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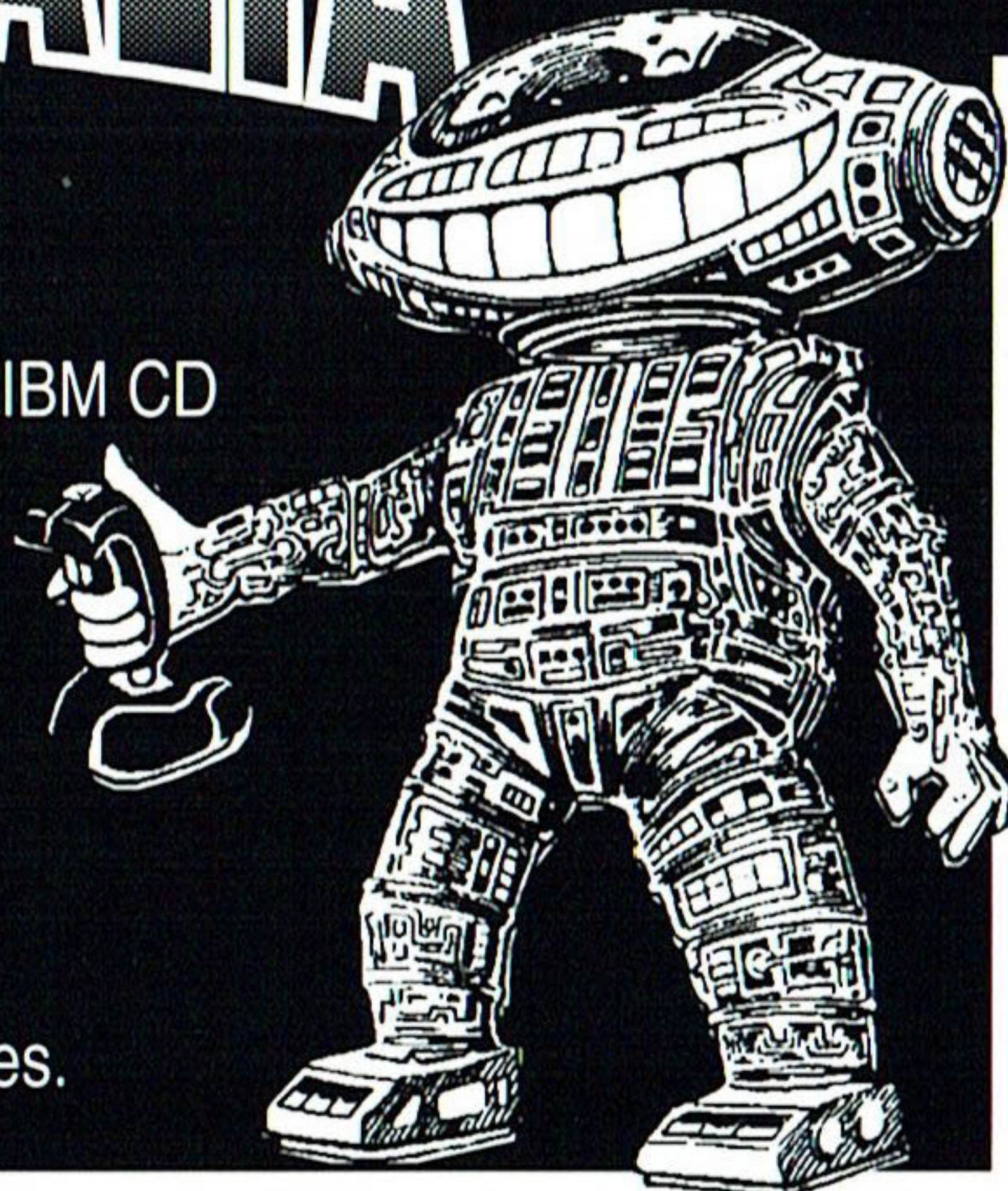
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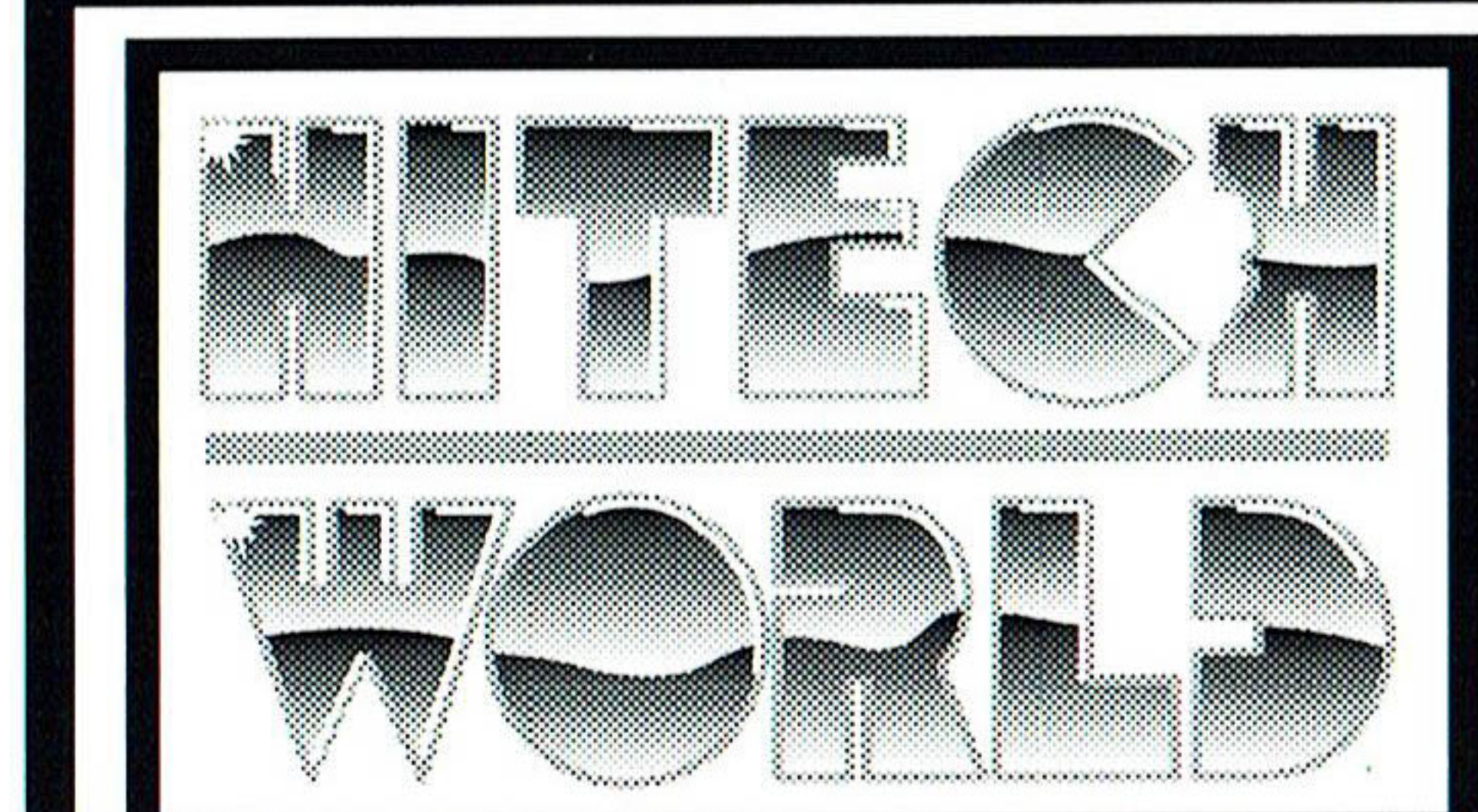
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### Megazone Feature

42

#### THE GREAT BIG GUIDE TO BEAT 'EM UPS

Physical violence and grievous bodily harm are far better left on screen than off. And here we check out the best of the bloodfests.

### Megazone Regulars

5

#### NEWS ZONE

If it's happening and it's about Sega then this is where you'll find it.

8

#### GAME SPY

Games, games, they're good for the heart. The more you play, the more you fart. No, that can't be right.

14

#### MEGA MOUTH

More musings from you lot.

14

#### OP SHOP

One measly dollar could change your life.

41

#### COMPETITION

Boy, do we have something special for this month. Win a TV!

48

#### HINTS & TIPS

Games too tough? Then you're a spineless wuss who should be shot. But what the hell. We'll help you out anyway.

52

#### ASK AGATHA

The nation's favourite – and indeed only – Sega agony aunt lends a sympathetic ear.

54

#### GAMEBUSTER

The worm really has turned in the second part of our *Earthworm Jim* solution.

62

#### SUBSCRIPTIONS

Megazone. Delivered to your door. For less.

64

#### PUMP ACTION

Just don't make her angry.

66

#### END ZONE

More witless nonsense that really has no business in this magazine.

18

#### SCOTTIE PIPPEN BASKETBALL

Four-disc Mega-CD basketball fun. Would you believe it?

20

#### SOLEIL

Swords, sorcery, sickeningly cute sprites.

21

#### WARLOCK

Good graphics, shame about the game.

22

#### STORY OF THOR

At last! An RPG to rival the mighty *Landstalker!*

24

#### KAWASAKI SUPER BIKES

Tear around the tarmac on two-wheels.

25

#### THE PAGEMASTER

The only satisfaction derived from this is watching Macaulay Culkin die.

26

#### BEAVIS AND BUTT-HEAD

MTV's cartoon hosts like lose their tickets or something.

28

#### BC RACERS

The greatest invention since the wheel?

29

#### JELLYBOY

A game that stars a jelly baby might sound like a crummy idea. And it is.

30

#### FIFA SOCCER 95

The classic soccer sim. Updated. With violence.

33

#### STRIKER

Another soccer game. But hardly World Cup material.

34

#### RUGBY WORLD CUP 1995

Played with men with funny-shaped balls.

36

#### THE GREAT CIRCUS MYSTERY

Starring Mickey Mouse. Decidedly for the younger members of the game-playing fraternity.

37

#### ATP TOUR CHAMPIONSHIP TENNIS

Play tennis with the big boys.

### And another thing!

Sega has announced the release of another console – its Mega Drive and 32X hybrid (see News Zone). While it can't possibly hope to compete in terms of power with Saturn, Playstation and the other superconsoles, this machine will undoubtedly offer the cheapest route to true 32-bit gaming.

At around half the price of any of its rivals and with a huge library of games available at launch time, maybe this is the machine we should really be watching?

# SEGA MEGAZONE

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This Megazone like  
sucks, Beavis.

Hur, hur, he said  
'Megazone'!



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# Newszone

## Sega launches yet another console

**A**nother new console from Sega is on the way. And an Australian release looks very promising. Though it's not yet been named officially yet, it's a toss-up between Neptune and the Mega Drive 32X System; the US version is called the Genesis 32X System.

### BOX

As the clever ones out there may have guessed, it's basically a Mega Drive and 32X in the one box. And though other bits of combined Sega hardware haven't made it out here (ie Wonder Mega and Multi-Mega), Marketing Manager Tim Allison said that the company would definitely launch the new machine as long as "the price was right". He predicted that if it were to go on sale in Australia it would have to retail for around \$50 less than the price of a Mega Drive and 32X separately. ie around \$400. This will give con-



▲ Slover! Drool! Dribble! The Mega Drive gains 32-bits inside and a sexy exterior.

sumers the chance to buy an off-the-shelf 32-bit machine for around half the predicted price of other high-tech consoles on the way, Sega's Saturn included.

### LIBRARY

The console offers high-tech styling and already has a huge library of games as all Mega Drive and 32X titles will be compatible. It will also hook up to the Mega-CD allowing both Mega-CD and 32X-CD titles to be played.

Expect to see it around mid-'95. We'll bring further details on the machine's exact price and release dates just as soon as we can.

## Sega Hotline Moves

**S**ega will no longer operate the Sega Hotline. Instead, the Hotline will be operated by an outside company, Interactive Tele Media.

This won't really affect users, though. There won't be any changes as far as cost is concerned, and many of the staff who manned the 'old' hotline will continue to answer your calls on the new line.

### 95 CENTS

If anything, the service will get better: there are plans to make the service more efficient so that callers get the information they require

more quickly, and eventually the Hotline will expand to offer tips on non-Sega formats too.

That number again: **1902 555 444**. Remember, calls are charged at 95 cents a minute, so don't get sidetracked into talking about the price of potatoes or anything.

### ROOT

If you're having difficulty getting through to the hotline, there's a toll-free number where they'll try and get to the root of the trouble. For connection problems *only* call 1800 815 955 – you *won't* be able to get help for games on this number!

## NEW SHOW

**A** new show called Software '95 will be showcasing future software, hardware, and, importantly, will include video games coverage.

Subtitled 'The Multimedia and Games Expo', the exhibition will showcase everything from Sega games to virtual reality and interactive multimedia.

### DARLING

The show will be held at the Royal Exhibition Building in Melbourne from June 2-4, 1995. It moves to the Exhibition Centre, Darling Harbour, in Sydney from August 11 to 13, 1995.

### ENJOY THE SHOW

Admission fees are yet to be set, but the organisers say it will be a "reasonable price so that all can enjoy the show". We'll keep you updated with further information as we get it.

For further information, please don't hesitate to contact the show's organisers, DBG group, on **(03) 551 7200**.



▲ The Hotline before they became TV stars. Look at their happy little faces as they make idle banter about their high scores on *Columns*. Now they've got posh new offices.



# Newszone

## Las Vegas Consumer Electronics Show Report

by Marshal M. Rosenthal

Set in the glitter of the gambling casinos of Las Vegas, Nevada, the ongoing theme of January's Winter Consumer Electronics Show (we're talking Northern Hemisphere) seemed to be 'We're all between a rock and a hard place'.

As in 'What are we going to do with all these new game systems coming out, but we have commitments for 16-bit through the year?!'

But not to worry. While new games for the Mega Drive are still on the way, there's also 32X to consider (and 32X-CD too).

And of course development for Saturn is well underway – especially as it's already been launched in Japan.

So grab a pair of comfortable shoes and run with us as we check out just what we can look forward to in the next few months.

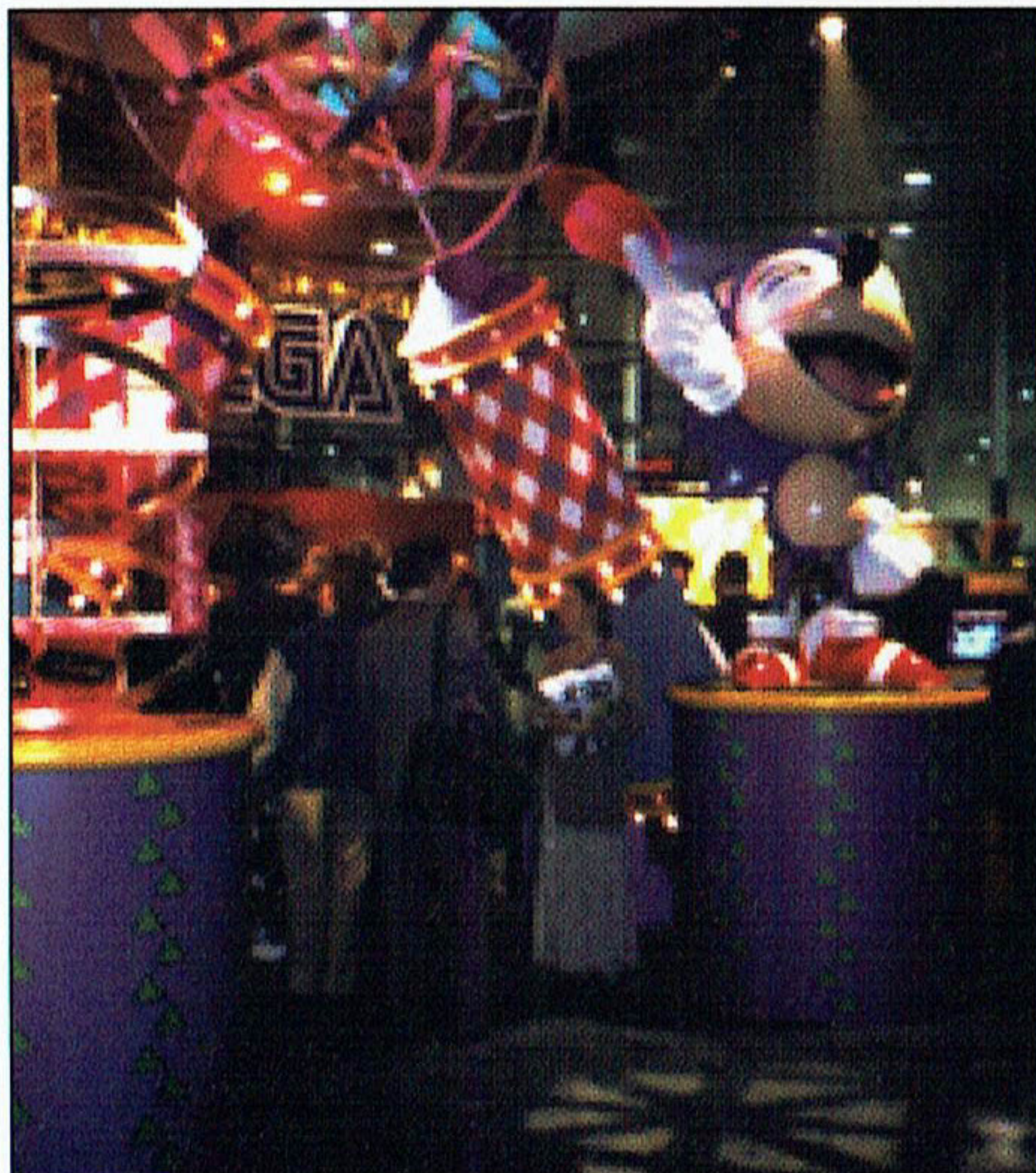
### ACCLAIM

It's a \$US75 million movie with Sylvester Stallone – so watch for *Judge Dredd* – fighting, shooting, and hurting his way through one explosive level after another.

*Mortal Kombat II* for 32X will astound and hurt you, and *NFL Quarterback Club* is a 32X-er, with over 450 plays, custom quarterback options and the latest NFL rule modifications.

Of course no gamer can live without *The Itchy & Scratchy* game (those animated purveyors of death and destruction as seen on *The Simpsons*).

And besides *Revolution X* – with music by Aerosmith and fighting from the arcades – the big one to wait for is *Batman Forever*.



▲ Countless exchanges of the mind were made with intellectual types at the CES.

### SEGA OF AMERICA

Sports is big from Sega. *World Series Baseball 95* (with players from history as well as today), *NBA Action 95 Starring David Robinson* (fast-breaking basketball action), and *NHL All-Star Hockey*.

More for Mega Drive – *Comix Zone* is a comic-book you read and fight inside of. *The Adventures of Batman and Robin* takes the dynamic duo through the mean, animated streets of Gotham with 3D rotation and special effects. *Ristar* is Sega's newest hero. He'll fight and fun his way through evil levels throughout the solar system. And for animated violence, go for *Beyond Oasis* with the continuing battle between the good and evil sorcerers.

The 32X is rarin' to go. *Metal Head* is a *Battletech* kind of game. Digitised backgrounds and 3D rotations should make for a sleek bit of destructive fun.

*Tempo* is a musical game with a sleek and hip-hop beat. And *Chaotix* is the latest in the *Sonic* line.

Mega-CD gets even hotter as new titles becomes available for 32X-CD as well.

*Eternal Champions: Challenge From The Dark Side* comes with Silicon Graphics sequences and 24 fighters in all.

*Surgical Strike* is the ultimate tech war and has video sequences to increase the action as you fight on land and in the skies.

*Midnight Raiders* is the AH-64 Apache Attack Helicopter simulation of choice (with video sequences), and *Fahrenheit* has you braving the flames as a fire fighter.

Role-playing fans will like *Shining Force CD*, while *Wild Woody* is a superhero who lives (and dies) at the stroke of a pen. And Ecco is back in *Ecco: The Tides of Time*.

Game Gear has *The Adventures of Batman and Robin* (based on the animated TV show), Disney's *Bonkers – Wax Up* (with Bonkers out to save his partner), *NHL All-Star Hockey* and *Fred Couples Golf*. And there's an all new Mickey Mouse adventure, as the little guy appears in *The Legend of Illusion*.

### OCEAN OF AMERICA

Like movies?

Ocean's got *The Flintstones*, *Addams Family Values* and *Mighty Max* ready (OK, so *Max* is actually a TV cartoon show starring an



▲ Idle banter in *Comix Zone*.



▲ Arcade-perfect *MKII!* It's like a dream!



▲ *Metal Head* looking terribly impressive.



11-year-old who is able to travel through time).

Both *Flintstones* and *Addams* feature digitised sound effects from their respective films.

#### TIME WARNER INTERACTIVE

Formerly Atari Games, Time Warner Interactive is bringing a bag of goodies to the gamer. Check out the Mega Drive version of *Wayne Gretzky's NHLPA All-Stars*. It has 3D imaging of the hockey star and big characters that play real hard.

*RBI Baseball 95* for 32X uses over 800 players from all 28 teams and features innovative views, video sequences and high-density animation.

#### PLAYMATES

*Star Trek: Deep Space 9 - Crossroads of Time* is based on the popular TV show. You play members of the space station and search for the hidden bomb which could blow it to bits.

Another TV show - a US cartoon this time - is *Exosquad*. Featuring Duel and Arcade modes, you can fight one-on-one or go through a full arcade battle.

*Mutant Chronicles* is six levels of futuristic weapon, shooting and sword fighting action - as you battle the baddies on a variety of planets in Earth's future.

#### SUNSOFT

They still wear bell-bottoms, but you can't help but love 'em. Scooby-Doo and his human friends go for broke in *Scooby-Doo Mystery*.

Two adventures based with animated sequences just like the TV show - only now you're in control of those meddling kids.

Upcoming is *Myst* for Saturn, with plenty of puzzles and surprises.

#### DIGITAL PICTURES

One of the first companies to come out with 32X-CD games - which means a bigger screen, sharper images and lots more colours.

*Corpse Killer's* video is wholly created for the title, and has you fighting off the undead in the Caribbean.

The now infamous *Night Trap* is digitally re-mastered to take advantage of 32X.

#### CORE

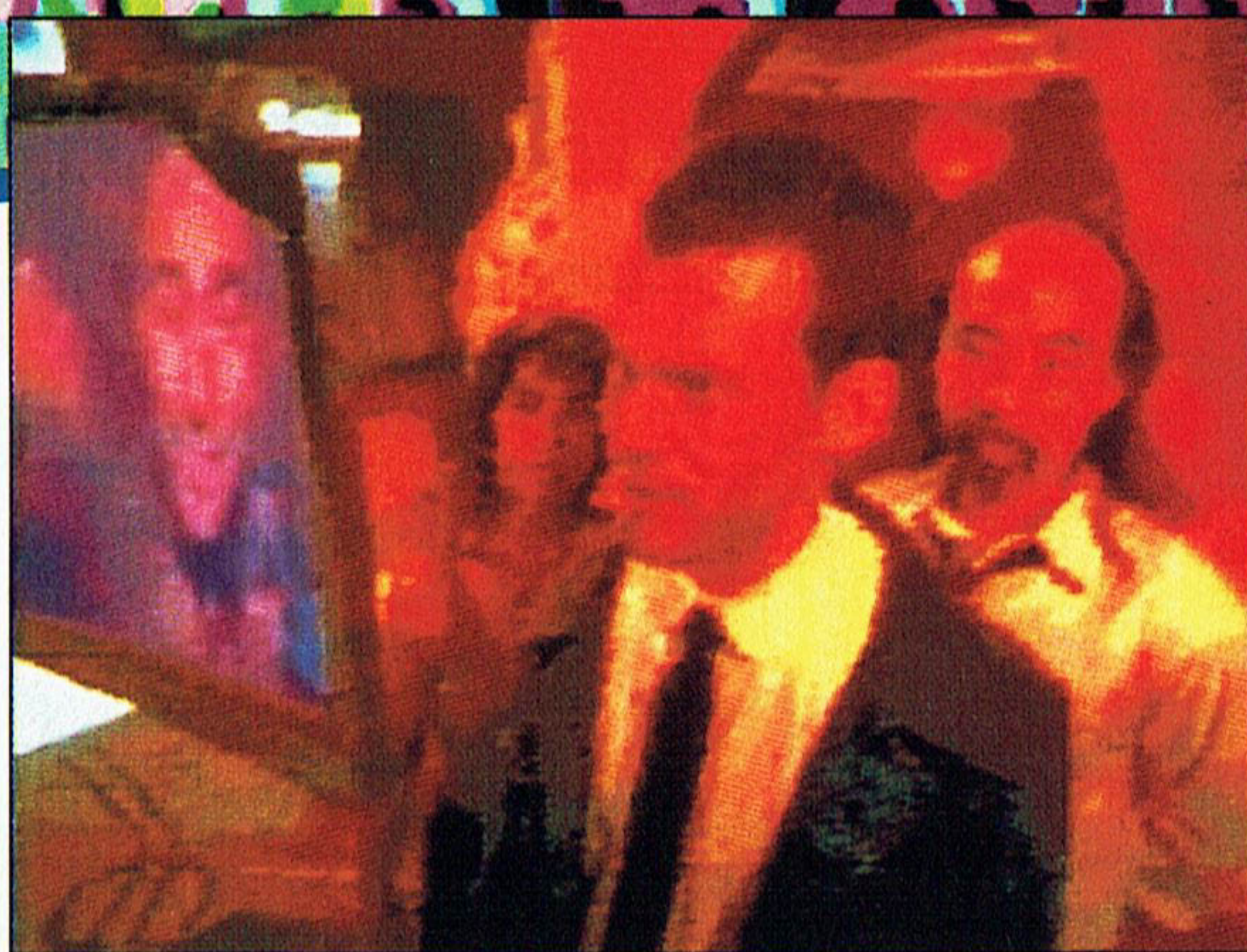
32X is what Core is all about right now with *BC Racers*, a silly-but-fun racing game set in prehistoric times.

The Mega-CD title, *AH-3 Thunderstrike*, will also become available for 32X.

#### ACTIVISION

Activision's bringing *Pitfall: The Mayan Adventure* to 32X, and that means great-looking graphics looking even better.

*The CES is the electronic leisure industry's biggest event and is held twice-yearly in the United States. Note that just because a particular game was showcased there, it doesn't necessarily guarantee that it'll make it to Aussie shores.*



▲ "My name's Mnemonic, Johnny Mnemonic." And he's the star of an upcoming role-player from Sony.



▲ *World Series Baseball 95* on 32X. It's almost as if you were in the stadium, don't you think?

#### VIACOM

Based on a cartoon about the exploits of the ghost who never dies, *Phantom 2040* sees you as a modern-day phantom as he battles the forces of evil with more weapons than you could ever jam into your toy box.

#### AMERICAN LASER GAMES

For the gun-freaks, American Laser Games will have a Mega-CD version of its new arcade title *Mad Dog II: The Lost Gold* (more Western quick-draw).

#### NAMCO

Namco puts their Pac-guy through his paces in *Pac in Time*. Pac Man goes through levels of the past to the present and future in fun and tough platform action.

#### US GOLD

Those getting ready for the next Olympics will enjoy quality time with US Gold's *Izzy's Quest for the Olympic Rings*.

The mascot gets his own platform game - but the twist is his morphing abilities that improves and augments his skills.

Besides Mega Drive, it'll also be coming out for 32X.

#### SONY IMAGESOFT

Sony Imagesoft, when not pushing the Playstation, has some cool stuff in the works.

*Spawn*, the popular comic book character, will be a new title this year, as will *Johnny Mnemonic* - a Mega-CD adventure/role-playing title set in the cyber-future.

# Quiz

Easter is coming and that can only mean one thing: chocolate eggs\*. Mmm, chocolate. And you can gorge yourself stupid with heaps of free Easter edibles courtesy of Red Tulip.

Appropriately enough for the lucky 13, we have 13 calorie-laden packs of Red Tulip goodies to give away, each valued around \$20 or so.

1. What has a twitchy rear end?
2. Who's Jim's final adversary?
3. What do you have to earn to get closer to Scottie?
4. Where do Beavis and Butt-head spend most of their time?
5. How do you punch out your opponents on the soccer field?
6. How does Mickey take a short cut to The Frozen Plains?
7. How do you collapse a scrum?
8. What gives Cyclops the edge?
9. What has Sega created especially for Japanese girls?
10. Who bears an uncanny resemblance to Barney Rubble?
11. Who's the star of the latest *Sonic* game?
12. Where will you find the world's hardest boss?
13. Who hosts Stupid Question Corner?

\*Oh yes, there's something about some bloke getting nailed to a cross or something, but that was years ago.

the megazone lucky 13



▲ Win a bit of this! Erm, that's the chocolate, not the 'babes'.

But you've got to be in it to win it. So read this issue from cover to cover, answer the 13 questions and send them, not forgetting to include your name and address, to:

**Megazone Lucky 13 (Mar),  
PO Box 746, Darlinghurst,  
NSW 2010.**

Rules: One entry per reader or we'll get Easter Bunny onto you. And believe us, he's got a real nasty side. We draw it on April 14, 1995, so you'd better get cracking.



# gameSPY

## STREET RACER

**F**ed up with all your Super Nintendo 'pals' boasting of great racing fun while playing *Mario Kart*? Sure, *Virtua Racing* may be miles ahead when it comes to technological innovation, but you can't invite three other people around to play it with you. And *Micro Machines 2* – well, that certainly has the playability but the graphics aren't exactly ground-breaking. Nope, what the Mega Drive needs is a *Mario Kart* clone. A good one, that is. And thanks to Ubisoft, that's exactly what it's going to get. You see, they're releasing the highly acclaimed *Street Racer* (already out on SNES) in April of this year and as far as *Mario Kart* clones go, this is about as close as it gets. Choosing your character from eight different drivers, you get to hoon around heaps of different tracks with



▲ That *Street Racer* screen in full.



▲ Introducing the contenders. Don't fancy yours much...



▲ Hoon heaven!!!

up to eight other distinctly strange competitors. Yup, forget Italian plumbers and princesses with flowers in their hair, in this game, you get to race against Far



▼ Four-way play!!!

Eastern holy men, African warriors and even gory monsters – each equipped with special powers and an over-the-top wacky vehicle.

Of course, the most important feature in this type of game is the playability, and luckily, *Street Racer* is shaping up pretty well in that department too. Developers Vivid Image have spent over a year creating the customised Mega Drive version and as well as managing to convert the Mode 7-style graphics exceptionally well, they've also managed to keep the split-screen four-player mode too – without suffering any slowdown at all. In fact, the whole game is pretty fast and with so many different options, plus brilliant graphics and engrossing action, it certainly looks like this has loads of potential.

**Format:** Mega Drive

**Supplier:** Ubisoft

## ROAD RUNNER

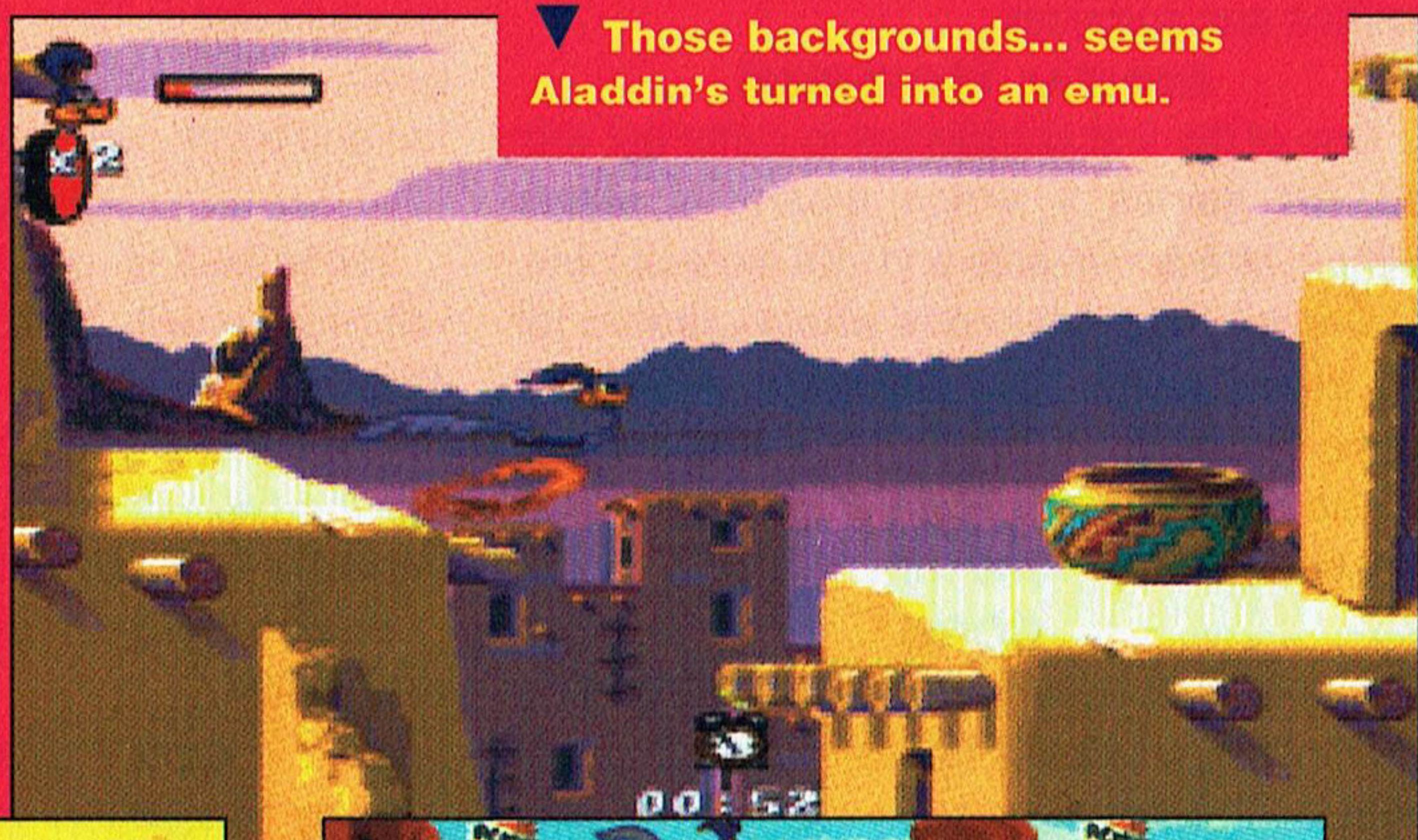
**B**eep beep! Nyeeeeooooooooowwwrrrrnnnnn! Um, sorry about that. We've just heard that *Road Runner*'s coming out on the Mega Drive in March. Remember *Road Runner*? You know, looks like an overgrown chicken (or a stunted emu) and gets chased around by Wile E. Coyote a lot. Again and again. Which is funny really, because that's exactly what happens in the game. Taking control of *Road Runner*, the aim is to zip around all the cleverly disguised platform levels carefully avoiding the dastardly traps set by the Wilester. Do so, and you'll be treated to some 'humorous' sequences of Wile carking it in predictable cartoon fashion. Of course, there's a bunch of levels, hundreds of traps and a mean challenge set, although from what we've seen so far, the adventure seems a little lacklustre, with little in the way of original ideas. Still, the finishing touches are still being added to the game, so maybe there'll be a few more features added in time for its April release.

**Format:** Mega Drive

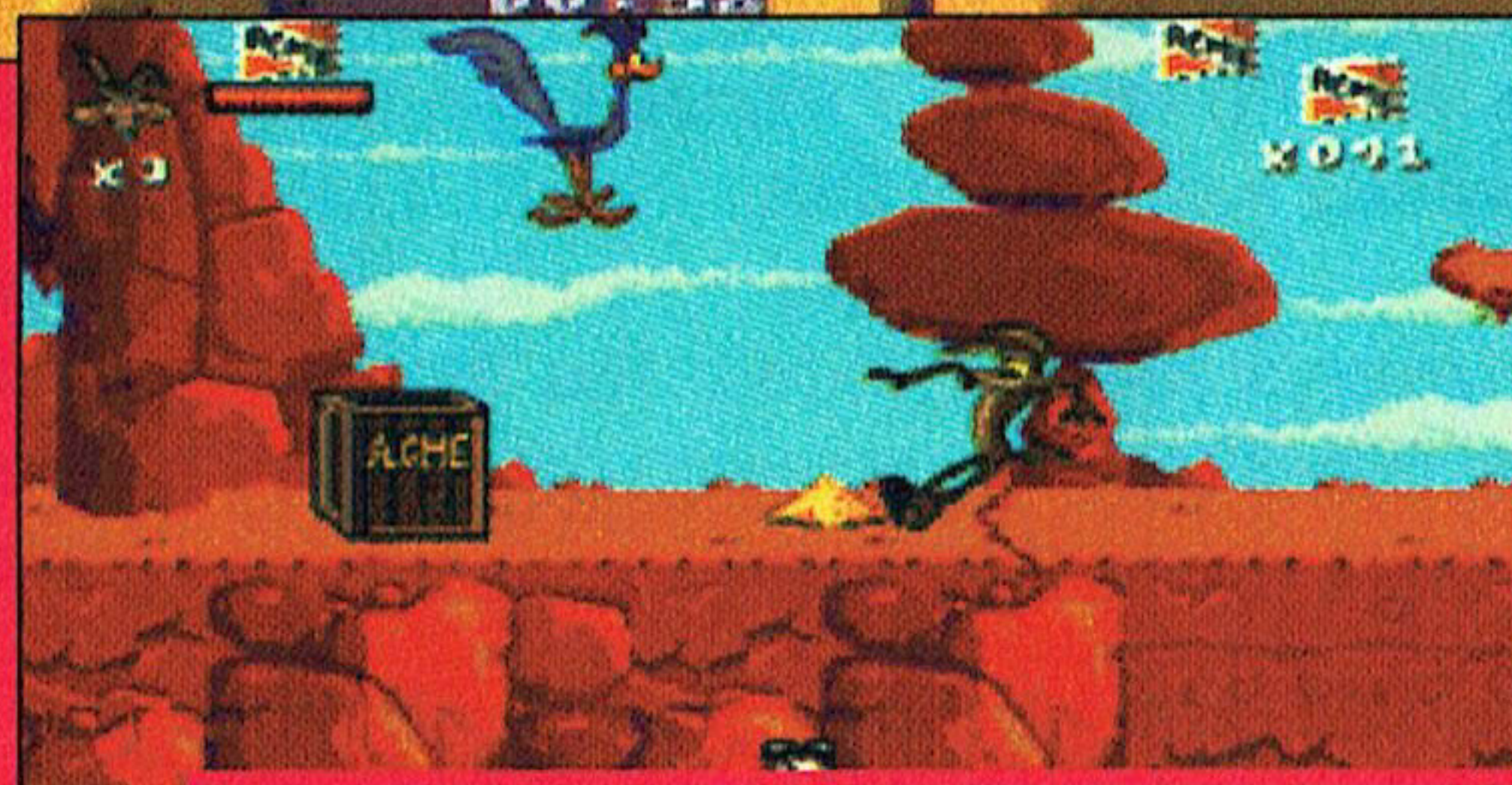
**Supplier:** Sega



▲ Don't try this at home, kids. Or at Flinders Street railway station.



▼ Those backgrounds... seems Aladdin's turned into an emu.



▲ Chickens can't fly. Neither can Coyote. Nor elephants, for that matter.



## ALIEN SOLDIER

If you know anything at all about games, then the word 'Treasure' should have you going into spasms of delight. Why? Well, because every time these guys release a game, the console world stops and gasps at the technological wonders that the team managed to cram into one cart. So far, they've been responsible for *Gunstar Heroes*, *McDonald's Treasure Land* and *Dynamite Headdy* – all top class games. This time though, they've decided to move away from the



▲ I've just remembered an urgent appointment at the hairdressers.

platforming world and concentrate on producing another great action title – which incidentally uses the same engine utilised in *Gunstar Heroes*. Treasure doesn't like to produce games that fit neatly into a specific genre either, which makes the action a little difficult to describe, but basically it's huge boss after huge boss – all of which are graphically spectacular. And after taking heed of reviewers who criticised their titles for being too easy, this is, well, challenging to say the least. It's currently around 80% complete and after being in development for over a year, we're definitely expecting big things for this one.

**Format:** Mega Drive  
**Supplier:** Treasure/Sega



▲ Brush twice a day, cut down on sugary foods, and visit your dentist regularly.



▲ "Did you know you have a large, blue rectangle around your head? Thought not."

## CHAOTIX

Fed up with seeing cruddy games developed for the 32X? Yeah, so are we. But don't despair. There are some good games on the way. No, really. And one of them features none other than superhero of *Sonic* 3, new kid on the block, Knuckles. And this is none of your plug-through rip-off business either. The game's been developed especially for the 32X and was recently unveiled at the Las Vegas Consumer Electronics Show as one of the games for '95.



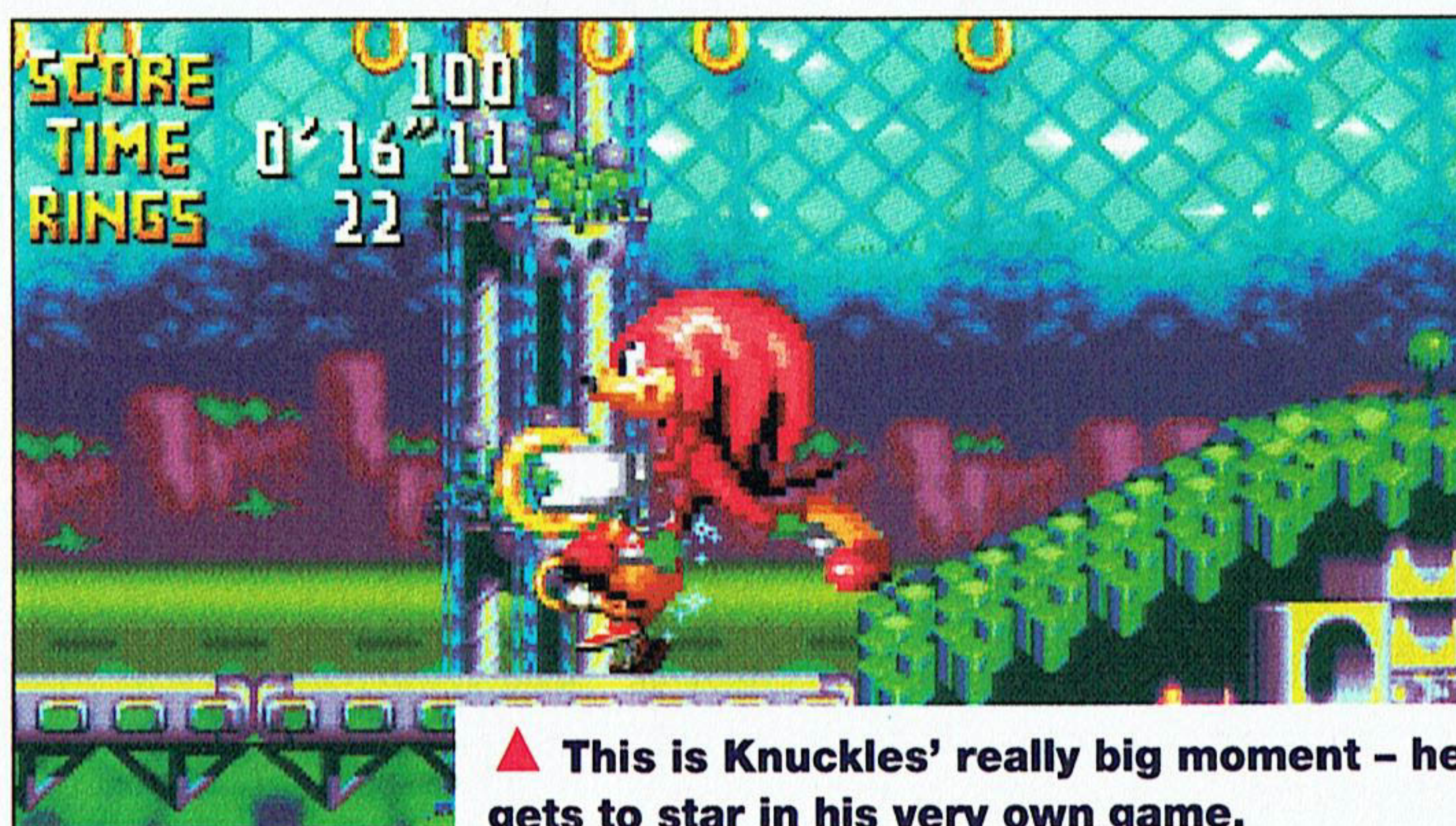
▲ Knuckles with new 'special' chum shock!

Luckily we've managed to get a sneak preview, and although there's not much information on the storyline, we can say that Sonic has hung up his little trainers for a while and decided to sit this one out. He does pop up at the beginning of the game though as one of Robotnik's evil cyborgs. Scary!



▲ Sonic goes evil! The goody-two-shoes image is a thing of the past!

▼ It even comes with on-screen instructions. Praise the Lord!



▲ This is Knuckles' really big moment – he gets to star in his very own game.

Naturally, the adventure is based around a platform game although it's distinctly different from any of the other Sonic-style games we've seen before. Straying away slightly from the usual run-fast-and-collect-rings frenzy, Knuckles is connected to another character via a chain, and must drag the poor unfortunate around with him wherever he goes. There are plenty of characters to choose as a sidekick, some of which have been seen before in the *Sonic* coin-op, and some who are completely new, such as Charmy Bee – a bumble bee who's as light as a feather and can help Knuckles propel himself higher into the level.

Because the two characters are bound together, neither of them can reach very high speeds on their own, so to go into those super spin attacks, a bit of teamwork is needed. By holding down the D-pad and flinging his sidekick out in front of him, Knuckles can gain enough momentum to reach high speeds and indeed, high altitudes. There's even stranger features to be found too. For reasons that we're still trying to discover, occasionally either character will increase their size to giant proportions for a while and stomp around all over the level. And then sometimes they go all small too. *St-range*. In addition to all this, there's some 3D bonus levels (rather reminiscent of *Sonic 2*) featuring fast polygon-style action.

Anyway, as we mentioned, there's not much to reveal about the game at this stage, but as soon as we find out just what's going on, you'll be the first to know.

**Format:** 32X  
**Supplier:** Sega



# gameSPY

## TIME COP

If a film starts to do rather well at the box offices, you can bet that it's only a matter of time before the game is released too. And when a film like *Time Cop* comes along, it's such perfect fodder for a cart it's just too good to resist. Starring Jean-Claude Van Damme (Yes, he from *Street Fighter*) as cop Max Walker (no, not Tangles – wouldn't that be something!), the action

focuses around a manhunt for a techno-crazed politician determined to dominate the world. And how's he going to do that? Travel back in time, of course. They can do that in the future, you know.

The opportunities this offers are too good to be true and the boys promptly embark on a whistle stop

tour of history as we know it, stopping off in prehistoric times, Nazi Germany, nuclear testing sites in the 1950s and they even have a peek



▲ Jean-Claude's the one on right, without the mohican.

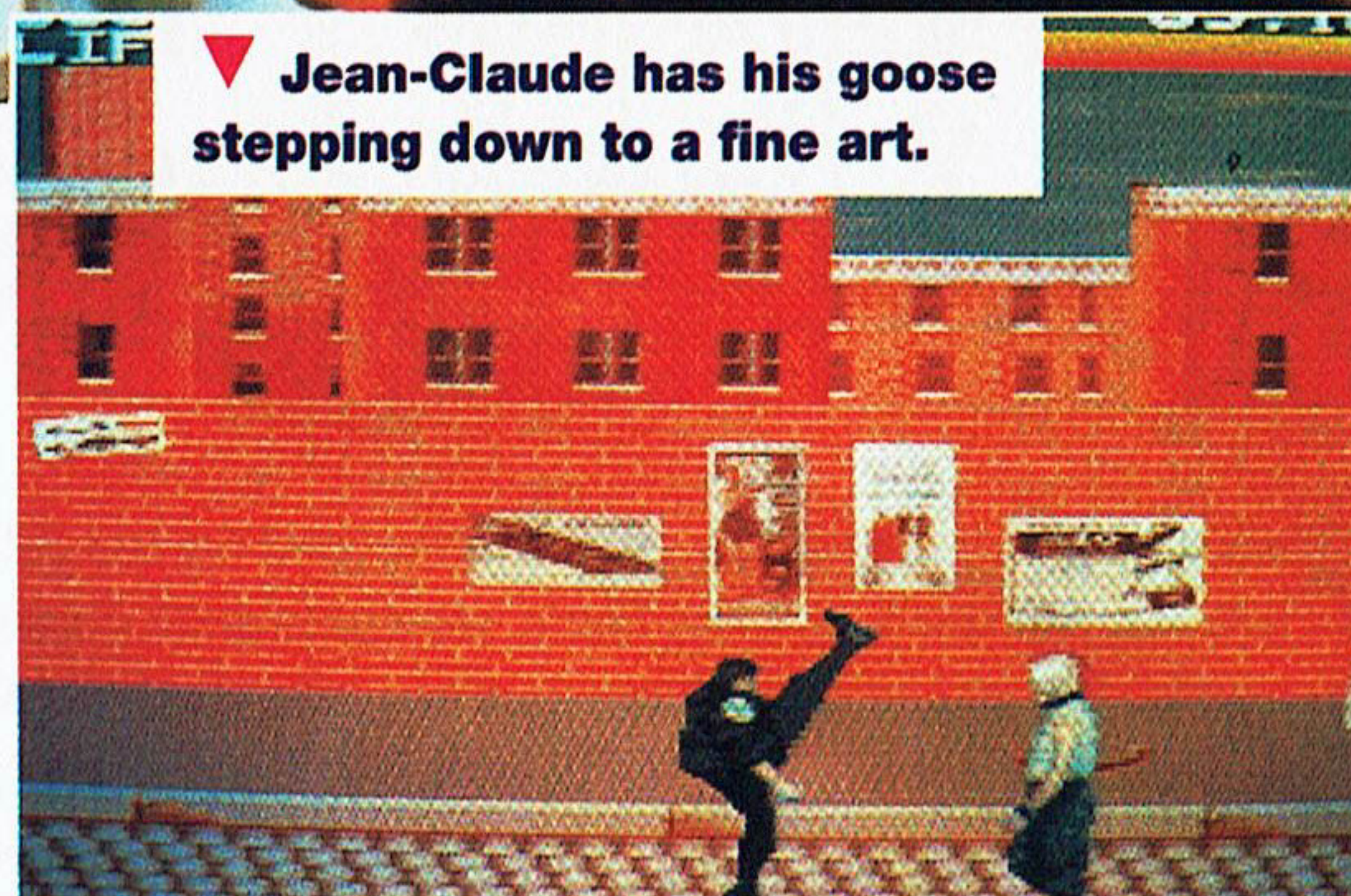


▲ "You seem to have dribbled down your chin. Here, let me wipe it off for you."

## Previews



◀ Quick! Someone hand me a belt! I can't hold them up for much longer!



▼ Jean-Claude has his goose stepping down to a fine art.

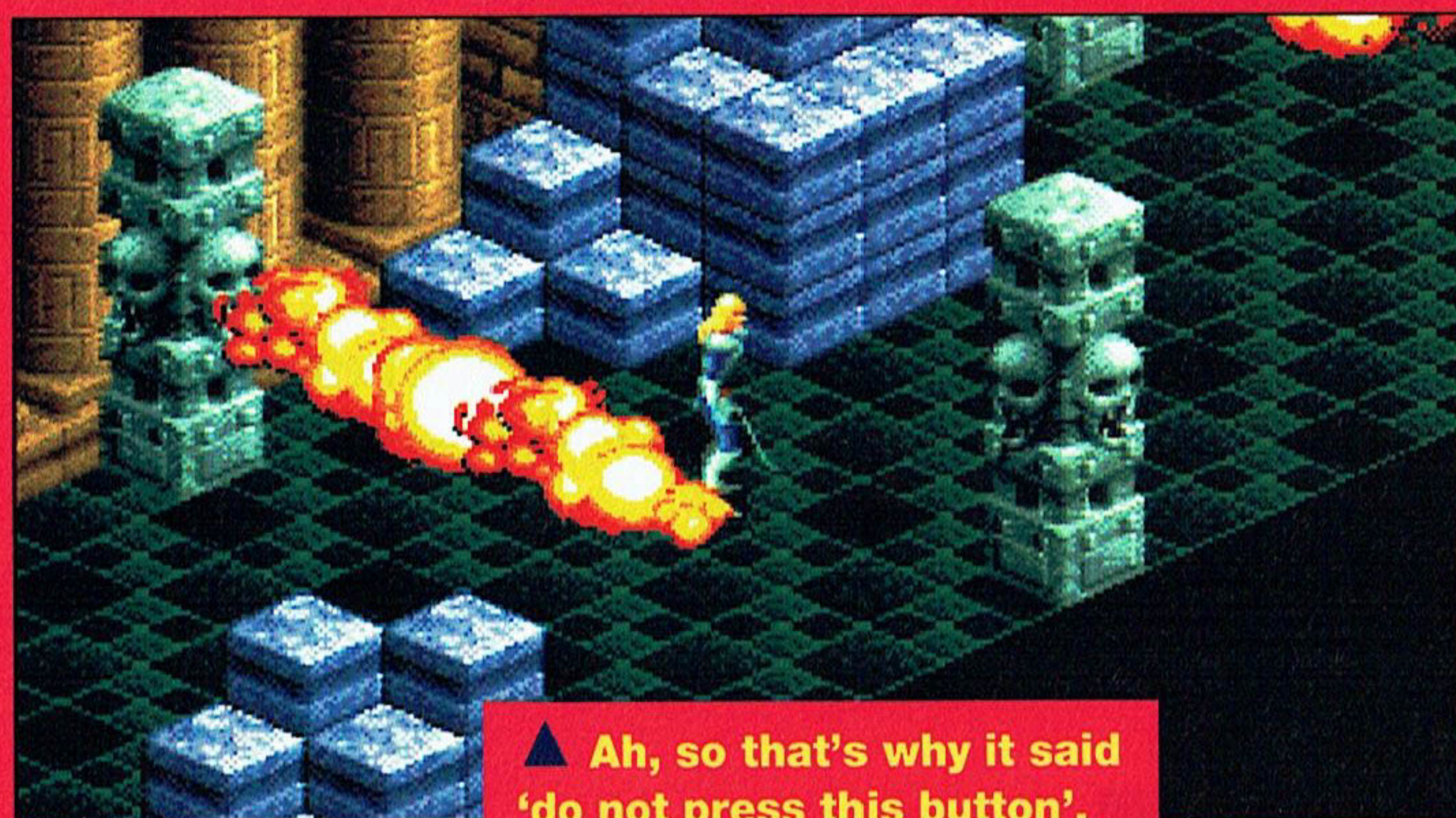
into the future, too. Obviously, there are millions of weapons to pick up, and being Van Damme, you get to test out your

martial arts skills too. This is another game that's been in development for absolutely ages, but the licence has just been picked up by Virgin, so expect it to be released fairly soon.

**Format:** Mega-CD  
**Supplier:** JVC/Virgin

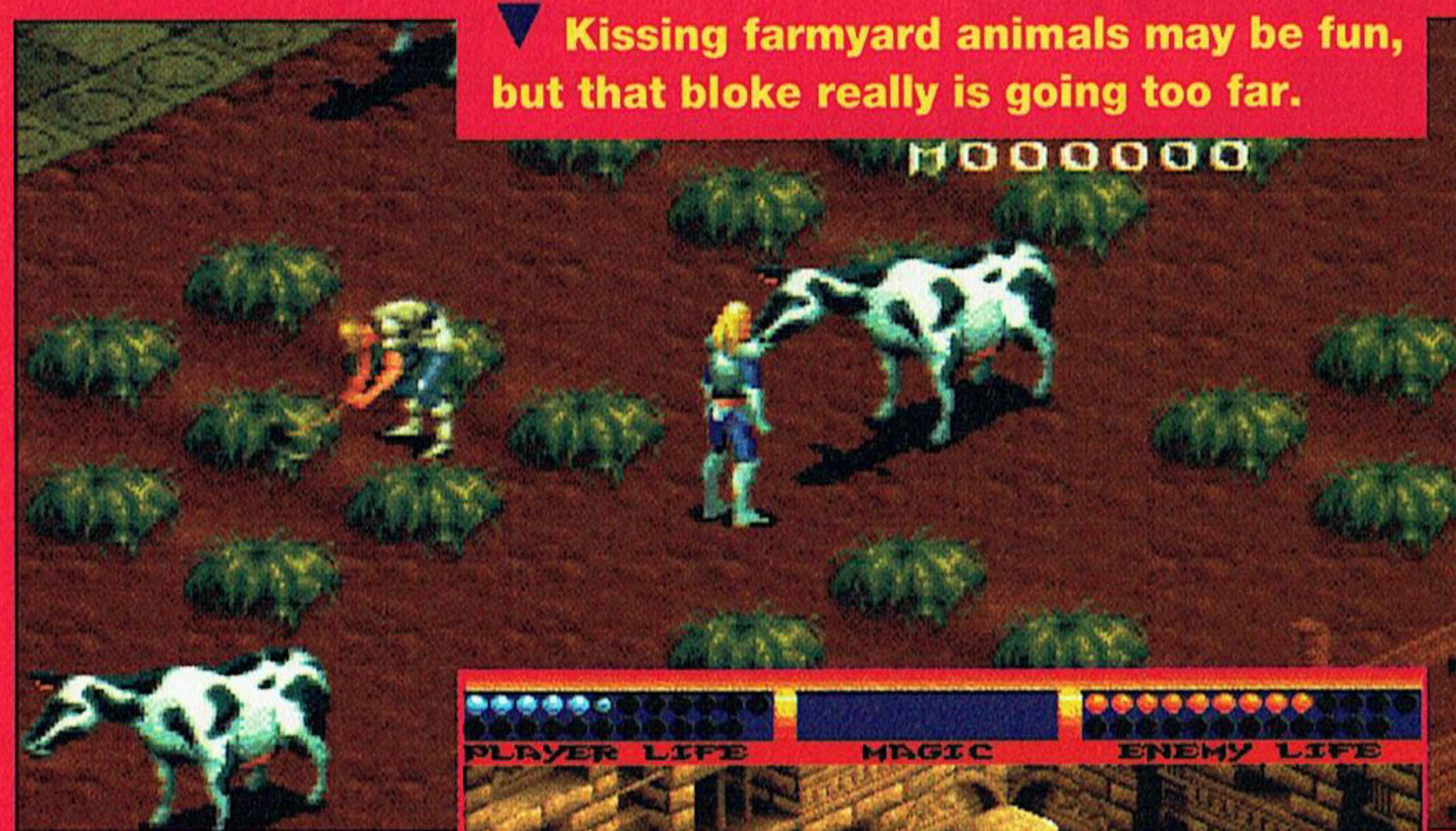
## LIGHT CRUSADER

*Light Crusader* has been knocking around for ages under different guises – you may have heard of it being referred to as *Relayer* in recent months. Anyway, this action RPG is already looking stunning even though it's only 50% complete. Harking back to the days of *The Immortal* (anyone remember that?) the game takes a 3D isometric view and is distinctly less linear than most RPGs we've seen lately. You're basically free to roam around any part of the game, but because the text used for character interaction is still in Japanese at the moment, it's very difficult for us to tell what's going on. But, the graphics are looking great and the



▲ Ah, so that's why it said 'do not press this button'.

▼ Kissing farmyard animals may be fun, but that bloke really is going too far.



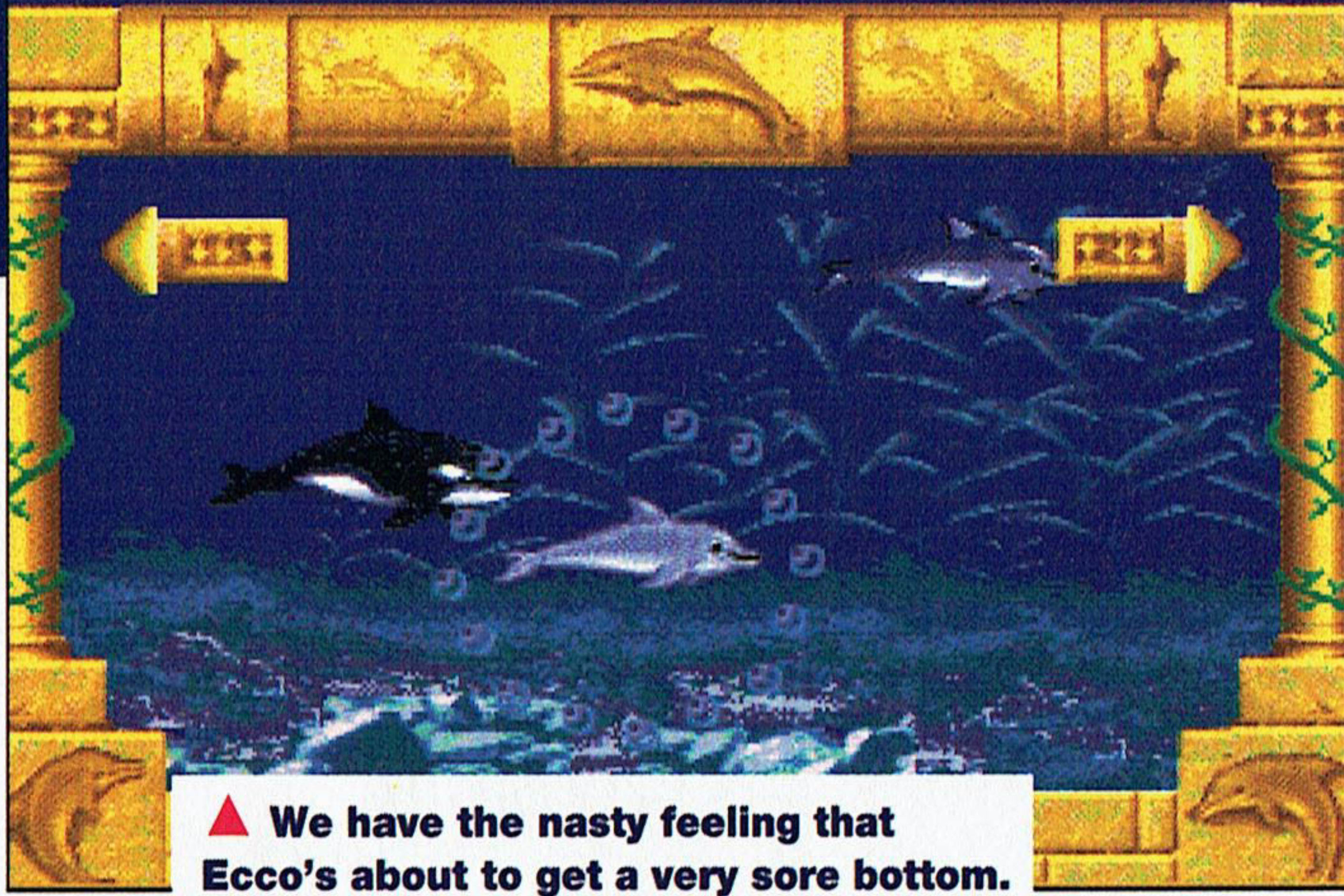
► Frogmen, fairies and whips. What kind of game is this anyway?

slash 'em up action mixed with some puzzly elements should certainly make this one a winner when it's released in April.

**Format:** Mega Drive  
**Supplier:** Sega



# the megazone game guide



▲ We have the nasty feeling that Ecco's about to get a very sore bottom.

## ECCO JUNIOR

Sega is planning to release a whole range of games aimed at the rug rats this year – the first of which will be *Ecco Junior*. Based loosely around the original Ecco adventure, it features a baby Ecco embarking on his first adventures in the ocean. Of course, this means that the tricky

puzzle element in the original game has been altered somewhat, and the result is a more point-and-learn affair. There's plenty of educational-type puzzles on offer – for instance, icons are flashed on the screen for a few seconds, then young Ecco must be navigated around the oceans to find the objects in question. There's plenty of friends to help him out along the way,

though, and there's even a choice to play three different characters.

Obviously, this isn't something that older gamers are going to go wild over, but it's perfect fodder for pre-school children. One for your little brother or sister perhaps?

**Format: Mega Drive**

**Supplier: Sega**



▲ Ecco's scars came from nutting rocks as a nipper.

▼ Ecco Junior is about to give that seahorse a very unpleasant shock.



▲ Ecco, in his younger years, had an insatiable desire for gobstoppers.

**Batman and Robin**  
MD .....Sega

The dynamic duo in a game we know precious little about.

**Corpse Killer**  
CD/32X-CD ....Sega

Dust off your Menacer...

**Dragon**  
MS .....Virgin

Bruce Lee kicks some butt on the Master System.

**Fahrenheit**  
32X-CD .....Sega

Could be hot!

**Flying Nightmares**  
CD .....Domark

This is what you get when travelling with Aeroflot, perhaps.

**Golf Magazine's Greatest 36 Holes**  
32X-CD .....Sega

Not a gun in sight.

**Itchy & Scratchy**  
MD .....Acclaim

Bart and Homer's fave animaniacs. And ours too.

**Itchy & Scratchy's Miniature Golf Madness**  
GG .....Acclaim

We dread to think.

**Kids on Site**  
CD .....Sega

Strictly for rug rats only.

**Mega Man Wily Wars**  
MD .....Capcom

More like Village Idiot Man.

**Midnight Raiders**  
32X-CD .....Sega

Don't forget your balaclava.

**Powerdrive**  
MD .....US Gold

Summink to do with drivin'?

**Punisher**  
MD .....Sega

Do wrong and you'll get slapped wrists.

**Road Rash 3**  
MD .....EA

More biker violence.

**Shell Shock**  
32X/Saturn ...Core

3D *Battlezone*-style tank sim. Apparently.

**Skeleton Krew**  
32X .....Core

But they're all dead.

**Slam Masters**  
MD .....Capcom

Fighting.

**Snatcher**  
CD .....Konami

Destroy bio-robots who've escaped into the real world.

**Soccerama**  
MD .....Domark

Another pommie soccer sim, we fear.

**Soulstar X**  
32X .....Core

Hopefully, it'll be good...

**Speedy Gonzales**  
MD .....Sega

¡Arriba! ¡Andale!

**Super Off Road**  
MD .....Sony

Well, there's this road. And you are off it. And you drive a bit.

**Super Strike Trilogy**  
CD .....EA

*Desert Strike*, *Jungle Strike* and *Urban Strike*. On one CD!

**Swagman**  
Saturn .....Core

All we know is it's coming.

**Syndicate**  
CD .....Domark

One of those RPG things a bit like *Sim City*. We think.

**Theme Park**  
CD .....Domark

Build a great big fun park like Australia's Wonderland and sell a bunch of hot dogs to some suckers and get rich.

**The Scottish Open**  
32X/Saturn ...Core

Hoots, mon, I canny get me foot oot me boot. Golf sim with haggis-chomping skirt-wearers.

**Thunderhawk**  
32X/Saturn ...Core

Updated 'copter antics.

**Tomb Raider**  
Saturn .....Core

You're gonna have to wait 'til the end of the year for this.

**True Lies**  
MD .....Acclaim

You wouldn't believe us even if we told you.



# gameSPY

## MOTHER BASE

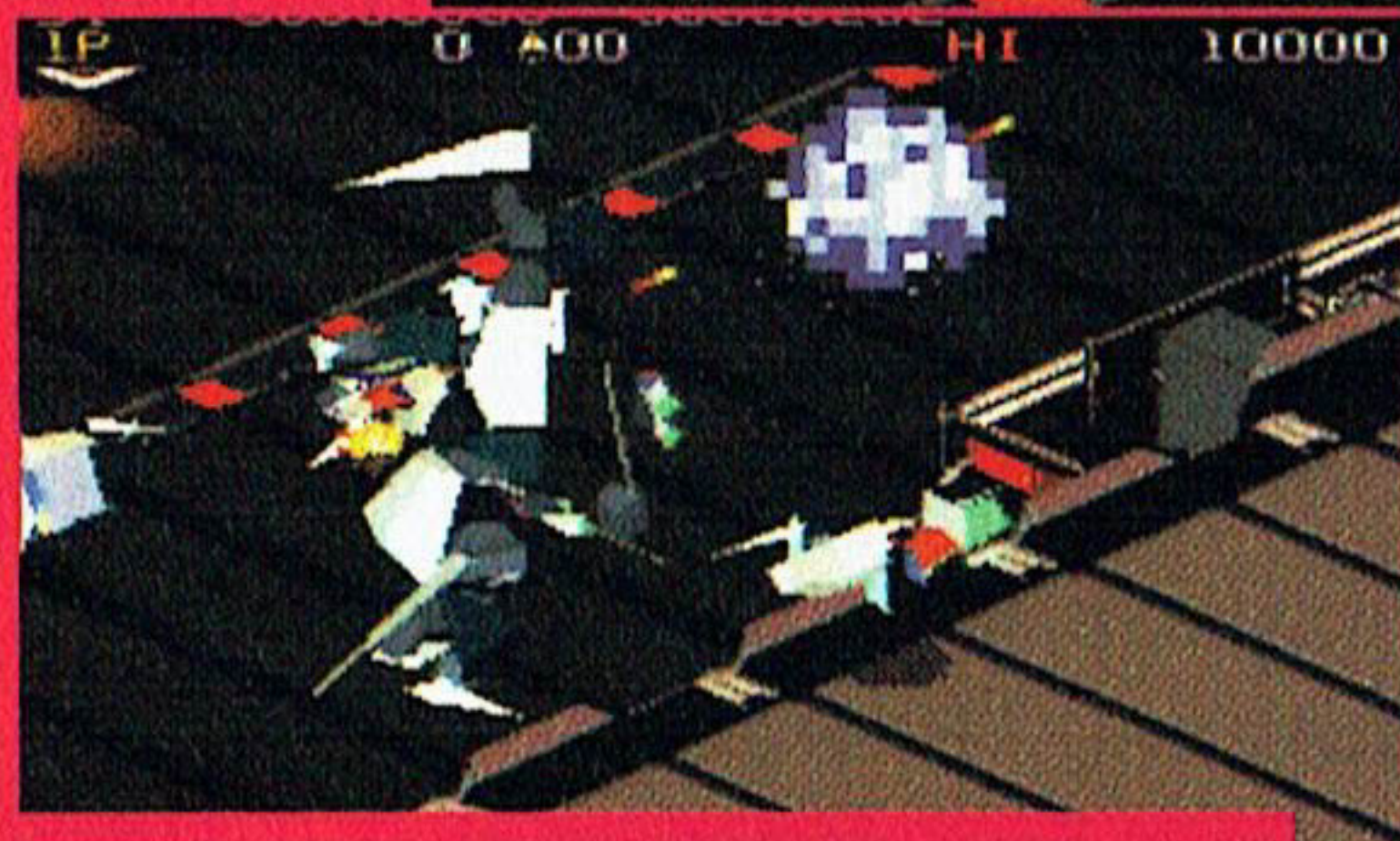
**3** 2X titles are starting to arrive thick and fast and Sega alone is expected to release around 40 this year. *Mother Base* is one that's very early in development and is yet another adventure featuring polygon-based action. Currently only 30% complete, it's a 3D blaster set in space. Taking control of a small spaceship, you must single-handedly destroy the giant alien robot nation determined to take over the planet. There are all the usual power-ups to be found and the most novel feature allows you to climb into the enemy robots and use their weapons to blast everyone else to pieces. There are only two playable levels in the game at the moment, and even they're not complete, so expect an update on this one in a couple of issues.

**Format:** 32X

**Supplier:** Sega



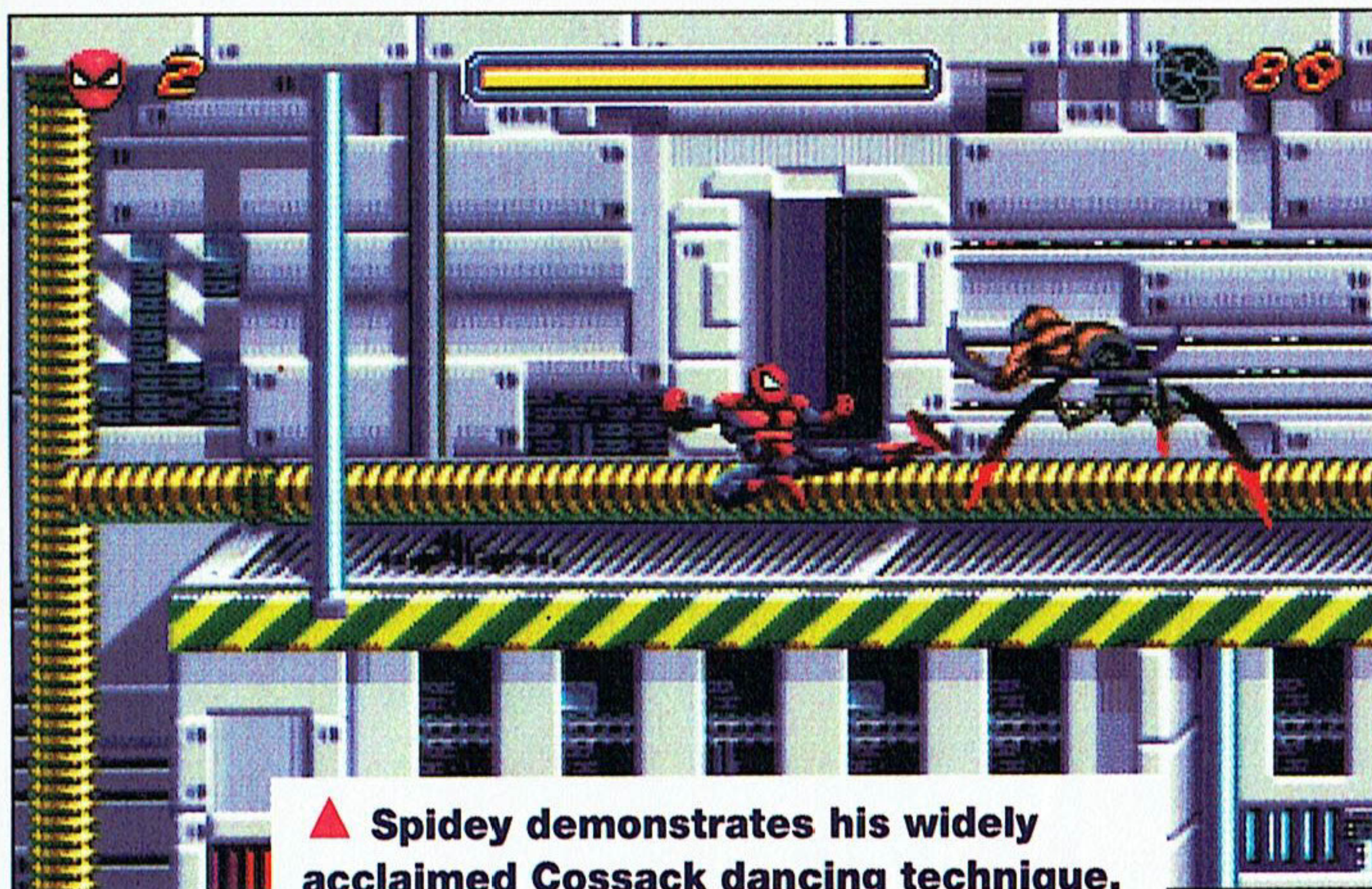
◀ Look at the polygons on that baby! Yes, lots of shiny, metallic bits to admire.



▲ Destroying all that isn't you appears to be the main object.



▲ The word that first comes to mind rhymes with 'hockey puck'.



▲ Spidey demonstrates his widely acclaimed Cossack dancing technique.

## SPIDERMAN 3

**T**here've been so many Spiderman games released recently it's getting quite difficult to distinguish one from the other. However, there's a new Spidey title in development, based on the new Spiderman animated adventures due to be shown on TV later this year. At first glance, it does seem remarkably similar to Acclaim's last Marvel title, *Wolverine*, not to mention Spidey's last adventure with the X-Men. As you would expect, the game focuses on running around industrial-looking



▶ Marvel character spotted in platformer shock!

platform levels, flicking switches and solving obscure puzzles, which, if nothing else, should please fans of this type of game. Unfortunately, though, it does seem as though Acclaim are using the same engine to produce a whole range of comic-to-game spin-offs, so be warned.

**Format:** Mega Drive  
**Supplier:** Acclaim

◀ Anyone else would have taken the lift. He's just a big show-off with a Lycra fetish.

## ASTERIX 2

**M**ost of you will probably have had some encounter with Asterix when you were a kid – his comics sold (and still sell) by the bucket-load. He's even dabbled in Sega games a couple of times in the past, to varying degrees of success. Well, guess what? Yeah, you got it – he's back this April with another 'hilarious' adventure. Joined by sidekick

▶ Let's have a big hand for Asterix's amazing levitation trick.



Obelix, the blundering twosome embark on a quest to retrieve chief Getafix's shield. He, um, lost it, you see. Anyway, the adventure takes them through loads of Roman villages where their lives are repeatedly threatened by large men with big

swords, their only defence being Obelix's pot belly and Asterix's puny fists. As you'd expect from an Asterix game, there's plenty of small puzzles involving lugging boxes around to be solved and there's all the usual banter between the characters included too. Currently going through play-testing procedures, this game will no doubt make it into our reviews section pretty soon, we truly hope.

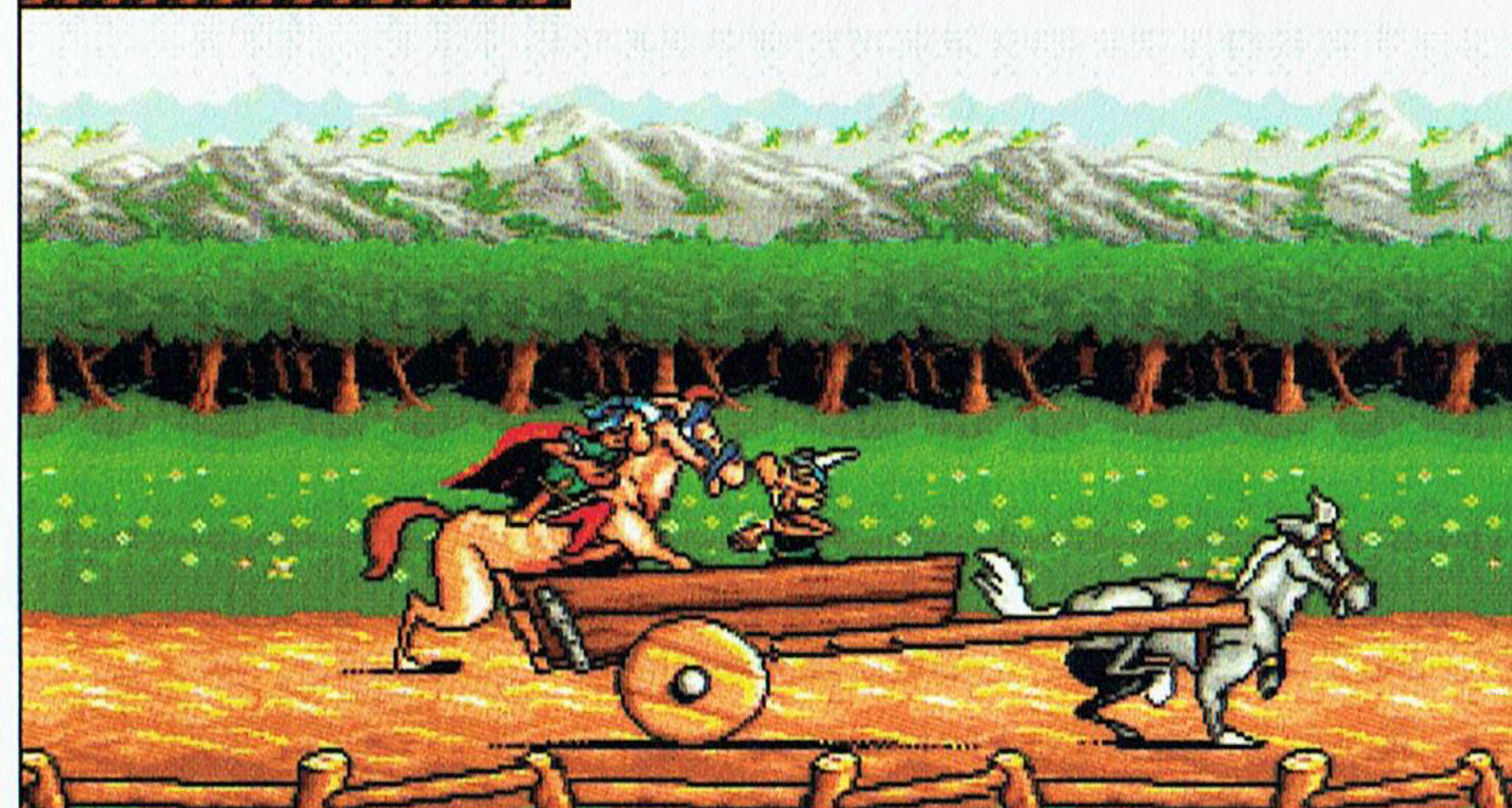
**Format:** Mega Drive  
**Supplier:** Sega



▼ Do not be deceived – this map is not to scale.



▼ With his turbo-charged, overhead cam, V8 cart, Asterix was sure to win.



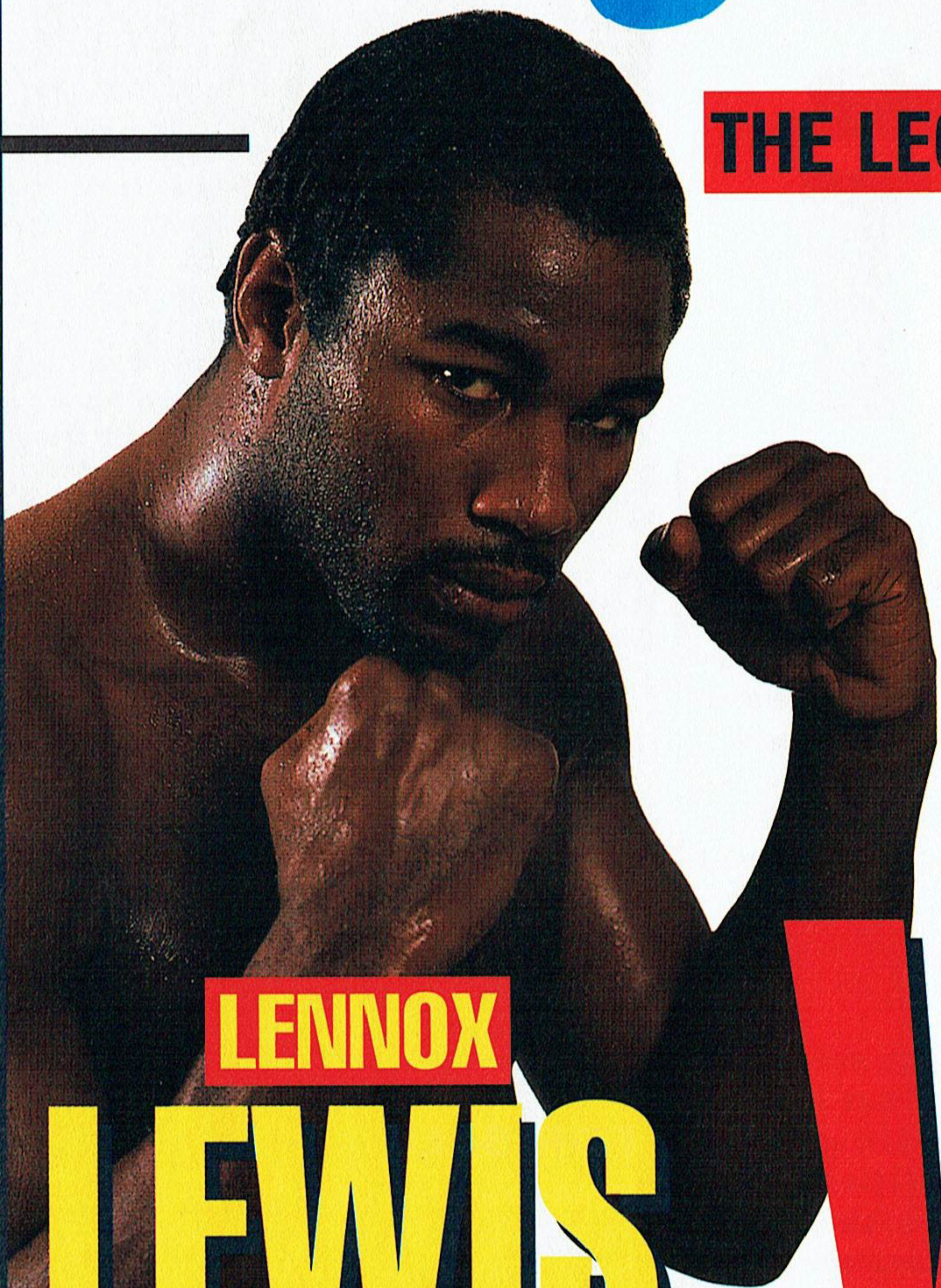


(1 OR 2 PLAYERS)

# FIGHT OF THE CENTURY

# ClayFighter™

THE LEGEND BEGINS



**LENNOX**

# LEWIS

HEIGHT 6' 5", WEIGHT 16ST 7LBS

★ 26 FIGHTS, 25 WINS, 21 K.O.S

**BAD MR**

# FROSTY

K.O.S : 50,000 HE WILL TEAR YOU APART  
**(THE ICE MAN)** ★

**CONTEST FEATURING:** TAFFY, THE BLOB, HELGA (THE OPERA SINGER)  
ELVIS (THE IMPERSONATOR), ICKY BOD CLAY, AND THE LEGENDARY BAD MR. FROSTY.

**MEGA DRIVE™**





# MEGAZONE OUTLET LETTERS



## A picture's worth a thousand words

Dear Megazone,  
I have seven issues of your magazine and I just wanted to say you're doing a great job. One thing: the reviews could be a bit longer – the *Lion King* review in the December issue was a mere 220 words!!! Apart from that, your magazine is tops.

**Alex**  
Rosalie, QLD

*Ah, that'll be our review policy, that will. We aim to explain as much about the game as we can and we figure that pictures, captions, box-outs and panels is a far better way to do this than a long stream of tedious waffle.*

*Although it appears that the *Lion King* review ran to 'only' 220 words, that's just the main text. (Which we keep to a minimum so you – and we – won't get bored.) In fact, there's an awful lot of information in there, it's just presented in a different – and more reader-friendly – way than other mags. Add up all the other bits and the average review runs to around 1000 words.*

*Much of the text is taken from the main review and put into captions. Our captions are 100% pure Aussie beef. They tell you useful things, about the game, rather than hopeless rubbish like 'Boing, boing, boing!'*

*'They' say a picture's worth a thousand words. Well, we reckon a picture with a healthy caption is worth even more. In fact, the *Lion King* review featured a guide to all the game's levels – much more useful than a wedge of boring text that rambles on about bollocks, we think.*

## Get a job (and a life)

Dear Mega Mouth,  
It doesn't make sense to me why the hell the 32X costs twice as much as the Mega Drive II. It's only 16 bits more – they should be the same price! Now it's around \$450 altogether – just for better graphics! I'd like to have a 32X and all but where am I supposed to get that much f\*%ing money?! Is there anything we can do about it?

**Alistair**  
Fulham Gardens, SA

*We kind of think you're missing the point. Although the 32X is 'just' an add-on to the Mega Drive, it speeds it up by a factor of 40, adds a huge palette of 32,000 colours and makes it possible to play games previously only available in the arcades. And though it may seem expensive, it is by far the cheapest way to get into 32-bit gaming, especially if you already have a Mega Drive.*

*As for what to do about it, you could always get yourself a paper round.*

# MEGAZONE OP SHOP

IN THE WORDS OF SOMEONE ELSE:  
**'IF YOU DON'T LIVE  
LIFE ON THE EDGE,  
YOU'RE TAKING UP TOO  
MUCH ROOM!'**

SO WHY NOT SHED THE EXCESS  
BAGGAGE IN THE MEGAZONE OP SHOP?

Yup, if you think Sega stuff sucks, wanna get a life or, even, simply wanna trade some stuff with like-minded gameheads, why not advertise your 'wares' right here?

Simply follow our cut-out-and-keep instructions:

**LIST** your goods and prices clearly and state whether they are 'For Sale', 'To Swap', or 'Wanted To Buy'. If you're trying to get rid of heaps of games don't list them all. Just write out the best ones 'cos it's really tiring typing millions of game titles into the Megazone computer.

**WRITE** your name, address, and telephone number (including your area code) on the same piece of paper. We only print your phone number but need all the details for our stringent verification procedure. Plus, we sell your names to companies that want to sell you useless crap at inflated prices, for a tidy sum, and then we get rich quick. No, we don't do any of that, really. But ads that don't include these details will get nuked. No questions asked.

**INCLUDE** a one-dollar coin securely strapped to your piece of paper and put it in an envelope. No fundage – no ad in print. Simple, huh?

**MAIL** all this to:

**MEGAZONE OP SHOP, PO BOX 746,  
DARLINGHURST, NSW 2010.**

**The small print.** We reserve the right to edit your ad how we like. Megazone takes no responsibility for what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent in your ad – suck eggs. We ripped you off. No, it'll probably be in the next one.

## FOR SALE

**MEGA-CD** and Mega Drive II with Road Avenger, \$370, Tomcat Alley, Ground Zero Texas, Sonic CD, all \$65, Ecco, Silpheed, Batman Returns, Thunderhawk, Sherlock Holmes Vol 2, all \$60, Prince of Persia, \$45.  
**TEL: (051) 551 881**

**MEGA DRIVE II** with three-button control pad and five games. Menacer with batteries and six game cartridge, \$650 ono.  
**TEL: (075) 960 438**

**NINTENDO**, \$60, Mario 3, \$40, Spiderman 2, \$20, plus will throw in Sidewinder, FREE!!! All have boxes and instructions, under one year old, in excellent condition.  
**TEL: (02) 621 5194**

**MEGA DRIVE:** Bubsy, \$40, Wonderboy in Monster World, \$25, Kid Chameleon, Atomic Runner, Altered Beast, all \$40, Ghouls 'n' Ghosts, \$35. Any three for \$100. On Master System: Spy vs Spy, \$20, Champions of



# TO THE POINT

If it's short send it here. If it's long and tedious, it may end up here anyway. Yes, 'To The Point' is where you'll find your briefs.

## Be a sport

I'll get straight to the point. I need your opinion on the best sporting games on the Master System.

**Adam**

We'll be covering sports games in depth in a future issue through out 'Great Big Guide To...' series. In the meantime, check out the 8-bit Mega File that appeared in the September '94 issue of Megazone.

## Mastering Alex

I had a Master System and me and my dad became attached to Alex Kidd that was built into it. Now I've sold it and upgraded to a Mega Drive. I've heard about the Master System converter but the problem is, as Alex Kidd is built into the Master System, I can't get hold of it separately.

**Scott**

Alex Kidd in Miracle World was originally released on cartridge, before it was built into the Master System II. Unfortunately, those days are long gone. Your only hope is to get hold of a second-hand copy. Try putting an ad in the Op Shop - you never know your luck.

## Telling Tails

At school, my friends say Tails is a girl, but I think Tails is a boy. Who is right?

**Michael**

Tails was a boy, last time we looked.

## 32-bit Sonic

Is there going to be a Sonic on the 32X?

**Emily**

Yes. Sonic Chaotix is the name of the game. And it's previewed in Game Spy this ish.

## Mega-CD's mega games

Dear Mega Mouth,

I am writing in regard to Duncan's letter in the December issue of Megazone. First of all I'd like to say, "Get a life, Duncan", and secondly I think his letter is just a pile of trash. He is a pessimistic little twit. He is focusing on all the bad games on the Mega-CD (Lord knows, there's a lot of them) but other consoles have their fair share of crap games with no gameplay. There are some bloody awesome games on the Mega-CD. Check out Sonic CD, Batman Returns, Chuck Rock II, Final Fight, Ground Zero Texas, Lunar: The Silver Star, Thunderhawk, Mortal Kombat CD, Tomcat Alley and Rebel Assault, to name but a few. All these have been or will be released in Australia. These titles have great gameplay and a great amount of glitz, so don't give us this crap about not having any good games worth buying for the Mega-CD.

**Hayden,  
Melbourne, VIC**

Now, now, boys.

# DEW MEGAZONE OP SHOP LETTERS

## Stupid Question Corner

**Drew Barrymore says:**

"Every month the Megazone boys plead that you don't send in lists of boring, mundane questions. Especially not to ask when Mortal Kombat III is due to come out. But do you listen? Um, it seems not. And as a desperate attempt to humiliate and embarrass you to stop this drivel, they're starting Stupid Question Corner. When they get a really dumb letter, they'll print it. Maybe that'll teach you..."

Dear Mega Mouth,

Could you please answer my questions?

1. Will the Atari Jaguar have an Atari Lynx converter?
2. Will there be a Mortal Kombat III on Mega Drive?
3. What is the best game on the Mega Drive?
4. What is the most expensive game in (snip - it gets worse, believe us - Ed).

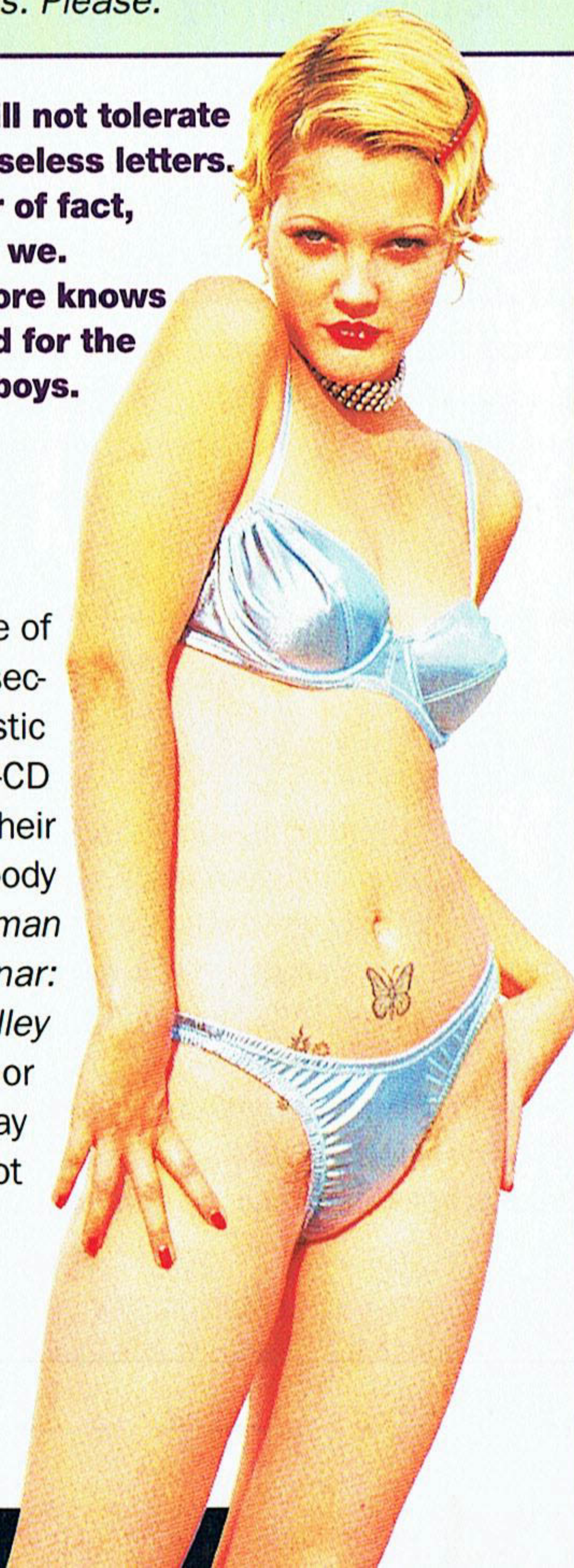
**Luke Turton  
Camden, NSW**

Dear, oh dear. You do lead a sad existence, don't you. But just to humour you...

1. Um, in case you haven't noticed, we're a Sega magazine.
2. Oh, pur-lease! Are you doing this just to make us cross?
3. Columns. Without a doubt.

Let that be a lesson to you, young man. No more cack letters. Please.

► **Drew will not tolerate boring, senseless letters. As a matter of fact, neither will we. Ms Barrymore knows what's good for the Megazone boys.**



Europe, \$25, Pacmania, \$30, Action Fighter, \$15, Secret Command, \$25, Thunder Blade, \$20. Any five for \$100. Gameboy: R-Type, \$20, Gargoyles Quest, \$20, Burgertime Deluxe, \$20, or all three for \$50. Will swap any for Streets of Rage 2 or Road Rash 2 for the MD.

**TEL: (076) 302 438**

**MEGA DRIVE:** Castlevania, \$60, or swap for Landstalker or Jungle Book. **TEL: (071) 221 915**

**MEGA DRIVE II:** three control pads and 12 games, all boxed with instructions. Games: MK, Sonic 1 & 2, Road Rash, Shinobi, Lotus, all three Strikes, and others. Includes past Sega mags and a year sub to Megazone. \$480 the lot ono.

**TEL: (07) 870 0885**

**MASTER SYSTEM II** with control pad and control stick and built-in game. Nintendo system with two control pads and six games, near new Trail Bike helmet, goggles, gloves, NI-Cad battery, charger, the lot, \$400 or swap for MD or M-CD games.

**TEL: (02) 747 2451**

**MASTER SYSTEM II** with one control pad and Alex Kidd, \$50.

**TEL: (050) 211 493**

**ATARI:** River Raid, Kung-Fu Master, Oink, Skate Boardin', all \$5, Pacman, Space Invaders, Skiing, Ghostbusters, \$3. Two-in-one carts: Dungeon Master/Creature Strike, \$6, Star Warrior/Frogger, \$6. Four-in-one: Pitfall/Grand Prix/Laser Blast/Barnstorming, \$8. Two Atari joysticks, one missing three buttons, \$10 for both or \$6 each. Master System converter for Mega Drive, \$40.

**TEL: (043) 621 974**

**MASTER SYSTEM II**, four games including Mickey Mouse: Castle of Illusion and Fantasy Zone. Good cond, \$60.

**TEL: (079) 922 895**

**MEGA DRIVE:** Haunting, F-117 Night Storm, Outrun 2019, Micro Machines, Desert Strike, Columns. All in excellent condition. All for \$230. Sep prices negotiable.

**TEL: (02) 954 1800**

**MASTER SYSTEM:** Rastan, \$15.

**TEL: (07) 851 0398**

**MEGA DRIVE:** Fatal Fury, \$40, Super Monaco GP, \$30, Altered Beast, \$10, Klax, \$5. All for \$70.

**TEL: (02) 807 6387**

**MEGA DRIVE II** with two controls, eight games, \$550.

**TEL: (02) 522 8975**

**MEGA DRIVE:** Columns, \$15, three-button controller, \$30.

**TEL: (08) 370 3053**



**Can't wait for Saturn**

Dear Mega Mouth,

I am considering buying an import Saturn for \$1,300 (including *Virtua Fighters*) but am unsure. Please stop my decline into insanity by answering these questions:

1. Is a date set for the release of the Saturn here?
2. What is the projected cost of the Saturn when released here?
3. Any idea of the software coming out for it?

**Daz****St. Ives, NSW**

*Before you splash out the cash, you should be aware that Sega Ozisoft will not be responsible for servicing imported machines. If anything goes wrong, you're on your own! (Unless the retailer provides its own warranty.) Another thing you should be aware of is that Japanese Saturns work on the NTSC TV system, so they won't work with an Australian PAL TV without modification.*

*Also, in the past, import machines have been infamous for software incompatibility problems. We don't know whether the Saturn incorporates such security measures, but if it does, you may find that you're unable to run locally available games. Be warned!*

*1. Good news. The Saturn is scheduled for a June release in Australia. It was to be September.*

*2. That one's still a bit fuzzy. Sega hasn't made up its mind yet. It could be anything up to \$1000, but will almost certainly be less than \$1300.*

*3. There's heaps in development – see last issue's feature for more details. What's certain is that there will be far more available than there were at the time of the Japanese launch, which is the whole reason the Australian launch has been held back for a while: generally, Aussies aren't prepared to fork out such a large amount of cash for a console that has only one game available. Excepting yourself, that is!*

**Stealing is wrong, kids**

Dear Megazone,

Thank you for your magazine, I enjoy the reviews and cheats, mostly.

The reason for me writing in is I have a bit of a bone to pick with Agatha. In the December '94 issue, I would like to refer you to the first letter on page 52 where even the heading is not encouraging. New Zealander Nathan Gardner gripes about the price of Megazone over there. In her reply, Agatha advises him to get a subscription but, and I quote, "failing that, if you reckon that Megazone is too expensive you could always just steal a copy from the newsagent or supermarket. Just don't get caught, that's all."

Now, come on. Is this the sort of advice that we, supposedly responsible adults, are dishing out to our kids? Children as young as six or seven can read the magazine and I know some who do. I have one son aged 14 and one aged five, both who enjoy the magazine and playing our Sega. As parents, we try and instil our children with some decent morals, to respect others and others' property and we certainly do not need someone that kids look up to telling them to steal, even if you were only joking. Even in jest, small children, especially, take things to heart very quickly.

I would like to see an apology or some sort of retractive statement published in the next issue.

**Irene****Southport, TAS**

*It was a joke. The last thing we'd want is for our readers to steal the magazine rather than buy it – if they did we wouldn't make any money and then all be out of a job. We reckon that our readers will take Agatha's comments in the spirit they were intended and we really don't see that it will lead the youth of our nation astray and into a life of crime.*

*Megazone is not a kids' mag. It is a magazine about Sega video games and our readers' ages range greatly. The average age is 15, but we aim our writing to appeal to gamers of all ages. If we aimed the magazine specifically at five-year-olds, we'd be writing baby talk and adults – such as yourself – wouldn't enjoy the mag.*

*However, for our impressionable younger readers we will be a little careful about what we say. And we'll watch our tongues. A bit.*

...continued

**TO SWAP**

**NINTENDO:** Spiderman – Return of the Sinister Six, only three months old! In good con will swap FOR any good games, must have instructions. Also Megazone October '94 and January '95, \$4.

**TEL: (02) 621 5194**

**MEGA DRIVE:** Bubsy FOR Shining Force, Landstalker, Phantasy Star 4, Shining in the Darkness, Shining Force II, James Pond 3, Fantastic Dizzy, Sonic 3, Tiny Toons Adventures, Pirates of the Darkwater, Puggsy, Sonic Spinball, Mig 21, F-117 or The Lost Vikings.

**TEL: (063) 673 112**

**MEGA DRIVE:** F22 Interceptor, LHX Attack Chopper, 688 Attack Sub, Mig 29 Fighter Pilot (with level codes) and a Quickshot professional three-button control pad (worth \$30). All games have case, cover, and instruction manual and they are completely and utterly brand new, FOR NBA Live 95, or will sell separately or together. Will buy NBA Live 95 for \$70.

**TEL: (07) 395 5051**

**MEGA DRIVE:** 688 Attack Sub, F22 Interceptor, Mig 29 (with codes), LHX Attack Chopper, Double Dragon 3 and a pro Quickshot 3-button control pad all with case, cover, and instruction manuals FOR Boogerman, Desert Strike, Micro Machines 2 and Quackshot.

**TEL: (07) 395 5051**

**MORTAL KOMBAT II** for Ren & Stimpy or Super SF2 or Virtua Racing, SF2 Special Champion Edition FOR Bubsy or Aladdin, Spiderman vs Kingpin FOR Castle of Illusion or Ecco, Skitchin' FOR Lion King or Sonic and Knuckles.

**TEL: (004) 621 424****WANTED TO BUY**

Zoom for the Mega Drive.

**TEL: (044) 434 988**

Landstalker.

**TEL: (002) 983 249****DID YOU KNOW?**

In 1995 (that's this year) a major world military power (that would be Russia) is waging a campaign of total and complete destruction against a teeny-weeny nation for no good reason we can think of. **Also**, just across the way, where Yugoslavia used to be, bunches of blokes are killing, maiming, slaughtering other guys because they go for a different footy team, or something. **And** a bunch of crazed-Cambodian lug-heads are going around offering big bucks to anyone who delivers the head of an Australian on a plate to their 'glorious' leader. **Think** for a tick: do you reckon the perpetrators of these grotesque and unspeakable activities have ever had a go on *Doom* or *Mortal Kombat II*? **No!** We don't think so. And do-gooders worry that we'll turn into an axe-wielding menace-to-society from playing electronic games. Um, thanks for the tip, guys. Like, spot on!

**SO WHADDYA RECKON? HUH?****Mega-Mouth, Megazone, PO Box 746, Darlinghurst 2010**PS: Don't ask when *MKIII* is coming out. Or we'll...



A COUNTDOWN SPECIAL ISSUE

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# Slam City with Scottie Pippen

**Sexier than Melrose and Models Inc combined, the Pipster delivers the goods, reckons Ed Larossa.**

**D**igital Pictures has joined forces with that basketball player that earns more money while sitting on the toilet than you'll earn in a lifetime – Scottie Pippen – to bring you one of this year's most impressive basketball sims.

Made up entirely of FMV, *Slam City* is a non-stop, one-on-one basketball simulator. There's no cutesy little cartoons, power-ups or fancy slamming gimmicks, this is full-on, in-your-face basketball action. Presented in a first-person perspective, the object of the game is for you to go up against five 'ball players, one-on-one on a half court. The winner is the first who can get to the number of points specified in the options screen. As you play, you earn the respect of the other players and if your respectability points get big enough (oh, around a billion points to be exact), you earn yourself the right to challenge the Scottmeister himself. Lose a point or make a stupid move and watch your respect points eat dirt.

As far as gameplay goes, *Slam City* is an excellent sports sim with some interesting touches thrown in. You get heckled and ridiculed when you miss a dunk and you even lose your girl to the winner – woo hoo! The controls themselves are fantastic and very realistic. You are in full control of your character at all times. Like the real thing, you have to watch your opponents carefully for your chance to make a break,

and the controls respond accordingly. Drive to the hoop and it's up to you whether to slam or lay up.

Both sonically and graphically, *Slam City* is a showcase of the potential of the Mega-CD. From the opening rap, which is performed by Scottie himself, a funky beat keeps with the action and sets the mood perfectly. Stacks of speech, grunts, squeaks, slams and bounces – you name it, it's in here. Boasting over two-and-a-half hours of full-motion video over four CDs, you'd expect a lot of disc swapping and heaps of slow-down, but actually, as each disc contains a separate opponent, the swaps happen between games. Thanks to Digital Pictures' DigiChrome and Insta Switch technology, accessing time during a game is minimal and in no way interferes with its normal flow.

The Mega-CD has never really become the awesome gaming machine that Sega hoped it would be. Up until very recently, there really haven't been any games to take advantage of the CD's storage capacity. Hopefully, games such as *Slam City* will resurrect this potentially heinous piece of hardware. **M**

## VITAL STATISTICS

**FORMAT:** Mega-CD

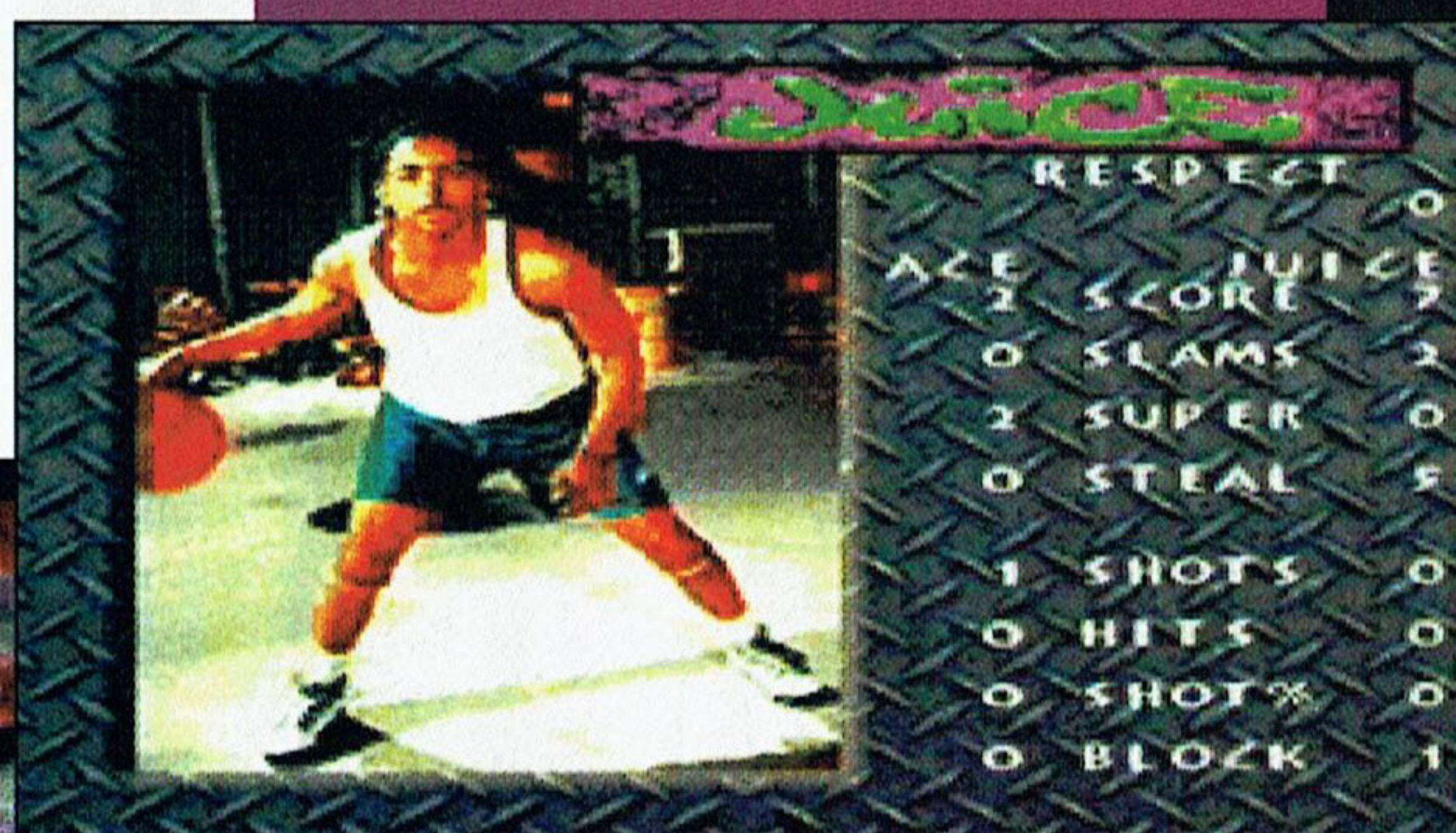
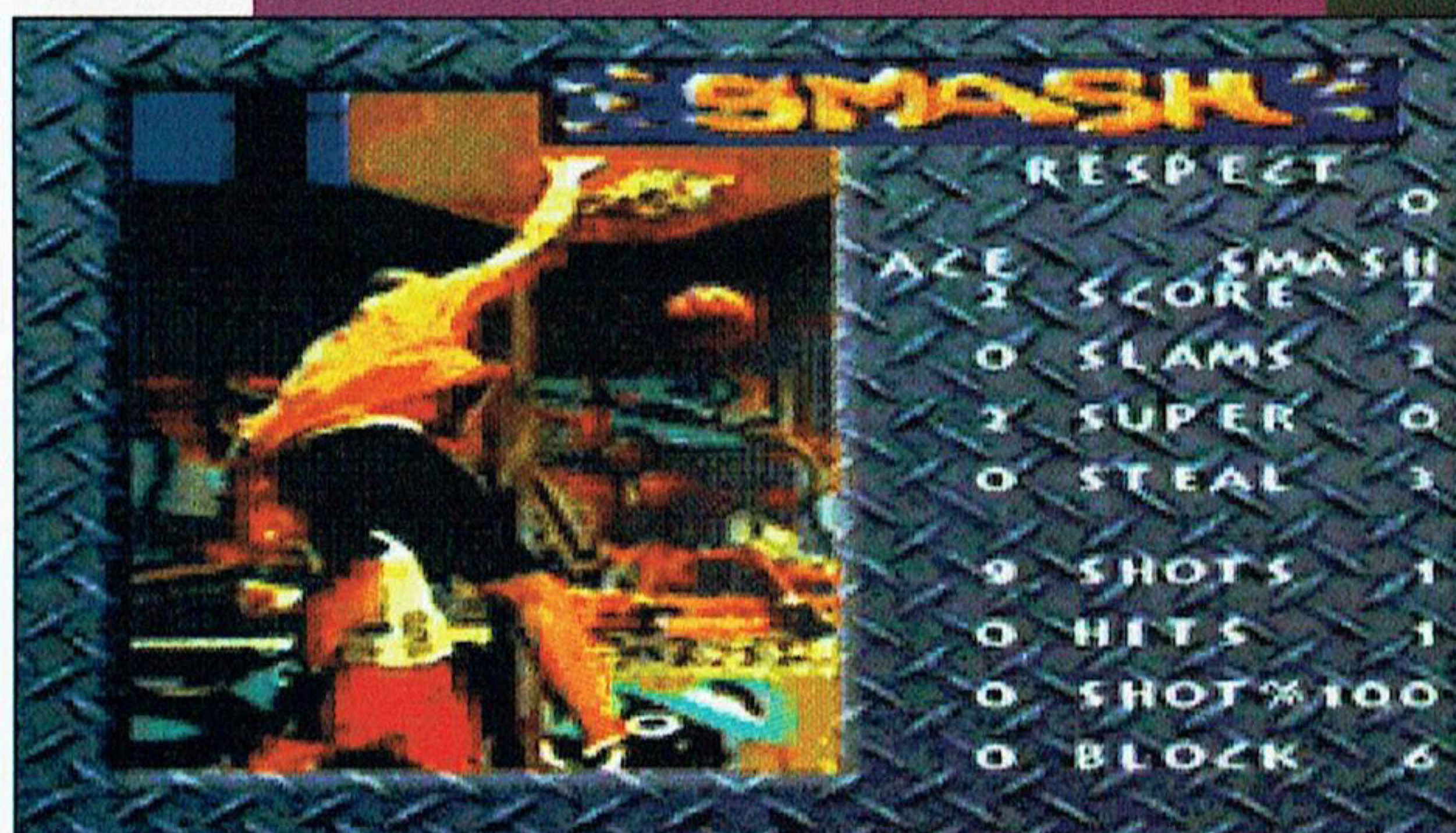
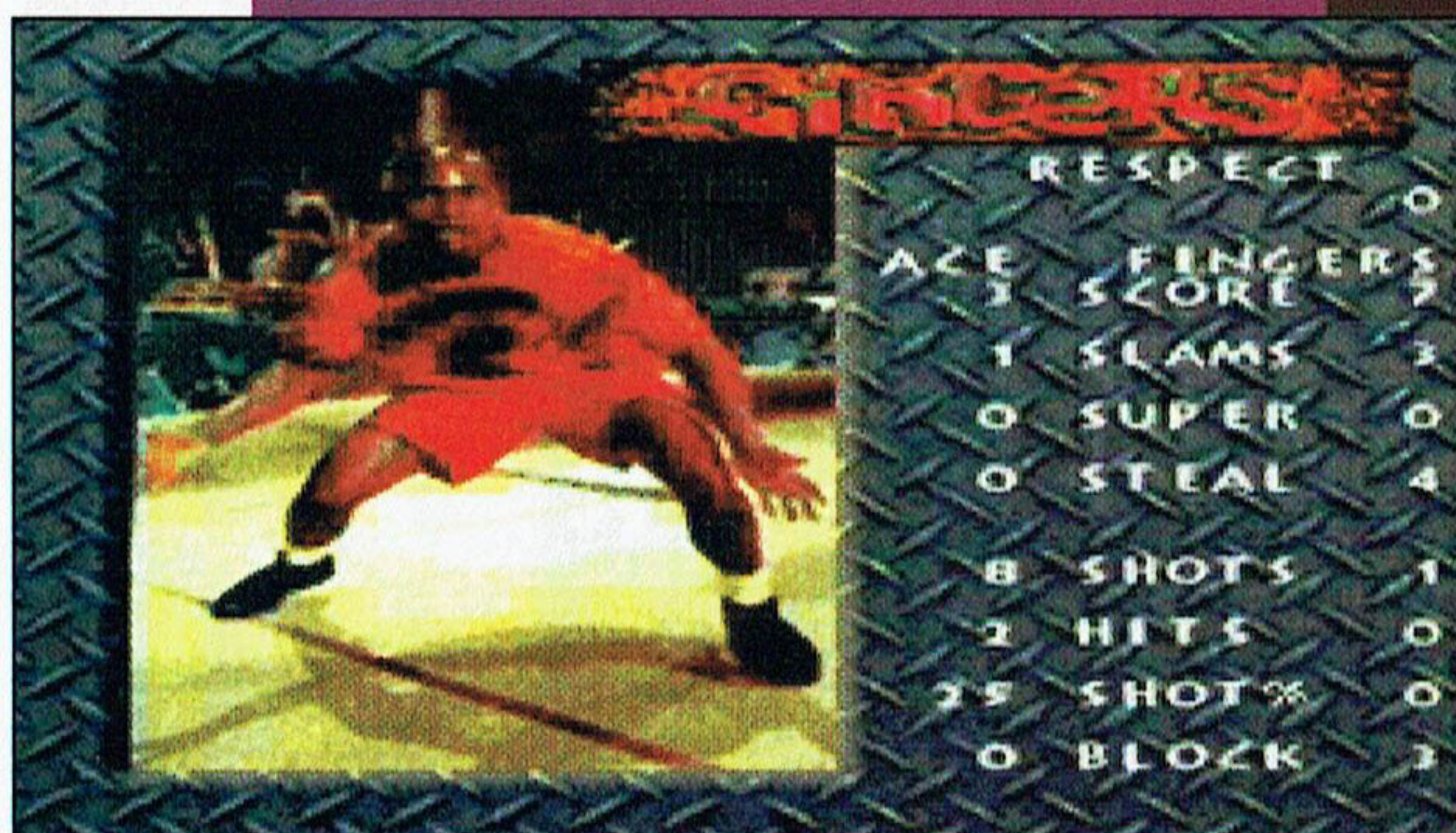
**TYPE:** Sports

**SUPPLIER:** Sega

**PRICE:** tba

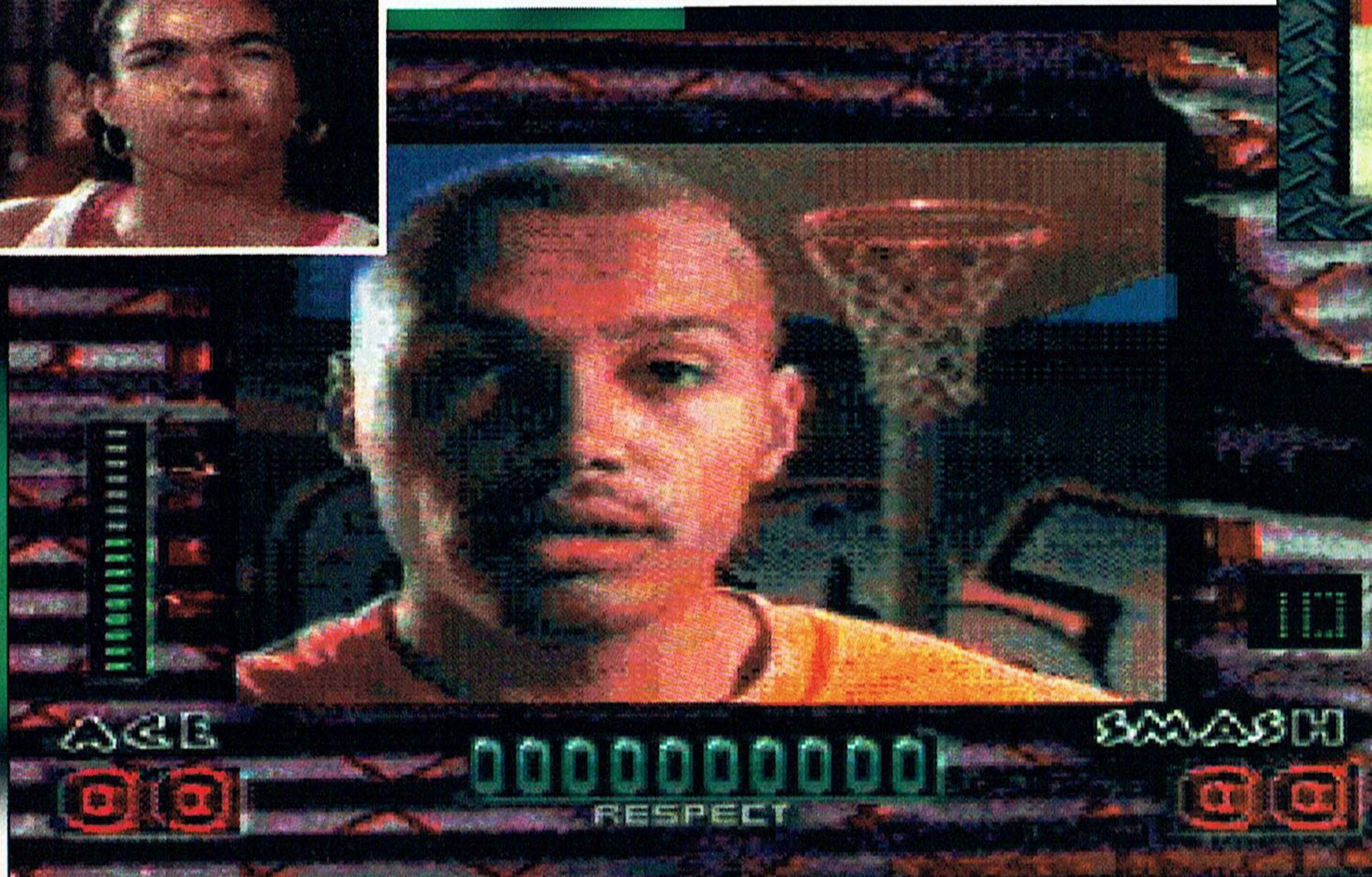
**SIZE:** CD

**PLAYERS:** One

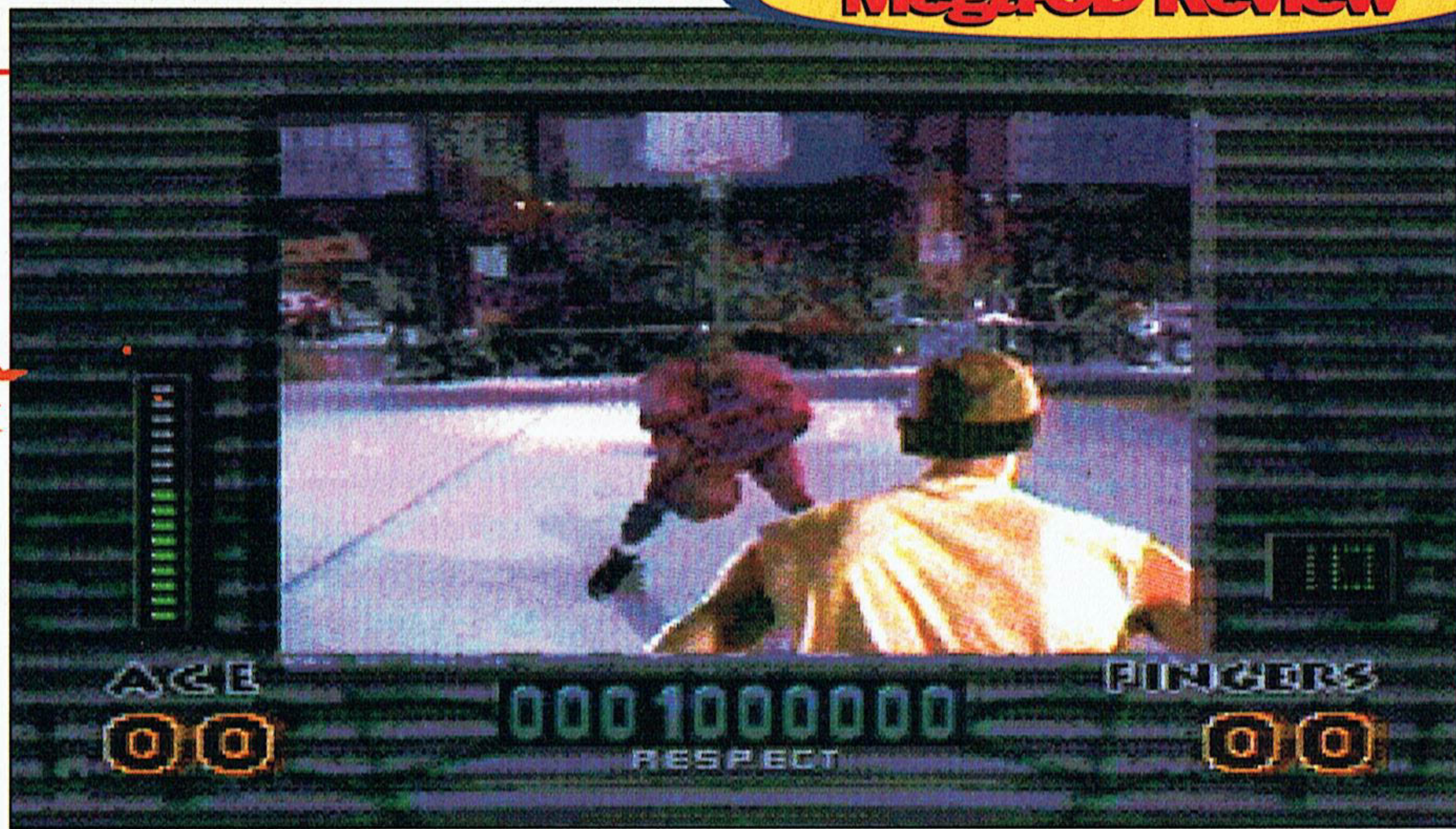


▲ You must challenge a variety of players to boost your respect points. Your opponents range in different skills and abilities, but all guarantee one hell of a challenge. Even a foxy basketball babe (not shown).

◀ *Slam City* is also filled with great sounds and effects. Containing a host of taunts and trash talk, this game becomes extremely believable, as well as funny. Get dunked on and your opponent usually gives you a reminder of how good his abilities are. Bloody show off.







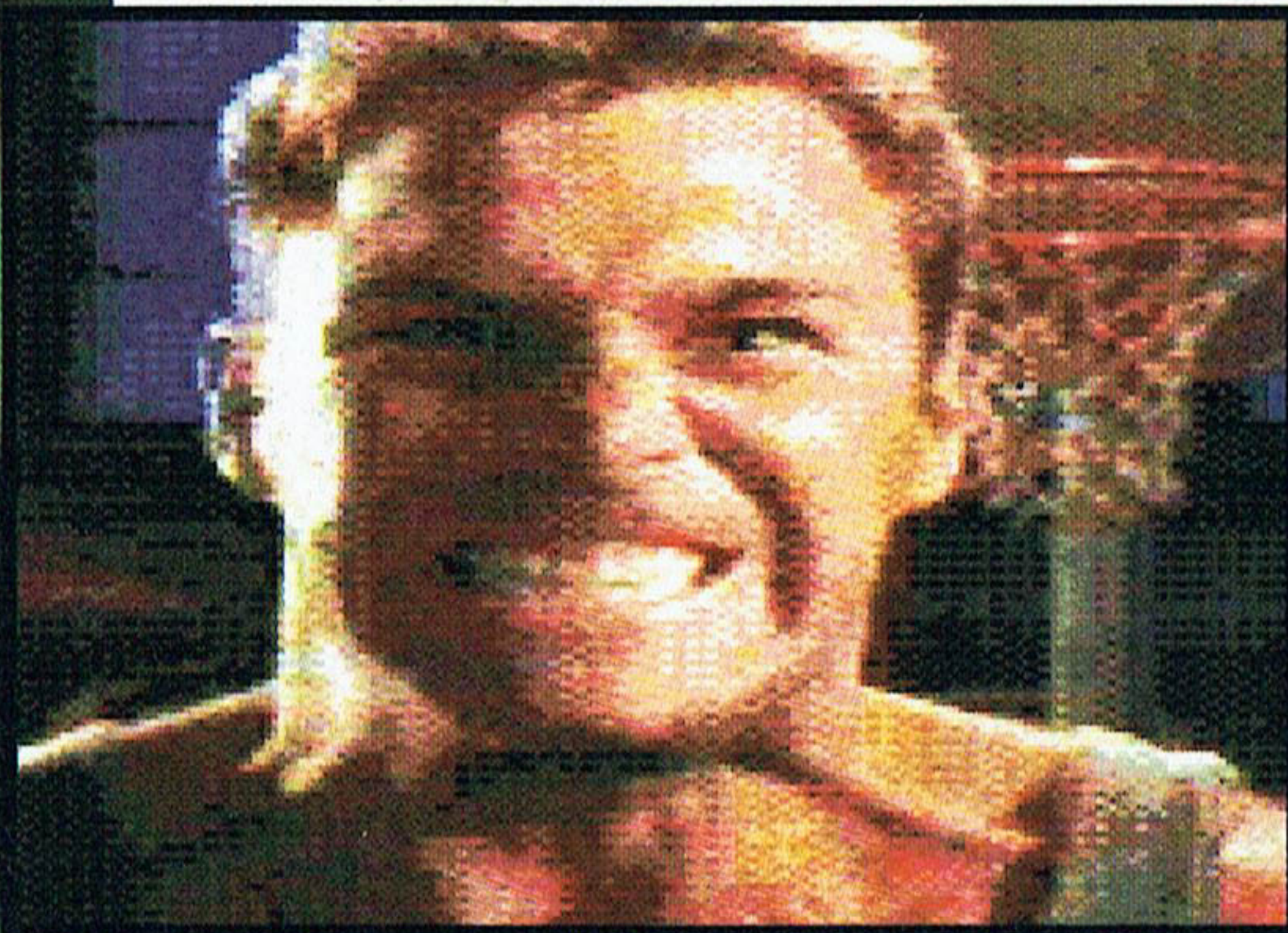
▲ Playing defence is often guesswork. You have the ability to strip and steal the ball, and you must basically choose between moving to the right or to the left. Guess the wrong way and it's dunk time. The defence system is rather weak and makes the game oversimplified. It is a shame that the programmers couldn't have improved this aspect of the game as it really weakens the gameplay. A game should be won with both skill and luck, not solely the latter.



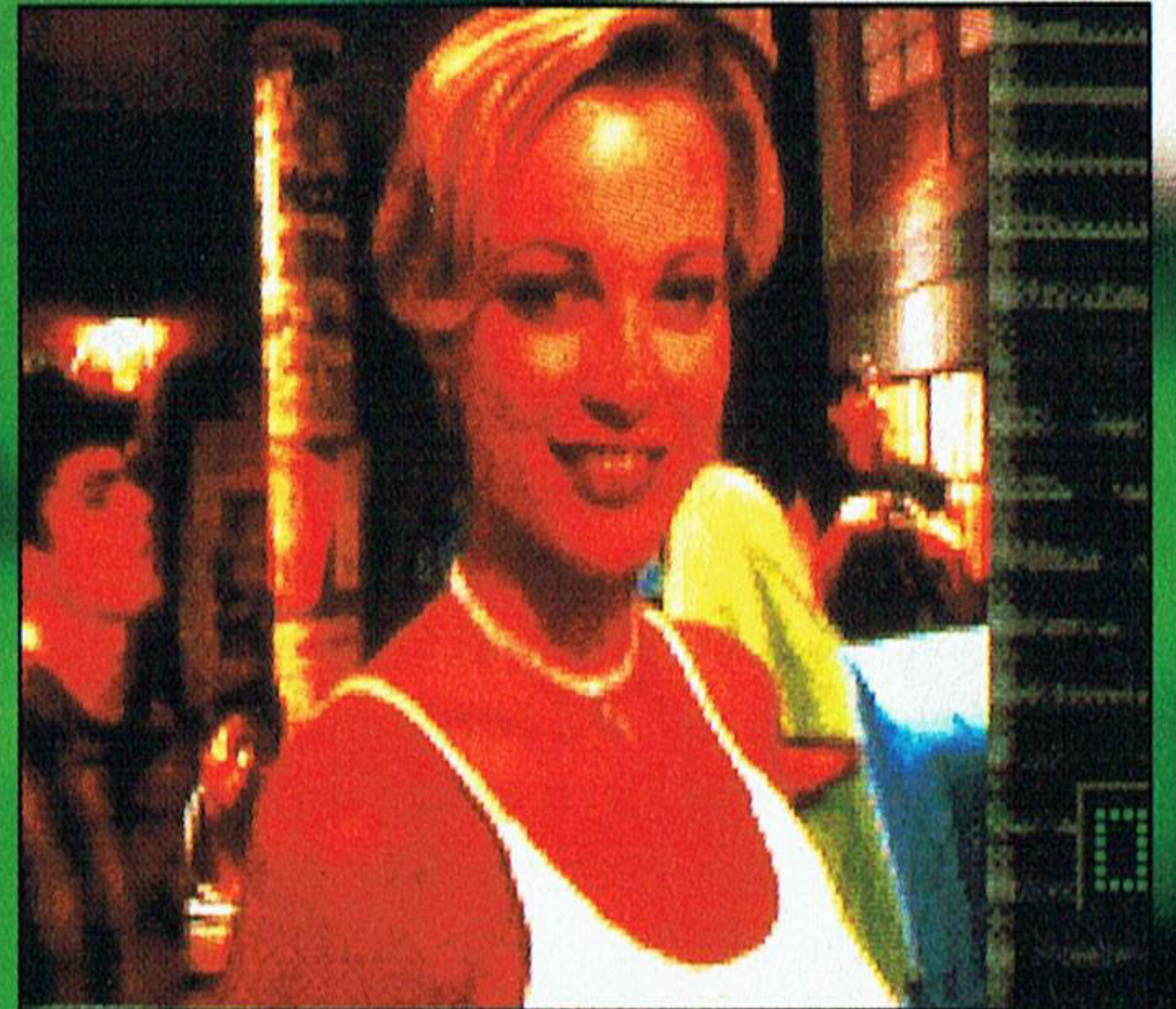
▲ Lose the game and lose the girl. Rough, isn't it? These cut-out scenes are also full-motion videos and built-in providing a story that links your basketball games together. These scenes provide a great urban atmosphere and makes the game more believable. Still, losing your chick is just a little too harsh for us.



▲ Unfortunately, getting rejected is just an all too common scene. *Slam City* is a very tough game and scoring is, at times, impossible. Every opponent is very challenging and guarantees you a hard-fought match. This game is very hard and will no doubt frustrate many gamers. It is very doubtful you'll meet Scottie without putting in hours of gaming.



◀◀ *Slam City* contains some of the smoothest full-motion video to ever grace your Mega-CD. Unlike past FMV efforts, *Slam City's* graphics are both smooth and very clear. The characters are well designed and the cut-away screens are extremely well constructed. The graphics alone make this game worth a look.



▲ For those of you who are paying attention, yes, we did run this shot in issue #48. But why the hell not, eh? Dribble on team!

## second opinion

What's going on here? *Slam City* is nothing but a series of randomly generated full-motion video movies, strung together to half-heartedly resemble a game. It's too hard, too boring and too repetitive. More like *Shite City*.  VIRODE

## Word

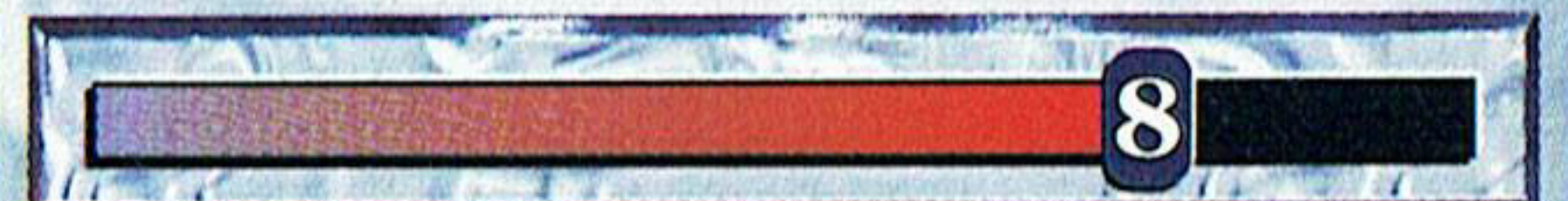
### GRAPHICS

Using some groovy new technology called DigiChrome, this game offers superb full-motion video. Excellent.



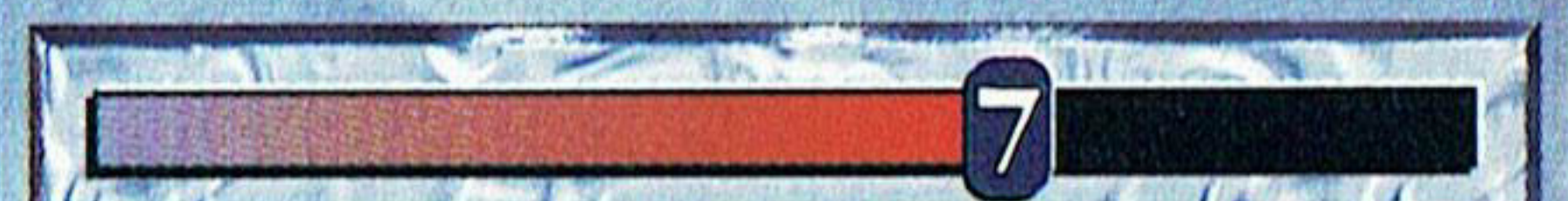
### SONICS

The sound fx are groovy. Brilliant digitised speech and a funky soundtrack set the mood perfectly.



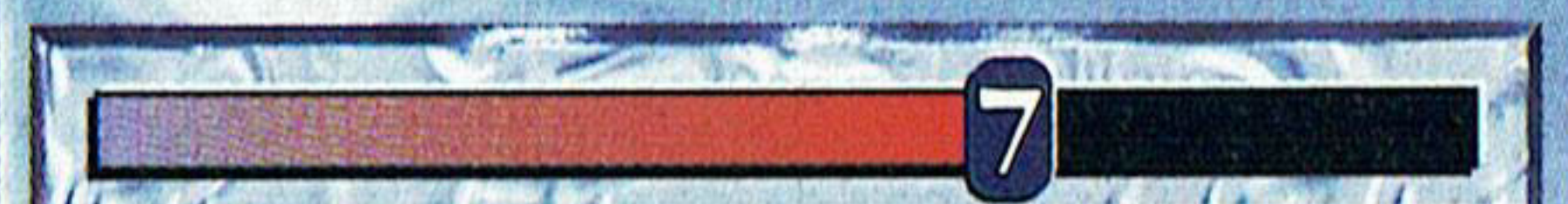
### PLAYABILITY

Basketball know-how is a definite plus, 'cos given the difficulty, most gamers will be into overtime on this one.



### STAYING POWER

Two-and-a-half hours worth of FMV means that you've got at least, well, two-and-a-half hours of gameplay.



### OVERALL

Great for followers of the game and newcomers alike. The controls are good, but we still must ask, 'Why are games like this so damned hard to play?'

**84**  
PER CENT



# Soleil

Finally proving to be the weirdo we always thought he was, **Virode Intarnasan** gets hot over an RPG.

**W**elcome to the land of Soleil, a vast world that houses puzzles, quests and some of the goofiest looking creatures you will probably ever encounter. You control the actions of a 14-year-old boy who must complete eight quests in order to rid his land of darkness and evil.

*Soleil* contains some of the nicest graphics ever seen in an RPG. Your character is superbly animated and moves

around the screen with beautiful pace and precision. The surroundings, too, are all detailed and vary greatly from area to area: snow-capped mountains, desert plains, dense jungles and even an unstable volcano. This effect works in giving the game enormous scope and variety. This added with its wonderful graphical effects (like the footprints you leave behind you and the addition of animal companions) makes *Soleil* a breath of fresh air for role-

playing lovers everywhere.

The only criticism with *Soleil* is the fact that the game is obviously geared toward a younger target audience than traditional role-playing games such as *Landstalker*. The game is, unfortunately, quite easy and its puzzles should pose no threat to anyone with adequate intelligence. *Soleil*, however, serves as a perfect introduction to those new to the world of RPG. **M**

## VITAL STATISTICS

**FORMAT:** Mega Drive

**TYPE:** RPG

**SUPPLIER:** Sega

**PRICE:** \$69.95

**SIZE:** 16 megabits

**PLAYERS:** One



▲ Making your quest dangerous are a host of goofy-looking animals that just look to darn cute too be considered deadly. These creatures include birds, egg-throwing lizards, giant ice-hurling octopuses and flame dragons. As with all role-playing games, these creatures carry coins and health bonuses that assist you in attaining new weapons and higher levels.



▲ Your first quest is to rescue a poor old woman from this canyon. You'll have to fight off lizard creatures and flying birds as you climb the cliffs. Create a waterfall and then you'll be able to slide to the old lady's home.

## second opinion

The best thing about games like this with ultra-cutie characters is that you can slice them to pieces with your sword. Playable RPG with months of gaming ahead, but it's a bit too nauseating. **75%** **ADAM**



When you get the 'throw sword' option your character becomes all but invincible and you can really breeze through the first half of the game. In these early stages, the player is mostly challenged by puzzles and traps - combat is merely a source of money and health. It is only in the latter stages of the game that combat is more important and you must fight harder creatures and tough end-of-level bosses.



**THIS IS YOUR LIFE**  
**Y**ou start off in the village of Soleil as a 14-year-old boy who has been instructed to join the fight against the evil forces that threaten your land. Inheriting your father's sword, you set off on a perilous adventure that will have you defeating the dark forces of each of the country's eight major zones. But

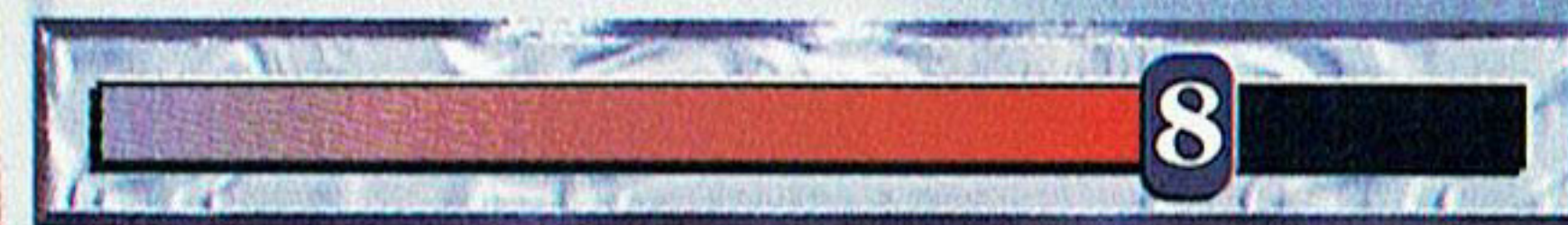


before that, you have to test your mettle at the Lafresia training grounds. Here, you'll face all kinds of puzzles and tricks that will surely test your stamina and puzzle-solving abilities. You will also gain many skills here such as the vital ability to throw your sword.

## Edward

### GRAPHICS

The cartoony-style graphics are clear and well animated and suit the game perfectly.



### SONICS

This game is filled with cute tunes that unfortunately get on your nerves. Highly spewsome.



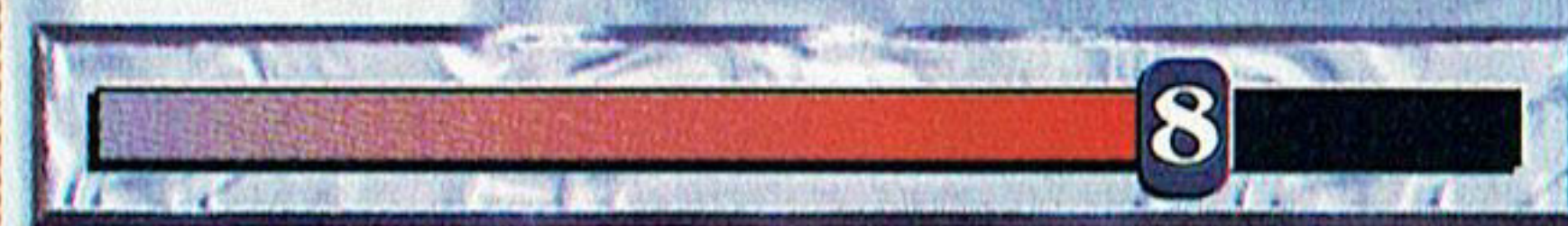
### PLAYABILITY

A joy to control and the game's story unfolds itself beautifully. Excellent.



### STAYING POWER

With puzzles, a huge cast of characters and an extremely large play area this epic quest guarantees months of gaming.



### OVERALL

A great role-playing experience that will no doubt spawn a trillion sequels.

**80**  
PER CENT





# Warlock

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Platformer  
**SUPPLIER:** Acclaim  
**PRICE:** tba  
**SIZE:** 8 megabits  
**PLAYERS:** One

◀ Here's the guy who is making all the fuss. Mr. I.M.A. Warlock himself. Mean-looking, isn't he? Don't worry though, he's a big wuss, when push comes to shove.

## second opinion

At first, I thought Mark was being just a little harsh on *Warlock* - it doesn't look that bad. But then I played it. It's just sooooo boring. This is mediocre, at best.  ADAM

53%

◀ To make things slightly harder for you, the Warlock has a habit of popping up and turning mild-mannered men into murderous zombies and docile dogs into cranky hellhounds. You'll need to shoot the zombies three times before they finally die. Send the dogs to canine hell with a single shot.

**Searching for a spell, Mark Sariban wonders how to turn a dull platformer into something interesting.**

The ancient Warlock is apparently not a very nice guy. In fact, Druid guardians plan on summoning the magic of six sacred runestones, which are scattered throughout time and across the continents, just to prevent his rebirth. You, the sucker who is going to play this cart, must find all six runestones and do it before the Warlock does...

*Warlock* is a big disappointment. We really didn't find any redeeming features to speak of. Sure, the graphics are great but hasn't anyone ever told the developers of these games that playability comes first, with good graphics the icing on the cake? Gameplay is atrocious - basically you walk along left-to-right-scrolling platforms shooting the zombies and assorted creatures who are marching slowly towards you... not our idea of fun. Even with the password option, staying alive is incredibly tedious, with little incentive to continue trudging along. Sticking with this game for more than five minutes is a mental health hazard. Give it a big miss. M



### LIKE A RUNESTONE COWBOY

▲ Here's the first of the six runestones, sitting in a glass case at the end of the very easy first stage. Shoot the glass out to pick it up and end your misery.

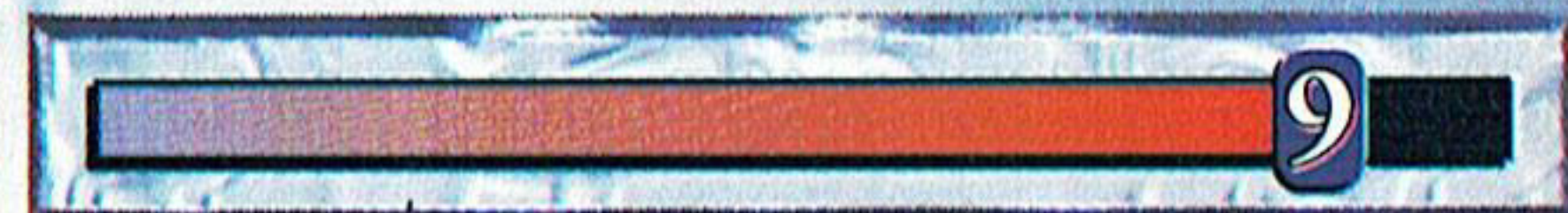


◀ The entrance to the main section of the second stage is hidden underneath a waterfall near the starting point. Watch out for the giant spider guarding the entrance, just the first of many in possibly the most tedious of all the stages.

## Word

### GRAPHICS

Great backgrounds and excellent imagery.



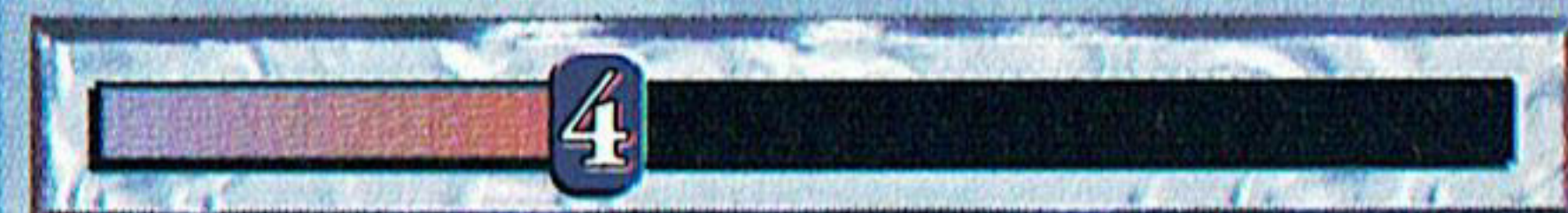
### SONICS

Truly miserable music and dud effects.



### PLAYABILITY

Slow, tedious, boring etc.



### STAYING POWER

Roughly equivalent to that of a snowflake in Darwin, in January.



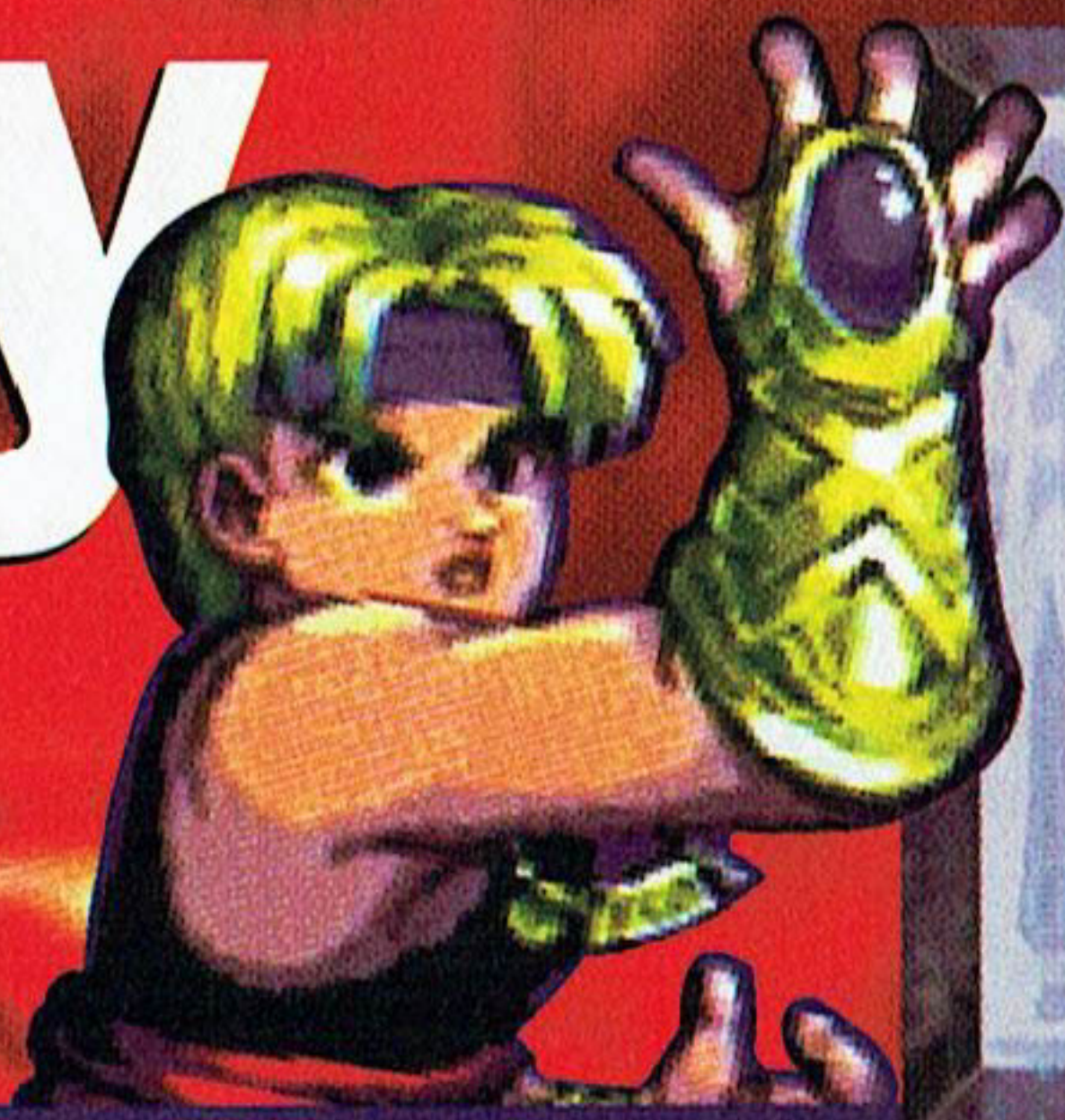
### OVERALL

Quick. Somebody give that Warlock dude a few bucks to piss off.

**40**  
PER CENT



# The Story of Thor



## VITAL STATISTICS

**FORMAT:** Mega Drive

**TYPE:** RPG

**SUPPLIER:** Sega

**PRICE:** \$99.95

**SIZE:** 24 megabits

**PLAYERS:** One

**He ended up with a *thor* head and a *thor* thumb, but for Virode Imtarnasan, pain was pleasure.**

**W**ith *Landstalker*, *Soleil*, *Shining Force 2* and the *Phantasy Star* series already on the market, the Mega Drive's role-playing scene is highly competitive. And now, with lots of fanfare and commotion, comes a game destined to join the illustrious Role Play Hall of Fame. Yes, *The Story of Thor* has arrived to challenge for the role-playing crown. Just hope that crown is the right fit.

The first thing you notice when playing *The Story of Thor* is its glorious graphics and animation. Containing some of the largest sprites yet seen on any Mega Drive game, *The Story of Thor* just oozes class and character. These great graphics alone simply draw you to the game, making it pretty highly accessible and rewarding. Complementing these great visuals are some of the most luscious sounds ever created. From sweeping orchestral pieces to the moody dark dungeon noises, *The Story of Thor's* sonics adds atmosphere to an already tense game. Playing this game is akin to participating in an interactive cartoon. Absolutely stunning.

Great graphics and sounds alone don't make a classic game and so its great to report that this contains the striking and absorbing gameplay last seen in classics like *Soleil* and *Landstalker*. The game's

story unfolds itself at just the right pace and the game design is vivid and clear. Also, the combat system is arcade-like, making it very simple and accessible. The simplicity breaks all the role-playing boundaries and allows those unfamiliar with the genre to experience the wonders of role-playing adventures.

*The Story of Thor* blends perfectly the appeal of role-playing games with pure solid arcade action. Visually and sonically, this game has no peers in the role-playing genre and is set to become a gaming sensation. R.I.P. *Landstalker*, here comes the new owner of the role-playing crown. **M**

## second opinion

**R**ole-playing games, eh? You either love 'em or hate 'em. And while pretending you're Zog The Barbarian with an extraordinarily large chopper may do it for some, others have a life. But computer games change that. Arcade action beats fiddling around with 20-sided dice any day, especially when you have large sprites, lots of violence and a huge game world that will take months to explore. **ADAM**

82%



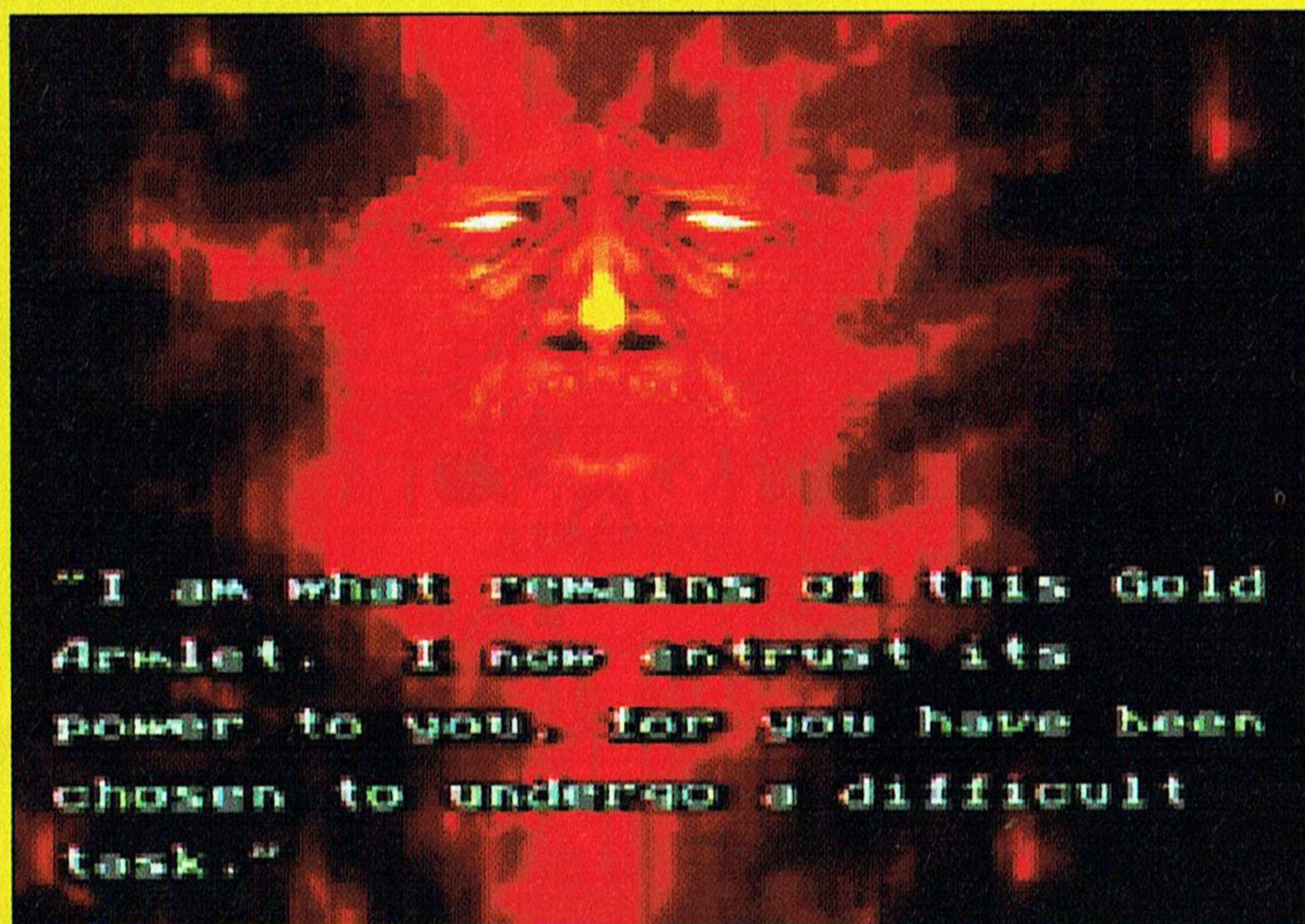
▲ Learn to use your special magical powers to cast spells that help solve puzzles and kill enemies. Here, Ali uses a shadow spell that allows him to pick up distant objects.



▲ Offensive spells are also available allowing you to inflict major damage to your opponents. These spells have varying effects, so its best to experiment with them. Don't rely on them until you have tried them out.

## THE TALE OF THOR

**Y**ou play the part of Ali, an Arabian adventurer entrusted with the power of the mysterious Golden Armlet. It seems that a dark evil force has engulfed your homeworld of Poseidonia filling it with the most fantastic of beasts and deadliest of creatures.



"I am what remains of this Gold Armlet. I now entrust its power to you, for you have been chosen to undergo a difficult task."

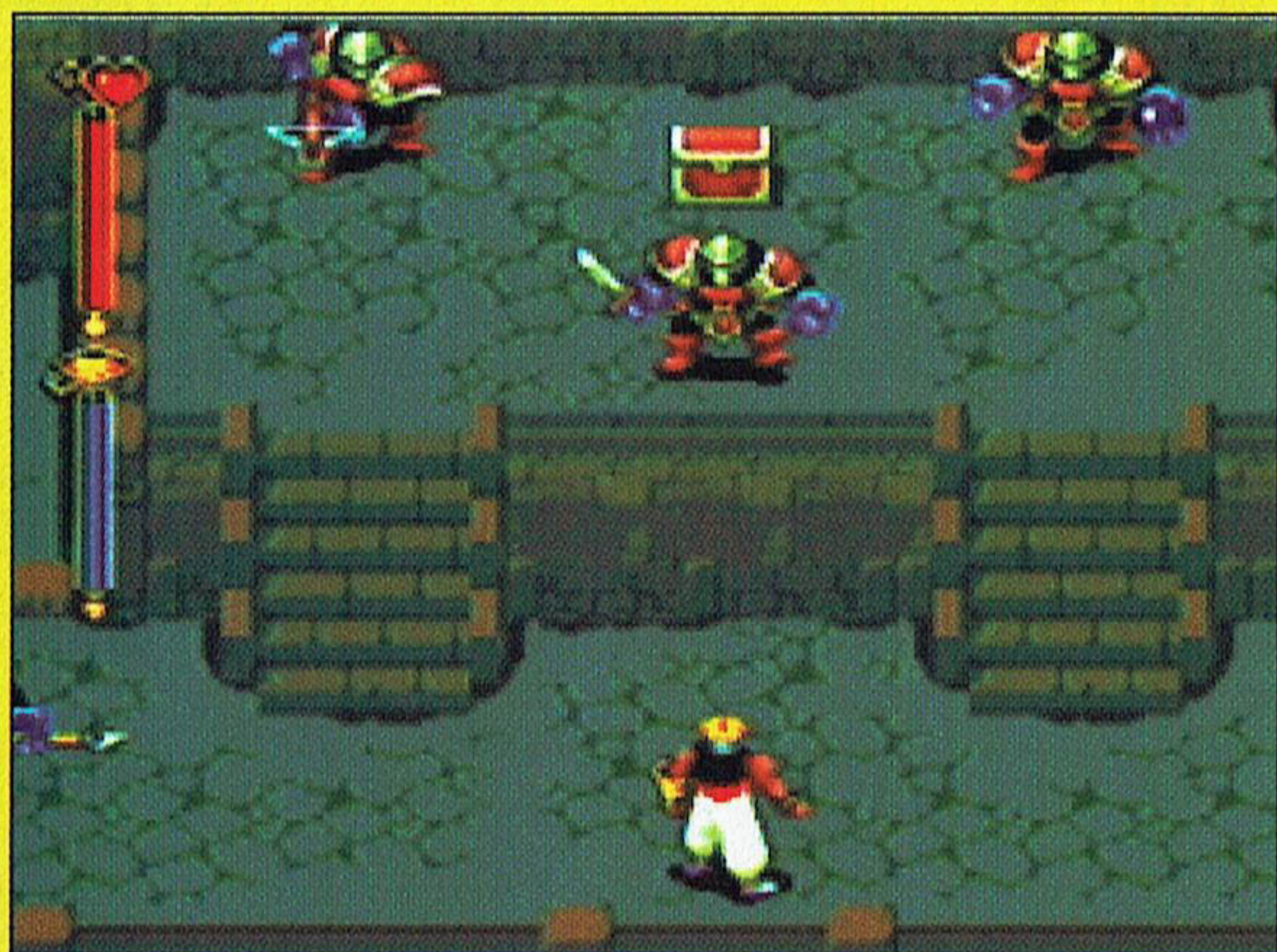


Legend, however, tells of two armlets that, when joined together, have the power to rid the world of all its evil and create everlasting peace. Set in a medieval world, it is your quest to battle against almost hopeless odds in an attempt to find the lost armlets. Oh, and just remember, you are mankind's last hope so you had better not bloody well stuff up.

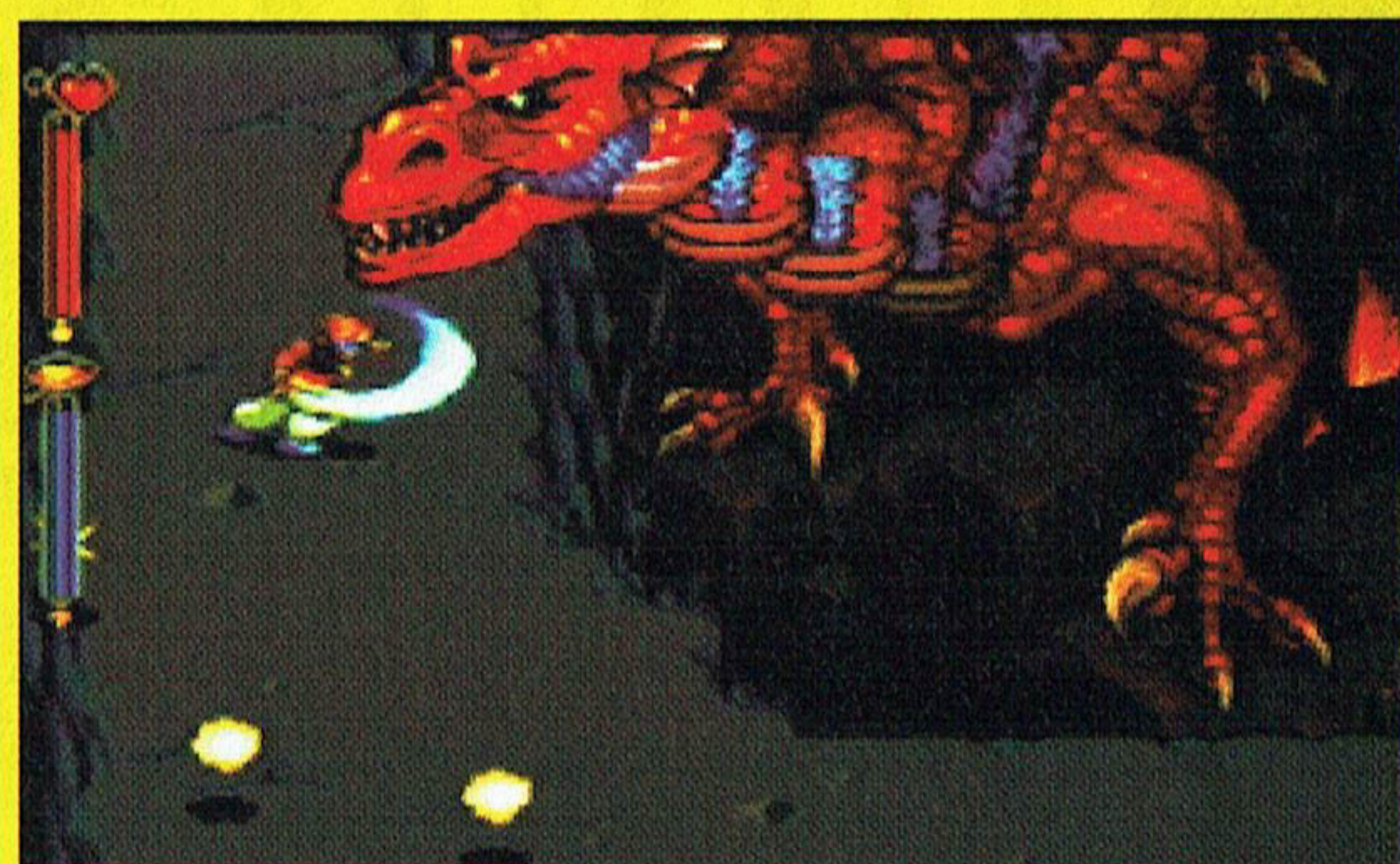


LOOKS AND SOUNDS SUPREME

One of the most striking features of this game are its awesome graphics and sounds. Your character, Ali, is drawn in over 500 graphic patterns, resulting in silky smooth movements and amazingly lifelike animation. Every character in the



game is depicted by huge sprites which makes the game look just like one large cartoon. Everything, from the lengthy cut away screens to the backdrops themselves, are all very well drawn and offer great distinction and character. Sonically, *The Story of Thor* also excels with an amazing score by Japanese wiz composer Yuzo Koshiro. With its savvy graphics and sounds, *The Story of Thor* is simply a role-playing sensation that will no doubt rack up countless accolades that it so surely deserves.



▲ Ali can pick up a host of items on his adventures that he can save and use at later dates. Here, Ali throws a bomb on a switch that opens the locked door. Many of the items you pick up are used in solving puzzles, so always experiment with the effects of items on different objects.

DANGEROUS SWORDPLAY

Like all role-playing games, combat plays an integral part in your travels. Unlike its competitors however, the combat in *The Story of Thor* is more arcade-oriented, which provides a quicker and much faster paced game. Although this might upset pure role-playing enthusiasts, Thor's combat system works remarkably well and gives it a much larger range of appeal. Fighting is just so amazingly simple and, with its ultra-smooth animation, becomes an absolute joy to watch. You start your quest armed



with only a measly dagger but this can quickly be upgraded to a large sabre and even a crossbow for distance attacks. Special attacks can also be learnt with each new weapon allowing you to perform a combination of attacks that inflicts heftier damage.

Also, protecting you on your journey are spell-casting spirits that you can summon to help you in the midst of battle. These powers, as well as the amount of damage your weapons inflict, all increase with each piece of armet found. A handy thing considering the size of some of the latter creatures.



◀ During combat you can summon an Elemental to help you fight your way out of trouble. These Elementals take the form of hurricanes, water spouts or, in this case, a huge fire monster.

The Word

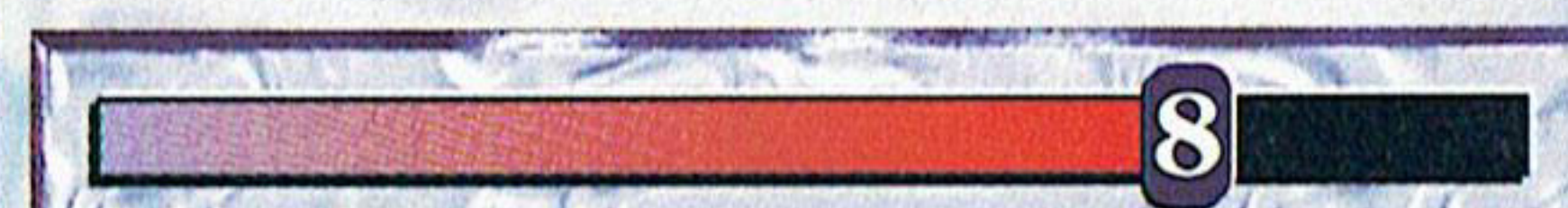
GRAPHICS

Excellent detailed characters and backdrops make this game a visual masterpiece. Awesome.



SONICS

Filled with a range of majestic tunes and sound effects, this game's music is both grand and atmospheric.



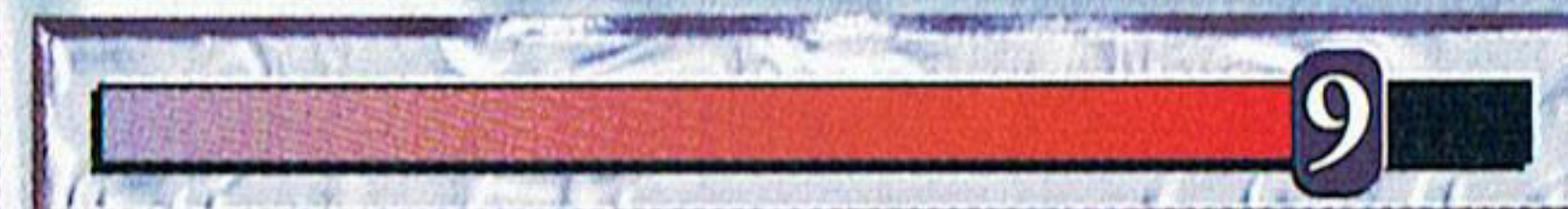
PLAYABILITY

An absolute joy. The action is superbly paced and the gameplay is extremely rewarding.



STAYING POWER

Possessing an absolutely huge play area, this epic will surely take months to complete.



OVERALL

Better than *Landstalker*. Nuff said.

92  
PER CENT



# Kawasaki Super Bikes

**Look out Michael Doohan!  
Peter Burney slips on the helmet, mounts his trike and slides out on the first corner...**

**VITAL STATISTICS**  
**FORMAT:** Mega Drive  
**TYPE:** Racing Sim  
**SUPPLIER:** Domark  
**PRICE:** \$109.95  
**SIZE:** 8 megabits  
**PLAYERS:** Two

**S**it back, relax and hang on for grim death – you're about to Mega Drive around 15 of the world's most difficult motorcycle circuits... really, really, fast!

Kawasaki Super Bikes is a motorcycle version of F1 and is basically your standard race game. Domark has improved and frequented the polygon-style graphics which whiz by at incredible speeds giving that realistic sense of motion we all crave here at Megazone.

Also, being bikes, a much smaller proportion of the track is required for each machine, making the game much more user-friendly. Ducking and a-weaving through the pack of 15 other wanna-be winners is far easier and far more fun. And those uncocs who can't stay on the track (like this reviewer) will find the road-side obstacles much easier to dodge.

With four skill settings, a two-player option, a password save, and a large variety of tracks, there certainly is a lot to play with... but most importantly, it's a laugh. You only need to ask yourself one question: Will I tire of going around in circles? **M**

## Wet, wet, wet

**B**efore each race you are given a weather report and must choose either low or high gearing. In the wet race the sky is grey and the track is as slippery as buggery, so taking it easy is the name of the game. Sometimes the weather clears halfway through a race and it's this reality factor that adds to the enjoyment and variety of the gameplay. Where's an umbrella when you need one!?

**second opinion**

Like Domark's car-based racing sims, this goes like the clappers – the scenery whizzes past in a blur. It's more playable than other racers too, due to the bikes' greater manoeuvrability. That said, it offers little over similar games. **75%** **ADAM**



**EUROPEAN BRANDS HATCH**  
LAP 2.599 MILES

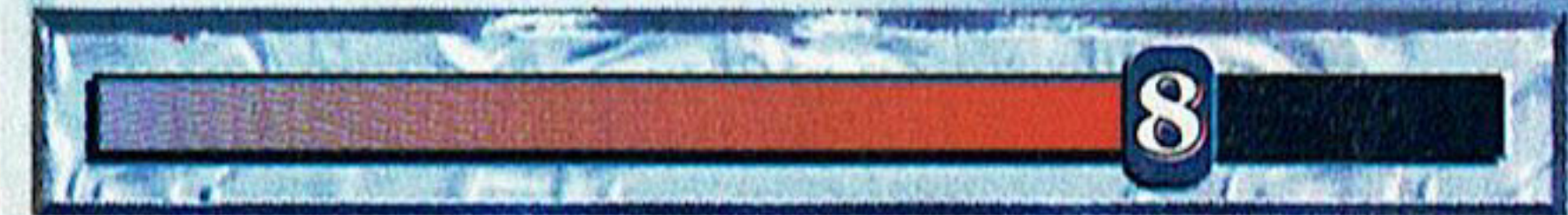
There has been sunny weather for the last few days leading up to the race, so expect the circuit to be dry

GEARING: HIGH  
GEARING: LOW

## Word

### GRAPHICS

Lots of variety in tracks, superb polygon scenery and easy-to-read instruments but the bikes are simplistic.



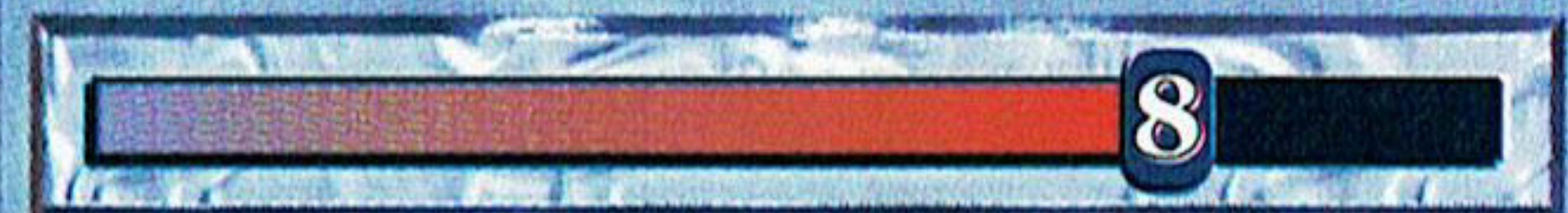
### SONICS

No race music and extremely annoying high-pitched whines for motorcycle engines.



### PLAYABILITY

Easy-to-use controls and fun gameplay. The two-player split-screen option really heats up the action.



### STAYING POWER

One of the better racers doing the circuit and enough options to keep you spinning for many laps.



### OVERALL

Eventually the tank will dry out, but what the hell, it's addictive fun that will have you whining into the wee hours after that elusive chequered flag.

**79**  
PER CENT

► **Qualifying is a good way to move up on the grid but if you really can't be bothered you'll start the race in 16th position and have to weave yourself through the other riders. This is great fun if you're just out for a spin but for the serious competition racer, cutting your own tires may be quicker!**



◀ **Two players can crunch, push and slide it out in this split-screen mode. This is truly one of the clearest and most detailed two-player option in race sim history. You'll be tearing around in this mode for hours if you have an eager opponent close by.**

### STACKS OF TRACKS

In all there are 15 tracks to speed around. Each track has its own special characteristics and learning the hell corners will take some time. Tracks can be raced individually, as a small group i.e. choosing four of five circuits to race in a mini-comp, or as a full-blown world tour with every track attacked and password save to boot.





# The Pagemaster



## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Platformer  
**SUPPLIER:** Virgin  
**PRICE:** \$109.95  
**SIZE:** 16 megabits  
**PLAYERS:** One

**A brat, a book, a bloody big cash-in. Mark Sariban is aghast.**

**H**mmm. Two warnings about this game. It's a platformer and it's a spin-off from a movie. (Actually, the first simultaneous movie and game release ever.) In gaming terms that doesn't sound very promising, does it?

The storyline is interesting enough – a smart-arse kid, played in the movie by superbrat Macaulay Culkin, is caught outside during a freak storm and takes shelter in a weird library. This library is actually an entrance to another dimension where 'The Pagemaster', a wizard with a coat made from pages of books, hangs out and offers the hero help in getting through the usual barriers to the ultimate goal. There are 70 platform levels spread over three different lands – horror, adventure and fantasy.

Scrolling is fast and responsive, the characters well drawn. There are a few neat twists on tired old platformer tricks, and admittedly there are lots of detours and hidden paths to be discovered. Mastering these pages means losing your place and doing an awful lot of backtracking. But all things considered *The Pagemaster* is just another platformer with the main draw-card being the link to a new movie. **M**



▲ This hand apparently belongs to Frankenstein. We'll have to take their word on that one. Anyway old Frankie is a very busy monster, popping up constantly and attempting to crush arch-enemy Culkinstein. Luckily, he's very easy to avoid. Dare we say – too easy?

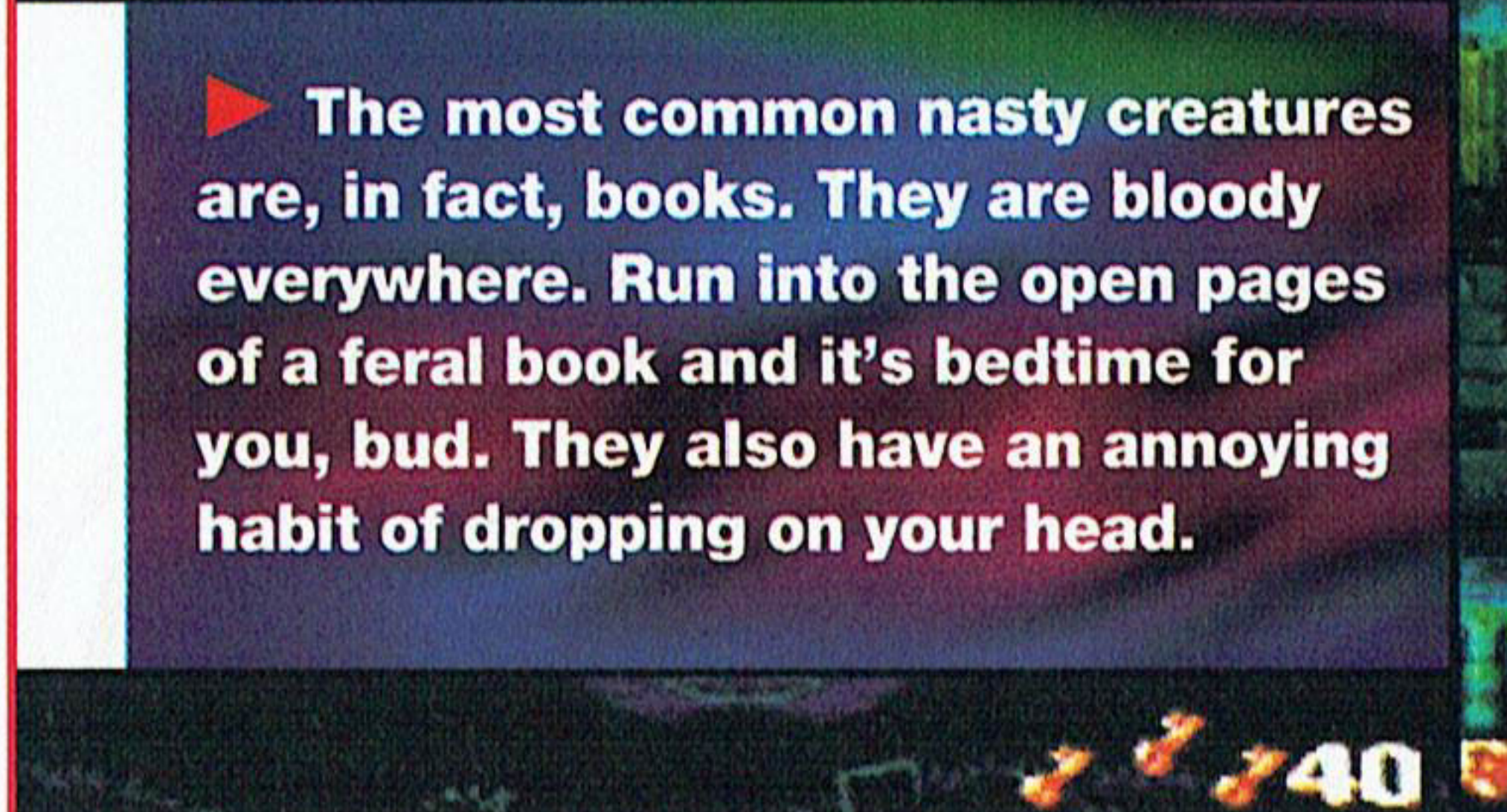
## second opinion

I hate Macaulay Culkin. I hate books. I hate music that doesn't rock. I hate nearly all platformers. So, you wouldn't think I'd be the type of guy to fall for this. And you'd be right. The Pagemaster is the worst!  MATT

◀ So here is the Incredible Culk. Isn't he cute? Don't you feel like feeding him to the first available dragon? Luckily, for our sense of sanity, we watched him die a thousand deaths. Most of them in the very first stage.

▶ The most common nasty creatures are, in fact, books. They are bloody everywhere. Run into the open pages of a feral book and it's bedtime for you, bud. They also have an annoying habit of dropping on your head.

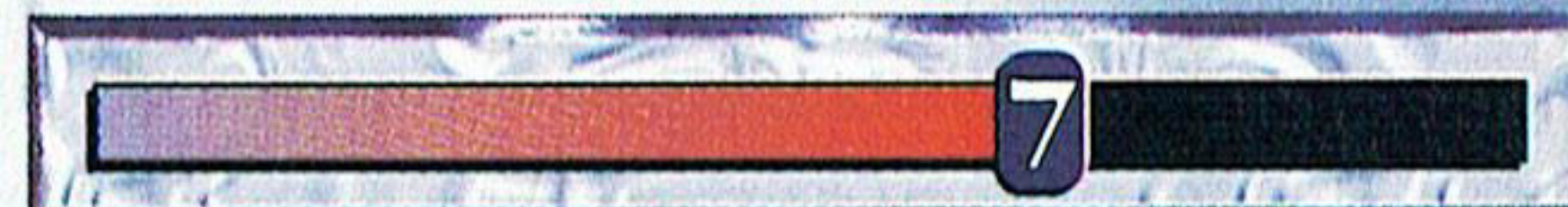
◀ Some levels have short-cuts – in the graveyard stage of Horrorland, a quick dash straight from the starting point brings you to a convenient exit. If you insist on having a look around, pay close attention to the demo screens for a clue.



## Word

### GRAPHICS

You can tell the kid is Macaulay Culkin. Which is not necessarily a good thing.



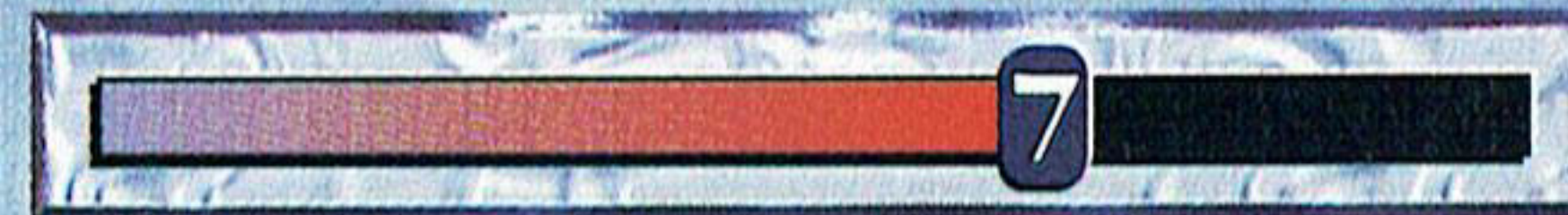
### SONICS

You'll learn to violently hate the cheerful upbeat music. We did.



### PLAYABILITY

A breeze to play. Tougher to master.



### STAYING POWER

Get hooked on this game and you're a lost cause for weeks.



### OVERALL

A fairly standard platformer dolled up in Hollywood fancy dress.

# 63

PER CENT





# Beavis and Butt-head



**VITAL STATISTICS**  
**FORMAT:** Mega Drive  
**TYPE:** Platformer/Puzzler  
**SUPPLIER:** Viacom  
**PRICE:** \$99.95  
**SIZE:** 16 megabits  
**PLAYERS:** Two

Heh, heh, Beavis & Butt-head have a game, heh, heh. Mark Sariban, like, played it or something. Heh, heh, heh.

**WARNING**  
 This game should carry a speech impediment warning as well as an epilepsy warning. Be careful, or you'll end up, heh, heh, heh, giggling, heh, heh, heh, between, heh, heh, heh, every, heh, heh, heh, word, and, heh, heh, saying, "Or something" after, heh, heh, every word. Or something.

International TV celebrities (but not in this country – get a grip, programmers! – Ed) Beavis and Butt-head, like, bought tickets to see the band Gwar, who like kick ass, or something (yes! yes!). But their neighbour Anderson's stupid dog ate the tickets. Luckily the dog threw up, only to have Anderson run over the vomit-covered tickets with his lawnmower. And now Beavis and Butt-head have to run around town collecting the mangled pieces of the ticket so they can get to see Gwar rock in concert.

There are seven stages – Burger World, the Drive-in, Highland High School, Hospital, Street, Turbo Mall 2000 and the

final stage, Gwar. You have to find the ticket pieces in the first six stages, then go to the Gwar stage to get into the concert and do some serious head-banging.

A word of warning: if you haven't seen the original *Beavis and Butt-head* cartoons you'll miss most of the jokes – like the mess they make when the boss of Burger World gives them a part-time job, the way Beavis and Butt-head's hippie airhead high school teacher Van Driessen talks about recycling or the antics of Anderson the neighbour. Or the time they stole an overweight cigar-smoking Texan's electric wheelchair buggy at the hospital.

Beavis and Butt-head are accurately recreated, although Beavis does look a bit, like, constipated when he runs. Though the quiet American small town they terrorise is identical with the TV show.

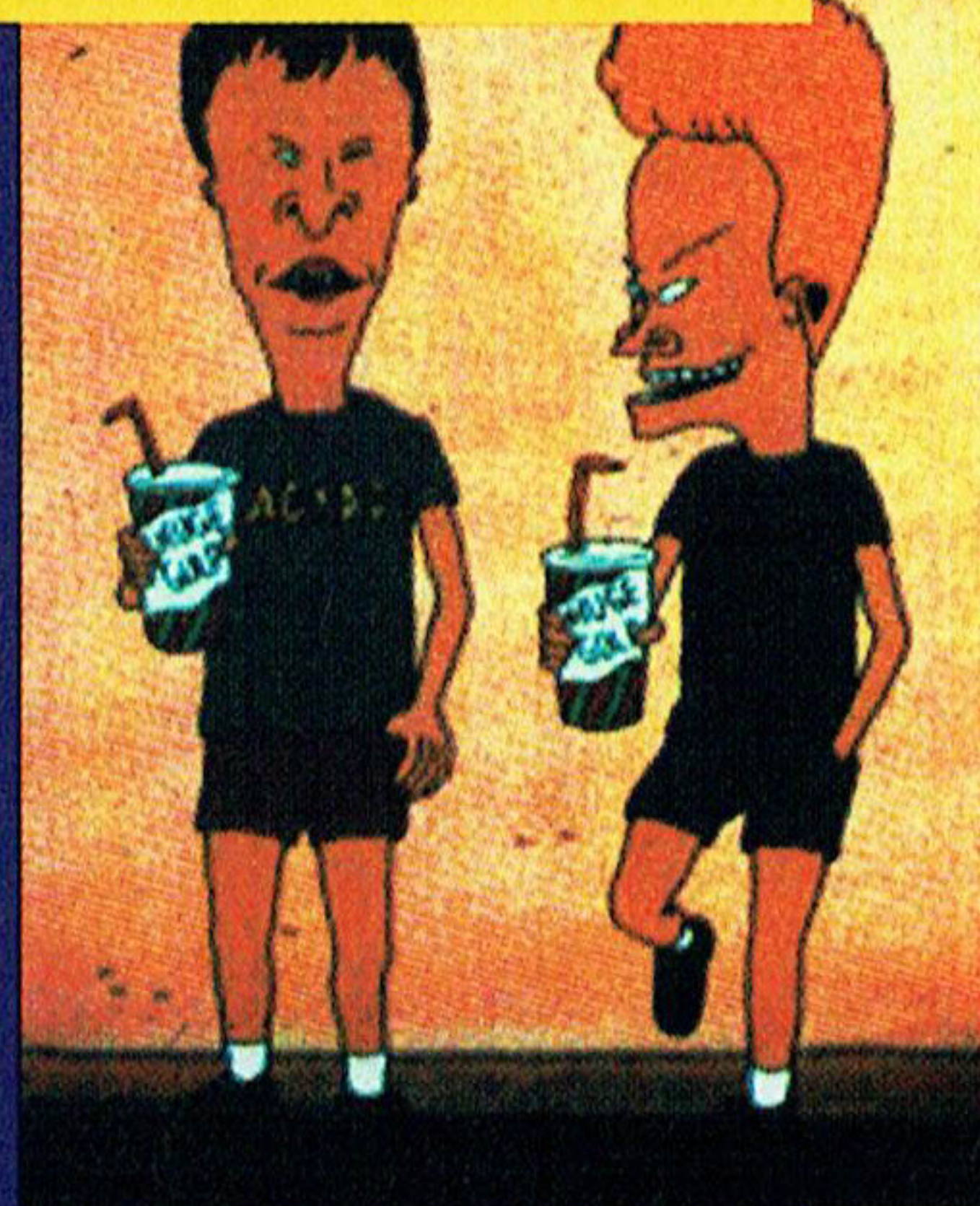
As for gameplay, hmmm. This game is very, well... *Beavis and Butt-head-ish*. That is, there is little point to most of the game, but that is the beauty of it. The first game for Generation Y (the one after Generation X), it's just as much fun to make Beavis burp or Butt-head fart. Of course, there is a goal to the game and some (but not too much) strategy is needed, but this is Beavis and Butt-head we're talking about here!

Beat it (heh, heh) once and we guarantee you'll forget you ever played this game within days.

Overall, *Beavis and Butt-head* doesn't like, heh, heh, heh, suck, or something, heh, heh. There's enough here though to keep you interested for a few nights. Most of the jet-setting Megazone staff have seen these anti-social dudes on US or European MTV and so lapped up this game. As for your typical Aussie gamer, this game is worth a look if only as an introduction to the *Beavis and Butt-head* phenomenon. Then write to the major TV networks and demand more! M

**BEAVIS AND BUTT-HEAD: SYMPTOM OF A SICK SOCIETY OR JUST PLAIN STUPID?**

▶ Beavis and Butt-head have their very own show on US cable MTV. They sit on a couch in their TV room and eat pizza and channel-surf. Mostly they watch video clips and make fun of stupid bands and head-bang along with kick-ass bands. When they get tired of watching TV, which is like hardly ever, they go out and do something stupid and try to score with chicks (with absolutely no success). Sometimes they even go to school.



**WALLET**

Money talks and so does Butt-head, unfortunately.

**POCKET**

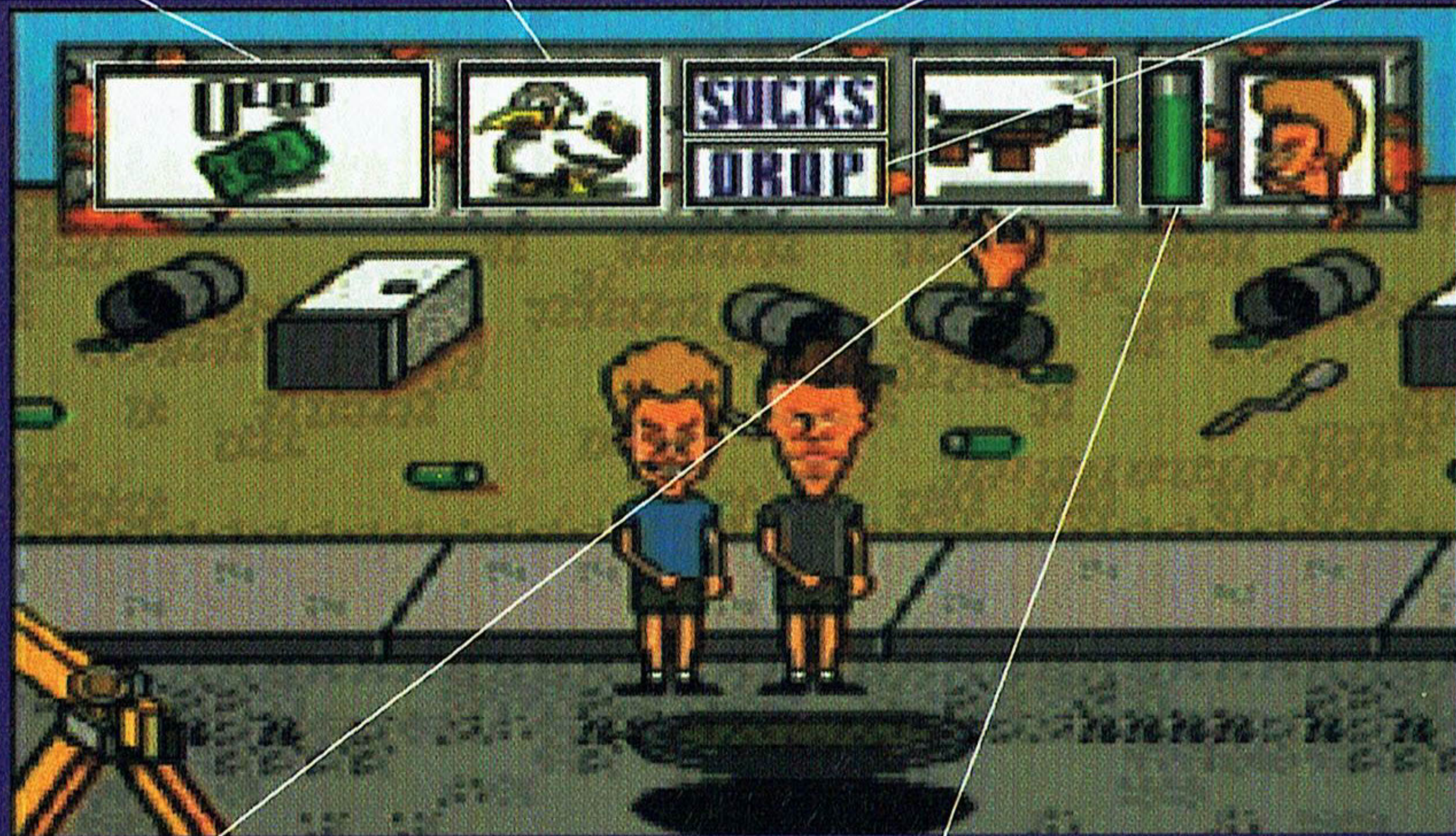
Store items picked up along the way here.

**SUCKS**

A safety device for getting out of trouble and back to the TV room.

**DROP**

Use this to get rid of unwanted stuff.



**DEFENCE STUFF**

Like farts and burps and other stuff.

**ATTENTION SPAN**

When Beavis or Butt-head gets hurt, his attention span becomes shorter. If they end up with no attention span, it's back to square one – the TV room.

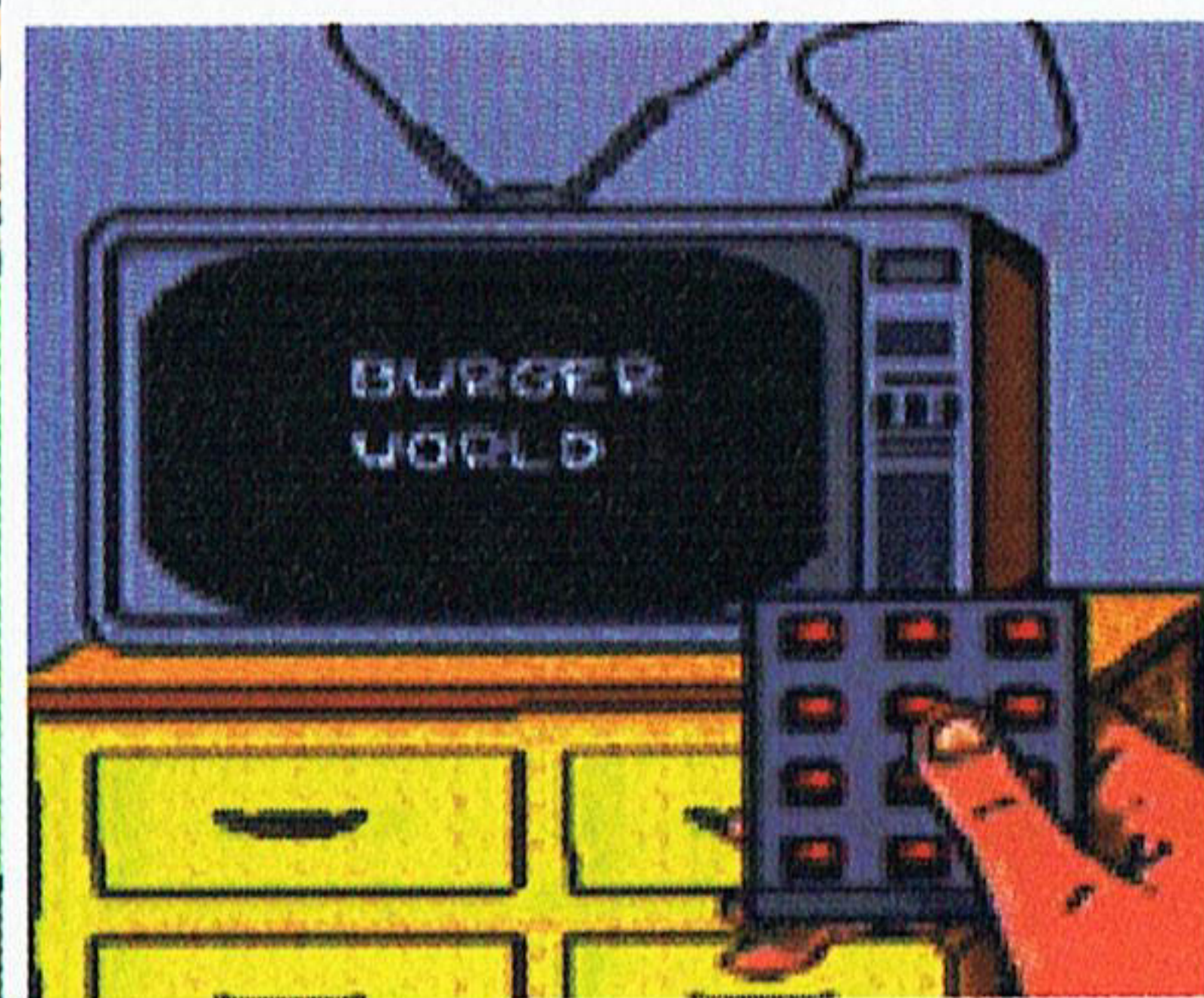
**second opinion**

I have an attention span of two minutes. Which is a hindrance with this game 'cos you need to use your head. It's not gonna win fans from dudes who don't dig the cartoon. But the rest of us now have another reason not to leave the couch. Which is something to think about.

70%

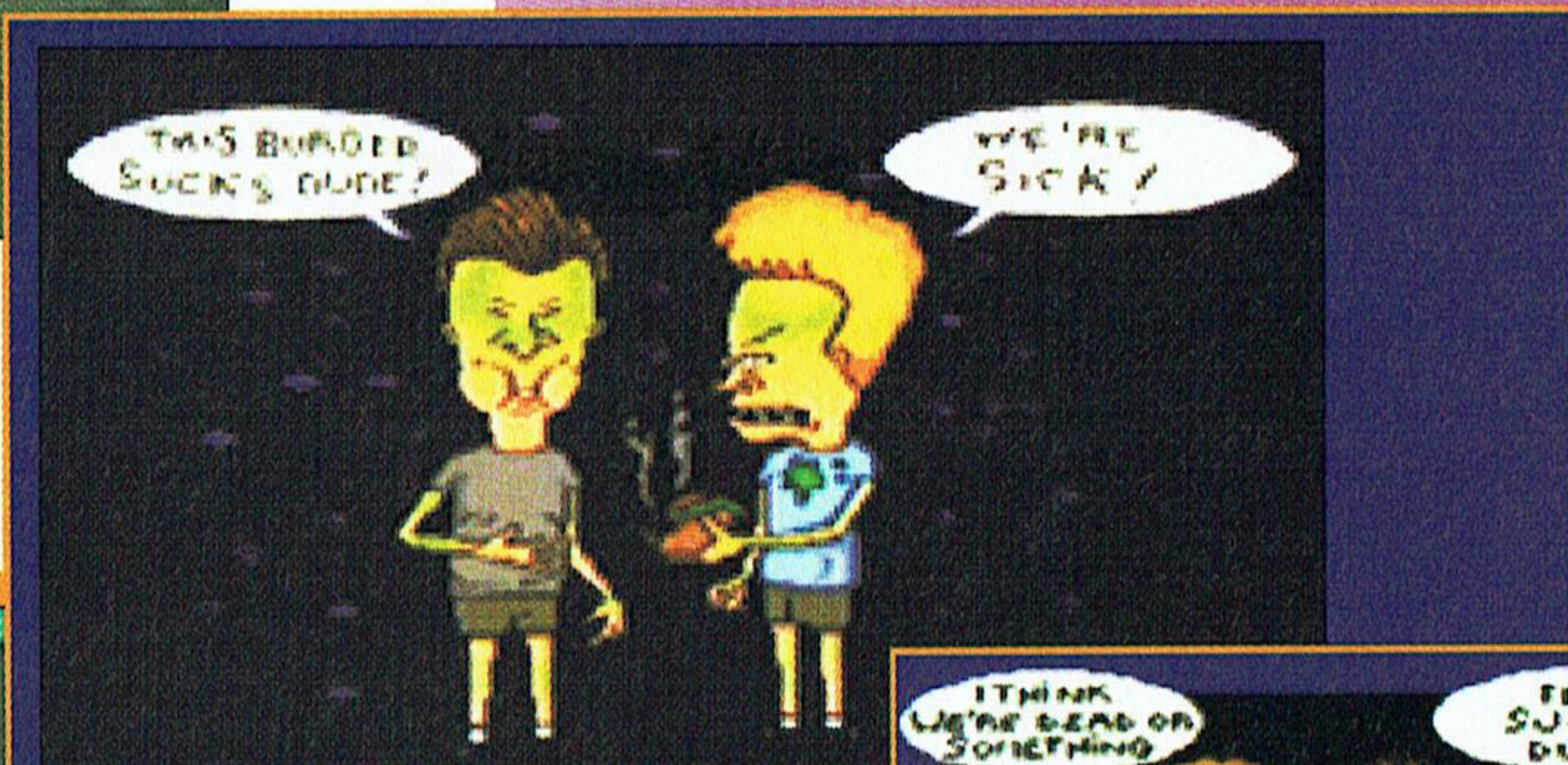
MATT





◀ The game is set out with the Pay TV generation in mind – the seven stages can be accessed at any time by selecting the corresponding TV channel with a remote controller. This set-up is handy for having a look around first before getting down to the serious stuff of finding the ticket pieces.

▲ This is where Beavis and Butt-head spend most of their time. In the TV room, surfing the 50-plus channels available in the States. Note the ancient nachos piles slowly turning into another stain on the carpet.



▲ Beavis and Butt-head will eat anything, including old ham-burgers. A quick way to get killed off is to go to the industrial bin behind the Burger World store and make a picnic of the stuff in the bin.



▲ Here's another piece of the ticket. Unfortunately it's sitting on top of the principal's head. How do you get it off? Try going to chemistry class. **Megazone Tip:** Before leaving school, go to see Van Driessen for some helpful advice.

▶ To Beavis or not to Beavis. In one-player mode, you can switch from Beavis to Butt-head or vice versa any time during the game. Who wants to be a dill-hole like Butt-head, you ask? You do, if Beavis's attention span is even shorter than usual.



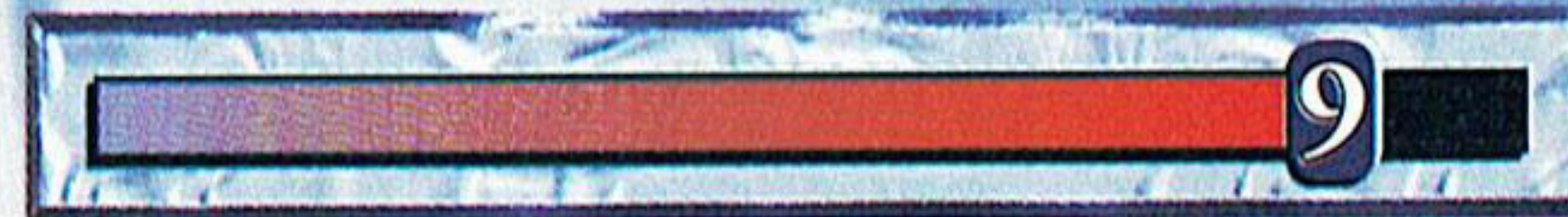
◀ Here's the fat Texan dude running around in the hospital trying to lose weight. Like, by trying to squash Beavis & Butt-head to death. That's his buggy they've stolen. If you steer Beavis and Butt-head through the corridor, you can escape with, like, your life or something. And a piece of the ticket...



## Word

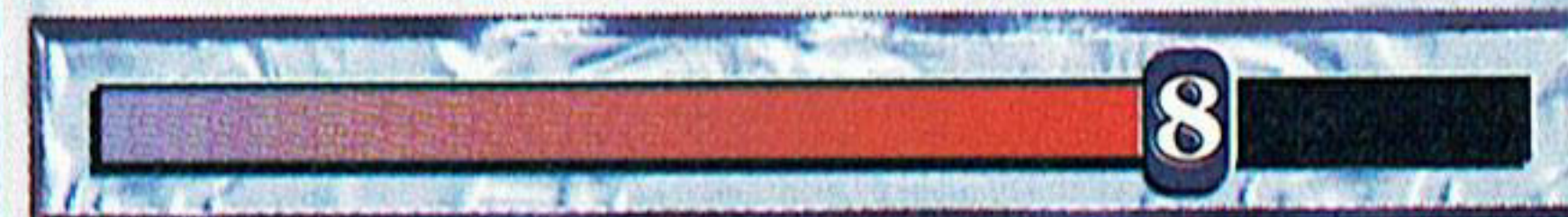
### GRAPHICS

Just like the TV show. Heh, heh.



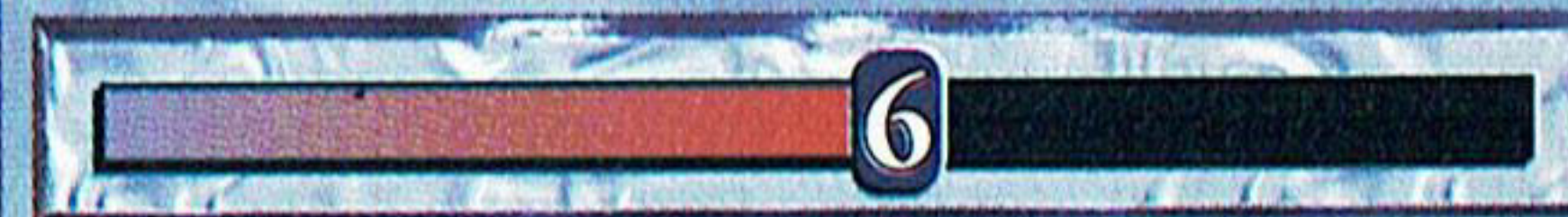
### SONICS

Butt-head sounds a little strangled. His farts are spot on, though.



### PLAYABILITY

You need to remember lots of stuff. Brain pain alert.



### STAYING POWER

Heh, heh, staying power? Heh, heh, no way, dude. Strictly a one-play wonder.



### OVERALL

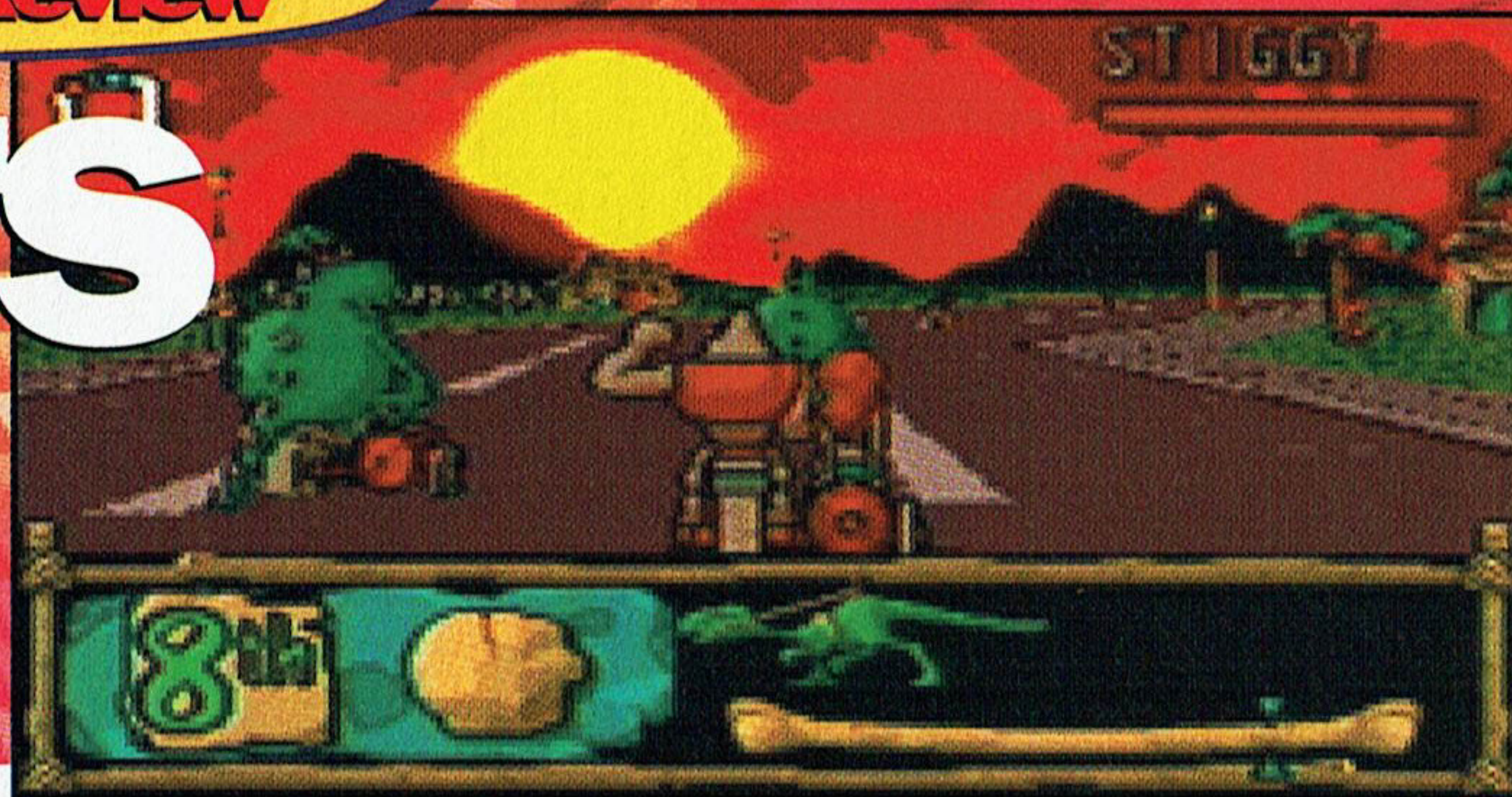
Beavis and Butt-head, like, get me hot. As Butt-head says, "Way to go, dude."

**71**  
PER CENT



# BC Racers

**Building a Harley from bones has taken Peter Burney months... Why? "The crankshaft bone's connected to the seat bone... DOH!"**



**D**id you hear about the bike with wooden wheels, wooden horn and a wooden engine? It wooden go!

This multi-viewpoint racing game seats you behind the handlebars of one of eight Stone Age bikes in a *Super Mario Kart* (Urgh, someone wash our mouths out with soap!) type of game. The highest point scorer after eight bone-crunching races moves on to the next level and thumping your way around the 32 prehistoric tracks will win you a new racer.

Obviously designed to be fun, you're instantly at ease with the simplistic controls and straightforward gameplay (maybe a little too straightforward). Follow twisting tracks, leap over jumps and even smack out other riders – oh, and try to get the chequered flag – that's what it's all about.

Cool graphics and a *Flintstones* feel makes it yabba-dabba cool – the only bone of contention being that it's all a bit samey. You'll find initial enthusiasm will soon decay. **M**

**VITAL STATISTICS**  
**FORMAT:** Mega-CD  
**TYPE:** Racer  
**SUPPLIER:** Core  
**PRICE:** tba  
**SIZE:** CD  
**PLAYERS:** Two

**▲ BIKERS' REVENGE!**

Besides driving like a pterodactyl out of hell, you can also slap, whack or club your opponents as they try to speed past. **B** is the accelerator, **A** is to hit on the left side and **C** is for the right. Two players can ride simultaneously with one steering while the other slaps. Cool!

**second opinion**

This *Mario Kart* clone makes the best of the Mega-CD's scaling and rotation capabilities – the backgrounds slide around very slickly. But gameplay is on the lame side: punching is pointless and the only real option is to choose a fast bike. **ADAM**

**73%**

**Word**

**GRAPHICS**  
Well-detailed scenery, superb scrolling and rotation but character definition is a little blurred.  
8

**SONICS**  
Tunes are too similar and effects limited. Not what you want from a CD.  
6

**PLAYABILITY**  
Fun, easy controls and a gradual learning curve will have you taking the Jurassic era by storm.  
8

**STAYING POWER**  
It gets fairly tough but you'll learn everything there is to know in the first five minutes and essentially the gameplay doesn't change... around and around...  
7

**OVERALL**  
Smart-looking but not enough variety to make it a museum piece. Worth excavating for a look though.  
**75 PER CENT**



**◀ T-BONE OR SPARE RIBS?**

Choosing the best team is what will make or break you. Each is scored out of ten for speed, acceleration, energy and attack. The obvious choice would be to go with speed but these teams usually lack in other key areas (however speed is still the most important factor).

**Megazone Tip:** The best team we found was Jimmy and Bob.

## Rock out

The game consists of four skill levels, each with its own set of eight tracks. You must be the highest point scorer after the eight races to get to the next level. Each track is different in terms of scenery, turns, bridges and jumps, and some even have short cuts! Happy motoring.

**Level Three Password: PLBTKG**

**▼ TOWN CIRCUIT**

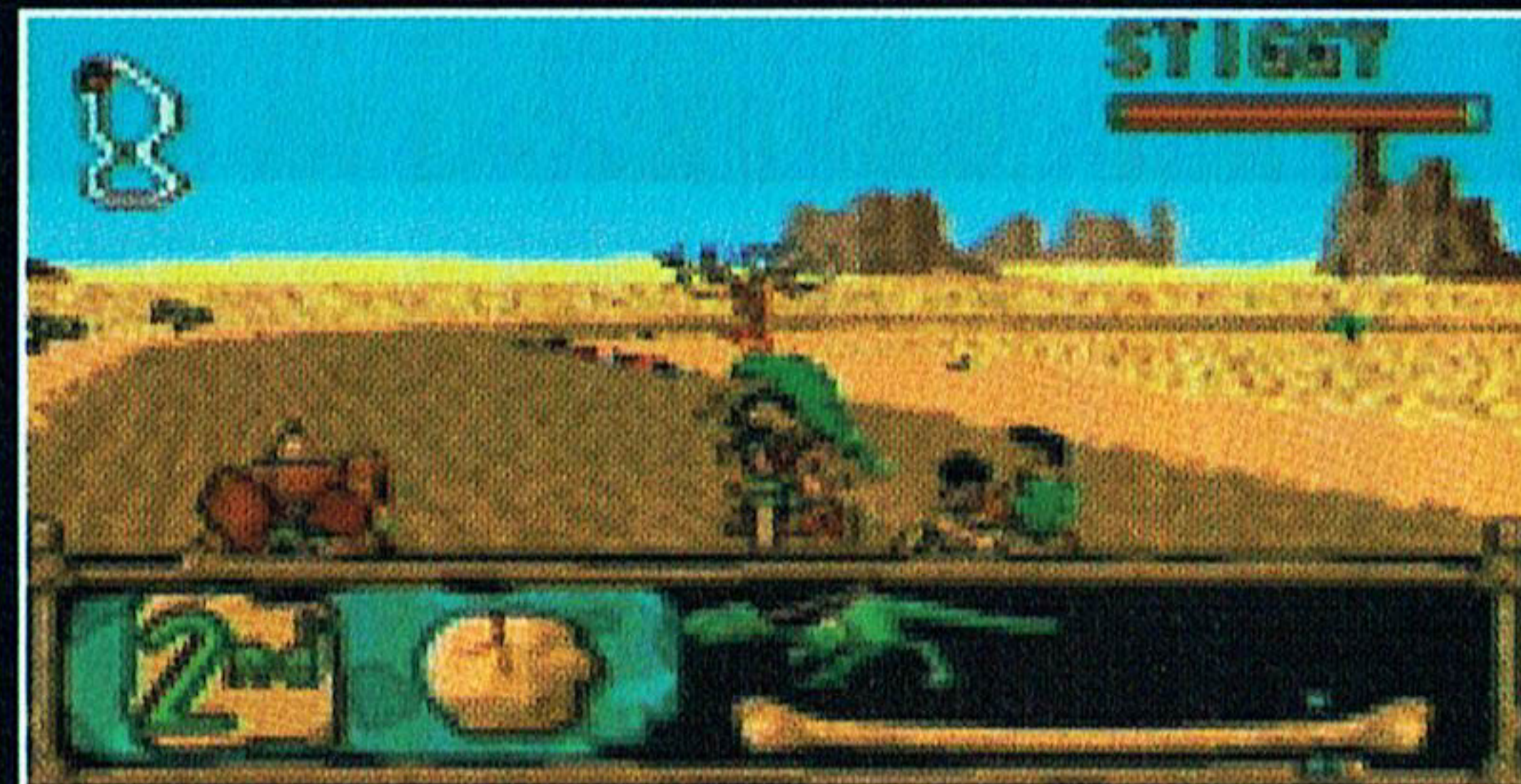
Beat the rush hour as you tear through inner-city streets. Watch out for spectators though.

**▼ NIGHT CIRCUIT**

The graveyard shift speeds you through ghostly monuments and horrific trees. Beware of headstones in the middle of the road.

**▼ DESERT CIRCUIT**

Cacti, palm trees and lots of jumps. Stampeding dinos will cause you some headaches.





# Jellyboy

As a toddler Mark Sariban didn't like jelly babies very much. Not much has changed since then.

**H**ands up those of you out there who are thoroughly sick of platformers? Yeah, us too. But here we are again reviewing yet another platformer. This one is set in a toy box, one owned by a very spoilt kid judging by the amount of stuff in there. Jellyboy, who looks more like a snowman than a jelly baby, has to (yawn) make his way through (deeper yawn) a number of stages while solving assorted lame puzzles (sound of reviewer falling into irreversible coma).


The aim is for Jellyboy to collect eight puzzle pieces in order to activate the boss door. The eight pieces are thoughtfully

hidden throughout the game. The stages are quite short, and since there is a time limit on completion of each stage, there is little incentive to have a look around. In any case, chances for a bit of exploring are few and far between, and the reward for your efforts is usually a swift death. There are a few bonus stages hidden away in Toyland, but can you really be bothered with finding them?

Playing *Jellyboy* becomes quite rapidly tedious, with avoiding obvious traps and collecting the necessary goodies a chore. There's a feeling of having done this a thousand times

before. Which, indeed, we have. The game is visually unexciting, with microscopic characters, enemies and icons. It doesn't exactly push the Mega Drive to its technical limits. Add a hideous soundtrack and very boring backgrounds – mostly building blocks and over-sized toys – and you have a game that can safely be ignored by the majority of gamers. **M**

**VITAL STATISTICS**  
**FORMAT:** Mega Drive  
**TYPE:** Platformer  
**SUPPLIER:** Ocean  
**PRICE:** tba  
**SIZE:** 8 megabits  
**PLAYERS:** Two

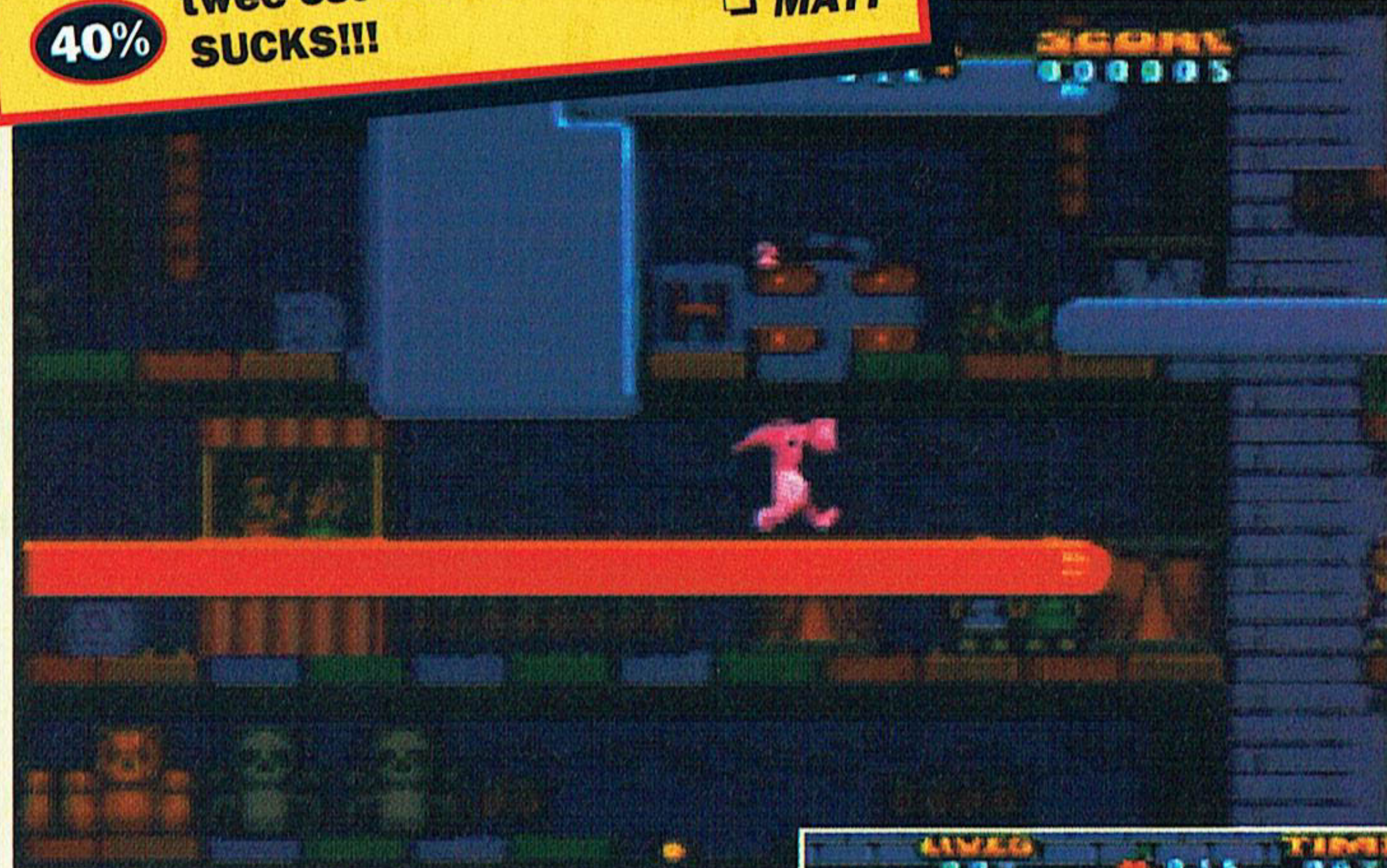
**second opinion** 

This is a joke, right? No, really? The worst music, the vilest graphics, the twee-est concept... this really **SUCKS!!!** **40%**  **MATT**

▶ Here's the first piece of the puzzle. It's located right at the beginning of the game. You can't miss it. But then again, if you're playing this game you might need to seek special help.



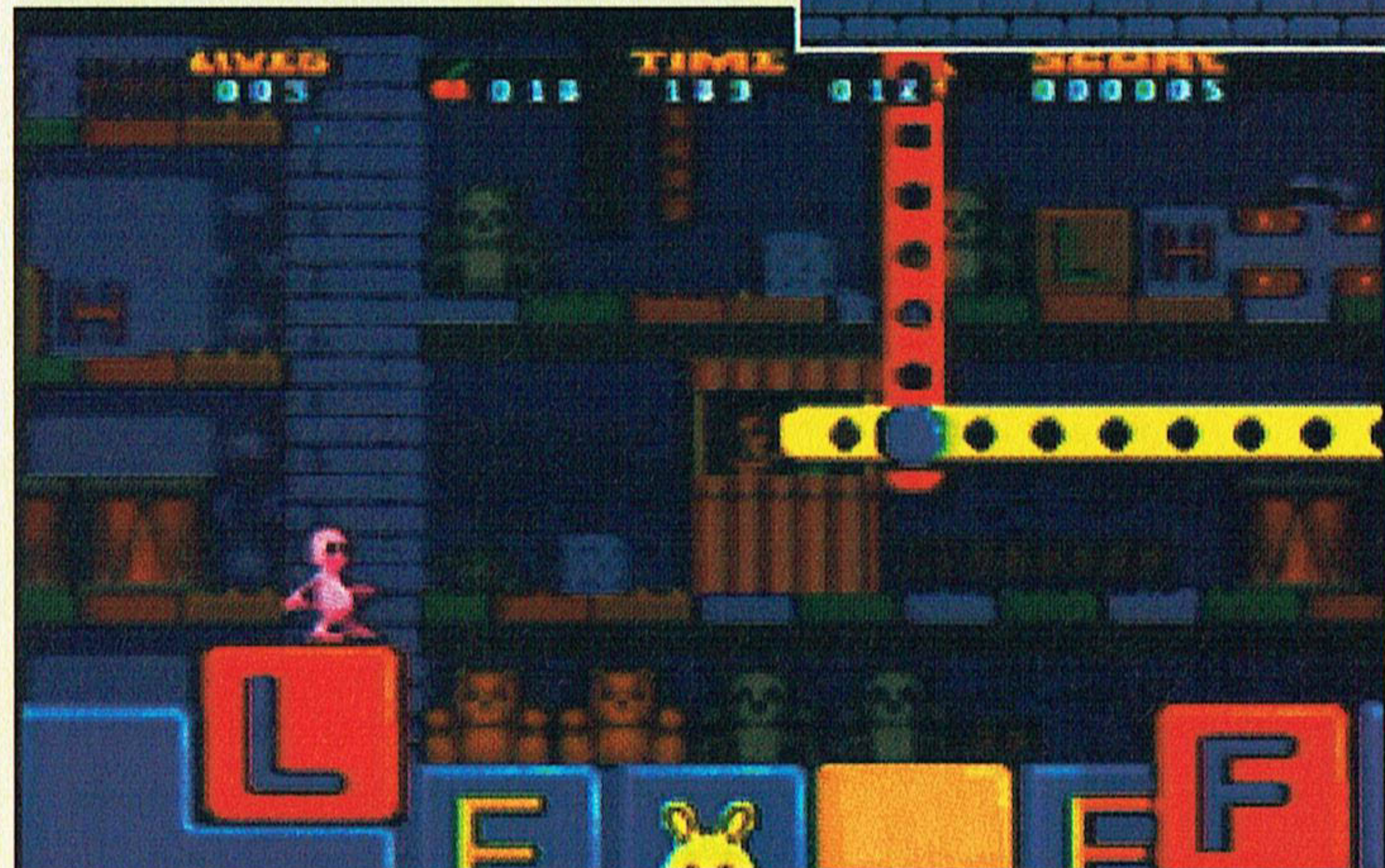
◀ Hammerhead jelly babies? Besides jumping and kicking, Jellyboy has very few moves. But by picking up special icons you can change into a hammer, a hot air balloon, pogo stick etc, to pass through certain areas.



▶ Here's the first hidden bonus stage. **Megazone Tip:** if you've found Harry the Dog, this stage is one short step away. Turn into a submarine, torpedo the scuba-diving angels and pick up an extra life at the same time. Oh, what fun!



◀ Doesn't look very exciting does it? It doesn't get much better than this, either. It's a *Sonic the Hedgehog* clone for uncoordinated kiddies – a painfully slow, lobotomised clone.



**Word**

**GRAPHICS**  
 There's only so much you can do with building blocks.  


**SONICS**  
 Turn the music off! We beg you! Please! Pretty please?!  


**PLAYABILITY**  
 Has a very Master System-ish feel to it. Oh, and did we mention it was slow?  


**STAYING POWER**  
 Once is definitely enough.  


**OVERALL**  
 If a cute jelly baby going on a rampage through toyland is your idea of great fun – get a life.  
  
**PER CENT**



# FIFA SOCCER 95

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Sports Simulation  
**SUPPLIER:** EA  
**PRICE:** \$110  
**SIZE:** 16 megabits  
**PLAYERS:** Four

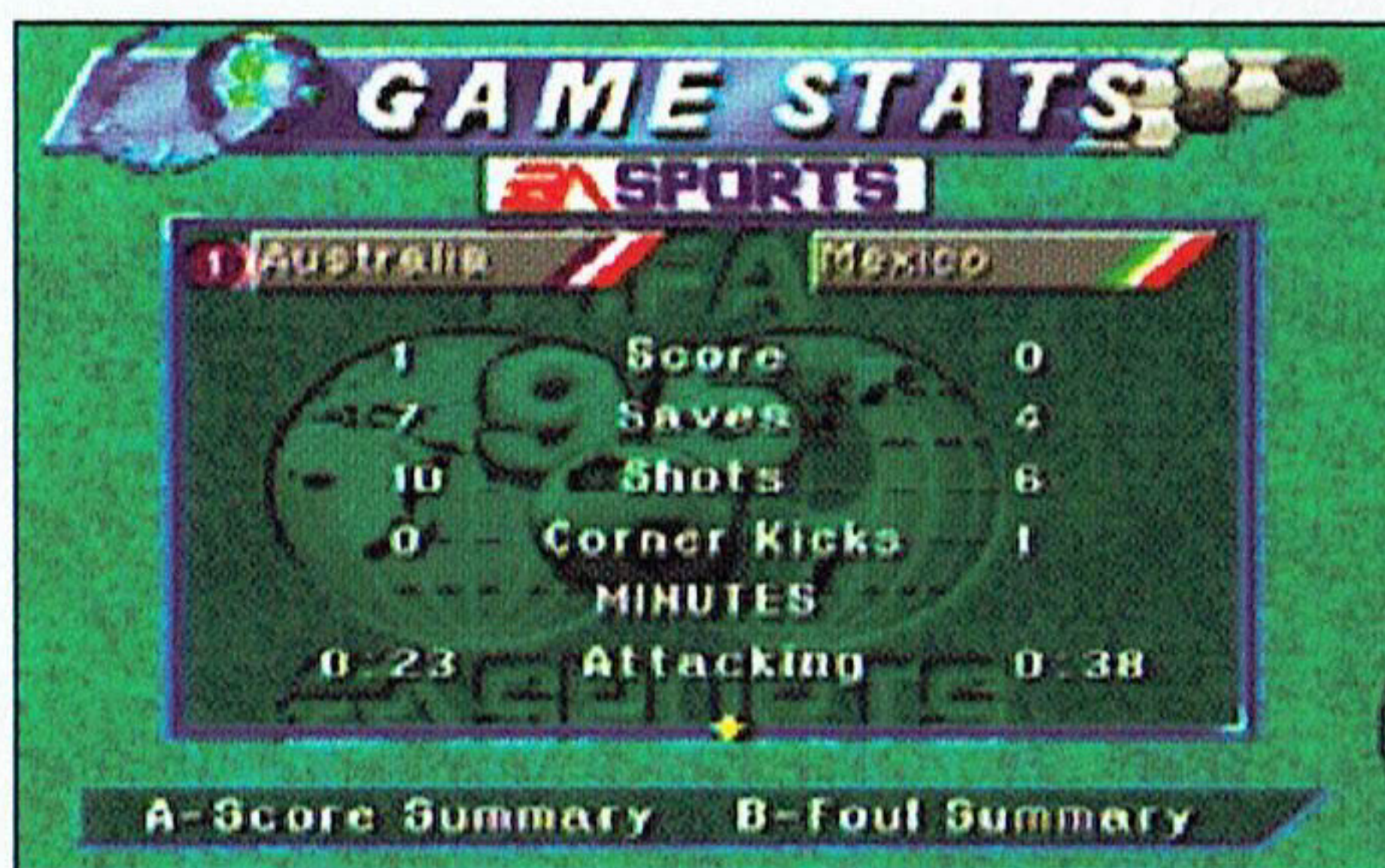
**Wearing a spangly new shirt, David Thompson kicks off a new season.**

**E**A Sports releases another updated version of *FIFA*, quite originally called *FIFA Soccer 95*. The '94 version had great sound and graphics and it's no surprise that the '95 version maintains the standard. The players are a little more detailed, but the basic layout is the same, with the old fave diagonal up-field view.

With Electronic Arts' proprietary 4-Way Play gamepad adaptor, up to four people can play together or three against the computer.

The gameplay is faster and realistic but the controls can leave you a bit bewildered at times. The major improvements are with the set-plays. Direct free-kicks near the

opposition's goal allow a selection somewhat similar to choices in American footy plays, and the penalty shoot-out can get real tense if you're playing a mate – against the computer, though, you're probably stuffed! **M**



▲ Eat taco, you Mexicanos! Stats screen shows Australian domination!



▲ Players look convincing, down to the socks on their feet. This guy has just scored a you-know-what and is seeking adoration from the home crowd. Who said men were emotional retards?



▲ That five-man midfield in full.



▲ This is a fantasy game, right, 'cos the real Scottish team is a joke.

## second opinion

The gameplay isn't quite as fluid and intuitive as *Sensible Soccer* but the multi-team options and extra-cool violence make sure you won't get bored. But can we have blood next time, please? And maybe cheerleaders? Woo-hoo! **90%**  **MATT**

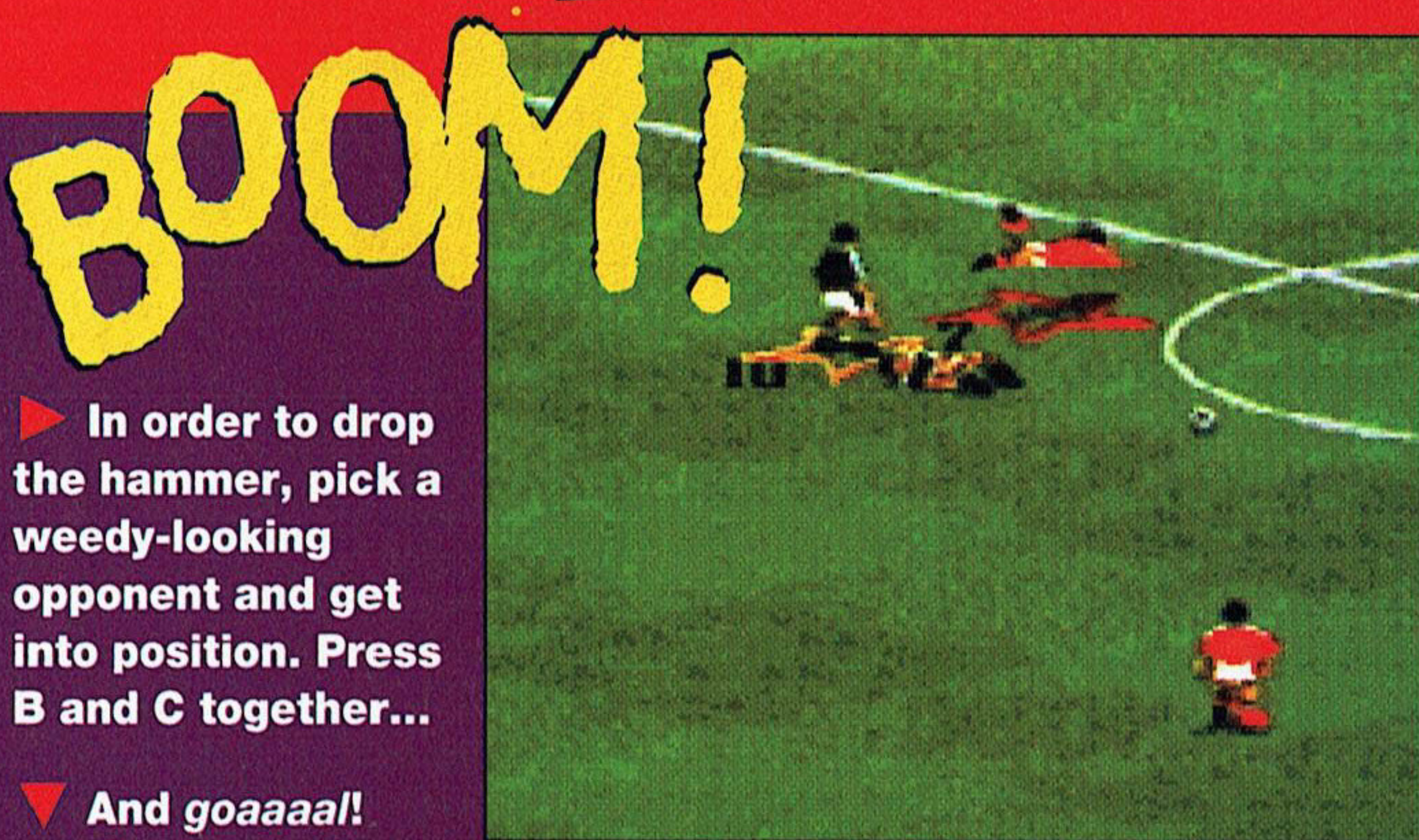
## WORLD CUP CARNAGE!

**T**he best thing about this upgrade is the introduction of total violence. Press B and C together when you're without the ball and your highlighted player will punch out the nearest opponent. Pressing C lets fly with a little elbow. Let the carnage begin!



▲ On the Options screen, play a simulation with fouls off and injuries on. Play halves of something like six minutes.

With no fouls called, the game is a slugfest – the winner is the team with the most players standing at the end! Add manual goalies for total chaos and thank you, EA!



► In order to drop the hammer, pick a weedy-looking opponent and get into position. Press B and C together...

▼ And goaaaaal!





## WHAT HAPPENS IF I PRESS THIS?

### KICKOFF

Kick A, B, or C

### CORNER/THROW-IN

Target mode A

### ATTACK

Dribble D-pad

Position box D-pad

Lob A

Kick/throw to receiver B

Pass B + D-pad

Kick/throw to target C

One-two B + C

### GOAL KICK

Target mode A

Shoot C + D-pad

Position box D-pad

### DEFENCE

Sliding tackle A

Kick to receiver B

Switch player/steal B

Kick to target C

Burst of speed C

Memorised that? Good. There will be a short quiz later.

### DEFENDING GOAL

Switch player A, B, or C

Elbow shot C

Dive/tackle A, B, or C +  
D-pad

Punch-out opponent B + C

### GOALIE IN POSSESSION

Target mode A

### BALL IN AIR

Header A

Position box D-pad

Volley B

Kick/throw to target B or C

Bicycle kick C

### FREE KICK

Cycle through plays A

Select play B

Start play/shoot C

### PENALTY SHOT

Shoot A or C

Switch shooter B



▲ **Free Kick:** Every bossa Brazilian's idea of a hot time. Button A gives you alternatives, B says 'Yes please, I'll take that one', and C lets the action begin!

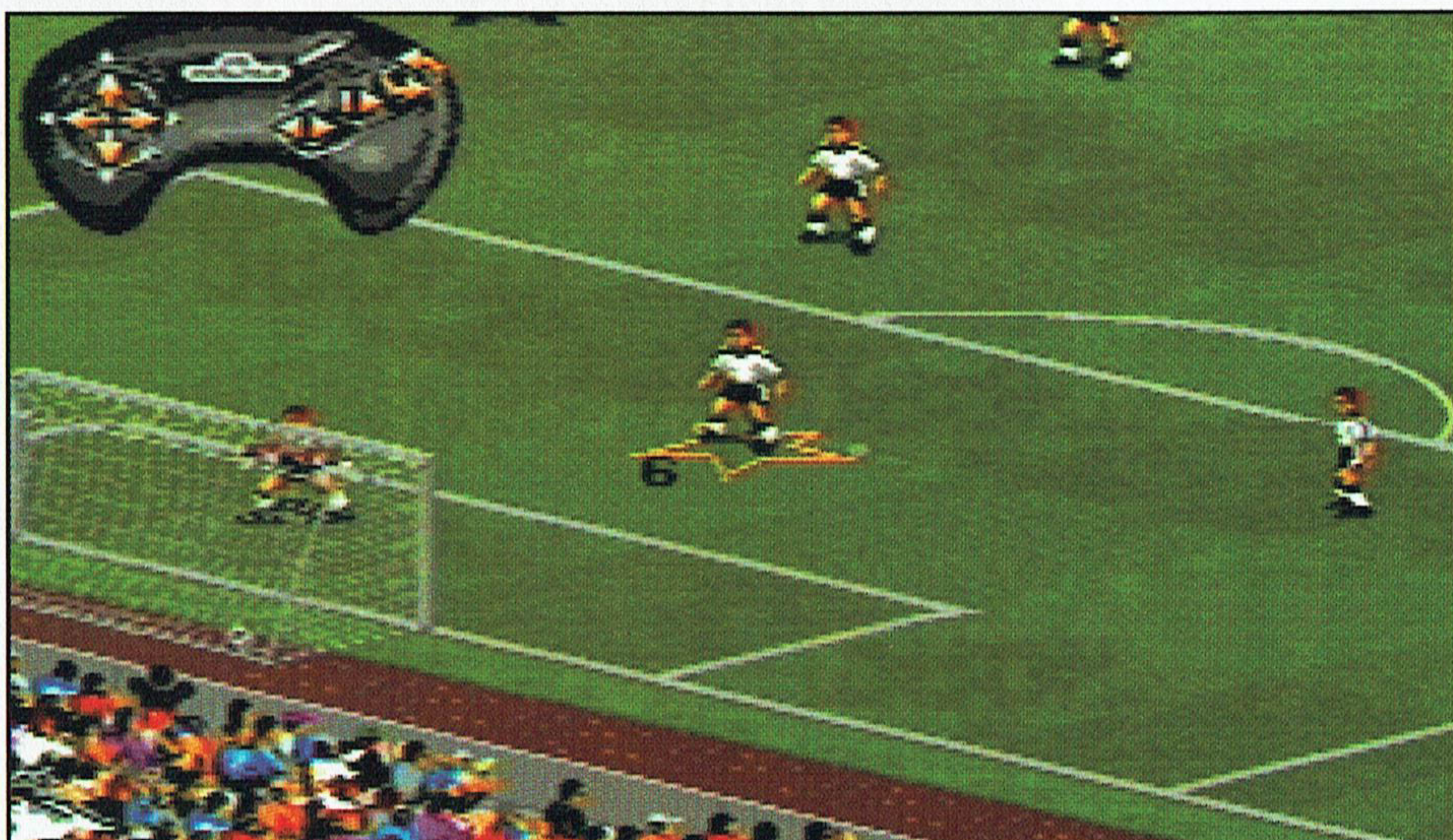


▲ **AC Milan or Barcelona?** Thankfully, we're not stuck with dull Pommy teams. There's now the extra choice of Italian, Spanish, French, German, Dutch, Brazilian, American (hello?) and English, all with full working top teams! Oh, and the full international mobs.



**Megazone Tip:** If your team ends up on a penalty shoot-out with the computer it's big trouble. So why not switch controllers and send the oppo's penalties over the bar every time? The computer rarely misses, so let it get your team through to the next round!

▲ **PENALTY SHOOT-OUTS:** Sudden-death extra-time is history. At the end of drawn knock-out games it's a penalty shoot-out.

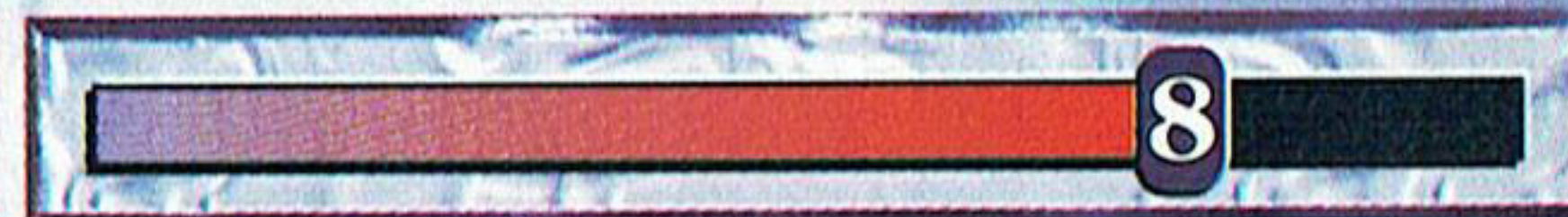


▲ If you want to relive a brilliant shot (or rub it in to your opponent), press pause then select Instant Replay. A controller icon appears displaying the instant replay controls. In addition to the usual forward/back/pause etc., you can use the D-pad to move the viewpoint to another player and watch what they were doing at the time.

## Word

### GRAPHICS

Nicely detailed players and a really cool animated crowd. What about a Mexican wave next time, guys?!



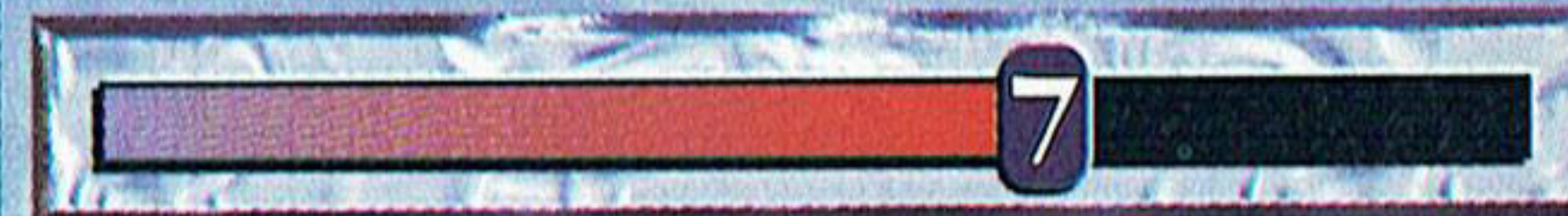
### SONICS

The best crowd sound effects of any soccer sims. Guaranteed to make the hair on the back of your neck stand up.



### PLAYABILITY

Way too many button combinations, but once you master the basic moves you'll be dribbling like a natural.



### STAYING POWER

If you're a soccer fan, you will last as long as you have food within reach and a Port-a-loo by your armchair.



### OVERALL

An excellent simulation with unbeatable sound and very realistic graphics. Maybe not Brazilian but definitely Italian!

**88**  
PER CENT



# NOW YOU'RE ON FIRE!



**THE**  
TOURNAMENT EDITION

## OWN THE COURT FEBRUARY 23<sup>RD</sup>



**SEGA**

GAME GEAR

MEGA DRIVE

MIDWAY

**AKKlaim**

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# Striker

**"Hey, ref! Are you blind?" screams David Thompson. Turns out in this game, he is!**

**A**nother bloody soccer sim, you spit. Why bloody not? You can't get too much of *The Beautiful Game*, you know! If you think all soccer simulations look the same, well, you're probably right. However, you've got to hand it to Sega this time – they've busted their guts to think of every conceivable option any sane human could ask for. But despite all these options, the range of viewing perspectives doesn't include our favourite diagonal representation as seen in *FIFA*. Bummer. Options include referee diligence, grottiness of field, weather, and the usual team size, game duration and rules. They even have choice of playing full-on in a stadium or an indoor mini-game.

The gameplay is no different from what you've known before. You have a heap of moves available to you depending on what the ball is doing and whether you're attacking or defending.

When it comes down to it, the guys on the field could be a bit more detailed and they do tend to run around a bit on the quick side. And where's the crowd? How can you start a riot without a bloody crowd, we ask. They're here in spirit anyway. The sound of massed voices thunders from the grandstands and yells and sighs with every change of play. All it needs is rain and a good punch-up and you'd have the perfect soccer sim. **M**

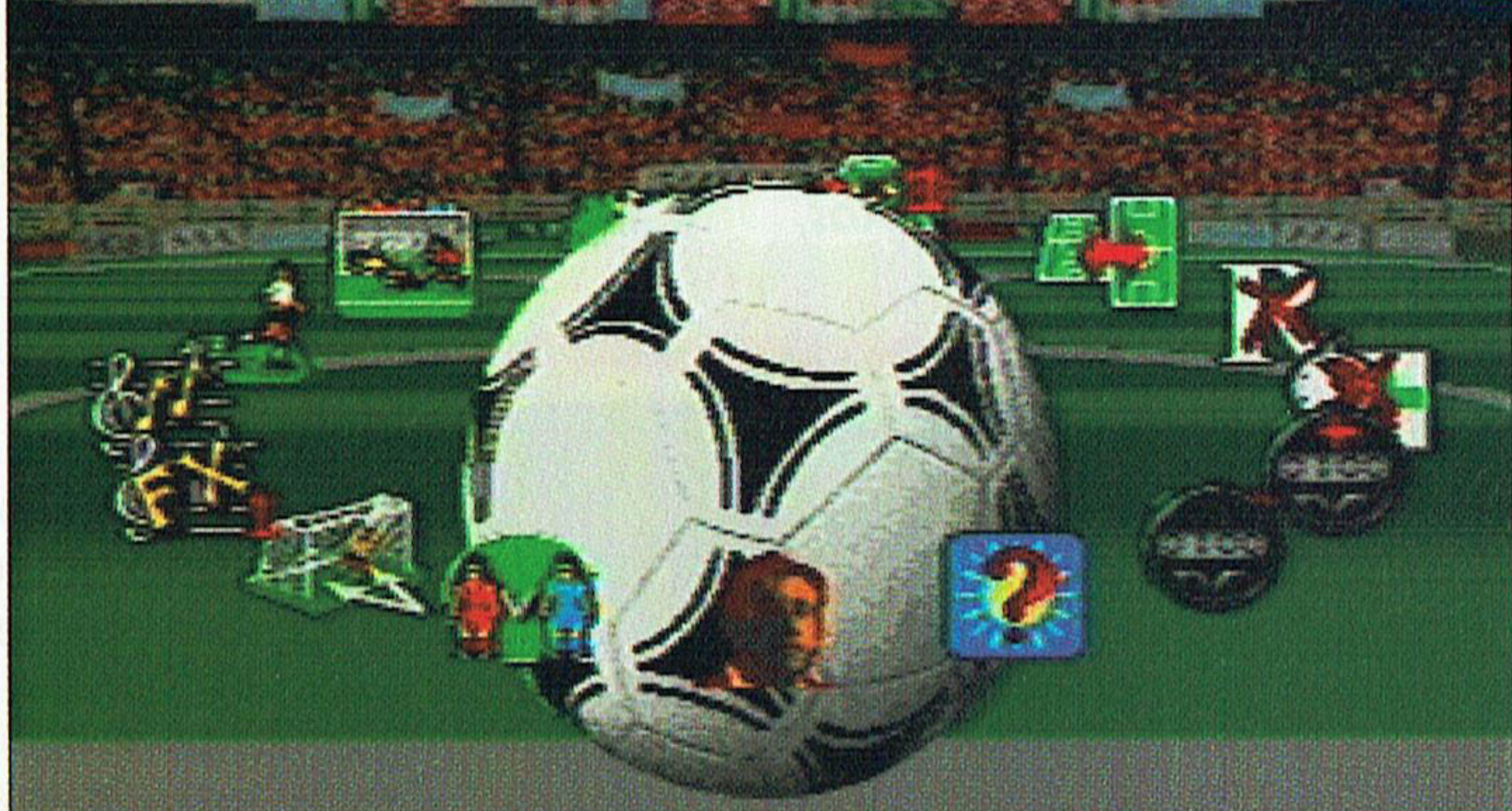
## second opinion

**A**re we playing the same game here? While *Striker* is an adequate kick-around it doesn't really rate with the big boys. The novelty is the view-point alternatives but ultimately it's

60% Heidelberg Utd rather than Manchester Utd.

□ MATT

### OPTION LAND



▲ Now, this soccer sim options thing has to stop somewhere. I mean, who really cares if you can make the painted sidelines look a bit scruffier or not. But hang on, blindfolding that ref may not be such a bad idea... and, hey, we can turn the other players into purse-carrying ponces... cool!



### ▲ ON THE PADDOCK

Heigh-ho, heigh-ho, it's off to work we go... our diminutive players scurry out onto the field quite unlike the big burly blokes they represent. Here, one of our little friends is being chased by another player clearly much faster than him and soon he will be run down and trampled. Such is the way of the jungle.



### ▲ MID-GAME OPTIONS

Just when you think that you're missing out on an option or two, pausing the game brings up another option panel giving you the chance to alter the view, check out some replays, dabble with different tactics, look up some statistics, move the boys around or give one the boot.



### ▲ CALLING ROBERTO BAGGIO!

Penalty shoot-outs have made a big impact on modern games. Quite rightly then, *Striker* has a penalty shoot-out practice mode. Odd that the graphics look so much better in this mode than in the rest of the game. The goalie can't move until the ball does – so you never really know where it's going to go.

### VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Sports simulation  
**SUPPLIER:** Sega  
**PRICE:** \$69.95  
**SIZE:** 16 megabits  
**PLAYERS:** Two

## Word

### GRAPHICS

Large variety of viewing perspectives, but the players are a bit over-simplified.



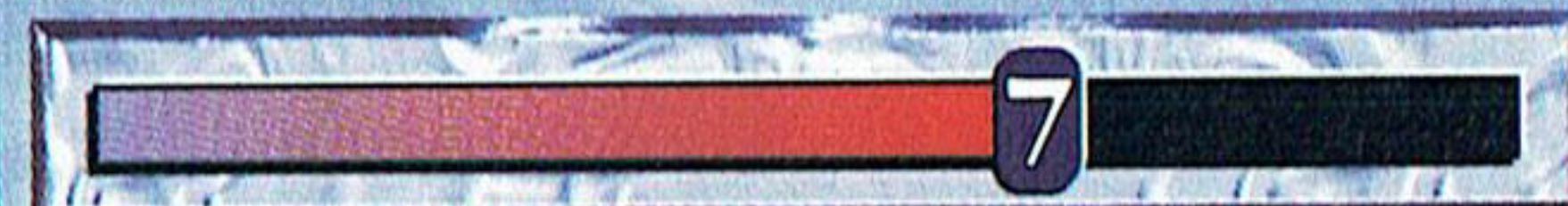
### SONICS

No actual rendition of *Campione*, *Campione* but you get the impression that it could start up at any moment.



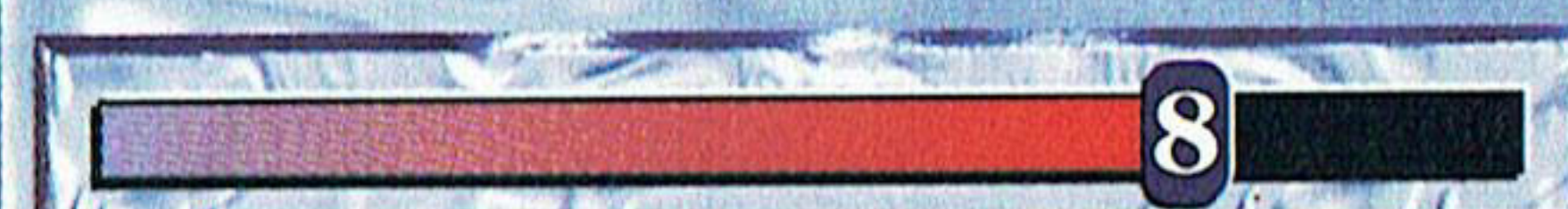
### PLAYABILITY

Like most soccer sims, takes a while to get used to. But with practice, you'll be doing bicycle kicks like the pros.



### STAYING POWER

No problems in this department, ten billion options take care of that.



### OVERALL

Loses a bit in the graphics department to its championship rivals. Saved only by quick play and countless options.

**75**  
PER CENT



# Rugby World Cup

# 1995

**VITAL STATISTICS**  
**FORMAT:** Mega Drive  
**TYPE:** Sports sim  
**SUPPLIER:** Electronic Arts  
**PRICE:** Around \$100  
**SIZE:** 16 megabits  
**PLAYERS:** Four

**Rugby without the threat of serious injury? Mark Sariban can't believe his cauliflower ears.**

One of the biggest unanswered questions in video game land is why there are so many soccer sims and so few rugby sims. Well, somebody at Megazone mentioned it once about a year ago. Anyway, here to redress the imbalance is Electronic Arts' *Rugby World Cup 1995*.

It's a bit of a monster, with five different play modes – a computer-controlled Demo mode, Friendly, League (which involves any eight of the available teams in a limited competition), a random World Cup and World Cup 1995, which is limited to the nations who have qualified for this year's World Cup.

Ignoring the manual and plunging straight in to the maul will only result in mind-numbing bouts of penalties, scrums and line-outs with no real progress. The controls aren't very user-friendly, with a huge number of button combos required in the course of a single passage of play. The ball tends to be lost in a seething mass of bodies, leaving you with no choice but to repeatedly bash the control pad in the hope of clearing the ball.

Strategy is all-important, with an effective kicking game the only way you will be in contention in the tougher matches.

Winning line-outs against the flow of play is also a vital skill to be mastered. While *World Cup 1995* is mostly a faithful re-creation of rugby, a few liberties have been taken. Like the Action option, where the ref obligingly ignores knock-ons and the players don't get tired or make fatigue-related mistakes.

*World Cup 1995* really is an impressive effort, capturing the feel of a fluid, dynamic rugby match. But really, as with most other sports sims, once you find the weaknesses of the CPU, boredom quickly sets in. This game is best enjoyed when up against at least one friend. If you've invested in a four-player adaptor, here's the game for you. **M**

**SHOW US YOUR PINK BITS – YOUR TONGUES, THAT IS**

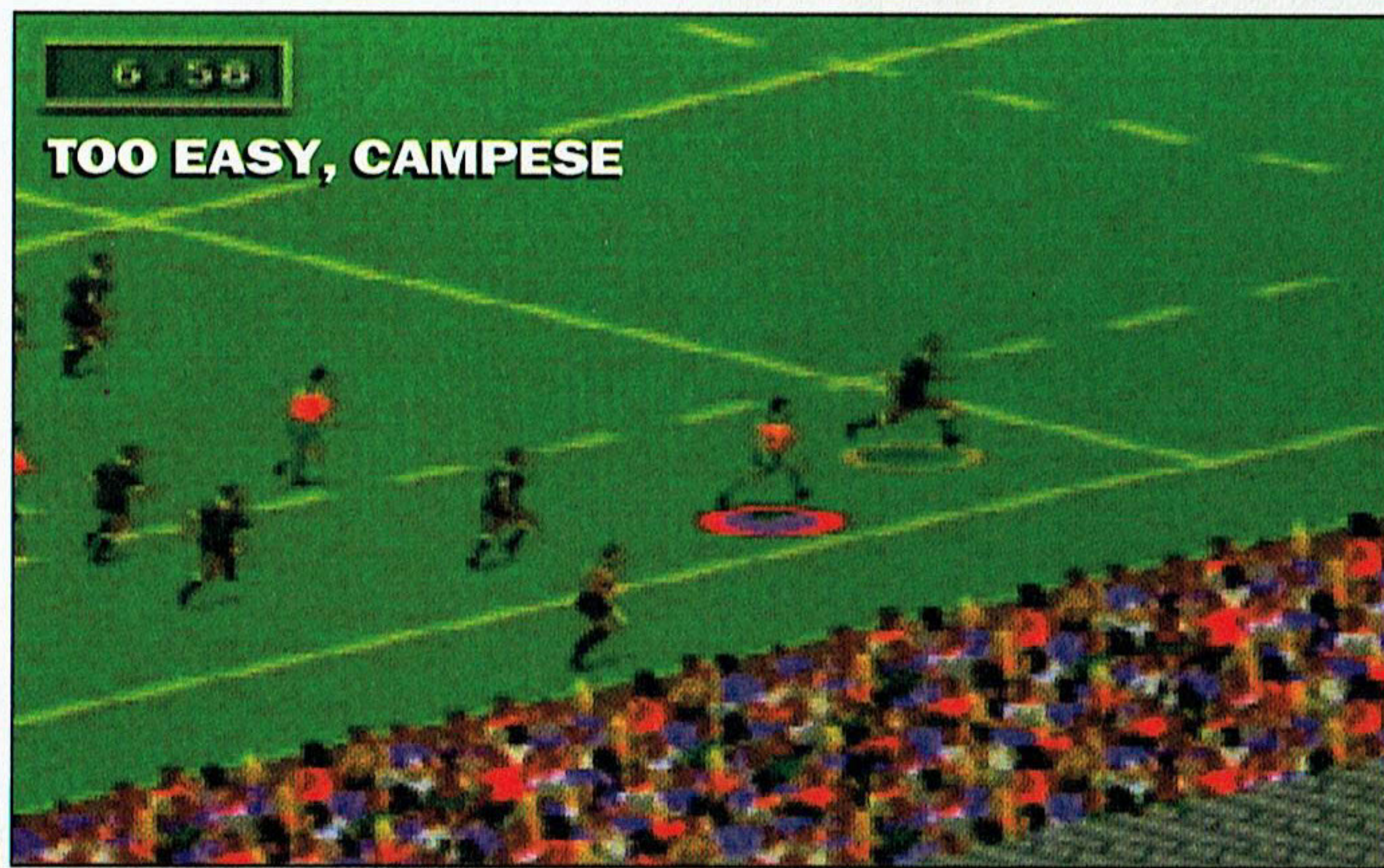


▲ All the major powers of world rugby are represented in this cart. And New Zealand gets a look in as well. We tried our hardest but couldn't get the All Blacks to do their traditional pre-game haka. Boring!

## second opinion

Not hailing from a rugby bastion, my interest in cuddleball is cosmetic. But, as a true patriot, I do get over-excited when the Wallabies take the pitch. And this sim, surprisingly, recreates that fervour. Hot stuff. Now, how about West Coast Eagles '95, please? **MATT**

**TOO EASY, CAMPESE**



◀ While the names of the players have been changed to protect the innocent, there are some trademark moves made by strangely familiar-looking sprites. Like this goose-stepping number from an Australian winger...

**KICK ME, HARD**



▲ Converting tries and kicking penalties are a piece of cake once you have mastered the timing. When the power bar appears on screen, press any button once to select the power of the stroke. The more power you give the harder it is to be accurate.



▲ Hit the button again as the power bar moves between the two arrows to determine accuracy.



▲ And hopefully you'll see the refs raise their flags.



# Ristar



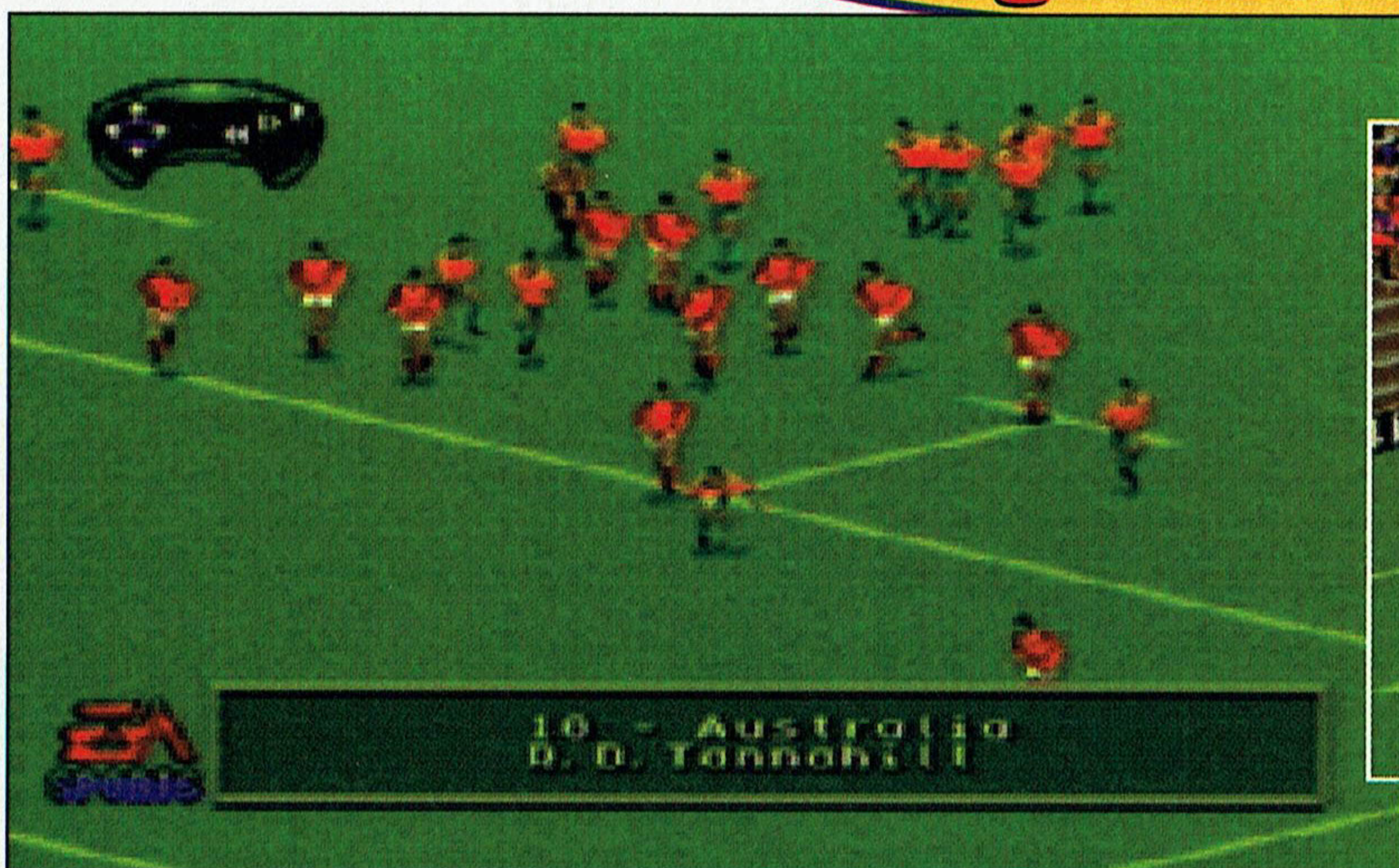
**SEGA**  
MEGAZONE



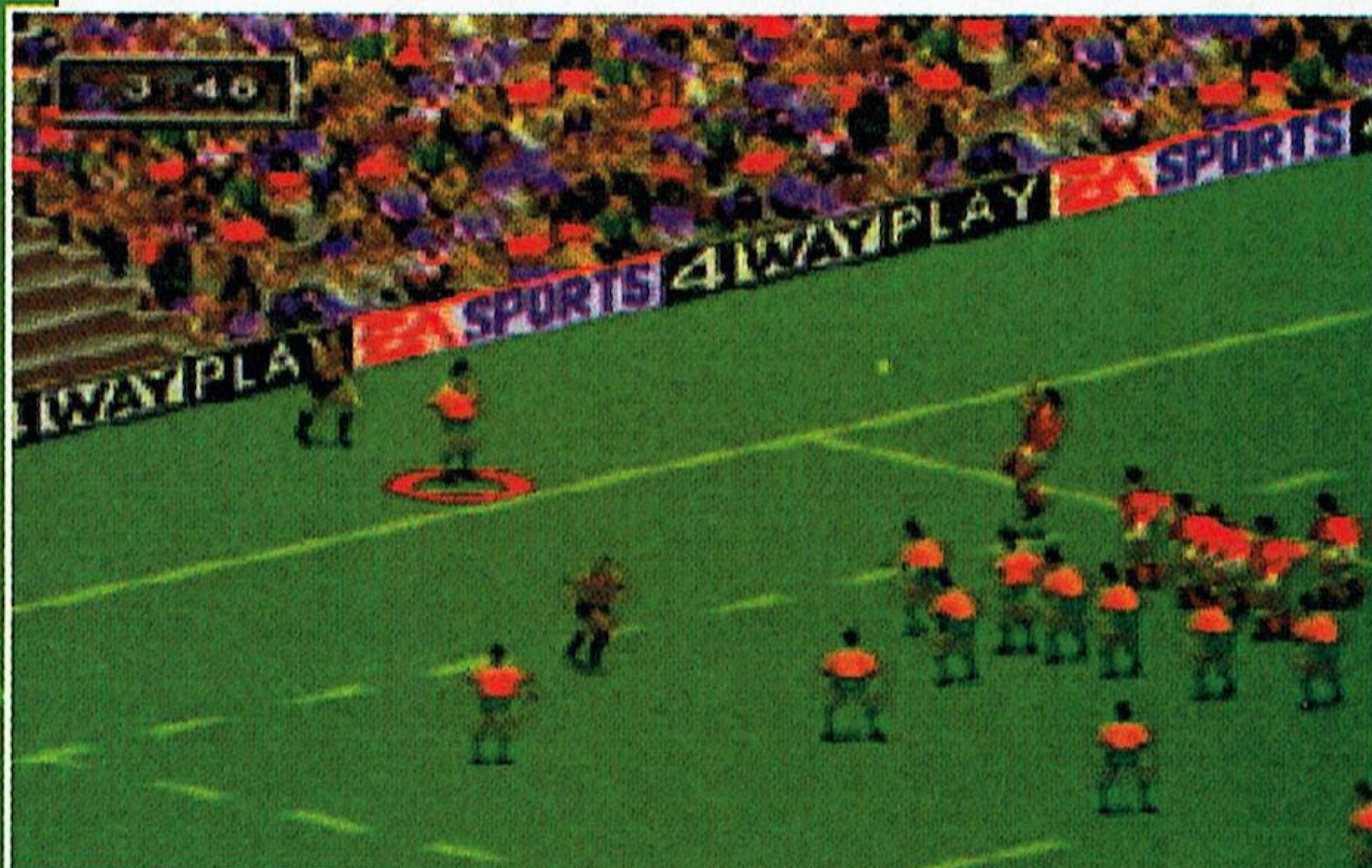
# Rugby World Cup 1995





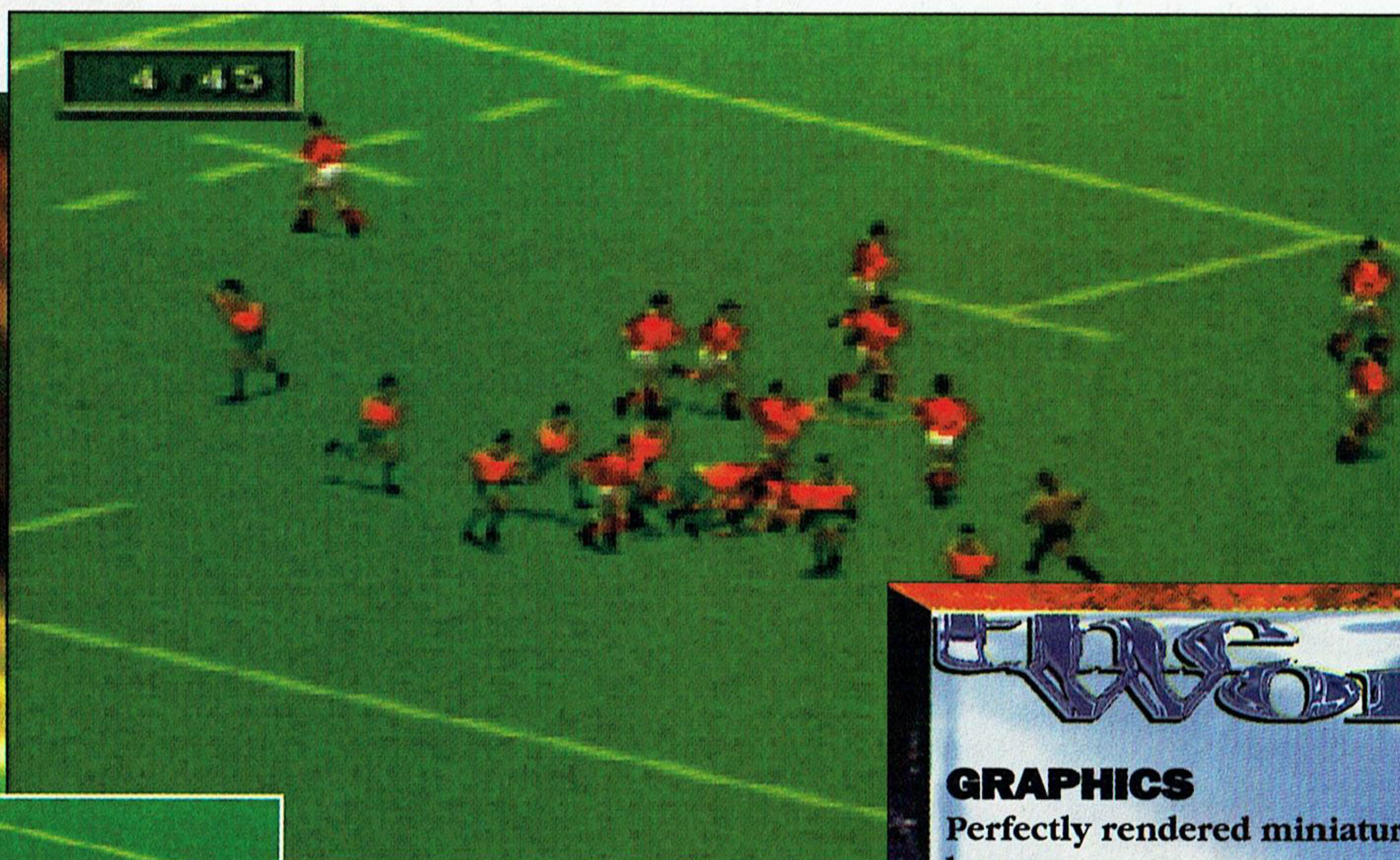


▲ The instant replay mode has heaps of extra features - you can point to any player in any frame of the replay and the CPU will identify that player. The replay can also be advanced frame by frame or even speeded up.



▲ Most of the time, running at the opposition will get you nowhere fast. Kick for touch and win the lineout to maximum territorial gain. Take care in the lineouts, as this is one area where it's very easy to concede penalties for illegal tackles.

► The biggest unanswered question is 'Who has the ball?' Like, where the hell is it? Does our team have it or have the bloody Kiwis stolen it? And just what are all those fit young blokes doing under that tangle of long limbs and trim torsos?



◀ After an eternity of grabbing territory with all the bloody-mindedness of a Bosnian-Serb, you should be in striking range. When close to the opposition goal-line, defence tends to be very thin and vulnerable to long, flat passing to the far wing.

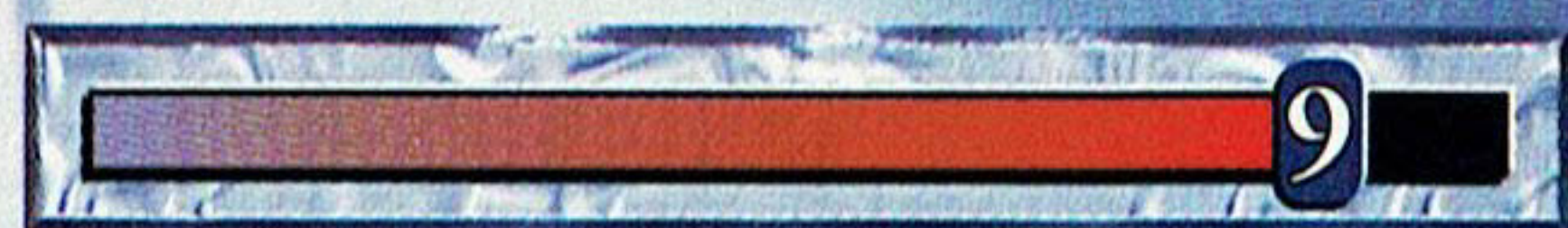


▲ You can screw the scrum up to 90 degrees before the ref blows his whistle. For a laugh press A+B+C to collapse the scrum, endangering the spinal cord of the opposition rake.

## Word

### GRAPHICS

Perfectly rendered miniature rucker buggers.



### SONICS

Like watching a TV rugby broadcast without any commentary.



### PLAYABILITY

Tricky controls. You'll need to read.



### STAYING POWER

Every scrum formed is a nail in the coffin of this game.



### OVERALL

Unreal for 15-a-side fans.

83  
PER CENT



# The Great Circus Mystery

Hickory, dickory, dock, two mice ran up the clock. The clock struck one... "Quick, someone call an ambulance!" squeaked Peter Burney.

**Y**ippee, the circus is in town! But wait, where are all the acrobats, the jugglers and the clowns? This looks like a job for the leaders of the gang, Mickey and Minnie Mouse.

This rodent romp scurries through six rather short and simple levels loaded with secret rooms, pesky baddies and diabolical bosses as you search for the lost circus folk. The Mickey magic, though, seems to have vanished.

Sure, it contains all the Disney cast and cute, colourful graphics (although the

sound is pretty lame) but the gameplay is as old as the Mouseketeers' cheesy outfits; running right, bouncing on baddies and beating bosses.

We must admit that Capcom have tried to spice it up with the novel idea of Mickey being able to change outfits but... well... it's more cosmetic than practical.

Colourful, G-rated fun for the young cheese graters in your lice-infested hole. But for kitty litter scratchers, you'll pounce through this faster than you can hiss 'I HATE MIECES TO PIECES!' **M**

## A SQUEAK PREVIEW!

**S**campering through the six levels you face a variety of baddies, many obstacles and two bosses in each. Try grabbing as many blocks as possible - hidden behind them are scrumptious goodies like hearts, coins, and even extra lives.



STAGE 1: THE HAUNTED CIRCUS

▲ Here you collect the sweeper outfit with which you can turn baddies into goodies (hearts etc). **Megazone Tip:** Don't use this outfit; it's awkward and will only get you killed.



STAGE 2: THE JUNGLE

▲ The Safari suit is uncovered here. It's good for vine sliding, swinging and climbing walls. **Password:** Pluto, Donald, Mickey, Goofy.



STAGE 3: THE HAUNTED HOUSE

▲ Western wear appears with a bouncing horse with a pop gun (novel). Tricky to control but great for killing bosses. **Password:** Goofy, Donald, Mickey, Minnie.



STAGE 4: THE CAVES

▲ Use the Safari suit for best results in this stage. Swimming is a major part of this level, so be careful not to drown. **Password:** Donald, Goofy, Pluto, Mickey.



STAGE 5: THE FROZEN PLAINS

▲ Ice, ice, and more ice but strangely enough it's not slippery! **Megazone Tip:** The Safari suit has most effect in this wasteland.



STAGE 6: THE BARON'S CASTLE

▲ The final showdown is near but first you'll have to defeat most of the bosses from previous levels, *doh!*

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Platform  
**SUPPLIER:** Capcom  
**PRICE:** \$99.95  
**SIZE:** 16 megabits  
**PLAYERS:** Two



▲ As with Mickey's previous outing, two players can take to the screen simultaneously. Yes, Mickey and Minnie together at last. Unfortunately, there is no interaction between the characters (and we always wanted to see Mickey jump Minnie's bones)! Woo-hoo!

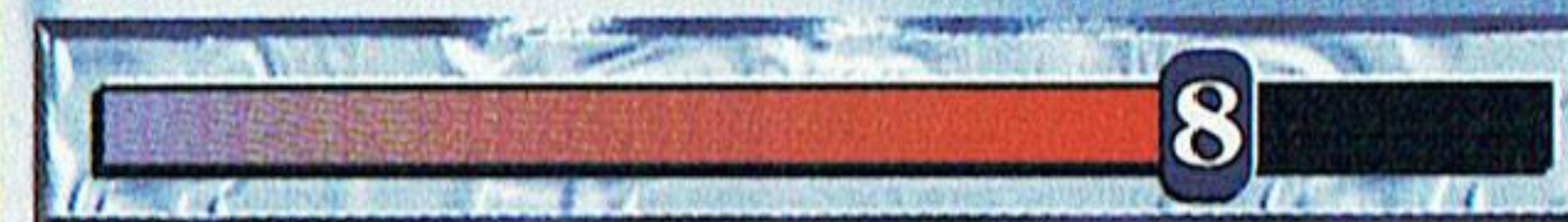
## second opinion

**D**efinitely one for younger players, this. Anyone taller than knee-high to a grasshopper will find this basic platformer unchallenging. Nice graphics, though. **71%**  ADAM

## The Word

### GRAPHICS

Cute and colourful. What else would you expect from a Disney licence?!



### SONICS

Music is bleepish and the sound effects are limited.



### PLAYABILITY

A run-of-the-mill platformer; walk left-to-right jumping over stuff... enjoyable for a while but ultimately monotonous.



### STAYING POWER

Easier than stomping on three blind mice.



### OVERALL

The pitter-patter of little feet will enchant the younger player... but we veterans will have it exterminated in no time. Now where did we put that damn mouse trap?!

69

PER CENT



# ATP Tour Championship Tennis

**Like Ivan Lendl, Mark Sariban has never won Wimbledon – which sort of qualifies him to review this game.**

**Y**eah. Another tennis sim. Let's say it straight off. There are already several perfectly good tennis sims available, so why bother with this one? *ATP Tour* plays like SegaSports' last tennis sim, *Wimbledon*. Exactly like it in fact. The controls are the same – if you've played *Wimbledon* just plug the cart in and get going.

As the name suggests, the idea is to play through the ATP (stands for Association of Tennis Professionals, knowledge fans) calendar. Your opponents are real ATP pros and to win a tournament you need to win the first round, second round, quarter and semi-finals, and the final.

Gameplay is fast, and the initial oppo-

1995 Schedule

Mar. 13	The Lipton Championships
Apr. 5	Japan Open
Apr. 20	Monte Carlo Open
May. 3	German Open
May. 10	Italian Open
July 26	Canadian Open
Aug. 9	Tennis Championships Thriftway ATP Championship
Oct. 25	Stockholm Open
Nov. 1	Paris Open
Nov. 11	IBM ATP Tour World Championships

▲ Assuming you never lose a match, or a set for that matter, it would still take over 100 real-time hours to play every tournament in the calendar. Declining to participate in any tournament means dropping down in the ratings and loss of big bucks. Be prepared for a long association with the control pad.

Select Player

Name: John Newcombe  
 Birthdate: May 23, 1934  
 Country: Australia  
 Height: 6'0" (1.83m)  
 Weight: 180 lbs. (81kg)  
 Player: Right Handed

PLAY STYLE: All Around



ABILITIES:  
 Forehand Ctrl: 7 Power: 8  
 Backhand Ctrl: 7 Power: 8  
 Serve Ctrl: 7 Power: 8  
 Footwork: 7

CONTROL: CPU Assisted  
 +CHANGE PLAYER  
 Player 1 CHOOSE THIS PLAYER

▲ Tennis history freaks will love the Seniors Tournament feature. There are eight golden oldies to choose from, including Rod Laver, John Newcombe and Ken Rosewall. You can also match one of the seniors with current ATP players.

nents on the tour are obligingly uncoordinated (it does get harder eventually). There's a handy computer-assisted option which makes play easier, allowing you to concentrate on ball placement. Which all adds up to an enjoyable cart.

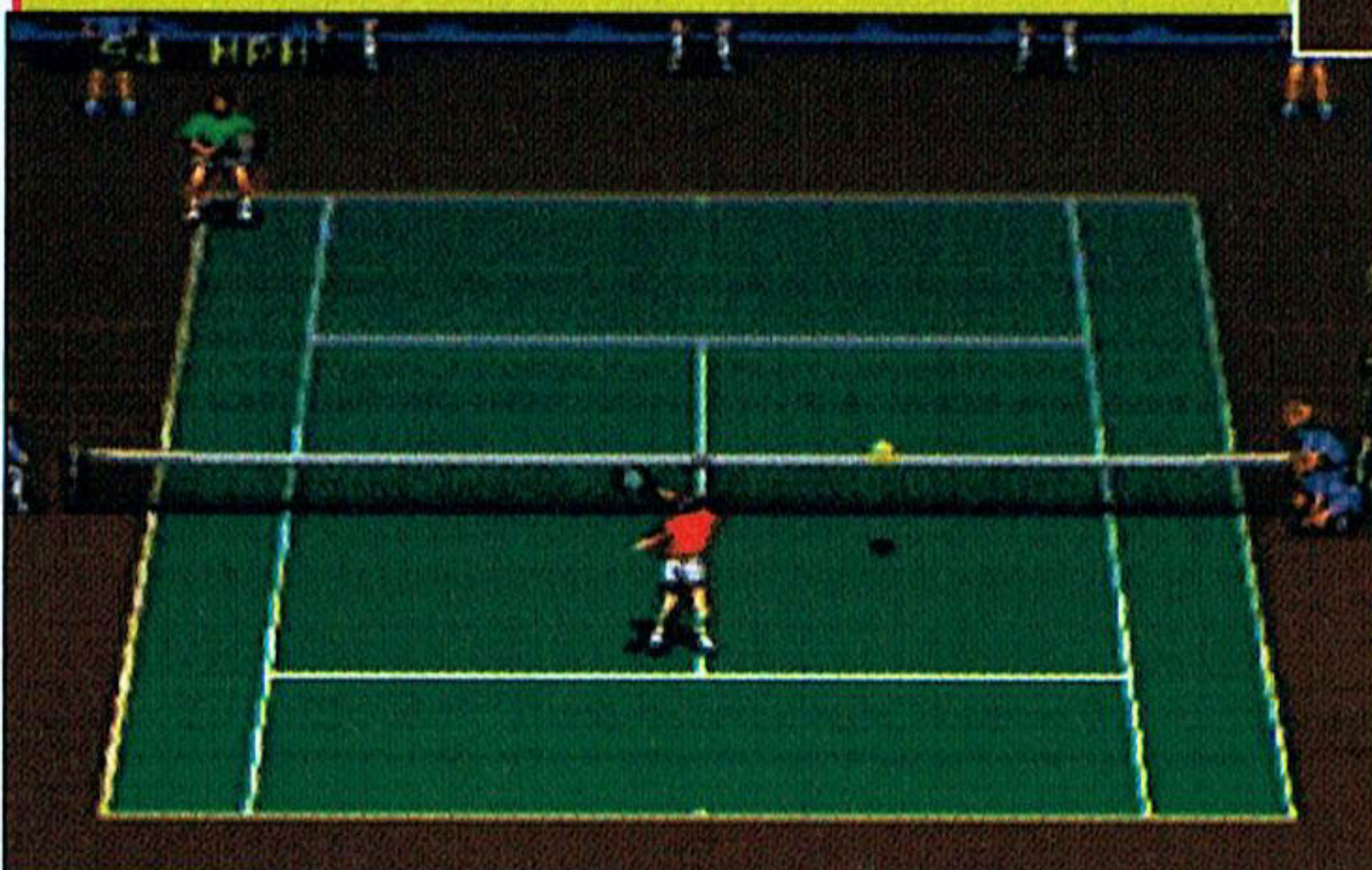
But really, unless you're a tennis addict who has thrashed every other tennis sim to death and still wants more, or you're a newcomer to the Mega Drive tennis sim racket, save your money. **M**

## SERVING UP A WINNER

**S**erving is simple enough – any button to toss the ball and any button to hit. Use the D-pad to aim the ball. When receiving, just get in the general area of the ball and hold down button C for a high-percentage return.



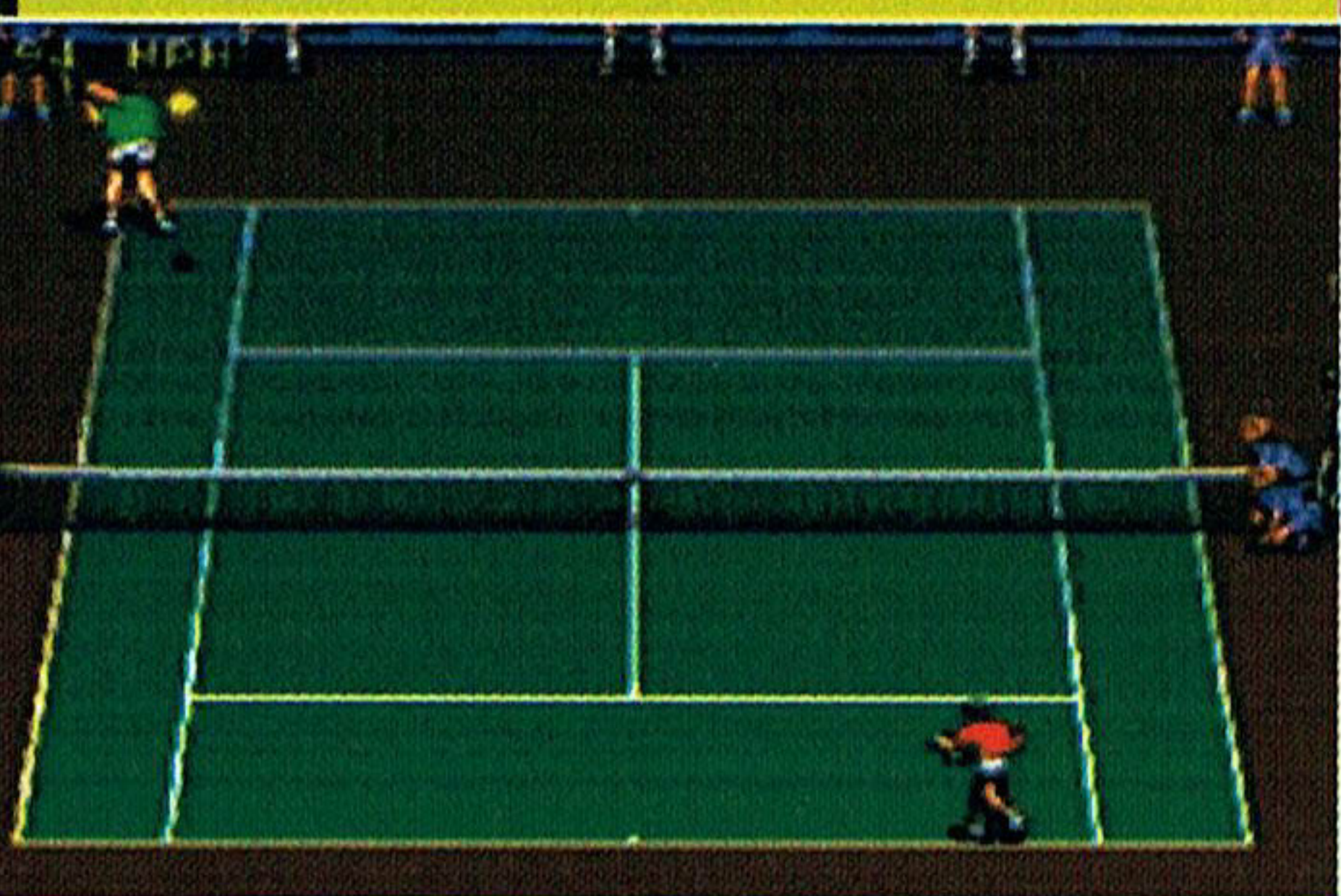
▲ Here's a sure-fire service-winning shot. Stand at the edge of the court and serve wide...



▲ ...and pop it over the net: 15-level!

**second opinion** 

**T**ennis. You know? It's a good excuse to throw a tantrum now and then but as a sim... hmm. It all depends on the garnish. Not bad but not great. **67%**  MATT



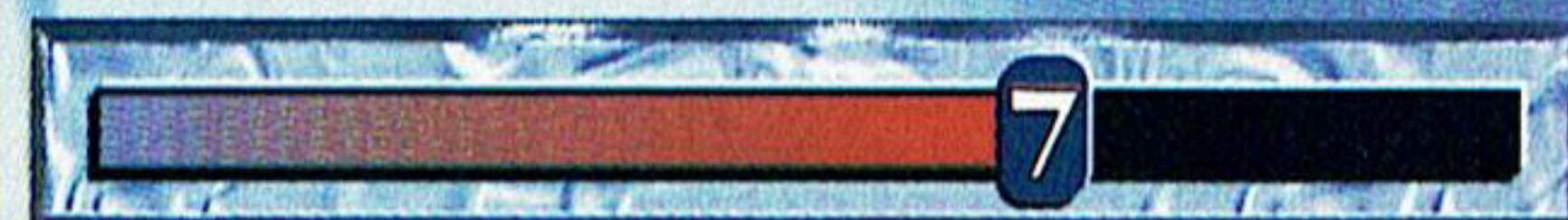
▲ ...The return sits up nicely... straight back to you. Run to intercept the ball as it comes back your way...

**Megazone Tip:** For most of the early matches in your career, breeze through service games by serving very wide to the receiver's right. The return from that serve can be put away for a winner every time.

## Word

### GRAPHICS

Digitised mugshots brighten up boring courts.



### SONICS

Pock, pock, pock, pock. Yes.



### PLAYABILITY

Easy to get a grip – and fast as well.



### STAYING POWER

Easier than stomping on three blind mice while wearing stilts.



### OVERALL

Not much different from several other tennis sims on the market.

**78**  
PER CENT



# Virtua Racing Deluxe

32X Review

32X review

## VITAL STATISTICS

**FORMAT:** 32X  
**TYPE:** Racer  
**SUPPLIER:** Sega  
**PRICE:** \$99.95  
**SIZE:** 24 megabits  
**PLAYERS:** Two

**It isn't really virtual reality, but it'll do for now, decides Mark Sariban.**

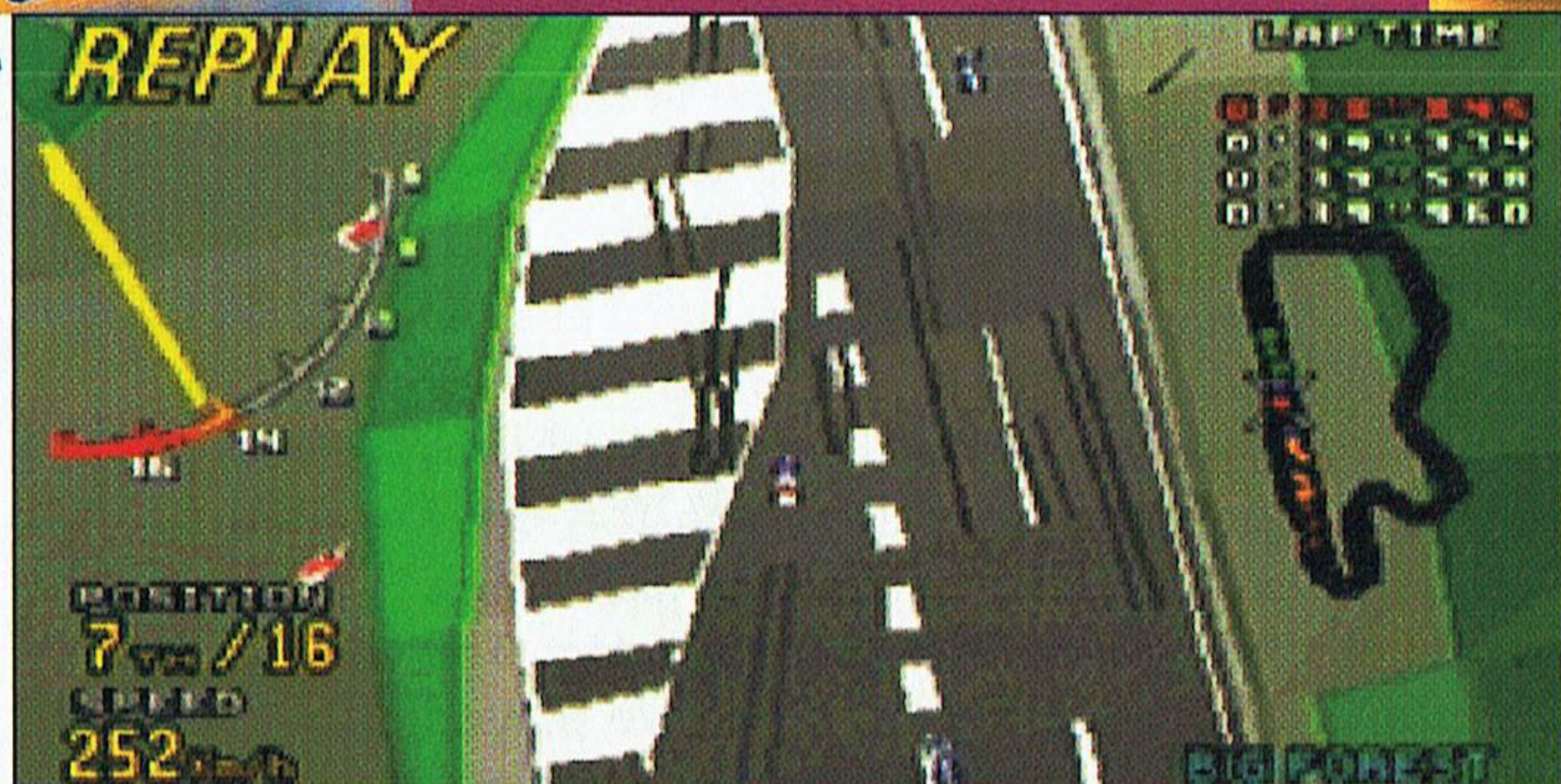
**P**olygon petrol-heads rejoice! *Virtua Racing* is back in a deluxe package which, in our humble opinion, is even better than the arcade version. It simply looks superb on the 32X. OK, with *Virtua Racing* the graphics have always had to suffer, with polygons used for the sake of the processing power, giving the backgrounds – and especially the pit crew – a virtually unreal look. But the result of that compromise is very impressive sense of speed and fluid motion.

*VR Deluxe* is substantially bigger than the Mega Drive cart – in addition to the original Formula racer, you now have the option of driving a stock car or a slick prototype racer, each with unique handling characteristics. There are also two new courses to come to terms with – Highland, which is pretty tough, and the relatively easy Sand Park.

Most of the original features have been retained, though we've yet to discover whether there's a cheat that allows you to race backwards. Free Run is now called Time Attack, and is still an invaluable method of gaining expertise on a track without having to worry about the competition or the time limit.

The only drawback we found were the digitised voices – they suck big time. We haven't heard such moronic voice samples in a long, long time. From the guy at the title screen saying "Virtua Racing!" to the retard who says "Fastest Lap" during a Time Attack, it's really irritating.

We can live with that minor flaw though, considering the buzz you get out of mixing it with 15 other cars for the chequered flag. Truly an awesome cart and an absolute must in anyone's 32-bit library. **M**



▲ You can now change the viewpoints freely during race replays, regardless of which viewpoint you actually used during the race. By pressing button C and then Up on the D-pad, you can zoom out to roughly outer space.

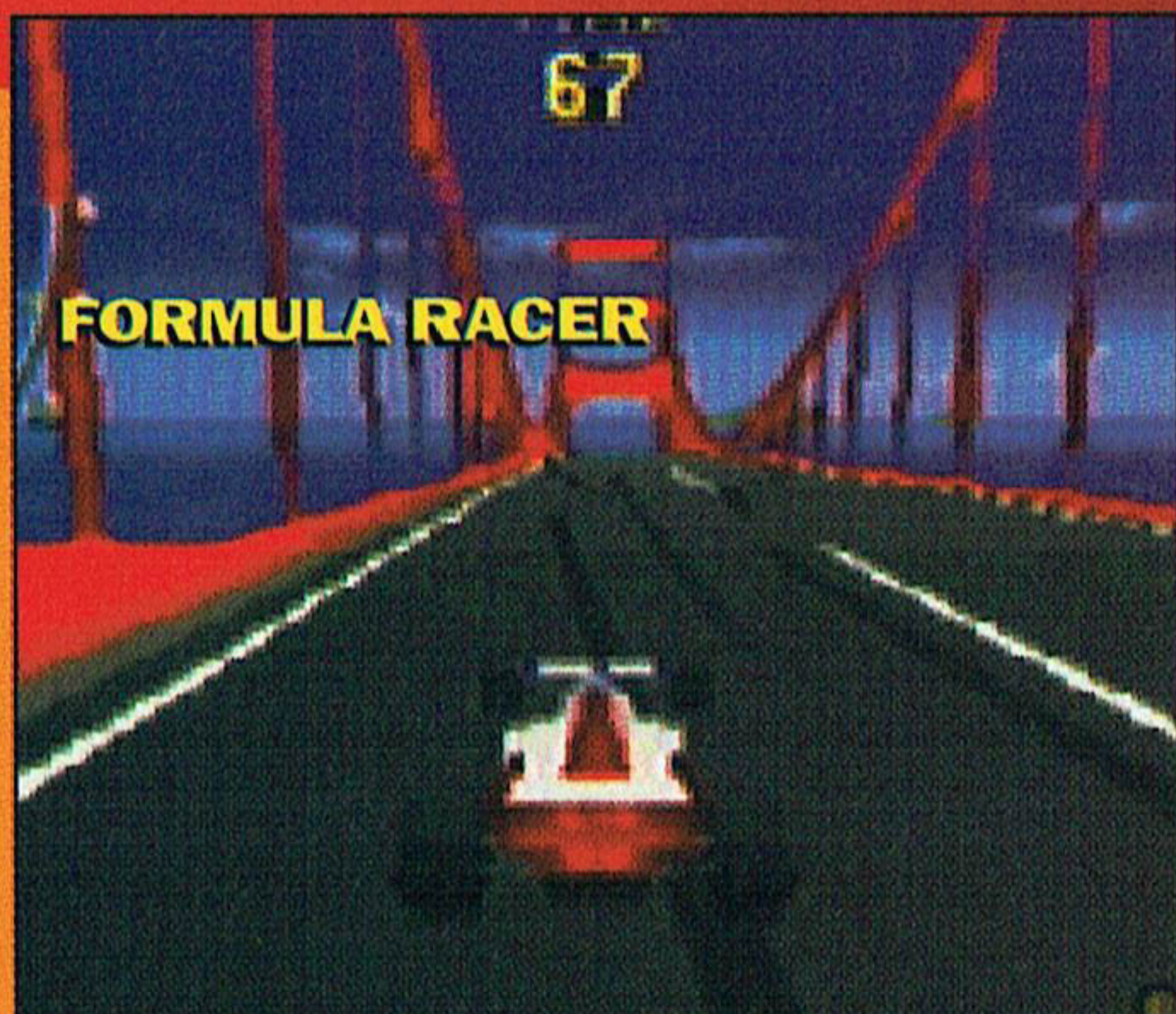
**second opinion**

Junk food – fast, easily snorted, take it or leave it. The backgrounds look hot but if I wanted scenery I woulda gone with my mum on holiday to Nambucca Heads. But it's still about as much fun as you could have going round in circles. **80%** **MATT**



▲ Press the D-pad down to zero in directly above your car. Not that you'll see too much of the race from that close.

## MINE'S THE BLUE CHEVY



▲ There are now three cars to choose from. The default car is the original Formula racer, which has a top speed of 328km/h in auto mode. (Although, on the Big Forest course, by coming into the first bridge at top speed, you can momentarily push the car to 333km/h.)



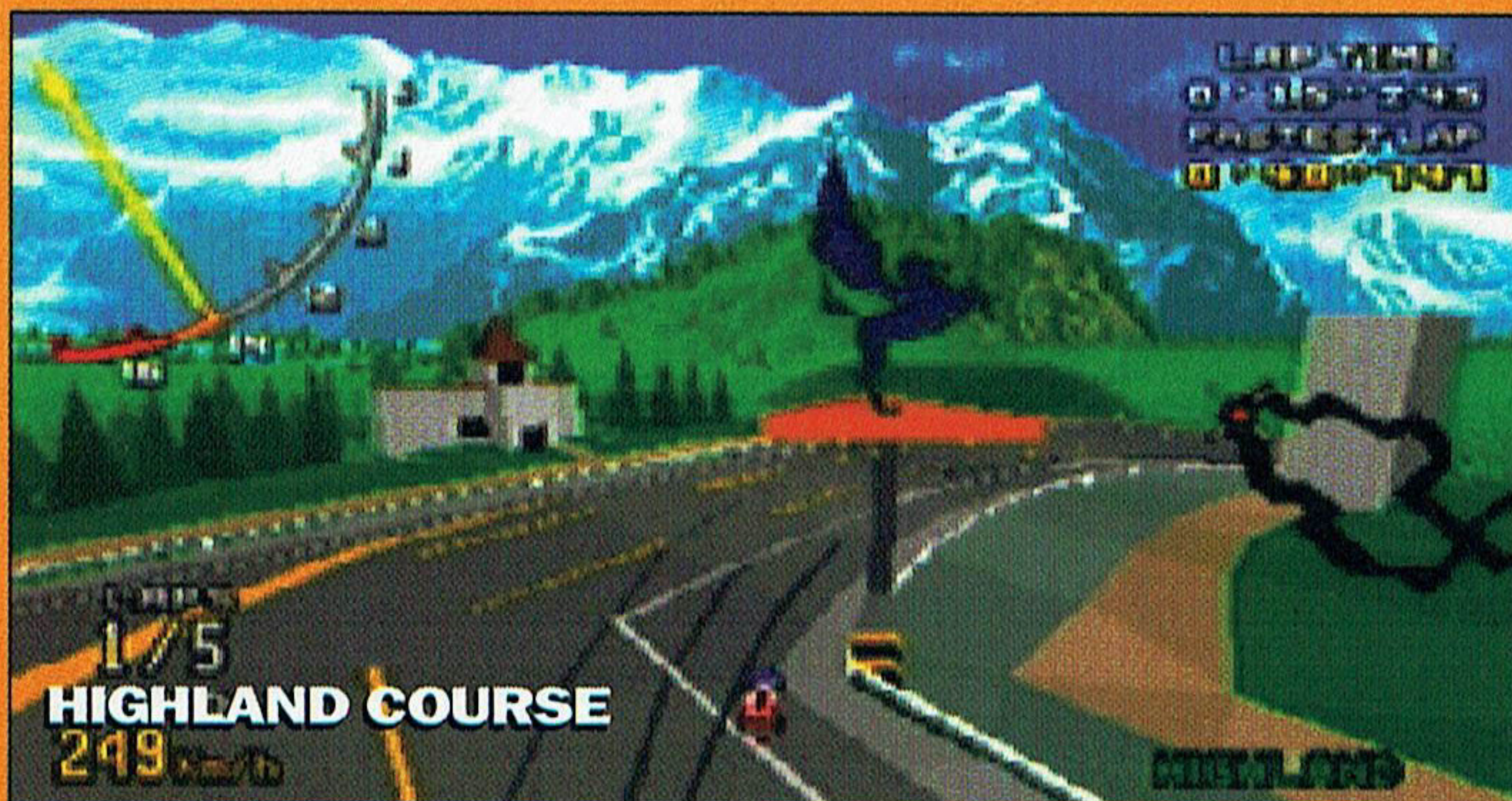
▲ Essentially a standard production car with some modifications. The stock car has much less grip than the Formula car, making control a lot harder. It's a lot slower too – top speed is a pitiful 286km/h. Tight corners are a bitch in this car – consider yourself a winner if you can manage sub-42 second laps on the Big Forest course.



▲ Significantly more powerful than the Formula car, this babe reaches a top speed of a whopping 381km/h, making it at least six seconds faster per lap than the stock car on the Big Forest course. At top speed control is a major problem – the prototype has a twitchy rear end. Unlike the Formula car, you'll need to slow down for even the gentlest of corners. Our reviewer had the prototype doing 35 second laps of the Big Forest course in no time.



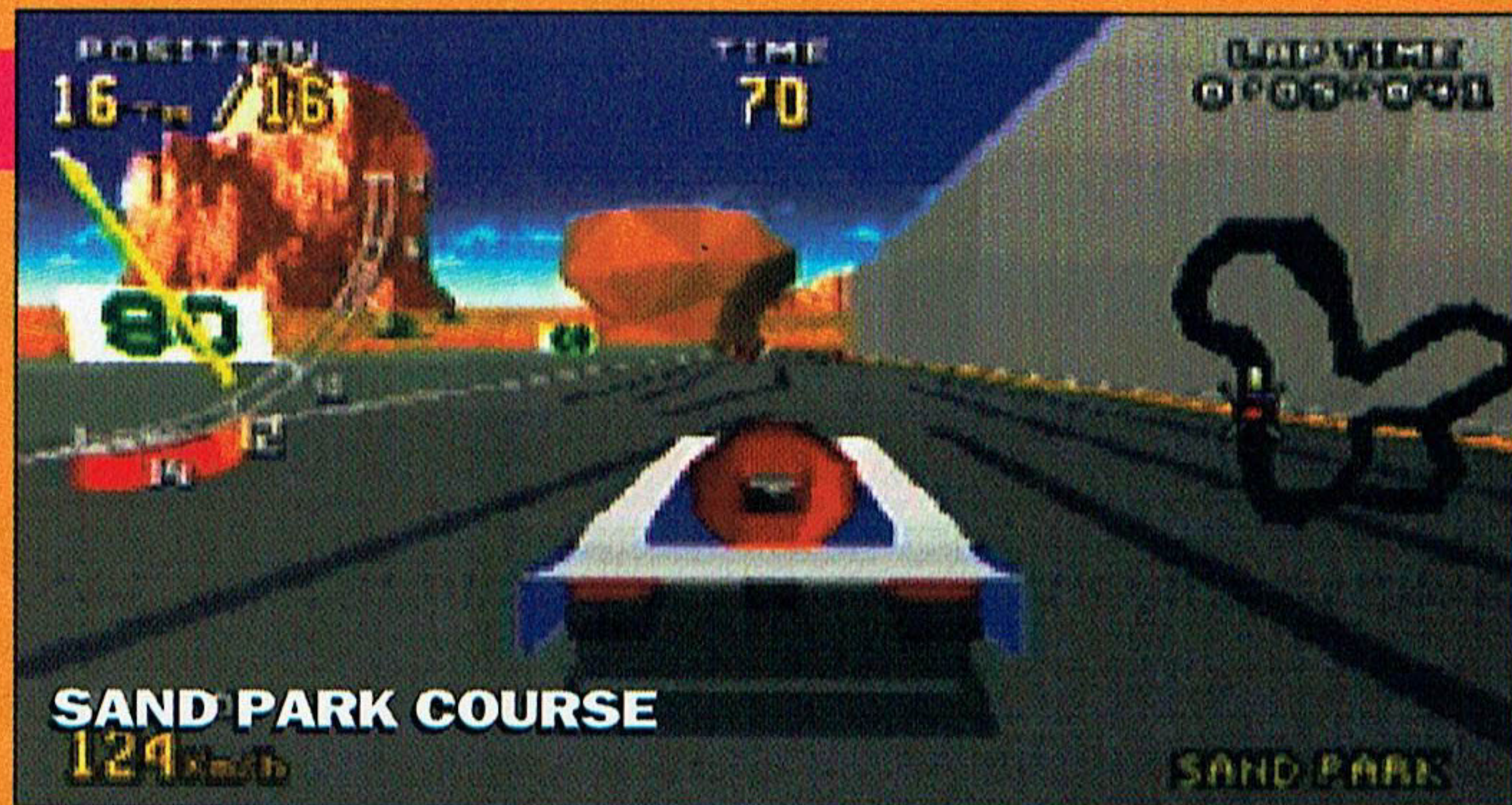
TWO NEW COURSES



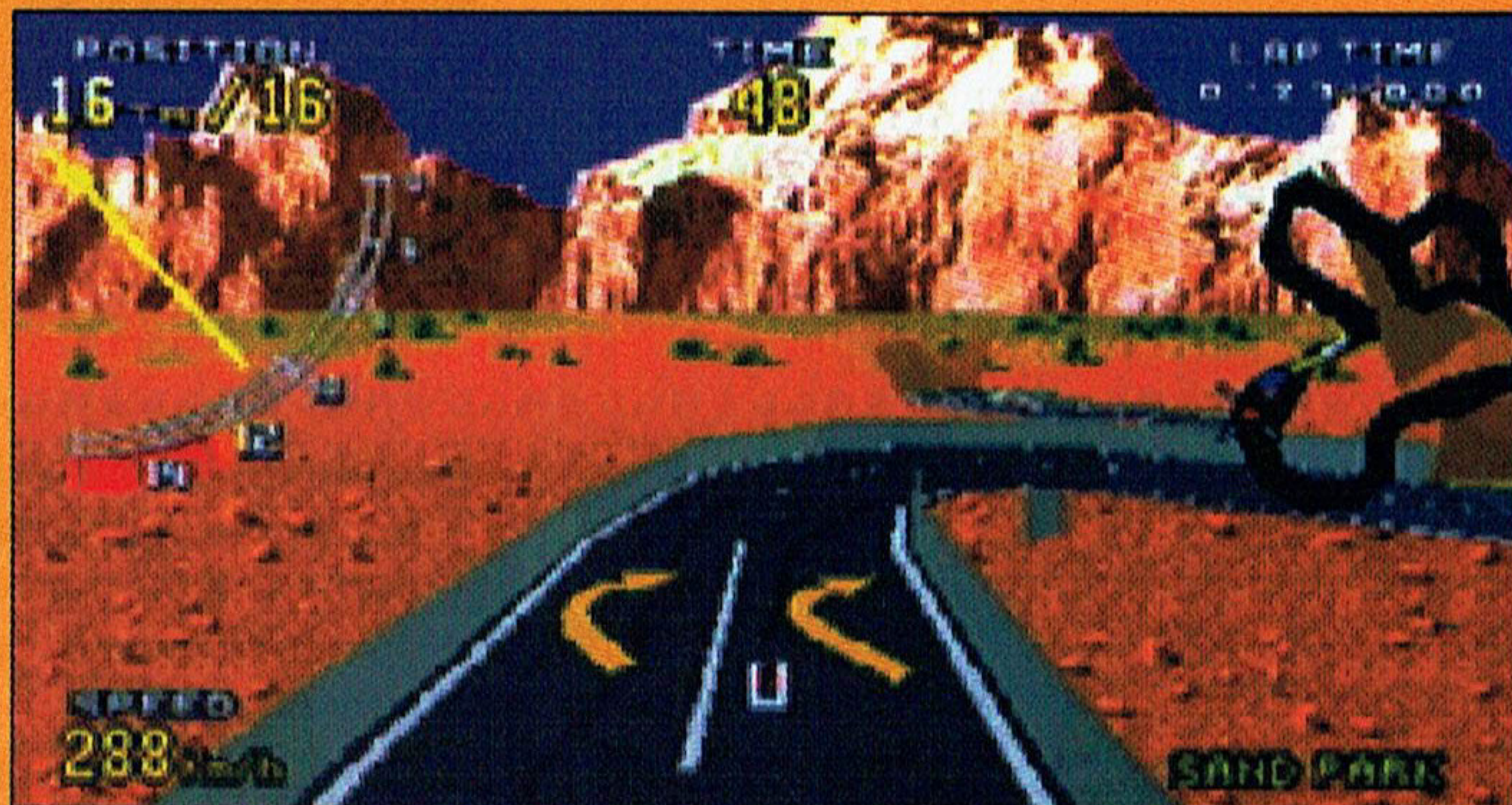
▲ Essentially a city course, with city streets and highways part of the circuit. Very tight corners around blocks of buildings and some nasty obstacles make this new track a serious challenge. Like the Bay Bridge course, there is no pit available. If you lose a spoiler, tough luck!



▲ Look out for these grassy median strips stuck right out in the middle of the lane in several sections of the Highland course. Grass will rob you of speed faster than you can say your favourite four-letter word.



▲ A bitch of a course in terms of visibility. Tunnels and steep walls obscure the view for most of the time, making it bloody difficult to stay off the sandy shoulders. At least it's next to impossible to spin out on the sand.



▲ Once you've familiarised yourself with the few tricky turns, the Sand Park course should pose few problems. The nastiest section is this very tight turn inside a low-ceilinged tunnel.

► Man, remember what the old *Virtua Racing* looked like? Prehistoric or what! It's flat as a pancake and slow as buggery. We sure are glad that *VR Deluxe* is here.



▲ **Megazone Tip:** Theoretically you can't drive along any course in the opposite direction. If that bothers you, choose the Time Attack mode and the desired course and simply do a U-turn at a wide point on the track. Take care not to crash, 'cos the CPU will just put you back on the track facing the right direction. Oh, and try to ignore the 'REVERSE' message flashing right in the centre of the screen.

*Virtua*

GRAPHICS

Polygons aren't everybody's cup of tea, but it looks good to us.



SONICS

Vooroomms are okay. The digitised voices suck.



PLAYABILITY

Who needs a steering wheel?



STAYING POWER

With two new cars and two new courses, we spent every waking hour playing it.



OVERALL

A great upgrade of the first in the superb *Virtua* series.

91  
PER CENT



# X-Men 2: Clone Wars

To keep this cart away from as many people as possible, Peter Burney reckons it should be X-rated!

**W**olverine and five of his X-Men (even though one is a girl) buddies are back to save us once again from a comic book catastrophe. But, being bothered blasting baddie after bloody baddie will bash even the baddest bro into boredom. Bah! (Eh? - Ed.)

X-Men takes us back to the days of simple games where you could be thicker than two planks and still know what to do. No pick-ups besides energy and the characters' large range of attacking techniques are wasted when only one move (the best one!) is required to clear a level. 'Kill or be killed' about sums it all up! Simple but strangely addictive.

Colourful, large sprites and some interesting backgrounds help it along but they're nothing to write home about. Character movement is disappointing and all baddies die in much the same way (they go out with a bang!), rather silly really.

A straightforward platformer which is average in all departments. Any Roman would agree: V out of X, man! **M**

▶ Upon starting your epic journey of Good vs Evil you must select from six of the X-Men. Each has at least five different techniques to learn and you can swap them around between levels or after losing a life.

**Megazone Tip:** The best character is Cyclops due to his long-range attack.

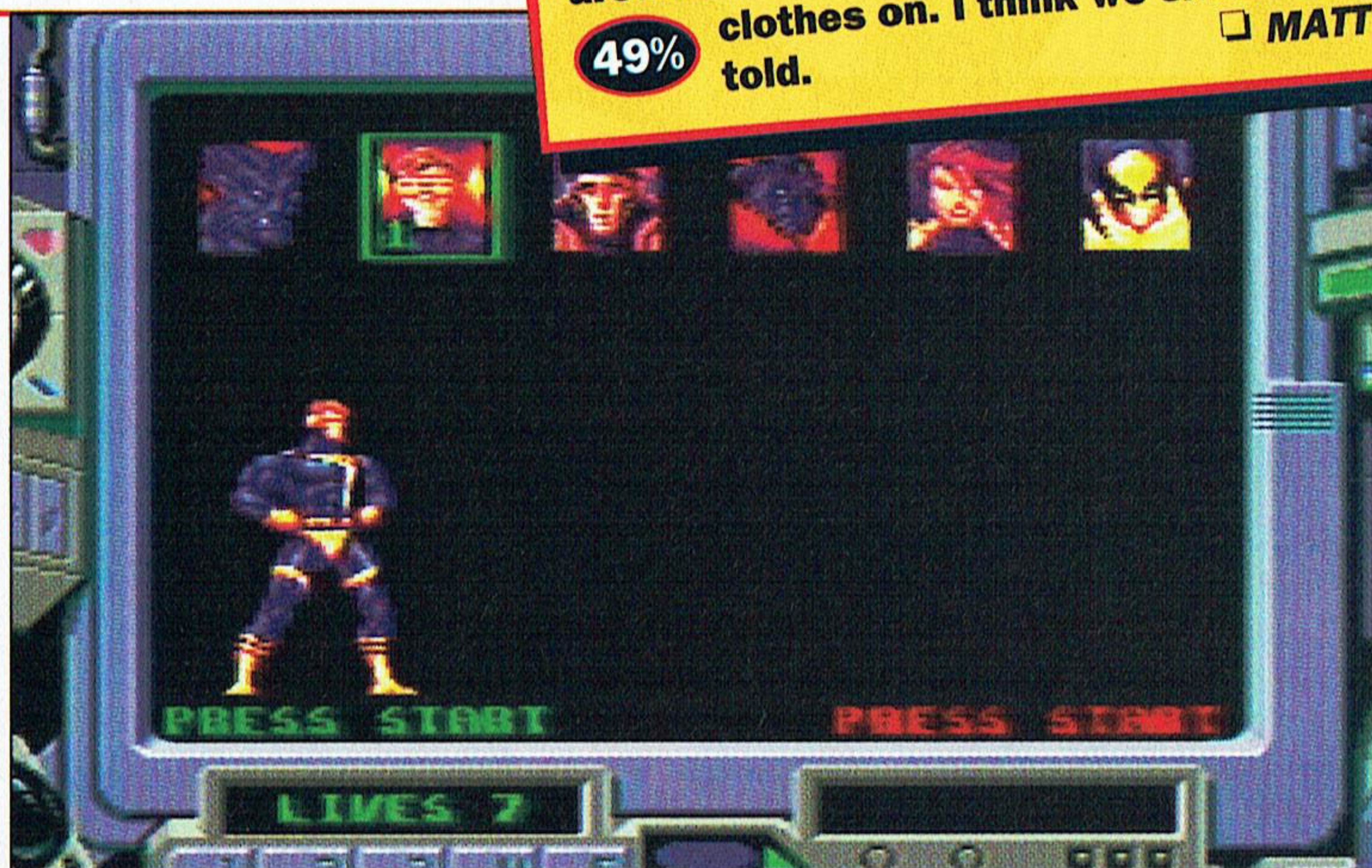


▶ Like most platformers, you face ever-tougher end-of-level baddies. This monstrous menacing machine appears at the end of level two and is destroyed by blasting at its lower half.

**Megazone Tip:** After defeating it, head right to refill all of your energy.

**second opinion** 

The most interesting thing about this game is how that young lady runs around in the snow with hardly any clothes on. I think we should be told. **49%**  MATT



▶ The variety in backgrounds helps the enthusiasm towards the game and gives some incentive to push on... but is it enough? We don't think so!



## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Platformer  
**SUPPLIER:** Sega  
**PRICE:** \$89.95  
**SIZE:** 16 megabits  
**PLAYERS:** Two

◀ Two players can simultaneously take on the bad guys. This improves the interest level in the game, but unfortunately you can't beat the XXXX out of each other.

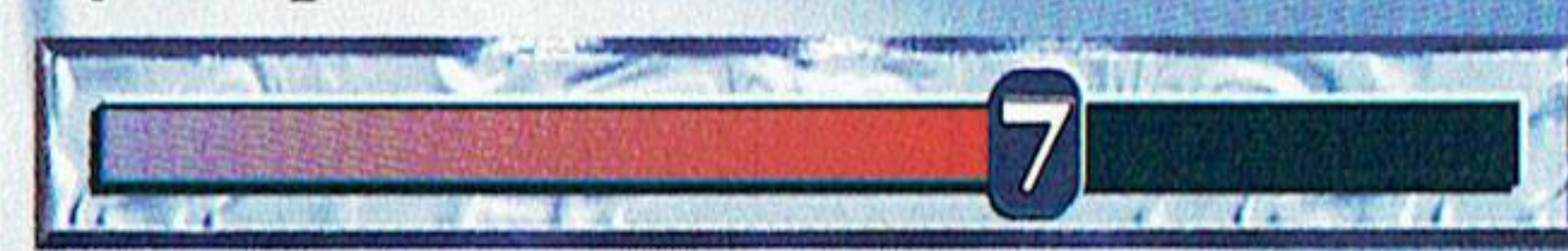
## THE BEGINNING OF THE END



## Word

### GRAPHICS

Large sprites and nice backdrops fouled by simplistic character movement.



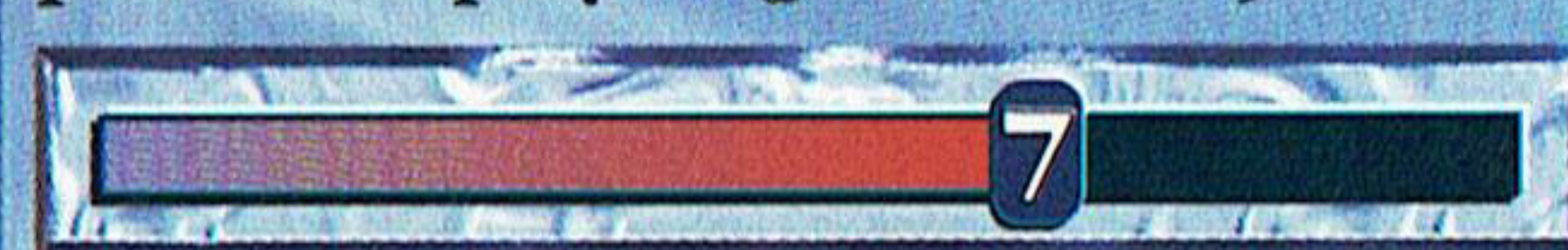
### SONICS

The music is bland and the sound fx lame. Not the great X-plosive vibrations you'd X-pect from the X-Men.



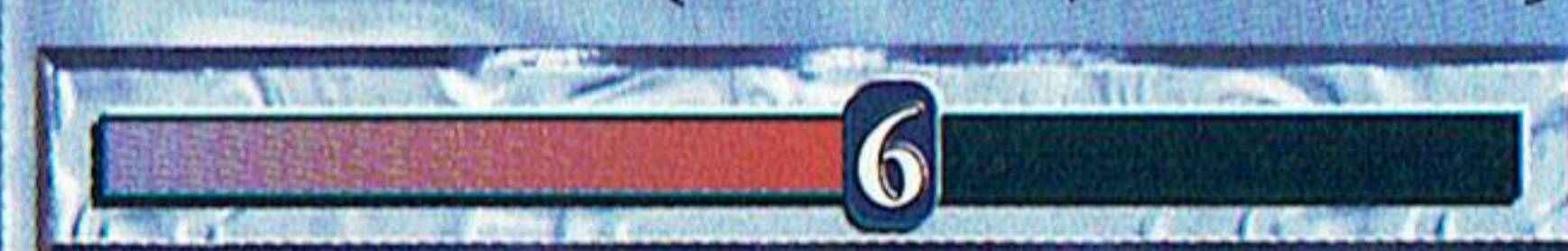
### PLAYABILITY

Easy-to-master controls and straightforward gameplay will X-cite the in-Xperienced player. (Jesus! - Ed.)



### STAYING POWER

Too basic to stick around for long and the lack of variety will slip the X-Men into X-tinction. (Cut it out, mate - Ed.)



### OVERALL

This X-traordinarily average X-cursion of the X-traterrestrial X-Men will X-haust even the most X-citable gamer. Disappointing. (You're fired, Mr freakin' X - Ed.)

**64**  
PER CENT



# One more reason to not get up from the couch



**Y**ou know the problem. Your Mega Drive is calling, but your dumb mutant sister/brother/wrestling partner has claimed TV lands right to watch *Neighbours*. Doooooooooooo!

But! Enter this competition and all this could be a thing of the past! Yes – our good friends at Sony Electronic Publishing are giving away a portable TV – free! To you!!! You can play your Sega to your heart's content in the privacy of your pit. Plus, you can watch *The Simpsons* without any interruptions.

Not only that, but there are also five copies of the superb *Lemmings 2* and 20 *Lemmings 2* T-shirts up for grabs. Just in case your memory needs refreshing,

*Lemmings 2* is a scorcher of a game and scored a massive 90% in issue 45.

Let's check out those goodies, in full, shall we...?

► **The winner gets a Sony Trinitron KV1414AS 34cm remote control colour TV plus a copy of the *Lemmings 2* game and T-shirt.**

► **Four second-place winners each get a game and T-shirt.**

► **15 runner-ups get a T-shirt.**

**To enter, answer these tricky questions:**

**1. Which of these TV programs does Homer Simpson appear in?**

- a) Models Inc.
- b) The Simpsons
- c) Family Feud

**2) In *Lemmings 2* you have to...**

- a) Kill! Crush! Destroy!
- b) Rescue the princess and save the rabbits
- c) Lead 12 tribes of lemmings to safety

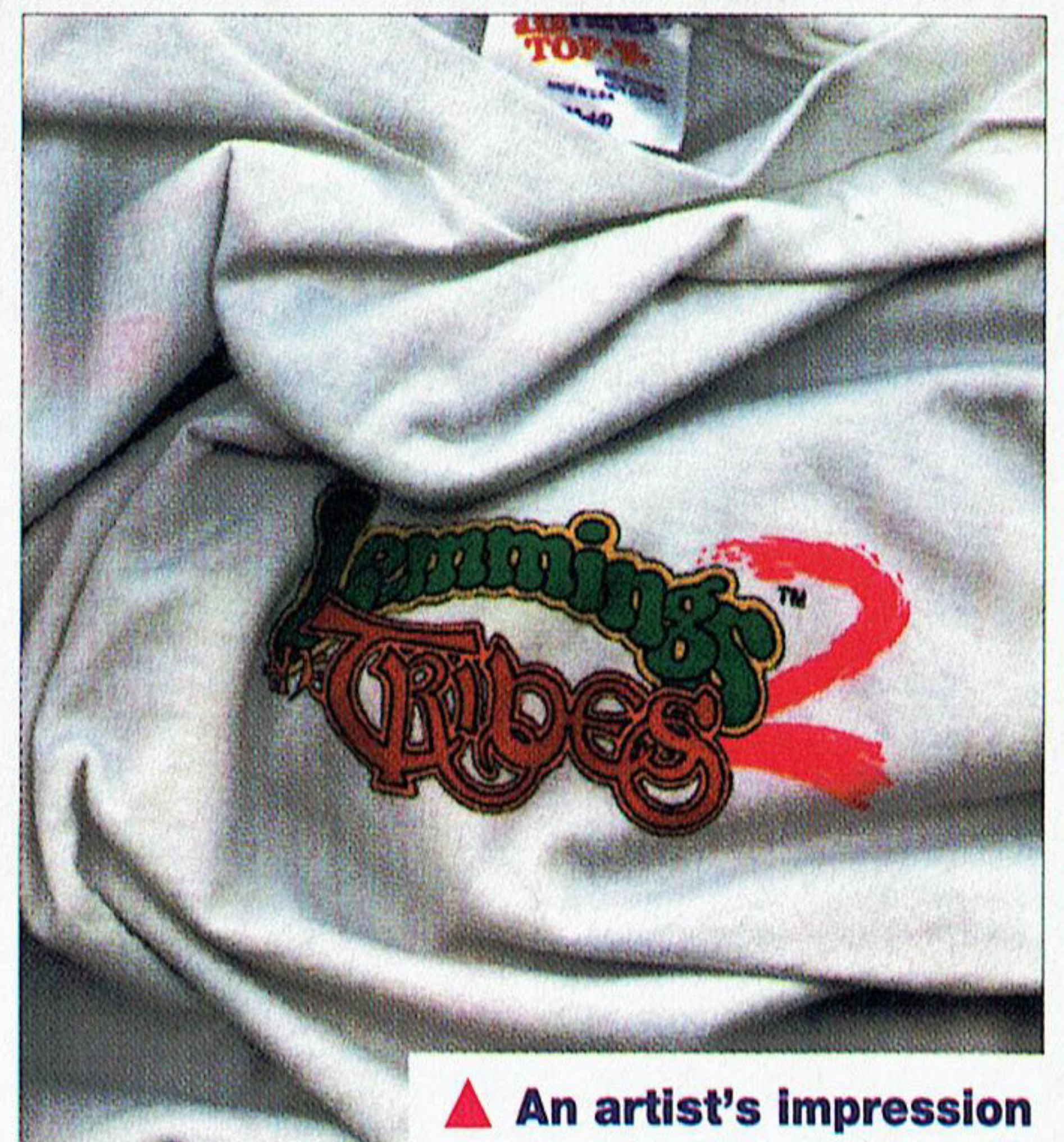
**3) Sony are:**

- a) A widget manufacturer
- b) An importer of Swedish videos
- c) A huge multinational electronics company with music, video and game subsidiaries

Answer the questions, send them, along with your name, address and phone number to:

**Where did the remote get to?,  
Megazone, PO Box 746, Darlinghurst,  
NSW 2010.**

Roolz. There are but two: only one entry per reader please and get 'em to us by April 14, 1995.



▲ An artist's impression of a crumpled sample of the T-shirt you may win.

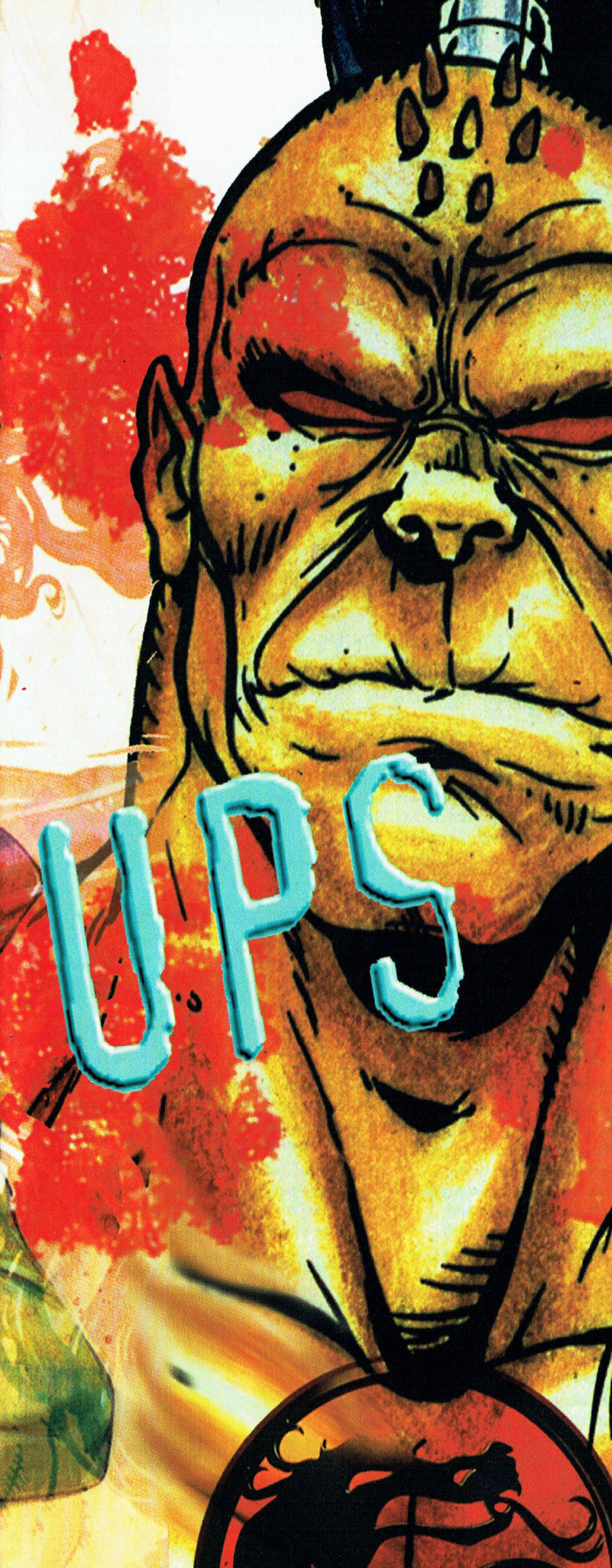
**Megazone and Sony Electronic Publishing – you love us!**



# ABEATTEN







the

# Great BIG Guide

TO GAMES

More mayhem with the  
Megazone gameworld tour.  
Your host, Darren Porter.

## Part Two: The Beat 'Em Up

**W**ithout doubt, the most popular area of video gaming over the last couple of years has been the beat 'em up. There's nothing like letting off a bit of steam as Ryu or Lui Kang and really chopping into M.Bison and Goro, and the good thing is that we all know it's not real. What harm can come from a few digitised pixels beating the crap out of each other on a 14-inch portable telly? It's hardly true to life. But sadly most new beat 'em ups come with the obligatory 'MA 15+ sticker'. The catch is, however, that along with protecting the minds of young, innocent, naive and thick children, it creates a bit of hype in what would have otherwise been a dull game. Kids see the sticker that proclaims 'CONTAINS SCENES OF GRAPHIC VIOLENCE!' and before you know it, 'Mum, I want one!' But some of the games are not only graphically brilliant in their depiction of the martial arts but playable as well. This guide will sift through the mounds of refuse that have been released in this genre over the last few years and pick out the gems that every gamer should own.

### Score card

- ★★★★ Penelope Pump
- ★★★★ Mal Meninga
- ★★★ Gary Sweet
- ★★ Alexander Downer
- ★ Humphrey B. Bear



# one-on-one fighters

**T**hese games are the most common types of beat 'em up and involve the player selecting a character with which he will take on a range of fighters followed by a few bosses on single screens. The playing field is usually limited to just under double the screen's width (except in the ludicrous *Black Hole Assault* which scrolls for ever in both directions). Tactical fighting and special moves are the order of the day.

## MEGA DRIVE

### DRAGON

Uninspired film tie-in that has the novel approach of allowing up to three characters to fight on screen. But because it's based in reality there's only kick and punches, no special moves. Worth a rent. ★★

### ART OF FIGHTING

A difficult conversion to manage from the arcade quality Neo Geo system and it shows. No more scaling and decidedly weaker sound effects. Lacks long-term playability but is OK for an overnight or weekend rental. ★★

### TURTLES: TOURNAMENT FIGHTERS

Not as fantastic as it first looks, but well-designed characters and backgrounds have appeal. Basically Konami's attempt at cashing in on two phenomenon: *Teenage Mutant Ninja Turtles* and rival Capcom's *Street Fighter* series. Not bad by half though. ★★

### BEST OF THE BEST

A strangely ironic name, in that it's



probably best described as worst of the worst. No specials and a very fiddly control method combined with a dull plot and tiny characters conspire to make this one a shocker. But oddly enough (and we can't understand it) people actually like this game. Definitely one to make your own mind up about. But don't fork out wads for it. ★★

### MORTAL KOMBAT

The first game to introduce Fatalities had arcade fans frothing at the mouths. The original *Mortal* is looking a bit old now but still packs a punch and the fatalities are more gruesome than the sequel in a grainy sort of B-grade film way. Available quite cheaply but if you can find the extra cash, go for its superior sequel *MK II*. Also available on MS, GG and CD. CD owners should get the enhanced version which, although slightly detracted by slow loading times, makes up for it with better sound and faster gameplay. ★★

▲ Float like a butterfly, sting like bee... *Best of the Best* is really crappy.

### BALLZ

Weird-but-intriguing fighter where each character is made up of lots of balls (hence the title). Perhaps Accolade was trying to emulate the *Virtua Fighter*-style but it's hard to tell, even when you've played it for a couple of hours. ★★

### ETERNAL CHAMPIONS

Excellent fighting game from Sega's in-house production team. Great characters and a twist on *Mortal Kombat*'s fatalities were slammed into this, the first 24Meg cart, and the extra size is shown by the extraordinary attention to detail. Mega-CD and 32X owners have enhanced versions coming this year. ★★

### SUPER STREET FIGHTER II

Arguably the best fighting game, if not the best game ever. Having undergone countless upgrades and changes from

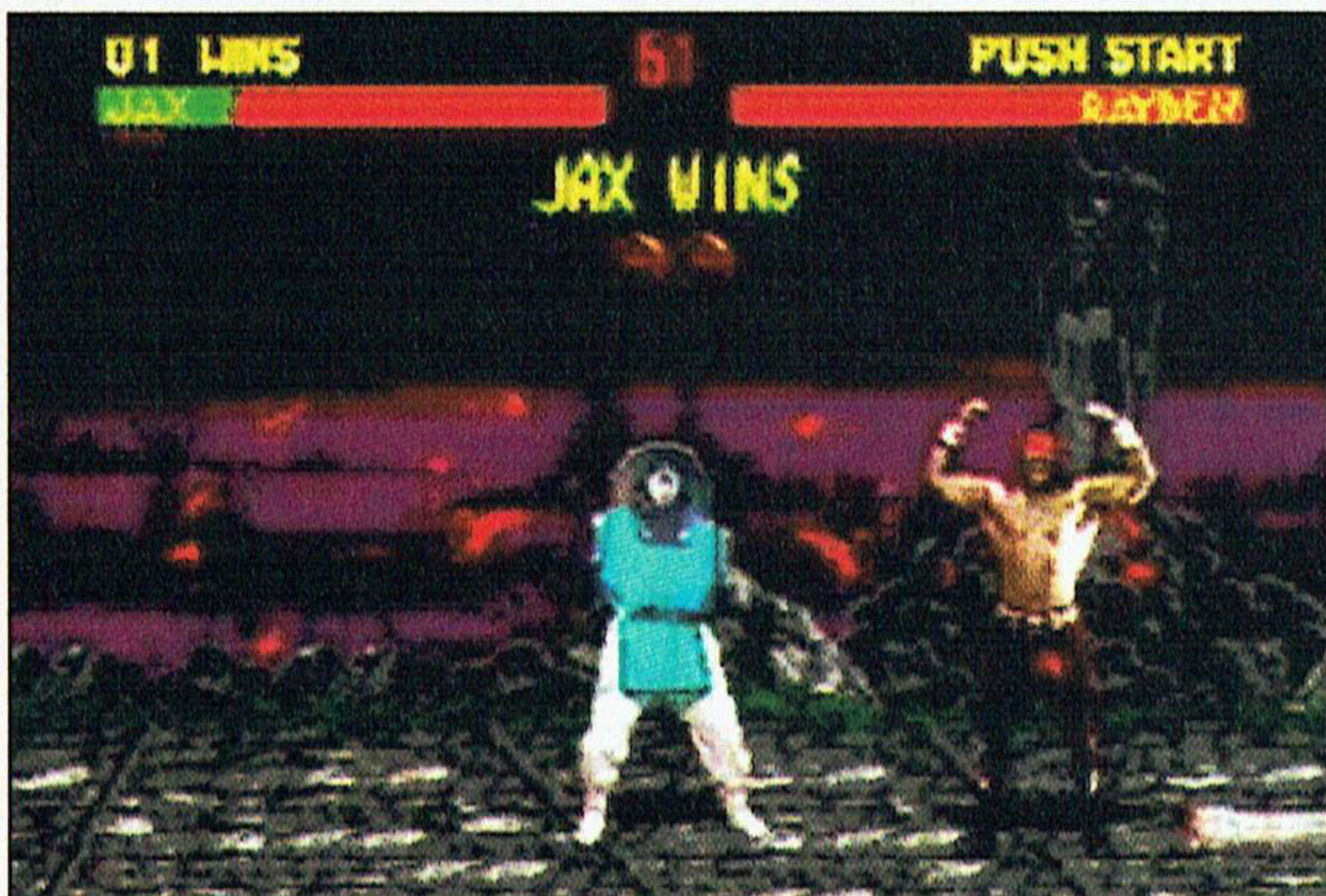
## the best five fighters

**1. *Mortal Kombat II*:** Some would argue *SFII* has the crown, but this has the numbers, even with the MA 15+ sticker. Blood, blood, blood and more blood. What other game lets you bite someone's head

off, eat it and then rub your tummy after?  
**2. *Super Street Fighter*:** The latest incarnation of the Granddaddy of all fighters includes four new challengers and a new combo scoring system. Great

strategy fighting and gnarly character design. And Cammy is really Kylie!!  
**3. *Streets of Rage III*:** Third in the popular let's-kill-the-local-crime-boss series sees Axel, Skate, et al return for more bottle-breaking, bone-crunching, chicken-on-floor-finding fun.

**4. *Mortal Kombat*:** Had some stupid ideas (ie Endurance Battles and Test Your Might) but it was the first of its kind and really breathed fresh life (or death!?) into  
**5. *Shaq Fu*:** Enters by default really as the rest of the bunch are pretty average. If they make a sequel that learns from this it could be a classic.



▲ They say Raiden is a tough old bastard. Crafty with a punch or rolling attack. Umm, looks sorta 'armless to us.

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▲ Call us crazy, but doesn't Shaq's opponent look like Richard Gere?



*Street Fighter The World Warrior* through to *Street Fighter II Special Champion Edition* and finally *Super Street Fighter*, this series has virtually defined the beat 'em up genre. If you don't own a copy the best version is the current *Super Street Fighter II* but it's a bit pricey, so if you don't need the extra four characters (Cammy, Fei Long, T.Hawk and Dee Jay) grab *Street Fighter II Special Champion Edition* (rrp \$69.95). ★★★★★

### MORTAL KOMBAT II

Some would say this is a better game than *Street Fighter II*, and initially it is. You get fantastic digitised live actors, heaps of blood, bone-crunching sound effects and a great story line but eventually, and it will take a while, you'll put it away due to its limited amount of fighting strategy. Then again, it is the biggest selling video game of all time, so perhaps most of you think it is better than *Street Fighter*. ★★★★★

### SHAQ FU

Electronic Arts' first foray into the fighting genre is a commendable one. Using rotoscoping, the characters are beautifully animated but painfully small and sometimes it's too fast for its own good. However, persistence pays off and it becomes quite enjoyable. But the idea of Shaquille O'Neal creaming undead Mummies is a bit weird. Rent it first if you're a Shaq fan. ★★★

### FATAL FURY AND FATAL FURY 2

The Neo Geo is almost legendary for its fighting games, but as a result of its legend status, disappointing conversions of some of its titles found their way to our Sega systems. *Fatal Fury*, while being faithful to the original, was hampered by a lack of speed and only three initial characters to choose from, though this was greatly improved in the originally titled sequel, *Fatal Fury 2*. Luckily enough, *FF2* contains 12 selectable characters and a greater variety of moves allowing for more variation in strategy. FF ★★ FF2 ★★★

### PITFIGHTER

A bit of a twist in that there were multiple fighters in the ring and even the crowd got in on the act, but let down by minute graphics. Fun in limited doses ★★

## MEGA-CD

### BLACK HOLE ASSAULT

A woeful thing completely marred by poor design. It's good for a laugh but you will be so frustrated by the major faults in the fighting system that you'll end up hurling the CD through the window. ★

### BRUTAL PAWS OF FURY

What initially looks like a comic attempt at fighting game – lovable furry bunny rabbits hacking each other to death – is actually quite a well put together beat 'em up. Nice, large, well-animated sprites and excellent CD sound effects. The fighting takes a bit of getting used to, but the complete weirdness of the idea keeps you hooked. ★★★

## special moves

Although in real life you would find it quite difficult to draw heat from the surrounding air mass, condense it and then hurl it out from your palms as a fireball, the characters in most beat 'em ups seem to be able to manage this with relative ease. Perhaps it's those MA 15+ stickers. Anyway, here are the most common forms of special moves found in fighting games today – most are performed through a combination of joystick movements and button presses and are often devastating in their damage potential. Woo-hoo!



▲ Say, is that the deadly fireball performed by Ryu? Yes, I do believe it is.

**THE FIREBALL:** This is by far the most common special attack, it involves hurling a ball of fire (funnily enough) through the air at your opponent, hoping to strike him or her firmly in the chest causing massive first degree burns. Most noted exponents of the fireball are Ken, Ryu, Dhalsim and Chun Li from the *Street Fighter* games, Lui Kang and Shang Tsung from *Mortal Kombat* and Andy Bogard from *Fatal Fury*.

**THE DRAGON PUNCH:** Any move that is used as an offensive/defensive counter to jump attacks can be classed as a dragon punch. The most famous of these is the original Dragon Punch as performed by Ken and Ryu. Often considered the most devastating move available to a character.

**ROLLING ATTACKS:** The novel approach of using your entire body as a projectile that you hurtle at your opponent. For some reason this does no damage to the character performing it. Strong-headed characters include Blanka, E.Honda, M.Bison, Raiden (or Rayden if you're a Yank), Duck King (from *Fatal Fury 2*), Raphael (*Mutant Turtles*) and Kano (*Mortal Kombat*).

**SUPER THROWS:** Not just any throw but a *super* throw, only certain characters have the amazing body strength to lift their opponent above their heads and hurl them savagely across the screen. Herculean legends include the mighty Russian Zangief and the Indian T.Hawk (*Street Fighter II*), Big Bear (the Aussie in *Fatal Fury 2*) and the four-armed Goro (but you can't do them as he's an unplayable boss character).

## the world's hardest boss

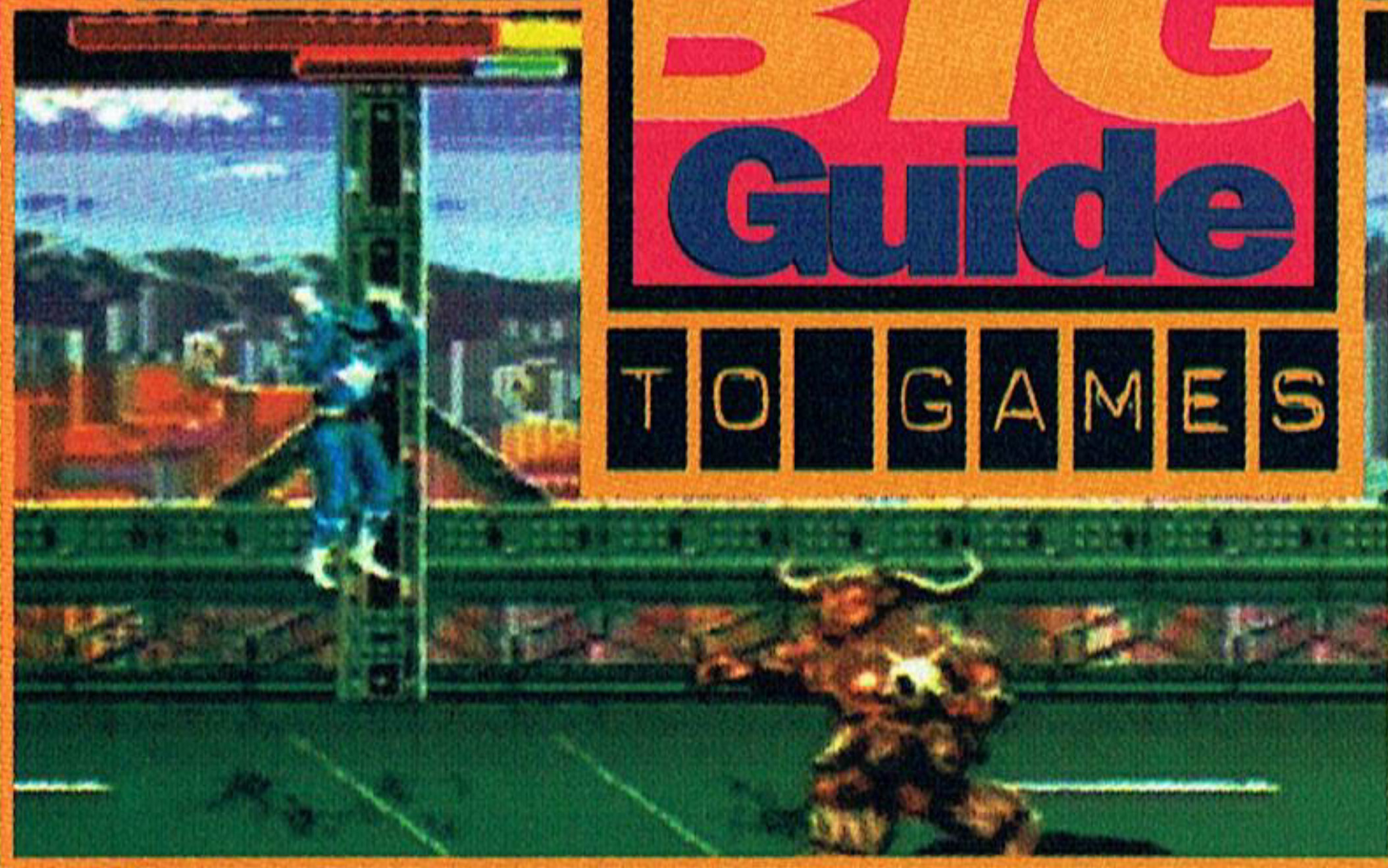
The final challenge in any decent beat 'em up is a boss who is so mean and tough that he makes the Predator look like Alexander Downer after a hard day at the office. But most bosses, although they look pretty nasty, are usually fairly easily defeated once a solid strategy is discovered. Kintaro and Shao Khan are prime examples of this – The first few times you fight them you think 'There is no possible way I am ever going to beat this guy' – five attempts later you've got him and you laugh whenever he says 'Prepare to Die, Mortal'. So, if you want a real challenge then look no further than Billy Kane and Wolfgang Krauser from *Fatal Fury 2*. Billy Kane, a Union Jack-clad, Nunchuk-wielding, Pommy lunatic is particularly difficult because of the range of his attacks and his incessant use of specials. To make

matters worse any strong attacks throw you into the background to take further damage against some massive cogs. Krauser is just plain nasty – using multiple offensive manoeuvres while avoiding or blocking anything you can throw back at him. But still, no-one's created a boss yet that couldn't be defeated.



▲ OK, this isn't the world's hardest boss. You guessed it. It's an action pic from *Fatal Fury 3*.





▲ With *Mighty Morphin' Power Rangers*, the Mega Drive all of a sudden starts to suck.

## the trash can

There's only one place for these games – the bin. They are an abomination to mankind and Sega systems. If you own one of these don't tell anyone, just slip it into a friend's collection.

**1. Mighty Morphin' Power Rangers** (Mega Drive) This is such a blatant money-making attempt that if it wasn't actually making so much money it would be funny. Two buttons for attack!! Four identical characters!! It's a stupid TV show!! What else do we need to say to make sure you don't go anywhere near this?

**2. Blackbelt** (Master System) This game is bad. It is also old. That makes it old and bad.

**3 Rise of the Robots** (Mega Drive) This game has amazing graphics as beautifully drawn 3D-rendered robots fight it out over a variety of future-techno backdrops. The sound is good, clanks and metallic hits and a Brian May soundtrack (*Ugh - Ed*), so what went wrong? Well for starters, there is just no skill involved, the computer AI is too smart for it's own good and there is a severe drought in the moves department. We could go on about the amount of opponents and the frustrating response time but we won't. Just don't believe the hype!

**4. Deadly Moves** (Mega Drive) This is one of the first Mega Drive fighting games, released when *Street Fighter* hit the Super Nintendo as an attempt to cash in on the fighting craze. It's a bit like wearing a baseball cap backwards – at the time you thought it was pretty cool but when you look back now you realise how completely crap it was. Luckily it's not available any more. *Deadly Moves* not the caps, that is.



▲ *Rise of the Robots*. Nein voltage.

# scrolling fighters

In contrast to one-on-one beat 'em ups, the more you fight in this category the better. Normally you assume the role of a vigilante seeking justice, able to take on an army of thugs at once while wandering along scrolling backgrounds. And these games tend to be played in a more co-operative fashion as opposed to the kill-your-best-friend mentality of one-on-one fighters. Although special moves are less frequently used or available, a vast array of deadly weapons are often found just-a-lyin'-around the scene (more often than not, the weapons must be removed from attacking thugs before they are found, though). These games are fun with a friend but offer less scope for strategy than the typical fighting games.

## MEGA DRIVE

### STREETS OF RAGE

The definitive scrolling fighter, great graphics, music and varied gameplay, but as it turns out, bettered by both of its sequels. ★★★

### STREETS OF RAGE II

The sequel added a new character, new special moves, bigger play area and even better music, but was still bettered by the third in the trilogy. ★★★

### STREETS OF RAGE III

Takes everything from the first two and adds a whole heap more – most notably the increase in sprite size, these guys are pretty huge now. If you like to walk along, hit someone, walk along a bit further, hit someone else-style games then this is the one to get. ★★★★★

## TWO CRUDE DUDES

Novel for about half an hour before complete boredom sets in. No movement into the background, it is completely two dimensional and far too easy in two-player mode. ★

## DOUBLE DRAGON

Sprites are way too small and it's just not fun. This title is still living on the reputation of the arcade original which wasn't that good in the first place. ★★

## CYBORG JUSTICE

Although this scrolls along quite happily, it becomes a bit of a one-on-one fighter every now and then by stopping and letting you finish off certain robot baddies. Fun if you like robots and fighting, but has limited long term appeal. ★★

## MEGA-CD

### FINAL FIGHT

Arcade perfect translation of what is basically another *Streets of Rage*. The CD is used well for enhanced sound and graphics but the game is way too short and can be finished in a couple of sittings with a skilled friend. Worth owning if you can pick it up cheap. ★★★

## MASTER SYSTEM

### VIGILANTE

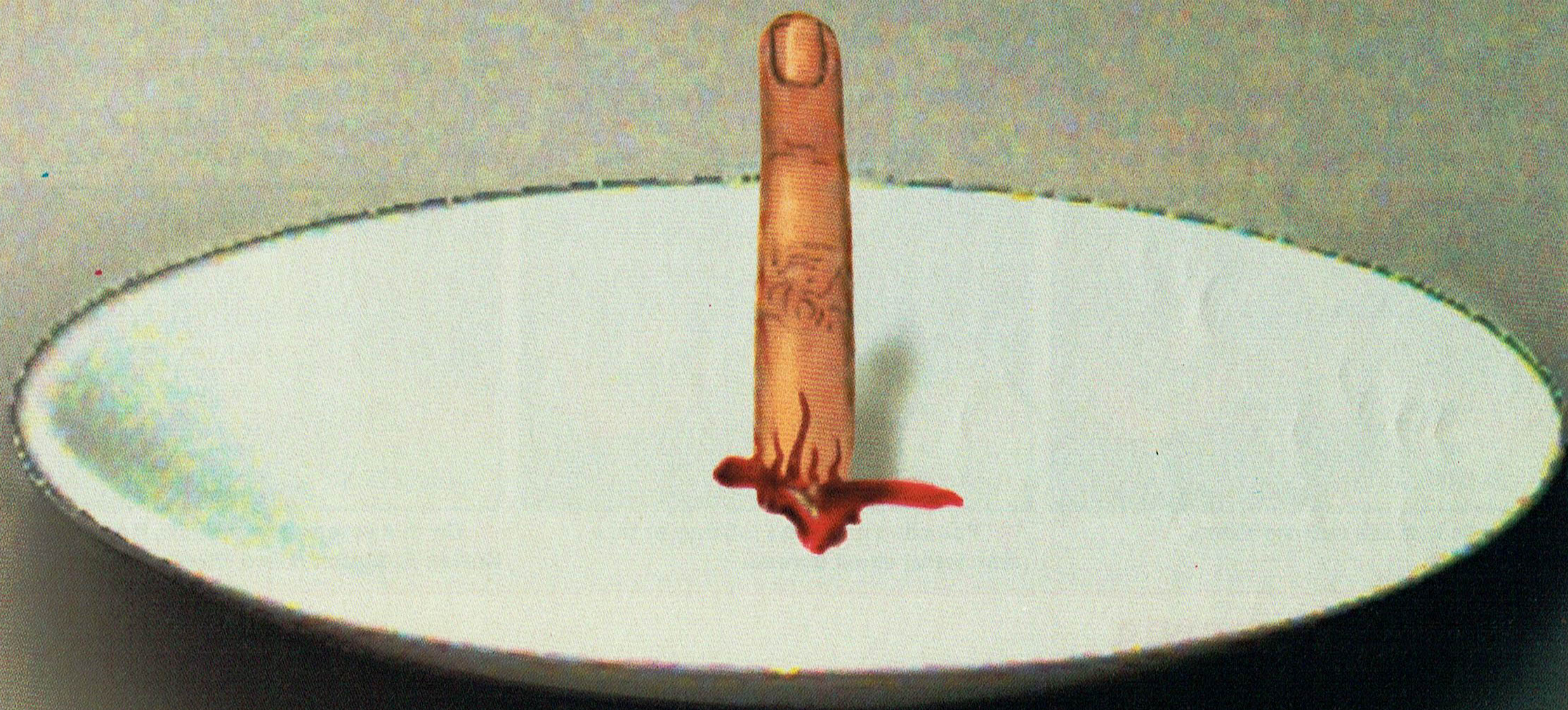
Holds up quite well for a game of its age, just don't go comparing it *Streets of Rage*. Good, clean, violent fun on the 8-bit that can be had around the place for an absolute steal (we've seen it selling second-hand for as little as \$7!) ★★★★★



▲ That Bruce Lee, always the show-pony. Here he kicks the shite out of the first fifty grade A, mean muther-freakin' army- or marine- or something-type dudes he can find.

**NOTE:** Due to our impeccable penchant for complete accuracy in journalistic endeavour, boxing and wrestling games will be featured in the sports guide and games such as *Golden Axe* will be featured in the arcade guide both coming up in future issues.





# Digit Fritter Supreme

Ingredient hotline 1-902-555-444

Give your diet of defeat the finger. Dial the SEGA Hotline. Everyday of the year, from 10.30am to 10.30pm our dedicated team of dishonest individuals are ready to teach you the fine art of cheating. Recorded info is also available around the clock. If you have MASTER SYSTEM, MEGA DRIVE, MEGA CD or GAME GEAR remember the motto; if all else fails... cheat.



# HINTS & TIPS

## CHEAT OF THE MONTH

### THE LION KING

#### MEGA DRIVE

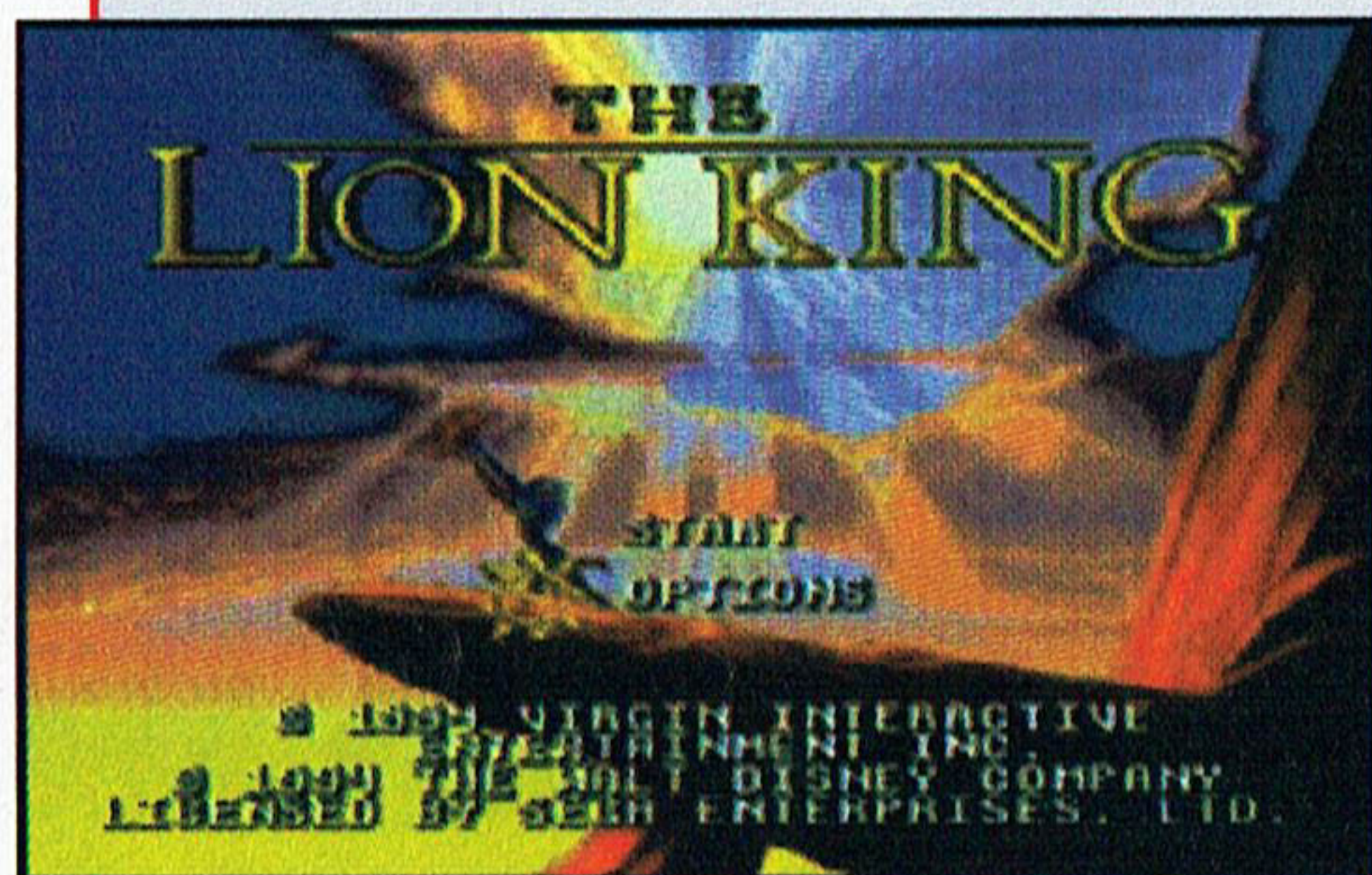
W ha-hey! Woo-hoo! Yippee! This issue's cheat to beat (heh, heh, we said 'beat') goes to **Kieran Dorian** of **Randwick, NSW**, for

this brillo cheat for *Lion King*. Take it away, Kieran.

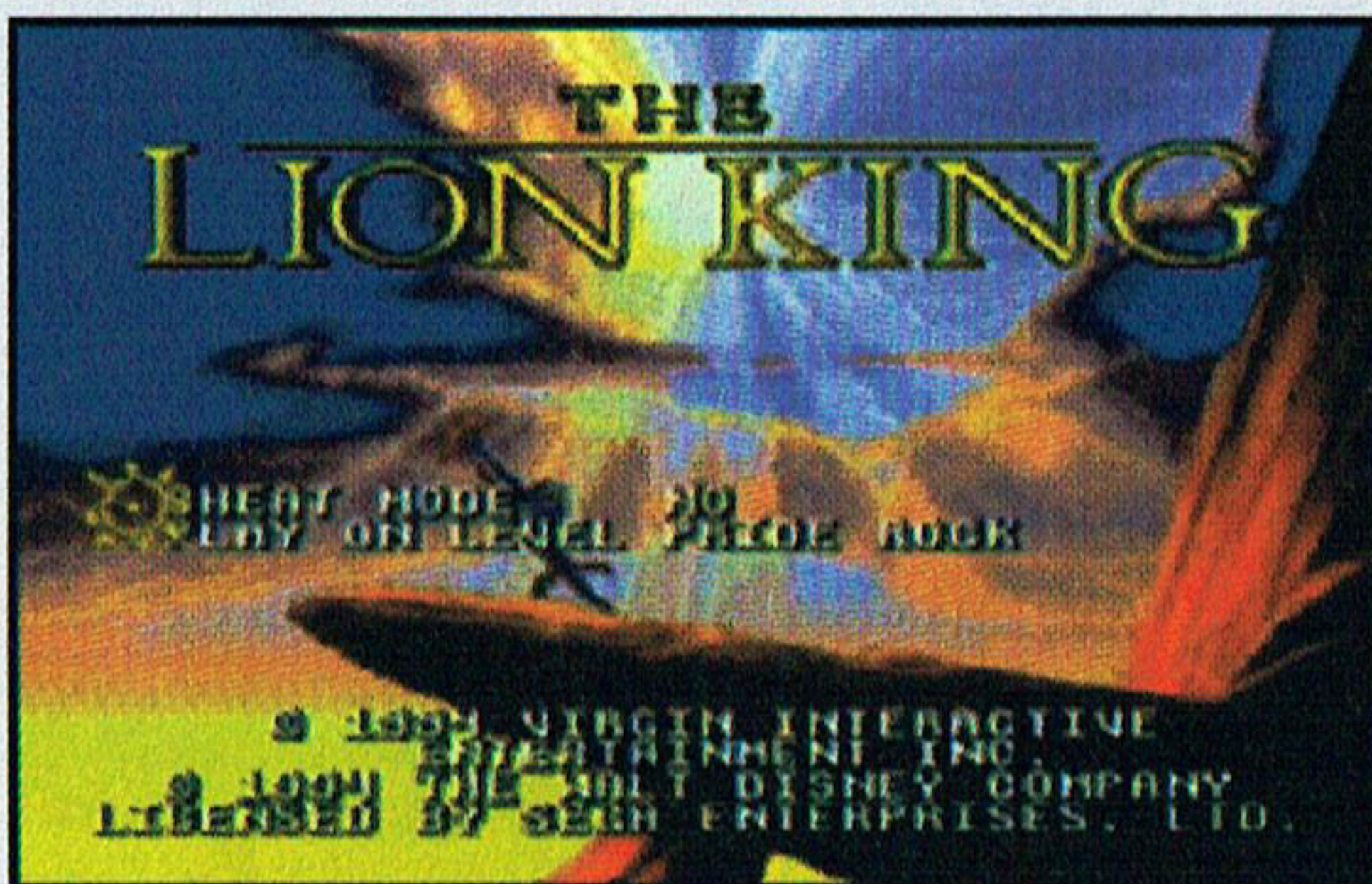
"Simply go to the Options screen and with control pad one press Right, A, A, B and Start. If done correctly a message saying 'Cheat

Enabled' will appear and you can now become invincible or select the stage you wish to start from."

Well, blow us over with garlic breath, Kieran. You are a complete freakin' genius.



▲ Go into the options menu.



▲ You should now be looking at this wonderful cheat screen.



▲ On this screen press Right, Button A, Button A, Button B and Start.

### MICKEY MANIA

#### MEGA DRIVE

Here are some of the secret bonuses **Edward Okulicz** has found in the platformer *Mickey Mania*.

On level two, reach the elevator near the end of the level. Ride the elevator to the top and get off. Instead of finishing the level, get back on the elevator and move to the opposite side. You should zoom up to another exit where you should discover *another* exit as well as a hole. Jump in the hole and Mickey should start falling through the darkness. Now simply collect all the bonuses and, most importantly, the extra life.

On the Lonesome Ghost level, continue until you reach the rotating platforms (there should be a ghost with a piece of wood there). As usual, tilt the platform so you can get off and continue up the stairs. At the top of the stairs there should be another rotating platform. Jump on this platform and tilt it so you can jump onto another platform just to your upper-right. Now, if you look up, there is a star and just to your left should be a ghost covering an extra life.

On the fifth level, finish the tunnel section and reach the giant front steps. Here, you should find Pluto and some butterflies. Do not kill the butterflies (it's bloody Disney you know!), but rather, use the beetle as a spring to hit the switch which is high up against the door. Go back to the butterflies and from the second step you must jump on the green butterfly and then onto the yellow butterfly. Luckily, you should reach the far-left platform where there are some stars, an extra life and a question mark (the question mark only appears after you hit the switch up at the door). Hit the question mark and you will be taken to the secret bonus level, The Band Concert. Tiring but worthy!



### REBEL ASSAULT

#### MEGA-CD

Here are some passwords to help all you aspiring Jedi Knights to complete the visual spectacular *Rebel Assault*. Thanks go to the legendary **Colin Hutchinson** of **Mascot, NSW**.

Chapter	Easy	Normal	Hard
2	Bossk	Bothan	Bordok
3	Engret	Herglic	Skynx
4	Ralraa	Leeni	Defel
5	Frija	Thrawn	Jedgar
6	Lafra	Lwyll	Madine
7	Derlin	Mazzic	Tarkin
8	Moltok	Julpa	Mothma
9	Morag	Morrt	Gllyyd
10	Tantiss	Muftak	Ottega
11	Oswafi	Raskar	Rishll
12	Klaatu	Jhoff	Izrina
13	Irenez	Ithor	Karrde
14	Lianna	Umwak	Vonzel
15	Pakka	Orlok	Ossus
Ending	Norval	Nkllon	Malani



## FIFA SOCCER 95

### MEGA DRIVE

Here are a load of cheats to one of the best soccer games on the market. Check out our review in this ish. It comes courtesy of **Lindsay Stevens** from **Elizabeth Park, SA**. To access these cheats you must:

1. Access the Options screen
2. Enter any or all of the codes below (a 'beep' will confirm that cheat has been activated)
3. Access the Control screen again by pressing Start
4. Access the Cheat screen by pressing button A

**Dream Team:** A, A, B, B, C, C, A, A

**Crazy Ball:** C, A, B, C, C, B, A, C

**Invisible Walls:** C, C, C, B, A, A, A, B

**Super Power:** B, A, B, B, B, B, B, B, B

**Super Goalie:** A, A, A, A, A, B, B, B, B, B

**Super Defence:** B, B, B, B, B, C, B

**Super Offence:** A, A, A, A, A, B, C

**Shootout:** A, B, A, C, A, B



▲ Go into the options screen.



▲ Here, press any of the cheat codes.



▲ The game will now begin with your cheats activated. Cool!

## SHAQ FU

### MEGA DRIVE

Here are all the moves for the beat 'em up *Shaq Fu*.

#### SHAQ

**Flaming Roundhouse:** Down, Forward, button C

**Buzzsaw Slicer:** Forward, Back, Forward, button A

#### COLONEL

**Dual Punch:** Down, Forward, button B

**Machine Gun:** Down, Forward, Back, button B

#### SETT RA

**Energy Ball:** Down, Back, button C

**Mummy Wrap:** Forward, Down, Back, button C

#### KAORI

**Meow:** Down, Back, button B

**Cyclone:** Down, Back, button C

#### AUROCH

**Blade Toss:** Back, Forward, button B

**Hammer:** Back, Down, Forward, button C

#### MEMPHIS

**Burning Powder:** Down, Back, button B

**Lightning Jaws:** Down, Forward, button B

#### DIESEL

**Fire Fists:** Back, Down, Back, button B

**Darkside Dagger:** Back, Forward, button B

#### VOODOO

**Doll:** Down, Back, button C

**Evil Eagle:** Down, Back, Forward, button B

#### NEZU

**Back Flip Mine:** Down, Back, button C

**Launch Mine:** Down, Back, Forward, button C

## BART VS THE SPACE MUTANTS

### MEGA DRIVE

Here is part three of our complete solution of the ultra-tough *Bart vs the Space Mutants*.

The aim of level three is to get rid of all the red balloons. You do this by either touching them or shooting them with a slingshot. The slingshot is located just past the man with the balloon.

You can get bonus coins and lives by pressing up in front of the ducks and playing the bonus games.

Keep on moving right while hitting any balloons you can. You don't have to worry much about finishing your goal as you can do them at the end of the level.

You can jump over the clowns if you time your jumps just right. The other enemies you have to worry about are the kids who shoot at

you. They can either be shot or avoided.

When you reach the room filled with pipes, you have to time your jumps to correspond with the air from the pipes. The long jump is the hardest but all you have to do is wait for the third pipe to blow air and then jump. You should then reach the big face. If you get to the very top platform and drop straight down, you should find an extra life.

When you reach the Ferris Wheel, you have to do a big jump onto a carriage. This will take you to the other side from where you jumped from.

If you don't have enough goals just stand on the roof and wait for the balloons to fly by.

To beat Sideshow Bob, all you have to do is jump on his oversized feet about eight times. Woo-hoo.

## PROBOTECTOR

### MEGA DRIVE

Here is a cheat that surely nearly romped away with the Cheat of the Month award. But it didn't. After you die, you should see a screen with lots of floating dots. To manipulate these dots simply pick up pad two and press:

**Right:** to rotate left

**Left:** to rotate right

**Up:** to flip the pattern

**Down:** to stop the pattern

**Button A:** to scale away

**Button B:** to scale towards

## DOOM

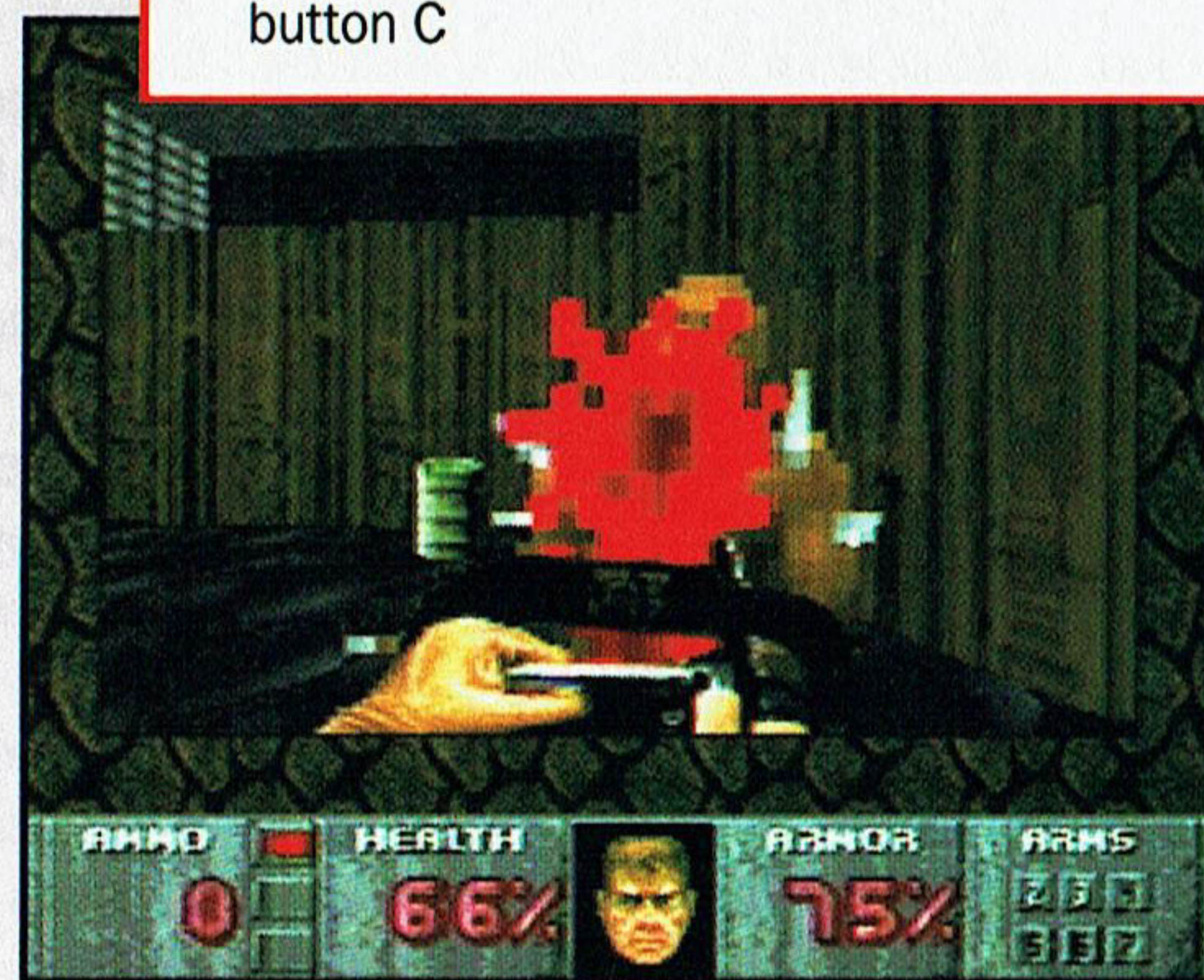
### 32X

Here are the first cheats for the 32X masterpiece, *Doom*. They are similar to the "IDKFA" (ID Kicks F... Ass) cheats found on the PC version of this game. To access them simply pause the game at any point and press:

- X, Z, Mode and Up SIMULTANEOUSLY for invincibility or

- A, C, Mode and Up SIMULTANEOUSLY for a hefty stash of ammo.

You must have a six-button controller to operate these cheats.







## DUNE II: BATTLE FOR ARRAKIS

### MEGA DRIVE

Here is a strategy and tactic guide to *Dune II* thanks to **Luke Sullivan** of **Baulkham Hills, NSW**. By the way, if you haven't played *Dune II* yet then rush out quickly, buy the game, arm yourself with this guide and prepare yourself for the best strategic experience you will ever encounter. Awesome!

### THE HOUSES

**Atreides:** Supposedly the good guys. They have access to all the basic weaponry and structures but unfortunately lack troopers (the only useful foot-based units). Their palace specialty is the Freman, a bunch of extremely tough foot-based soldiers. These soldiers are great for back-up, especially when accompanying siege tanks in wasting enemy bases. Unfortunately, these soldiers are not much good on their own. Their special vehicle is the sonic tank which is like a rocket launcher only more accurate. This tank is great against structures and foot soldiers.

**Ordos:** The dirty players in *Dune*. This house has a fast strike but unfortunately far less armoured than their counterparts. Ordos has the ability to construct all foot-based units and vehicles except for the mighty mobile rocket launcher (a crippling blow). The only way to get this weapon is through a Spaceport who unfortunately readily run out of stock.

The one weapon that Ordos is privileged to

is the Deviator; a special rocket launcher that gives you control over enemy vehicles. When using this weapon, it's best to send 'deviated' crafts away as to not risk them turning back and wasting your base. Their palace specialty is the Saboteur, a deadly foot soldier that can take out vehicles but unfortunately does very little damage against structures.

**Harkonnen:** These are the bad guys in the *Dune* universe. They only accept

the best in weaponry and forget the crud. They have no strikes or infantry, only troopers, quads and tanks. Their special vehicle is the Devastator, a mega-tough tank that can, unfortunately, self destruct. *Doh!*

Harkonnen's soldiers give them a rough advantage over their counterparts. These soldiers are good battle support and great for reconnaissance (ie finding out where your enemy's base is).

Harkonnen's specialty is the 'Death Hand', a mega-powerful nuclear missile that takes out anything and everything. Aiming isn't really accurate but its huge blast radius makes up for it. It's best to get the enemy base in view before launching one of these babes so you can watch your enemy base crumble, as well as making sure you hit the right building.

### GENERAL TACTICS

#### Starting your Base and Defending it:

- First you need power, so build concrete slabs and a windtrap. Always put concrete down first so that the new structure is at maximum capability.

- Build up cash supply by building a refinery (harvesters are free with these things).

Outposts gives you an overview of your terrain and allows you to build the next-level vehicle or trooper. Its necessary to build vehicle troopers, spice silos, repair facilities and high-tech factories. High-tech factories gives you ornithopters and carry-alls. Carry-alls get your harvesters around quicker and take your vehicles to the repair facility if required.

- Turrets and rocket turrets are a definite must as these attack incoming vehicles and ornithopters.

- After you've established a satisfactory base, build yourself a perimeter with walls and turrets. Barracks are also useful for all but Atreides.

- Starports are essential for Ordos (to get the rocket launchers) but only useful for the others so that a palace can be built. Palaces are important for building your house specials.

- To defend your palace, learn to position your vehicles wisely. Put rocket launchers and sonic tanks behind mountains because their firepower goes right through them. Leave some rocket launchers and siege tanks in close, just in case some enemy vehicles get through. If you have troopers standing idle, remember to put them on a mountain so that they can't be squashed.

### ATTACKING

#### Capturing structures:

- This can be really tough but does pay off. All you have to do is reduce a structure's armour bar until its red, then send at least two or more groups of troopers into it. If they make it, quickly repair the complex before it's destroyed.

- Capturing structures is very difficult with Atreides so if your using them, just destroy everything. Always remember, you can't capture palaces, outposts or barracks so don't even try.

#### Destroying structures:

- Send a trike or 'thopter to find your target building and then send five or more mobile rocket launchers to waste it. Forget about the turrets and vehicles at first as there will be too many of them.

- You need to do is stop your opponent from rebuilding any trashed structures so find and destroy his construction zone.

- Next job is to stop your opponent building a MCV to make another construction site. Find and destroy his vehicle factories and then send over some tanks and launchers to clean up.

- Sometimes, your enemy will have two bases, a smaller one and a main one. It is important you take out the smaller one first. You may even want to capture it and make it your other base – the choice is yours.

## EARTHWORM JIM

### MEGA DRIVE

There is a secret 'dark level' in *Earthworm Jim* as found by **Clayton Hemsley** of **Marangaroo, WA**. In level five go through the first section until you reach the first red teleporter (the one with the large plasma gun to the side). Now go back the other way and jump on the platform with the big red dot – the one surrounded by a line of smaller red dots. Now jump in front of the big red spot and you should be teleported to a black area with lights. Ooh-hoo!

To exit this area, just run left when you encounter the huge pair of eyes (after about four doors in). Continue left to the end and then head back right. After a while you should see three lights. Walk in between them and you'll be teleported out of there.



▲ Hey, do worms actually have arms?



▲ ... and eyes?



# ACTION REPLAY CODES

## ALIEN 3

### GAME GEAR

00C42403	Infinite lives
00C46A55	Infinite energy
00C42763	Infinite gun
00C4290A	Infinite flame
00C42D0F	Infinite hand grenade
00C47903	Infinite time
00C46A46	Ripley invincible
00C42B99	Infinite missiles

## COOL SPOT

### GAME GEAR

00D18F2F	Infinite energy
00D18E03	Infinite lives

## STAR WARS

### GAME GEAR

00DAA310	Infinite energy
00DAA410	Use with above code after level one
00DAAD02	Infinite Lives

## SONIC CHAOS

### GAME GEAR

00D29B99	Infinite lives
00D2C199	Infinite time
00D50380	Sonic cannot jump
00D50389	Sonic cannot move
00D29C05	Invincibility
00D29C99	Infinite rings
00D50410	Sonic runs backward
00D50C95	High jump
00D51830	Rocket jump
00D74000	No enemies
00D160C8	New level



## HAVOC

### MEGA DRIVE

For heaps of lives and treasure why not head to Otarucean One and get as many diamonds as possible? Continue until you find a set of springs. Bounce off these and you should find one that leads to a platform. Jump from platform to platform until you come to a larger platform housing three treasure chests which contain a roast ham, some treasure and an extra life. From this – and the points and diamond bonuses – you should find that you have received two extra lives. Then make like Kurt Cobain and commit suicide. Repeat this procedure and rack up those lives. Thanks to **Ryan Kussrow** of **Park Ridge, QLD**, for this cheat.

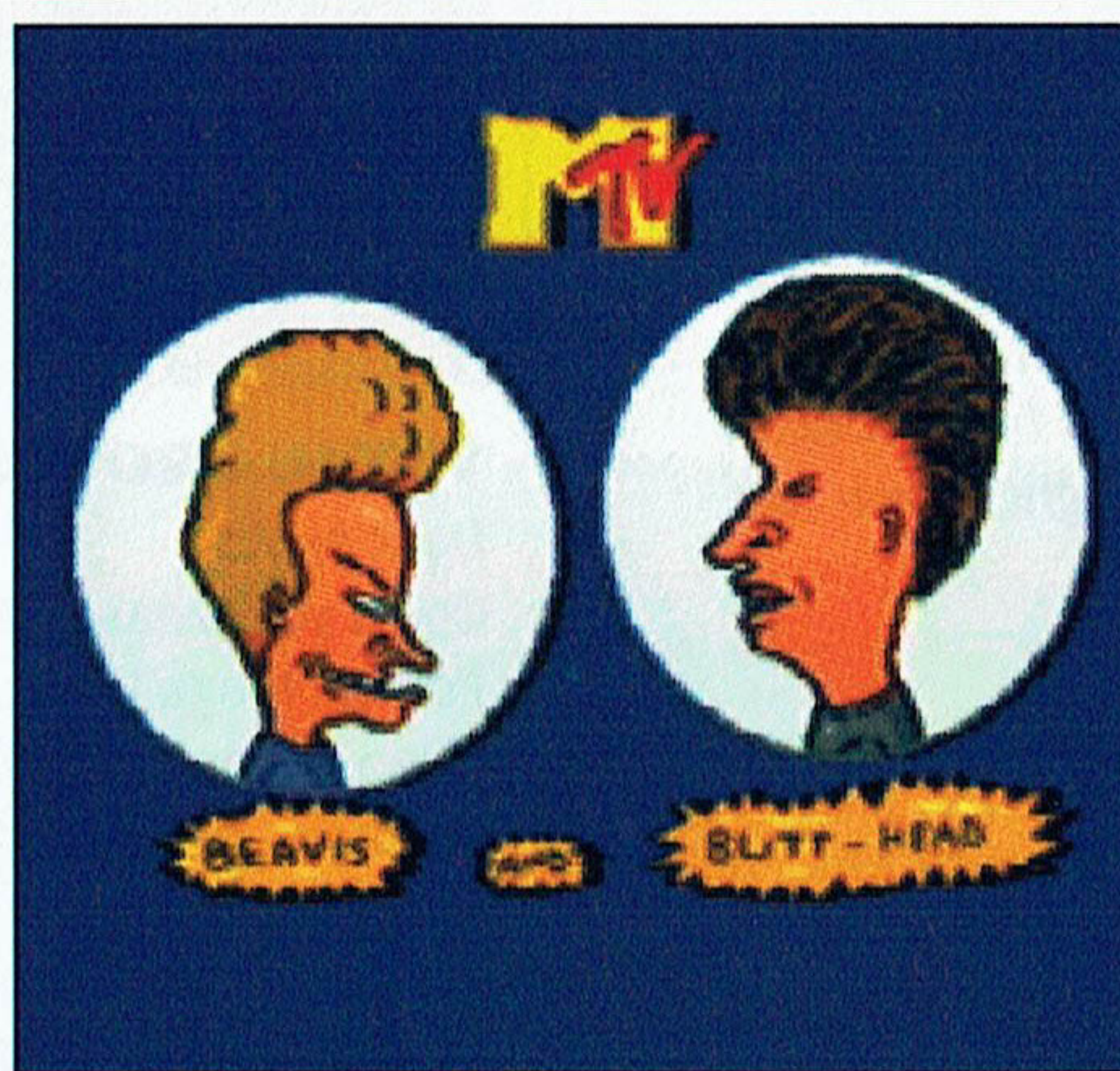
# TIPS

## ZERO TOLERANCE

### MEGA DRIVE

**Emmanuel Damatrinis** (aka Manny) has been playing *Zero Tolerance* for ages now and has kindly sent some passwords that will help you get to those difficult end levels.

Z5q8r/LvK	WLp7vCS27
LDrbuPJcK	TvK7tsS6j
Qzob8vjc	?Dqy-oR6
pDrd-t)Wg	Wr?U-oRA!
?L6*u*c-4	GbFU-oR8j
M8a8s8c7e	KrhUuoSzQ
WL8*C8d/2	TL)yoR8Q
Tr6*-tbzk	TvLfnoU*j
bHo*.*a8h	GHI5YTS9b
Hn)*-va8h	aniZk6U*D
Gdr*utczk	RLr9hiW5t
WPvbC8fzR	Ov6878W5!
xnpXorRWs	OPadm?W7j
jdoXsRSWo	



## BEAVIS AND BUTT-HEAD

### MEGA DRIVE

Here are some passwords to help you through the game:

- e7EKY iP2qe taVYF** (grants you weapons for one player)
- Js2Nt 9SArV fDTRI** (grants you weapons for two players)
- GvKlh fuhli G7JPC**
- e7EKY iP2qe taVYF**
- Js2Nt 9sarv fDTRI**
- mlv0I mp2yH Xy7LQ**

# NAKED FEMALES OVER HERE, BOYS, YOO-HOO!

**Y**eah, yeah. So we lied. So, get a life. Anyway, the hints and cheats on these pages have gotta come from somewhere and that place just happens to be from you. We're taking a risk, we know, 'cos a lot of you are fairly far gone on the brain-dead side. But it's the risk we just gotta take! So, send us any hints, tips, cheats, rip-offs, anything that you know. But don't steal them from other mags. We do read a bit here you

know, we'll spot them, and you'll be barred for life. There are a few other rules too.

1. Don't send us lame gibberish. It is just tiresome. We know who the real Satan is so anyone who speaks in tongues is just a joke.
2. Type it or print it. Don't write in crayon or pencil. You come across like a psycho two-year-old. No, really.
3. Mark each step clearly. Use as many lines of the page as you want. Better big and

clear than small and a scrawl.

4. Test it on someone really stupid. If they know what you're talking about, send it to:

## HINTS AND TIPS,

**Megazone,  
PO Box 746, Darlinghurst,  
NSW, 2010.**





FOUR OUT OF FIVE DENTISTS  
RECOMMEND AGATHA'S TIPS



## Dear Agatha...

**W**oo-hoo! Yes, it's me again: Australia's only Sega agony aunt. If you're a game-sick cart-junkie, get a job, go to school, or have a short nap. Even better still, why not write me a letter?



### USELESS

Dear Agatha,  
For the game *Chuck Rock* on Master System, is there a way to access the cheat mode? Please help me as I am useless with these fancy-pancy video things.

**Harry Maragos, Seaforth, NSW**

'Fancy-pancy'? Spare me! You will need two joypads to get this cheat working. It isn't really easy to get working, but never mind, here is how it goes. Switch on the machine while holding the following: On pad one press Down and Right while holding button One. On pad two hold Down. Wait for the Sega logo to disappear and the border should flash as the Chuck screen appears. You should now have infinite lives.

### LUCKY DOG

Are there any cheats for either *Rolo To The Rescue* on the Mega Drive or *Space Harrier* on Master System? Thanks heaps.

**Troy Downly, VIC**

There are cheats for both these games you lucky dog, you. Firstly for *Rolo To The Rescue*, wait till the title screen appears and then hold Up, Left, A and C. Keep these buttons held down and then press reset. Hold the buttons a little longer and then press B. A secret options screen should appear. Now, for *Space Harrier*, try this cheat for extra continues. On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up.

### FLUFFY ON THE INSIDE

Dear Ag,  
My favourite game at the moment is the *New Zealand Story* on Mega Drive. All those cute furry animals always makes me blush and really make me feel all fluffy inside. Anyway, are there any cheats for this game? Any help would be appreciated.

**JJ, QLD**

JJ, my friend, what's with the cute furry animals? Are you in the *Richard Gere* fan club? Well, anyway, to increase your credit count rotate the controller clockwise several times. Now when you die, you should discover that you have nine credits. Now it's me who's feeling fluffy on the inside. Mmm...

### STUMP VISION

Dear Agatha,  
The game *Rastan* on Master System really has me stumped. Is there any cheat that could make this game a tad easier to finish?

**Kinsley Fischer, WA**

A 'tad' easier? Hello? Do you speak English? Is it 1995? For Infinite continues, hold the Down/Left diagonal button down and press buttons One and Two. This has to be done when you see the Sega logo.

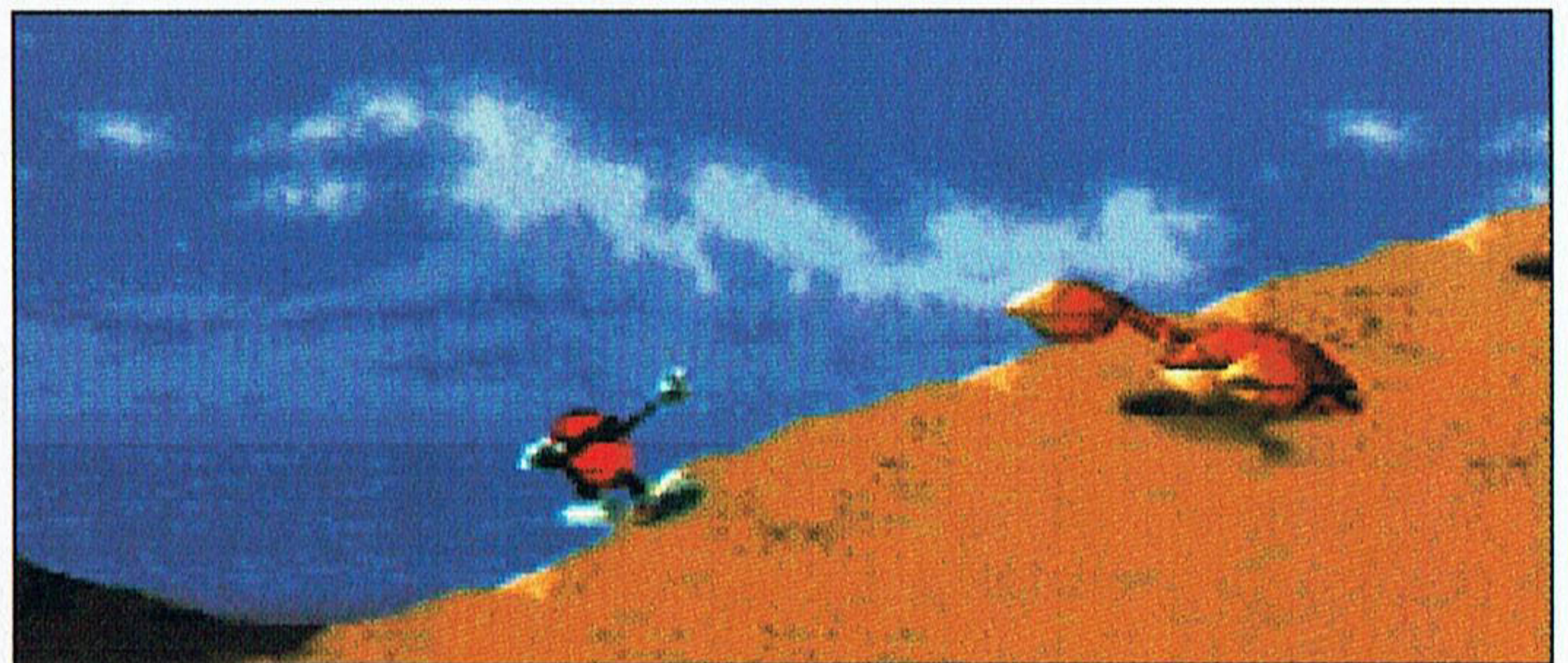
### MOIST SPOT

Hey, Agatha,  
Are there any cheats for the game *Cool Spot* on Mega Drive?

**Fred Young, WA**

There surely are cheats for this unreal Dave Perry creation. Firstly, for a level select, Pause the game and then press A, B, C, B, A, C, A, B, C, B, A, C. For a cheat menu screen, go to Options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C. A picture of Dave Perry should come up and you can now select from infinite lives, level select and freezability.

Mmm... moist.



### TOTAL GROVEL

Dear Agatha,  
Could you please print the special moves for the characters in *Fatal Fury* on Mega Drive. I just got this game and am hopelessly getting killed. Please answer this letter. I will love you forever.

**C. Haley, Richmond, VIC**

Not so sure about the repercussions but I just can't refuse utter grovelling like this. Here are the moves, you smooth talker, you:

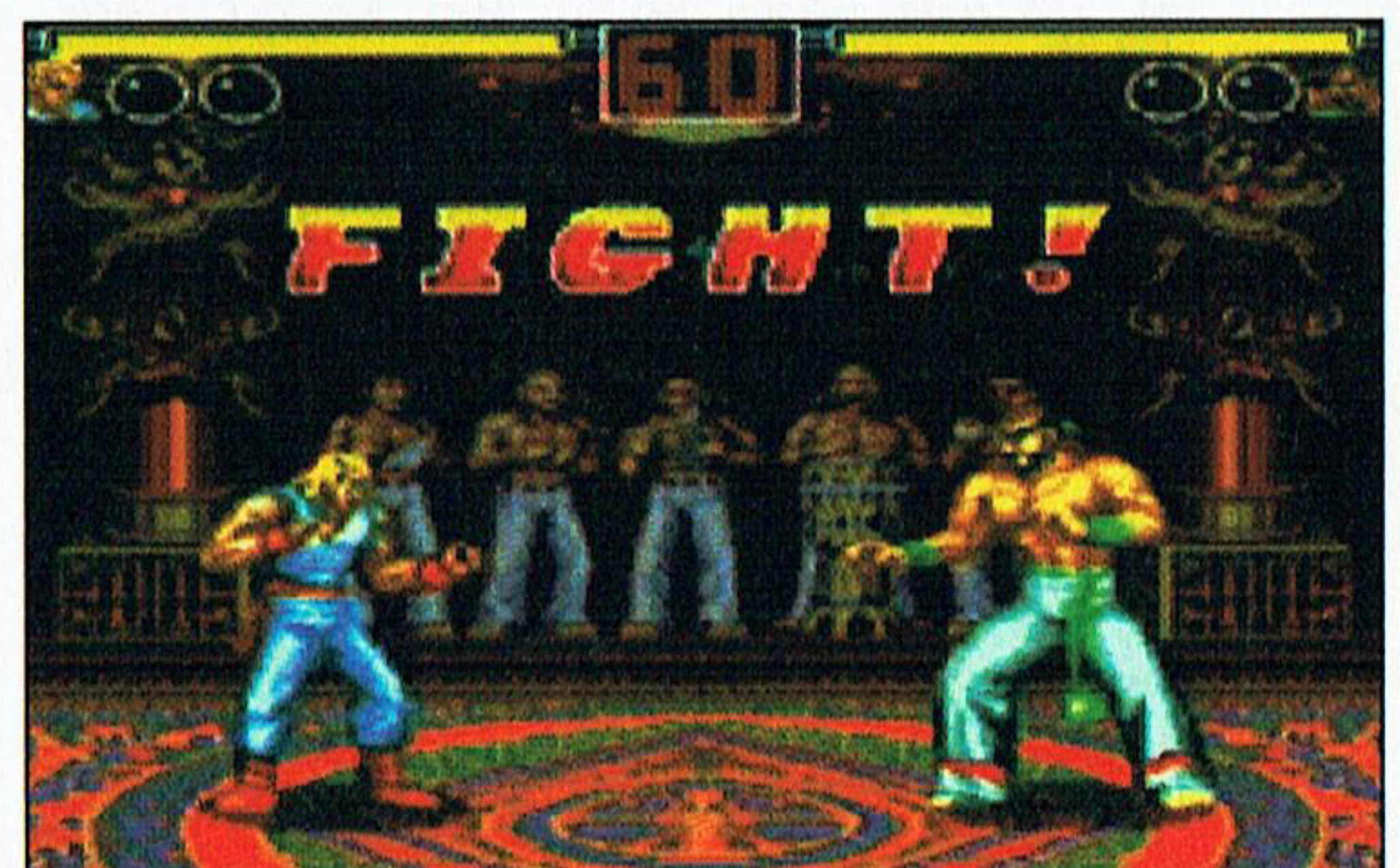
**Geese Howard** Dragon Throw: As opponent jumps at you press button C and Away.

**Richard Meyer** Hand Stand Kick: Rotate Down, Down/Back, Back and button B

**Tung Fu Rue** Hurricane Punch: Rotate Down, Down/Forward, Forward and button A. Hurricane Kick: Rotate Down, Down/Back, Back and button B

**Raiden** Cobra Clench: Stand next to your opponent and press Down, Down/Back, Back and button C.

**Michael Max** Super Skip: Tap forwards or back twice.







**KILL THE KING**

Dear Agatha,  
 Could you please tell me how to defeat King Louie in the *Jungle Book* on Mega Drive. Thanks kindly.  
**Jim Lacey, Hurstville, NSW**

To kill this guy in level seven, start off by running to the far right and let the rocks fall down. If you remain on the far right you only have to avoid one rock. Once you jump the rock, run

beneath Louie and shoot directly up at him. You can get about two to four easy shots each go. When Louie starts to shake, move over to the right-hand side and jump over one of the rocks that fall. Now simply repeat and King Louie will die after about 30 hits. To kill King Louie on his return visit on level eight, start off by standing on the left or right side of the column that he sits on. When he starts to drop down, quickly move underneath the middle column so that you only have to dodge one rock and you are in place to shoot him when he gets back up. You can get about six or seven shots off but it's best to stop after five shots so as to give yourself enough time to line yourself up so Louie jumps over you. He takes about 30 hits to kill.

**HOLY BIG BANANAS**

Hi, Agatha,  
 Please help me. I have *Batman* on Mega Drive and everytime I play I always get stuck at the Axis Chemical factory. How on earth do you get past those large boxes in this level? Please help.  
**John Kingsley, Chatswood, NSW**

To get past those boxes, go underneath the pipe to the left of them and use the grappling hook to land on the top of the pipe. Now press jump twice and somersault over the boxes. Holy big banana Batman, seems like you have just solved the problem.

**EAT MORE NEIGHBOURS**

Hi Agatha,  
 Do you know any cheats or passwords to the game *Zombies Ate My Neighbours* on the Mega Drive? Thanks heaps.  
**Simon Lockhart, Mt Campbell, NSW**

Here are some level passwords that should help you get through this game. Don't lose them.

Level 5 .....RYZJ	Level 21 .....PQBR
Level 9 .....NBRT	Level 25 .....QLNK
Level 13 .....DCFK	Level 29 .....QNKR
Level 17 .....BMLK	Level 33 .....SDHM



**WOO-HOO: NEW BLOOD!**

Dear Agatha,  
 I am fairly new to the Mega Drive scene and have just picked up the game *Ghoul and Ghosts*. I find this game rather tough and was wondering if you have any cheats. Thanks.  
**Steve Del Rio, VIC**

Ease up, Steve. No need to be so polite! You really have picked a hard game to start off with. Anyway, here is a level select that should help you clock this game. To access it, press button A 16 times on the title screen and then press Up, Down, Left and Right. If done correctly, you should hear a little chime. Now, depending on which direction you choose on the D-Pad you will start on a different level:

- Up, button A and Start to go to level 2
- Down, button A and Start to go to level 3
- Left, button A and Start to go to level 4
- Right, button A and Start to go to level 5

For a cool invincibility cheat, press button A four times then Up, Down, Left and Right. Now press button B and then press Start.



**Write to Agatha!**

So what else are you going to do with your life? Waste away in front of the TV? Oh, OK, then. But should your life need to take a dramatic swing away from staid stay-at-home no-life loserdom, don't go bungy jumping – write Agatha a letter.

**Dear Agatha..., Megazone,  
 PO Box 746, Darlinghurst, NSW 2010.**

**YOU STUFF IT – SHE'LL WRESTLE A CROCODILE**



# Earthworm Jim

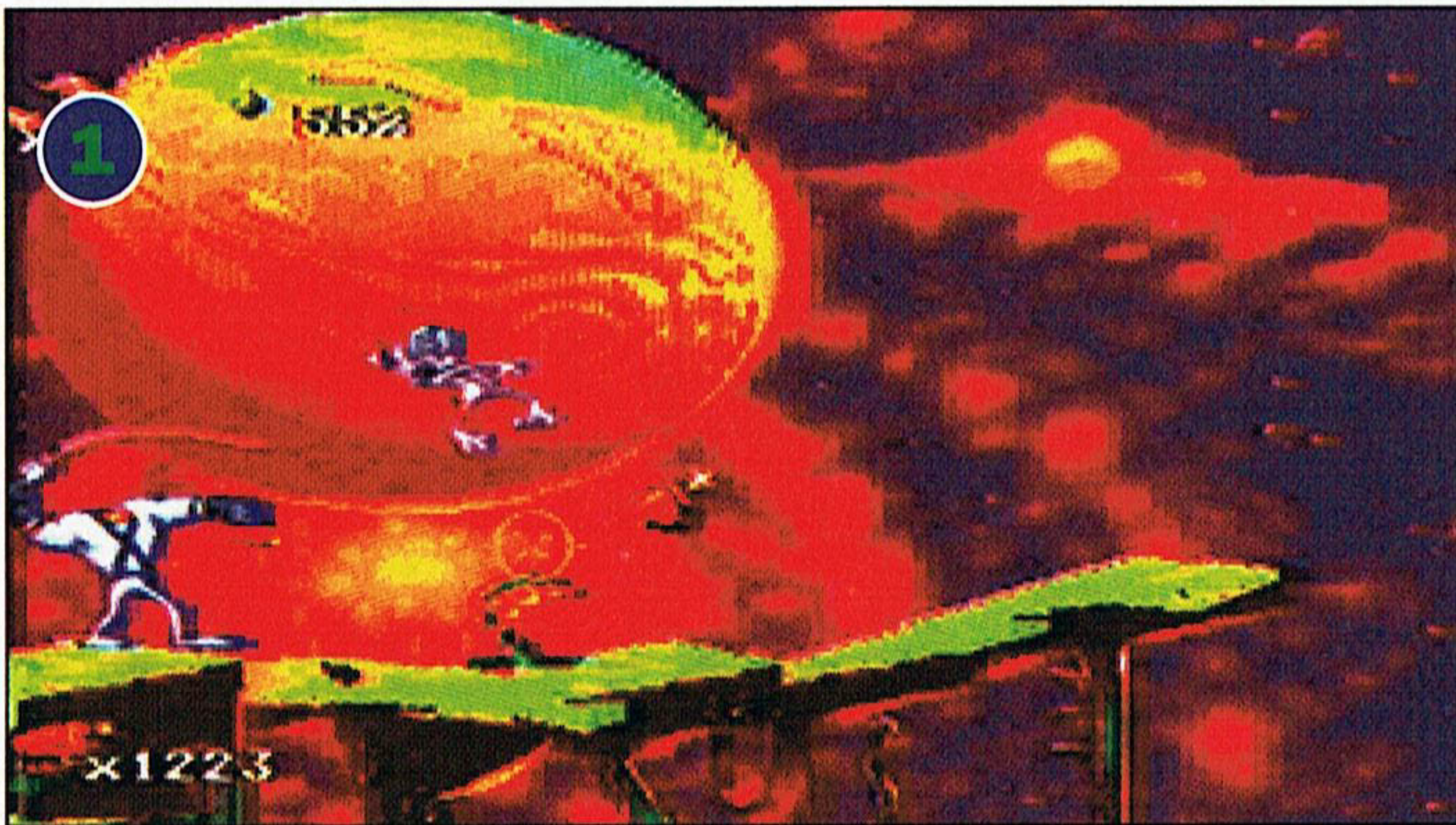
The second part of our EWJ buster, Edward Larossa and Virode Intarnasan get their worms.

[PART TWO]

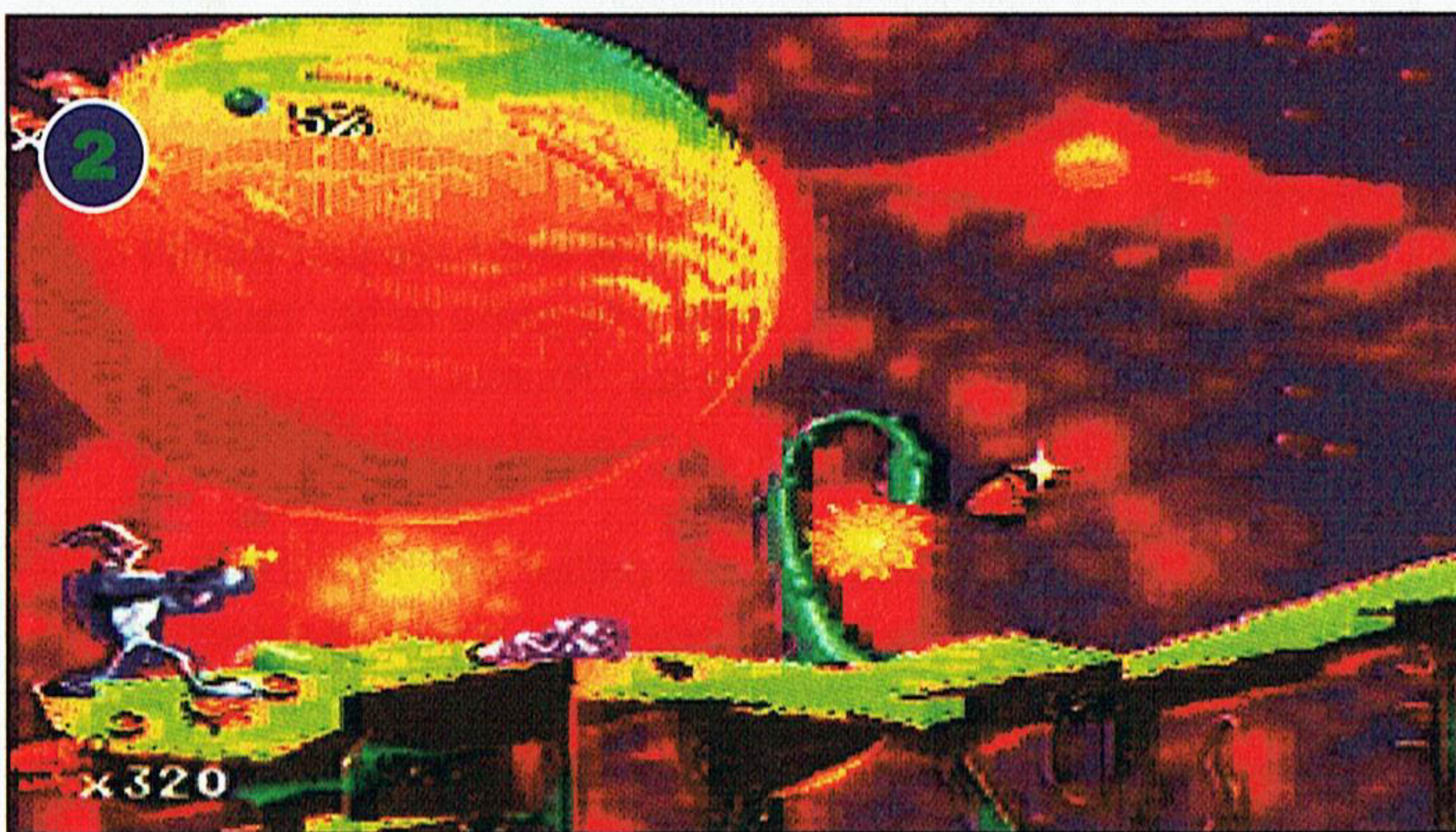
## Gamebuster

### FOR PETE'S SAKE

An absolutely frustrating level that will surely test anyone's patience. The obstacle in this level is to keep Pete Puppy alive by keeping him moving in front of you. In playing this level it is important to remember these few important points:



▲ Whipping Pete from behind makes him jump the chasms and other obstacles.



▲ Shooting Pete makes him stop in his tracks. This strategy is valuable as it gives you time to catch up with Pete and also gives you time to run ahead and scope out any dangers like flying saucers or plants.



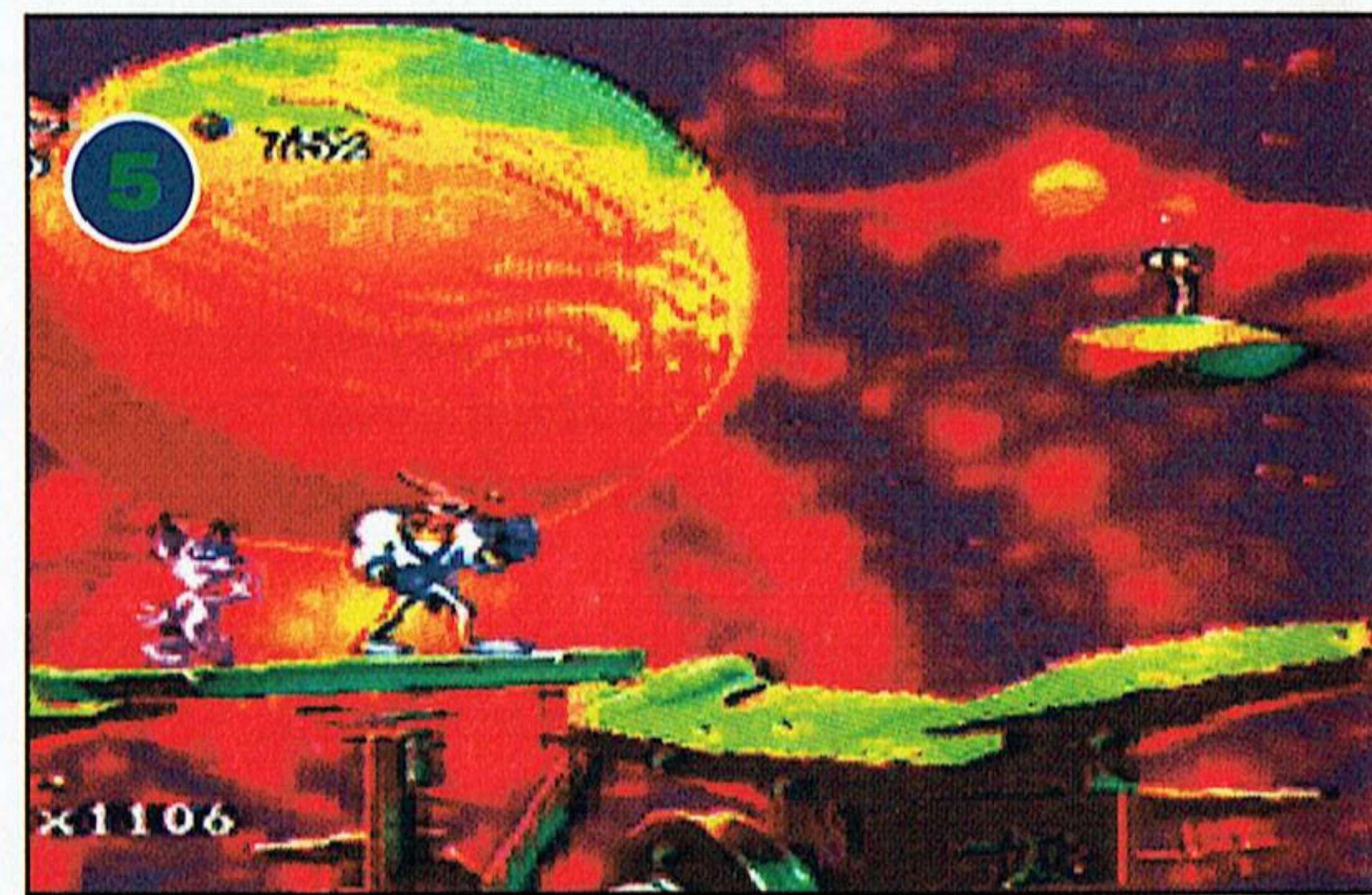
▲ If Pete falls through the chasm he turns into a deadly mutant dog, so be careful.

**Megazone Tip:** If you fall into the chasms, you lose a life. It is better to take your time and make sure you pass each chasm. Let Pete fall down the chasms - if necessary - as this will only lose you 5% energy. This is a hell lot better than losing a life.



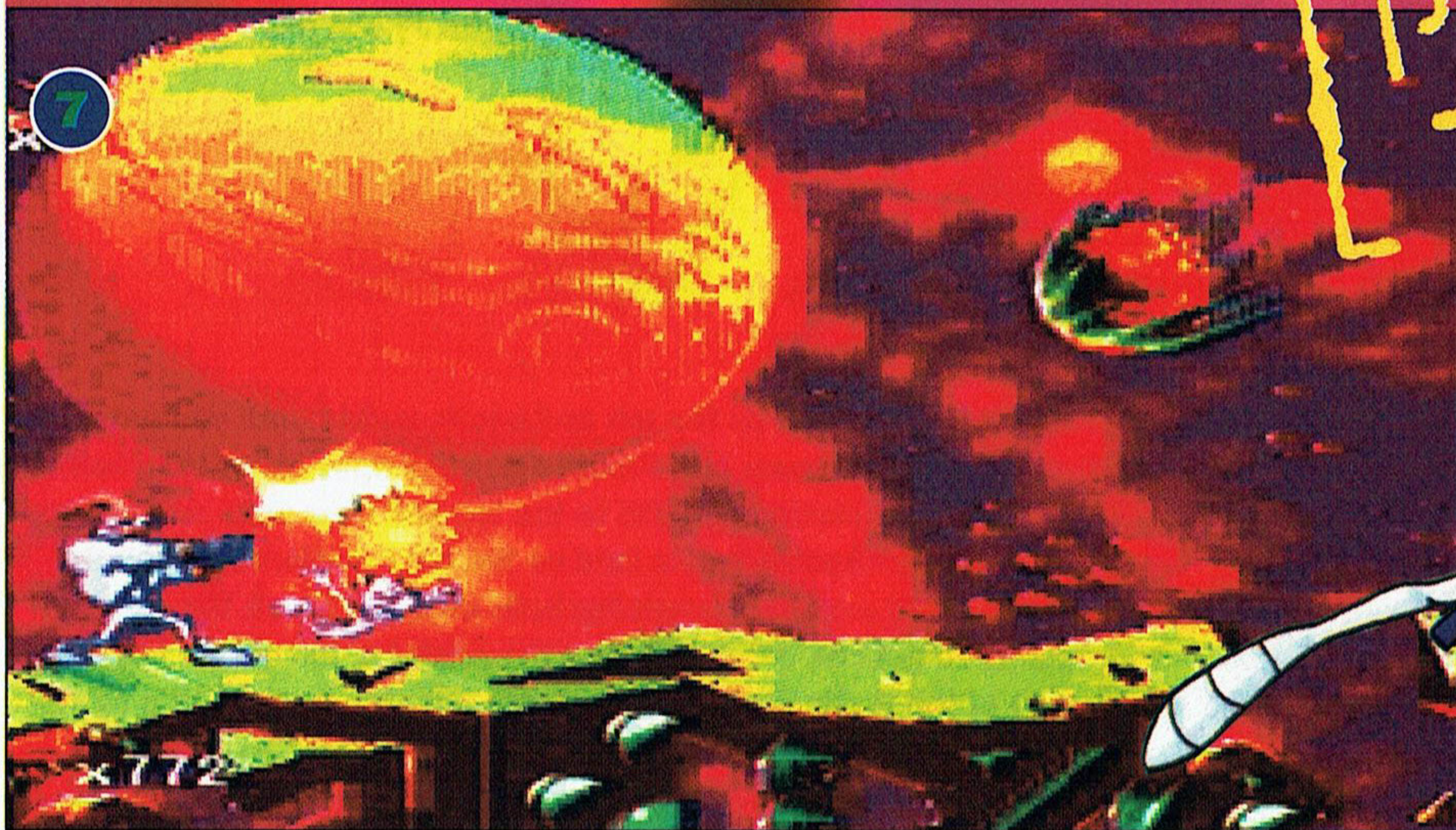
▲ Plants are the first major obstacle you encounter. To overcome them, just shoot or whip them. This renders them limp for a couple of seconds allowing Pete to pass safely.

▶ When you reach these springs you can help Pete pass in two ways. Firstly, you can jump on the spring so that the platform sinks and Pete can walk safely past. Secondly, you can whip Pete so that he leaps over the spring entirely and lands safely on the other side. This second alternative is fairly difficult and requires lots of practice. An important point to note: If Pete is on the spring with you, jump off and the spring will send Pete flying off to the next ledge. This is especially handy for springs situated on islands.



▲ Plants on the edge of platforms are a huge pain. To get past this section just whip Pete and while he's in the air, shoot the plant immediately. Pete should be able to land safely and walk past the limp plant.



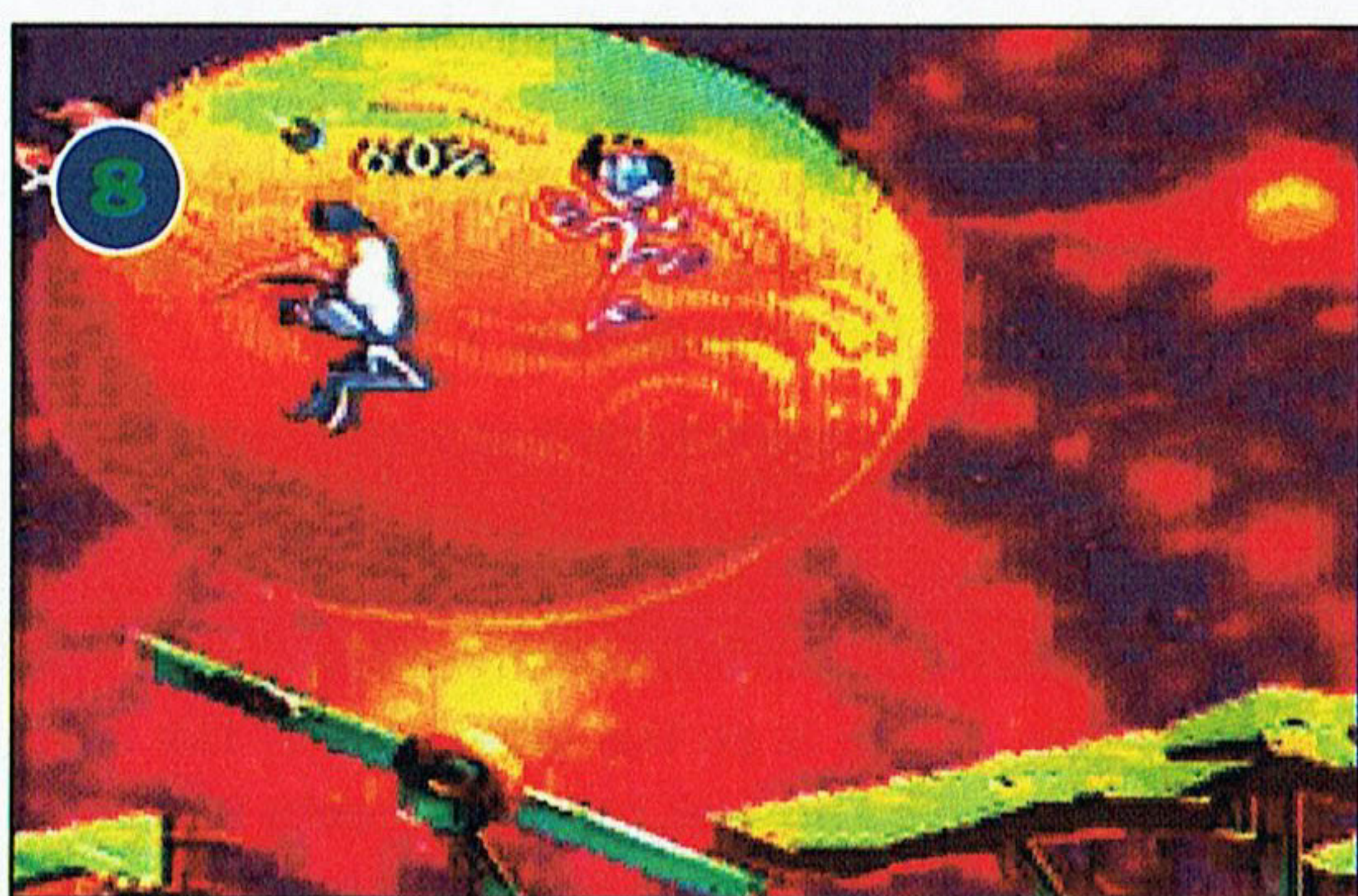


[PART TWO]



▲ Keep your finger held down on the fire button and destroy the meteor onslaught. Remember to shoot down now and again so that you hit Pete and halt his progress.

▶ When you get to the first rocking platform, whip Pete so that he jumps clear across it. If this doesn't work for you, bring the left-side



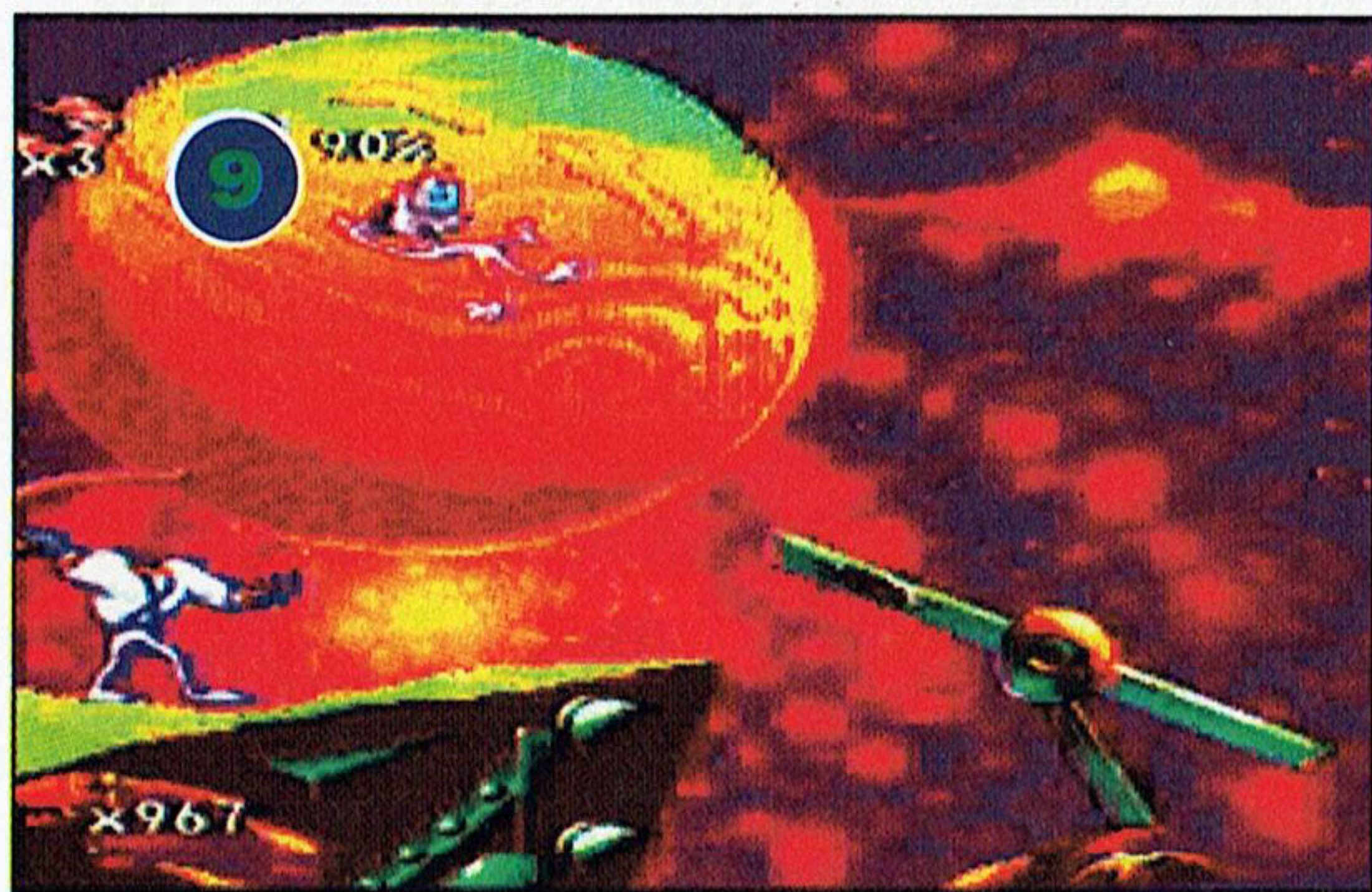
of the platform down and let Pete walk onto it. Now quickly jump on the right-hand side of the moving platform and Pete should be catapulted to the opposite ledge.

## EARTHWORM JIM CHEATS

For a handy level skip, pause the game at any stage and press:

A, B, B, A, A + C together,  
B + C together, B + C together, A + C together.

Do this cheat as many times as you like to reach the level you desire. Cheater.

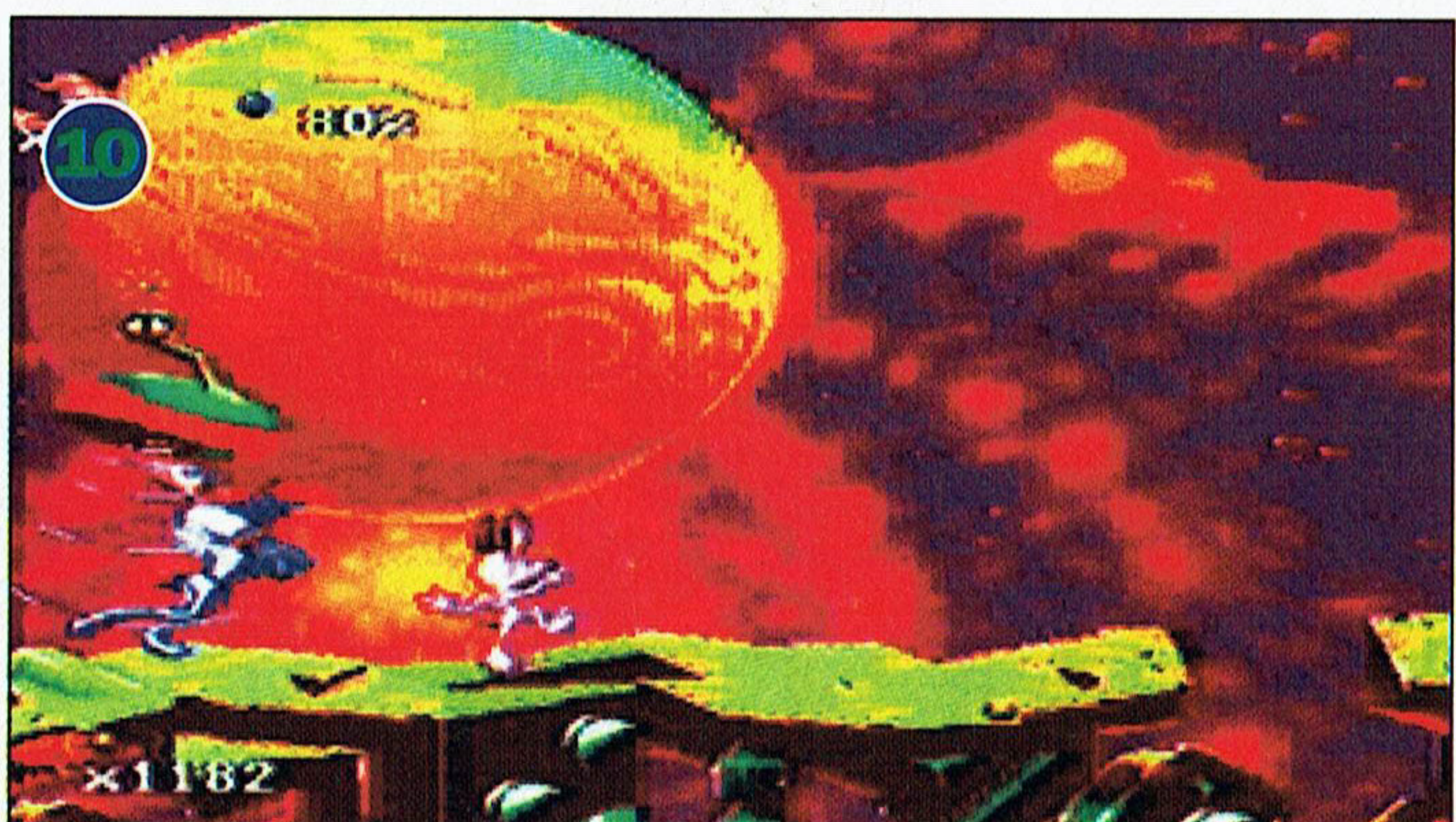


◀ There are many strategies that people use in getting past these two rocking platforms but the one that we prefer is to make sure that the first platform is switched to the left-side down

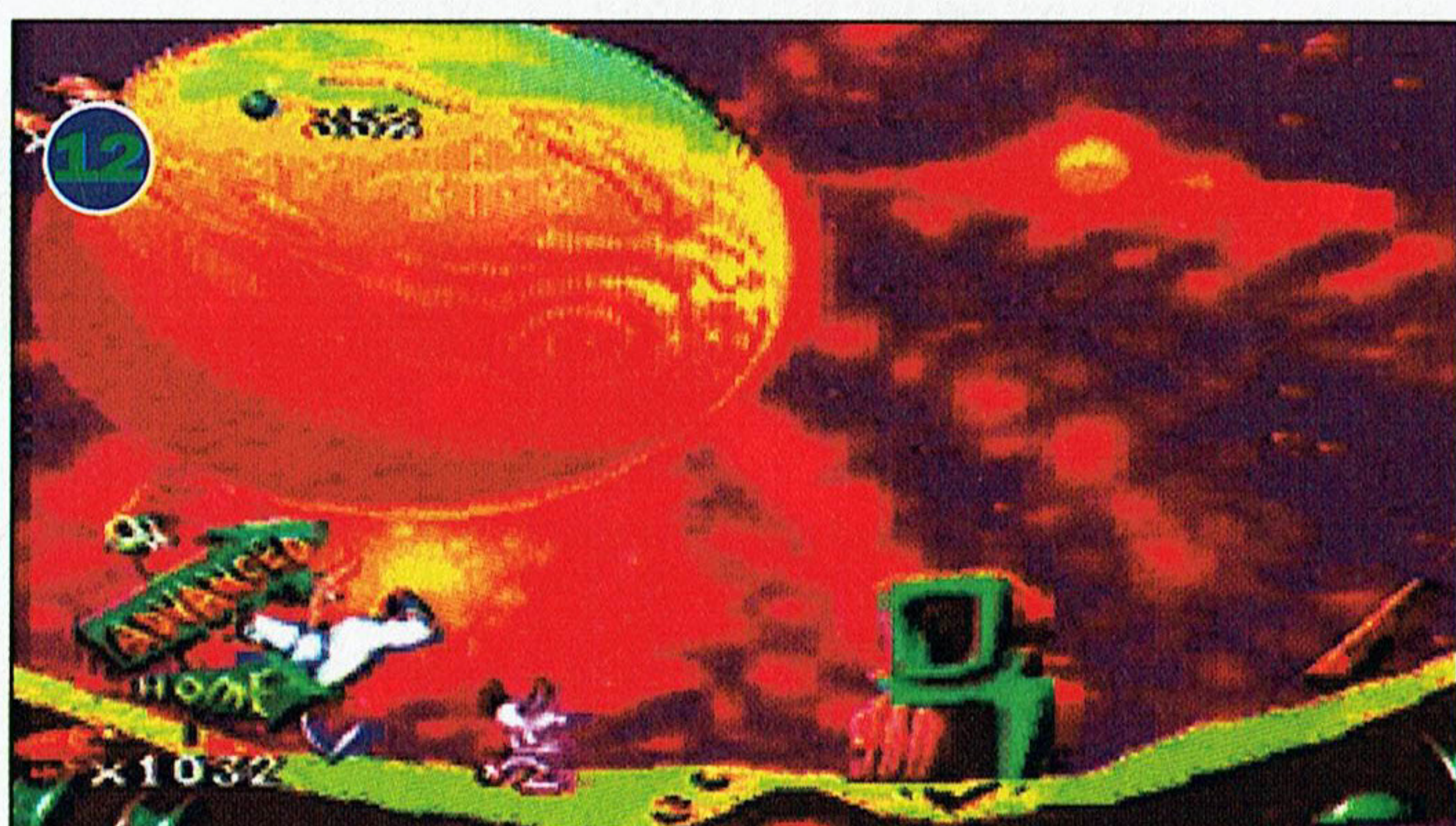
position. This allows Pete to walk onto the first platform. Whip Pete so that he flies off to the right. Quickly jump and whip Pete again whilst he is airborne. If successful, Pete should land safely on the opposite ledge.



▲ When Pete is hoisted up onto the crane, follow him closely as he is unfortunately dropped on this small island. As soon as he drops, whip him immediately to make him leap to safety.



▲ If you get caught up with the flying saucers, just keep your hand on the fire button and waste them when their tractor beam wears off. Pete has a lot of unbroken platform to walk on so you should be able to catch up to him easily.

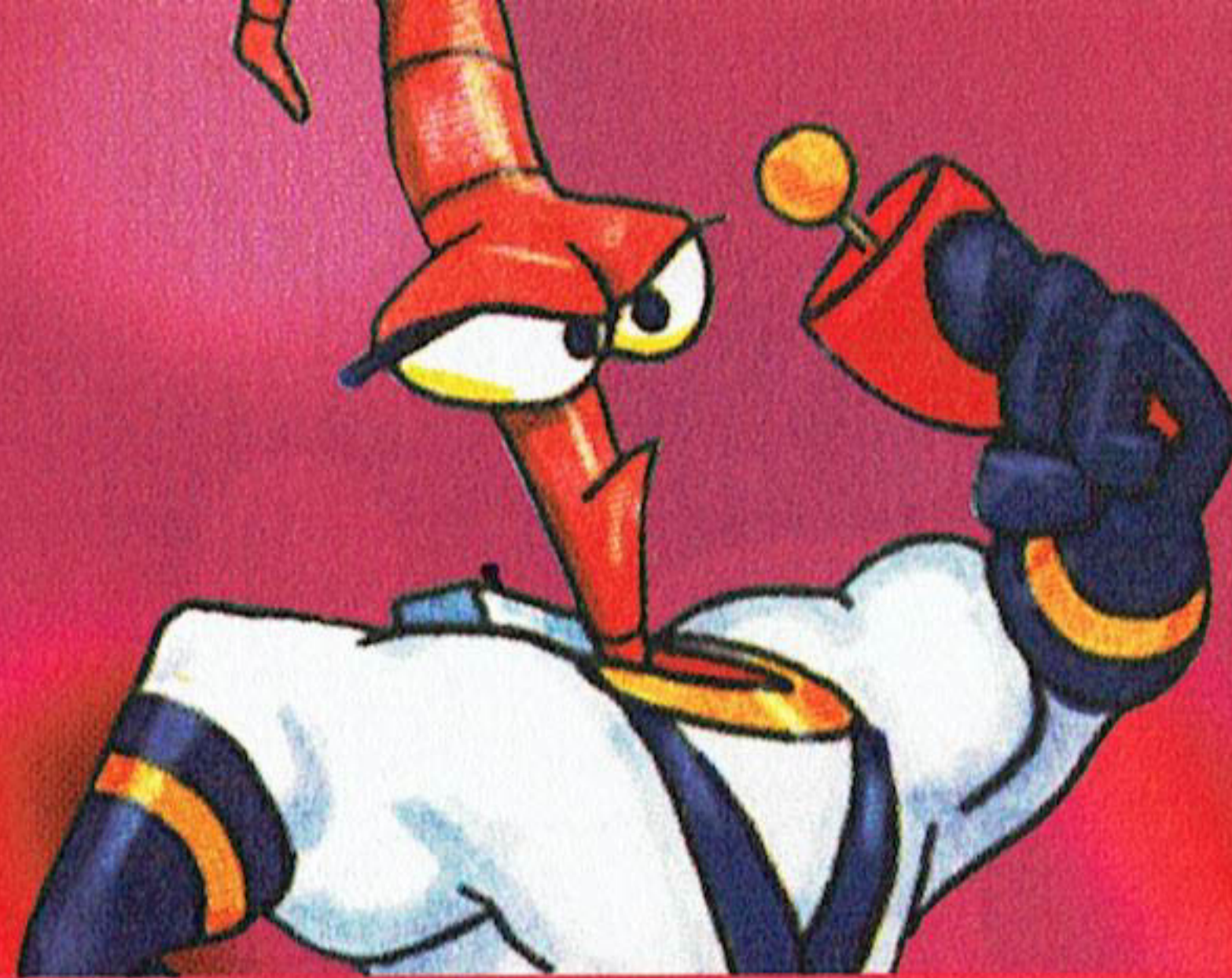


▲ At the end either take the easy route or just continue to the advanced course for a wad of bonuses and extra lives. If you're not confident with saving Pete's ass, it's best just to take the exit and continue to the next level.



# Earthworm Jim

## PART TWO Gambuster



### INTESTINAL DISTRESS

**H**ere's a chance to see what you had for lunch and come face to face with good old Doc Duodenum, the organ with an attitude.

From the beginning, go left and up the first intestine. When you come out, head right and take out the two fish. Next, jump the gap and keep heading right until you reach the falling barrels (or are they?), jump them when they head towards you and look for the pattern so you know when to expect the next one. Keep heading up until you reach the chain and then make your way right. Take out the fish and get the power-ups and then go up the intestine on the right. Follow the path all the way up, shooting the enemies on the way and then drop down to the left at the very top. Go to the right and then go up again while avoiding the bouncing balls. Head right and down. At the end, you'll come to the cut-off tubes. Go in and you'll be shot out of the top. When you fall, try to land in the

opening of the one on the left and continue this until you get to the platform in the upper left. From here, head right along the chain and onto the platform. Climb to the top and then whip and swing twice while heading left to land on the next platform. Follow the path up and avoid the bouncing balls until you reach the continue point. To get the bonuses below the platform, fall off the left-hand side of the vertical section then whip onto the hook on the right and swing across the power-ups.

From the continue, you must go right across two big jumps which require perfect timing. On the second jump, tap the C button as Jim is falling to get some extra distance and make it to the right-hand platform. From here, head left to the spike pit and whip the hook to get over to the other side. Go all the way left and zig-zag up the ledges. At the top, whip the hook to get over the next pit. Land on the chain and go all the way right and drop down. Go into the next tube and then work your way down the platforms to confront the evil Doc Duodenum.

### DOC DUODENUM

**T**he Doc is tricky and very fast. He also jumps around a lot and has a particularly anti-social habit of spitting bile. To defeat him, shoot him when he's in the air to make him fall straight down, then jump over him and do the same thing when he jumps

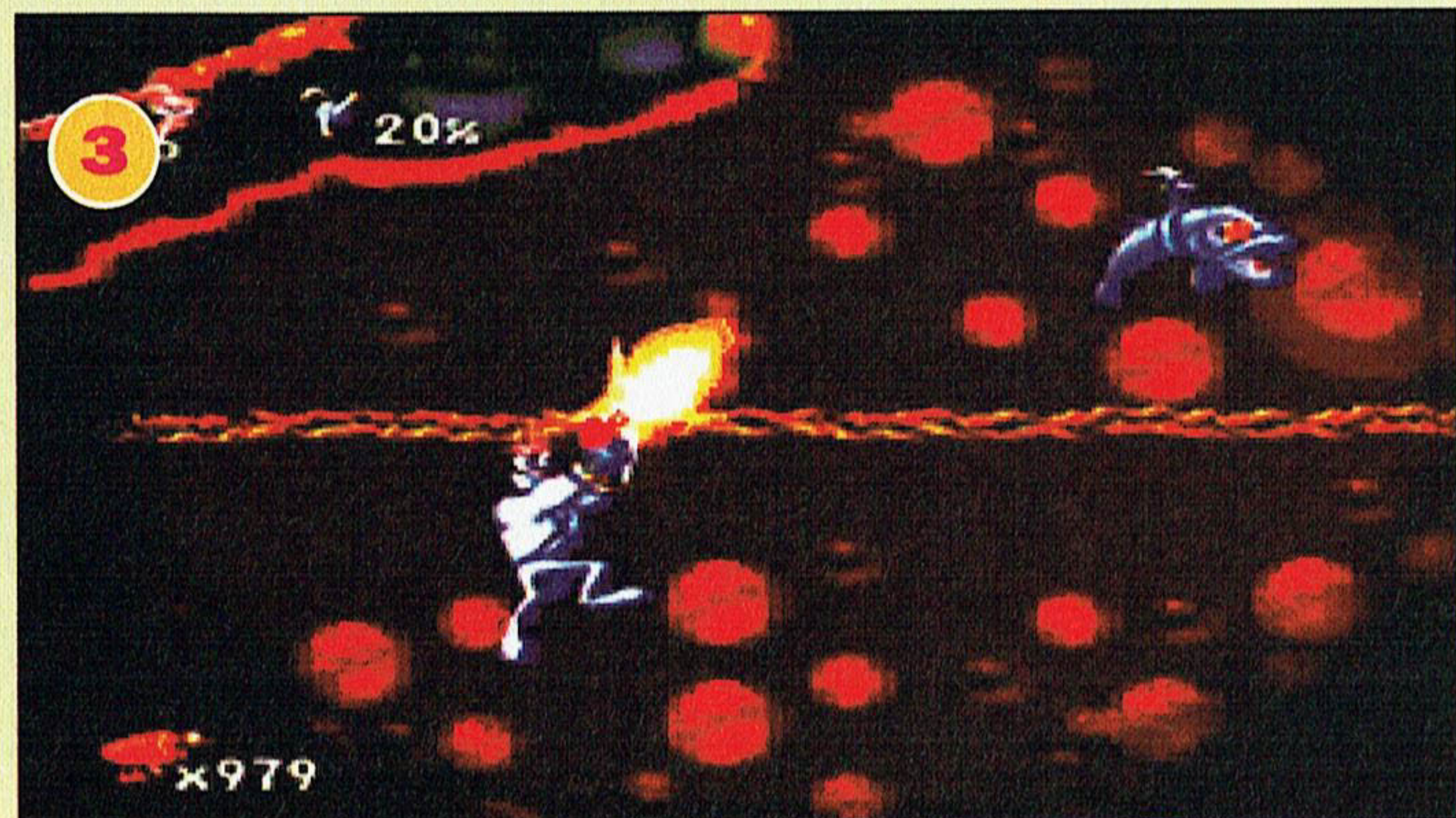
towards you. If Doc is on the other side of the screen, he jumps twice to reach you so just run underneath him after his second jump. Then turn around and shoot. Keep repeating this process and before long it's Andy Asteroids time yet again.



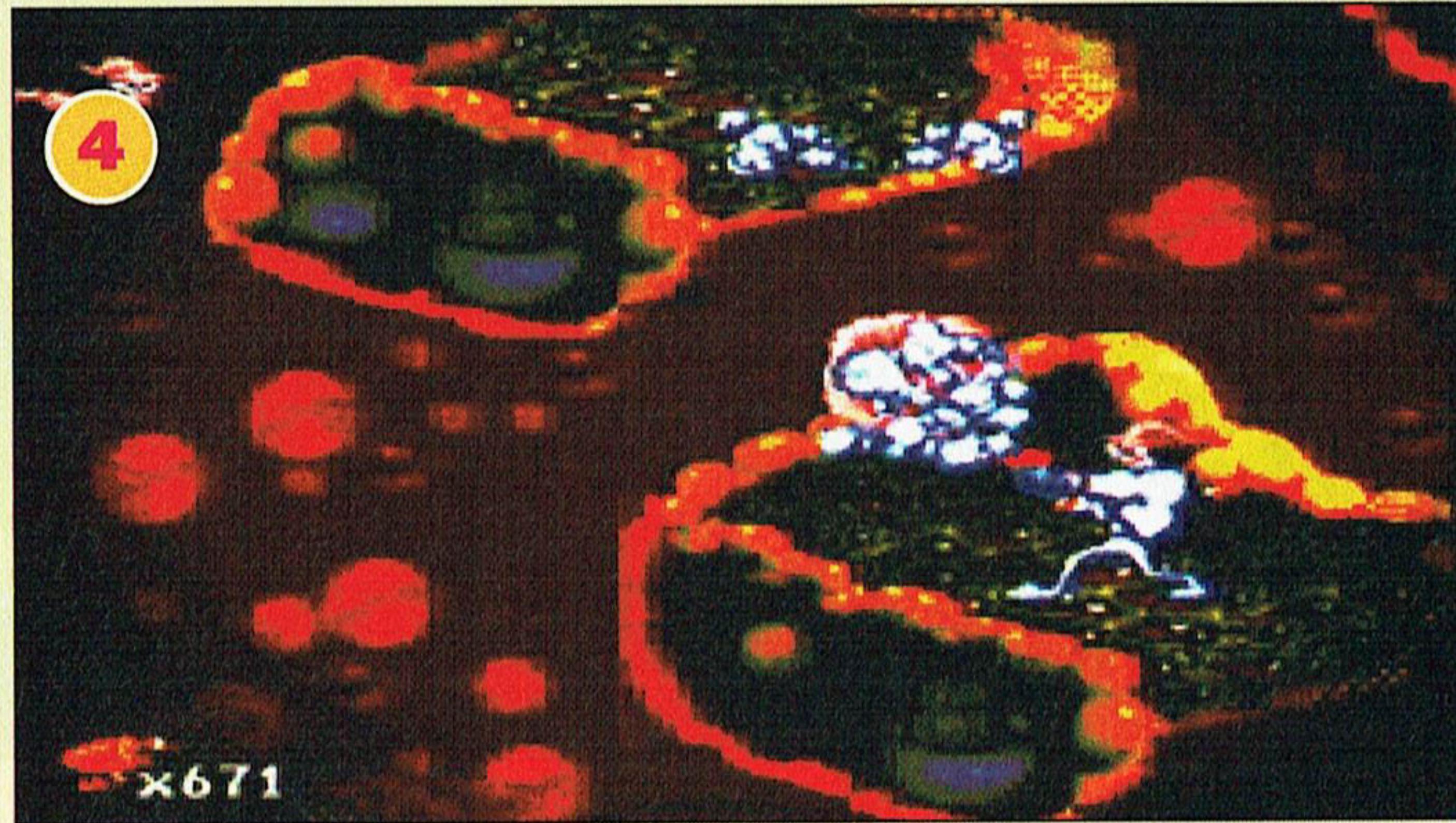
▲ Continue left shooting the fish monsters as you go. These creatures take very little damage so this section shouldn't pose any problems.



▲ Jump the barrels and continue up the pathway. These barrels always fall at the same intervals so just time your jumps carefully and you should make it with no major problems.



▲ Move along the chain taking out all those pesky fish monsters as you go. There are heaps of bonuses along the chain to help you regain your health and weapons.

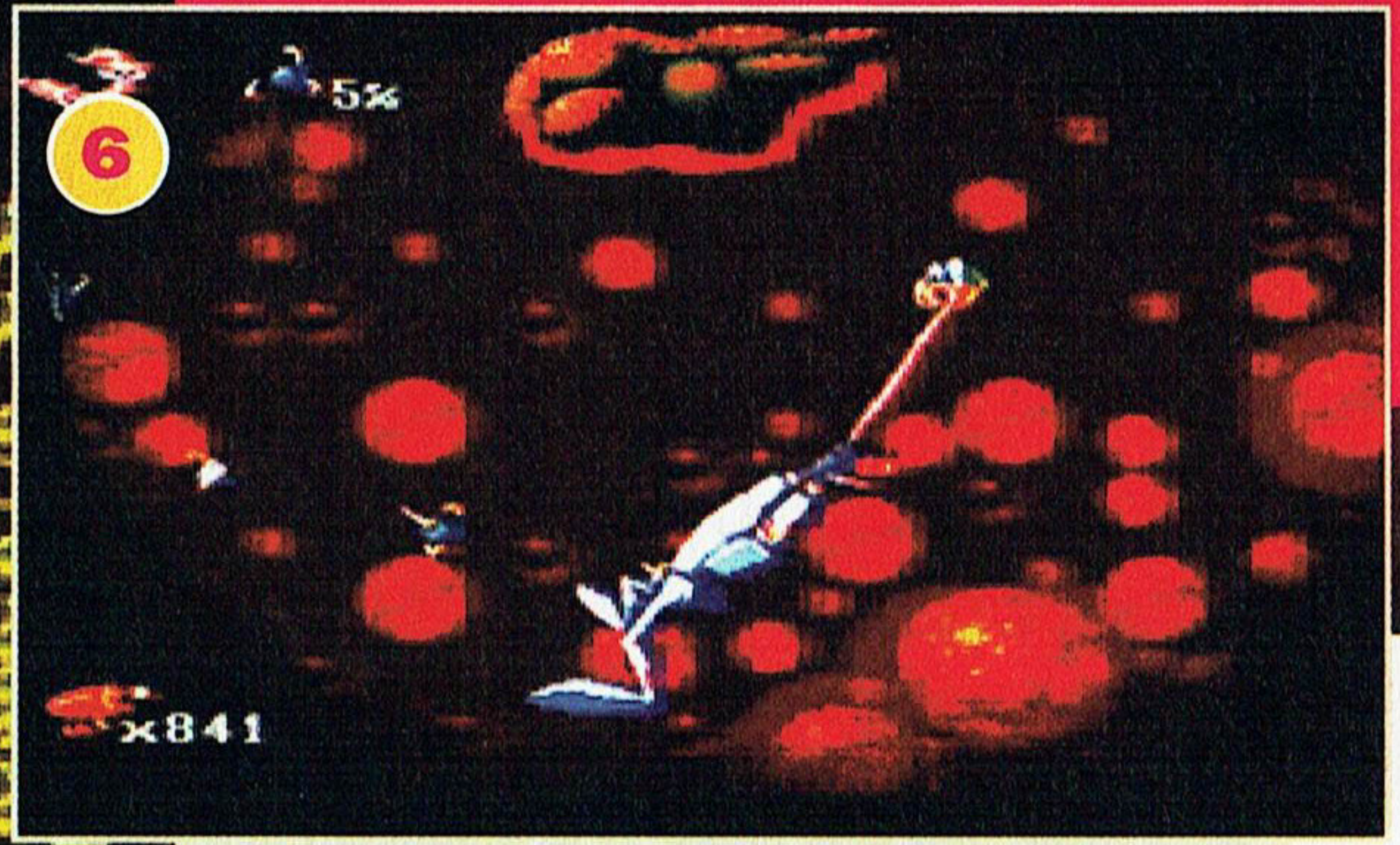


▲ Jump your way up this series of platforms. Avoid the barrels (they fall in the same intervals) and shoot the pink puffer fish on your way up.





▲ When you get shot out of the intestines, press left to position yourself onto the next intestine. If successful, Jim should cling onto the intestine and climb his way up. Repeat this procedure until he is at the top.



▲ These two hooks require careful timing. Don't worry if you fall, you just land on the rope below.



▲ At this section, avoid the bouncing barrels and drop off the left-hand ledge for some bonuses. Collect the plasma shots and then work your way back up. When you get back to this section after collecting the bonuses, go up to the very top.



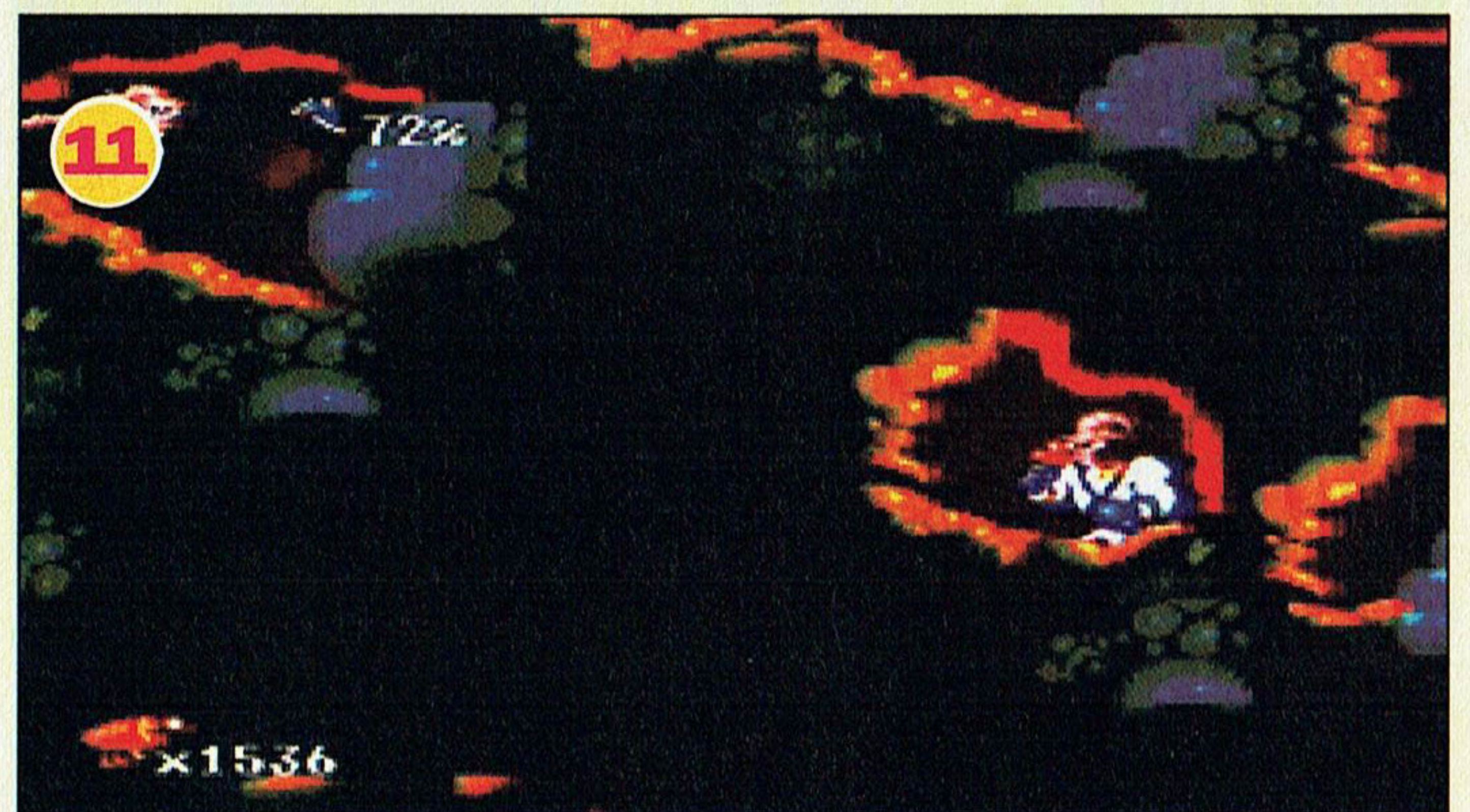
▲ When you fall down the left ledge you should land on this platform. Use your whip and swing across to collect the weapon power-up.



▲ After you reach the continue, Jim has to make a huge leap of faith to get to this centre platform. Time your jump carefully and you should just make it.



▲ The next jump requires a little more skill. Jump to the right and as you descend, tap button C to helicopter down. This increases the distance of your jump allowing you to just make the opposite platform.



▲ When you get shot out of the intestine, work your way down these zig-zagging caves to confront Doc Duodenum.

► Shoot Doc when he is on the ground for major damage. This is the only time you can harm him so make every shot count. Avoid Doc at all other times.



► When Doc jumps in the air, quickly run underneath him and go to the opposite side of the screen. Try not to get caught in the corners as Doc spews deadly bile at you. Keep repeating this process and Doc should die, hopefully.





# Earthworm Jim

## PART TWO

### Gambuster



## BUTTVILLE: PART ONE

**T**his level is basically one big drop. You must tap button C repeatedly throughout this level (autofire joypad would help) to helicopter your way down. It is important you learn the cavern paths as hitting the thorn walls results in heavy damage. The path we used was to take the right path at the first intersection and

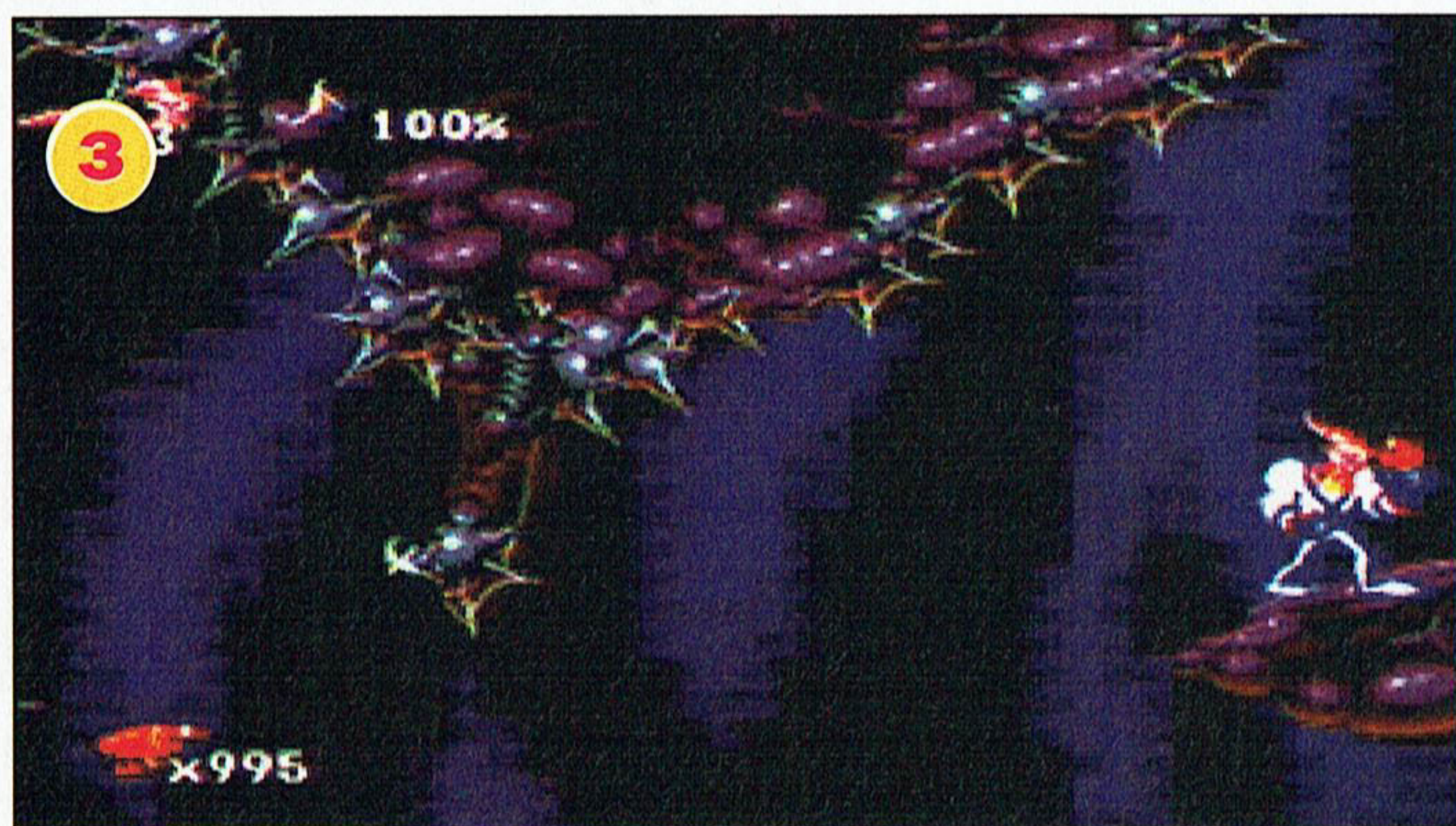
then the left path at the second intersection. There are bonuses everywhere in this level so remember, don't be too greedy as you often end up crashing into the walls going for them. It is better to get this level over as quickly as possible and move onto the more threatening levels of Buttville: Part Two.



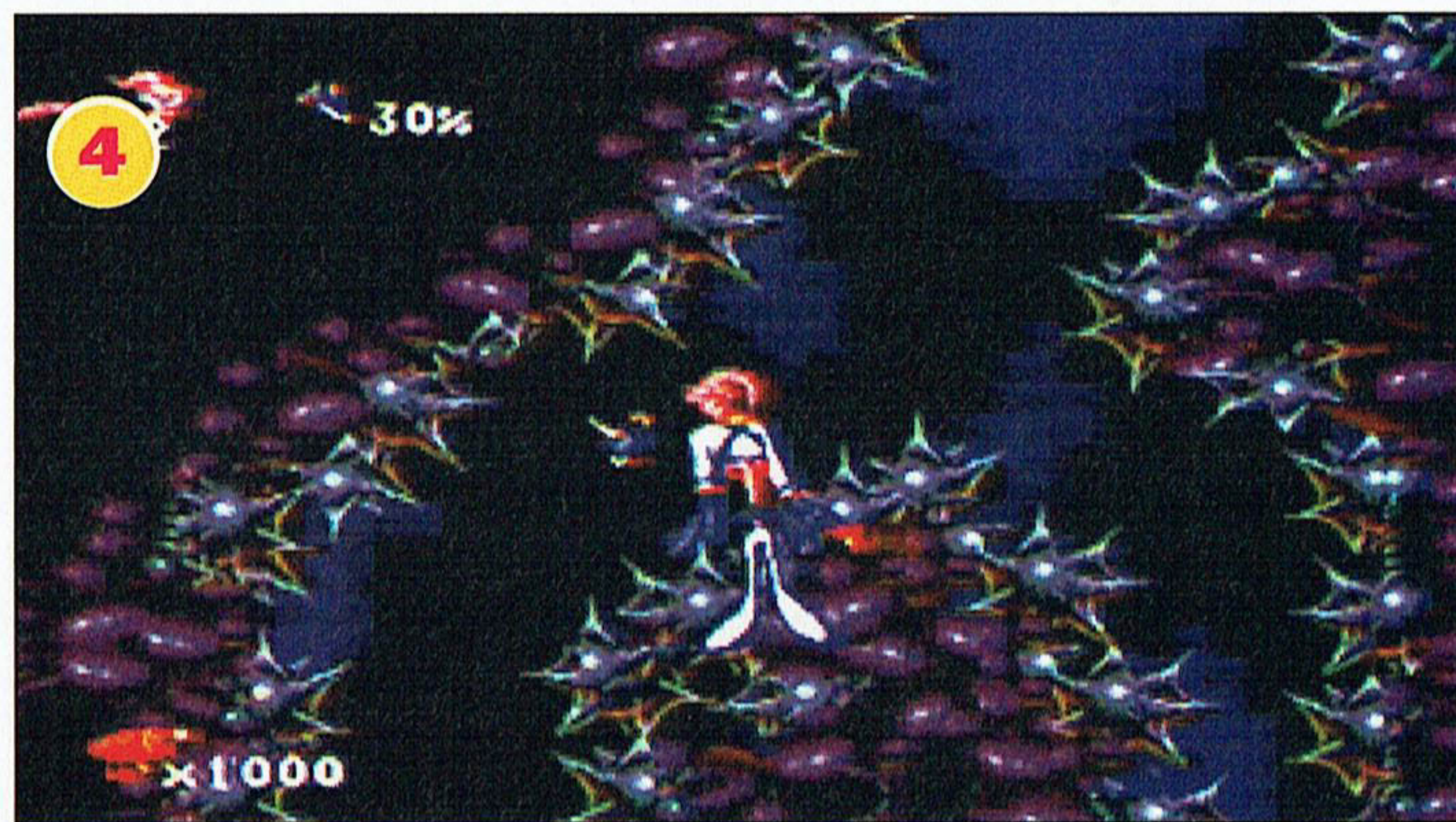
▲ This level is a battle against gravity so helicopter down as slowly as possible. It is important you learn the map course as this level is filled with deadly spikes that inflict a whopping 35% damage each hit. Ouch!!!



▲ At the first intersection, take the right route as the pathway is less twisted and wider. There is also a bonus extra life to collect.



▲ As soon as you head down the right passage, whip at the hook to swing you to the far right rock ledge. There is an extra life there to collect.



▲ At the second intersection go left for an easy path to the exit. Choose right, and be prepared to go down very twisted and narrow passages. However, you'll be rewarded with extra lives.



▶ Land here and you are finished with the level. Collect the extra life and get warped to the next level.





# BUTTVILLE: PART TWO

The very last level is extremely precise and requires exact movements.

Start off by going right and jumping onto the stalactites. Make your way right until you reach the tower of hooks. Whip back and forth to move up the pole and at the very top move left. Continue until you reach the bee hives. The hives shoot out a constant supply of bees so start shooting. Take out the hive with repeated shots or whips and then continue left. When you reach the dead end, look upwards and you should see another hook. Do a double spin on the two hooks and you should land to the next platform. Be very careful at this stage as you must be on the look out for any centipedes. These mothers firstly appear as eyeballs and then suddenly emerge to chomp on any unsuspecting worms. When they appear, whip them immediately and continue. Drop off the right hand side of the platform and helicopter down to the left. Go

to the right avoiding the frogs and then climb up the small round rocks. At the top of these rocks, go onto the platform and helicopter your way down to the right. At the bottom, whip the hook and swing yourself under the low ceiling. Go up another tower of hooks and move right. At the end of this platform is a long stretch of thorns. Do a running jump and helicopter your way down to the right. Now, make your way up the small rock platforms, killing all the centipedes on the way. The third centipede cannot be killed so you must time your jump so that you land on his platform while he is retracted. Climb onto the ropes and move to the right. At the end of the rope you must drop down and quickly whip the hook directly to your right. This is extremely difficult so say your prayers before jumping. If successful, continue right to meet Queen Pulsating, Bloated, Festering, Sweaty, Pus-filled, Malformed, Slug-for-a-Butt.



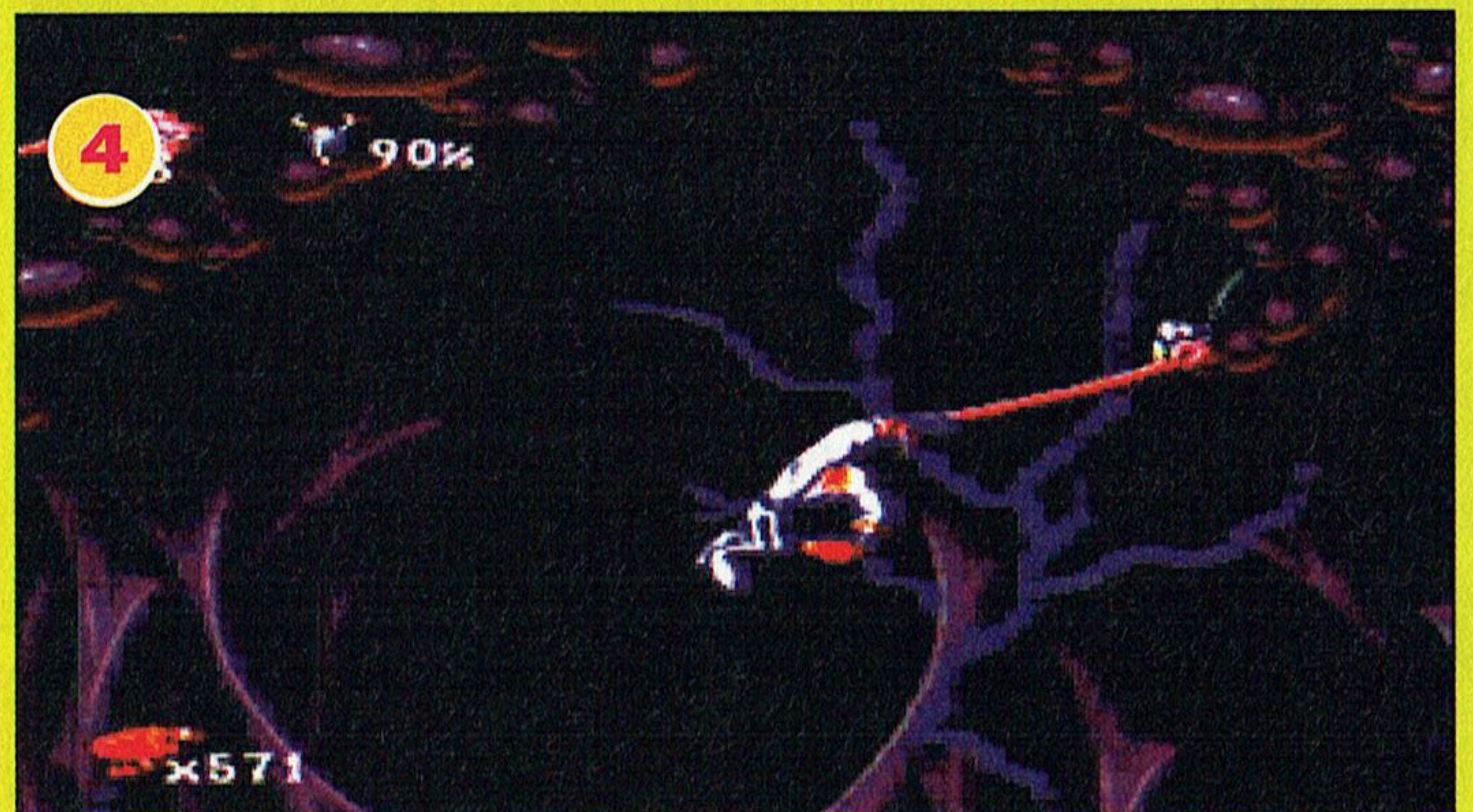
▲ At the beginning of the level simply go right and then jump up and attach yourself to these stalactites. Climb over to the right and then drop down to the nearest platform.



▲ Timing is critical on this wall of hooks as you have to jump back and forth to whip onto each of the hooks. Work your way up and land on the platform on the left.



▲ Ouch! Those dreaded bees! To get past the hives, quickly shoot the bees and then take out the hive by either whipping it or shooting it.



▲ At the dead end, look up and search for a hook. A double whip is required to get past the two hooks and land safely on the other side. Don't worry if you fall as there is a platform right below you.



▲ These centipede creatures are deadly and any type of contact whatsoever will result in major loss of life. They appear at first as eyes so always keep a good lookout for them. Always whip them immediately when they emerge from their hiding spot.



▲ Pass these frogs quickly once they wriggle from the ground. Don't bother shooting or whipping them as they regenerate too quickly. Just avoid them and get out of the area as quick as possible.



▲ Jump onto these small rock platforms and carefully make your way up the ledge. At the top of the platform get ready to do a running jump.



# Earthworm Jim

## GameMaster



### BUTTVILLE: PART TWO



▲ Do a running jump and helicopter down the side of the thorn platform. If successful, you should get to cling onto the very bottom rock. Now make your way up the rock platform to the right.



▲ At the next set of rock platforms, make your way up remembering to look out for the those centipedes. The first two centipedes can be whipped easily but the third one must be negotiated. Do this by timing your jump so that you land on the centipede's platform when he is retracted. Once past here, continue right and jump onto the rope.



▲ This scene is one of the most demanding of the game and will no doubt cause many headaches. You must drop from the rope and quickly whip yourself onto the right hook. This will lead you onto the very last cavern and towards the end boss.



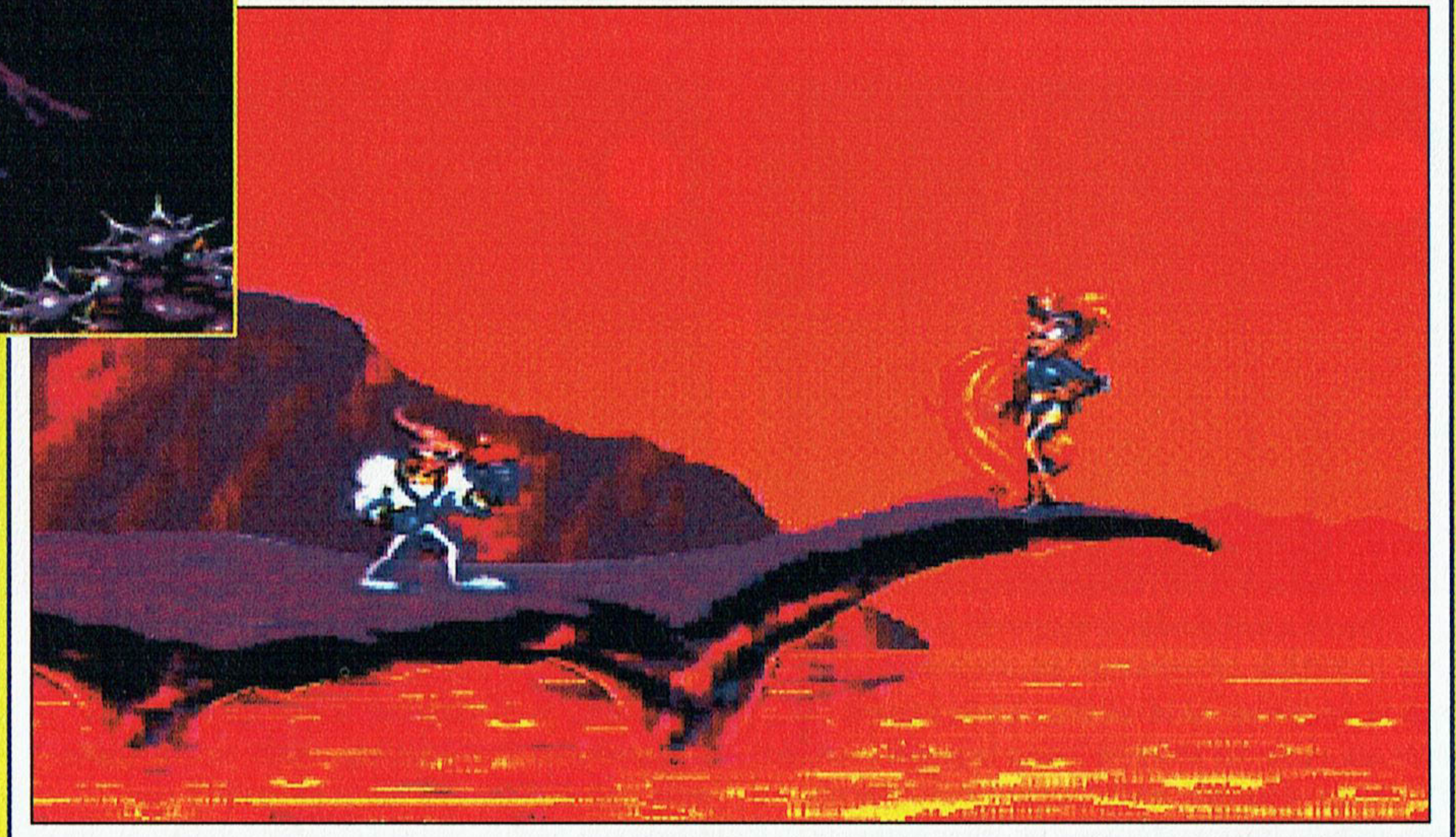
▲ To take out the royal butt just stay on the right hand side of the screen and continuously jump and whip or shoot the Queen's behind. Watch out for any spikes on the floor and any gaps that may appear.



▲ Leap onto the green platform and snatch the bonuses you find. Now jump onto the second green platform which spins 'round the Queen. You can hit her around four times each revolution so keep on shooting. For every revolution, hit her at each point of the compass (ie once north, once west, once south and once east). If timed correctly, the Queen should always be knocked down and unable to throw her insects at you. Just keep on repeating this process until the Queen is destroyed.

## THE END FOR EARTHWORM JIM

▼ Jim finally gets the girl - or does he?





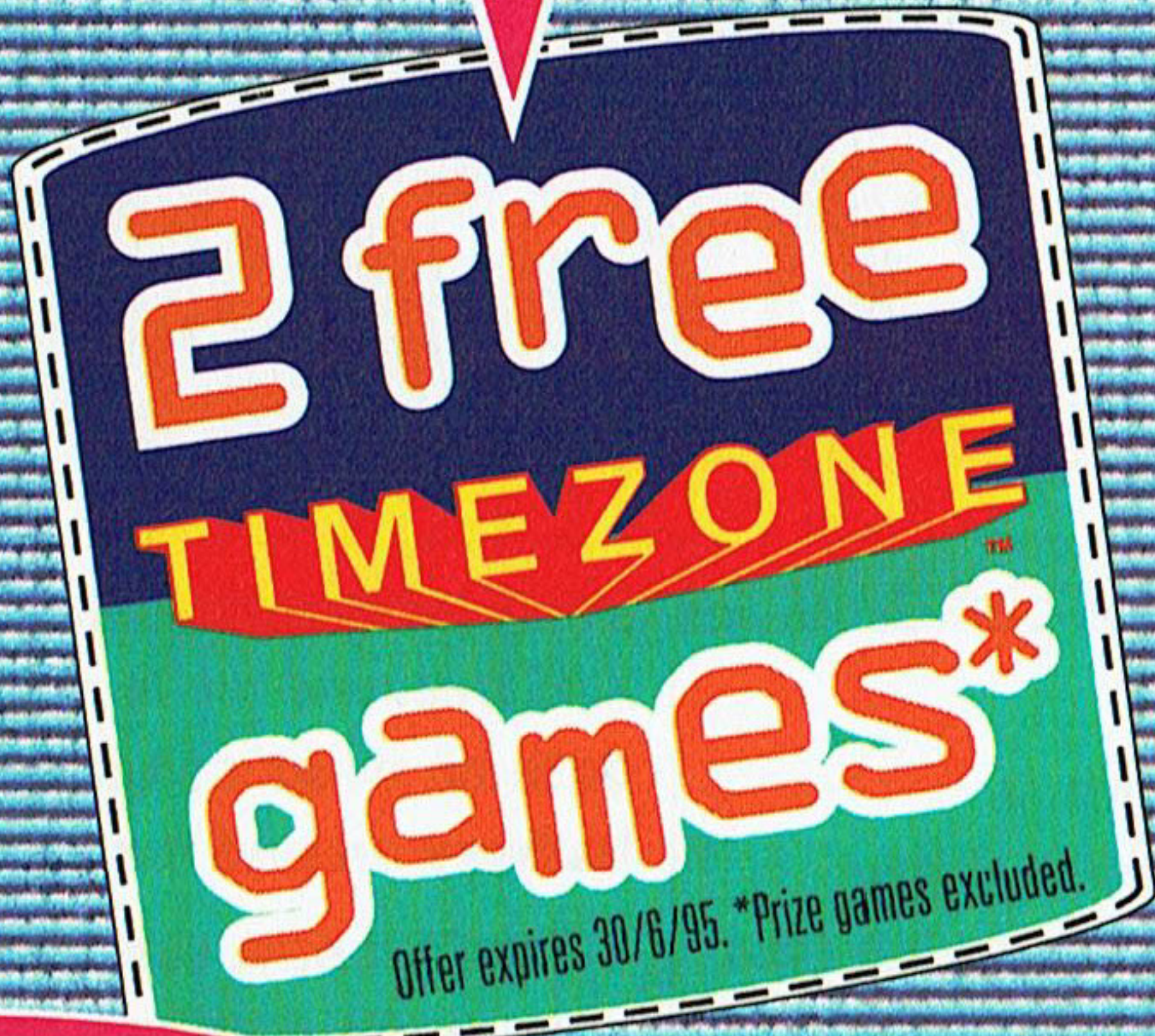
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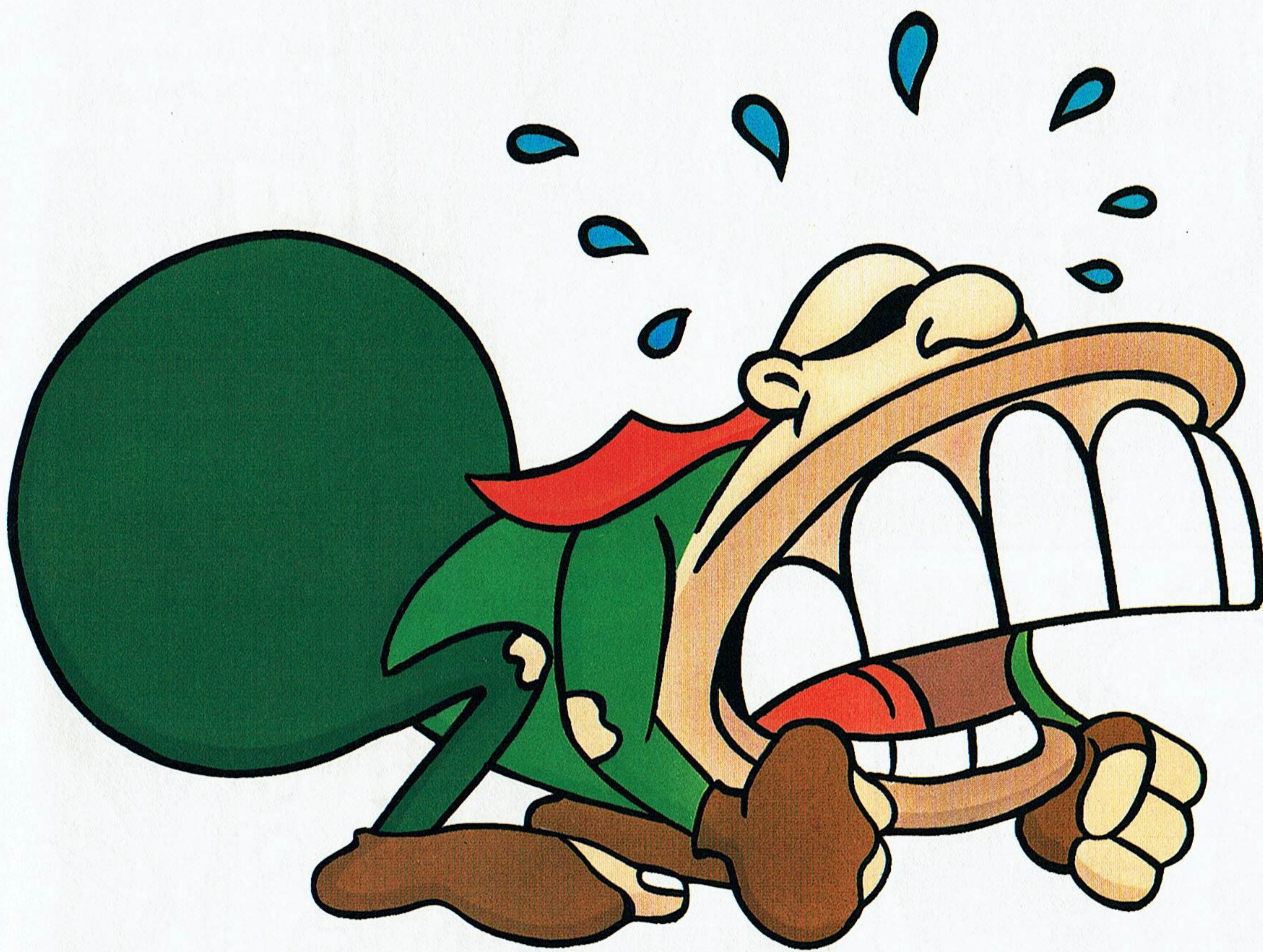
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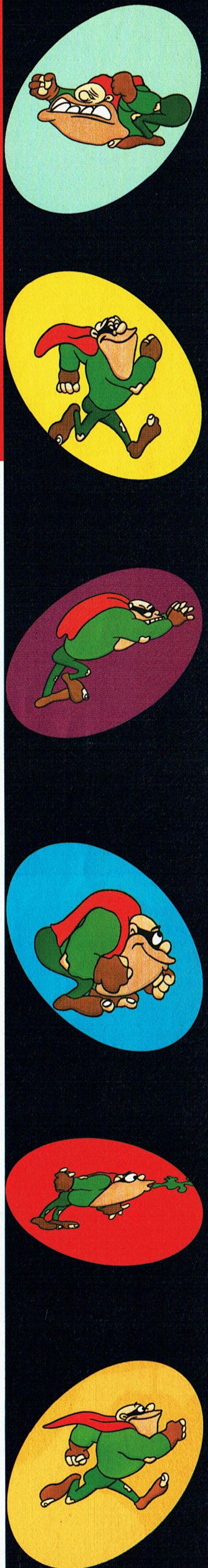


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**ACTION**

**RRARRGH!**

... OOK!

BACK OFF UGLY...



THANKS.

M'BUTO WANT YOU ALIVE, PUMP - BUT HE SAY NOthin' 'BOUT PRETTY HERE!

**HARRI!!**

**DO SOMETHING!**



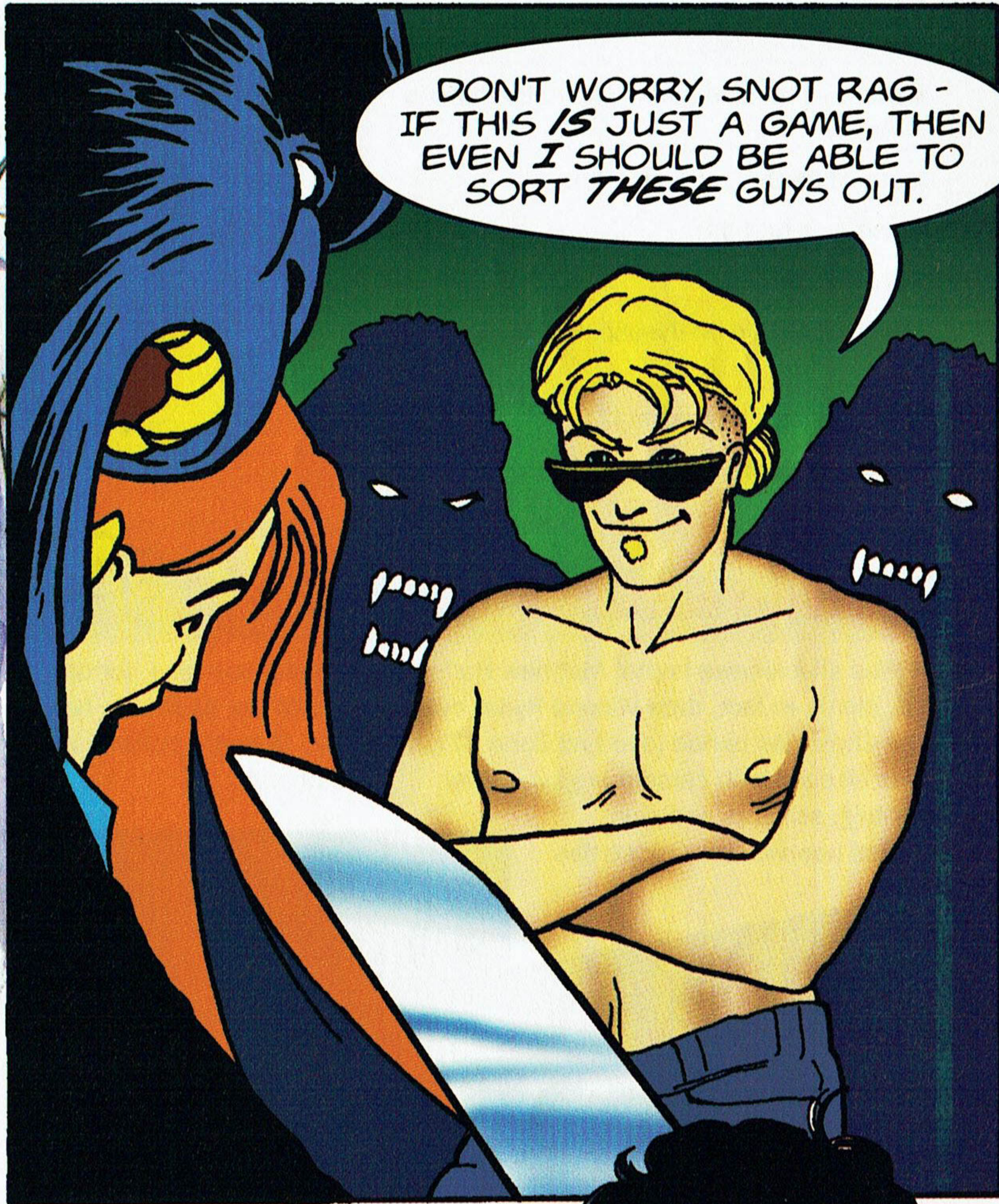




YOU CAN'T REASON WITH AN ANGRY MONKEY...



PUMP! WHAT ARE YOU DOING!?



DON'T WORRY, SNOT RAG - IF THIS IS JUST A GAME, THEN EVEN I SHOULD BE ABLE TO SORT THESE GUYS OUT.

YOU BLOODY IDIOT!  
GET OUT OF THERE!  
RUN!!



CONTINUED NEXT ISSUE!



**M**att's gone on holiday. We're doing End Zone. We'd best make the most of the opportunity...

### Matt Facts

Something we're frequently asked in the Megazone office is, "Ooh, Matt's such a hunk. Where can I find out more about him?"

Sadly, all these questions come from 12-year-old boys. But anyway, here's the lowdown. (Note: Some of these facts may not be true.)

**Full Name:** Matthew Marigold Hall-Monitor

**Height:** 5'2"

**Weight:** 200 kilos

**Eyes:** Green/blue (one's green, the other's blue)

**Date of Birth:** 1st April 1988

**Born:** In a haybarn

**Fave colour:** Pink

**Fave outfit:** An off-the-shoulder cocktail dress

**Fave saying:** Where am I?

**Fave position:** (That's quite enough of that - Ed.)

### Matt's Top 10

**D**ue to popular demand, 10 interesting things about Matt that you probably didn't know before:

1. He's in a band called Laverne. With three babes. Lucky pig.
2. He's always making slushy phone calls to his girlfriend 'Snookums' in WA.
3. He walks as though he's had a large metal pole shoved up his bottom.
4. He wears hats.



5. He is obsessed with Beavis and Butt-head.
6. He never rolls in before 10am and takes extraordinarily long lunchbreaks.
7. He's a vegetarian and eats rabbit food.
8. If there are any spelling mistakes in this issue, it's Matt's fault for going away.
9. If there are any spelling mistakes in any other issue, it's still his fault.
10. He looks like Barney Rubble.

### Competition winners

#### I'd happily sell my sister into slavery for five minutes alone with a 32X

Not surprisingly we had masses of entries for this. And the first out of the hat was Marilyn Shine from Deeragun, QLD. Well done!

#### Ooh, that tingles, but I like it...

We asked this question: What bizarre-but-practical use would you put the Aura Interactor to...? This is what some of you said:

Brendan Brophy had a number of unsavoury ideas. But said, "It could replace my girlfriend - I'm sure it could probably 'put out' better than her!" We'd keep this ish hidden, if we were you, mate.

We approve of Jethro Price's plan to "wait 'til my sister's asleep, sandwich her head between two Aura Interactors and start playing *Mortal Kombat II* and *Doom* at the same time!"

G. Staunton would strap it to his chest so he could "feel the 'thud' as Cammy kicked him again... and again... and again... and..." Yes, we get the picture.

It's just the thing for chatting up girls at nightclubs, reckons Anthony Millic: "Hey, would you like to come back to my place and play *Mortal Kombat*? I've got an Aura Interactor, you know..."

We thought Blake Kagi was refreshingly honest: "I'd use it to play my Mega Drive games. If it was crap, I'd sell it."

But there could only be one winner. And that's Kym Swanepoel, of Calamvale, QLD. We can't help feel she's a little bitter... "I would shove it down my ex-boyfriend's pants, connect it to my ghetto blaster and then play Metallica full ball. Then watch him say 'I'm a total stiff and no fun!'"

Bad luck on being dumped, Kym. But not to worry, you'll have heaps of boys beating a trail to your bedroom door - now that you're the proud owner of an Aura Interactor, that is...

#### Lucky 13

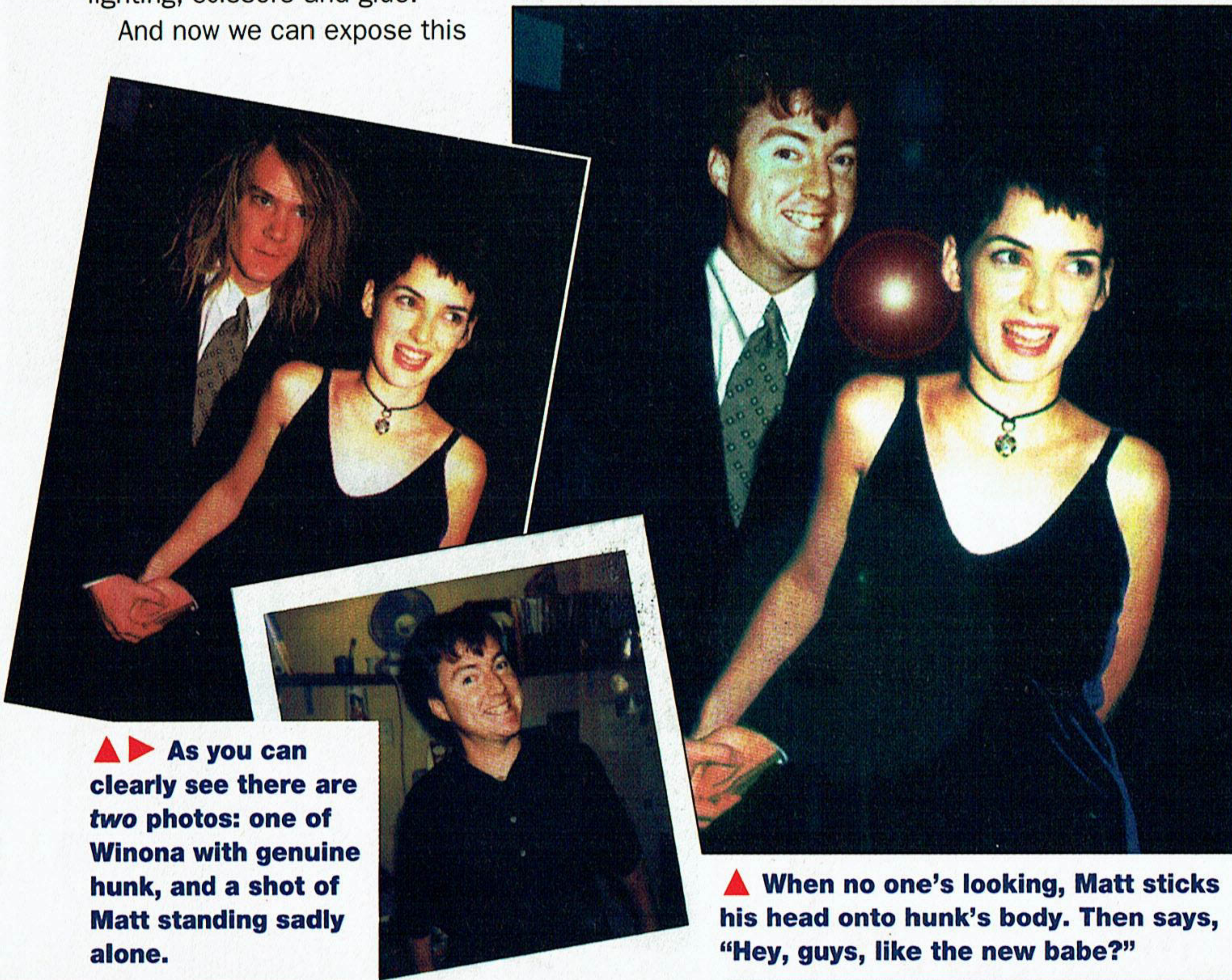
These 10 get a 'Cracked Pack': J Trinder, Toowoomba, QLD; Daniel Garcia, Banora Point, NSW; Gordon Markovic, Altona Bay, VIC; D Delaney, Hughenden, QLD; Adam Anderson, Underwood, QLD; Steven Panagris, Glenelg East, SA; Mark Dowell, Tumut, NSW; Kell Monro, Townsville, QLD; Daniel Muir, Bendigo, VIC; Richard Dimichiel, Strathfield, NSW.

### Matthew a shallow fake shock!

**T**he shock news is that Matthew Hall didn't, in fact, date Winona Ryder over the Christmas period (see End Zone 47). It was all done with camera angles, clever lighting, scissors and glue.

And now we can expose this

outrageous fake, for once and for all. We would like to stress, however, that Adam's and Duane's pictures are absolutely 100% authentic.



▶▶ As you can clearly see there are two photos: one of Winona with genuine hunk, and a shot of Matt standing sadly alone.

▲ When no one's looking, Matt sticks his head onto hunk's body. Then says, "Hey, guys, like the new babe?"







# WRECK 'n' ROLL

1 or 2 players



## ROCK 'n' ROLL RACING

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