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# SEGA MEGAZONE

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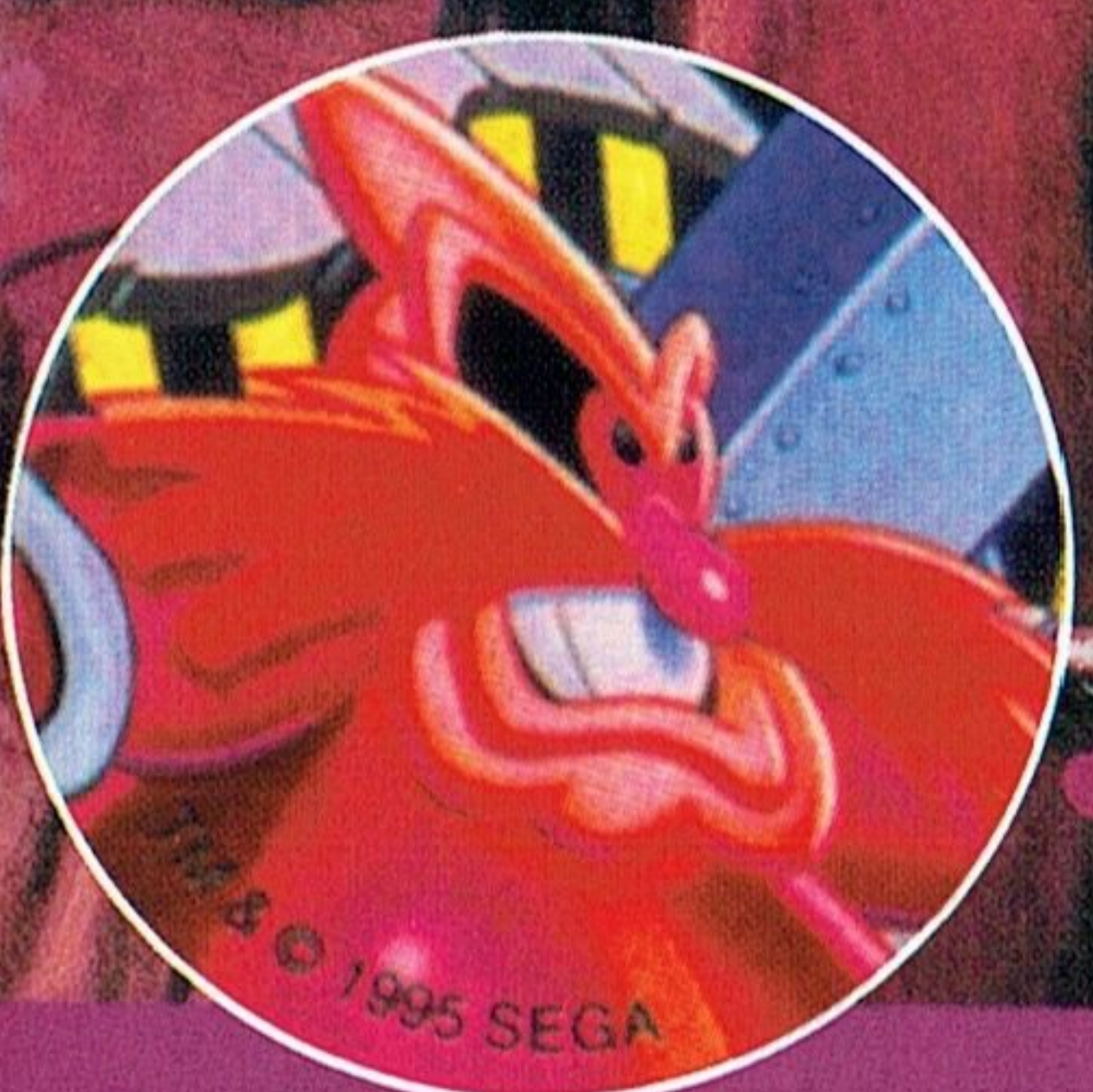
(with hot chips and  
the Bouncy Castle)

**USA TODAY!**

We check out  
the hottest gaming  
gadgets Stateside

the  
**Great  
BIG  
Guide**  
to brain games

**HEAPS**  
of cheats inside!



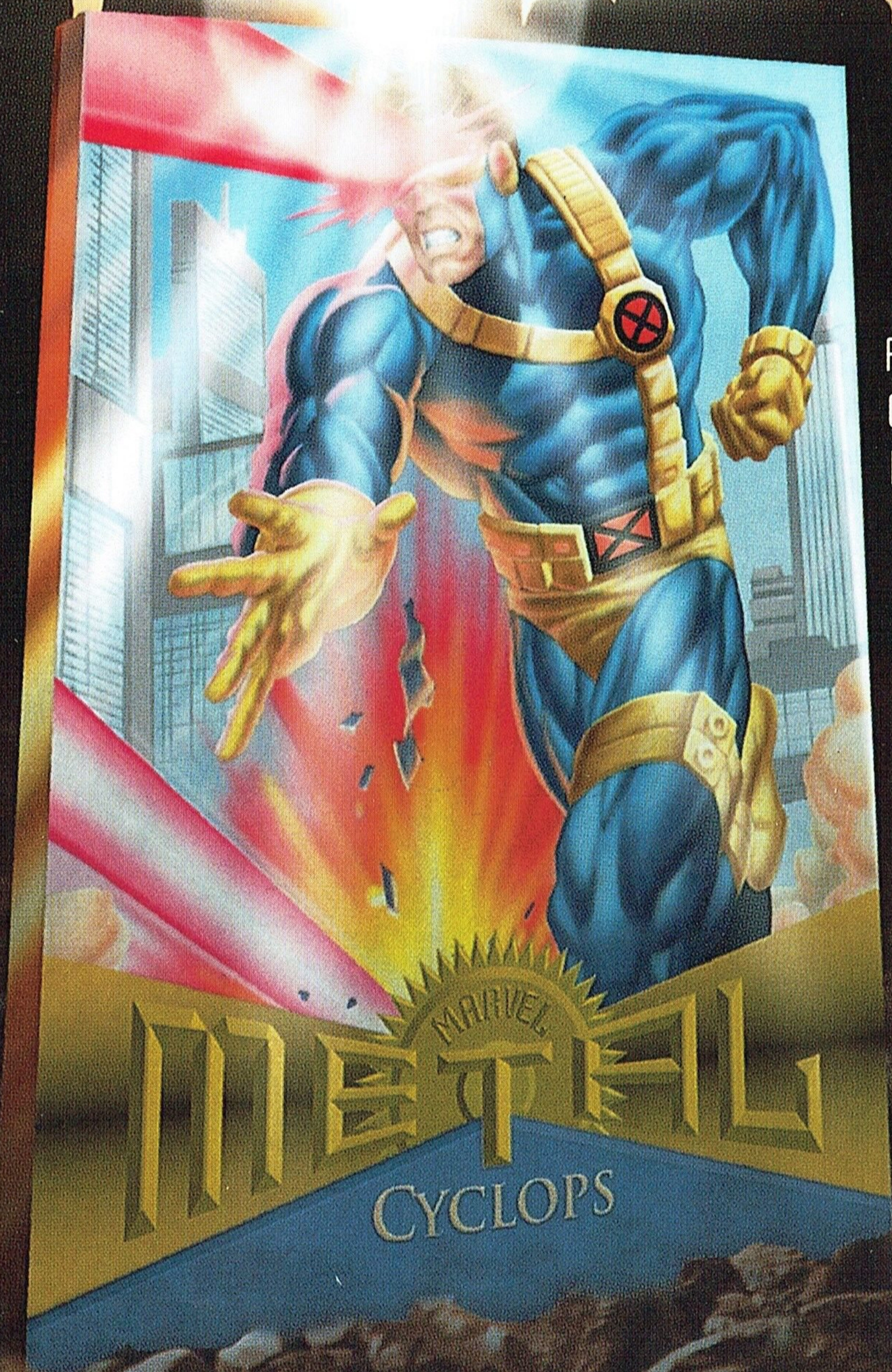
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- Izzy's Quest for the Olympic Rings • Mortal Kombat II •



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On the 32-freakin'-X! Oh yes!

**And another thing!**

**T**his month, we've dedicated the issue to jokes. Yes, there's a joke on every page! Some are even funny (see the shining example below)! Our main feature concentrates on excellent Sega stuff that's available in the United States. But that's a joke too. Checking out these weird and wonderful toys is guaranteed to make you spew. Mainly, as they're only available in the US. Although Sega Ozisoft has plans to establish the Sega TV channel here 'sometime' in the next 12 months, the fact remains that consumers in Australia aren't being given access to the stuff that our trans-Pacific cousins can get from their local store. And that sucks majora.

\*Well, sorta cool.

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\*Recommended and maximum retail price only.



# WOT-A-BOY!

IF IT'S RAINING... NO  
PROBLEM... HE CAN

DODGE TROUBLE,

GIVE IT THE

HAMME OR

MOVE LIKE A

ROCKET! IT'S NOT

ALL HOT AIR,

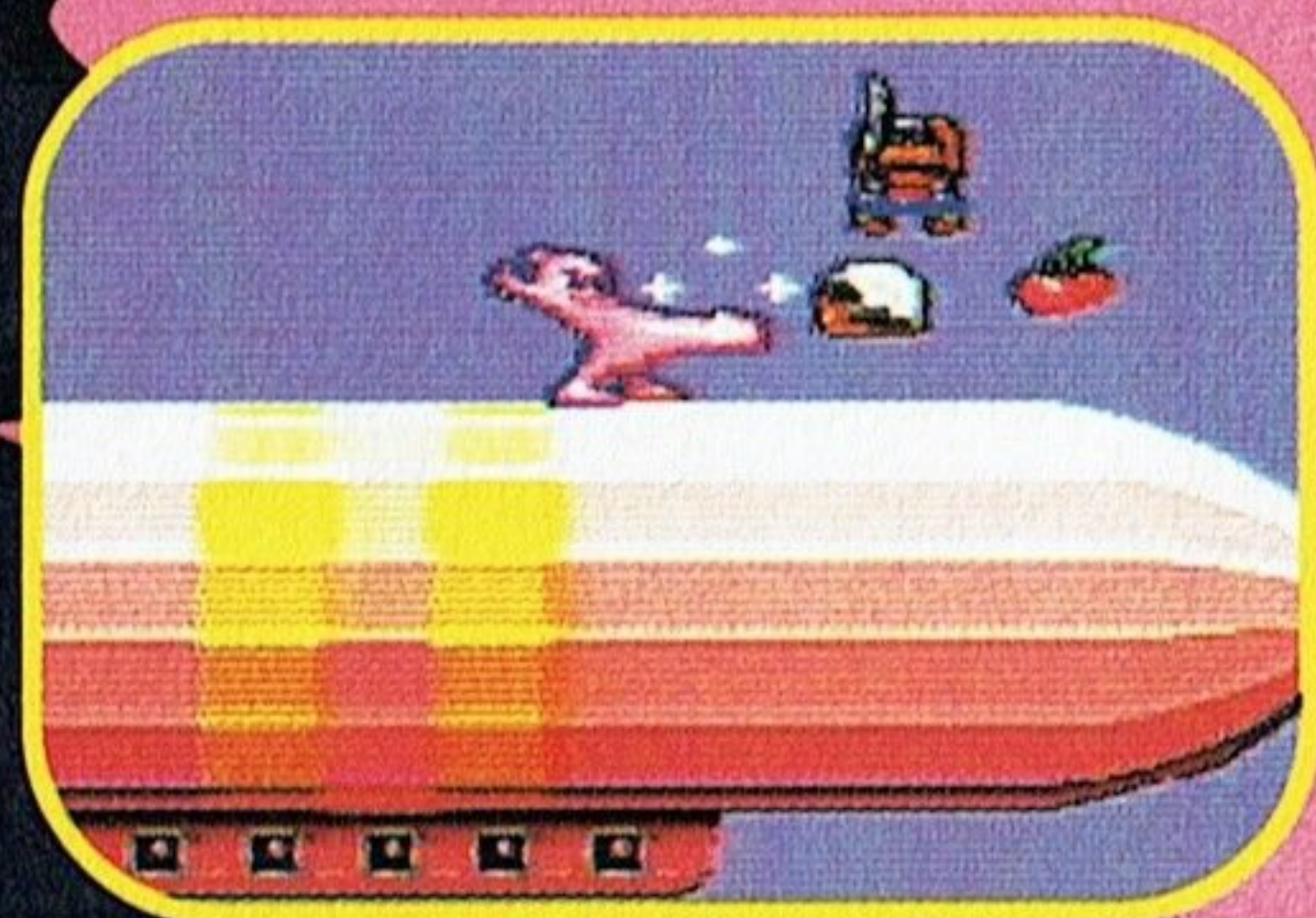
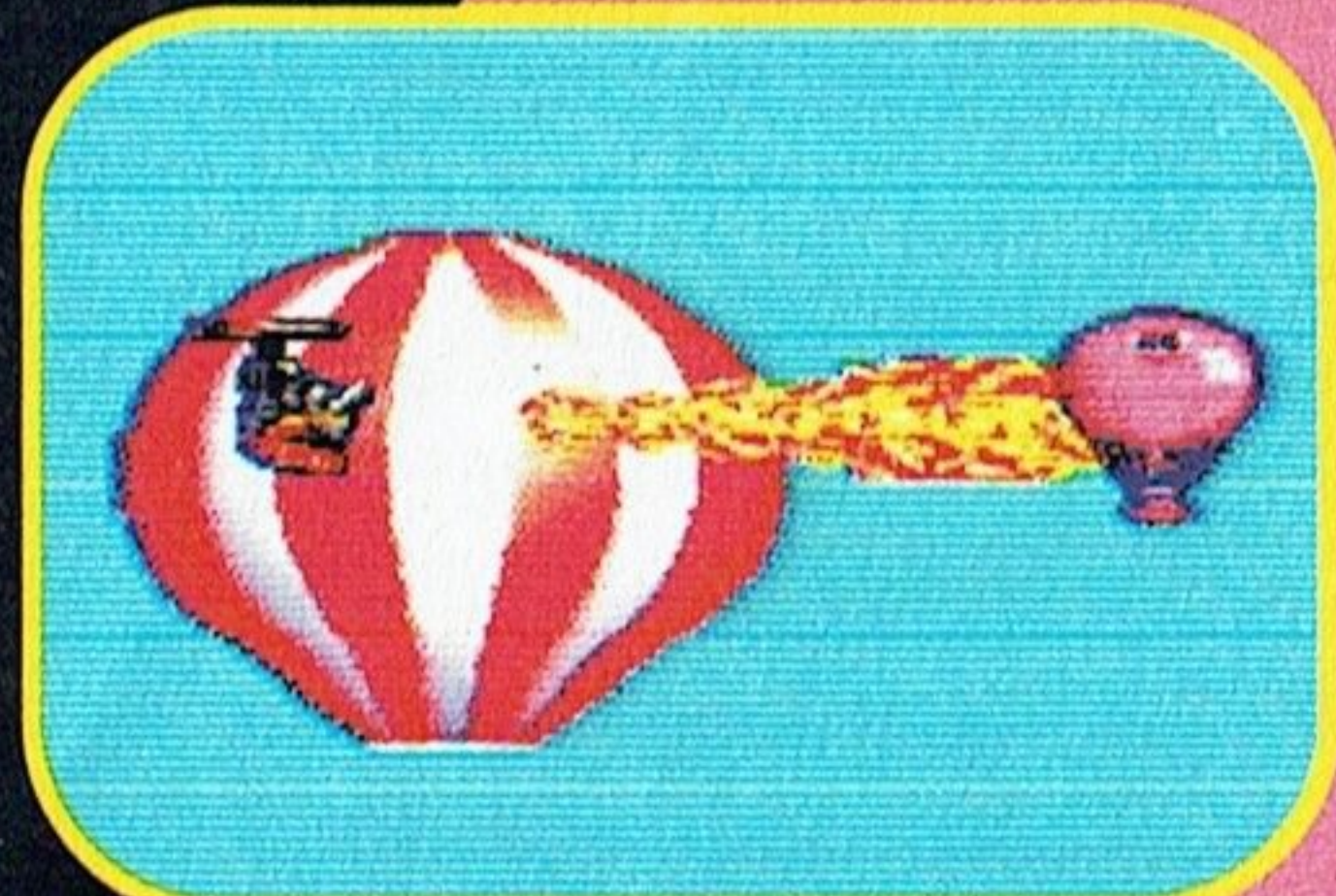
JUST LOOK AGAIN.

IS IT A BIRD?

IS IT A BRICK?

NO IT'S...

# JELLY BOY



SEGA

OCEAN

MEGA DRIVE

COMING TO YOUR MEGADRIVE IN APRIL



# Newszone

## Queensland game ban

From our political correspondent

The Queensland government has announced that it will move to "prohibit the sale, hire, or display of 'R' and 'X'-rated computer and video games", following similar decisions by the Northern Territory, ACT, and New South Wales governments. Western Australia made a parallel statement soon after the Queensland decision.

The ban pre-empts Federal legislation planned for later this year.

The Queensland Deputy Premier and Minister for Consumer Affairs, Mr Tom Burns, announced that tough restrictions had to cover games. He said it was difficult for parents or supervisors to check them out because they were useless at playing them and didn't fully understand the concepts. He added that the interactive qualities, the repetitive nature and the long-term absorption of content (ie killing stuff a lot) was a concern.

Mr Burns was also concerned by sexual explicitness, sexually demeaning activities, and violence.

"In *Night Trap*, live actors are used and players are required to defend college stu-



▲ *Night Trap* babes: They could be banned by old blokes in suits.

dents from being molested and mutilated by a group of zombies," he stated.

Mr Burns also cited *Custer's Last Stand* as "a game where soldiers raped women", and *Auschwitz* as a game where "players were required to cram as many Jews as possible into gas chambers". (Actually, these games are only available on PC, and in any case are hacked versions of commercial releases.)

### Watch a video on Saturn and the sun set on Uranus



For the dozen or so Japanese consumers who aren't willing to spend the extra yen on a HiSaturn to access the new video CD format, Victor has put out a video CD decoder. The decoder plugs in to an expansion slot at the back of the Sega or Victor Saturn console, and allows full-motion video playback. Video CD titles already available range from Japanese movies and concert videos to anime like *Phoenix* by Osamu Tezuka (of *Astro Boy* and *Kimba the White Lion* fame). There's also fantasy photo collections – with narration by the models in the pics and some strictly adult fare like 'Japanese High School Girls'. Set in a locker room, it's a chance to spy on high school babes changing gear.

◀ **Spy on high school girls taking their kit off! On your Saturn!**

The ban, however, will have little effect on Sega products (the 'bloodiest' games like *Mortal Kombat II* only qualify for an MA rating).

We at Megazone reckon that the ruling doesn't go far enough. "The sickos who play this filth should be hung, drawn and quartered. Twice. Just to make sure," said Editor Adam Waring. "And all computers should be burned. And books without pictures should be blacklisted. And... and... froth, gurgle, fume etc."

## NEWS BITS



### JULY SATURN LAUNCH

The proposed July launch date for the Sega Saturn has been held back slightly and now the first shipments are expected for the first week in July. Not long to go now...

### 32X DOOMED

If you have a 32X, chances are that you've also got a copy of *Doom*, easily the most popular game for the 32-bit Mega Drive add-on. An incredible 75% of 32X-owners have bought the game. Second is *Mortal Kombat II*, which, despite only just having been released at the time of writing, is owned by over half of all 32Xers.

### STORY OF THOR HITCH

The huge *Story of Thor* role-playing game, which we awarded a massive 91% in issue #49, may not make it to Australian shores. The reason is that the cartridge uses an unusual type of memory to store saved games. Sega Ozisoft, who manufacture most carts locally in Australia, say that currently they are not tooled up to make this type of cart and that importing them from overseas may make the end product too expensive. Hopefully, the problem will be resolved and *Thor* will be up for play here. D'oh.







# Sony declares war

**S**ony US boss Steve Race has declared his company's intention to take over the world. Said Race in a recent interview: "Sony's agenda is to be the pre-eminent provider of entertainment hardware and software on a worldwide basis... PlayStation is one element of that goal."

But Mr Race quietly acknowledged that taking on Sega was not going to be a complete walkover. "Sega knows exactly what they're doing," he said. "However, we have a significantly superior product (with the PlayStation)."

So, take your seats. With battle lines being



► **It's a Sony... and it has its sights set on the Saturn.**

drawn up, the videogame cold war looks set to spill over into something major later in the year.

# Mortal Kom-babes



**A**n all-girl, erm... make that all-babe, one-on-one fighting game is in development for the Saturn. Already sighted as a smaller cart on SNES, the release of *Pretty Fighter X* is being eagerly awaited by hordes of Japanese uniform fetishists. Each of the 12 'fighters' is in some form of uniform. There's an airline stewardess, a young nun and the mandatory high school girl, among others. Weird.

◀ **Pull their hair! Scratch with your nails! Rip blouses!**

# Competition Winners

Lots of winners (we forgot to do it last issue). Without further ado, here they are...

**Cannon Fodder winners:** Stephen Kwasha, Bunbury, WA; Lachlan Ross, Alice Springs, NT; Adam Nassios, Lower Plenty, VIC; E S Keenahan, Figtree, NSW; Michael Hill, Glenmore, NSW.

**Casio Magic Diary winners:** Dan Paulo, Chirnside Park, VIC; Bill Lasgis, Ararat, VIC; Peter Cohen, Shalvey, NSW.

**Codemasters Goodie Bag winners:** David Fletcher, Warrawee, NSW; Diane Abel, Somerset, TAS; Trevor Perry, Murray Bridge, SA; Owen Breckell, Mt Riverview, NSW; Sam Vardy, West Burleigh, QLD; Matthew Lanham, Gilmore, ACT; Neil Woodbridge, Jolimont, WA; Don Toovey, Salisbury, QLD; Mitchell Seidl, Yandina, QLD; Matthew Buckley, Blacktown, NSW.

**Sonic Stuff winners:** Jason Szabo, Eumemmerring, VIC; Gregory Machintosh, Weipa, QLD; Tiffany Morris, Armadale, VIC; Justin Donaldson, Narre Warren, VIC; Chris Haigh, Engadine, NSW; Timothy Connell, Dural, NSW; Duncan Rose, Sale, VIC; Robert Cartmill, Kallangur, QLD; Steven Shilling, St Clair, NSW;

David Wilkinson, Elsternwick, VIC.

**Glo Caps winners:** D J Delaney, Hughenden, QLD; Garth Ivers, Lola, QLD; David Wajchman, East Brighton, VIC; Mark Leach, Warialda, NSW; Joel Scanlan, Dodges Ferry, TAS; Luca Muzi, Ryde, NSW; Fiona Sutton, Newcomb, VIC; Shay Burgess, Muswellbrook, NSW; Kaliopi Georgalas, Petersham, NSW; Lee Renton, Dalwallinu, WA; Ben Witte, Berriwillock, VIC; Leigh Cooper, Black Rock, VIC; Paul Wordley, Birkenhead, SA; Omi Singh, Macquarie Fields, NSW; Travis Beesley, Bellevue Heights, SA; Kimberley Collins, Beenleigh, QLD; Nathan Yates, Matraville, NSW; Kaleb Lehman, Ulverstone, TAS; Dan Paulo, Chirnside Park, VIC; Colin May, Cambridge Park, NSW; Chris Seeto, West Ryde, NSW; V Baker, Dubbo, NSW; Rebecca Morris, Bundaberg, QLD; Michael Robertson, Yeppoon, QLD; Mitch Simpson, Yeppoon, QLD; Adam Greenwood, Keysborough, VIC; Justine Kerby, Camira, VIC; Rowland Marshall, Jindalee, QLD; Matthew Gleghorn, Noosaville, QLD; Samuel Miller, Lilydale, VIC.

"Oh," says the boy, "I was only asking because the boy next to me at school comes from Adelaide."

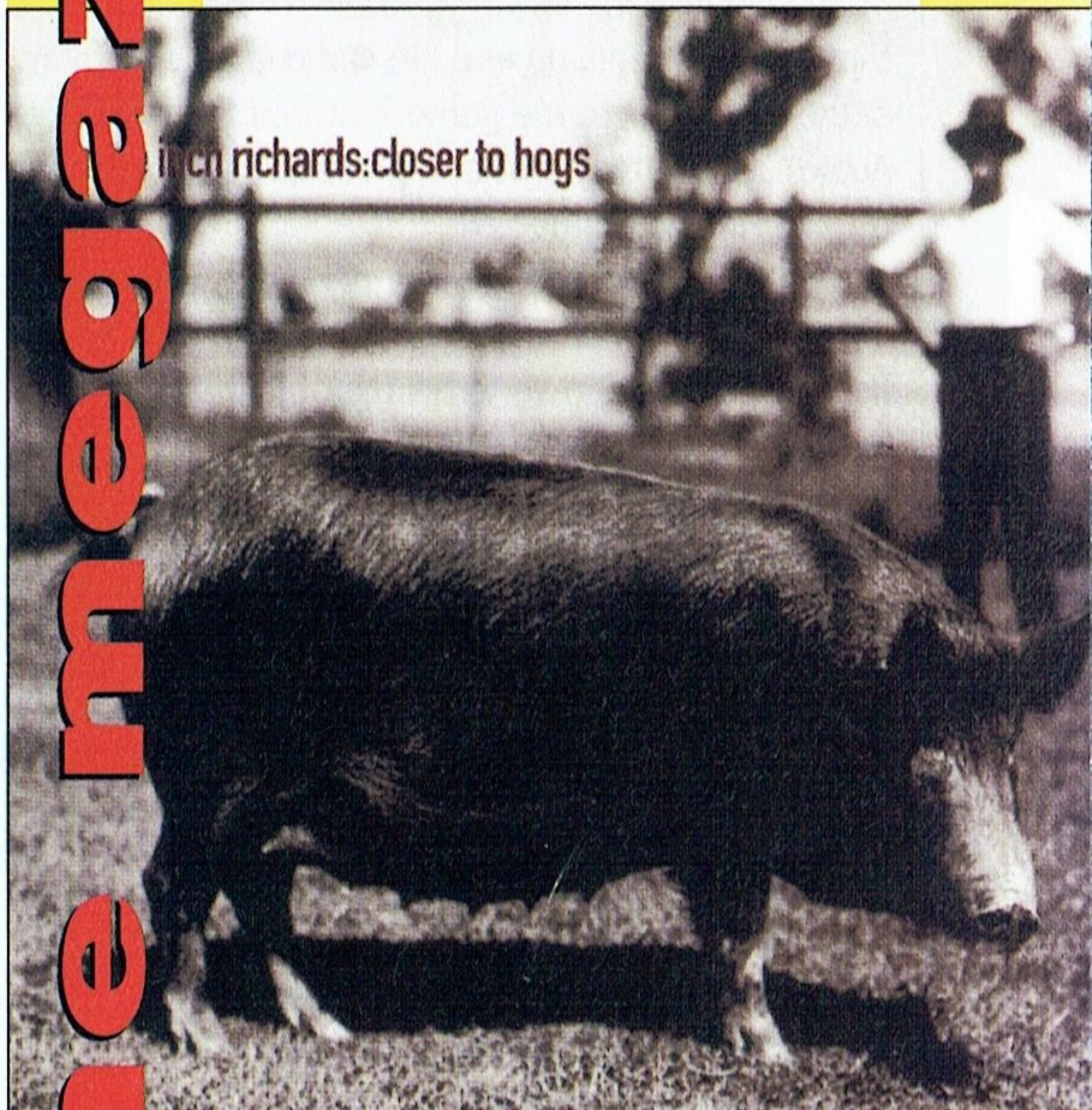
# Quiz

**T**his month, we fill your mind with all sorts of evil stuff. Someone's gotta do the devil's work. If you check End Zone, you'll know everything you need to about Nine Inch Richards. And in a gratuitous space-for-free-stuff link-up, we have five copies of their rip-snortin' CD, *Closer to Hog*, to throw your way. Just answer these questions, all the clues are in this issue of Megadrone.

1. In which country can you speak via X-mail?
2. Who markets Jet Skates?
3. Who's after the Olympic rings?
4. What's an alien soldier's best weapon?
5. What does Tom think of Ecco Jr?
6. Why should you always put toilets well away from food kiosks?
7. How can you play soccer in a car?
8. What's the best pinnie around?
9. How do you get to Pus Palace?
10. Who's getting a cricket game named after them?
11. Who takes the cake, according to Drew?
12. What's an invaluable reference for those who wish to kick the bucket?
13. How do you make a cat go 'meow'?

Rules: One entry per reader. Get 'em in by June 16. Or else, sucked in.

the megazone lucky 13



▲ **Lookee here - free CDs! Answer questions to win!**

**M**ail your answers, with your name, address, telephone number and a piece of your sister's underwear (optional), to:

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



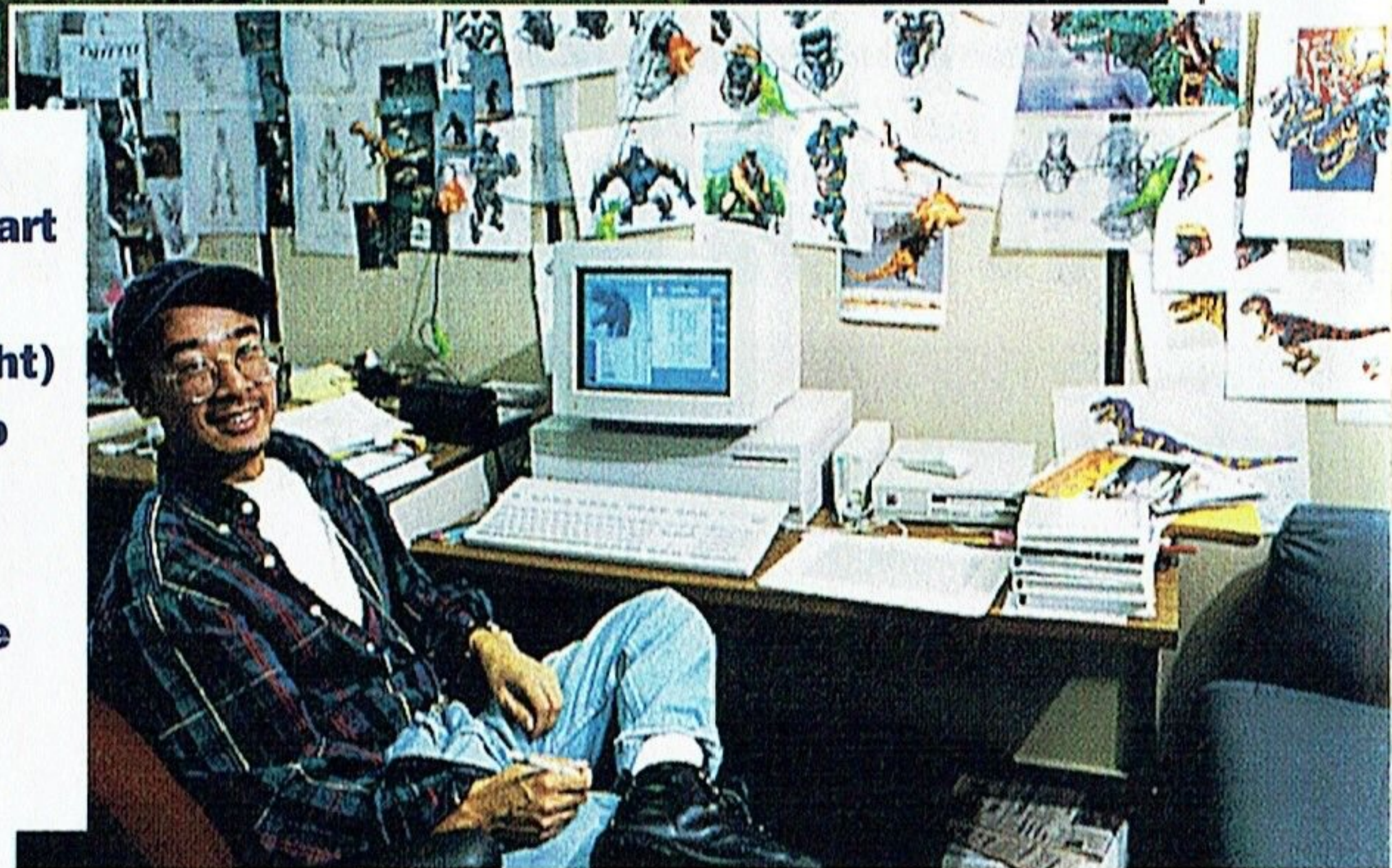
# gameSPY

Previews

## PRIMAL RAGE



▲▶ You might pay attention in art more often now. Jason Leong (right) did and ended up with a very cool job, heaps of money and a fine line in checked shirts and caps.



Originally an arcade game, this is being converted to the 32X and Saturn later in the year. The vibe on it means that it is probably gonna be huge. But 'they' say that about most games, don't they? Put in its simplest form, this is a cross between *King of The Monsters*, *Mortal Kombat* and *Street Fighter*. **Derek de la Fuente** goes behind the scenes to take a look at the most gruesome death moves around and a festival of blood and gore...

*Primal Rage* was originally a video arcade game featuring head-to-head fighting action and realistic stop-motion animation. Players choose from seven different giant fantasy creatures, including a vicious Tyrannosaurus Rex, a tyrannical giant ape and an eerie Cobrasaur, in an attempt to dominate the new 'Urth'.



▲ The boys discuss the weekend's footy results.

Combatants use a combination of normal fighting moves, special moves and graphic finishing sequences to eliminate their opponent. The main attraction is the new stop-motion animation technique

that provides realistic and life-like character motion. In addition to state-of-the-art graphics, the game features the new Cage 'Total Immersion Audio' system that provides great stereo sound, serving to punctuate the high-impact gameplay.

characters. All of the individual parts, ie arms, necks, legs and tails, are moved separately, frame by frame. This gives the impression that the characters are living and always changing from one instant to the next. Most importantly, the characters would be very different from human-centred fighting games – a novel and innovative approach to the popular fighting game genre. During the 'ready' sequence for the character Vertigo, for instance, the head bobs and weaves, the tail moves as if it were a snake, the arms move and fists clench, and the neck flexes like a coiled spring. Combined with the richly detailed colouring of the puppets, the net result is a sequence that, when cycled, appears to be a living, breathing character awaiting the player's instruction.

The *Primal Rage* production team comprised of some 30 individuals and was organised more like a Hollywood film crew than a typical game design team. 'Top' Hollywood talent was recruited in order to meet the

Dennis Harper, the game's producer, and Jason Leong, lead animator on *Primal Rage*, conceived the idea of a stop-motion dinosaur fighting game over two years ago, originally as a showcase for two ferocious battling Tyrannosaurus Rex.

As soon as they saw how great the animation looked, they decided to design additional characters, each with an individual 'personality' defined by a unique fighting style, a storyline and an individualised set of moves.

They were certain that the stop-motion process, which had never before been attempted on this scale for a video game, would be the best way to give the game a life-like quality. Stop-motion filming involves painstakingly small movements of a puppet armature, and allows for very detailed sequences of frame-to-frame character movements. The sensation of character depth, for a greater 3D effect, would be possible because the puppets would be fully posable, with a greater range of character movements than those in games which use digitised human



▲ Megazone's playmate of the month. Phwoar – what a spunk!

demanding time schedule and ensure the quality of the new stop-motion approach. Pete Kleinow, a veteran stop-motion animator whose long list of credits include projects as diverse as *Gumby* and *Army of*





▼ Yes – cool blood and splatter effects. And not a koala bear in sight!

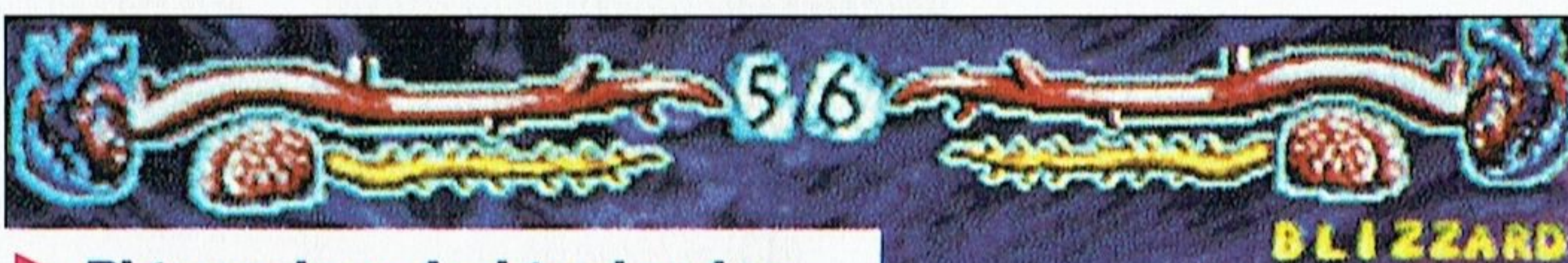


*Darkness*, was brought on board to set-up and direct the newly established stop-motion studio. Dan Platt, who has made a career of animating movie monsters, was tapped for his animation and model-building expertise, designing both the sculptures and their posable armatures. In addition to Kleinow and Platt, nearly a dozen animators were in charge of the numerous graphic requirements, which included animation support, game screens, finishing detail (such as blood spatters and fireballs), title design and cabinet art, all under the art direction of Leong.

*Primal Rage* also features revisions to the traditional one- and two-player game designs. Rather than fighting a special boss to complete the one-player game, players must take the 'Primal Challenge', a fast-paced grudge match pitting the player against every foe. Very tough. Very cool.

**Format: 32X, Saturn, most formats**

**Supplier: Probe**



► Rigorously re-designed and re-drawn until the look was just right.

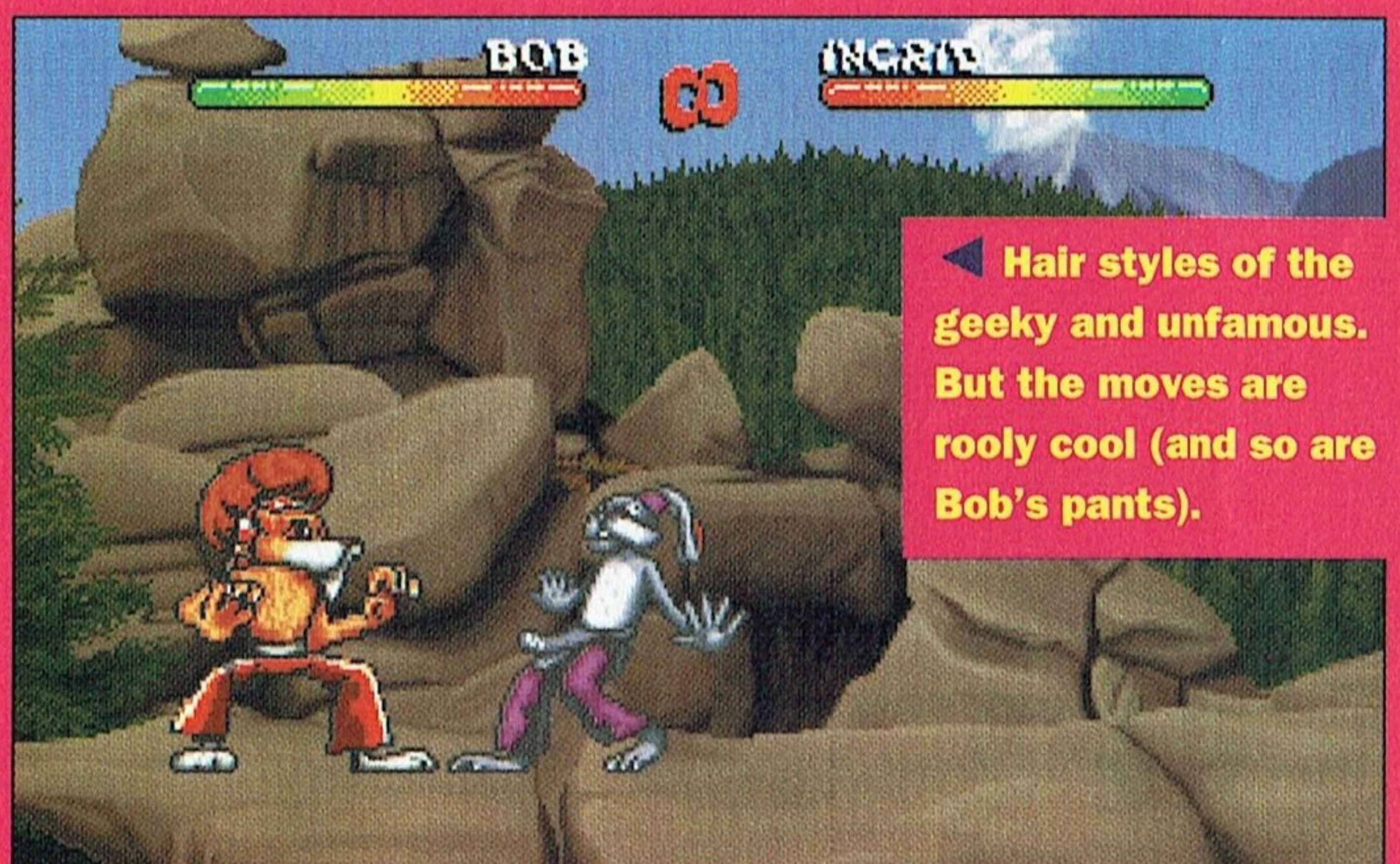


▲ We had a vote and Megazone decided that we'd just run away.

▼ Frame by frame animation gives the look and feel of living critters.



◀ Those guys in the purple frocks had better look out 'cos Sauron is still a bit peckish.



◀ Hair styles of the geeky and unfamous. But the moves are rooly cool (and so are Bob's pants).

## BRUTAL

With fun-styled beat 'em ups galore ruling the roost on nearly every console machine, it makes you wonder why more games of this type are put out. Well, Gametek have taken another approach. Firstly, the characters are quite cute but the moves are really impressive. When you start fighting you have a restricted amount of moves and after winning a scrap you are shown another move but if you get it wrong – you lose it!

Animal power rules this game. Some of the cast have some splendid moves. Ivan Bear, for instance, has the fighting style of a Siberian railway freight car and looks like one too. He is a dire opponent. What he lacks in finesse, he makes up for with ferocity. Kendo Coyotte loves his food and with too many fools for friends, it has taken off his edge. Kendo also has too much attitude. He is big and sometimes that is enough. One of the faves is Foxy Roxy. Her moves are subtle as shifting sand, as soundless as one hand clapping. She has everything and fears

nothing – except defeat. Humour, surprisingly, is the main essence of the game – you could almost see it as a spoof on other fighting games.

**Format: 32X**

**Supplier: Gametek**



▲ Ingrid sticks up her dukes. Sheilas, eh?



# gameSPY

VARIOUS

If you've been disappointed by the lack of decent software for the 32X, then prepare to be amazed by 32X newcomers Zyrinx and Lemon, working under the name of Scavenger. These innovative programming

▼ A couple of trees on another planet. Yesterday.



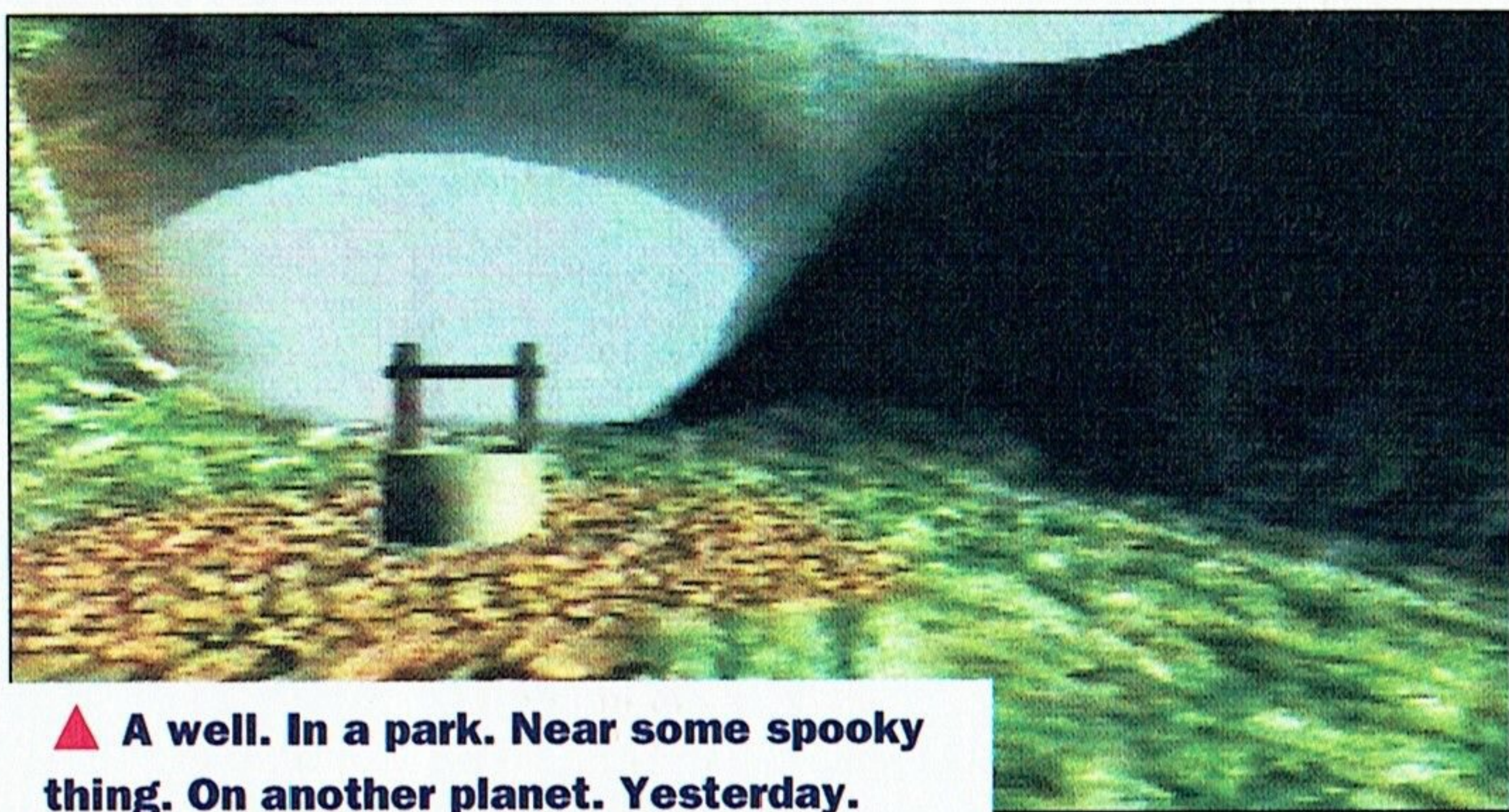
houses have created Mega Drive games in the past (*Red Zone* and *Sub-Terrania*) but the games they're preparing to unleash on the 32X aren't like anything we've ever seen before. At the moment, their results can only be seen in demo form, but they look absolutely stunning. The texture mapping easily blows away

anything ever seen on the 32X and the polygons would look more at home on the Saturn rather than the humble add-on.

Scavenger hope to have three 32X titles in the shops before the end of the year, plus two Saturn games.

Format: 32X

Supplier: Scavenger



▲ A well. In a park. Near some spooky thing. On another planet. Yesterday.



▲ Aaaaaaaagggggggghhhhhhhh!!! Jim has a CD out. But he doesn't sing.

## EARTHWORM JIM CD

A couple of months ago we were raving about the most exciting platformer on the Mega Drive ever! Its name? *Earthworm Jim*, of course. Anyway, the Jimster has achieved international stardom since we reviewed the game in *Megazone*, which is why the creator, Shiny Entertainment, has put together a special CD edition of the game. For the most part, the gameplay remains the same, although the sound has been slightly enhanced. However, there is an all-new level that all Jim fans will no doubt find amazing and there's a new weapon too. Okay, so it's not exactly the most exciting news in the world, but any of you CD owners out there who haven't already bought the Mega Drive version are strongly advised to get hold of this when it's released in a couple of months.

Format: CD

Supplier: Interplay

► "I'll be back," said Jim. And this time he's got a bigger gun. And he's not afraid to use it.



## SPEEDY GONZALES

Hot on the heels of *Daffy Duck* and *Road Runner* comes yet another Warner Brothers cartoon character conversion, this time featuring Speedy Gonzales. Now, we're not too sure why all these cartoon characters have suddenly been deemed worthy as Mega Drive games, but apparently they're all being aimed at the 'younger' end of the market. Work that one out for yourself.

Anyway, this is another platform romp featuring, well, featuring nothing exciting at all, really. Taking control of Speedy, you must rescue Speedy's girl and his mousy Mexican mates from the evil clutches of Sylvester the cat, while avoiding the dastardly traps that the moggy has

set. The aim is simply to find the exit in each level, which will take you one step closer to your beloved, while rescuing any stray meeces along the way. There's heaps of power-ups and a special speed button which make the action super-fast, but doesn't do much to the gameplay.

Still, maybe we're being a bit harsh here.



▲ We know too many tacos can give you the runs but this is ridiculous.



▲ Very smart animation. But, um, nothing much else, really. Oh, well.

At the moment, it's only about 60% finished, so maybe it'll be brilliantly exciting when it's released in June. But don't hold your breath.

Format: Mega Drive  
Supplier: Sega



▲ Young Speedy is about to get re-fried.



Some brat keeps sticking his hand in front of the camera.



## BRIAN LARA CRICKET

We've had heaps of people call us up and ask "Oh, Megazone, if you truly are so great, why don't you get onto those programming types and ask them to create a top cricket sim?" Oh alright then, we're lying. But there is quite a demand for a silicon conversion, as similar ventures on the Amiga have proved. Surprisingly, this sports sim is being created in England, of all places (snigger), but we won't hold that against them. Well, not just yet anyway.

Endorsed by Windies legend Brian Lara, the title features ten teams, all with their correct stats and players, and there's a million and one different play options too. To add to it all, it will feature simultaneous

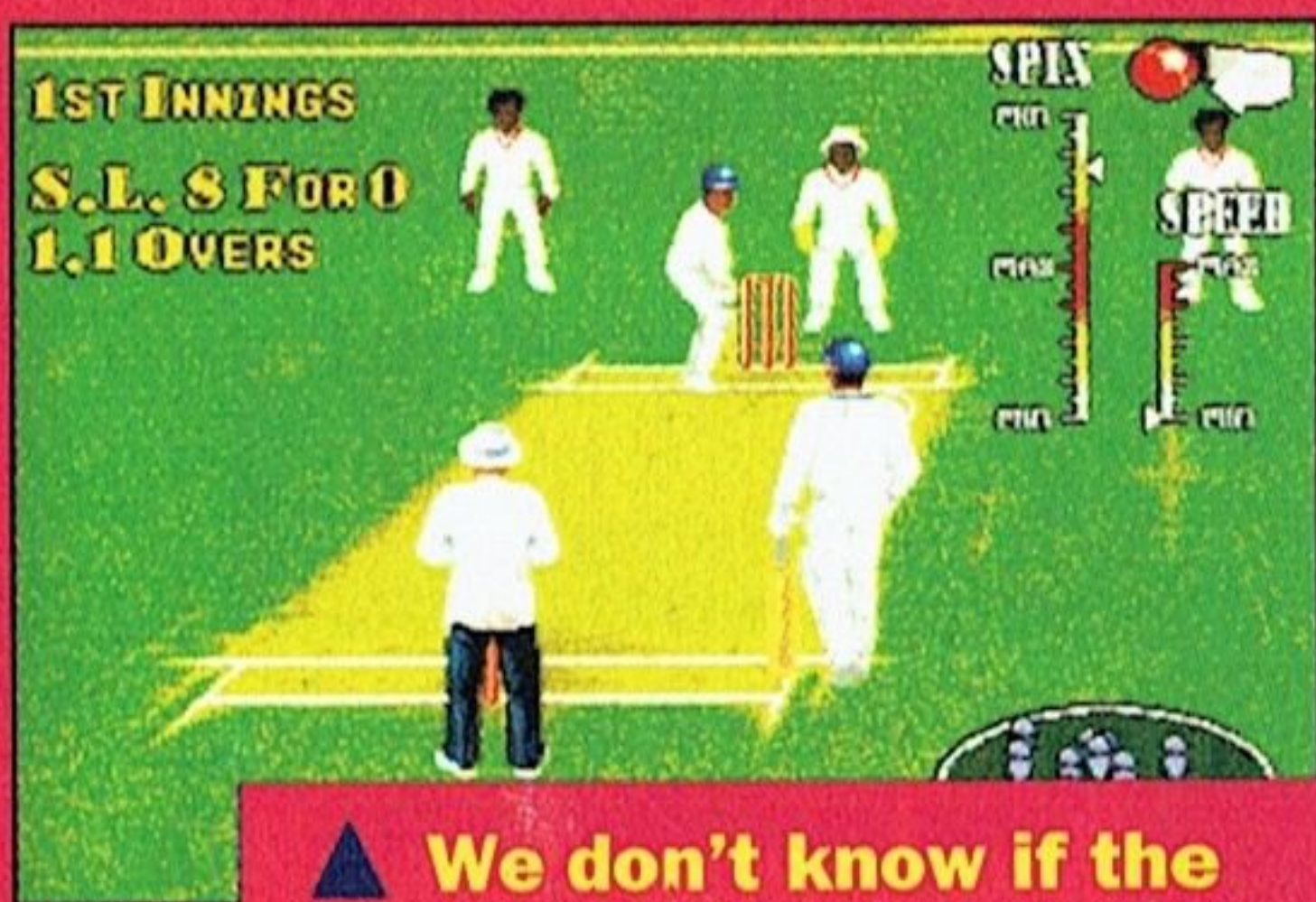
four-player action, as the creators, Codemasters will be utilising its innovative J-Cart for the finished game (those of you who don't know, the cart incorporates two extra joypad ports, just like in *Micro Machines 2*).

It doesn't stop there, either. Just in case you're one of those really fiddly players who has to have everything just perfect, there's a real-time 3D perspective option, where you can

zoom around the pitch and play from different angles. Sounds pretty good to us so far, but look out for our full verdict soon.

**Format:** Mega Drive

**Supplier:** Codemasters



We don't know if the Vic team wear shorts.

'Cos it's made in England they have the score the wrong way around. So "8 for 0" is really "0 for 8".



Oh, no. It's those guys, again. We can't take any more!

### WEST INDIES TEAM SELECTION

J.C. ADAMS  
C.E.L. AMBROSE  
K. ARTHURTON  
K.C. BENJAMIN  
W.K. BENJAMIN  
S. CHAND' PAUL  
R.A. HARPER  
D.L. HAYNES  
C.L. HOOPER  
B.C. LARA  
† J.R. MURRAY

Batting Stats	
Style	DEF
Hand	LEFT
Av.	61
Fielding Stats	
Style	OFF
Hand	LEFT
Av.	37
PLAYERS PICKED 4	

# The 'Coming soon' bit

### Alien Soldier

MD .....Sega

A soldier who is an alien.

### Batman and Robin

MD .....Sega

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

### Championship Hockey

MS .....US Gold

Ice hockey, puckers.

### Cosmic Carnage

32X .....Sega

Spaceship slaughter.

### Eye of the Beholder

CD .....Sega

RPG crazed stuff.

### F1 Championship Edition

MD .....Acclaim

Race cars.

### Flying Nightmares

CD .....Domark

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

### Flintstones

MD .....Sega

Movie/cartoon licence.

### 36 Great Golf Holes

32XCD .....Sega

Heh-heh, we said 'holes'.

### Itchy & Scratchy's Miniature Golf Madness

GG .....Acclaim

We dread to think what this entails. But it won't be pretty.

### Izzy's Olympic Quest

MD .....US Gold

Izzy is the Atlanta Olympic dude. Cash-in warning!

### Links

CD .....Sega

What's with all the golf titles?

### Mega Man Wily Wars

MD .....Capcom

Guys with mega, um, guns.

### Mickey & Minnie

MD .....Capcom

Disney delights.

### Mr Nutz 2

MD .....Sega

More nutz-crackin' stuff.

### Midnight Raiders

32XCD, CD .....Sega

Don't forget your balaclava.

### Mortal Kombat II

32X .....Sega

On 32X!

### Night Trap

32XCD .....Sega

Chicks and zombies get torched. Probably banned in Queensland.

### Powerdrive

MD .....US Gold

Summink to do with drivin'?

### Power Rangers

32XCD .....Sega

Those Morphin guys.

### Punisher

MD .....Sega

Do wrong and you'll get slapped wrists.

### Putty Squad

MD .....Sega

Blob vs blob to the death.

### 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...

### 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.

### 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.



# gameSPY

## JUDGE DREDD

Even though the movie release is still some way off, the hype for the forthcoming *Judge Dredd* film is already reaching epic proportions. And, always ones to crank up the hype machine to its limit, Acclaim are to release a game version of the film.

They've been engaged in talks with the movie producers for some time now (the licence was signed up ages ago) and they're working very closely from both video footage and location work to provide the best conversion possible. At the moment, the game takes most of its influence from the movie rather than the hugely popular comic strips, but the programmers are still pretty confident that Dredd will be as tough as he ever was in the legendary *2000AD*.

Slightly more disappointing is the game concept. Although the plot



## Previews



▲ The Dredd-mobile. Thank you, please drive through.

◀ This badge brings fear to crime dudes, the world over.

actually follows the movie, with Dredd bumping into old enemies Rico and Mean Machine, taking trips out of the Cursed Earth and consulting with colleagues McGruder and Hershey, the action is constructed around a standard platformer. Still, it's bound to be a huge hit whatever the format, and with ace programming team Probe working on the Mega Drive and 32X versions, hopefully we'll be in for something a bit special.

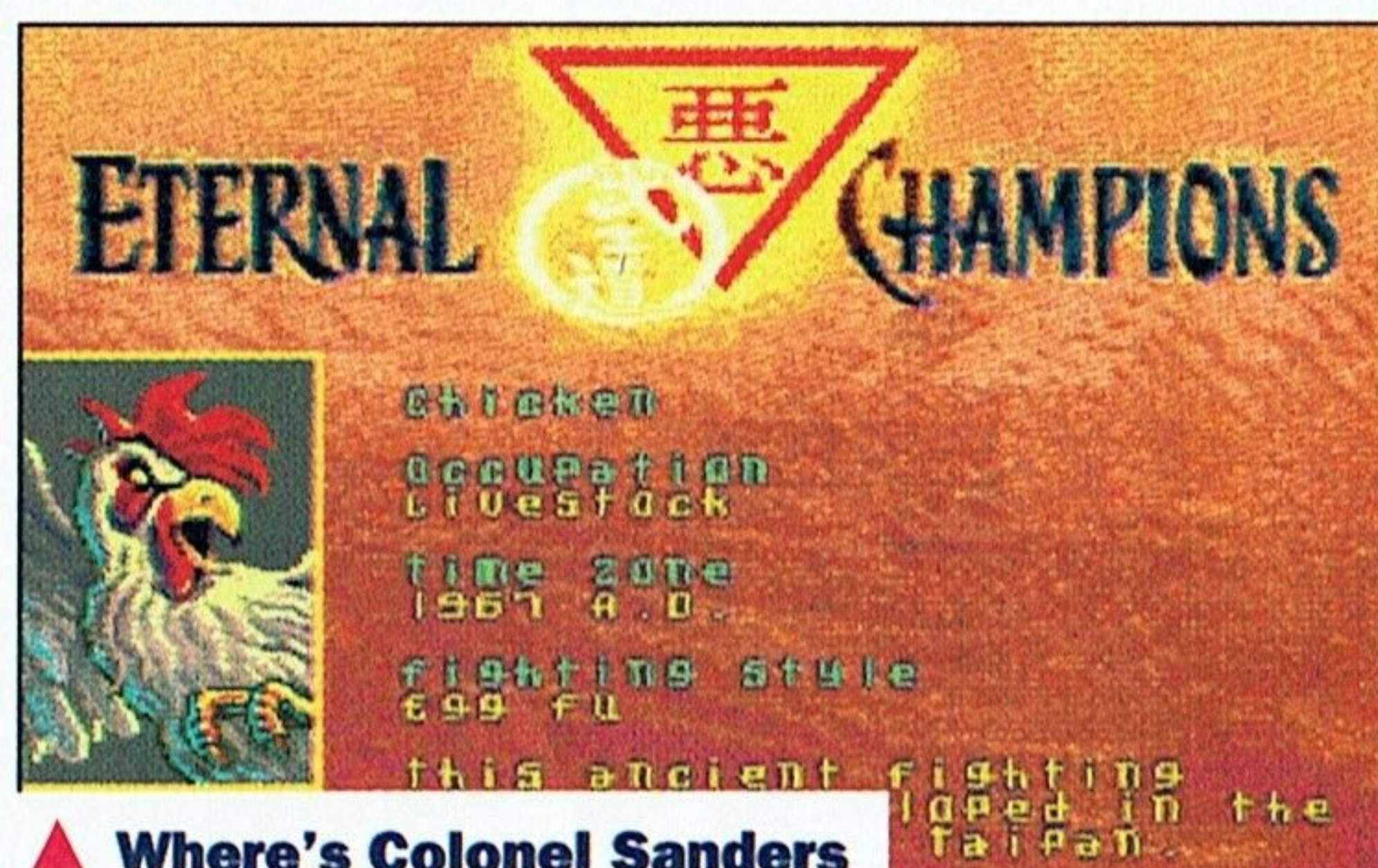
**Format: Mega Drive, 32X**

**Supplier: Acclaim**

## ETERNAL CHAMPIONS CD

Remember *Eternal Champions*? It was released about a year and a half ago, and at the time, it was a hot contender for the beat 'em up crown. Rumours have been going around for some time now that there will be a sequel to the game, and after badgering the development guys at Sega for ages, we've finally found out that there will be another EC title, except it will be released on CD only.

*Eternal Champions: the Dark Side* – the creators are hoping that the end result will be even more gory than *Mortal Kombat* and more playable than *SFII*. There are four more players than in the original version and no less than nine hidden characters. Plus, each character has even more secret moves than any other combat game available. There's 16 different tournaments to choose from and seeing as this is on Mega-CD, you get some super-gory FMV deaths too. Some of which are rather, shall we say, unsavoury. Take the opening sequence – part of the new



Deep Water series that Sega are developing specially for a more mature audience, it features a shark launching a gruesome attack on an innocent sailor. Nice, eh?

And if that isn't gory enough for you, what about the death sequence for each competitor? When Shadow loses a fight against the Eternal Champion, he flings loads of shurikens towards her. They wedge into different parts of her body (mmm) and you get to see her die. Very slowly.

Even though this isn't even 80% finished, we can easily say that it is the most bloody game



▲ Mmm... wedged. This game will get oldies cranky.



▲ "Because you are wearing the most ridiculous hat ever, you die."

we've ever seen. Expect much controversy and don't expect parents to be overjoyed when they see the final version.

**Format: Mega-CD**

**Supplier: Sega**



◀ Gives a whole new meaning to the description, 'top heavy', yes?





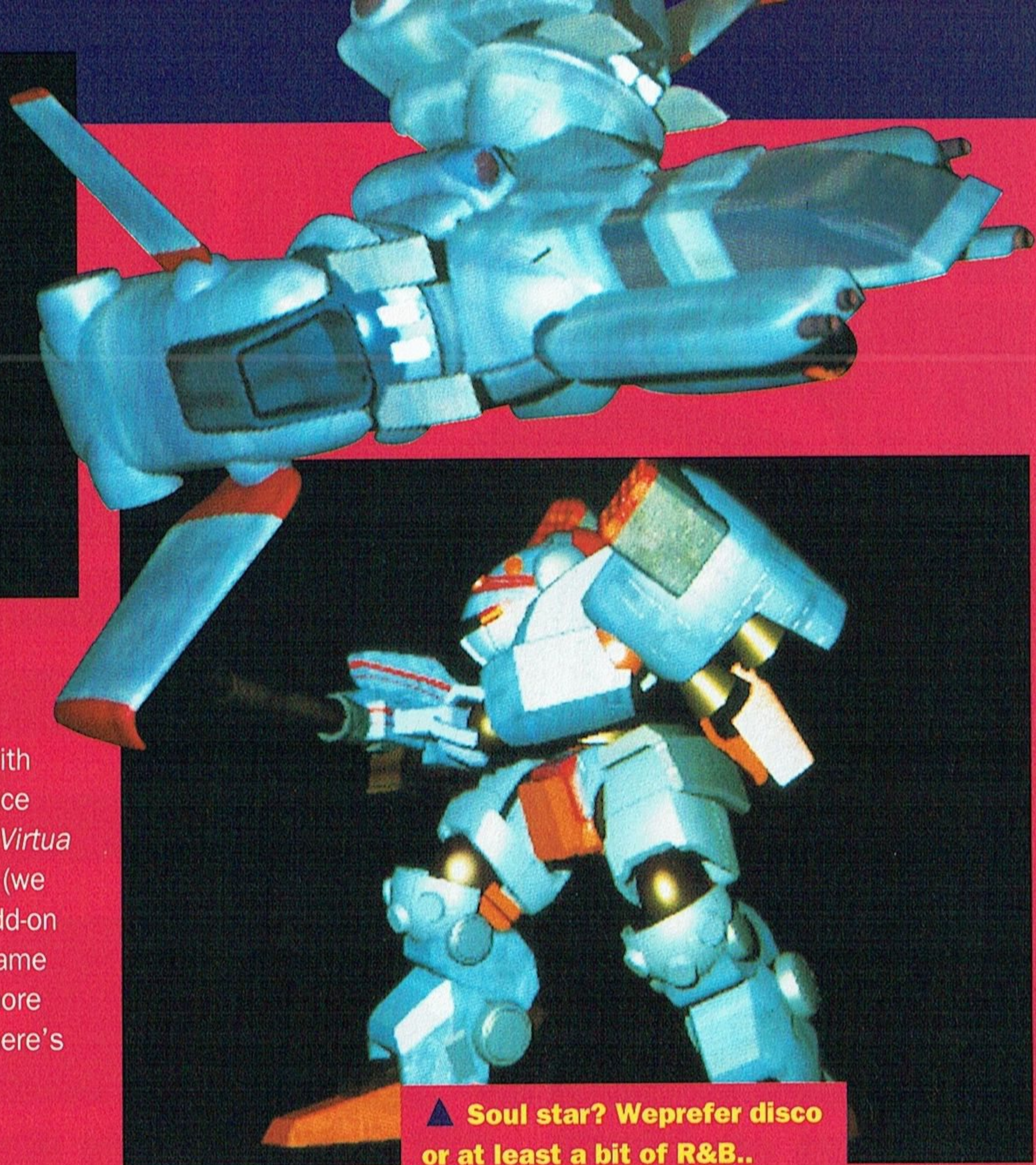


▲ Those 21st century spaceship designers have no sense of style or grace.

## SOULSTAR X

Pommy game developer Core has always been synonymous with top games on the Mega-CD, but they're also hoping to produce some top 32X games too. We've already brought you pictures of *Virtua Golf* and *BC Racers* on the 32X, and now it's converting *Soulstar* (we reviewed this on the Mega-CD a couple of months back) to the add-on as well. The 3D shoot 'em up gameplay will remain roughly the same for the conversion, but there will be more levels, more colours, more sound and more cool graphics. More everything, really. Anyway, here's a few of the early screenshots for you to have a gander at.

**Format: 32X**  
**Supplier: Core**



▲ Soul star? We prefer disco or at least a bit of R&B..

## X-MEN

Jeez. All this X-Men malarkey is getting a bit much. Not a month goes by where their latest adventure isn't converted to Mega Drive for the good of all man/mutant kind. But this new X-Men adventure is a bit different. Just released into the arcades, it's due for a pixel-perfect



▲ Someone say: 'It's behind you!'

conversion to the Saturn later this year. The conversion is being handled by Capcom, the people responsible for the *Street Fighter* series, so as you'd expect, it's a one-on-one beat 'em up with about a zillion special moves. All of the X-Men appear in the game, and instead of trying to adapt each of the characters to fit the standard beat 'em up requirements, the screen scrolls upwards, diagonally, down, and across to encompass

each of the X-men's abilities. We've had a go on it in the arcade, and it definitely captures the excitement of the comics and animated series – in fact it's probably the first X-Men title to do this. Capcom are working on the Saturn conversion as you read, and at the moment, they think that all



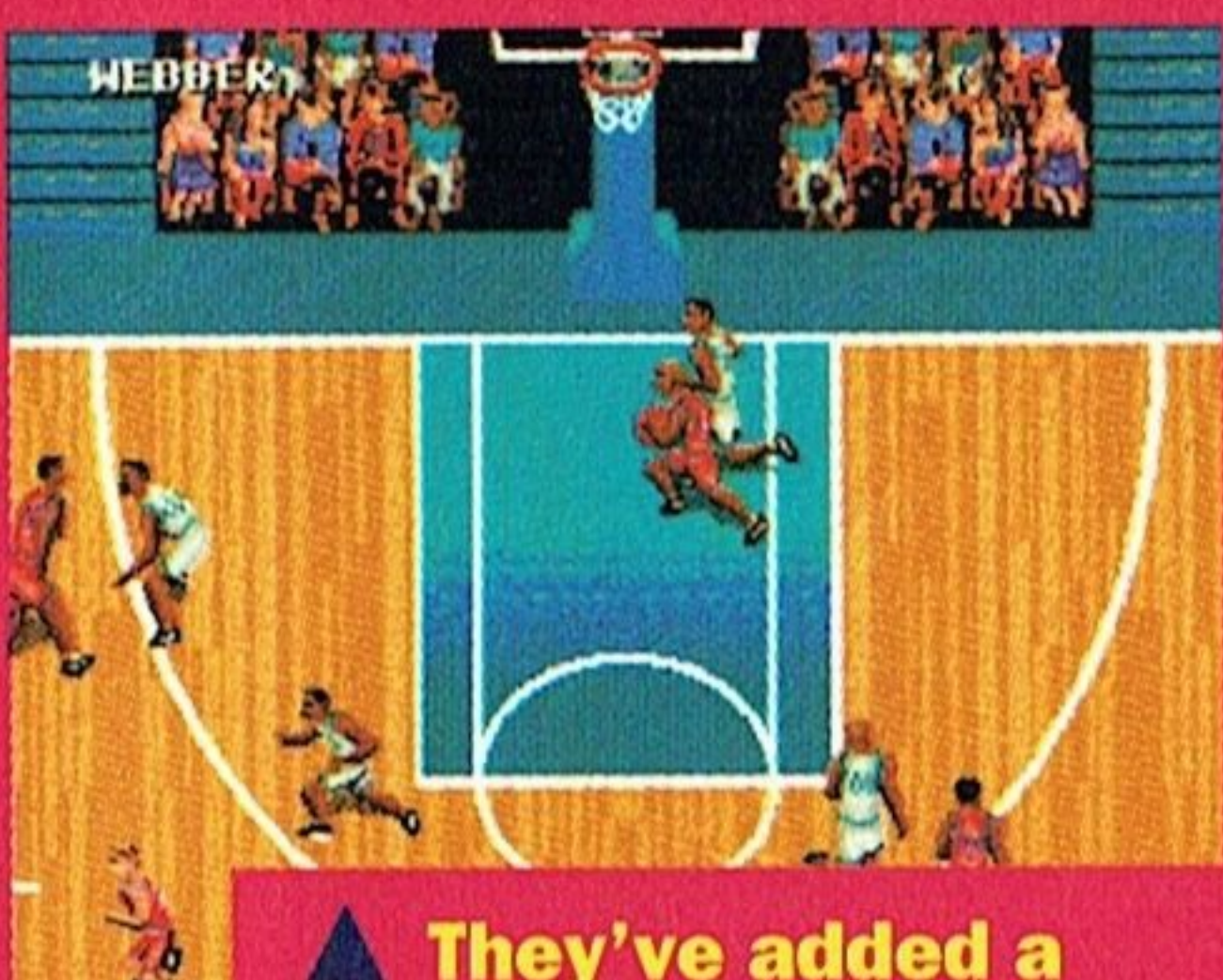
◀ Do you think these guys got beaten up for wearing these outfits to school?

of the arcade features can be ported over to the super-console with the minimum of fuss. It's due for a Japanese release at the end of June, and should be in Australian shops before Christmas.

**Format: Coin-op/Saturn**  
**Supplier: Sega**

## NBA ACTION

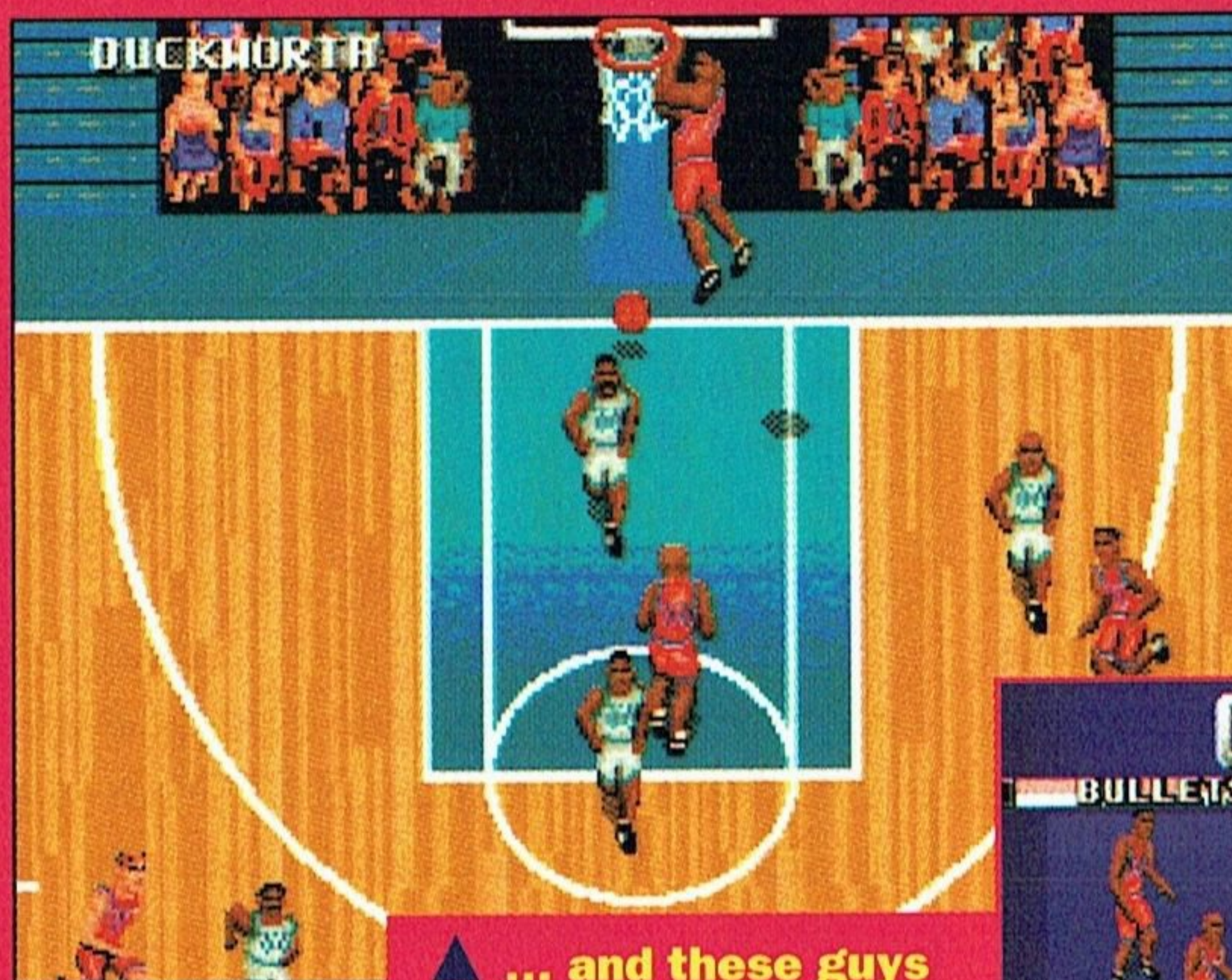
With *NBA Jam Tournament Edition* currently wowing gamers across the country, you wouldn't think there would be room for another basketball sim, but that hasn't stopped Sega USA from producing their own version of events.



▲ They've added a swimming pool, then...

Nope, *NBA Action* hopes to snare a different type of gamer – the ones who eat stats for breakfast and don't get out much. You see, where *NBA Jam* featured balls that burst into flames and blisteringly fast horizontally scrolling action, *NBA Action* is a vertically scrolling

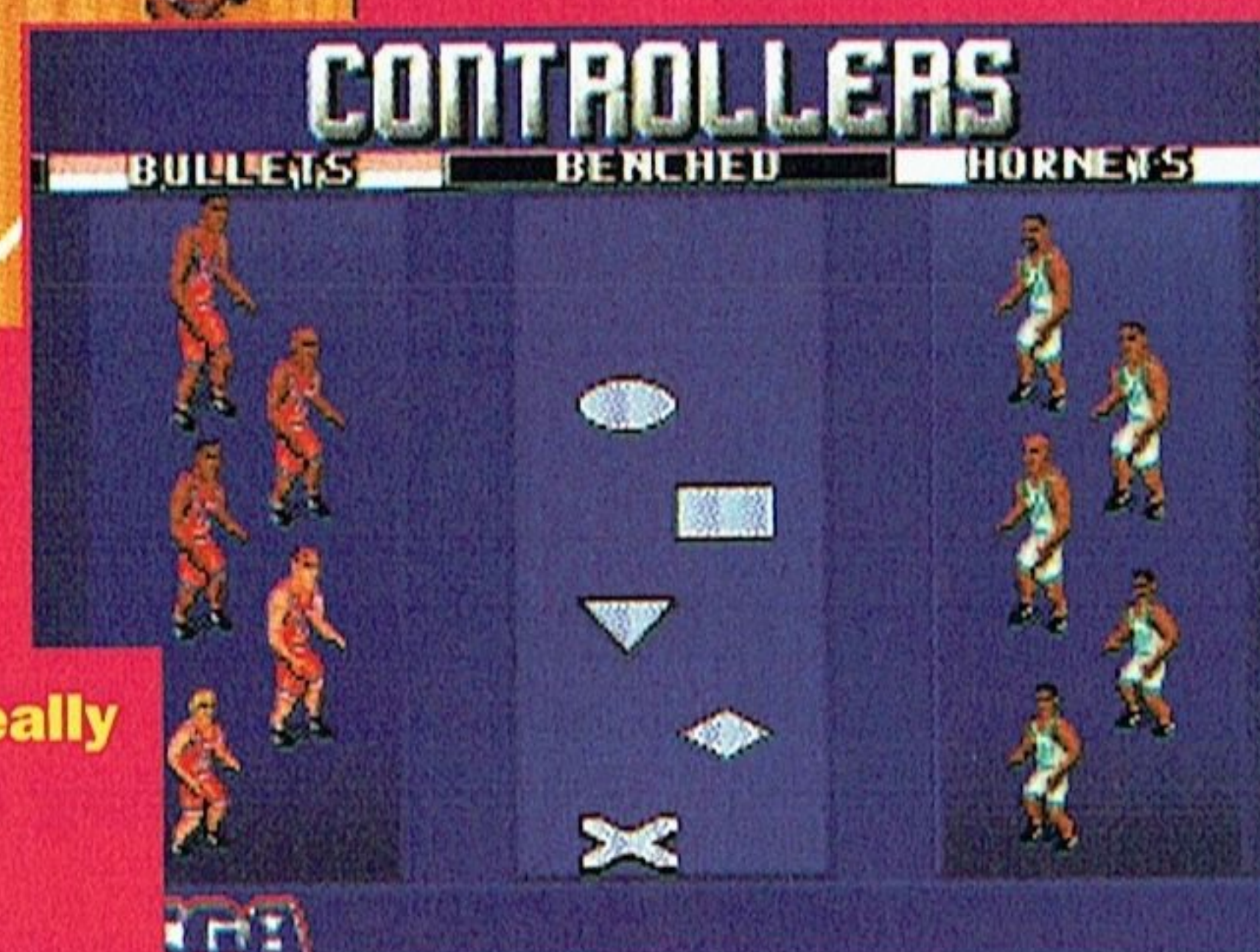
game. And it doesn't have any of your slam-dunking, hanging off the rim business either. It's just straight down the line, player-correct basketball in a tell-it-like-it-is graphical style.



▲ ... and these guys can walk on water!

In fact, there's so many stats in this game, that Sega has decided to make the cartridge 16meg and include a battery back-up option. Which, can't be denied, is very useful indeed.

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



▶ But these ones are really in the deep end.



# MEGAZONE OUT LETTERS

# MEGAZONE OP SHOP



## Call a doctor

Dear Megazone,

Before I say anything else, can someone recommend Mathew (issue #47) a good eye doctor – I found it was hard to believe that Naomi was human, let alone half as good as Kimberley Davies.

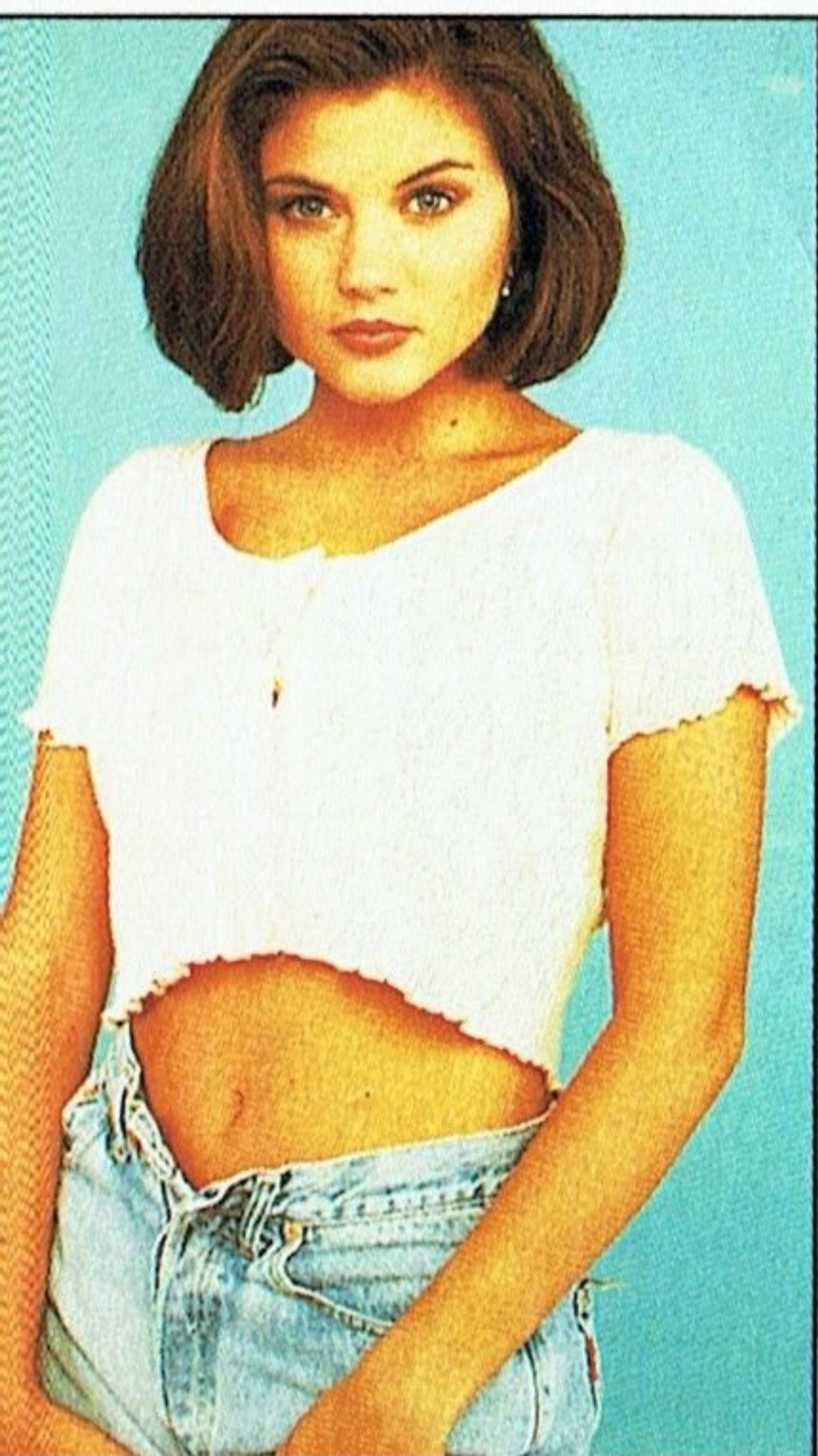
But anyway. Why is the Saturn going to cost \$800+ when the Ultra 64 is going to be half the price?

**Francis**

**Euston, NSW**

*Forget Kimberley, Frank, what about that Tiffani-Amber Thiessen in 90210?*

*The Saturn has a built-in CD-ROM drive which adds to the price, while the Ultra 64 is cartridge-based. So, while the Saturn games should be available for a reasonable price, we find it hard to see how Ultra 64 games can be any decent size without costing an absolute fortune. Plus we've only got Nintendo's word on the price of the Ultra 64 – it may well be higher when it's eventually released. Only time will tell – though at least we'll be seeing the Saturn this century.*



◀ Tiffani-Amber-licious...

## Sane as a small village with all the lights on

Dear Megazone,

I think I might be one of the few people in my school who owns an MD instead of an SNES. Am I the only sane person?

1. What is the worst game that has been reviewed in Megazone?
2. Are 32X CDs compatible with the Saturn?
3. Are Saturn games ever going to be released as Sega Classics?
4. Is there ever going to be an issue where you give a short review on just about every game on the Mega Drive?
5. Do you sell back issues?
6. Can you buy games directly from Sega?

**Michael**

**Ingle Farm, SA**

*Yes, they're all mad. Mad, we tell you. You're the only one who's sane. Give 'em a chance and they'll get you. You must kill them all.*

1. Super-Pro Knitting Simulator.
2. For the last time, no.
3. Give them a chance – the Saturn hasn't even been officially released yet.
4. Try October 1994 issue where we reviewed every Mega Drive game ever!
5. Back issues cost \$4.95 per issue, plus \$1.25 to the total order for postage. Send your order to Subscriptions at the address at the front of the mag. Or call 1 800 807 913.
6. No, Sega don't sell direct to the public.

*Only time will tell – though at least we'll be seeing the Saturn this century.*

- 'MY MOTHER IS A DRAGON!'
- 'MY GIRLFRIEND PASHED MY BEST MATE!'
- 'THE 32X IS BROKEN!'
- 'I DON'T WANT TO SELL MY SISTER TO RAISE A FEW BUCKS! UM, YES, I DO.'
- 'I FOUND ALL THESE CARTS IN THIS GUY'S BAG AND WANNA GET RID OF THEM!'

If any of the above statements apply to you perhaps you need to place an advertisement in the Megazone Op Shop. It's a bargain bin chock full of Sega assortments. Mmm. Here's how you do it.

**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:** Final Fight (US), INXS Make My Video, Robo Aleste, Cobra Command and Solfeace, Time Gal, Sherlock Holmes, Night Trap (US), Joe Montana's NFL Football, Sonic, Ecco the Dolphin, All \$45-\$65. Will pay for postage in Australia!

**TEL: (06) 257 5717**

**MEGA DRIVE II:** LHX Attack Chopper, \$25, three-button control pad, \$20. Master System games: Time Soldiers, \$15, Strider, 420, Dynamite Dux, \$15.

**TEL: (02) 635 3461**

**MEGA DRIVE:** NBA Jam, \$40, John Madden, \$40, Ranger X, \$40, Mortal Kombat, \$30, Urban Strike, \$50, Tiny Toons, \$40, plus many other cheap games, prices negotiable.

**TEL: (02) 602 9865**

**MEGA DRIVE:** Japanese, \$60, plus top games like Super Street Fighter II, \$65, Street Fighter II SCE, \$40, Streets of Rage 2,



# TO THE POINT

**You know when you write a really cool essay and hand it in and then you get it back and the teacher has given you 2/10 or written 'SEE ME' all over it? Well, that's what this is. If you've written us a ten page letter it's probably here cut to four words. Though, if you've been good you're probably here too.**

## Name game

Is the American 'Genesis' machine exactly the same as the Mega Drive? If so, how come they have different names?

**Dean and Ben, Tugun, QLD**

*They're almost exactly the same, the only difference being that the Genesis is designed to work with the American NTSC TV system. Note, that although they work in the same way, some games are country coded and won't work on a 'foreign' machine. As for why, it's just marketing. The name 'Mega Drive' is more appealing to us Aussies, apparently.*

## True colours

The Saturn feature in the February issue said that it has a colour palette of 32,000 colours. Elsewhere, I've read it has 16.7 million. Which is correct?

**Gary, Innisfail, QLD**

*We lied. It has a 24-bit colour palette, which means it's capable of producing 16.7 million different colours. We had originally thought that only 32,000 colours from its palette could be displayed at once, but as it turns out it can show all colours simultaneously.*

## Spot the difference

How much difference will there really be between Nintendo's 64-bit machine and Sega's Saturn?

**Ed, Highgate, SA**

*Both have powerful specs, but will be completely incompatible. However, some third-party games are likely to appear for both machines.*

## Anyone for cricket?

Do you have any news on *Gooch vs Border Cricket* by Codemasters for the Mega Drive? I last saw it mentioned in the August '94 edition of Megazone.

**Stewy, VIC**

*It's had a name change and is now known to us as Brian Lara Cricket. Codemasters tells us that it's due for release in May in the UK and the Oz release should follow pretty shortly. Check out Game Spy for an update.*

## Confused

Dear Megazone,

I am the owner of a Sega Mega Drive and am currently looking to upgrade my system, but I'm confused as to whether I should get the Mega-CD, 32X, or wait around for the Saturn. What I need to know is: which is better, Mega-CD or 32X?

If the 32X is better, why is it so cheap?

Are they both doomed with the Saturn coming in soon?

I understand that when the Saturn comes to Australia, it will retail at around \$800 – and that is money I just don't have. How long will it be before it is reduced to a price that normal people can afford? I am prepared to wait around if I have a Mega-CD or 32X to keep me going, but I am worried that when the Saturn arrives, the other systems will become obsolete. Can you advise?

**Christopher  
Malvern, VIC**

*It's not that the 32X is 'better' than the Mega-CD, just different. The 32X adds processing power that's particularly suitable for running fast 3D games such as Virtua Racing and Doom. The Mega-CD allows you to play games with full-motion video and CD-quality sound. Base your decision on the type of games you want. Our advice? Well, we haven't stopped playing Virtua Racing and Doom since the day we got our 32X...*

*The Saturn is going to be an expensive machine, which is precisely why the 32X has been introduced; it's the cheapest way for gamers to get into 32-bit gaming, especially if you already have a Mega Drive. There are heaps of games in development for the 32X, so in no way is it 'doomed' by the Saturn.*

## No, Sega really does rule

G'day, Megazone,

I'm writing in reply to the 'Nintendo Freak' in the January '95 issue.

What planet do you come from?! Sega rules. You say Nintendo has a 64-bit machine coming out – which year?!

Sega already has the legendary 32X on the shelves with a couple of rad games like *Doom*, *Star Wars Arcade* and many more on the way. And the Saturn is already out in Japan and it's on its way here.

Now that I've got that off my chest, maybe I'll be able to get some sleep.

**Jarred  
Seaford, VIC**

PS Nintendo is (just to annoy the guy who said crap should be taken out of the mag) CRAP.

*We're already asleep...*

# MEGAZONE SHOP

\$35, Probotector, \$55, Sonic 3, \$40, and lots more. Japanese Mega-CD, hardly used, \$220, plus Ernest Evans, Heavy Nova, Magic Girl. Two six-button joypads, \$50 each, two three-button joypads, \$10 each, one six-button joypad, \$20.

**TEL: (07) 376 3156**

**MEGA DRIVE:** Aladdin, \$60, Street Fighter, \$65. Or will swap for Game Gear with TV tuner.

**TEL: (047) 395 030**

**MENACER** with six-game cartridge for \$60. Sonic the Hedgehog 2 with booklet and debug cheat, \$10.

**TEL: (047) 35 4676**

**MEGA DRIVE:** Alex Kidd in the Enchanted Castle, \$15, Altered Beast, \$15, Streets of Rage, \$30, Golden Axe, \$20, Jurassic Park, \$35, Mortal Kombat, \$45. Master System: Super Monaco GP II.

**TEL: (03) 587 1637**

**GAME GEAR** with five games incl. Streets of Rage 2, Spiderman, Asterix, AC adaptor, carry case and magnifier, boxed with instructions, \$350.

**TEL: (042) 377 835**

**MEGA DRIVE:** Mortal Kombat II, \$90, Streets of Rage, \$40, and Jurassic Park, \$30 or \$120, the lot.

**TEL: (089) 324 289**

**MEGA DRIVE:** Hook, in box with manual, excellent cond., \$60.

**TEL: (09) 293 1554**

**MEGA-CD:** Ecco the Dolphin, \$60, Prince of Persia, \$45, Batman Returns, \$60, Sherlock Holmes 2, \$70.

**TEL: (043) 622 795**

**MASTER SYSTEM** with two control pads, light phaser, and five games, including Spiderman, Populous and Hang-On, \$100.

**TEL: (09) 337 1917**

**MEGA DRIVE:** Mortal Kombat II, with instructions and cover, \$90, or will swap for Super Street Fighter II, Virtua Racing, or Action Replay 2 cart.

**TEL: (02) 630 3823**

**MEGA DRIVE:** Might and Magic, \$60, Michael Jackson's Moonwalker, \$40. Also Street Fighter II cards.

**TEL: (07) 886 6262**

## TO SWAP

**MEGA DRIVE 2** with four games including Sonic 3 and Virtua Racing FOR SNES with games, or sell for \$300.

**TEL: (070) 68 1824**

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## WANTED TO BUY

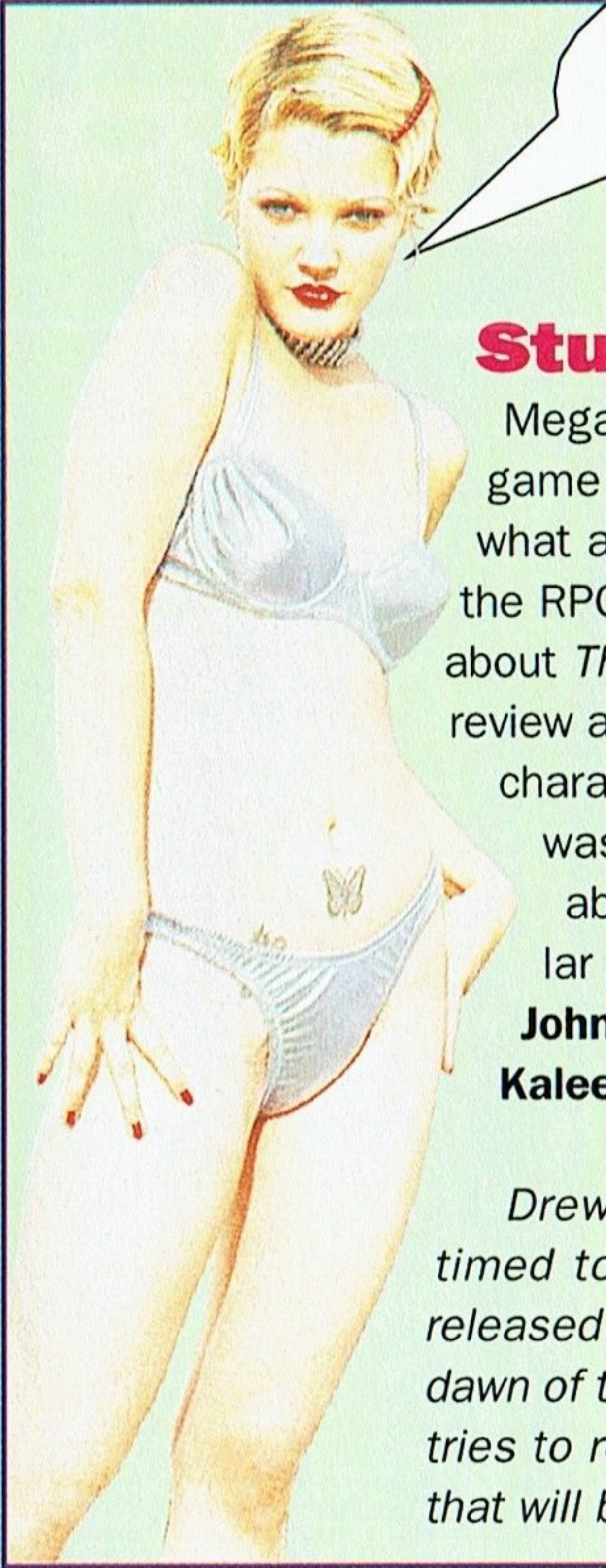
**MEGA DRIVE:** Ayrton Senna's Super Monaco GP.

**TEL: (03) 417 6959**

**GAME GEAR** adaptor for car cigarette lighter.

**TEL: (091) 732 516**





"Not so much of a stupid question, this time, just rambling, idiotic garbage. Everyone has their own opinion, it's just that John, of Kaleen, ACT, really takes the cake."

### Stupid Question Corner

Mega Mouth, you crazy, dimwitted Sega mag, your crazy game researcher Adam is dumb. He doesn't have a clue what a good game is. For example, dumb Adam said *Soleil* the RPG was good and gave it 75%. *Soleil* sucked. And how about *The Story of Thor*? 82% my butt! If you're ever going to review a good RPG try *Shining Force* – a true RPG with over 15 characters. Since we started buying Sega Megazone (which was about June last year) we still haven't seen a review about *Shining Force* (apart from a few cheats). Try popular games, you big dopes.

**John  
Kaleen, ACT**

*Drew says: "Must I explain? Megazone reviews games timed to be in the magazine around the era the game is released. So reviewing a game that's been around since the dawn of time would be dumber than you, loser. And Megazone tries to review as many games as we can, not just the ones that will be of interest to morons like you."*

### Cheeky young scamp

Dear Sir or Madam of Megazone,

I like your magazine. I like your hints and tips in the magazines. My favourite hint is *The Lion King* game. I like the double-sided poster with *Ristar* on it. My favourite game on Mega Drive is *Streets of Rage 2*. Could you please give me one of your Mega Drives? Send it to...

**Bob  
Strathalbyn, SA**

Yeah, like sure. And while you're at it, is there anything else you'd like? How about Adam's brand new VCR? Or Duane's extensive collection of sexy antique hand-crocheted Barbie outfits? Or Matthew's bank card and PIN thing? Mind you, that last one's pretty worthless... (Only 'cos I work here, Adam – Matt.)



*Sega Ozisoft has confirmed that Virtua Fighters for the 32X is on the way (though not 'til much later in the year) but has no news on Daytona. To be fair, most development houses keep development plans fairly close to their chests – at least until the later stages when they judge it's time to turn on the hype.*

### Readers' Art Corner

Dear Megazone,  
Enclosed is a picture of the Megazone staff wrestling with an inflatable Chun Li in the bathtub.

**Luke  
Bowen, QLD**

*We've warmed to readers' artistic contributions all of a sudden.*



**Well, here we are then. Just you and us. Hmm.**

**D**id you know that relaxin, a **female** hormone, gives women a natural advantage over men at **sports** that involve stretching? The things you learn when you read the small writing in Megazone. Anyway, if you've got something to say, why not say it here? It's not a bad place, you gotta admit. Try and make it as **controversial** as possible, you know, don't be shy and lame. If it's really stupid, we'll poke fun and set you up as a shining example of why a lot of you are really **dumb**.

**Mail your mess to:**

**Mega Mouth, Megazone, PO Box 746, Darlinghurst, NSW 2010**



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## SPECIAL SUPER NES

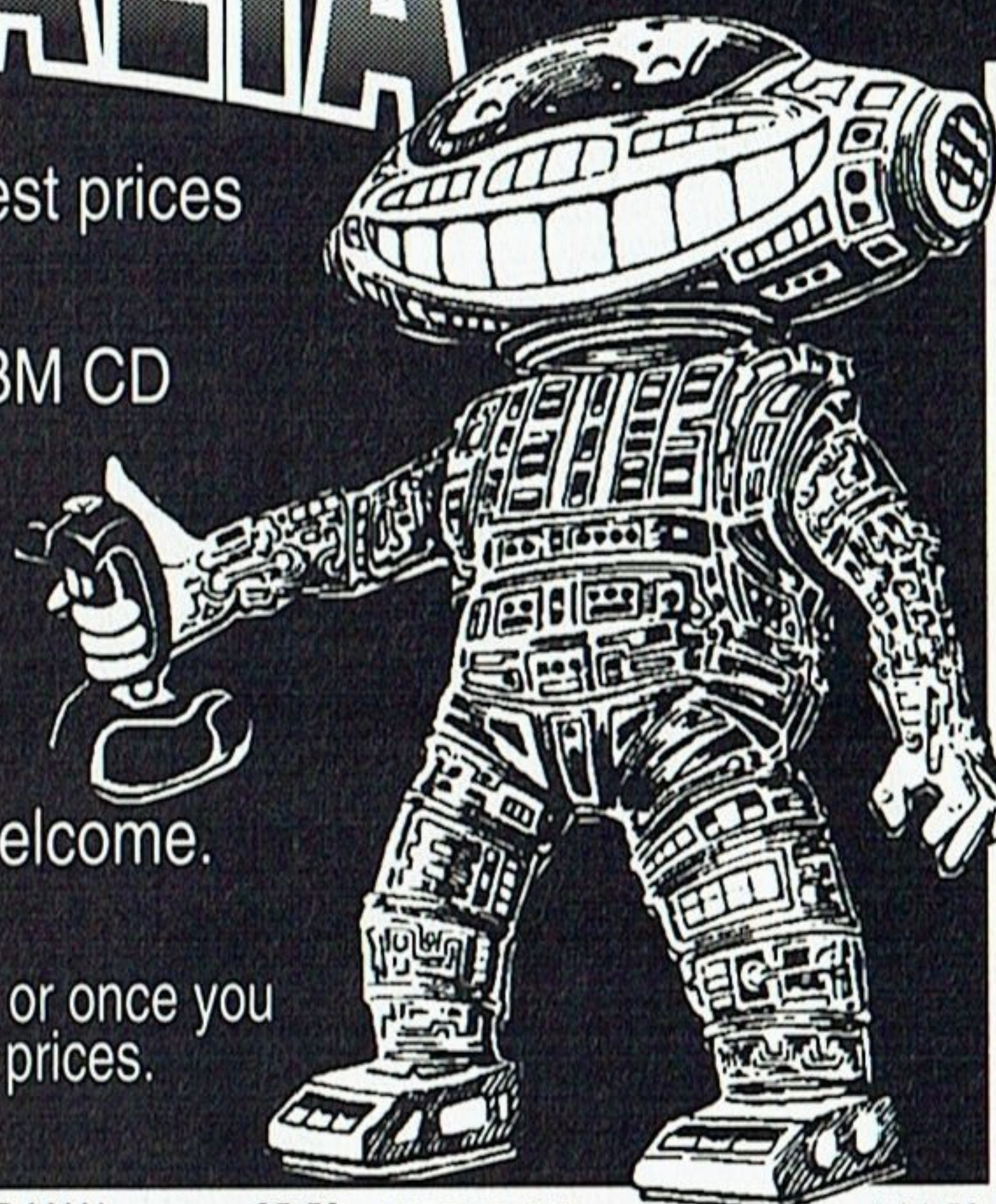
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# NITECH WORLD

No. 1 IN AUSTRALIA





**If you're inclined to get jealous, upset and frustrated, don't read this. Marshal M. Rosenthal spills all on what's going down in gameworld USA.**

## Super-connected Get yourself on the gameplay super highway.

**A**lmost 10 years ago, a small American company, Catapult Entertainment, sold an Atari 2600 cartridge called the 'Gamer'. You plugged this babe into the 2600 and then your phone line. You turned on your (then) powerful game machine and the modem built into the cart called up the software company. You paid for the long distance call and then got a special menu which let you pick from a list of games. After selecting one, it downloaded the game into the 8K memory while you had a cup o' tea or a slab o' ale. And waited. And then you had a bigger cup or another slab. Once done, you had a game to play that lasted as long as you wanted – or until you turned off the 2600 (or the electricity failed). It wasn't bad, but it was expensive to buy, expensive to call that phone line, and of course there was a fee for every time you downloaded a game. Those were the days, eh, readers?

### AND THIS JUST IN

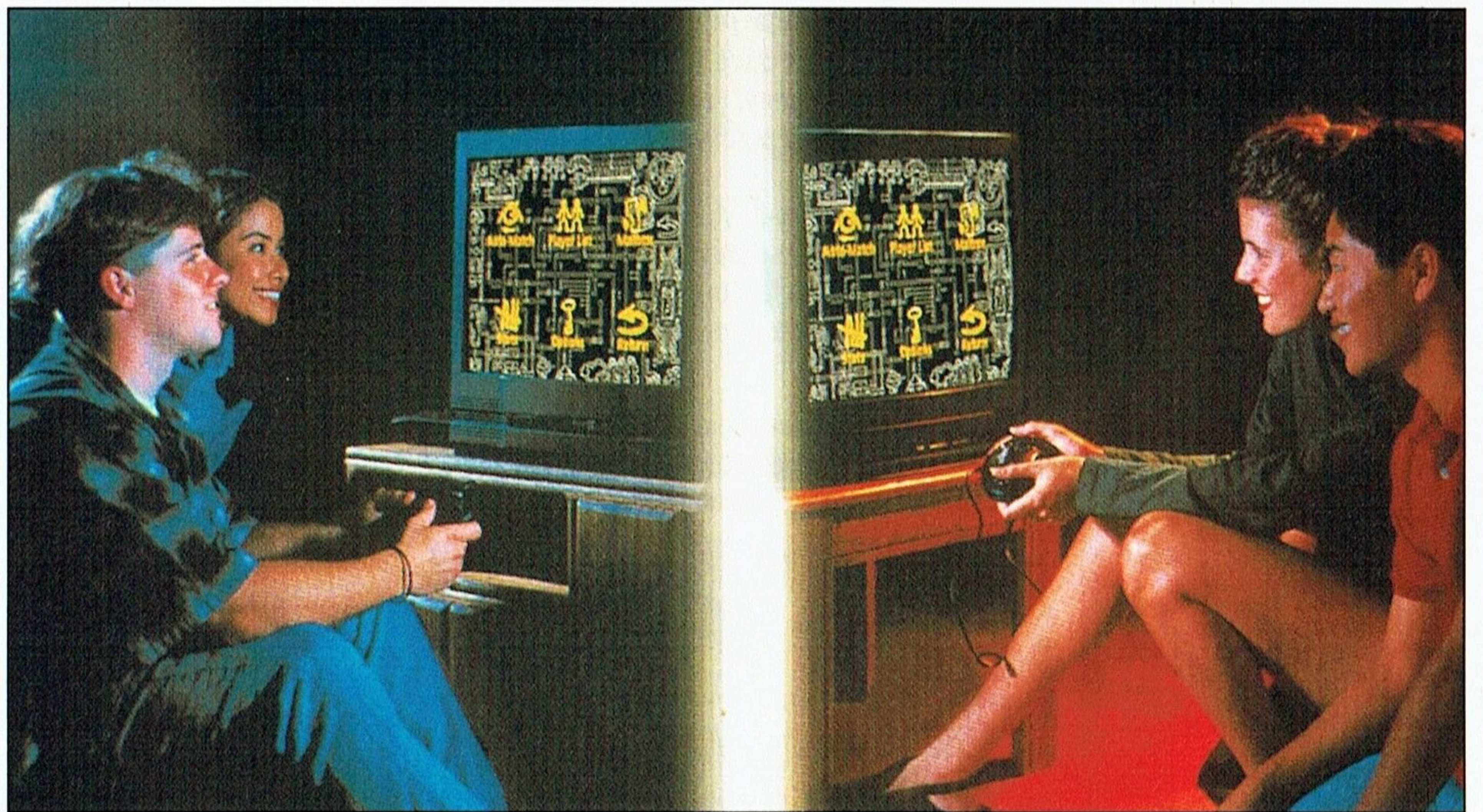
As the saying goes, what goes around indeed comes around. Today, Catapult Entertainment has its XBAND Video Game

modem. This special cartridge hooks up to a Mega Drive and lets you play against other folks with the box – next door or across the country. The catch? You have to be on the XBAND service network, and that's nearly AUD\$ 10 a month plus each phone call. Big

game does like Acclaim and Electronic Arts are getting with the program – games are being added left and right. It appeared last year in New York, San Francisco, Los Angeles, Dallas and Atlanta but it's hooking up all over the US as we write.

### LIKE, SO WHAT?

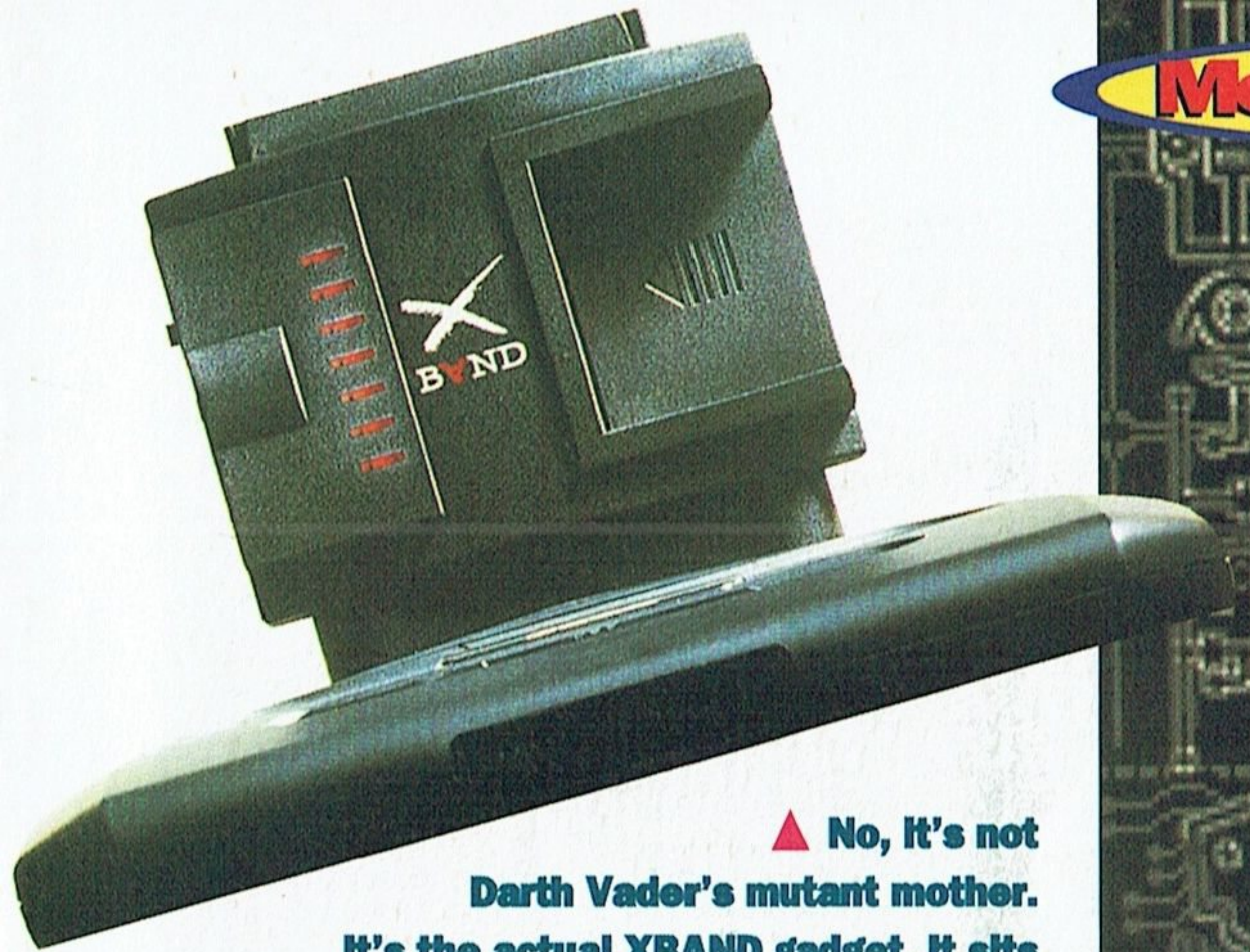
Here's the procedure. You've bought it, taken it home and unpacked it. You flop the XBAND into the Mega Drive and then plug the other end into the phone line.



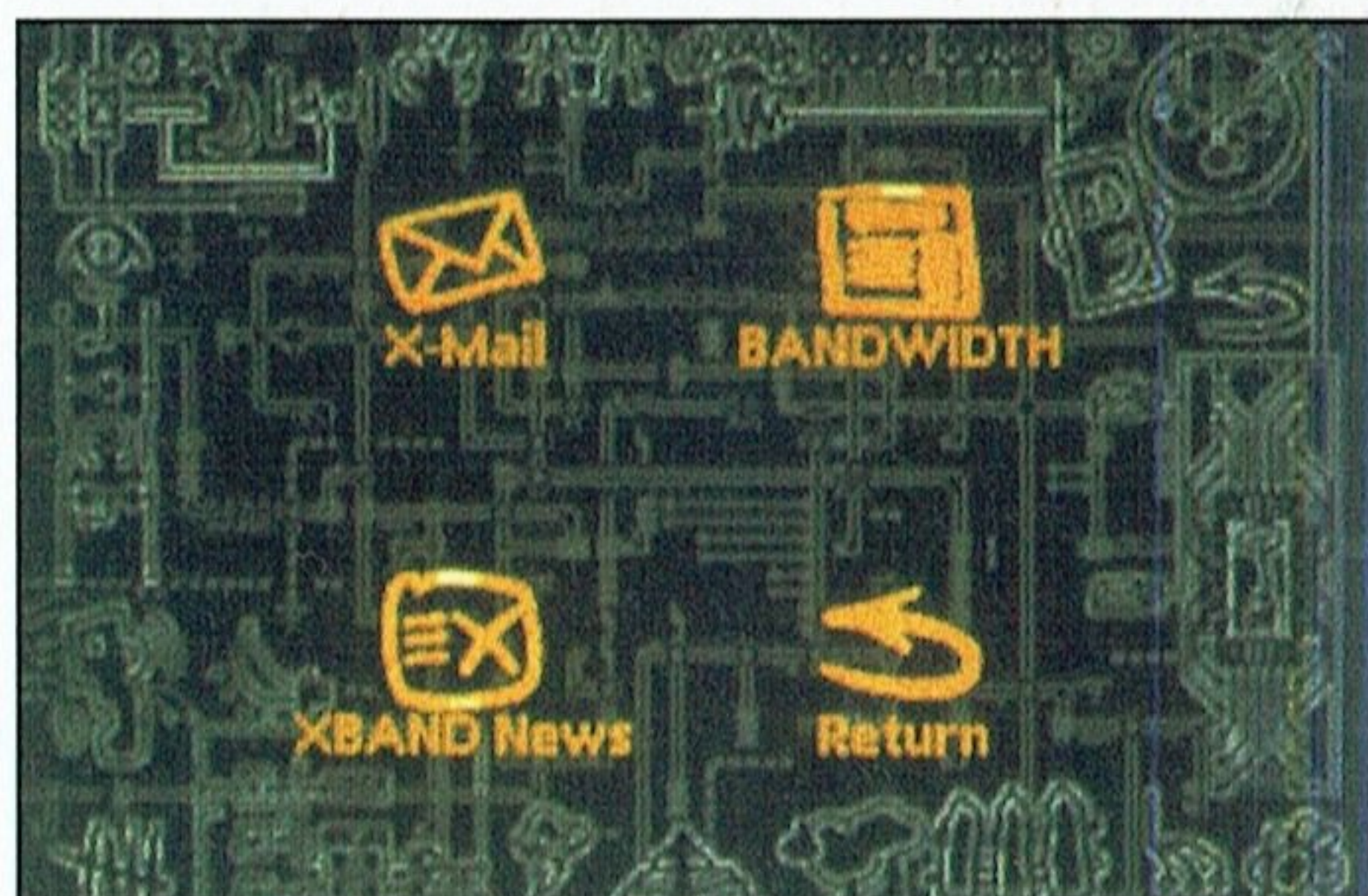
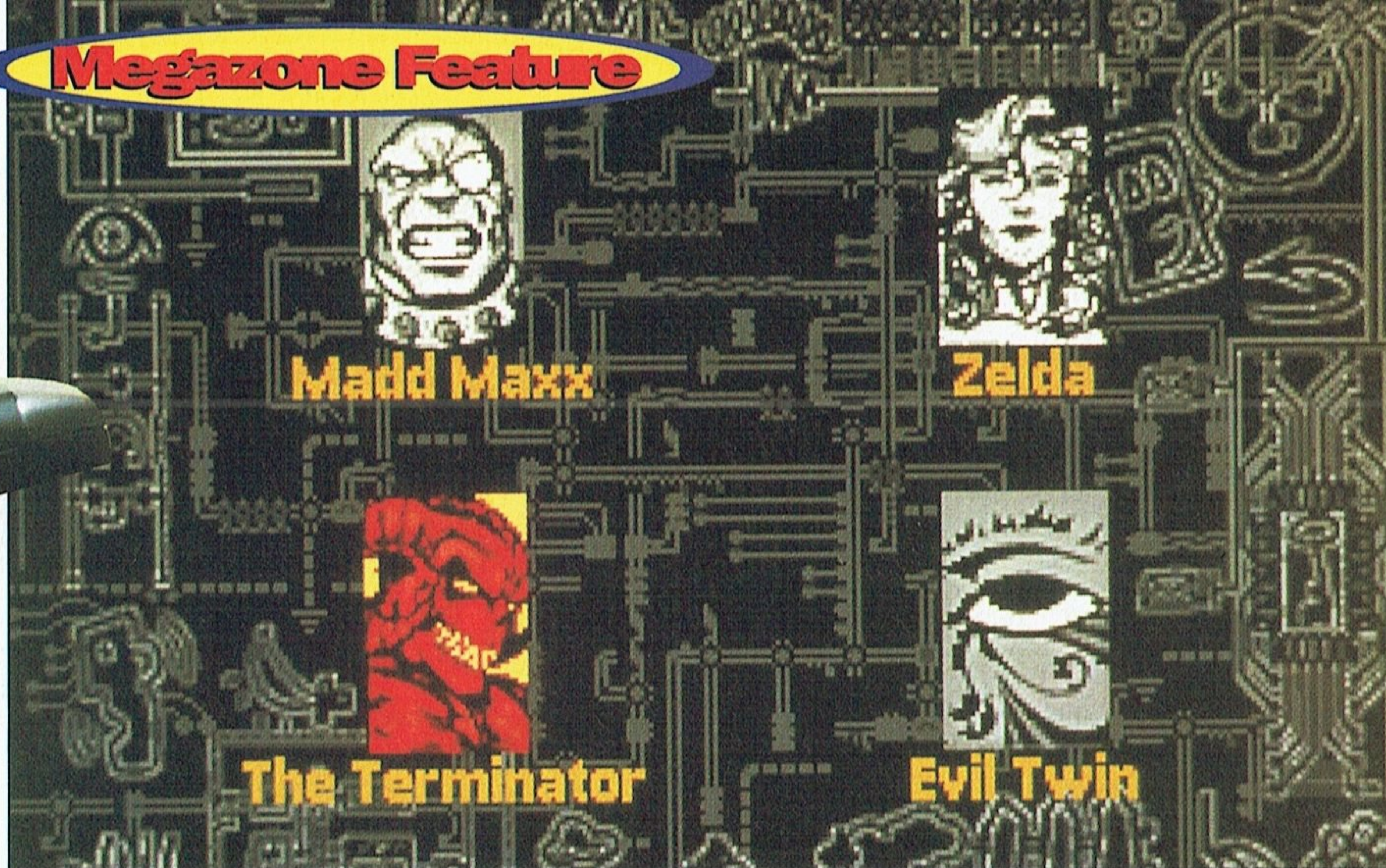
▲ Some turkey in Smallsville, USA, playing Tetris through the XBAND against a loser across the country in Murderburg, USA, yesterday.



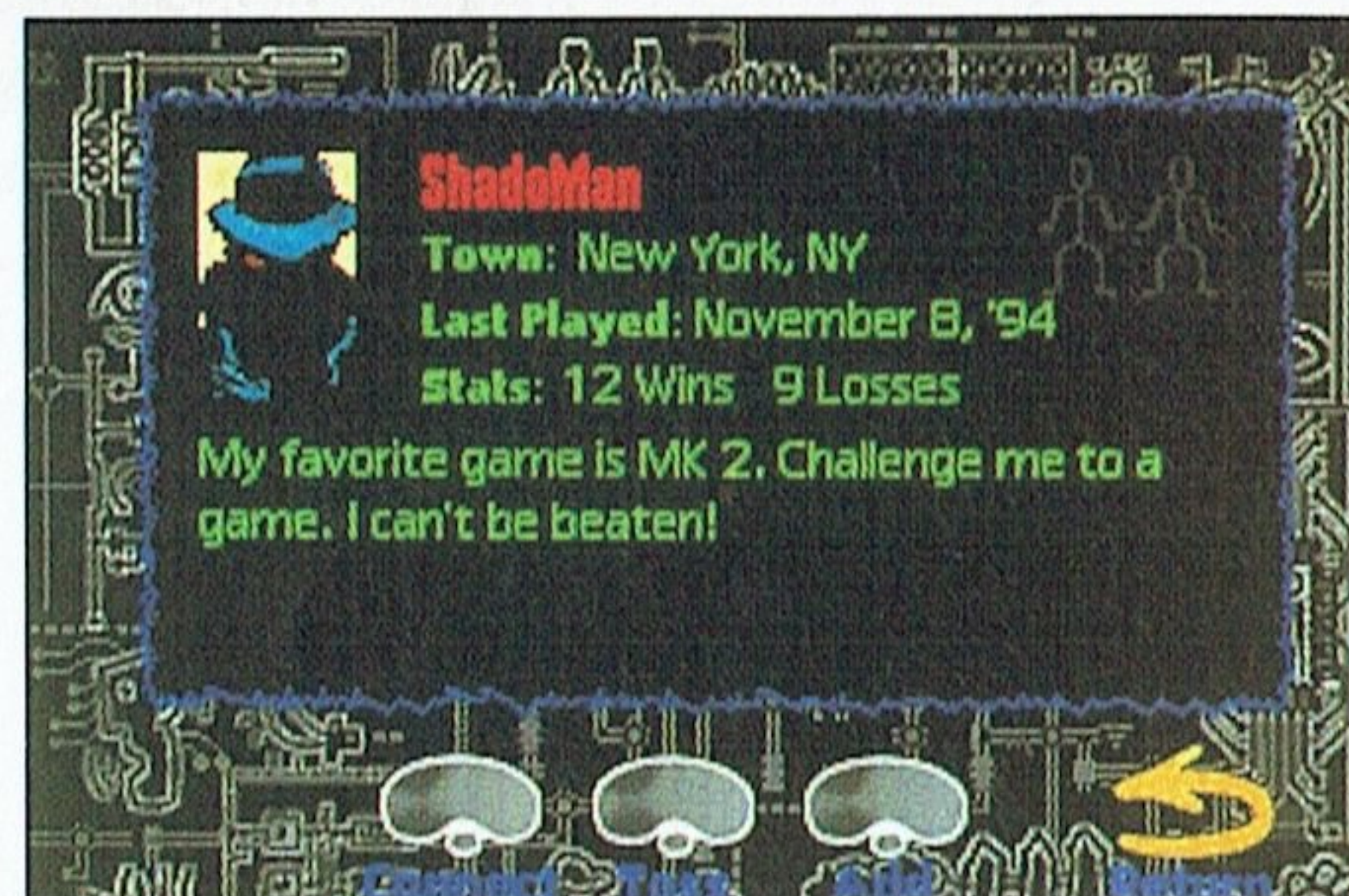
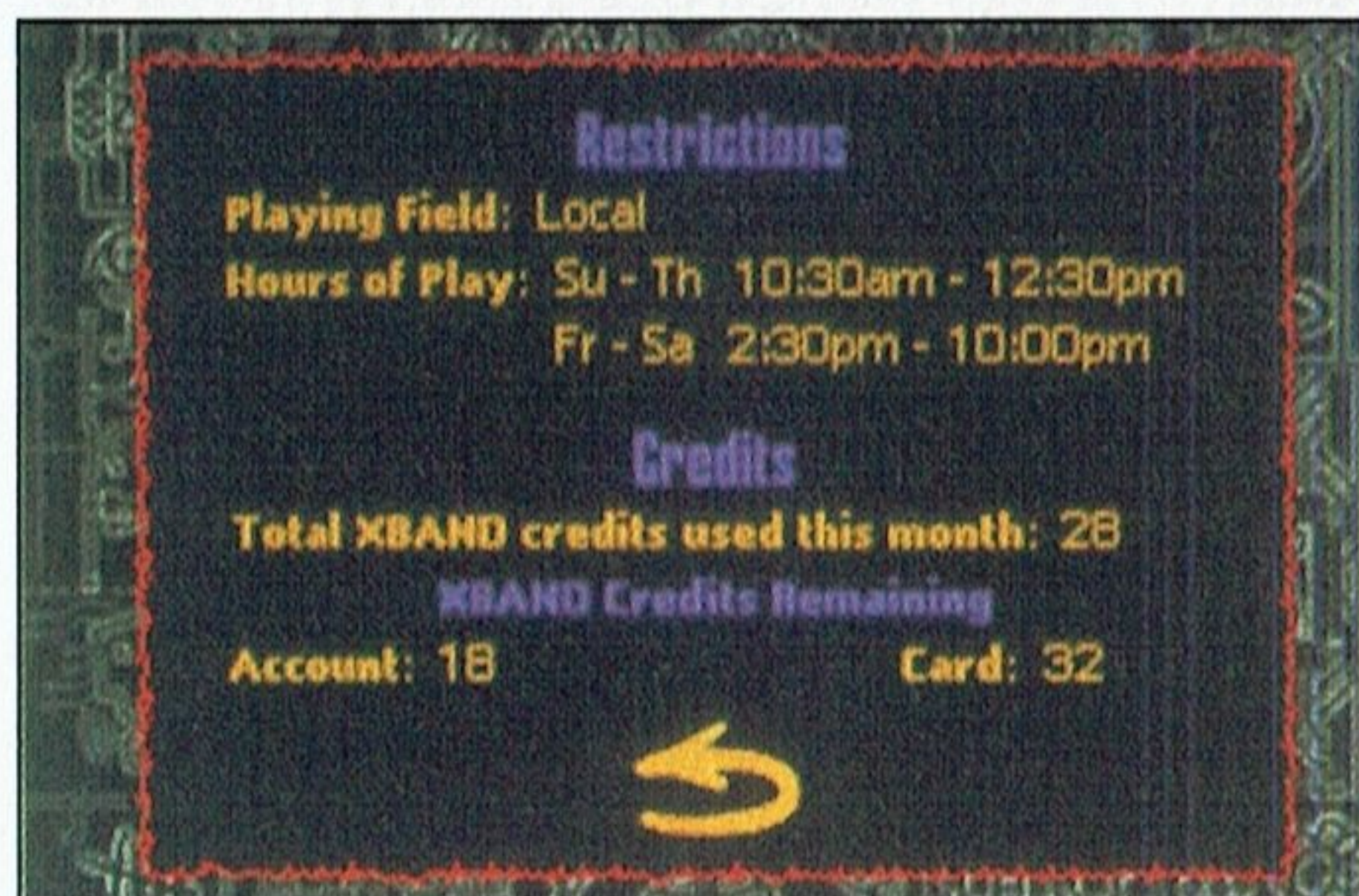
## Megazone Feature



▲ No, it's not Darth Vader's mutant mother. It's the actual X-BAND gadget. It sits between the Mega Drive and the phone line and allows play across the country. You'll never lack a decent opponent again.



▲ This is what you see when you get on-line with X-BAND thing. As well as playing games against unseen adversaries, there's a whole mine of information at your fingertips. Access games news and hints, chat in real time, and even send X-Mail to your distant pals.



Turn on the Mega Drive and the system built into the cart gives you a Select menu and begins to automatically dial into the local service for your area. Once you're connected to the network you can create a character for yourself with a unique icon and code name to protect your privacy and anonymity and spend some time looking around. It's sort of like a gaming Internet.

### BUT THAT'S NOT ALL!

Before you start playing, there's other things you can do. There's an on-line newspaper (called *Bandwidth*), you can get tips on gameplay and updates on what the big game companies are doing. If you'd like to talk to other players, you have two choices; you can send and receive electronic mail, or chat in real time while on-line. There's even information on music and sports news. In short, it's a fun place to hang out, even when your thumbs are idle.

### OH, YEAH, WE'RE PLAYING A GAME

It's time for the real reason to be here – playing a game! The network keeps statistics and ratings on how well you play. That's important, because you're about to take on other players – with X-BAND automatically linking you up with other players of similar ability. Every time you play, you lose one 'credit' against your account (the base price includes 32 'credits'). It all sounds so good, only a cynic wonders, 'So what's the catch?'

### OK, SO WHAT'S THE CATCH?

Only that no games are kept on the X-BAND itself. The game you want to play must be physically placed into *your* X-BAND unit before you call up and the player who gets hooked up to you must do the same.

The system is designed to work with all of today's popular multi-player video games without any modification to the games or the machines. New titles are being specially made by the game companies to be compatible with the X-BAND, and will have a symbol to indicate that you can use them with the system. Now, there's an idea!

### SO, WHO CARES?

What's the gamers' opinion of X-BAND – do they like it? Hey, who doesn't? It's all

real-time, costs very few cents and gives you a chance to strut your stuff with all kinds of players from everywhere. According to Paul Rioux, Sega's top-notch executive vice president and CEO, "Networked game delivery will be an exciting new feature of Sega's huge base of gamers. Multi-user games and networked access to a stable of players brings an edgy, unpredictability to video game play."

Took the words out of our mouths.

**Sega TV: No news. No nature shows.**  
Pay per play.

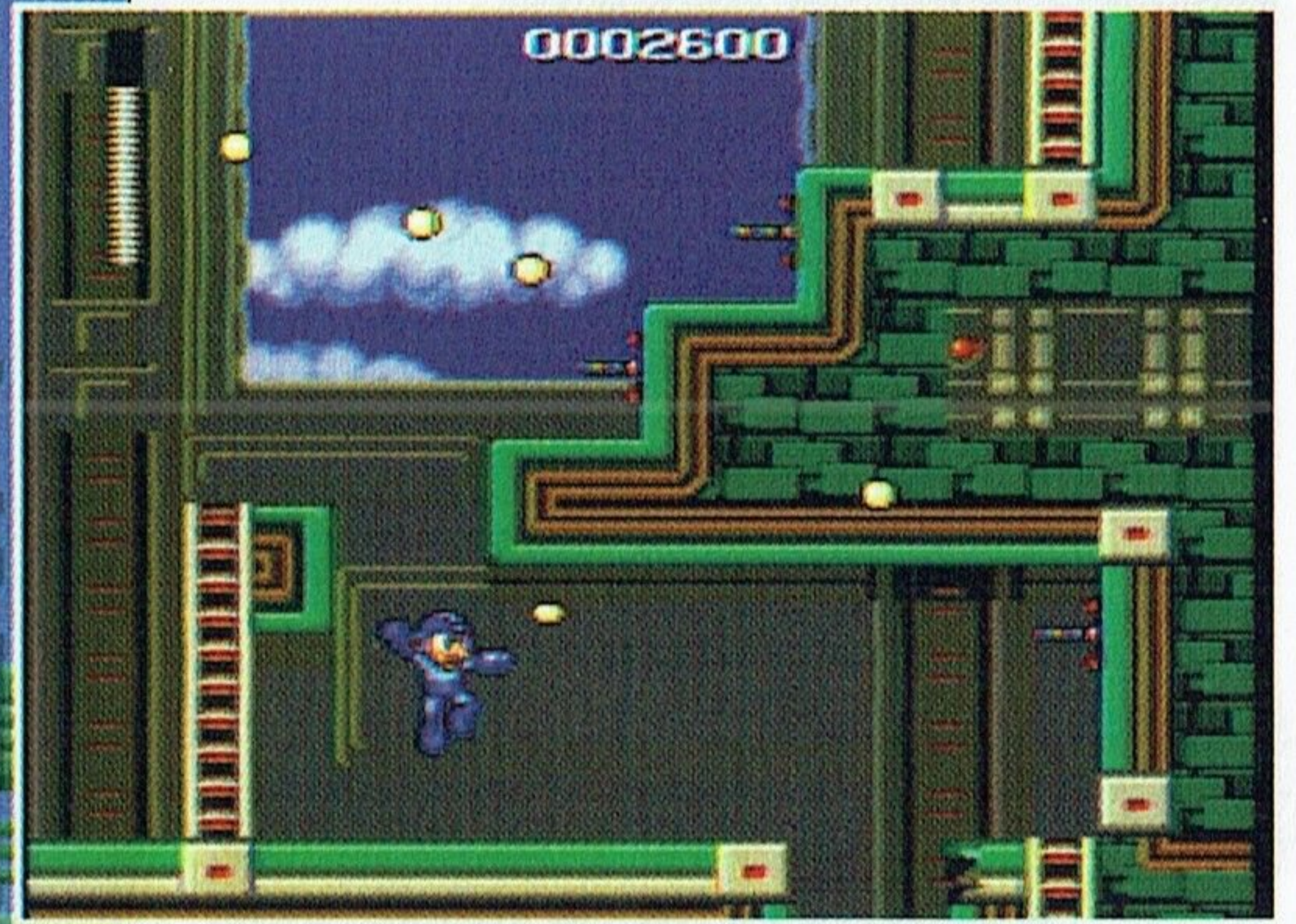
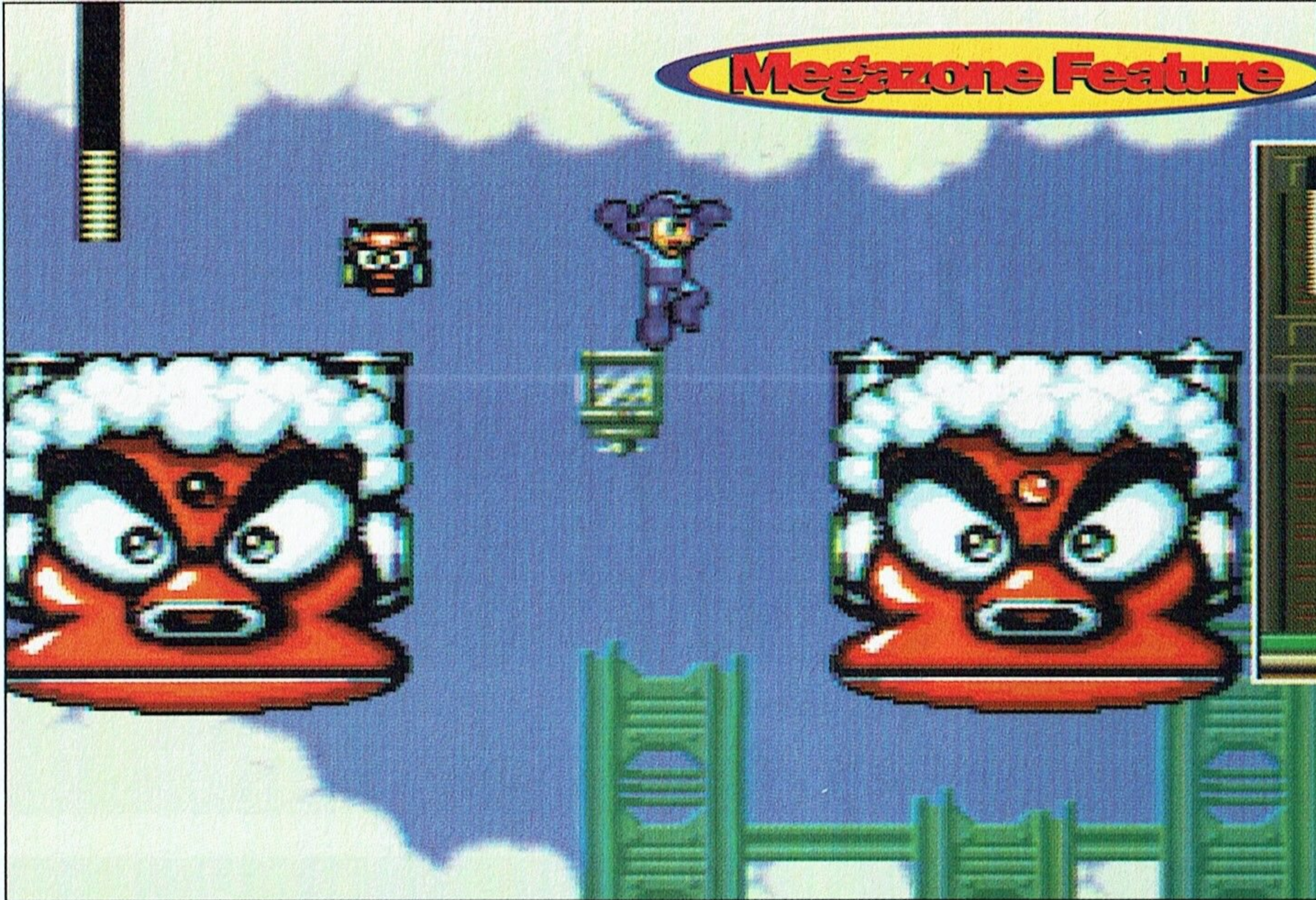
On-line services are fast becoming a part of the American scene – especially in the world of electronic entertainment. Besides new services such as X-BAND, there are existing game sys-

tems available from companies like CompuServe and American On-line, among others. But when Sega decides to throw their game pad into the ring – it becomes a whole new story.



▲▲ Above is the doobie that slots into the Sega to plug it into the airwaves. And left is what you see. Technology, eh?





▲ Capcom's *Mega Man: The Wily Wars* is available exclusively to Sega Channel subscribers. It's a compilation of the first three *Mega Man* games plus a previously unseen bonus game.

**BEST SERVICE**

The Sega Channel finally rolled out as 1994 drew to a close just in time for Christmas. It's basic premise is to provide players with the best in Mega Drive games and without the concern of having to buy a new title or wait for a rental to return to the store. The Sega Channel works directly through the cable lines connected to the television set, and uses the existing cable services already in place throughout the United States, similar to Pay TV in Australia. Basically, the system works by having a small unit attached to the cable box. This unit contains special RAM (random access memory) and receives and decodes the specific information sent by the Sega Channel – you pop it into the Mega Drive like it was a

cartridge. As long as your machine stays turned on, the bits and bytes stay in that box and are ready to be used.

**SUCKED**

All you have to do is subscribe to the Sega Channel and choose from the menu. Pick what you want to play at any time from that menu, and within seconds that game is sucked into the special box and waiting to be set loose. There's also programming tips, hints and special information updated monthly, contests, news and special promotions. Up to 50 games are on-line each month.

**SO WHAT GAMES ARE ON TV?**

While Capcom is the first third party company to commit to the Sega Channel, others companies are tooling up to do the same. Possible entries from Electronic Arts,

Takara, Acclaim, and Accolade are mooted. Just check out that menu, see the sub-headings and where you want to go; role-playing or arcade? Platform-action or strategy? It's all there – and up to you.

How about 32X games? Yep – the system is being upgraded to handle the demands of the newer system (but not CD-based, nor the upcoming Saturn).

**WHO GETS IT?**

The first appearances were limited to New York and California – additional locations are being added across America. That means some 20 million people will have access to Sega if they want. As for Australia – don't get too frustrated. "There is no doubt that the Sega Channel will be coming to Australia," Tim Allison, Sega Ozisoft's marketing manager, revealed to Megazone. "It is such a hot-performing channel in the USA. We've just started discussions with people regarding setting it up, although it will be at least 12 months before it is up and running."

So, that's something. At least.

**You want fries with that?**

High-tech accessories for your console.

Sports Science makes this great bat you can use with baseball games. It's called Batter Up and is a 24-inch foam-covered electronic hook-up that does schwings just right. It controls all the functions that the pad is used for, and lets you really do those swings as the ball comes your way. Works with all the carts out there too, and there's a series of tabs on the bat which let you set up for the game and perform similar functions as that of a joypad.

**VIBRATING BUZZ THING**

Megazone has done summink on the Aura Interactor – that's the vest you wear that hooks up to your Sega and vibrates like a, um, vibrating, buzzy thing. It's basically what's called a sub-woofer – putting out a strong bass that pulsates in time with music or sound effects. Mondo cool but a bit awkward to get on and uncomfortable, fer-sure. Now, they've got the Interactor Cushion. Instead of a vest, it's a small rec-

tangular cushion that you place behind your back. Black-clad, the magnetic actuator is in the cushion's centre, and the controls are similar to that of the vest – being a small box that you plug the sound source into.

**HAPPY HAPPY JOY JOY**

With the new gaming systems on the way it makes sense that Interactive Entertainment will have joysticks ready for 'em. These guys grind out accessories and their new ones will work on existing systems as well as Sega Saturn. The new sticks features all those buttons for turbo, slo-mo and other effects you'd expect. Plus, much looonger cords so you can back up a bit. And the promise is that price won't be quite so steep.

Also on the way is Asciiware's Fighter Pad. Designed for use with the Mega-CD and 32X, the pad is a big, six-button tabletop controller. It has all the options you'd expect, plus improves on Sega's button lay-



▲ Not actually anything to do with Sega, but cool nonetheless. Just dial 1-800-SUK-THIS.

out with two top buttons for more control.

Innovation has a great idea for two-player gaming. Their Masterlink is a special attachment that goes into the gear-to-gear port of a Game Gear. You can then attach a regular Sega controller to it and play two-player game, simultaneously. Goes great with sports titles, you bet.

**TIGHT AS A GLOVE**

And even more different is Anaphase Unlimited's The Glove. You might remember Mattel's Power Glove from a few years ago. The Glove is similar in concept, in that it's a glove-shaped controller that brings



virtual reality into a more tangible shape. The 'glove' goes on a player's hand, and sensors in the fingers and elsewhere react to how you move your hand. This is translated into actions that affect the onscreen gaming.

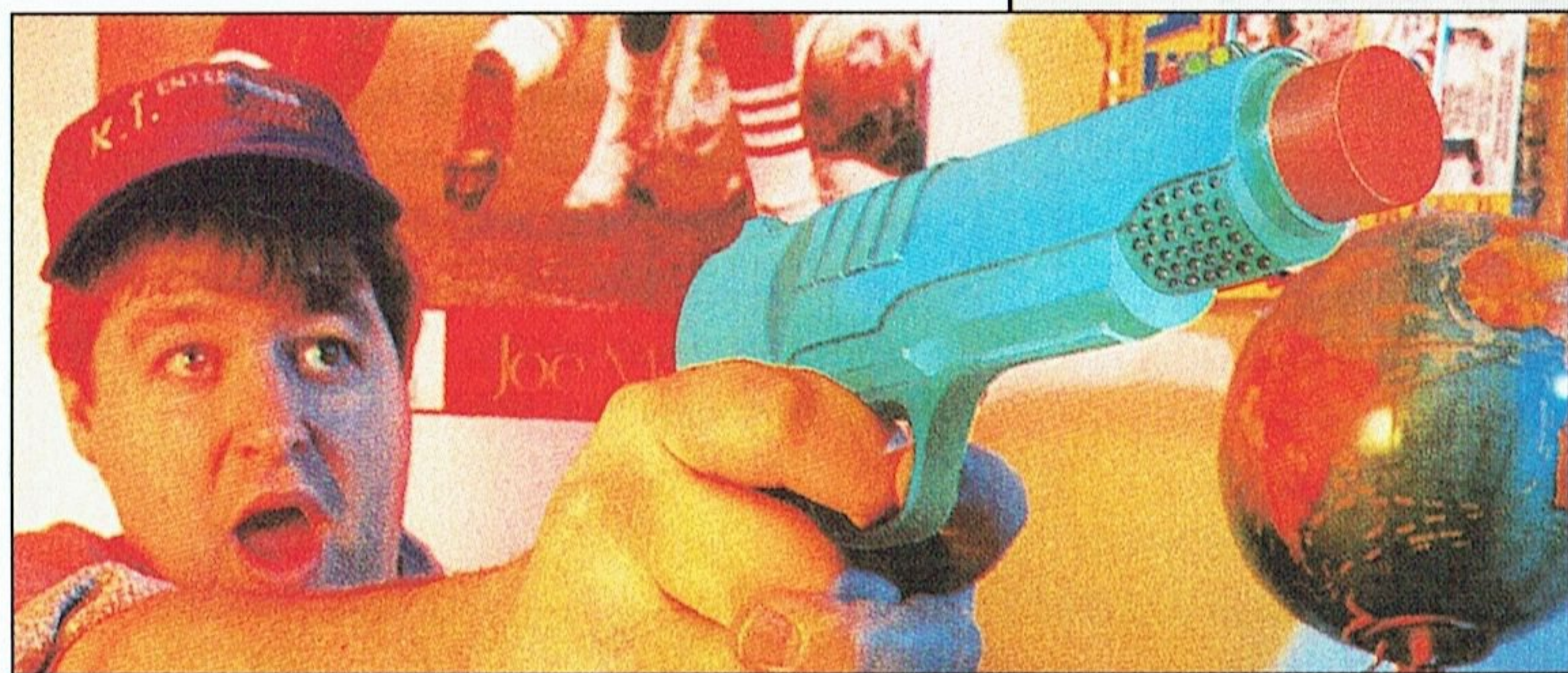
**OH YES, IT TELLS THE TIME TOO**

Don't want to take your hands off the controller when the phone rings? Then get yourself a Telewatch. It works like a cordless phone Dick Tracy-style on your wrist, and has a speakerphone built-in, so all you do is talk while your voice is transmitted to the unit plugged into the phone line. Works like a cordless but so much cooler. It has a Hold button, Alpha-numeric buttons for memory speed dialling, and scrambles the voice so it can't be grabbed in the air. It even gives you the choice of vibrating when a call comes in – for those who can't stand those ring-a-dings.

**WHERE'S THE REMOTE?**

When you've got to turn the TV to another channel, why use your hand? The

▶ **VR hits Segaville. The i-glasses will accept any video signal, so as well as immersing yourself in Sega, you can watch Dumbo on them, too.**



◀ **"Die, motherfreaker!" TV Terminator blams koala cartoons.**

TV Terminator is brightly coloured – it doesn't look like a real gun; it's actually a remote control that you can use with your TV or VCR. When you shoot the TV you get one of four sound effects. Go for the gun shot, the machine gun, cheers or boos – it's a way to terminate unwanted shows.

**HEAD LIKE A LAMPSHADE**

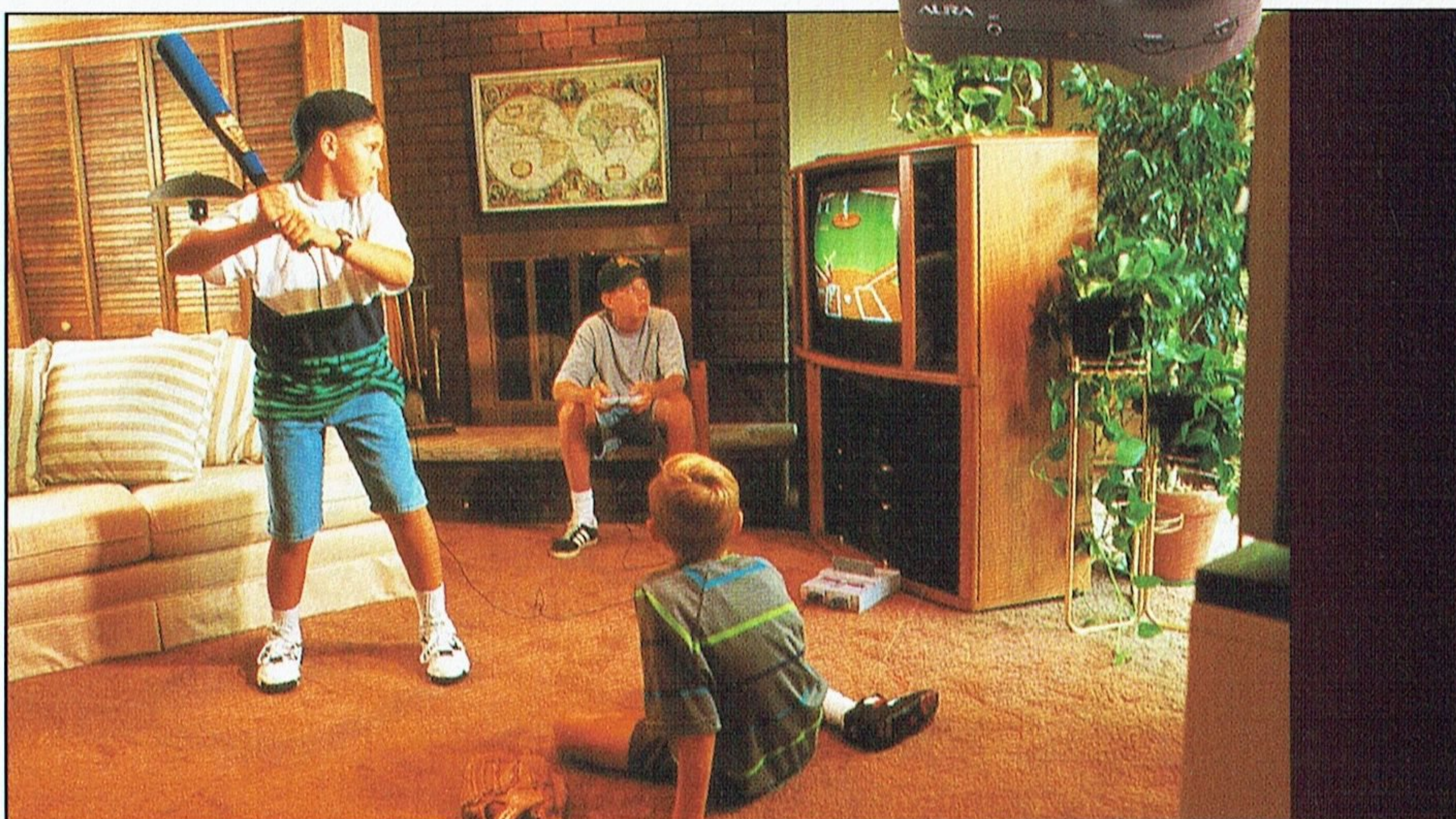
The Cybermaxx is a high-end VR helmet which completely immerses the viewer. It was designed to work primarily with PCs, but is plug-and-play. That means it can work easily with any Sega machine on the market now or in the near future. Once the headset is on, the viewer sees a 360-degree virtual environment. It uses 180,000 pixel LCDs to provide the colour view and that also means there's less eye-strain due to the larger pixel view. This three-dimensional imaging is complimented by stereo sound and real-time tracking; wherein the view changes as you turn your head just as in the real world (at this time, only the Mac/PC allows for head tracking).

**FUTURE'S SO BRIGHT**

Virtual I/O's i-glasses are more lightweight, seeming more like a pair of silvered sunglasses. They're lightweight and fit easily over eyeglasses. The power supply goes into the wall so you've no weight on your face. i-glasses can display 2D and 3D movies with full stereo sound thanks to a pair of headphones that unobtrusively swivel

around the ears. A fixed view makes the image appear to be around three metres away, and when turned off, their semi-transparent construction allows you to see through them to the real world. The effect is that of looking at a large projection screen, with the view coming from anything that can give off a video signal (a small blinder can be placed over the glasses to darken the view for those who wish to be cut off from reality while doing their VR thing). Just like Cybermaxx, i-glasses also do head tracking. **M**

▶ **Introducing the Interactor Cushion. It vibrates and stuff. Kleenex is optional.**



▲ **The Batter Up works with all carts out there, though it's significantly better with MLBPA Baseball than Columns. And if the game sucks you can just smash the TV up.**





Attached to the front of this month's issue are two round pieces of cardboard. Let us explain...

You may be wondering what those things stuck to the front of the magazine are. Simple: They're Caps, and they're the game that's (allegedly) taking Australia by storm. The idea is simple: Stack up the discs, throw a slammer at them with all your might, and win the ones that flip over. A bit like a '90s tiddewinks, which your grandad used to play.

Ideally, you need a stack of Caps (we've got two to start you off), a hard surface and a 'slammer' or 'kini'. (You can use a 20¢ piece for now.) Additional Caps and slammers are available from trading card stores and newsagents.

You might still be wondering 'Why?' Well, there are heaps of different designs, and so they are highly collectable. Caps is like taking a slinky babe on a first date – you never know what you're gonna get. So, like trading cards, you can swap duplicates or Caps you don't want with your mates.

But, and this is where the fun comes in, instead of straight swapping, 'playing for keeps' is the go. So, you can win the Caps you want

from your friends, but then again, you can lose them too. It's just like gambling but without the tuxedos and Lear jets!

**THE STORY OF CAPS**

Caps comes from Hawaii and was originally played with the cardboard discs used to seal milk or juice bottles in the 1930s. (Caps are also called Pogs; it's an acronym for Passionfruit, Orange, Guava – the juices produced by one bunch of drink dudes.)

Then, in 1991, the game was revived by schoolteacher Blossom Galbiso as an alternative to gang violence. Soon, the whole bunch of islands were playing. Mainland United States followed, and now the craze is reaching Europe, Asia and, of course, Australia.

These days Caps are manufactured especially for the game. There are thousands of different designs, covering anything from *Mortal Kombat* characters to pop

music crusties The Eagles (why The Eagles?). They come in all sorts of special varieties such as foil-embossed, glow-in-the-dark, and some that even change colour when you touch them. There are dozens of companies making them too. The Sonic Caps that came free with this issue of Megazone are made in Australia by the World Cap Games Co.

Competitions are held in Australia, at places like Sydney's Wonderland and the Ozcon comic convention at Darling Harbour. Megazone tried to win a holiday at the Ozcon event, but unfortunately was beaten in the first round by some pipsqueak kid. Pfft!



**HOW TO PLAY**



1. You need two or more players. Decide whether you're going to play for fun or for keeps (where you win the Caps you flip over).
2. Each player contributes an equal number of Caps to the pile. They're stacked art-side-up, in a straight and even column.
3. Decide who goes first.
4. Throw the slammer at the top of the stack. The idea is to flip

- over as many Caps as possible. Note that the only proper way to hold the slammer is by balancing it on two fingers.
5. You win any Caps that have been turned over (showing the blank side).
6. All Caps remaining art side up are re-stacked and play continues until all are won.





# 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.



theme PARK™

WIN!

a copy of

Theme

Park!

Yes, as the headline suggests, Electronic Arts are giving away copies of their new game, *Theme Park*, God bless their polyester/cotton socks!

The reason? Well, it scored a highly respectable 89% this ish (and graced the cover to boot). In the game, you have to design a theme park and then manage it to make a killing. Financially, that is. Why not read the review – it's on page 34.

There are 10 copies up for grabs. To win, have a look at this picture of some people on a ride at Australia's Wonderland. Then, tell us what

they're saying. Fill in the speech bubble/s (you don't have to use them all) and send your entry, marked with your name, address and phone number, to:

**I think I'm gonna chuck,  
Megazone, PO Box 746,  
Darlinghurst, NSW 2010.**

Some rules: Photocopy the page if you don't want to rip up your mag, but only one entry per household. Make sure it reaches us by 16th June, 1995. Thanks for listening.





# Manchester United Championship Soccer



**Manchester United are one of the most popular soccer teams in the world. They've also got a game out. Peter Burney dons his red shirt.**

Yet another soccer sim rising from the amateur leagues hoping to crack the big time. As with other sport extravaganzas, you get a ton of options – from the stats on every player (from a massive 66 European teams) to five competition options and team formations.

Yeah, yeah, but does it play OK and is it fun? Well, it's a good all-rounder. The gameplay is fast and the sprites easy to control. You have the standard pass, kick and tackle abilities and the option to leap straight into the action with a head-to-head clash against the computer or a real-life opponent.

At first glance it looks pretty much like *Sensible* on a *FIFA* pitch. But the ant-like players have really cool personalities (though no Eric Cantona

karate moves). A humming crowd, the occasional cheer and boo, the grunts of tackled players and thuds representing kicks make up the sound effects.

This baby is fun to play and if you're even the least bit interested in soccer then have a stab at this (yes, an English riot pun intended there)!

## VITAL STATISTICS

**FORMAT:** Mega Drive

**TYPE:** Sports sim

**SUPPLIER:** Ocean

**PRICE:** \$79.95

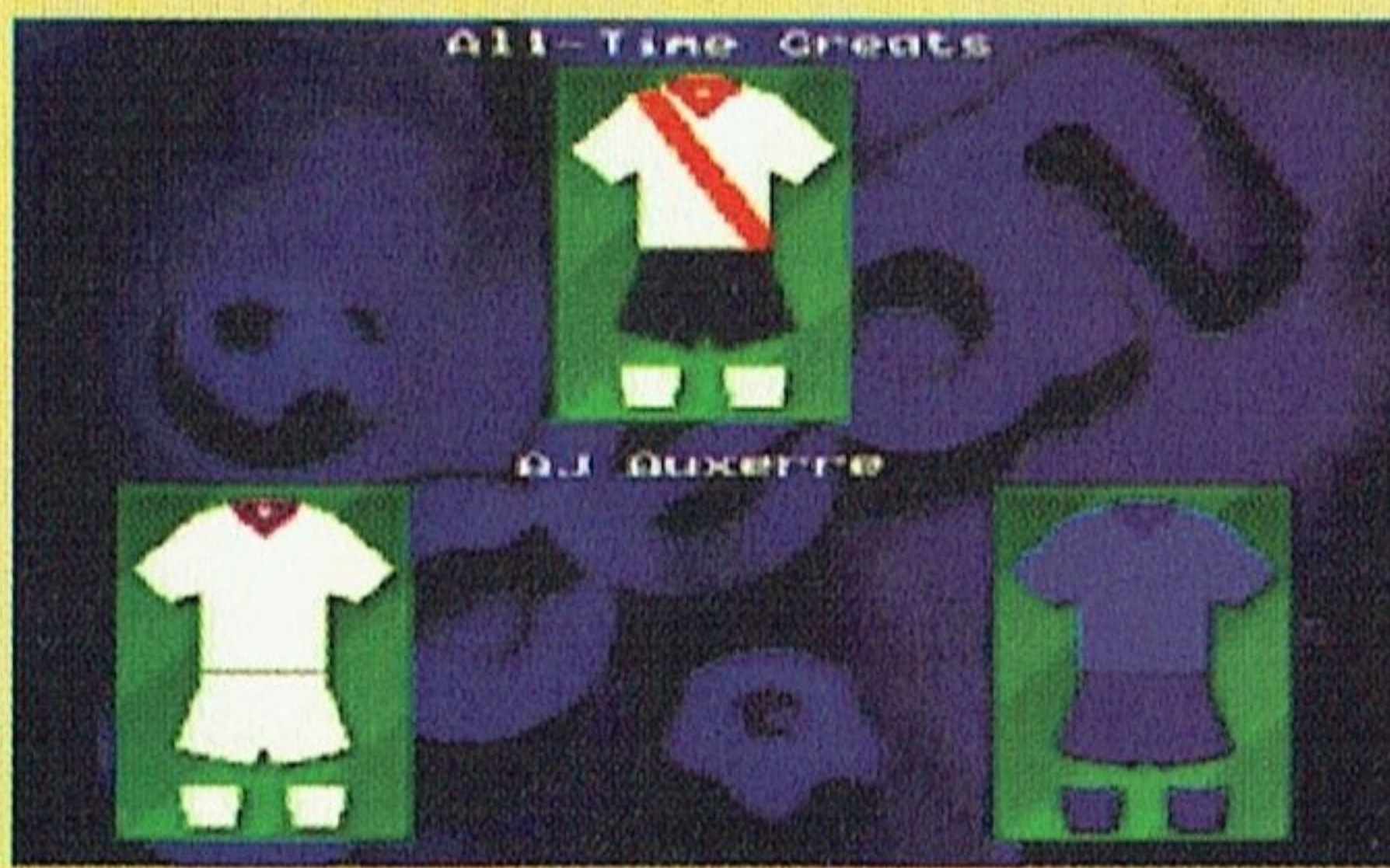
**SIZE:** 8 megabits

**PLAYERS:** Two



▲ Teams: 72 crammed onto one screen (suffer if you've only got a 34-inch TV!). Choose, depending on the game option, between 66 teams for a Championship Cup, five League Star teams, and one All Time Greats team.

**Megazone Tip:** When playing the Championship Cup go for Man Utd and if you're playing a dorky friend pick the All Time Greats team (and watch them sweat!).



▲ Eric Cantona does it again! Throw-ins, penalties, corners, goal kicks, yellow cards, red cards, weather changes and different pitch surfaces make for a realistic game, as is the norm with good sims these days.

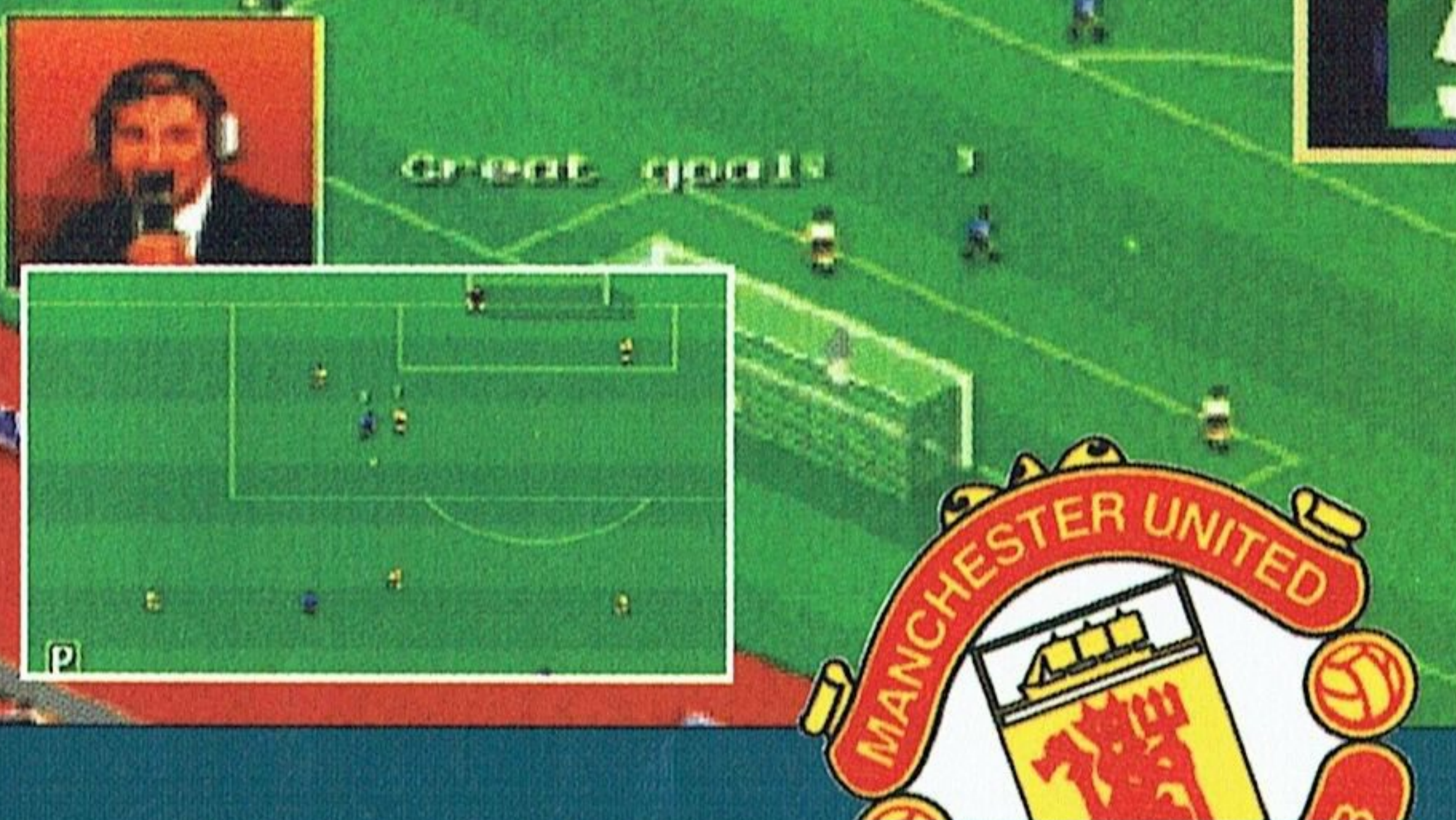
## second opinion

**B**latant marketing cash-in? I think so! Sure, the options aren't bad but the gameplay is pretty clumsy. It's got nothing over *FIFA* or *Sensible* except the MUFC endorsement, so, unless you're a true-blue Red Devil, don't bother. **MATT**

► Before starting the match you get to play with the option screen. You view the stats for each player: speed, tackling abilities, health and fitness, and can use substitutes and switch positions for different opposition. The Man Utd players are 'real' while others are *Sensible*-ishly 'close'. Then, pick the opposition's strip.

**Megazone Tip:** Don't pick clashing team colours as the players are so small similar colours blend.

### A VIEW TO KICK



◀ There are two view-points in the game that can be switched between during gameplay. The all-too-familiar angled view is the best as you get to see more of the field in front of you (and the goals are 'bigger' – strange that!).

## Word

### GRAPHICS

Tiny sprites and a simple two-toned pitch saved by silky-smooth scrolling and an uncluttered playing area.



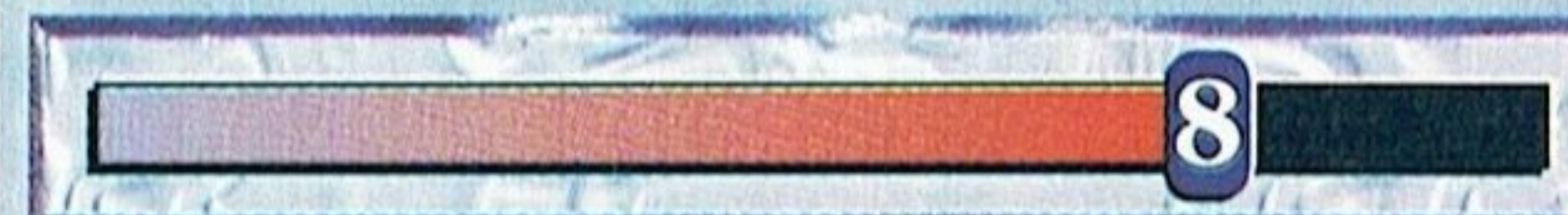
### SONICS

It won't have you performing the Mexican wave but it's adequate enough.



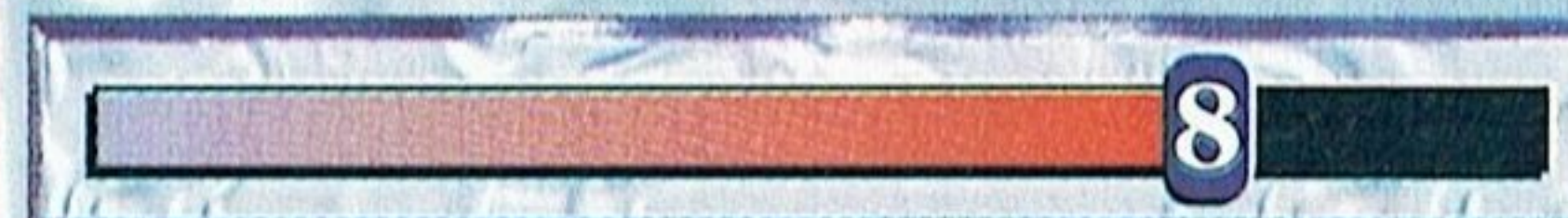
### PLAYABILITY

Relatively easy to get into, straightforward controls and fast action kick it in the right direction (thank Peter Schmeichel for the computer-controlled goalie).



### STAYING POWER

Lots of options, heaps of teams and a password save for the enthusiast.



### OVERALL

Piddly little sprites but stomping good fun. Lots to learn and heaps of options to boot. Well worth a romp around the paddock.

**75**  
PER CENT



# Desert Demolition

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Platformer  
**SUPPLIER:** Sega  
**PRICE:** \$69.95  
**SIZE:** 8 megabits  
**PLAYERS:** One

Join Peter Burney as he trashes yet another Pavlova. Um, er... D'oh!

**'M**eep! Meep!' It's *The Road Runner Show*... What? It's not! Well, poke us in the eye and call us blind! This game is so close to the original you'd swear you were watching re-runs of the classic Warner Brothers cartoon (well, almost). The visuals are absolutely spot on. Speedy scrolling, catastrophic contraptions, cartoon-like characters and totally bodacious backgrounds help it sprint ahead of similar titles and, to top it off, it's got heaps of personality (just like the cartoon).

In this tiny bundle of joy you'll find two games (of sorts). One starring the radically racy Road Runner and the other the woe-fully persistent Wile E. Coyote. Each character rockets along slightly different paths through the 11 levels but with the same goal – get to the exit. Unfortunately, not enough emphasis has been placed on catching (or avoiding) your adversary. Which is a bit of a bummer.

Along the way there are a variety of pick-ups to help (and hinder) your journey. And if you're a pick-up kinda person then the coyote will be right up your dynamite stick (the bird's selection of objects are pretty lame)! Being the creative guy he is

(and an avowed ACME subscriber) Mr Coyote has a grab-bag full of non-user-friendly items to help him get the chicken tonight. Sure, they're funny and you can't get by without some of them, but more often than not you'll end up being slammed into a cliff face using them – just like the cartoon!

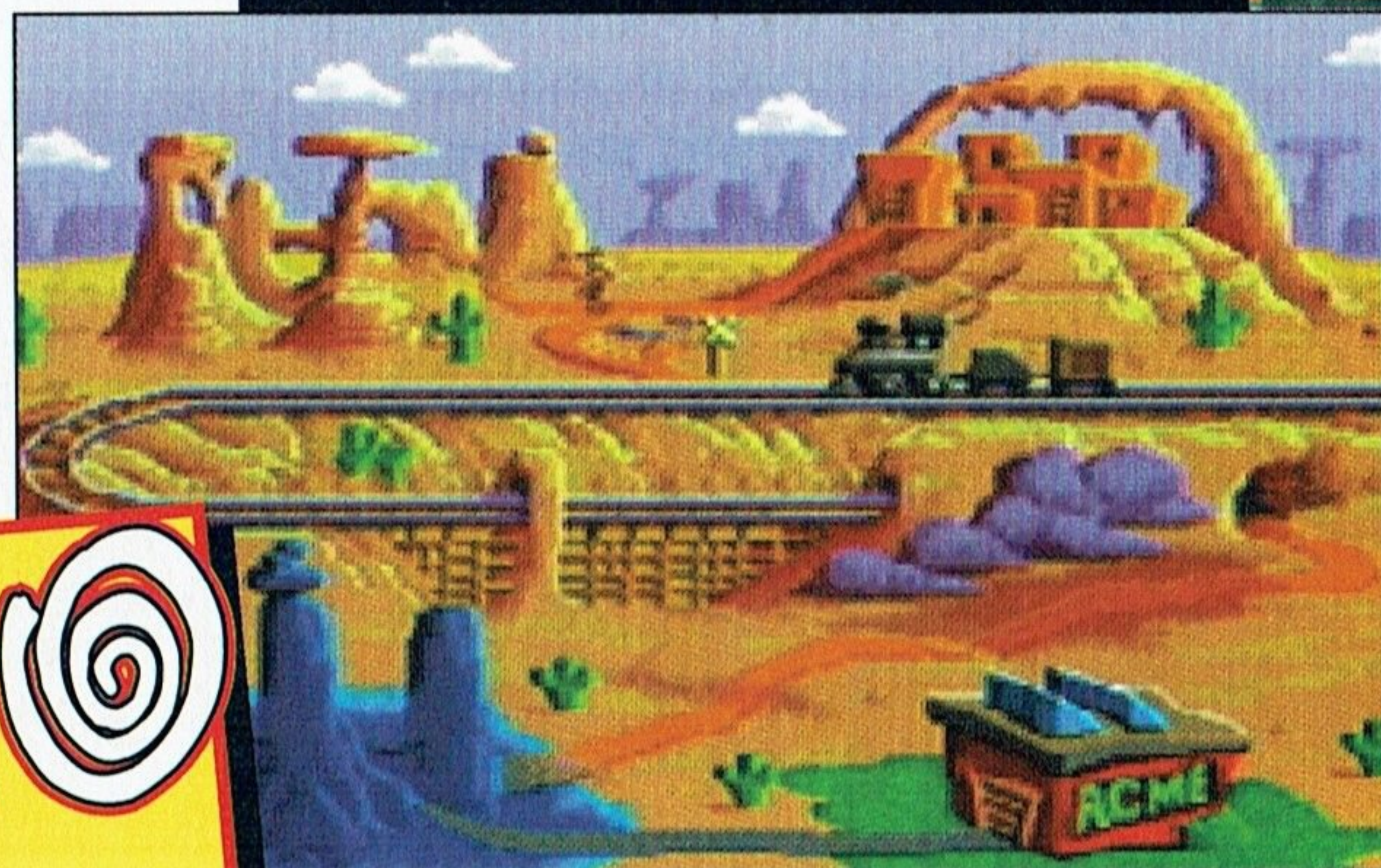
*Desert Demolition* is a smart-looking game and the gameplay

is fast and furious. But, sadly, it's all too shallow (and too easy). More of the chasing or avoiding, which make *Road Runner* cartoons so good, would have given this the spurt to boost it into the ranks it deserves. Still worth zipping around for a look though. **M**

## second opinion

**G**raphically and sonically, you can't complain; *Desert Demolition* mimics the cartoons perfectly and the humorous touches are a hoot. However, there isn't enough interaction between characters and it's actually a lot easier to just run to the exit, ignoring the catching business. Still, it's a lot of fun while it lasts. **ADAM**

83%



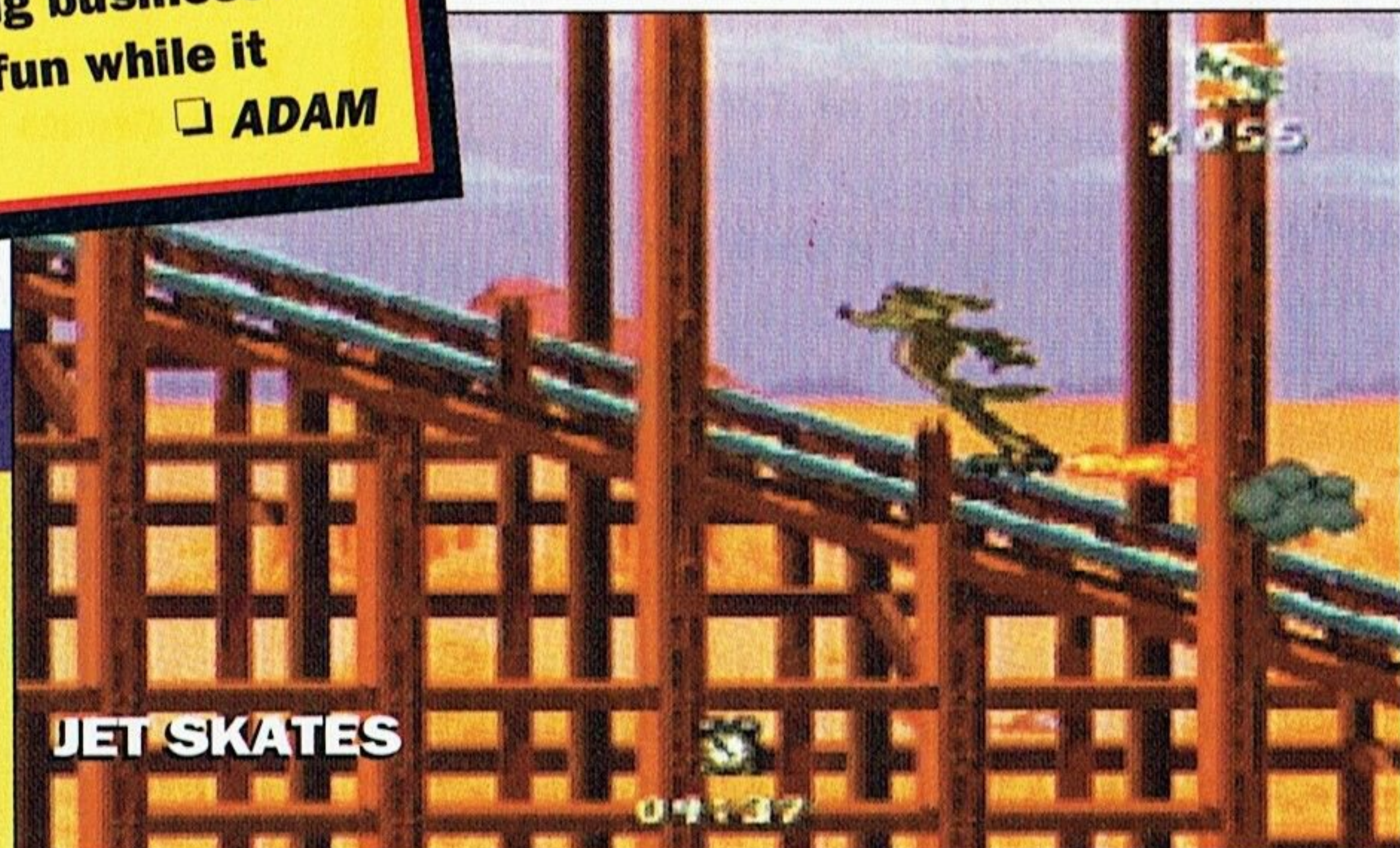
▲ The map screen shows the path which you are following from the sandy desert, to a train ride, through diamond mines and eventually to the ACME factory for the final showdown.

## ACME: A NAME YOU CAN TRUST

Like the cartoon, Wile E. Coyote has a variety of ACME products to help him get through levels and even catch Road Runner. These are found scattered around the playing area in the guise of wooden crates and it's simply a matter of leaping into them to make use of the goodies inside.



▲ Able to leap tall buildings in a single bound (or something like that). Pretty useless and hard to control.



▲ These things rocket you beyond the sound barrier and are a good way to get to the end of the level quickly.



▲ Balancing the length of the wire requires toggling the joystick from side to side. Essential to reach the exit.

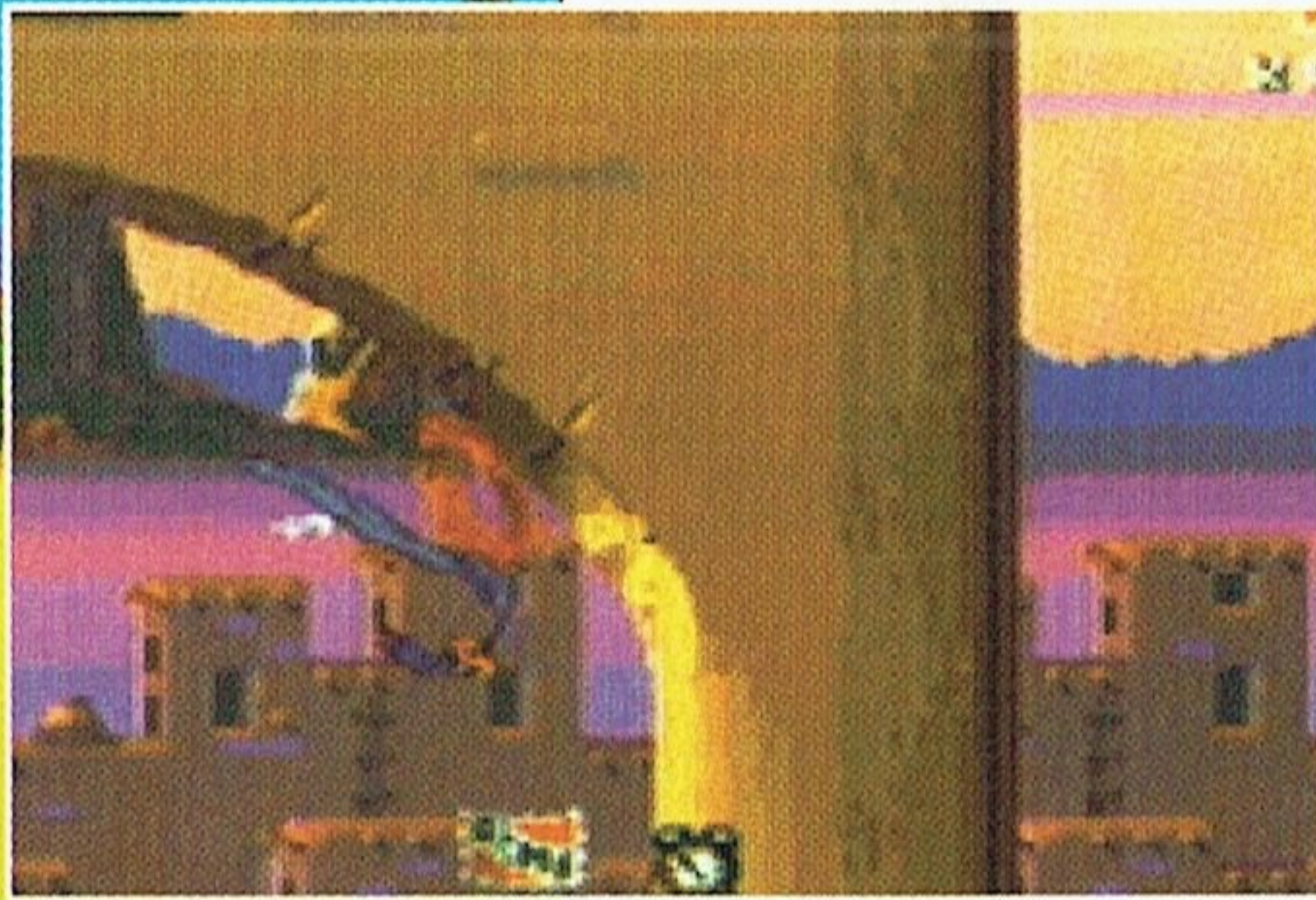




VEEERRRRROOOOMMM!!!

To make the madcap antics a lot more frantic you can pick up Turbo symbols. Then by hitting the B button twice you'll be burning up the asphalt just like Carl Lewis. But beware, as soon as you hit something you lose all power. Thwack!

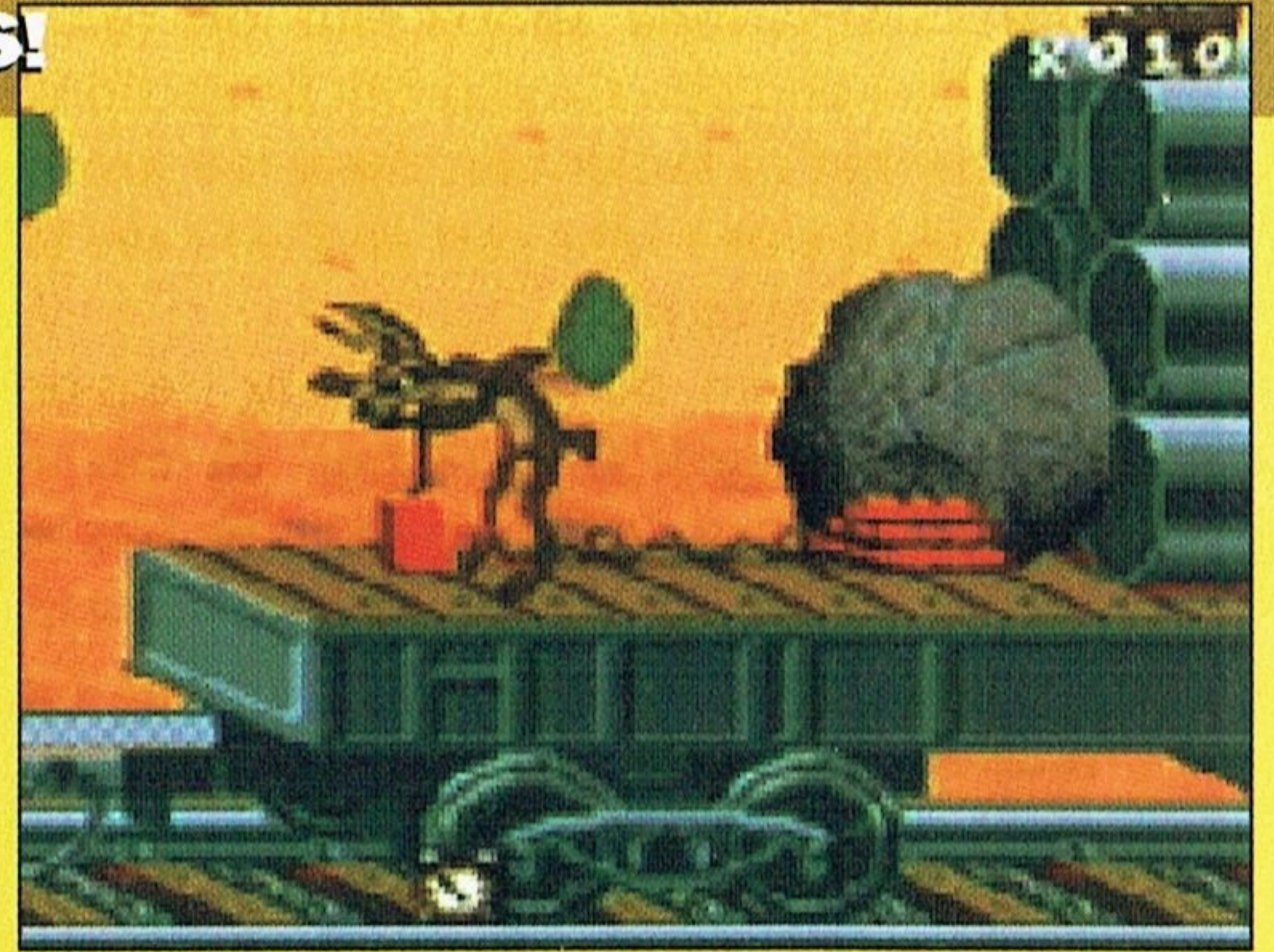
**Megazone Tip:** Since you have only a short time limit to get to the exit, collect four Turbos and then hit the booster button to slam that world land-speed record.



DON'T PLAY WITH MATCHES!

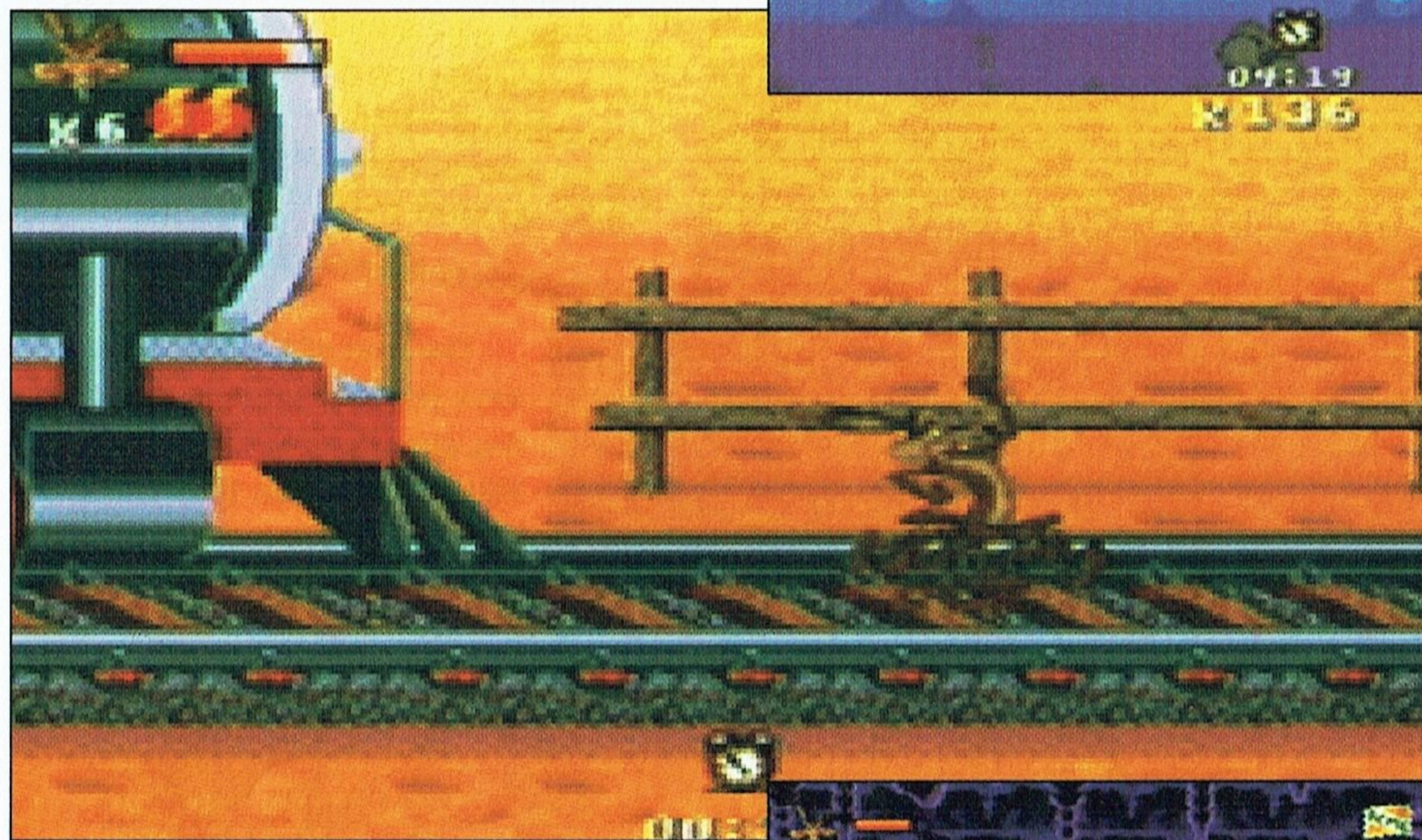
Placed strategically along the way is a variety of interactive scenery. Being fired out of a cannon, setting off dynamite to clear the path, or being sprung by a giant catapult is all part of the fun. These objects can be activated by jumping onto them or by pushing Down on the joypad and help to push you to the exit.

**Megazone Tip:** The cannons can be angled for greater distance but make sure you're fired straight up first as hidden above is the occasional extra life.



THE BONUS STAGES

Unlike the one bonus stage in most other platformers, *Desert Demolition* has a different bonus pattern for every stage. In all there are five bonus patterns in the game from out-running a locomotive to digging underground with a jackhammer where you can collect stamps, Turbo power-ups and the all important extra lives. In order to get to



one you must collect 125 ACME stamps which are stuck all over the playing area. As an added reward you'll also meet some of the other Warner Brothers characters such as Tweety and Yosemite Sam.

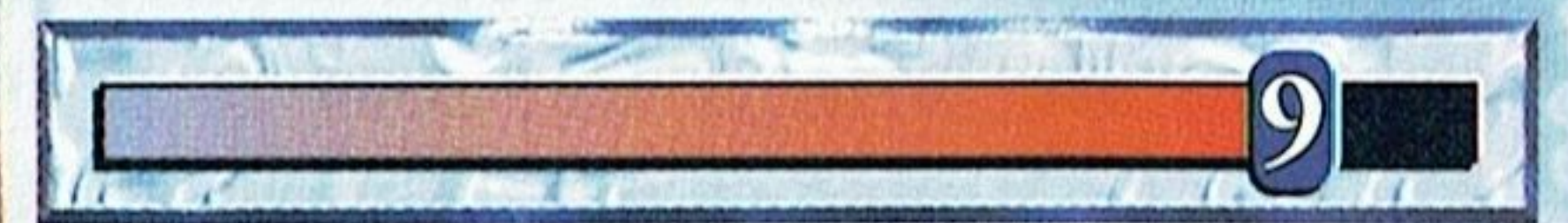
**Megazone Tip:** Keep an eye on the timer when collecting stamps (being greedy could cost you a life!).



Word

GRAPHICS

Comical cartoony characters and desolate scenery. Just like the Warner Brothers masterpiece, really.



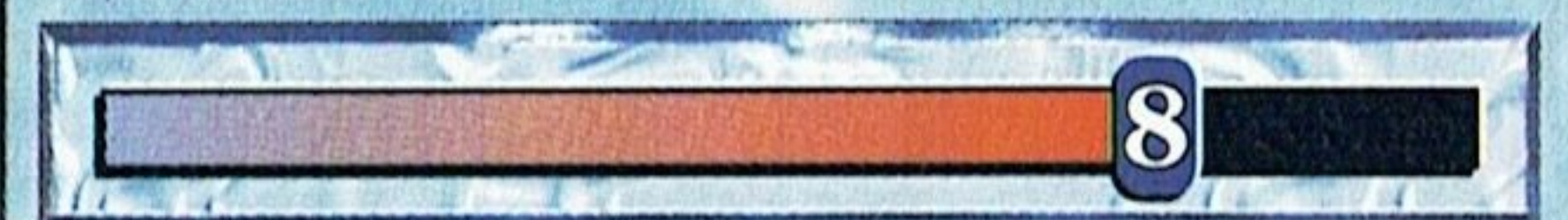
SONICS

Meep, Meep... verrooommm! Plus a few bleeps, explosions, and the Looney Tunes theme.



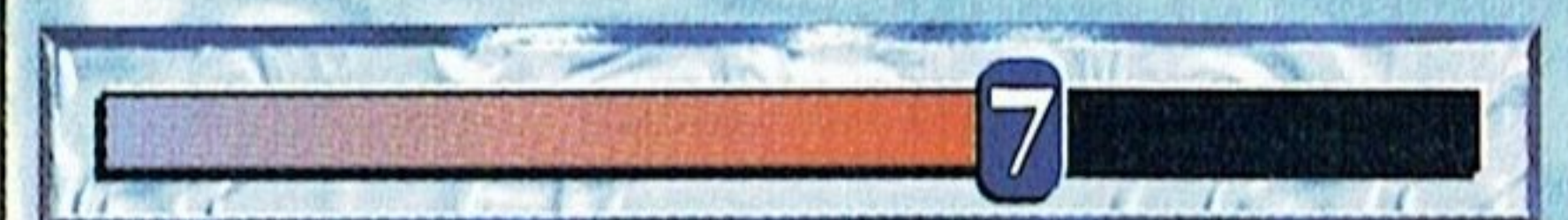
PLAYABILITY

Simple jump and run controls for Road Runner with Coyote getting a bit more variety. Good for a laugh.



STAYING POWER

Too easy and repetitious to keep you still for long, but good while it lasts.



OVERALL

An Oscar™ for the visuals but like so many comic book catastrophes before it, the gameplay holds it back.

78 PER CENT



# Izzy's Quest for the Olympic Rings

## VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: US Gold

PRICE: tba

SIZE: 8 megabits

PLAYERS: One

Izzy or isn't he? A shallow Olympic marketing cash-in, that is. Mark Sariban finds out.

US Gold has got in very early for the Atlanta '96 Olympics with a platformer that has very little to do with international sports, but lots to do with licensing deals and profit projections. Maybe that's a tad unfair. There is a strong Olympic theme to the cart and we have to admit it's fun to play.

Izzy is a... um, dunno. A thingy. He is on a quest to reach the Olympic Games in Atlanta, and to do achieve this he has to collect a bunch of Olympic rings. Of course, this is not meant to be easy. One ring is hidden in each of the five stages – Izzy must complete the stage in order to nick the ring from its guardians. With three levels to each stage, knocking this game off is no easy task.

The good news is that the controls are of *Sonic*-style simplicity. One button to jump, one button to hurdle. All other movements are performed with the D-pad. Plenty of continues are concealed throughout each level, making up to some extent for the absence of a password feature. Instead of end-of-level bosses, Izzy has to hurtle through a gauntlet of obstacles and enemy characters. These final sections have a steep learning curve, and they chew up those hard-earned continues at an alarming rate.

Smooth gameplay has been backed up with some impressive graphics – the Izzy sprite is excellent and, thankfully, not too cute. The enemy characters are just as good. The background graphics are pretty great to look at, although the second stage, Lava Dome, is gloomy enough to cause eye strain.

Izzy's programmers have managed to tread a fine line between creating a platformer too predictable and one too difficult – a rare feat these days. Simply one of the best platformers we've seen for many a moon. **M**

## HERE'S IZZY!

Total points Health gauge Bonus points No. lives remaining



**Medal count:** You must have three medals to avoid losing a life when hit. Having only one or two just doesn't cut the mustard, or get you very far in the game, for that matter.

## second opinion

A platform game based around the Olympics? They've gotta be joking, right? But as tacky as it may sound, *Izzy* is a well-thought-out, competently programmed – hell, even enjoyable – game. Let's hope the real cash-in next year is as good. **ADAM**

62%



◀ The first of the five rings, the onyx ring, has been hidden by the ring guardians of the Greek Village. Take your time on these levels, do some exploring and try to pick up all the many continues and bonus points.

▶ The Lava Dome houses the emerald ring. It's also home to countless thermal vents and lava eruptions. Oh, and there's a bitch of a final run to the exit point as well. Huh?





**MIGHTY MORPHIN IZZY?**

Here's a look at the most common alter-izzys. Every morph item is there for a reason – there has to be some barrier or mini-boss close by which can only be passed by an alter-Izzy.

**Megazone Tip:** Every time you morph, Izzy gets his medal count restored. If you have sustained damage, it pays to use the morph item just to regain health.



▲ Jump at one of these floating spheres to morph into an Olympic competitor. You may also end up as a diver or a flying javelin.



▲ If Izzy morphs into a baseball player, there's a good chance a bewitched barrier is nearby. A couple of swings should fix that.



▲ Izzy the fencer foiling an attack of the Circle Men. (A men's fellowship group dedicated to the furthering of, um, circles.)



▲ Izzy uses a hammer to become a helicopter, whizzing up to higher levels.



▲ Blow away crazed balloons with your mighty morphin Izzy archer.



▲ Is it a bird? Is it a plane? No, it's Izzy the hang glider.



▲ Skateboard riding must be an Olympic demonstration sport at the Atlanta Olympics, otherwise having Izzy jump on a skateboard in the Lava Dome level two just wouldn't make any sense now, would it?



▲ We don't know how this is supposed to relate to the Olympics, but finish the Greek Village round with enough bonus points to enter a bonus stage where Izzy morphs into a rocket. Izzyrocket is by far the most difficult alter-character to control. Pick up as many continues as possible and avoid the rocks.



▲ Mmm, medals.

▶ **Hidden** under platforms or tucked away in obscure places are Easter eggs (at least that's what they look like). Jump



on an egg once to crack it, and a second time to pick up the power-up item.

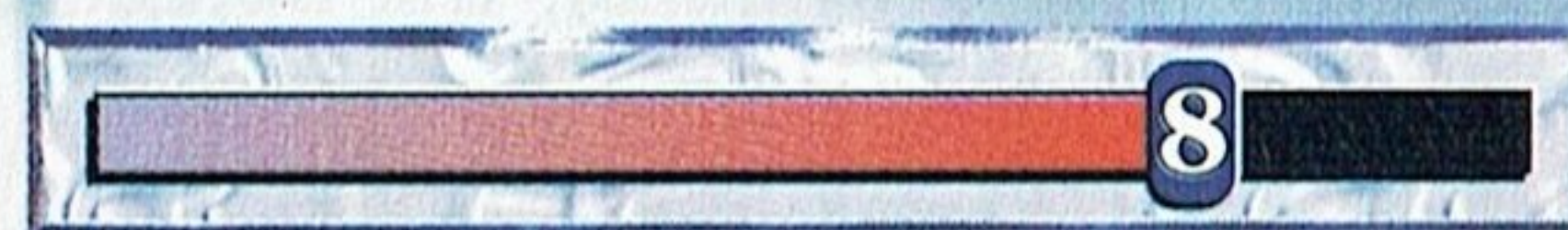
**Megazone Tip:** After cracking an egg open, have a quick look at the pick-up before jumping on it – every third or fourth egg contains a destructive mini-volcano.

'No, it's just the way I do my hair.'

**Word**

**GRAPHICS**

Smallish sprites flaw some good graphics work.



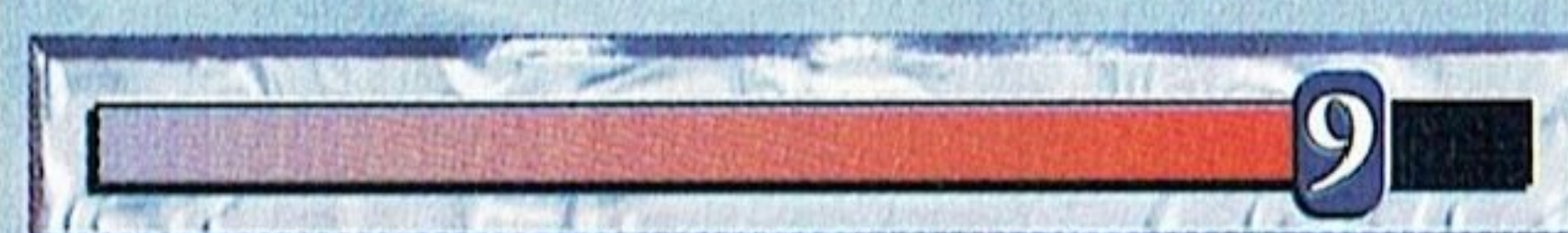
**SONICS**

Sound fx spot on, music sucks as always.



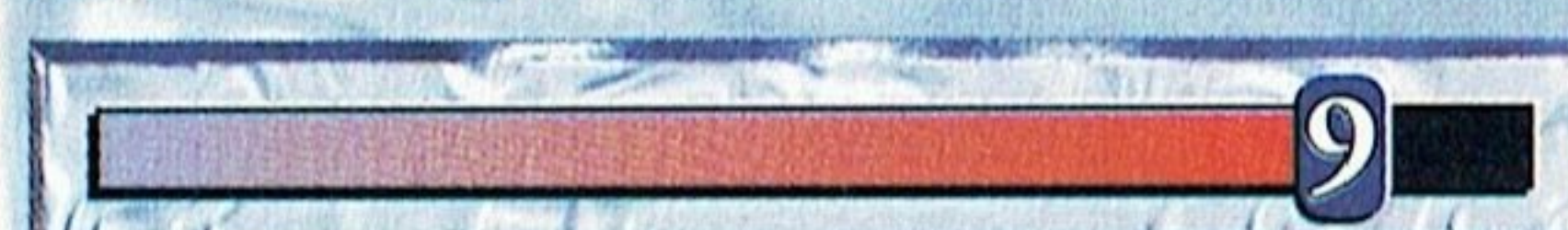
**PLAYABILITY**

With only two basic moves, slotting into this cart is a breeze.



**STAYING POWER**

Tough enough to keep you coming back for more.



**OVERALL**

Who said platformers were dead? Well, we did actually. Perhaps we spoke too soon.

**87**  
PER CENT



# Alien Soldier

Aliens for breakfast. Aliens for lunch. Aliens for dinner. Peter Burney has had a gutful!

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Platformer  
**SUPPLIER:** Sega  
**PRICE:** tba  
**SIZE:** 16 megabits  
**PLAYERS:** One

**R**ocket into the year 2015 (that's only 20 years away, kids) where an evil empire known as the 'Scarlets' are out to destroy the human race. Luckily, a strange birdman creature (that'll be you) has come from the heavens on a 'mission of peace' to wipe out the leader of this unholy scum.

This platformer-shoot 'em up stretches the imagination over 25 stages in a battle against a horde of weird and wonderful machines and beasts. You begin the conquest by equipping yourself with four powerful weapons. Switching between these weapons during gameplay is tricky at first but with time it will become second nature. You also have a range of special moves, from toggling the joypad and pushing buttons to hovering in the air and thrusting across the screen.

The levels are short, to say the least, and contain your standard power-ups and energy boosts. But after incinerating the minor league players in each stage, it's time to face the ultimate killing machine – the twice as big, twice as powerful, and twice as ugly, end-of-level, boss. Uh-oh.

Played in a similar fashion to most beat 'em ups (but with guns), the object is to

blast your opponent's energy level to zero before you get minced. Not actually an easy task, considering that these guys take longer to beat than it does to get to them, and switching between depleting weapons usually costs energy (and one life is all you're gonna get, mofo).

Graphically, it all looks very colourful and scrolls smoothly. The bosses are a real treat, inspiring you to kill, kill, kill (!), until you get to the next bone crusher – and with almost 200 sound effects the vibrations really pump through the speakers. One drawback, however, is that the screen flickers in places (unforgivable in this day and age!).

*Alien Soldier* is a thumping great platformer with heaps of come-back-to-me gameplay and beautifully constructed bad-dies. Its added extras, like actually having more moves than most shoot 'em ups, make sure that it will take some beating in the arena. So, why not pack some high-powered weaponry, zoom into the far reaches of the galaxy, and give those pesky aliens the old WHAT FOR?! **M**



▲ The level scenery changes as you progress. You must leap slime rivers, traverse alien airports, fly in a jet and even ride a boat driven by a bear (weird!).

### Megazone Tip: Passwords

- Stage 7..... 5196
- Stage 8..... 4569
- Stage 9..... 8091
- Stage 10..... 8316

## second opinion

**G**reat graphics and sound effects, *Alien Soldier* is a well-polished shooter with a difference. It's kind of beat 'em up-esque with the mighty bosses taking a real battering before they give up the ghost. A fun and unusual blast. **78%**  ADAM

## BLAST 'EM

**S**electing weapons is the first step to extinguishing the alien nightmare. You have six weapons to choose from with a selection of any combination of four. The power of each weapon varies as does the distance they cover and the time they last. Choose wisely.



SELECTION SCREEN



BUSTER FORCE



HOMING FORCE

**Megazone Tip:** Make all four weapons the Homing Force. It's easily the best because it has a slow power and drain, guided bullets and makes switching weapons much less of a chore. Why would you bother with anything else!





▲ Before beginning the gameplay you can get some practice in. All the moves are clearly shown and learning them before playing is advisable. Then again, you could always just jump into the deep end and get fried to a nice golden brown. We like ours crispy, with salt, and a bit of that HP sauce.

▲ Killing smaller baddies will result in small gold stars which can be collected for extra energy. Sometimes, they only give you a little bit, and, on occasions, you get the special high-energy stars.

**Megazone Tip:** If energy is low, stay in one spot killing baddies as they appear and collect their stars to recharge.

## ALIEN ASHING



TERO BUSTER

At the end of each level are the ever-toughening bosses. These monstrous killers have many moving parts and attack without mercy. The object is to beat their energy to nothing.



FLYING-NEO



BUSTHEAD

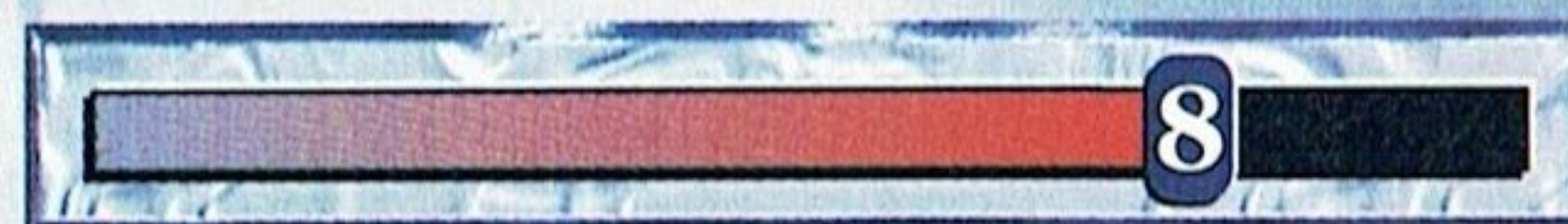
**Megazone Tip:** Use the Zero Teleport (Down and C) to rocket from side to side and escape the bosses.



## Word

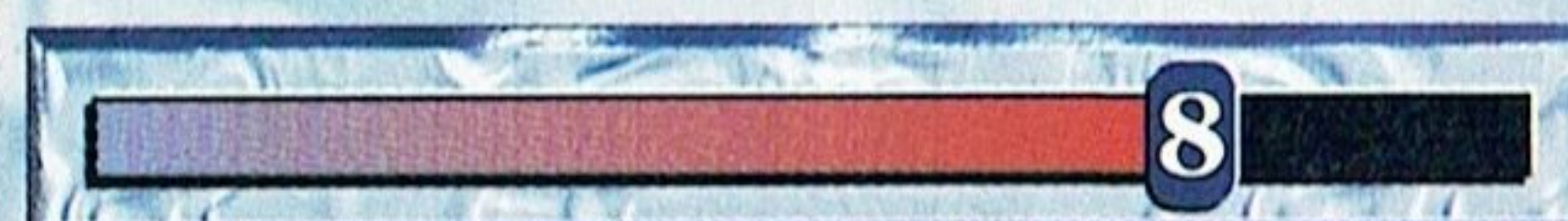
### GRAPHICS

Stylish and unique aliens and smooth scrolling, although flickery in parts. We can't all be perfect.



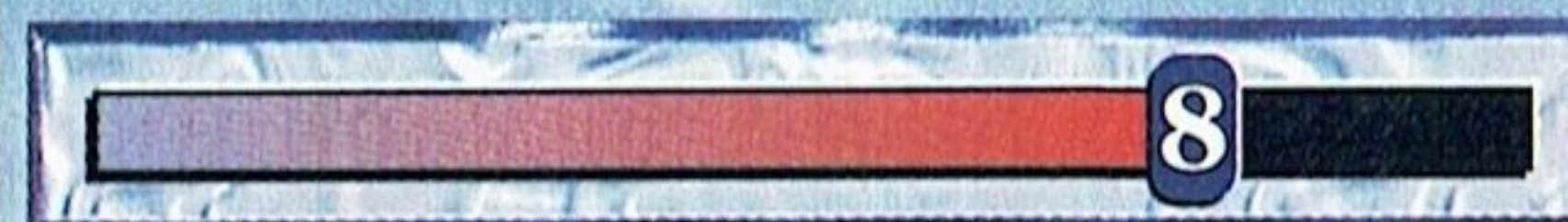
### SONICS

Lots of great effects and cool speech but the heavy-duty soundtrack gets freakin' irritating.



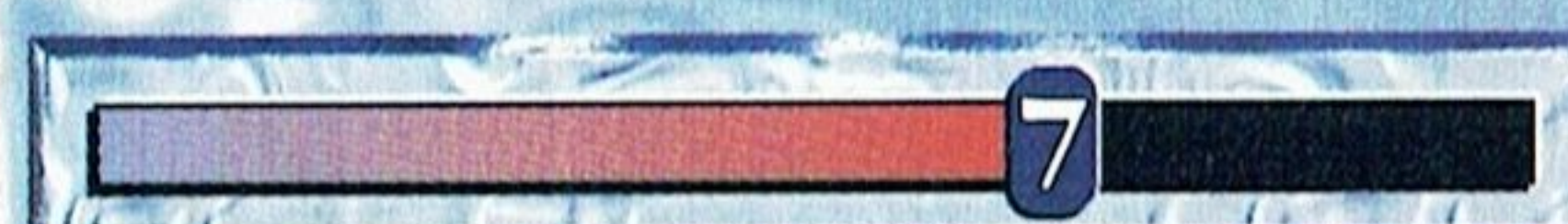
### PLAYABILITY

Tricky at first and perfecting the moves will take time. Shooting things is always fun though... Hee, hee, hee!



### STAYING POWER

Sure, it gets progressively tougher, but with unlimited continues and a password save, the end is in sight.



### OVERALL

Not what you'd call a classic but it's still a strapping, alien-busting blast. Why not save the human race again?!

**78**  
PER CENT



# Ecco Jr

What looks like a fish, smells like a fish and tastes like a fish? But isn't one? Peter Burney gets hooked.

Everyone's favourite dolphin, Ecco, has been a frisky little fellow and spawned a miniature replica of himself, delivered onto the Mega Drive. And the target audience... the calves in your family (they're baby dolphins, fact fans).

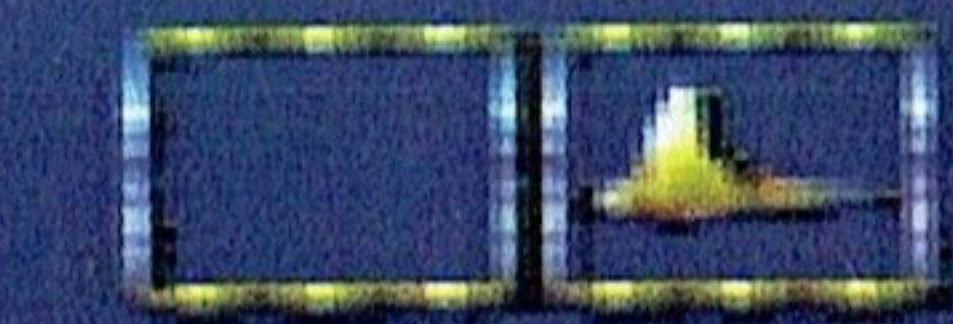
Visually, it has that fishy Ecco feel about it with splashing dolphins, mazy reefs and schools of other marine life but the gameplay is like comparing the Atlantic to a tuna sandwich; seriously simplified.

Being only a nipper, Ecco Jr has unlimited air and energy. His tasks are restricted to using the sonar to find hidden items in the reef and those mysterious glyphs. Basically the missions are child's play and far too easy for anyone older than, um, nine.

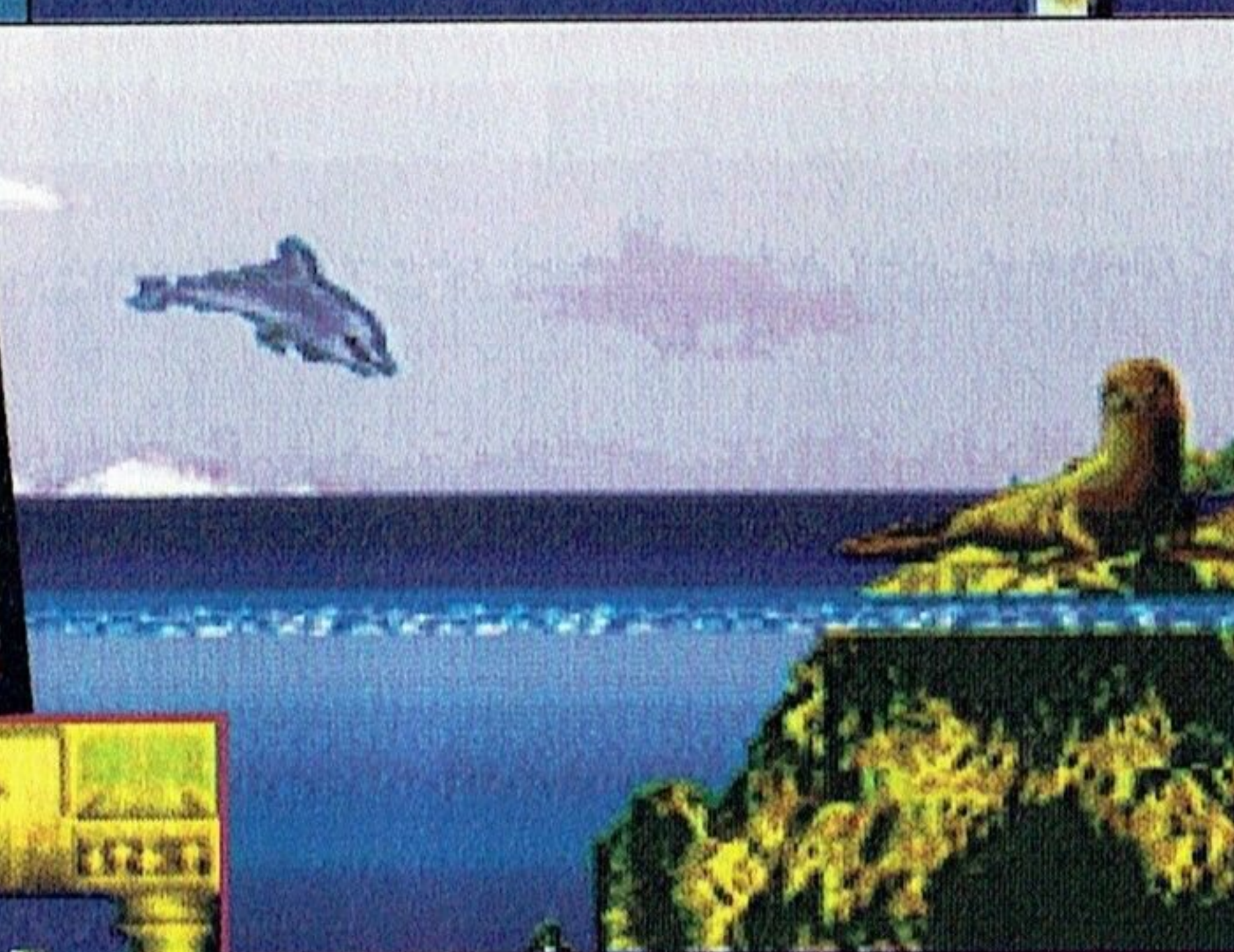
A great game for the kids in terms of tasks but the controls take a bit of getting used to. Not unsinkable but well worth a splash. **M**

## CRITICAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Puzzler  
**SUPPLIER:** Sega  
**PRICE:** \$49.95  
**SIZE:** 8 megabits  
**PLAYERS:** One



► The main object of the game is to use the sonar to find objects. The sonar rebounds from the direction the object is in. Then all you have to do is find it!



◀▲ Tasks vary slightly from level to level. You get to find the seal's ball, play tag with other dolphins and find sunken treasure (but remember to use that sonar).

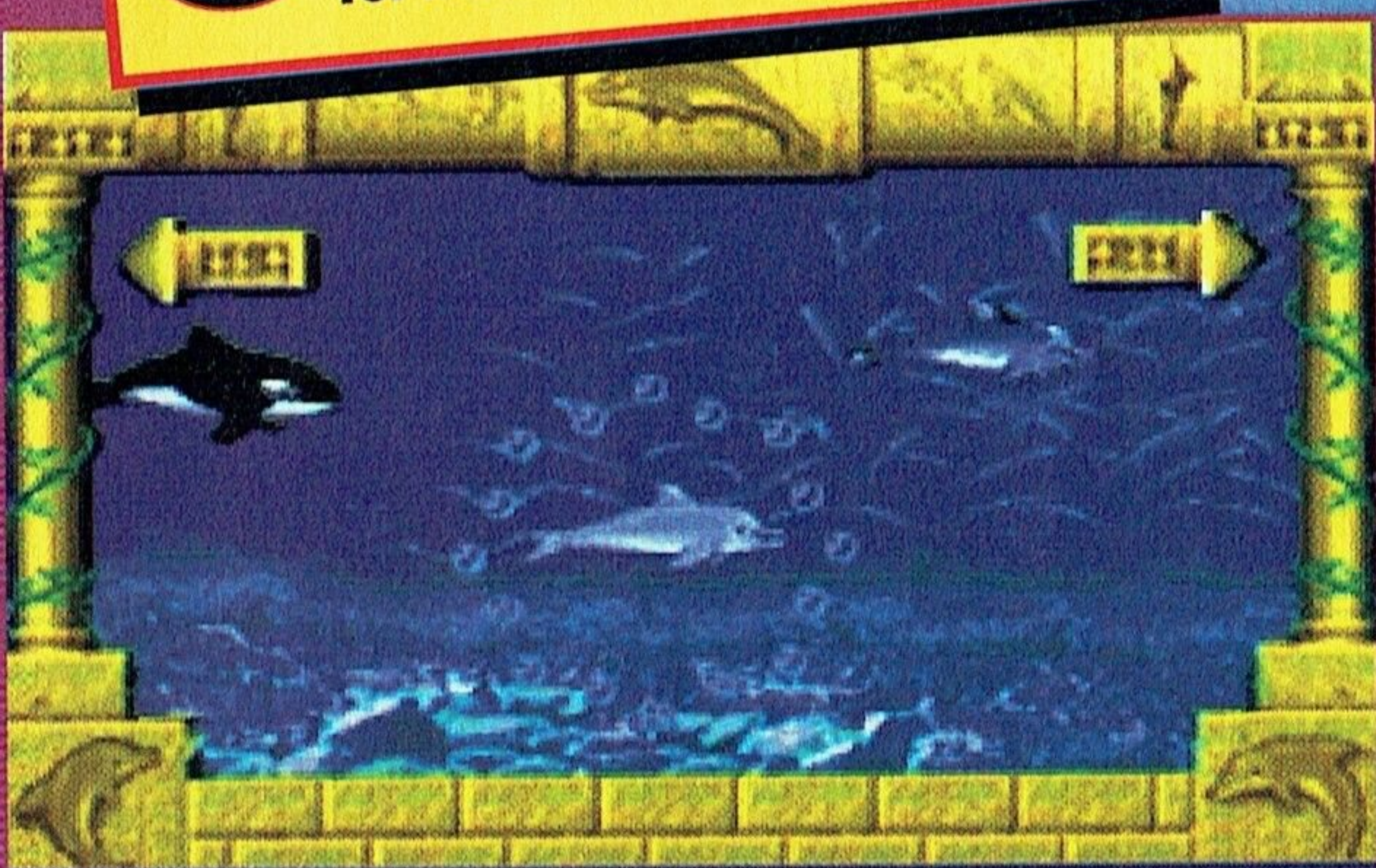
**Megaronia Tip:** Passwords:

- Level 3 ..... HOF
- Level 4 ..... RCL
- Level 5 ..... SLR

## second opinion

There's no question that this is aimed at the younger member of the gamesplaying community. It's very educational in its approach, but that's not necessarily a bad thing - they could be reading books instead, for heaven's sake. **ADAM**

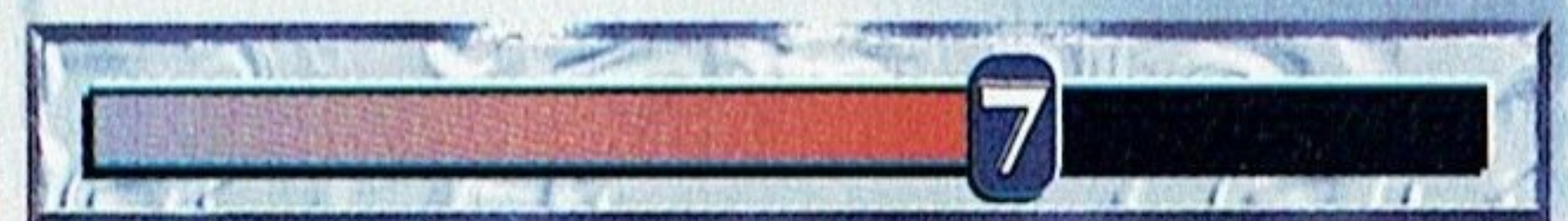
75%



## Word

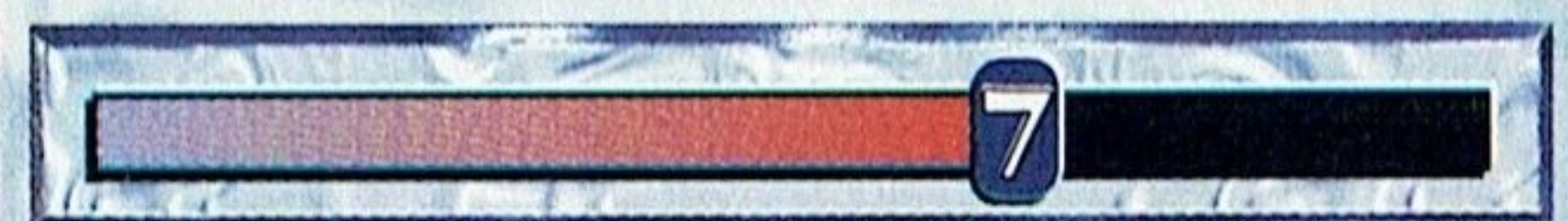
### GRAPHICS

A modified version of its older counterpart. Adequate for this underwater adventure.



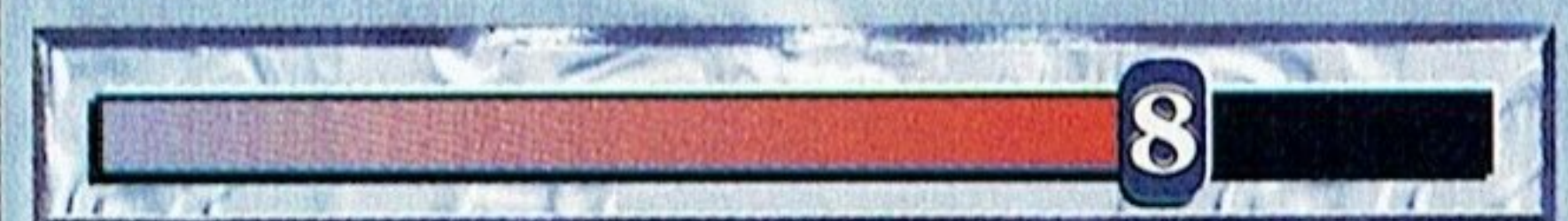
### SONICS

Cool, deep-sea tunes, surface splashing and resonating sonar sounds. Otherwise the silence is deafening.



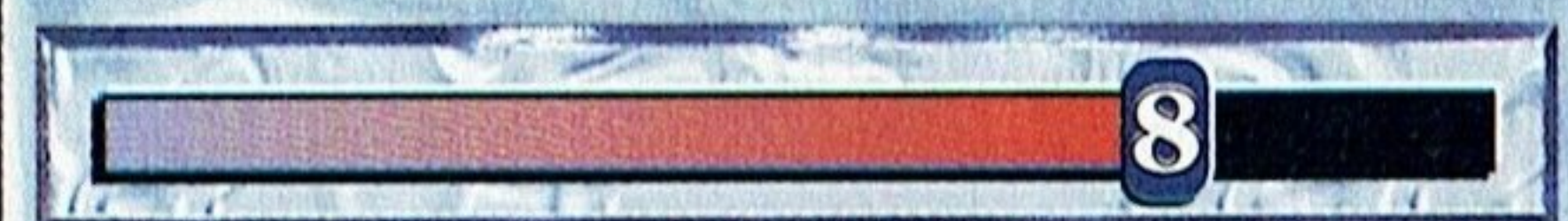
### PLAYABILITY

Easy-to-follow tasks make it a kiddies' dream, but controlling the dolphin may be somewhat difficult.



### STAYING POWER

Eighteen levels of easy-to-follow puzzles and mazes should keep the nippers out of trouble for a while.



### OVERALL

Flipper may be faster than lightning but the slower pace of Ecco Jr is well suited to the little tackers.

**78**  
PER CENT

## RUG RAT REVIEW

In the name of research - and leaving no stone unturned - we asked the nation's youth what they thought of Ecco Jr...

**Jarrod, 11:** 'It's a good game except for the controls.'

**Alexia, nine:** 'Good but it is too easy.'

**Khanh, nine:** 'Hard to control but fun.'

**Tom, eight:** 'Good because you can't get hurt... but too easy.'

**Matt, six:** 'I liked it because you get to find things.'





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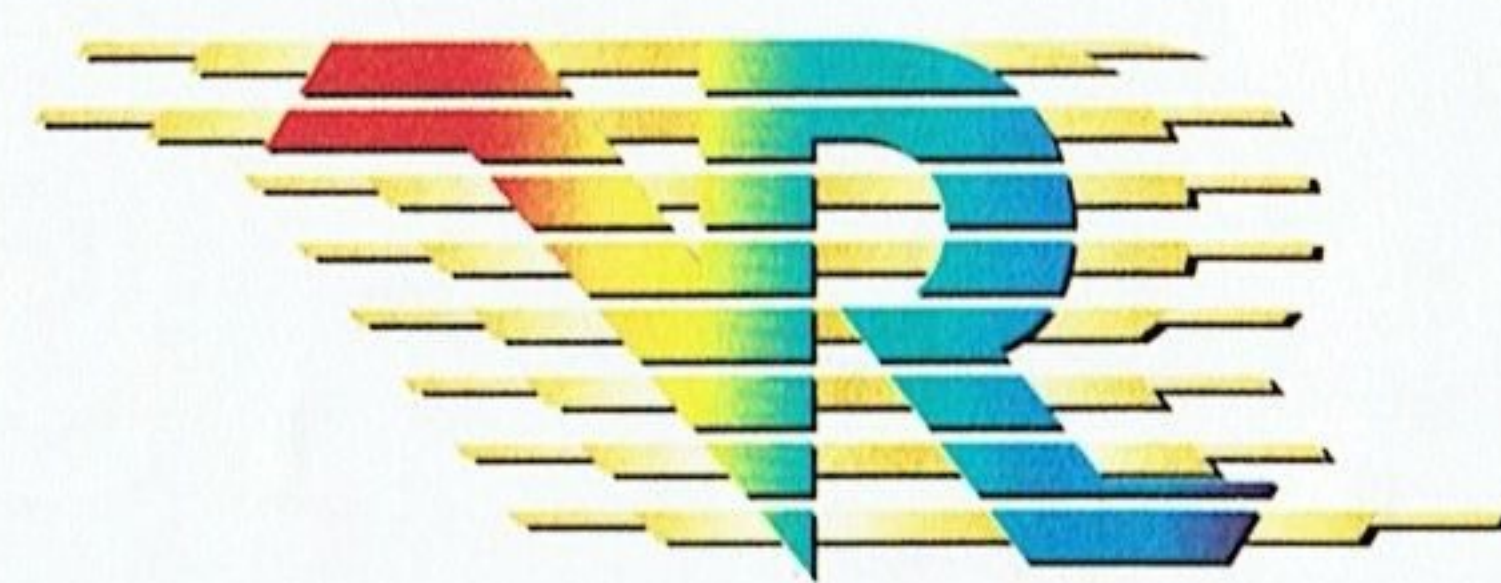


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# Theme Park

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Business sim  
**SUPPLIER:** Electronic Arts  
**PRICE:** Around \$99  
**SIZE:** 16 megabits  
**PLAYERS:** One

**Lego was never like this. Jacinta Miller shows us why.**

**F**or those of you who have ever been to Disneyland, Seaworld at the Gold Coast, or Australia's Wonderland and thought: 'This is crud - I could build a better job', ahem, your big chance has arrived. *Theme Park* allows you to design, build and maintain your very own amusement and fun park.

If you have played any of the build-and-rule-the-world games, you will find the format very similar and easy-to-use. To make absolutely certain that you understand what you're doing for the first few games a guy appears who tells you how the game works. If that isn't easy enough,

the game is icon-based. But be prepared, just because you know how it works doesn't mean that you are an amusement park design genius. Your first couple of designs will almost definitely fail.

The graphics are a bit simplistic, but there is a certain cool something in watch-

ing a kid come off the roller coaster, hit the ground, and burst into tears because you built it too haphazardly.

If you're into these sorts of things the game is great, and very addictive. You'll be pretty much hooked from the words 'roll up'. **M**

## THE MAP TO THEME PARK SUCCESS

This is, like, a map. You see, we played the game and this is what we built. And you gotta admit, it's pretty impressive. So take a look at what we built.

**1. The Bus.** This brings people to the park. As the game progresses, the bus should get bigger. If it doesn't, you are doing something wrong!

**2. Signposts.** These are important, as they show people where things are.

**3. Coconut Shy.** The second-most addictive store in the park. Once people start spending there, they can't stop!

**4. Spooky house.** Once you've managed to save up for it, the money will come rolling in!

**5. Lakes.** You can add atmosphere in

your park by throwing in trees, fences, lakes, and anything else your little landscape designer heart desires.

**6. Toilets.** An important feature of any well-designed park. Don't put them too close to the food, or the smell will drive people away.

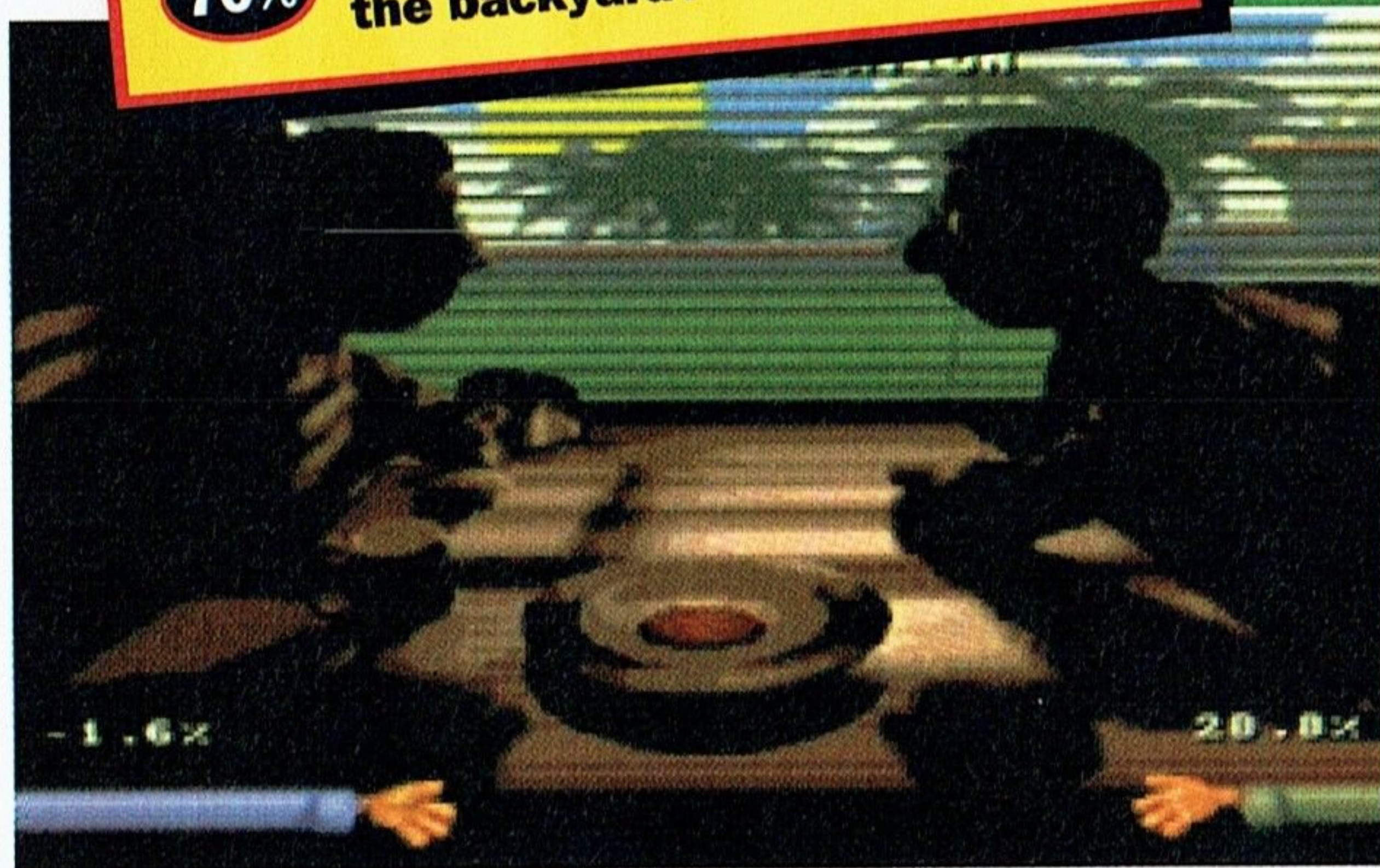
**7. Mechanic signs.** These mean the ride is being fixed, and can't be used.

**8. Litter.** This is what handymen are for. Get your park too filthy, and people won't come in.

**9. Mars shuttle.** This is one of the best

## second opinion

Well, it's OK if there's a bit of entrepreneurial blood in you. But I reckon the dinky graphics and twee-ness of it make the whole thing wussy. Why not build your own park in the backyard? **70%** **MATT**



▲ ▼ You need to work out wages agreements and the like before the biscuits run out. Otherwise all your staff - a very union-oriented bunch - will go out on strike. Which is bad. Keep your employees happy!



Mummy tomato, Daddy tomato, and Baby tomato are walking down the road. Baby is lagging a bit behind, so Daddy



◀ The first two stores to buy are the Balloon Land, and the Mr Walley. Don't bother with the rest. When you get to it, buy a Fries and Pokey Cola. The most addictive game stores are the Coconut Shy and the Arcade. Don't bother with any of the rest. **Megazone Tip:** If the people don't have enough money to buy stuff, they get unhappy and go and break all your rides. Yobs.

▼ This is the technical side of things. All rather self-explanatory, unless you're a total dick.

BALANCE	10000
MONEY IN	10000
MONEY OUT	10000
CASH	10000
PROFIT	10000
LOSS	10000
DATE	1990
CASH	10000
PROFIT	10000
LOSS	10000
TICKET PRICE	500

### THREE WAYS TO BE A WINNER

- ▶ The closer to the entrance a store is, the more stuff it'll sell.
- ▶ Put the salt up on the fries as high as it'll go. Sell them around 10-15 points more than cost. People will buy them, and then

- go running off to buy a drink (at your conveniently located drink stand!!).
- ▶ Signpost all the things far away. That'll mean people will make the effort to head there.

rides. Costs heaps, but really worth it!

**10. Thought bubble.** These things above people's heads are very useful as they tell you what the people want. This person is hanging for a hamburger.

**11. Hamburger shop.** This is something that the people want all the time. In the beginning it's a good shop, but later on in the game the guy keeps telling you to put the prices down. Best to get rid of it then.

**12. Arcade.** The most addictive store. The punters just keep losing!!

**13. Band.** A good thing to pull the people from one end of the park to the other. Is it Allegiance?

**14. Tubing and racing track.** The longer these rides are, the happier people

will be. To put them down you go into the quick menu (the same one that shows all the rides) and then press A. Make up your track, but remember to leave enough room horizontally to stick in the entrance.

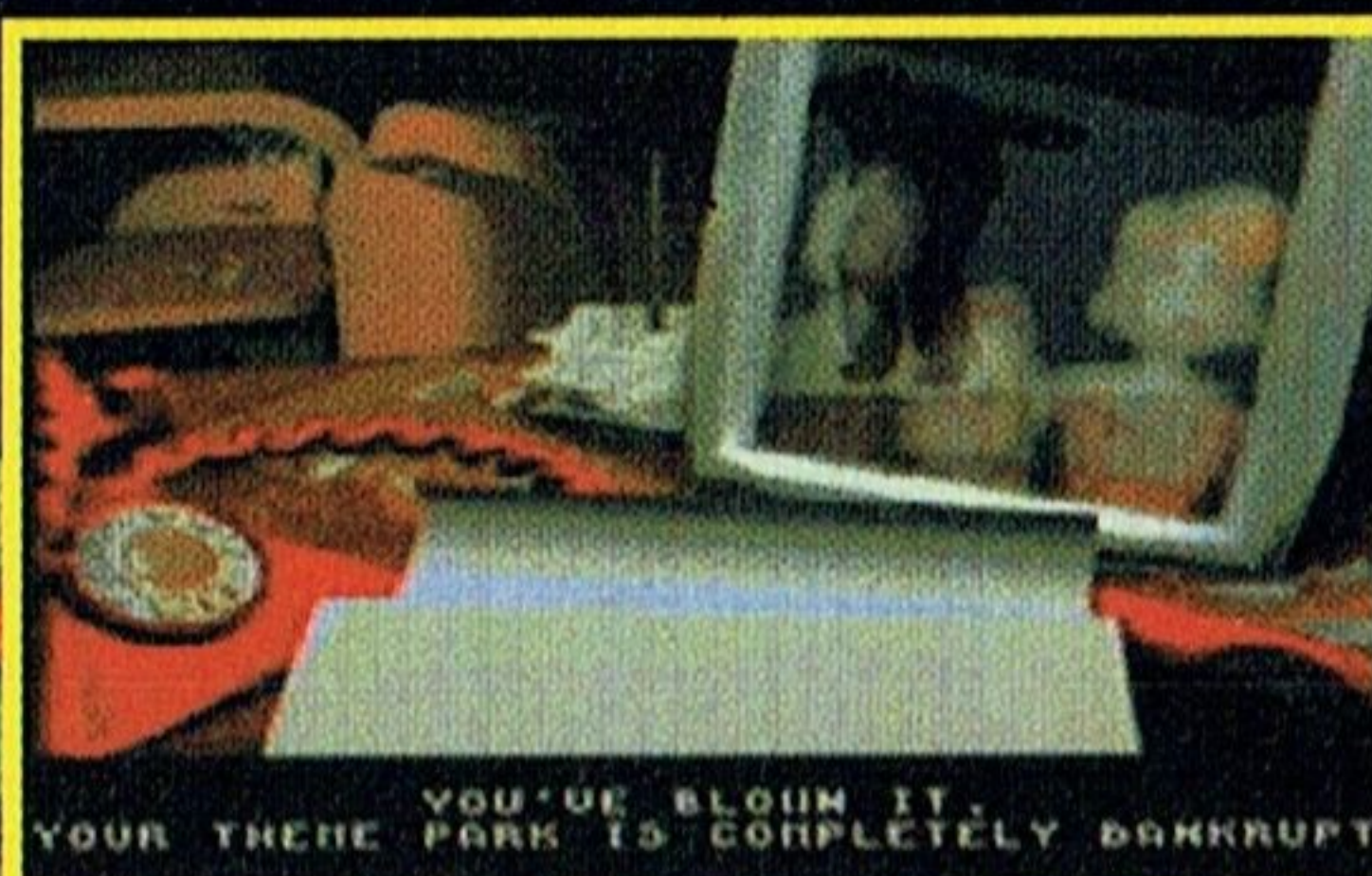
**Megazone Tip:** If you make too-tight turns on the roller coaster and speedway, people will come flying off them. This is cool to watch, but it makes them unhappy, and unhappy people means less business.

**15. Exit Stairs.** These let people off the rides and onto the rest of your park. Make certain they face a cement path, or at least have a method of getting from them to the path.

**16. Treehouse.** For such a nerdy 'ride' it works for you well.

▲ This is the quick menu. Good rides at the beginning are the Merry-go-round, the Ghost House, and the Treehouse (dorky - yes). At no time should you even think about putting in the Bouncing Castle, as it spends a lot of time broken. As you put more money into research, you'll get better rides.

**Megazone Tip:** Always put in the Plane Ride, and the Super Spin. Whenever the Tubing, the Speedway and the Roller Coaster are available get 'em and make 'em huge. Other good rides are the Mars Shuttle, the Band, the Spooky House and the Observatory.

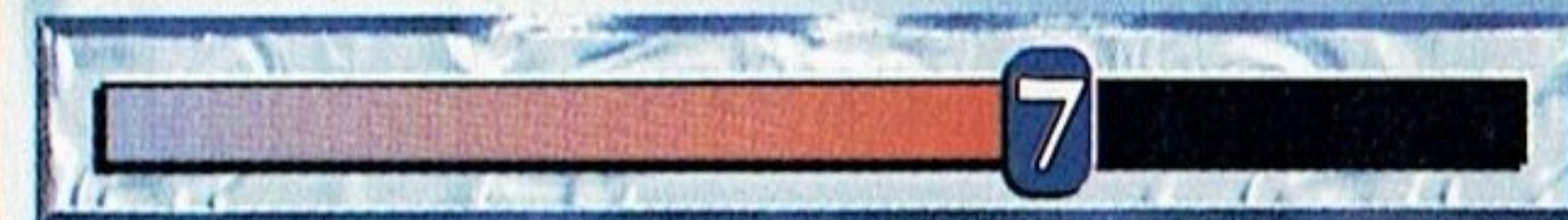


▲ If you muck up three years in a row, you're stuffed!

## The Simpsons

### GRAPHICS

The sprites are a bit on the small side, but it's got great animation.



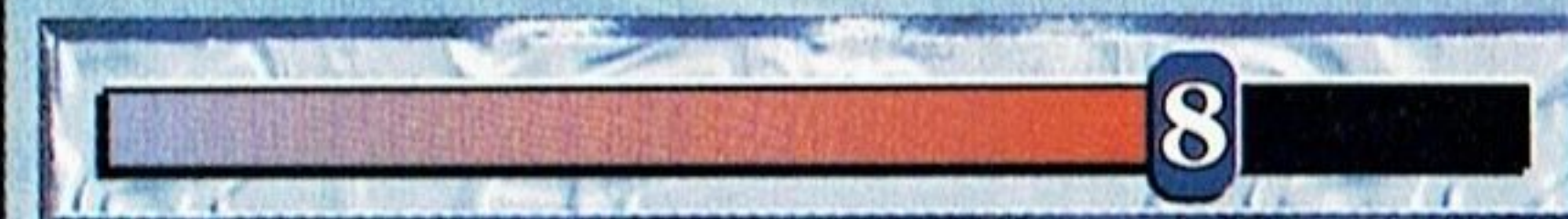
### SONICS

The carnival music is perfect for the game, and the other sound effects add heaps.



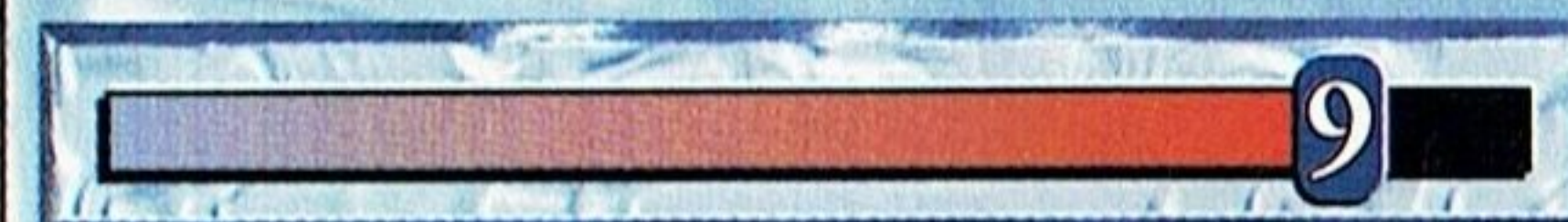
### PLAYABILITY

The controls can be challenging to get used to, but the in-built help is great. All-in-all, very playable.



### STAYING POWER

Absolutely. You keep saying 'I just need a bit more money, then I'll quit.'



### OVERALL

A brilliant idea for a game. Cheating the little people is great. Being an entrepreneur has never been so much fun.

**89**  
PER CENT



# Street Racer

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**TYPE:** Racing game  
**SUPPLIER:** Ubisoft  
**PRICE:** tba  
**SIZE:** 8 megabits  
**PLAYERS:** Four

Speed Racer, Street Racer, Street Fighter, Kylie Minogue... Speed freak Mark Sariban is dazed and confused.

The *Mario Kart*-style *Street Racer* is already out on SNES, so it's about time the developers got around to releasing the MD version. The wait has been worth it, too. *Street Racer* looks superb, and plays like a dream.

The game has three main parts: a straight-forward Race, Rumble and Soccer. All these can be played in Practice or Head-to-Head mode. There's also a championship for the Race section, with bronze, silver, gold and custom cups.

In a Rumble race, the aim of the game is to be the last one left on the track. This is achieved by hitting the other racers off the outer edge of the lane. Each race lasts as long as the last surviving human player.

In the Soccer mode, you have to compete against the other drivers with goals scored. You have the option of racing against the clock, with the highest scorer after a set

time being the winner, or simply having to score a set amount of goals. This is the toughest section – with cars able to go in any direction, control is difficult. Winning possession and, importantly, keeping it long enough to score takes a lot of practice.

Controls are a bit twitchy – when steering left or right, even the slightest nudge in the upwards diagonal direction is enough to make your car jump up in the air (jumping is an attacking move executed by pressing up

on the D-pad). This can easily cause you to crash or jump over a pick-up item. Unwanted jumping can be avoided with practice, though.

Graphically, the game is a winner. The tracks scroll smoothly and the racers have been competently rendered, even if the sprites are a tad small. The soundtrack isn't so bad either. Add fast gameplay and you have an impressive offering. MD owners' patience has been well rewarded. **M**



◀ On the Rumble course, lighter shades of grey signify faster lanes – the outside lane is the fastest, the inside lane the slowest. Use the differing speeds of the lanes to allow your victim to start passing on the outside, then come up hard and knock the sucker for six.

## second opinion

They said it couldn't be done! Well, actually, they didn't, but the scaling and rotation effects look as if they should be beyond the capabilities of the unenhanced Mega Drive. It really looks more like a Mega-CD or, dare I say it, a SNES game. It does get a little repetitive, but the bizarre Soccer and Rumble games inject a little fun and variety. **ADAM**

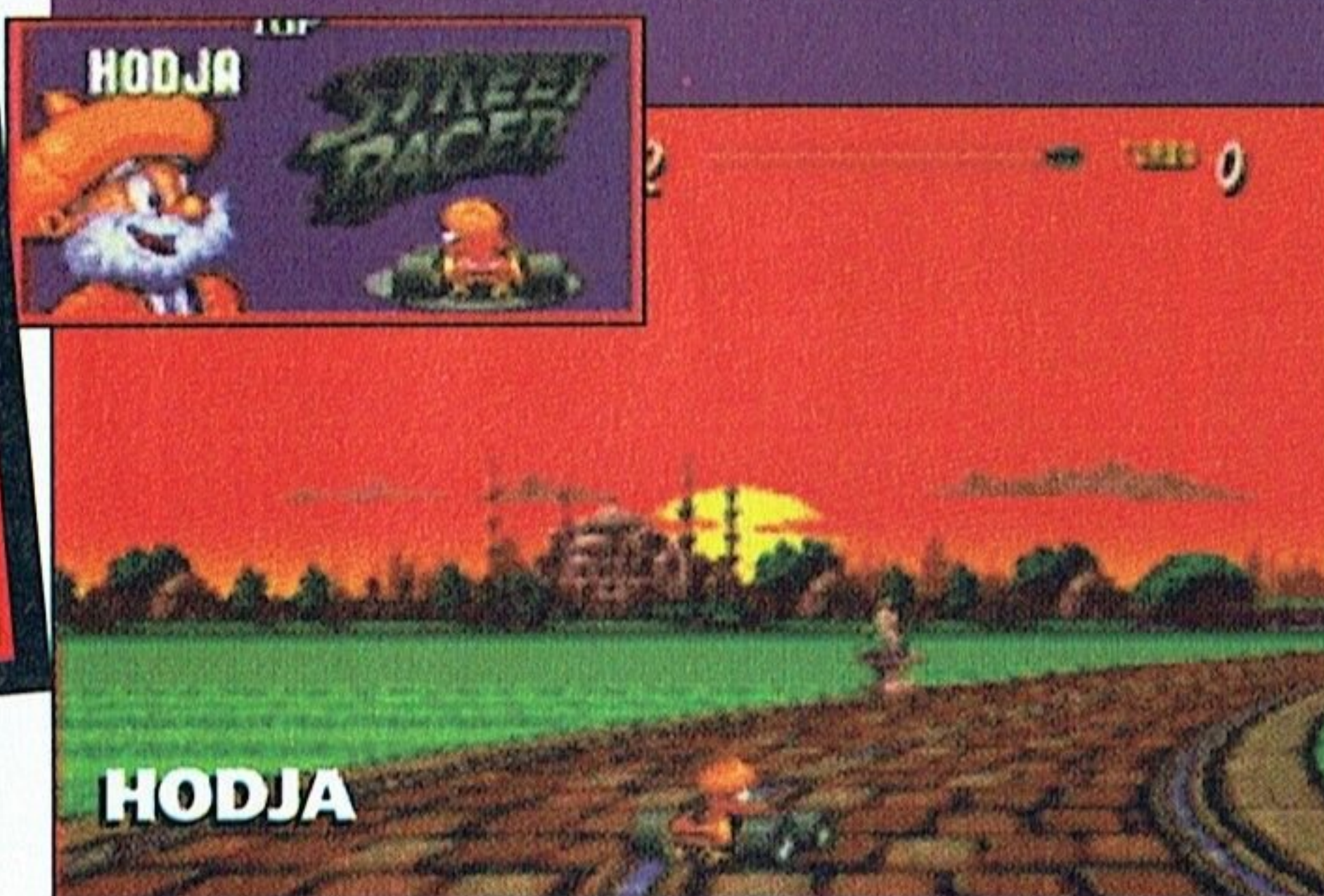


### THE STARS, BABY, THE STARS

▲ Pick up star bonus items and other pickups to earn more turbo. Collect the most stars during a regular race to earn extra championship points.

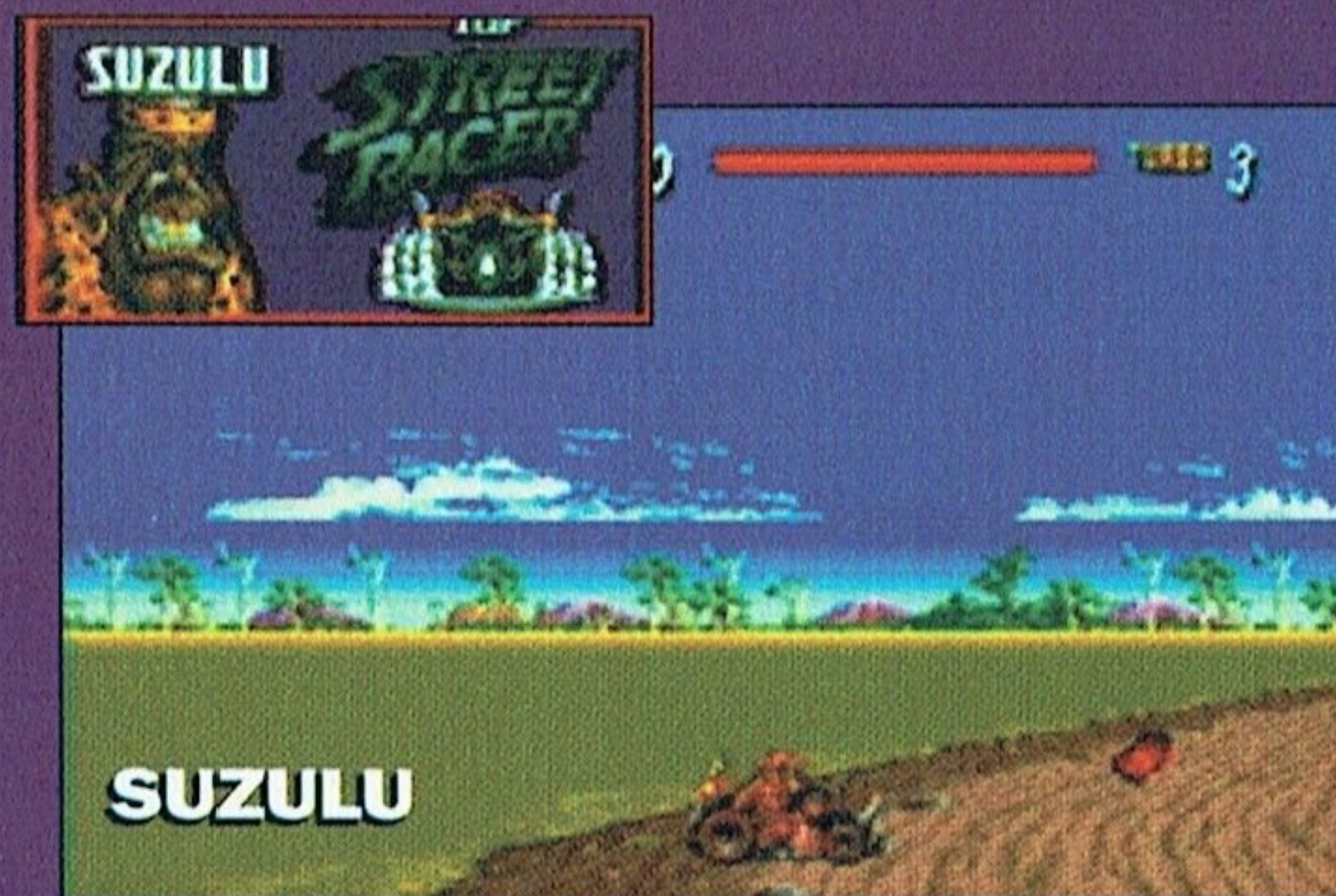
## REVHEADS' GALLERY

There are eight drivers, each with their own home track.



**HODJA**

▲ Hodja wears a turban and has conveniently arranged to have the Taj Mahal in the background of his home course.



**SUZULU**

▲ As in Zulu. As in Zululand. To make the point even clearer, our mate Suzulu drives a very horny car.



**FRANK**

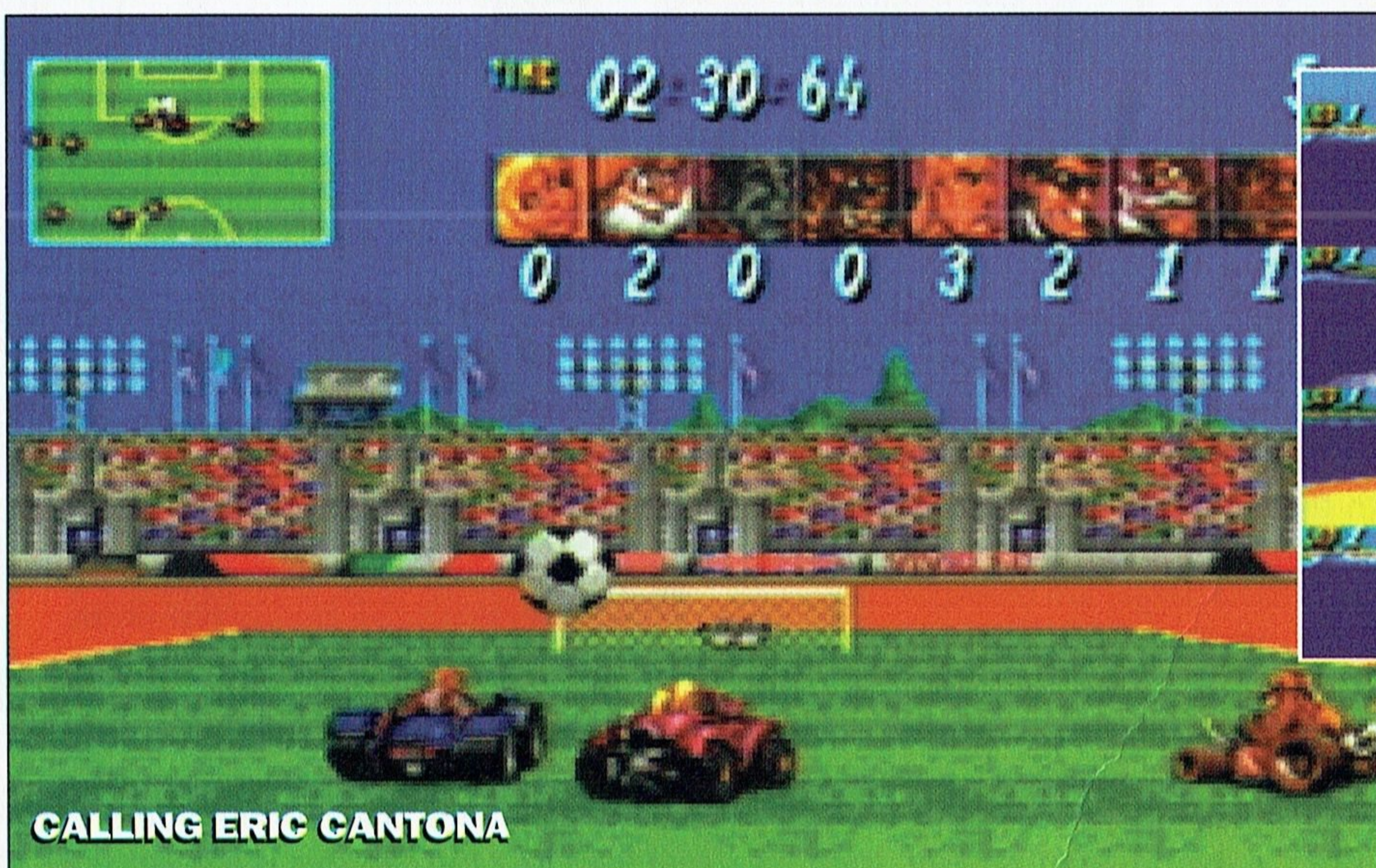
▲ Frank is short for Frankenstein. The sinister-looking castle sets off the Gothic gruntmobile nicely, thank you.



**BIFF**

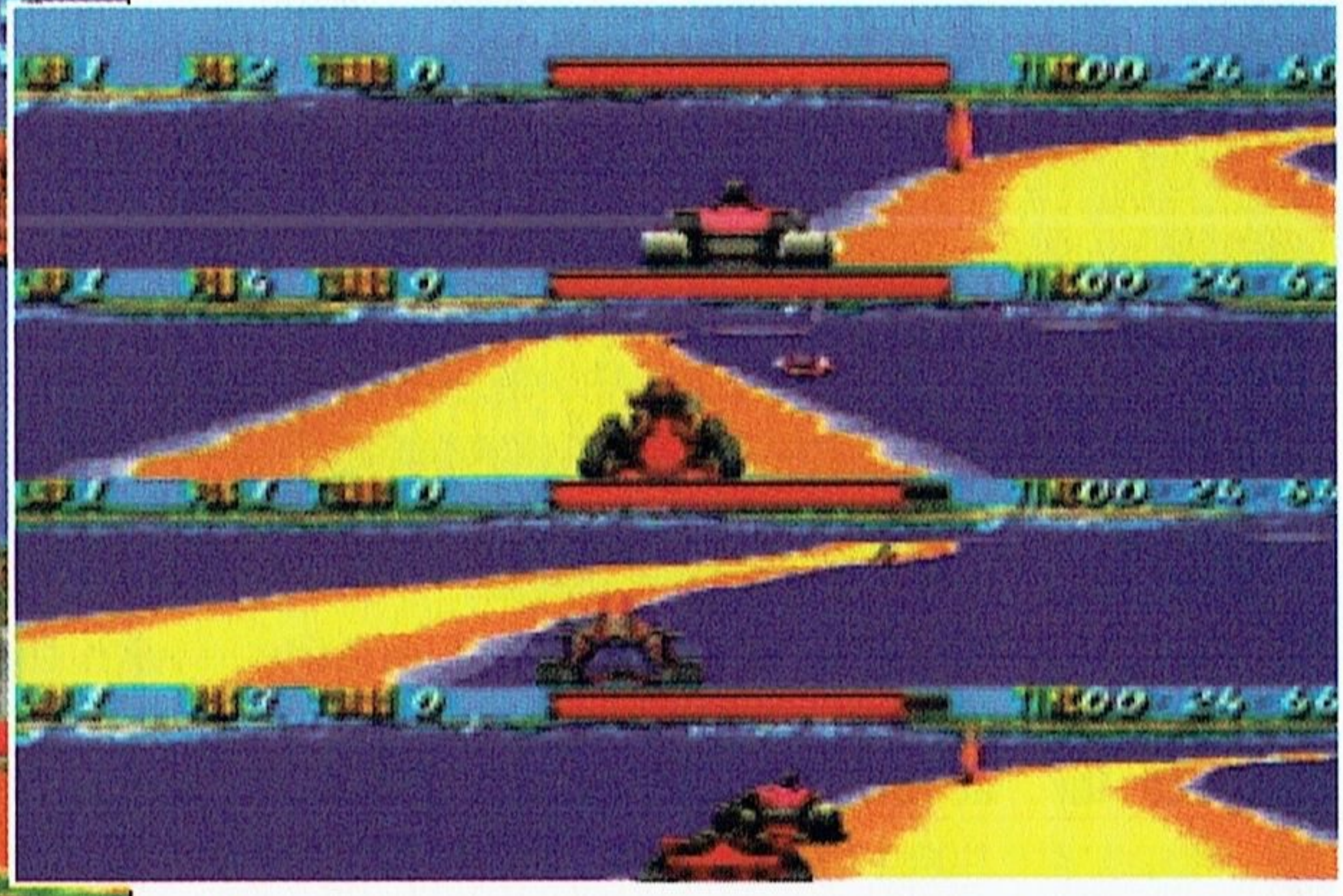
▲ As in 'pow'. In a bog standard redneck stock car racer. Don't call him 'baldie', whatever you do. Then again, why not?



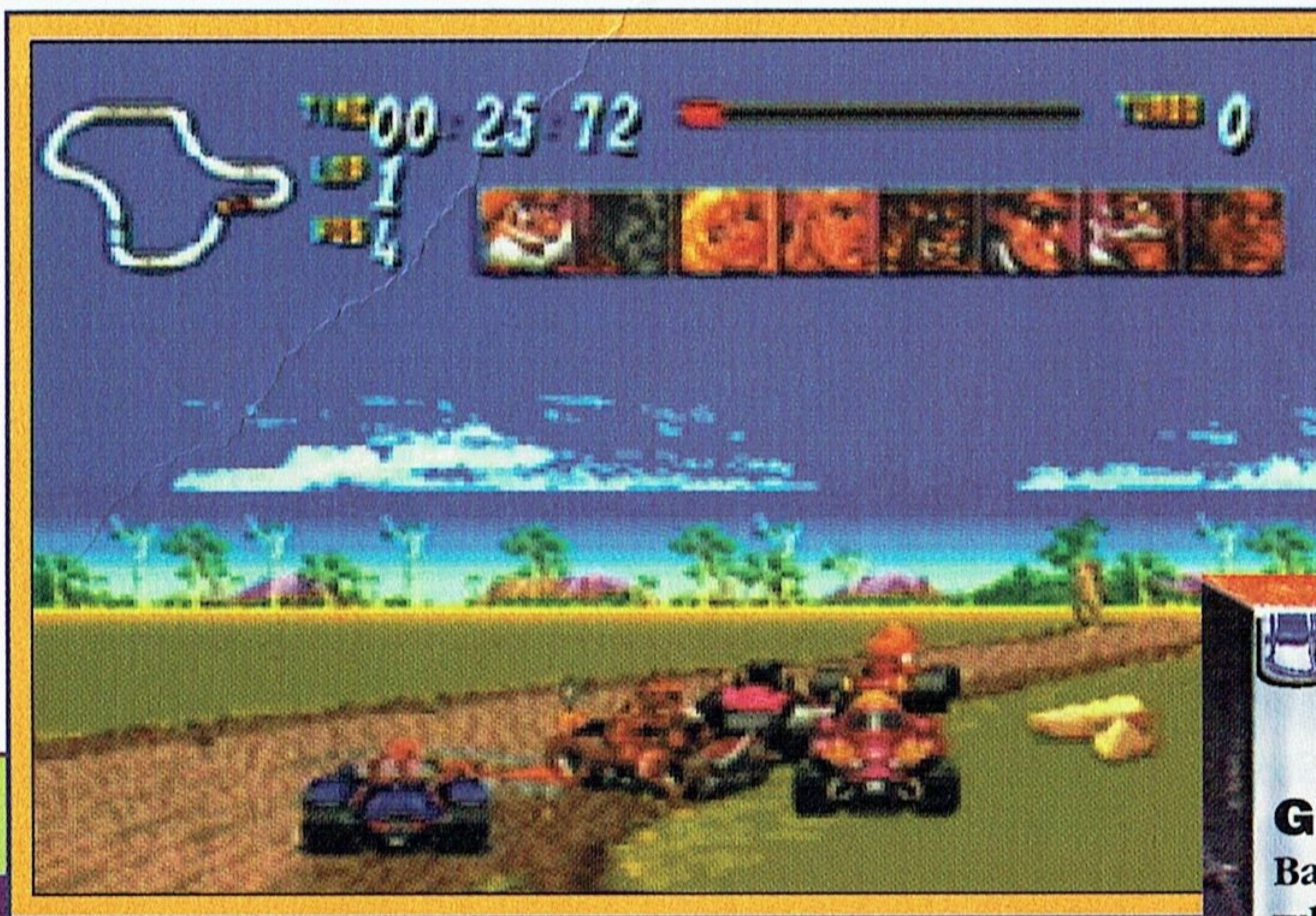


CALLING ERIC CANTONA

▲ This option is called Soccer, but it's more like free-for-all polo using a soccer ball. When a goal has been scored, the disembodied goalkeeper throws the ball to the back of the pitch. Get back there fast enough, win possession with a few well-aimed punches and your next goal is as good as scored.



▲ The best way to play Street Racer is to grab three friends and a four-way adaptor and compete against each other, although the four-player split screen seems guaranteed to cause eye strain.



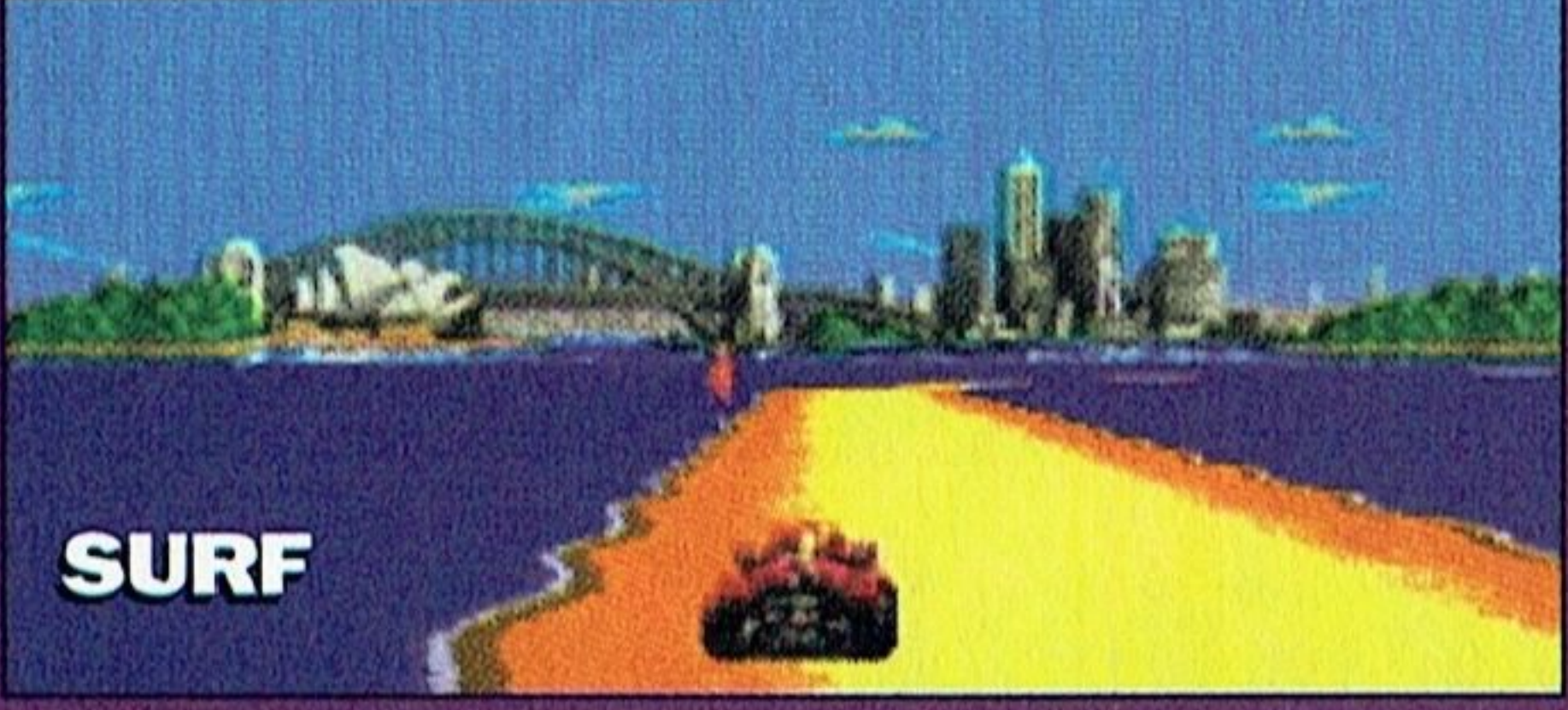
◀ One user-friendly feature is the use of the drivers' faces to provide an instant guide to the position of your racer. (The faces don't appear in the four-player split screen mode, for obvious reasons.)



▲ Full name Raphael. Drives a flash red Ferrari. This smarmy ponce seems like he'd be a total wanker. But what do we know?



▲ The world's most active, aggressive, geriatric, German WW1 ace pilot. So what he's doing on the road is anyone's guess.



▲ Full name 'Surf Sister'. Being a Sydney girl, no doubt at home in a pink VW Bug convertible. Love that sandbar in the harbour.



▲ That's Sumo-san to you. And don't make any jokes about his hybrid half-track/dune buggy either.

# Word

**GRAPHICS**  
Backgrounds superb but repetitive, while the roads and racers look great.

8

**SONICS**  
Shock! The music ain't half bad. FX are the usual bells and whistles.

8

**PLAYABILITY**  
The soccer segment is hell on wheels.

8

**STAYING POWER**  
Won't provide long-term solitary enjoyment - best played with friends.

7

**OVERALL**  
Mario Kart clone comes good.

85 PER CENT



# Mortal Kombat II

"When is *MKIII* coming out?" is a question we always get asked. "Dunno," says Virode Imtarnasan. "But here is *MKII* on 32X."

## VITAL STATISTICS

**FORMAT:** 32X  
**TYPE:** Beat 'em up  
**SUPPLIER:** Sega  
**PRICE:** \$99.95  
**SIZE:** 32 megabits  
**PLAYERS:** Two

**W**ith only a handful of quality releases and the Sega Saturn just around the corner, the 32X is in desperate need of a saviour. Enter *Mortal Kombat II*, an awesome fighting game and one of the biggest licences ever in gaming history. With this release Sega has the perfect chance to show that the 32X is a serious contender against all those high-end machines coming out very soon. Nothing could have possibly gone wrong this time, could it?

The first thing you will probably ask yourself when playing this game is "What's the bloody difference?" The answer, unfortunately, is very little. Graphically, not a lot has been added to enhance the game whatsoever. Only a few backdrops and colour enhancements have been added to the game, both only minor trivial points. This version makes very little use of the 32X's extra graphical power as the character sprites are still way too small and flat-looking. The gameplay is still dogged

with the same faults found in the Mega Drive with many combos missing and at times the characters are unresponsive.

On a positive note, this game does indeed excel in its audio enhancement. All the sound samples are all so much clearer, giving the game added life. It also contains the same elements that has made *Mortal Kombat* a world-wide smash: tons of blood, a killer competitive challenge when

playing against friends and those all-important fatalities. All said and done, though, this is the best version of this game on any Sega console so if you are a real diehard *MKII* fan this is a great purchase. Suckers. **M**



◀ Millions of litres of baby oil were used in the making of *Mortal Kombat II*. The 32X's colour palette does spruce up the game somewhat, but it's far more noticeable between games. The actual game sprites aren't hugely different and are certainly no bigger.

## second opinion

If you don't have the Mega Drive version on *Mortal Kombat II*, then buy this. If you do already have it, then don't. It's disappointing that it's not dramatically better than the Mega Drive version, but it's still the best version of *MKII* around. **ADAM**

85%

[32X review]

500 YEARS AGO, SHANG TSUNG WAS BANISHED TO THE EARTH REALM. WITH THE AID OF GORO HE WAS TO UNBALANCE THE FURIES AND DOOM THE PLANET TO A CHAOTIC EXISTENCE.

BY SEIZING CONTROL OF THE SHAOLIN TOURNAMENT HE TRIED TO TIP THE SCALES OF ORDER TOWARDS CHAOS. ONLY SEVEN WARRIORS SURVIVED THE BATTLES AND SHANG TSUNG'S SCHEME WOULD COME TO A VIOLENT END AT THE HANDS OF LIU KANG.

▲ The 32X version retains those sexy-looking cut-away scenes found in the arcades. Now, what is that naughty Shang Tsung up to?

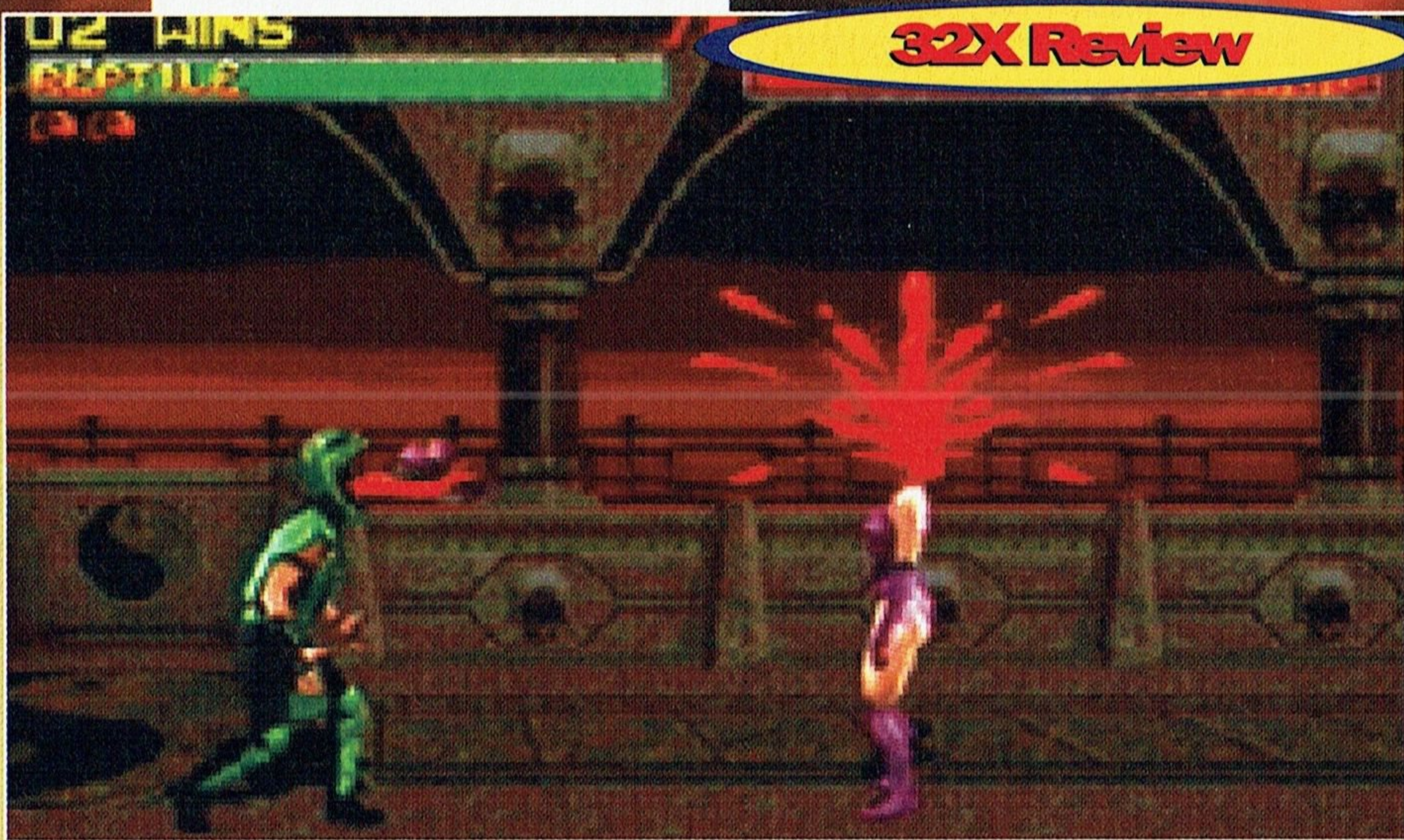


FACING EXECUTION FOR HIS FAILURE AND THE APPARENT DEATH OF GORO, TSUNG CONVINCES SHAO KAHN TO GRANT HIM A SECOND CHANCE.



SHANG TSUNG'S NEW PLAN IS TO LURE HIS ENEMIES TO COMPETE IN THE OUTWORLD WHERE THEY WILL MEET CERTAIN DEATH BY SHAO KAHN HIMSELF.





One of the major attractions of *Mortal Kombat* is the ability to finish off your opponents in an awesome bloody display of victory. These 'fatalities' quickly became the major selling point of the game and was solely responsible for demolishing Nintendo's ban on excessive blood and violence in its video games. Gladly, all the

fatalities have been retained for this 32X version. The acid pool fatalities, spike fatalities, babalities, friendships and Kintaro fatalities are all here and appear brighter and gorier than ever.

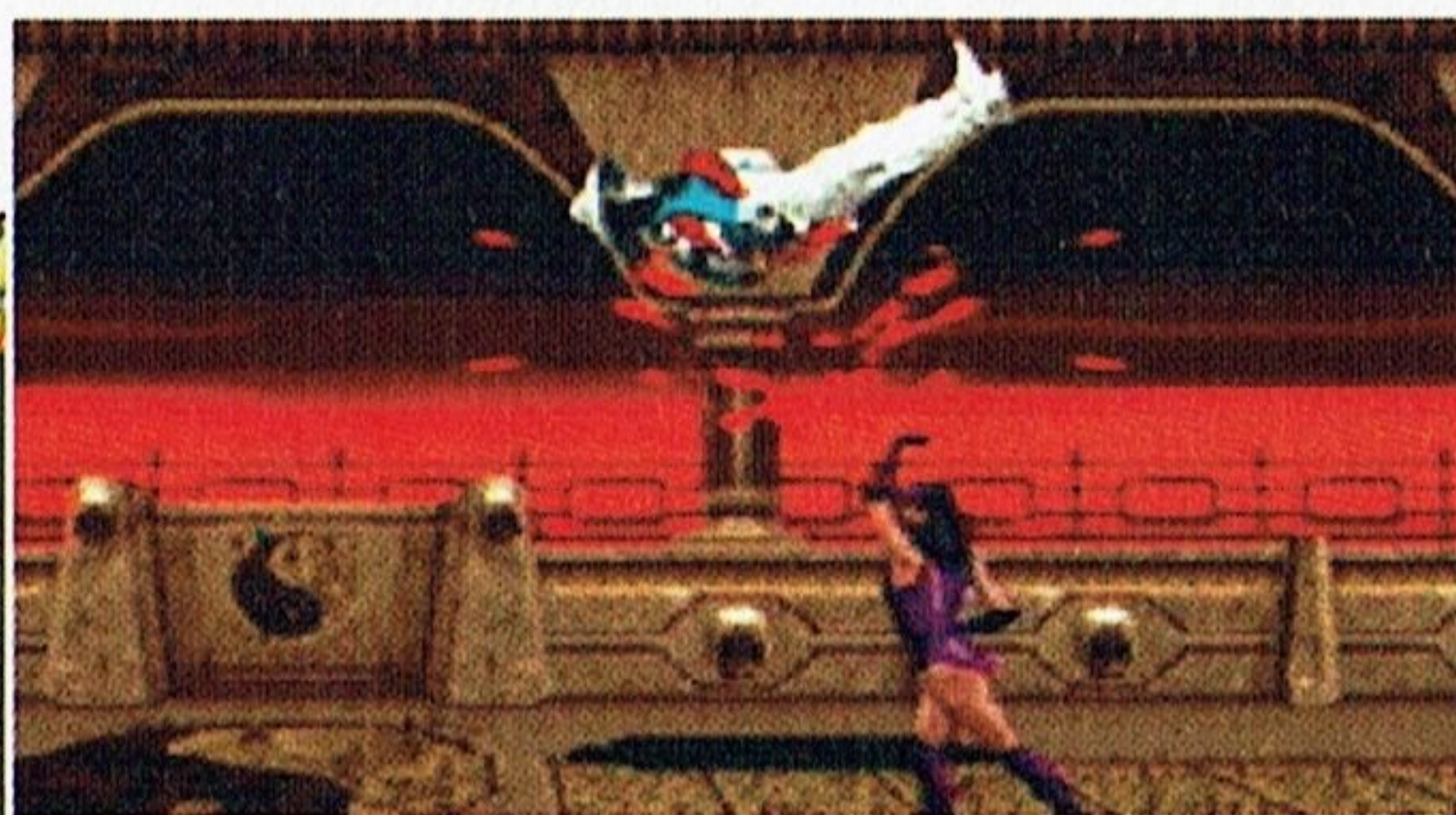


## THE REAL CONTEST: MKII MEGA DRIVE VS MKII 32X

*Mortal Kombat II* on the Mega Drive was one of the most popular games ever made for any game console. This version's popularity, however, was more a product of the game's sure-fire licence ability than of it being a quality conversion. The game was too slow, contained below-par graphics and was missing many of the combos and strategies found in its arcade parent.

Now with the launch of the 32X and *Mortal Kombat II*, Sega has a great new opportunity to turn out a great conversion and really highlight what this new machine can do. Unfortunately for you gameplayers, very little has been changed and *Mortal Kombat 32X* is a bit of a disappointment. Besides a few new

cut-away graphics and colour enhancements, it's just the same as its 16-bit counterpart. It still moves too slowly and the characters are still too rigid and flat. But there's no doubt this game will be gobbled up by all you hungry 32X owners out there.



◀ ▲ The old and the new. On the left is the 32X, above is the Mega Drive. The graphics may have been spruced up but the characters haven't increased in size.

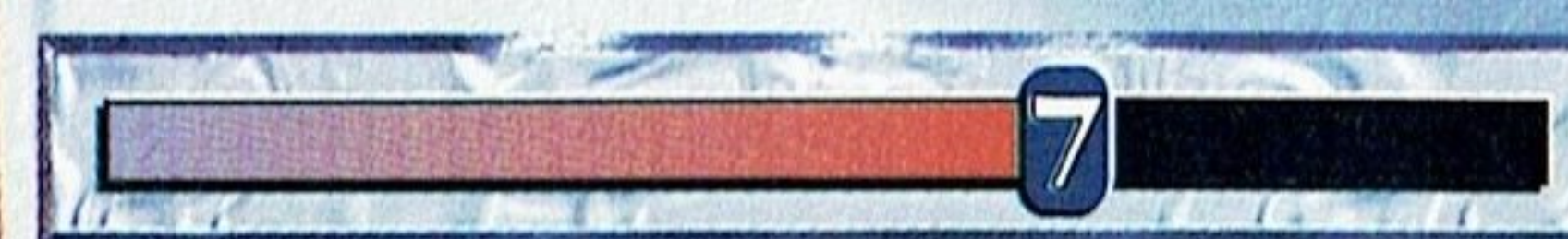


▲ The 32X version contains better backdrops and colour enhancements than its Mega Drive cousin. The gameplay of this version is the same as it is on the Mega Drive. The action, however, is still way too slow and the game still misses some combos found in the arcade.

### Edward

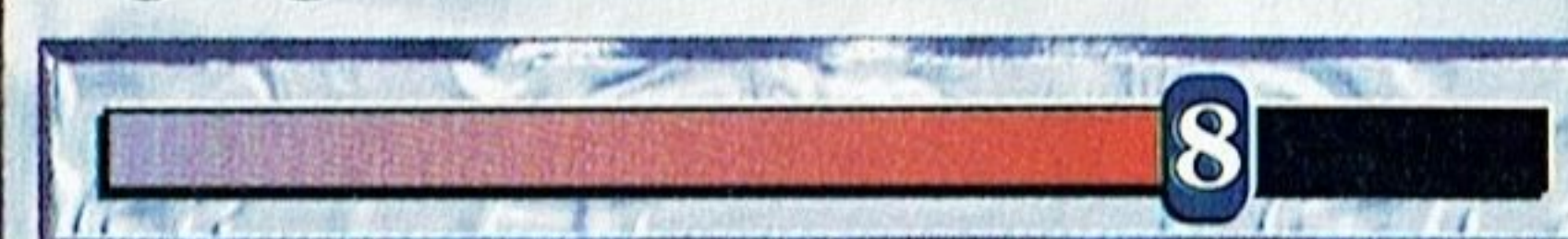
#### GRAPHICS

New cut-away screens and backdrops are the only additions to this version. What a shame.



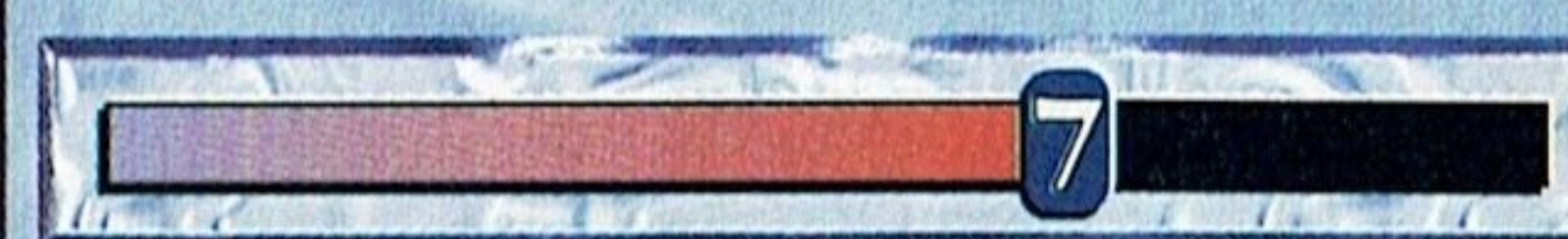
#### SONICS

The sounds have been cleared up greatly and provides one of the few highlights of this new version.



#### PLAYABILITY

The gameplay is still flawed by its sluggish movement and controls.



#### STAYING POWER

*MKII* is an old concept now and most of you have probably played the Mega Drive version to death.



#### OVERALL

The best version of this game on any Sega platform but one can not help thinking that this could have been so much more.

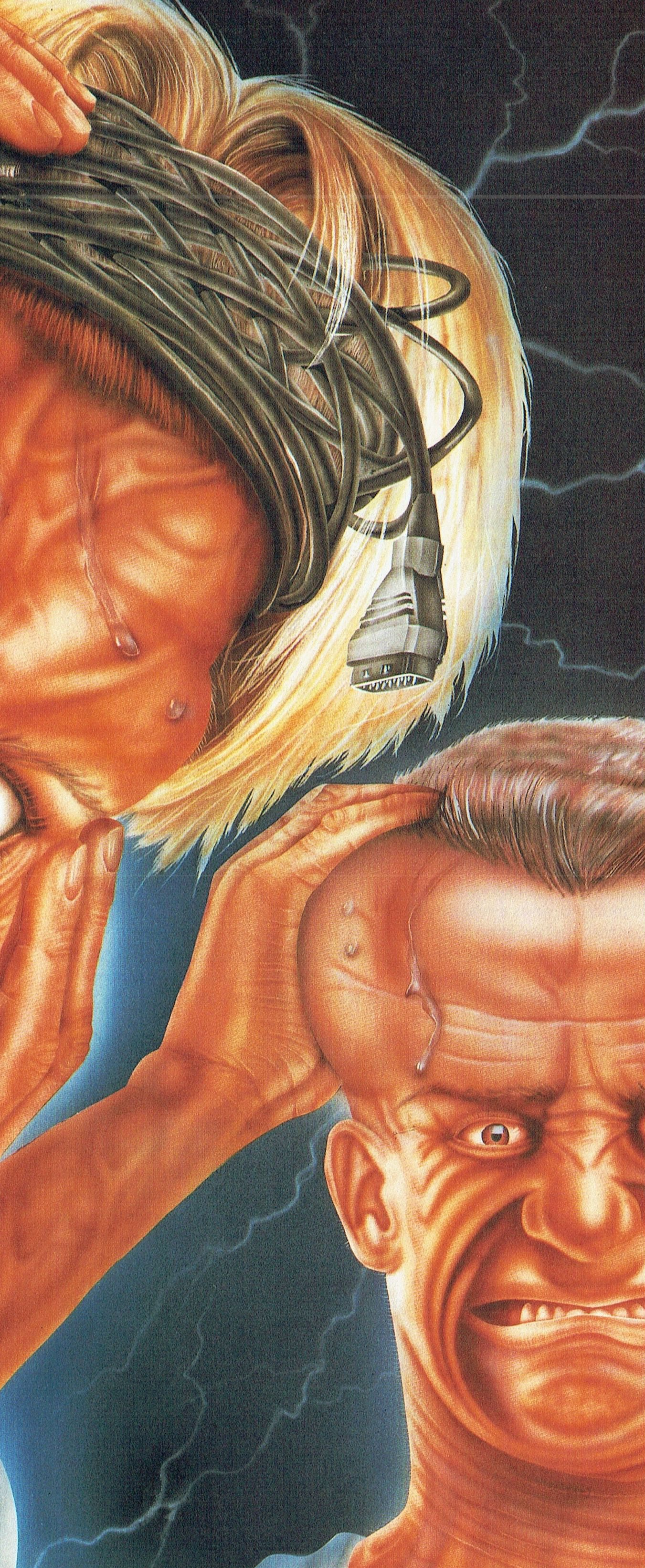
**75**  
PER CENT





ILLUSTRATION: Marc McBride





# Great BIG Guide

## TO GAMES

This time we get psyched, focused and use our heads. Uh-oh. Cerebral enema by Darren Porter.

### Part Four: Brain Games (Strategy, Puzzle and Board)

**M**any games offer instant gratification with seductive graphics, cool sound and explosive gameplay. Catch is, they're often lacking in long-term addiction. Once you've seen every level, beaten every boss, collected every golden ring and beaten every best lap, there's usually little left to warrant further playing. That's when you need a good think 'em up; forget graphics, forget sound, even - eek - forget gallons of blood (mainly because these games are usually visual crapola). But in terms of depth-of-play, longevity and mind-expanding properties they are second-to-none.

Brain games ask you to push your mind rather than your reflexes, so they may not be everyone's bottle of Oasis, but if tactics, strategies and deviousness are right up your butt, then check these games out. We've split them into three distinct categories.

**Strategy games:** War games and similar where you take command of armies or bunches of people and, in general, try and wipe out the enemy.

**Puzzle games:** These usually involve the manipulation of objects to achieve a desired result., ie a high score.

**Board, parlour, and pub games:** Basically, someone's decided to convert to a Sega like *Monopoly*, game shows like *Wheel of Fortune*, pub games like snooker, pinball and cardies. And anything else we couldn't fit in anywhere.else.

#### report card

★★★★★ The chick who invented chicks

★★★★ Albert Einstein

★★★ Leonardo da Vinci

★★ The guy who made up the wheel

★ The bloke who invented Nintendo



# strategy games

## MEGA DRIVE

### BATLEMASTER

Starting with a small group of combatants, your aim is to build an army and conquer the other races in the land. Real-time combat has many drawbacks – not the least being frustration as you watch your men slowly picked off by the CPU. Persistence does provide some rewards in what is a fairly average game. ★★

### CENTURION

A noble attempt at recreating more than just a war game – it's more like a film; there's chariot races, romance, combat and conquest. The game is divided into quite easy parts but the combat is still based on sound strategic principles. Not overly taxing, though. ★★★

### GENERAL CHAOS

Great four-player war game-cum-shoot 'em up. Battle for map segments with teams of commandos who can be controlled or given orders. Does require some arcade skills but only perfection sees this game beaten. ★★★

### DUNE II

The best war game available for the Mega Drive, it's only dud thing is the lack of two-player mode. The controls have been improved over PC- and Amiga-based cousins and the speech is great – albeit a little scratchy. It's real-time, though, so players will need quick decision-making and fast reflexes to bring their house under control of Arrakis. ★★★★★

### MEGA-LO-MANIA

One of Sensible Software's earliest efforts, with their trademark 'little men' (ie *Sensible Soccer* and *Cannon Fodder*), is a great conquest game set over 26 worlds. Long-term planning is required as you must set aside some people in reserve for the final battle that occurs after the last level. Great computer diplomacy featuring



▲ *Syndicate*: We come in peace – shoot to kill! A potpourri of strategy and action.



▲ *General Chaos*. The guy in the Mark Waugh shades is the one to watch. Trust us.

some excellent voice samples. ★★★★★

### SYNDICATE

Loses a lot of detail in the translation from the PC, and the chunky sprites are pretty rooted, but play mechanics remain unchanged, which means it's still a great game. Requires some shoot 'em up skills so it may not appeal to all strategy fans. ★★★

### STAR CONTROL

Graphically and sonically a major let-down, but redeemed by engrossing gameplay. One player against an exceptionally intelligent CPU, or as a two-player game, *Star Control* displays great tactical depth the more it is played. Melée option allows ships from the Alliance and Hierarchy to do battle, or the Campaign option allows build up of weapons and resources over an entire galaxy. Highly recommended. ★★★★★

### HERZOG ZWEI

Futuristic warfare game with one- or two-player split-screen mode. Easy-to-use interface makes a good starting point for novice generals but more seasoned veterans will find little to challenge them. ★★

### POPULOUS

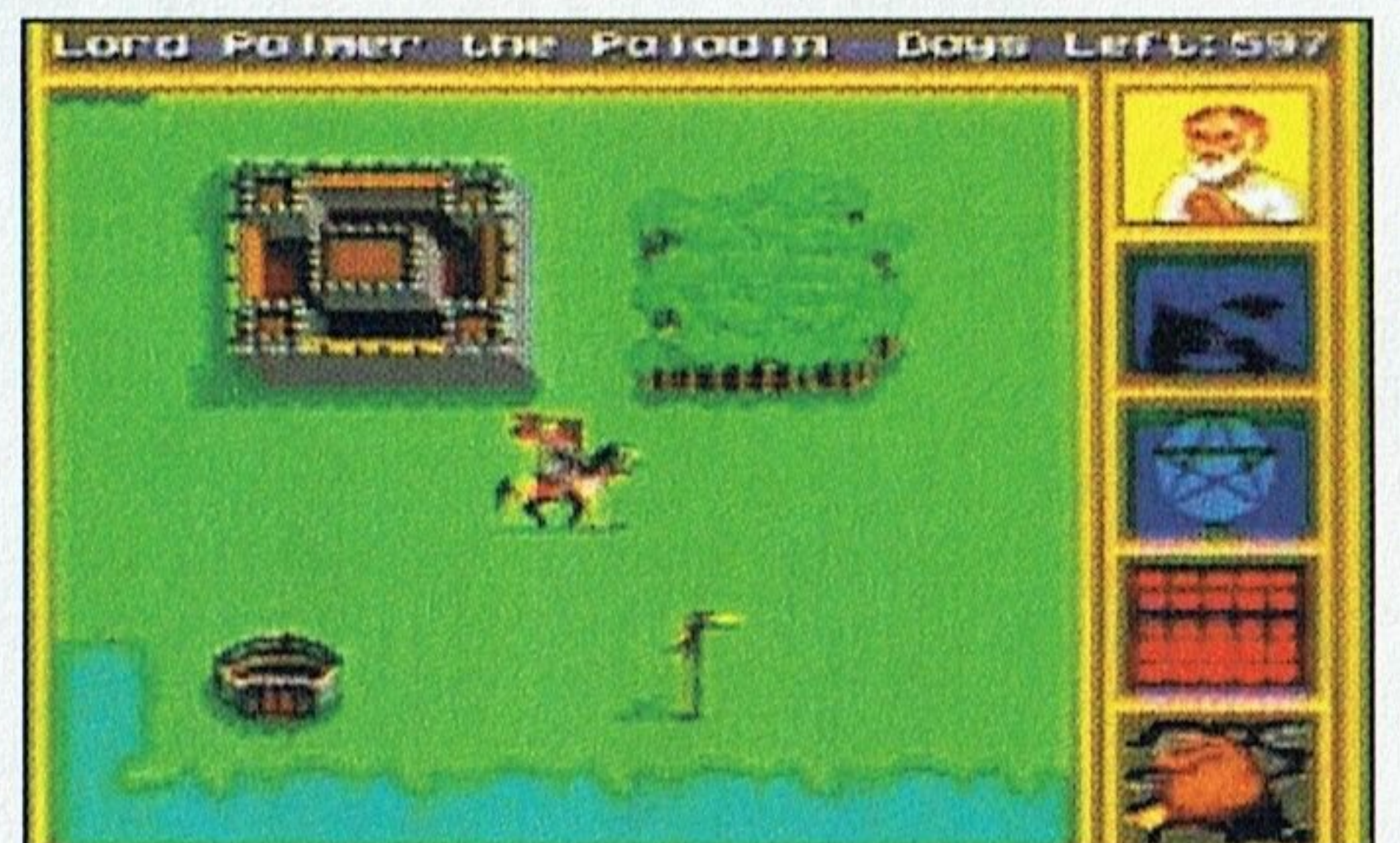
The original God-sim that spawned a thousand (OK, maybe 10 or 12) imitations. You take the role of a minor deity responsible for a race of people in a battle against evil opponents. Cast lightning, raise volcanoes, cause floods and shred the land with earthquakes. Great Fun! ★★★★★

### POPULOUS II: TWO TRIBES

Adds depth and options to the original but maintains the same



▲ A useless shot of *Herzog Zwei*. It's easy to get into, but not that challenging.



▲ *King's Bounty*: It's a role-playing game! No, it's a war game! Uh, yup.

gameplay. A lot more vicious and nasty spells are available for you to destroy your opposing god. ★★★★★

### POWERMONGER

Sort of sequel to *Populous*, but this time you're just a mortal in charge of a small band of hearty folk who must conquer islands and build different war weapons as they go along. More involved and technically harder, which means you'll probably hate it for a couple of hours until you begin to understand what's going on. Then you'll begin to appreciate the strategies that the complex game engine allows. Not for novices. It's also on Mega-CD. ★★★★★

### KING'S BOUNTY

It looks like an RPG but as you play you'll soon realise it's more of a war-buster with some fantasy elements. Simple gameplay that offers infinite variety each time it's played means it's a game you *will* play more than once. Good for people starting out. ★★



# puzzle games



▲ Krusty, we love you. But we hate rats – so splat 'em!



▲ In Lemmings you have to give a godly guiding hand to hundreds of these hapless little chaps. Oops. Looks like none of these guys are gonna survive. Oh, well – let's nuke 'em.

## MEGA DRIVE

### ISHIDO

It's hard to find a puzzle game based on Chinese stones. You gotta place the stones on a grid in such a way that each stone touches another of either the same colour or pattern. It sounds easy but as the board begins to fill it becomes increasingly quite difficult. Addictive until you master the strategy required. ★★☆☆

### COLUMNS

The quintessential Mega Drive game, one of the first-ever released and free with many early machines. This *Tetris* clone is surprisingly addictive and a good two-player challenge game. It's also probably the only game your mum ever wants to play. ★★☆☆

### DR ROBOTNIK'S MEAN BEAN MACHINE

Similar to *Columns* but with improved graphics and a bit of a story line. A lot harder, too, but it should provide hours of fun to anyone who likes the falling-brick type o' puzzle games. ★★☆☆

### LEMMINGS

If you've been living in a solitary confinement cell in Siberia for the past five



▲ Columns: Your mum loves this. A colourful and very addictive *Tetris* variant.

years you're probably the only person who hasn't killed a thousand of these little buggers. Simple idea: save the lemmings; but it soon bites into your sanity as you try to complete just one more level at two in the morning. ★★☆☆

### LEMMINGS 2

Many varied and new lemmings and multiple start positions make for even more fun than the original. Unfortunately there's no two-player option. ★★☆☆

### HUMANS

A *Lemmings* clone that isn't half as much fun, but what it loses in joviality it makes up for in fiendishness. The idea is to use the different skills of the Neanderthals in your tribe to complete each level. Try if you need another *Lemmings* fix. ★★☆☆

### KRUSTY'S FUN HOUSE

The Anti-Lemming. Instead of saving little furry creatures, this time you've got to lead them to Bart's Rat-O-Matic and completely pulverise them. Some platform elements add to the junior appeal but it still has some good puzzles in the later levels. ★★☆☆

## GAME GEAR

### POPILS

The Game Gear is ideally suited to puzzle games and *Popils* is perhaps the best available, with over 100 levels of increasing difficulty it's a must-have for puzzle freaks. ★★☆☆

### KLAX

Another *Tetris* clone, but with enough variation to be considered completely different. Rather than get more difficult as the levels go by, the blocks just fall faster and faster which becomes very frustrating

the

Great  
BIG  
Guide



TO GAME

Trash

## the trash can

As always these are the games to avoid. If someone comes up to you in the street and offers you one of these for free – don't take it. Report them to the police immediately.

### 1. Parlour Games

The title does, in fact, sound a bit risqué but don't let this fool you. What we have here is a legal downer with more strength than Valium.

### 2. Trivial Pursuit

Why bother? By the time you enter your answers (which is completely wrong if the program doesn't understand one letter of it) you could have played a complete game of the original board version.

### 3. Chessmaster

Chess is chess is chess. Some chess simulators are good, others aren't. This one isn't.

### 4. Casino Games

'Oh God! If I lose this hand I'll be down \$40,000.' Erm, no. See the problem?

### 5. Cluedo

Board games just don't translate well. But – hey! At least it's better than the stupid TV show!

after a while, but some ingenious scoring methods keep you playing for a better score. ★★☆☆

The following are also on Game Gear:

### LEMMINGS

★★★★★

### KRUSTY'S FUN HOUSE

★★★★

### COLUMNS

★★★★

## MASTER SYSTEM

The following are also on MS:

### KLAX

★★★★

### KRUSTY'S FUN HOUSE

★★★★

### LEMMINGS

★★★★★

### DR ROBOTNIK'S MEAN BEAN MACHINE

★★★★

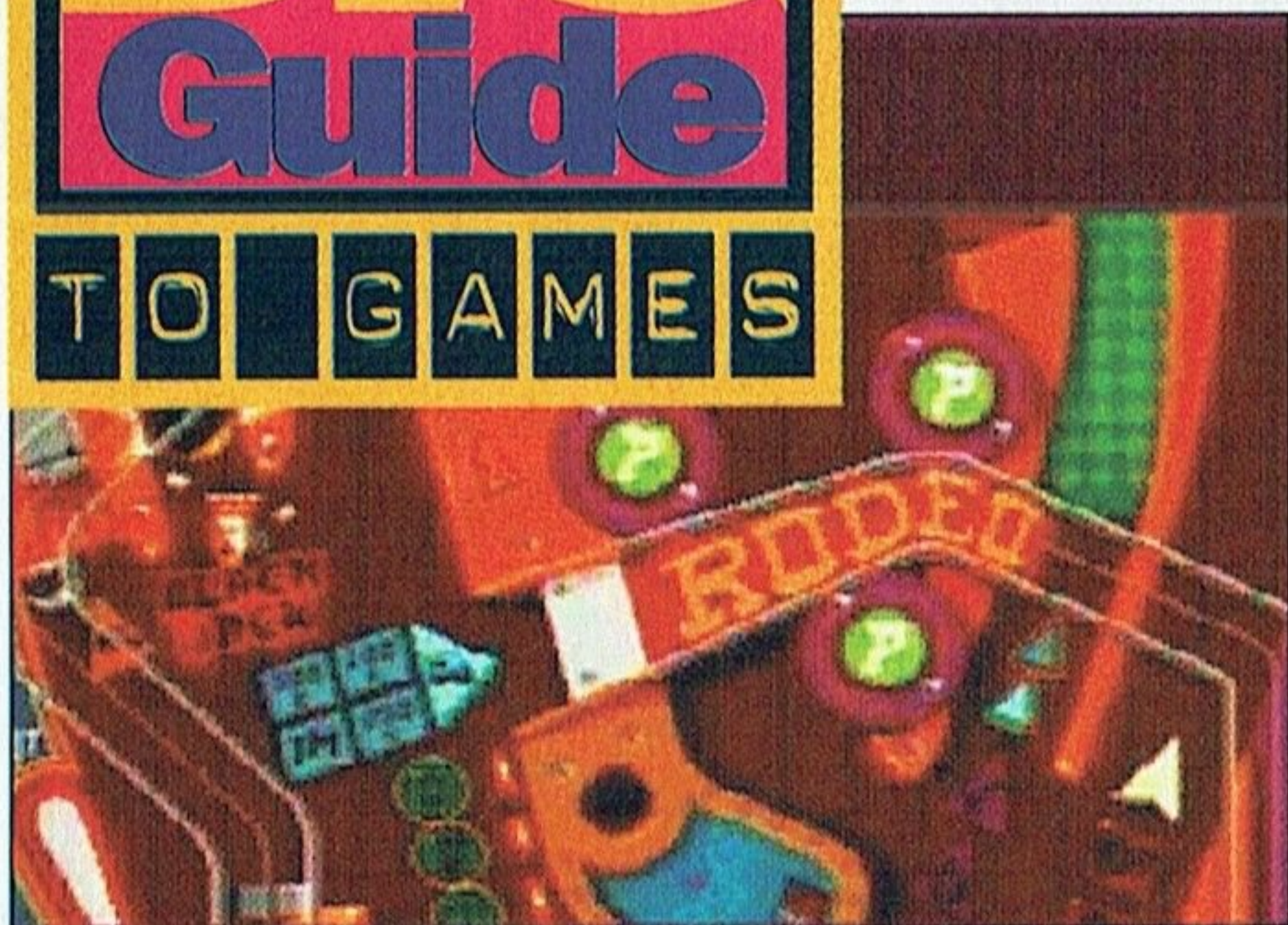
### COLUMNS

★★★★



# Great BIG Guide TO GAMES

## board, parlour and pub games



▲ **Psycho Pinball.** Probably the prettiest pinnie sim, but not the most playable.



▲ **Side Pocket** is pretty lame. So, dunno why we have this pic, actually.

### MEGA DRIVE

#### MONOPOLY

Faithful rendition of the classic board game using the original American version. If you like *Monopoly* then you'll probably already have the board game. But if you don't, it's worth renting, especially if you've got no mates and want the CPU to take over some of the players. Also on Master System. ★★★

#### CLUEDO

Another accurate conversion but it seems to be completely pointless. You can't look at the screen during another player's turn. The only reason to buy or rent this is if you have a complete lack of

friends and have an overwhelming desire to prove you're smarter than a Mega Drive (which can cheat anyway). ★★

#### WHEEL OF FORTUNE

At last – a game that's actually better as a video game! Shoddy graphics and mainly US-style answers (like 'gas' instead of 'petrol') are deterrents but it's good fun with a few friends – so rent it if you like the TV show. ★★★

#### SIDE POCKET

Another game where the real thing is far superior, but it's good for a couple of hours and you can at least teach yourself billiard angles and tactics. The computer opponent is deliberately weak and the graphics aren't

a patch on *Jimmy White's*. ★★

#### JIMMY WHITE'S WHIRLWIND SNOOKER

Wipes the floor with *Side Pocket* – options galore, great graphics with animated balls and annoying flies, realistic sounds and a reasonable, if not extremely obtuse, computer opponent make this the billiard, pool, snooker game of choice. ★★★★★

#### STAR WARS CHESS

The first time you play this you'll be amazed at the fluid animations that depict each 'taking' of a piece. The second time, you'll be so annoyed with the loading times for these animations that you'll turn them off and be left with a standard chess game which isn't that hard to beat. ★★★

#### PSYCHO PINBALL

Good pinball game with multiple tables of good design. ★★★

#### VIRTUAL PINBALL

A pinball construction kit that has a large amount of pre-made tables but is let down by below-par graphics. ★★★

#### SONIC SPINBALL

Sonic as a living pinball is strange in that

## the top five

OK, so this is what it comes down to. You love strategy and puzzle games, can't get enough of them. Your mum says you're going to go blind if you don't stop it, but what the hell, you've got just enough money saved up to buy one last game before you go completely nutso. Here's what we'd get.

#### 1. **Dune II: The Battle for Arrakis**

Take control of Ordos, Atrides or Harkonnen in this spice-harvesting *tour de force*. A must for anyone who has read the book or didn't understand the film.



▲ **Dune II.** Harvest spice, build factories and kill people into the bargain. Pretty freakin' hot, don'tcha think?

#### 2. **Mega-lo-mania**

Can Sensible Software do no wrong? We'll see when *Sensible Golf* comes out, but for now, this Classics-range strategy game is a must-have for anyone even remotely interested in world domination.

#### 3. **Lemmings 2: The Tribes**

Play this once and you become addicted. Thankfully, there's a limited number of levels otherwise you could play it until you've got no money, no mates, no future, a terrible blood disease and a ten dollar note sticking out of your nostril.

#### 4. **Populous 2**

As a rule of thumb, any game with a '2' or 'II' in the title is a sure-fire winner. Another game for those whose ego knows no bounds.

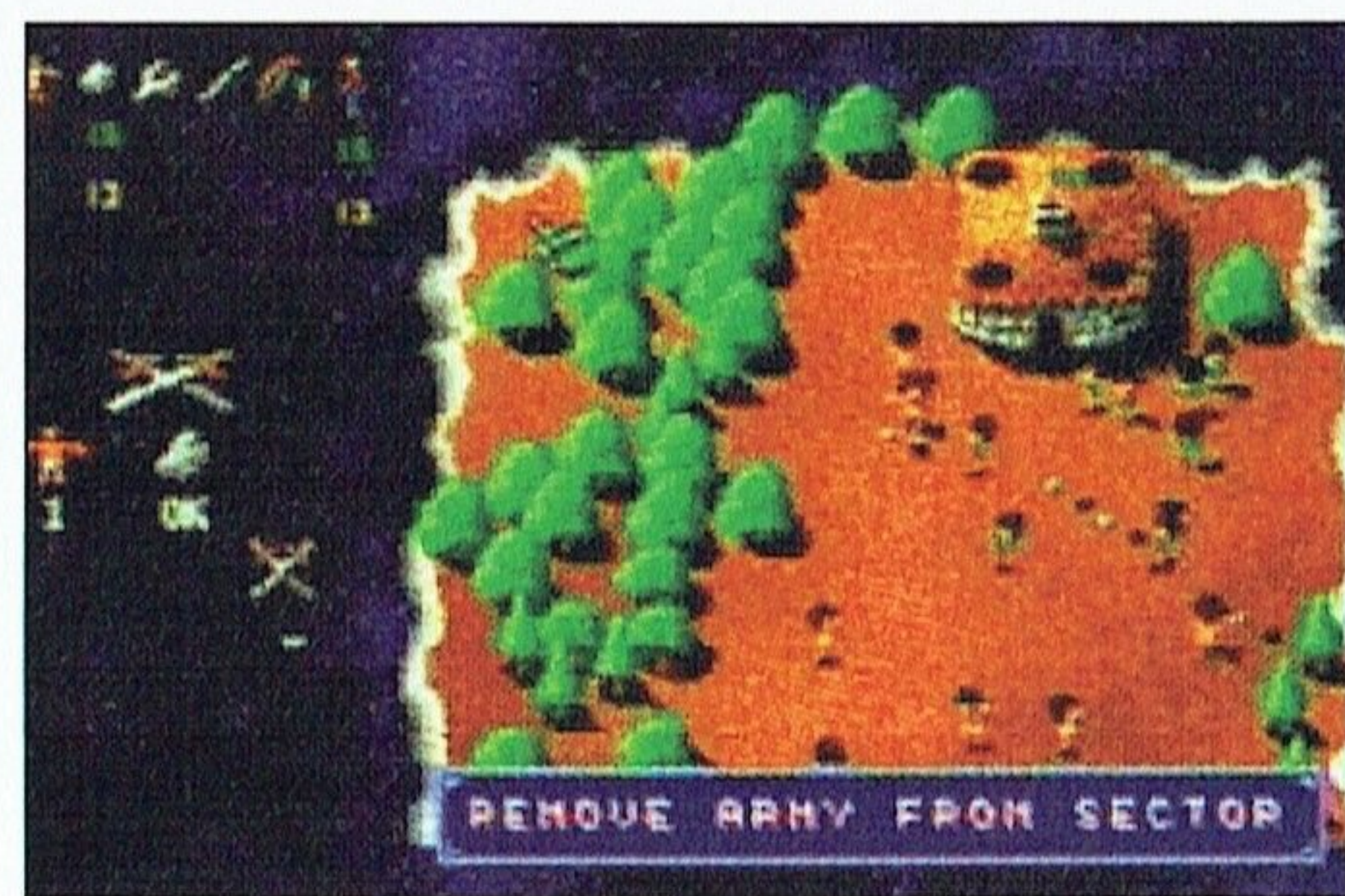
#### 5. **Columns**

OK, so it's got crusty graphics and mind-numbingly irritating music and your mum probably likes it, but it is the closest thing Sega has to

*Tetris*, which is probably the world's most all-time played game.



▲ **Ground goes up. Ground goes down. Ground goes up. Ground goes down.**



▲ **Mega-Lo-Mania:** The best bit is, the little blokes will do *anything*, no questions asked.



# board, parlour and pub games

it's not quite a pinball game (thus lacking the skill and strategy to aim for big scores) and it's not quite a platform game (thus lacking a lot of the fun), but still it offers a few good hours of fun. ★★★



▲ **Sonic Spinball** features Sonic and his spinning balls. He should do sideshows.



▲ **"Ms Baker of Mount Lawley - come on down!"** Oops, wrong TV show.

## DRAGON'S FURY

A Gothic-medieval pinball game that has quite a lot of depth. Discover and defeat the nine hidden zones to finish the game. Great graphics and playability. ★★★★★

## DRAGON'S REVENGE

The sequel to *Dragon's Fury* offers more of the same but tries to tweak the game-play to be a bit more flashy and grandiose. It fails, but is still a playable pinball simulator. ★★★

## GAME GEAR

## CHESSMASTER

For dull, boring, people who want to be seen playing chess against a machine on the bus. The CPU opponent is ridiculously weak. ★

## MASTER SYSTEM

## SHANGHAI

A Solitaire game based on the Mah Jong Tile set. The object is to match pairs and remove them until the entire pattern is gone. Strangely addictive (if anyone can



▲ **If that's Vermont Avenue, this must be Monopoly. Probably. Zzzzzz.**

beat a time of 2mins 43secs let us know). ★★★

## CASINO GAMES

An electrifying, true-to-life gambling experience in which you'll be swept away to another time and place to win vast amounts of real money. We don't think. ★

## TRIVIAL PURSUIT

Its limited repertoire of questions soon becomes repetitive and offers nothing that the board game doesn't. Trivial by name, trivial by nature. ★★

## PARLOUR GAMES

Darts, eight-ball and bingo. How much fun can one human being stand? When will companies realise that gambling games - due to the lack of any real money - have absolutely no play value? ★

# AN IMPORTANT NOTICE



Sega Mega Drive 32x and Sega Saturn Consoles and games purchased overseas or from unauthorised importers may not be compatible with Sega Australian standard products and systems and will not be serviced by Sega Australia.





# HINTS & TIPS

## CHEAT OF THE MONTH

### BOOGERMAN

#### MEGA DRIVE

Here are the level codes for the rather nasal *Boogerman*. Thanks kindly to **Ricky Tustain** from **Ayr, QLD**.

**Flatulent Swamps:** Flame, Snowman, Light pink monster, Mine Worker

**Hickboy:** Ghost, Troll with spear, Ghost, Light pink monster

**The Pits:** Light pink monster, Flame, Ghost, Boogerman

**Revolta:** Long-armed monster, Mine worker, Troll with spear, Ghost

**Boogerville:** Flame, Ghost, Snowman, Boogerman

**Flyboy:** Boogerman, Light pink monster, Mine worker, Flame

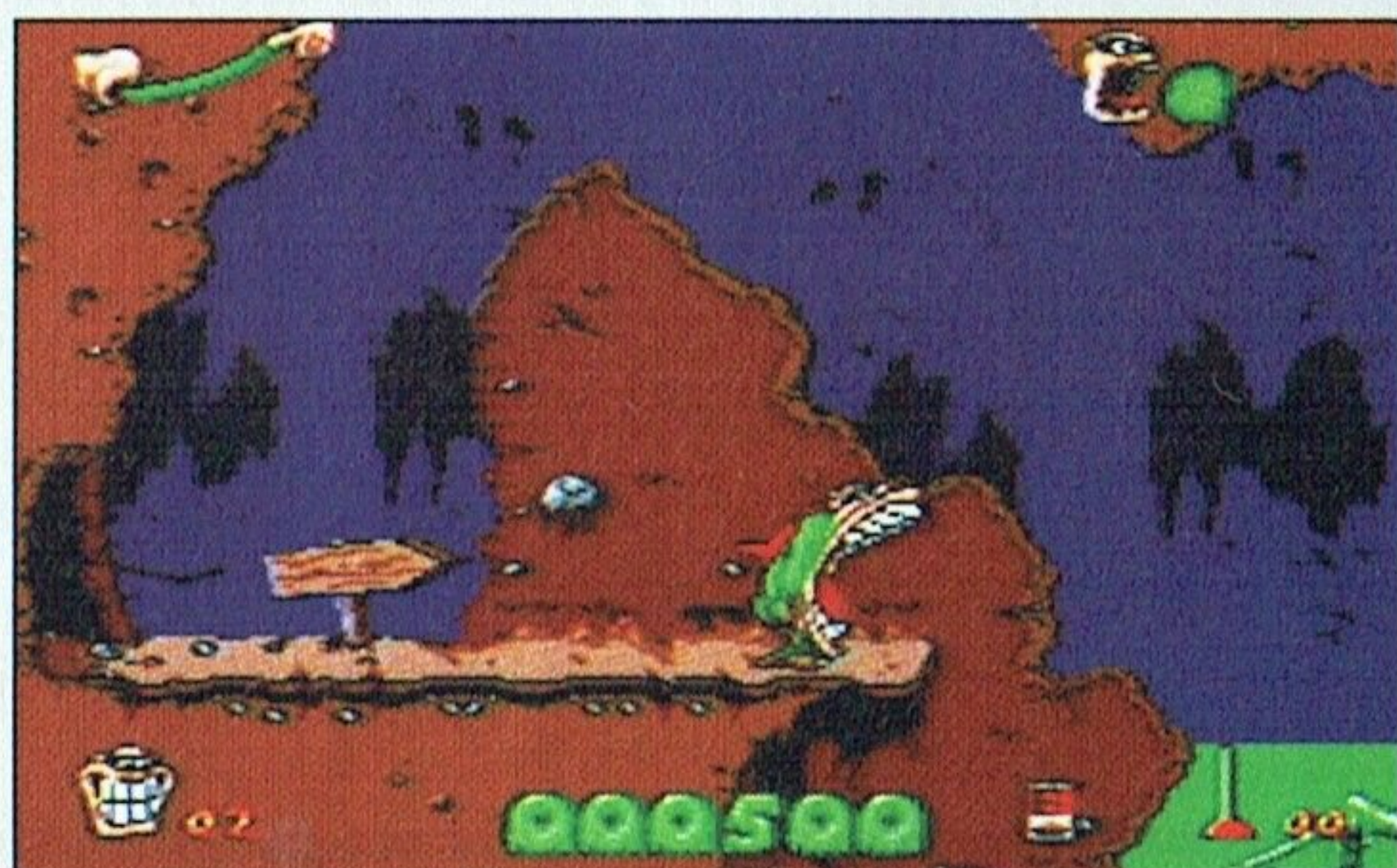
**Mucous Mountains:** Troll with spear, Flame, Ghost, Long-armed monster

**Nasal Caverns:** Troll with spear, Light pink Monster, Monster with club, Flame.

**Deodor Ant:** Ghost, Flame, Long-armed Monster, Mine worker

**Pus Palace:** Light pink monster, Boogerman, Ghost, Light pink monster.

**Booger Meister:** Light pink monster, Snowman, Boogerman, Mine worker.



### MORTAL KOMBAT 2

#### MEGA DRIVE

**Geoff of New Lambton, NSW**, has also kindly sent in these tips for all you *Mortal Kombat* players out there with only a three-button pad.

To do the acid pool fatality with a three-button pad, hold Low + High Kick and then do an uppercut.

▶ **Hold Low and High Kick and then uppercut for the acid pool fatality.**

To do the Kintaro Fatality with a three button pad, press Low Kick for the round and then release up close when it says 'Finish Him'.



◀ **Press Low Kick for the entire round and then release up close. Now say hello to our friend Kintaro.**



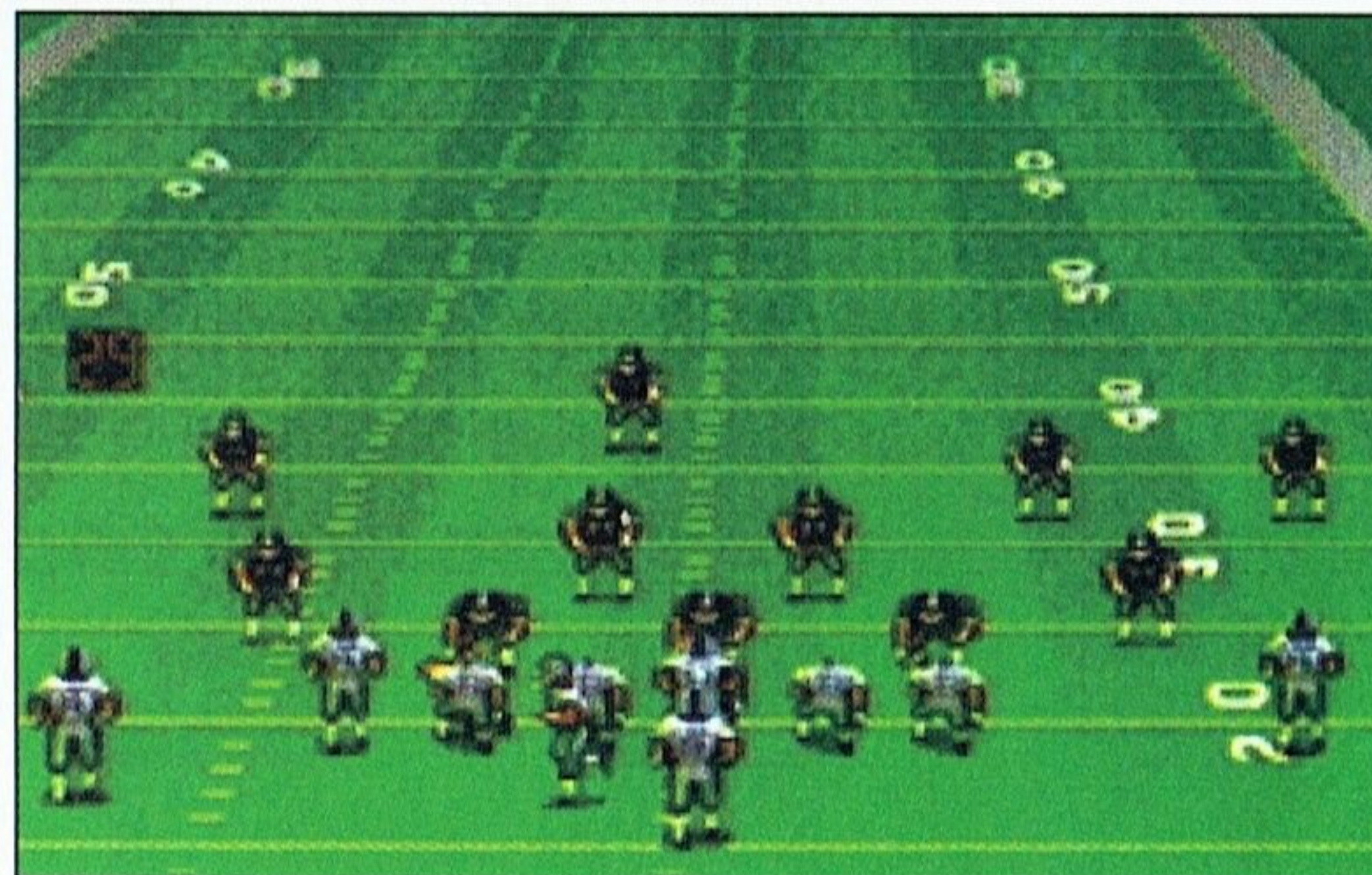
### JOHN MADDEN 95

#### MEGA DRIVE

Here is a great cheat for all you NFL fans out there. It allows you to play as one of the two new teams coming into the league this year: the Jacksonville Jaguars and the Carolina Panthers. To activate this cheat, go to the first option screen and press B, A, C, A, C on controller one. If done correctly you should hear Madden mumble something. Then go to the team selection screen. Scroll through the teams and you should find the two expansion teams before the All-Madden team.

Another cheat for this top gridiron game is to go to the first Option screen and press buttons A, C, C, B, B. If successful, you should hear Madden say 'Boom' and now the coin toss speeds up greatly. Lame but very effective.

▼ **Play as one of the new expansion teams entering the league in '95.**



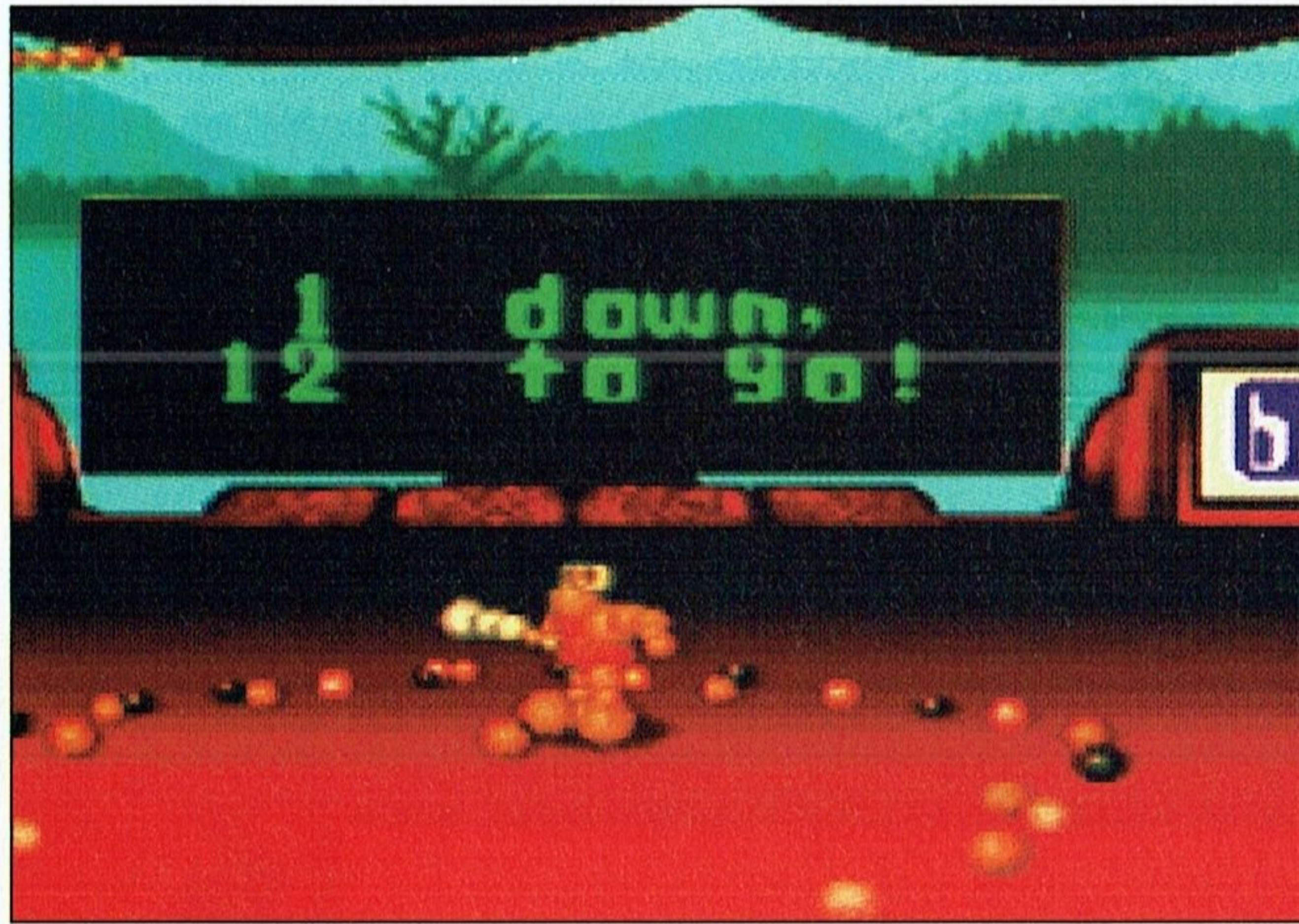


## BALLZ

### MEGA DRIVE

Here is a cheat from a dude known as **Fedd of Coffs Harbour, NSW**. On the game select screen, press the A button six times and the game lets out a burp sound. You should now run in Turbo mode – so watch out.

► **Turbo mode mayhem.**  
Enter in this cheat for an accelerated experience.



## SNATCHER

### MEGA-CD

Here are some interesting surprises for this brilliant Mega-CD game. Try entering the following names into the Jordon Computer Systems at Junker Headquarters:

Michael  
Kimberly  
Kirita  
Kojima  
Sasaki  
Togo  
Jeremy  
Saitou  
Inamura  
Adachi  
Kushibuchi  
Nose



Try also entering these numbers at the Metal Gear MK2 Videophone. For added effect, try dialling them more than once.

**Sasaki:** ..... 79-6641

**Jeremy:** ..... 41-6766

**Togo:** ..... 44-6454

**Inamura:** ..... 44-3723

**Kushibuchi:** ..... 3-6004

**Cupid Love Line:** ..... 39-0910

Stay tuned next month for the ultimate guide to *Snatcher* and how to capture that evil killer. Hang tight, Mega-CD fans, it will be very big.

## TAZ: ESCAPE FROM MARS

### MEGA DRIVE

Here's a secret cheat screen for the platformer *Taz: Escape from Mars* brought to you by one **Andrew White**. When the Sega logo appears, hold buttons A and B on pad one and B and C on pad two. You should hear a dog bark. Now, during the game, pause at any stage and press button A. You should now be looking at a great cheat screen.

## ESPN NATIONAL HOCKEY TONIGHT

### MEGA DRIVE

At the main menu screen press Left, Right, C, A, B, B. Now you have extra teams to choose from like Team Sony, Team ESPN (a US TV sport channel), Team Republican and Team Democrat (sucky political parties in America).

For another great menu, enter buttons C, Right, B, Right, C and Right at the main menu. This allows players to choose the 'Brutal' difficulty level and ensures players a very rough and tough challenge.

## RISE OF THE ROBOTS

### MEGA DRIVE

Here are some cheats for the two-player mode in this otherwise rather ordinary beat 'em up. Enter all these cheats at the title screen:

**Invisibility:** Up x five + any button

**Invincibility:** Back x five + any button

**Turn off opponent's special moves:**

Down x five + any button

**Reverse opponent's special moves:**

Towards x five + any button

Thanks to **Nick Hamilton-Smith of Terry Hills, NSW**, for these tips.

▼ **Go to the title screen and enter the above cheats for some weird and wonderful effects.**



## BART VS THE SPACE MUTANT

### MASTER SYSTEM

Here's part four of our complete solution to this didly difficult Master System classic. In level four you have to collect, by touching or shooting, all the exit signs. This level contains large and precise jumps, so heaps of patience and persistence is required.

To get the items out of the glass cabinets, stand on them and jump straight up three times.

Unfortunately, some exit signs will be out of reach. For these you'll have to jump on the picture frames and then jump quickly again. While in mid-air you'll have to shoot the signs. Keep trying – this step is quite difficult.

When you get to the water use the trees and alligators to cross it. To get the alligators to help, you'll have to move right to the edge of the water.

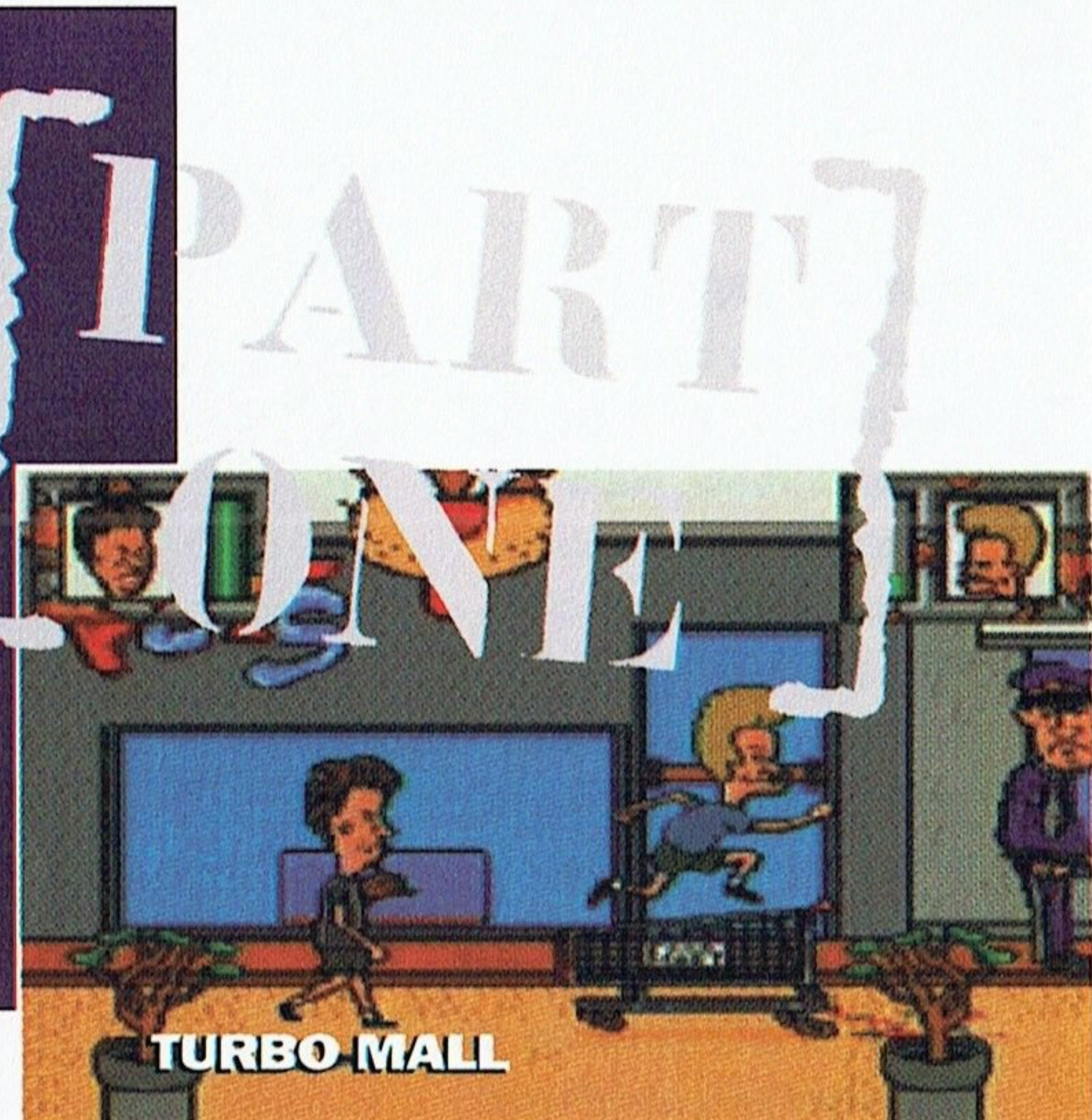
To kill the green plant that spits at you, simply stand next to him and bounce on his head a few times. Now, stand on his body to enable you to reach the exit sign.

The next section requires a few very hard and precise jumps. Don't yawn. You will now come to a section that you can't walk past. At this point you have to jump onto the platforms in the wall and then jump off them in such a way that you manage to bring a cross with you. Keep doing this with the three different platforms and you will eventually get a button to arise from the floor. Jump on this and you will be able to continue to the right.

When you get to the platforms that move in and out of the screen, you have to do a big jump, and then another. You will then have to complete a series of jumps over the water onto the further platform.

Still here? When you reach the boss you need to avoid his attacks and then do a big jump onto his head. Repeat this until the turkey is dead. Ha-ha.





## BEAVIS AND BUTT-HEAD

### MEGA DRIVE

Heh-heh. Do you suck so much that you can't find any of the tickets to see Gwar? Well, sucked in. But, here's something to think about.

### Burger World

- First thing to do here is to take out the dork out front then head round the back of the shop. Thank you, drive through – heh-heh.
- Go to the dumpster where you'll find three live mice and a dead one. Grab the dead rat and the bean shooter and then head left.
- Use the employee entrance. The code you use spells out your name, 'Butt-head'.
- Pick up the headset. Now drop the rat and some fries from the counter into the fryer. Heh-heh. Burn! Burn!
- Take the meal out to the customer.
- Now wait until the customer hurls the meal and most importantly, a piece of the ticket. Yes!
- Go round the dumpster and try picking up the slimy green burger. This is enough to make you sick.

### The Hospital

- Head off to the hospital and go to the examining room.
- The nurse gives you a shot of medicine and a new lease of life. Heh-heh. We said 'shot'.
- Now be sure to grab the scissors off the shelf before you leave.
- Outside, head to the right and find Billy Bob. Use the bean shooter to get past the hapless barbecue chef, then steal Billy Bob's golf cart.
- Avoid the first-aid kits and move as fast as possible to keep Billy Bob from catching you. If you can make it to the end you'll figure that Bob's fat ass has been hiding a ticket from you. Yeah – another piece out of the way.

### Turbo Mall

- There are three pieces to the ticket in Turbo Mall, so place close attention.
- Inside the mall jump over the runaway shopping trolleys.
- Walk all the way to the right and go into the yoghurt store. You have to run under the bunch of cones the store keeper throws at you and head for the bathroom on the far side.
- Inside the bathroom grab the soap off the sink.
- Take the elevator upstairs and hock your Burger World headset for some cash.
- Go back downstairs and to the We B Cars on the way. Shoot the crazed mechanic and grab the can of oil off the counter.

- Head to the laundry and the guy should let you in because you have the both a pair of jeans and some soap. Stand in front of the last dryer and use the oil on the door. Now, when you open the door it shouldn't make a sound. Inside the dryer there is a piece of the ticket. Heh-heh – dryer!
- Go to the pet store and pick a snake and go to the counter.
- When the store owner goes to wrap the snake, grab the key off the register.
- Use the key to open

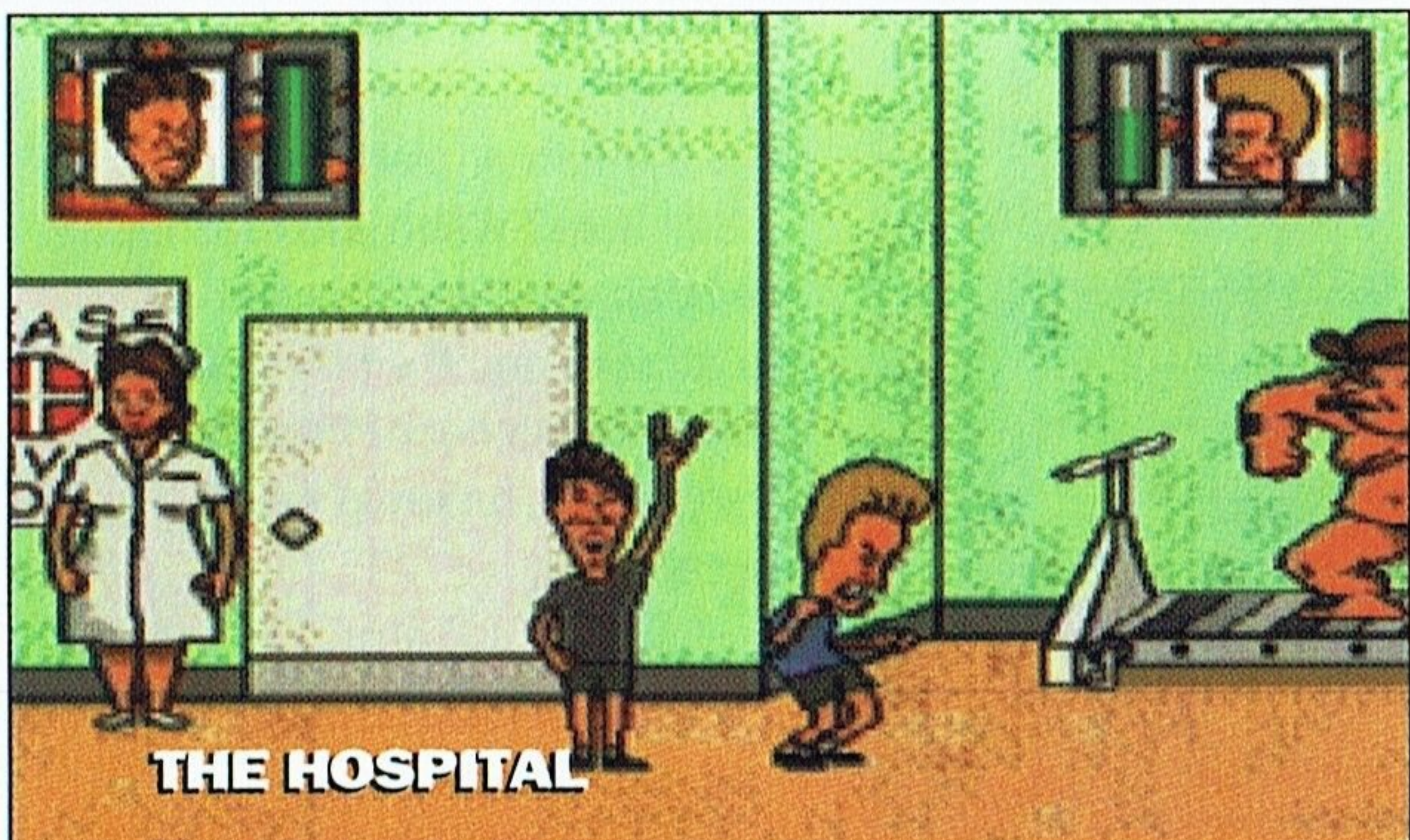
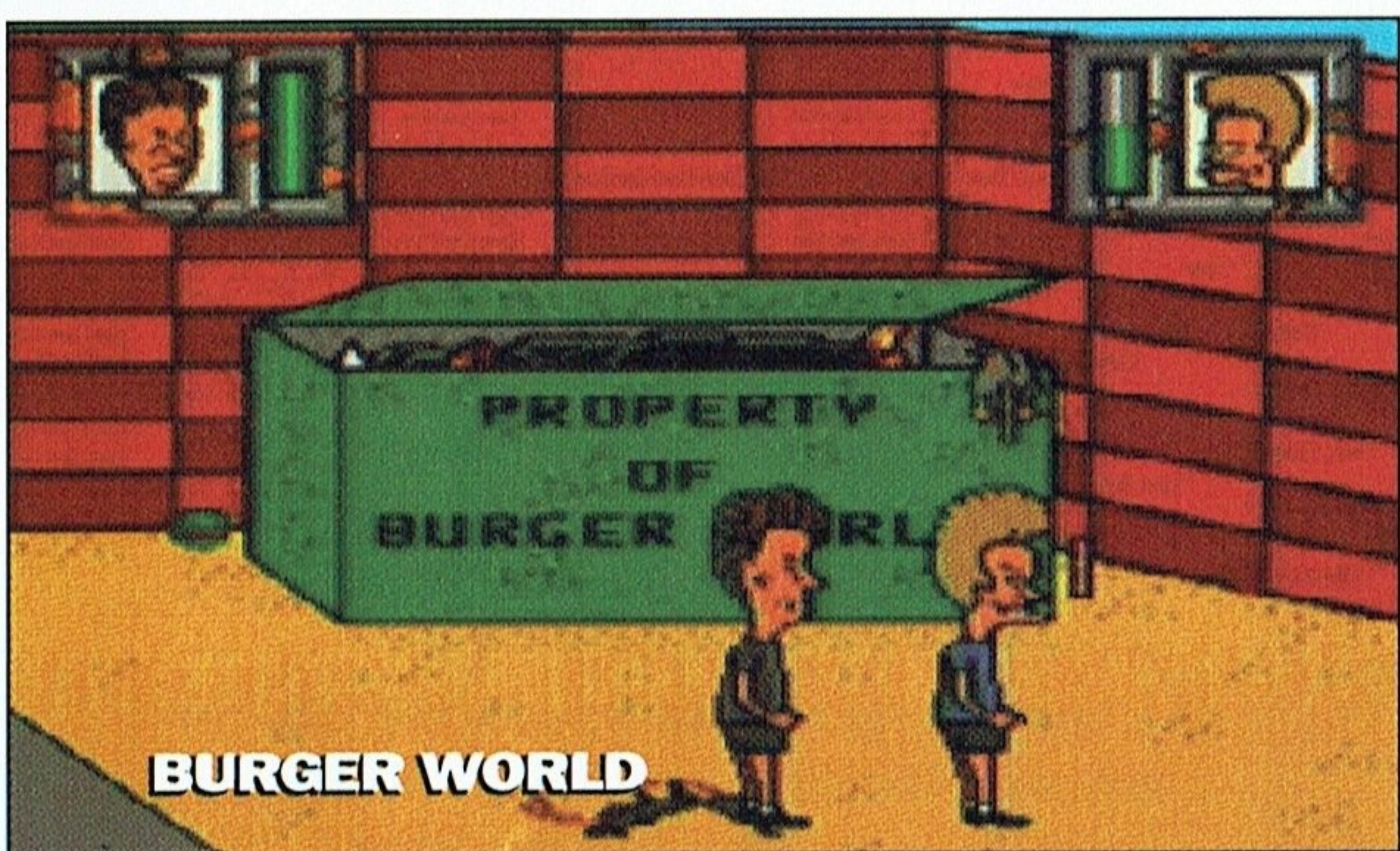
the bird cage at the far end of the store. The bird should fly away allowing you to grab the ticket piece from inside the cage.

- Take the elevator back upstairs and go to the Marine recruitment centre. Let the snake out of the bag and scare the crap out of the sarge. Grab the book off the counter and get the ticket underneath.
- Before you leave remember to grab the bomb from the shelf.

### The Street

- Start off by getting past the crazy dude and go to the right. There is a manhole there that lets you go down the sewers.
- Get through the sewers by jumping the rats and any other slimy creatures.
- Come up through the other side and grab the bird. Leave some of the food and head straight to the junkyard.
- At the junkyard you will be attacked by an eagle. Keep moving to the left and at the end of the yard is a bone. Now get the bone and go all the way back to the street.
- When you get back, use the bean shooter to get rid of dumb Anderson. Grab the key from him.
- Use the bone to get rid of the dog and then break into his tool shed. Inside the tool shed is a chainsaw and a fishing pole. Grab both these items.
- Use the chainsaw to cut down the tree and get the ticket from the birdnest.

Now only a few more pieces to go and you will be rocking with Gwar. Stick with us in future months for the location of these final pieces. Well you didn't expect us to give it all away straight away, did ya?





# FLINK

## MEGA DRIVE

Here are some hints for this role-playing adventure from **Alex Whight** of **Point Clare, NSW**. Many thanks, pal.

### Hidden Spell Scroll:

1. At the start of level one, head left to the far corner of the level.
2. Jump straight up and the treasure chest should pop up.



3. open the chest and the scroll is yours.

### Spell Combinations:

Remember that before trying to create a spell, make sure you have the corresponding scroll or you are just going to waste the ingredients.

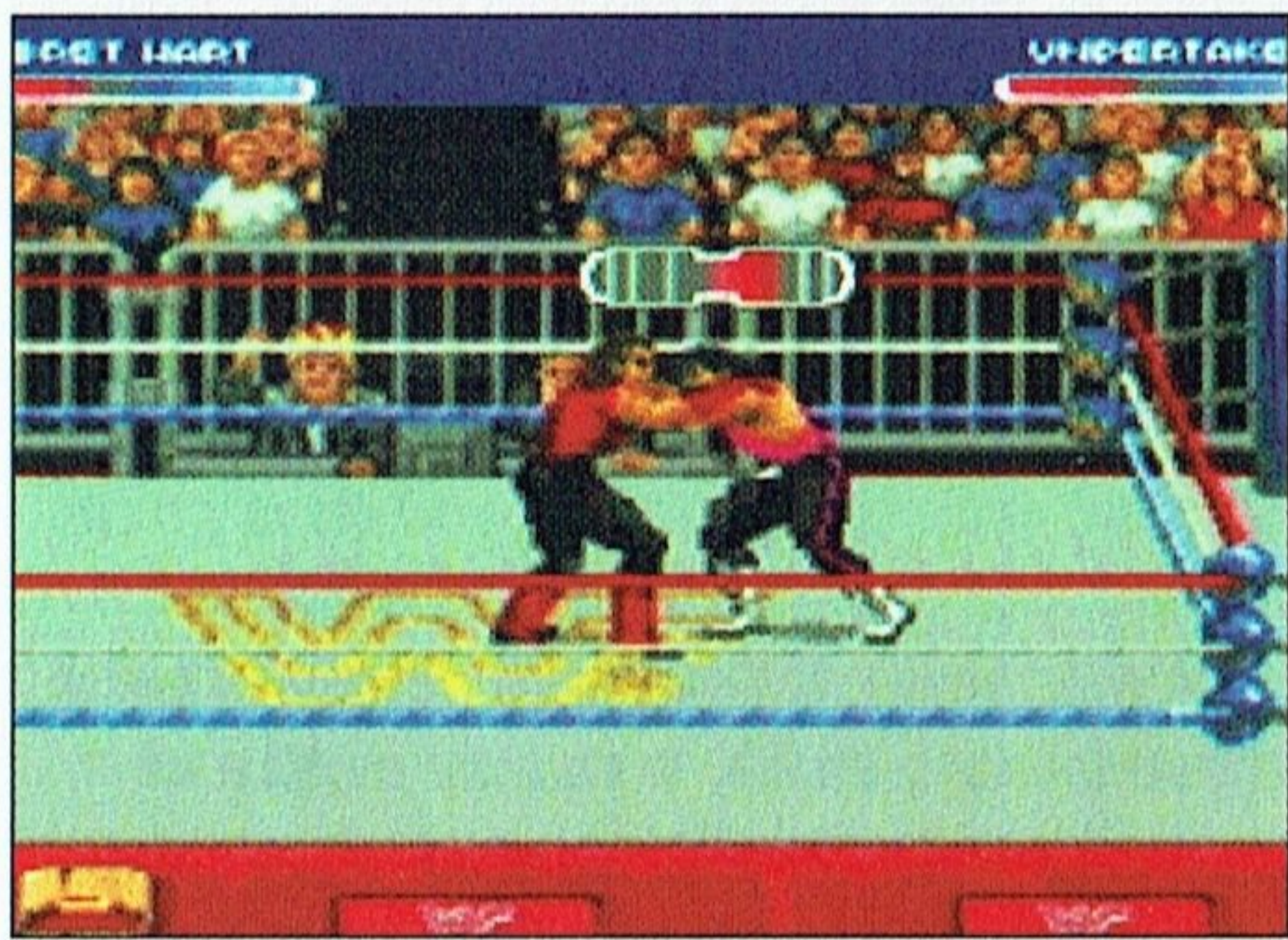
**Quick Grow:** Leaf/Feather/Silver Ring (use this on top of a plant to make it grow higher).

**Dust Devil:** Leaf/Silver Ring/Feather (sweeps away your enemies with tornadoes)

**Platform:** Feather/Eye/Feather (creates a temporary platform).

**Lightning:** Diamond Ring/Feather/Diamond Ring (creates a thunder storm).

**Demon:** Gold Ring/Mirror/Necklace (use this



# WWF RAW

## MEGA DRIVE

This great cheat allows you to take away your opponent's energy with around two hits. Press and hold buttons A, B, C and Start and rotate the D-pad clockwise on controller one at the Sega Logo screen. Continue rotating until you hear a loud explosion. If successful, the Sega logo should disappear, leaving you looking at a red screen. Your character is now endowed with extra strength making victory guaranteed!

spell twice to summon a helpful demon).

**Spirit Bomb:** Feather/Gold Ring/Leaf (sends bombs toward your enemies).

**Shield:** Diamond Ring/Tear/Gold Ring (protects you from enemies).

**Ghost:** Skull/Tooth/Root (use this in front of the altar in the mountains to reach the spirit world).

**Shrink:** Mirror/Necklace/Amulet (use this under the big tree in the village to enter the Apple Tree).

### More Lives

If you are low on lives or need more spell ingredients, simply revisit completed zones. If you are after extra lives return to the first level as it is the only level which has an extra life which remains there after you have already received it once before. This extra life is just

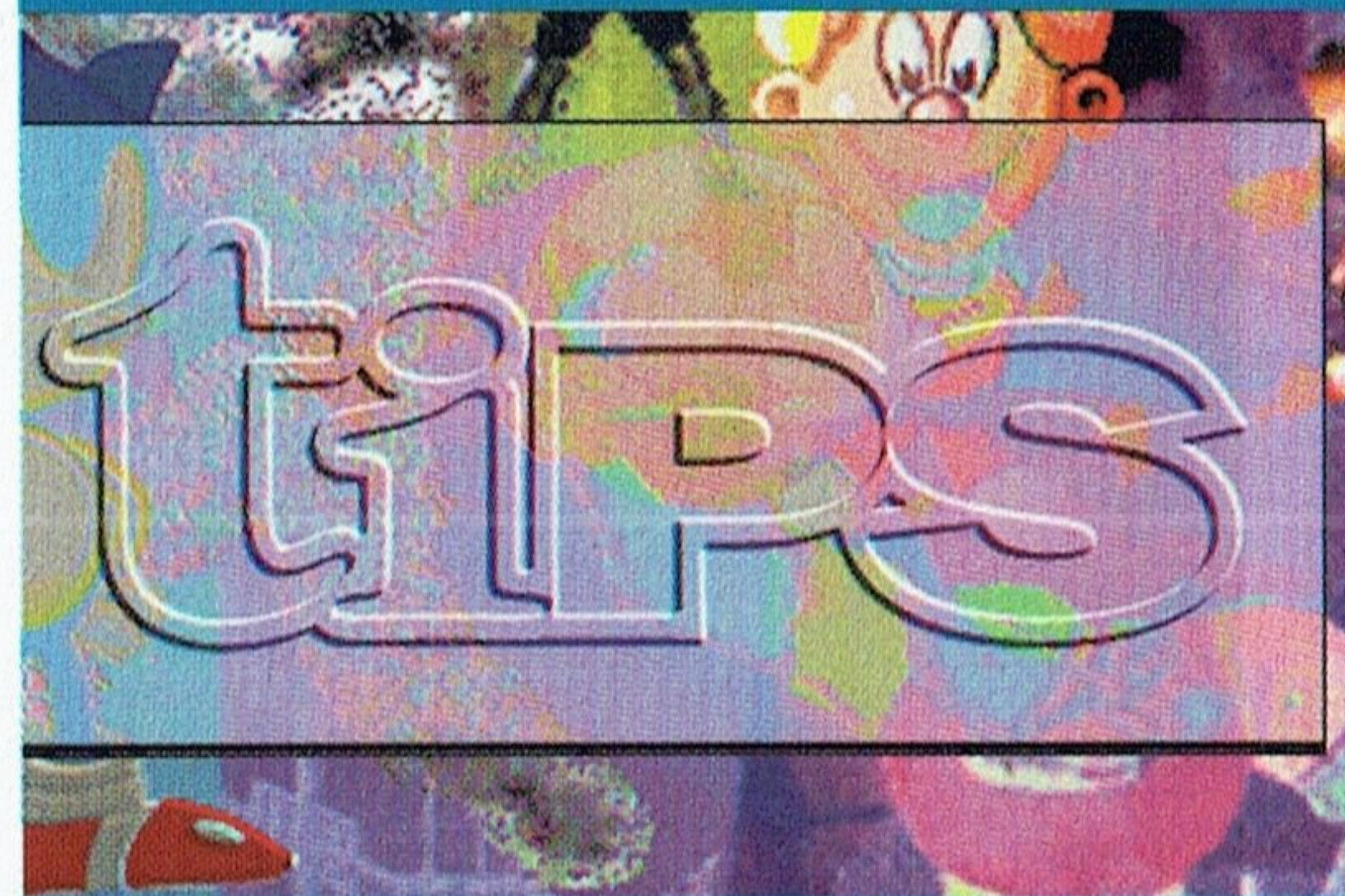
before the first slope you are able to slide down. You must bounce off the enemies' heads to reach it.

### Defeating the Bosses

**Boss one:** Pick up a rock and stand underneath the boss. When he jumps, wait for him to fall and then jump in the air and throw the rock at his head. You know when the rock connects as the boss's head will shake and a magic power-up will come out. Do this eight times to defeat him.

**Boss two:** As the screen scrolls along, pick up a rock and keep moving. When you come to a spring, jump on it and throw the rocks at the little guys on top. The two guys on each side take one hit and the guy in the middle takes two. Make sure you also dodge the rocks they throw at you.

**Boss three:** When the ape jumps straight up and apples drop down, dodge the apples and then grab the orange apple that is left after the others have been smashed to pieces. Now throw this at the ape. Repeat this six or seven times.



**T**hat'll be you, butt-packer. We want your hints and tips. We'll even give you a prize. Don't know what yet, but we're working on it. Probably something useless though, like a year's free Megazones. Or crusty snot scraped off from underneath Adam the Editor's desk, or something. Send us cool stuff. Not something you ripped off from another mag or somewhere, either. We'll find out about it and torture your sister. Then again...

### But there are rules.

1. Don't send us gibberish. Write in English.
2. Type it or print it. Not in pencil. Neatness is cool. And a virtue.
3. Mark each step clearly. Use as many lines as you want. Don't scrawl.
4. Test it on someone really stupid first. If they understand, send it to:

**HINTS AND TIPS,**  
Megazone, PO Box 746,  
Darlinghurst, NSW 2010.

Please note: Stuff incorrectly addressed gets put straight into the bin. So don't waste paper or 45c.

# MICRO MACHINES 2

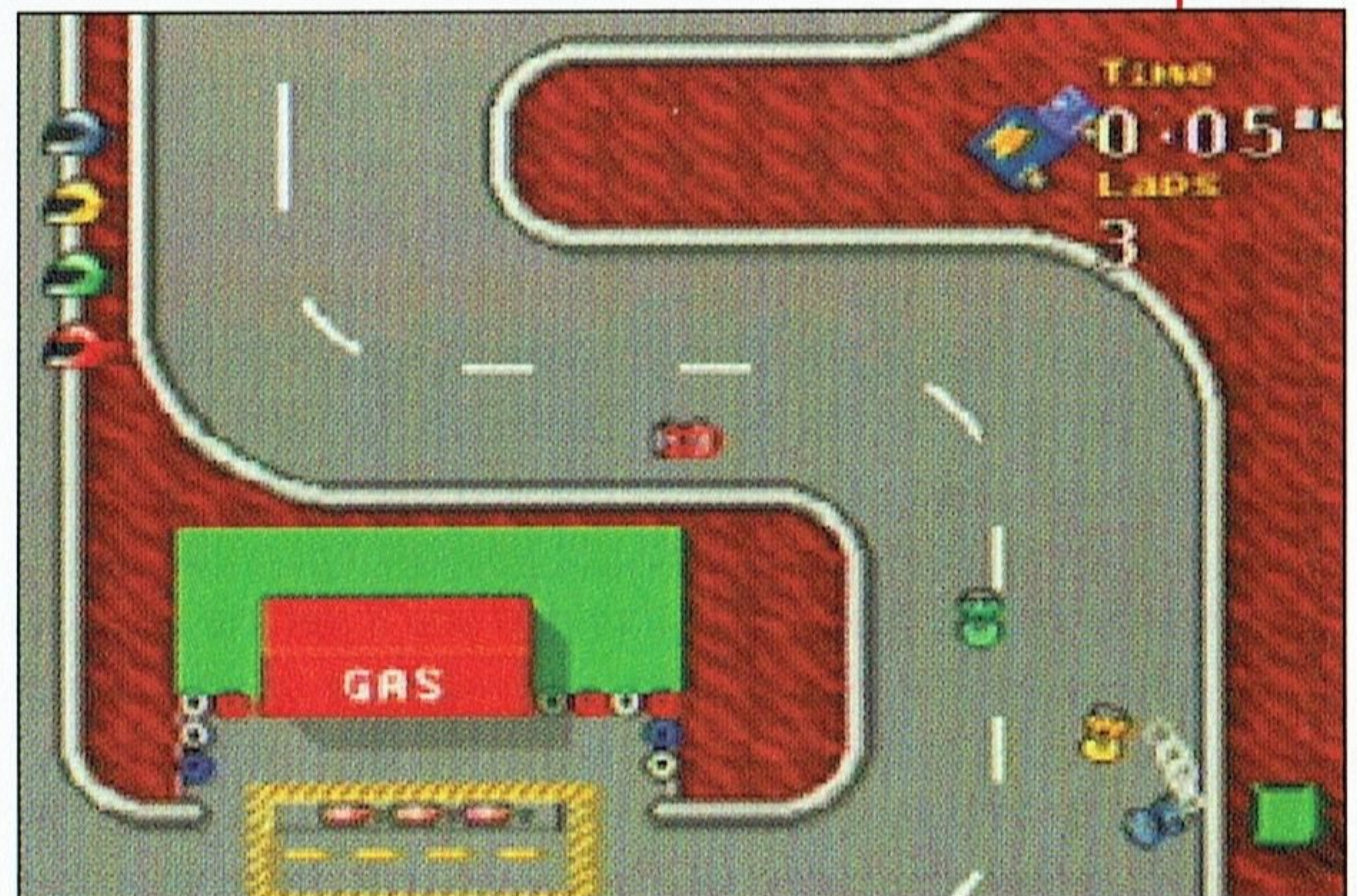
## MEGA DRIVE

**Geoff** of **New Lambton, NSW**, has sent in these great cheats for *Micro Machines 2*. To access them, simply pause the game at any stage and enter in the following:

**Faster Car:** Up, Down, A, B, Left, Right, hold C and press Start

**Hard Game:** Left, Right, Left, Right, Up, Down, hold Down and press Start

**Very Hard Game:** Left, Down, Up, Down, Right, Down, hold A and Down and press Start.





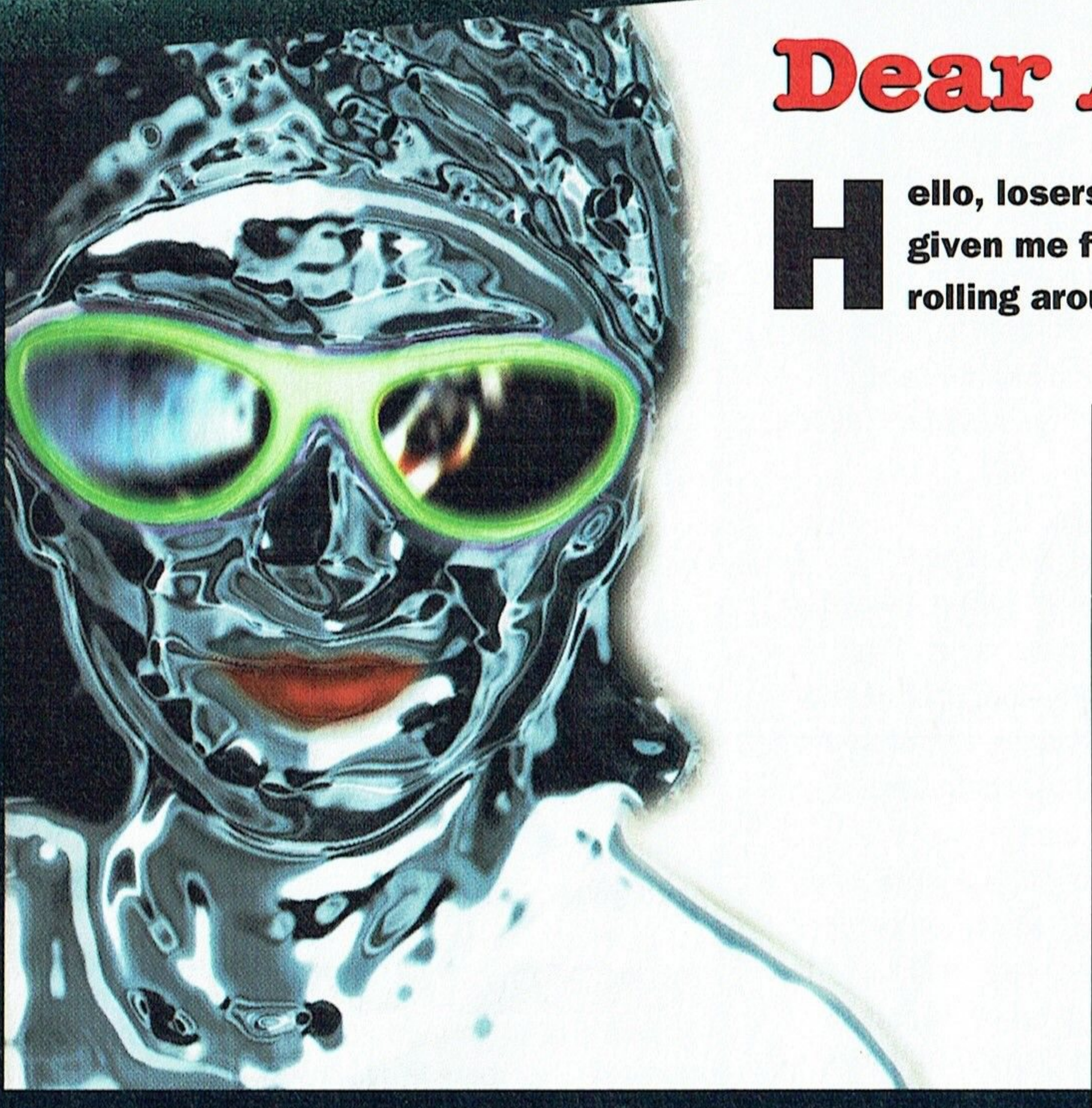
# ASK agatha

AG: SHE'S GOT GREAT TIPS!



## Dear Agatha...

**H**ello, losers. It's Agatha here. The spunk-rat editors at Megazone have given me four full pages this month. Imagine that! So, why not join me rolling around in a barrel of jelly reading your letters?



### GORO SIGHTED IN 7-ELEVEN

Dear Agatha,

I must know how you play as Goro on *Mortal Kombat* (Mega Drive). What's his fatality? Thanks heaps.

**G. Rossiter, Kingston, TAS**

Okay, let's set the record straight here: there is no way (currently known to the human race) that enables you to play as Goro on any version of *Mortal Kombat*. Do we all have that clear, now? Good! Anyone found spreading these totally unfounded rumours about the strange appearance of Goro will be force-fed their own recently-severed limbs. By me. Imagine that. If you will.

### COOL LEVEL SELECT

Dear Agatha,

I'm having trouble with *Cool Spot* on the Mega Drive. Can you tell me any level select cheats or any other cheats that you know.

**Cameron, Riverwood, NSW**

No, you can't have a level select for this game, but you can have the all-singing, all-dancing cheat code of wonder! All you do is go to the Options screen and press A button three times, B button twice, C button four times, B twice, A four times, B twice and, finally, C twice. After you've pressed all these lovely buttons, a spunky picture of Dave Perry (games programmer extraordinaire) appears. Press any button and you'll be presented with the much-awaited Cheat Screen! This screen will allow you to do all sorts of wonderful things, including the stupid, game-spoiling level select. But what am I whingeing about anyway? If everyone in Australia was really good at Sega games, I'd be out of a job!



### DON'T GIVE A CRAP

Dear Agatha,

The other day I bought *Sonic 3* – I know you don't give a crap about that though I was hoping you would be able to tell me a cheat for it. A debug mode, or something? I heard the debug mode can crash the game – is that true? If so, why did the programmers put that in?

**Desperate, Paynesville, VIC**

You're right, Desperate. I don't give a crap about that. As for the debug mode, I've never had a problem with it myself, but then again I don't need to use it that much because I'm hot. Let's try an experiment: I'll give you the debug code and everyone reading this who owns a copy of *Sonic 3* can try out the code. If your copy of the game stuffs up, then write in and I'll tell everyone not to do the cheat anymore. If your copy keeps on working, then don't write in and we'll assume that everything's okay. This could be interesting.

Here's the cheat: First you have to enter the level select, do this by pressing Up, Up, Down, Down, Up, Up, Up, Up very quickly, just after the Sega logo disappears and the screen turns black. If you do it quick enough you should get another option on the main menu called Sound Test. Enter this and you'll get the level select screen. Now to get the debug screen all you have to do is choose your level and hold A and Start until the game starts. If the score is all messed up, then the cheat has worked. You may have a hard time getting all this to work, but stick at it because it is possible with a little patience and hard work.



## SOME FREAKS WRITE

Hey, Agatha!

It's your pal (well, pals) Sonic, Tails and Knuckles. We have a few questions to ask you...

1. Ecco told us he can't kill the Vortex head. He can pop the eyes. How do you kill all of him?
2. Knuckles wants to know if there is a level select for *Sonic and Knuckles* – what is it?
3. Tails heard there is a cheat for *Sonic 2* to make him fly. Is it true?

**Sonic, Knuckles and Tails, Kingsley, WA**

*Well, my fluffy little balls of fun, I'll be more than happy to answer your questions...*

*1. Tell your tuna can friend that after he's knocked out the eyes, all he needs to do is attack the Vortex's mouth, but only after it's eaten some jellyfish. Ecco will then have to dash attack the Vortex's mouth from underneath or the side. After about three hits, the Vortex's jaw will fly off and then come back again. Ecco should then keep attacking it's mouth until he knocks off the jaw and it doesn't come back. Then Ecco can just dash attack the unprotected skull from underneath to kill the evil alien and release Ecco's pod. I hope Ecco finds this information useful, as I'd hate to see a fellow mammal deprived of its pod.*

*2. Sorry Knuckles, no level select.*

*3. I always thought Tails was stupid, but this is ridiculous! Of course Tails can fly, it's the only thing he's good at! Tails doesn't need a cheat to fly – it's a natural ability! If Tails wants to fly all he has to do is spin his twin-tailed backside around really fast. Obviously, your two-tailed friend has been indulging in a bit too much of Dr Robotnik's patented Chaos Emerald Juice. Hmm-mmm, love that juice!*



## MIND LIKE A VOLCANO

Dear Agatha,

How do I get past level eight on *Lion King* on the Mega Drive? Do you have any more cheats?

**Lewis Burr, Huntingdale, WA**

*Stuck on 'level eight'? You could be a bit more specific if you really wanted me to help you. Luckily, my amazing psychic powers can determine your trouble spots. I divine that you can't get past those annoying lava spouts. There are two sets of lava spouts: the first lot consist of three spouts, two of which are working while the other isn't. What you have to do is stand on the non-working lava spout, jump and claw at the rock on the roof. After a few hits, the rock will fall, crashing through the roof and allowing you to continue below. The second trouble spot consists of about five lava spouts which continually shoot lava, causing rocks to fall down. Simply jump from one spout to another, continually avoiding the lava and rocks, until all the spouts are covered by rocks. All you have to do then is stand on the left-most lava spout and wait until it explodes, shooting you way upwards to the next stage. After all that, I'm a bit exhausted – I need a lie-down!*



## LAZY STRIKE

Dear My Favourite Aunt Agatha,

Are there any unlimited ammo, fuel, armour cheats for *Jungle Strike* on the Mega Drive? Could you tell me all the level codes for it, as well? Thanks, dear, I couldn't be arsed doing it myself!!

**Chris, Karratha, WA**

*You lazy creep! Why don't you sit down and play it yourself? Or are you just incompetent? Sheesh!*

*Alright, I give in! Here's your bloody level codes...*

**Level two Sub Hunt:** ..... RLPGYK BX6GG

**Level three Training Ground:** ..... 9V6DBRV76GG

**Level four Night Strike:** ..... XTHGR9WNMCZ

**Level five Puloso City:**..... VNCFXTL SZYW

**Level six Snow Fortress:** ..... W6PDKV7LGFB

**Level seven River Raid:**..... THFYXL6MHZD

**Level eight Mountains:** ..... 7NL4S6PZKX6

**Level nine Return Home:**..... NSJX7SHPGFR

*There aren't any unlimited stuff cheats, so you'll have to finish the game with these level codes and your natural skill. Though you don't seem to have any.*

## CHARMING COLLECTABLES

Dear Agatha,

I have been playing *X-Men* on the Mega Drive and can't get past Magneto on the last level. I know you have to hit him in the head when his shield is down but he just puts it back up again. Can you help me? Also, what do the Charmstones do on *Wonderboy in Monsterworld* (besides seeing the man that gives you hearts)? Your help would be good.

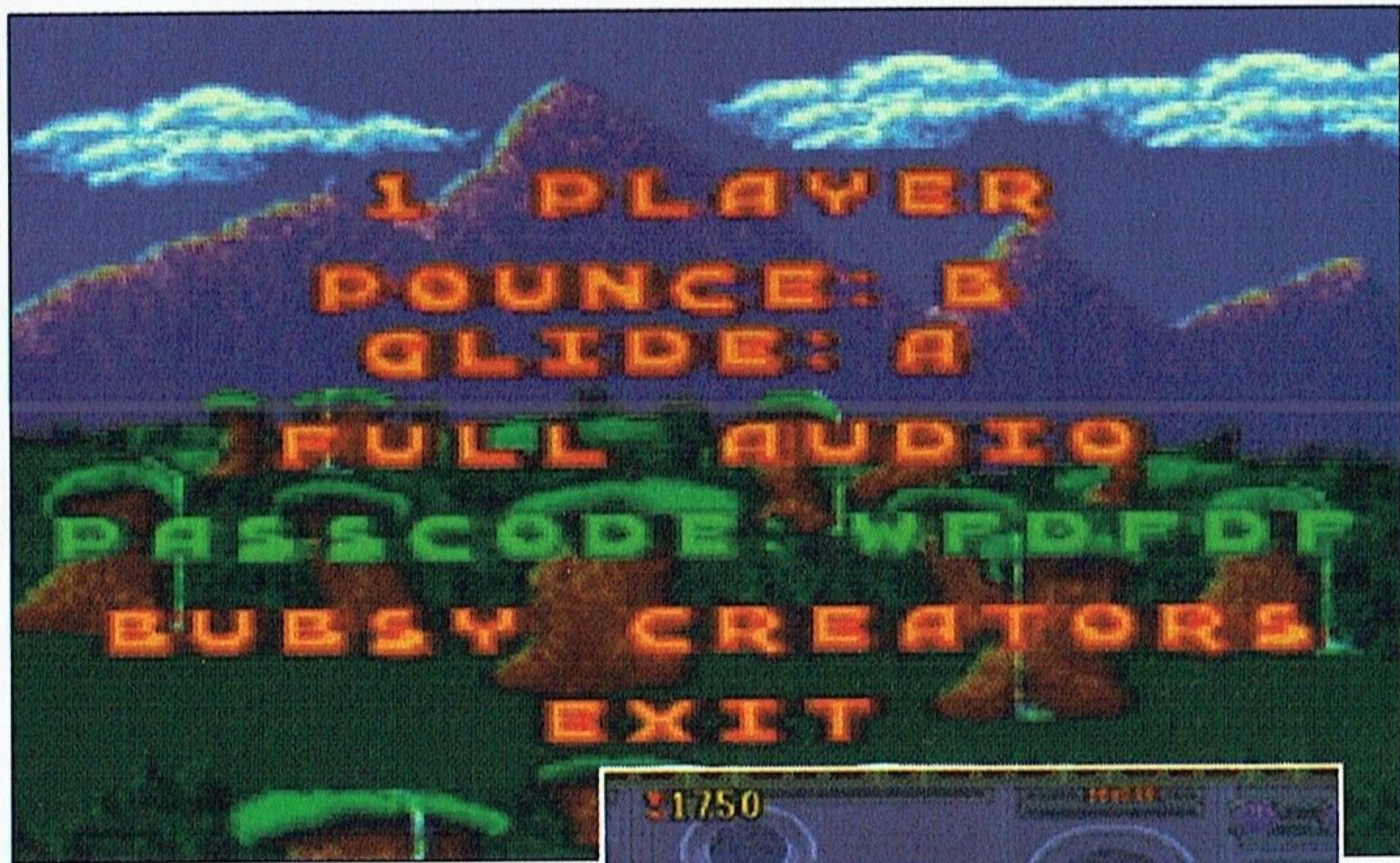
**Tim Kneipp, NSW**

*My help would be good? Hey, when I'm good, I'm good, but when I'm bad, I'm better. But if you wanna beat Magneto, you'll have to listen to your Auntie Agatha, real closely. To defeat Magneto, jump up to the upper-right platform and avoid the shrapnel he shoots at you. Then, when he finally moves towards you, wait until he stops and then hit him on the head. Next, go to the platform at the far-left side and wait for him to follow you, then just repeat this pattern until the big, magnetic lug is defeated.*

*As for Wonderboy and those Charmstones, who knows? They don't appear to do anything really useful, so just ignore them (or you could swap them with your friends and collect the whole set).*







**FURRY RUBBISH**

Dear Agatha,  
I'm stuck in the game *Bubsy: Claws Encounters of the Furred Kind*. Could you please give me some passwords for it? And if there is one, a level select? I am in desperate need.

**Simon Barker, Thornton, NSW**



*I prefer not to give out all of the passwords for a game, because, well, I don't. But because I think Bubsy is lame rubbish, I have no problem whatsoever with spoiling everyone's fun...*

<b>Chapter two:</b>	CKBGMM	<b>Chapter 11:</b>	KMGRBS
<b>Chapter three:</b>	SCTWMN	<b>Chapter 13:</b>	TGRTVN
<b>Chapter four:</b>	MKBRLN	<b>Chapter 15:</b>	BTCLMB
<b>Chapter five:</b>	LBLNRD		
<b>Chapter six:</b>	JMDKRK		
<b>Chapter seven:</b>	STGRTN		
<b>Chapter eight:</b>	SBBSHC		
<b>Chapter nine:</b>	DBKRRB		Now, was that worth it?

**AGATHA ÜBER ALLES**

Dear Agatha,  
I have a cousin on holiday from Germany who really loves you and really wants you to write back!!! Oh, and are there any cheats that are really cool on *Robocop Vs Terminator* on Mega Drive?!!!

**Jonathan Paull, Sydney, NSW**

*How cute. Although so many exclamation marks don't get me so hot. But to your cuz I say: "Lippen, Hüften, Brüste, Macht!" Or something.*

*Here's a cheat for Robocop Vs Terminator that will allow you to fight female and skeleton enemies. Pause the game at any time and then press: C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A.*

*So it's not useful. You asked for a cool cheat, not a useful one.*

**LORD OF THE TASMAN**

Dear Agatha,  
Can you please help me to get into Varlin Castle in *Lord of the Sword*?

**Aaron, TAS**

*You can't get into Varlin Castle until you've defeated all of the bad guys in the game, ending with the defeat of the Statue of Evil. It's the last thing in the game, so kill everything and then talk to the Wizard in Amon: if he tells you to go to Varlin Castle, it's time to go, otherwise you'll just have to keep hunting. It may seem like a lot of work just to get into a stupid castle, but what else are you going to do in Tasmania? Um, don't answer that.*

**CHILD FOR SALE**

Dear Agatha,  
I need help. DESPERATELY. I own *Asterix and the Great Rescue* (on the Mega Drive, of course) which is really fun. But... one teensy problem exists. I'm stuck. I can't get the hang of riding the logs at the end of the Forest level. How is it done? Also, if you can supply me with the passwords from here on in I'll give you my first-born child, my soul, and all my spare change. Is that fair or what?

**Drenched, Kandos, NSW**

*Sounds fair to me. To ride the logs, just hold Right on the D-pad, and rapidly press A, then B buttons one after the other. Think of it as a race, where the faster you press A then B, the faster you go and the more Mega Drivin' butt you kick! I'll give you all the passwords, just for the hell of it...*

**Level 2:** .....INSULA

**Level 3:** .....CONDOR

**Level 4:** .....VIENNA

**Level 5:** .....AVALON

**Level 6:** .....DULCIS

*I'll send the boys around later to claim your soul and your spare change. I want nothing to do with your first-born, though. The last thing we need here at Megazone is more screaming brats.*

**NBA ACCOUNTING**

Agatha,  
I have *NBA Jam*. I have tried the code for Shot Percentage Display but it hasn't worked once for me. Please tell me what I'm doing wrong or tell me the real cheat. Much appreciated.

**Jason, Unanderra, NSW**

*Well, Jase, the real way to do this cheat is to wait until the 'Tonight's Match Up' screen appears and then tap button B once. Then hold A, B and Down (together) until the court appears. Simple really, if you know what to do and have natural talent.*

**DUMB AND JUST PLAIN STUPID**

Dear Agatha,  
I'm playing the game *Bubble and Squeak* on the Mega Drive – which is a really cool game – but I can't get past the first level. I think it has something to do with this big blue guy who follows me around everywhere. I've tried everything I can to kill him, but he keeps on following me all over the place. How do I kill him? Also, where is Squeak, the character referred to on the title? I've looked everywhere but I can't find him and I think he might be able to help me kill this big blue guy!

**Walter Sprovect, Vaucluse, NSW**

*Walter, you're up there with the most stupid people ever. Let me break it to you – gently. The big blue guy following you around IS Squeak! You have to lead him to the finish pole in each level, that's the point of the game. Next time, try reading the instruction manual first, or failing that, think real hard. Just because video games are entertainment doesn't mean you're allowed to turn your brain off. Hold on a minute... what am I saying?*





## PLUNK THAT

Dear Ag,

I've got a bit of a problem with the game *Generations Lost*. It's on the third level, part two, where those plunker things are. How do I get across the electric field on the floor? I think it might have something to do with the plunkers, but I don't know how to make them work. Please help me, this bit is driving me mad!

Anais Nin, Sydenham, NSW

*I must admit that using the plunkers is pretty damn annoying, it took even me a while to get the hang of it. Once the plunker is activated (you'll see a crescent-type thing swing below the triangle) you can swing across the gap by jumping into the air, and then quickly pressing and holding the jump button while still in the air. You'll swing across the screen, Tarzan-style, until you let go of the jump button. When you let go you will swing upwards fairly high. If you need to get up real high after a swing, don't press jump again, or you'll stop going upwards. No problem when you know how. Oh, and written any good books lately, Anais?*



## DOOM DUMMY

Dear Agatha,

I just bought a 32X and got the game *Doom*, but I'm having trouble completing the last nine levels. Got any codes to help me pass them? I also heard there was a password for walking through walls, if so, could you find it out for me?

Damien, Albany, WA

*Ahh! No longer will those snotty PC gamers look down upon us Mega Drive owners! We have Doom now, and nothing can stop our world domination! If you want some amazing cheats for this game, try these out for size: to get all the weapons and full ammo, pause the game and press buttons A, C, Mode and Up all at the same time. If you want to be invincible, all you have to do is pause the game and press buttons X, Z, Mode and Up all at the same time, this cheat is also known as God Mode. Obviously you'll need a six-button controller to get these to work (the Mode button is one the side of your six-button control pad).*

*The cheat that allows you to walk through walls is called Clip Mode on the PC version, but we haven't found an equivalent for the 32X version - yet. Keep shooting those demons!*



## SONIC AGAIN?

Dear Agatha,

I have been going nuts. I can't seem to get the last emerald in *Sonic the Hedgehog* on Master System. I know it's in the last stage, but it must be impossible. Please help me!!!

Michael Jenke, SA

*Hey, Michael - chill! Agatha is here to solve all your hedgehog woes! The emerald you're looking for is in the Sky Base, level 6.1. To get it, jump to the left at the very beginning of the round, and land on a yellow platform that will take you across the sky to the right. You must change platforms whenever you can, because otherwise you'll end up on a ride to nowhere. Change platforms twice (you can collect an extra life along the way) and you should end up on the other side of the chain. Simply jump through the chain to collect the emerald when it appears.*



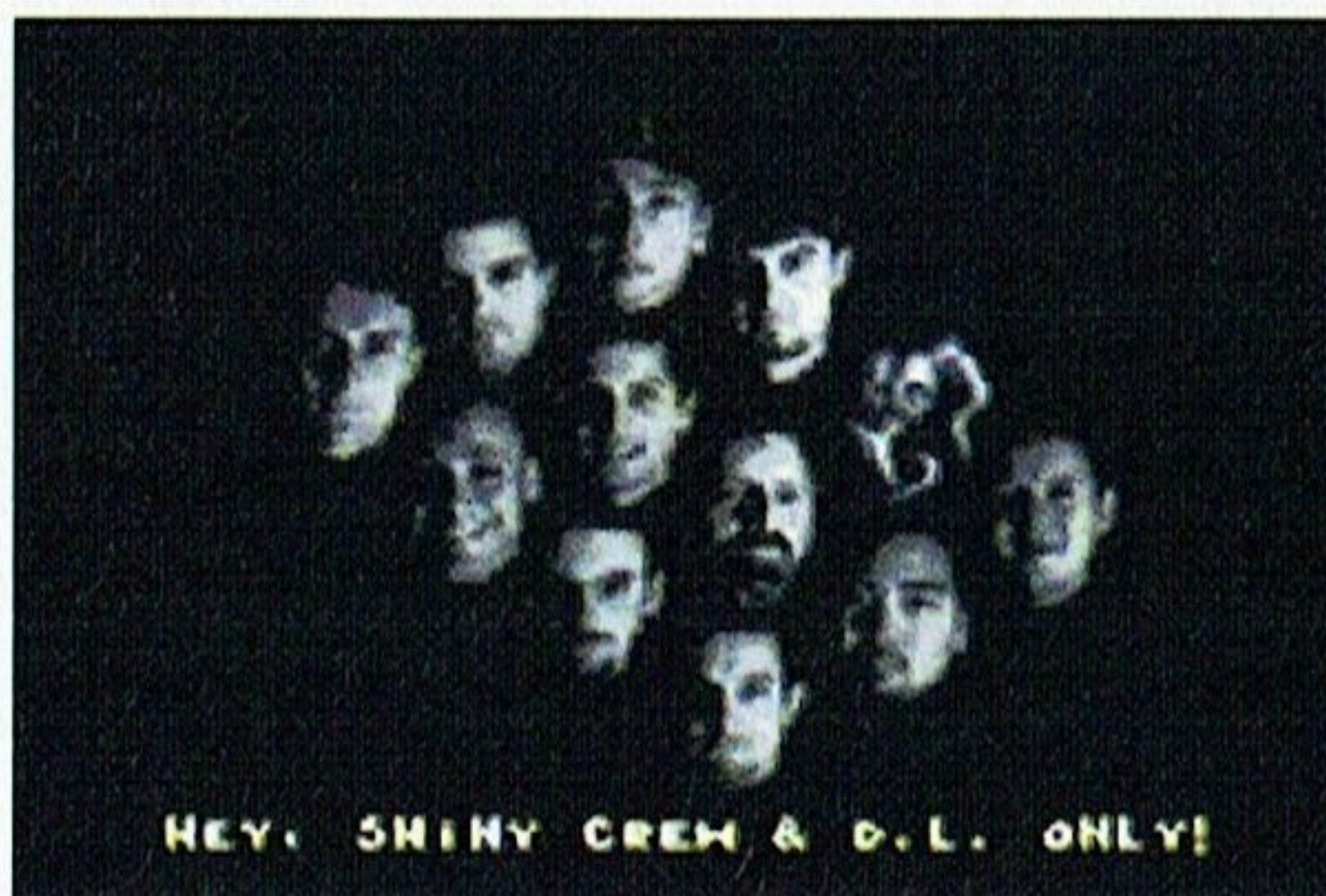
## WRIGGLY PROBLEM

Dear Agatha,

Do you have a level select or extra life cheat or anything for

*Earthworm Jim? Any help will be much appreciated.*

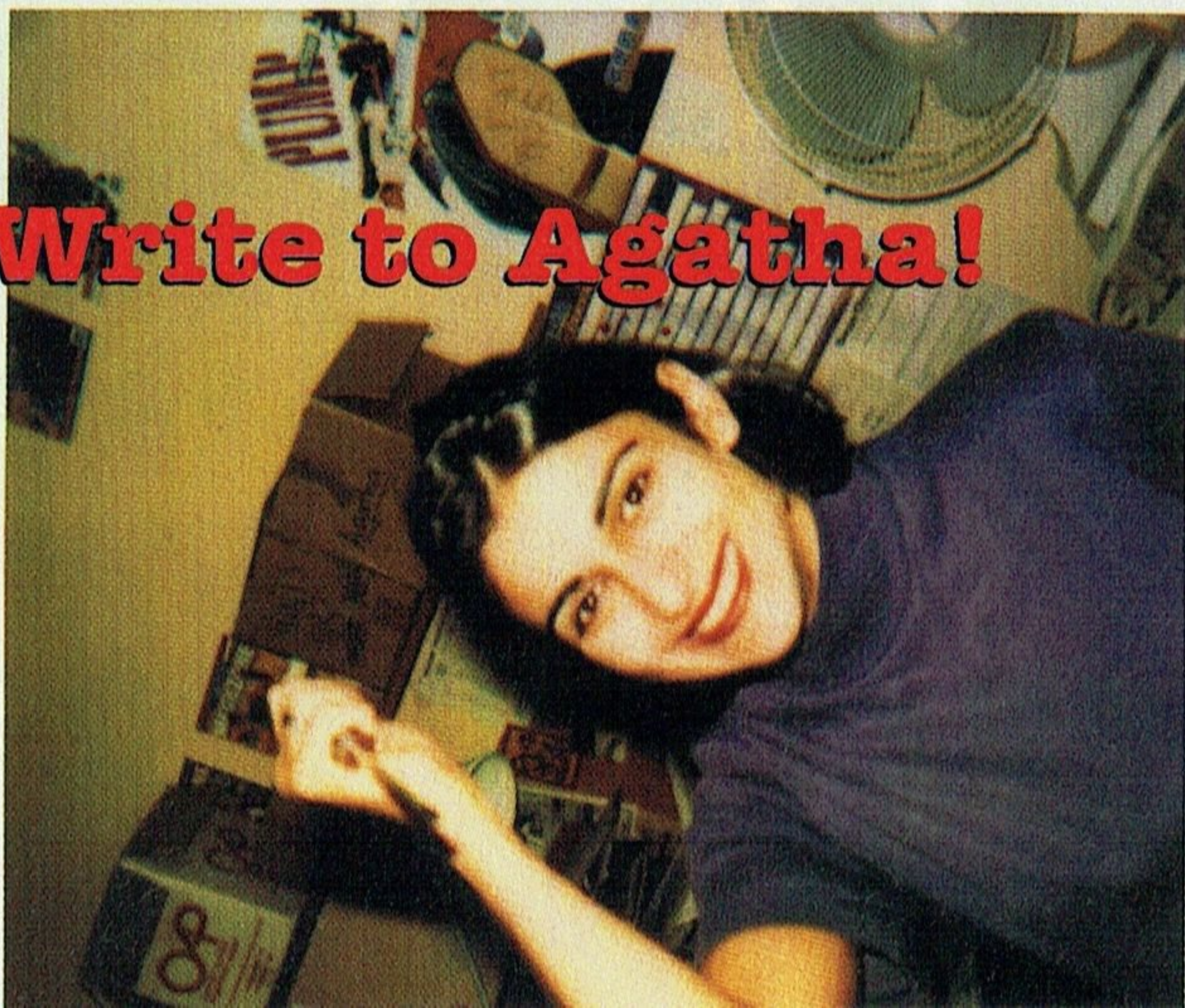
**Cary Pichler, Innisfail, QLD**



*Need help with the wriggly udder-fancier, huh? Try this hot level skip on for size: pause the game at any time and then press*

*buttons A and LEFT together, B, B, A, then A and RIGHT together, B, B, A. This will give you an amazing Cheat Screen.*

## Write to Agatha!



**U**nlike most of you, Agatha was blessed with the ability to read. This in turn is a great benefit to society. Instead of you guys' getting frustrated, pent up, tetchy, set to explode, and the like, you can unleash the swelling inside upon Australia's only Sega agony aunt. She'll read your letter and try to soothe your ails. Thank you, drive through.

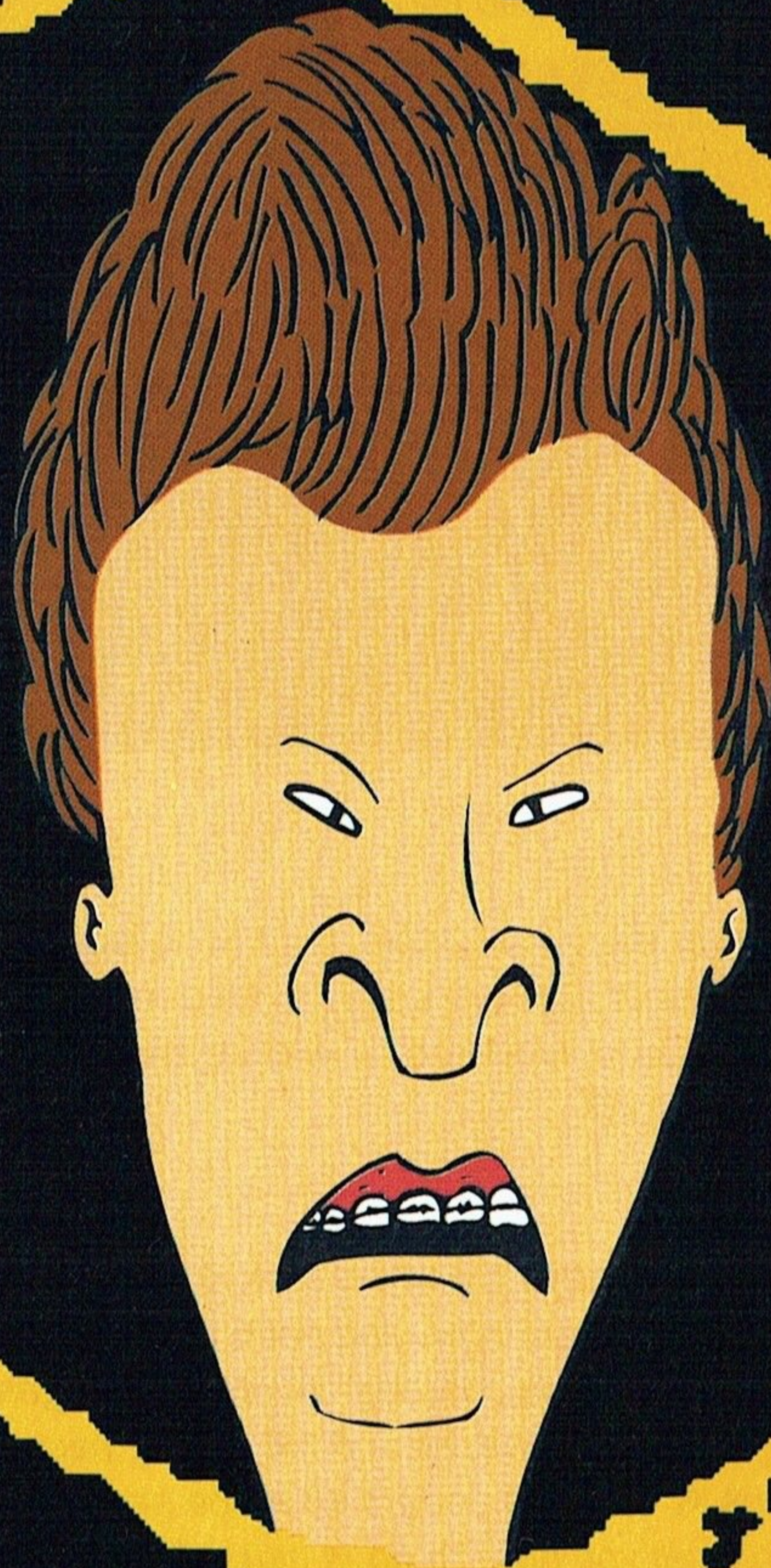
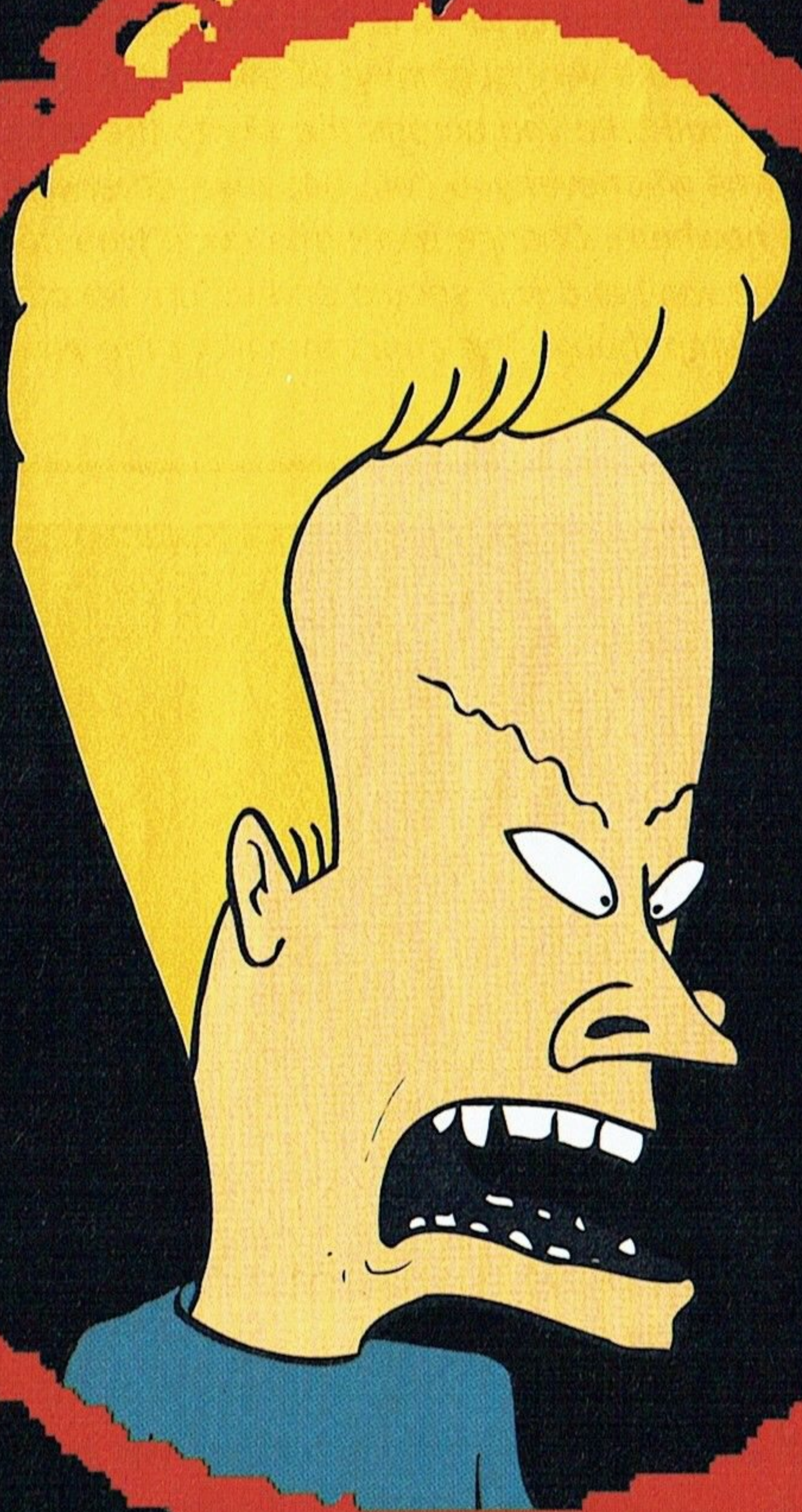
**Dear Agatha..., Megazone,  
PO Box 746, Darling-it-hurts, NSW 2010.**

*So, you want fries with that?*



**M**TV's  
MUSIC TELEVISION®

# BEAVIS AND BUTT-HEAD



# the game

SEGA

MEGA DRIVE

VIACOM  
NEW MEDIA



[PART ONE]

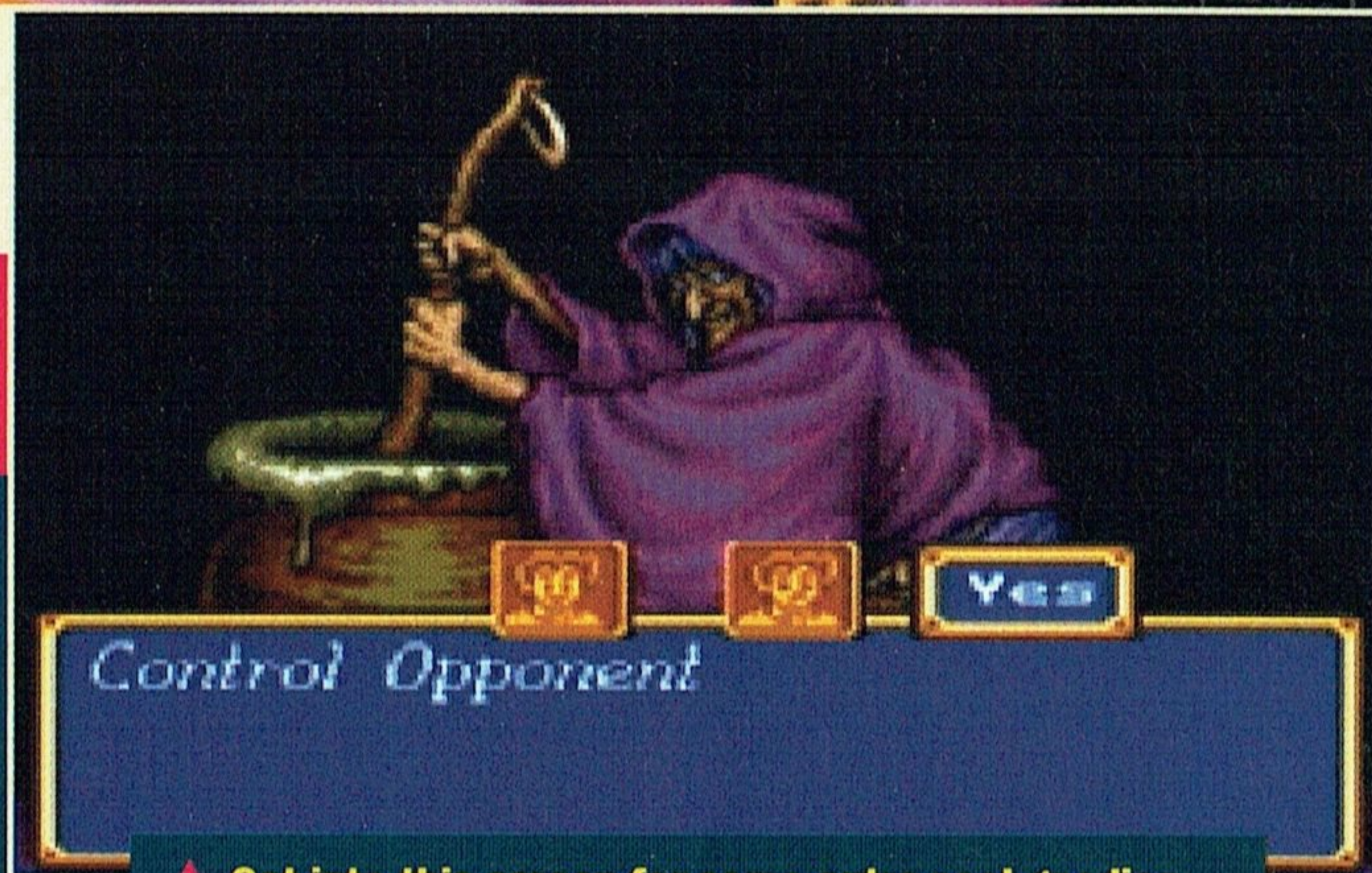
# Gamebuster

# Shining Force 2

Goblins, demons, and RPG hocus pocus. Julie Quach gets a great big sword and slashes *Shining Force 2* way open.

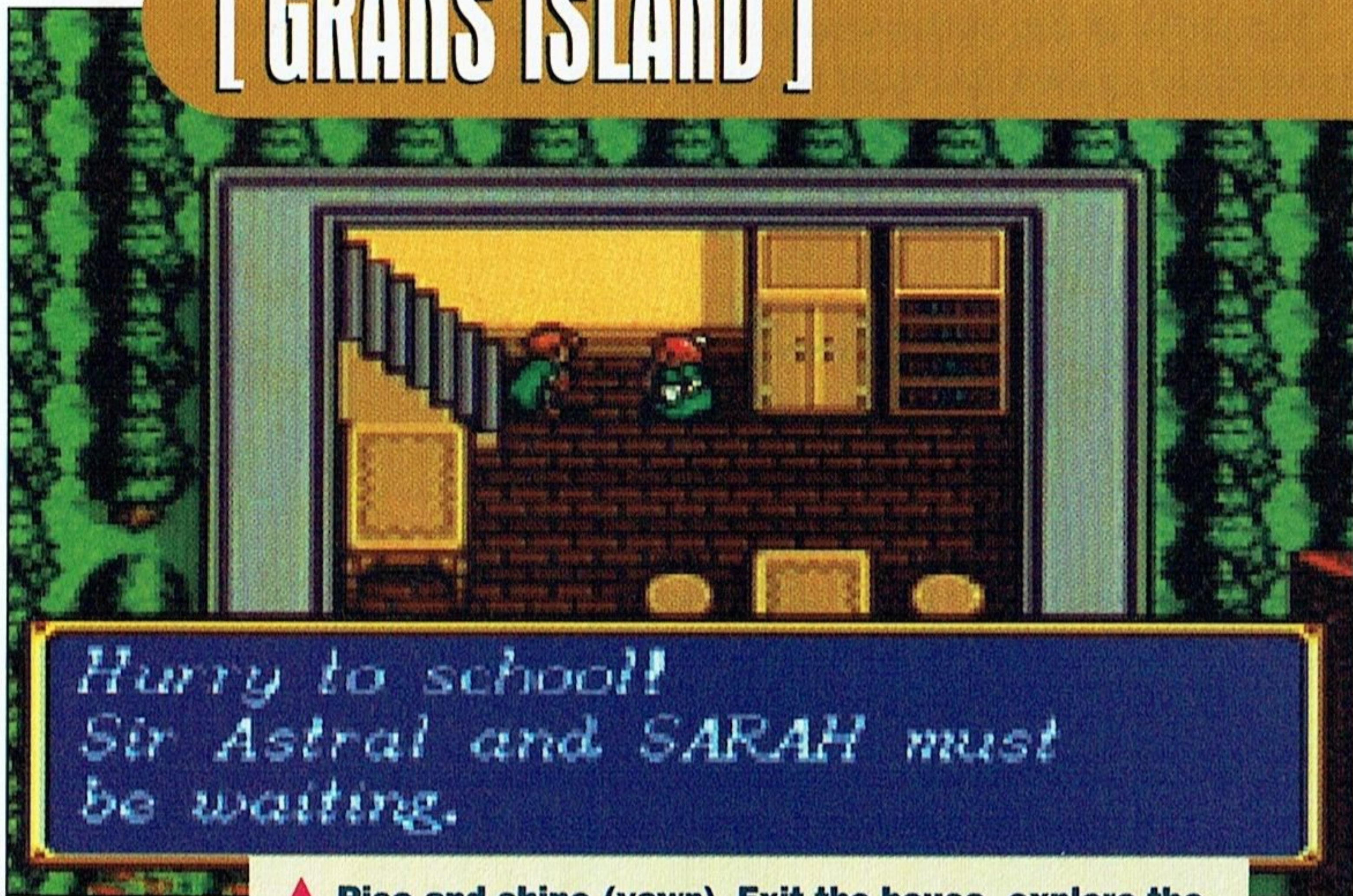
## [ DEBUG MODE ]

**T**his handy debug mode gives you control over your opponents among other things, so you can bash them senseless while they just stand there. At the Sega logo press: Up, Down, Up, Down, Left, Right, Left, Right, rotate the D-pad clockwise from the top, and hold down Start.



▲ Get into this screen for some extra-cool goodies. You can automate fights and even control opponents.

## [ GRANS ISLAND ]



▲ Rise and shine (yawn). Exit the house, explore the town and head for school.



▲ Just as the lessons begin, Sir Astral is summoned to the castle.

**W**aking up to the storm aftermath in the morning, you would think that there's a free day off at school. Then, as you reach the bottom of the steps, you're told by the housekeeper to see your teacher, SIR ASTRAL, and fellow students at school.

Exit the house and explore the town. Chat to the townsfolk to bring you up to date on developments. Then head right and go up the steps to the school. Talk to SARAH and then go down the steps to talk to Sir Astral. Just as the lesson begins, your teacher, Sir Astral, receives a message to see KING GRANSEAL.

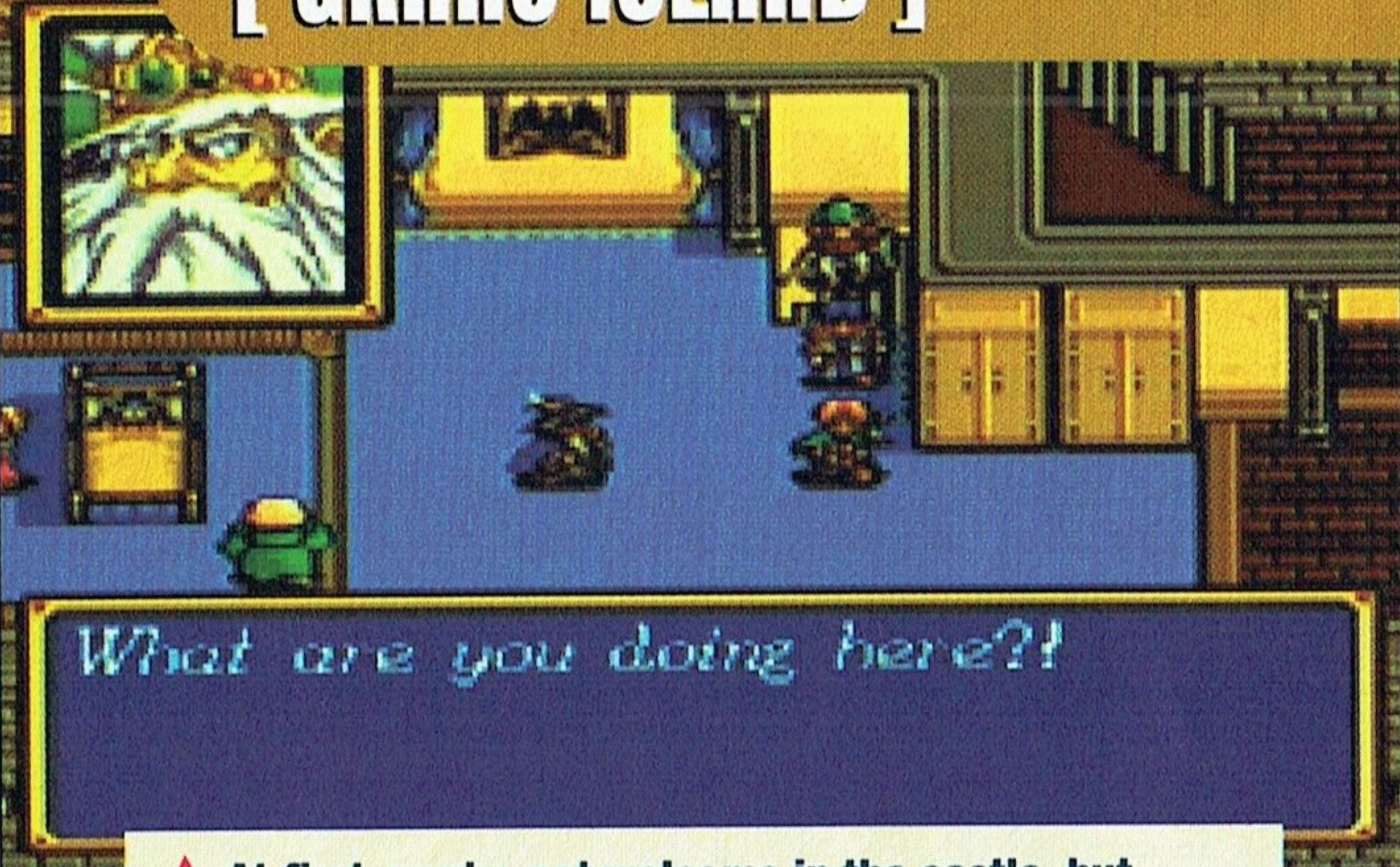
Follow Sir Astral into the castle. In the castle, you find out that King Granseal is seriously ill. Sir Astral decides to take you to the ANCIENT TOWER to investigate. As Sir Astral leaves for the Ancient Tower, follow him.



▲ You can't enter the castle until you've been to school. When Astral leaves, follow him to gain entry.

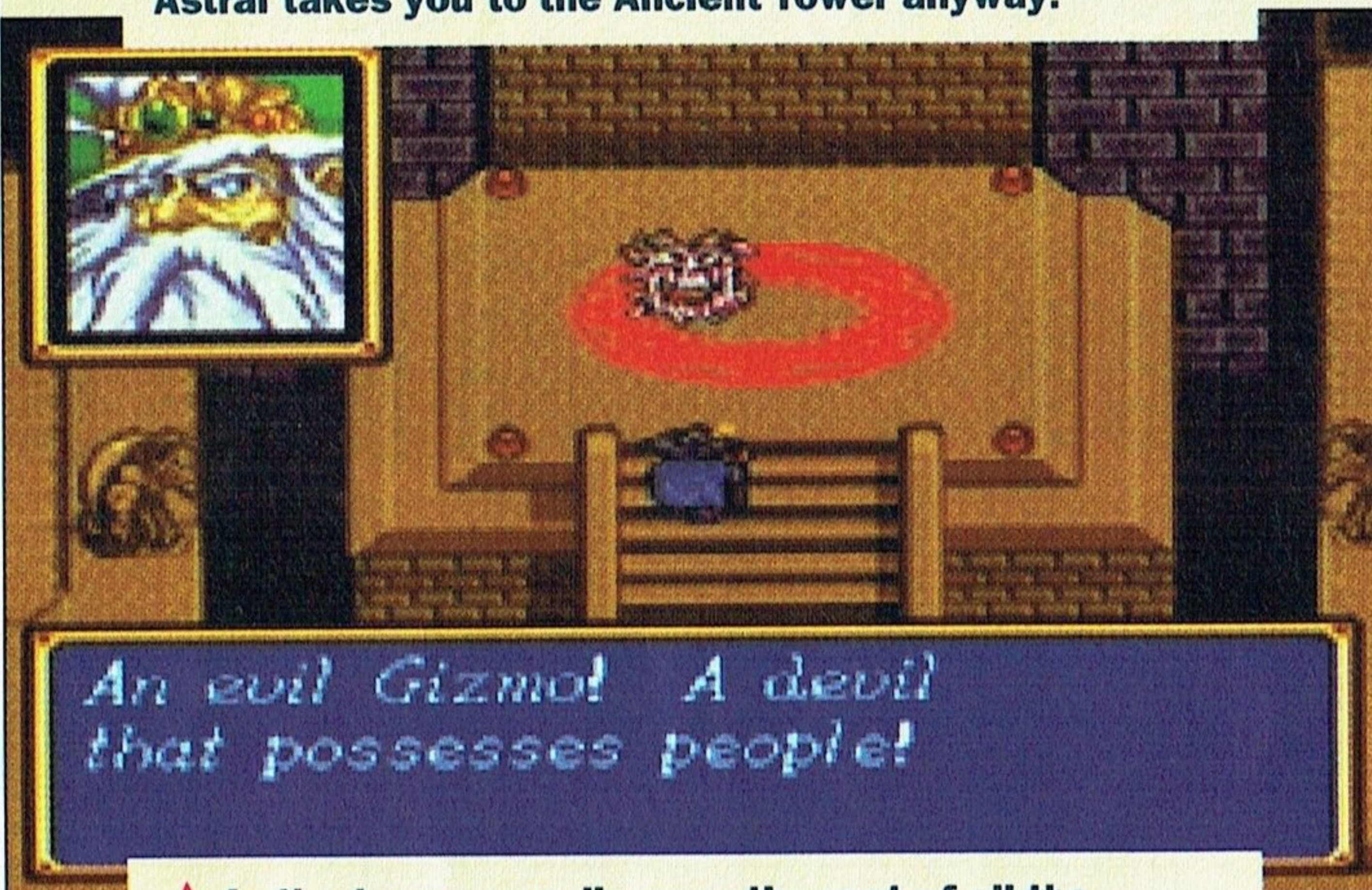


# [ GRANS ISLAND ]



*What are you doing here?!*

▲ At first, you're not welcome in the castle, but Astral takes you to the Ancient Tower anyway.



*An evil Gizmo! A devil that possesses people!*

▲ In the tower, you discover the root of all the trouble - it's an evil Gizmo.



*We'll stop the evil Gizmo here. Julshif, defeat these fiends!*

▲ Your first battle ensues. Although it's an easy win, the Gizmo escapes and possesses the King.



*What can I do for you? Oh, you would like to see my master?*

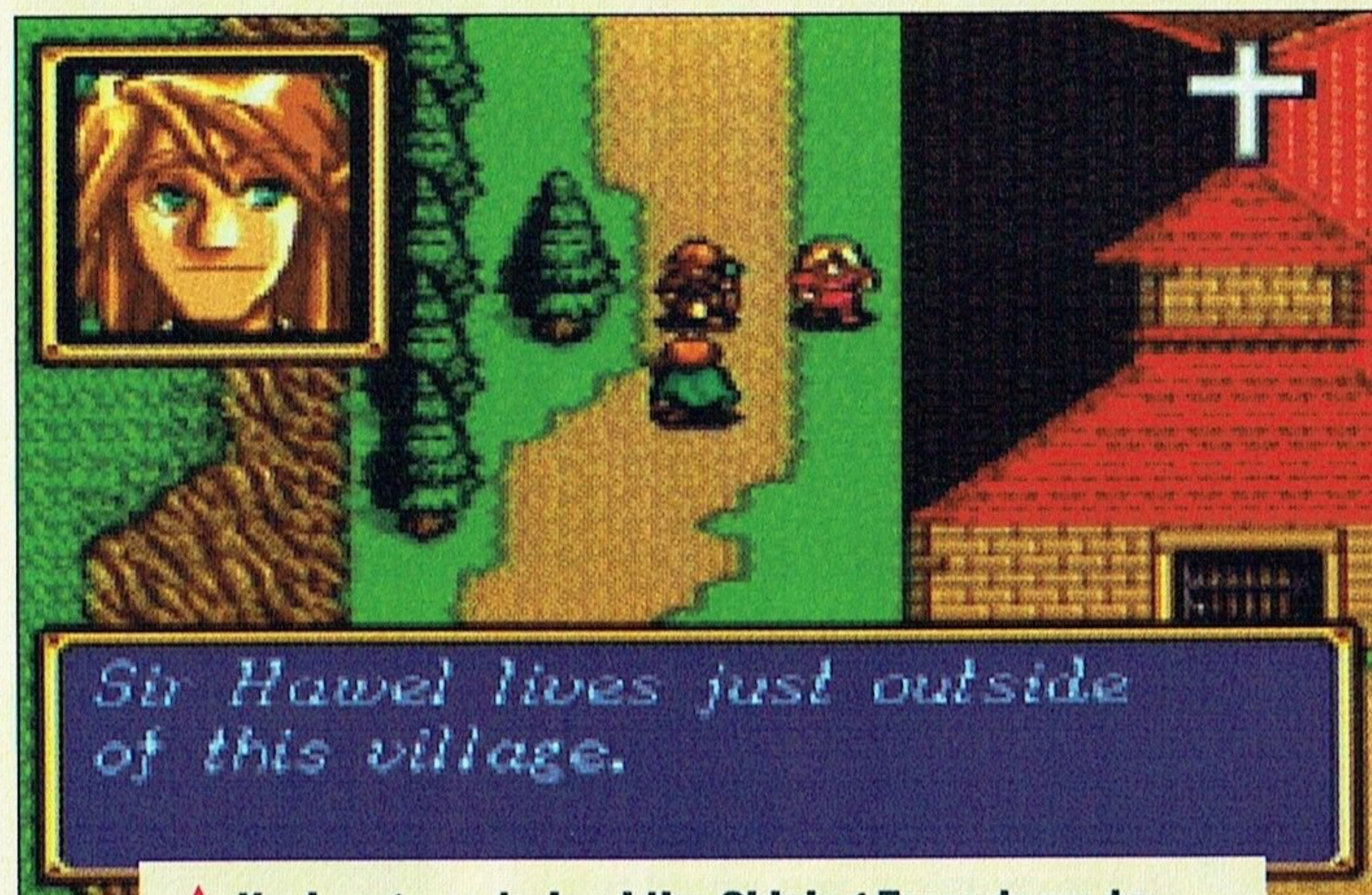
▲ To put things right, you need to find Sir Hawel in the village called Yeel. You meet Kazin, his student.

In the Ancient Tower, battle the evil GIZMO that appears. Unfortunately, due to your team's lack of experience, the Gizmo escapes to find a victim. The poor victim happens to be the King who is already so sick that he doesn't have any resistance. Sir Astral does his best to depossess King Granseal. With some luck he manages to save the King, but the Gizmo escapes.

You have to lead the Shining Force team to find SIR HAWEL as the King's other soldiers go after the Gizmo. Go to the town called YEEL. Here you meet KAZIN - Sir Hawel's student. Being the nice guy he is, he takes you to see Sir Hawel. You arrive at the place to find that Granseal's long-time ally, KING GALAM, has seriously injured Sir Hawel because of secret documents about the GROUND SEAL. It now seems that Granseal and Galam are no longer allies...

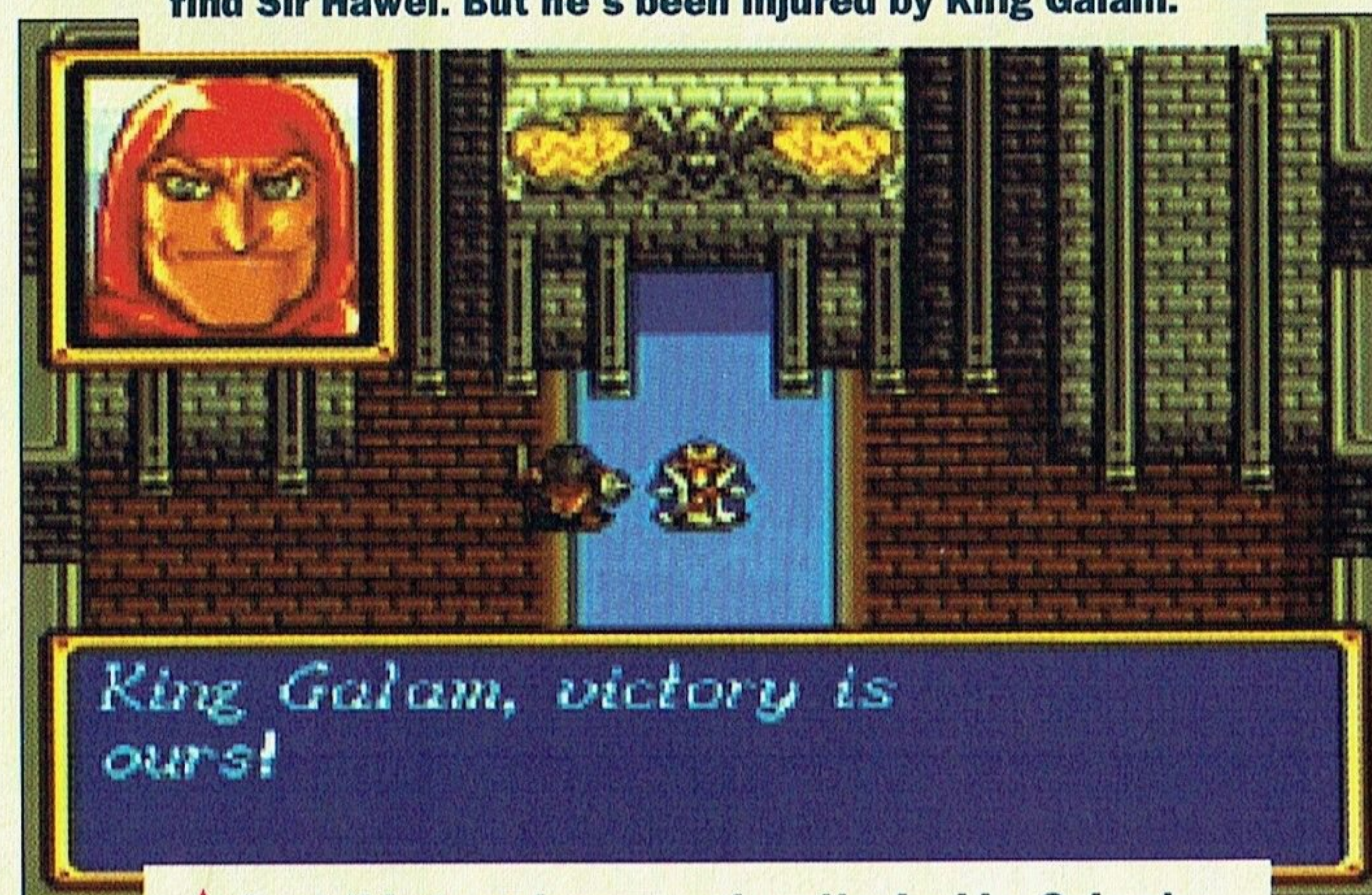
As you depart for Granseal, Galam soldiers await outside of Yeel. Then, just as you finish the battle outside of Yeel, Galam's leader, LEMON defeats you. You and the Shining Force team are captured and thrown into jail. But how to escape? A rat by the name of SLADE offers help, but being suspicious, a member of your team finds out that the rat was responsible for all the things that have been happening around the island. Repentant, Slade offers you help to escape jail. (Of course, it would be rude of the Shining Force team not to accept.)

You arrive at the scene where you see King Galam on the way to retaliate against Granseal because his messenger was killed. As you leave, you are spotted by the guards. Battle your way out of the castle and hurry back to Granseal Castle.



*Sir Hawel lives just outside of this village.*

▲ Kazin agrees to lead the Shining Force team to find Sir Hawel. But he's been injured by King Galam.



*King Galam, victory is ours!*

▲ Next thing you know, you're attacked by Galam's troops and find yourself in prison.

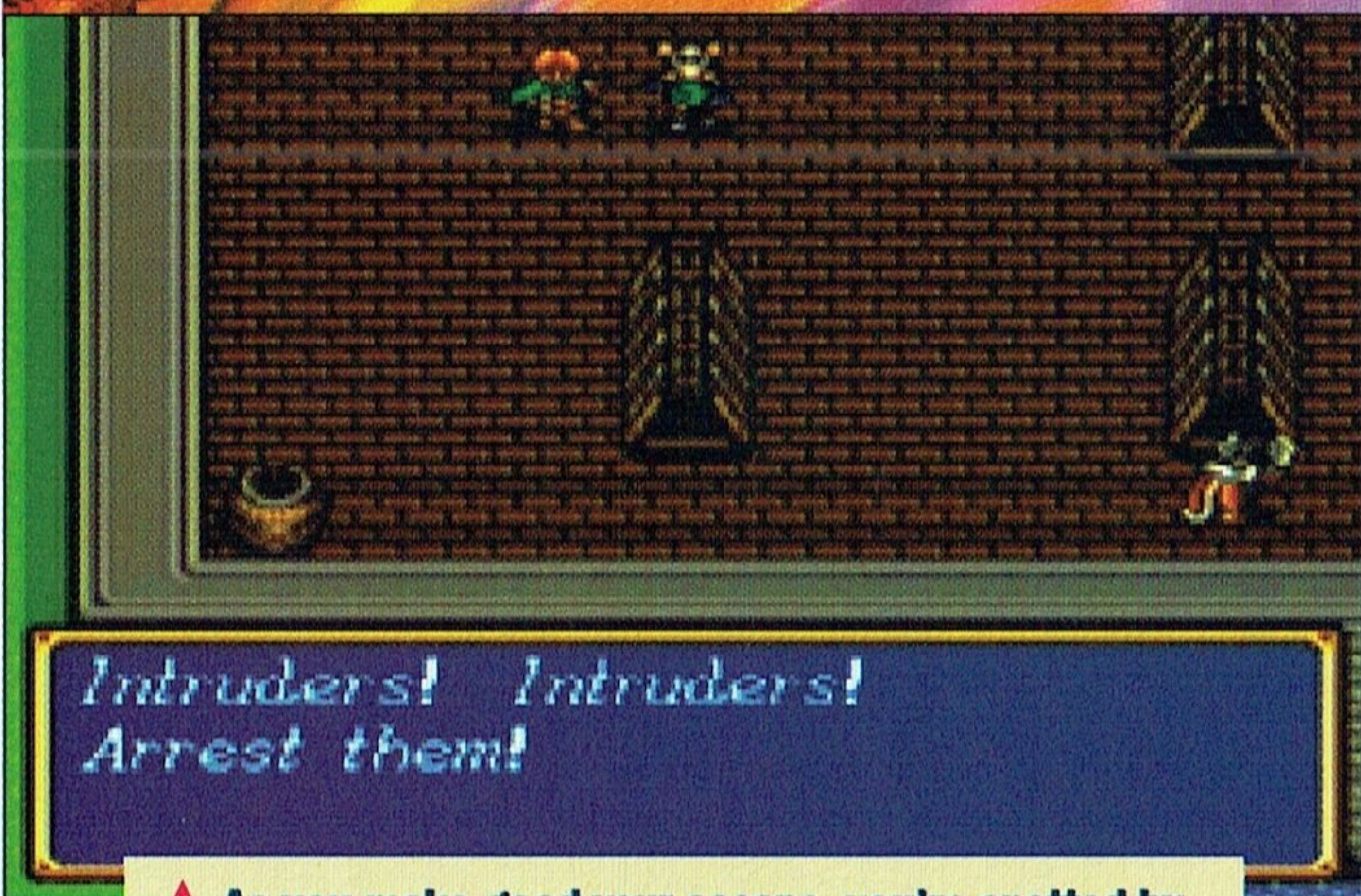


## Shining Force 2

After defeating Galam's knight, you receive the JEWEL OF LIGHT from Slade.

In Granseal, go to the shed east of the jail to pick up the tortoise character and name him. You discover that PRINCESS ELIS has been kidnapped. Go to the Ancient Tower and defeat the nasties King Galam sends out to kill you. Unfortunately, King Galam still manages to hold onto the princess. But before the king makes his escape you take the JEWEL OF EVIL from him just before they disappear through the gate to another dimension. After Galam disappears through the gate, an earthquake suddenly erupts, so quickly lead King Granseal and co. out of the tower.

Due to the worsening condition of the earthquake, the whole town has to abandon the island. Go to the ship on the far right and depart on the ship to the mainland. On the ship you should be able to find an item called QUICK CHICKEN, this item increases one of your characters' agility.



*Intruders! Intruders!  
Arrest them!*

▲ As you make good your escape, you're spotted by guards. Time for another fight...



*Julshif received the  
Jewel of Light...*

▲ Slade gives you the Jewel of Light after defeating the knight. He's not such a bad old stick, after all...



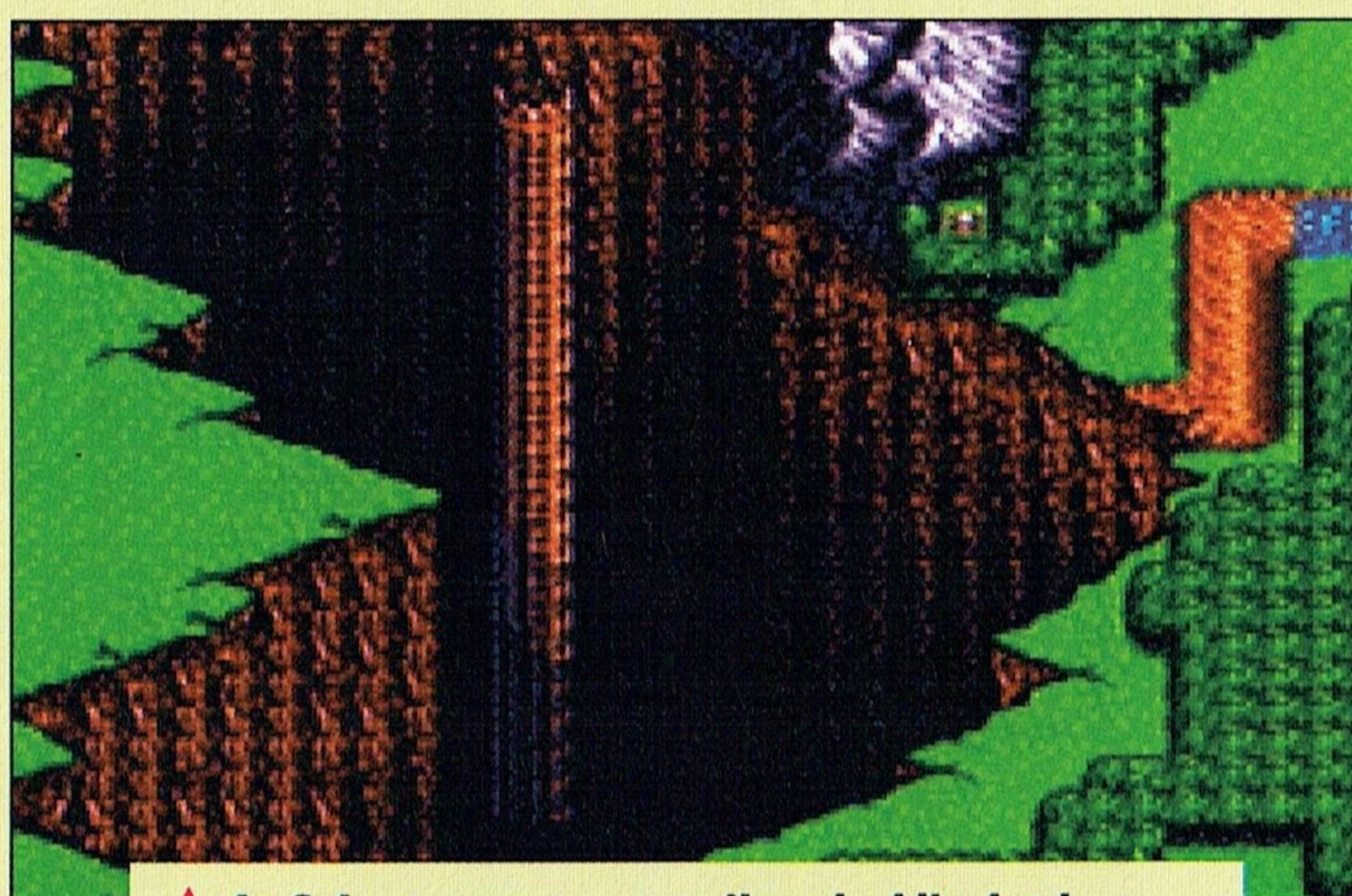
*She's gone...  
Elis!*

▲ More trouble - Princess Elis has been kidnapped by Galam. But you manage to get the Jewel of Evil.

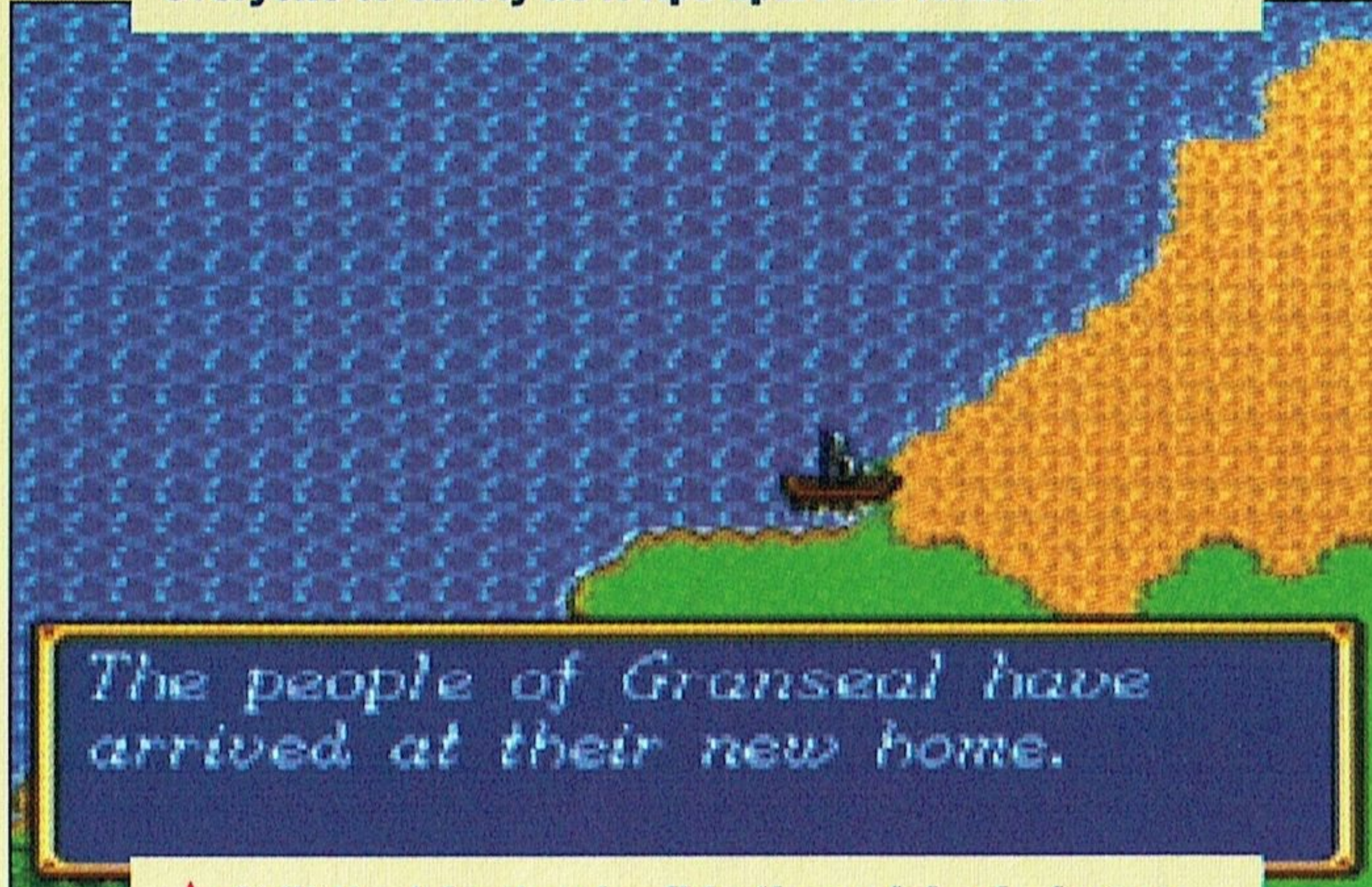


*Sire! Sir Astral!  
Glad to see you again!  
Can we put out now?*

▲ The whole town makes a run for it by ship to the mainland. Don't forget to grab the Quick Chicken.



▲ As Galam escapes, an earthquake hits, lead everyone to safety as it rips apart the island.

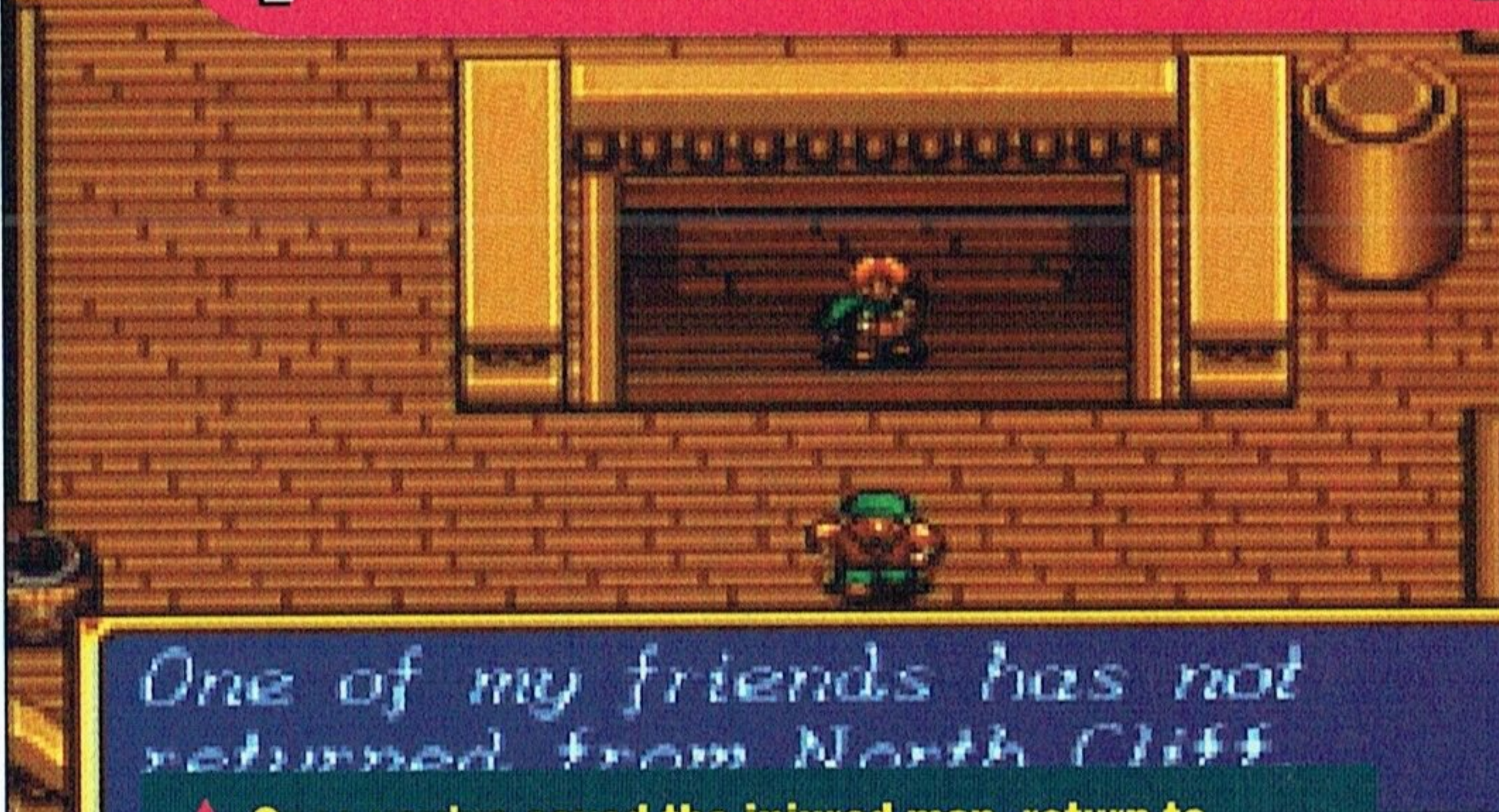


*The people of Granseal have  
arrived at their new home.*

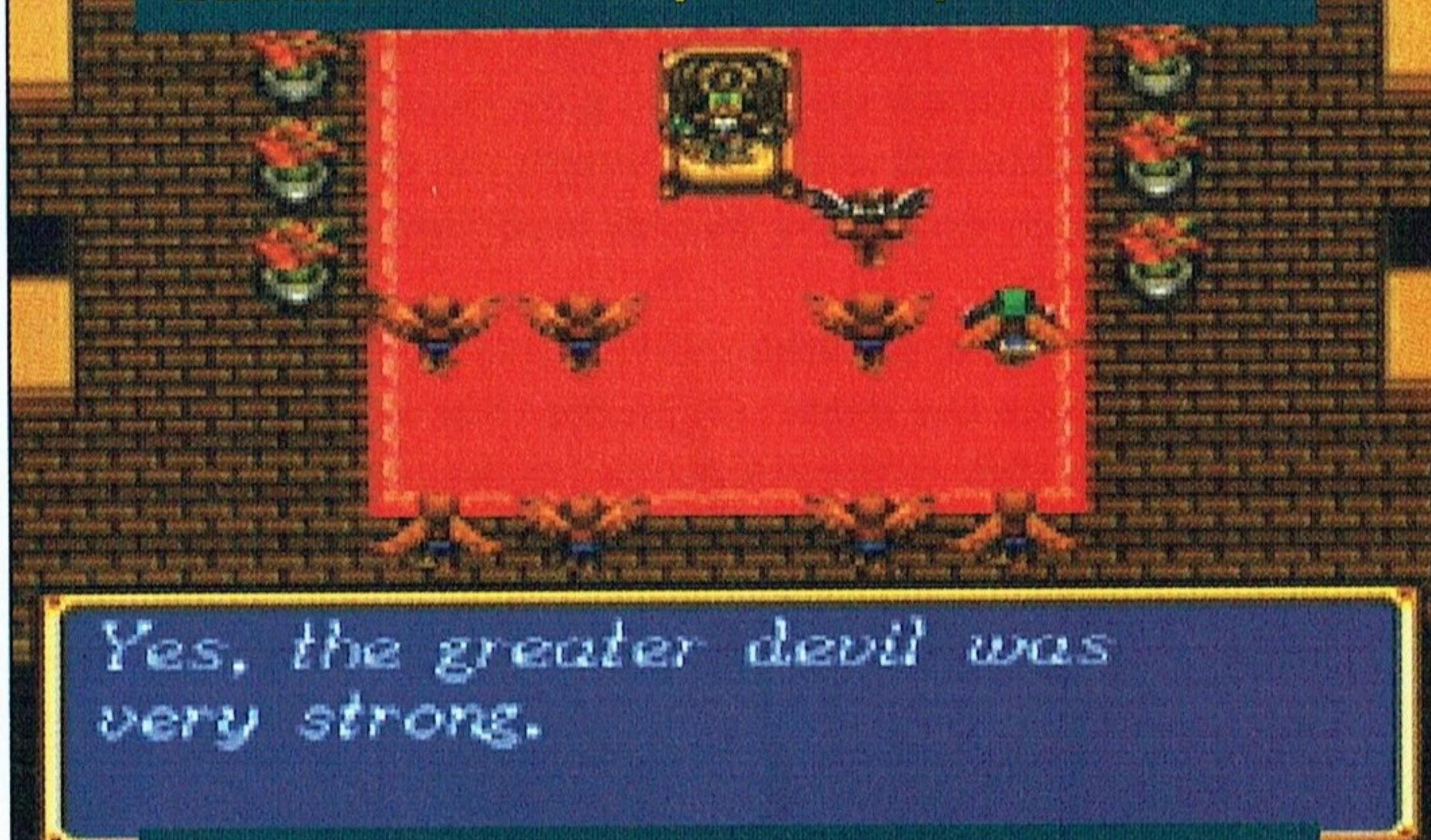
▲ Split the island and sail to the mainland where a new town starts to be built.



## [ PARMECIA: THE MAINLAND ]



▲ Once you've saved the injured man, return to Granseal and rob the shops when the phoenix arrives.



▲ Speak to King Bedoe and he will organise the raft to be prepared for you at Polca.



▲ You go to see Volcanon for help, but he's not impressed by humankind's self-inflicted problems.

**W**ith your new town being rebuilt, one of the men who left to explore the area comes back with bad news that a man has been injured. Go and save the injured man. After saving him, go back to Grans. When the PHOENIX arrives and everybody is looking at the bird, go inside the shops to pick up the items inside the chests (otherwise, when everybody goes back to work, you won't be able to get any of the items). Then go see the legendary phoenix named PETER. As an ambassador, of sorts, for the King, you are given a mission to open trade routes with other towns and to seek VOLCANON - the god who created the land. You set off on your journey with Peter to find Volcanon.

Head east towards the town, RIBBLE. Here, talk to the mayor. Explore the pots and barrels before you leave. Then, as you leave Ribble, you pick up a character called MAY, who's a ranger. From there go east, then north, around to the left to find the CAVE OF DARKNESS. Defeat the HOBGOBLIN in the cave. After defeating the hobgoblin, take the SILVER TANK from the treasure chest (this item is used to promote one of your archers into a BRASS GUNNER).

Exit the cave and go to the village of POLCA. Search in the town for other items. If you find items like MITHRIL, don't sell it because it becomes useful later in the game. Then talk to the mayor and head towards the eastern exit. A mysterious boy arrives into town with serious wounds. Leave him to the care of the mayor and go out to the east gate. Battle your way through to Bedoe. Inside you'll find the bird-dwelling clan. Go all around to the top and remember to search the pots and barrels. Talk to KING BEDOE. He'll send you to see Volcanon. Go and talk to Volcanon.

Due to the troubles caused by the people of Grans Island, Volcanon decides to shun the humans and leave them to fend for themselves. With this gem of information you are sent on your way. Talk to King Bedoe, he'll tell you to see MR CREED, the ex-Greater Devil. You have to find Mr Creed to help you with your mission. Just before you walk out of BEDOE, go left to save a baby bird. When this bird grows up (which is quite fast) he'll join your team in the fight against evil. His name is SKREECH, you'll be able to pick him up later in the game.

## [ ITEMS AND THEIR USE ]

**MEDICAL HERBS** ..... restores hit points, between 8 and 10.

**HEALING SEED** ..... restores hit points, between 1 and 18.

**HEALING DROP** ..... restores hit points, between 25 and 28.

**HEALING WATER** ..... restores all hit points.

**SHOWER OF CURE** ..... restores the entire team's hit points.

**FAIRY POWDER** ..... restores small amount of magic points.

**FAIRY TEAR** ..... restores large amount of magic points.

**ANTIDOTE** ..... rids the body of poison.

**ANGEL WING** ..... used in battle. It is like the spell EGRESS.

**QUICK CHICKEN** ..... increases a character's agility.

**RESISTANCE POTION** ..... increases a character's hit points.

**POWER POTION** ..... increases a character's attack.

**RUNNING PIGMENTO** ..... increases a character's movement.



## Shining Force 2

Go to Polca, in here battle the nasties and save the birdman, LUKE. GERHALT the wolfman will join your team. Luke will also join you after the battle.

To get the RAFT, try talking to the mayor a few times to get his attention. After that, leave the village. As you are leaving, he'll place the boy you saved, ODDLER, in your care.

Once outside Polca, take the raft down south along the river to

defeat the KRAKEN at the T-junction. To defeat it, attack the legs first, using your flying creatures to lure them. Keep the weaker characters away from the tentacles because they have long range attack. Try to defeat all of the Kraken's tentacles before going for its head.

To the far east of HASSAN, find an old man in the ruins. He'll tell you there's a path that you can take to go back to Grans Island. Head to the ruins where PASERAN was (south of Ribble), and the old man will follow you. Defeat the monsters inside it. After the battle, the old man opens a door for you, but it is locked, so this path can't take you back to Grans Island. Open the treasure chests. In one of the treasure chest, there's a WOODEN PANEL. Take the Wooden Panel to the village of Ribble and fit it in the tree (by pressing the A button, go into ITEM and USE the Wooden Panel). Inside the tree you'll discover the ACHILLES SWORD.

Go to Hassan and talk to DR ROHDE (he's the one who refused to talk to you before because he was too busy). When he sees that you have the Achilles Sword, he's willing to follow you to the TAROS SHRINE.

With your sword equipped, go west to the Taros Shrine. In here you have to defeat the giant robot, TAROS. To defeat him, split into two groups, with strong and weak characters evenly placed. Take out the smaller monsters, especially the healers, then attack the TAROS. Only your main character, equipped with the Achilles Sword, can hit the Taros (using magic doesn't hurt him). Use your other characters and healer to heal your main character when his hit points are low.

**The next instalment of the Shining Force 2 solution appears next issue. You'll just have to wait...!**

*I'm sorry! I'm sorry!  
Don't possess me!*

▲ Talk to the mayor several times. This will make him turn around.

PETER PHNK 16  
HP 31/32  
MP 0/0

KRAKEN HEAD  
HP 21/35  
MP 0/8

▲ Attack the Kraken's legs first and keep your weaker characters well out of harm's way.

▲ Stand in front of the tree and use the wooden panel. The Achilles Sword will then be yours.

## [ GENERAL TACTICS ]

When in a room, search everywhere, particularly chests, vases and bookshelves. There's heaps of goodies hidden throughout this game. Always stock up on Medical Herbs, Healing Seed and the Healing Drop to heal your characters when their hit points are low. In battles, plan ahead and put your characters in good positions. Use your weaker characters either as decoys or position them away from

the enemies if you don't want them hurt. Usually, these are your magic-wielding characters – priests and mages, for example. Put your long-range attackers behind the fighters to aid the fighters. A good tactic is to destroy the healers on the enemy's side first, so the battle won't drag on, then attack the boss.



# A Cheat's Guide

## Real Price

\$2.95 (at newsagents and supermarkets throughout this land we know and love!)

## Date

Indicates fortnightly frequency.

## Funny Price

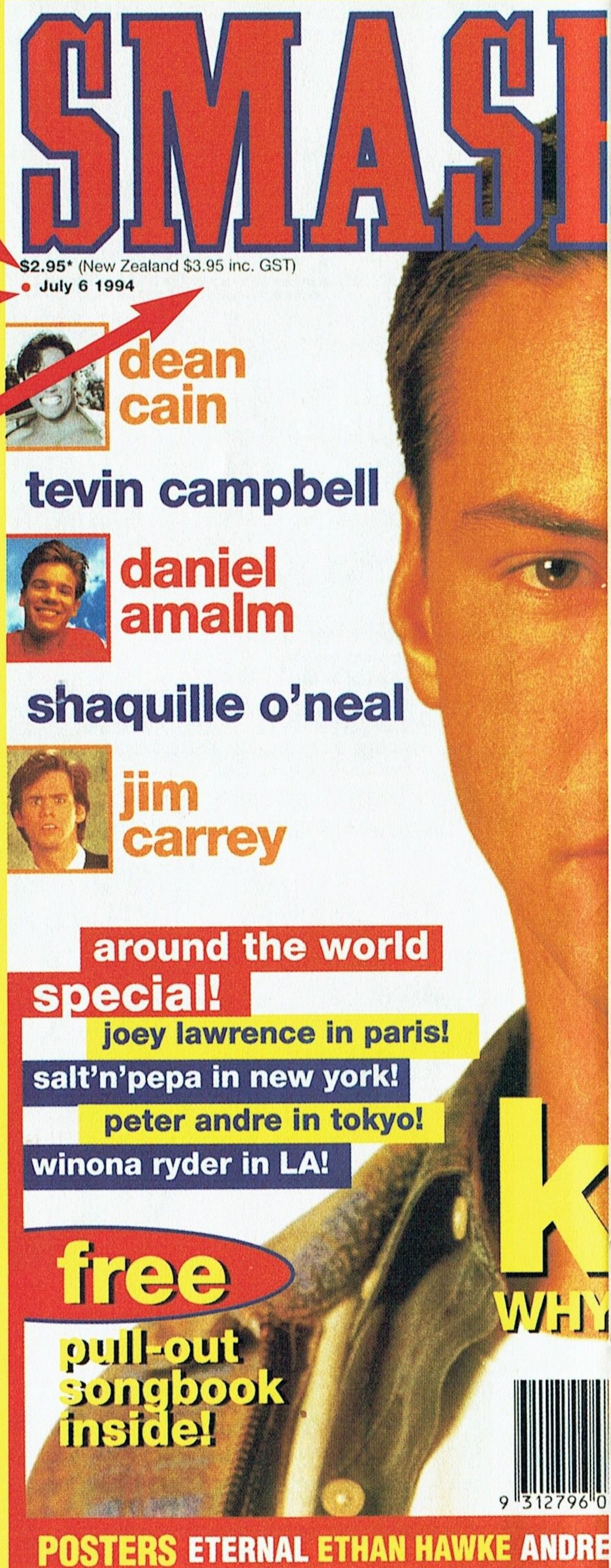
A snip at \$3.95 in New Zealand, including GST! Pure value for money, Kiwi shoppers!

## Staple

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

## Free Gifts

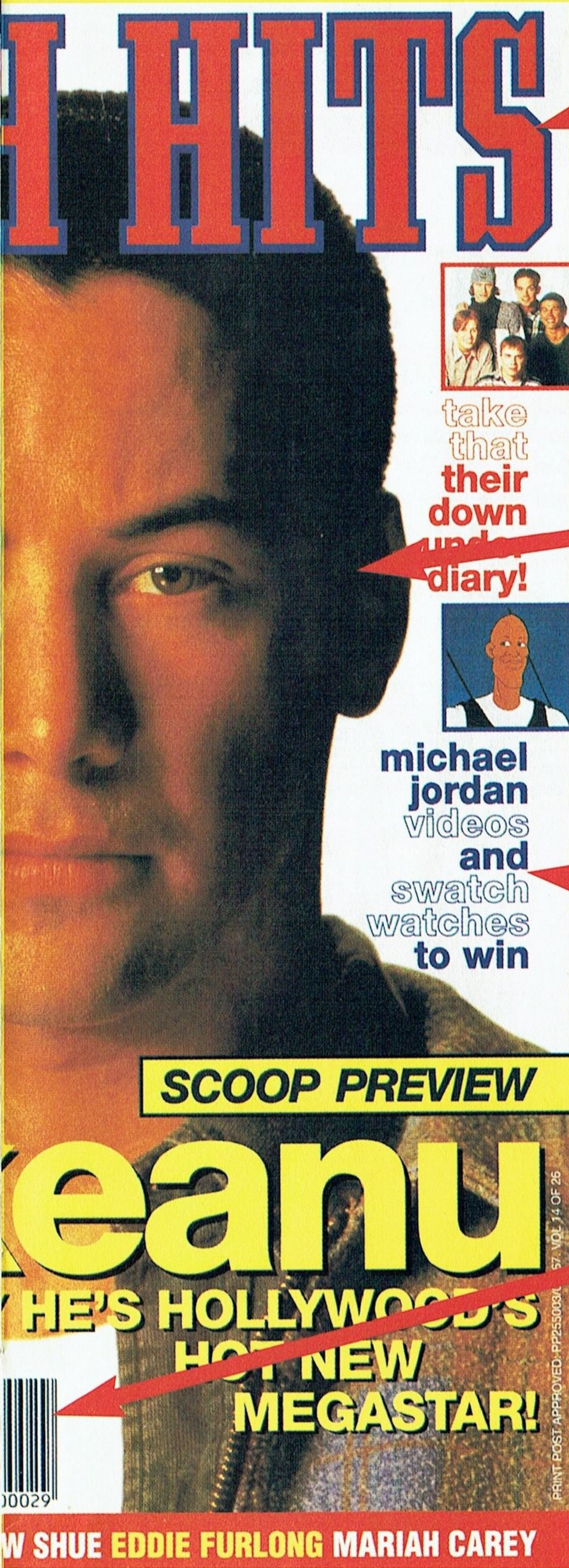
Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!



# Get with it ev



# de To SMASH HITS



## Title

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

## Famous personalities

In this instance, a rather popular thespian-type blokey with grunge tendencies who's remarkably non-ugly indeed. Probably every famous star that's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

## Prizes

Win lots of exclusive things you can't buy in the shops! And more besides! Every issue is a winner!

## Barcode

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

## Posters

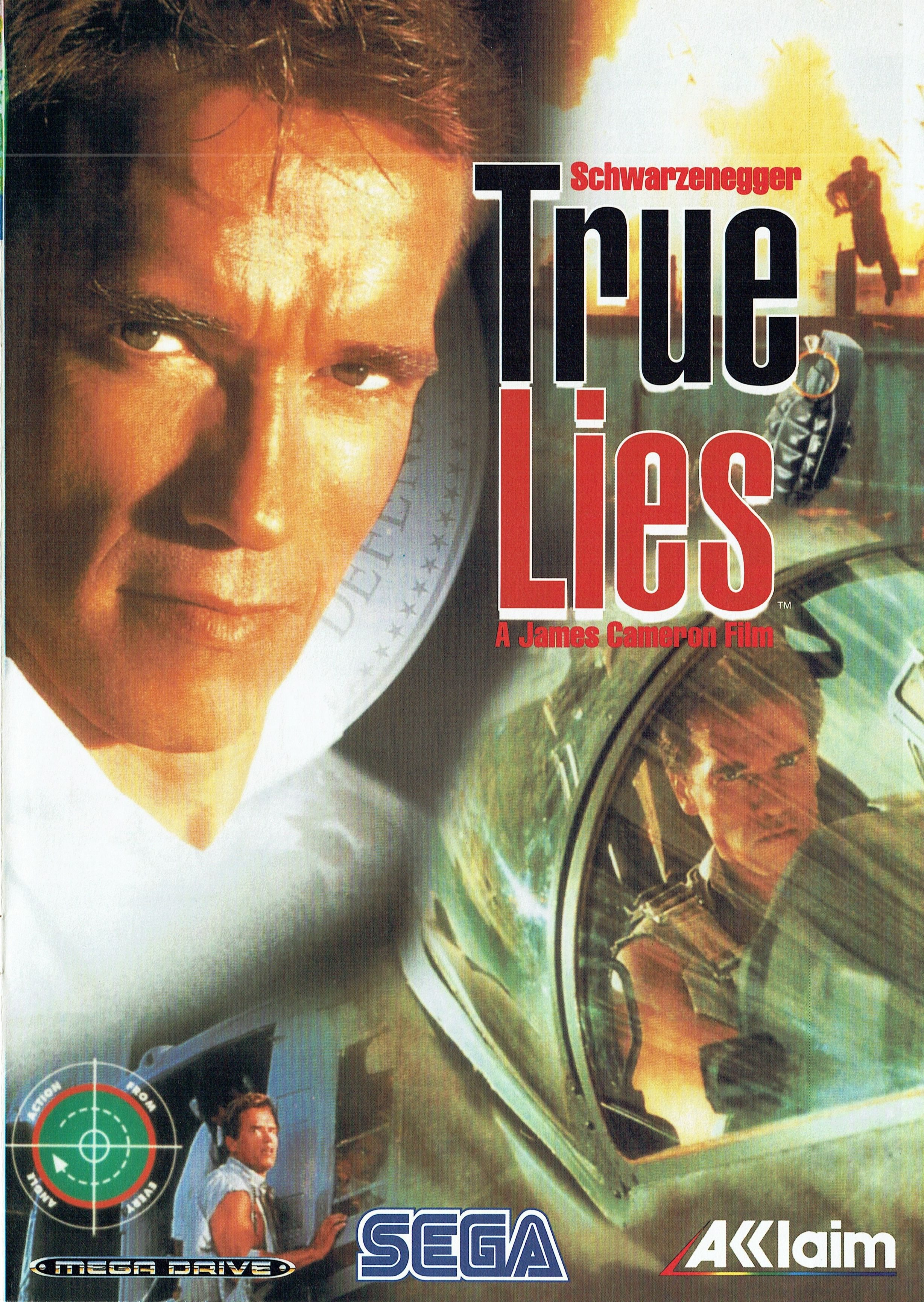
They're fast making wallpaper a thing of the past!

# very fortnight





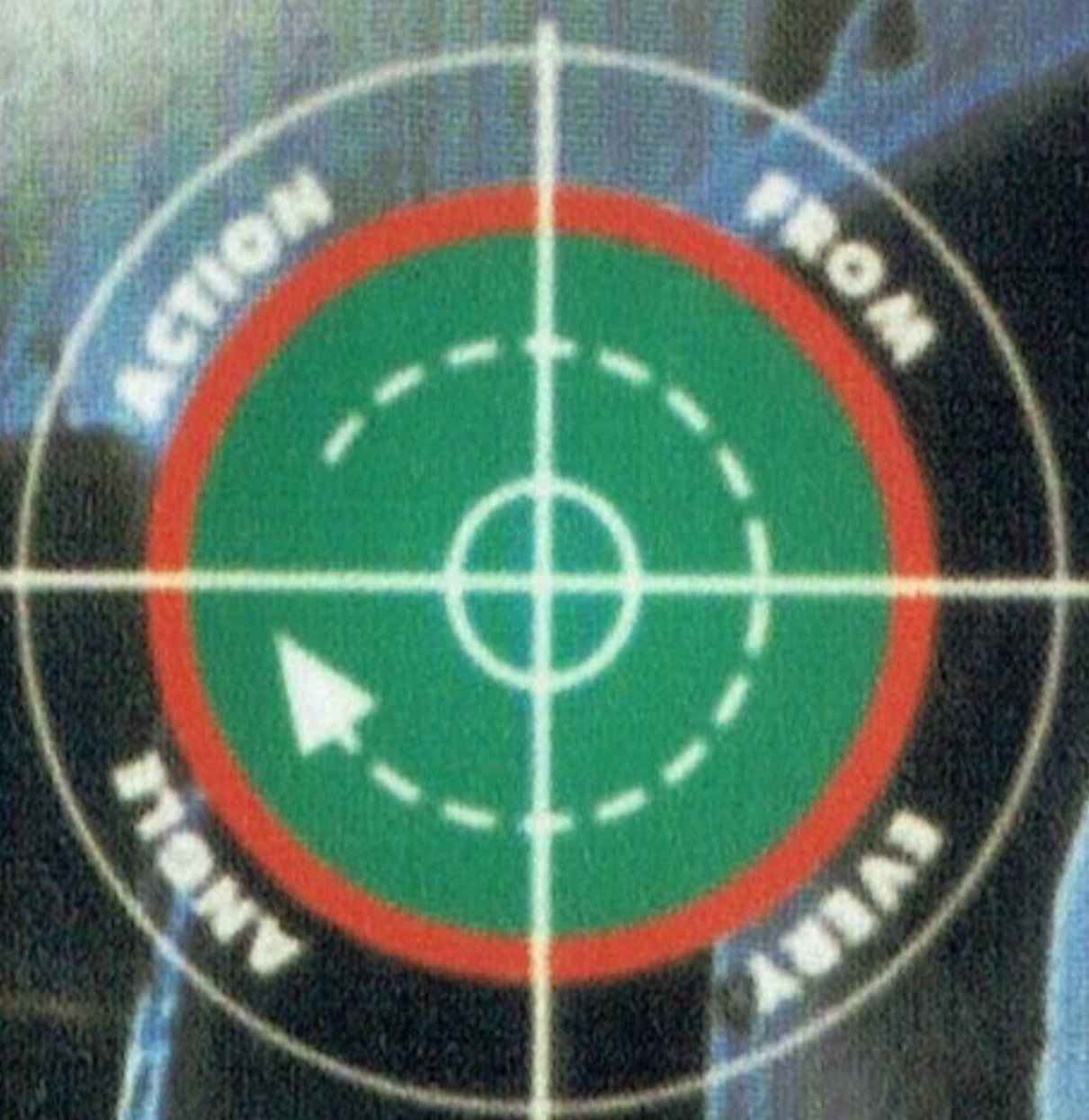




Schwarzenegger

# True Lies

A James Cameron Film



MEGA DRIVE

SEGA

Acclaim



I KNOW THERE'S A GATEWAY TO ANOTHER LEVEL JUST AHEAD. THEY'RE WATCHING ME TOO CLOSELY, BUT--

HARRI - I NEED YOU TO CREATE A DISTRACTION...

SPEWIN'!

**ACTION**

THE SMALL GROUP MAKE THEIR WAY THROUGH THE DENSE VEGETATION UNTIL THE GATEWAY COMES INTO VIEW...

...AND ALL THE WHILE THEY ARE WATCHED FROM THE DARK SHADOWS.



VERY CLEVER, PUMP.

IF WE DON'T GET AWAY FROM THESE JOKERS NOW...

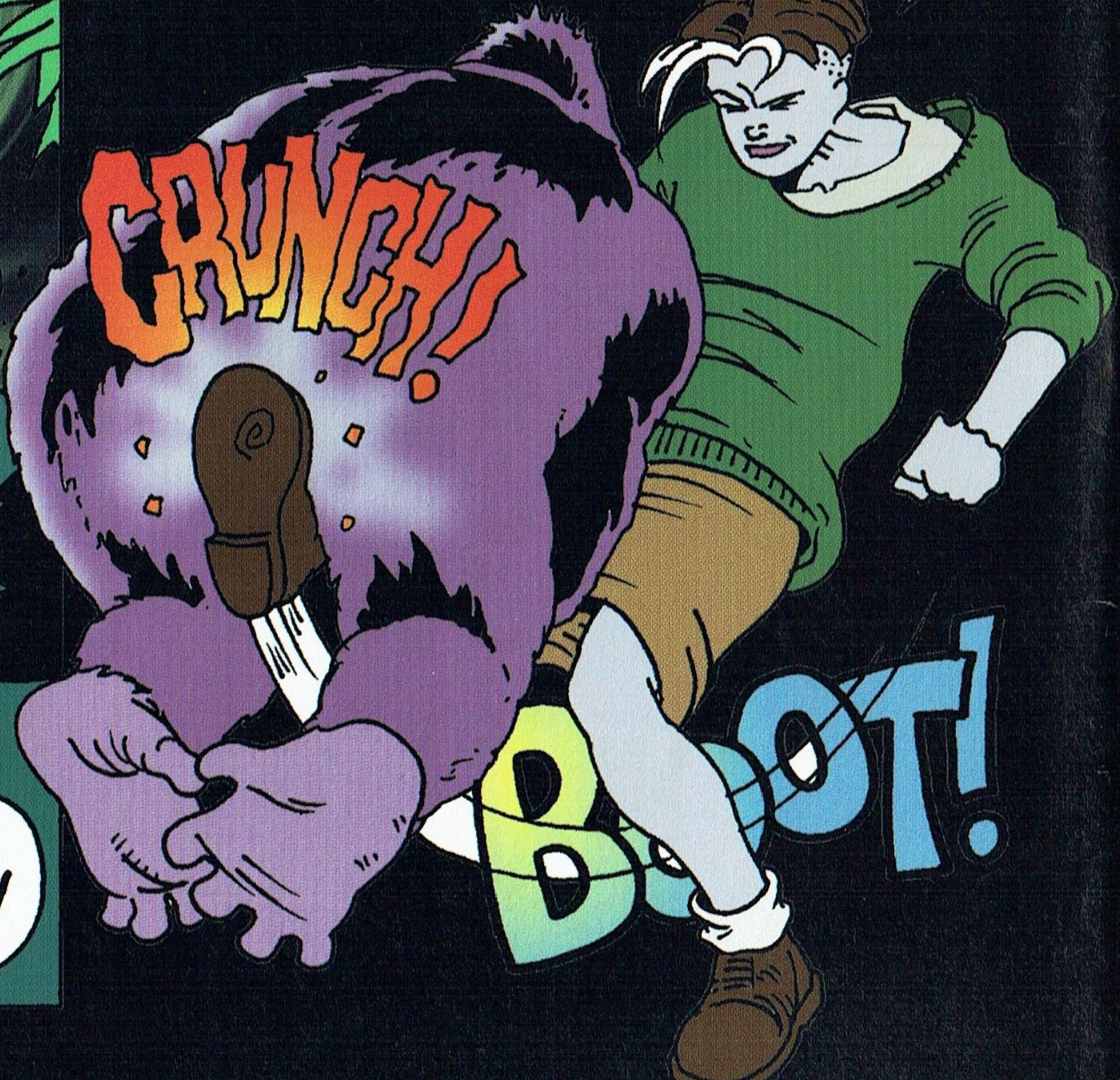
...THEIR CHIEF, M'BUTO, HAS SOME PARTY TRICKS PLANNED FOR US...!

NO TALKIN' PUMP!

UGH!

AN' NO FUNNY STU--

**EAT DOG MARTENS!**



**CRUNCH!**

**BOOT!**

Now HARRI!



RUN 'LISS-  
INTO THE GATE!

W-WHAT ABOUT  
HARRI--?

DON'T WORRY-  
GO!

**KONG!**

ow!

**PUNT!**

URK

C'MON  
HARRI-  
THIS GATE  
IS OUR  
ONLY  
CHANCE!

WHY DOESN'T  
THAT COMFORT  
ME?

WELL...  
NOW THAT  
YOU MENTION IT-  
I THINK YOU  
SHOULD PREPARE  
YOURSELF - CAUSE  
ON THIS NEXT  
LEVEL...

SHI--

...ANYTHING  
GOES.

OH...

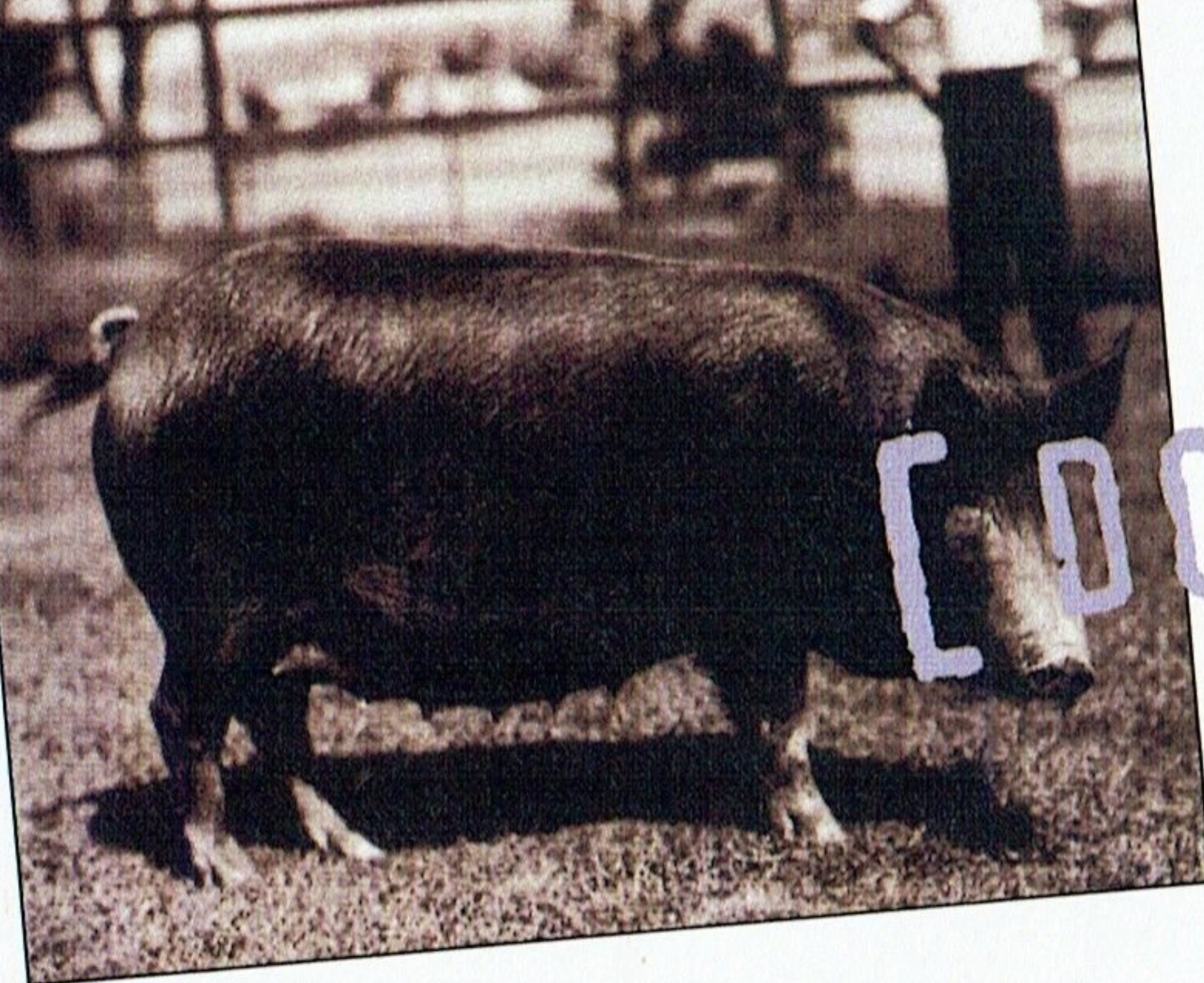
**NEXT MONTH!**  
MORE ACTION!  
MORE ANARCHIC  
ANTIESTABLISHMENTARIANISM  
MORE STUFF TO REALLY  
GET UP YOUR OLDS!  
AS PUMP GOES TO THE  
INSANE...  
**LEVEL of  
WAYNE!**





Compiled by  
BARNEY RUBBLE

nine inch richards: closer to hogs



## Record o' the month

NINE INCH RICHARDS

'CLOSER TO HOGS' (Shock)

The guys in the band are called 'Buck Nakid' and 'Slim Prickins'. It's sorta country but more like Nine Inch Nails wrestling a pig by the horn. It's puerile. It squeals. It snorts. Don't play it around your parents. On second thoughts...

## Prank o' the month

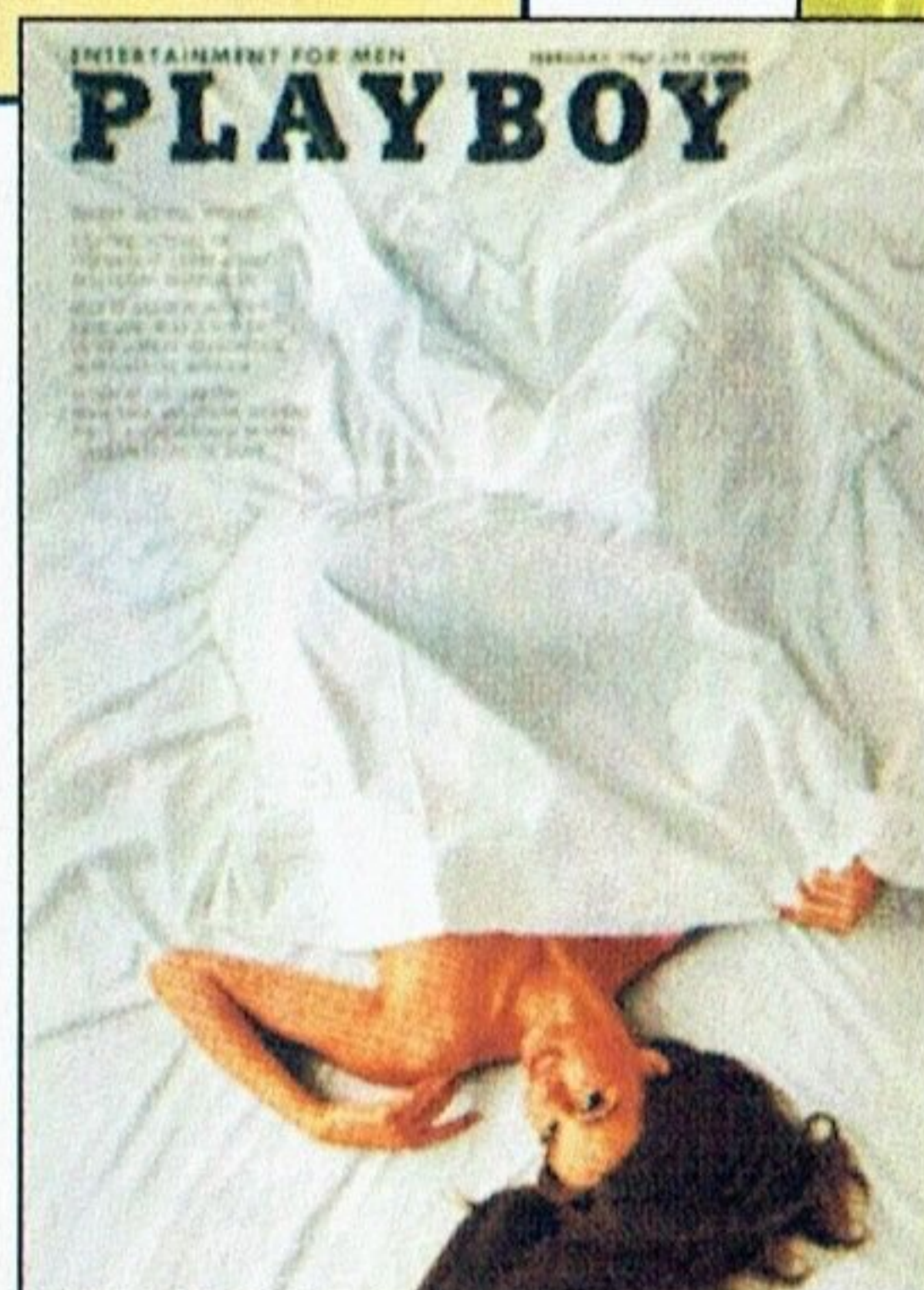
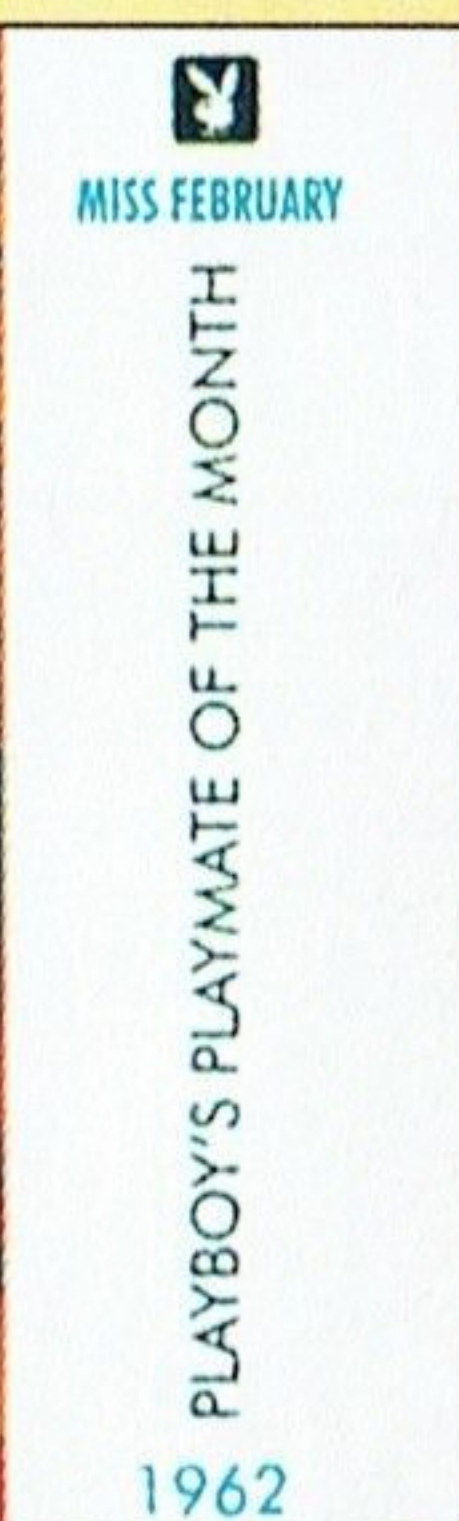
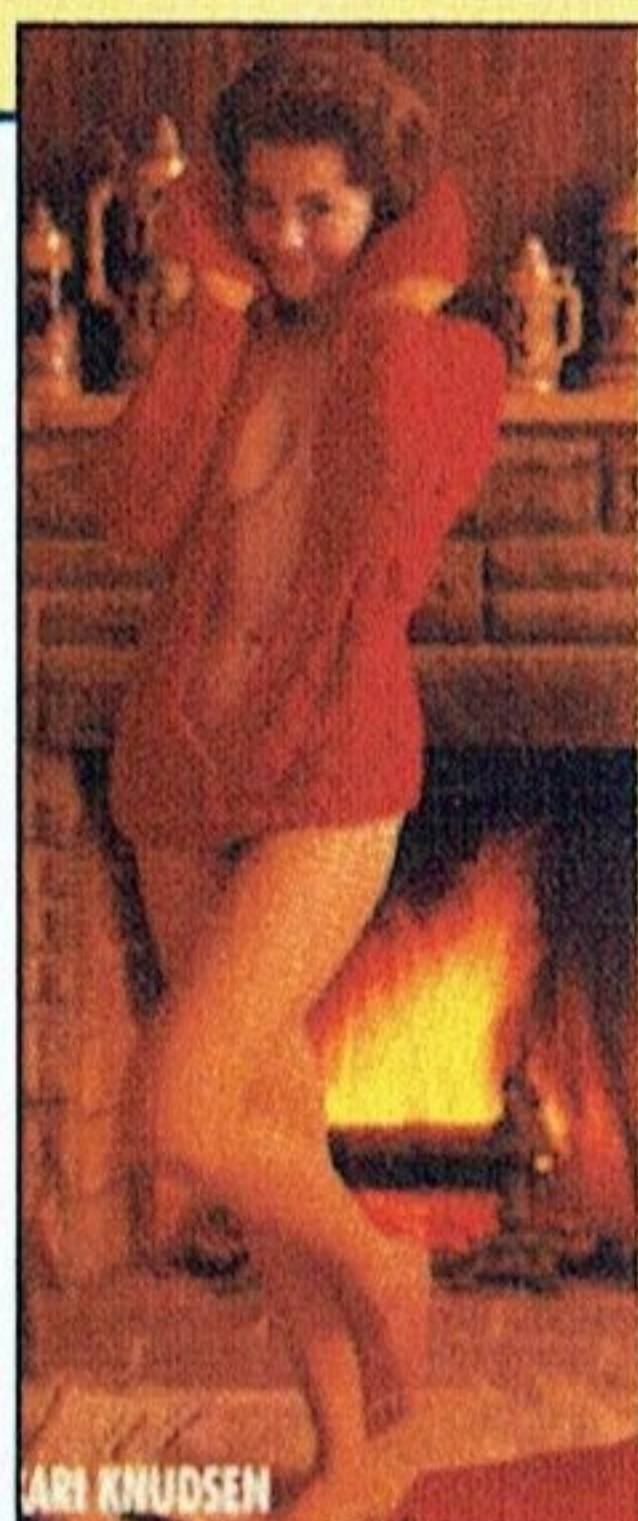
DON'T DO THIS

Never get a square waste paper bin and get you and your mates to piss in it. Never leave it for a few days and then prop it up against a door of some sucker. Then, never, ever, knock on the door and run away. If you do that the door will open inwards and the bucket will spill the piss everywhere inside and ruin the carpet and stink for weeks. So, don't do it, OK?

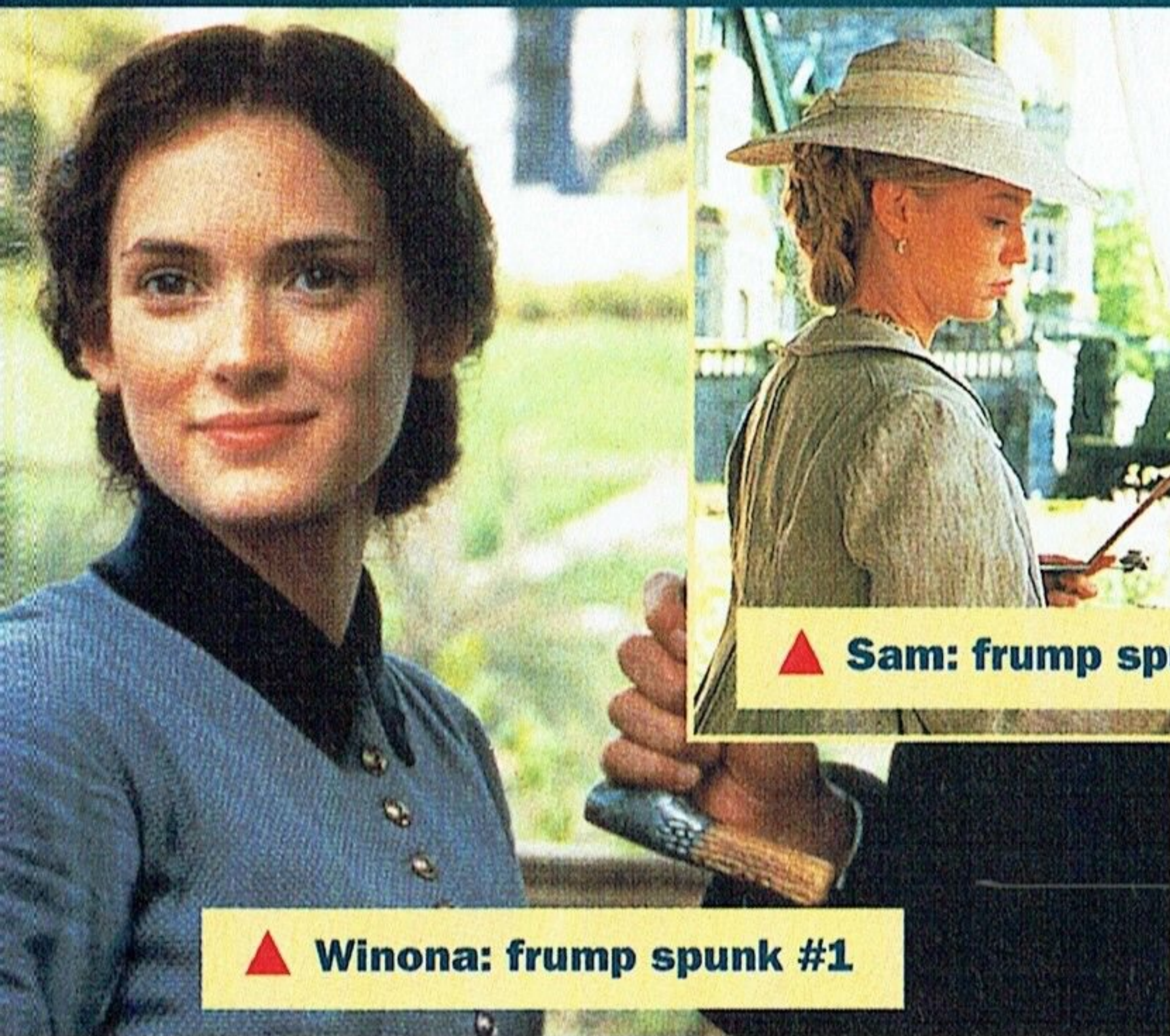
## Trading card o' the month

PLAYBOY CARDS

There are these Playboy cards. One set are Chromium Cover cards and are cool with covers and chicks and the others are Centrefold Collector cards which have chicks from history, who are older than your mum, but still babes because the pictures were taken in the 1960s. And they're plastic-coated!



## The 'Why did they do that?' film o' the month



▲ Sam: frump spunk #2

▲ Winona: frump spunk #1

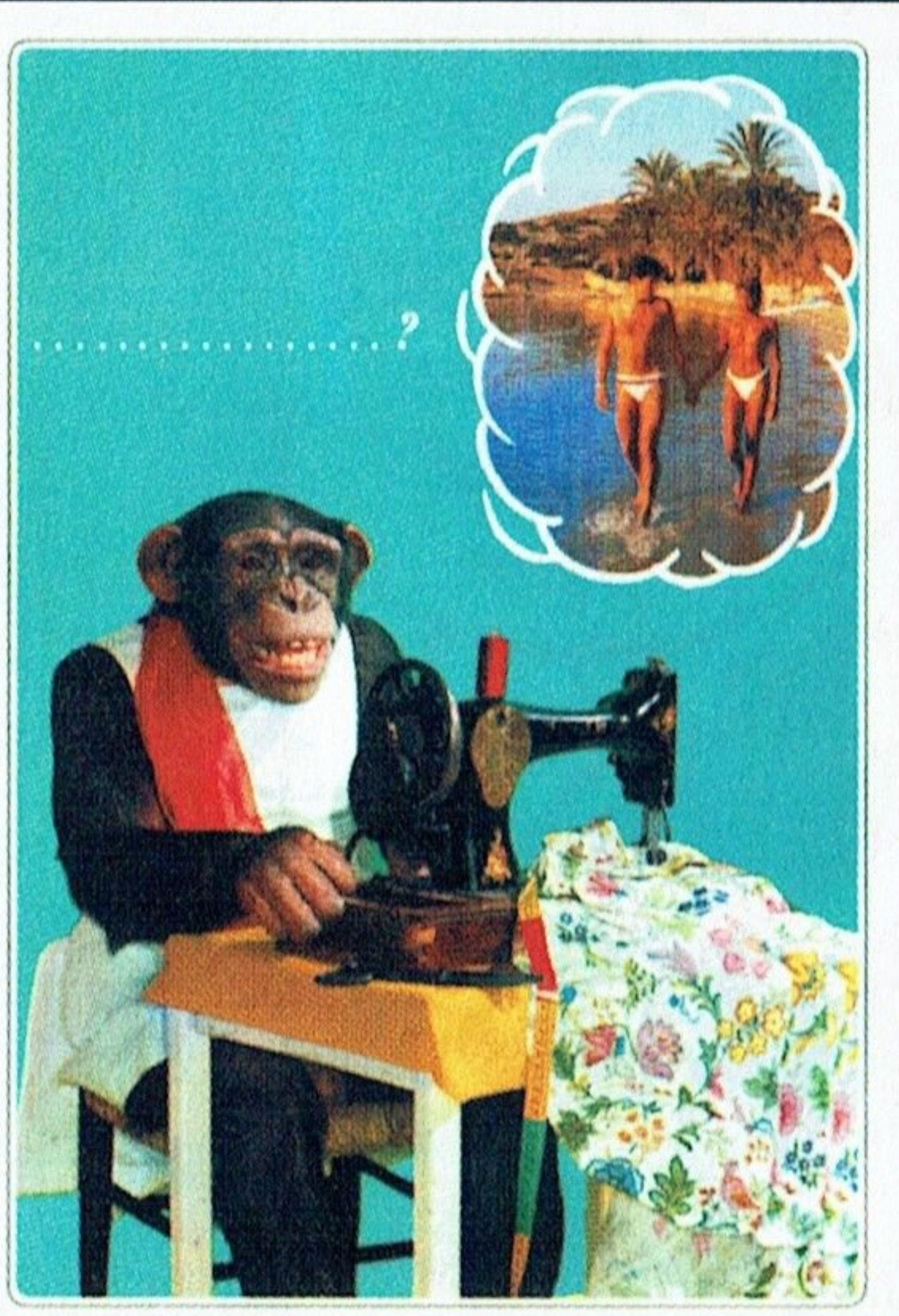
LITTLE WOMEN

Now, Winona Ryder is a spunk, right? And so is Samantha Mathis, OK? Erm, so let's make a movie with both babes in it and dress them up in frump suits and make 'em look real ugly. And make it really boring and dull, too. Yeah, good idea!

## Book o' the month

THE COMPLETE MANUAL OF SUICIDE

This beautifully designed book comes from Japan. It's written in Japanese but the plot goes something like... um, this is how to kill yourself. It's got lots of tips and shows you how with chapters on medicine, hanging, cutting the wrist and carotid, self-burning and 'special cases'. We kid you not - don't try this at home.



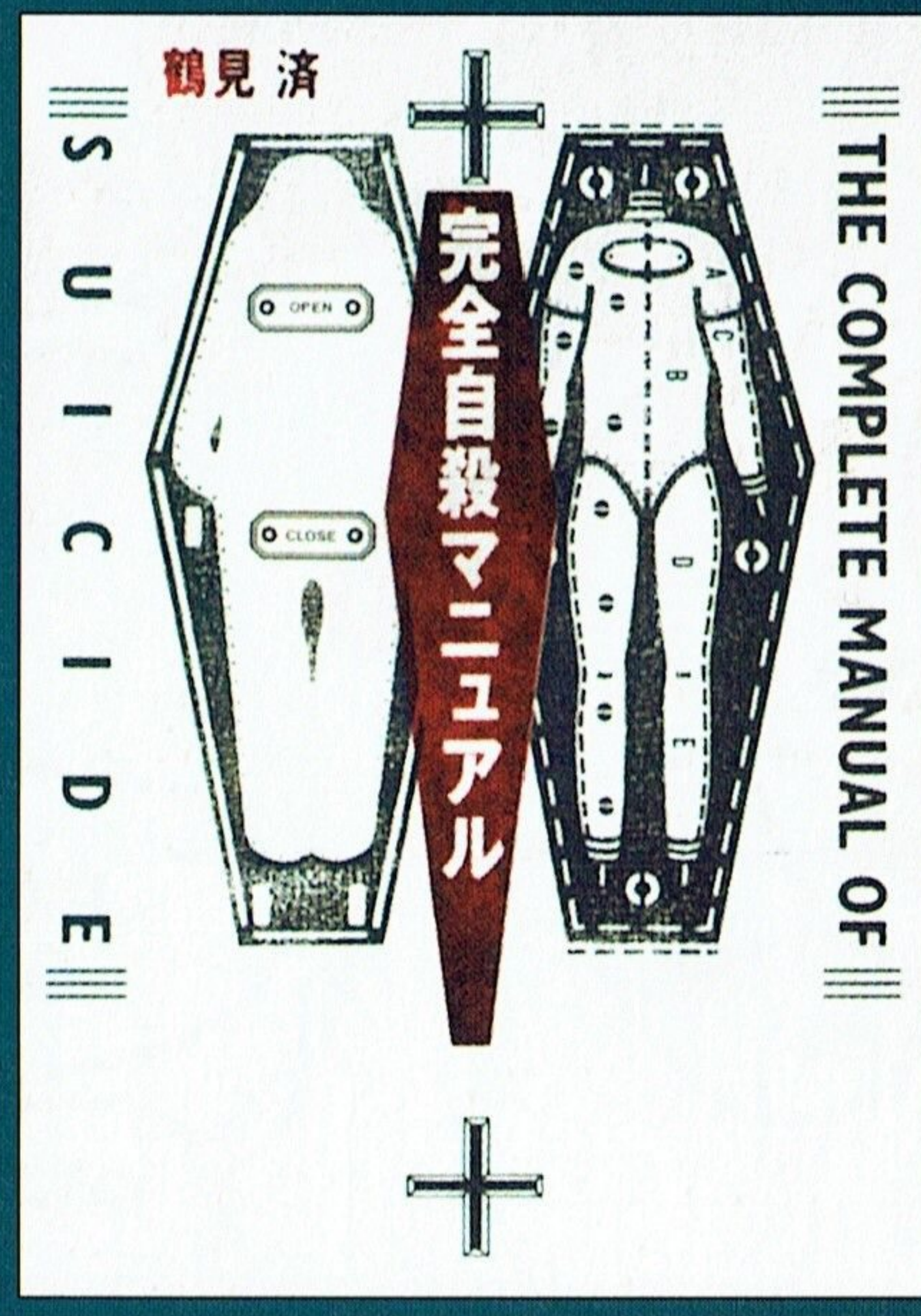
## Postcard o' the month

This came for Matt from his sister, Lila, who sent it from Greece. Dunno if that says more about Greece, Matt, Lila... or monkeys.

## School o' the Month

JAPAN

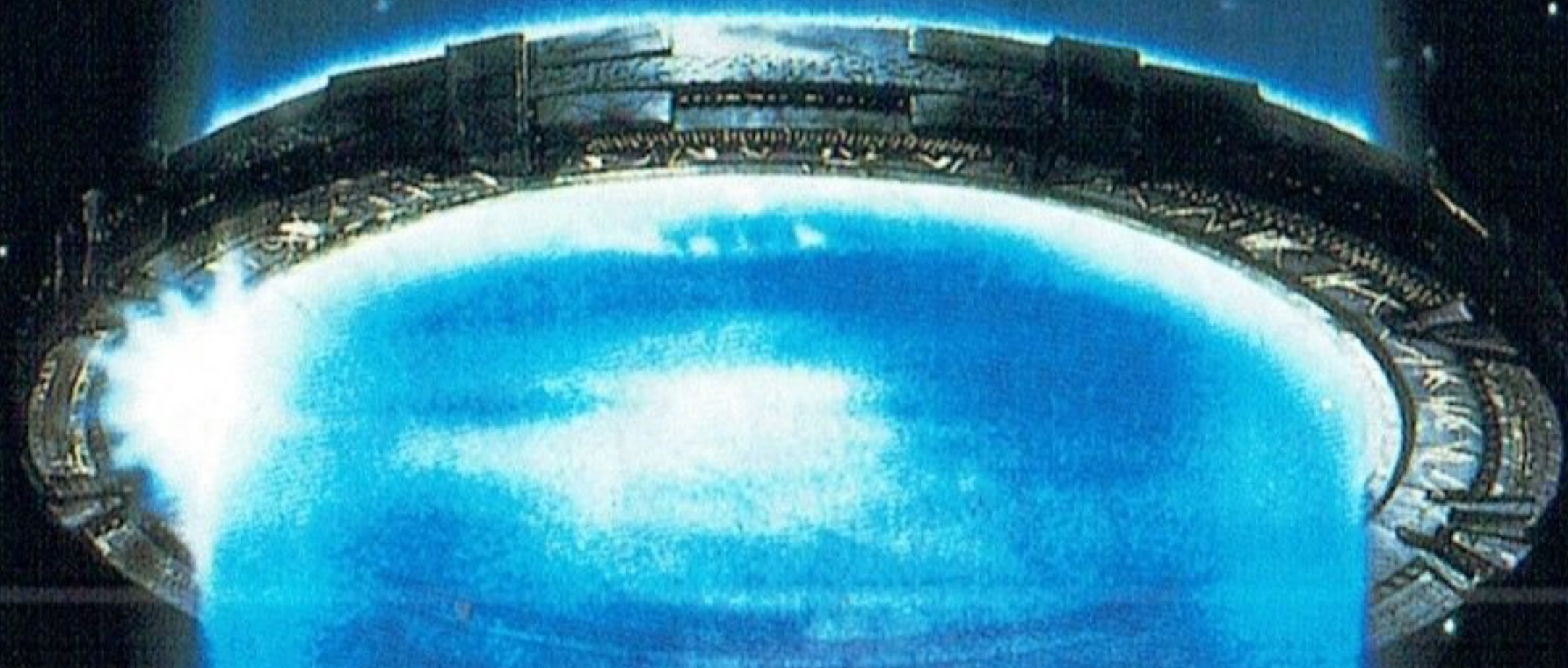
All of 'em. In Japan. They've been using text books over there that say that Australia was 'untouched' by conflict in World War II. Oh yeah? And those bombs that fell on Hiroshima and Nagasaki were firecrackers.







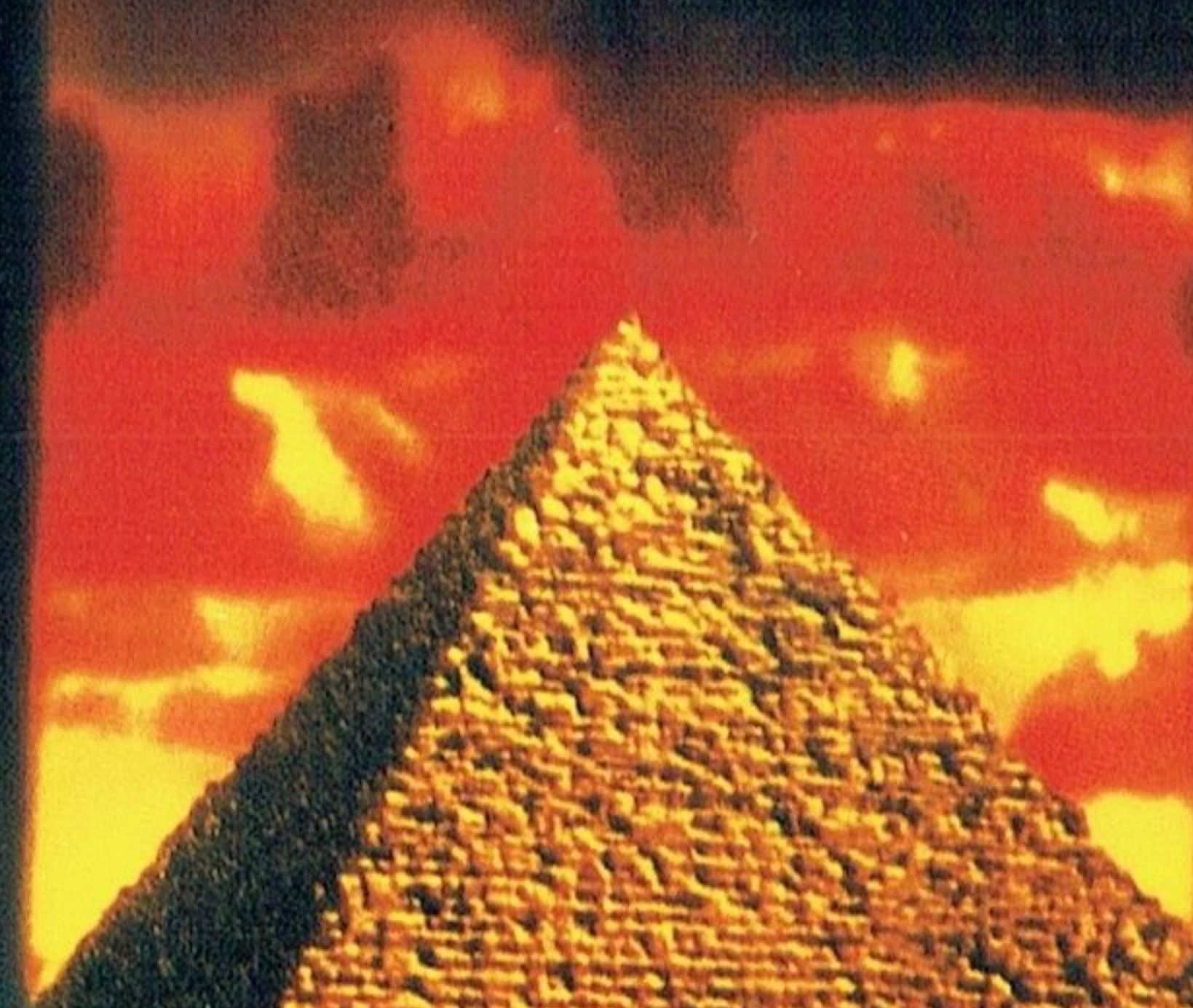




IT WILL TAKE  
YOU  
A MILLION  
LIGHT YEARS  
FROM HOME.

# S T A R G A T E

BUT WILL  
IT BRING  
YOU BACK?



SEGA

MEGA DRIVE

Acclaim



