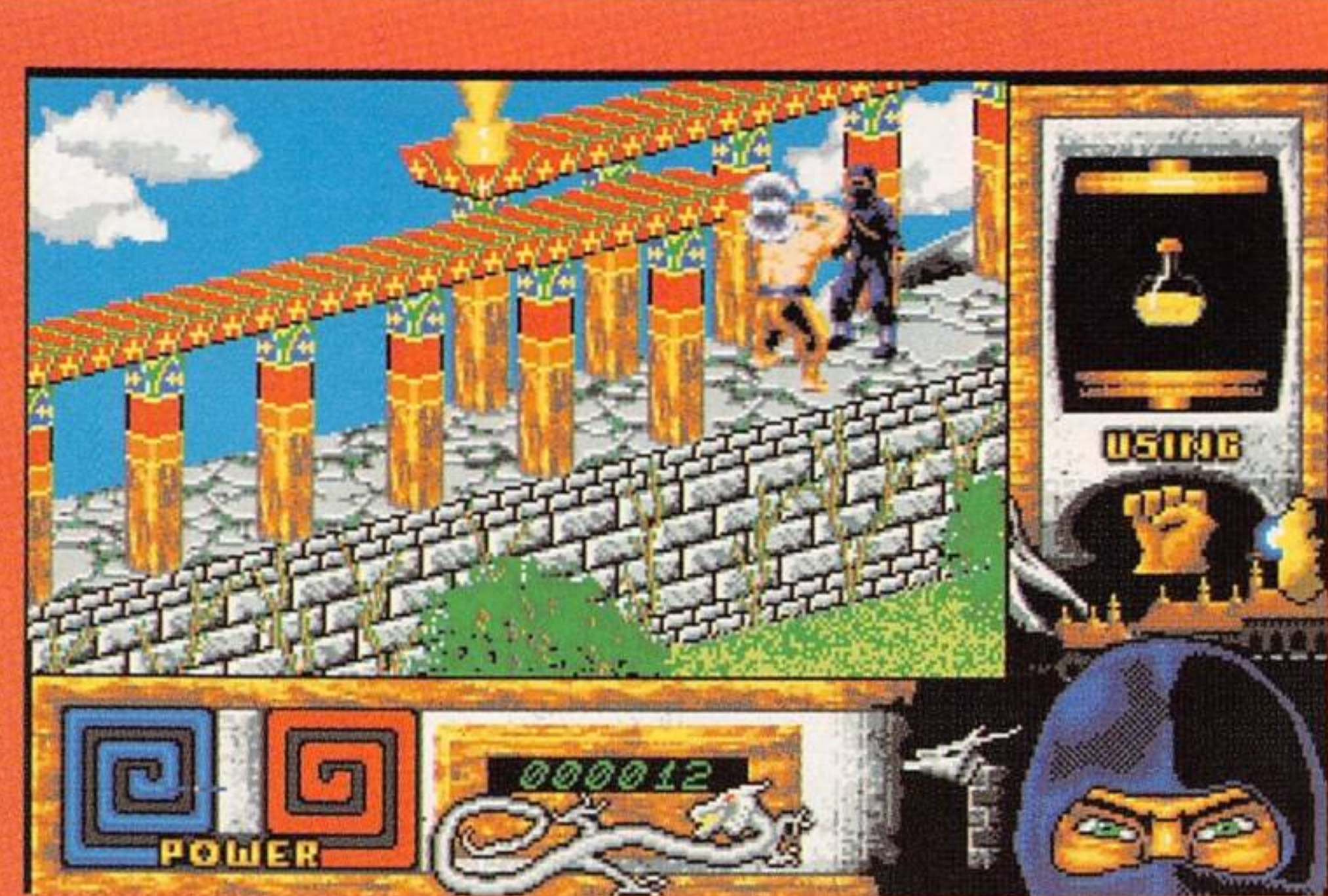
Up to three of these amazingly animated sprites can appear on the screen at any one time, and they will certainly put your Ninja to the test. However, unlike the first Ninja games you can't just run past them and not bother killing them. Each time an enemy dies your Ninja will receive some Bushido power. This will enable you to overcome the end-of-level guardian, but you'll have to defeat quite a few enemies to get enough.

There are five levels in all with each of them depicting one of the five Ninjitsu elements: Earth, Air, Water, Fire and Void. The levels' time periods change as well, and in the later stages you end up against the aforementioned robot that is animated so well.

There is also a small mini-level to accompany each elemental level that contains the end-of-level guardians. The latter are very tough and you will need a lot of Bushido power to beat them. Ninja III is certainly a game to look forward to as our review next month should hopefully show.



There are five levels in all, each depicting one of the five Ninjitsu elements. Here water is the subject of conversation.



The air level is particularly tricky. One false step and you'll be plummeting to earth and losing a life.

ACTION INFO

LAST NINJA III SYSTEM 3 TEAM: SYSTEM 3

Ninja III is a very good product that has at last left behind the other Ninja games and become a much more 16-bit looking game, something which a lot of other companies haven't been able to manage. The graphics are particularly good, and the size and animation of the sprites really adds to the gameplay. From what we've played of the game so far you should all be able to look forward to what's probably going to be one of the best games to be released this year.

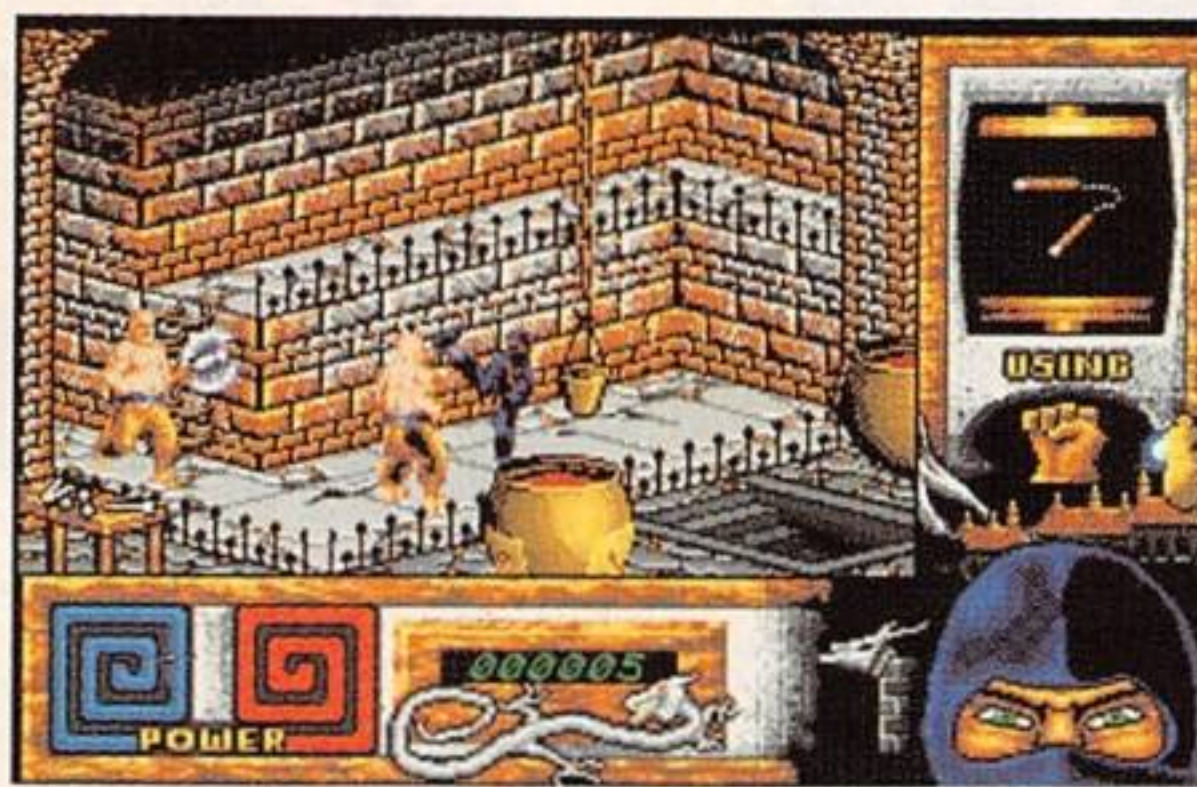


Last Ninja III

Ninja is equipped with many weapons, but in Ninja III he must become the master of them all. This is accomplished by fighting and beating the selection of enemies on each level. Are you skillful enough to become a master?

Poisonous gases and fiery pits hinder our intrepid Ninja in the fire level. But like all traps they can be overcome. What you need to do now is work out which objects you will need to do this - your life depends on it!

Void is the final level, and here you battle with Kunitoki for the last time. However, after playing the first two, will it be another case of just banishing Kunitoki until the next game in the series. Only time can tell?



What Ninja would be complete without his trusty sword?



The prayer wheel is a handy tool, showing useful items that are nearby.



Don't worry. If you get into any trouble too big for you, your bomb will help.

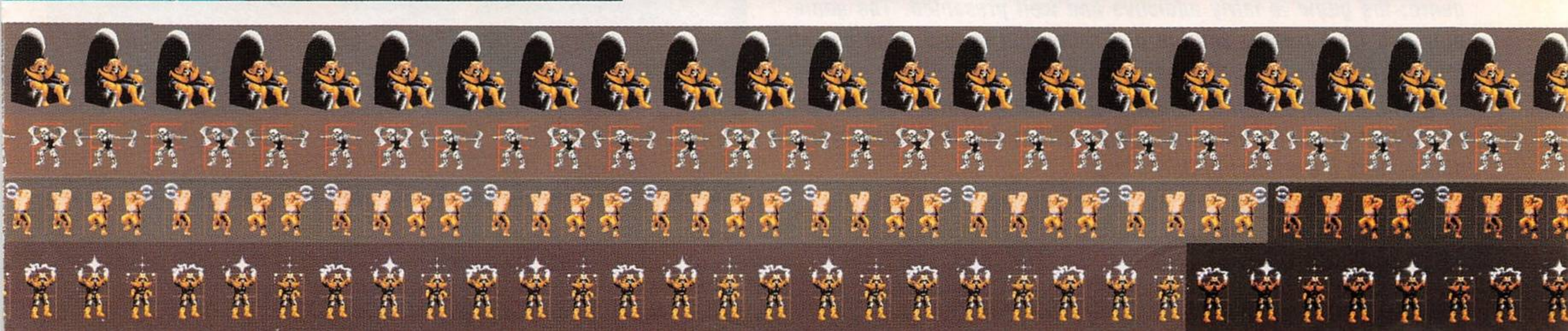
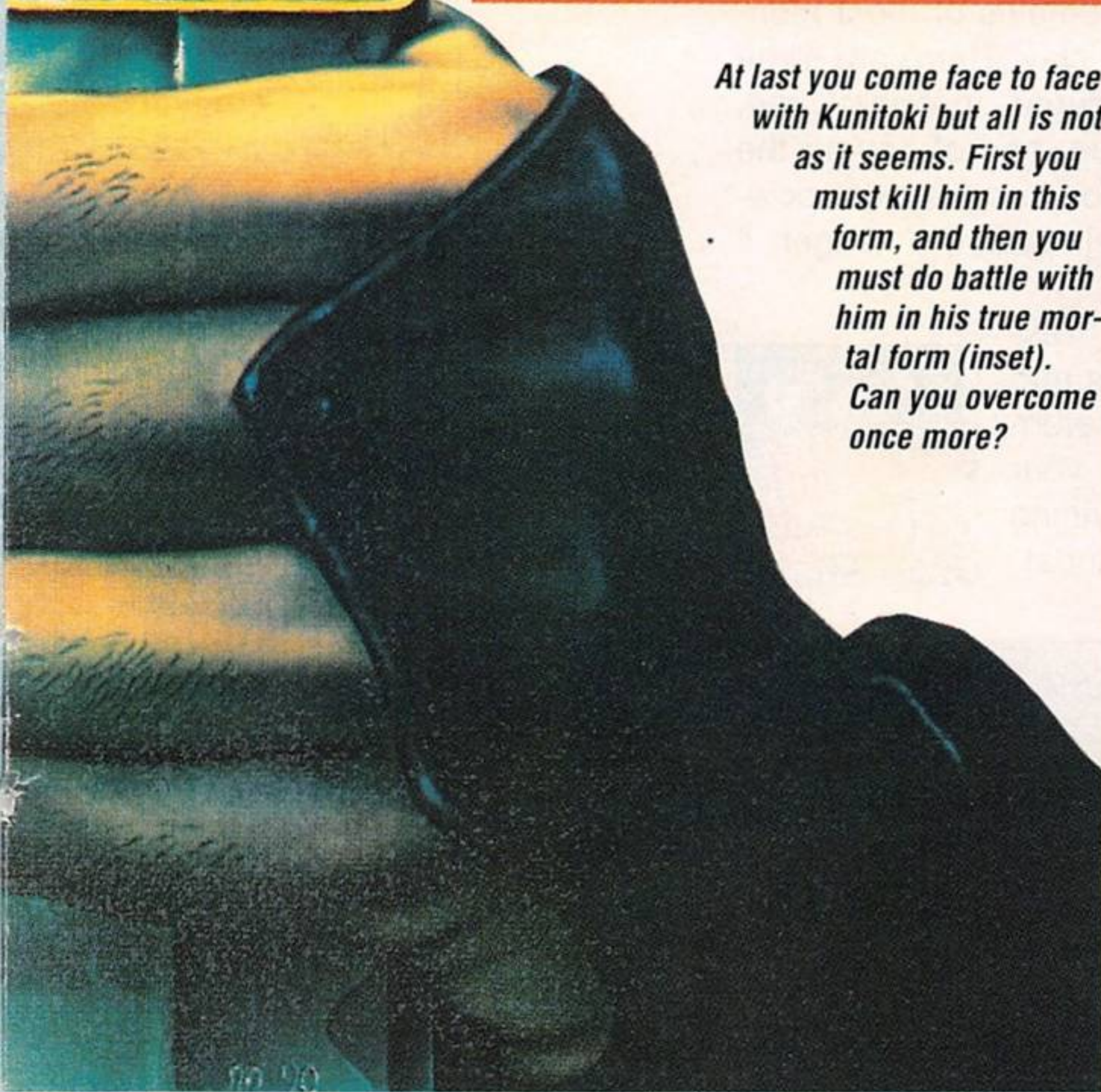


Whizzing those nunchucks around should stop just about any enemy.



Although this key doesn't look that special it took three other objects to make it.

At last you come face to face with Kunitoki but all is not as it seems. First you must kill him in this form, and then you must do battle with him in his true mortal form (inset). Can you overcome once more?





Death Trap

Using the three different coloured potions you assemble a few deadly spells to use against the monsters. But they don't last forever so don't waste them.



ARCADE ADVENTURE



I was just a boy when it all started. The land was a beautiful place to live in and peace was eternal, and even then Shankriya had a great mastery of the mystic arts. But no one really cared how powerful he got just as long as he continued to use some of his spells to help the comings and goings of their everyday life.

stored them away in his dungeons which later became known as the Death Trap.

You are a young man who has been trained since his early years for the task ahead of you – to enter the Death Trap and retrieve the sacred scrolls. You have been taught how to fight and use magic by the best that are still alive, and you'll need to use both well if you are to stand a chance of surviving against the evil incantations that Shankriya has summoned to protect the scrolls.

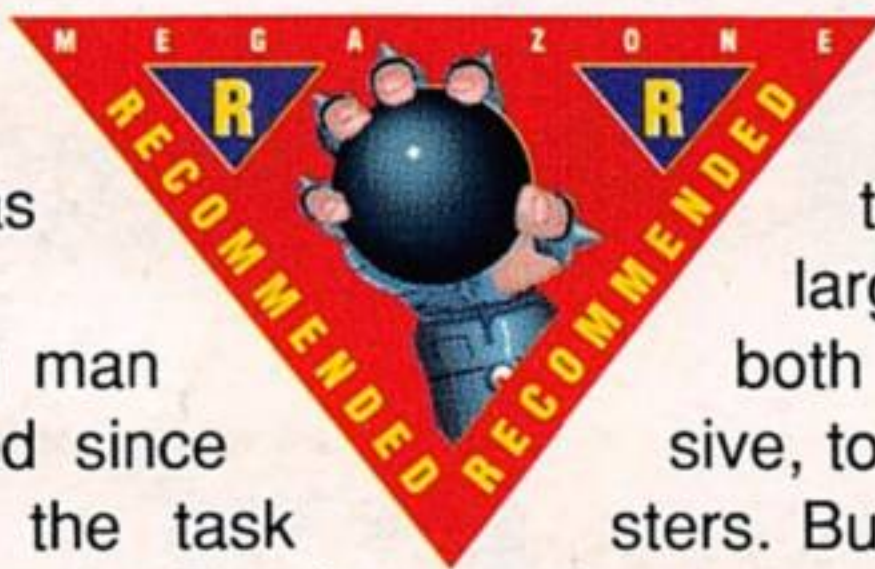
Then one day in a fell swoop, Shankriya stepped forward and stole all the land's magical scrolls. This move left the land virtually defenceless, and even though the mightiest warriors rose against him they were no match for his magic. While the scrolls were still in his possession he was unbeatable, and it was for this reason that he

As you enter the dungeon you are armed with only a small club to use against the vast numbers of monsters, but there are ways of improving your weapon. Red chests can be found here and there and inside are a selection of goodies to aid you, including power-ups for your club. How-

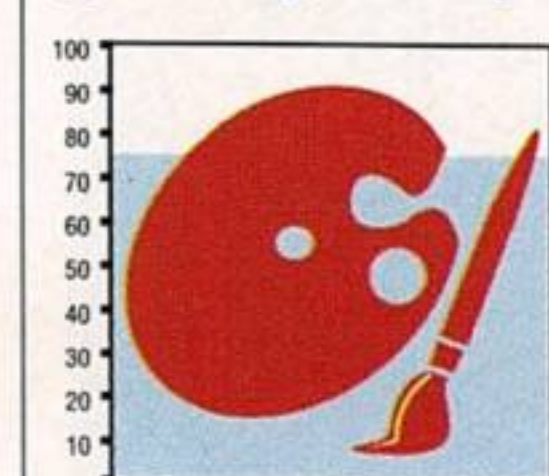
ever, be careful as some contain deadly traps. You also have a large variety of spells, both offensive and defensive, to use against the monsters. But before you can cast them you must first collect the supplies of magic potions.

Each spell requires a certain amount of a particular coloured potion and these potions can be found in the remains of most monsters that you slay. There are three different coloured potions: red, green and blue, and of course the more potion you use the more powerful the spell and the longer it lasts.

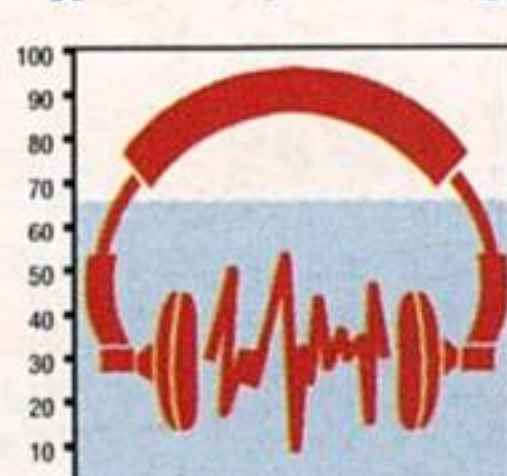
Can you rescue the scrolls and live to return peace to your land? Everything lies in your hands!



A C T I O N I N F O



DEATH TRAP
ANCO
TEAM: C. MORANT



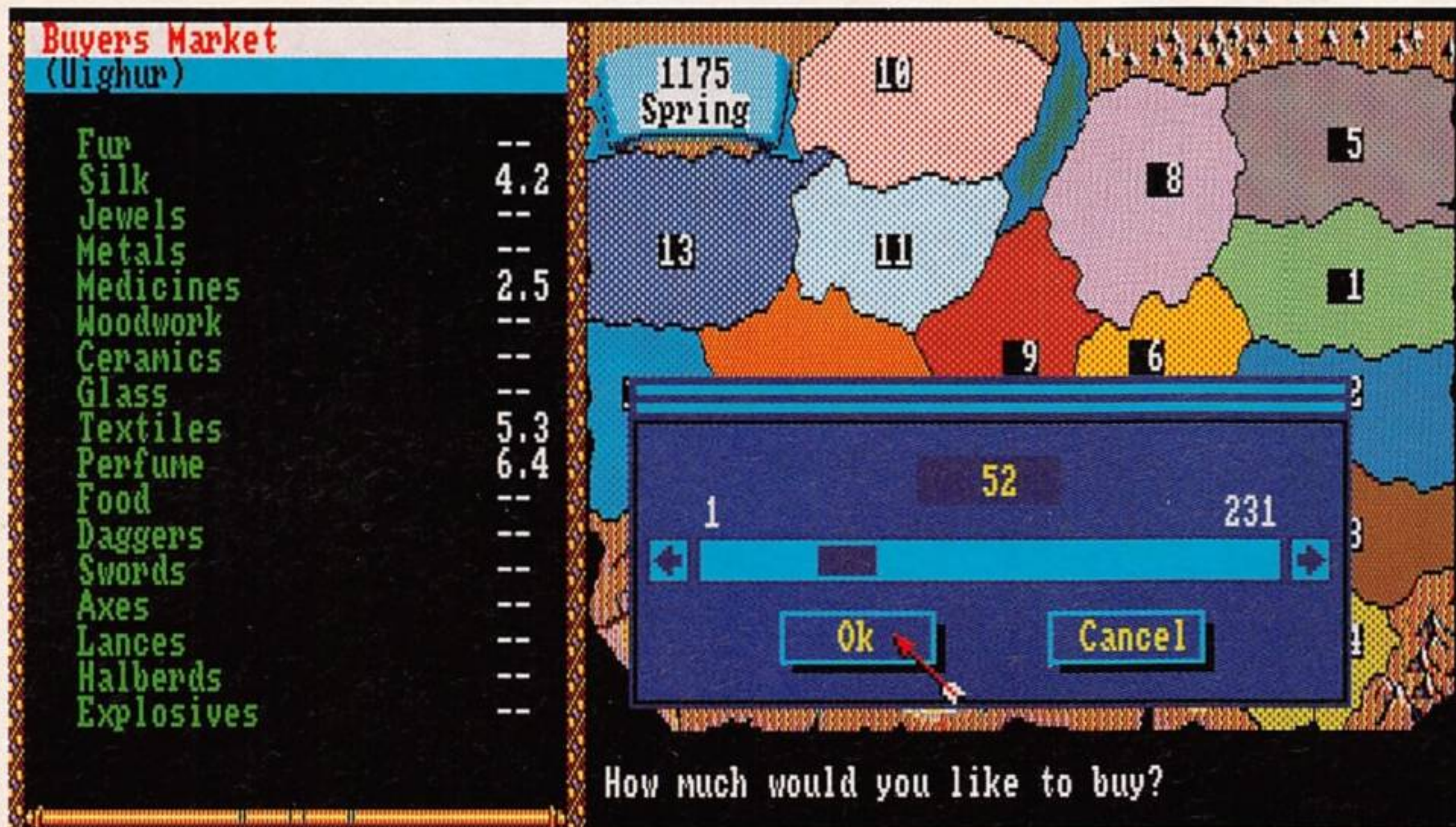
Anco have had only one truly successful game to their credit and this was Kick Off. Although Death Trap is a definite departure from this genre, the game is fairly addictive and well presented. The gameplay is a little lacking and the plot somewhat stale but the overall impression is fairly good. The graphics are the highlight of Death Trap and it is obvious that a great deal of care and attention has been taken over them. Anco's arcade genre history has definitely taken a step up with the release of Death Trap.



Just when you thought your path was clear a stone block falls from the ceiling and injures you. You'll just have to remember where it was next time.

Not only do you have to deal with the military aspects of running a country, you also have to consider the economic factors. An adept trader will have the financial backing to pay for the upkeep of large armies. So check out those big deals for the opportunity to earn yourself a few goats.

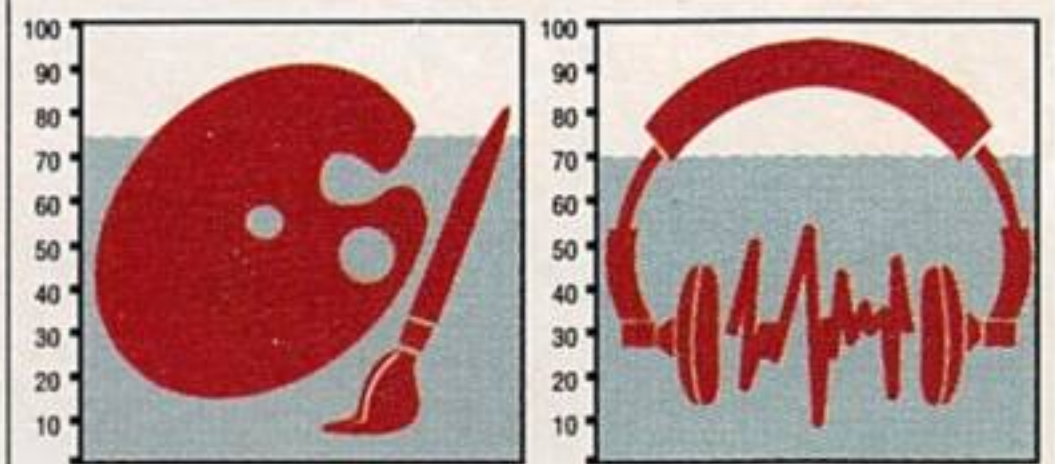
Disaster has struck! Temujin is dead. The Mongol tribes will fall apart unless a worthy successor can be found. Any rivals will be threatening to invade while the country is in mourning. Things don't look good.



Genghis Khan

ACTION INFO

GENGHIS KHAN
INFOGRAMS
TEAM: KOEI



Infogrames intend to release a trilogy of historical simulations and Genghis Khan is the first in the series, closely followed by Bandit Kings of Ancient China. The menu driven control system is quick and simple to use. Despite the game's complexity and the depth of play it was possible to start playing straight-away but to master the challenge will take experience and a considerable amount of time. Graphics and sound are adequate for a strategy game and any shortfalls they may have are more than compensated for by gameplay. A must for any wargamer or armchair General.

STRATEGY



In 1155 a baby boy was born to the head of the Mongol tribe, with a clot of blood in one of his hands. His name

was Temujin.

His father was head of the Mongol tribe and was respected by everybody. He admired his father very much and strived to be like him. Then one day his life was shattered. His father was killed by a rival and the integrity of the tribe crumbled. Temujin's family found themselves alone in the desolate lands of the Gobi desert.

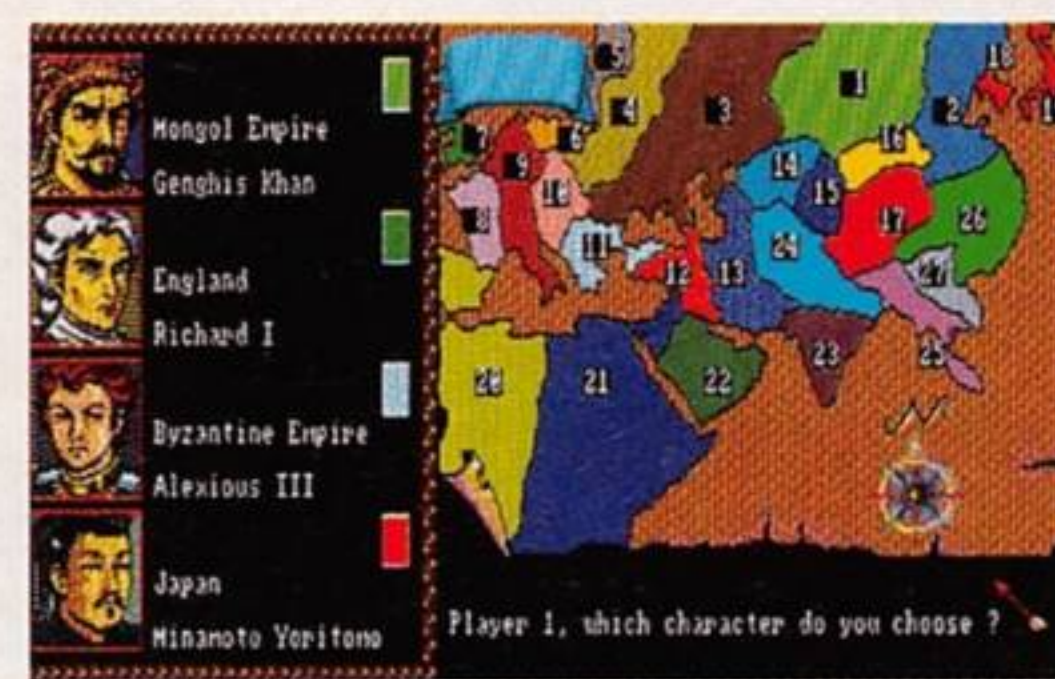
The bereaved family had to provide for themselves and were left to the mercy of the forces of nature. But

Temujin was strong and even though he was still young he led his family back to prosperity and beyond. He united the separate tribes and became their leader, succeeding in building the greatest empire that the world has ever known. Temujin was presented, by his people, with the title of Genghis Khan, Ruler of All.

Infogrames' latest release puts you in the shoes of Temujin, Genghis Khan. The game is strate-



You may have the biggest army but that doesn't mean tiddly when it gets wiped out by the plague. You should have spent some more money on the standards of living.



You can choose to control any of the four commanders listed here. Each requires different tactics and strategies if you are to succeed in conquering your rivals.

gy based with w a r g a m e sequences. It centres on the continents of Europe and Asia, with a spotlight on the Gobi Desert and the immediate area.

There are two main scenarios and both are very different. The first is a single player game and depicts the early part of Temujin's life.

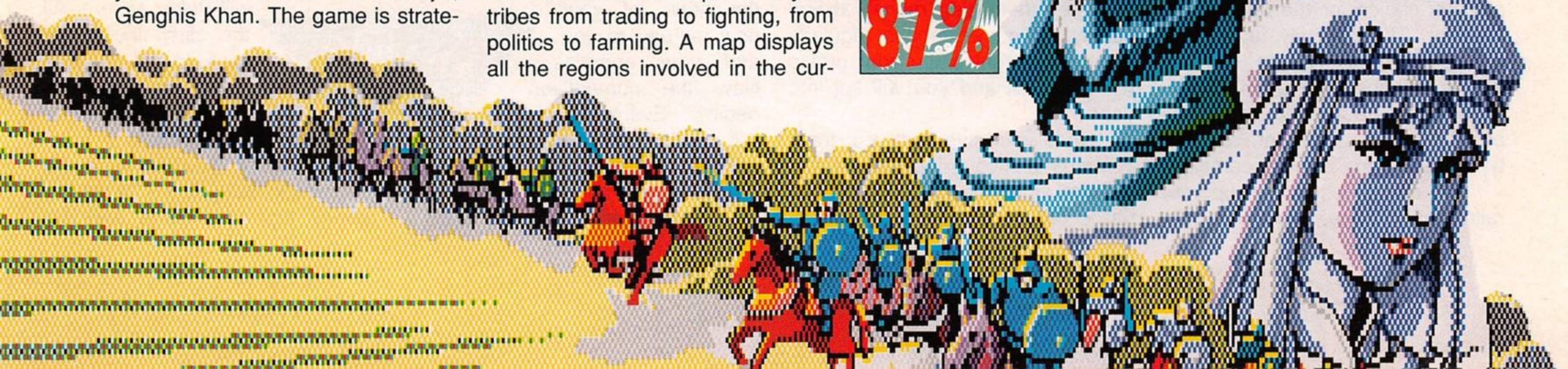
You have to unite the tribes of the Gobi into a single powerful army with you at its head. The second scenario is more complex and can cater for upto four players. You must take control of one of four countries, including the Mongols and Genghis Khan himself, and conquer the Eurasian continent.

You can give commands to your followers and soldiers via a series of drop down menus. You have control of all aspects of your tribes from trading to fighting, from politics to farming. A map displays all the regions involved in the cur-

rent scenarios and a status window displays all the relevant data on the currently selected unit or country.

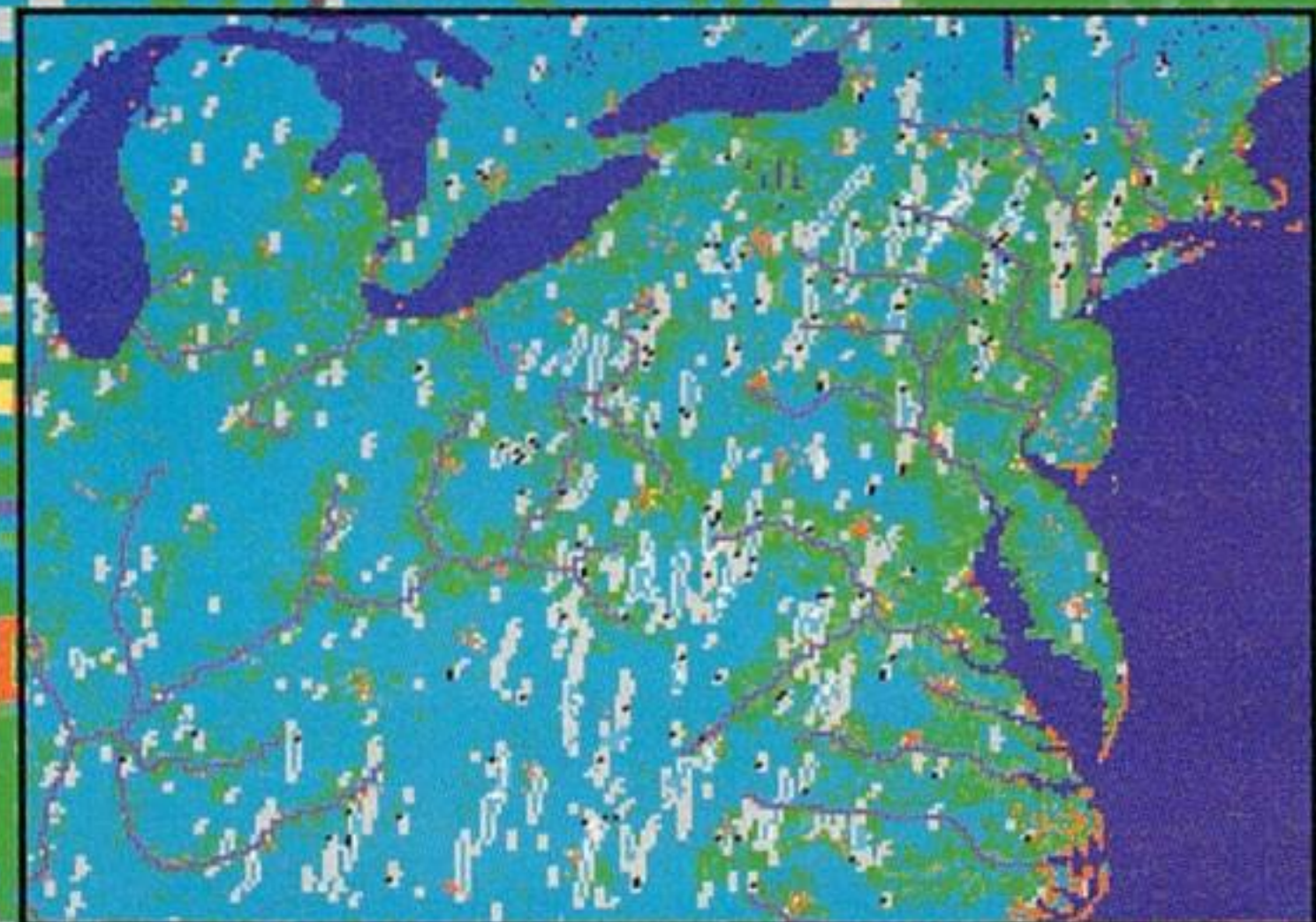
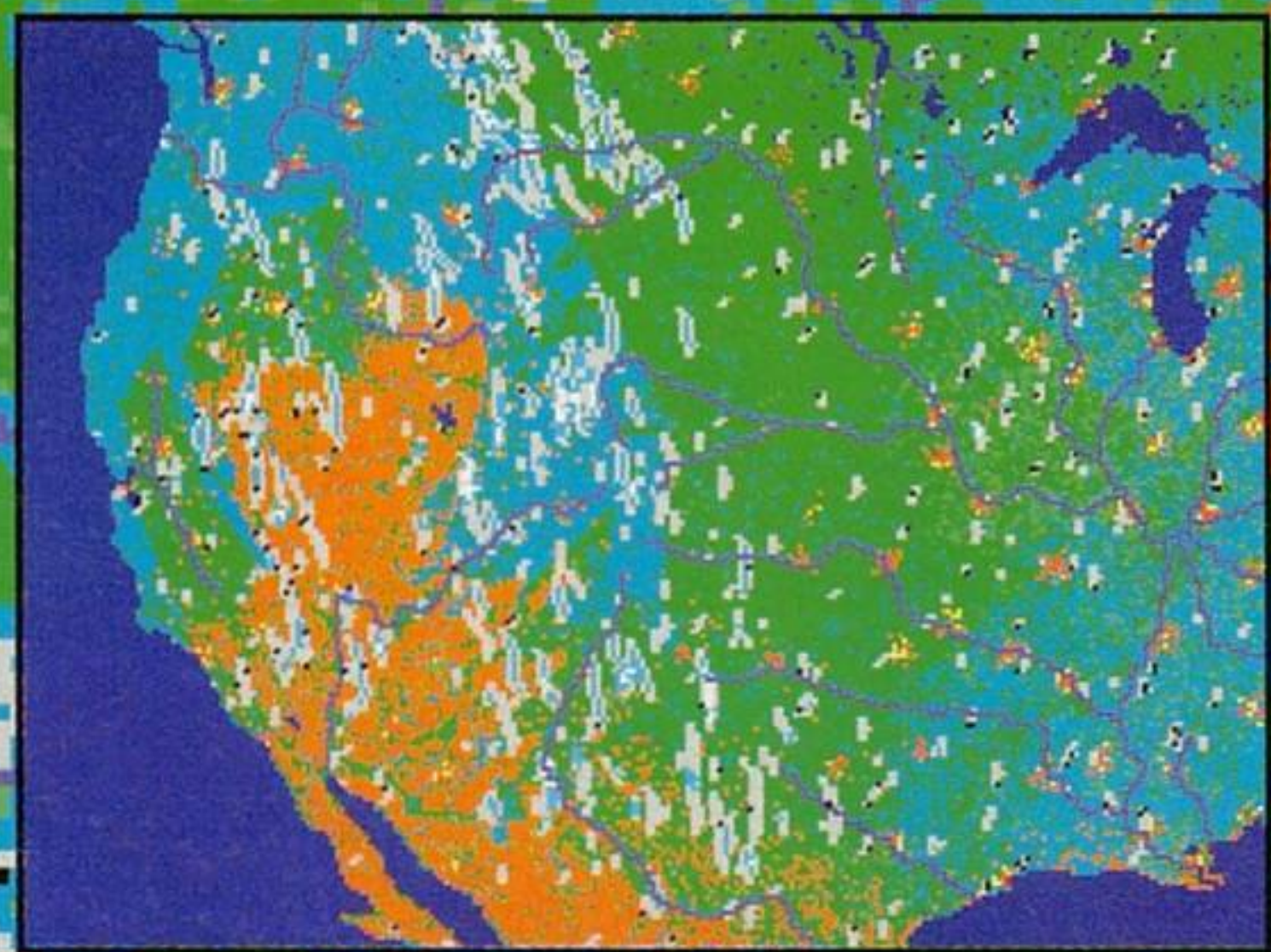
Whenever you go to war with another country or tribe the display alters to a more traditional view of the battle field divided up by hexagons. The two opposing armies are shown in their relevant positions, either in the wilderness about to attack or ready to defend a city. You have complete control over each unit using the menu system, you decide your tactics and strategies.

OVERALL SCORE
87%



AROUND THE WORLD IN 80 WAYS

You can choose where you wish to set up your railroad within the world. Great Britain, Europe, Western USA and Eastern USA are all areas of the globe open to your business venture. With its close cities Europe is probably the best to start with but more experienced railroaders can go for the USA with its more spacious land mass.



Railroad Tycoon

STRATEGY



Trains may seem an awkward subject on which to base a game, and it has to be said that previous loco-

motive computer conversions have failed miserably, but Microprose have managed to produce a game based around the subject that is both fun to play and graphically pleasing.

In Railroad Tycoon, you must play the part of either an Investor, Financier, Mogul or Tycoon. The obvious choice for the beginner is Investor. The difficulty levels can be set by toggling the collision effects of trains, the type of competition you're up against, whether it be friendly or cut throat, and the type of economy, basic or complex.

You can choose to set up your railroad in Europe, Great Britain or

the USA. The time is around the early 1800s so you will have only the basic of choo choos and track layout but you'll have to make do with what you've got.

You start of your journey to stardom with £1,000,000 to your credit. With this money you must build track and stations to link important industrial areas and cities. When you do successfully make a link you will be given a demand sheet which will inform you of what goods the different location will require. The demand sheet is your key to making money. If you supply the correct goods regularly and to the right place your profits will rise. Fail and you will fall into debt.

Once you have built your track you must plot your destinations with stations which can either be terminal, economic or public. The newly

built station will be opened to a fanfare of rejoicing. The icing on the cake is the train that will trudge its way around your track layout following your orders.

Once you have selected the train of your desire you must equip it with carriages. By viewing the demand sheet you will be able to see exactly what carriages are required. If grapes are needed you will need a grape van, while passengers will obviously need a passenger car. You get the idea?

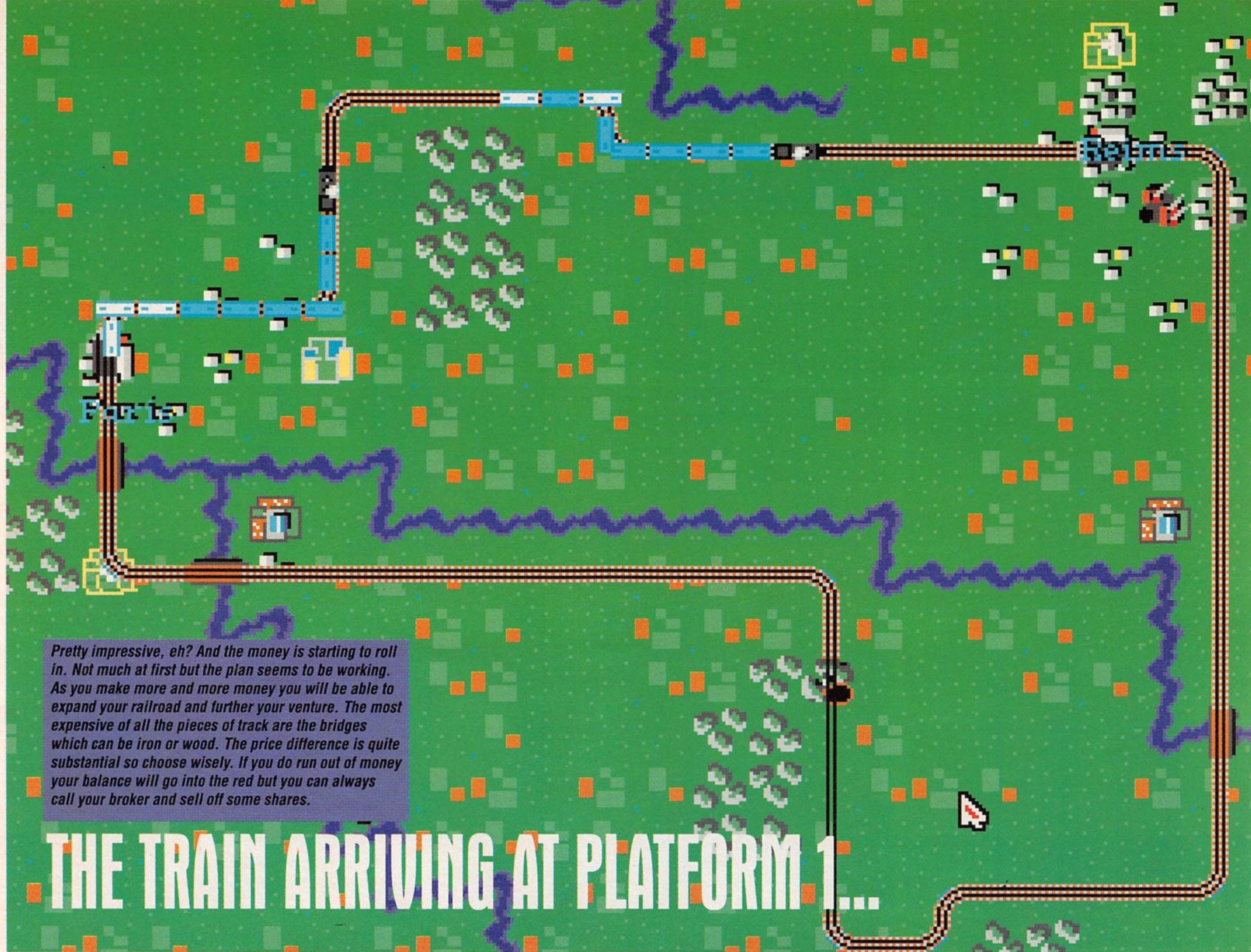
A newspaper cutting will reveal the news of your new railroad to you and your enemies. Now the competition begins. Eventually you will be able to expand your railroad to new locations. As the profits roll in you will be able to change your routes and build

bridges over rivers that were previously inaccessible. As more places are linked and the demand for materials and passengers become greater, the bigger the profit you'll make.

Depending on whether you set the competition switch to cut throat the opposition will try every underhand trick to destroy your railroad. You can even make a merger with other railroaders but you cannot trust anyone. They are all out to make a profit and if they see you as a danger to their success they will take action. All the dirty tricks are open to you as well but you will need to keep on the ball if you are to be a success.

When you retire or are forced to quit you will be left the money that you made and will





Pretty impressive, eh? And the money is starting to roll in. Not much at first but the plan seems to be working. As you make more and more money you will be able to expand your railroad and further your venture. The most expensive of all the pieces of track are the bridges which can be iron or wood. The price difference is quite substantial so choose wisely. If you do run out of money your balance will go into the red but you can always call your broker and sell off some shares.

THE TRAIN ARRIVING AT PLATFORM 1...

take a place among society. You may become a detective or lord if you are a success, but should you fail you will become a cab driver or even worse, a chimney sweep.

Railroad Tycoon can be controlled directly through the keyboard or with a combination of keys and mouse. You move around the map using a cursor and there are options for map displays or regional charts.

If you find that you are suffering from financial difficulties then you can always call your broker and see if you can sell some shares in your railroad although this will increase your deficit. It may allow you to build track and get started.

OVERALL SCORE
88%



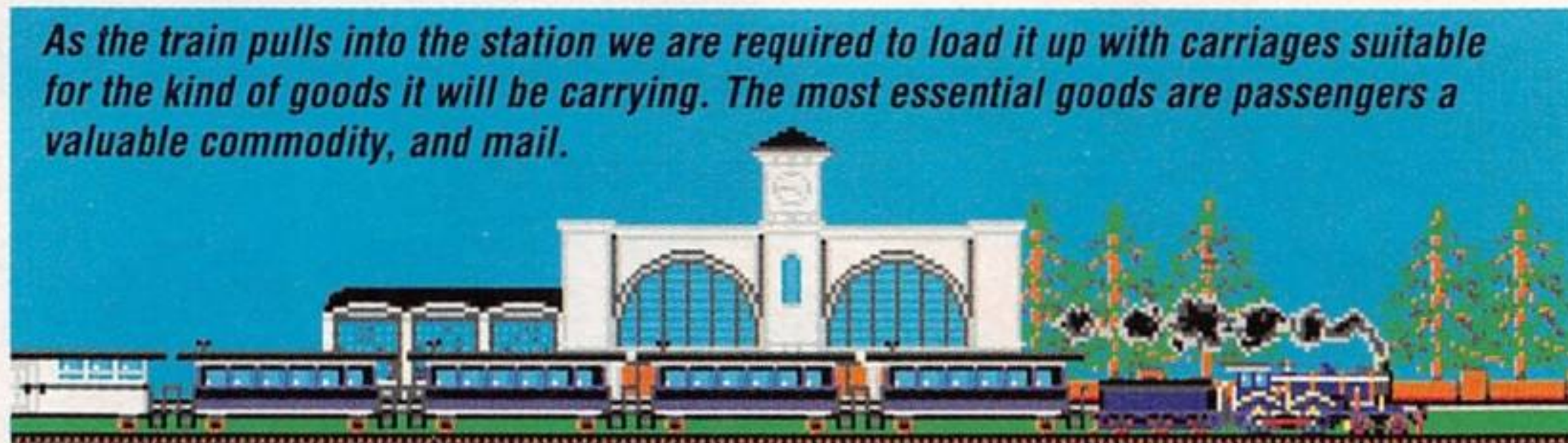
Paris seems to be the place for our railroad. It's fairly close to Le Havre and Reims so we should have no problem linking a few stations and organising a railroad that will hopefully make us a profit.

ACTION INFO

RAILROAD TYCOON MICROPROSE TEAM: LAURIE SINNET



If anyone could produce an excellent train sim that is graphical pleasing and great fun to play then it would have to be Microprose. And that's exactly what they have done. Railroad Tycoon is superb in every way. The graphics, although small, are highly detailed and the maps used are very detailed. The game is so easy to control and the action starts very early on which avoids any tedious setting up. Sound is also of a high standard and features great train effects. Definitely one to recommend and another great hit from Microprose.



Paris (Station)
Built in 1900

2 cars/year of Mail
4 cars/year of Passengers

- Mail
- Passengers
- Wine
- Grapes
- Armaments
- Fertilizer
- Textiles
- Steel
- Nitrates
- Wool
- Coal

So we've located our city to start from and we have laid down some track. Next we will have to build a station. The new station is opened amidst a fanfare of cheering and good luck. Immediately, we are presented with a demand sheet that tells us what kind of service is required and how many carriages are required by that particular station.

RailNews Weekly

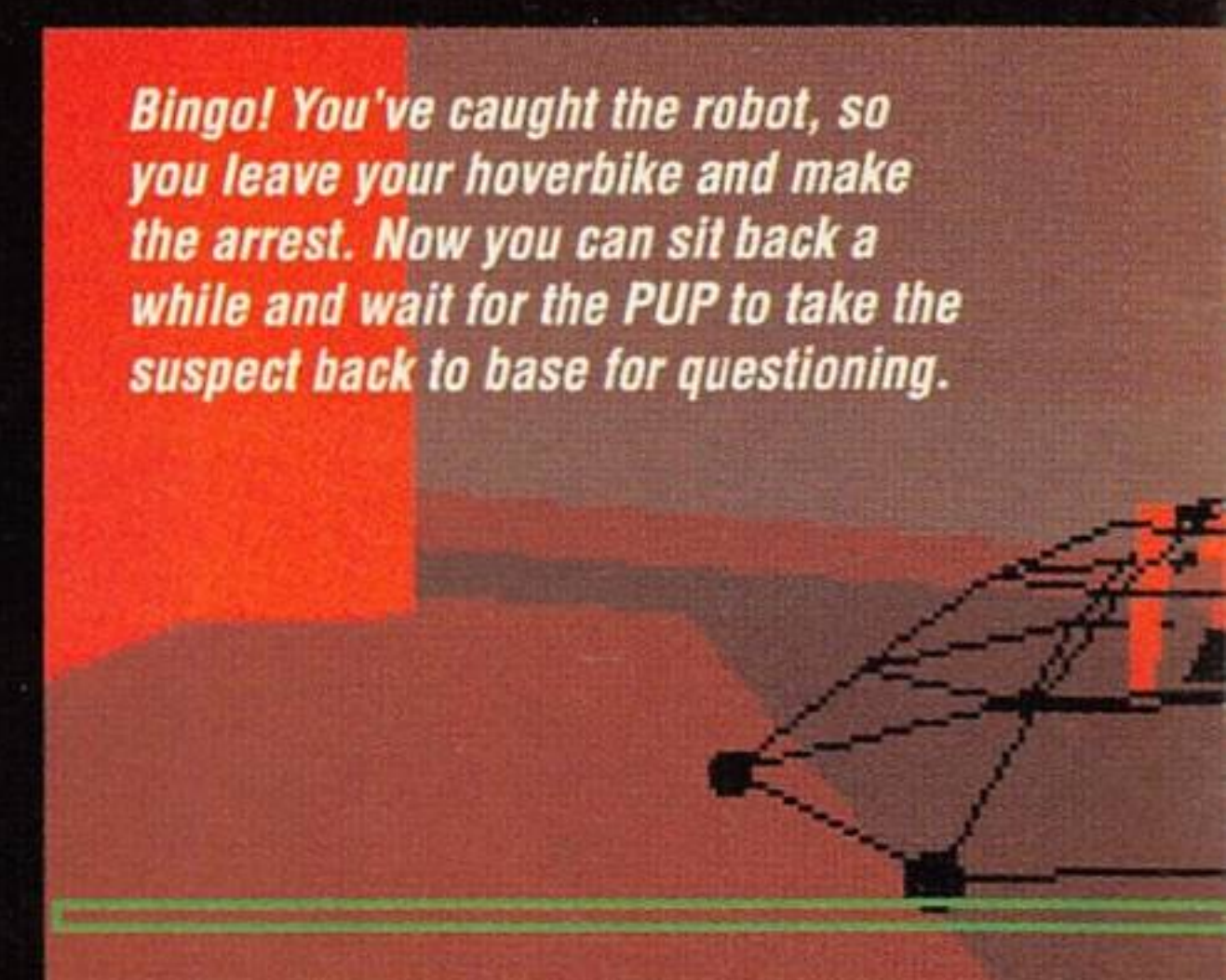
Jan 1, 1900 15 cents

New Railroad formed: 100,000 shares of stock sold to local Investors.

As you gain more experience with Railroad Tycoon you will know which one of these four guys best suits your needs and requirements. Beginners should take the investor.

As time goes by your competitors will begin to construct their own railroads. Any news from around the area will be shown to all railroaders who can then take action.





Bingo! You've caught the robot, so you leave your hoverbike and make the arrest. Now you can sit back a while and wait for the PUP to take the suspect back to base for questioning.

 <p>M.G. 500rds</p> <p>200lb</p>	<p>Machine gun rounds are light and there are plenty of them. Ideal for taking out people.</p>
 <p>CANNON 150rds</p> <p>150lb</p>	<p>Cannon shells are excellent for destroying the Black Angels' solid hardware.</p>
 <p>LIFE SUPPORT SUIT</p> <p>100lb</p>	<p>The armosuit provides all the protection you'll need for venturing beneath the cloud.</p>
 <p>RESERVE FUEL TANK</p> <p>100lb</p>	<p>The standard fuel tank doesn't hold enough for long missions. This doubles your fuel.</p>

Beneath the cloud is a forest of buildings. Weaving between the tower blocks is a dangerous game, so keeping the speed down is recommended. Luckily your infra-red scanner provides excellent vision.



(Above) Your first assignment is to search and recover three surveillance droids. One of the droids carries vital information so taking them out with the cannon is definitely ruled out.



The Killing C

As far as the cops in San Francisco are concerned, there's only one way to get around speedily. The XB500 Hoverbike is a VTOL jet powered aircraft, capable of flying beneath the toxic cloud.



San Francisco the once golden city of America is smothered by a toxic cloud. The fog moved in off the coast as normal, but this time it stayed. Nobody knew why it stayed or why it wiped out half the population of the city. All they knew was that someone or something had infected the fog with a toxic gas.

The cloud hung about 100 feet above ground level. The lucky few in the city managed to scramble to the safety of the skyscraping rooftops. Many remained indoors, praying the cloud would not reach them. Others simply perished.

Several years later the lifestyle

in San Francisco has completely changed. Buildings have been extended into the sky, linked by raised walkways. Only people owning protective suits dare to tread beneath the cloud.

It's strongly rumoured that the Black Angels are responsible for infecting the cloud. The San Francisco Police Department (SFPD) must bring these terrorists to justice, otherwise neighbouring cities may be the next target.

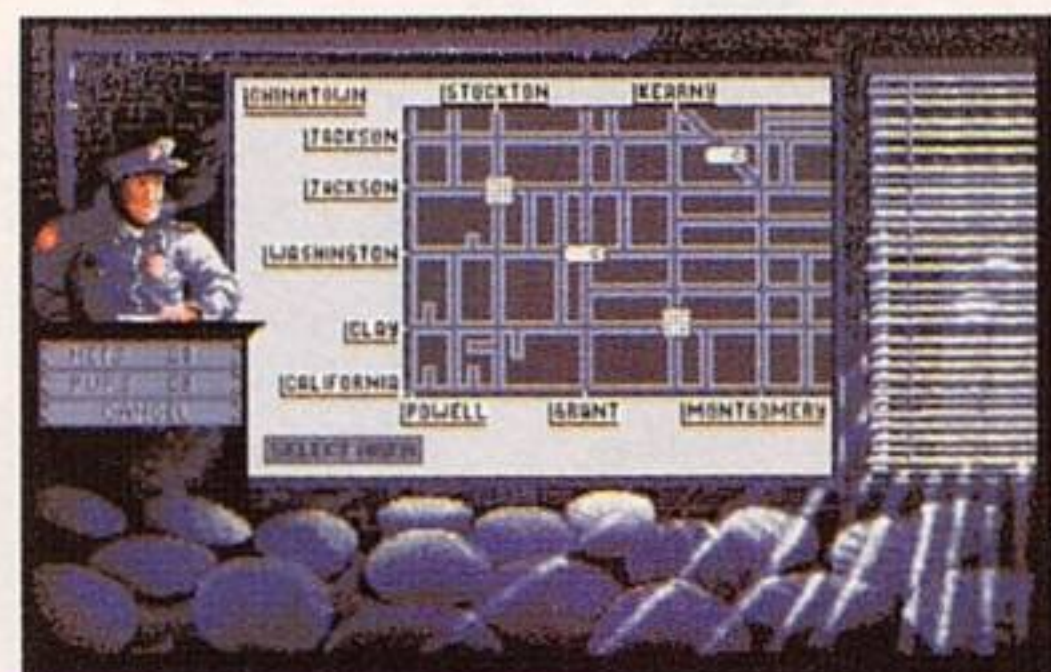
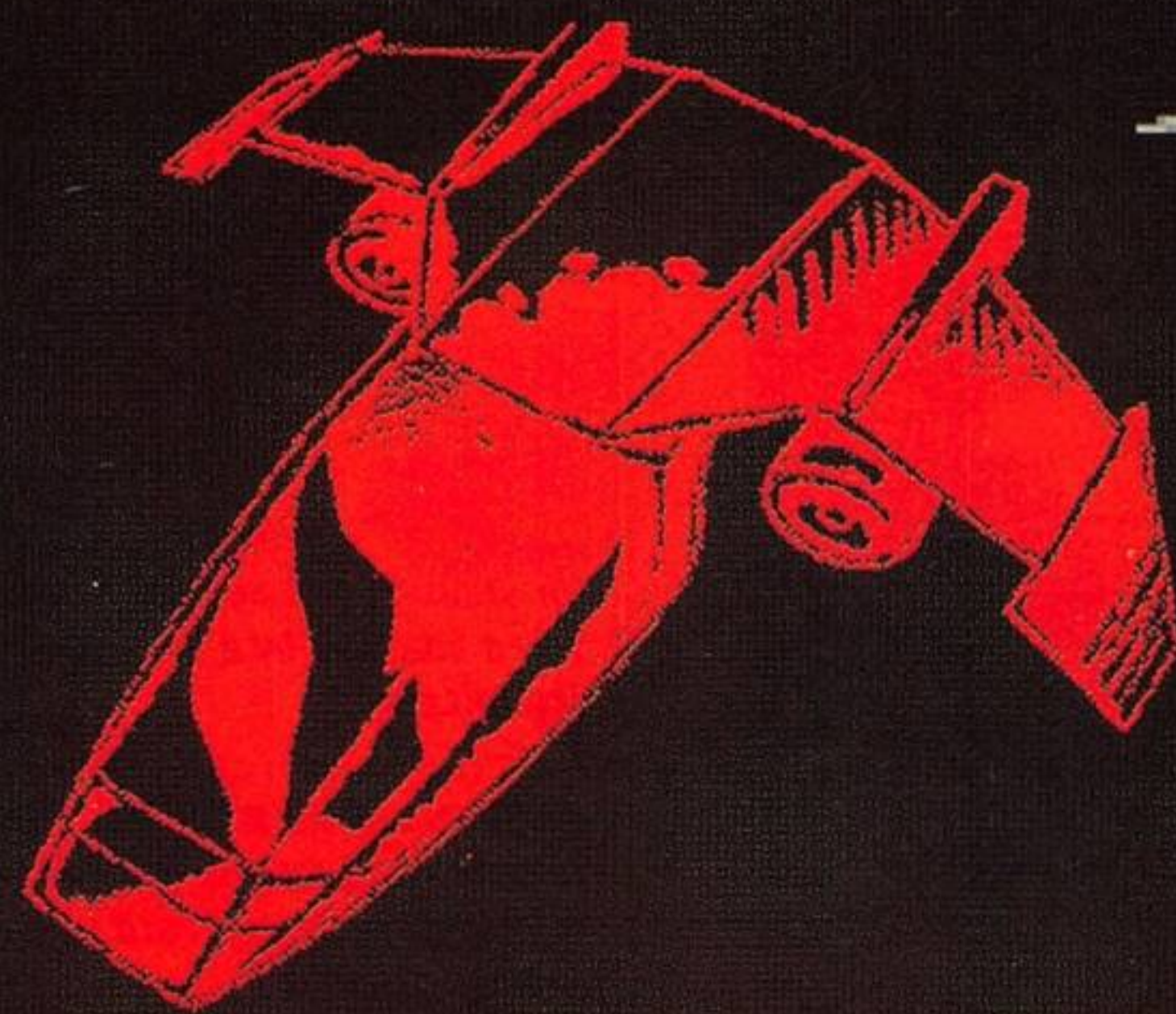
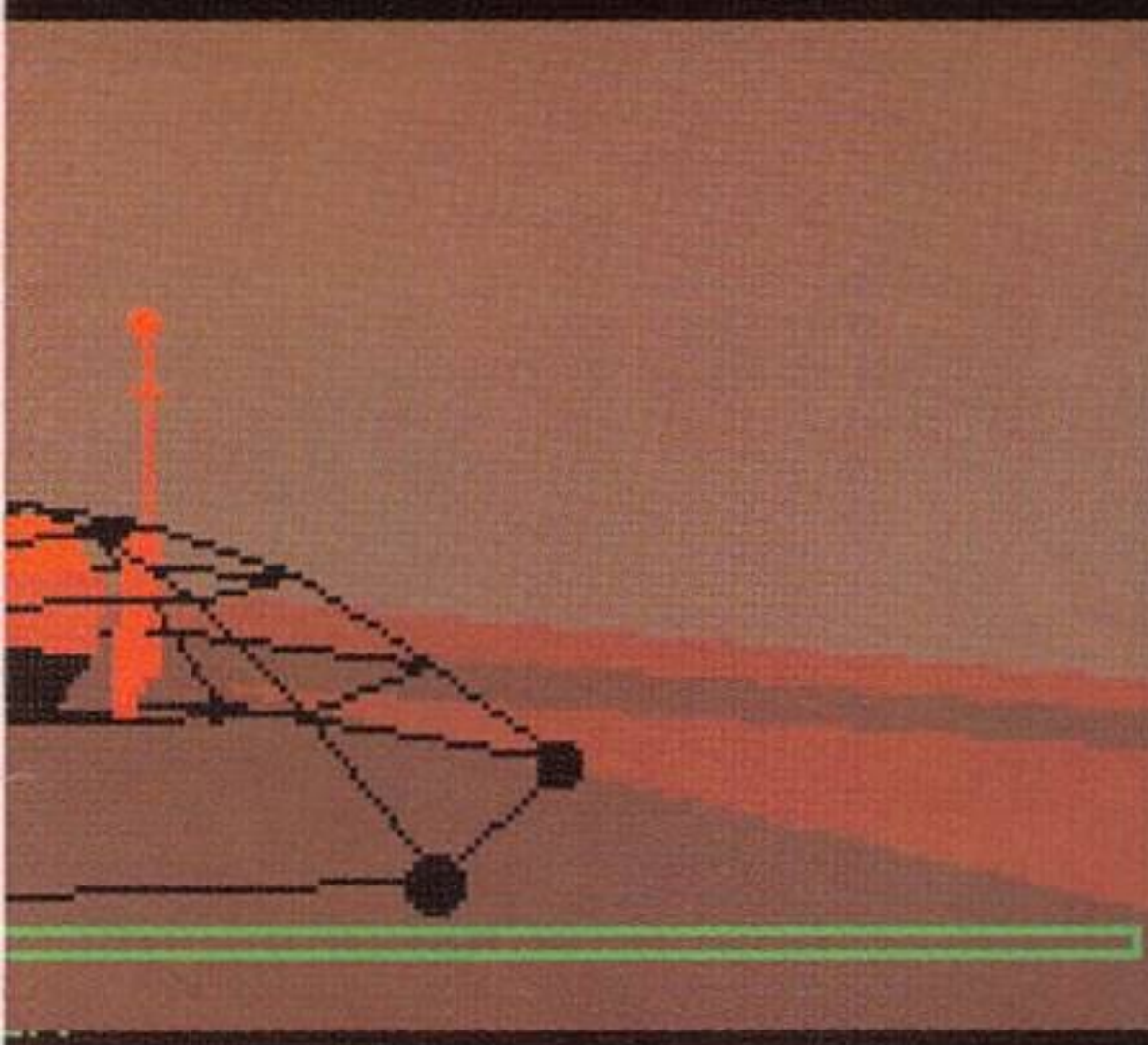
You, as a member of the SFPD must play your part in seeking out the Black Angels. You will have to find and interrogate the lower members in an attempt to discover the



whereabouts of the ring leaders.

Due to the ferocity of such gangs and the toxic atmosphere you can rule out the use of a Panda car. The only way to travel is by hoverbike or on foot. The XB500 hoverbike is standard kit as far these cops are concerned. Capable of flying beneath the cloud at speed, it's what the Black Angels fear most, so much so, that they've even managed to get their hands on a prototype and customise it for their own use against the police.

The game begins in the mission briefing room. Here you can browse through crime files and build up a mental picture of who or



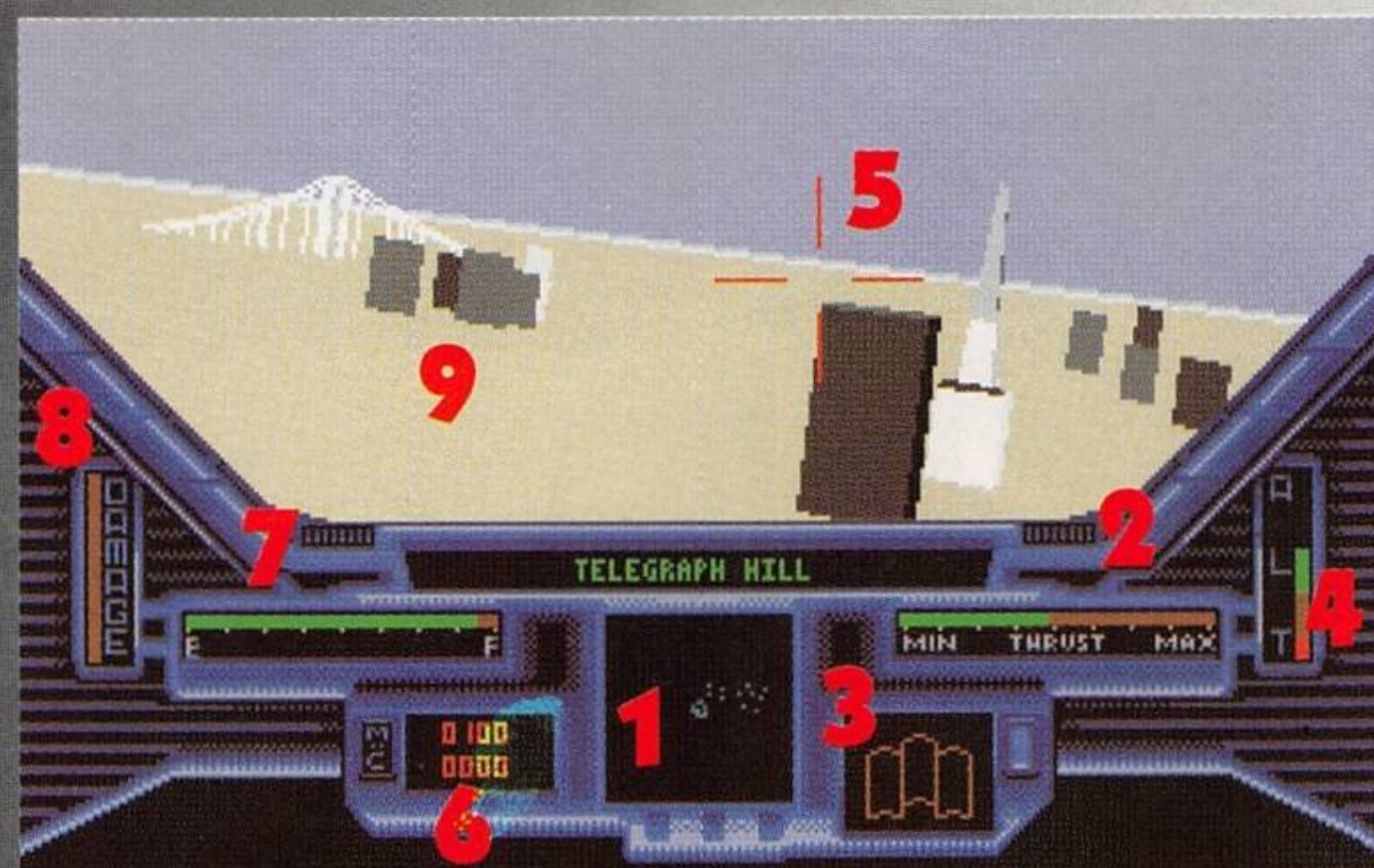
Before you can arrest a suspect you must catch him. To do this place nets and PUPs in the street near to where the suspect is lurking. Use them carefully though, as you only get 10 of each.



Once you are fully briefed you must choose what to take with you on a mission. The armory provides ammunition for use in the machine gun and the cannon. Armosuits and fuel can also be collected from the dispenser.

ALL SYSTEMS OPERATIVE, PREPARE FOR TAKE OFF!

- 1) Your main navigation tool is the radar. PUPs, nets and other craft are all represented by different coloured dots. The centre of the radar is your hoverbike.
- 2) Being a VTOL aircraft, the hoverbike can fly backwards. Therefore, thrust is represented as a green bar in forward flight, whereas reverse thrust is displayed in red.
- 3) Nets must be placed prior to takeoff and picked up off the streets by flying low over the net pods. Once you have successfully picked up a net it will be displayed on this screen, ready for firing. PUPs move when the arrest is made.
- 4) Altitude is measured above and below cloud level. Above the cloud is measured in green, below is measured in red.
- 5) Your sights are used to target possible suspects. If, for instance, you have armed a net, the sight will follow the target and lock on. A quick jab of the mouse button fires the net missile. They are also used as cross-hairs when you fire the machine gun or the cannon.
- 6) Running out of ammunition is not advised in such troubled times. A quick,



regular glance at these numbers should help you keep tabs on what you're firing. 7) These jet powered hoverbikes certainly gobble fuel. If you do happen to run out, the bike will fall from the sky. The Black Angels are no longer your problem! 8) Striking another object or hitting the ground will damage the hoverbike. If this

bar extends to full red the bike dismantles and your mission has failed. 9) This is the killing cloud. Only the highest points of San Francisco are visible. Beneath the cloud there's a world of crime and pollution, that only the protected dare to tread.


lowd

what you are searching for when you eventually hit the polluted streets. Each suspect has a front and side photograph and a brief description.

Once you're fully briefed and the arrest devices are in position you can enter the armory. Machine guns, armour-piercing cannons and armosuits are available. When you're happy with the setup, the hoverbike is moved onto the launch pad ready for your command.

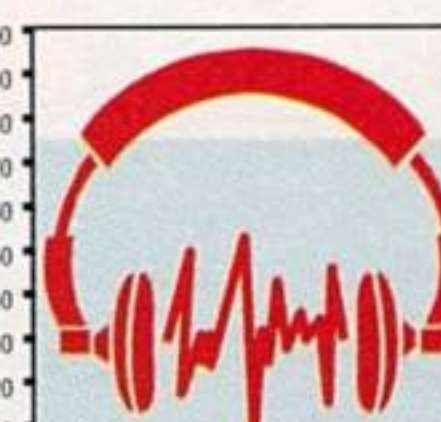
The hoverbike handles very much like an aircraft and is controlled using a combination of mouse and keyboard. Through the cockpit cover you can view the city represented in glorious 3D. Various

A C T I O N I N F O



THE KILLING CLOUD

IMAGEWORKS
TEAM: VEKTOR GRAFIX



100
90
80
70
60
50
40
30
20
10

What makes a game such as this so good is the feeling of actually being in an authentic city. Weaving in and out of the buildings is a great sensation, although it may take you a while to get used to the sensitive controls of the hoverbike. Exploration and hoverbike handling are the key to the game. The graphics are fast and are complemented by the excellent still shots back at base. With an original scenario and eight increasingly difficult missions, it should keep you hooked for weeks. Highly recommended.

views are available from the bike, both internal and external.

Navigation is accomplished using a combination of radar and visibility. The radar displays coloured dots which represent the suspects and other aircraft. By heading towards the dots you will meet your target. An on-board computer will also inform you which district of San Francisco is immediately below.

Moving beneath the cloud is a dangerous job. It's so dense, visibility is zero, so you may smash

into an unseen building as soon as you pull through. Once beneath the cloud an infra-red visor provides ideal visibility.

Beneath the cloud your first task is to pick up the previously positioned arrest devices. These consist of nets and PUPs. Initially, the nets are fired at prospective targets. If a target is captured the PUPs move in and return the captive to HQ. The Black Angels will usually object and try to destroy occupied PUPs, so it's wise to mother the PUP back to base



Before searching the streets for suspects, it's important to know who you're looking for and get some background information on his character. Searching through the crime files provides such information.



where the interrogation begins.

You must investigate the knowledge of the captives and use it to help you find your next target. Returning to base with the mission incomplete is not recommended. Your superiors will not accept failure and usually kick you out of the force completely. This effectively ends the game. Wreck your hoverbike and your destiny will be decided by the Black Angels.

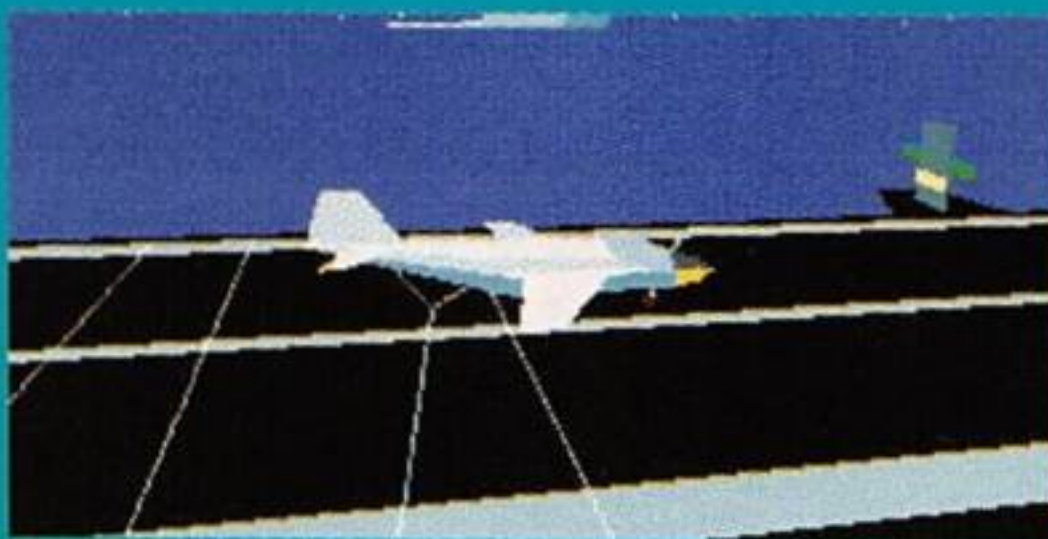
OVERALL
SCORE
86%



The main screen is where you must log on. You will begin your mission as a rookie although this can be changed to a higher rank if you wish to select from the harder missions.



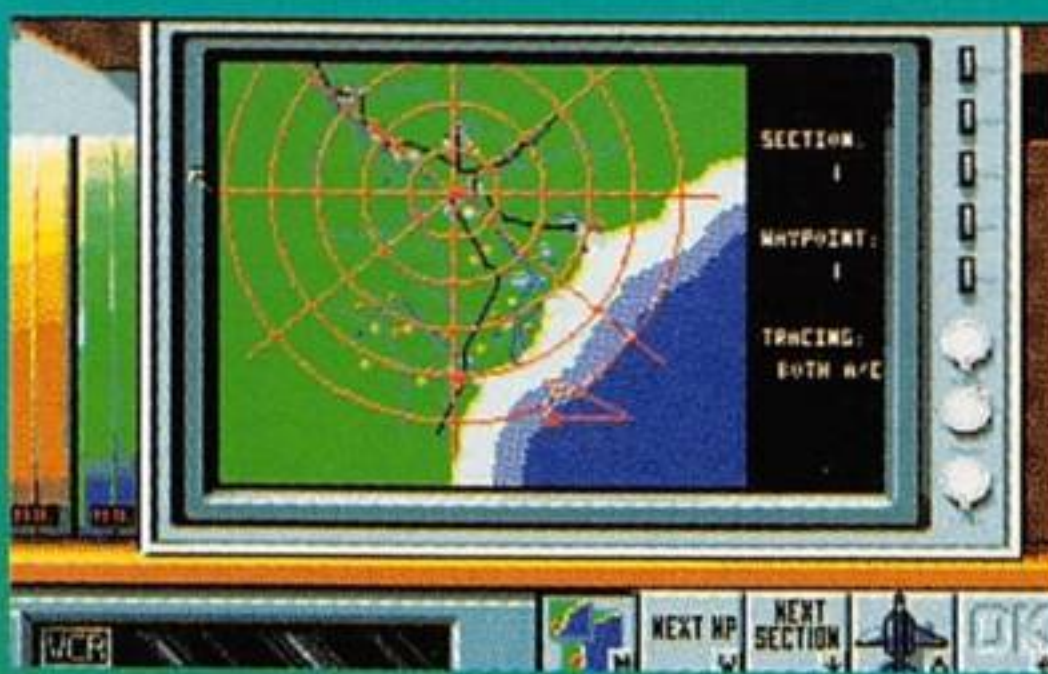
Once you have logged on you will be presented with the mission briefing. The type of mission will depend on the type of plane you will be flying, whether it be an Intruder or a Phantom.



The plane slowly rises into the sky before finally leaving the carrier altogether. Will you ever see it again? you wonder. The only way to find out is to follow your directives and enter the war theatre.



Looking across to the right side of the plane you signal to your wingman to break and follow the directives. His plane veers off to the right and you realise that you are now alone.



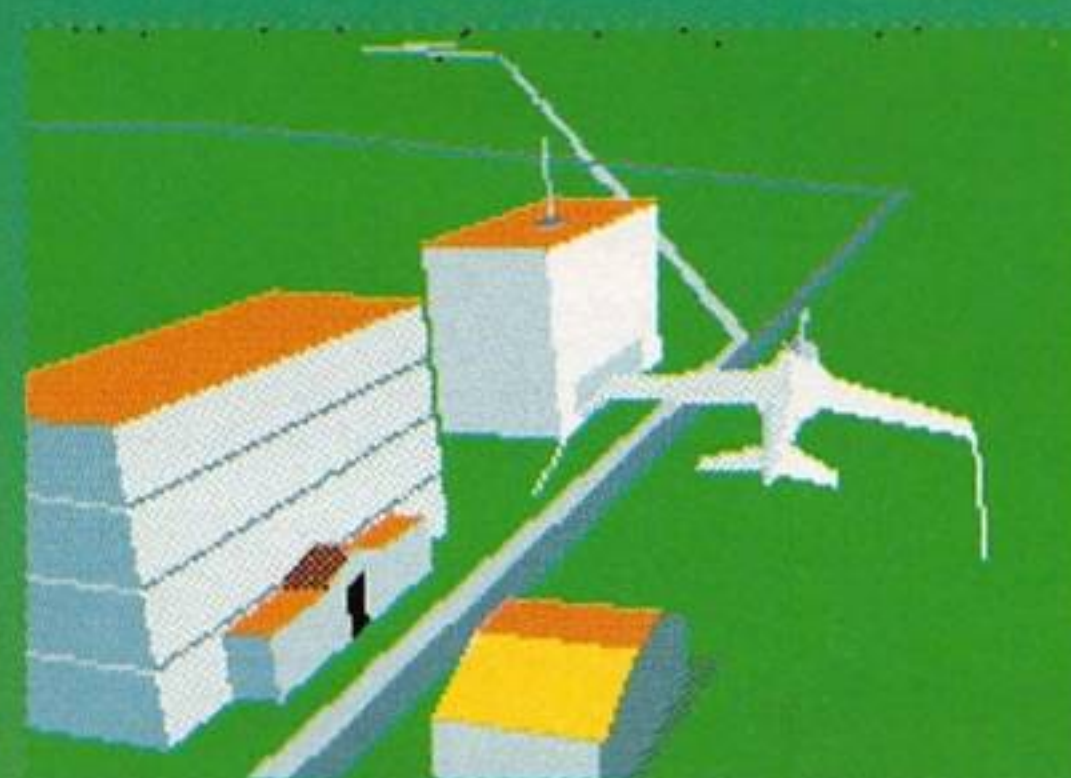
Once you have armed your aircraft you will need to set your waypoints. A waypoint is a location that is part of the mission directive. A course is plotted to the waypoint and loaded into the plane's computer.



Looking over your shoulder you see the rest of the Navy convoy below. You realise now that if you don't complete your mission the Navy ships will be open to enemy attack. Stop the enemy immediately!



Your wingman rejoins and you feel more comfortable with a friend alongside. You switch in the waypoints and head for the first directive which appears to be a convoy of trucks.



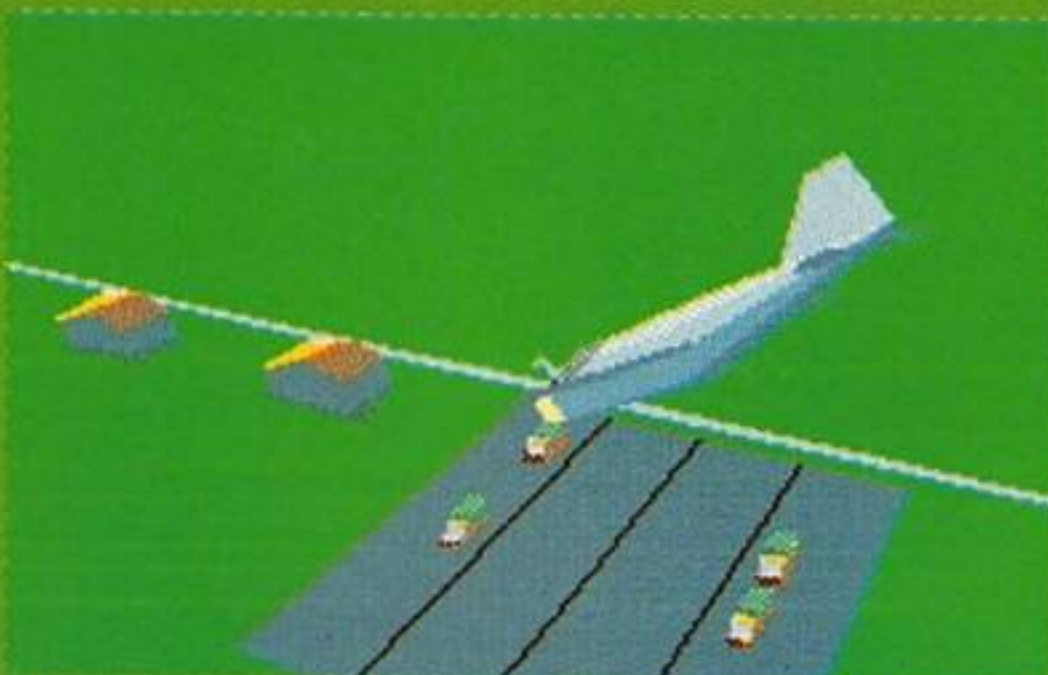
Looking below you spot the enemy complex. Apparently, the trucks are parked around here somewhere but they are armed with machine guns and missile launchers so you'll need to be careful.



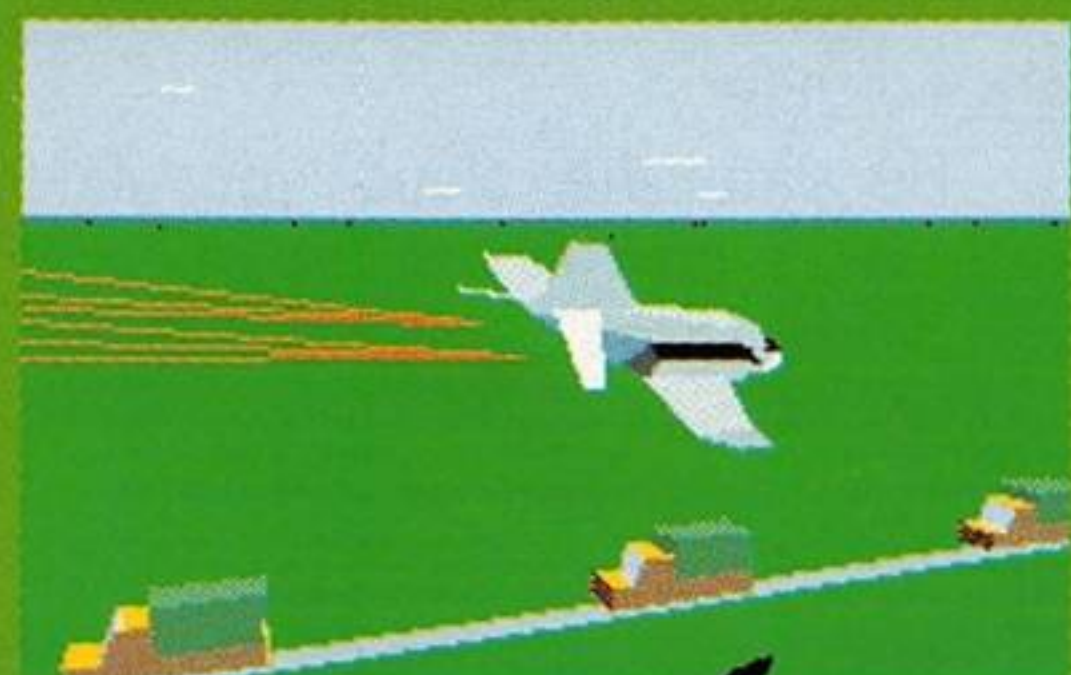
At last the mission has begun. Starting on the carrier deck, you check the instrument panel and HUD. All seems in order so you switch on the engine.



With the engines switched on full the plane starts to roll forward. The mission has now begun but there will still be danger when coming back to the aircraft carrier to land.



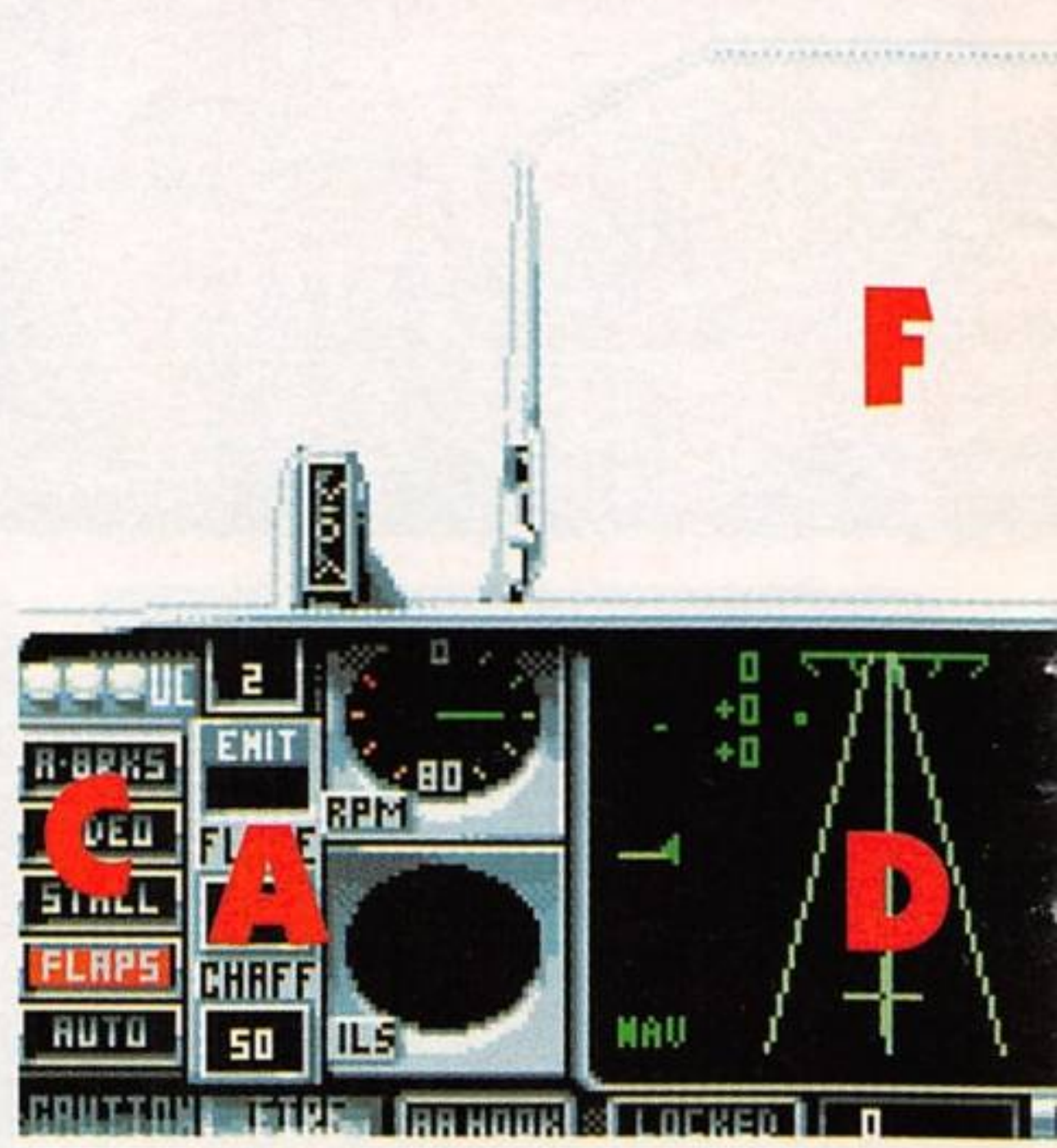
You spot the targets below parked on a grass compound. Switching in the missiles you target the first truck. It blows up immediately but the others start to pull away.



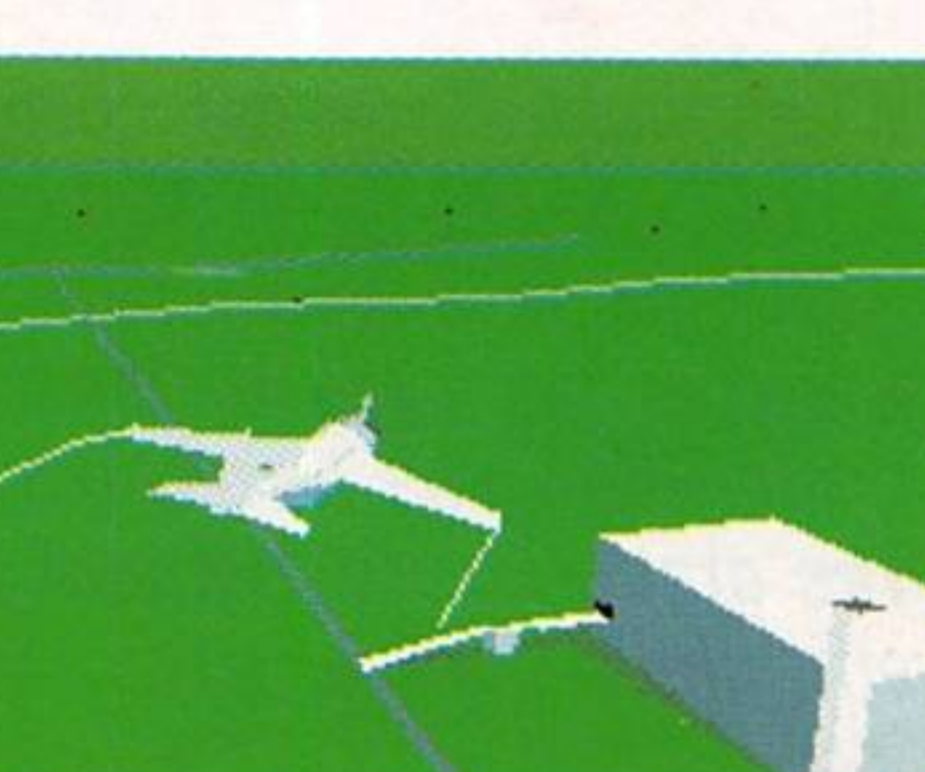
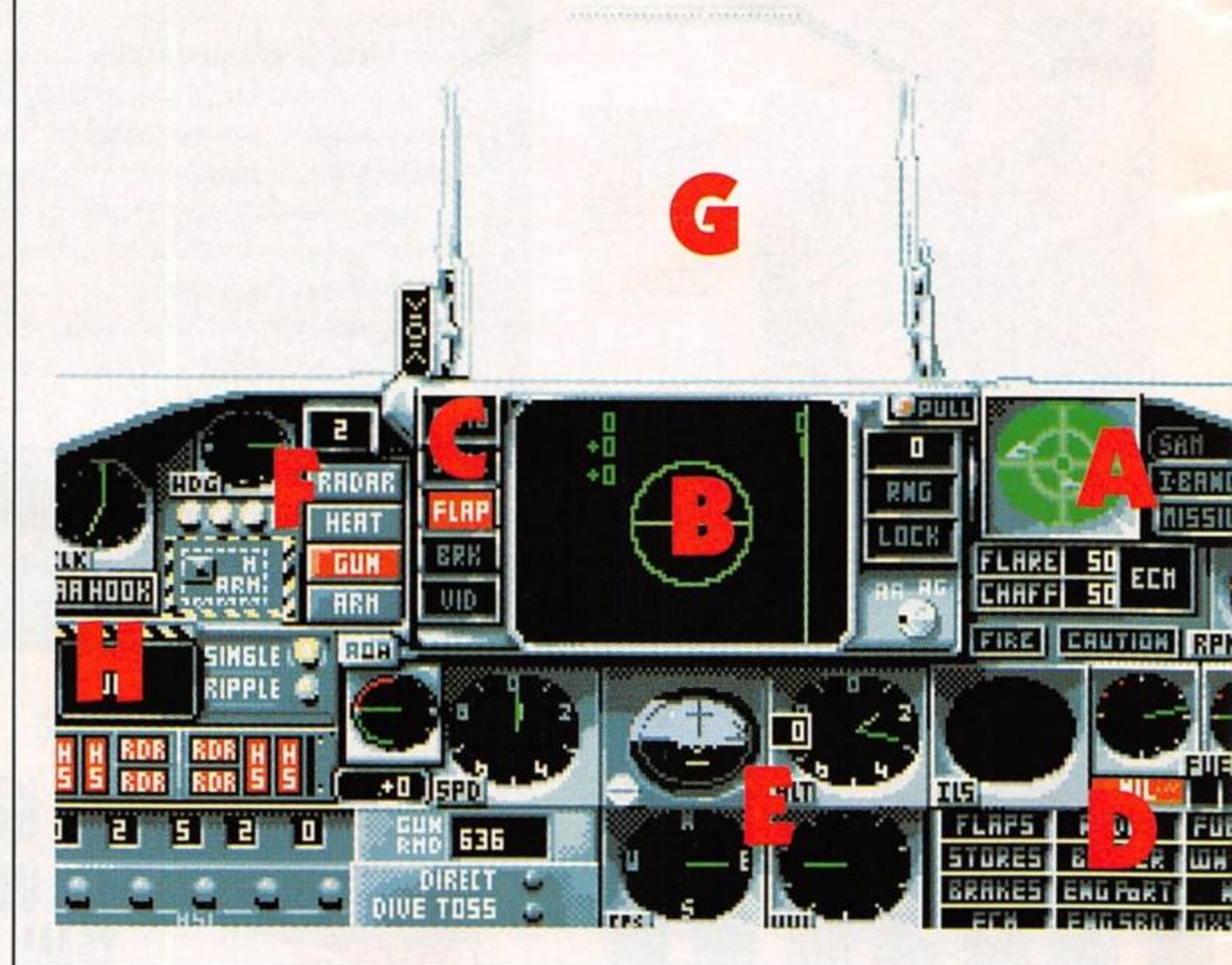
Coming around on the trucks you notice they have adopted single file formation and are making a run for it. You lock on to the vulnerable targets and blow them away.

THE INTRUDER'S C

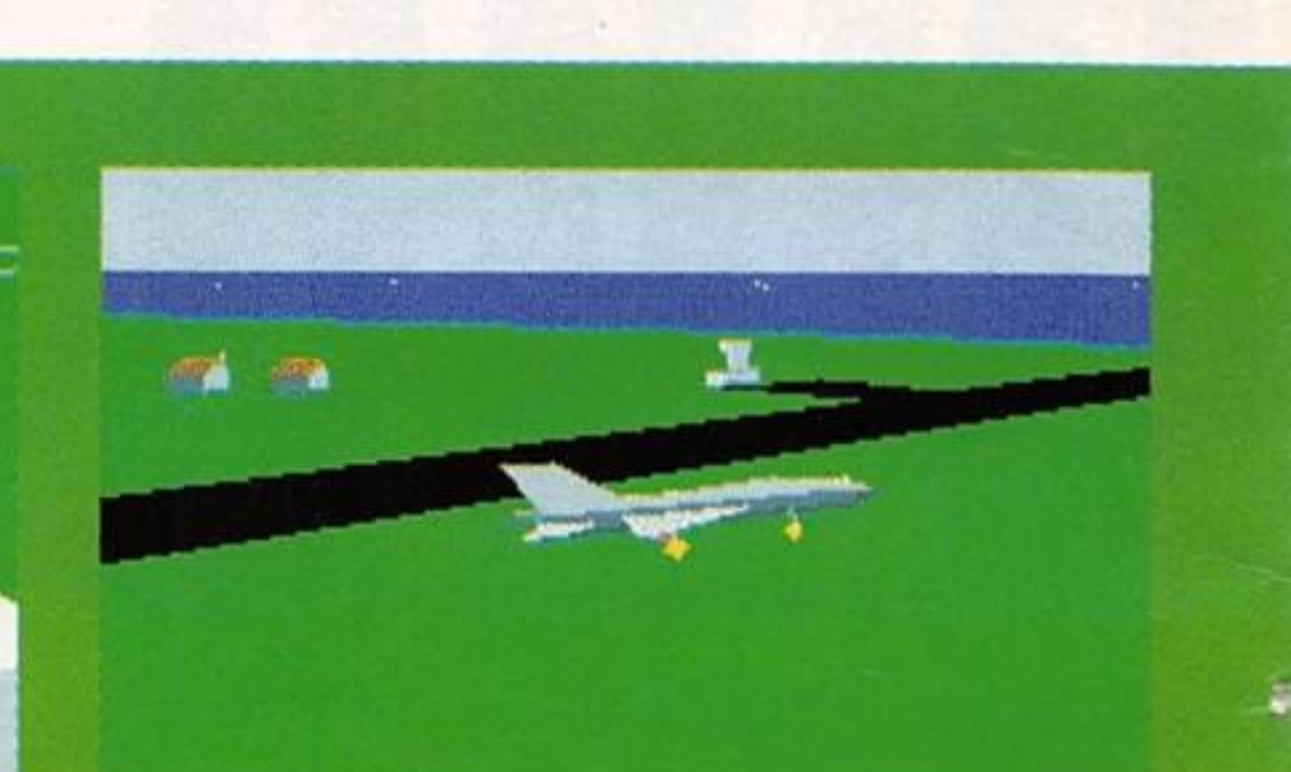
- A) CHAFF AND FLARES** – Used for creating a false heat source when attacked by a heat-seeking missile.
- B) EARLY WARNING RADAR** – Picks up any air activity within the area and reports the findings back to the onboard computer.
- C) STATUS LIGHTS** – Inform the pilot of the condition of the flaps, wheels and stall probability.
- D) MAIN COMED DISPLAY** – The main computer information screen.
- E) PLANE READOUTS** – Speed, altitude and climb indicators.
- F) HUD** – Computer controlled targeting computer.



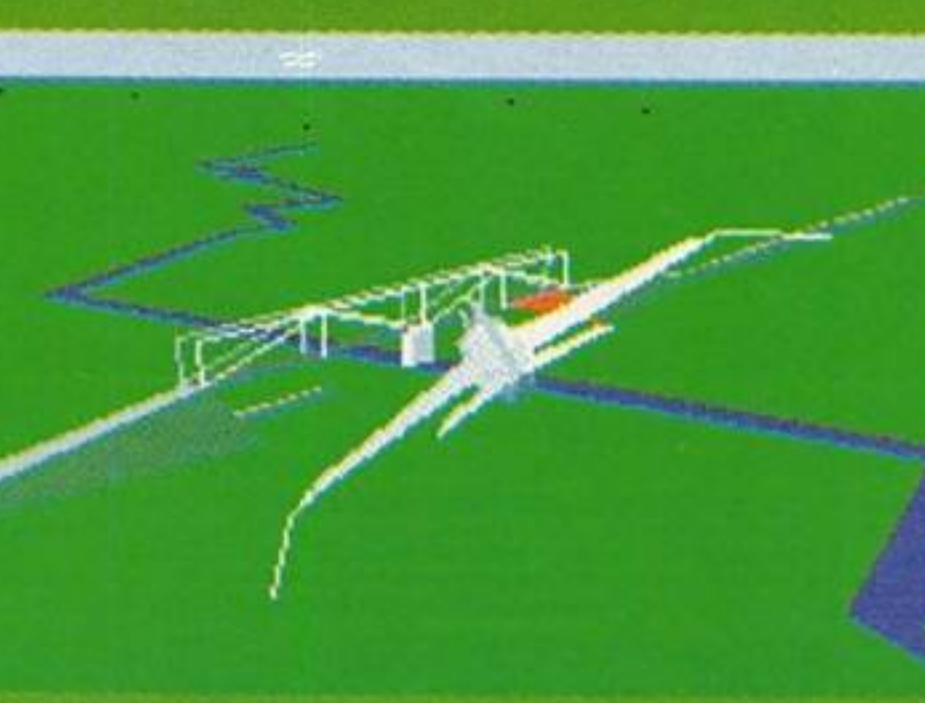
THE PHANTOM'S C



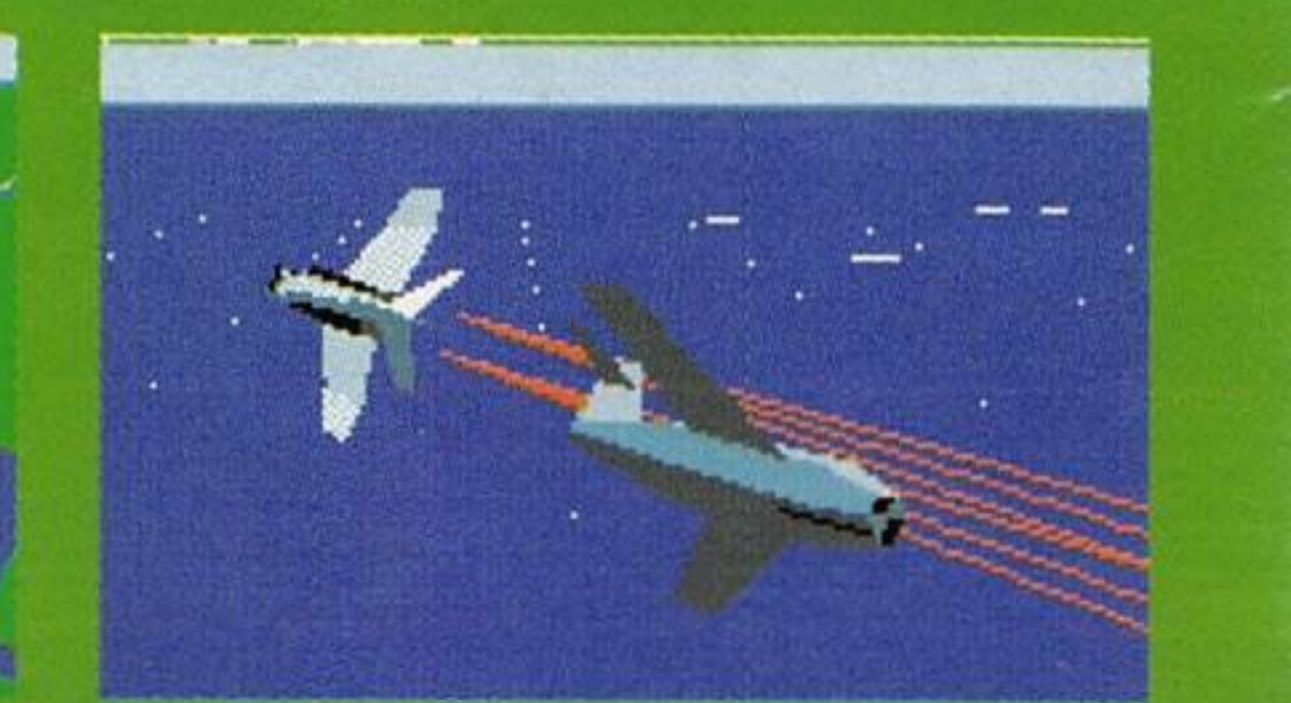
Eventually you confirm sight of your next target – a refinery. You lock your bomb and press the trigger. The refinery blows up as if it was made of paper.



An altitude check reveals you are too low for a successful bomb attack on the bridge. Pulling back on the control stick you slowly begin to ascend.

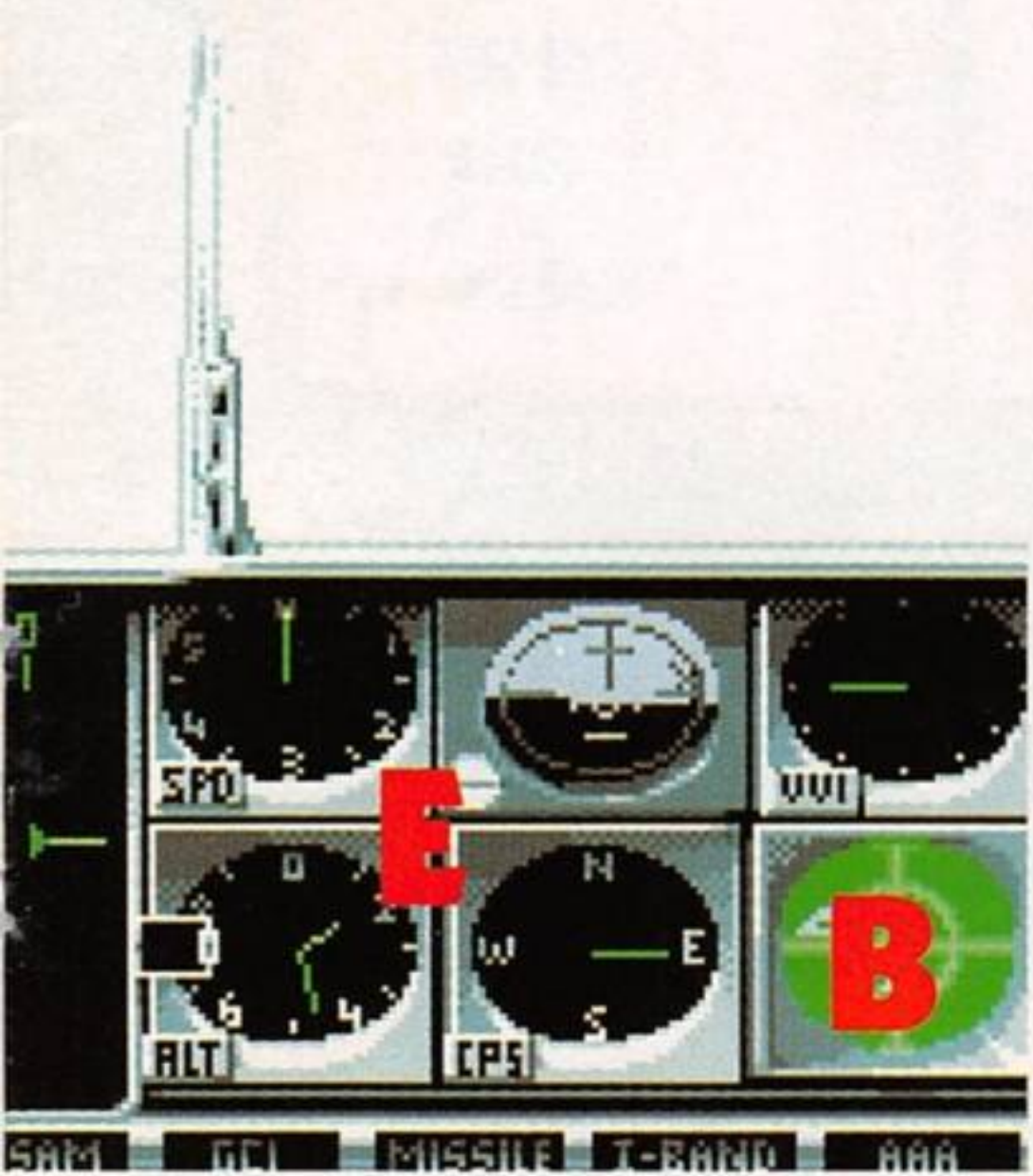


The next target appears before you. The bridge is very large and will need several direct hits before it is destroyed. So far there has not been any MiG interception.



All of sudden your attack is broken by the sudden appearance of a MiG. You cross each other dangerously close but you manage to turn quickly and destroy him.

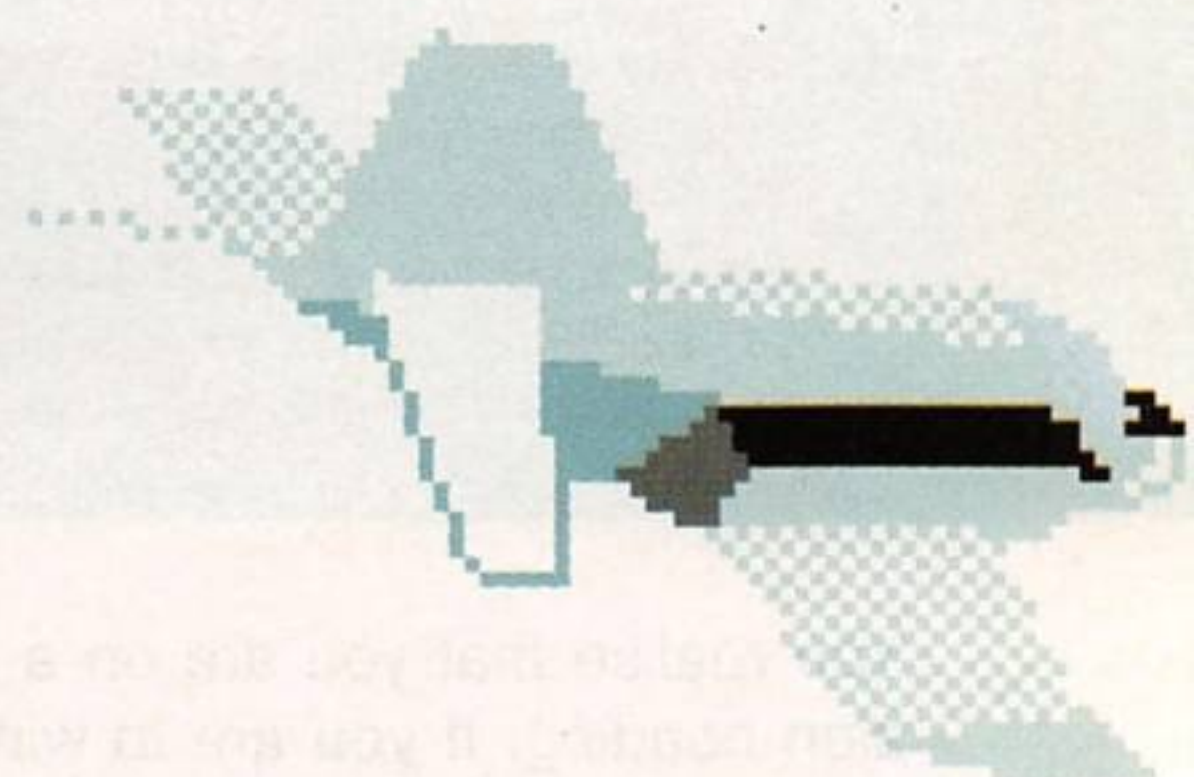
COCKPIT



COCKPIT

- A) EARLY WARNING RADAR** – Used to pick up any air activity within the vicinity.
- B) COMED DISPLAY** – Computer display for secondary field of vision.
- C) ACTIVE WEAPON** – Displays exactly which weapon is presently selected and will be used when fired.
- D) CONDITION INDICATOR** – Indicates the condition of the plane such as the wheels, stores, flaps and air brakes.
- E) PLANE STATUS** – Indicates the speed, altitude and rate of climb of the plane.
- F) WARNING LIGHTS** – indicates whether the wheels are up, the air brakes are on and so on.
- G) HUD** – Main targetting computer for air-to-air and air-to-ground attack missions.
- H) WEAPON** – Selected weapon.

Flight of the Intruder



FLIGHT SIM



The two MiGs sped across the red sky like darts of death. Their wings glinted against the descending sun, their undersides fully laden with weapons, their targets: a convoy of US ships on manoeuvres in the Pacific Ocean.

Both pilots set waypoints and alter headings so that they are in line for the destination. Both enable bombs for combat mode and switch in their stick fire controls. The targets are 30 miles away.

Aboard the carrier you rest in the cabin you call home. You turn to the wall which holds the picture of your loved ones. The war seems so far away. Your concentration is suddenly diverted by the shrill ringing of the scramble alarm. Is this just a drill or your first actual real combat encounter?

Gathering your senses you

head for the launch deck with your wingmen. Helmet in hand you dash to the Intruder jet before taking a final look at friends who will remain on the carrier. After igniting the afterburner and checking the instrument display, all seems okay. Before you realise it, you are being catapulted into the sky.

Turning gently on the stick you alter your waypoint. The carrier control informs you that two MiGs have been sighted about 20 miles away from the carrier convoy. You must intercept them and stop them from reaching their targets. The message is clear and straightforward.

Your wingmen give you the thumbs up before dropping to your left and right sides. The odds seems favourable, three against two – at least you have some chance of completing your directives.

Scanning the sky for the enemy you register that two 'blips' have appeared on the long-range radar scope – the enemy has been found! One of your wingmen confirms visual confirmation of the MiGs across the commlink and you drastically turn to find them. In the distance, above the cloud you notice two shiny objects – your targets.

Breaking off from the main group you climb to the enemy's altitude. Before the MiG pilot can gather his senses you are on him. He swerves erratically to avoid lock on. Cursing his actions, you swallow hard and yank on the control stick, desperately trying to bring your plane in line with his. Eventually he is still and you manage to lock on.

Switching to Sidewinders, you press hard on the fire button. The missile tears from its hold and shoots towards the heat source at a tremendous speed. The enemy pilot releases chaff and flares in a useless attempt to thwart the missile's anger but he is too late. It tears into his craft which explodes into a ball of red flame before dispersing, leaving only debris that falls into the sea below.

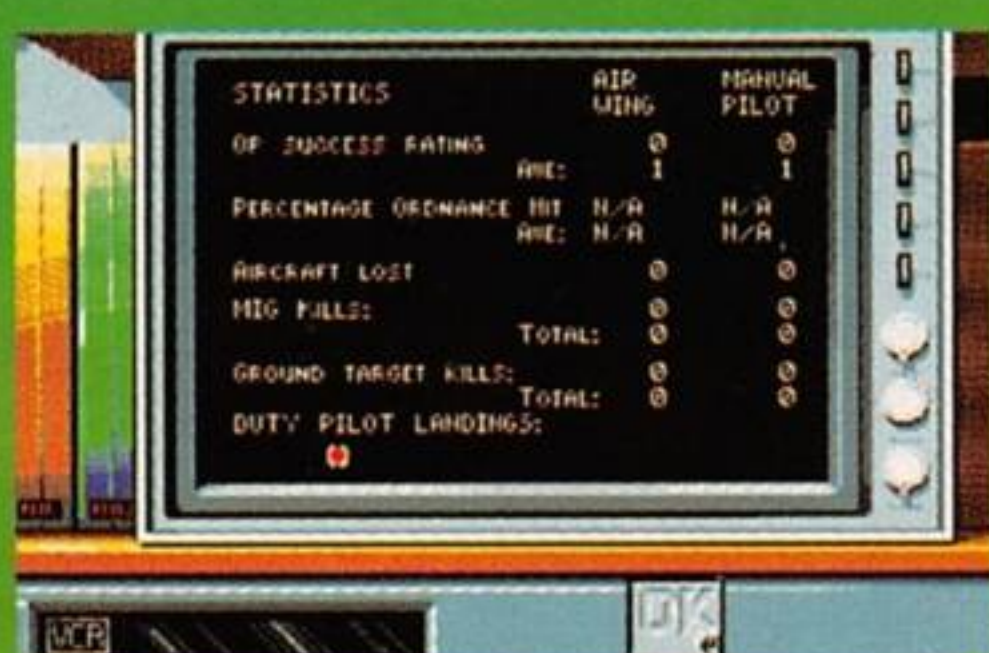
Your first kill – ever! You feel more a sense of relief than pleasure. But the threat remains. The other MiG is still heading towards the carrier and although your wingmen are attacking him he is far too skilful at flying his plane. Turning around to him you switch in the afterburner for added push and within seconds you are on his tail. The MiG pilot reacts by decreasing his thrust and forces you to overfly him. He now has the advantage and you find yourself performing the same erratic evasion technique employed by the first MiG pilot.

Turning back you see his weapon loads flash – a missile. The radar picks up the incoming projectile immediately. Switching on the ECM you desperately try to save your own life. A sudden surge of heat forces you to yell out in pain. You open your eyes and see the missile heading into the sea. The lock is off, payback time. You thank God for your good luck and turn the Intruder against the MiG. Yanking on the stick you force your bird around to the MiG who is also turning.

**CONTINUED
ON THE NEXT PAGE**



On your way back to the carrier you see a Red Cross hospital below. You realise how lucky you are and wonder how many casualties of your mission will end up there.



On landing your plane you leave the cockpit and head for the mission briefing room. There you are told of the success and failures of your mission.



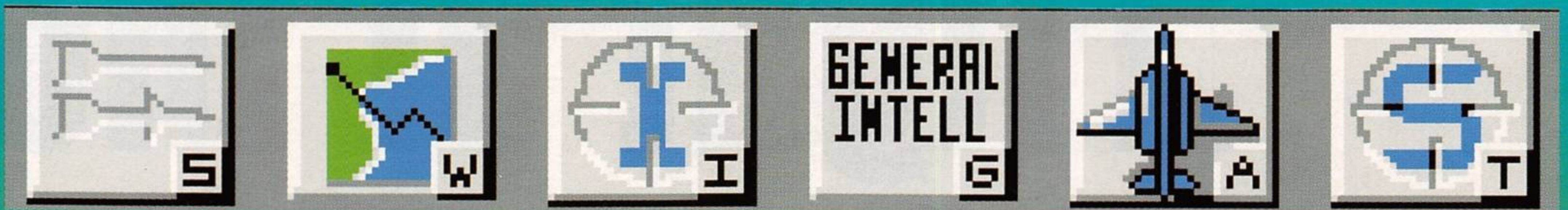
After setting the homeward waypoint you manage to sight the aircraft carrier. You breathe a sigh of relief before finally landing safely on the deck.



The Sierra Hotel informs all pilots of their progress to date. Points are allocated for kills and successful bombing missions.



GETTING AROUND YOUR BASE HQ



The key to your briefing is learning to use the icons correctly. From the main briefing screen you will have the options to change your plane and select the weapons you wish to load your bird up with. As well as the weapons you can also change your waypoints. Waypoints are your ticket to your destinations. They are plotted lines between several points. These are loaded up into the jet's computer fly-by-wire system which then instructs the pilot of the next waypoint bearing and ETA. Any mission intelligence

is open to you and this information gathered by clicking on the I icon. New reports and any hints of sighted enemy activity will be shown to you. General intelligence consists of information about the actual and the kind of terrain you will be travelling across. If you are not keen on your mission then you can change it and you also have the opportunity to change plane types. Once you are happy with your choices you can select the briefing and then ok at which point you will be taken to your plane.

You realise that you are on a collision heading. If you are to win this confrontation you'll need to maintain concentration and fly like never before. The range decreases. He gets his shot off first and you feel cannon shells bouncing off the wings. Performing the same actions, you press on the cannon switch and release a burst of bullets which dance across his plane before tearing into the cockpit. The enemy plane turns away just in time and then dives to the sea. The mission is over and you are still alive. Your pride has been dented but you survived and that's what counts.

And that's what it's all about. Flight of the Intruder not only features the Intruder but the Phantom

as well and both have been represented in glorious 3D.

You sign on at the log screen where you are placed as a rookie although this can be changed if you think you can handle the harder missions. From here you will be given a mission briefing and the option to arm your plane and set waypoints for the mission ahead.

The plane can be handled through mouse and joystick although mouse is a little over responsive. The forward, left, right and back views have all been included as well as forwards left and right and back left and right which gives a greater field of vision. External views are also available.

There are several different missions to choose from and each includes fighter interception as well as bombing runs. The

Intruder is used primarily for fighter interception and

the Phantom for bombing missions although both are flexible in each other's scenarios.

If you complete your mission successfully you must return to base where your record will be updated and any medals pinned to your chest. Your record is the key to your advancement.

As you become more proficient in your missions and you rise in rank the harder the mission will become. The realism factor will

also change and you will not be able to land at a 45 degree angle so you will need to be careful.

As with all good simulations an Amiga to Amiga link has also been included which is great fun. What more could you want?

OVERALL
SCORE
92%

A C T I O N I N F O

FLIGHT OF THE INTRUDER
MIRRORSOFT
TEAM: ROWAN SOFTWARE

It was a long time coming but it has finally happened. Falcon has been beaten! Mirrorsoft have come up with a flight sim so excellent that you could mistake it for the real thing. That will never be the case but this is the closest you're going to get to reality. The graphics are excellent and the update smooth and fast. Sound is also very realistic. Presentation is superb. Rowan Software have spent a great deal of care and attention in putting the product together. Congratulations to Mirrorsoft for a masterpiece.

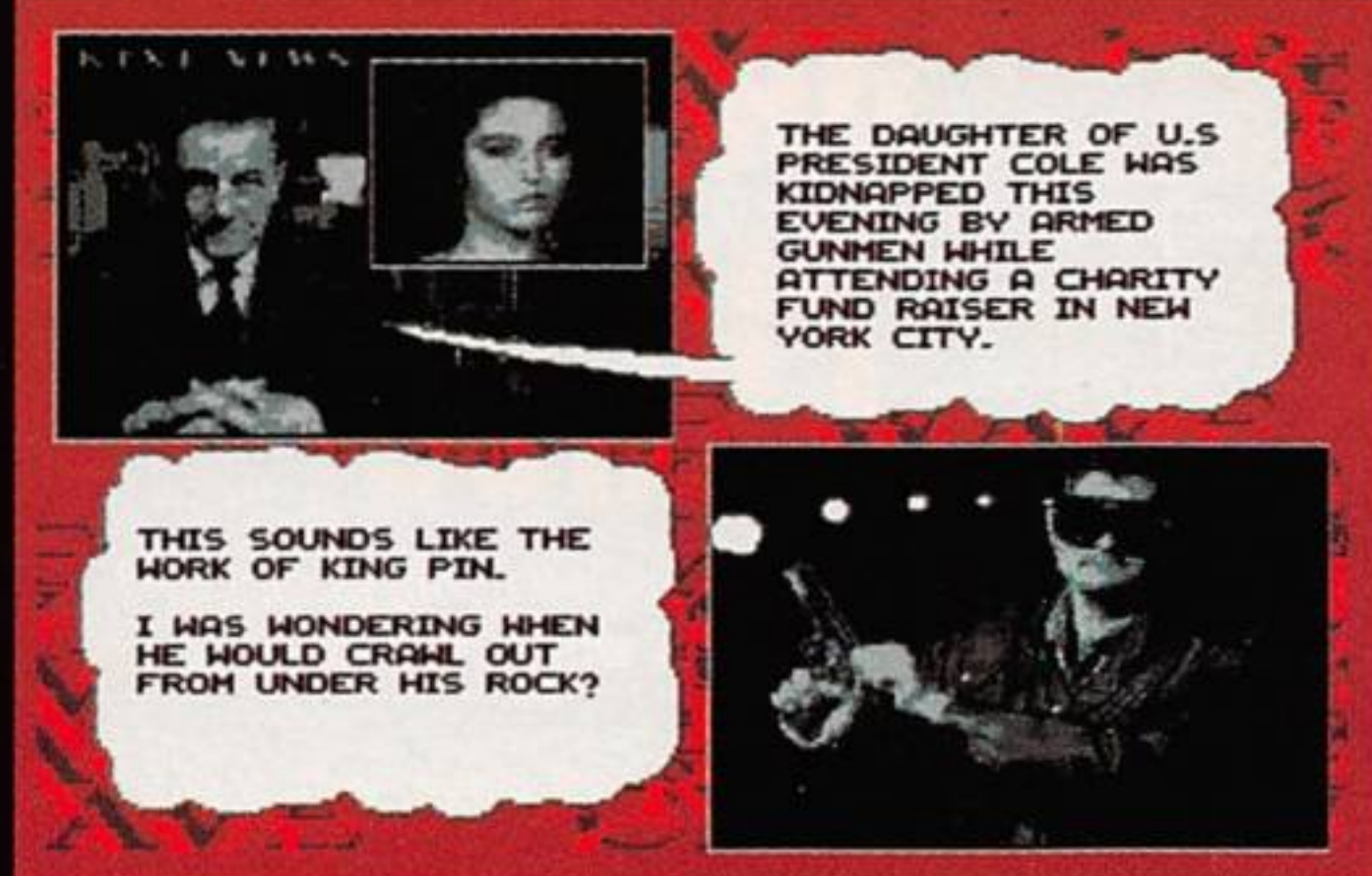
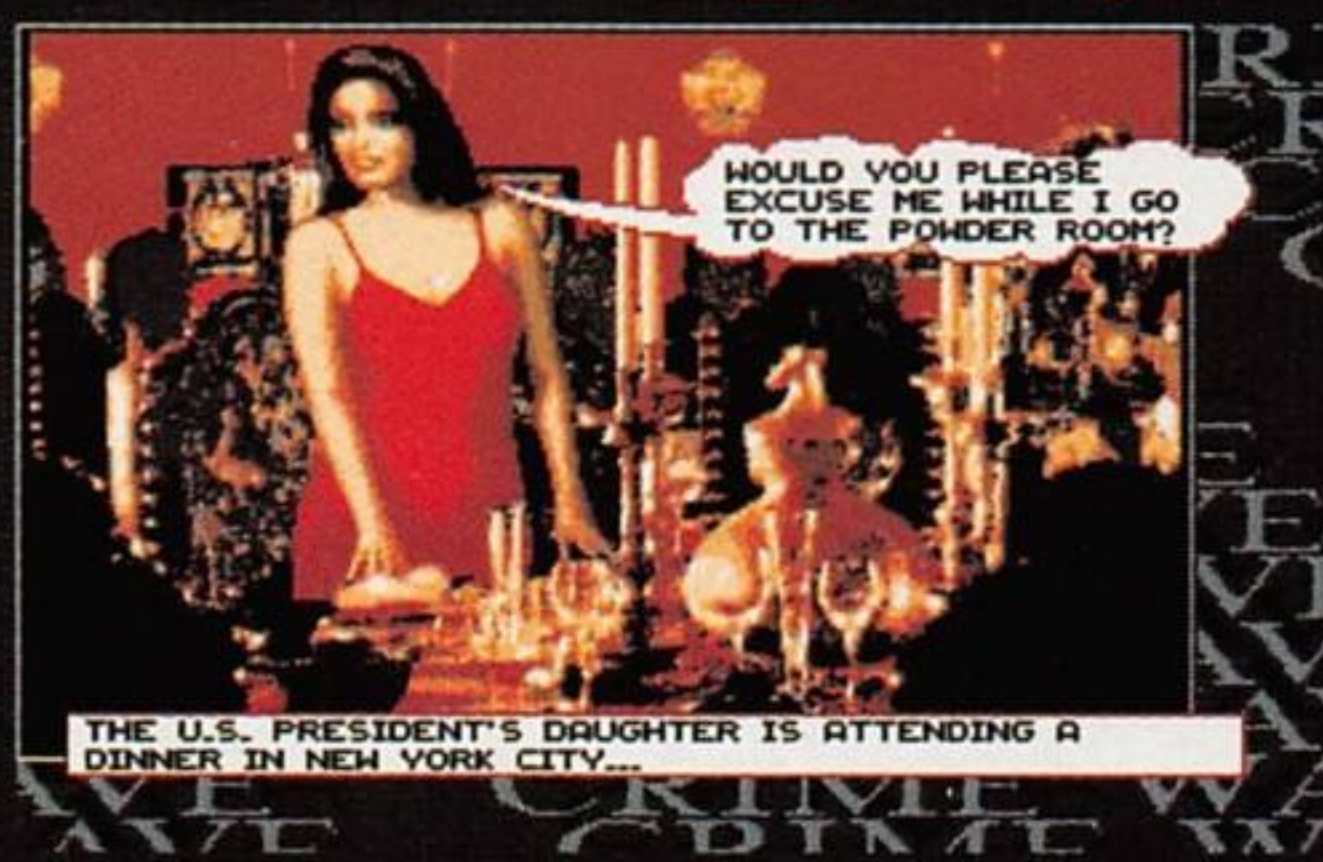
INTRUDER AND PHANTOM WEAPONS



The weapons systems of the Phantom and Intruder are extremely sophisticated indeed. The planes are controlled by a fly-by-wire computer system which effectively controls the planes thereby leaving the pilot to control the weapons system and give all his attention to combat situations. Gone are the days of a cannon, although the Intruder and Phantom come with a gun. Now it is the missile that is the king of weapons. Complete with heat seeking abilities, the missile is a formidable weapon of destruction and one that there is

little chance of escaping. Sophisticated as these weapons may be, the only real deterrent is radar jamming, chaff and flares with the last two proving more successful. The heat-seeker locks onto the targeted heat source and follows that source until it destroys it or loses the track. As for bombs, the Maverick and Durandel are the most effective although pave-way produces some pretty spectacular results. The Maverick is laser guided while the Durandel drives itself into the ground before exploding approximately 5 seconds later.

THE STORY SO FAR IN THE BIG BAD CITY



Crime Wave



SHOOT 'EM-UP



Things had been getting bad in the city these last few months. Even when Luke was in the force himself drugs and crime had been a problem, but never to this extent. Organised crime had risen dramatically, and it all seemed to lead back to one man – the King Pin. But, he was clever and made sure that he kept a safe distance from the men that did his dirty work.

It was early morning, and Luke had just risen from bed after a late night. He stumbled slowly into the kitchen where he grabbed some food from the fridge then into the lounge and turned on the news. His attention was soon caught by a news flash. The King Pin had kidnapped the President's daughter. This was the final straw. It was time for Luke McCabe to go vigilante.

Crime Wave is a good old fashioned shoot'em-up where you shoot at anything that moves, and if it doesn't move you shoot it until it does. The game is a very close clone to the arcade game Narc, and previously released by Ocean (reviewed last issue), but the similarity does not detract greatly from the game.

Playing the part of Luke McCabe, a man who has decided to take the law into his own hands, you must attempt to put a stop to the crime boss – the King Pin. This mission will take Luke through a selection of the city's poorer areas, and within these suburbs are drug factories filled to the brim with the King Pin's men, all with the orders "Shoot to kill".

However, Luke is not totally defenceless. When he starts off he is equipped with a gun and an awesome rocket launcher to deal with the gangs of criminals. Both weapons can be controlled with a joystick by holding down the fire-button for a certain amount of time (a quick press for the rockets, a long one for the machine gun).

But as powerful as these weapons are they don't last forever and you'll need to collect extra ammo as you go along. This is made slightly easier by special bonus rooms that can be found on some levels. Inside these rooms is a large supply of ammo for both weapons, as well as a load of money and drugs that will increase your score when collected.

OVERALL SCORE
63%



Talk about clones! But even though it is a copy of Narc, it is slightly better than the Ocean game. Here you see Luke taking his rocket launcher for a walk in the city's ghetto.



Most of the scenery in the game can be used as a shield against the enemy's fire, but on the other hand you can blow it away and sometimes unveil hidden extras.



Just when you thought you were going to run out of ammo you find a bonus room. Make your way through it collecting the various goodies.

A C T I O N I N F O

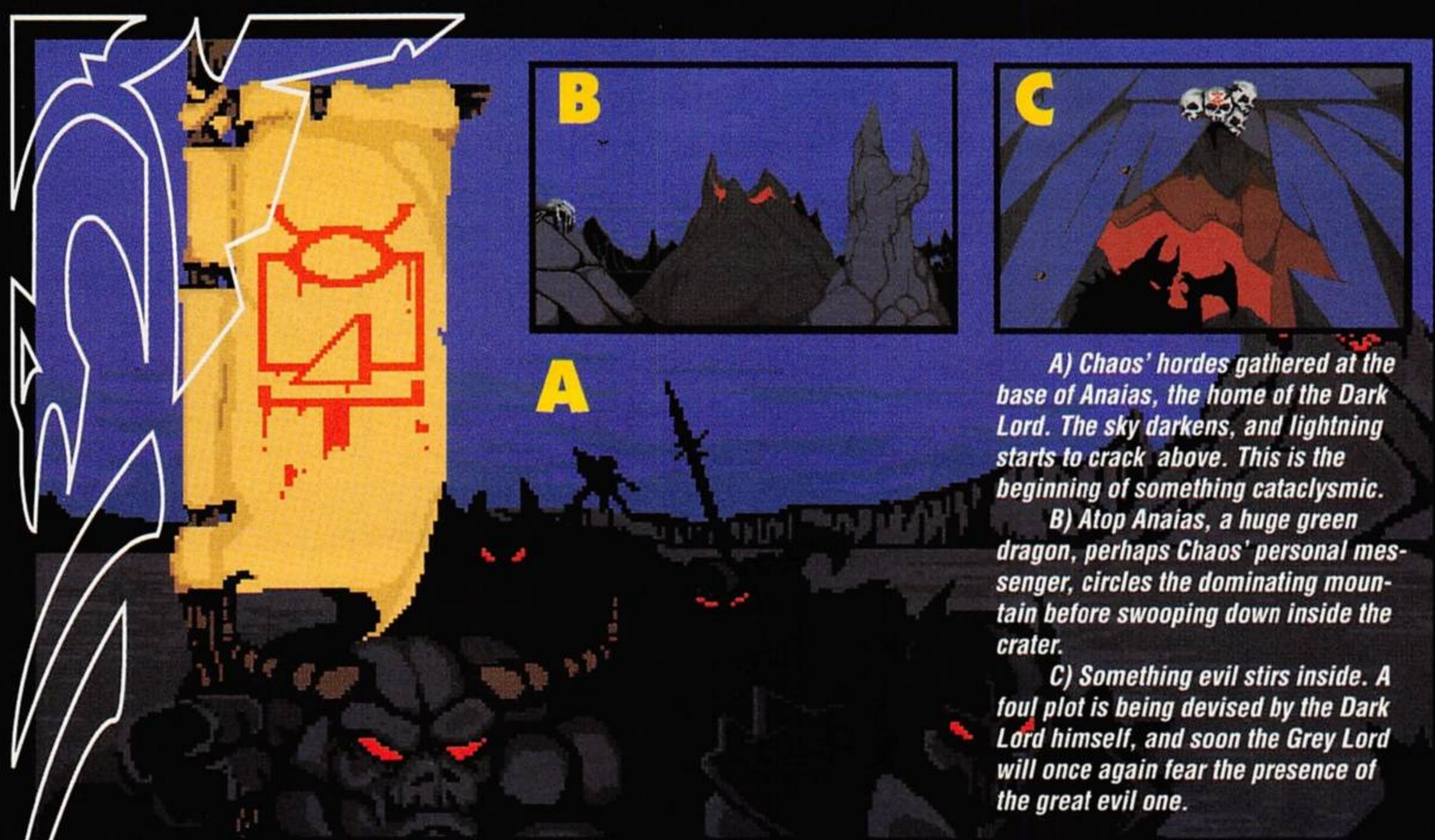
CRIME WAVE
U.S. GOLD
TEAM: ACCESS

We reviewed Narc last month, and wonder why anyone would want to bring out a similar game. But even though Crime Wave isn't that brilliant, it is slightly better than Narc. The controls are hard to contend with and don't improve as you get used to them. The game slows down when you start pumping bullets out left right and centre. The gameplay itself isn't that great, and I found that I could do almost as well when I walked through a level without bothering to fire the gun once. Not a game I would recommend.



SAVAGE CHAOS

- 1) **COATL:** Snake-shaped being of emerald green, the flap of its wings hides champions' screams.
- 2) **ZYTAZ:** Black-shaped mass, with a single eye, linger and see yourself, weaken and die.
- 3) **LORD CHAOS:** Cloaked in shadow, shrouded in flame, worlds weep at the sound of his name.
- 4) **BLACK FLAME:** Black pain, black fire, draw too near, your funeral pyre.
- 5) **FLYING EYE:** Winged tail and floating eye, hurls fire and poison from the sky.
- 6) **SLIME DEVIL:** This lump of green, true to its name, tosses slime that will poison and ooze that will maim.
- 7) **WATER ELEMENTAL:** Liquid hatred, rushing hell, the water from Lord Chaos' well.
- 8) **STONE GOLEM:** A man with a club, all hewn from stone, from its soul, all compassion has flown.
- 9) **OITU:** Spawn from hell, these spiders be, golden-widowed misery.
- 10) **DRAGON:** Foe to man, and Elven kin, great red lizard strikes again and again.
- 11) **ANT MAN:** A stalking hulk of vibrant blue, the Ant Man is ordered to hunt for you.
- 12) **ROCK PILE:** Chance upon naught, but a pile of rubble, red tentacles grab, teeth flash - trouble!
- 13) **DEMON:** Talon-handed, mace-tailed, frame of a serpent, soul that is damned.
- 14) **DETH KNIGHT:** Sword and sabre, armoured wraith, Chaos' bodyguard, keeps him safe.
- 15) **GIGGLER:** Laughing thief, all leg and arm, steals but does no other harm.
- 16) **BITER:** Three mouths in place, of head and claws, heroes fall from its poisoned jaws.
- 17) **HELLHOUND:** The Dark Lord's familiar, warlock dog, black and vicious, breathes fiery fog.
- 18) **VEXIRK:** Small, black and hooded, with eyes of red, throws magic and fire, from the land of the dead.
- 19) **RIVE:** First it is little, then it is much, a mouth that devours, but nothing to touch.
- 20) **WORM:** New armoured and spiked, as it slithers through h space, its body topped by a fang-mouthed face.

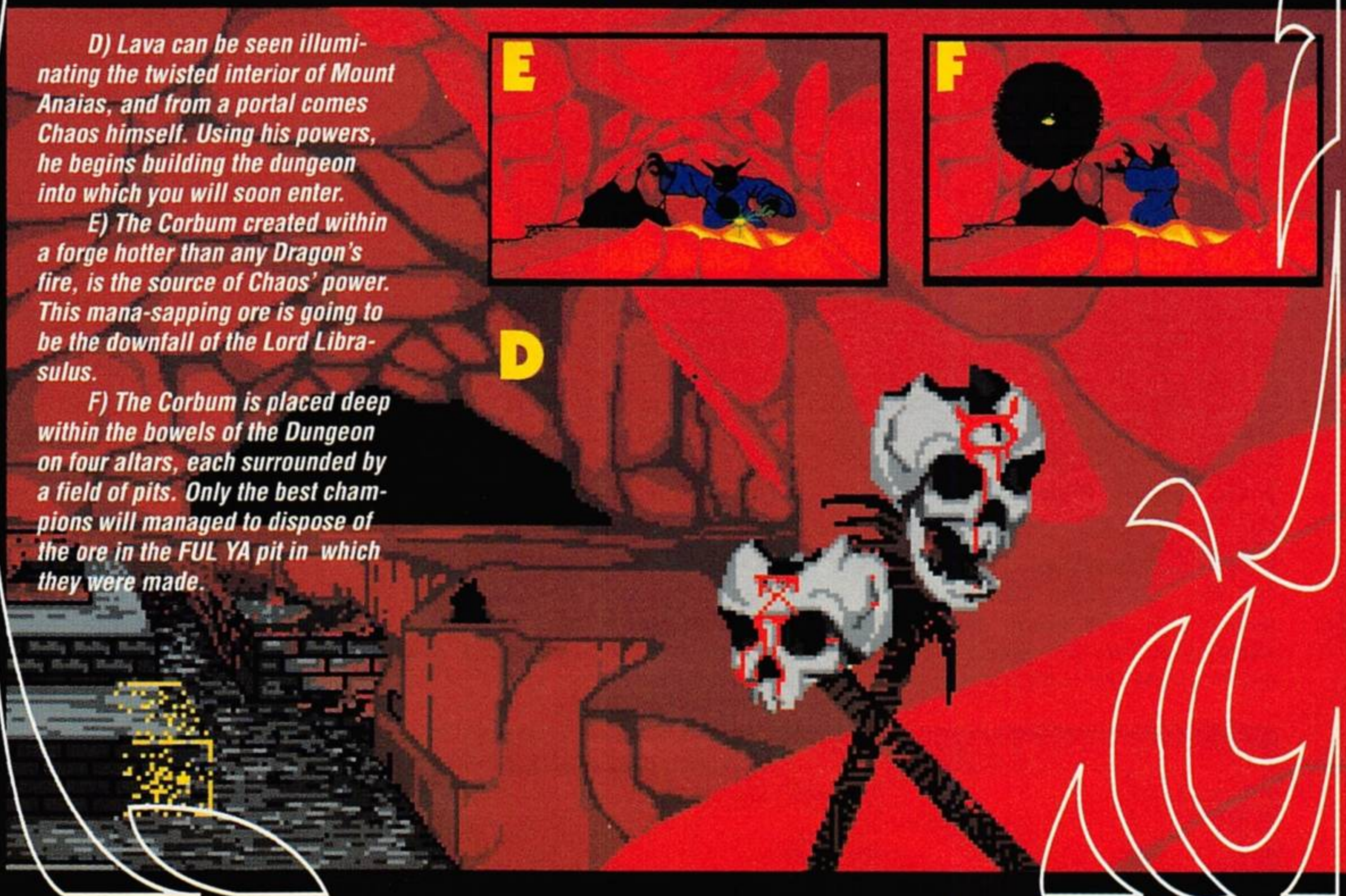


A) Chaos' hordes gathered at the base of Anaias, the home of the Dark Lord. The sky darkens, and lightning starts to crack above. This is the beginning of something cataclysmic.

B) Atop Anaias, a huge green dragon, perhaps Chaos' personal messenger, circles the dominating mountain before swooping down inside the crater.

C) Something evil stirs inside. A foul plot is being devised by the Dark Lord himself, and soon the Grey Lord will once again fear the presence of the great evil one.

FROM THE BOWELS OF MOUNT ANAIAS CAME LORD CHAOS..



D) Lava can be seen illuminating the twisted interior of Mount Anaias, and from a portal comes Chaos himself. Using his powers, he begins building the dungeon into which you will soon enter.

E) The Corbum created within a forge hotter than any Dragon's fire, is the source of Chaos' power. This mana-sapping ore is going to be the downfall of the Lord Librasulus.

F) The Corbum is placed deep within the bowels of the Dungeon on four altars, each surrounded by a field of pits. Only the best champions will managed to dispose of the ore in the **FUL YA** pit in which they were made.





Chaos Strikes Back

(Right) The utility disk allows you to edit your characters' appearances by adding a few of your own customisations. Also included is set of pictures from the original *Dungeon Master*, each character being revamped with a new look.



(Right) Each character can carry up to 17 items in his backpack, plus extra pockets and chests that can be found throughout the adventure. Armour can be found to protect each party member, but everything adds up to reduce the character's speed and movement.



Gore clenched the Firestaff as he withstood the full blow of a fireball. Heavily scarred, he managed to create a flux cage around Lord Chaos. At the same time, Modeus, Master of Stealth was tending to Gore's pains with a health potion. Blood dripped from his cheek, but they had Chaos where they wanted him.

Without a place to run, the Dark Lord began chanting another spell. Holding the Firestaff aloft, Gore began fusing the flux cage. From the tip of the powerful staff came a series of bright coloured flashes, whizzing around Chaos's dim silhouette.

In a moment of extreme light, a loud explosion could be heard throughout the Dungeon. Inside the magical cage, Lord Chaos could be seen doubled-over, taking on a new form. One moment Chaos, the next

Librasulus. From behind a giant ball of flame, the kindly Grey Lord stood before them. With the Firestaff now completed and the downfall of Chaos a success, the balance of good and evil was restored once again.

A great feast was held in rejoicing, and the heroes' great deeds were known throughout the land. Little did they know that deep within Mount Anaias Lord Chaos was rebuilding his strength, and had plans to overthrow the Grey Lord once and for all.

Many moons later, the Grey Lord summoned the champions to his castle. Upon their arrival, the Grey Lord was slumped in a sturdy chair, his face bruised and blood caked around his mouth. It seemed that Chaos had foreseen his demise, and had created a new Dungeon within Anaias.



Inside, he had created four chunks of Corbum – a strange ore made from pure Mana. This was sapping the Grey Lord's power, and Chaos was taking over Librasulus. He jeered at the Champions and challenged them to enter his Dungeon, knowing that the dangers ahead are far too tough for any man to survive...

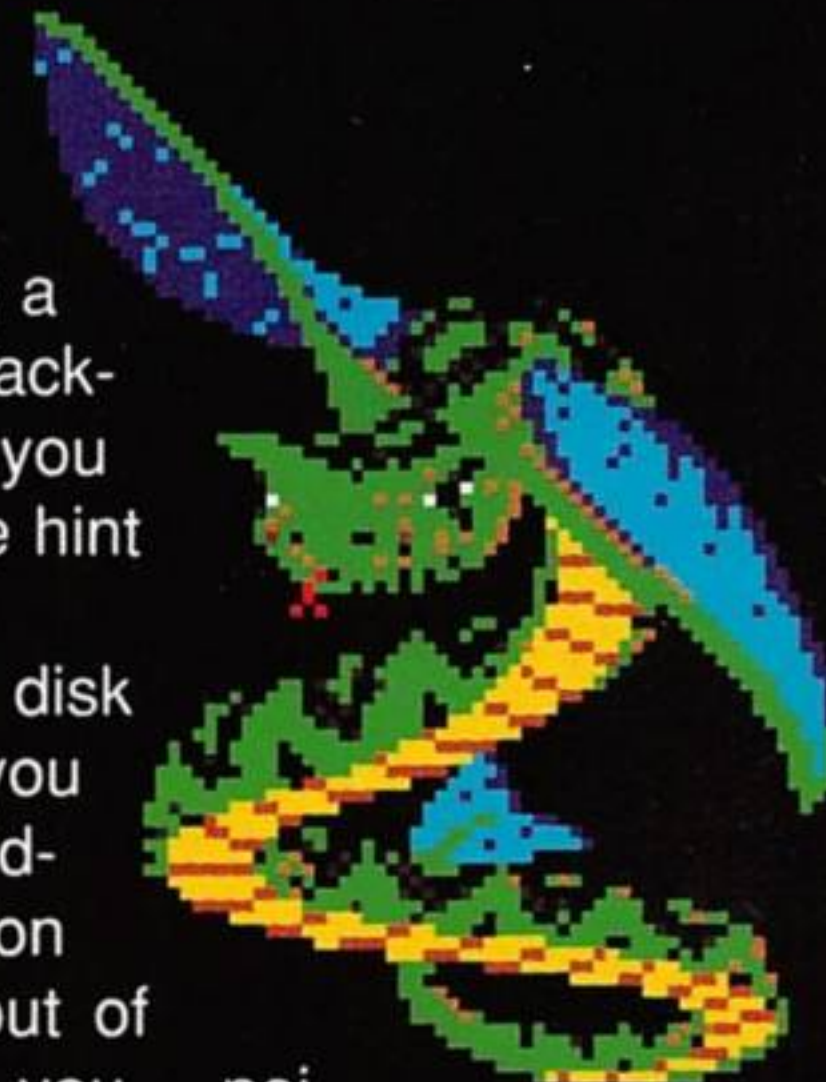
Well over a year after the ST version, *Chaos Strikes Back* has finally arrived on the Amiga. Like *Dungeon Master*, *Chaos* requires 1 meg to run, and comes on two disks: the games disk and utility disk. Characters from *DM* can be carried over to *Chaos* – minus their equipment, or a set of new characters can be found in *Chaos's* prison.

Booting the utility disk first, you can choose one of the three options. The first is to view the superb introduction sequence, showing *Chaos* building his new dungeon and forming the four pieces of Corbum. The next is the character editor. From here, you can

change the appearances of your old party using a simple art package. Lastly, you can consult the hint oracle.

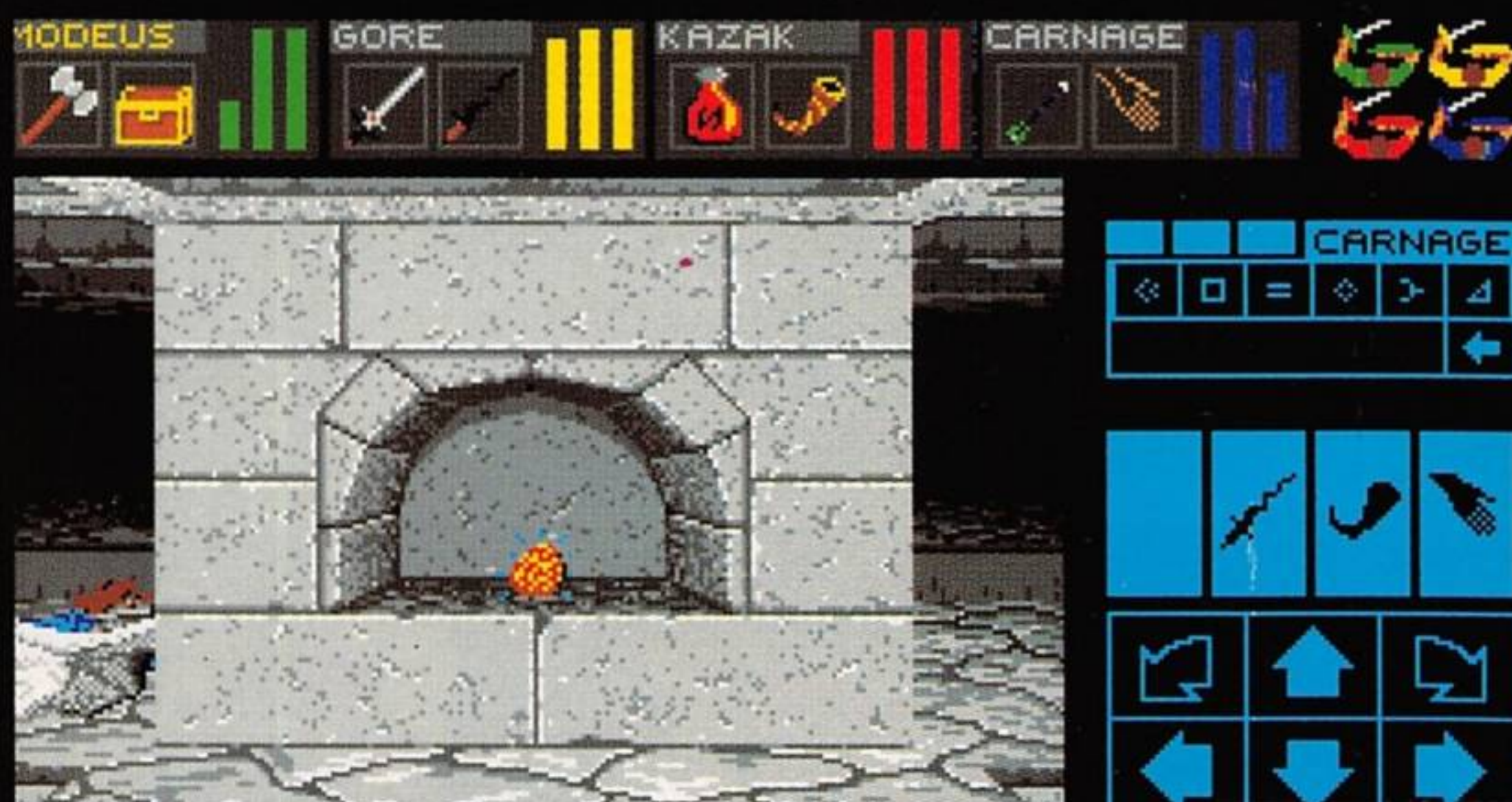
The game disk will place you right in the middle of the action – on level 5 out of 10. Around you, poisonous worms gnaw at your flesh and nothing can be seen in the pitch blackness. From now on, the action will never cease and the chance to take a breather is very rare. Monsters attack from all sides, and with no possessions, you are left only with magic. To light up the situation, a simple *FUL* spell can be cast. To destroy the worm you'll need something a little more powerful, such as a fireball or lightning spell. A number of them can be acquired in the first hall, but they can only be exchanged for *Gor* coins.

Continued on the next page...





The challenge set by Chaos is a tough one and it is more than likely that one of your party will meet his maker. However, remember to pick up the remains, as an Altar of Rebirth can be found at each of the four ways.



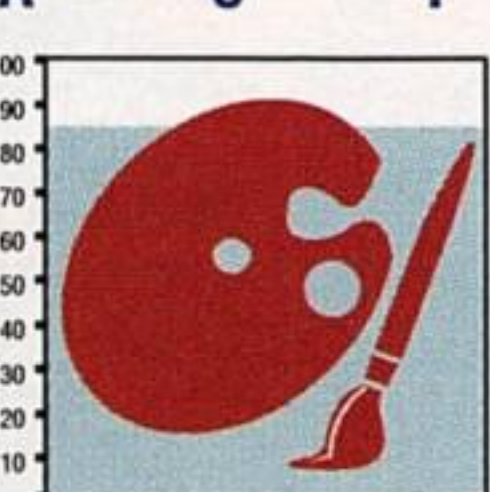
Nearing the top of the Dungeon, level 2 consists of a large room filled with pits, some open. Others open and close when a button is pressed. In the centre is a large pillar, in which is a piece of Corbum. You must collect the Ore, before collecting the other three.

Before long, you will come across a junction - the Junction of the Ways. Down each of the four paths lies a piece of Corbum, but before you can reach the ore, you'll be tested in the ways of the Warrior, the Priest, the Wizard and Ninja, or as they are called in the game, ROS, KU, DAIN and NETA. It doesn't matter which way you decide to venture through first, but all will be visited before the end of the game.

You will notice that food and water is in short supply to begin with, but when you locate the Diabolical Demon Director (DDD for short) and the dragon den, you'll find a bundle of dragon steaks, as long as the owner, one fierce red beastie that breathes fire, doesn't mind you carving a chunk of his leg off!

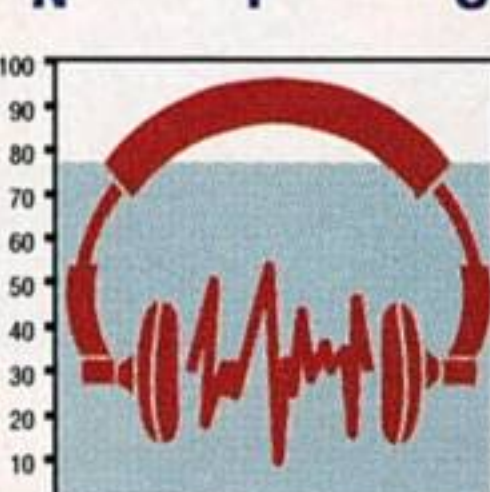
Decent equipment is also very hard to find, and to begin with, the only source of weaponry will be the supplies for the quick, a series of alcoves surrounded by moving pits. However, the upper levels are bountiful, and countless Gor coins

A C T I O N I N F O



CHAOS STRIKES BACK

MIRRORSOFT
TEAM: FTL



To put it simply, this is probably the best game for a 1 meg Amiga, and anyone who has played the original Dungeon Master will now what a fantastic game FTL have produced. The simple icon control system has been kept from the first game as have the atmospheric sound and graphics. A whole host of new monstrosities have been included, and most of the old monsters from Dungeon Master have been revamped in some way or another. The challenge set by Chaos is much harder than the Dungeon Master quest, and it will take some time for the puzzles to be solved and the game completed. On the whole, a game more suited to those who've played DM, so forget everything else, and lay your hands on Chaos Strike Back now!

(used under the DDD and on level five) and weapons such as Fang and Dragon Armour can be found. Although it has been said that a Firestaff can be found, I'm am confident that there is no such item in Chaos' dungeon. Instead, you must cast all four pieces of Corbum into

the FUL YA pit in order to defeat the Black Lord. You'll find that Chaos is a lot tougher than DM, and you must be ready to face a challenge you may never survive.

OVERALL
SCORE
90%



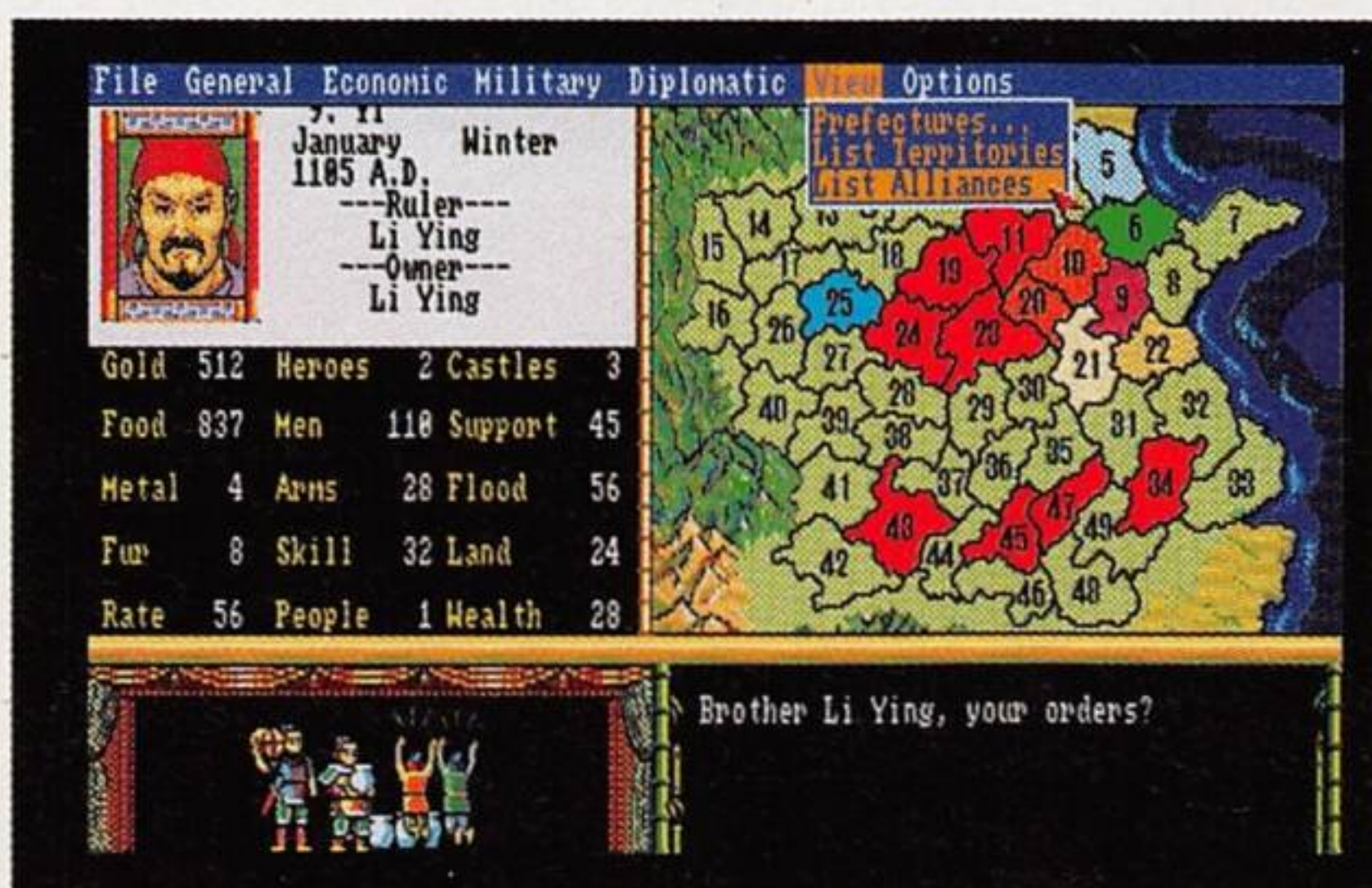
A Dragon named MONGOR, found on the bottom of the dungeon on the Way of KU, will yield a Solid Key when defeated.

If at any time you find yourself at a dead end, the Chaos Strikes Back hint oracle might just be able to get you out of your predicament. Simply insert the save game where you are stuck, and hopefully a clue will be revealed. However, some of the riddles are harder to work out than the puzzles themselves.

LAST DONE



WE OIL THE JAWS OF THE WAR MACHINES...



- 1) **MAIN MAP:** All 49 territories can be viewed at once. The different colours show who controls them.
- 2) **COMMAND WINDOW:** Messages from your followers and soldiers.
- 3) **DISPLAY WINDOW:** A small graphic of the current action.
- 4) **TERRITORY ATTRIBUTES:** Shows the level of supplies and troops.
- 5) **TERRITORY DATA:** The territory name, number and current date.
- 6) **COMMAND MENU:** Used to give orders to your troops and followers.



ACTION INFO

BANDIT KINGS INFOGRADES TEAM: KOEI



Bandit Kings is the second in the new series of historical strategy games from Infogrames. It uses a similar control system to the initial release, Genghis Khan, and any comments made about that game also hold true to Bandit Kings. The depth contained in the game is amazing and despite the fact that the manual is well over 100 hundred pages thick it is possible to start play straightaway as the control system is very accessible. Bandit Kings is slightly inferior to the previous release but is still an outstanding game. Highly recommended for any strategy enthusiast.

STRATEGY



At the beginning of the 12th century the Song Dynasty of China was dangerously close to collapse. The barbarians of the Jin Empire threatened to invade from the north and destroy the ruling family. Emperor Hui Zhong was so concerned with the external threats that he failed to notice the danger within.

The Imperial Minister Gao Qiu quickly rose to power within the government. This despotic tyrant soon became the authority in Song. Under his rule men who displeased him were exiled, while evil men who supported him were raised to positions of importance.

Eventually the best of the exiled heroes, the bandit kings, gathered together to oppose Gao Qiu and avenge themselves.

The game can cater for up to seven players and each takes one turn every month. You must build up popularity and followers until you have sufficient power to challenge Gao Qiu and kill him.

During normal strategic play the game presents you with a map of China divided into 49 regions. Alongside this is data on selected units and regions. Using drop down menus you can control the territo-

ries under your command. You can send your followers to search for supplies, build war machines and make diplomatic pacts.

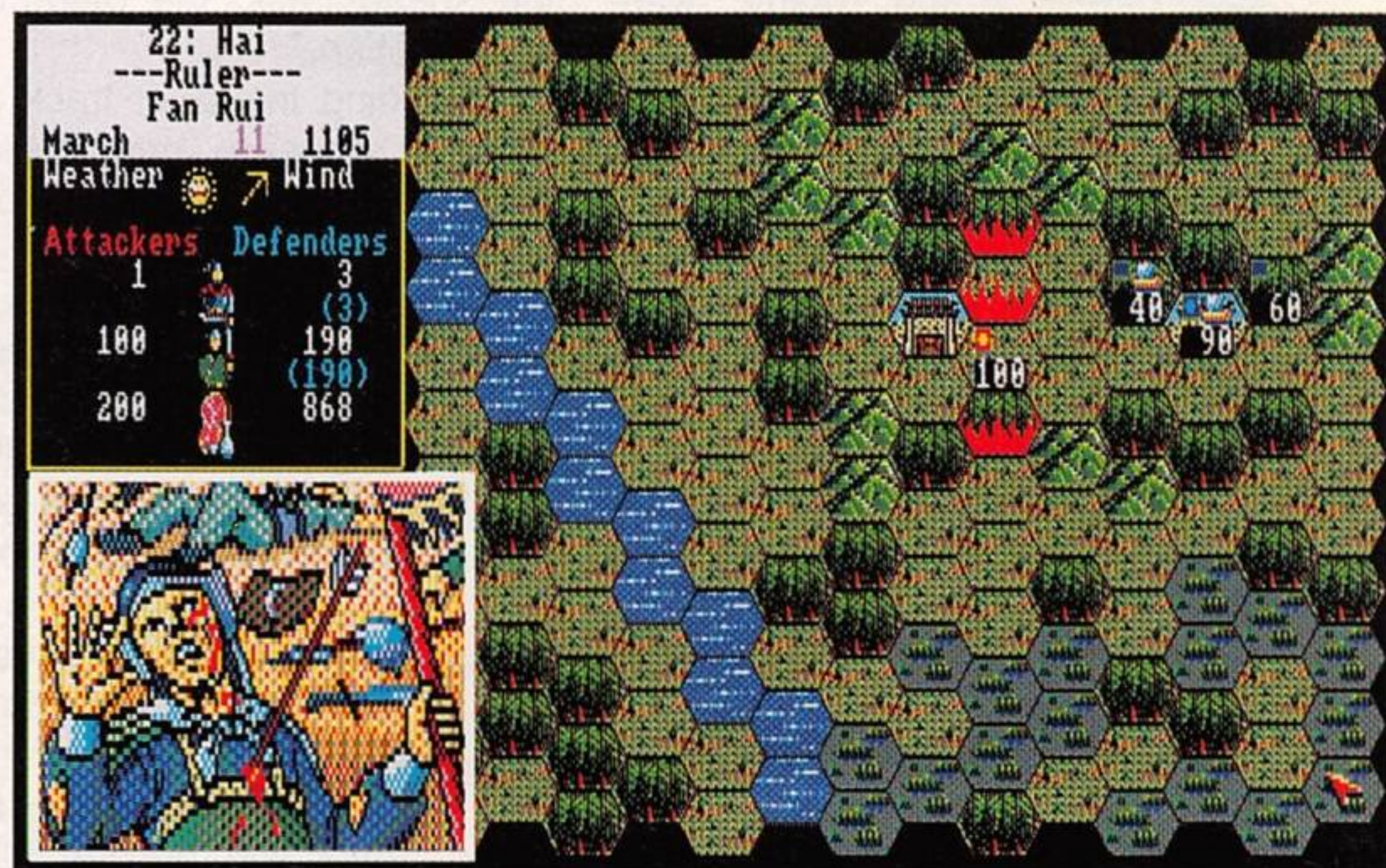
Each action you take will effect your popularity and the number of followers under your control. If you throw a feast for the whole village the people will be singing your name in the streets but when you take taxes from them you had best lie low.

(Inset) Defeating Gao Qiu is not an easy task. Many will fall in the battle to banish the evil minister and you may be among the victims as danger threatens your home.

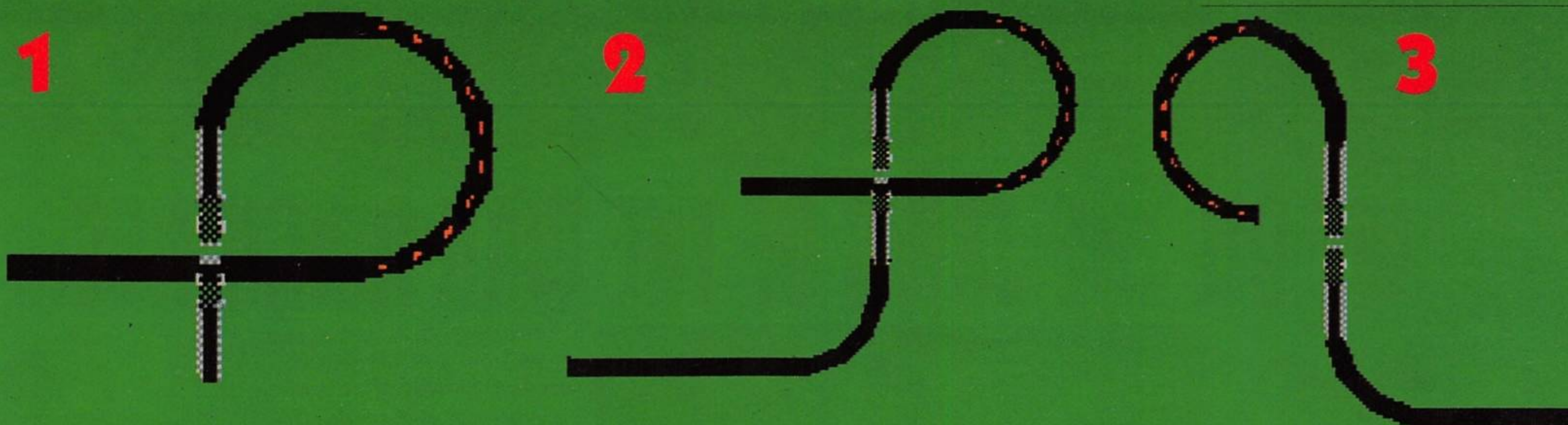
When you engage another leader in battle the view shifts to a battlefield scene with the two opposing combatants facing each other. Each unit of warriors can be manoeuvred and positioned on the field and when they engage enemy units you can control the strategies and tactics they employ.



(Below) When a battle begins a close up of the combat area will appear. In this example fires have been started to block the movement of enemy units.

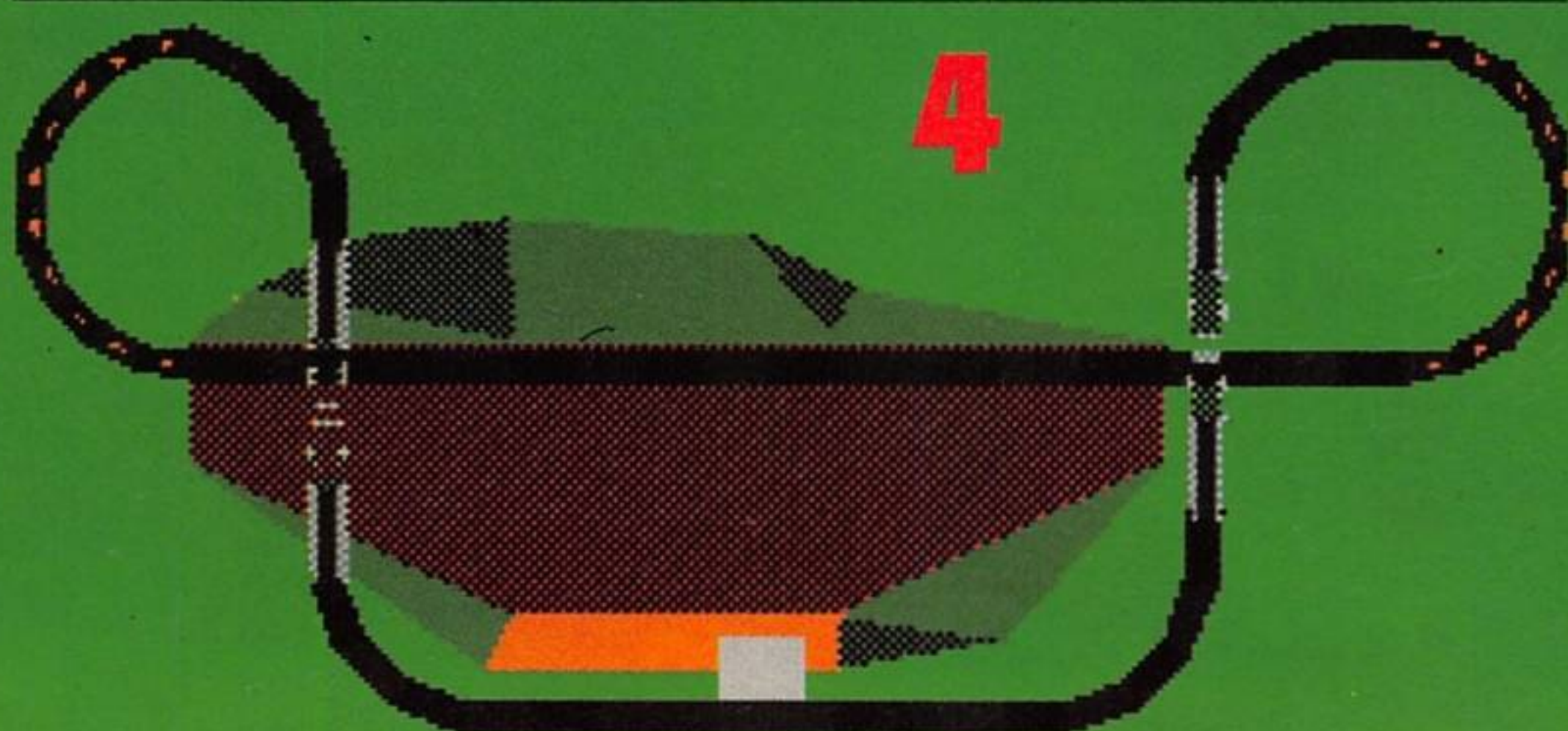


Bandit Kings of Ancient China



EVERYTHING'S SLOTTING TOGETHER NOW

The edit program contained on the Hard Drivin' II program disk is extremely powerful if a little user unfriendly. The pieces are picked from the selection box which displays each segment or object in true 3D. By clicking on 'Take It', the piece is placed onto the track. All further pieces join onto the last one. There are several different portions of track including curves, banked curves, junctions, straights, loops, bridges and dips. The objects include cows, start grids, finishing posts, houses, barns and signposts. Once a track has been created it can be saved and used later on.



Hard Drivin' II

RACING



Hard Drivin' took the Amiga games scene by storm and many were amazed that the arcade conversion was ever written. Featuring full 3D graphics with reality perspective, it became the number one arcade conversion of 1990. Unfortunately, it did suffer from a lack of speed and the control method was very awkward and unresponsive.

With the advent of Hard Drivin' II, all this has been changed. The graphics are still in glorious 3D but the speed has been improved and the overall feel is one of greater realism.

Once again, you must leap into your sporty car and take on some of the best stunt drivers around. The task will not be easy and each of the four courses will require total concentration and skill if you are to be successful.

As soon as your car is lowered to the road the race begins. All your opponents tear away from the start position and as you press hard on the accelerator your car also skids away from the grid. The first segment of the track is a long straight that gives all the cars time to accelerate to full speed. This is the best time to overtake and you swiftly pass three

of the opposition but as you are about to take the fourth the road splits into two paths. One leads to the speed track, the other to the stunt section.

Avoiding the stunt track for as long as possible you decide to enter the speed section of the course. Once again the road straightens and your vehicle hits 100mph. The barriers forewarn of the impending banked curve and you ease back on the throttle. As you hit the curve the world outside rotates to 90 degrees and you feel as if the car is going to topple over but you manage to keep your control.

Straight from the speed track you decide to enter the stunt race. You know of the hazards but have never actually attempted the stunt segments yourself. The drawbridge is pretty easy and the car floats over the gap and lands safely on the other side without a scratch. But before you can congratulate yourself you see the massive structure – the loop the loop. Gritting your teeth you hope for the best.

The car slams into the loop and there is a terrific crunch as everything around you becomes a blur. You try desperately to keep to the centre lane markings but just as you begin to hit the straight on the other side the car flips out and you

lose control before ditching it on the embankment. Gathering your senses you wipe the visor and glance at the clock. 3...2...1...0... The race is over for you but with a little more practice who knows? You may even get a chance at racing the Photon Phantom.

You can edit your own tracks. Pieces are taken from the stores and slotted into each other. You can choose curves, straights, bridges, crossovers, hills, barns and loop the loops. Once you have created the design you must place the start, end and checkpoint on the track as well as the other cars.

OVERALL SCORE
82%

BANKED CURVES: The curve is probably the easiest to negotiate of all the stunts but watch out for opponent cars.

DRAWBRIDGE: Probably the hardest of all stunts. Make sure you pay strict attention to the speed signs.

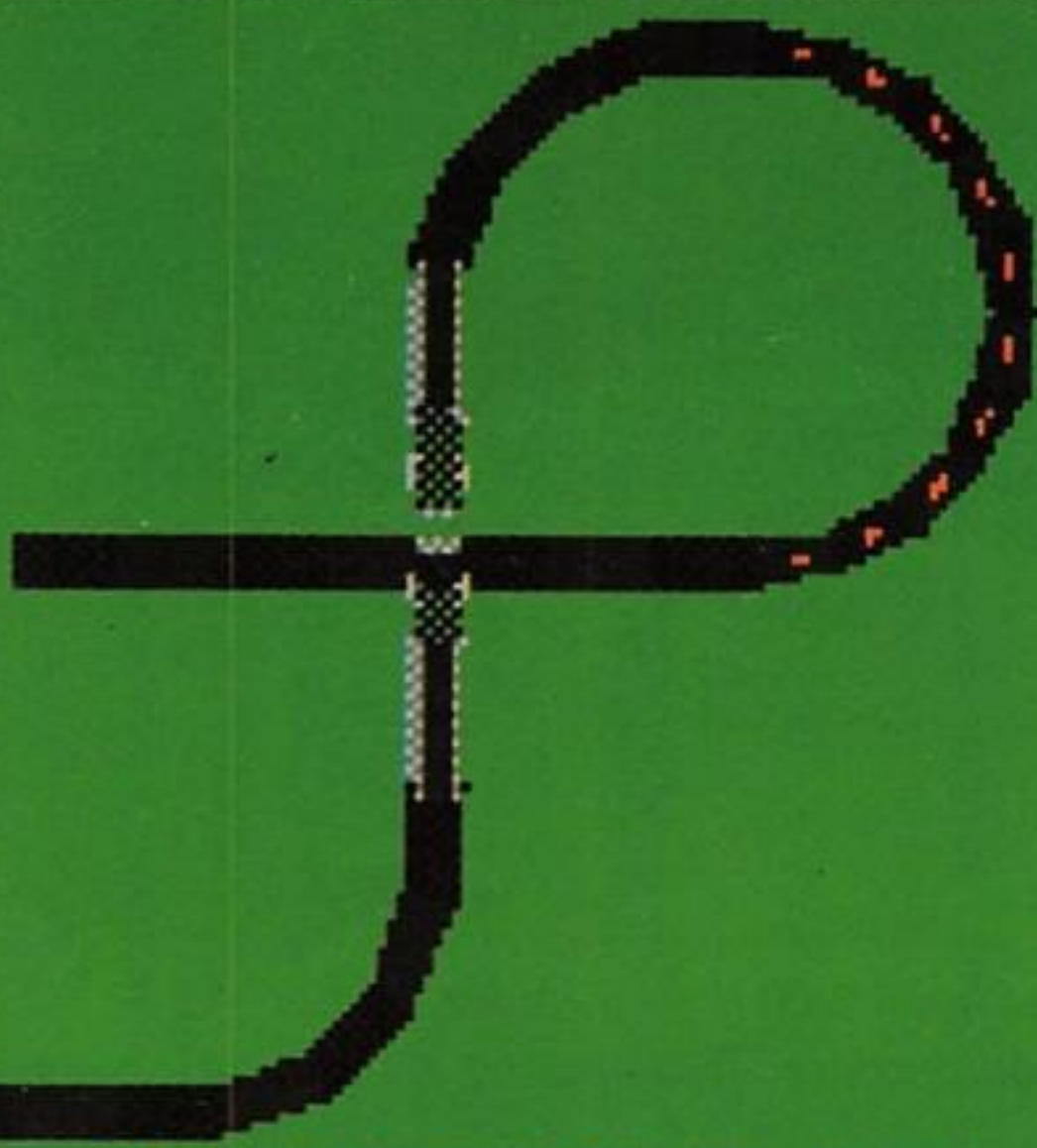
BITS AND

You can make your tracks as hard or as simple as you like with all the different track sections available. The simple ones range

A C T I O N I N F O

HARD DRIVIN' II
DOMARK
TEAM: TENGEN

The graphics and the controls of Hard Drivin' were slow and unresponsive. Fortunately, all this has been rectified with the sequel and is therefore very enjoyable. The graphics are of a very high standard and move fast considering all the detail that is being moved in 3D. Sound is a little lack luster and is more like an ST than an Amiga which is not a real disappointment. I think the only real problem with the game is the fact that there is a severe lack of new ideas which may put off owners of the original game.



SNAPPING IT ON!

STAGE 1: The first loop is completed and a bridge is placed.

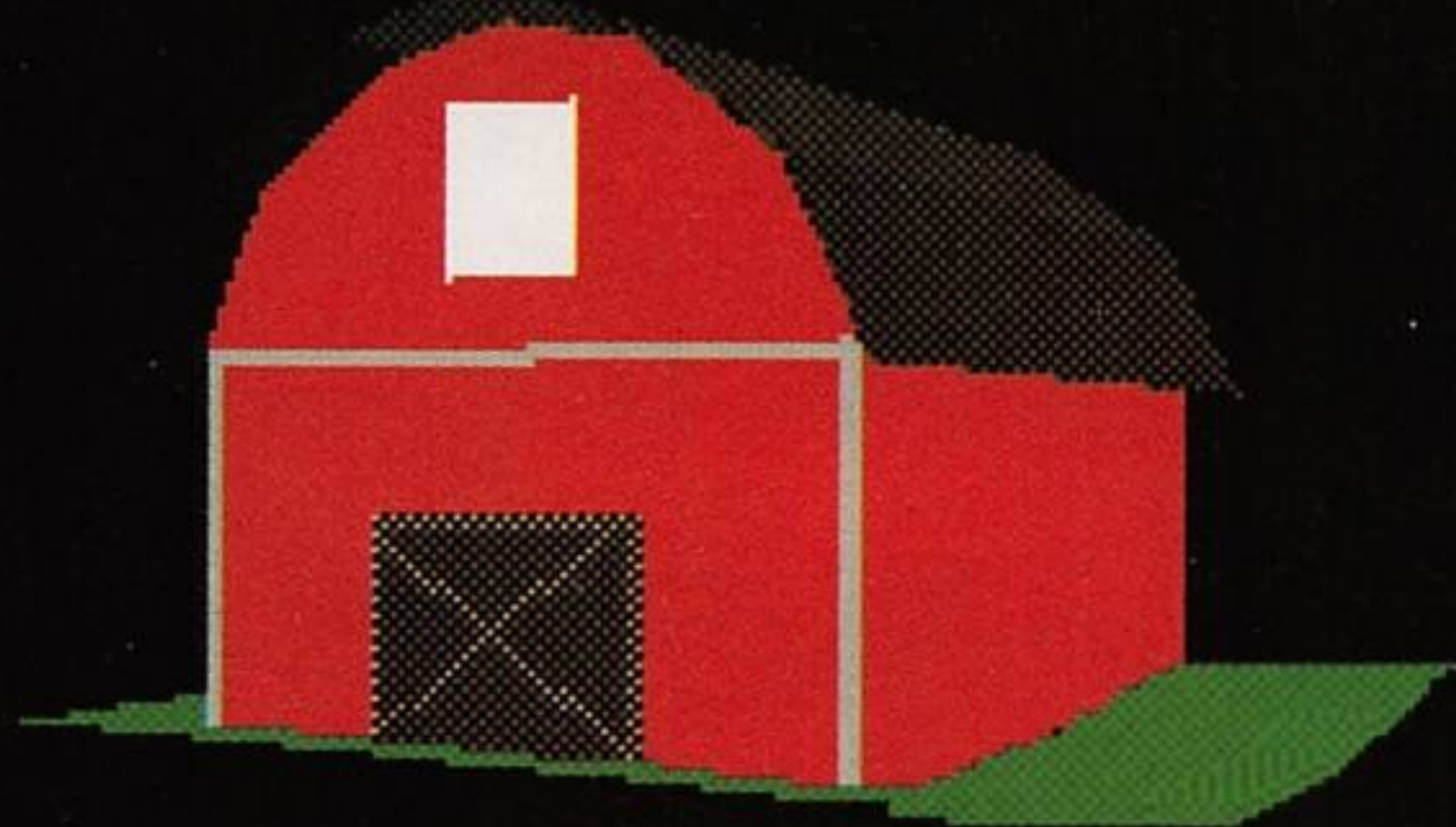
STAGE 2: The first straight appears right after the bridge.

STAGE 3: The first two stages are replicated on the other side of the track.

STAGE 4: All that is left is a hill which joins the ends together.



SPEED
↗ STUNT



OBJECTS OF DESIRE

As well as the segment sections there are also objects which can be used to smarten up the completed track and add more realism. A barn or house can make a lot of difference as can an overpass. Certain objects are essential such as the start and finish light. Without these you could be travelling around the track forever. Who knows? You may even bump into one of the farmers prize cows. Moo!

HILL: The hill is the largest section of track and although it looks easy to take if you hit it too fast you will crash.

UNDERPASS: Take the underpass too fast and your car will take off and come down nose first. Attempt the underpass at a reasonable speed.

CROSSOVER: If another car is about to use the crossover at the moment you are then prepare yourself for impact.

PIECES

from long hills, underpasses, straights, bends and tight junctions while the complex include bridges and the large loop the loop.



Of all the stunt hazards the hardest to negotiate is the loop. It requires great skill as it actually twists while it is looping.



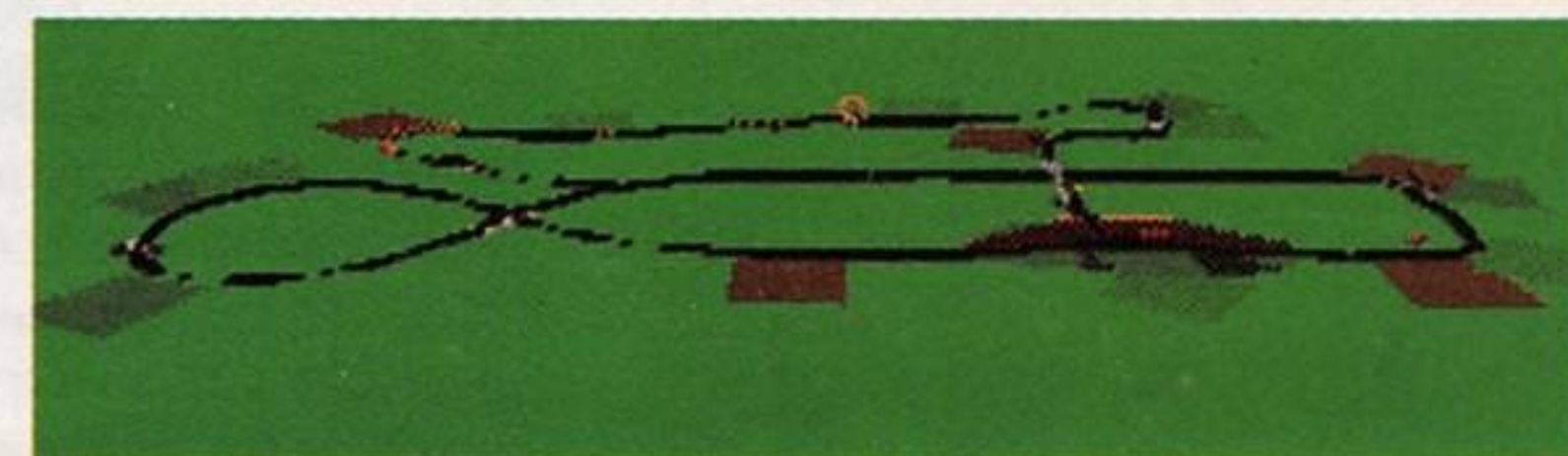
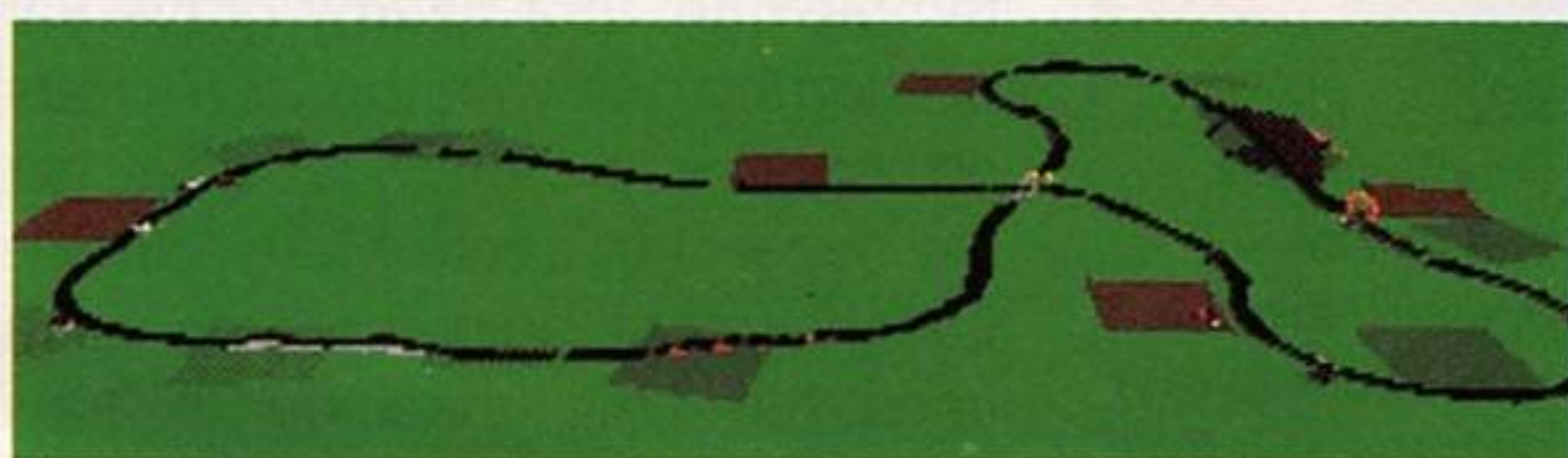
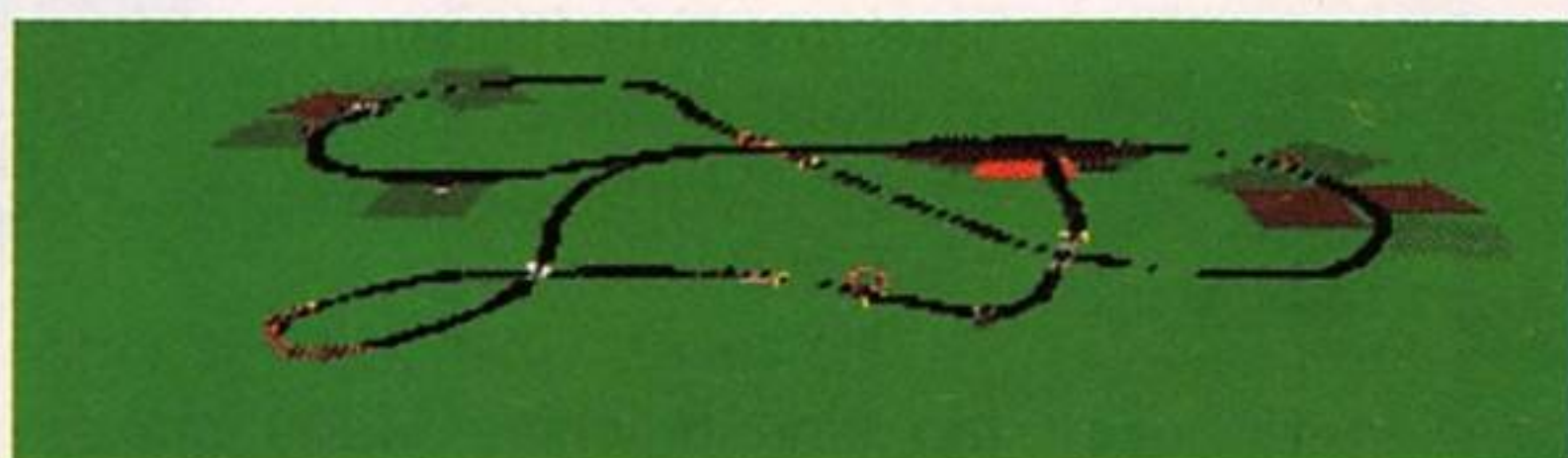
When taking the bridge you must make certain that you keep to the speed restriction warnings otherwise you will crash.



Although pretty ominous visually, the banked curve is fairly simple to pass across. Your main worry is the other cars.

TWISTING THE NIGHT AWAY!

There are four original tracks to choose from with a fifth reserved for your own designs. The tracks start off easy and progress onto the complex which include more intelligent opponent drivers and a quicker time limit.



You start the race in last position. The cars in front are all fairly slow and should therefore prove no problem when overtaking. But beware, as you may just overtake and career into an oncoming lorry. All the controls you will need to handle your vehicle are present on the dashboard. You can choose between manual and automatic transmission. Automatic is recommended for those who haven't quite had enough experience on the nastier tracks.





Doc Brown and Marty are happily minding their own business when they hear a scream! A buckboard is out of control and the horses are charging for a nearby canyon. The Doc jumps on to his horse and gallops to the rescue.



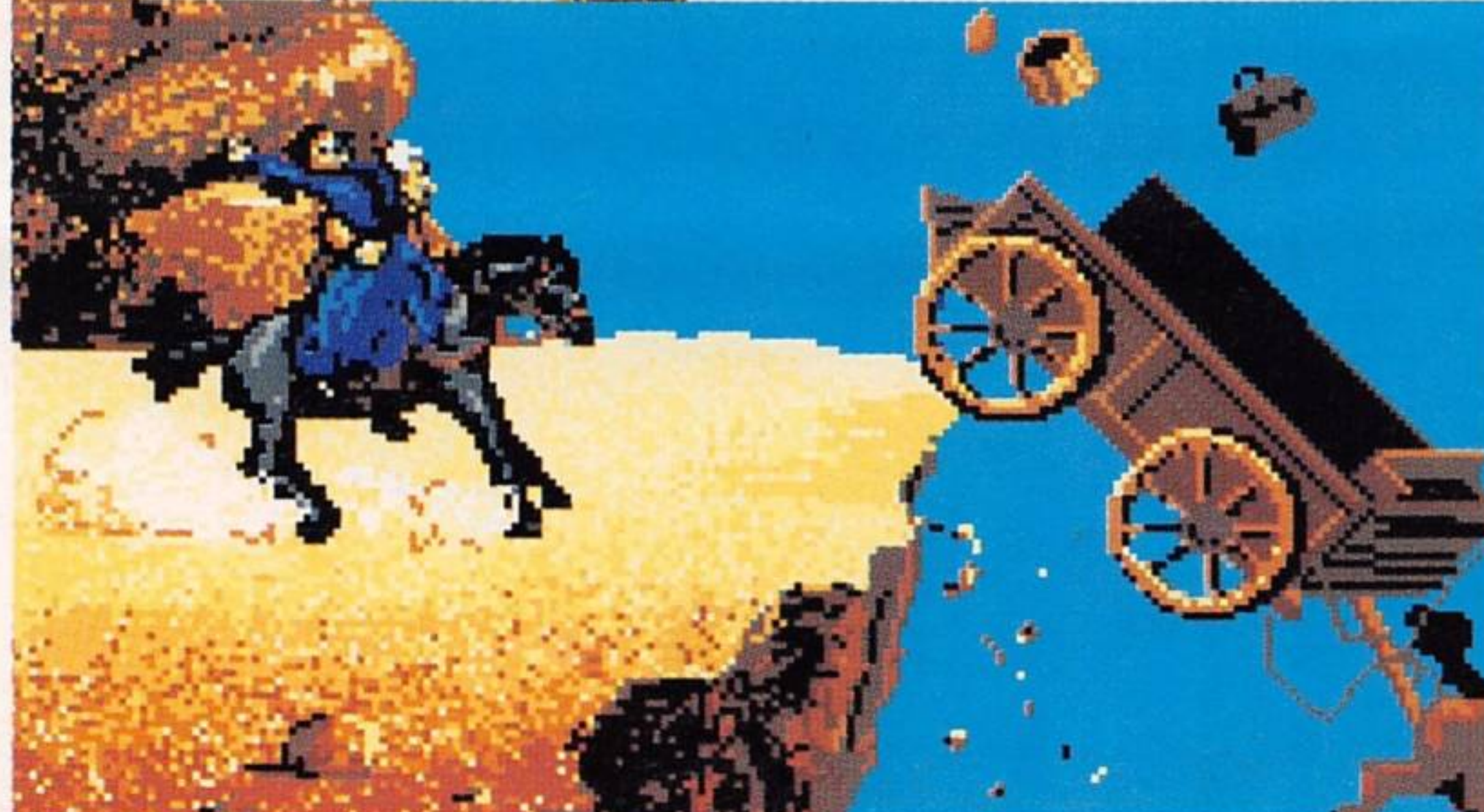
Delay for too long or make too many mistakes and Clara will be lost forever, no more than a lifeless body among the wreckage of the buckboard at the bottom of the canyon. Will the Doc be fast enough to rescue her? Only you can decide.



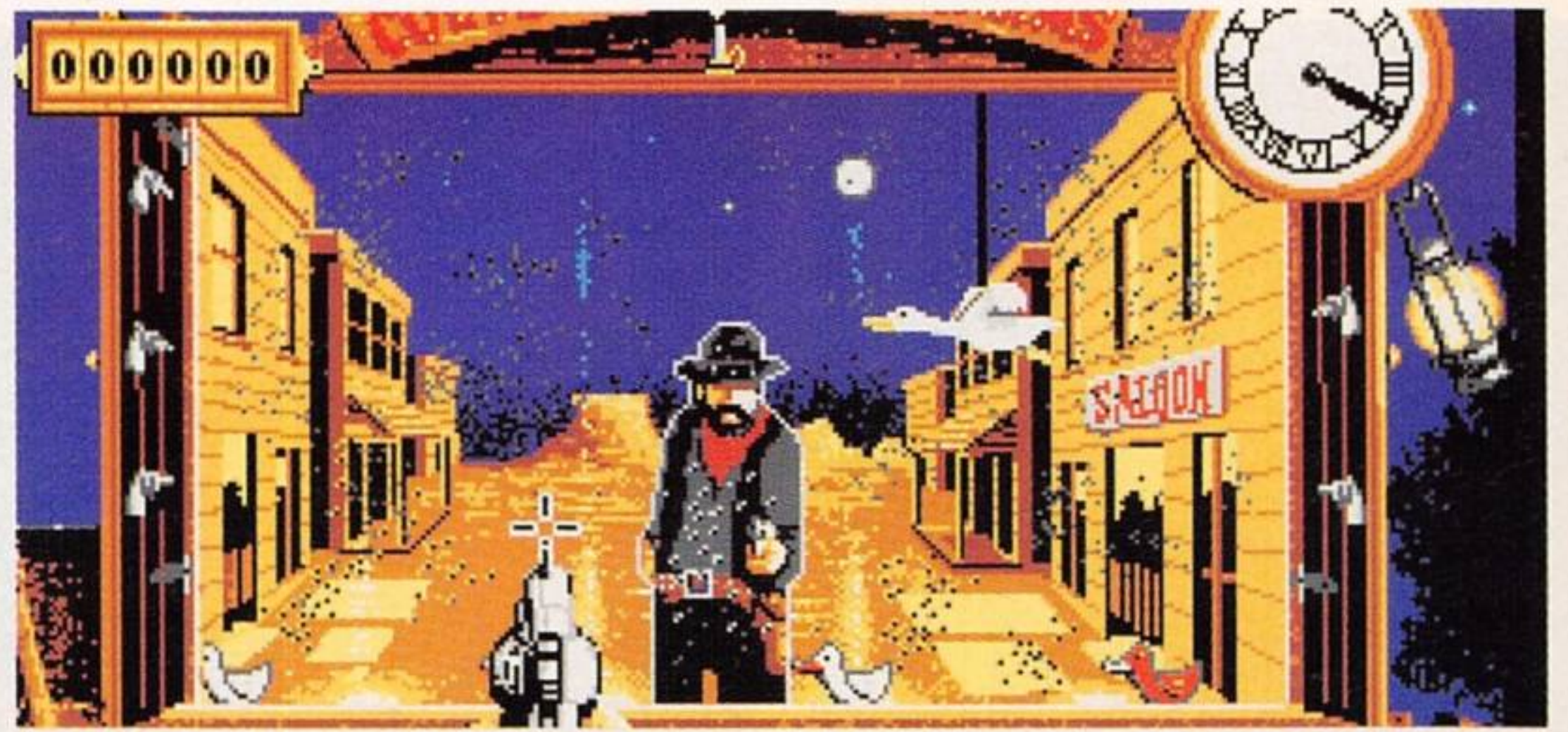
During your chase to rescue Clara you have to negotiate a valley while on either side the red Indians and the cavalry have a shoot out. You will receive a bonus for each Indian you hit but make sure you don't shoot the cavalry.



At several points during the chase your view point will shift. As well as the overhead canyon chase you must also negotiate a side view section and leap over cracks in the ground and luggage as it falls from the buckboard you are pursuing.



Having negotiated the skirmish between the Indians and the cavalry and made it safely through Hill Valley town centre you have caught up to Clara's buckboard and pulled her to safety just moments before it plunges into the canyon.



The shooting gallery gives you a chance to try your hand with a six shooter. Hitting the cardboard cut-outs of Buford's gang gives you a bonus score. Try shooting something outside the gallery to see some special results.

Back To

SHOOT 'EM-UP



Marty's life is rapidly going down hill. Following his adventures in 1955 in which he manages to stop the evil Biff from altering history for his own profit, the DeLorean time machine is struck by lightning while the Doc is inside. This freak accident transports him back to 1855 and the Wild West.

A short while after this fateful moment Marty receives a letter. He discovers that the Doc is happy in 1855 and has left the time machine hidden in a disused mine shaft to enable Marty to travel to 1985 and home.

However, when he unearths the time machine Marty makes a terrible find. In a nearby grave yard is a tombstone with the Doc's name on it and it is dated just days after the letter he sent. Marty decides that he must help the Doc so he uses the time machine to travel back to 1855...

You must take the roles of Marty and Doc Brown in an attempt to save the day and return safely to 1985. The game is divided into four parts each representing a scene from the film. To win you must complete each of the sections in order. It's not going to be easy, thanks to Biff's ancestor Buford "Mad Dog" Tannon.

In the first section you must rescue Clara Clayton. Her buckboard has gone out of control and you must leap on to a horse and rescue her before she plunges over the ravine. As you give chase baggage will fall from the cart which you must either duck or leap over. Midway through this section the view will change from side on to an overhead canyon chase. On either side of the canyon the cavalry and red Indians are having a fire fight and you have to gallop through the middle of this skirmish to reach Clara, avoiding the bullets as you go.

Later that night you are back in

A C T I O N I N F O

BACK TO THE FUTURE III
IMAGWORKS
TEAM: J. BAGULEY & M. RILEY

Games that are film licences have a reputation of being poor quality, often rushed out to make as much profit as possible. Thankfully Imageworks have resisted the temptation to scoop up the piles of cash and have produced a reasonable game. Each of the four sections is reasonably well executed and relates well to the film. Graphics and sound are atmospheric, drawing heavily on the motion picture for inspiration. This game is well worth a look if you enjoy arcade style games.



Another piece of pie? Grab those pies and hurl them frisbee style at Buford's gang. They have six shooters and you are armed with plates. Doesn't seem like a fair match but you'll enjoy dishing out the action!



Members of Buford's gang appear at the doors and windows and shoot at you. An oven door provides you with a makeshift bullet proof vest. Each of the cowboys requires three direct hits to eliminate, so get throwing.



After eliminating his entire gang Buford himself comes out to confront you. Because he is the leader of the lads he takes six hits to knock out. Your armoured vest is in bad shape, one more hit and it's curtains for you.

The Future III

Hill Valley where the locals are celebrating the completion of the famous clock tower. There you notice an old style shooting wagon and not being able to resist you have a try. Using a six shooter you must hit as many of the pop-up targets as possible within the allowed time limit.

As well as the usual ducks that fly around the target area cut-outs of Buford and his gang appear and you will gain extra points for hitting them. Be warned though, don't shoot the granny! You shouldn't restrict your pot shots to within the target range either - you can receive big points for shooting the lamp and other objects.

The penultimate scene is a shoot-out of sorts. Buford and his gang are hiding in the buildings of Hill Valley looking for a fight. They lean out of the building and shoot at you with their guns. You have managed to find an old oven door which you are using as a makeshift bullet-proof vest and as offensive weaponry you can use empty pie trays like frisbees. Each of Buford's

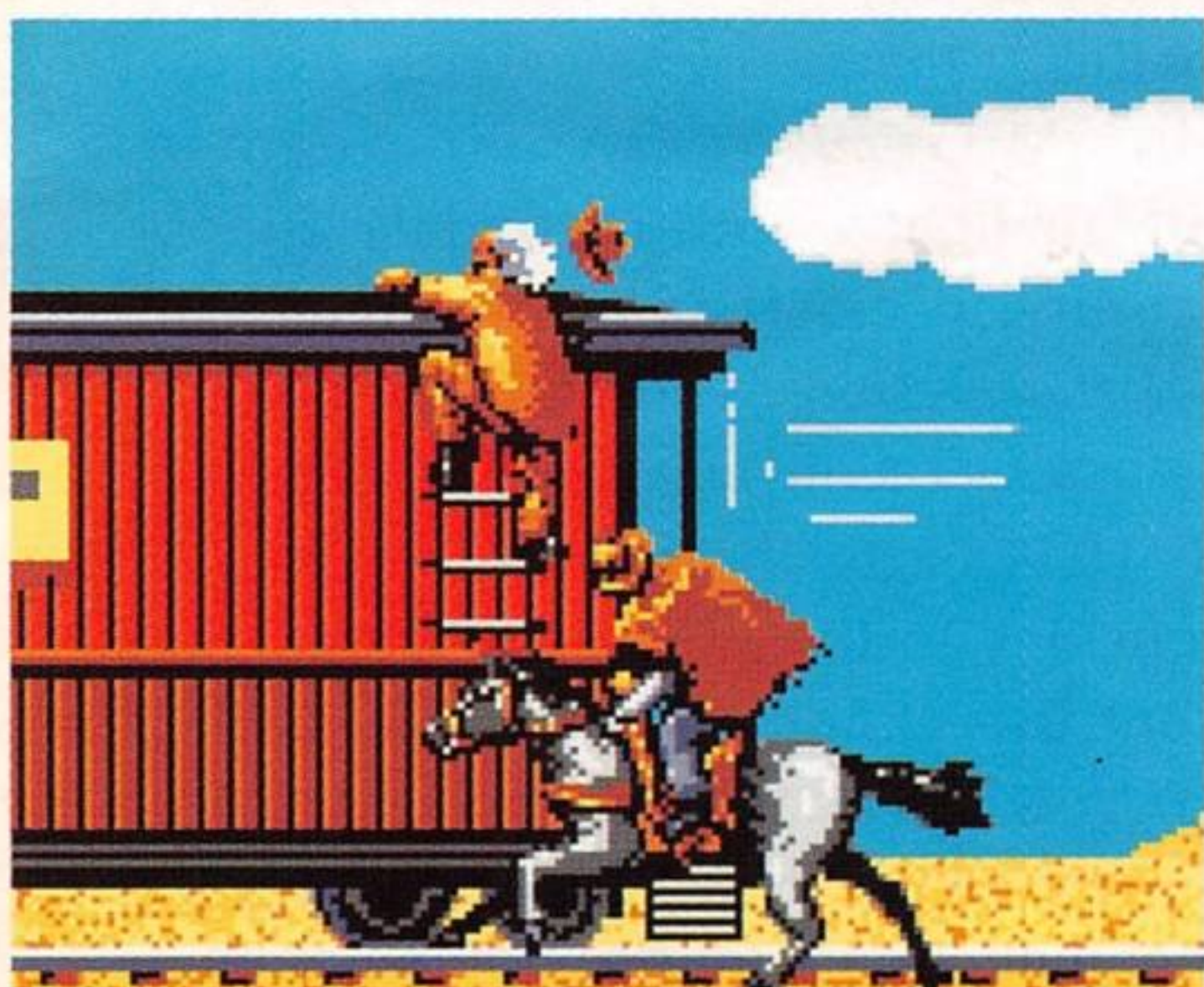
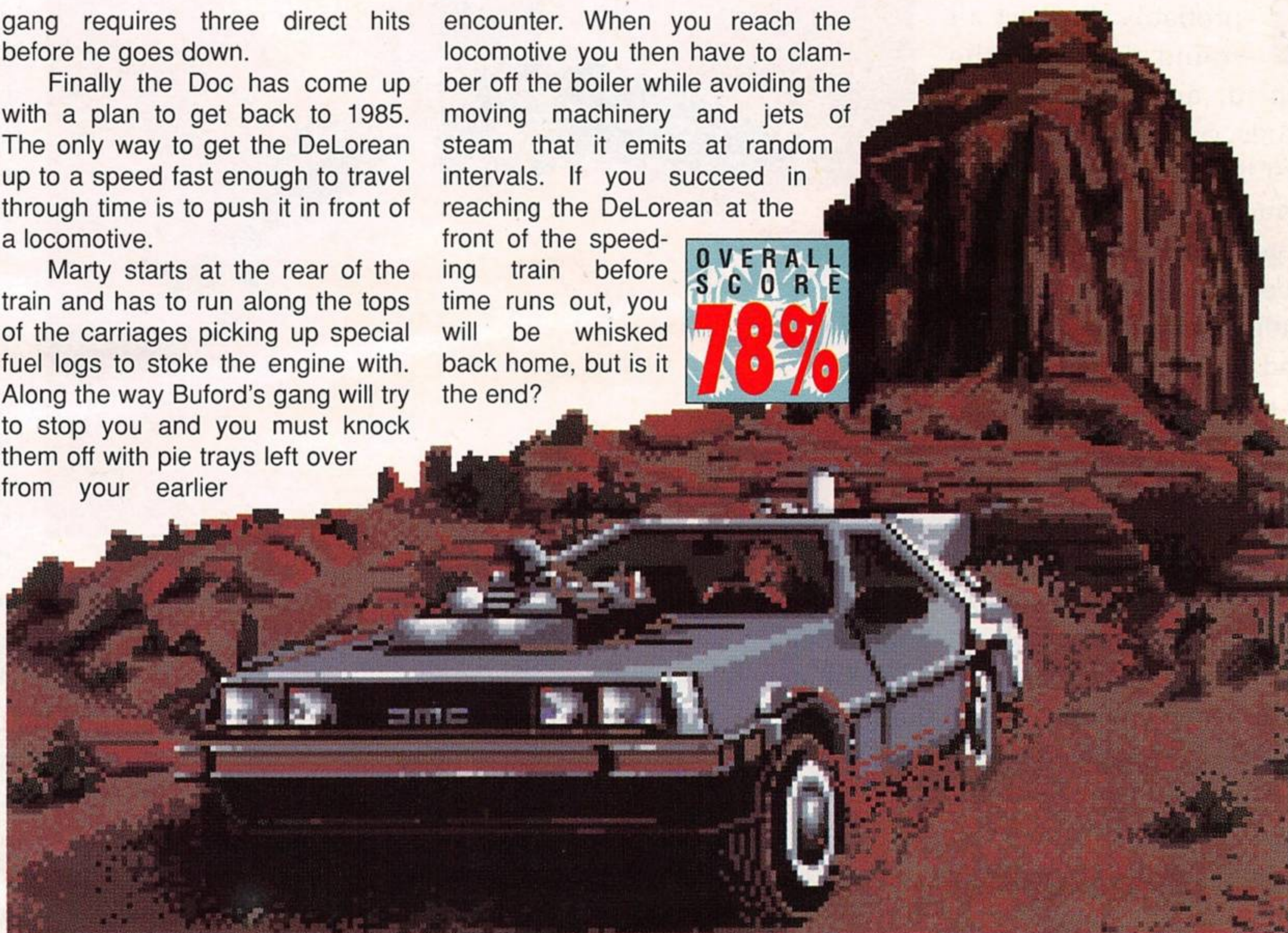
gang requires three direct hits before he goes down.

Finally the Doc has come up with a plan to get back to 1985. The only way to get the DeLorean up to a speed fast enough to travel through time is to push it in front of a locomotive.

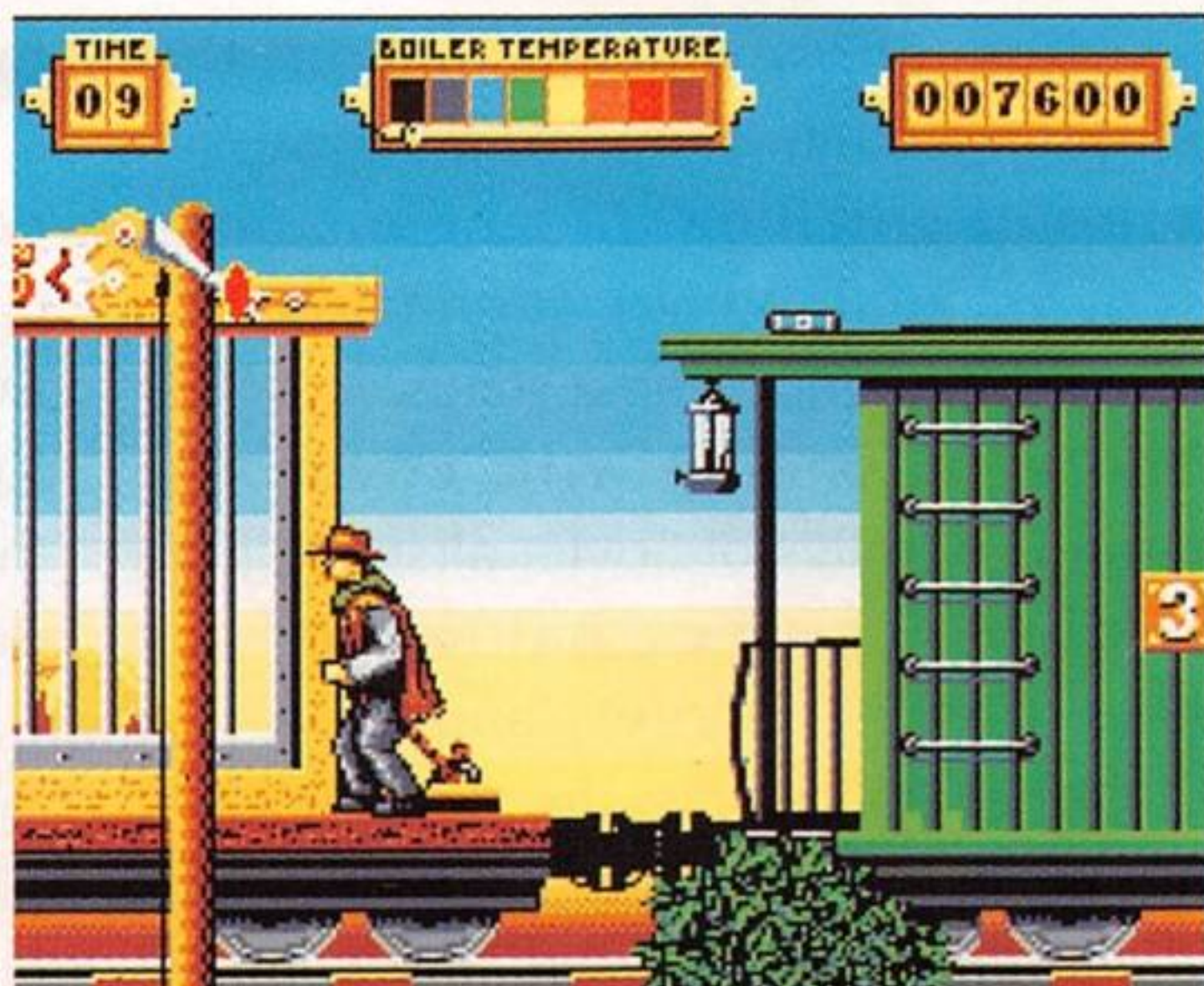
Marty starts at the rear of the train and has to run along the tops of the carriages picking up special fuel logs to stoke the engine with. Along the way Buford's gang will try to stop you and you must knock them off with pie trays left over from your earlier

encounter. When you reach the locomotive you then have to clamber off the boiler while avoiding the moving machinery and jets of steam that it emits at random intervals. If you succeed in reaching the DeLorean at the front of the speeding train before time runs out, you will be whisked back home, but is it the end?

OVERALL
SCORE
78%



At the front of the train is the DeLorean. If you can reach the car before the train gets up to 88 mph you will be able to make your journey back to the future and home!



If you are to make it to the front of the train you will have to negotiate the carriages by leaping across the gaps between them and ducking to avoid the track side obstacles.

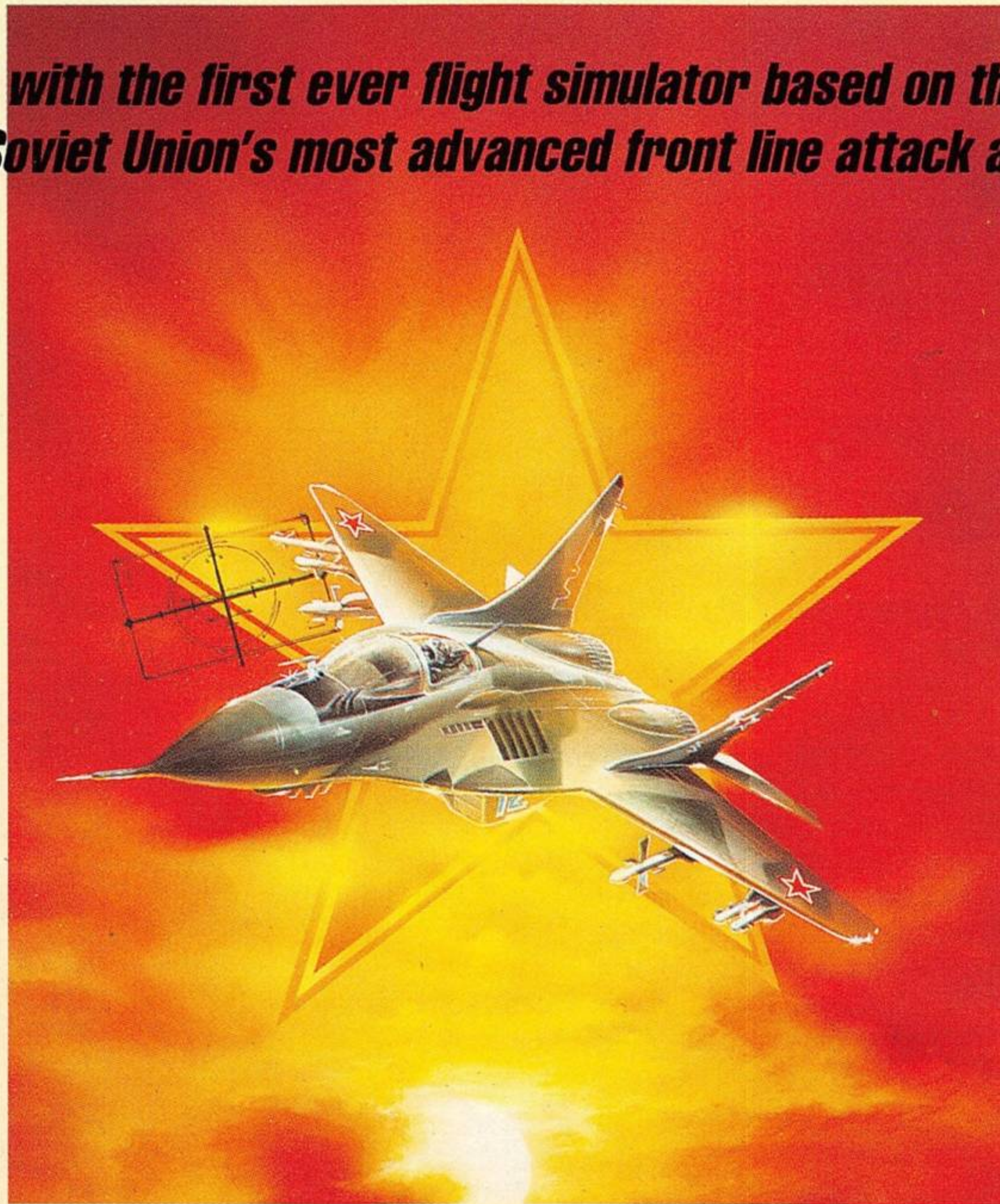


Whoops, things have just taken a turn for the worse. Pieces of a sports car that can be dated back to 1855 won't do the history books a lot of good!



MiG-29

Domark flies high with the first ever flight simulator based on the MiG-29 Fulcrum – the Soviet Union's most advanced front line attack aircraft.



The Mikoyan MiG-29 is probably the best all round fighter in the world, and The MiG-29 produced by Domark is the first flight simulator to allow you to actually fly this non-Western combat plane. It features graduation from a simple trainee (no crashes and limited skills required) to combat status in a quintet of missions designed to test your pilot skills. Each mission location has been chosen to reflect a Soviet

sphere of influence : an Arctic scenario (where you photograph a US "Boomer" class nuclear submarine trapped in ice with harriers as opposition), dog-fighting (with Sheyang fighters over the Great Wall of China), an oil field scenario (where your MiG undertakes retaliatory strikes against storage silos, oil rigs and ships), and an anti-terrorists ground attack mission involving bridges, trucks, SAMS, trains and buildings. completion of the first four missions with at least 500 points allows access to the final desert based mission scenario – the destruction of a nuclear power plant.

Other Features of Domark's interpretation of the MiG 29 include:

- Out of cockpit views
- Out of plane views – view the plane from any angle while in flight
- Missile eye views – follow the missile's progress to target
- Superb graphics stills screens to

- introduce each new mission
- Multiple location scenarios to each mission
- Sampled sound effects (Amiga) from real life action samples

Acknowledged by NATO to be perhaps the finest air superiority fighter currently in service, you are given the chance of a lifetime to become one of the elite group of cadets chosen to train on this prestigious aircraft. Prove your prowess in a series of gruelling training missions, based on real world scenarios and culminating in full combat status.

Those missions will cover the thousands of miles of Soviet airspace from the chill of the Baltic to the Russian/Chinese borders and on to the world's hot spots, like the Persian Gulf. You will learn the art of low level flying, mid air refuelling, aircraft interception, tracking and identifying enemy vehicles and high speed evasive tactics.

The MiG-29 is equipped with cannon and air-to-air-to-ground missiles. Electronic Counter Measures (ECM's) include jamming equipment for upgraded missiles like SAMS and, of course, chaff and flares to confuse heat seeking elements of those missiles.

Traditionally, Soviet fighter designers are produced by design bureaux (OKBs). The most famous of these is the Mikoyan and Guryevich Design Bureau, commonly

known as MiG—so common, in fact, that the bureau has become synonymous with the Soviet Air force. Regardless of the design studio all Soviet aircraft have a shared ideology: simplicity of design, ease of maintenance, toughness, and where possible, the ability to fly from short airstrips. The MiG-29, for example, can take off from a strip of only 240 meters (787 feet)—the American F-16 needs twice this distance.


The MiG-29 is an all-weather count-air fighter with secondary attack capability. It exists both in single and two-seater versions, and was first thought to be a Soviet twin-engined equivalent to the F-16 (it's actually closer in weight and dimensions to the F/A – 18 hornet). Its current users include the USSR, India, Syria, Yugoslavia and going to ditch the £20 billion European Fighter Aircraft in favour of the new MiG-29's.


Available for Amiga, IBM dual and Atari ST formats.


Powerplay 92% Generation 4 96% The One 93% T.G.M 95%


Sid Meier's

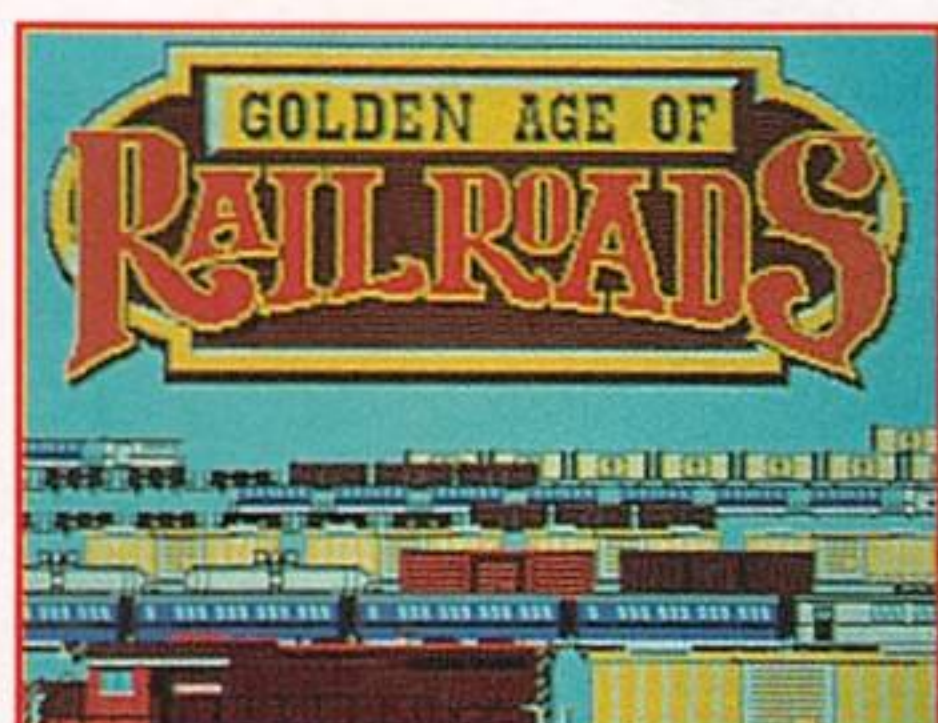
RAILROAD TYCOON

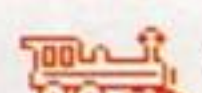
 You control every aspect of your Railroad's operation. Every choice you make affects the world around you. Change your Railroad - Shape a Nation.

 Set in the golden age of Railroads, 'Tycoon' gives you complete control of the economic resources of the Industrial Age, and the commercial struggles which thrust the world into the 20th Century.

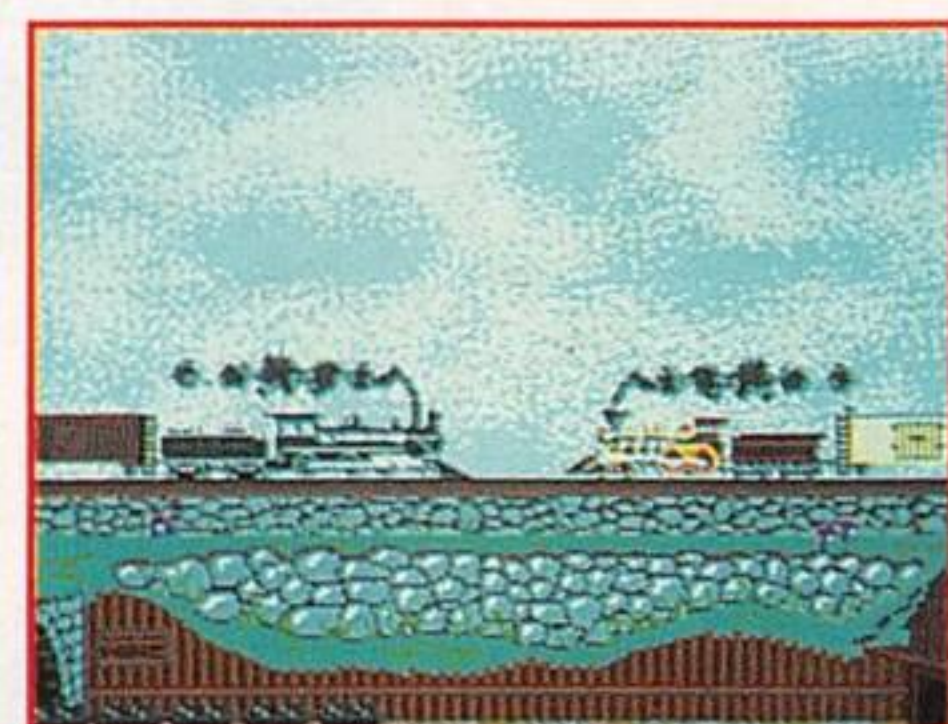
 Determine the fate of towns, the prosperity of businesses, the success of entire industries. Select the types of trains which will run on your Railroad, determine their schedules and designate the kind of cargo they'll carry.

 Overcome natural hazards such as storms or floods, or man-made catastrophes such as labour strikes and rate-wars. Other tycoons are determined to crush you or brush you from their path, and you'll have to outmanoeuvre them whilst operating your railroad and dealing on the stockmarket. All these decisions are set against the ever ticking clock of history. Trains improve, cities grow, industry alters. Every change brings a new decision - every decision a new change.



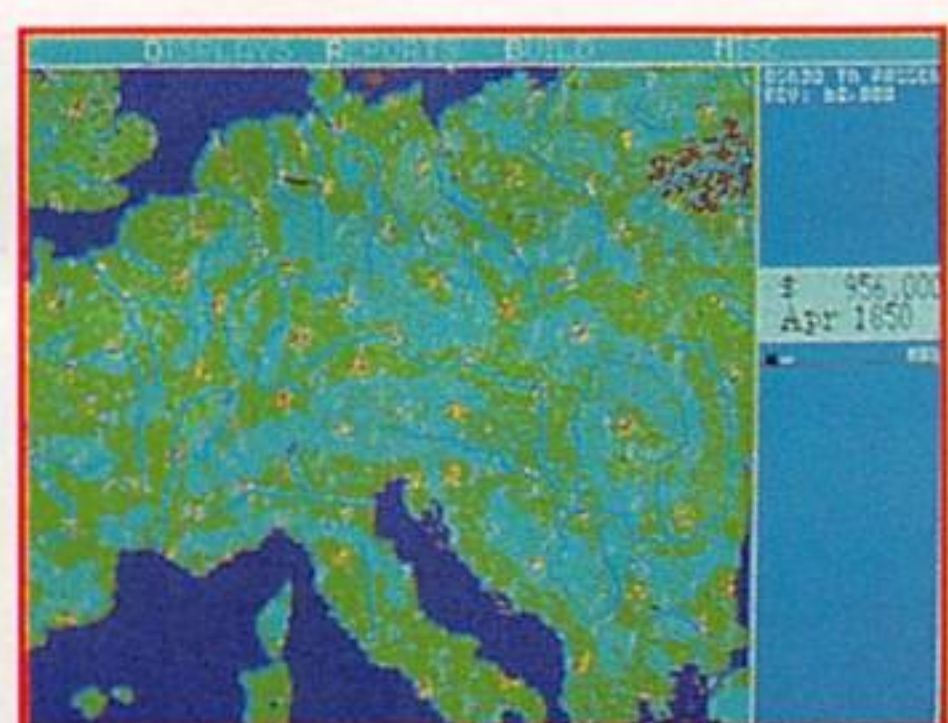
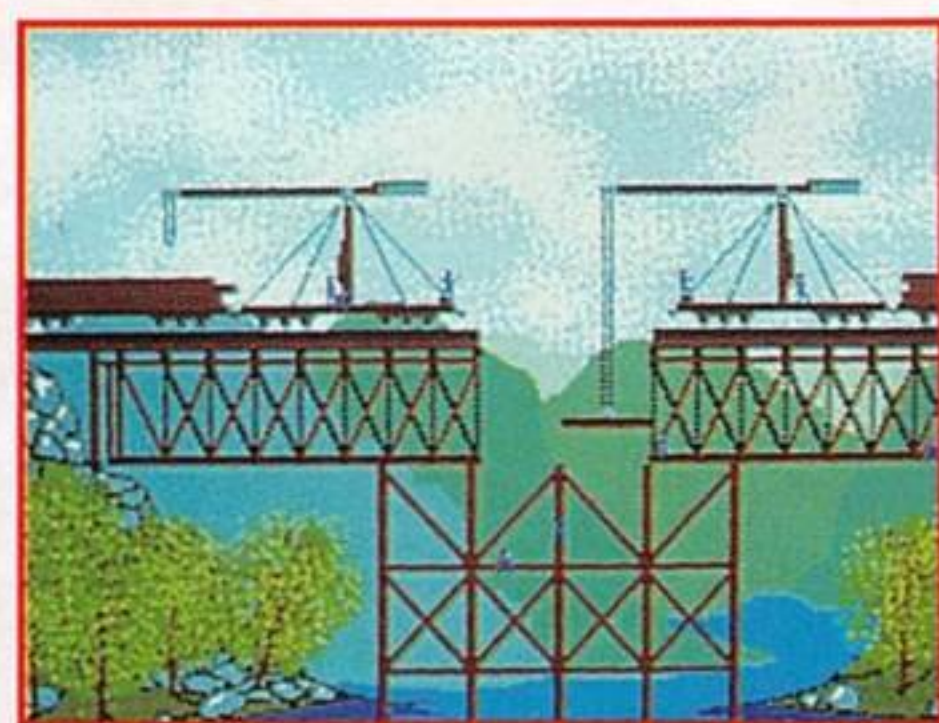
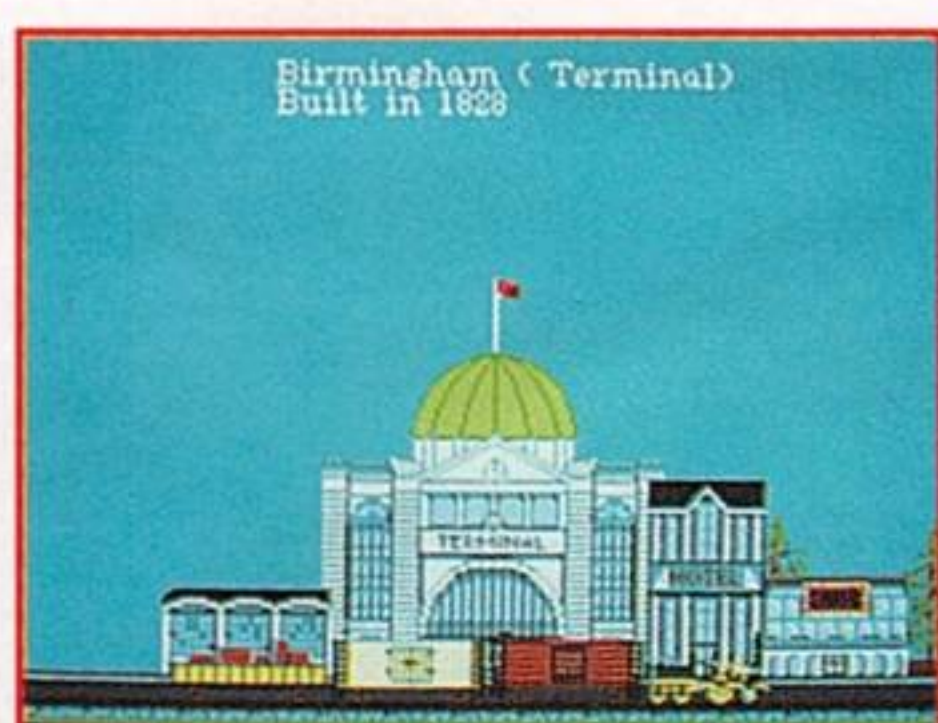
 The only thing more powerful than your locomotives is your drive to shape the nation. Your ambition. Your control. Your Railroad.


"At the very outset, you're irresistibly drawn into the action, and within minutes you begin to swiftly climb a horribly steep exponential curve of addiction. Put simply, Railroad Tycoon is an absolute classic" 943 ACE Rated.



Railroad Tycoon will soon be available for your Commodore Amiga and Atari ST. Already published for IBM PC Compatibles.

MICRO PROSE™
SIMULATION • SOFTWARE



 Big business. Tough decisions. Excitement, challenge and compelling attention to detail. 'Railroad Tycoon' now delivers an entire era to your Commodore Amiga and Atari ST.

PREDATOR 2 COMPETITION

PREDATOR 2



PREY TO WIN!

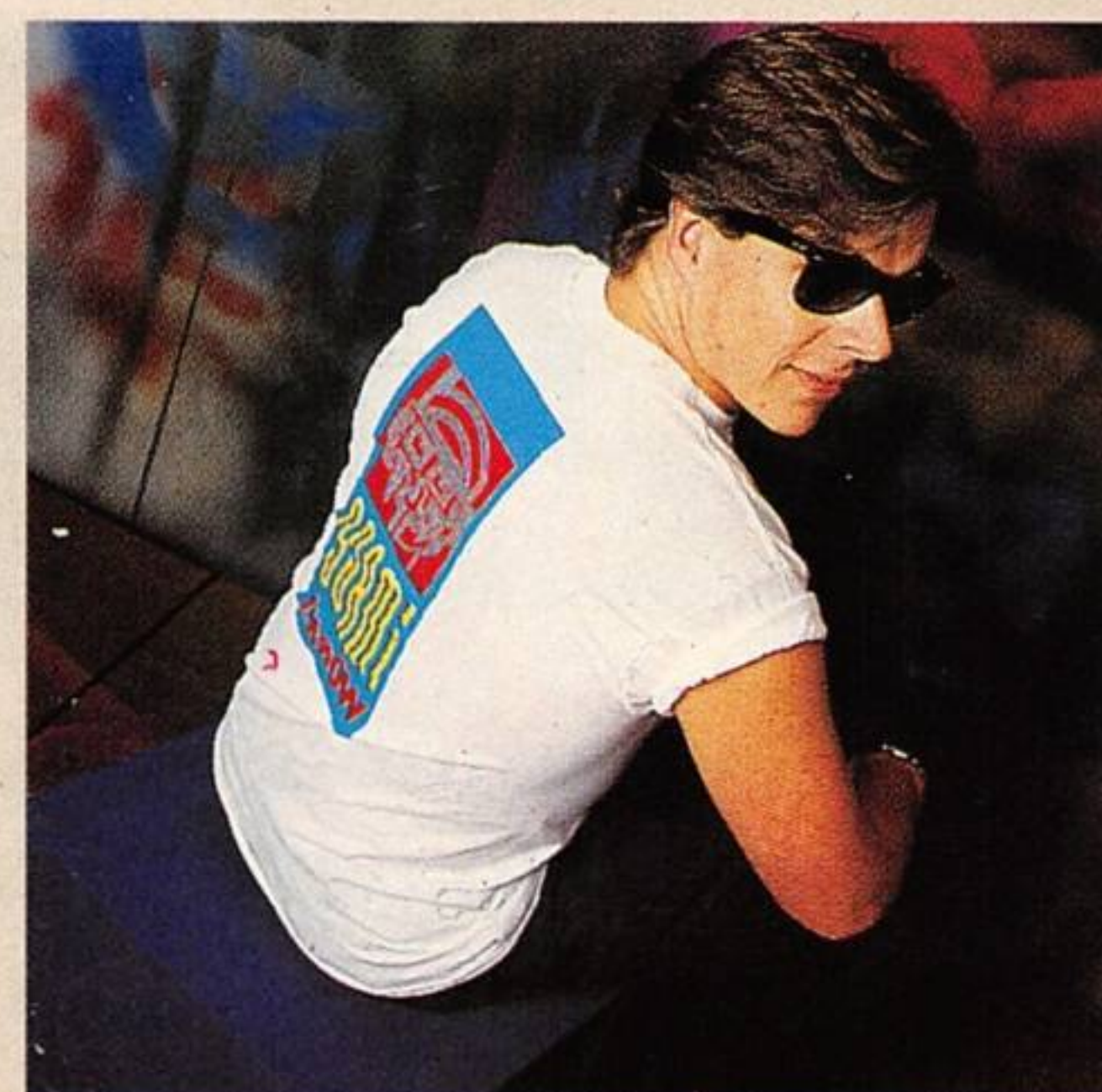
Following their fantastic new release Predator 2, Ozi Soft have eight fantastic Predator 2 T-shirts to give away to eight lucky readers who can complete the following verse:

He's deadly, He's bloodthirsty,
He refuses to stop
Take a chance as Harrigan –
Become the good cop.

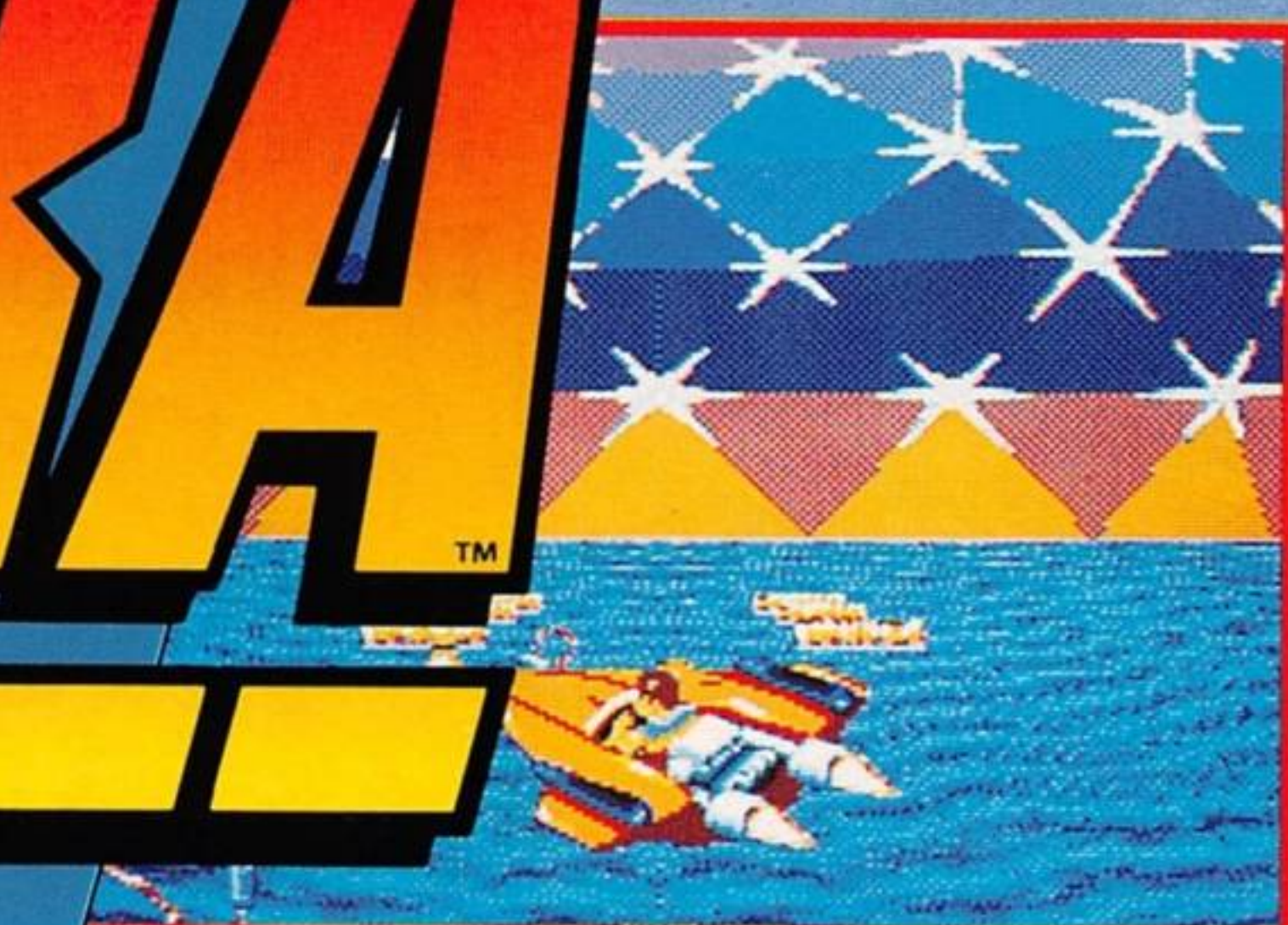
Track him down, Play it hard,
Test your shooting skill
For the Predator's in town,
With a few days to _____

(If you really need help, try the review in Mega 10!!)

Send Entries to:
Megazone Predator Competition
3rd Floor
55A Mentmore Avenue
ROSEBERY NSW 2018



HYDRA



In the 21st century, you have to fight fire with fire. Nothing is safe from vicious terrorists who rule the skies and the seas.

When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job - YOU!

Codename: HYDRA

Doomsday Devices, Crown Jewels, Mutant Virus Strains - they all need to be loaded on board your special craft and rushed to their next destination.

Your missions will take you all over the world, and it's not plain sailing!

Using your Hydracraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft. And to make your life really difficult, a terrorist mercenary - The Shadow - lurks at every corner ready to steal your precious cargo.

Heart-pounding excitement, explosive action and superb sound and graphics - HYDRA delivers!

- A perfect cure for the Summertime Blues!
- Based on the smash hit coin-op!
- Stunning speed and graphics!



TENGEN
The Name in Coin-Op Conversions

Available on Amiga, Atari ST, Commodore 64, Spectrum & Amstrad
Programmed by Ice Software ©1991 TENGGEN Inc. All rights reserved.
™ Atari Games Corp. Published by Domark Software Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR Tel: +44 (0)81-780 2224
Amiga Screenshots



DOMARK

WHY THE ANGELIC SMILE?

"STUNNING, IMMENSE,
EXCELLENT, GREAT,
DEFINITIVE, ENORMOUS"



93%

"Experience a complete virtual reality, inside your computer."

BECAUSE
PEOPLE
SEEM TO
LIKE ME!

88% **AMIGA POWER**

"A deeply serious, immensely playable and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."



GREAT STUFF!"

"With excellent graphics and acres of game play CYBERCON III plunges you into the heart of a defence complex -

93% **CU AMIGA**
"A stunningly detailed virtual reality. If you're after the definitive 3D experience, this is where to find it."



keep hardened gamers happy for a long time."

"Cybercon is a game that will entice beginners and

90% **AMIGA GOLD**
"A stunning game... Incredible 3D, which is fast and smooth moving."



COMPUTER **87%**
+video
GAMES

"This is the most involved 3D game I've ever seen."

91% **AMIGA ACTION**
"Assembly Line and Ricardo Pinto have done an excellent job on the storyline and game - you're guaranteed hours of fun playing this game - EXCELLENT!"

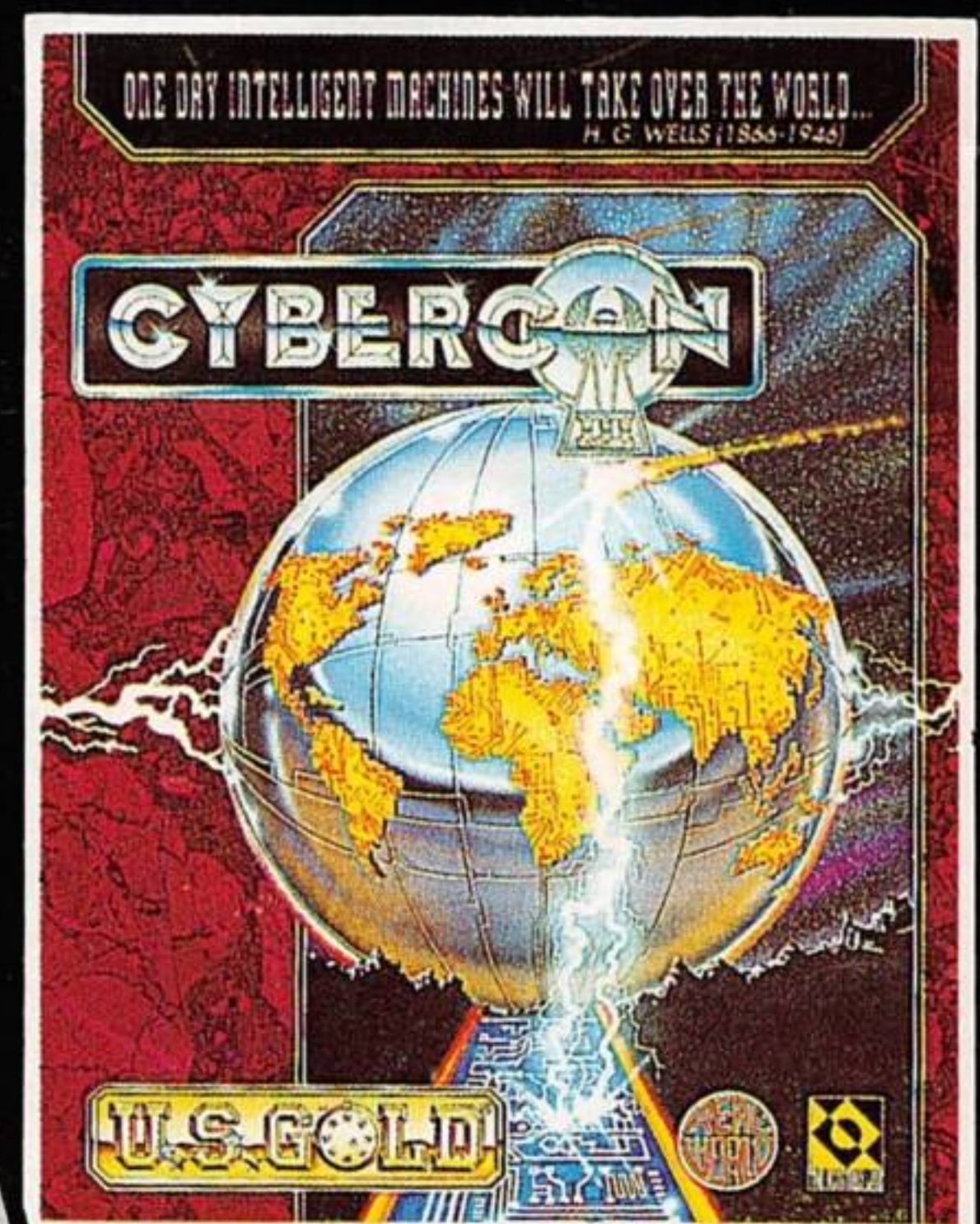


AVAILABLE ON:
ATARI ST
AMIGA • IBM

RELEASE DATE:
WEEK COMMENCING
20/05/91

For Further Information
call Danielle Woodyatt on
021-625-3366

CYBERCON



VIDEO REVIEW

NAVY SEALS



In 1962, President Kennedy created an elite special forces unit- expert in sea, air and land operations. These highly classified Commando fighters are known as ... NAVY SEALS.

They're tough, dangerous, and a little crazy! They're Navy Seals - born to fight and trained to win in this block busting action adventure.

Risk-taking hot-shot Lt. Dale Hawkins (Charlie Sheen) and the heroic, disciplined Lt. James Curran (Michael Biehn) lead their Navy Seals on a critical mission to recover American Stinger Missiles stolen by fanatical terrorists. Curran enlists the help of a beautiful journalist (Joanne Whalley-Kilmer) who has powerful contacts throughout the Middle East, but her loyalty, it seems, is not with the U.S. Government ...

The best of the best put everything on the line in the non-stop explosive thrills of NAVY SEALS.

GHOST



"Before Sam was murdered he told Molly he'd love and protect her forever"

Think of the most touching love story you ever saw. Think, too, of the brightest comedy, the most astonishing supernatural tale and a sleek mystery-thriller. Did you come up with four separate films? Or are you among the millions of fans and critics who've discovered GHOST?

GHOST will surprise you, and make you believe that Patrick Swayze can (almost) act. Swayze plays a ghost who teams with a psychic (the hilarious Whoopi Goldberg) to uncover the truth behind his murder - and to rescue his sweetheart (Demi Moore) from a similar fate. The word of mouth is that GHOST is a 'must-see' romance, says ENTERTAINMENT WEEKLY. And movie goers all over Australia seemed to agree. See it for yourself, or see it again at home.

CHILD'S PLAY 2



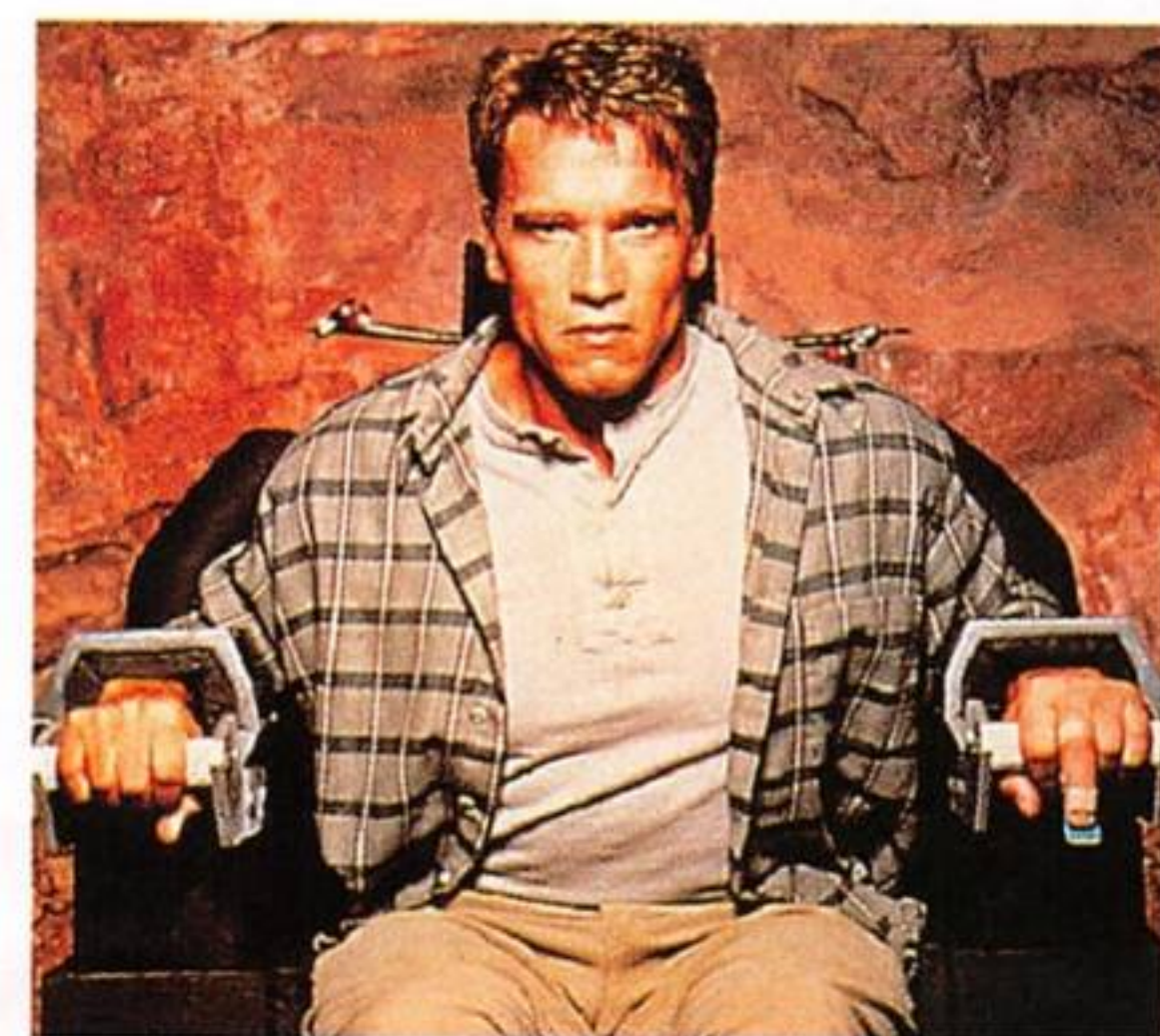
Chucky's back! The notorious killer doll with the satanic smile comes back to life in this new chapter depicting the terrifying struggle between young Andy Barclay (Alex Vincent) and the demonic doll attempting to possess his soul.

Despite being roasted to a crisp in his last escape, Chucky rises from the ashes after being reconstructed by a toy factory to dispel the negative publicity surrounding the doll.

Back in on piece, Chucky tracks his prey to a foster home where the chase begins again in this fiendishly clever sequel to the enormously popular original.

Hello Dolly!

TOTAL RECALL

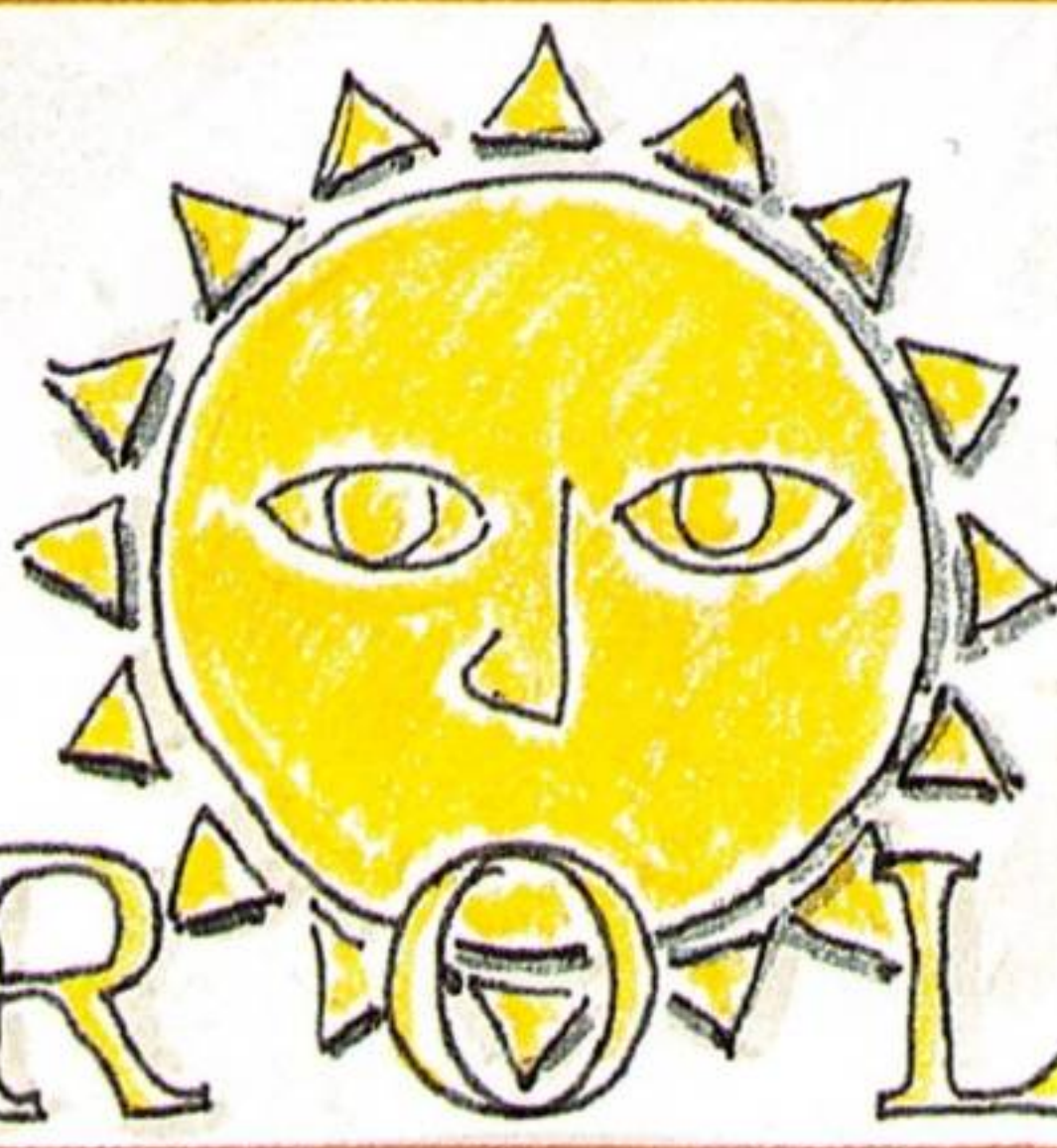


Arnold Schwarzenegger is back in town in the most astonishing sci-fi action blockbuster you could ever take home on video .

TOTAL RECALL is set in 2084 AD, in a world that has just survived its third world war. Two opposing government blocs rule the world. Mars has been colonised and is wracked by political unrest. On Earth, Dough Quaid (Schwarzenegger), a tough construction worker with a beautiful wife and great friends, is being haunted by recurring dreams of another life - and a mysterious woman - on the red planet. What's happening?



Reviews compiled by Stuart Slater, Video Ezy



ASTROLOGY

What's in your stars this month, with the all-seeing Crystyl Balls.

ARIES

March 21-April 23

There are fun times ahead this month. Life's little adventures lie just around the corner. Either little adventures or doggy do dos.

VIRGO

Aug 24-Sept 23

Don't overlook a charming person who admires you very much! Even though they're ugly, be nice to them.

TAURUS

April 21- May 21

Try to avoid rash actions or words that will land you in hot water with family. Try to keep things on an even keel, and never put your cat in the microwave oven, as it may explode.

LIBRA

Sept 24-Oct 23

Try to avoid involving yourself in other people's problems, don't stick your head out of the bus when it is moving and try not to hit yourself over the head with a frypan.

GEMINI

June 22-June 21

Watch out for unexpected happenings. A piano may fall on your head from a great height. Then again, it may not.

SCORPIO

Oct 24-Nov 22

This is not the time to coast along. Sell all your possessions, buy a motorbike and ride to Tasmania. Be careful of water.

CANCER

June 22-July 22

Expect good fortune and material happiness this month. You may as well expect it, because you're not going to get it. You will probably get a nasty rash instead.

SAGITTARIUS

Nov 23-Dec 22

Be ready to adapt to changing circumstances. A visit to an older friend could be to your advantage, especially if they die and leave you a lot of money in their will.

LEO

July 23 — Aug 23

Your creativity and attractiveness are at a peak. Beware of being struck by lightning and always wear a clean pair of underpants just in case.

CAPRICORN

Dec 22-Jan 20

Take extra care with your finances this month. Don't let anyone have your wallet, even if they ask nicely. Try to avoid buying expensive racehorses as gifts for your friends.

PISCES

Feb 19 — March 20

This month, someone will be run over by a bus in Melbourne. And just think, it could have been you. Thank your lucky stars.

AQUARIUS

Jan 21 — Feb 18

This month you will find romance, or is it Romans? Probably Romans. I dunno, my ball's getting cloudy. Till next time! • C.B.

THE ULTIMATE

In Electronic Entertainment!



TIMEZONE

Call

0055 12230

for your nearest location
(or check the White Pages)

TIMEZONE
SUPER SESSION

Present this coupon for

\$1 OFF ENTRY

To any

Timezone SuperSession.

where all Games* are free!

Ring for Session Times

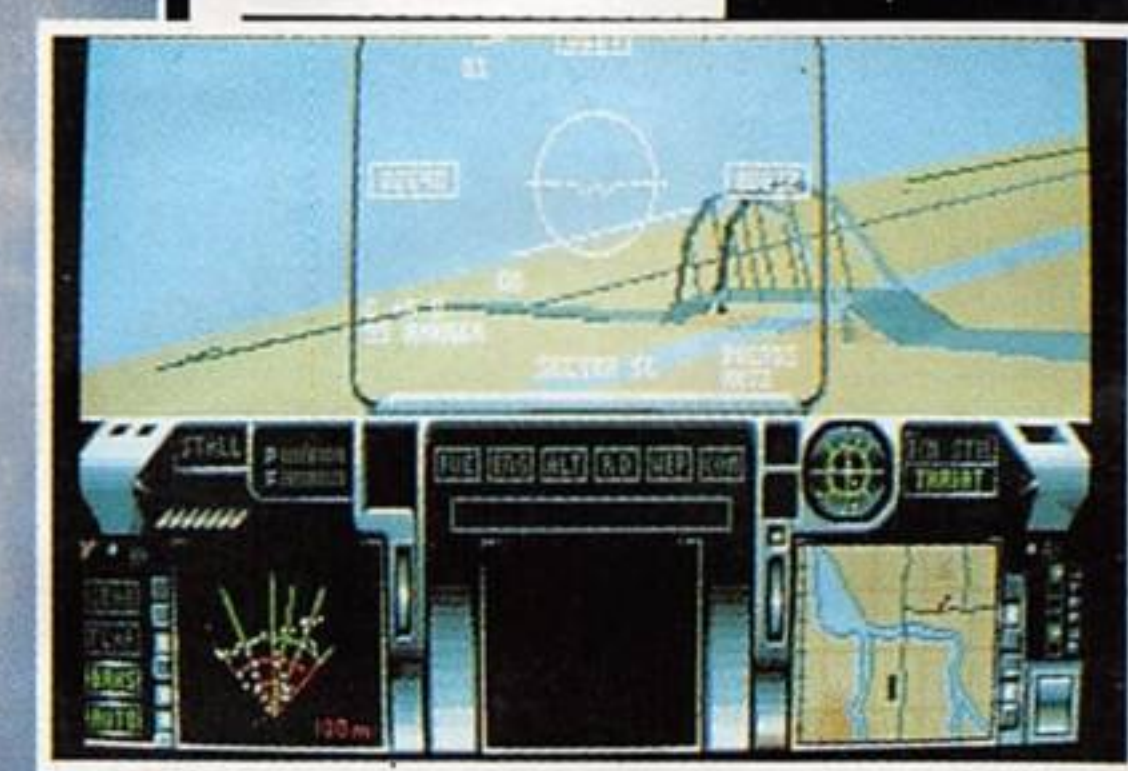
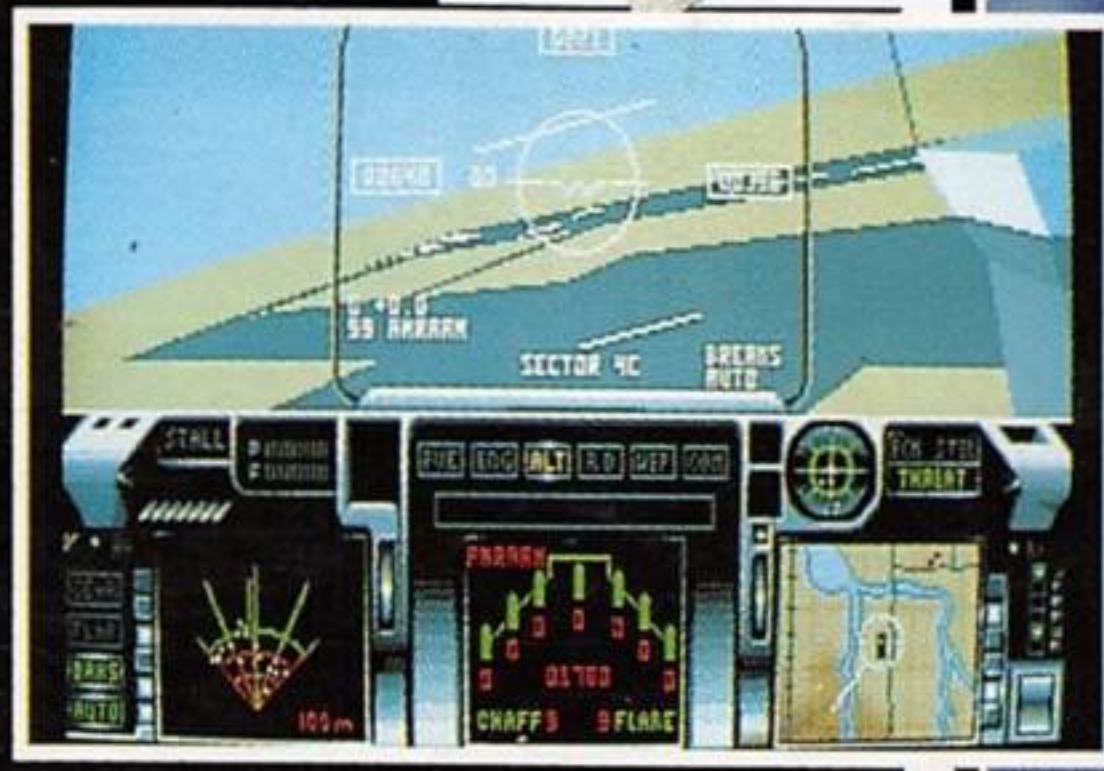
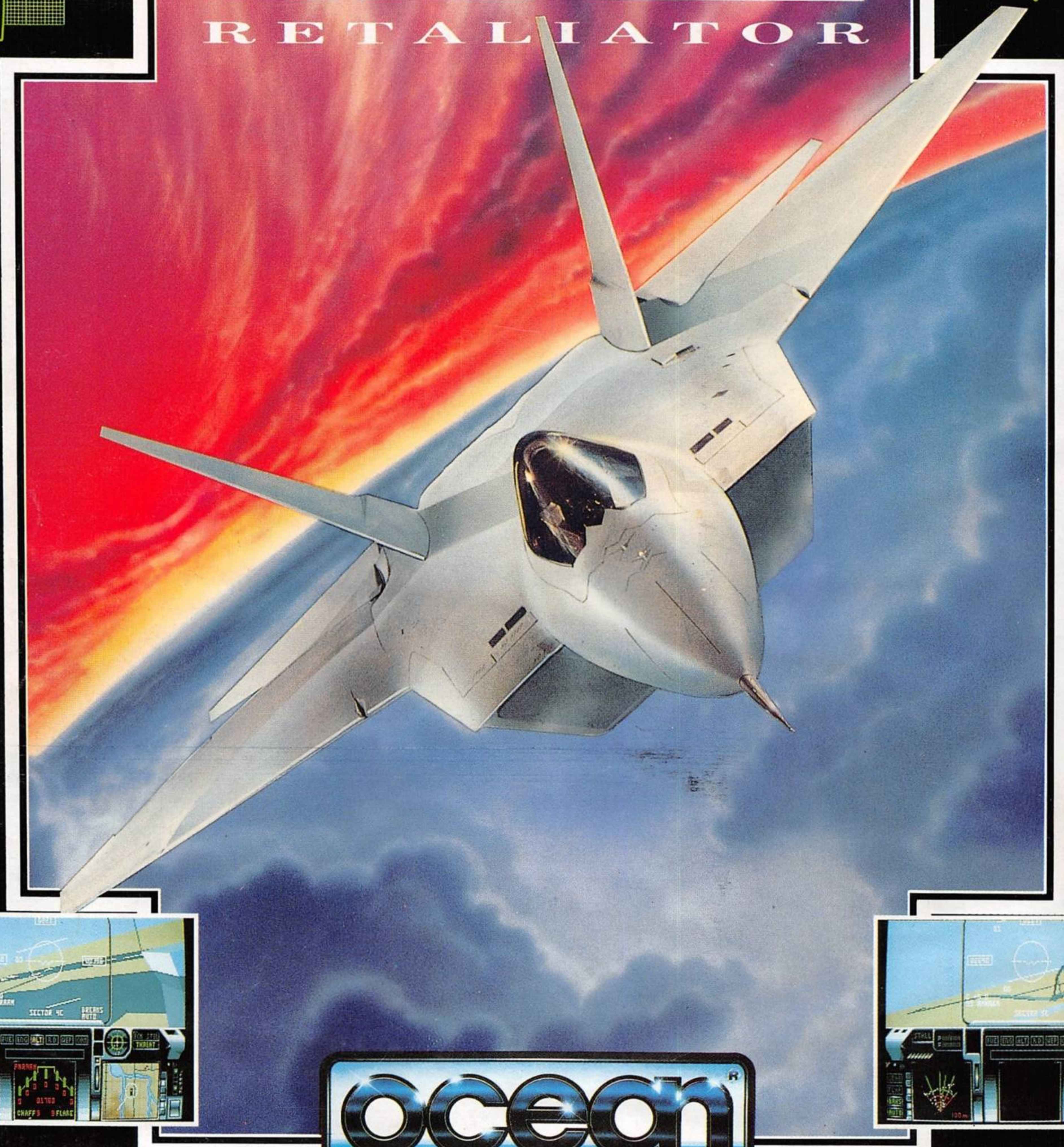
* Offer excludes prize games

PER SUPERFUN • SUPERVALUED • SUPERFUN • SUPERVALUED • SUPERFUN • SUPERVALUED • SUPERFUN • SUPERVALUED • SUPERFUN • SUPERVALUED



F29

RETAALIATOR



ocean[®]

